# Blender MTL File: 'None'  
# Material Count: 3  
  
newmtl MI\_Reiichi\_Body4  
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\_Reiichi\_Body\_D.png  
  
newmtl MI\_Reiichi\_Eyein  
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\_Reiichi\_Face\_D.png  
  
newmtl MI\_Reiichi\_Hair  
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\_Reiichi\_Hair2\_D.png