**PANDA FUR BREAKDOWN**

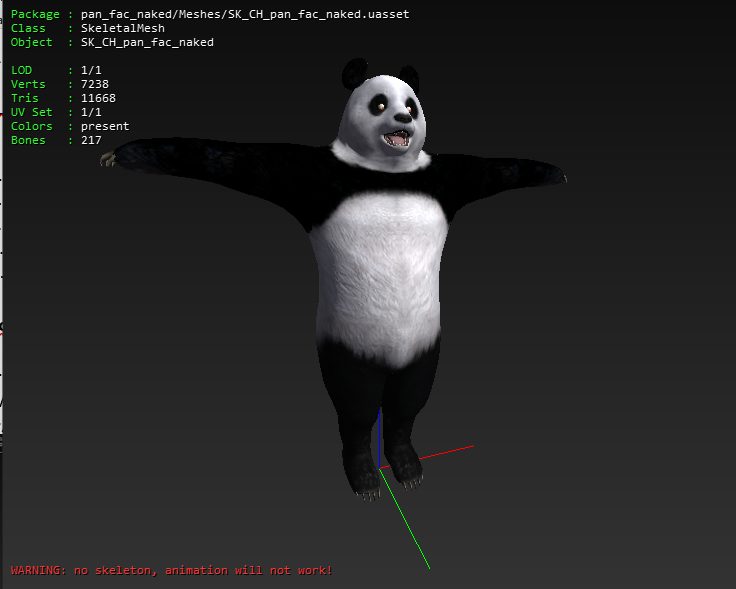
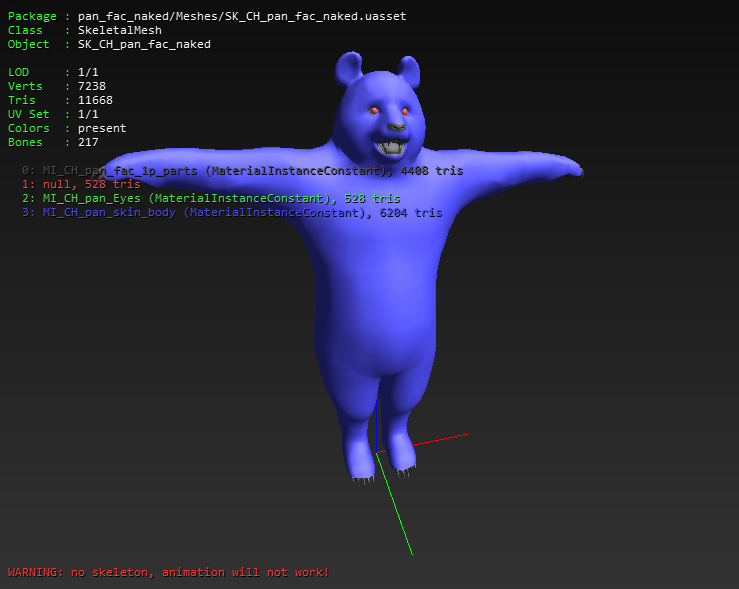
Highlighted filepaths denote that they are maintained in a separate mesh folder.

**CI\_pan\_fac\_naked**

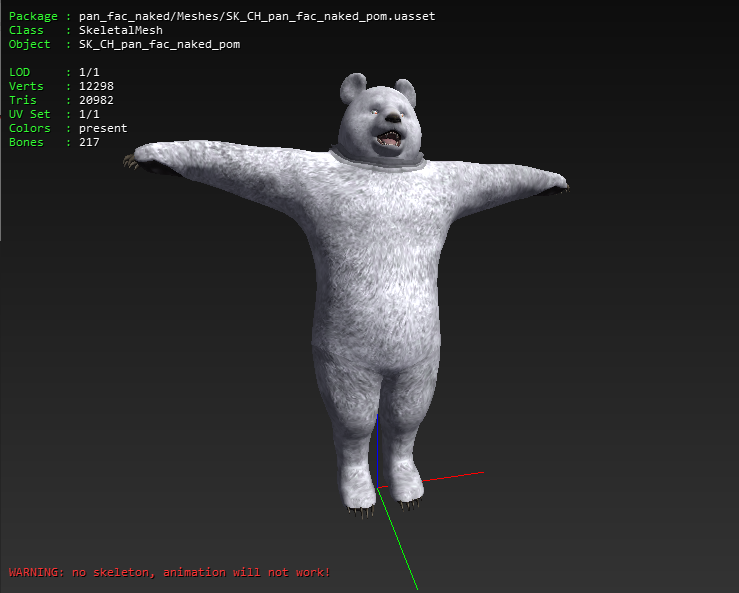
···p··8  
Game/Character/Item/CharacterItem/PAN/FACE/CI\_pan\_fac\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_NeoFur\_pan\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked\_pom

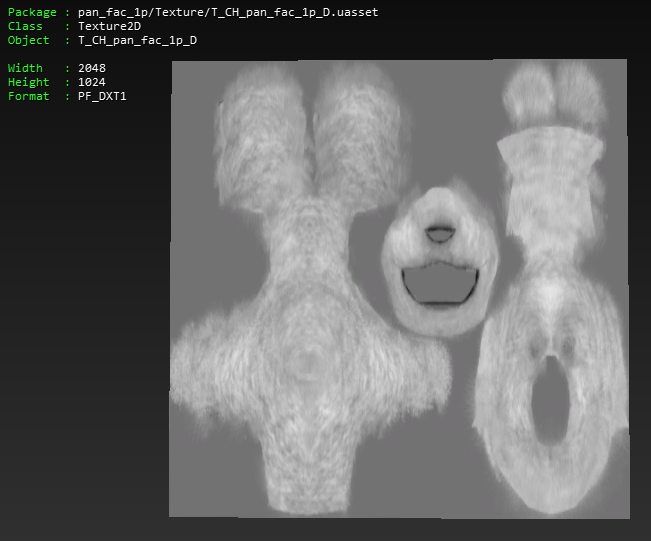
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/NF\_pan\_naked

**MI\_NeoFur\_pan\_naked**

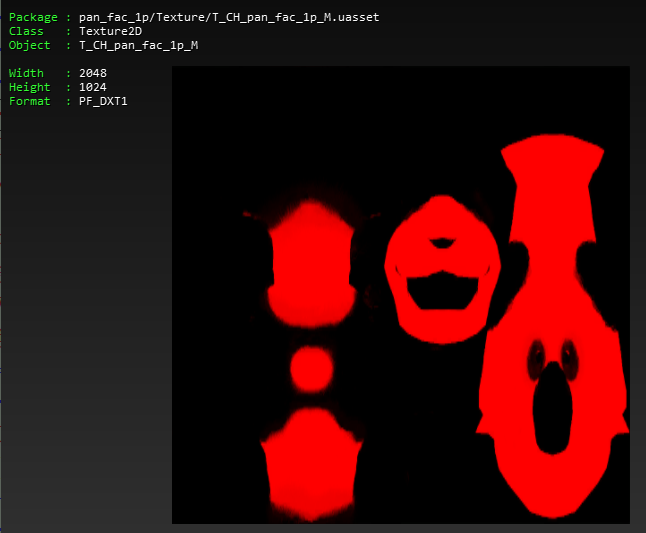
Game/Character/Common/shader/Material/M\_CH\_Neofur

Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_fur\_noise01

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_fac\_1p\_D

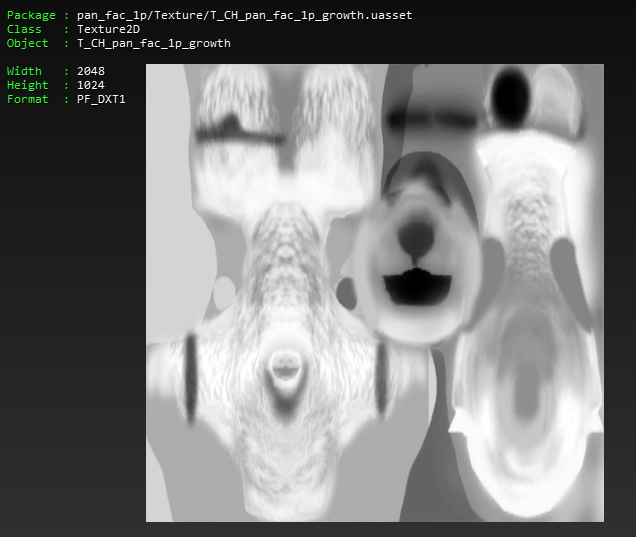


Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_fac\_1p\_M



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_NeoFur\_pan\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_growth



**SK\_CH\_pan\_fac\_naked**

Game/Character/Common/Skeleton/SKT\_CH\_base\_Skeleton

Game/Character/Item/Meshes/kum/Face/kum\_fac/Material/MI\_CH\_kum\_Eye\_ADD

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Material/MI\_CH\_pan\_fac\_1p\_parts

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Material/MI\_CH\_pan\_skin\_body

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_Eyes

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked

**MI\_CH\_pan\_skin\_body**

Game/Character/Common/shader/Material/M\_CH\_KumBase

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Material/MI\_CH\_pan\_skin\_body

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_skin\_body\_D



Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_skin\_body\_N



Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_skin\_body\_S

**SK\_CH\_pan\_fac\_naked\_pom**

Game/Character/Common/Skeleton/SKT\_CH\_base\_Skeleton  
Game/Character/Item/Meshes/kum/Face/kum\_fac/Material/MI\_CH\_kum\_Eye\_ADD

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Material/MI\_CH\_pan\_fac\_1p\_parts

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_body\_pom\_fur

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_Eyes

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_naked\_pom

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_naked\_pom\_02

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_pom\_fur

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_pom\_fur

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_pom\_fur\_ura

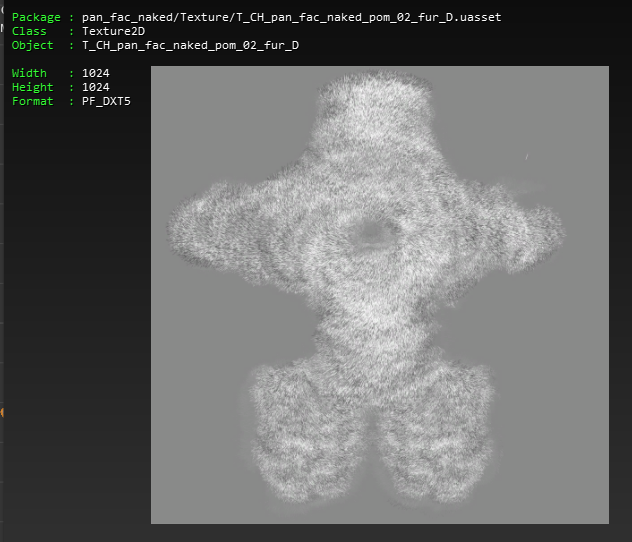
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked\_pom

**MI\_CH\_pan\_body\_pom\_fur**

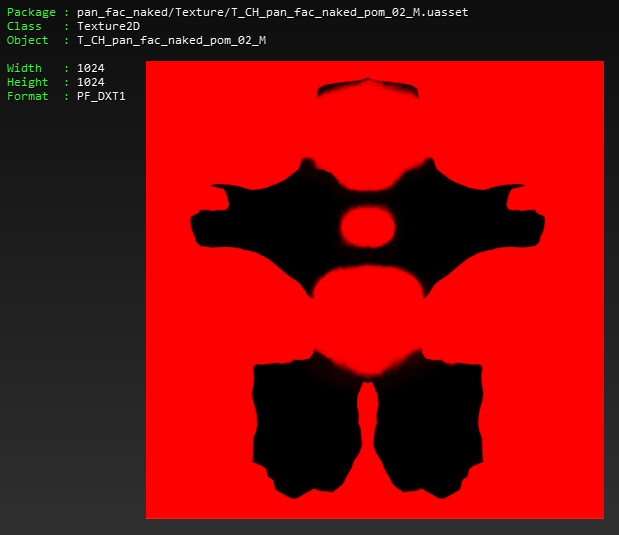
Game/Character/Common/shader/Material/M\_CH\_Base\_trans

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_body\_pom\_fur

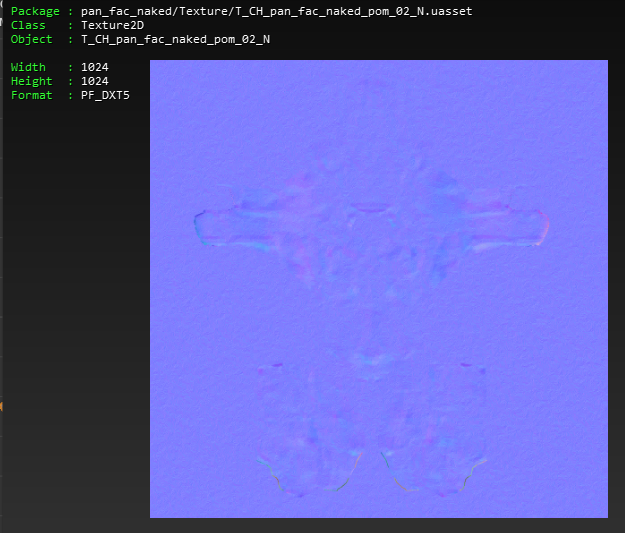
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_fur\_D



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_M



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_N



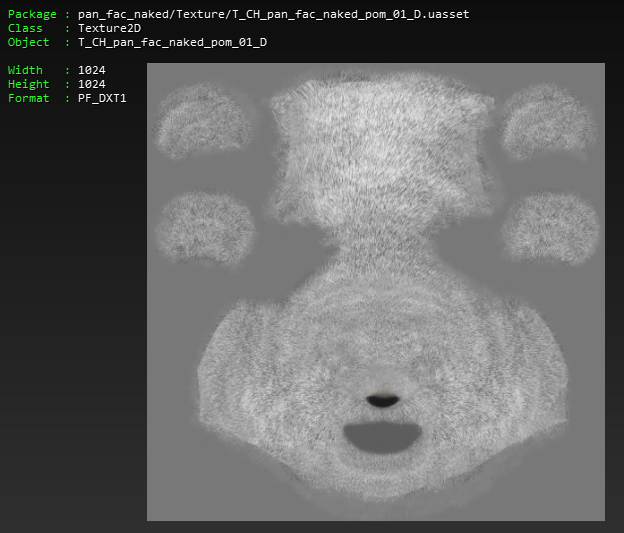
**MI\_CH\_pan\_fac\_naked\_pom\_01**

Game/Character/Common/shader/Material/M\_CH\_POM

Game/Character/Common/shader/Texture/T\_CH\_transbase\_D

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_naked\_pom\_01

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_D



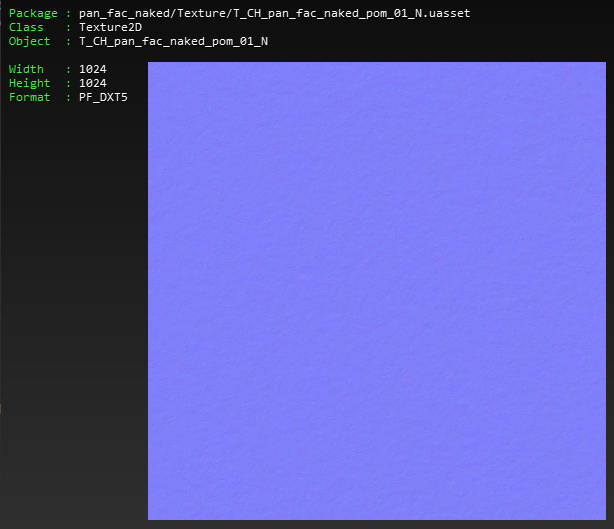
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_hight



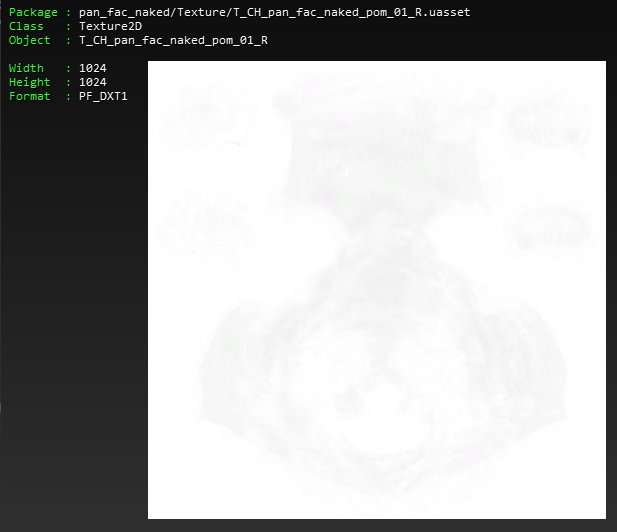
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_M



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_N



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_R



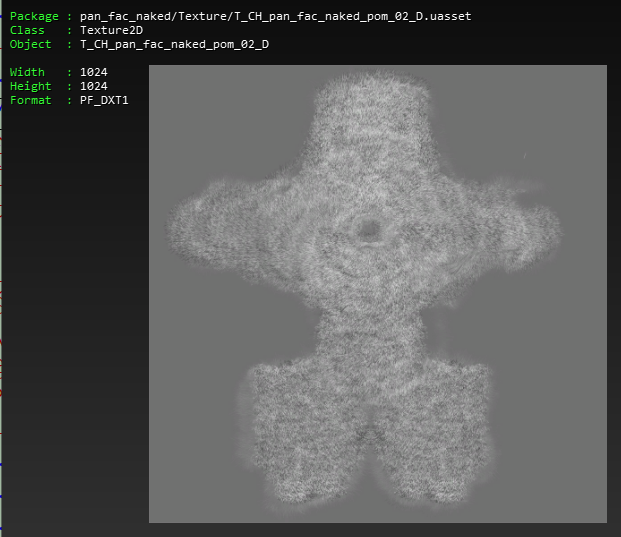
**MI\_CH\_pan\_fac\_naked\_pom\_02**

Game/Character/Common/shader/Material/M\_CH\_POM

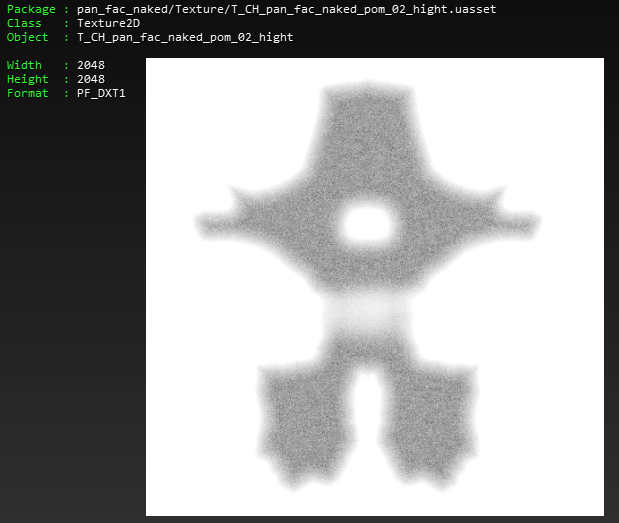
Game/Character/Common/shader/Texture/T\_CH\_transbase\_D

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_naked\_pom\_02

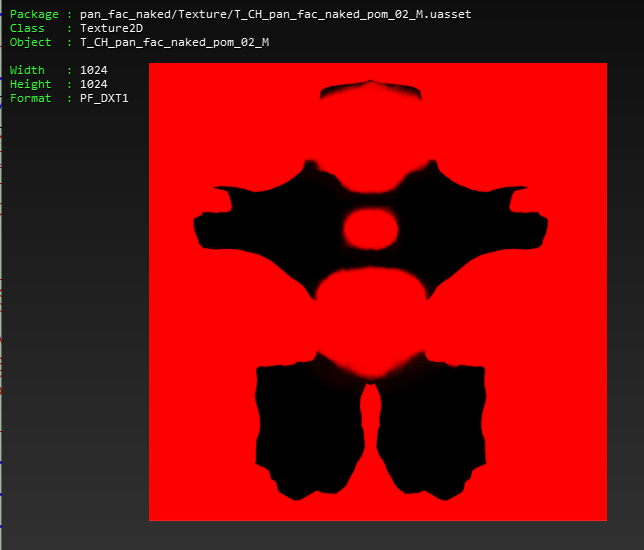
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_D



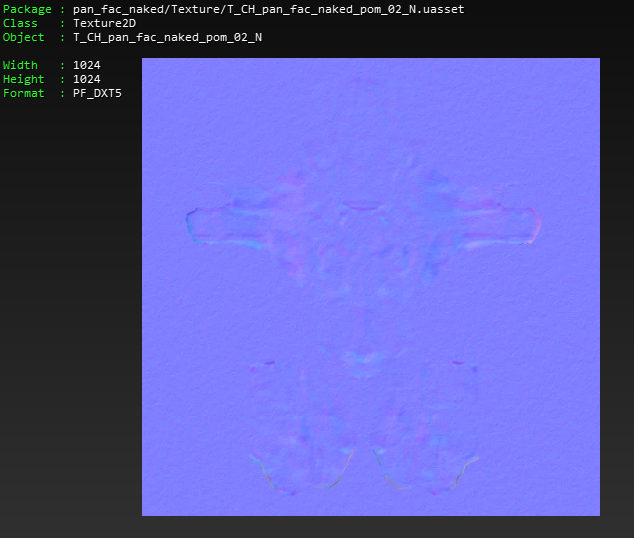
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_hight



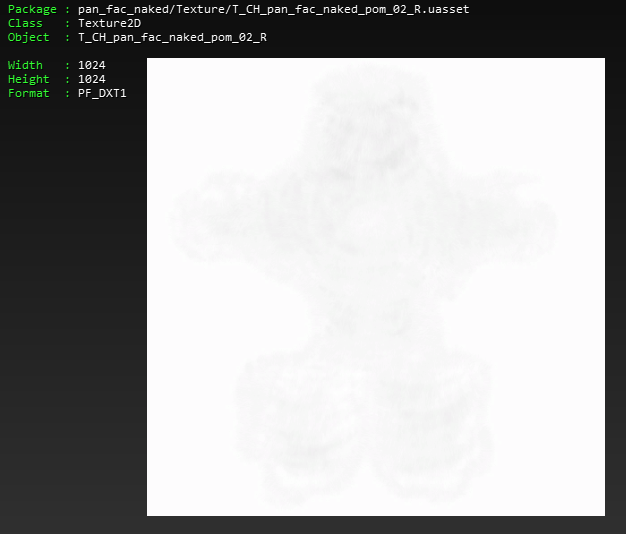
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_M



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_N



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_R

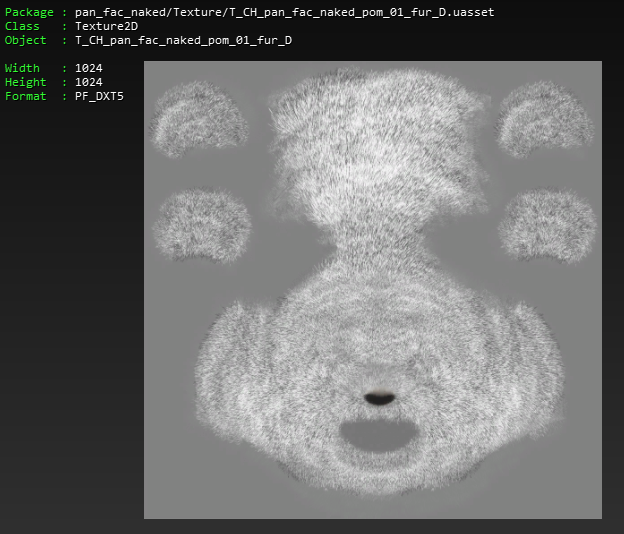


**MI\_CH\_pan\_fac\_pom\_fur**

Game/Character/Common/shader/Material/M\_CH\_Base\_trans

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_fac\_pom\_fur

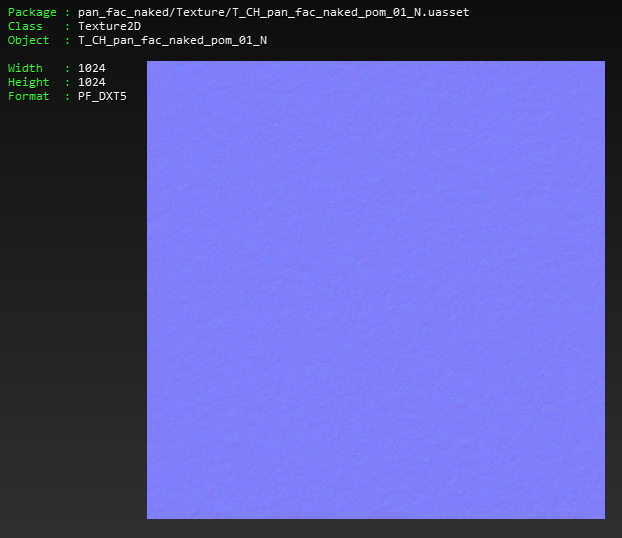
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_fur\_D



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_M



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_N



**MI\_CH\_pan\_pom\_fur**

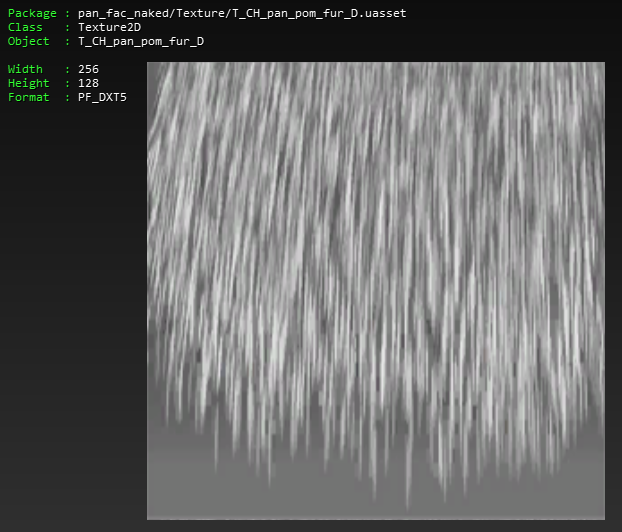
Game/Character/Common/shader/Material/M\_CH\_Base\_Sub\_dither

Game/Character/Common/shader/Texture/T\_CH\_transbase\_D

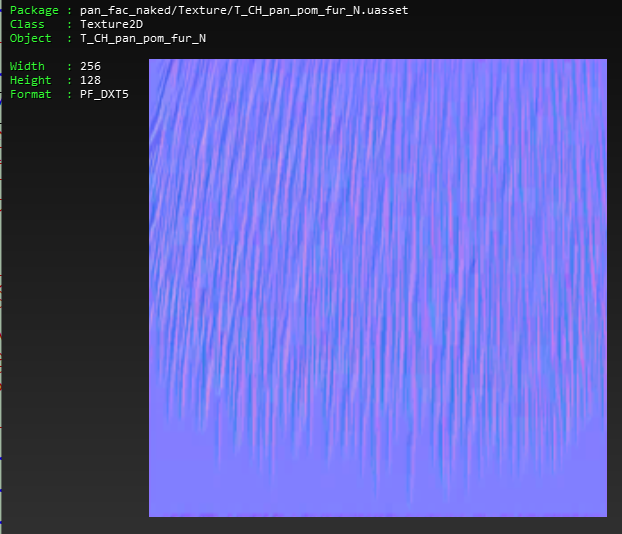
Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_body\_pom\_fur\_M

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_pom\_fur

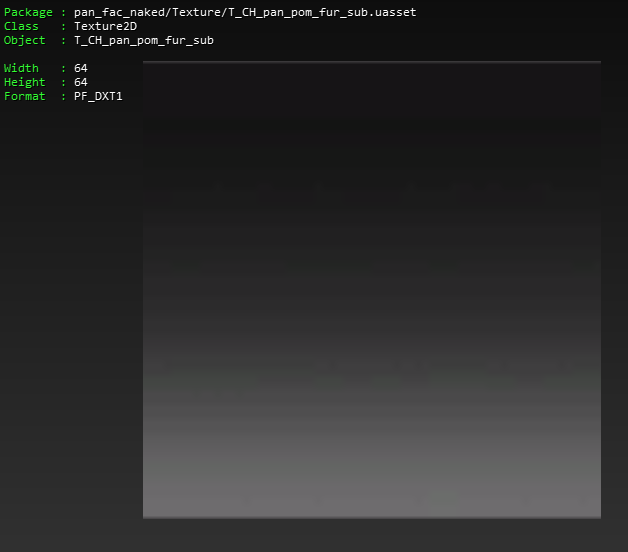
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_D



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_N



Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_sub

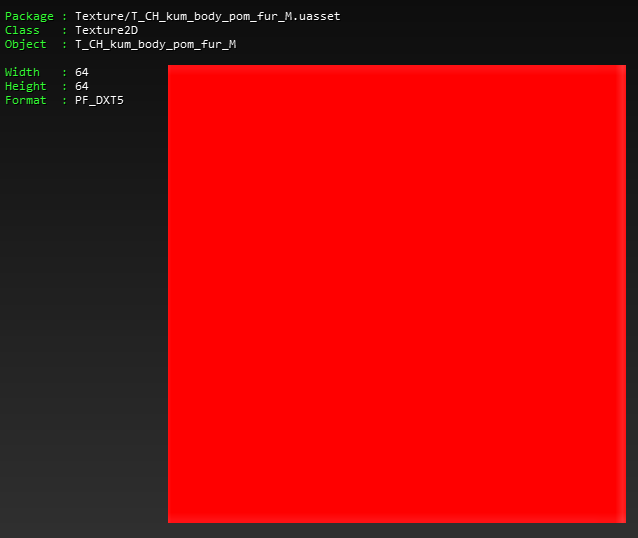


**MI\_CH\_pan\_pom\_fur\_ura (NECK FUR)**

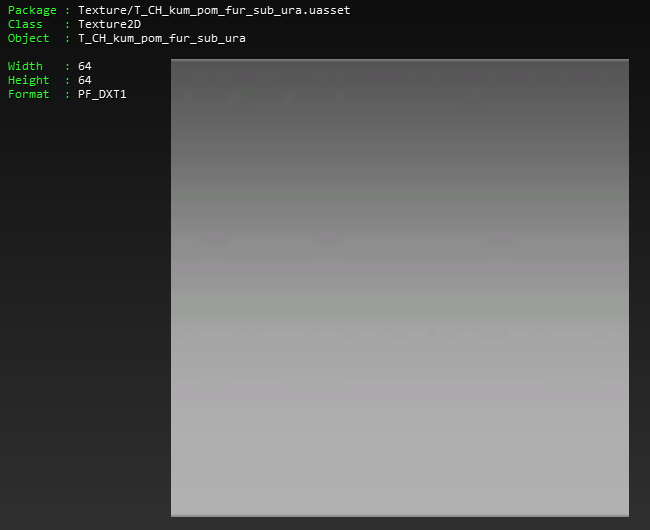
Game/Character/Common/shader/Material/M\_CH\_Base\_Sub\_dither

Game/Character/Common/shader/Texture/T\_CH\_transbase\_D

Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_body\_pom\_fur\_M

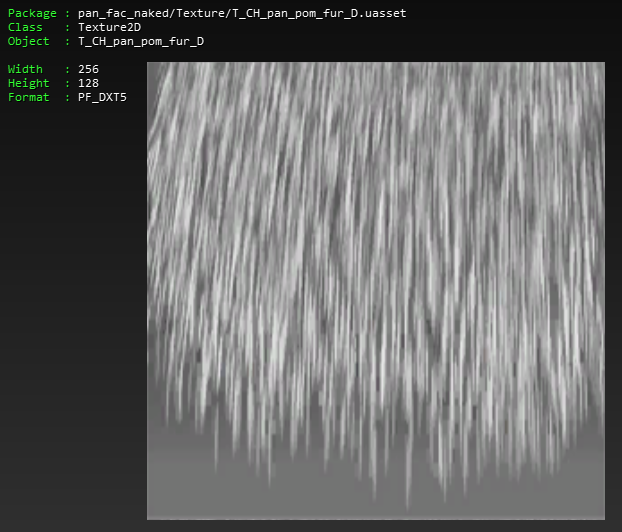


Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_pom\_fur\_sub\_ura

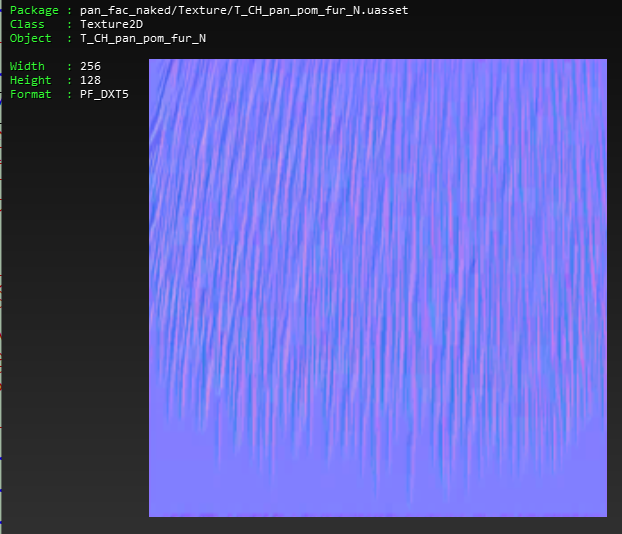


Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_pom\_fur\_ura

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_D

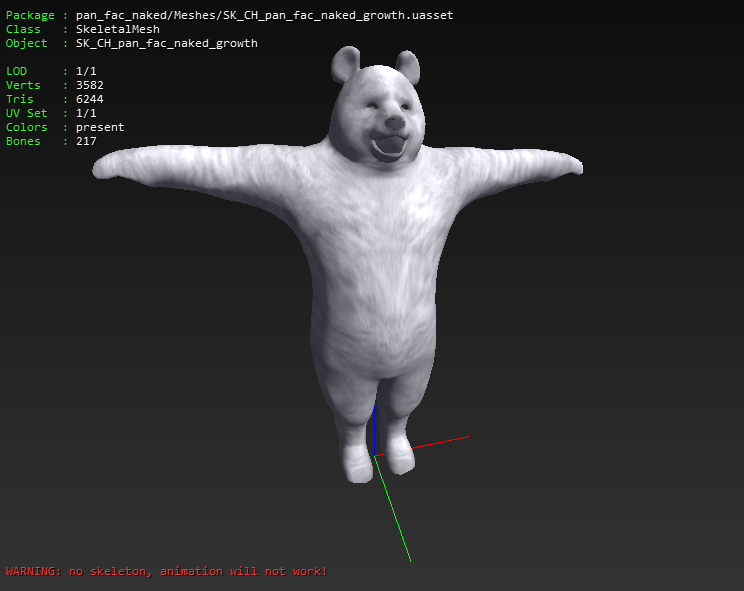
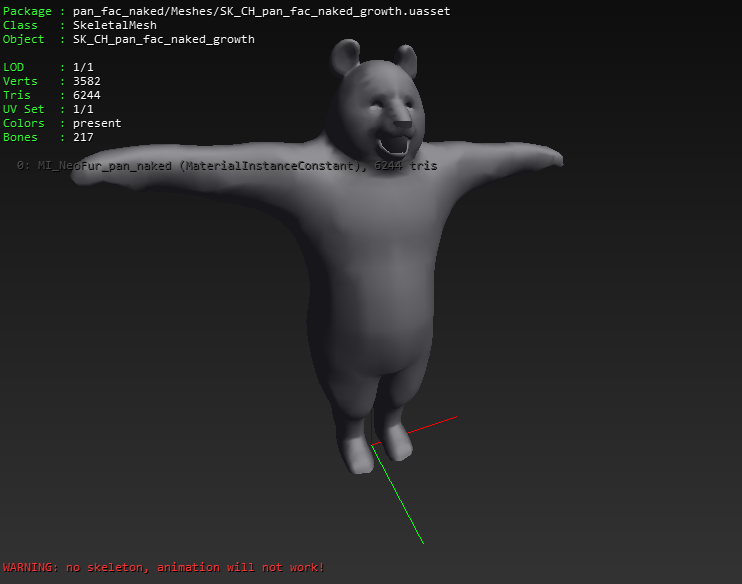


Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_N



**NF\_pan\_naked**

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked\_growth

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/NF\_pan\_naked

**SK\_CH\_pan\_fac\_naked\_growth**

Game/Character/Common/Skeleton/SKT\_CH\_base\_Skeleton

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_NeoFur\_pan\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked\_growth

**MI\_NeoFur\_pan\_naked**

Game/Character/Common/shader/Material/M\_CH\_Neofur

Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_fur\_noise01

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_fac\_1p\_D

Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_fac\_1p\_M

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_NeoFur\_pan\_naked

Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_growth

*(TEXTURES THE SAME AS SHOWN ABOVE)*

**CI\_pan\_fac\_cat\_naked (observation)**

···Š··R  
·················Ž··A···/Game/Character/Item/CharacterItem/PAN/FACE/CI\_pan\_fac\_cat\_naked

õ¡R···/Game/Character/Item/Meshes/pan/Face/pan\_fac\_cat/Material/MI\_NeoFur\_pan\_cat\_naked

ú,vP···/Game/Character/Item/Meshes/pan/Face/pan\_fac\_cat/Meshes/SK\_CH\_pan\_fac\_cat\_naked

›

‡T···/Game/Character/Item/Meshes/pan/Face/pan\_fac\_cat/Meshes/SK\_CH\_pan\_fac\_naked\_pom\_cat

{f@···/Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/NF\_pan\_naked

NOTES:

* Each CI has its own MI\_NeoFur\_xxx variation as well as SK variations.
* All use the basic NF\_pan\_naked SK