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1.

Lip-Sync (Local) WebGL **Phoneme-Based** .

WebGL API .

:

WebGL .

2. ..

WebAudio API Unity.

(Realtime Audio Processing) .

.. (Phoneme Detection) –

Phoneme .

(: /A/ /E/ /O/ /M/ /F/ ...).

API .

WebGL .

.. BlendShape Rig

(BlendShape).

:

(Mapping) /

(Realtime Syncing)

(Stabilization)

..

WebGL .

.

Lip-Sync 3D/ .

3. (Technical Requirements) .. (Local-Only)

API

WebGL Build .

.. WebGL

WebGL .

GC Spike.

(Chrome Firefox Edge).

..

Latency **ms**

CPU

.

4. (Scope)

:

.. Lip-Sync

BlendShape

.. WebGL Ready

Build WebGL .

.. (Web Test Page)

WebGL :

..

Debug

5. (Acceptance Criteria)

.

API .

WebGL Freezing .

Lip-Sync .

.

.

6. (Deliverables)

Unity Lip-Sync.

Build WebGL.

HTML WebGL Build.

.

Lip-Sync.

7. :

.

https://models.readyplayer.me/6920cd8a5f9f523e50aae2c0.glb

: WebGL
: unity trainee
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: 2025.11.20
: 2025.12.31