# 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