3D Character Model Specifications

Only describe variant or different properties

|  |  |  |  |
| --- | --- | --- | --- |
| **Primary Reference** | **Title** | **Value** | **Description** |
|  | Complexion | Fair |  |
| Ethnicity | European / American |  |
| Height | 5 ft 2 in |  |
| Clothing | Leather | Shiny leather outfit |
| Hairs | Stylized | Sea Green shade |
| Coat |  |  |
| Glasses |  |  |
| **Technical Details** | | |
| Poly count |  |  |
| Tool | Blender | 2.7 |
| Export format | .fbx |  |
|  |  |  |
| **Secondary Facial References** | | | |
| |  |  |  |  | | --- | --- | --- | --- | |  |  |  |  | | | | |
| Other Instructions | | | |
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