

# PANDA FUR BREAKDOWN

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

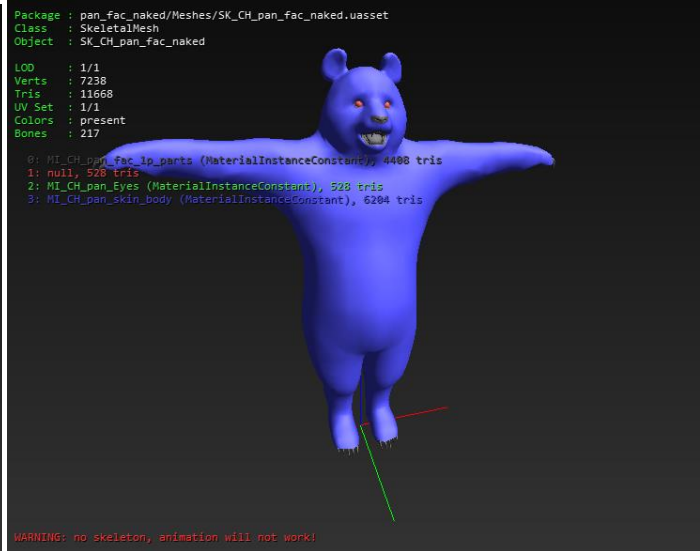
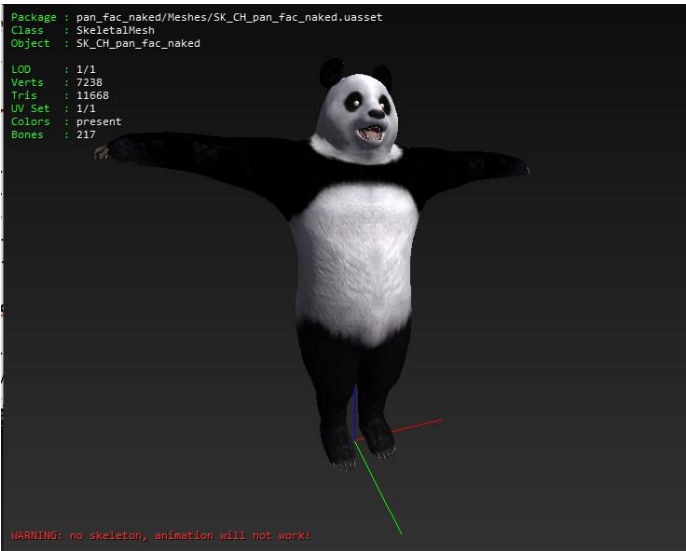
## CI\_pan\_fac\_naked

...p ..8

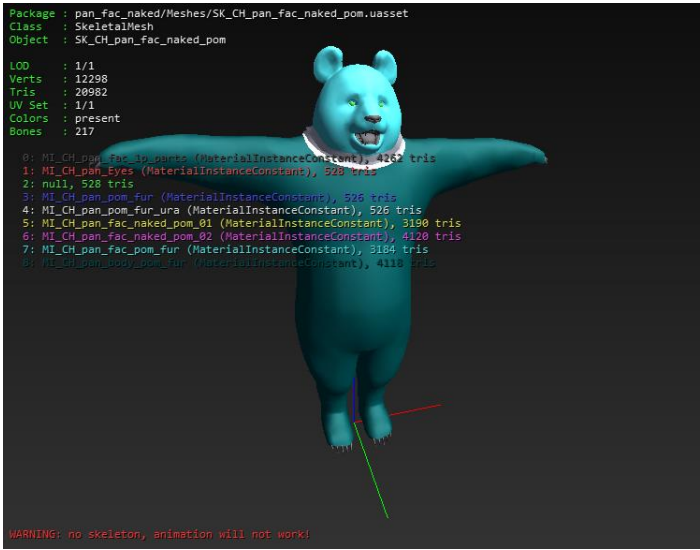
Game/Character/Item/CharacterItem/PAN/FACE/CI\_pan\_fac\_naked

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

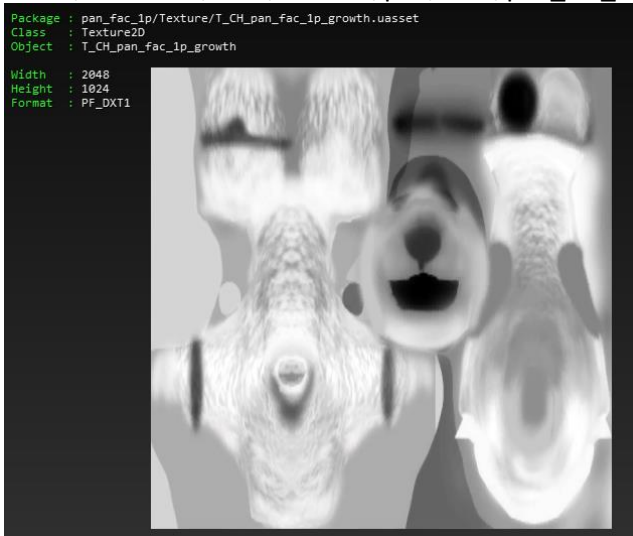


Game/Character/Item/Meshes/pan/Face/pan\_fac\_1p/Texture/T\_CH\_pan\_fac\_1p\_M



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

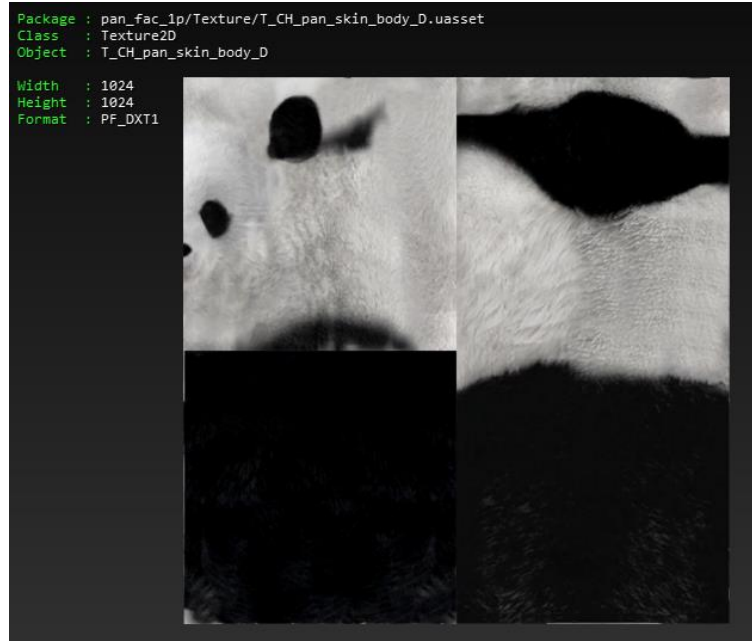
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked

### MI\_CH\_pan\_skin\_body

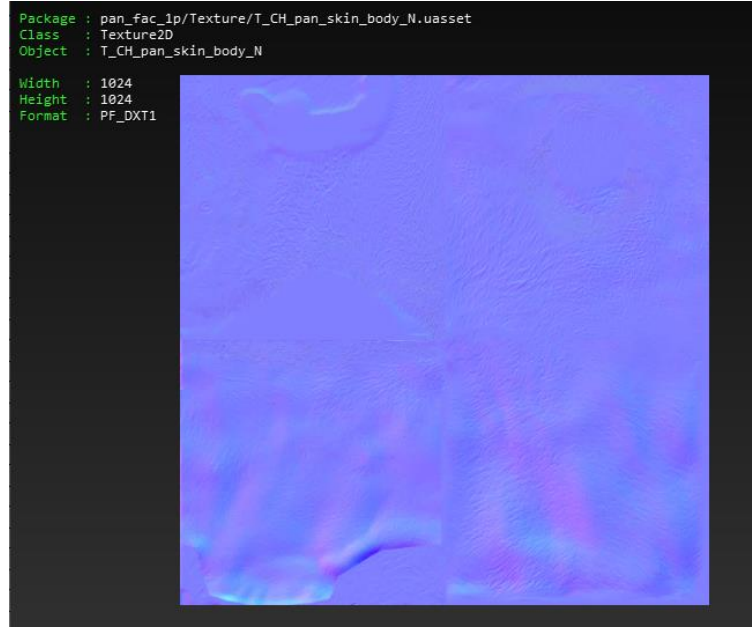
Game/Character/Common/shader/Material/M\_CH\_KumBase

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

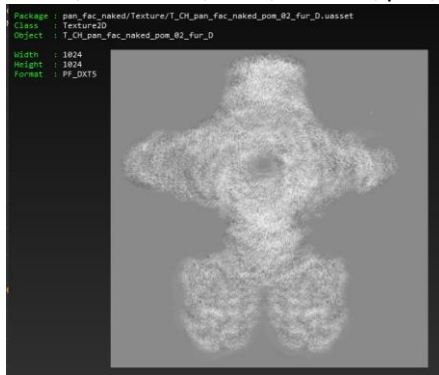
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Meshes/SK\_CH\_pan\_fac\_naked\_pom

### MI\_CH\_pan\_body\_pom\_fur

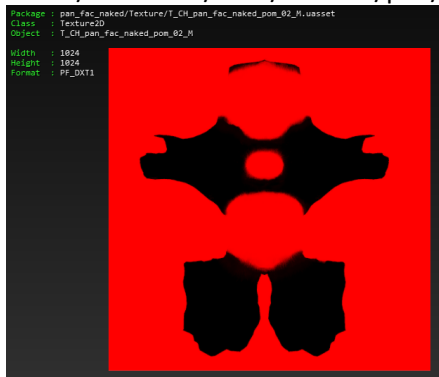
Game/Character/Common/shader/Material/M\_CH\_Base\_trans

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

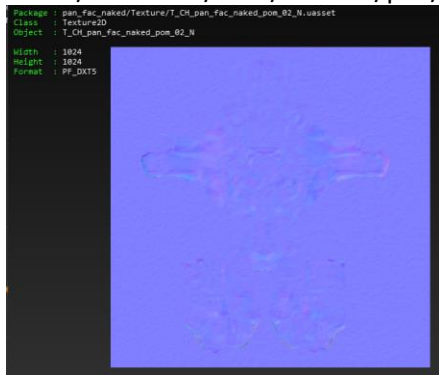
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_fur\_D



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



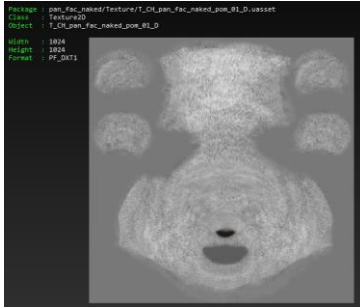
## MI\_CH\_pan\_fac\_naked\_pom\_01

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



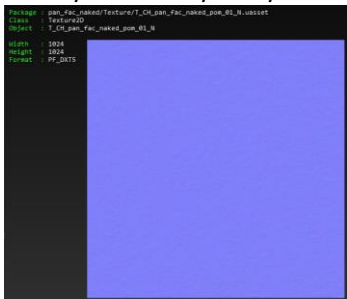
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_hight



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



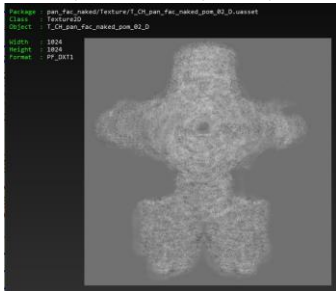
## MI\_CH\_pan\_fac\_naked\_pom\_02

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

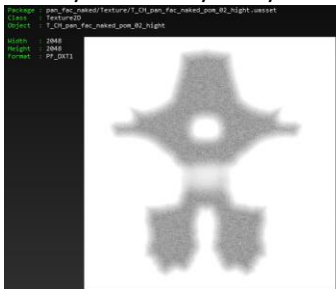
Game/Character/Common/shader/Texture/T\_CH\_transbase\_D

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

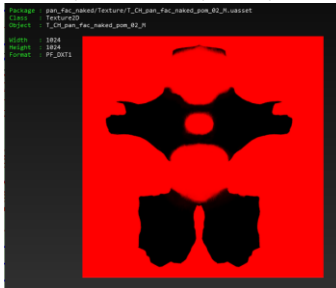
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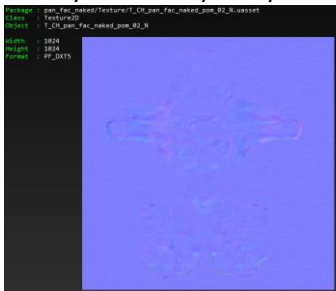
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_02\_hight



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

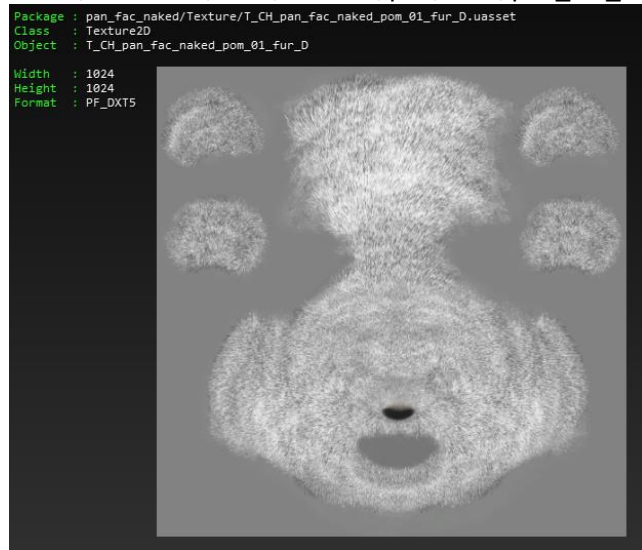


## MI\_CH\_pan\_fac\_pom\_fur

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

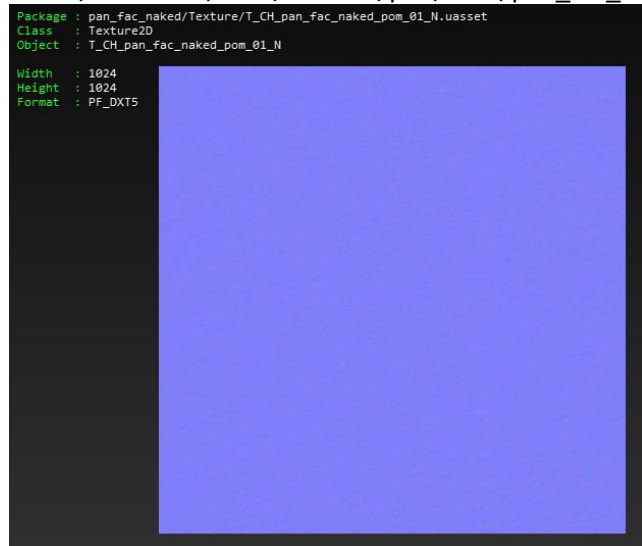
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_fac\_naked\_pom\_01\_fur\_D



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

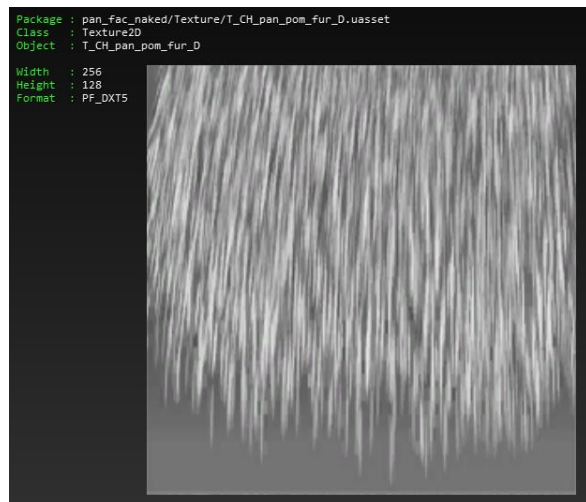
Game/Character/Common/shader/Material/M\_CH\_Base\_Sub\_dither

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

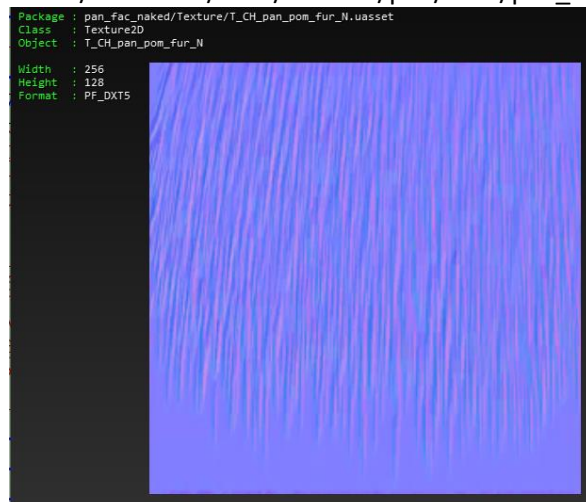
Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_body\_pom\_fur\_M

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

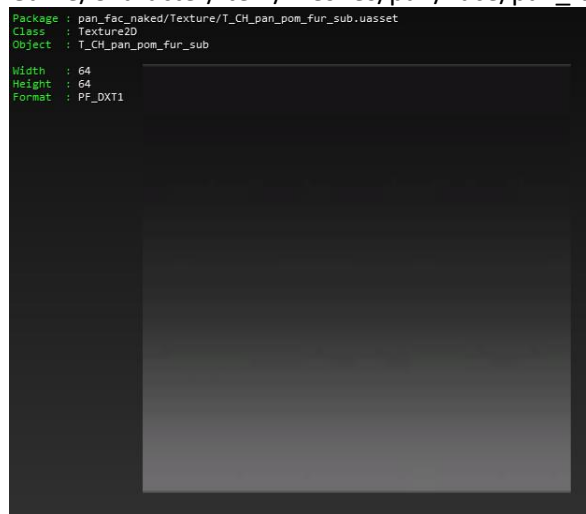
Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_D



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)

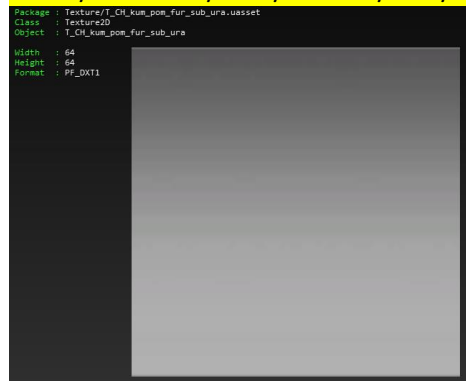
Game/Character/Common/shader/Material/M\_CH\_Base\_Sub\_dither

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

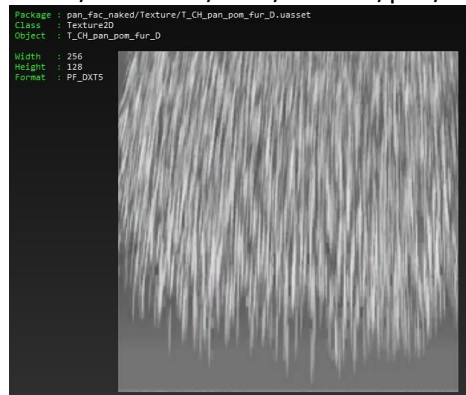


Game/Character/Item/Meshes/kum/Face/kum\_fac/Texture/T\_CH\_kum\_pom\_fur\_sub\_ura

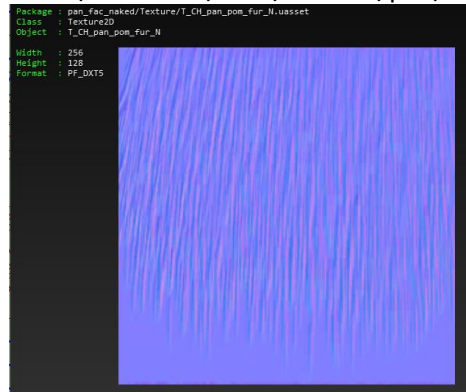


Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Material/MI\_CH\_pan\_pom\_fur\_ura

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

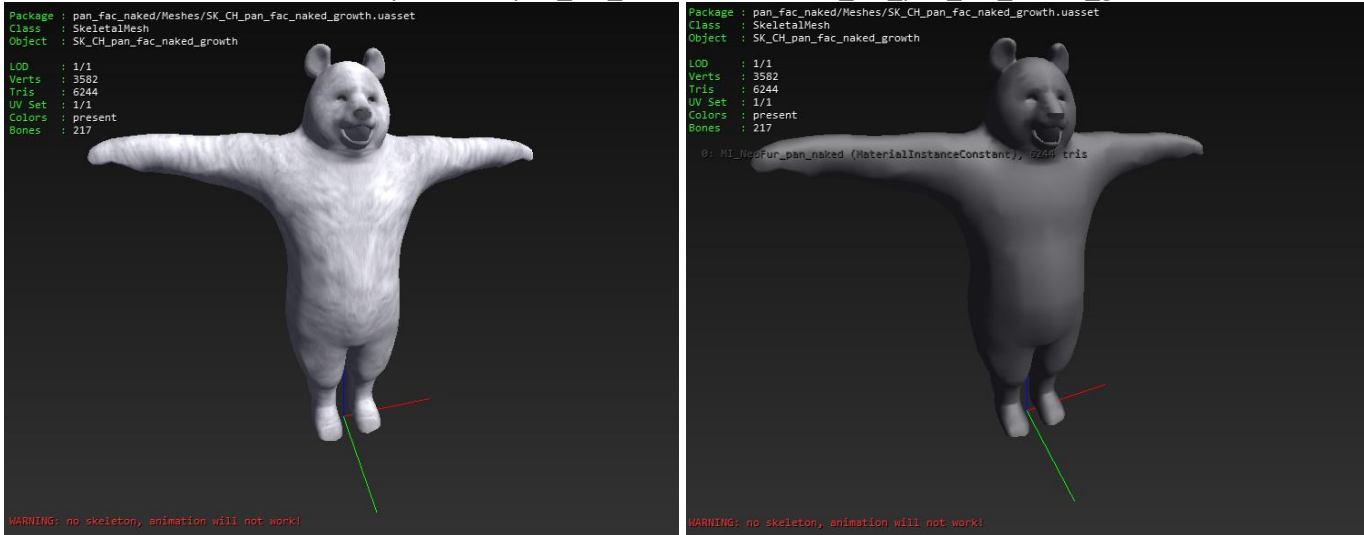


Game/Character/Item/Meshes/pan/Face/pan\_fac\_naked/Texture/T\_CH\_pan\_pom\_fur\_N



## 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 iR.../Game/Character/Item/Meshes/pan/Face/pan\_fac\_cat/Material/MI\_NeoFur\_pan\_cat\_naked

ú[,.../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