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

newmtl MI\_Fuchsia\_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\_Fuchsia\_Face.png

newmtl MI\_Fuchsia\_Hair7
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\_Fuchsia\_Hair.png

newmtl MI\_Fuchsia\_body\_metal13
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\_Fuchsia\_Body.png