# Blender MTL File: 'None'
# Material Count: 3

newmtl MI\_Michele\_Body\_111-2
Ns 900.000000
Ka 1.000000 1.000000 1.000000
Kd 0.800000 0.800000 0.800000
Ks 0.000000 0.000000 0.000000
Ke 0.000000 0.000000 0.000000
Ni 0.000000
d 1.000000
illum 1
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_Michele\_Body2.png

newmtl MI\_Michele\_Hair\_004
Ns 900.000000
Ka 1.000000 1.000000 1.000000
Kd 0.800000 0.800000 0.800000
Ks 0.000000 0.000000 0.000000
Ke 0.000000 0.000000 0.000000
Ni 0.000000
d 1.000000
illum 1
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_Michele\_Hair2.png

newmtl 目光
Ns 900.000000
Ka 1.000000 1.000000 1.000000
Kd 0.800000 0.800000 0.800000
Ks 0.000000 0.000000 0.000000
Ke 0.000000 0.000000 0.000000
Ni 0.000000
d 1.000000
illum 1
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_Michele\_Face.png