# Blender MTL File: 'None'  
# Material Count: 3  
  
newmtl MI\_Yvette\_Body\_Tral1\_103  
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\_Yvette\_Body\_103\_D.png  
  
newmtl MI\_Yvette\_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/Yvette\_Face\_D.png  
  
newmtl MI\_Yvette\_Hair\_Tral\_103  
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\_Yvette\_Hair\_103\_D.png