; FBX 7.4.0 project file

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FBXHeaderExtension: {

FBXHeaderVersion: 1003

FBXVersion: 7400

CreationTimeStamp: {

Version: 1000

Year: 2018

Month: 10

Day: 30

Hour: 12

Minute: 44

Second: 12

Millisecond: 964

}

Creator: "FBX SDK/FBX Plugins version 2017.0.1"

SceneInfo: "SceneInfo::GlobalInfo", "UserData" {

Type: "UserData"

Version: 100

MetaData: {

Version: 100

Title: ""

Subject: ""

Author: ""

Keywords: ""

Revision: ""

Comment: ""

}

Properties70: {

P: "DocumentUrl", "KString", "Url", "", "C:\Users\신재욱\source\repos\Morphosis\Morphosis\Assets\Models\animation\animation\_test\_4.FBX"

P: "SrcDocumentUrl", "KString", "Url", "", "C:\Users\신재욱\source\repos\Morphosis\Morphosis\Assets\Models\animation\animation\_test\_4.FBX"

P: "Original", "Compound", "", ""

P: "Original|ApplicationVendor", "KString", "", "", "Autodesk"

P: "Original|ApplicationName", "KString", "", "", "3ds Max"

P: "Original|ApplicationVersion", "KString", "", "", "2017"

P: "Original|DateTime\_GMT", "DateTime", "", "", "30/10/2018 03:44:12.963"

P: "Original|FileName", "KString", "", "", "C:\Users\신재욱\source\repos\Morphosis\Morphosis\Assets\Models\animation\animation\_test\_4.FBX"

P: "LastSaved", "Compound", "", ""

P: "LastSaved|ApplicationVendor", "KString", "", "", "Autodesk"

P: "LastSaved|ApplicationName", "KString", "", "", "3ds Max"

P: "LastSaved|ApplicationVersion", "KString", "", "", "2017"

P: "LastSaved|DateTime\_GMT", "DateTime", "", "", "30/10/2018 03:44:12.963"

P: "Original|ApplicationActiveProject", "KString", "", "", "C:\Users\신재욱\Documents\3dsMax"

P: "Original|ApplicationNativeFile", "KString", "", "", "C:\Users\신재욱\source\repos\Morphosis\Morphosis\Assets\Models\animation\forTest\_1.max"

}

}

}

GlobalSettings: {

Version: 1000

Properties70: {

P: "UpAxis", "int", "Integer", "",1

P: "UpAxisSign", "int", "Integer", "",1

P: "FrontAxis", "int", "Integer", "",2

P: "FrontAxisSign", "int", "Integer", "",1

P: "CoordAxis", "int", "Integer", "",0

P: "CoordAxisSign", "int", "Integer", "",1

P: "OriginalUpAxis", "int", "Integer", "",2

P: "OriginalUpAxisSign", "int", "Integer", "",1

P: "UnitScaleFactor", "double", "Number", "",2.54

P: "OriginalUnitScaleFactor", "double", "Number", "",2.54

P: "AmbientColor", "ColorRGB", "Color", "",0,0,0

P: "DefaultCamera", "KString", "", "", "Producer Perspective"

P: "TimeMode", "enum", "", "",6

P: "TimeProtocol", "enum", "", "",2

P: "SnapOnFrameMode", "enum", "", "",0

P: "TimeSpanStart", "KTime", "Time", "",0

P: "TimeSpanStop", "KTime", "Time", "",46186158000

P: "CustomFrameRate", "double", "Number", "",-1

P: "TimeMarker", "Compound", "", ""

P: "CurrentTimeMarker", "int", "Integer", "",-1

}

}

; Documents Description

;------------------------------------------------------------------

Documents: {

Count: 1

Document: 1246345520, "", "Scene" {

Properties70: {

P: "SourceObject", "object", "", ""

P: "ActiveAnimStackName", "KString", "", "", ""

}

RootNode: 0

}

}

; Document References

;------------------------------------------------------------------

References: {

}

; Object definitions

;------------------------------------------------------------------

Definitions: {

Version: 100

Count: 43

ObjectType: "GlobalSettings" {

Count: 1

}

ObjectType: "AnimationStack" {

Count: 1

PropertyTemplate: "FbxAnimStack" {

Properties70: {

P: "Description", "KString", "", "", ""

P: "LocalStart", "KTime", "Time", "",0

P: "LocalStop", "KTime", "Time", "",0

P: "ReferenceStart", "KTime", "Time", "",0

P: "ReferenceStop", "KTime", "Time", "",0

}

}

}

ObjectType: "AnimationLayer" {

Count: 1

PropertyTemplate: "FbxAnimLayer" {

Properties70: {

P: "Weight", "Number", "", "A",100

P: "Mute", "bool", "", "",0

P: "Solo", "bool", "", "",0

P: "Lock", "bool", "", "",0

P: "Color", "ColorRGB", "Color", "",0.8,0.8,0.8

P: "BlendMode", "enum", "", "",0

P: "RotationAccumulationMode", "enum", "", "",0

P: "ScaleAccumulationMode", "enum", "", "",0

P: "BlendModeBypass", "ULongLong", "", "",0

}

}

}

ObjectType: "Model" {

Count: 4

PropertyTemplate: "FbxNode" {

Properties70: {

P: "QuaternionInterpolate", "enum", "", "",0

P: "RotationOffset", "Vector3D", "Vector", "",0,0,0

P: "RotationPivot", "Vector3D", "Vector", "",0,0,0

P: "ScalingOffset", "Vector3D", "Vector", "",0,0,0

P: "ScalingPivot", "Vector3D", "Vector", "",0,0,0

P: "TranslationActive", "bool", "", "",0

P: "TranslationMin", "Vector3D", "Vector", "",0,0,0

P: "TranslationMax", "Vector3D", "Vector", "",0,0,0

P: "TranslationMinX", "bool", "", "",0

P: "TranslationMinY", "bool", "", "",0

P: "TranslationMinZ", "bool", "", "",0

P: "TranslationMaxX", "bool", "", "",0

P: "TranslationMaxY", "bool", "", "",0

P: "TranslationMaxZ", "bool", "", "",0

P: "RotationOrder", "enum", "", "",0

P: "RotationSpaceForLimitOnly", "bool", "", "",0

P: "RotationStiffnessX", "double", "Number", "",0

P: "RotationStiffnessY", "double", "Number", "",0

P: "RotationStiffnessZ", "double", "Number", "",0

P: "AxisLen", "double", "Number", "",10

P: "PreRotation", "Vector3D", "Vector", "",0,0,0

P: "PostRotation", "Vector3D", "Vector", "",0,0,0

P: "RotationActive", "bool", "", "",0

P: "RotationMin", "Vector3D", "Vector", "",0,0,0

P: "RotationMax", "Vector3D", "Vector", "",0,0,0

P: "RotationMinX", "bool", "", "",0

P: "RotationMinY", "bool", "", "",0

P: "RotationMinZ", "bool", "", "",0

P: "RotationMaxX", "bool", "", "",0

P: "RotationMaxY", "bool", "", "",0

P: "RotationMaxZ", "bool", "", "",0

P: "InheritType", "enum", "", "",0

P: "ScalingActive", "bool", "", "",0

P: "ScalingMin", "Vector3D", "Vector", "",0,0,0

P: "ScalingMax", "Vector3D", "Vector", "",1,1,1

P: "ScalingMinX", "bool", "", "",0

P: "ScalingMinY", "bool", "", "",0

P: "ScalingMinZ", "bool", "", "",0

P: "ScalingMaxX", "bool", "", "",0

P: "ScalingMaxY", "bool", "", "",0

P: "ScalingMaxZ", "bool", "", "",0

P: "GeometricTranslation", "Vector3D", "Vector", "",0,0,0

P: "GeometricRotation", "Vector3D", "Vector", "",0,0,0

P: "GeometricScaling", "Vector3D", "Vector", "",1,1,1

P: "MinDampRangeX", "double", "Number", "",0

P: "MinDampRangeY", "double", "Number", "",0

P: "MinDampRangeZ", "double", "Number", "",0

P: "MaxDampRangeX", "double", "Number", "",0

P: "MaxDampRangeY", "double", "Number", "",0

P: "MaxDampRangeZ", "double", "Number", "",0

P: "MinDampStrengthX", "double", "Number", "",0

P: "MinDampStrengthY", "double", "Number", "",0

P: "MinDampStrengthZ", "double", "Number", "",0

P: "MaxDampStrengthX", "double", "Number", "",0

P: "MaxDampStrengthY", "double", "Number", "",0

P: "MaxDampStrengthZ", "double", "Number", "",0

P: "PreferedAngleX", "double", "Number", "",0

P: "PreferedAngleY", "double", "Number", "",0

P: "PreferedAngleZ", "double", "Number", "",0

P: "LookAtProperty", "object", "", ""

P: "UpVectorProperty", "object", "", ""

P: "Show", "bool", "", "",1

P: "NegativePercentShapeSupport", "bool", "", "",1

P: "DefaultAttributeIndex", "int", "Integer", "",-1

P: "Freeze", "bool", "", "",0

P: "LODBox", "bool", "", "",0

P: "Lcl Translation", "Lcl Translation", "", "A",0,0,0

P: "Lcl Rotation", "Lcl Rotation", "", "A",0,0,0

P: "Lcl Scaling", "Lcl Scaling", "", "A",1,1,1

P: "Visibility", "Visibility", "", "A",1

P: "Visibility Inheritance", "Visibility Inheritance", "", "",1

}

}

}

ObjectType: "Material" {

Count: 1

PropertyTemplate: "FbxSurfacePhong" {

Properties70: {

P: "ShadingModel", "KString", "", "", "Phong"

P: "MultiLayer", "bool", "", "",0

P: "EmissiveColor", "Color", "", "A",0,0,0

P: "EmissiveFactor", "Number", "", "A",1

P: "AmbientColor", "Color", "", "A",0.2,0.2,0.2

P: "AmbientFactor", "Number", "", "A",1

P: "DiffuseColor", "Color", "", "A",0.8,0.8,0.8

P: "DiffuseFactor", "Number", "", "A",1

P: "Bump", "Vector3D", "Vector", "",0,0,0

P: "NormalMap", "Vector3D", "Vector", "",0,0,0

P: "BumpFactor", "double", "Number", "",1

P: "TransparentColor", "Color", "", "A",0,0,0

P: "TransparencyFactor", "Number", "", "A",0

P: "DisplacementColor", "ColorRGB", "Color", "",0,0,0

P: "DisplacementFactor", "double", "Number", "",1

P: "VectorDisplacementColor", "ColorRGB", "Color", "",0,0,0

P: "VectorDisplacementFactor", "double", "Number", "",1

P: "SpecularColor", "Color", "", "A",0.2,0.2,0.2

P: "SpecularFactor", "Number", "", "A",1

P: "ShininessExponent", "Number", "", "A",20

P: "ReflectionColor", "Color", "", "A",0,0,0

P: "ReflectionFactor", "Number", "", "A",1

}

}

}

ObjectType: "Texture" {

Count: 1

PropertyTemplate: "FbxFileTexture" {

Properties70: {

P: "TextureTypeUse", "enum", "", "",0

P: "Texture alpha", "Number", "", "A",1

P: "CurrentMappingType", "enum", "", "",0

P: "WrapModeU", "enum", "", "",0

P: "WrapModeV", "enum", "", "",0

P: "UVSwap", "bool", "", "",0

P: "PremultiplyAlpha", "bool", "", "",1

P: "Translation", "Vector", "", "A",0,0,0

P: "Rotation", "Vector", "", "A",0,0,0

P: "Scaling", "Vector", "", "A",1,1,1

P: "TextureRotationPivot", "Vector3D", "Vector", "",0,0,0

P: "TextureScalingPivot", "Vector3D", "Vector", "",0,0,0

P: "CurrentTextureBlendMode", "enum", "", "",1

P: "UVSet", "KString", "", "", "default"

P: "UseMaterial", "bool", "", "",0

P: "UseMipMap", "bool", "", "",0

}

}

}

ObjectType: "Geometry" {

Count: 1

PropertyTemplate: "FbxMesh" {

Properties70: {

P: "Color", "ColorRGB", "Color", "",0.8,0.8,0.8

P: "BBoxMin", "Vector3D", "Vector", "",0,0,0

P: "BBoxMax", "Vector3D", "Vector", "",0,0,0

P: "Primary Visibility", "bool", "", "",1

P: "Casts Shadows", "bool", "", "",1

P: "Receive Shadows", "bool", "", "",1

}

}

}

ObjectType: "NodeAttribute" {

Count: 3

PropertyTemplate: "FbxSkeleton" {

Properties70: {

P: "Color", "ColorRGB", "Color", "",0.8,0.8,0.8

P: "Size", "double", "Number", "",100

P: "LimbLength", "double", "Number", "H",1

}

}

}

ObjectType: "AnimationCurve" {

Count: 18

}

ObjectType: "AnimationCurveNode" {

Count: 6

PropertyTemplate: "FbxAnimCurveNode" {

Properties70: {

P: "d", "Compound", "", ""

}

}

}

ObjectType: "Deformer" {

Count: 4

}

ObjectType: "Pose" {

Count: 1

}

ObjectType: "Video" {

Count: 1

PropertyTemplate: "FbxVideo" {

Properties70: {

P: "ImageSequence", "bool", "", "",0

P: "ImageSequenceOffset", "int", "Integer", "",0

P: "FrameRate", "double", "Number", "",0

P: "LastFrame", "int", "Integer", "",0

P: "Width", "int", "Integer", "",0

P: "Height", "int", "Integer", "",0

P: "Path", "KString", "XRefUrl", "", ""

P: "StartFrame", "int", "Integer", "",0

P: "StopFrame", "int", "Integer", "",0

P: "PlaySpeed", "double", "Number", "",0

P: "Offset", "KTime", "Time", "",0

P: "InterlaceMode", "enum", "", "",0

P: "FreeRunning", "bool", "", "",0

P: "Loop", "bool", "", "",0

P: "AccessMode", "enum", "", "",0

}

}

}

}

; Object properties

;------------------------------------------------------------------

Objects: {

Geometry: 1715112720, "Geometry::", "Mesh" {

Properties70: {

P: "Color", "ColorRGB", "Color", "",0.690196078431373,0.101960784313725,0.101960784313725

}

Vertices: \*48 {

a: -5,-5,0,5,-5,0,-5,5,0,5,5,0,-5,-5,30,5,-5,30,-5,5,30,5,5,30,-5,-5,10,5,-5,10,5,5,10,-5,5,10,-5,-5,20,5,-5,20,5,5,20,-5,5,20

}

PolygonVertexIndex: \*84 {

a: 1,0,-4,0,2,-4,7,6,-5,7,4,-6,9,8,-1,9,0,-2,13,12,-9,13,8,-10,5,4,-13,5,12,-14,10,9,-2,10,1,-4,14,13,-10,14,9,-11,7,5,-14,7,13,-15,11,10,-4,11,3,-3,15,14,-11,15,10,-12,6,7,-15,6,14,-16,8,11,-3,8,2,-1,12,15,-12,12,11,-9,4,6,-16,4,15,-13

}

Edges: \*42 {

a: 0,1,2,3,4,6,7,8,10,11,12,13,14,17,18,19,20,23,25,26,29,30,32,35,36,38,41,44,47,48,50,53,54,56,59,62,65,66,68,72,74,80

}

GeometryVersion: 124

LayerElementNormal: 0 {

Version: 102

Name: ""

MappingInformationType: "ByPolygonVertex"

ReferenceInformationType: "Direct"

Normals: \*252 {

a: 0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,0,1,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0,-1,0,0

}

NormalsW: \*84 {

a: 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

}

}

LayerElementUV: 0 {

Version: 101

Name: "UVChannel\_1"

MappingInformationType: "ByPolygonVertex"

ReferenceInformationType: "IndexToDirect"

UV: \*48 {

a: 0.662188231945038,0.211878150701523,0.470026254653931,0.210712149739265,0.471194267272949,0.0185497961938381,0.663355886936188,0.0197173245251179,0.658694684505463,0.788360178470612,0.657529950141907,0.980520665645599,0.465368896722794,0.979356229305267,0.466534465551376,0.787195682525635,0.854349792003632,0.213043943047523,0.853183507919312,0.405204921960831,0.661022424697876,0.404038995504379,0.852018535137177,0.597365260124207,0.659858047962189,0.596199691295624,0.850854456424713,0.789525866508484,0.468861073255539,0.402874052524567,0.467697262763977,0.595035076141357,0.0857004299759865,0.208387553691864,0.277862906455994,0.209549739956856,0.276699095964432,0.401711255311966,0.0845372900366783,0.400549292564392,0.275536239147186,0.593872666358948,0.083374910056591,0.592711269855499,0.274374693632126,0.786034047603607,0.0822138711810112,0.784872829914093

}

UVIndex: \*84 {

a: 3,0,2,0,1,2,6,7,4,6,4,5,9,10,0,9,0,8,11,12,10,11,10,9,13,4,12,13,12,11,18,19,16,18,16,17,20,21,19,20,19,18,22,23,21,22,21,20,14,18,17,14,17,1,15,20,18,15,18,14,7,22,20,7,20,15,10,14,1,10,1,0,12,15,14,12,14,10,4,7,15,4,15,12

}

}

LayerElementMaterial: 0 {

Version: 101

Name: ""

MappingInformationType: "AllSame"

ReferenceInformationType: "IndexToDirect"

Materials: \*1 {

a: 0

}

}

Layer: 0 {

Version: 100

LayerElement: {

Type: "LayerElementNormal"

TypedIndex: 0

}

LayerElement: {

Type: "LayerElementMaterial"

TypedIndex: 0

}

LayerElement: {

Type: "LayerElementUV"

TypedIndex: 0

}

}

}

NodeAttribute: 2410645136, "NodeAttribute::", "LimbNode" {

Properties70: {

P: "Size", "double", "Number", "",71.6672210693359

}

TypeFlags: "Skeleton"

}

NodeAttribute: 2410651088, "NodeAttribute::", "LimbNode" {

Properties70: {

P: "Size", "double", "Number", "",69.105920791626

}

TypeFlags: "Skeleton"

}

NodeAttribute: 2410646864, "NodeAttribute::", "LimbNode" {

Properties70: {

P: "Size", "double", "Number", "",69.105920791626

}

TypeFlags: "Skeleton"

}

Model: 2410268080, "Model::Box001", "Mesh" {

Version: 232

Properties70: {

P: "PreRotation", "Vector3D", "Vector", "",-90,-0,0

P: "RotationActive", "bool", "", "",1

P: "InheritType", "enum", "", "",1

P: "ScalingMax", "Vector3D", "Vector", "",0,0,0

P: "DefaultAttributeIndex", "int", "Integer", "",0

P: "Lcl Translation", "Lcl Translation", "", "A",0,10,-0

P: "mr displacement use global settings", "Bool", "", "AU",1

P: "mr displacement view dependent", "Bool", "", "AU",1

P: "mr displacement method", "Integer", "", "AU",6,6,6

P: "mr displacement smoothing on", "Bool", "", "AU",1

P: "mr displacement edge length", "Number", "", "AU",2,2,2

P: "mr displacement max displace", "Number", "", "AU",20,20,20

P: "mr displacement parametric subdivision level", "Integer", "", "AU",5,5,5

P: "MaxHandle", "int", "Integer", "UH",5

}

Shading: T

Culling: "CullingOff"

}

Model: 2410270272, "Model::Bone001", "LimbNode" {

Version: 232

Properties70: {

P: "PreRotation", "Vector3D", "Vector", "",-90,-0,0

P: "RotationActive", "bool", "", "",1

P: "InheritType", "enum", "", "",1

P: "ScalingMax", "Vector3D", "Vector", "",0,0,0

P: "DefaultAttributeIndex", "int", "Integer", "",0

P: "Lcl Translation", "Lcl Translation", "", "A+",**-0.0176298636943102,9.85627174377441,4.30831335052062e-07 0 10 0**

P: "Lcl Rotation", "Lcl Rotation", "", "A+",**90.0000193525796,-89.5907443911997,0 90 -90 0**

P: "mr displacement use global settings", "Bool", "", "AU",1

P: "mr displacement view dependent", "Bool", "", "AU",1

P: "mr displacement method", "Integer", "", "AU",6,6,6

P: "mr displacement smoothing on", "Bool", "", "AU",1

P: "mr displacement edge length", "Number", "", "AU",2,2,2

P: "mr displacement max displace", "Number", "", "AU",20,20,20

P: "mr displacement parametric subdivision level", "Integer", "", "AU",5,5,5

P: "MaxHandle", "int", "Integer", "UH",14

}

Shading: T

Culling: "CullingOff"

}

Model: 2410263696, "Model::Bone002", "LimbNode" {

Version: 232

Properties70: {

P: "InheritType", "enum", "", "",1

P: "ScalingMax", "Vector3D", "Vector", "",0,0,0

P: "DefaultAttributeIndex", "int", "Integer", "",0

P: "Lcl Translation", "Lcl Translation", "", "A+",**10.2381744384766,1.24424695968628e-06,1.33681851366418e-07 10 0 0**

P: "Lcl Rotation", "Lcl Rotation", "", "A+",**-2.73207566987348e-05,-0,0.40925563548 0 0 0.4**

P: "mr displacement use global settings", "Bool", "", "AU",1

P: "mr displacement view dependent", "Bool", "", "AU",1

P: "mr displacement method", "Integer", "", "AU",6,6,6

P: "mr displacement smoothing on", "Bool", "", "AU",1

P: "mr displacement edge length", "Number", "", "AU",2,2,2

P: "mr displacement max displace", "Number", "", "AU",20,20,20

P: "mr displacement parametric subdivision level", "Integer", "", "AU",5,5,5

P: "MaxHandle", "int", "Integer", "UH",15

}

Shading: T

Culling: "CullingOff"

}

Model: 2410276848, "Model::Bone003", "LimbNode" {

Version: 232

Properties70: {

P: "InheritType", "enum", "", "",1

P: "ScalingMax", "Vector3D", "Vector", "",0,0,0

P: "DefaultAttributeIndex", "int", "Integer", "",0

P: "Lcl Translation", "Lcl Translation", "", "A+",**9.87227439880371,0,7.21543983672746e-07 10 0 0**

P: "Lcl Rotation", "Lcl Rotation", "", "A+",**7.95118888487746e-06,-0,0.418209901769637 0 0 0**

P: "mr displacement use global settings", "Bool", "", "AU",1

P: "mr displacement view dependent", "Bool", "", "AU",1

P: "mr displacement method", "Integer", "", "AU",6,6,6

P: "mr displacement smoothing on", "Bool", "", "AU",1

P: "mr displacement edge length", "Number", "", "AU",2,2,2

P: "mr displacement max displace", "Number", "", "AU",20,20,20

P: "mr displacement parametric subdivision level", "Integer", "", "AU",5,5,5

P: "MaxHandle", "int", "Integer", "UH",16

}

Shading: T

Culling: "CullingOff"

}

Pose: 2411090048, "Pose::BIND\_POSES", "BindPose" {

Type: "BindPose"

Version: 100

NbPoseNodes: 4

PoseNode: {

Node: 2410268080

Matrix: \*16 {

a: 1,0,0,0,0,0,-1,0,0,1,0,0,0,10,0,1

}

}

PoseNode: {

Node: 2410270272

Matrix: \*16 {

a:

**0.0071427971124649,0.999974489212036,0,0,**

**-0.999974489212036,0.0071427971124649,3.37766238089898e-07,0,**

**3.37757626311941e-07,-2.41259567879126e-09,1,0,**

**-0.0176298636943102,9.85627174377441,4.30831335052062e-07,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 10 0 1**

}

}

PoseNode: {

Node: 2410263696

Matrix: \*16 {

a:

**-4.65661287307739e-10,1,2.41259590083587e-09,0,**

**-1,-4.65660149329139e-10,-1.39079531891184e-07,0,**

**-1.39079531891184e-07,-2.41259590083587e-09,1,0,**

**0.0554980933666229,20.0941848754883,5.64513584322412e-07,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 20 0 1**

}

}

PoseNode: {

Node: 2410276848

Matrix: \*16 {

a:

**-0.00729907536879182,0.999973356723785,1.3973797674538e-09,0,**

**-0.999973356723785,-0.00729907536879182,-3.19005266646855e-10,0,**

**-3.0880187296134e-10,-1.39967082368742e-09,1,0,**

**0.0554980896413326,29.966459274292,1.30987541524519e-06,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 30 0 1**

}

}

}

Material: 539590800, "Material::01 - Default", "" {

Version: 102

ShadingModel: "phong"

MultiLayer: 0

Properties70: {

P: "ShadingModel", "KString", "", "", "phong"

P: "EmissiveFactor", "Number", "", "A",0

P: "AmbientColor", "Color", "", "A",0.588235318660736,0.588235318660736,0.588235318660736

P: "DiffuseColor", "Color", "", "A",0.588235318660736,0.588235318660736,0.588235318660736

P: "TransparentColor", "Color", "", "A",1,1,1

P: "SpecularColor", "Color", "", "A",0.899999976158142,0.899999976158142,0.899999976158142

P: "SpecularFactor", "Number", "", "A",0

P: "ShininessExponent", "Number", "", "A",1.99999988079071

P: "Emissive", "Vector3D", "Vector", "",0,0,0

P: "Ambient", "Vector3D", "Vector", "",0.588235318660736,0.588235318660736,0.588235318660736

P: "Diffuse", "Vector3D", "Vector", "",0.588235318660736,0.588235318660736,0.588235318660736

P: "Specular", "Vector3D", "Vector", "",0,0,0

P: "Shininess", "double", "Number", "",1.99999988079071

P: "Opacity", "double", "Number", "",1

P: "Reflectivity", "double", "Number", "",0

}

}

Deformer: 2410648016, "Deformer::", "Skin" {

Version: 101

Link\_DeformAcuracy: 50

}

Deformer: **2410154160**, "SubDeformer::", "Cluster" {

Version: 100

UserData: "", ""

Indexes: \*8 {

a:

**0,1,2,3,8,9,10,11**

}

Weights: \*8 {

a:

**1,1,1,1,1,1,1,1**

}

Transform: \*16 {

a:

**0.00714279712228283,-0.999974490586425,3.37757617137112e-07,0,**

**6.12307775427002e-17,-3.37766233819447e-07,-0.999999999999886,0,**

**0.999974490586539,0.00714279712228202,-2.41259561838444e-09,0,**

**0.143850516341733,-0.0166027921920127,-4.25223472470179e-07,1**

**0 -1 0 0**

**0 0 -1 0**

**1 0 0 0**

**0.15 0 0 1**

}

TransformLink: \*16 {

a:

**0.00714279711246479,0.999974489212036,0,0,**

**-0.999974489212036,0.00714279711246479,3.3776623335565e-07,0,**

**3.3775761713715e-07,-2.41259567961705e-09,1,0,**

**-0.0176298636943102,9.85627174377441,4.30831335052062e-07,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 10 0 1**

}

}

Deformer: **2410151904**, "SubDeformer::", "Cluster" {

Version: 100

UserData: "", ""

Indexes: \*8 {

a:

**4,5,6,7,12,13,14,15**

}

Weights: \*8 {

a:

**0.5,0.5,0.5,0.5,0.5,0.5,0.5,0.5**

}

Transform: \*16 {

a:

**-0.00729907543697492,-0.999973366064862,-3.08774294433234e-10,0,**

**-1.39737971750286e-09,3.18982373045581e-10,-1,0,**

**0.999973366064862,-0.00729907543697492,-1.39967076311125e-09,0,**

**-19.9655224041678,0.201233303961158,-1.28191180835004e-06,1**

**0 -1 0 0**

**0 0 -1 0**

**1 0 0 0**

**-20 0.2 0 1**

}

TransformLink: \*16 {

a:

**-0.00729907536879188,0.999973356723785,1.39737976568019e-09,0,**

**-0.999973356723785,-0.00729907536879187,-3.18982370512802e-10,0,**

**-3.08774294433234e-10,-1.39967082434359e-09,1,0,**

**0.0554980896413326,29.966459274292,1.30987541524519e-06,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 30 0 1**

}

}

Deformer: **2410152656**, "SubDeformer::", "Cluster" {

Version: 100

UserData: "", ""

Indexes: \*8 {

a:

**4,5,6,7,12,13,14,15**

}

Weights: \*8 {

a:

**0.5,0.5,0.5,0.5,0.5,0.5,0.5,0.5**

}

Transform: \*16 {

a:

**2.45712412100606e-09,-0.999999999999981,-1.3907953173037e-07,0,**

**6.12323399573676e-17,1.3907953173037e-07,-0.999999999999981,0,**

**1,2.457124121006e-09,4.02968012110286e-16,0,**

**-10.0941848756246,0.0554980685640352,-5.56794938934586e-07,1**

**0 -1 0 0**

**0 0 -1 0**

**1 0 0 0**

**-10 0 0 1**

}

TransformLink: \*16 {

a:

**2.45712412100606e-09,1,0,0,**

**-1,2.45712412100606e-09,-1.39079531730373e-07,0,**

**-1.39079531730373e-07,3.41735672152926e-16,1,0,**

**0.0554980933666229,20.0941848754883,5.64513584322412e-07,1**

**0 1 0 0**

**-1 0 0 0**

**0 0 1 0**

**0 20 0 1**

}

}

Video: 116065920, "Video::Map #1", "Clip" {

Type: "Clip"

Properties70: {

P: "Path", "KString", "XRefUrl", "", "C:\Users\신재욱\Desktop\그림\합작\꽃 합작\꽃합작.png"

}

UseMipMap: 0

Filename: "C:\Users\신재욱\Desktop\그림\합작\꽃 합작\꽃합작.png"

RelativeFilename: "..\..\..\..\..\..\..\Desktop\그림\합작\꽃 합작\꽃합작.png"

}

Texture: 539592720, "Texture::Map #1", "" {

Type: "TextureVideoClip"

Version: 202

TextureName: "Texture::Map #1"

Properties70: {

P: "UVSet", "KString", "", "", "UVChannel\_1"

P: "UseMaterial", "bool", "", "",1

}

Media: "Video::Map #1"

FileName: "C:\Users\신재욱\Desktop\그림\합작\꽃 합작\꽃합작.png"

RelativeFilename: "..\..\..\..\..\..\..\Desktop\그림\합작\꽃 합작\꽃합작.png"

ModelUVTranslation: 0,0

ModelUVScaling: 1,1

Texture\_Alpha\_Source: "None"

Cropping: 0,0,0,0

}

AnimationStack: 2397976128, "AnimStack::Take 001", "" {

Properties70: {

P: "LocalStop", "KTime", "Time", "",46186158000

P: "ReferenceStop", "KTime", "Time", "",46186158000

}

}

AnimationLayer: 2410453920, "AnimLayer::BaseLayer", "" {

}

AnimationCurveNode: 2397974048, "AnimCurveNode::T", "" {

Properties70: {

P: "d|X", "Number", "", "A",-0.0176298636943102

P: "d|Y", "Number", "", "A",9.85627174377441

P: "d|Z", "Number", "", "A",4.30831335052062e-07

}

}

AnimationCurveNode: 2397986320, "AnimCurveNode::R", "" {

Properties70: {

P: "d|X", "Number", "", "A",90.0000193525796

P: "d|Y", "Number", "", "A",-89.5907443911997

P: "d|Z", "Number", "", "A",0

}

}

AnimationCurveNode: 2397982992, "AnimCurveNode::T", "" {

Properties70: {

P: "d|X", "Number", "", "A",10.2381744384766

P: "d|Y", "Number", "", "A",1.24424695968628e-06

P: "d|Z", "Number", "", "A",1.33681851366418e-07

}

}

AnimationCurveNode: 2397974464, "AnimCurveNode::R", "" {

Properties70: {

P: "d|X", "Number", "", "A",-2.73207566987348e-05

P: "d|Y", "Number", "", "A",-0

P: "d|Z", "Number", "", "A",0.40925563548

}

}

AnimationCurveNode: 2397979664, "AnimCurveNode::T", "" {

Properties70: {

P: "d|X", "Number", "", "A",9.87227439880371

P: "d|Y", "Number", "", "A",0

P: "d|Z", "Number", "", "A",7.21543983672746e-07

}

}

AnimationCurveNode: 2397983408, "AnimCurveNode::R", "" {

Properties70: {

P: "d|X", "Number", "", "A",7.95118888487746e-06

P: "d|Y", "Number", "", "A",-0

P: "d|Z", "Number", "", "A",0.418209901769637

}

}

AnimationCurve: 2406594704, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: -0.01762986,-0.01762986,-0.01762986,-0.01762986,-0.01762986,-0.01762986,-0.01762986

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406599024, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 4.308313e-07,4.308313e-07,4.308313e-07,4.308313e-07,4.308313e-07,4.308313e-07,4.308313e-07

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406593744, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 9.856272,9.856272,9.856272,9.856272,9.856272,9.856272,9.856272

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406595024, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 450,450,450,540.0001,450,450,450

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406599504, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: -89.59074,-89.59074,-89.59074,0,-89.59074,-89.59074,-89.59074

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406598384, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 0,0,0,-89.59074,0,0,0

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406593904, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 10.23817,10.23817,10.23817,10.23817,10.23817,10.23817,10.23817

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406596304, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 1.244247e-06,1.244247e-06,1.244247e-06,1.244247e-06,1.244247e-06,1.244247e-06,1.244247e-06

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406596624, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 1.336819e-07,1.336819e-07,1.336819e-07,1.336819e-07,1.336819e-07,1.336819e-07,1.336819e-07

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406595984, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: -2.732076e-05,-2.732076e-05,-2.732076e-05,-2.732076e-05,-2.732076e-05,-2.732076e-05,-2.732076e-05

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406596144, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: -0,-0,-0,-0,-0,-0,-0

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406595184, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 0.4092556,0.4092556,45.40925,45.40925,45.40925,0.4092556,0.4092556

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406594064, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 9.872274,9.872274,9.872274,9.872274,9.872274,9.872274,9.872274

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406596784, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 0,0,0,0,0,0,0

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406600784, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 7.21544e-07,7.21544e-07,7.21544e-07,7.21544e-07,7.21544e-07,7.21544e-07,7.21544e-07

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218441387,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406600144, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 7.951189e-06,7.951189e-06,7.951189e-06,7.951189e-06,7.951189e-06,7.951189e-06,7.951189e-06

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406597104, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 0,30,30,30,30,30,0

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

AnimationCurve: 2406600304, "AnimCurve::", "" {

Default: 0

KeyVer: 4009

KeyTime: \*7 {

a: 0,7697693000,15395386000,23093079000,30790772000,38488465000,46186158000

}

KeyValueFloat: \*7 {

a: 0.4182099,0.4182099,0.4182099,0.4182099,0.4182099,0.4182099,0.4182099

}

;KeyAttrFlags: Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight|WeightedNextLeft, Cubic|TangeantAuto|GenericTimeIndependent|GenericClampProgressive|WeightedRight

KeyAttrFlags: \*7 {

a: 50356488,50356488,50356488,50356488,50356488,50356488,16802056

}

;KeyAttrDataFloat: RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:0; RightAuto:0, NextLeftAuto:-0; RightAuto:0, NextLeftAuto:0

KeyAttrDataFloat: \*28 {

a: 0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,0,218369284,0,0,-2147483648,218369284,0,0,0,218434820,0

}

KeyAttrRefCount: \*7 {

a: 1,1,1,1,1,1,1

}

}

}

; Object connections

;------------------------------------------------------------------

Connections: {

;Model::Box001, Model::RootNode

C: "OO",2410268080,0

;Model::Bone001, Model::RootNode

C: "OO",2410270272,0

;AnimLayer::BaseLayer, AnimStack::Take 001

C: "OO",2410453920,2397976128

;AnimCurveNode::T, AnimLayer::BaseLayer

C: "OO",2397974048,2410453920

;AnimCurveNode::R, AnimLayer::BaseLayer

C: "OO",2397986320,2410453920

;AnimCurveNode::T, AnimLayer::BaseLayer

C: "OO",2397982992,2410453920

;AnimCurveNode::R, AnimLayer::BaseLayer

C: "OO",2397974464,2410453920

;AnimCurveNode::T, AnimLayer::BaseLayer

C: "OO",2397979664,2410453920

;AnimCurveNode::R, AnimLayer::BaseLayer

C: "OO",2397983408,2410453920

;Material::01 - Default, Model::Box001

C: "OO",539590800,2410268080

;Geometry::, Model::Box001

C: "OO",1715112720,2410268080

;Model::Bone002, Model::Bone001

C: "OO",2410263696,2410270272

;NodeAttribute::, Model::Bone001

C: "OO",2410645136,2410270272

;AnimCurveNode::T, Model::Bone001

C: "OP",2397974048,2410270272, "Lcl Translation"

;AnimCurveNode::R, Model::Bone001

C: "OP",2397986320,2410270272, "Lcl Rotation"

;Model::Bone003, Model::Bone002

C: "OO",2410276848,2410263696

;NodeAttribute::, Model::Bone002

C: "OO",2410651088,2410263696

;AnimCurveNode::T, Model::Bone002

C: "OP",2397982992,2410263696, "Lcl Translation"

;AnimCurveNode::R, Model::Bone002

C: "OP",2397974464,2410263696, "Lcl Rotation"

;NodeAttribute::, Model::Bone003

C: "OO",2410646864,2410276848

;AnimCurveNode::T, Model::Bone003

C: "OP",2397979664,2410276848, "Lcl Translation"

;AnimCurveNode::R, Model::Bone003

C: "OP",2397983408,2410276848, "Lcl Rotation"

;Texture::Map #1, Material::01 - Default

C: "OP",539592720,539590800, "DiffuseColor"

;Video::Map #1, Texture::Map #1

C: "OO",116065920,539592720

;Deformer::, Geometry::

C: "OO",2410648016,1715112720

;AnimCurve::, AnimCurveNode::T

C: "OP",2406594704,2397974048, "d|X"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406593744,2397974048, "d|Y"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406599024,2397974048, "d|Z"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406595024,2397986320, "d|X"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406599504,2397986320, "d|Y"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406598384,2397986320, "d|Z"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406593904,2397982992, "d|X"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406596304,2397982992, "d|Y"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406596624,2397982992, "d|Z"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406595984,2397974464, "d|X"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406596144,2397974464, "d|Y"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406595184,2397974464, "d|Z"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406594064,2397979664, "d|X"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406596784,2397979664, "d|Y"

;AnimCurve::, AnimCurveNode::T

C: "OP",2406600784,2397979664, "d|Z"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406600144,2397983408, "d|X"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406597104,2397983408, "d|Y"

;AnimCurve::, AnimCurveNode::R

C: "OP",2406600304,2397983408, "d|Z"

;SubDeformer::, Deformer::

C: "OO",2410154160,2410648016

;SubDeformer::, Deformer::

C: "OO",2410151904,2410648016

;SubDeformer::, Deformer::

C: "OO",2410152656,2410648016

;Model::Bone001, SubDeformer::

C: "OO",2410270272,2410154160

;Model::Bone003, SubDeformer::

C: "OO",2410276848,2410151904

;Model::Bone002, SubDeformer::

C: "OO",2410263696,2410152656

}

;Takes section

;----------------------------------------------------

Takes: {

Current: ""

Take: "Take 001" {

FileName: "Take\_001.tak"

LocalTime: 0,46186158000

ReferenceTime: 0,46186158000

}

}