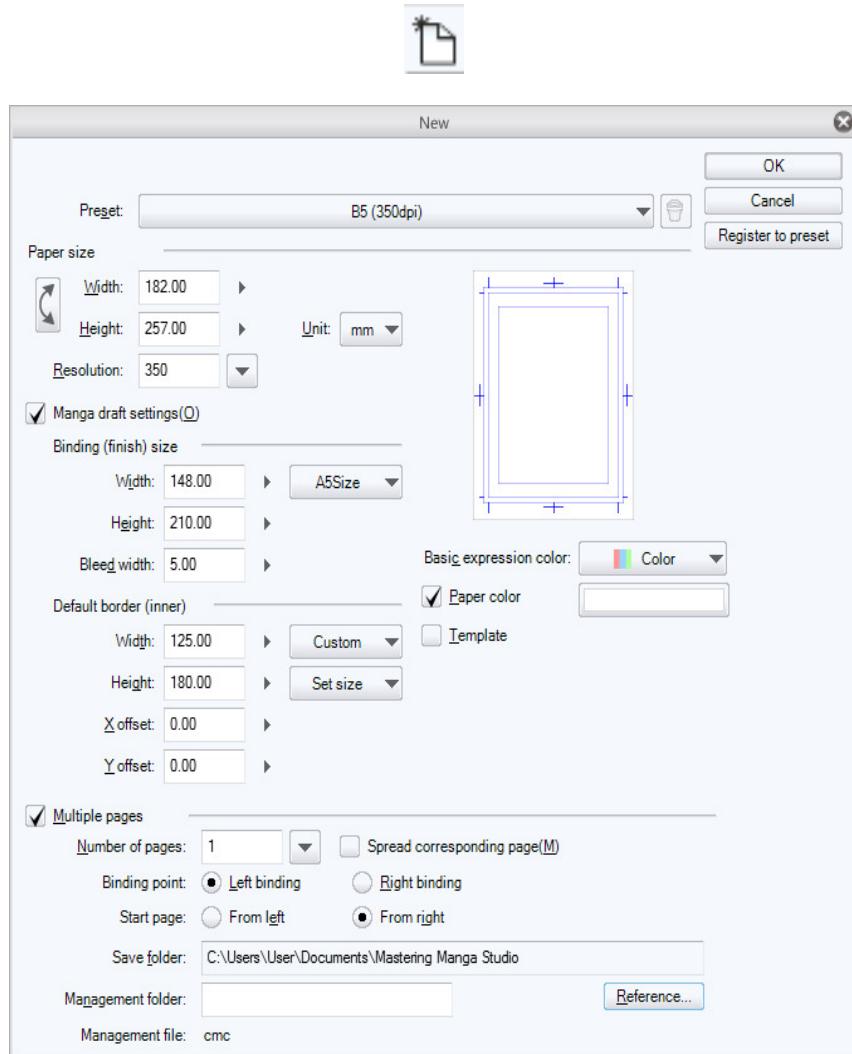
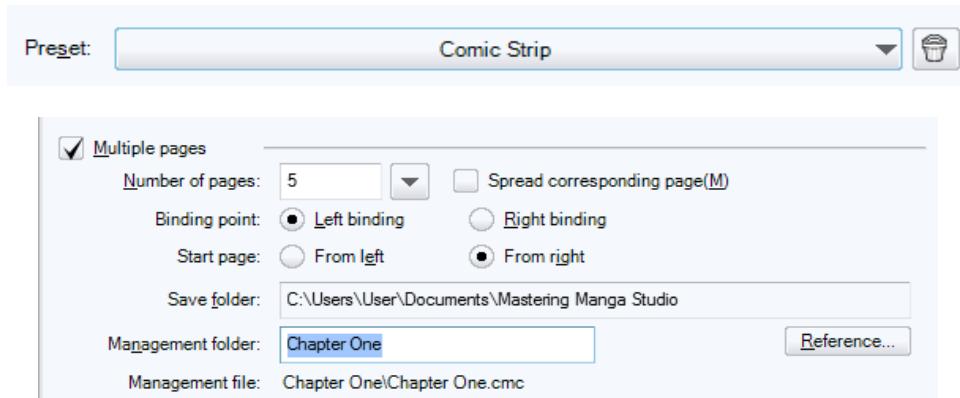
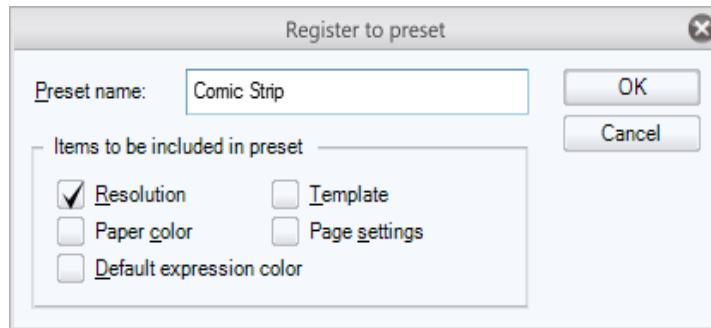
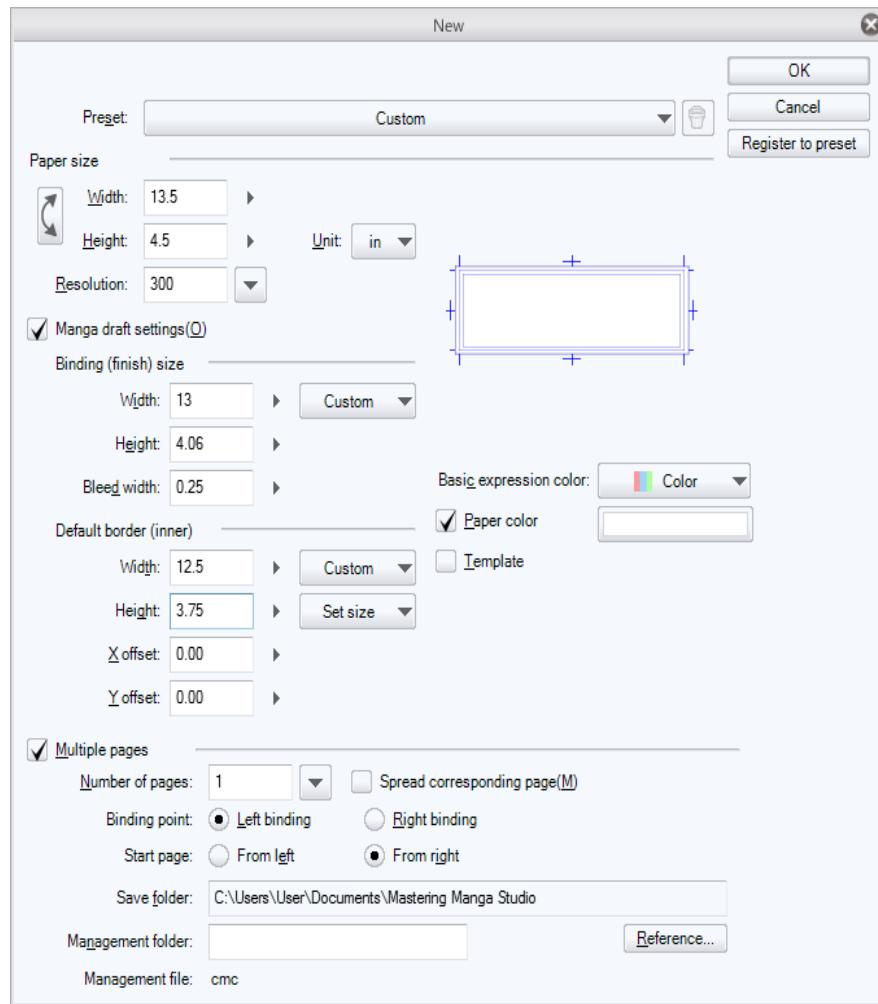
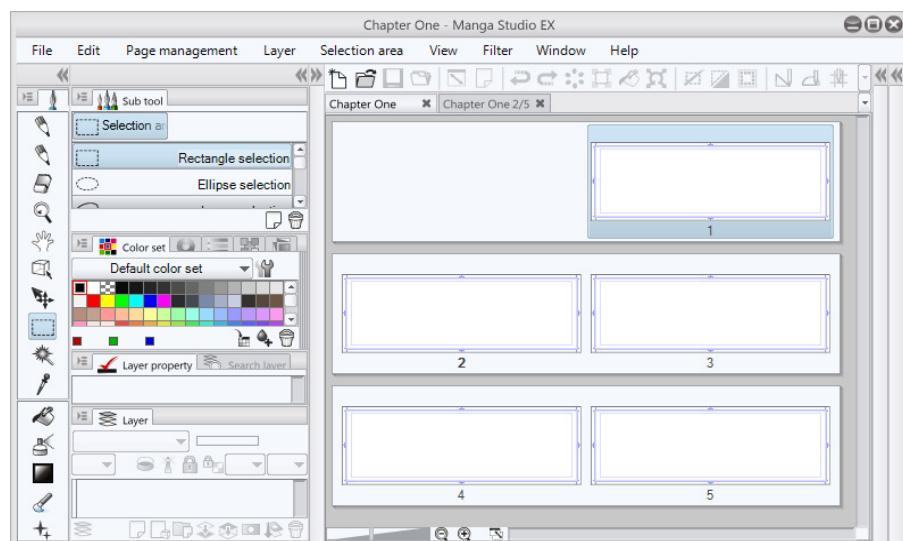
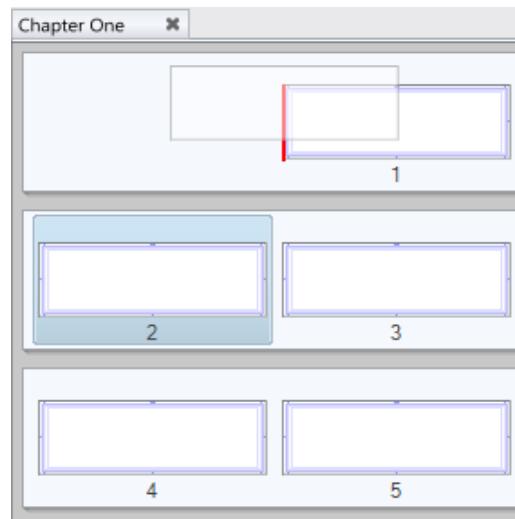
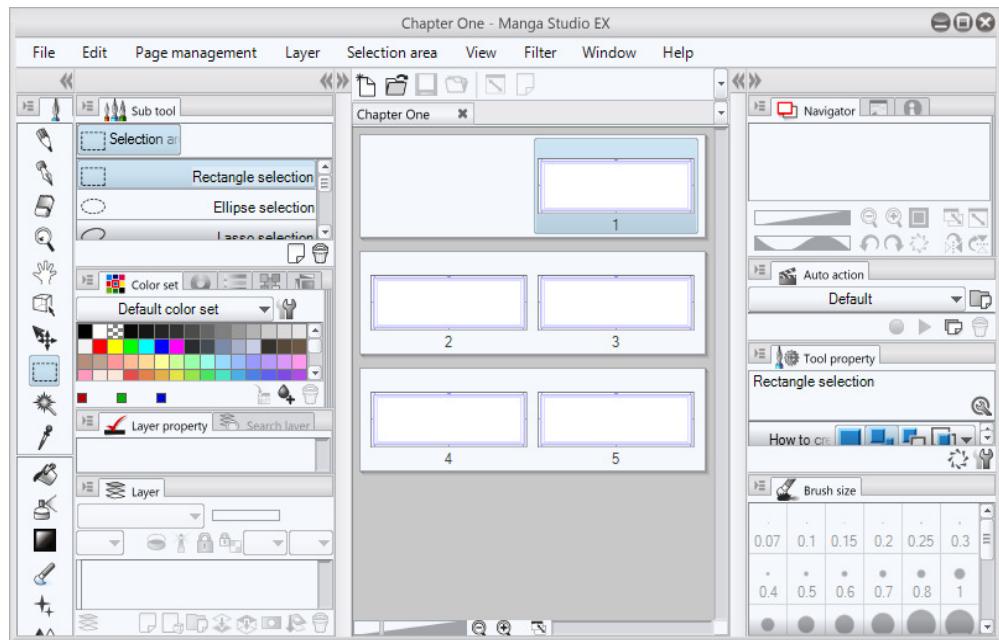
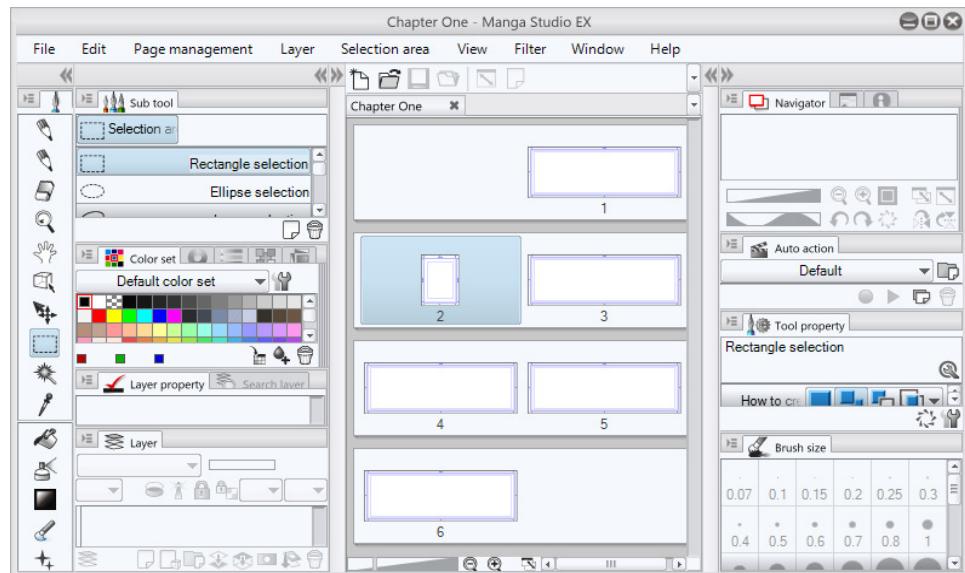
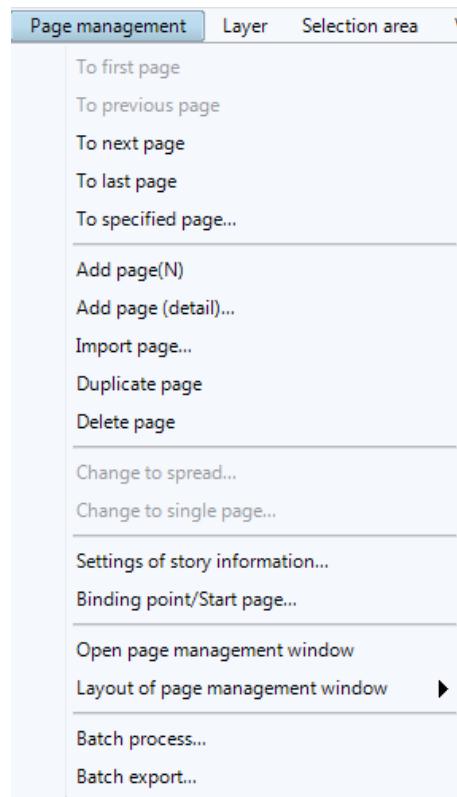


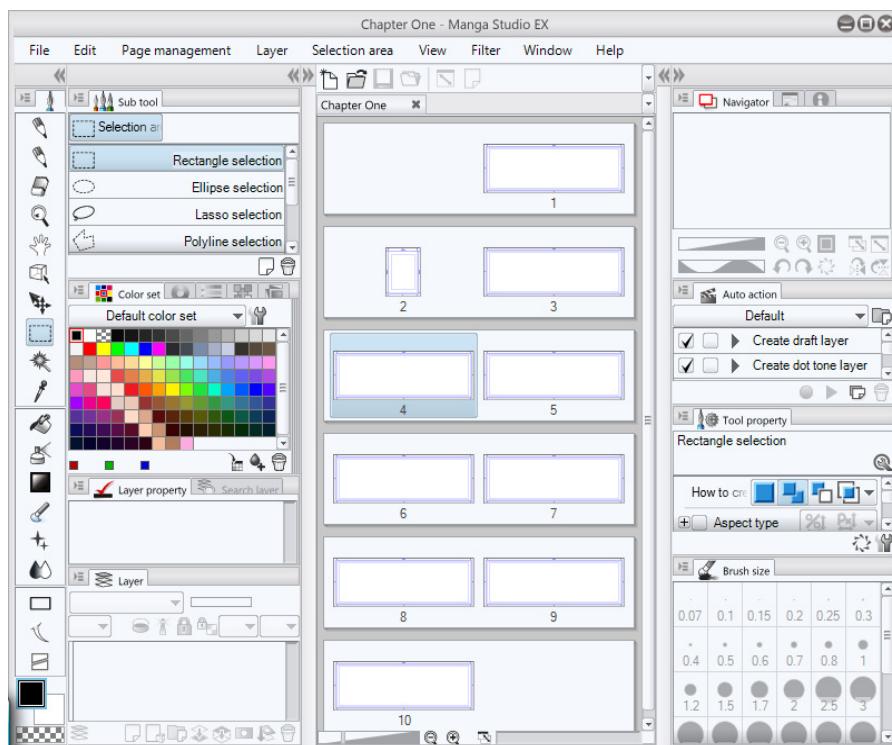
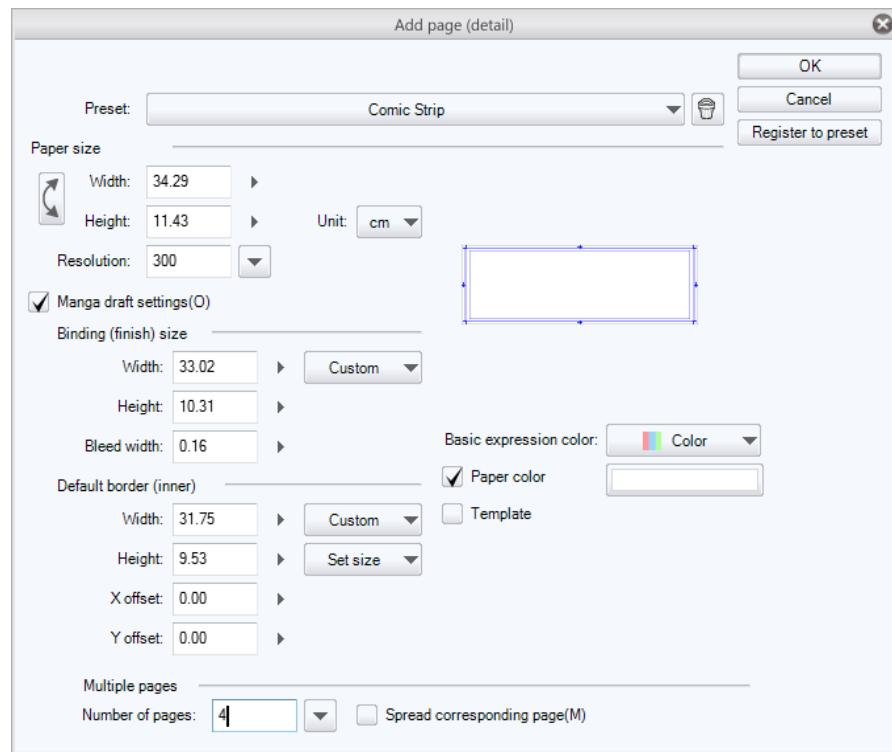
Chapter 1

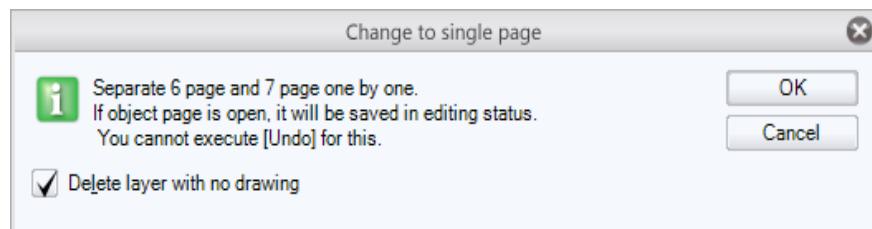
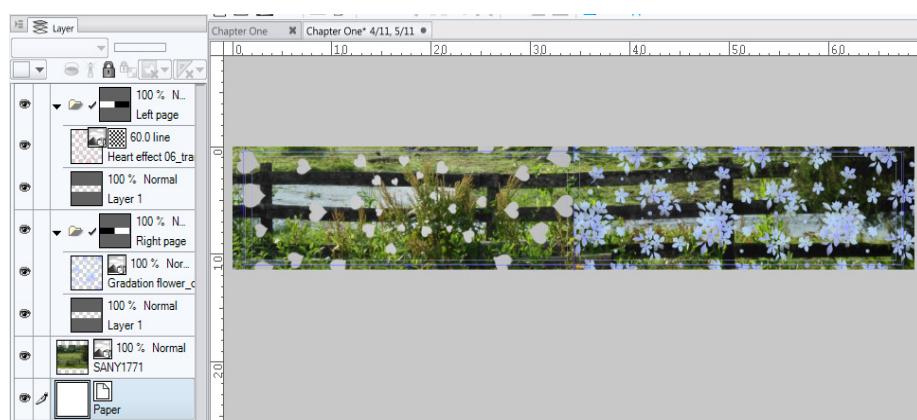
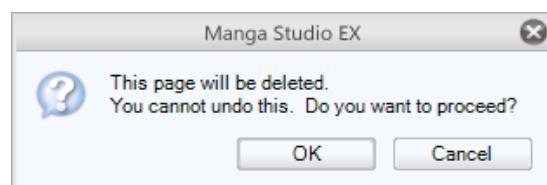
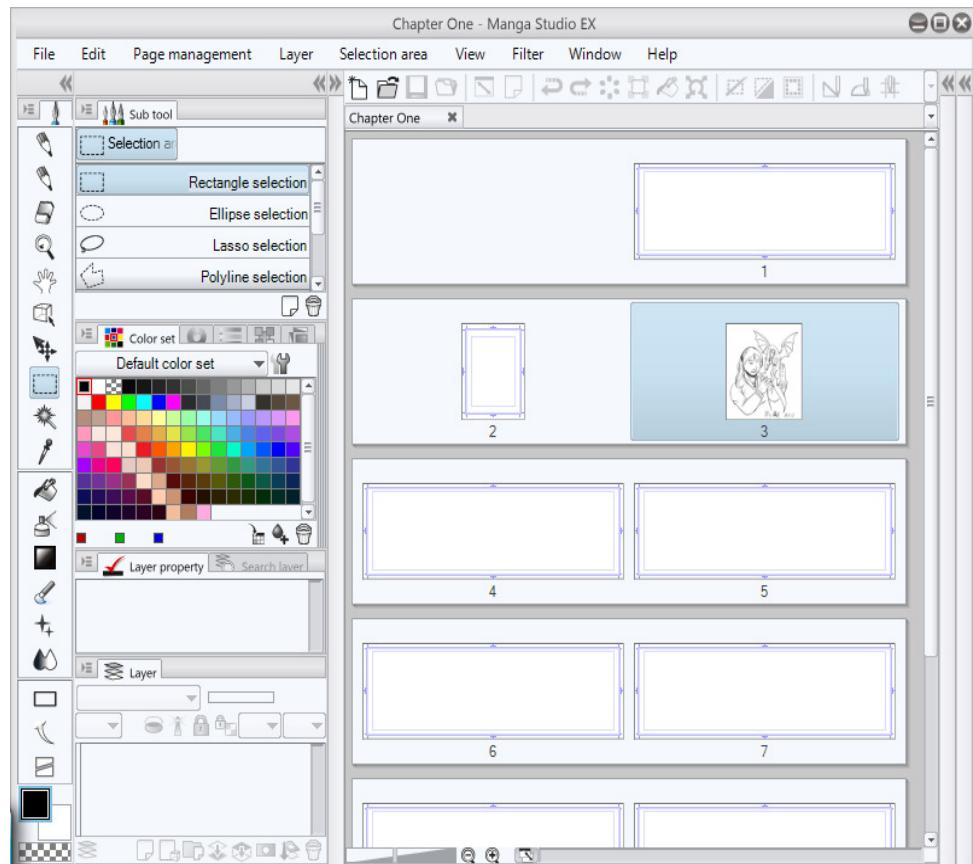


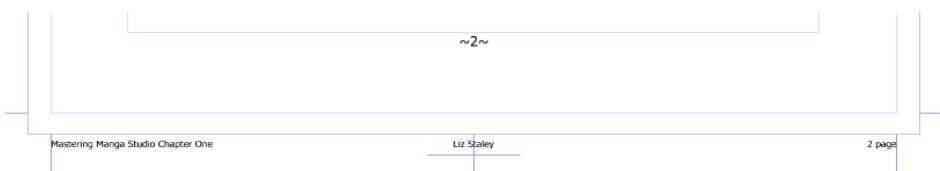
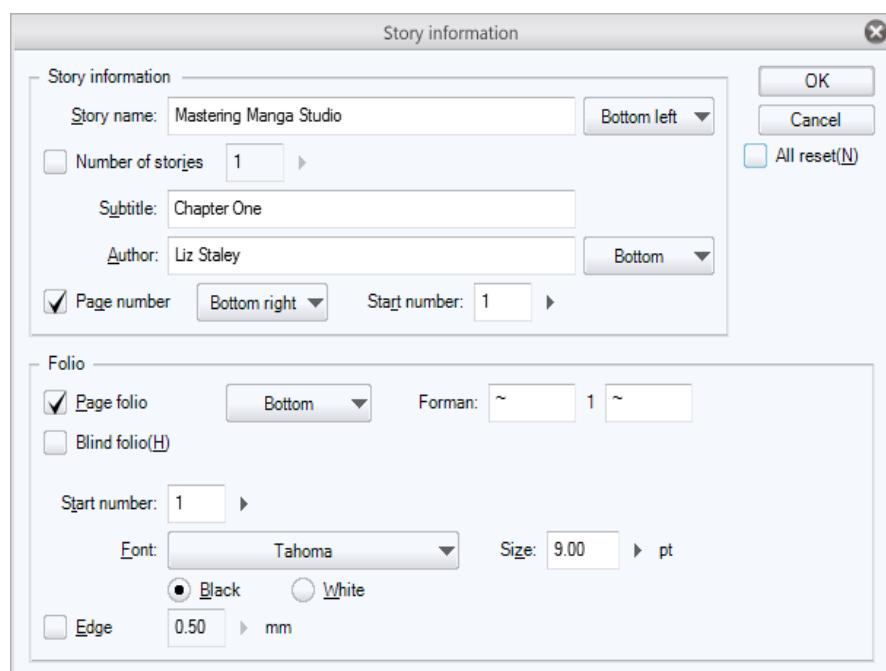
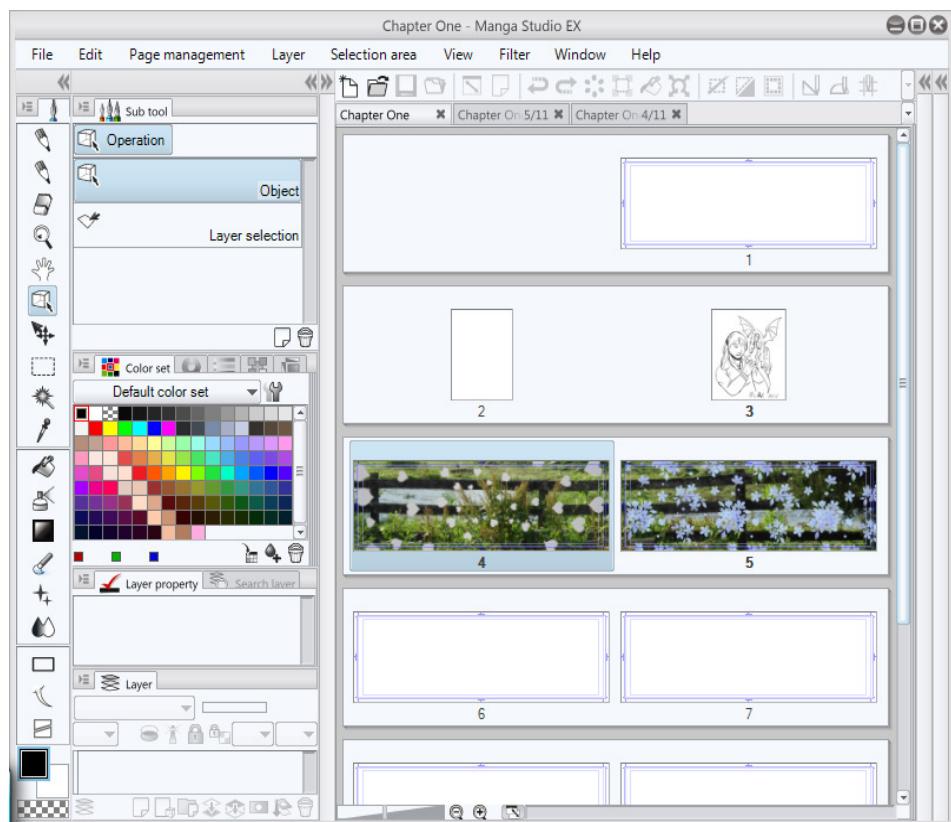


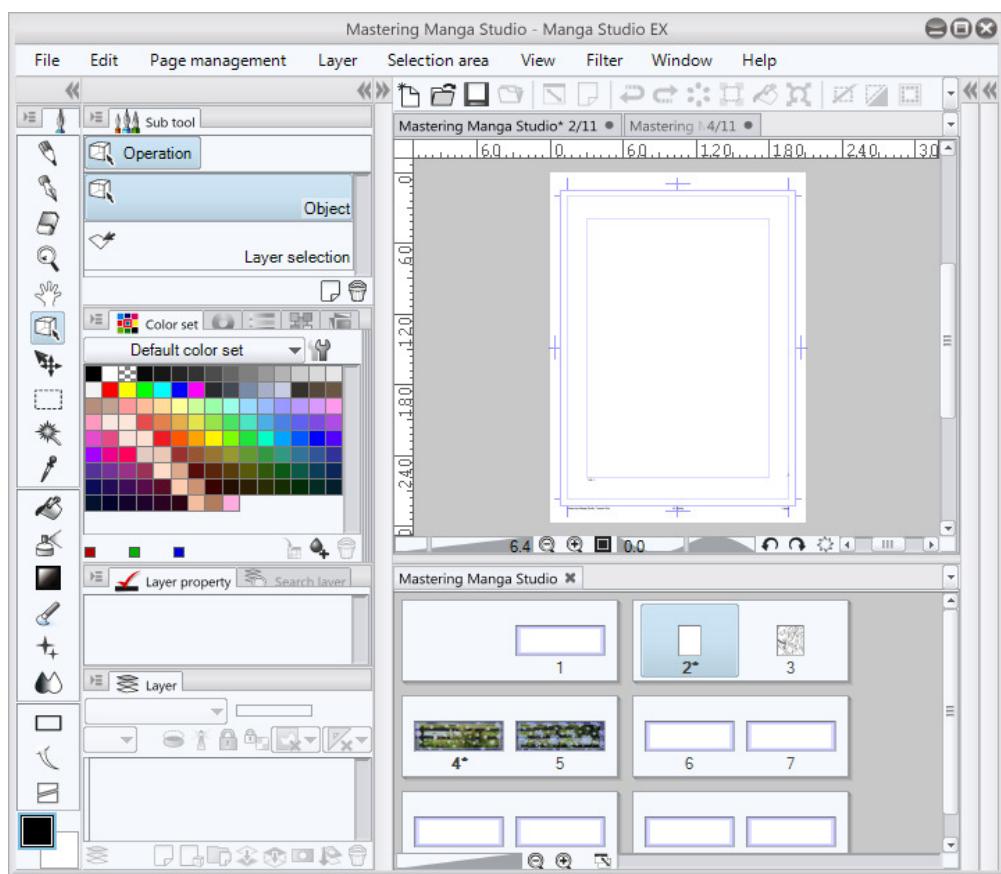
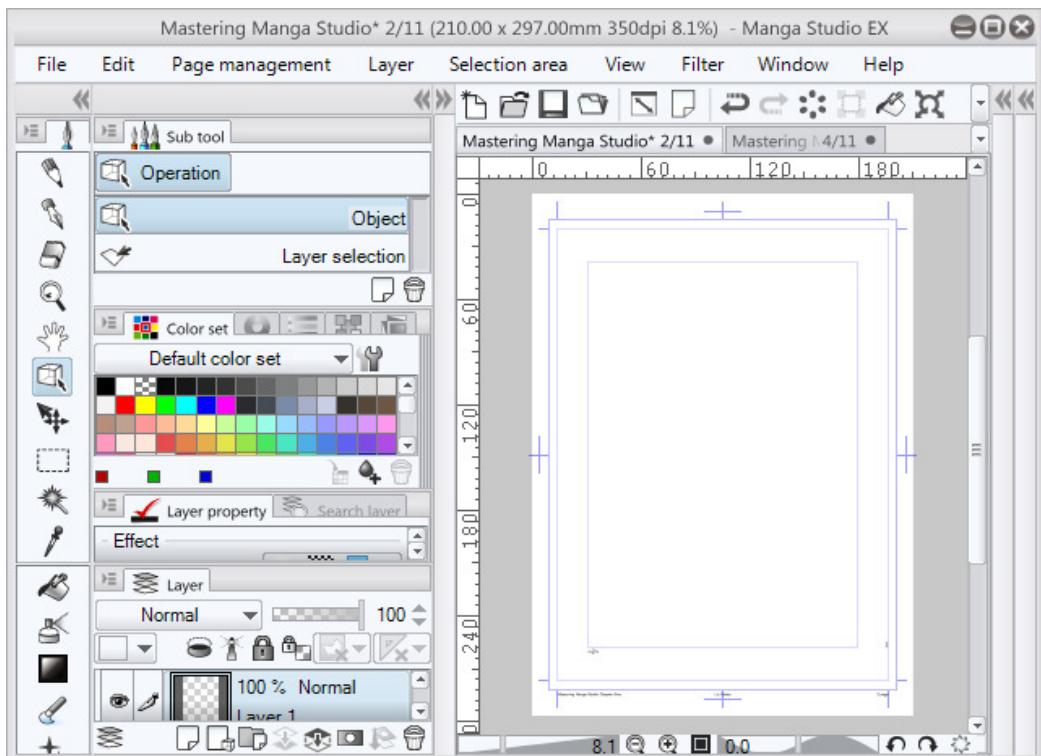
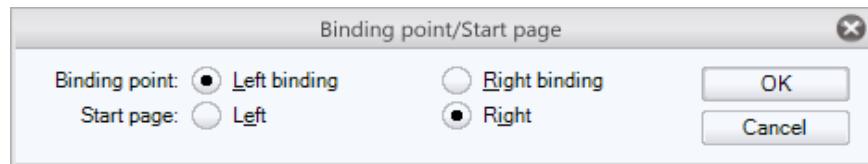


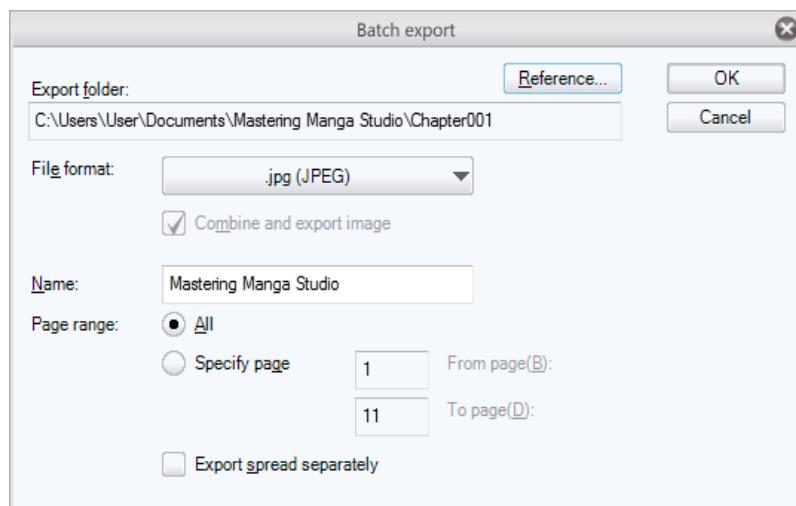
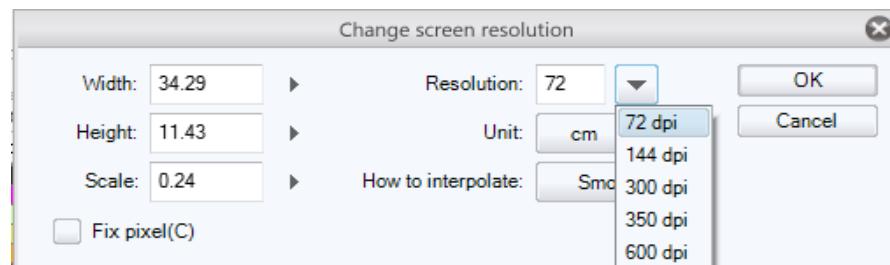
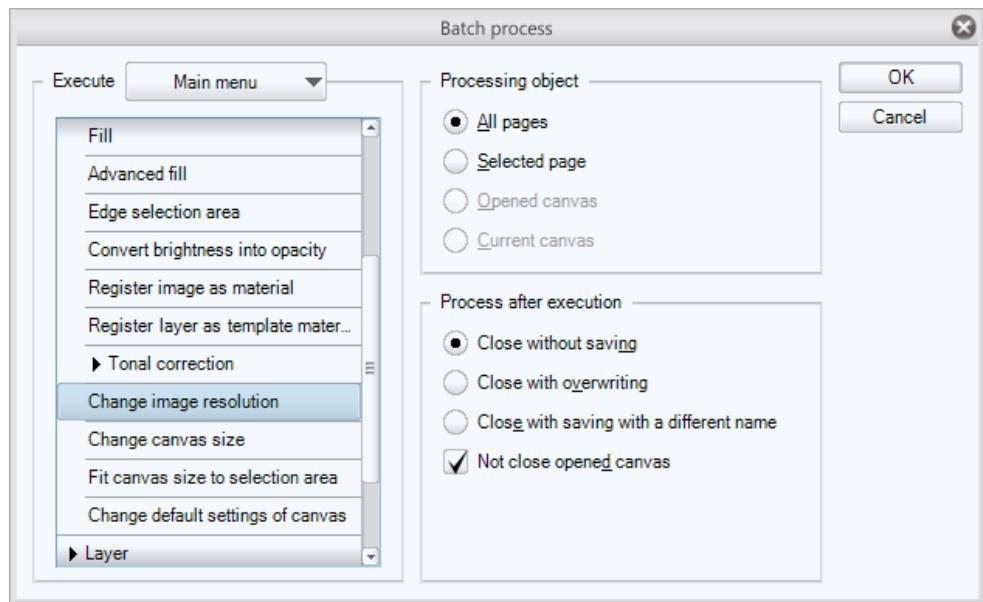


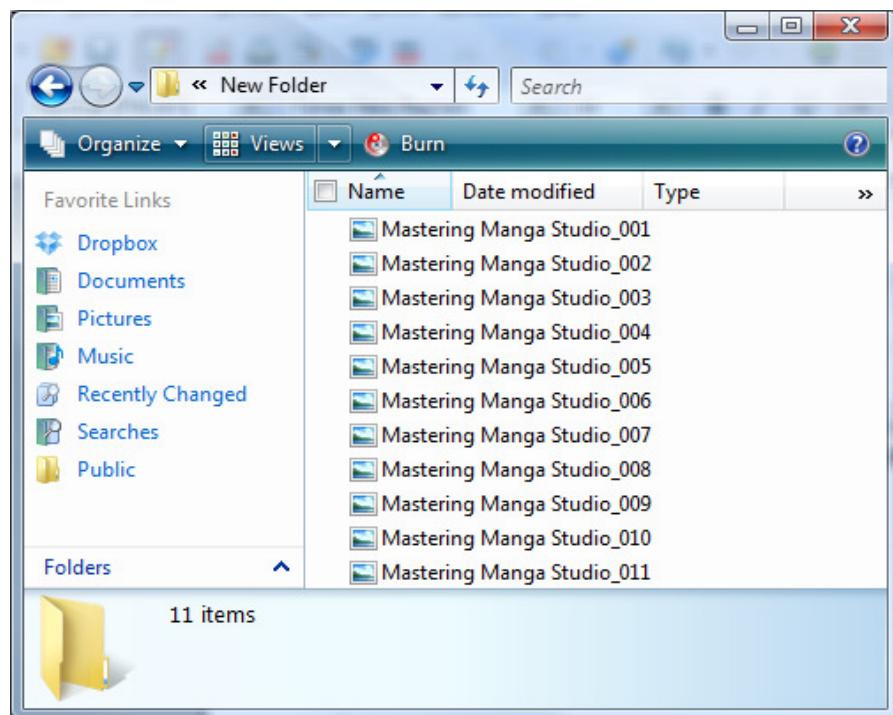




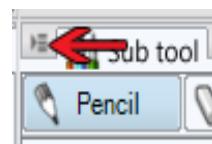


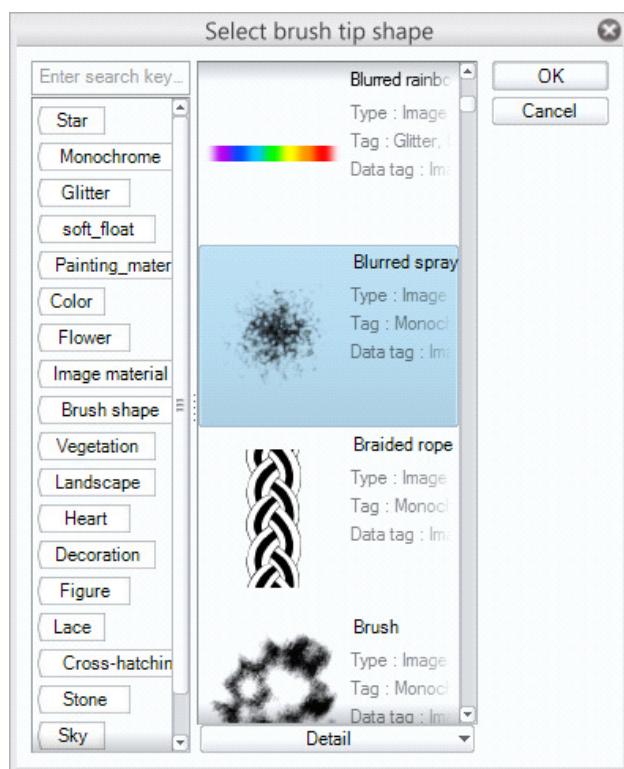
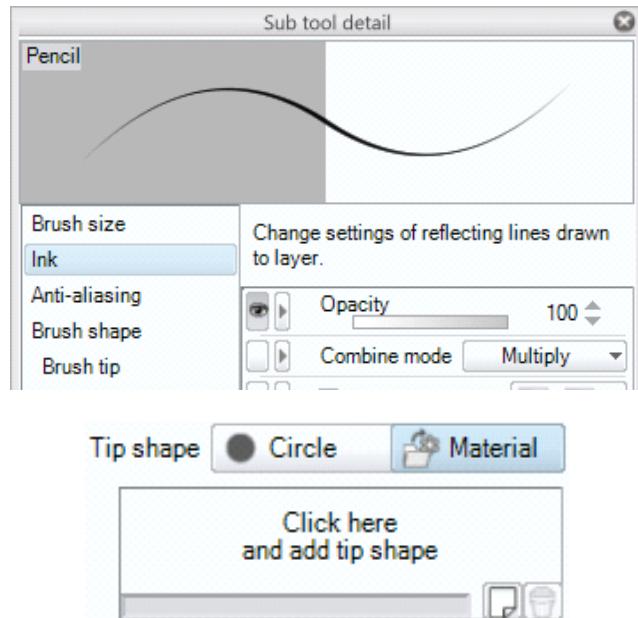
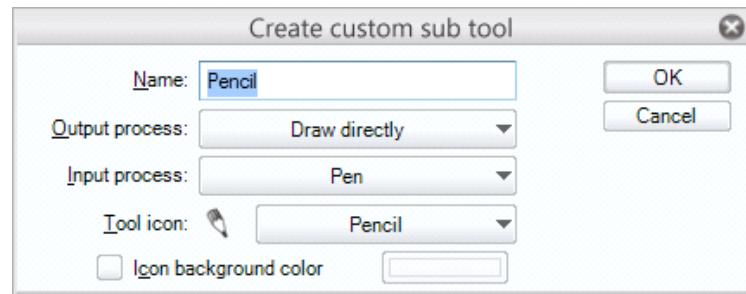


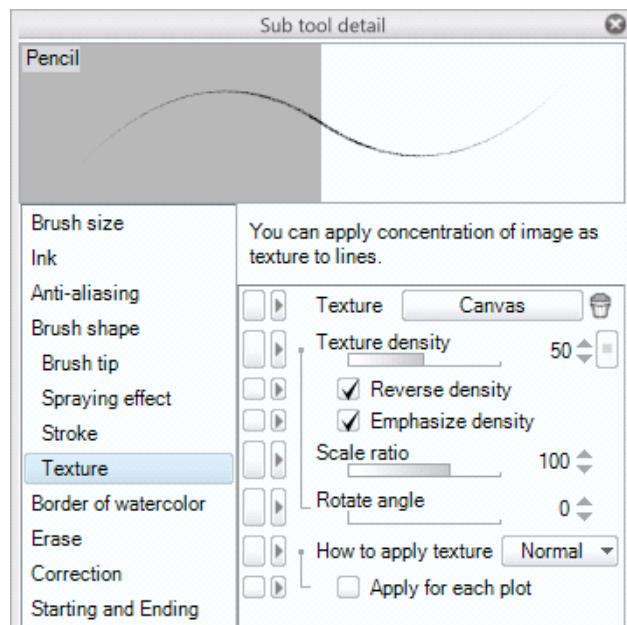
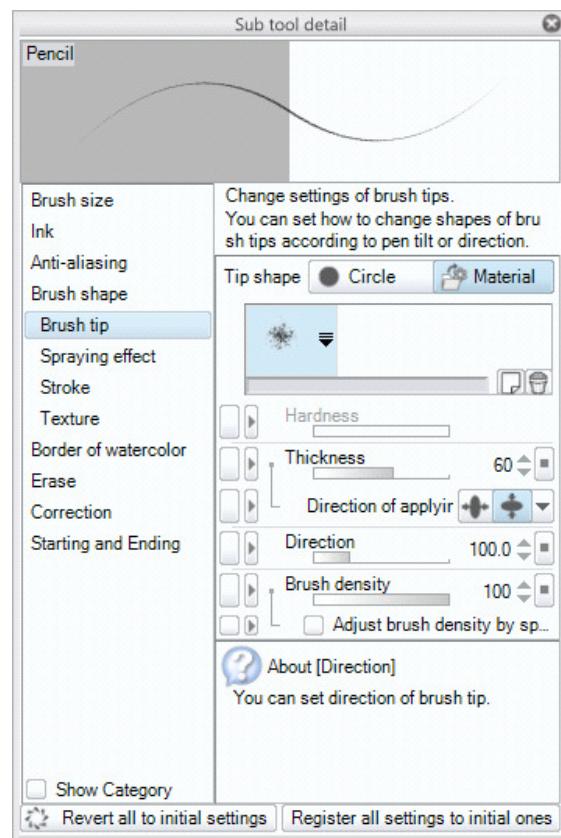


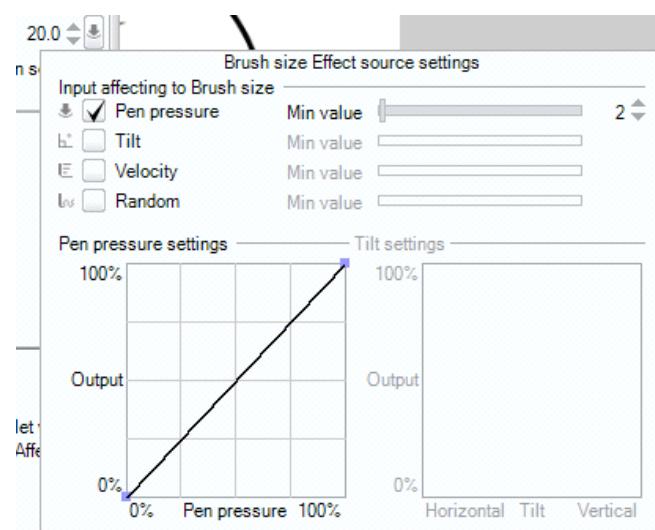
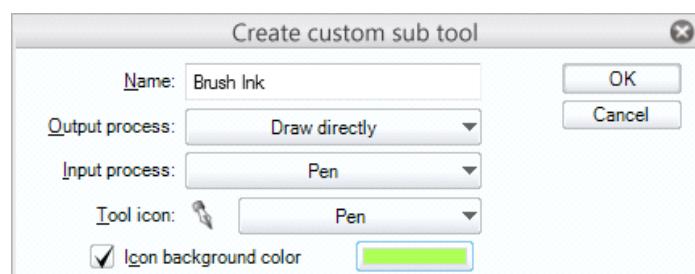
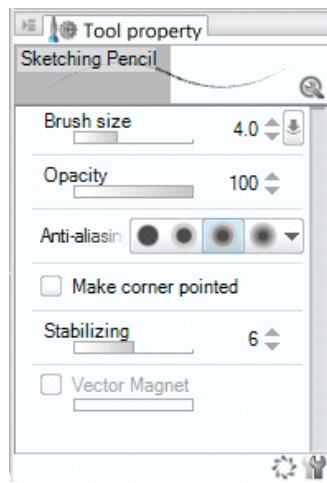


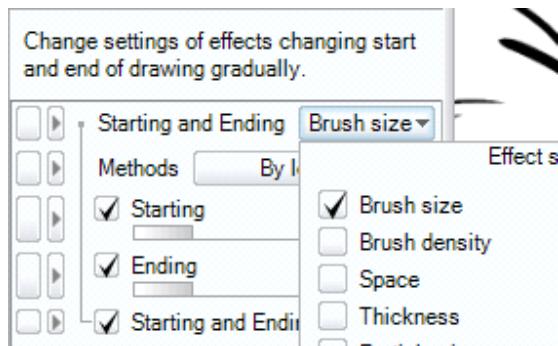
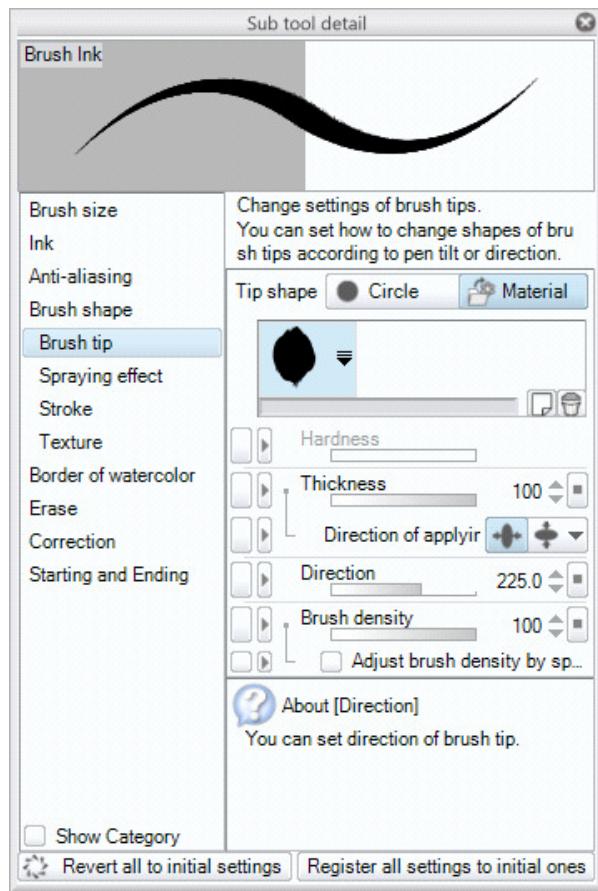
Chapter 2

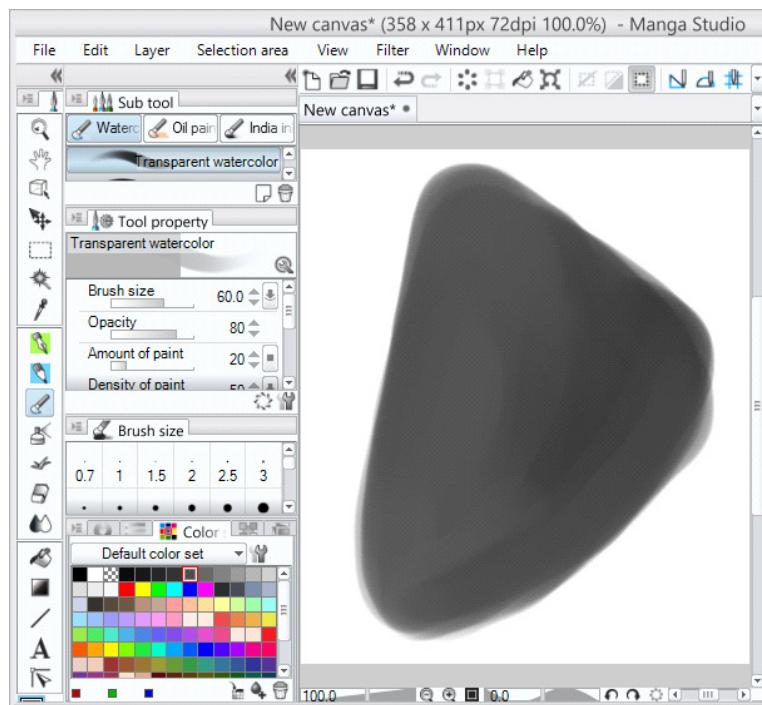


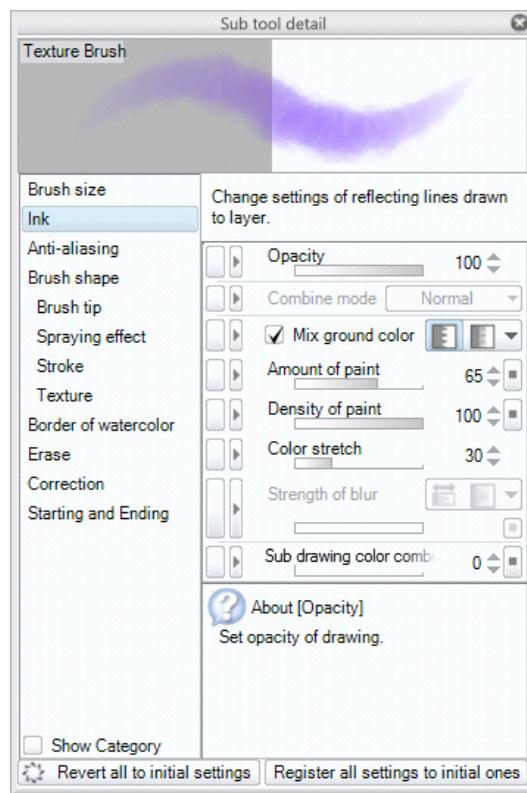
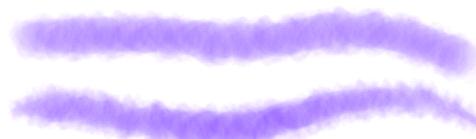
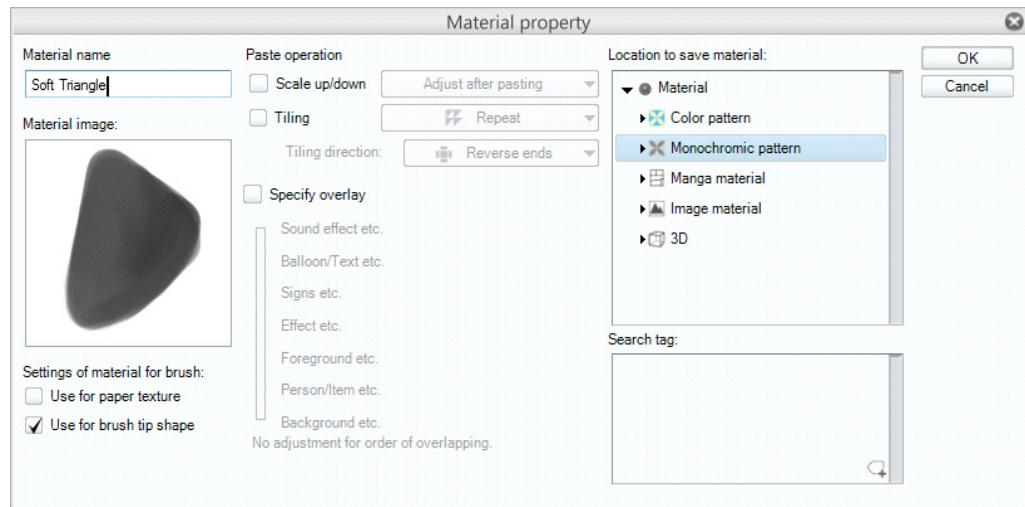


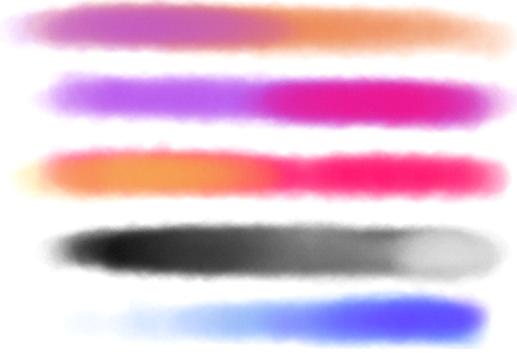




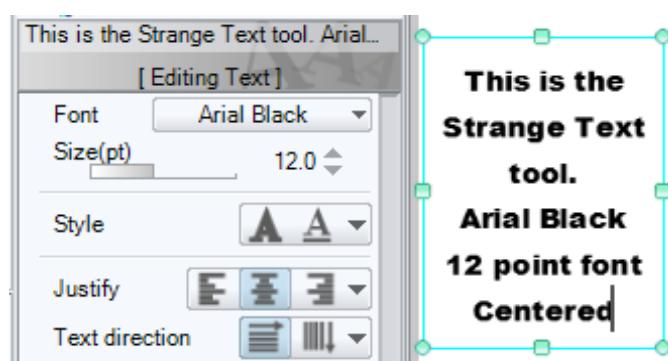
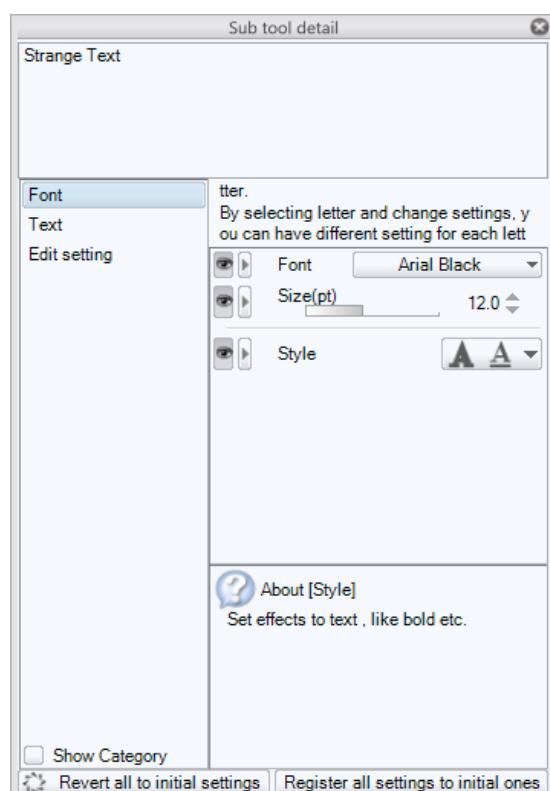


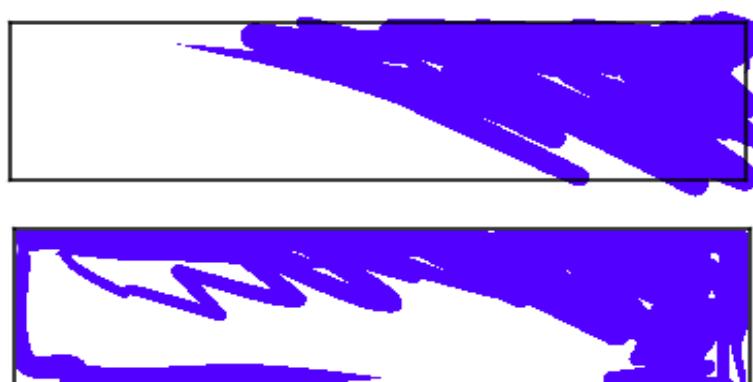
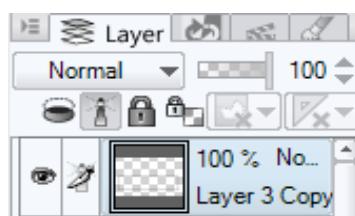
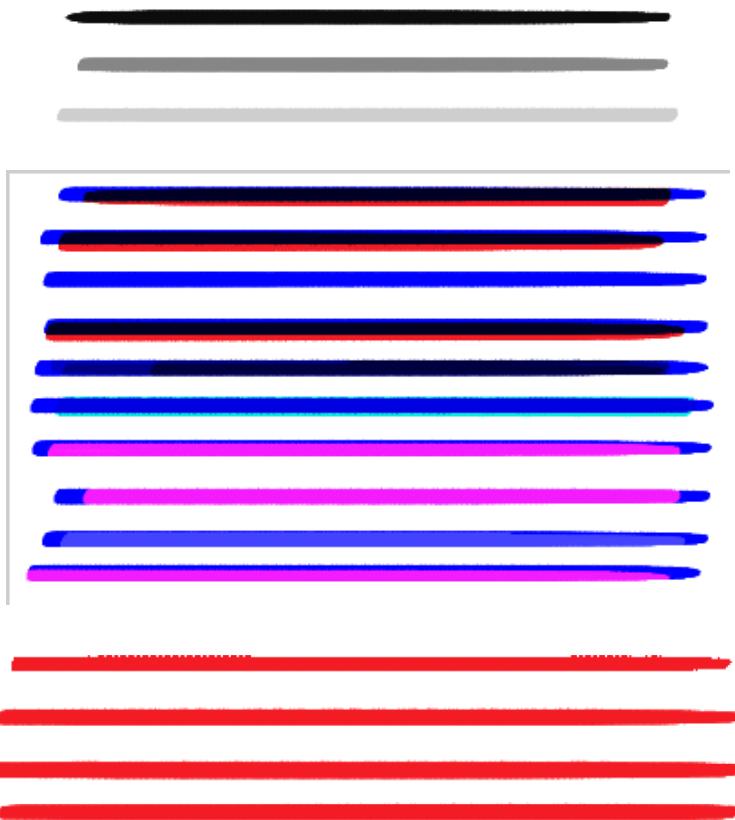


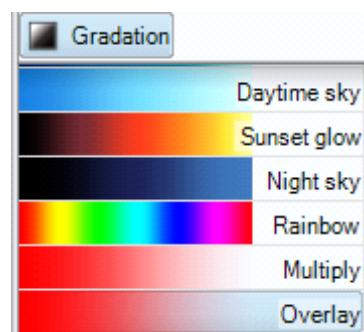
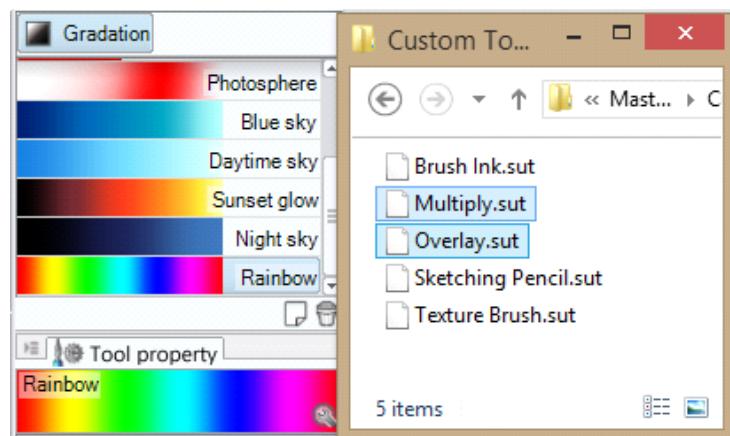
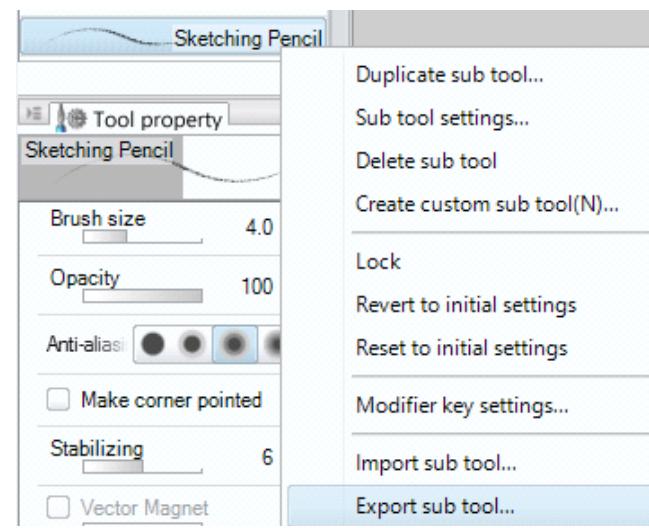


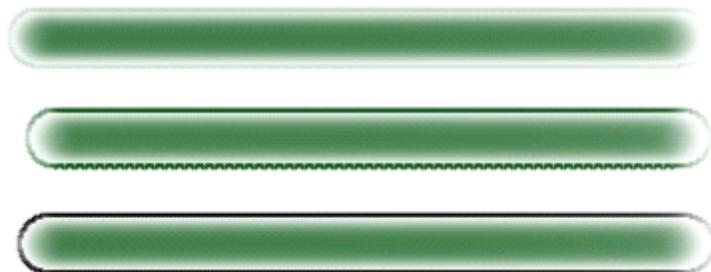
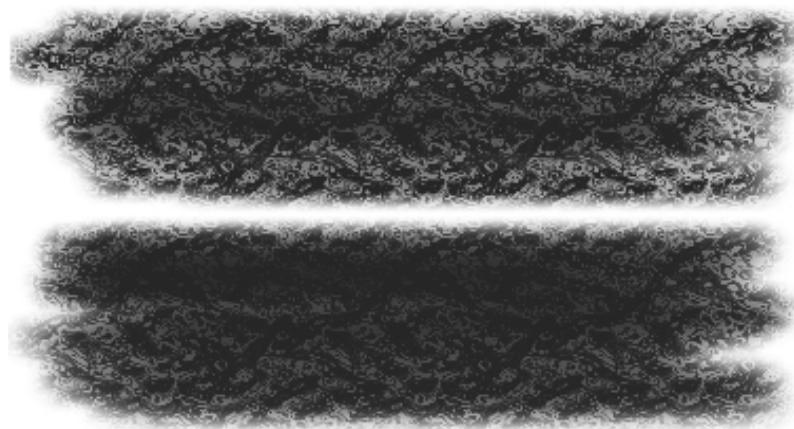
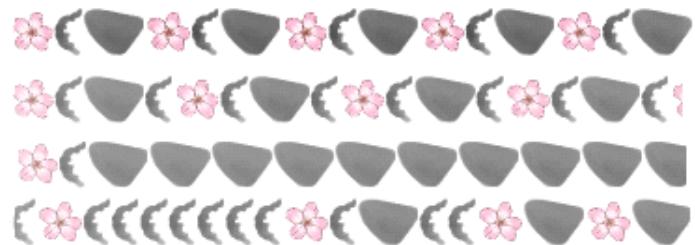


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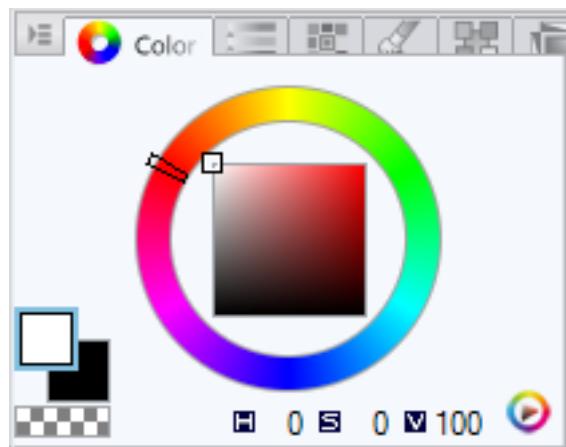
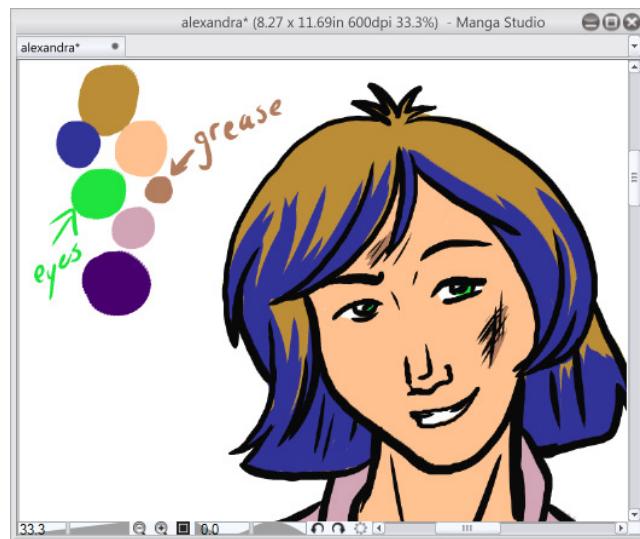


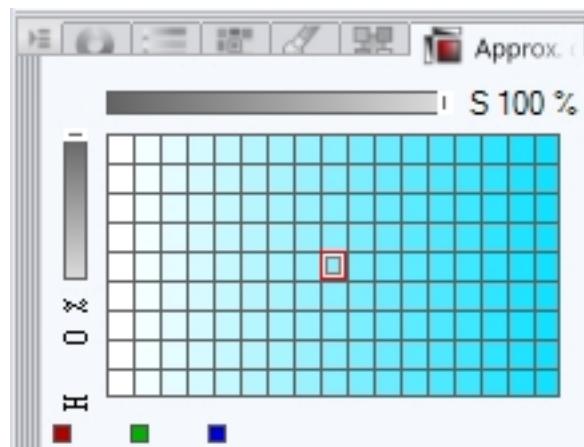
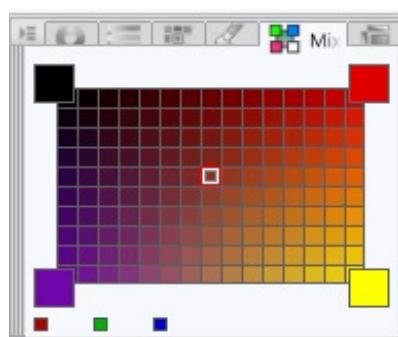
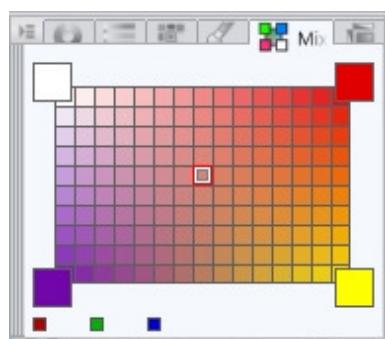
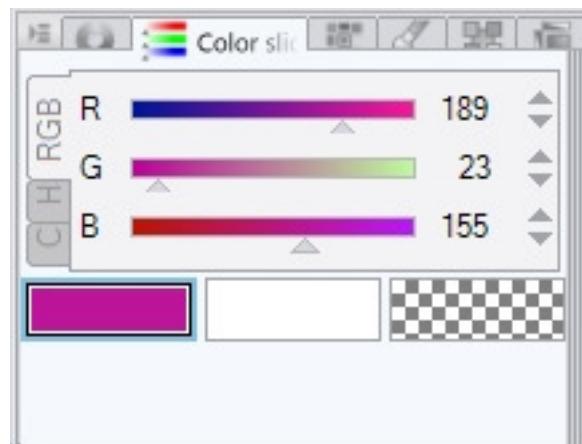


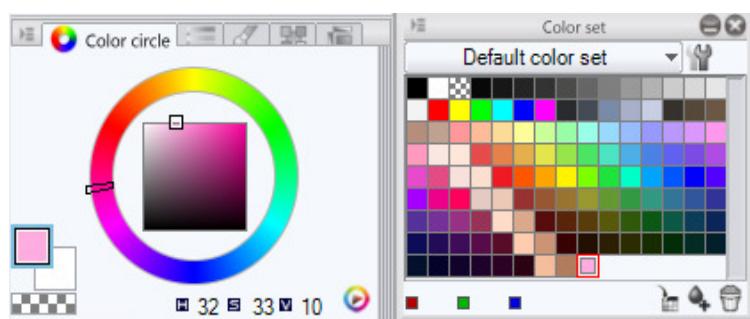
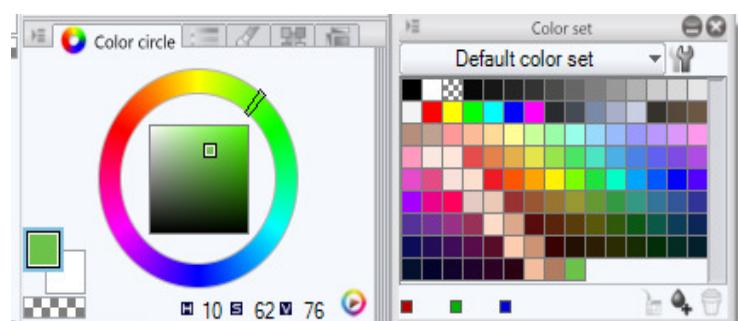
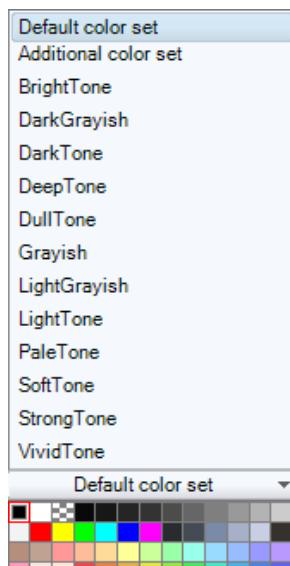
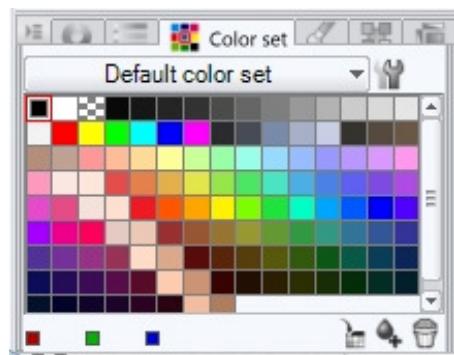


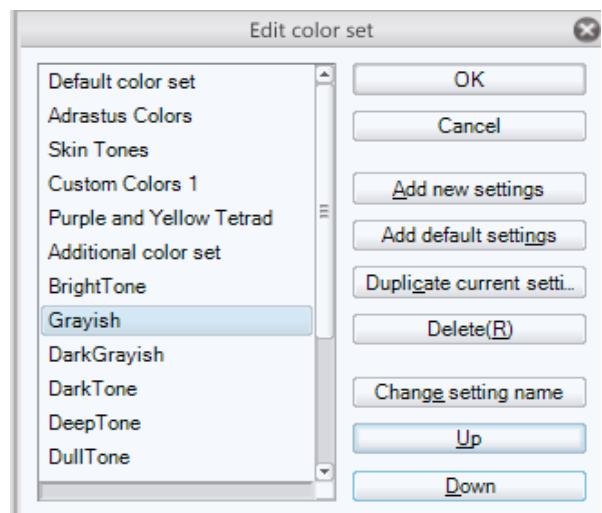


Chapter 3



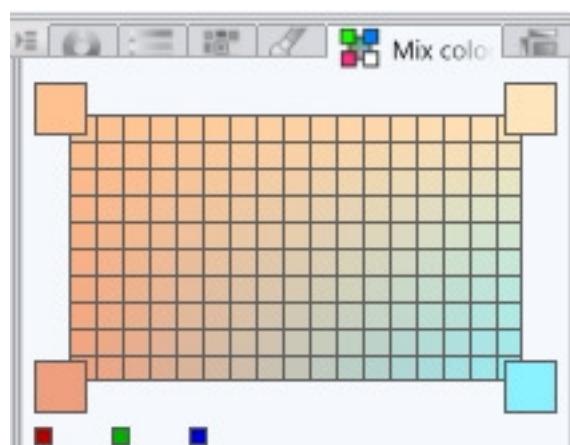
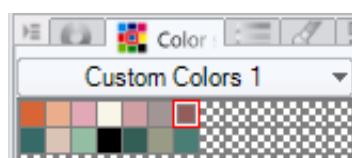
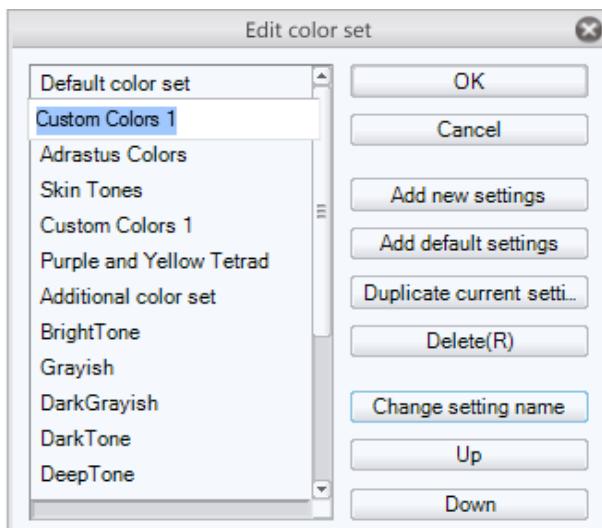




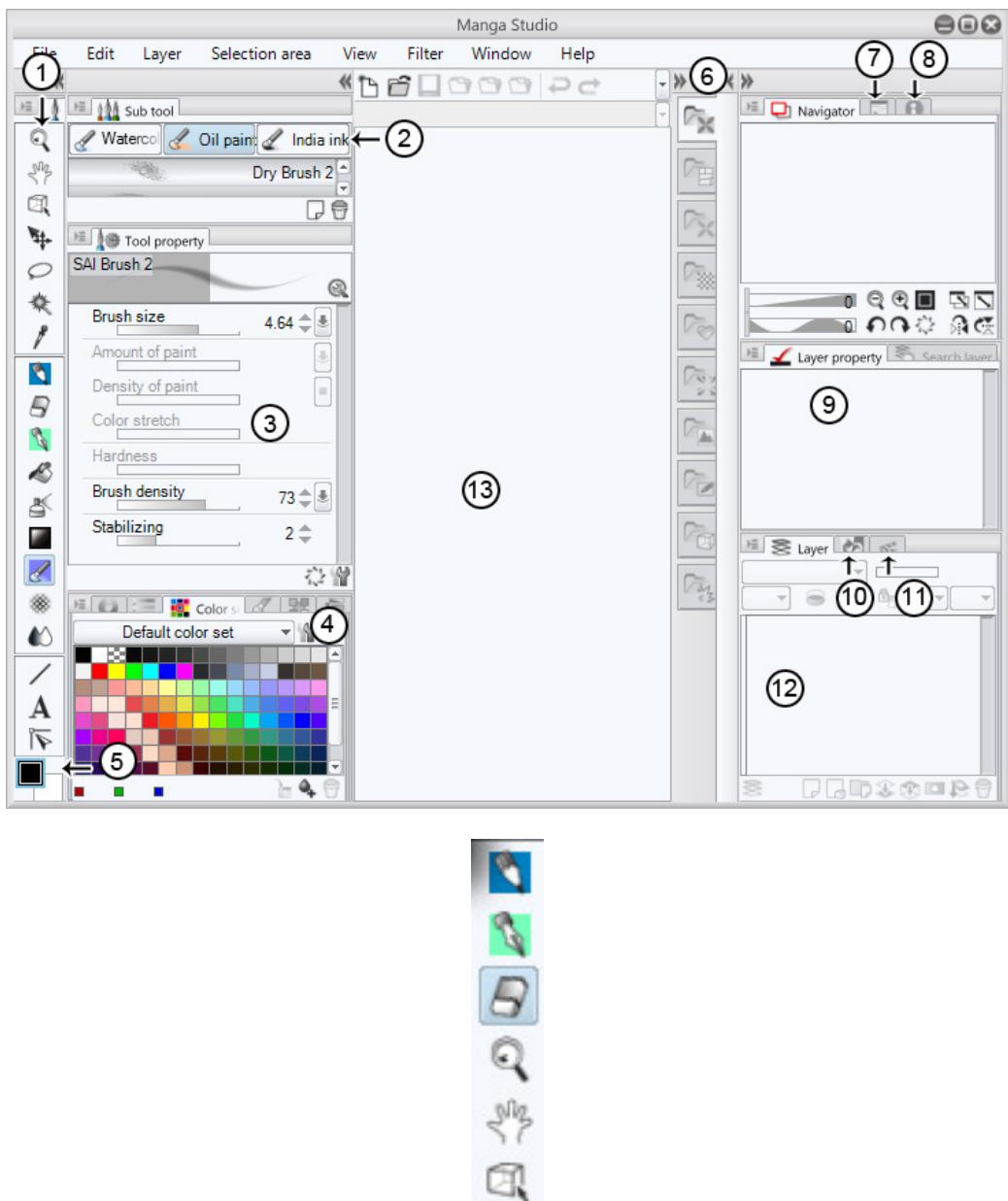


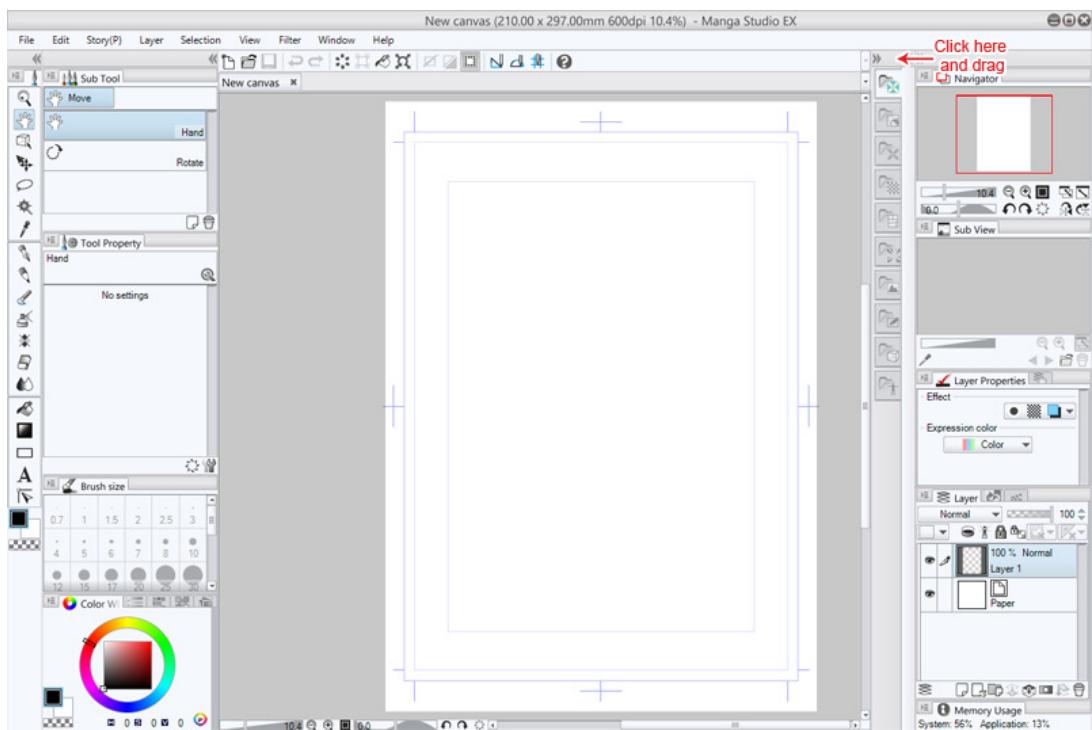
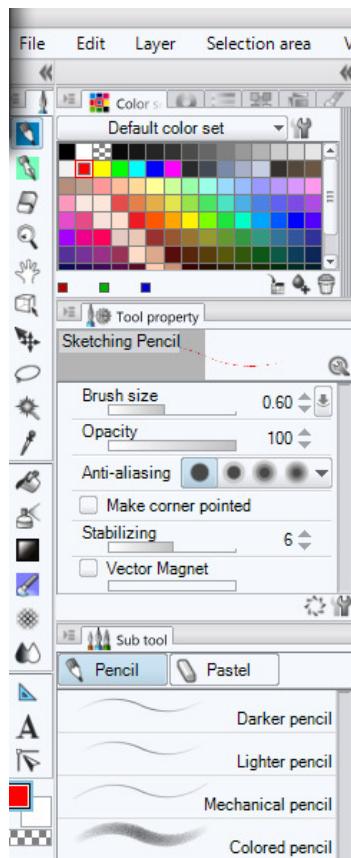
Grayish
Default color set

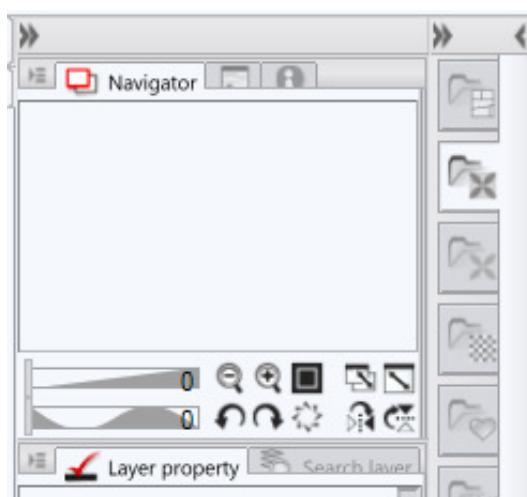
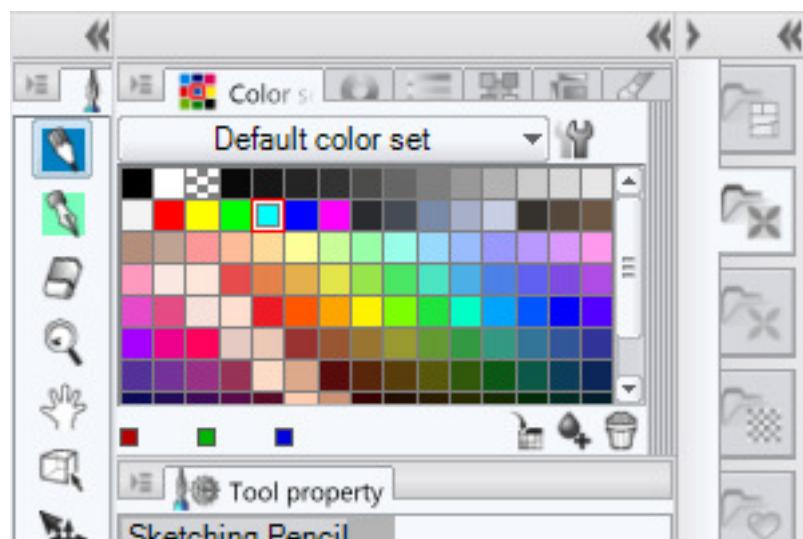
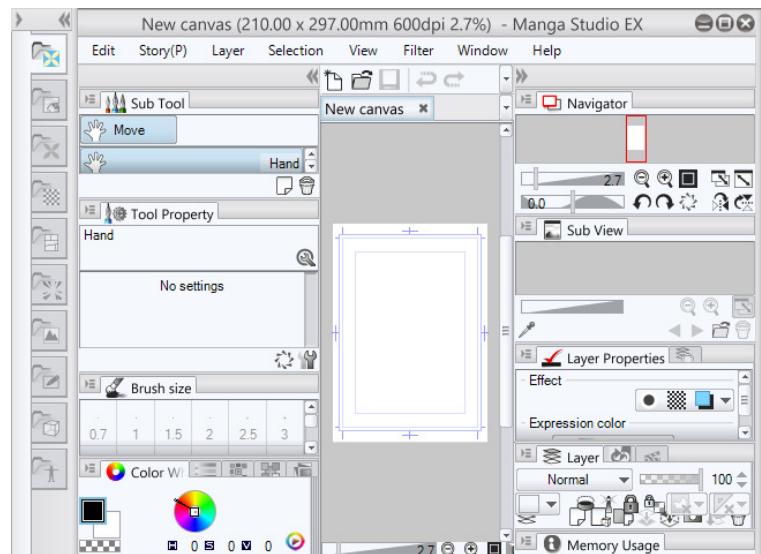
This screenshot shows a color palette window with a title bar 'Grayish' and a subtitle 'Default color set'. The palette contains a grid of color swatches.

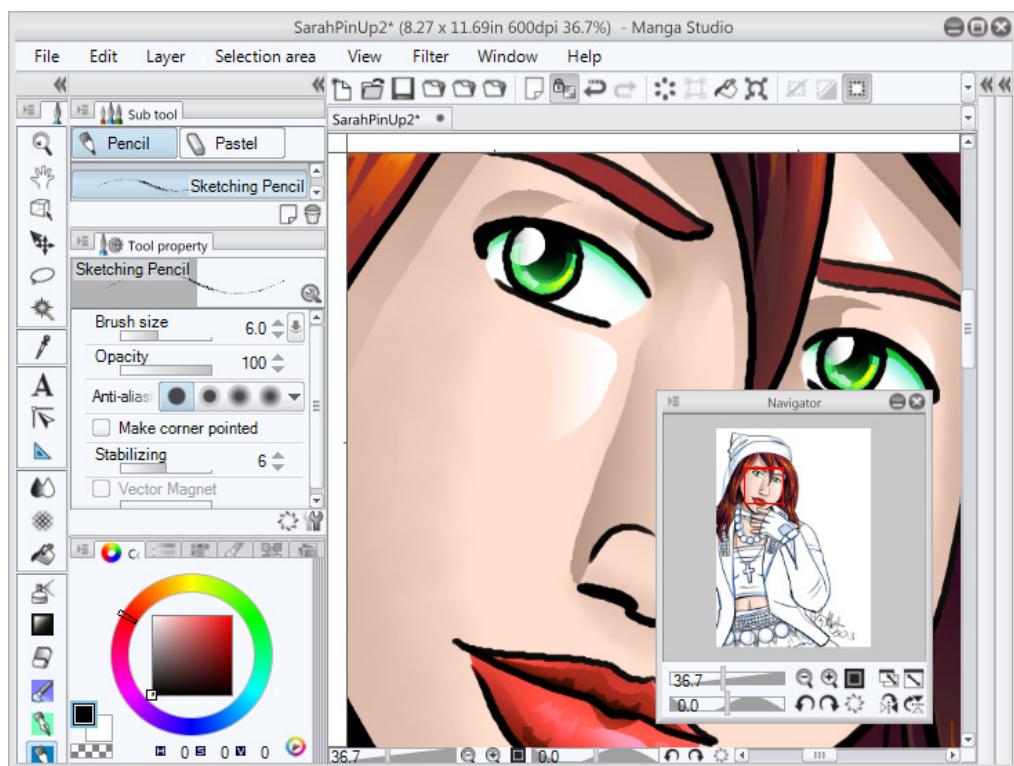
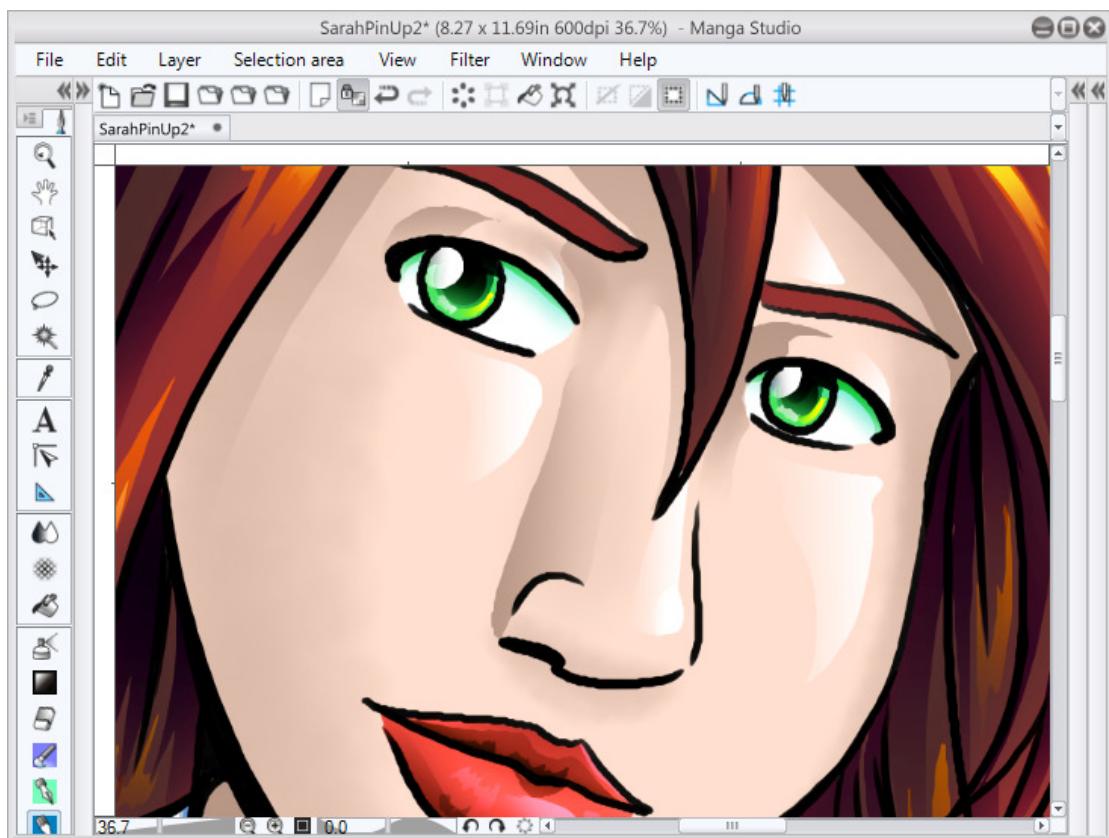


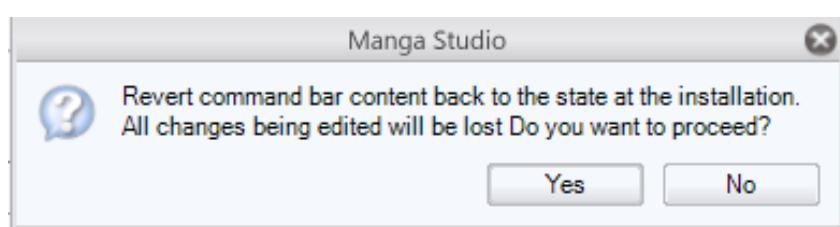
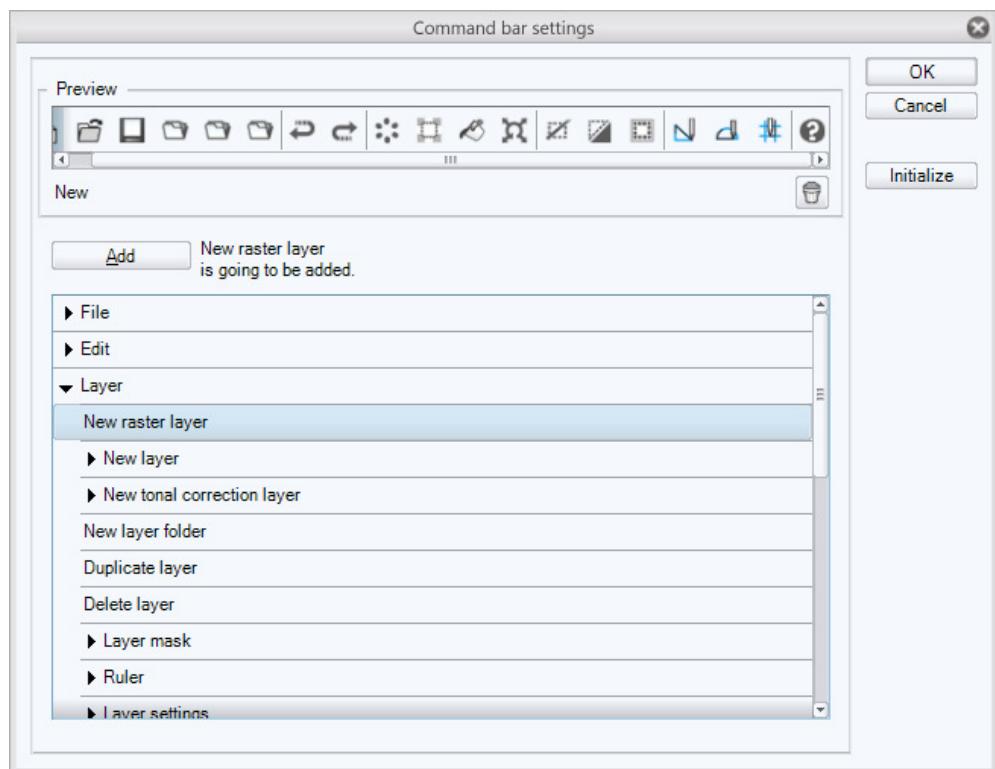
Chapter 4

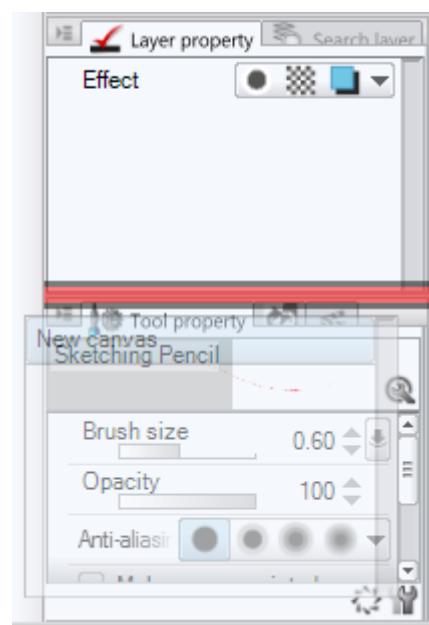
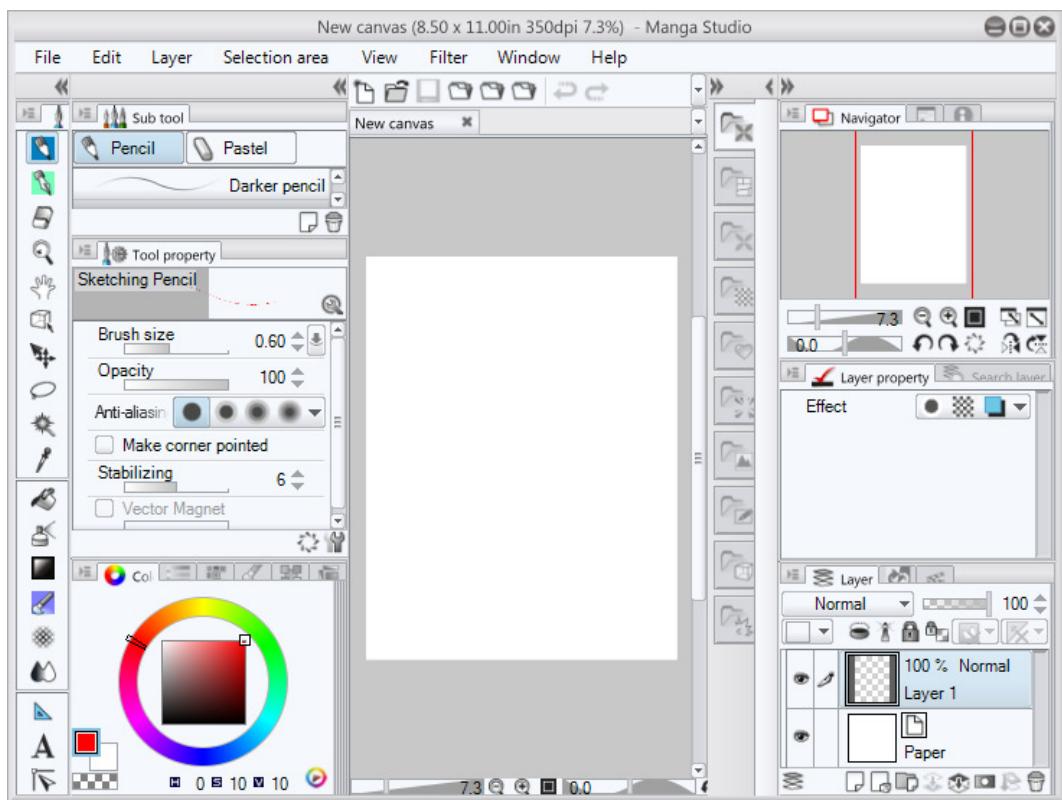


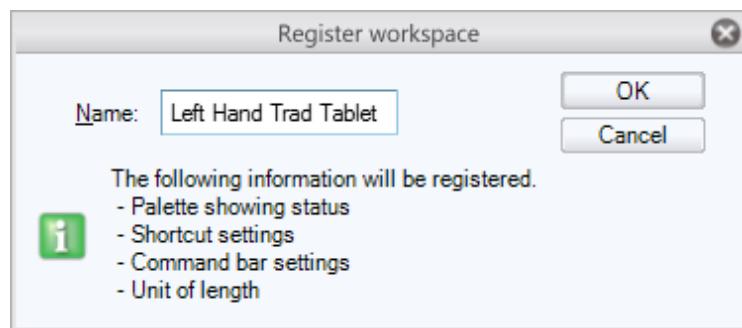
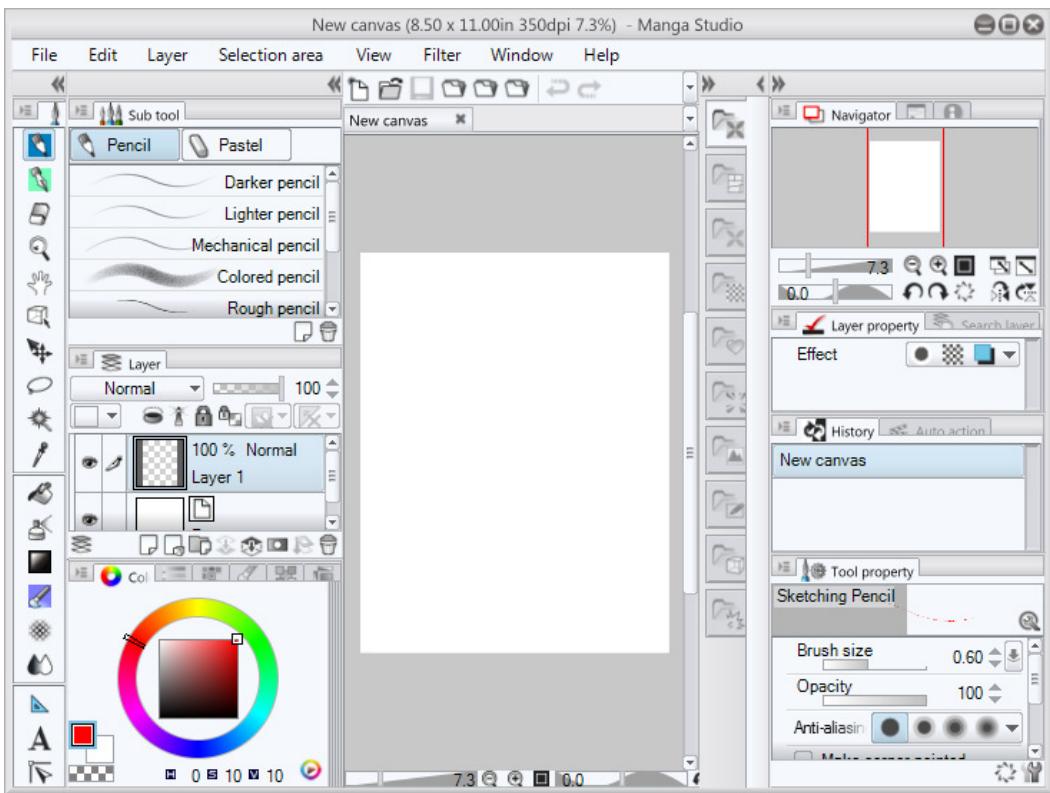


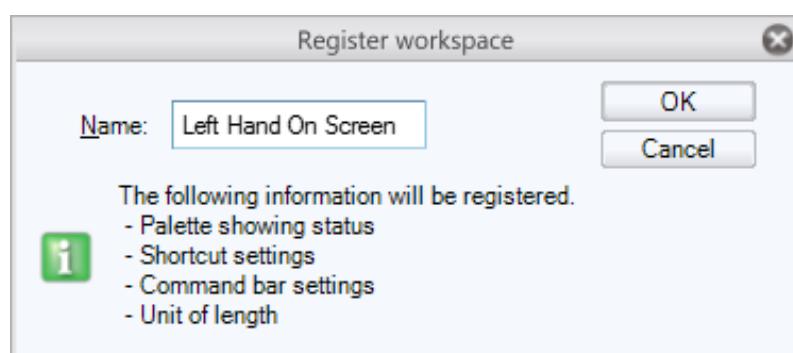
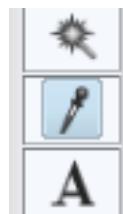
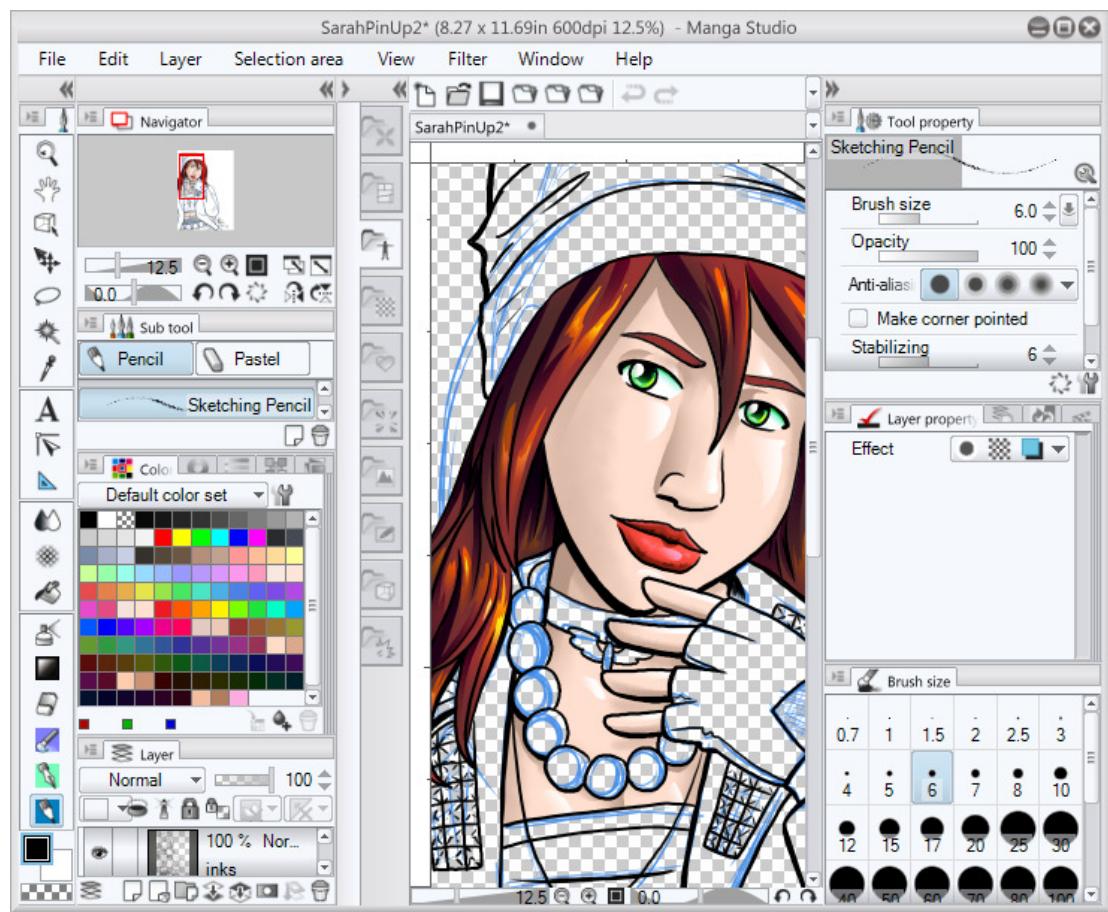


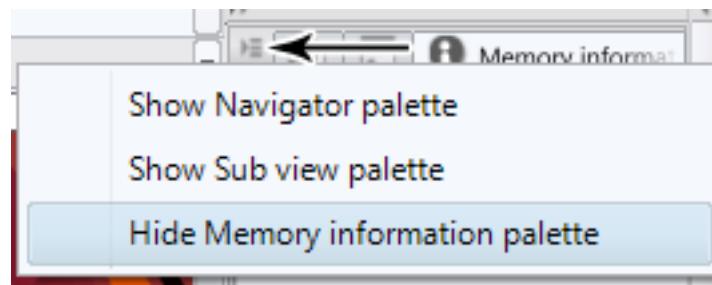
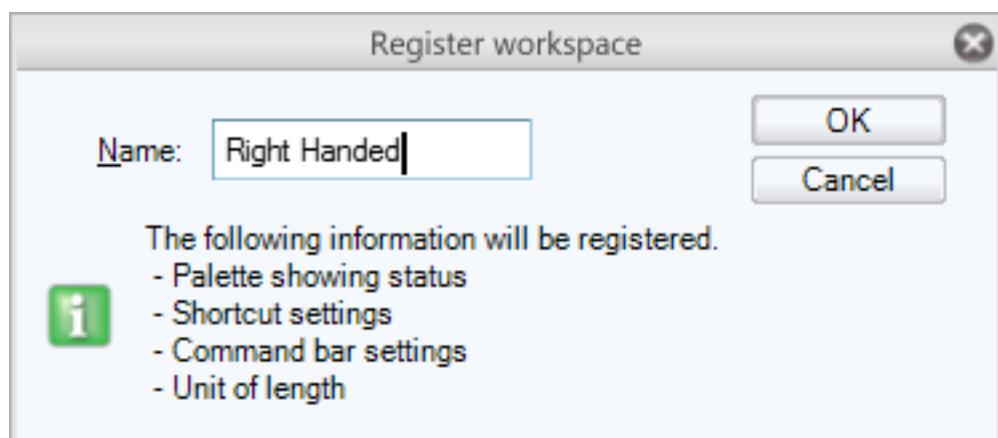
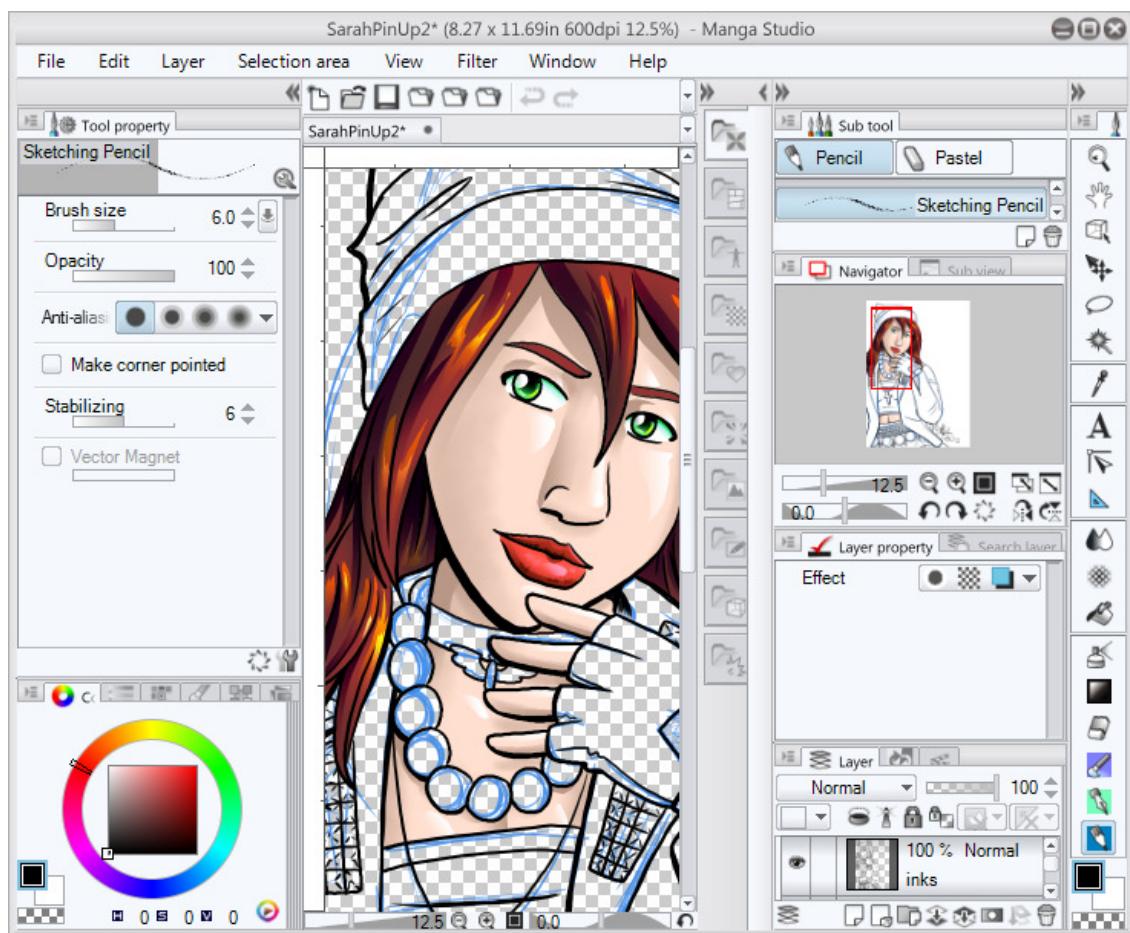


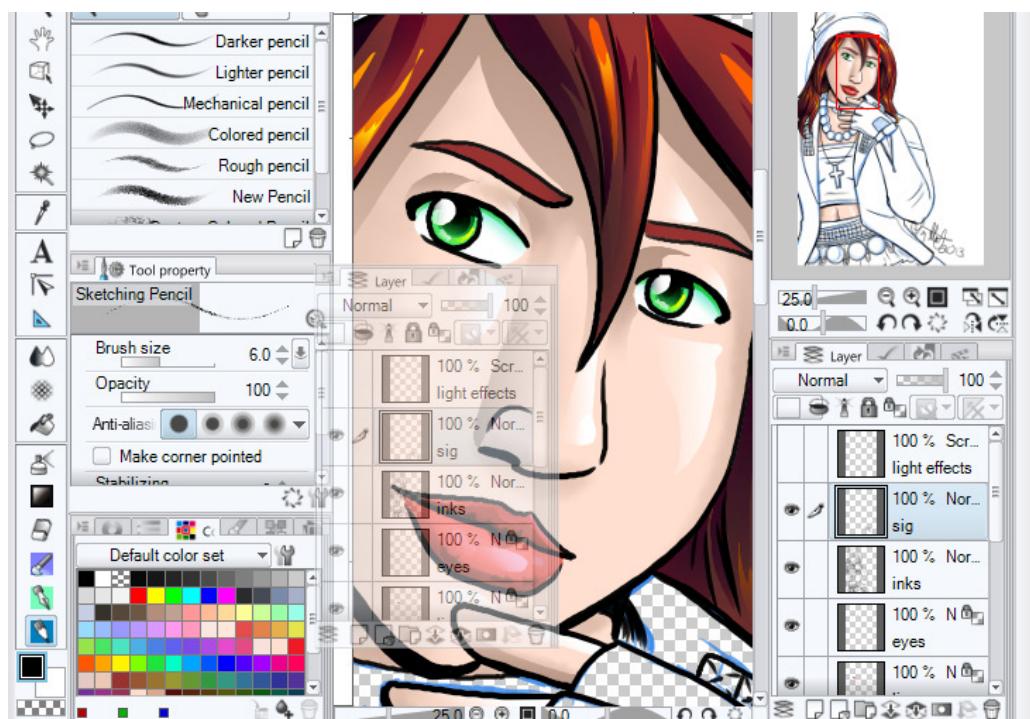
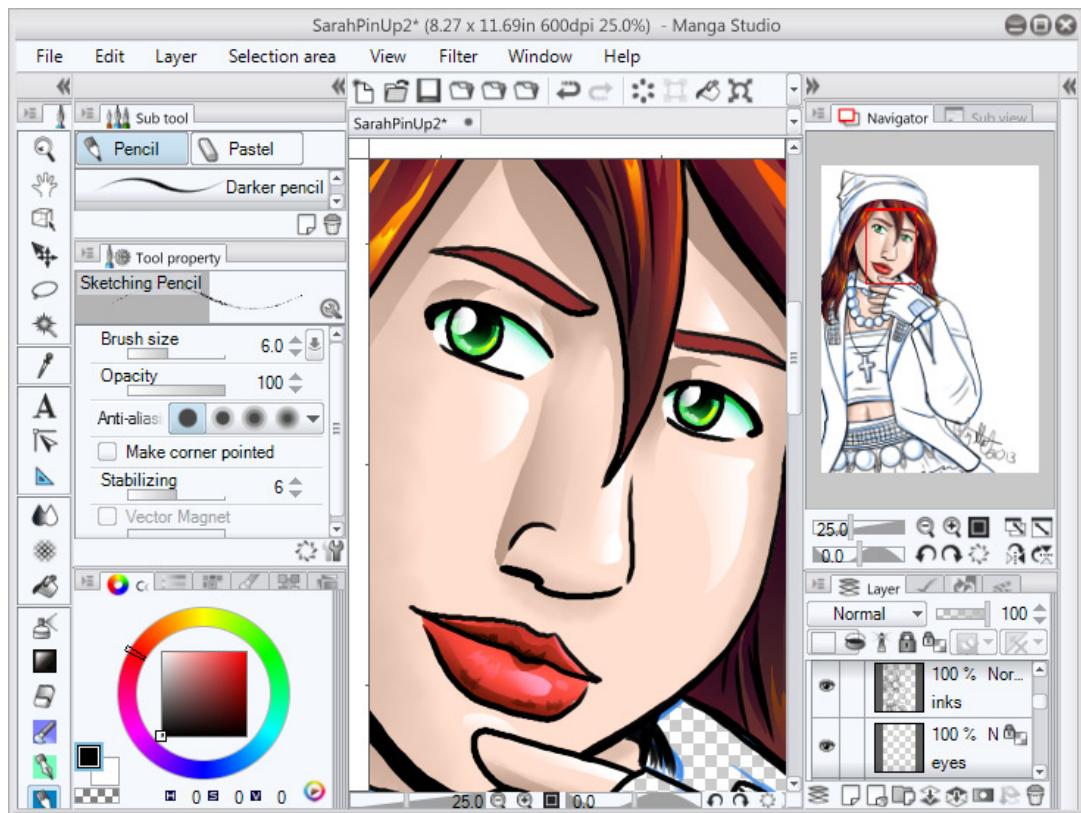


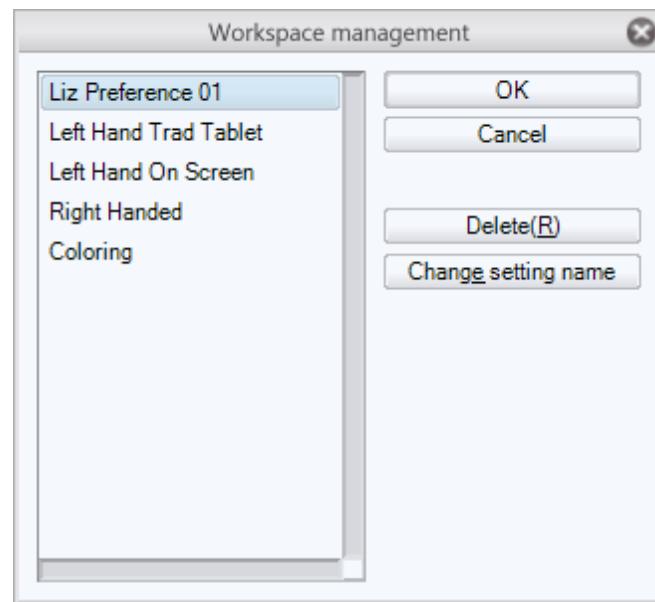
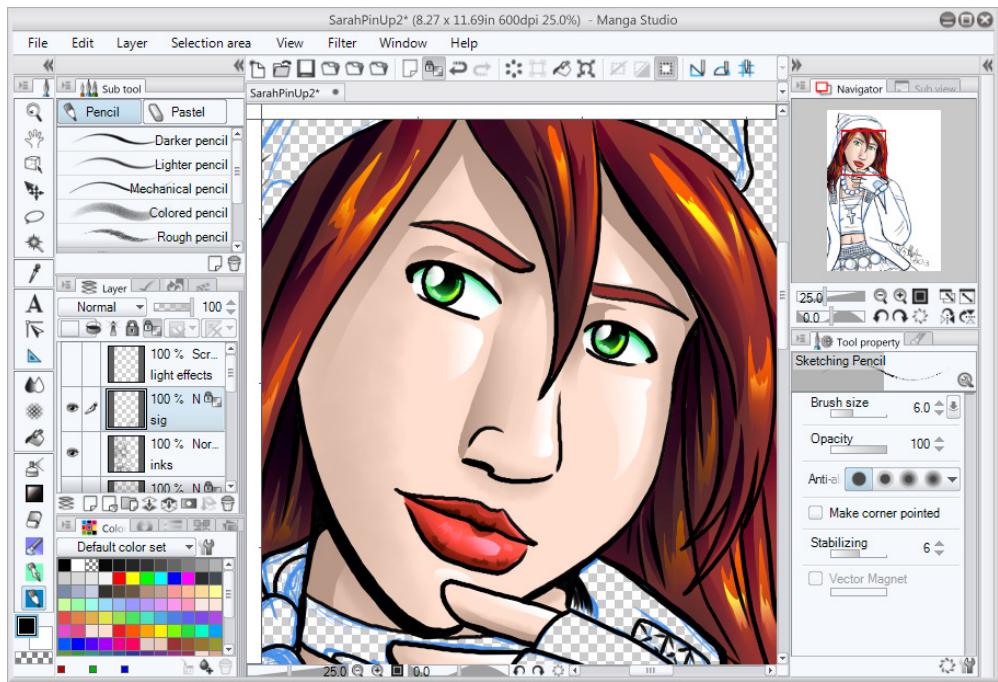




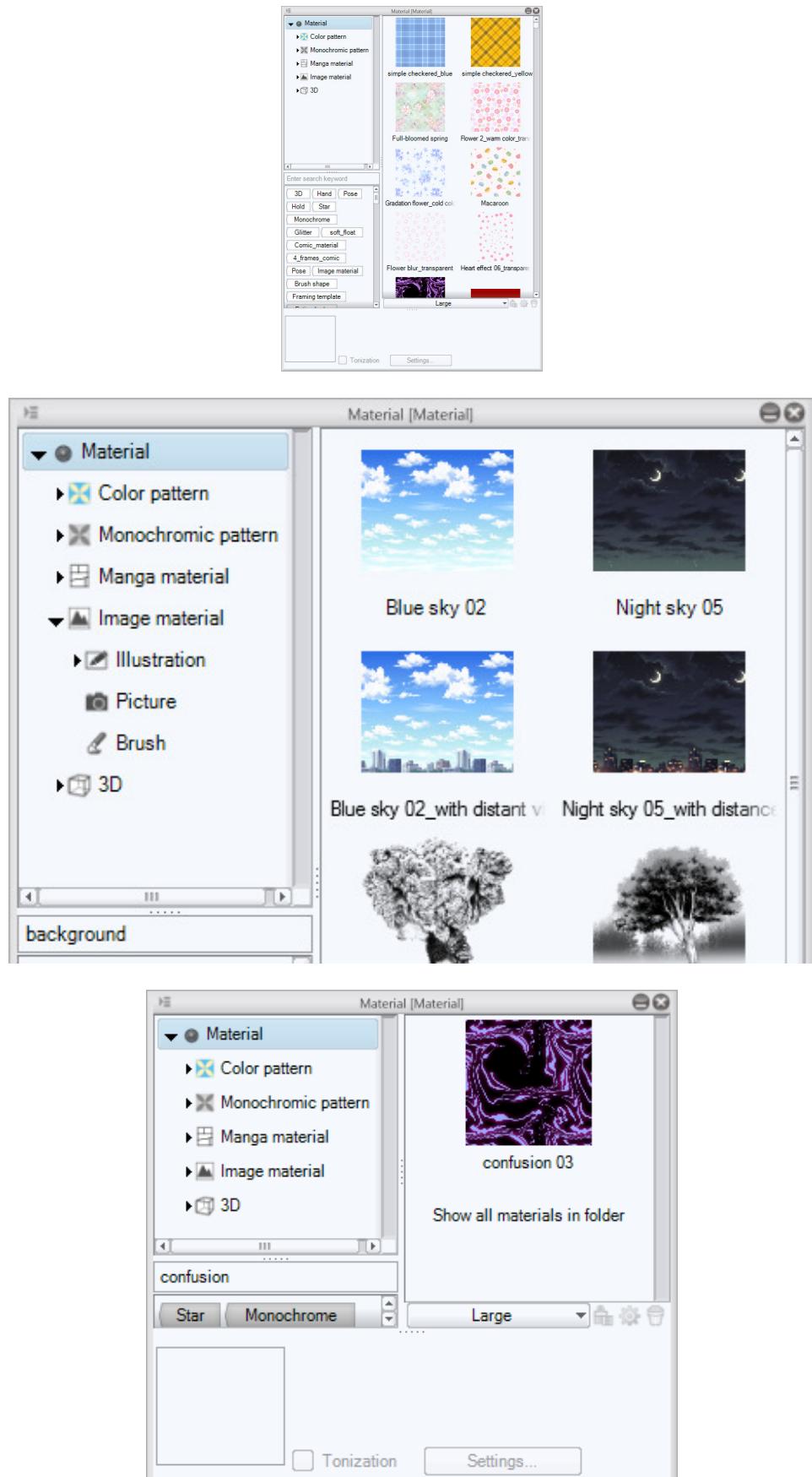


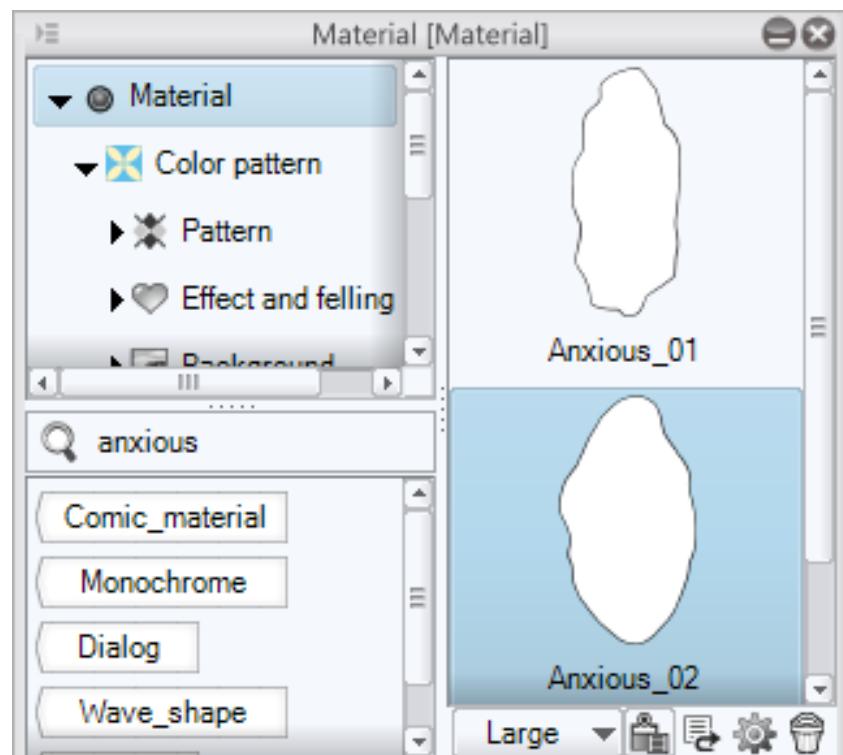
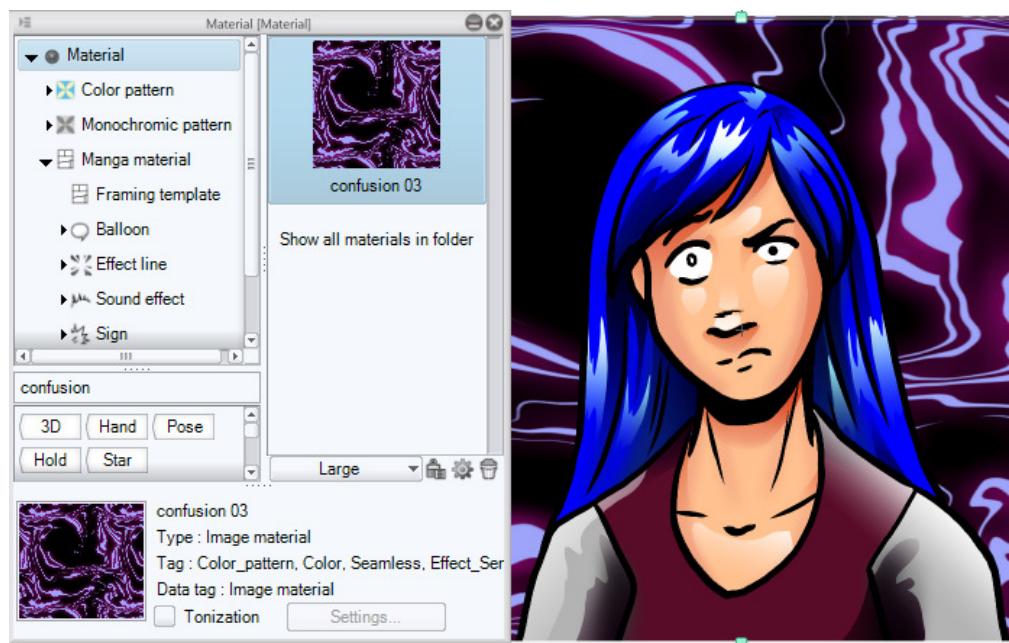


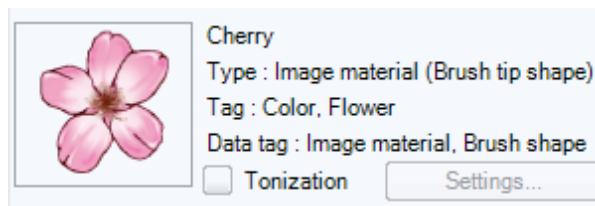
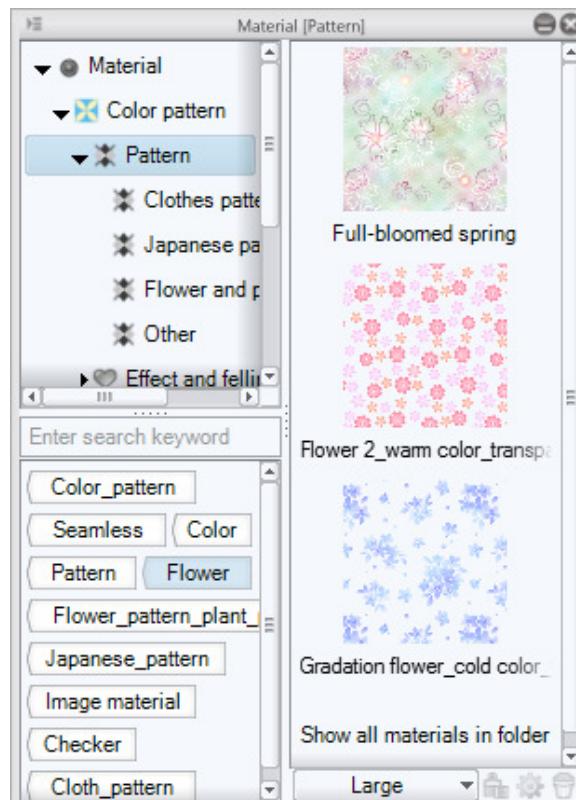
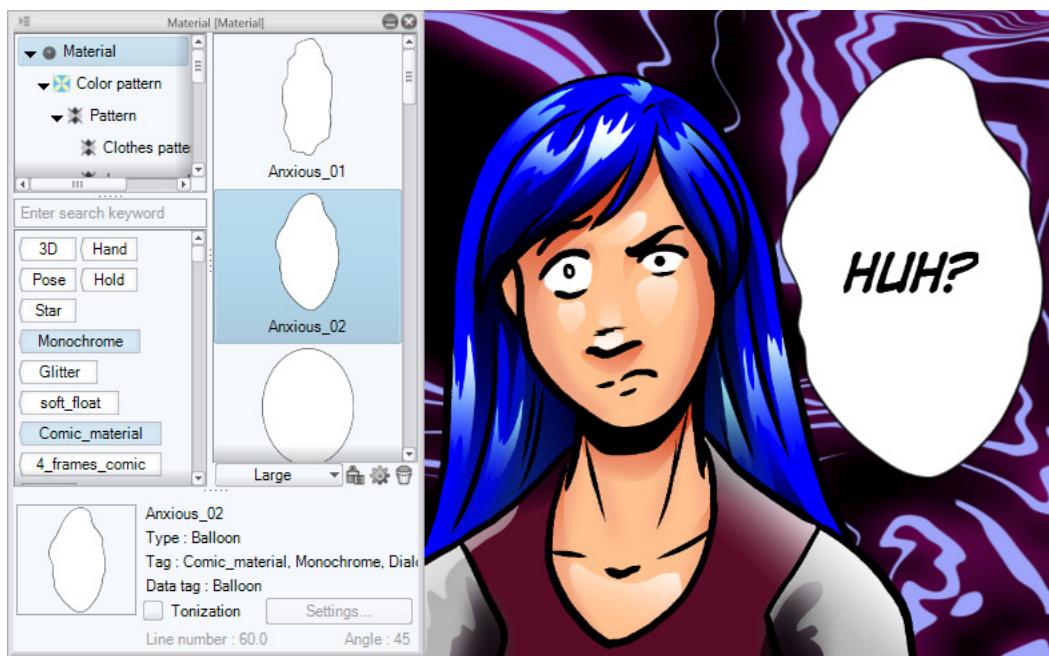


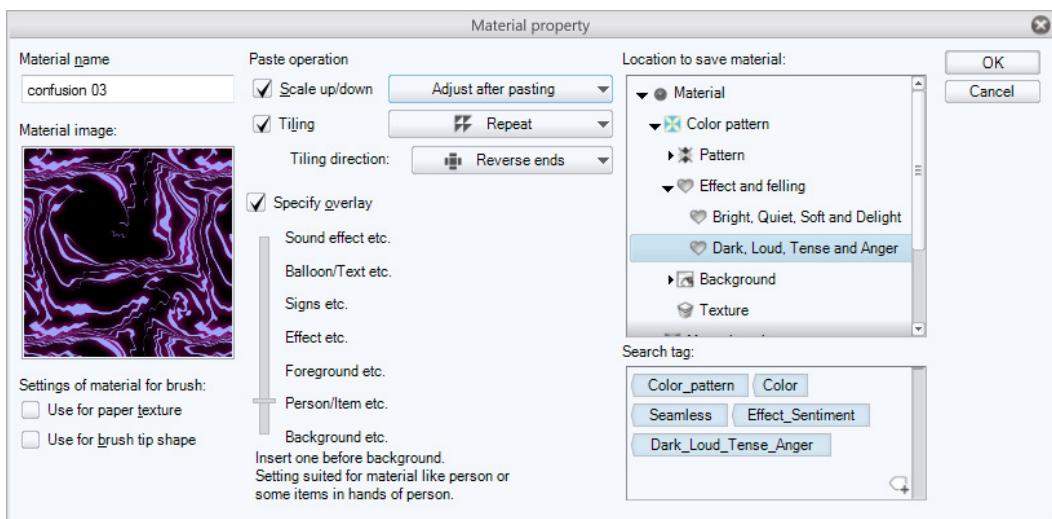
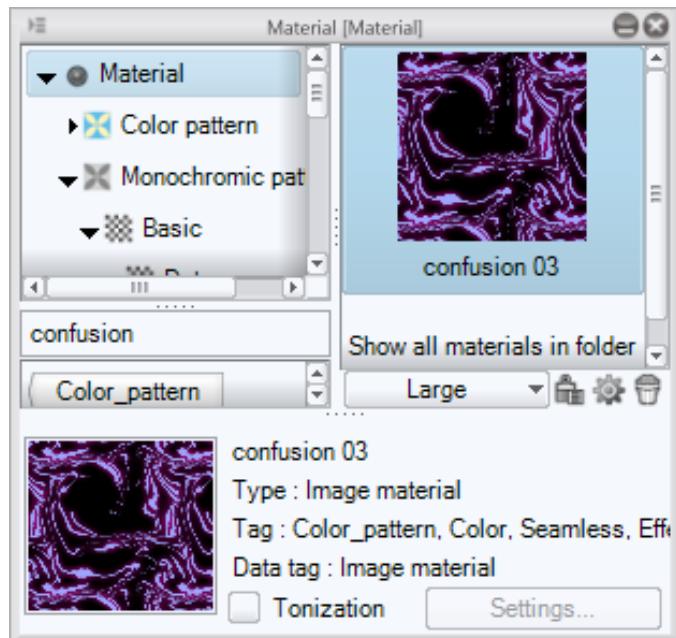


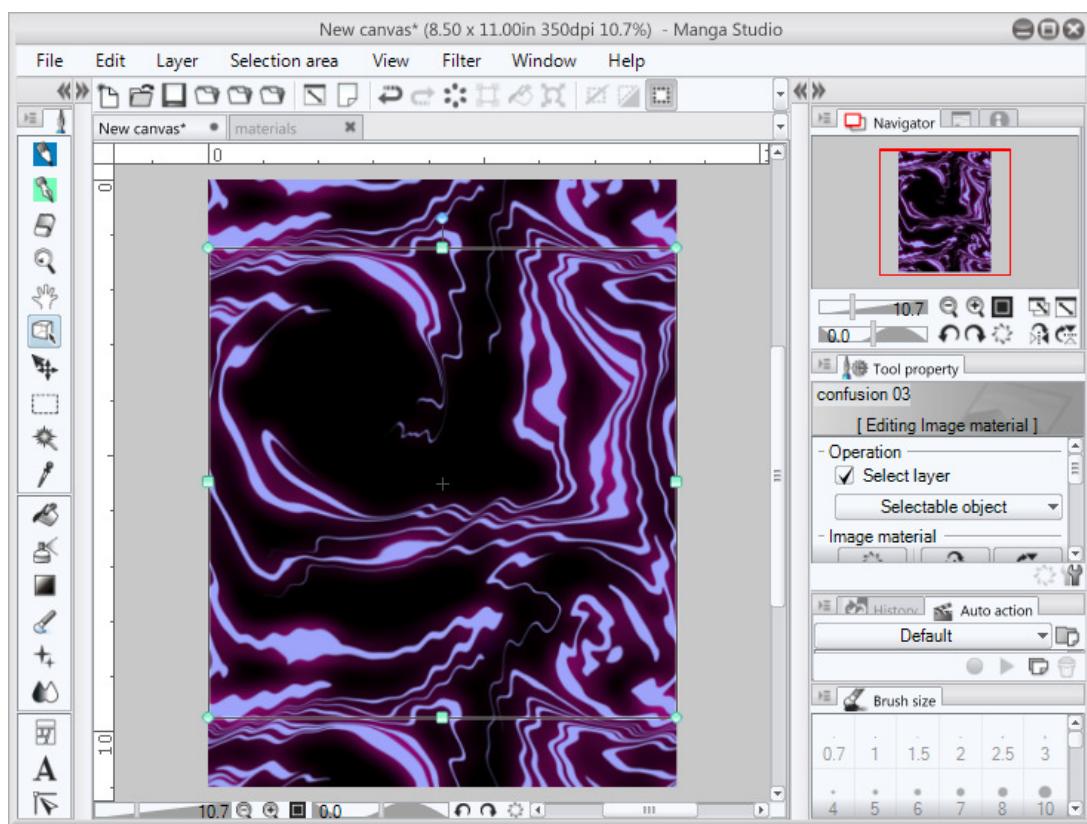
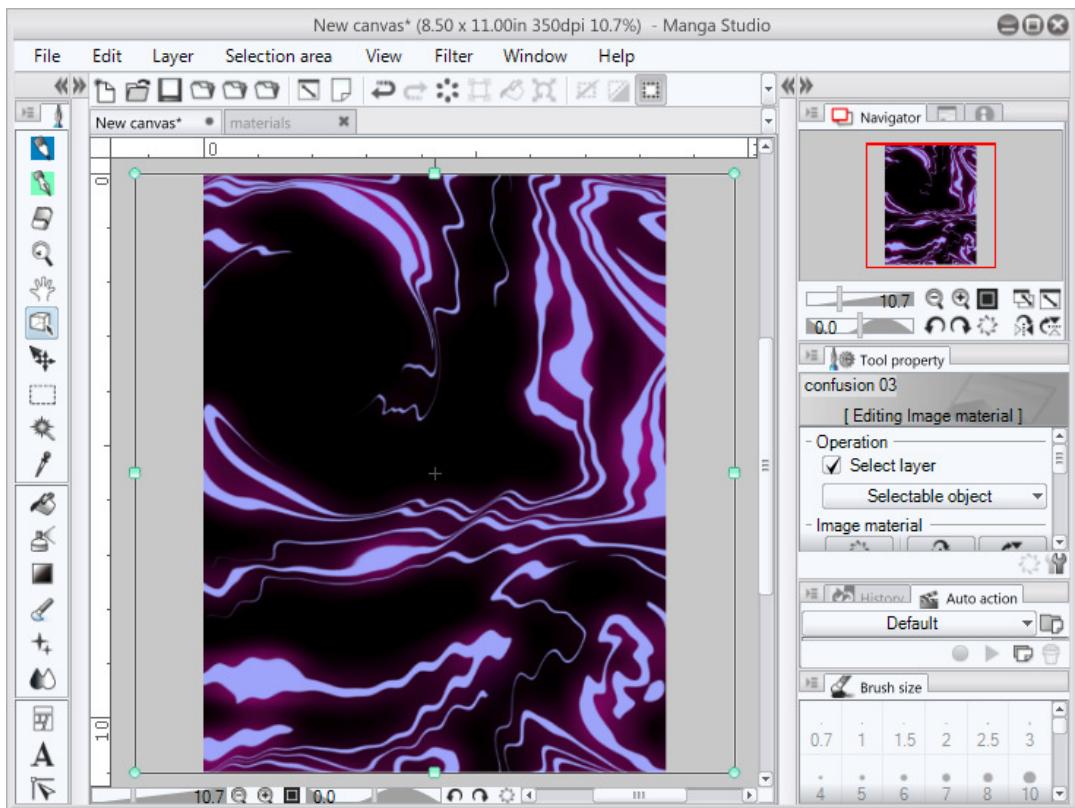
Chapter 5

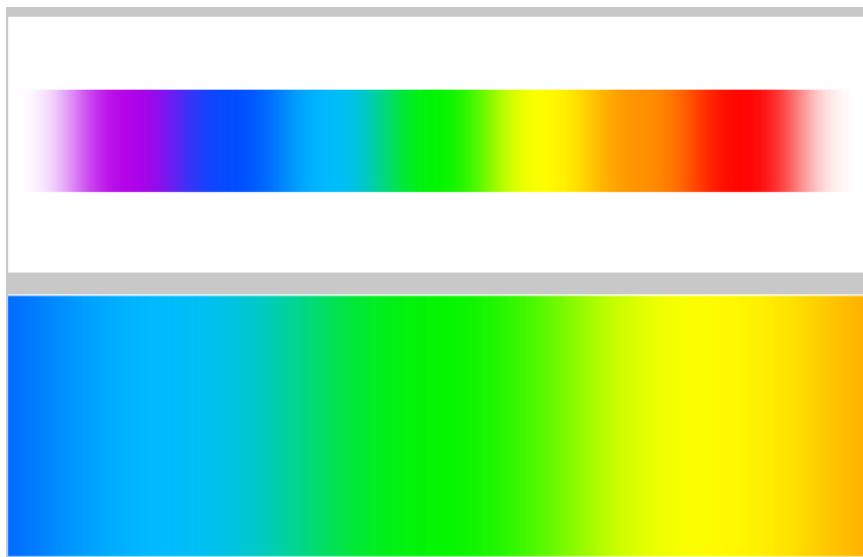


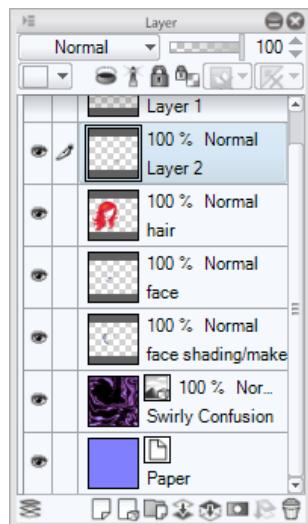
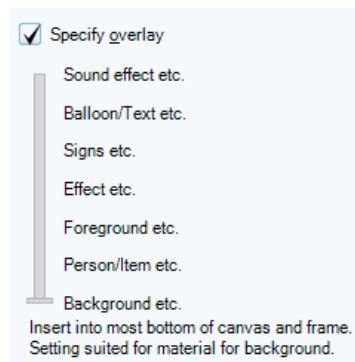
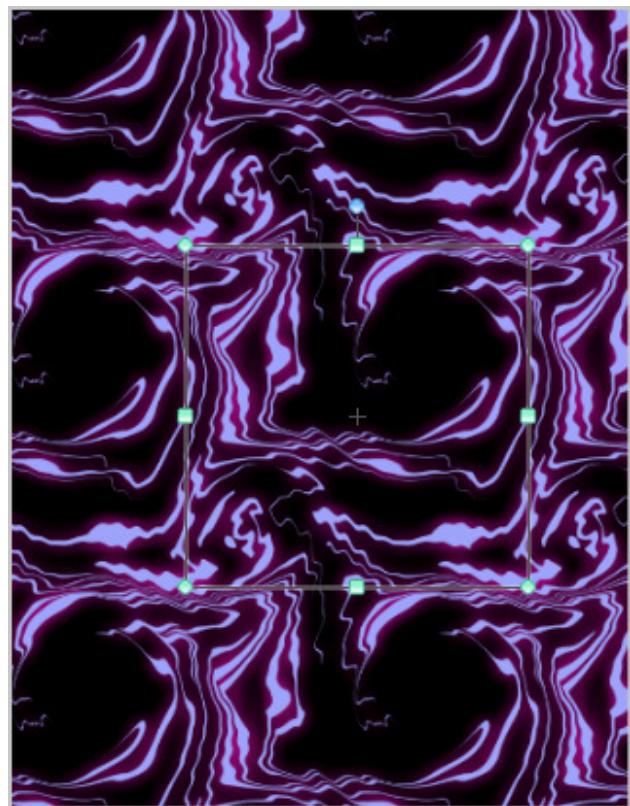


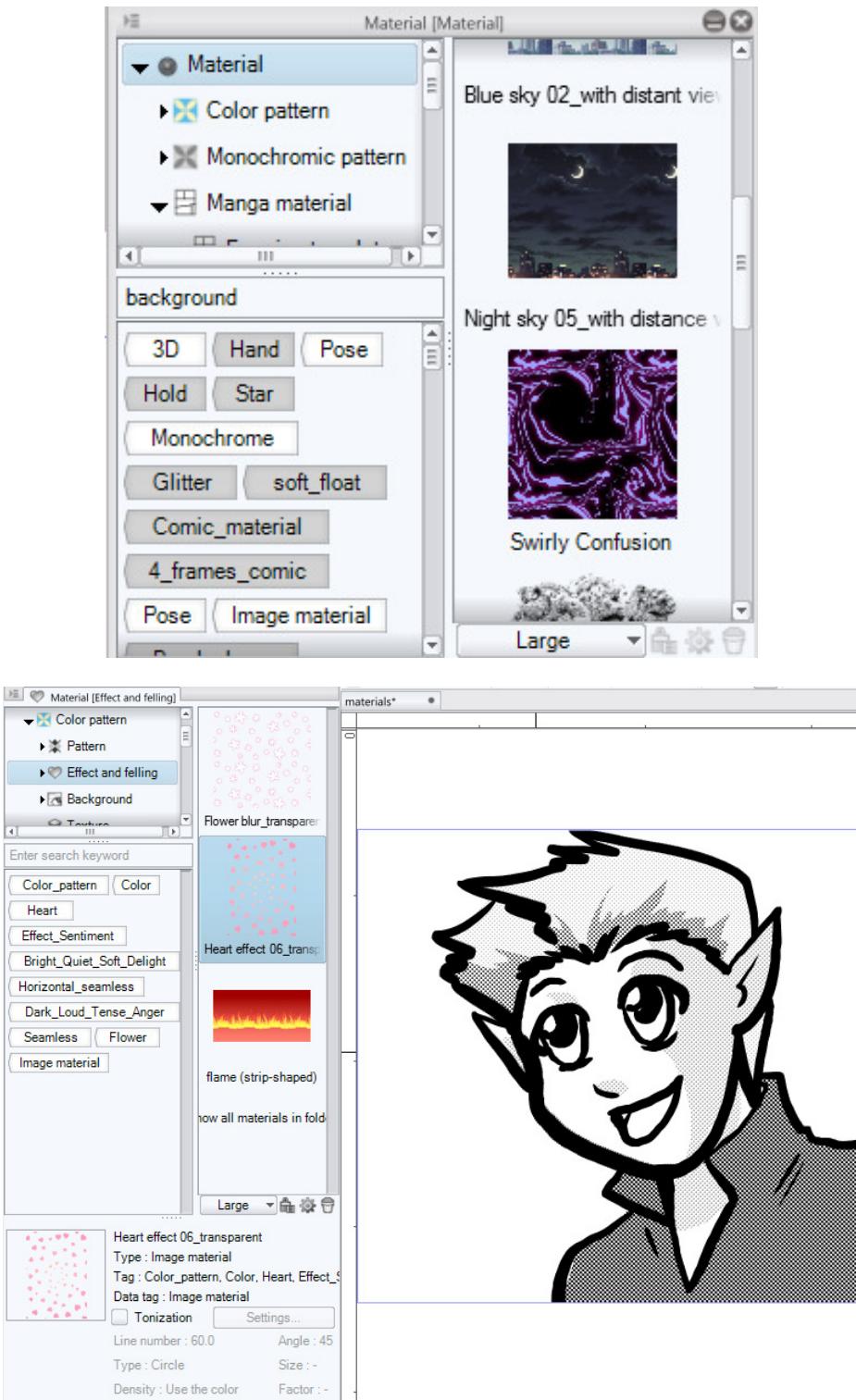


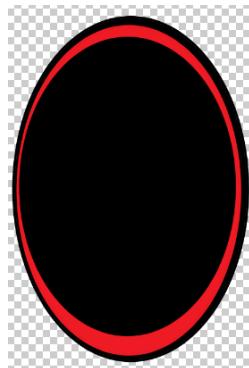
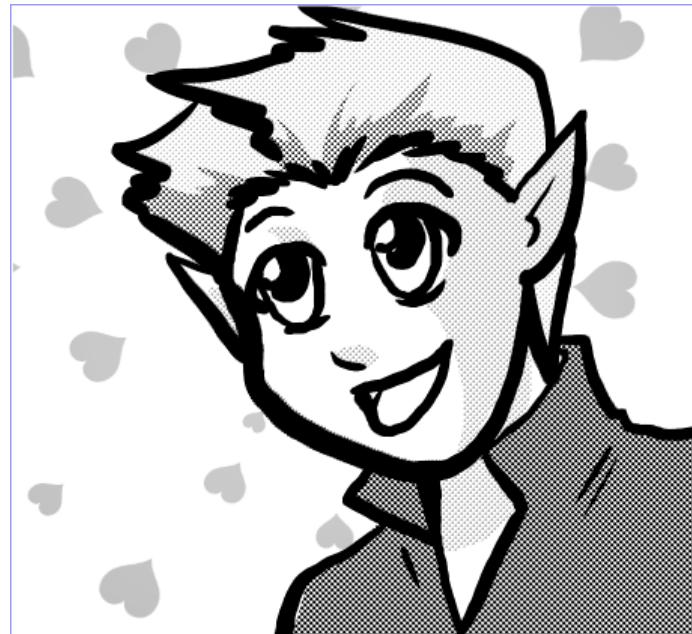
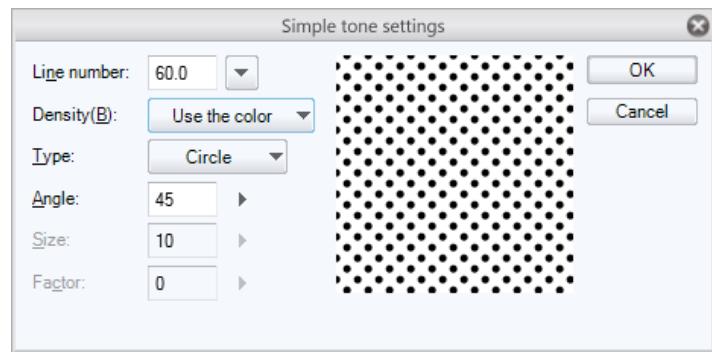


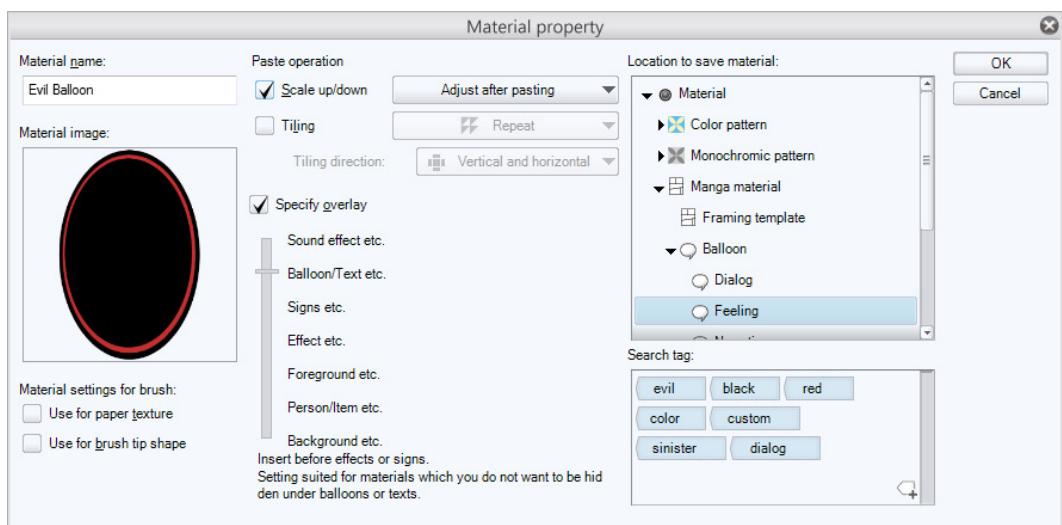
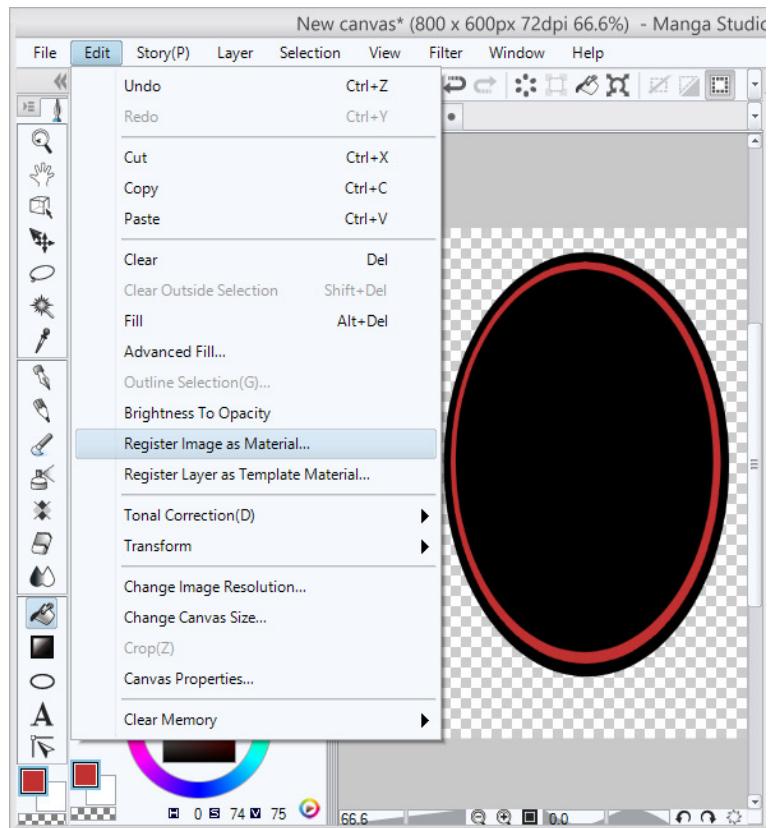


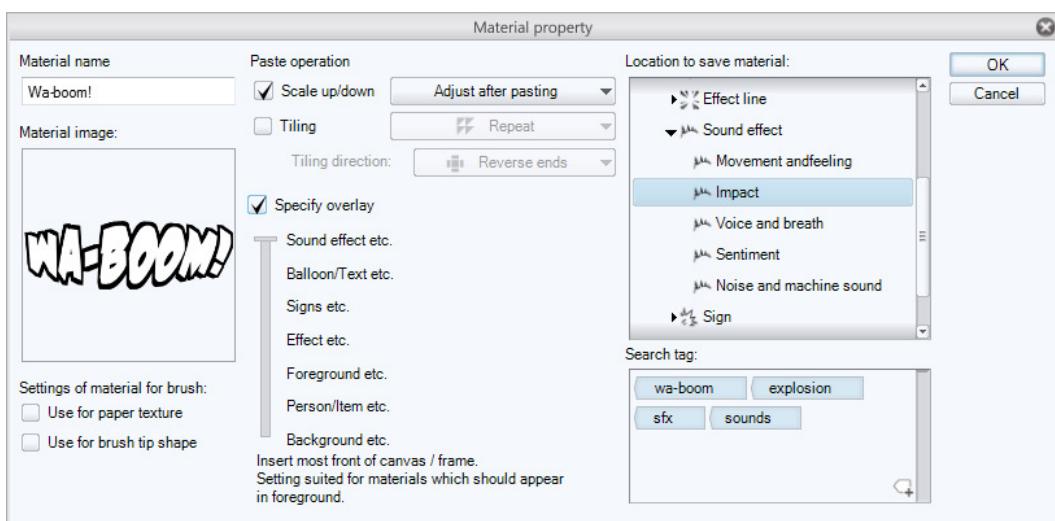
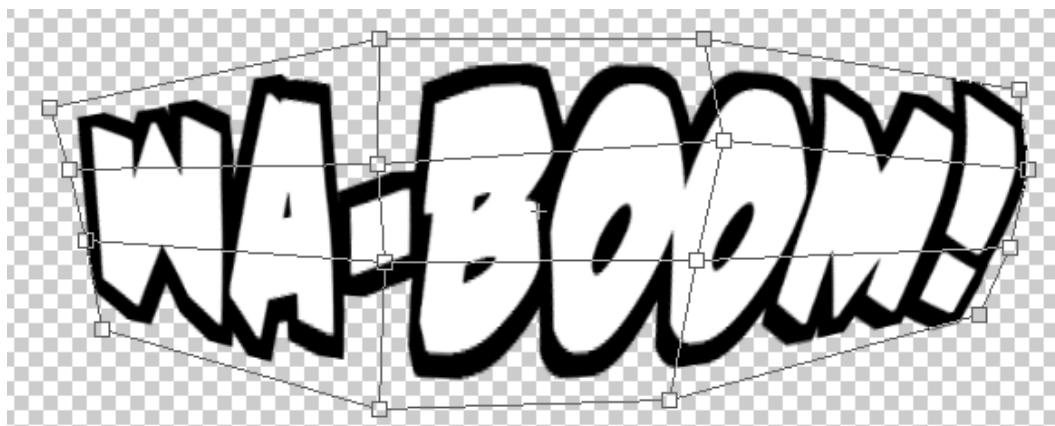
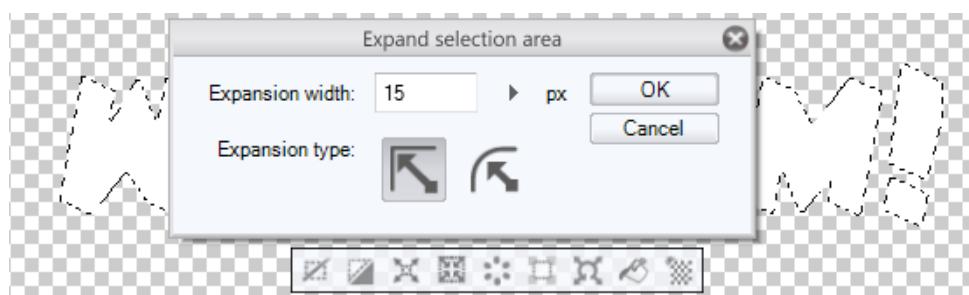
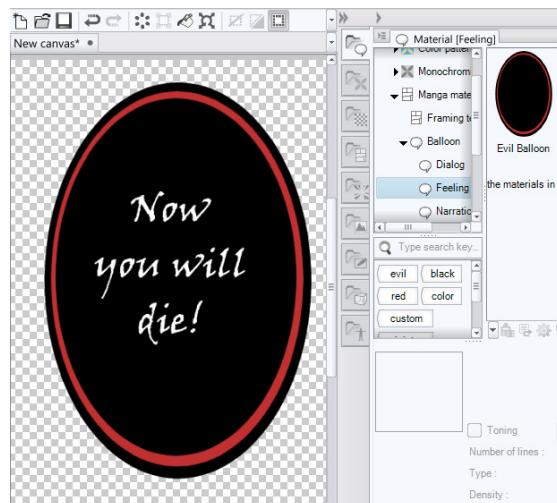


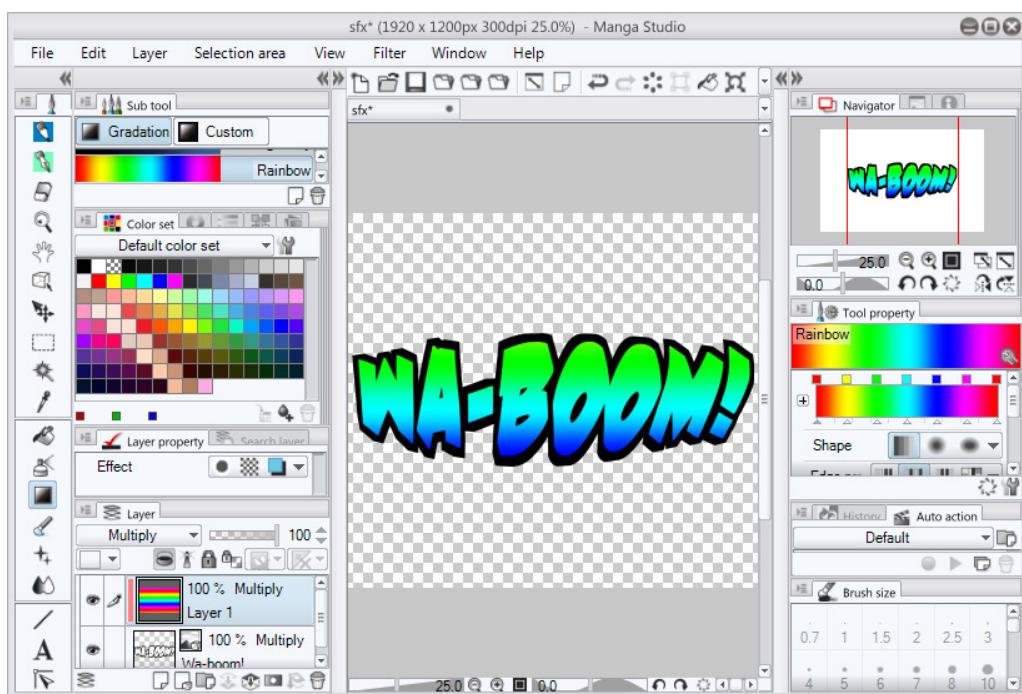
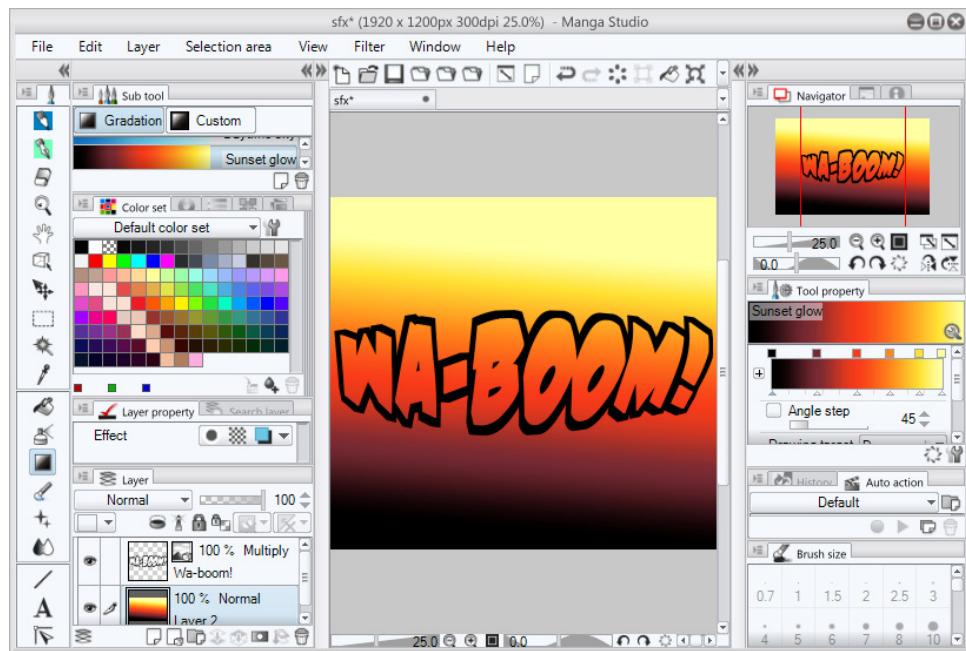


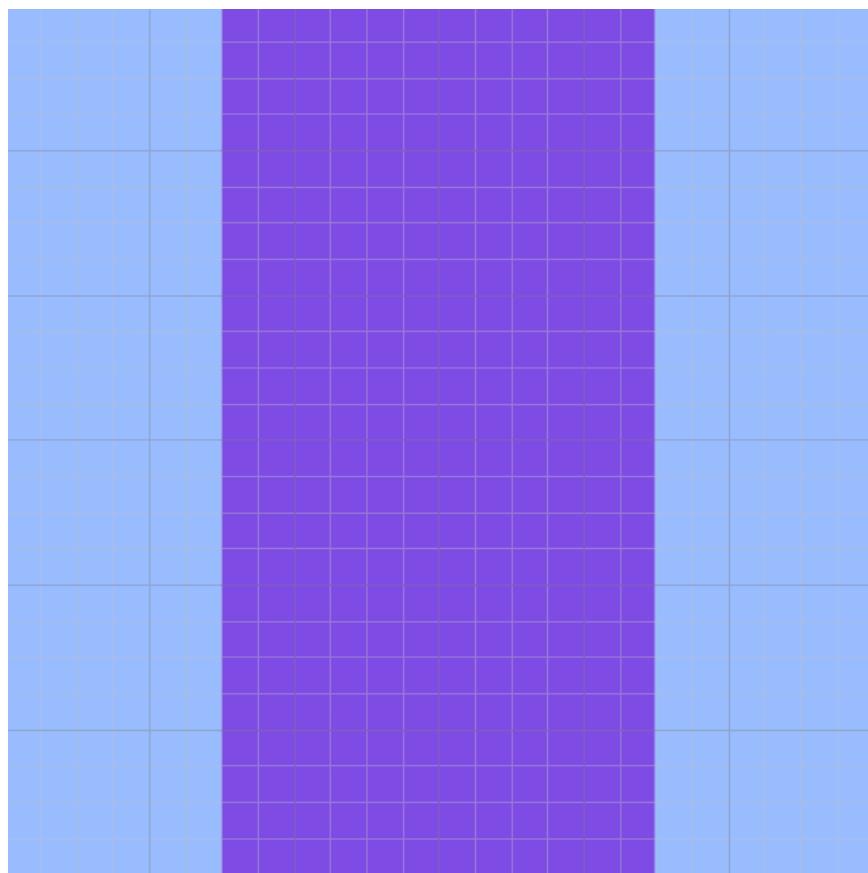
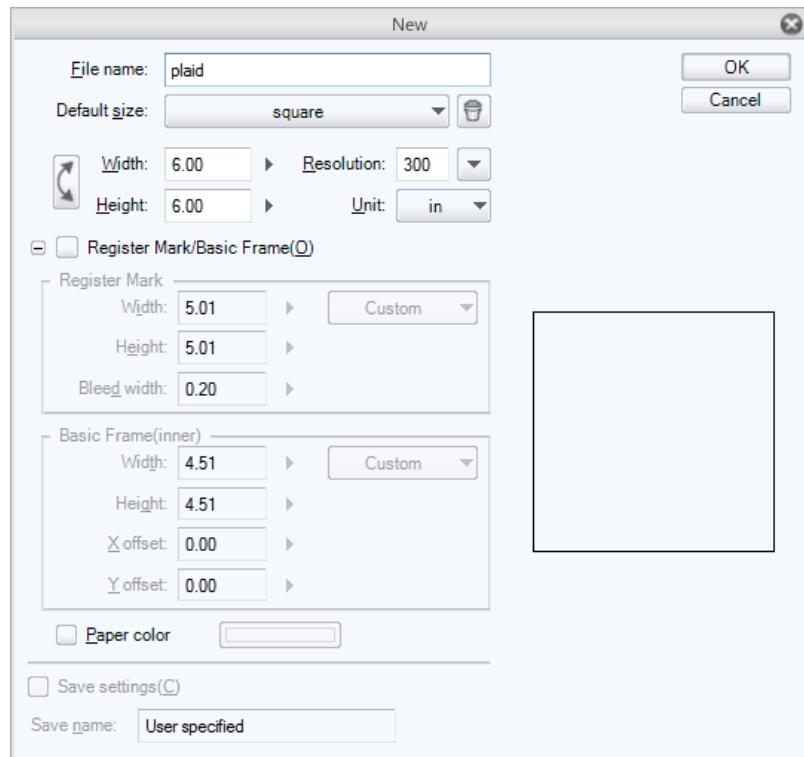


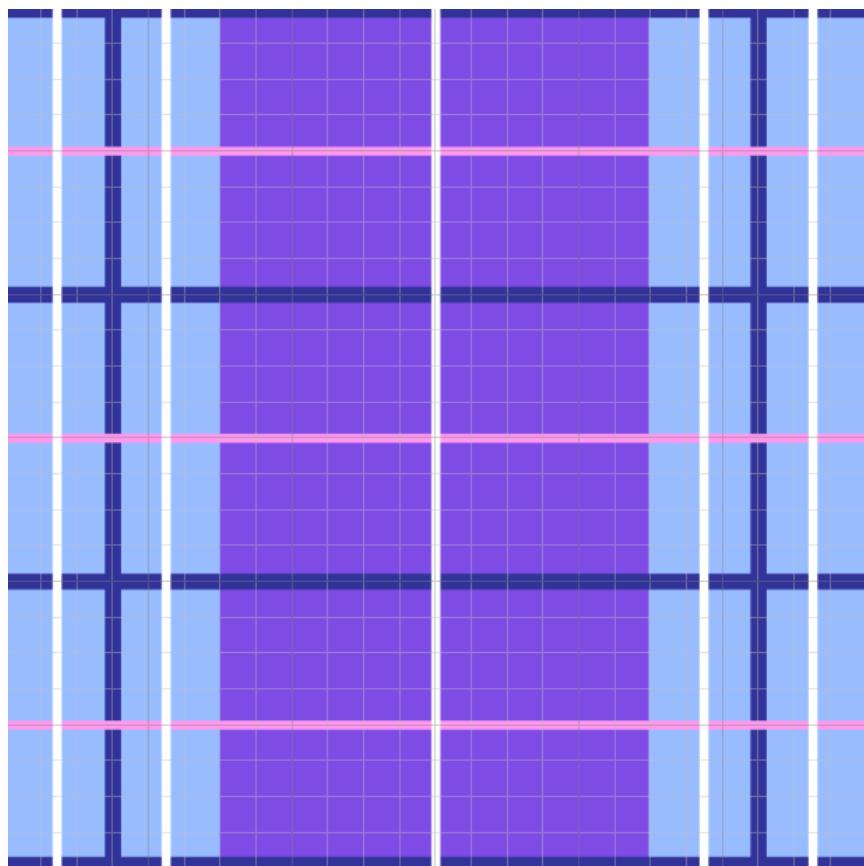
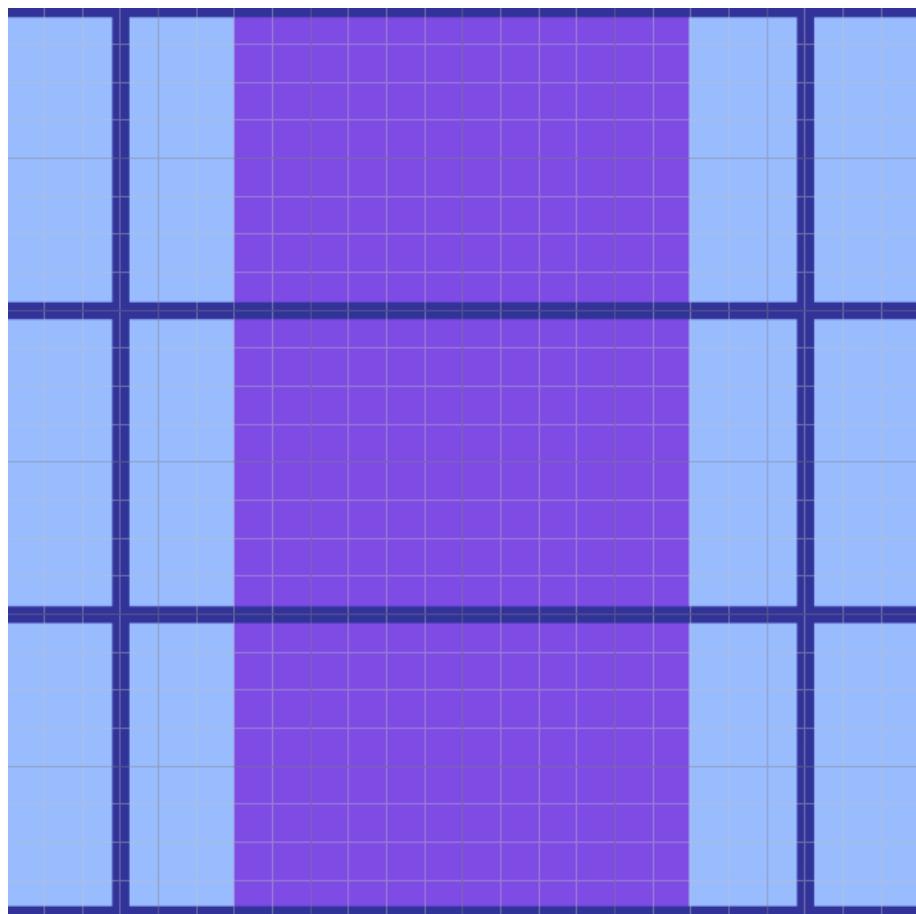


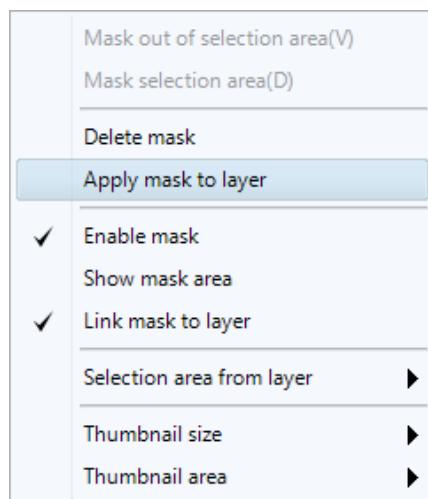
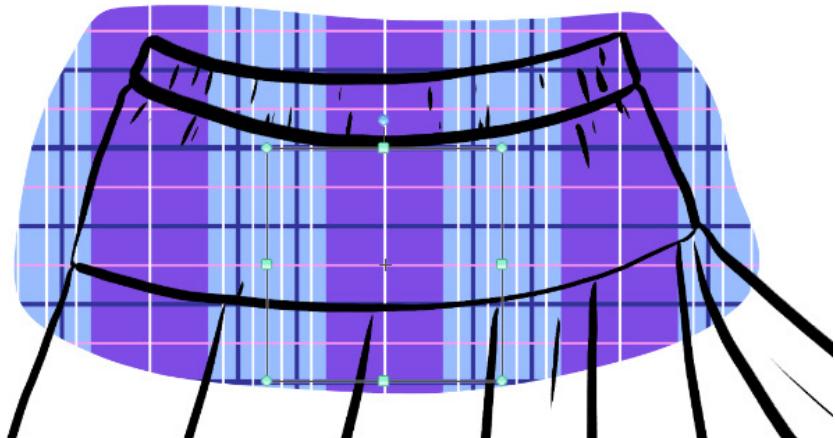
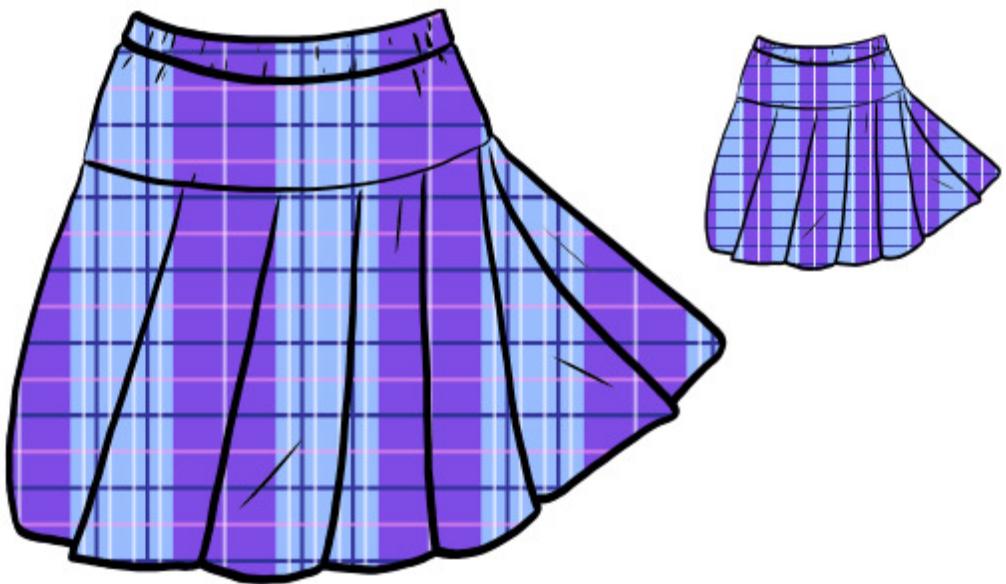


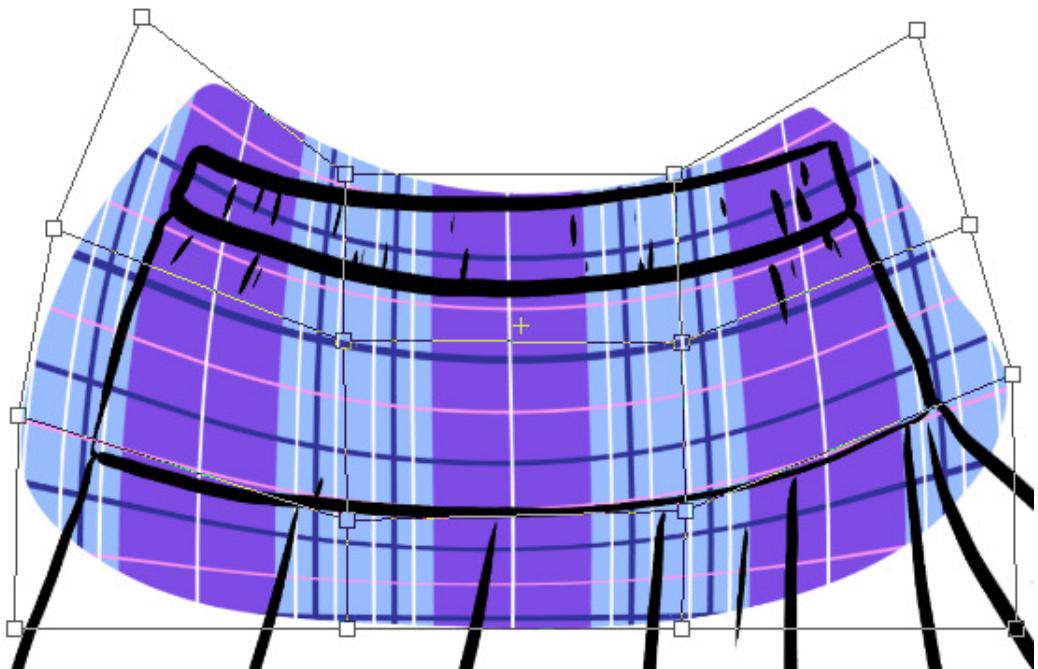










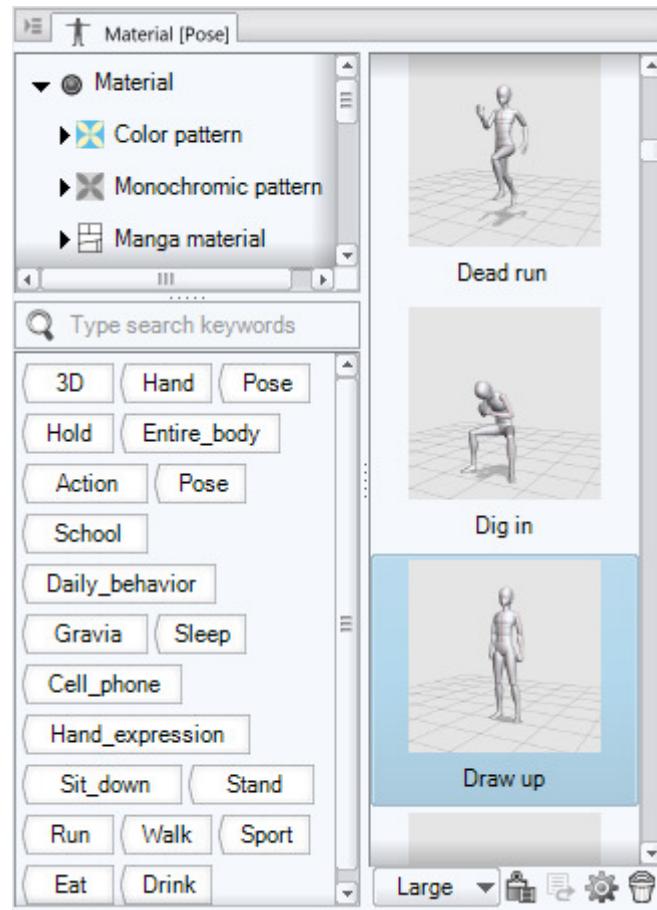


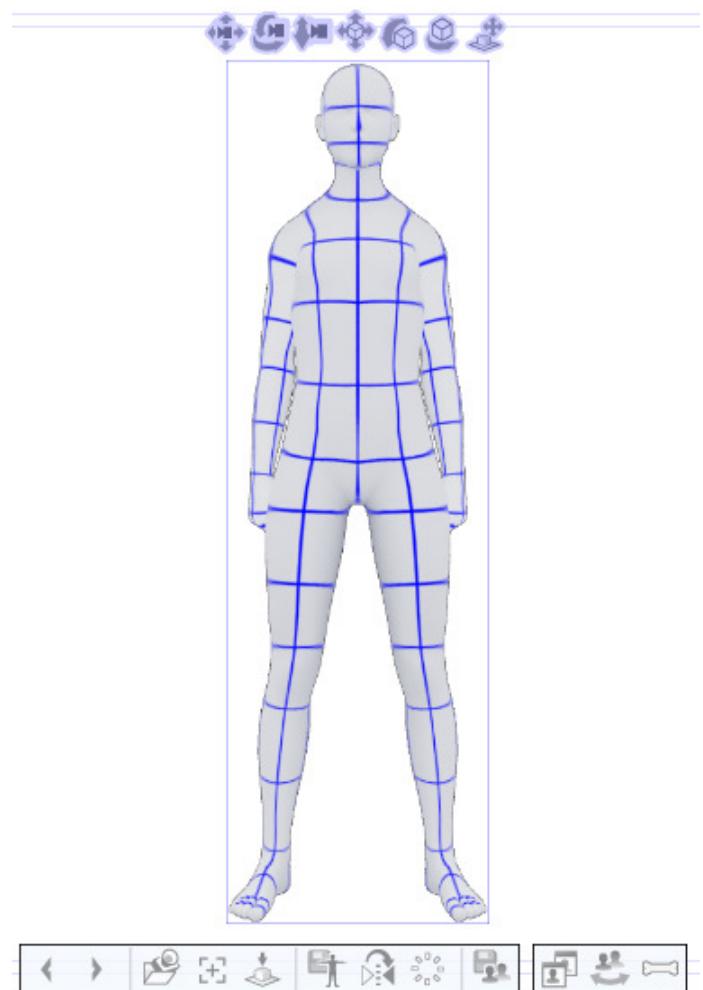




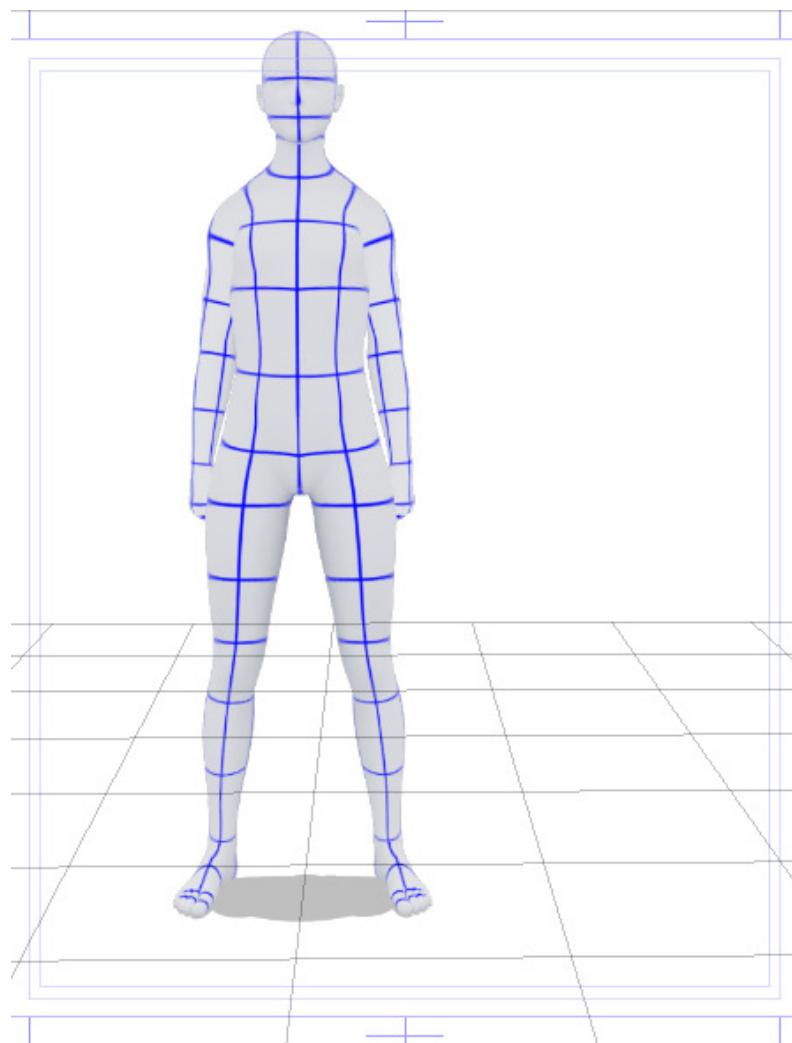


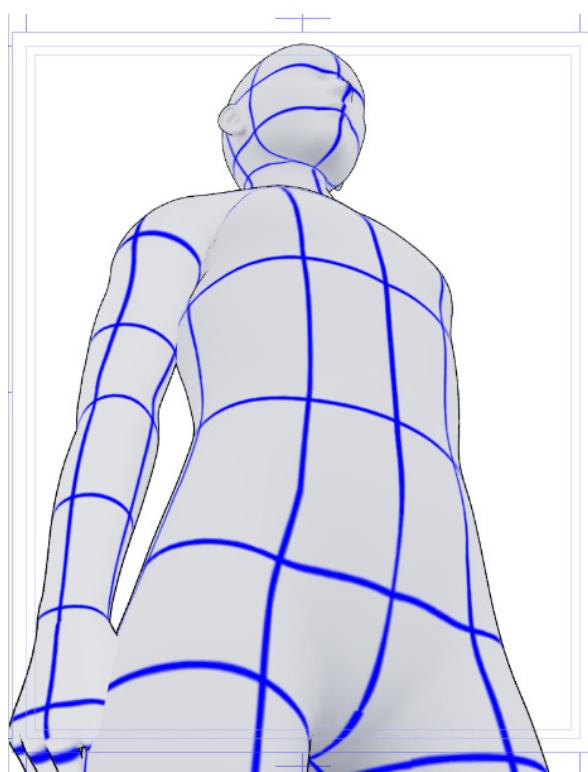
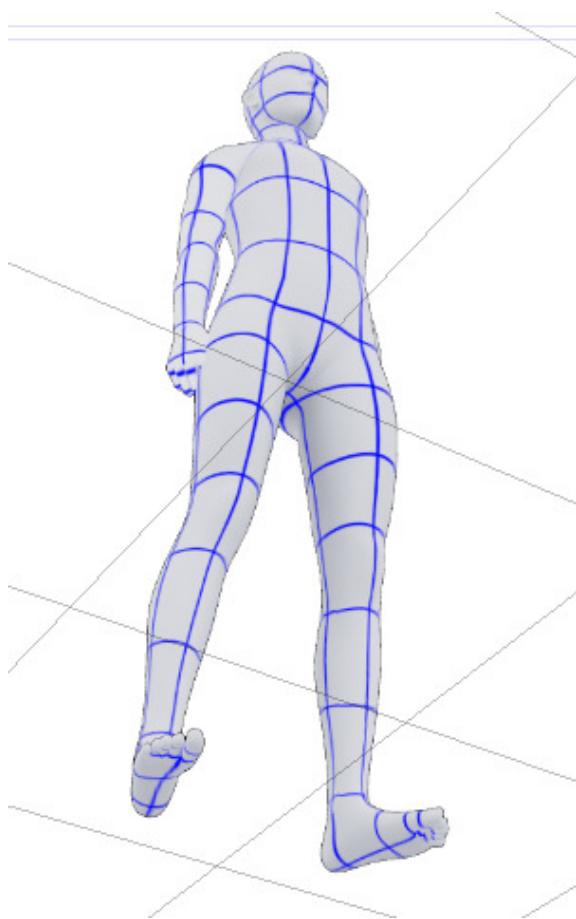
Chapter 6

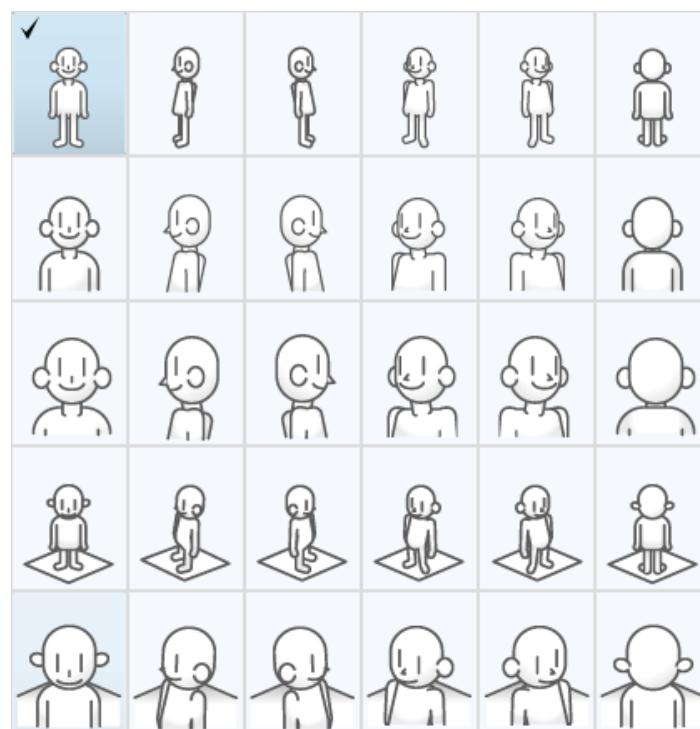
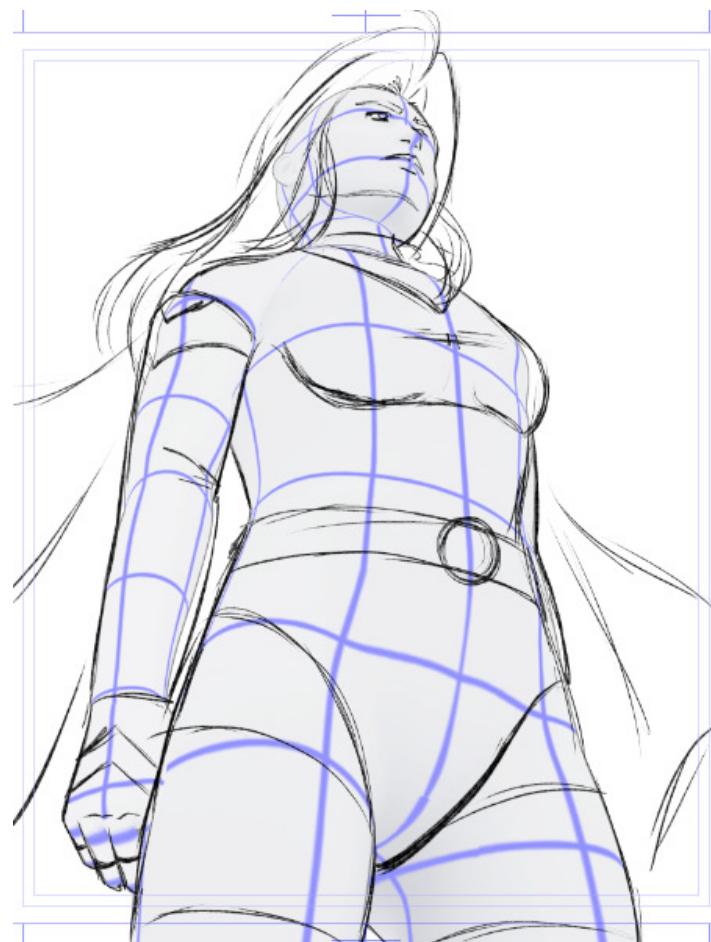


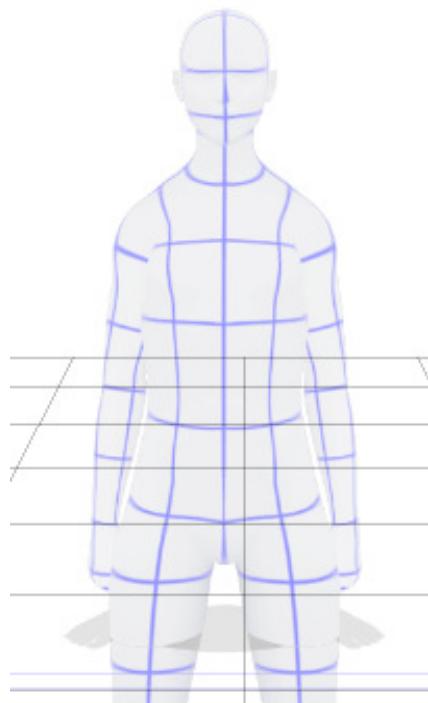
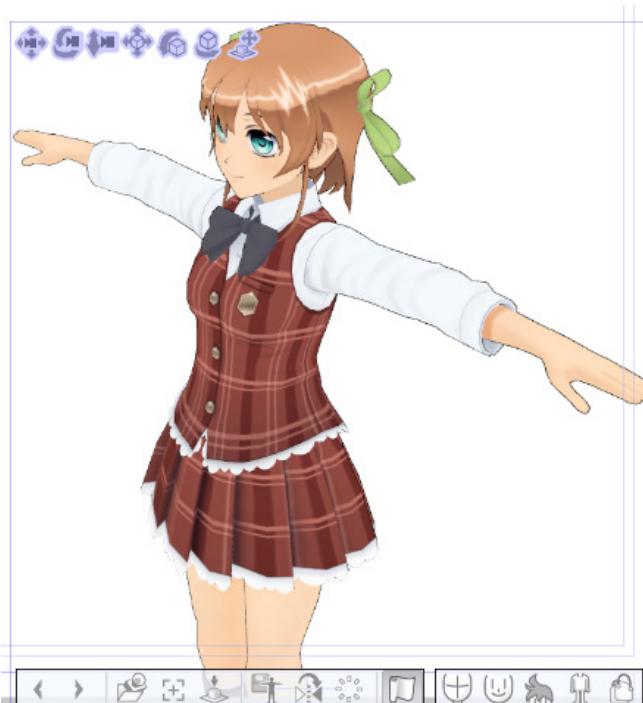


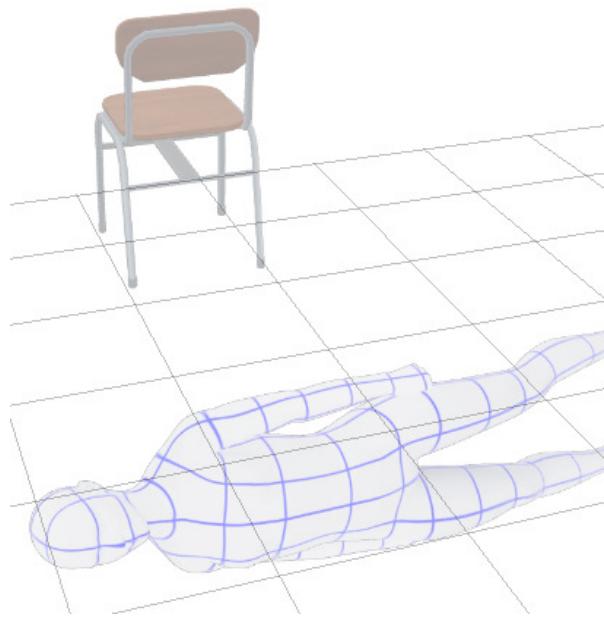
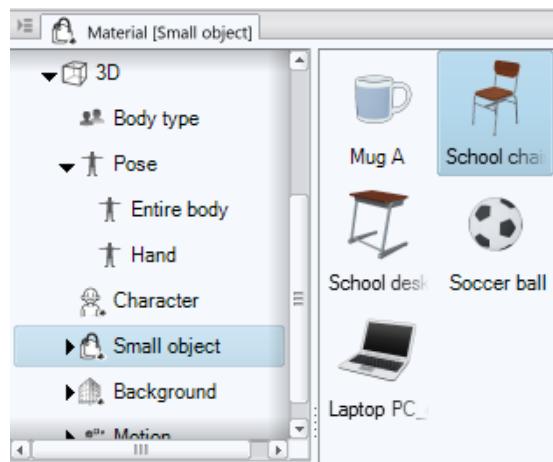
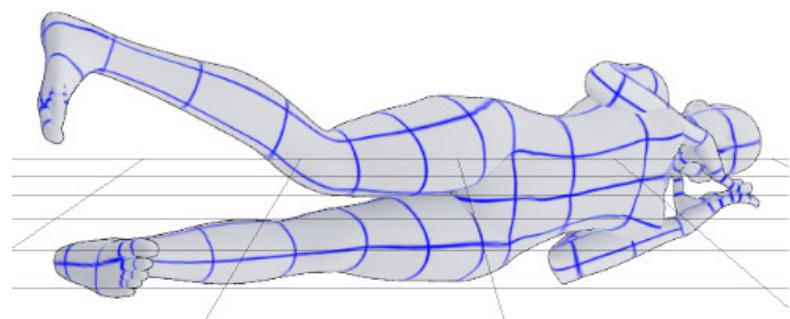
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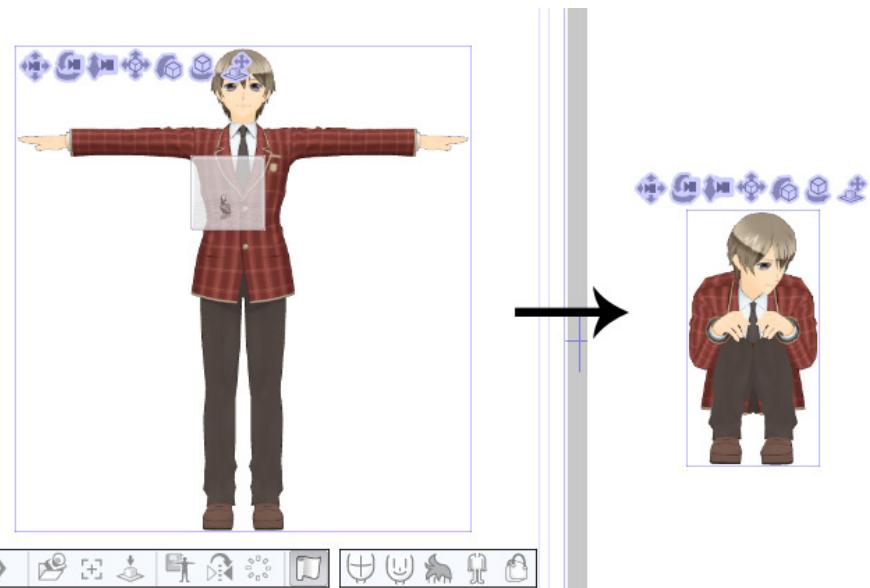


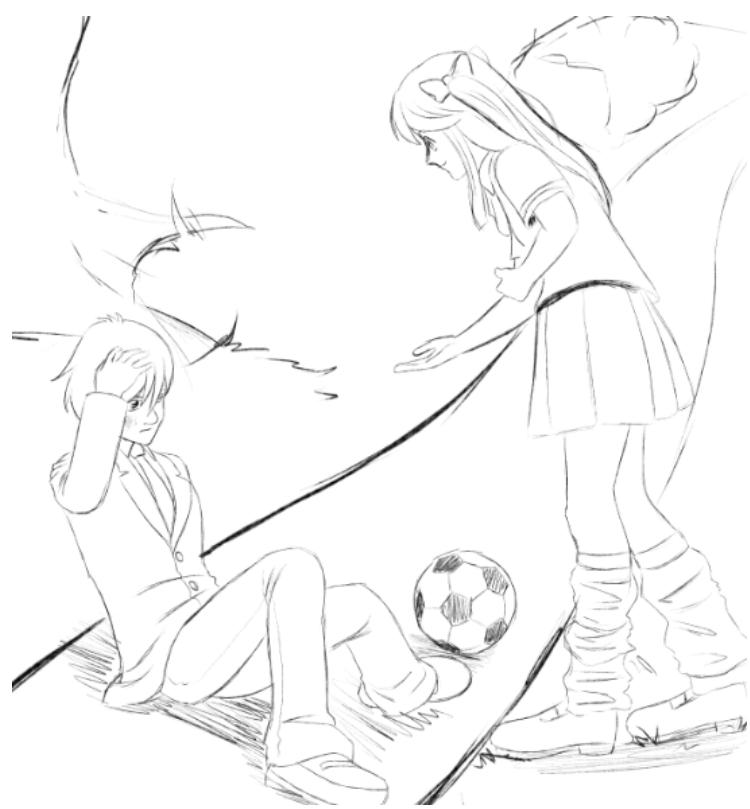


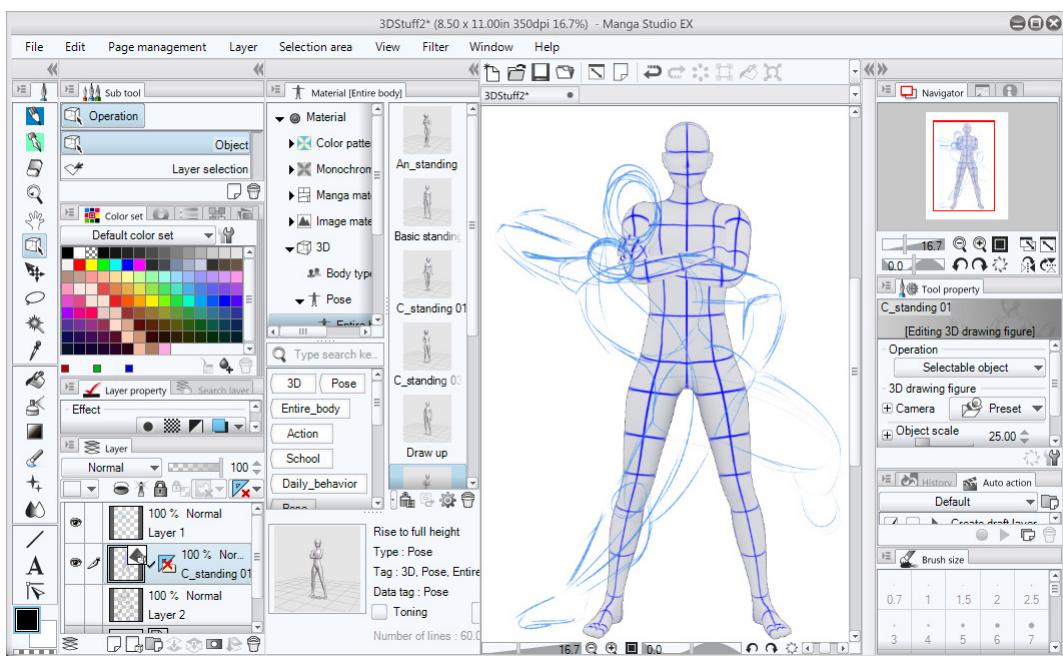
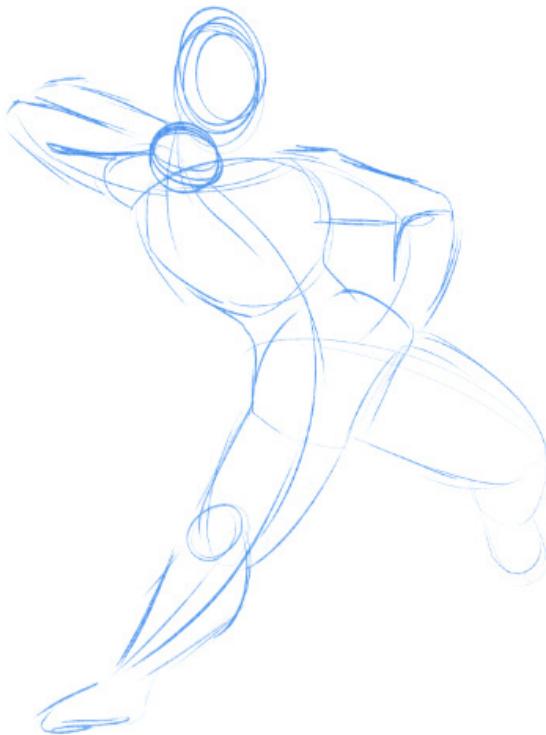


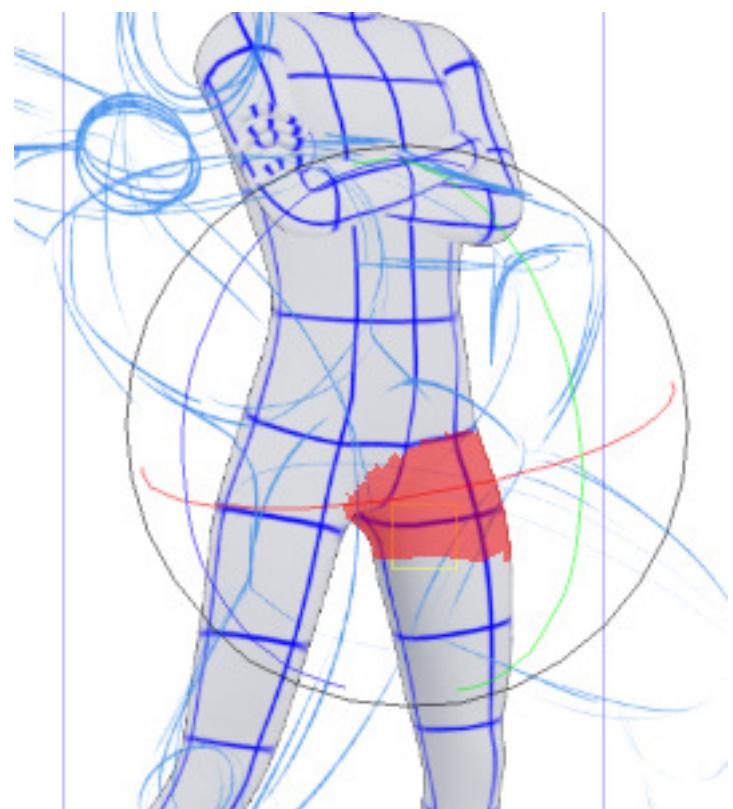


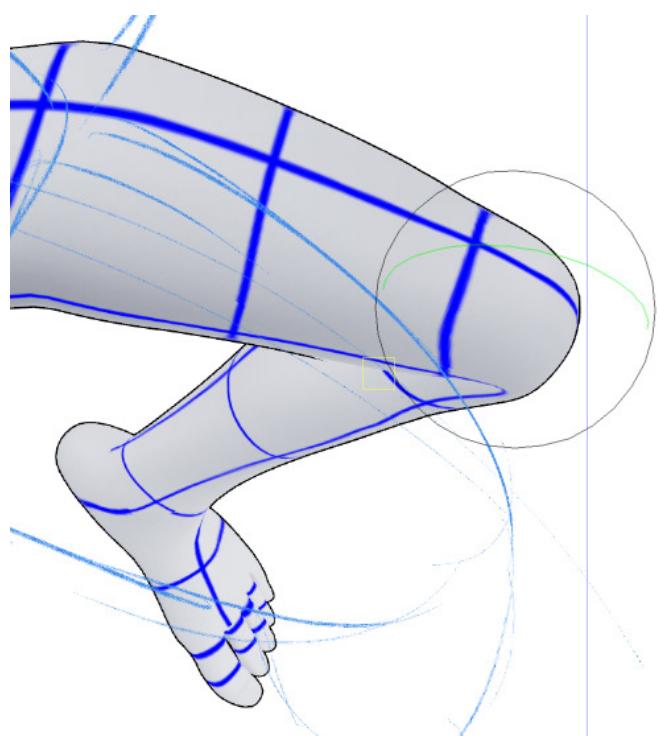


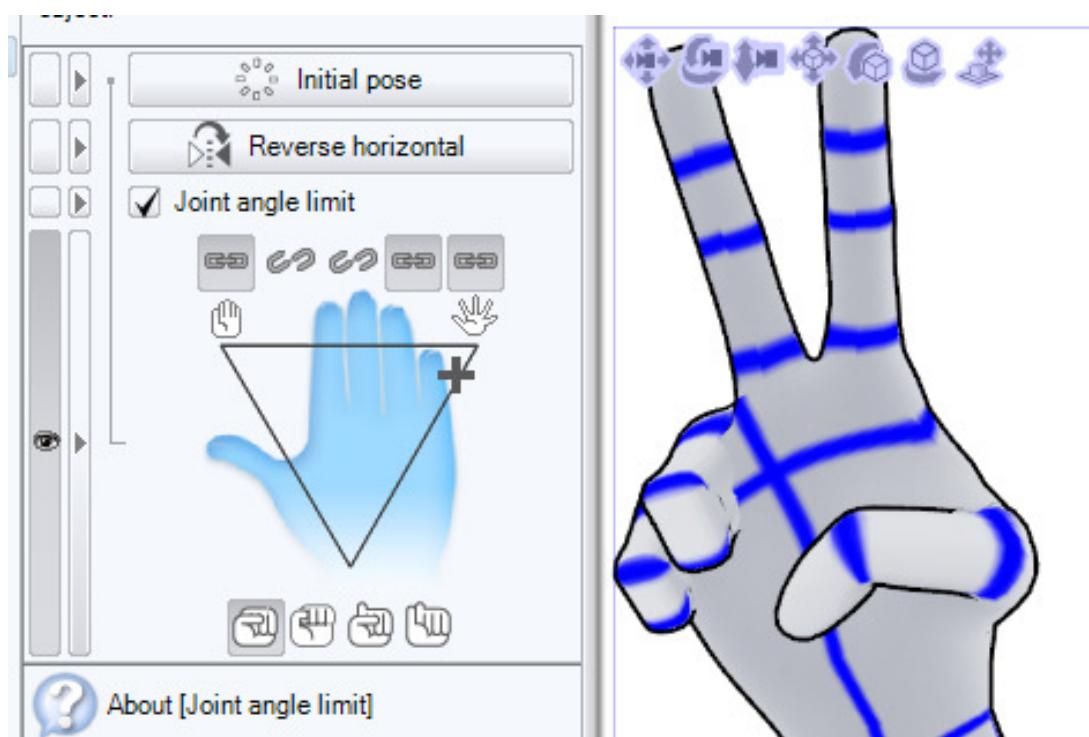
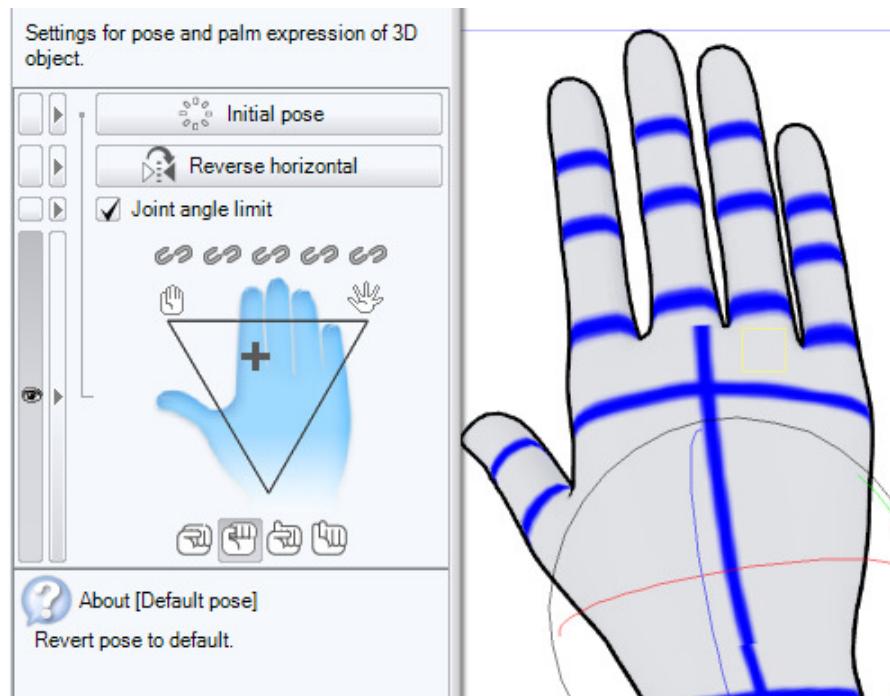
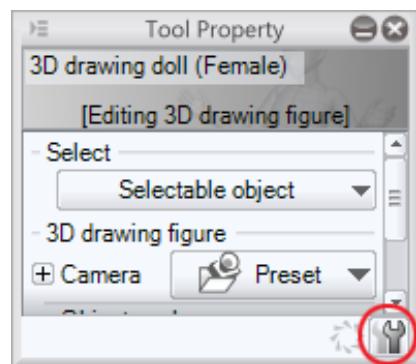


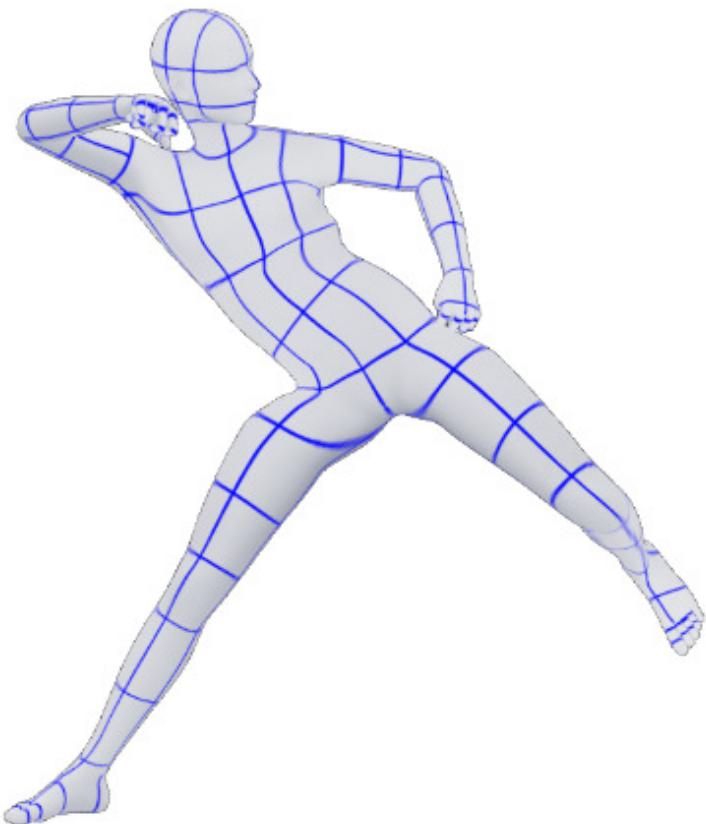












Material [Entire body]

- ▶ Image mate
- ▼ 3D
 - Body type
 - Pose
 - Entire b
 - Hand
 - Character
 - ▶ Small obj

Make a call with cell

Martial Arts 01

Mop 01

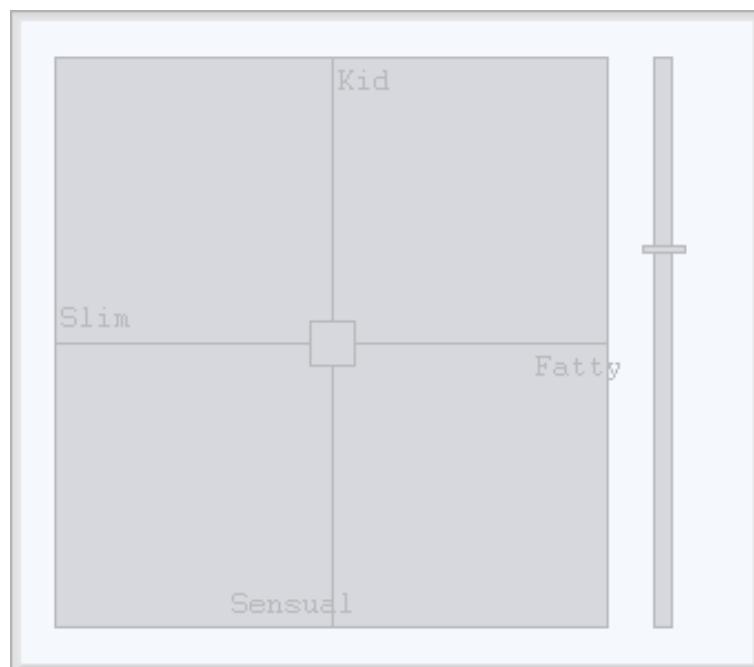
A software interface showing a material library. The main title is "Material [Entire body]". Below it is a tree view:

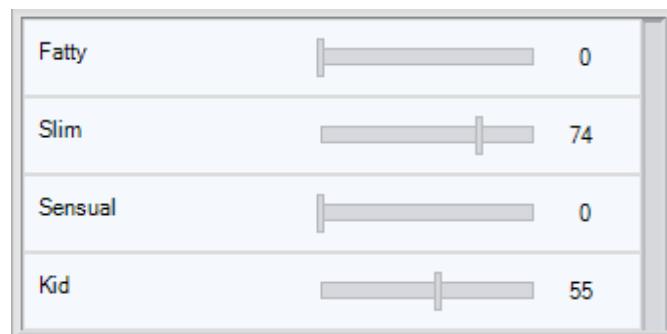
- Image mate
- 3D
 - Body type
 - Pose
 - Entire b
 - Hand
 - Character
 - Small obj

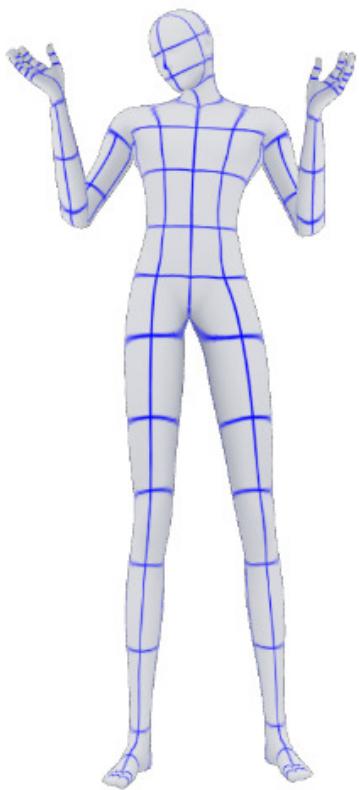
On the right side, there are two preview cards:

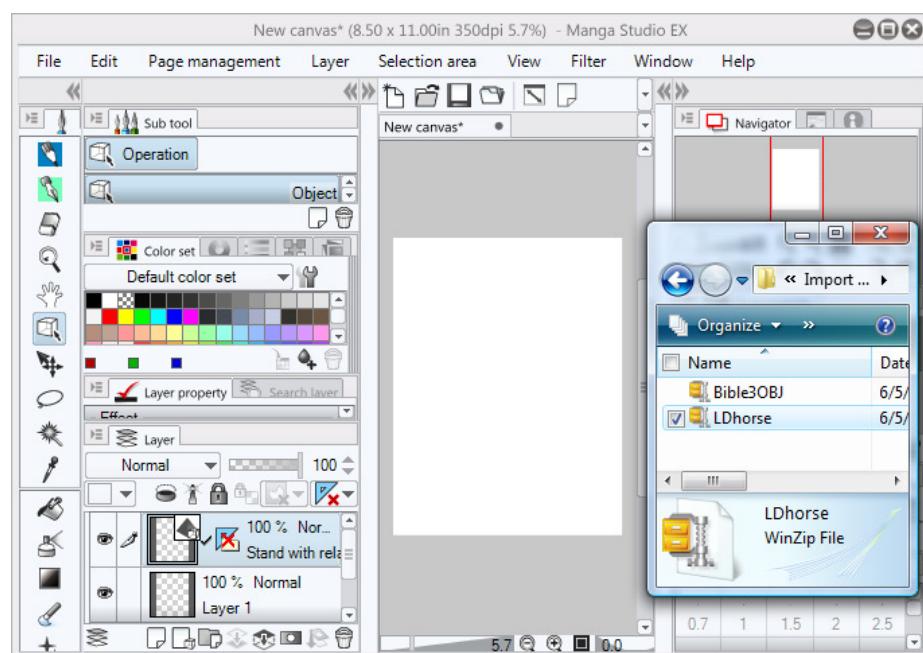
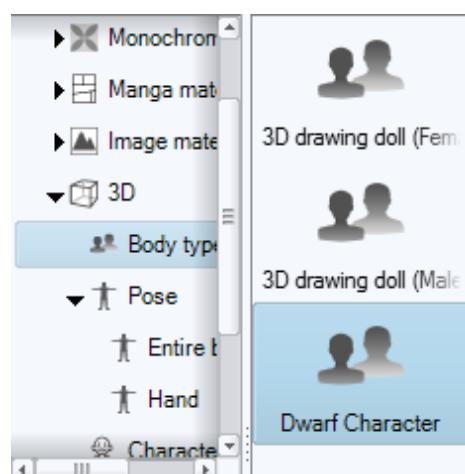
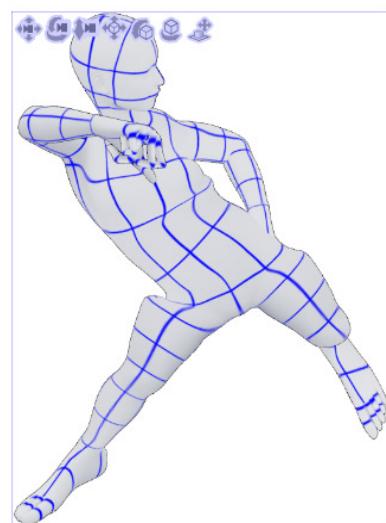
- "Make a call with cell" (Thumbnail shows a standing figure)
- "Martial Arts 01" (Thumbnail shows a figure in a wide stance)
- "Mop 01" (Thumbnail shows a figure in a low, crouching position)

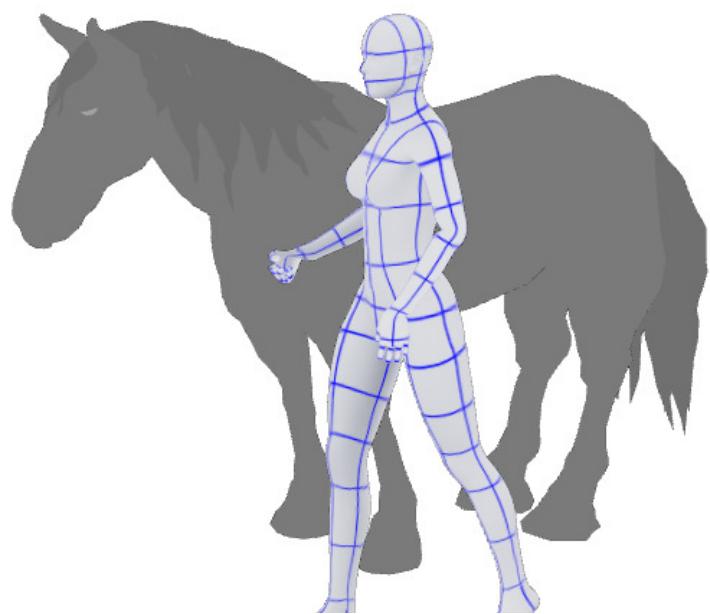
At the bottom of the interface are several small icons for navigating through the library.



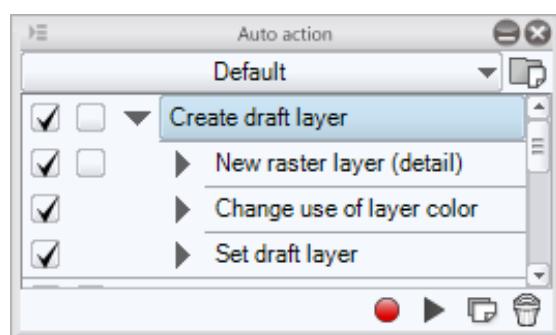
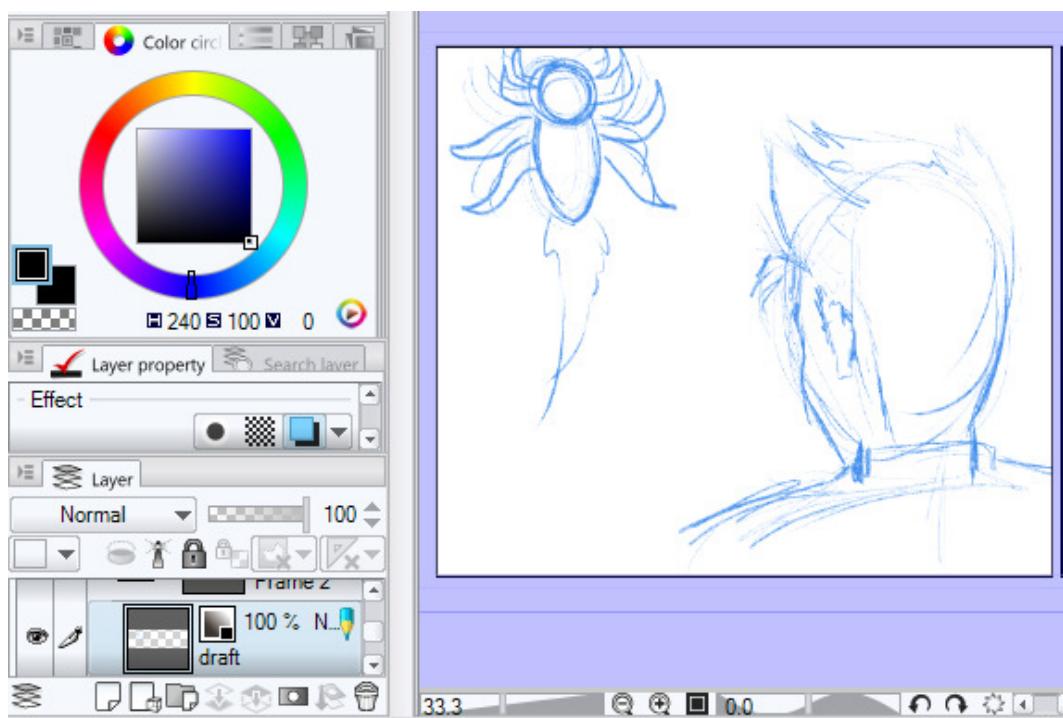
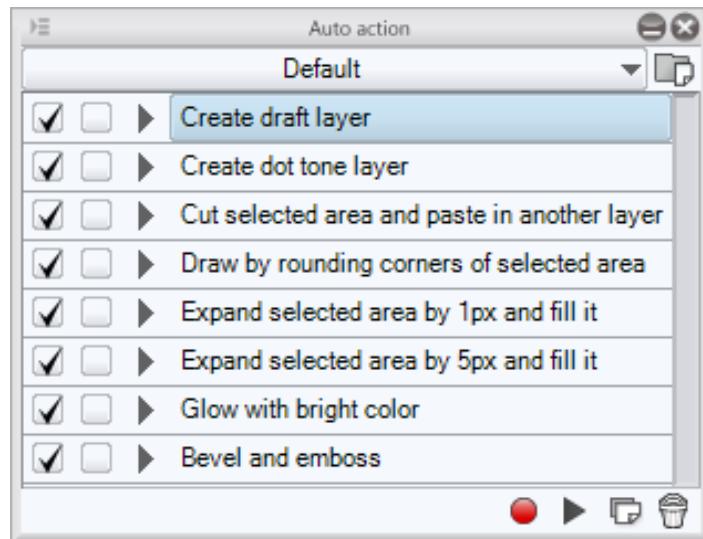


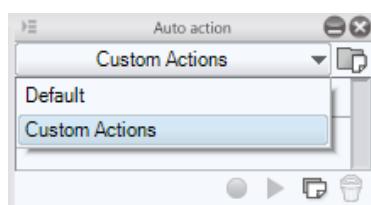
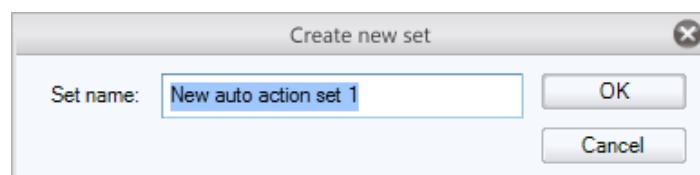
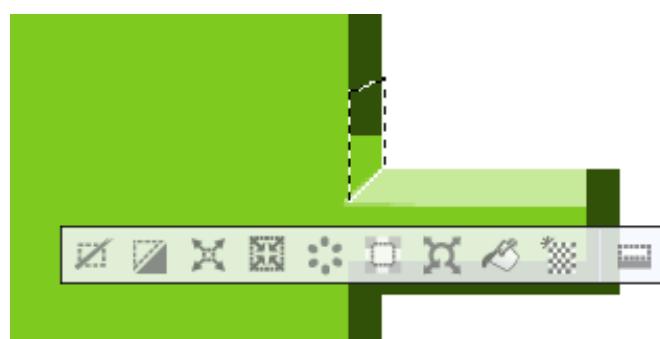
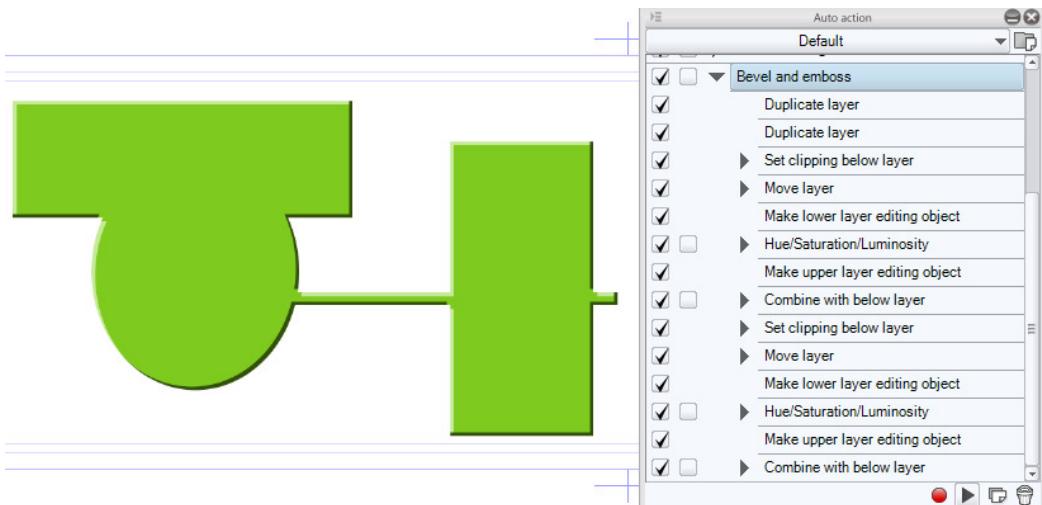
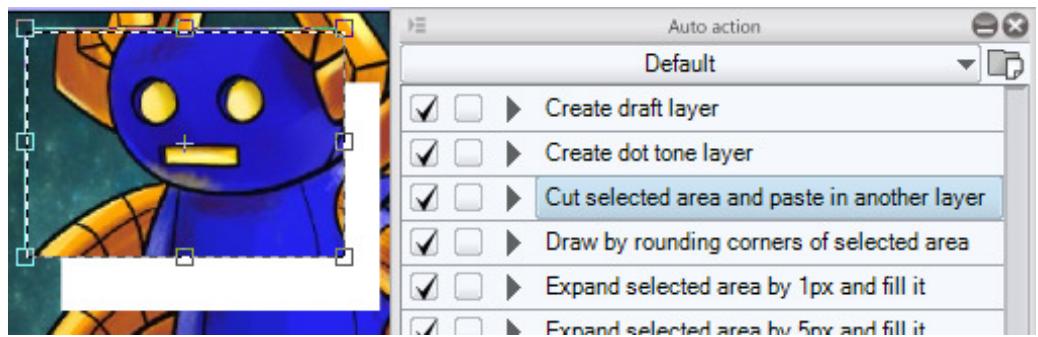


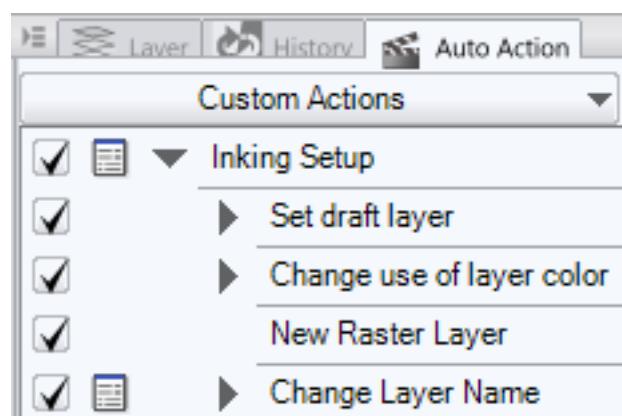
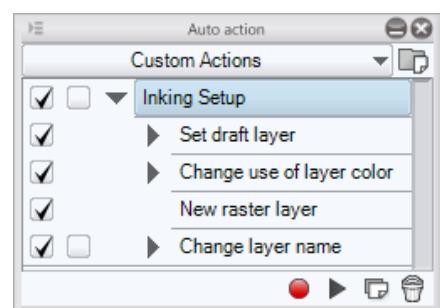
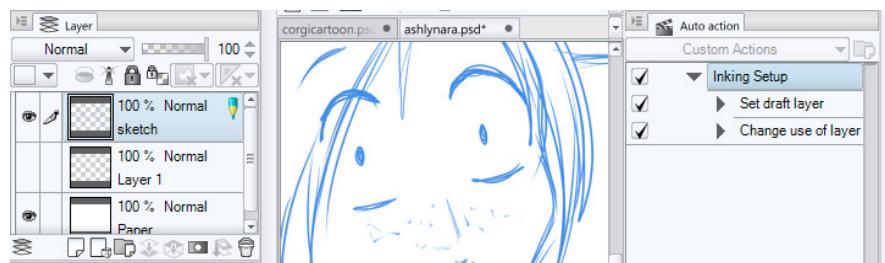
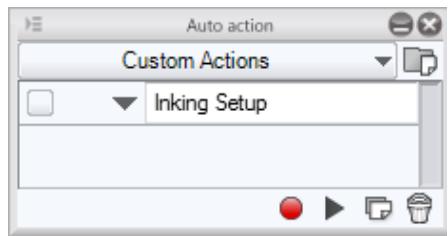


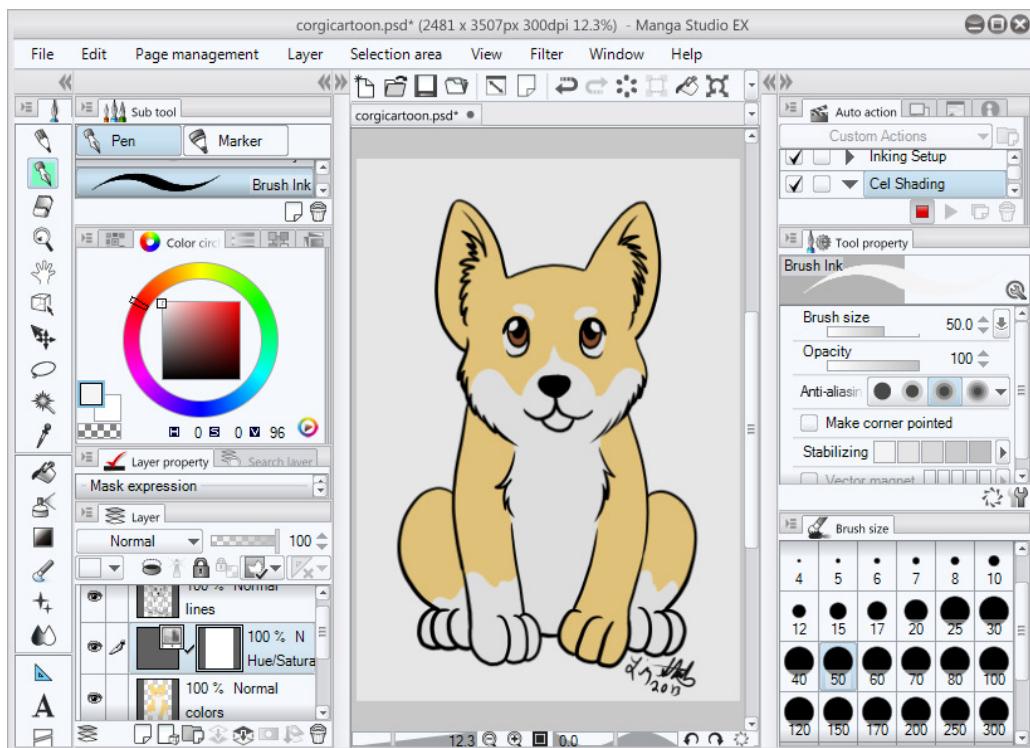
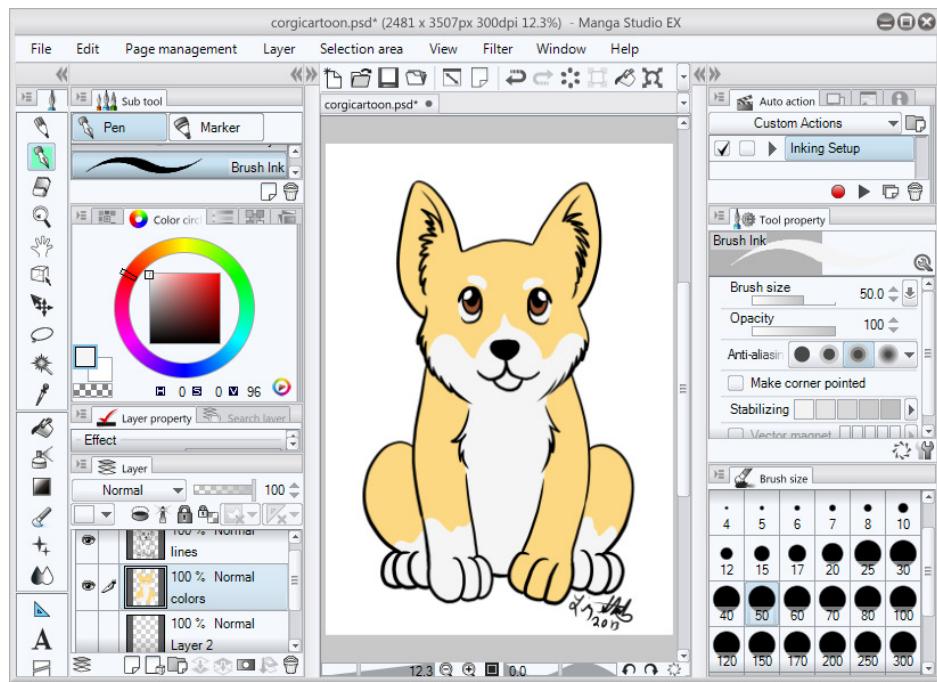


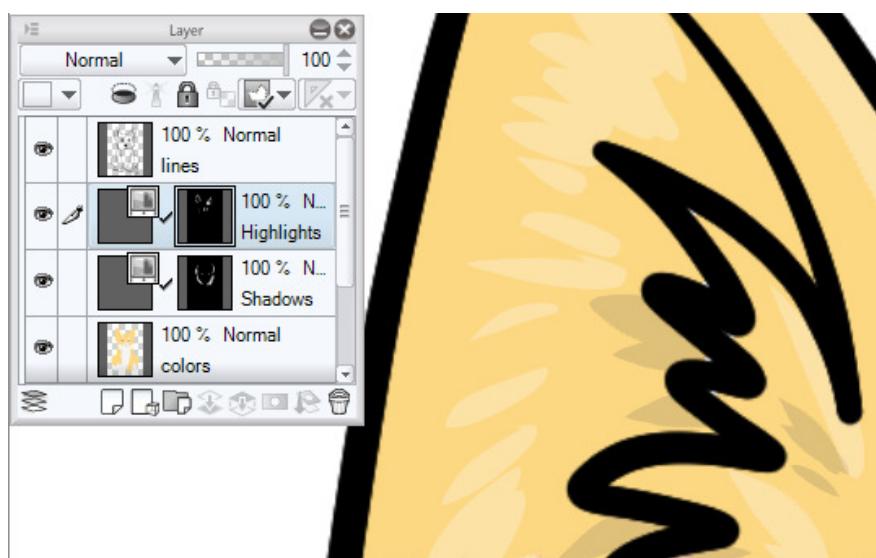
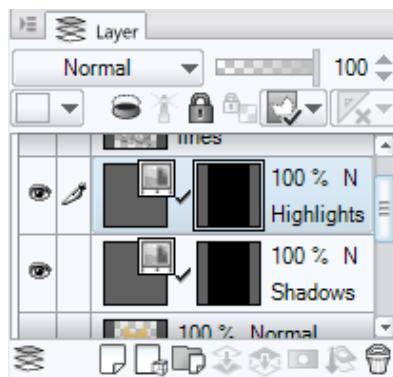
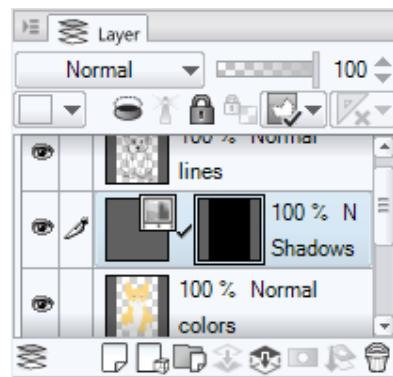
Chapter 7

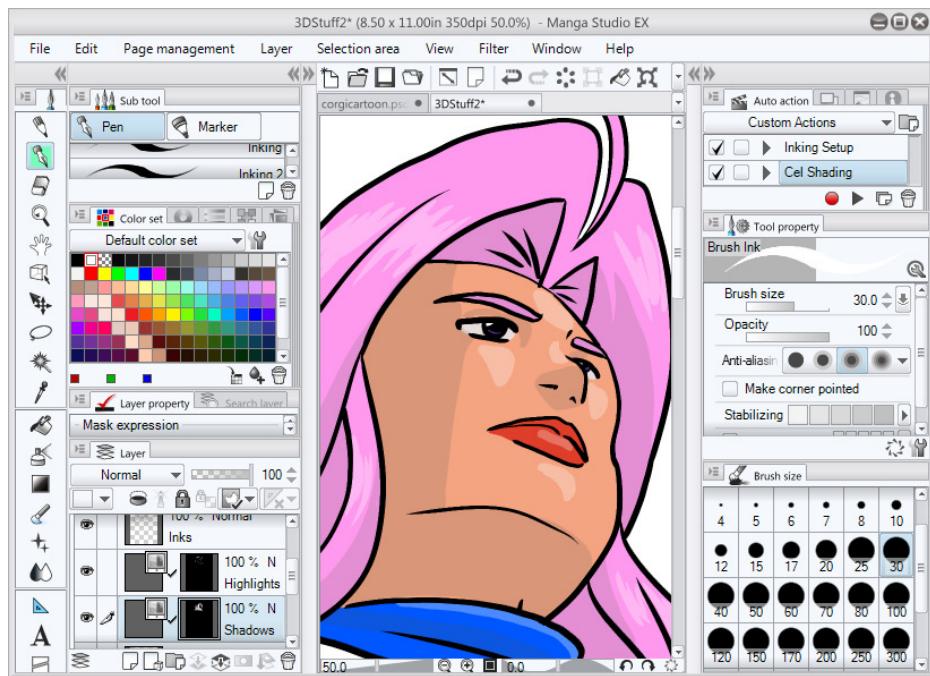


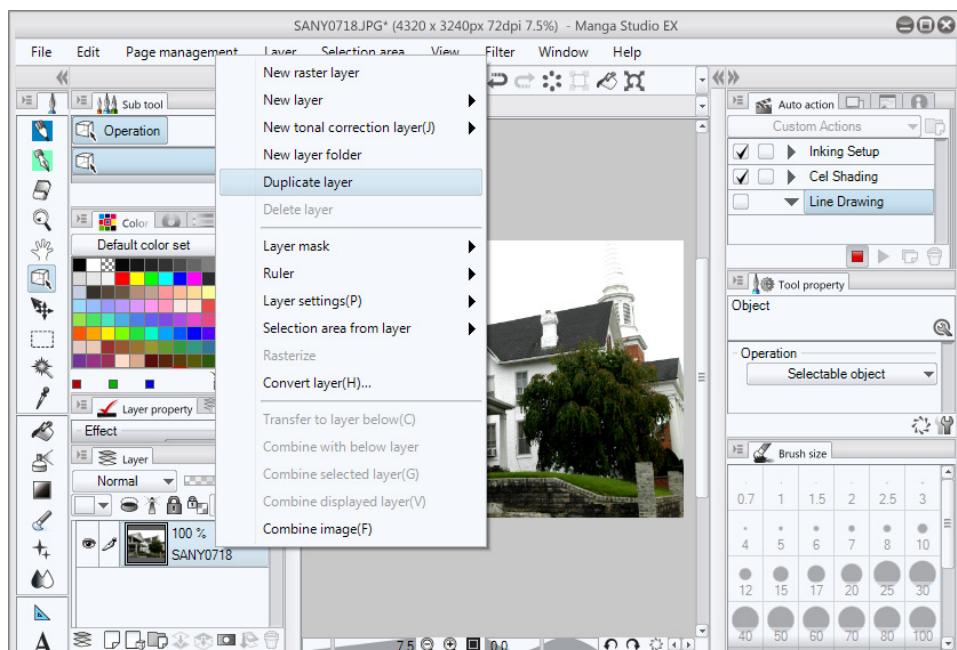




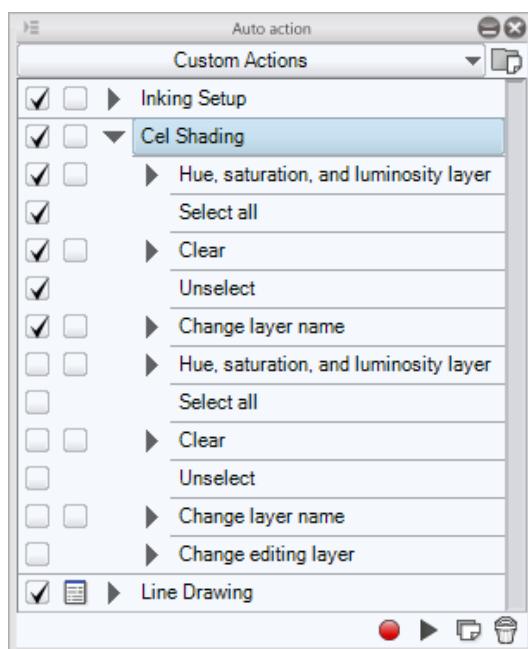
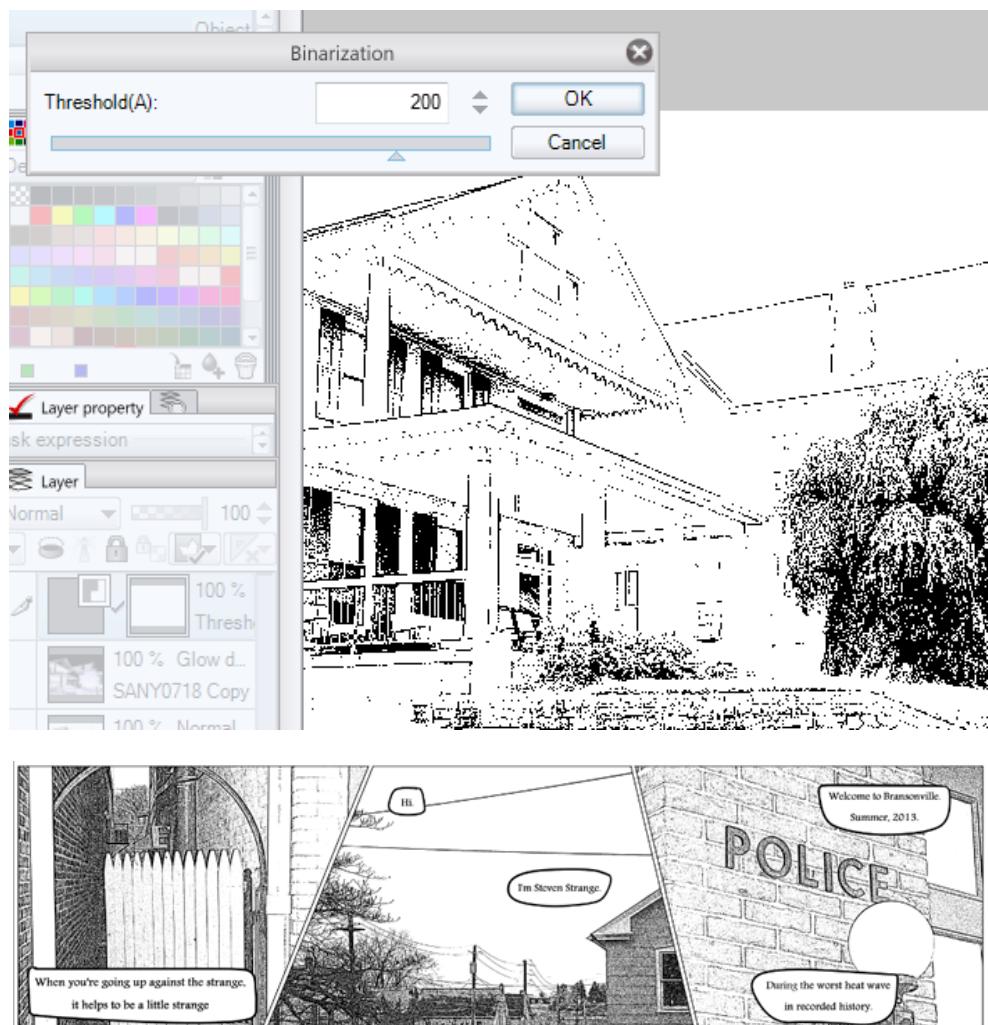


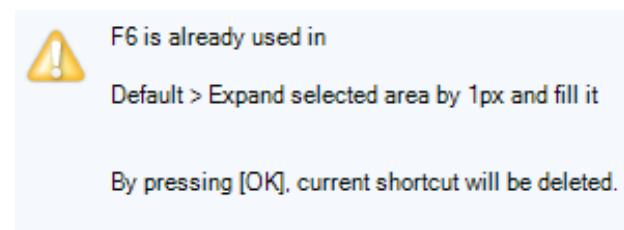
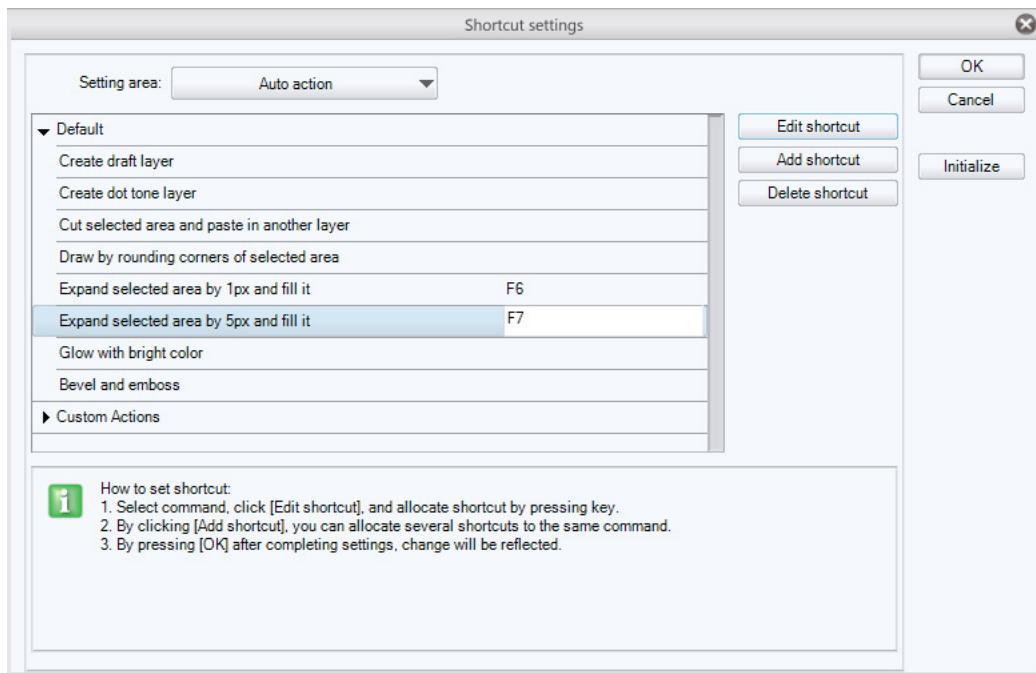




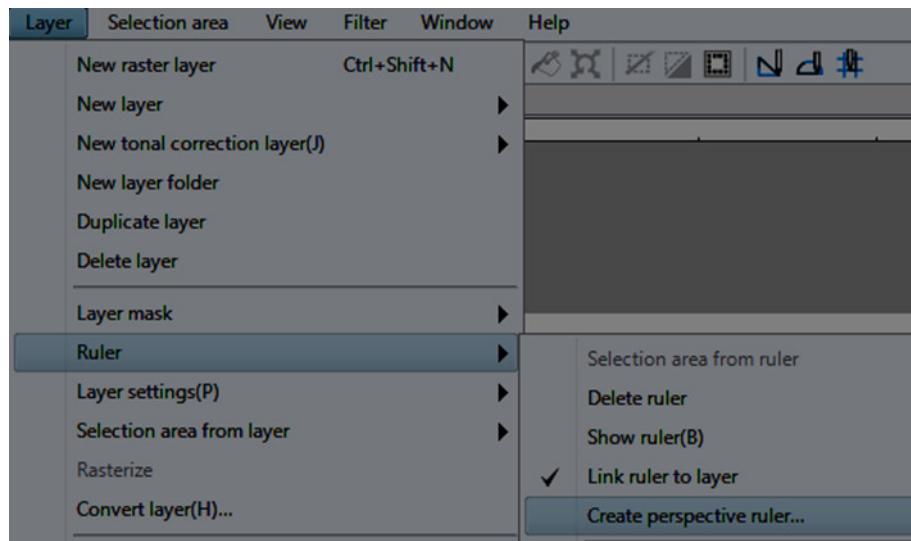


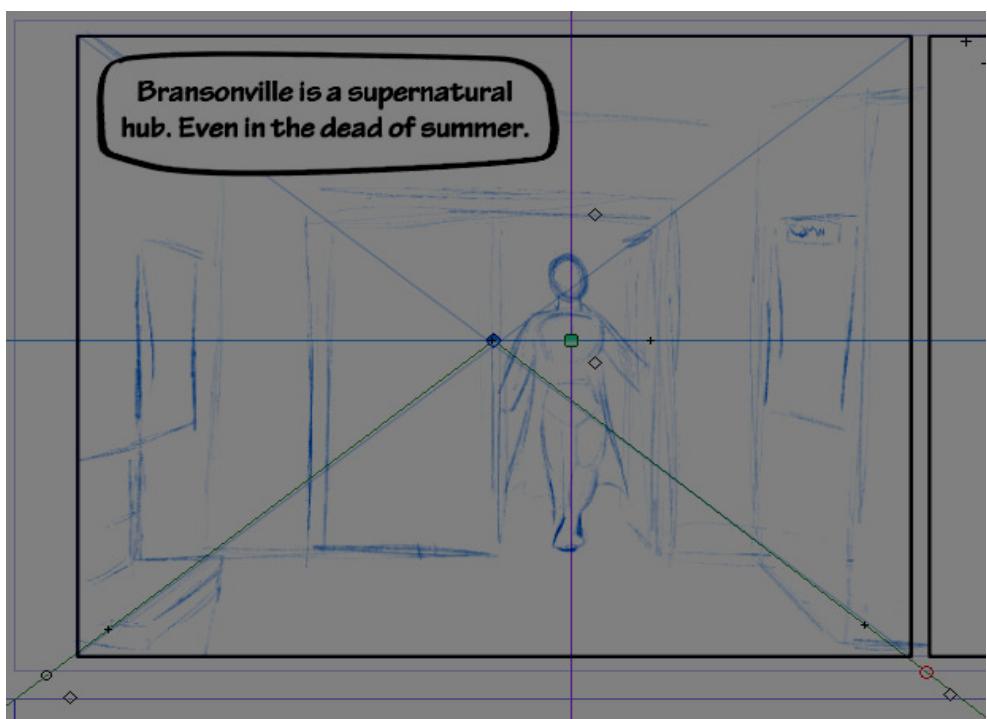
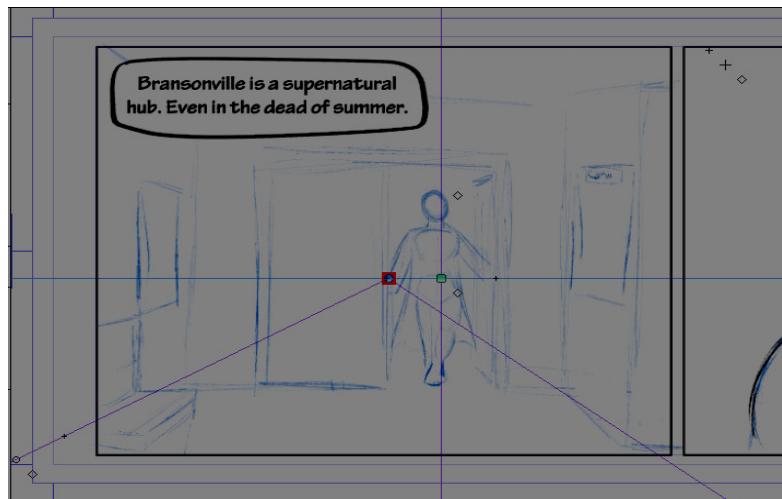
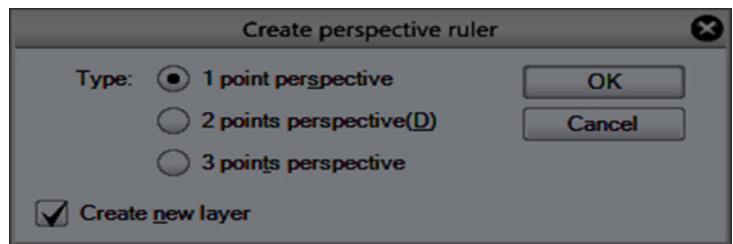


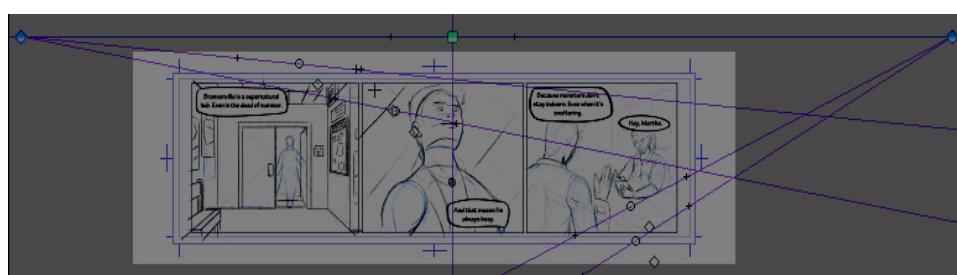
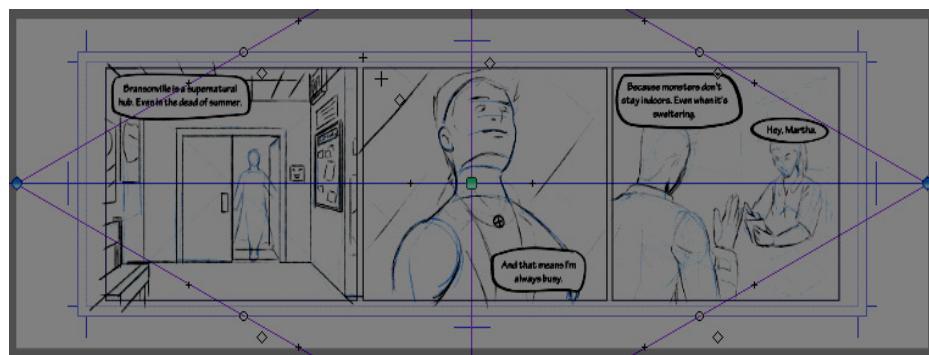


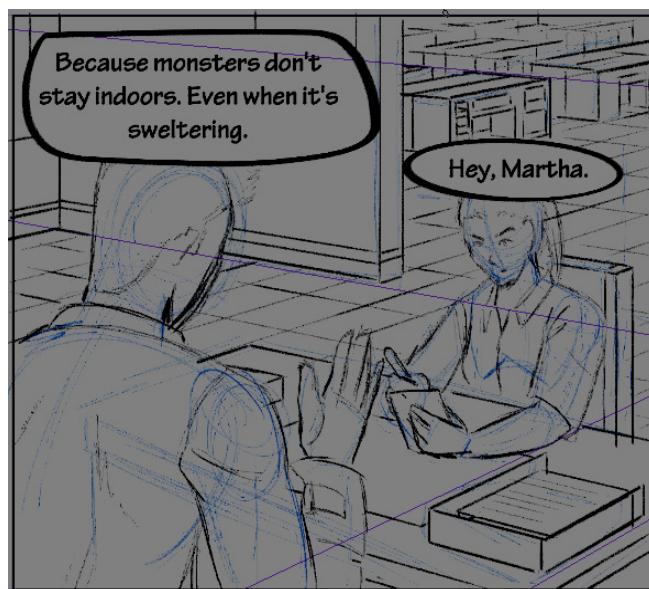
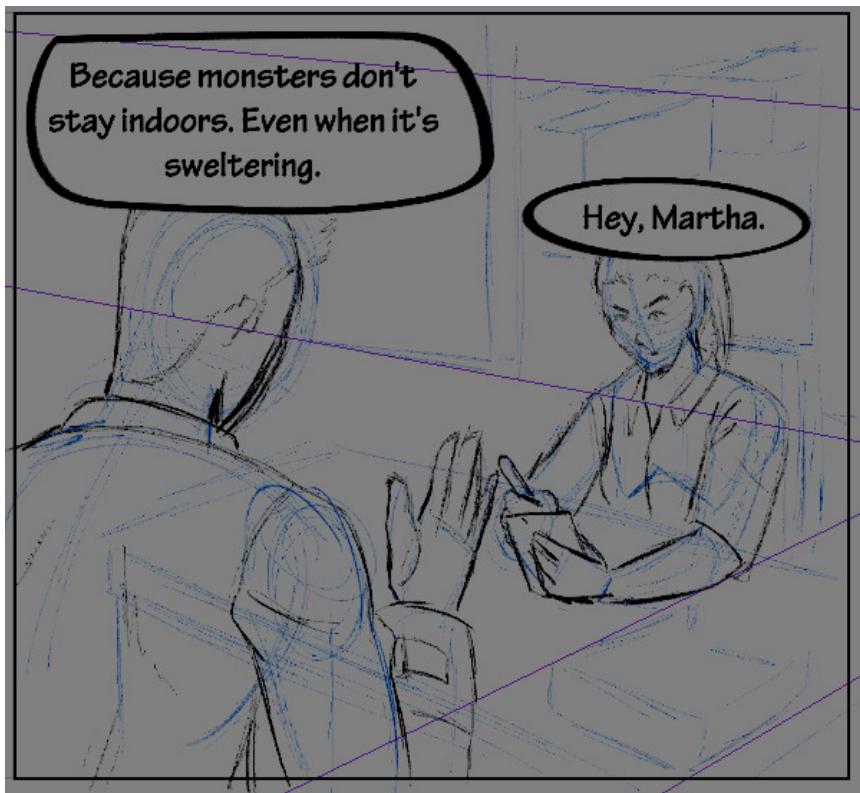


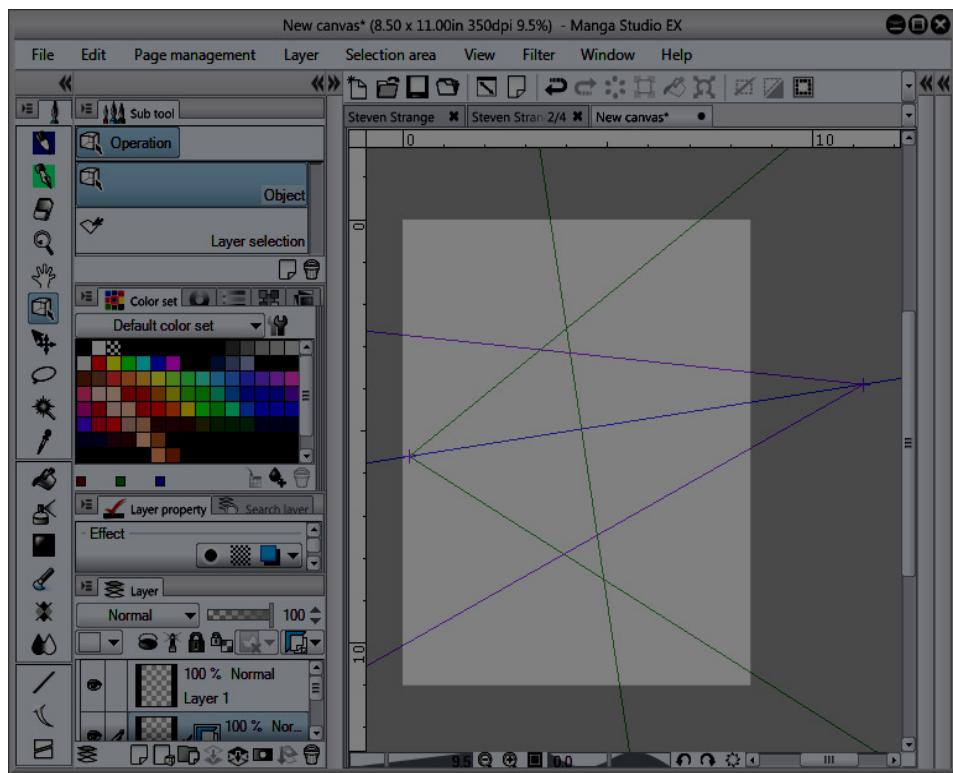
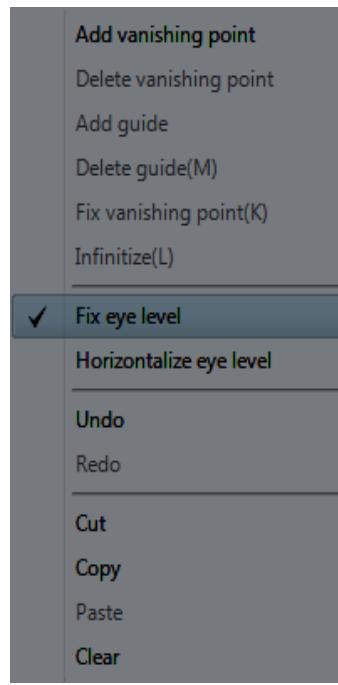
Chapter 8

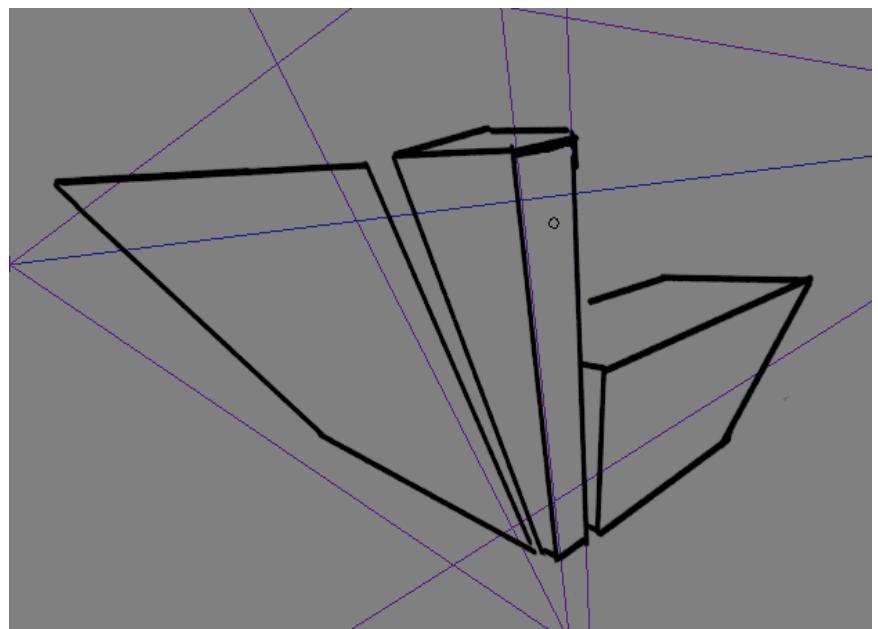
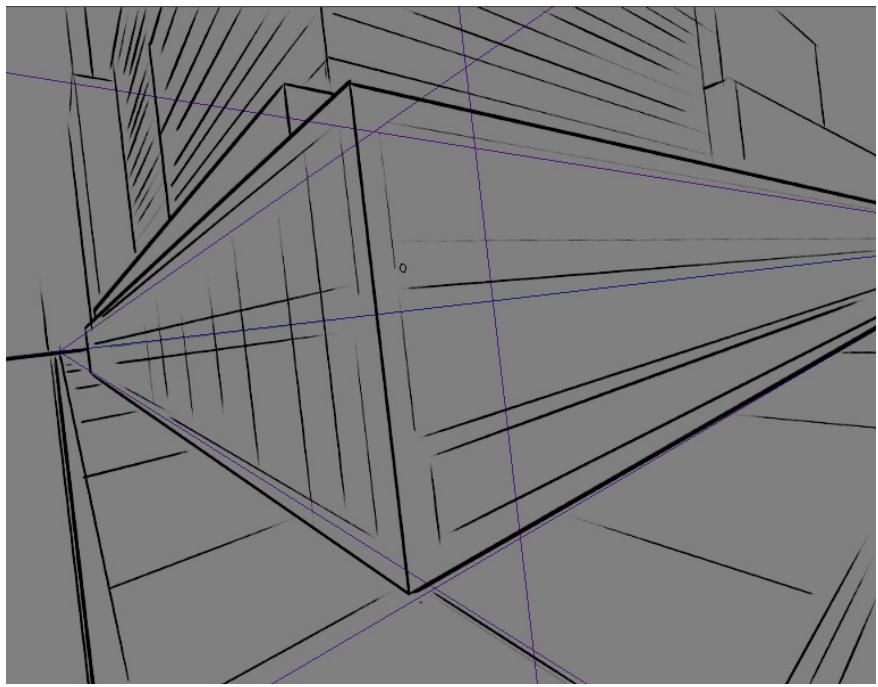


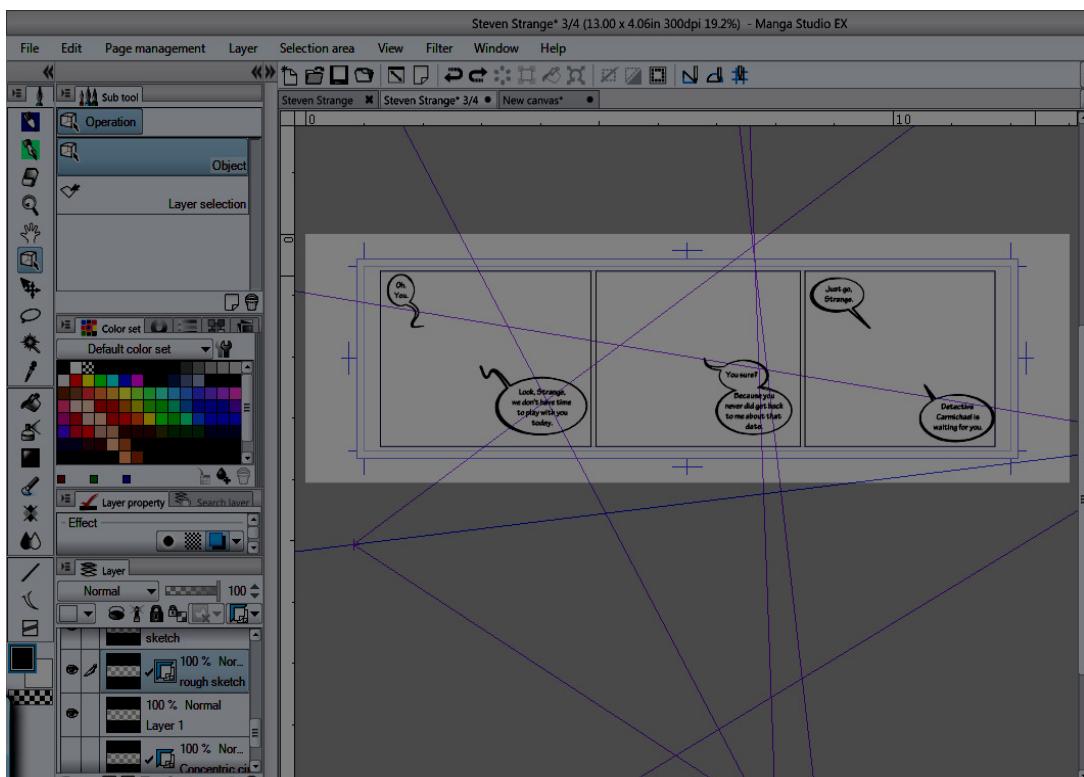
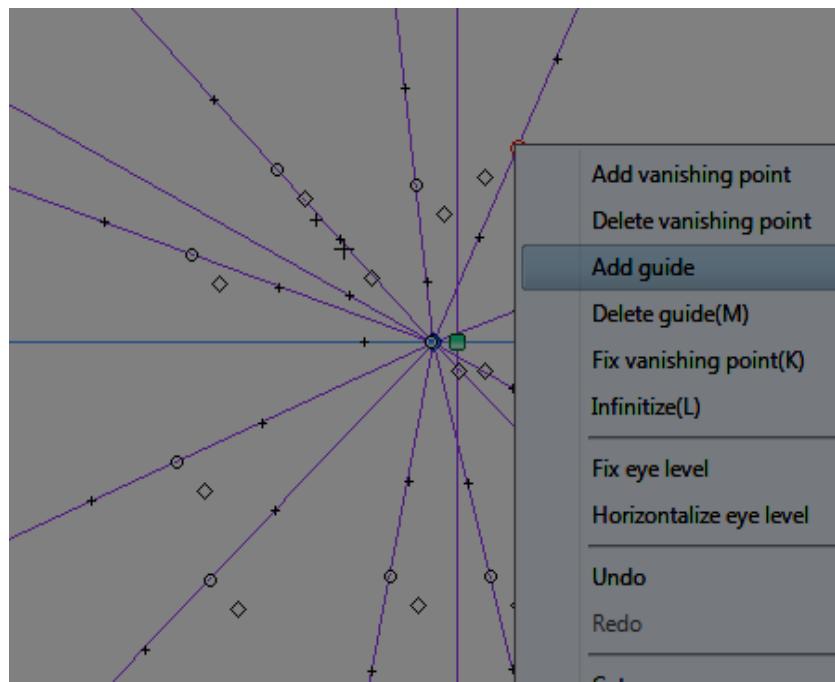


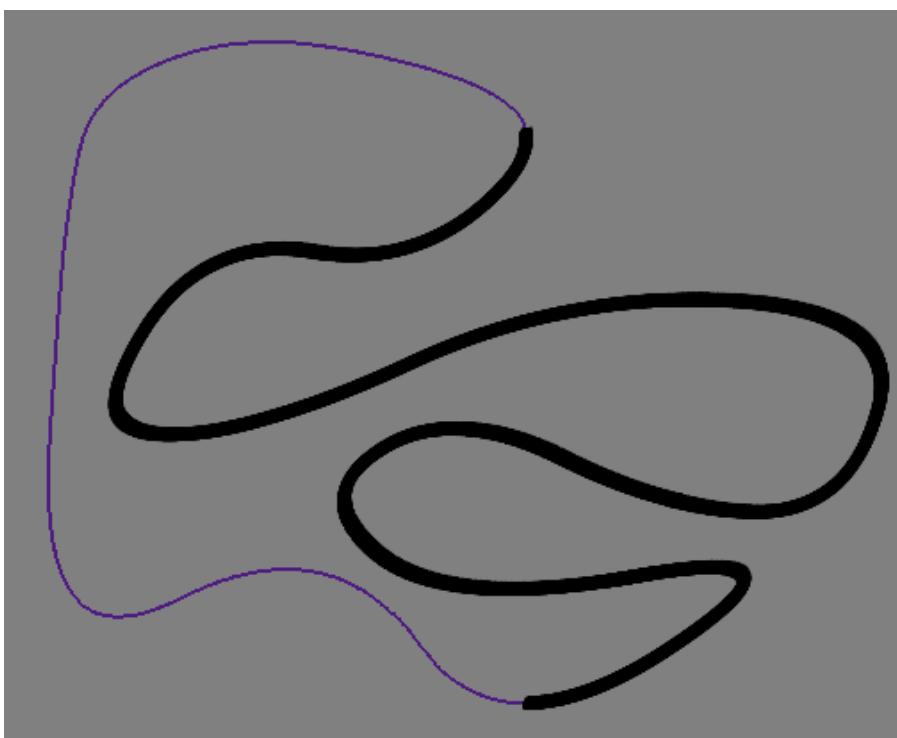
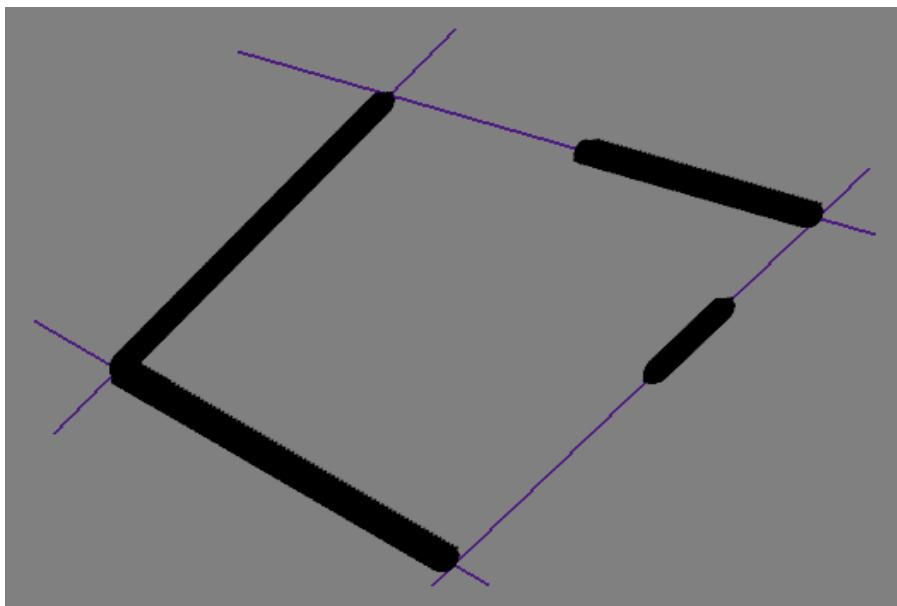


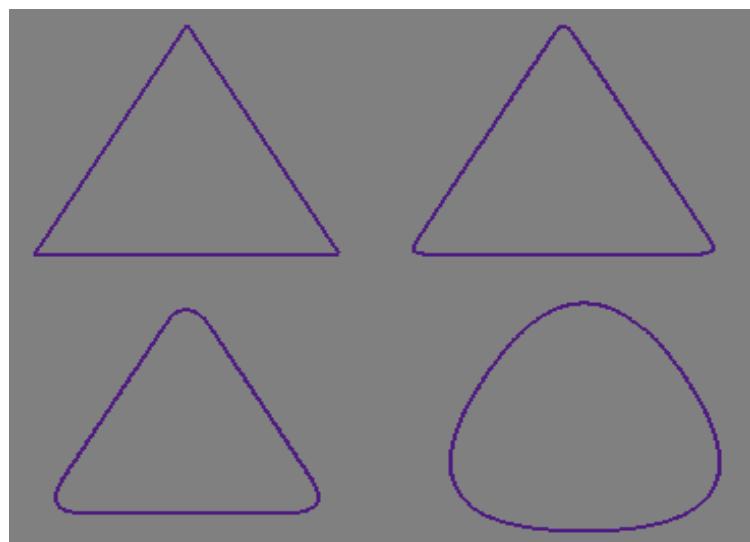
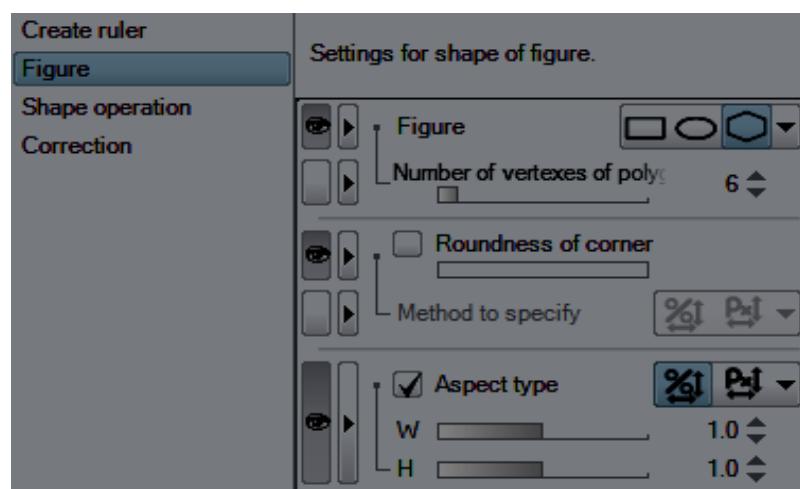
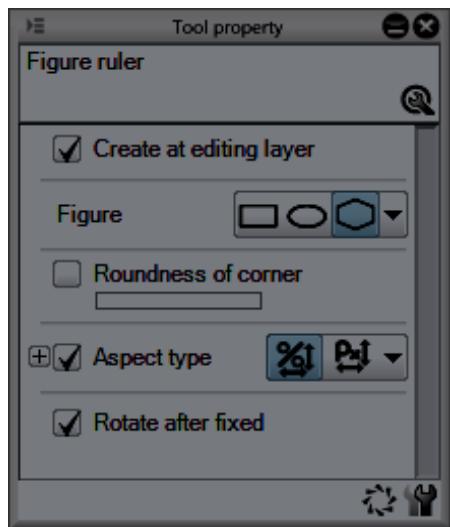


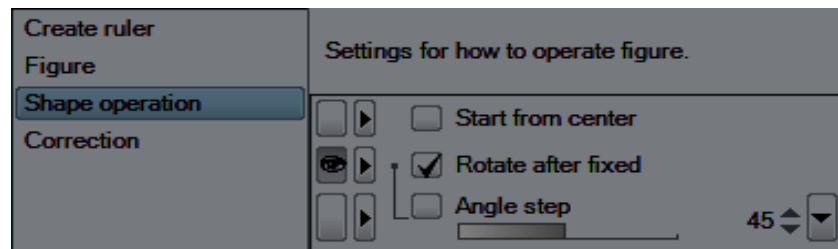




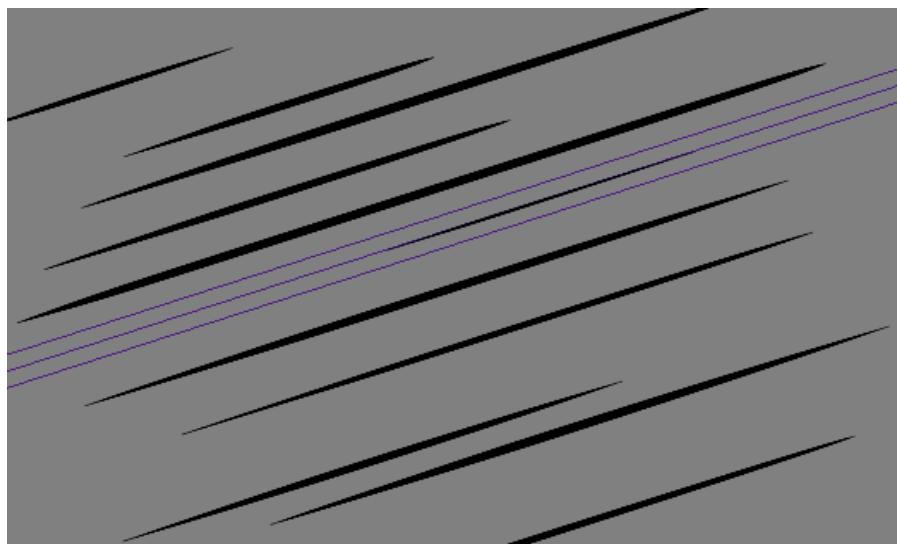


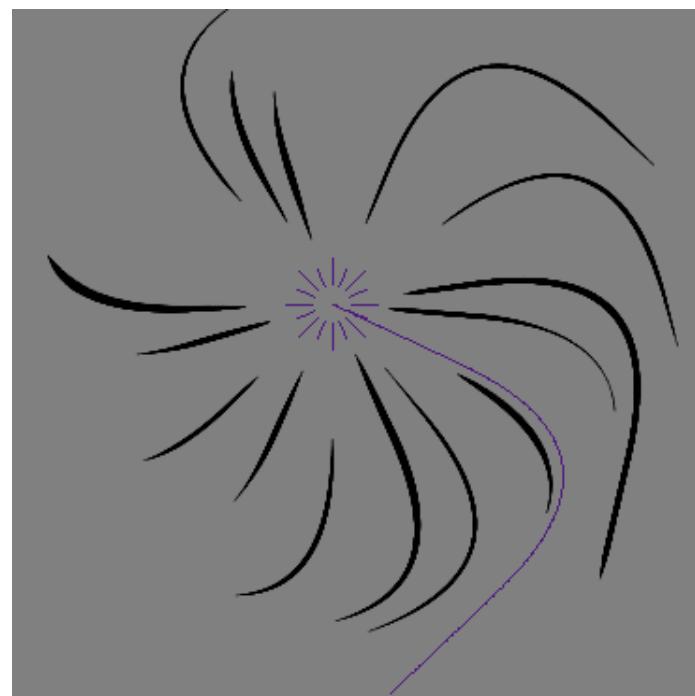
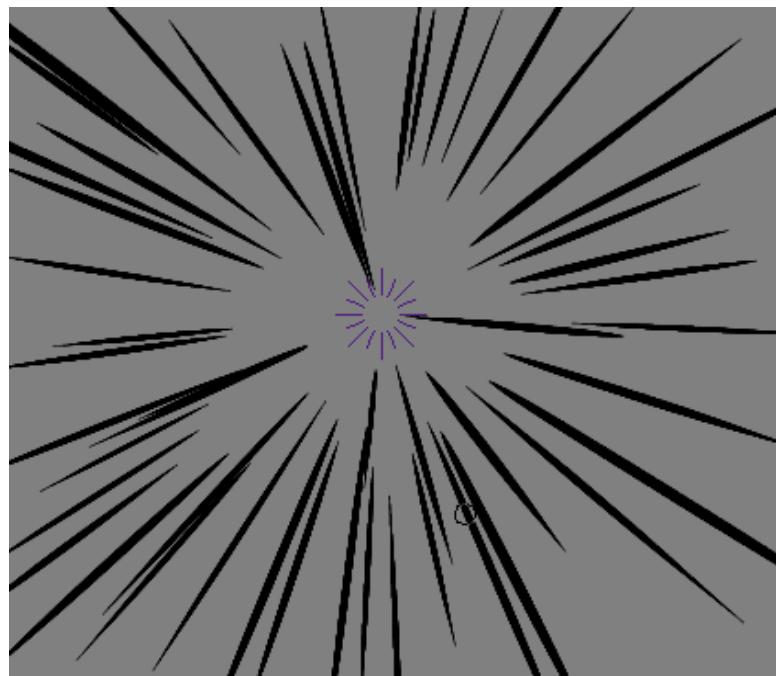


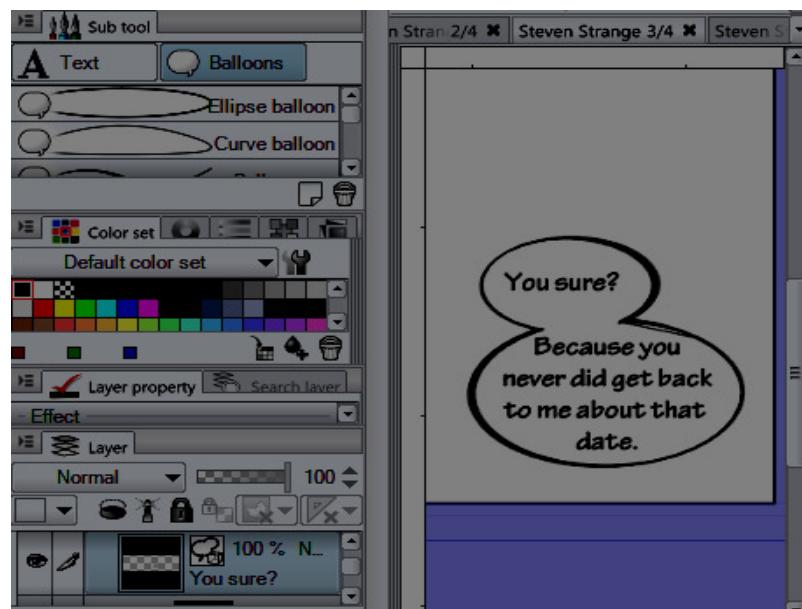
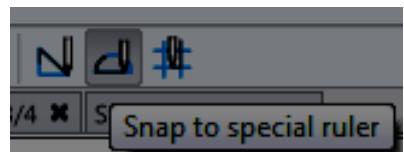
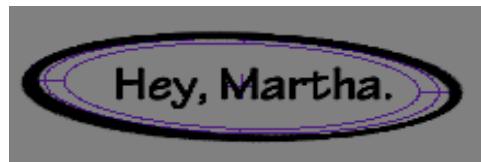
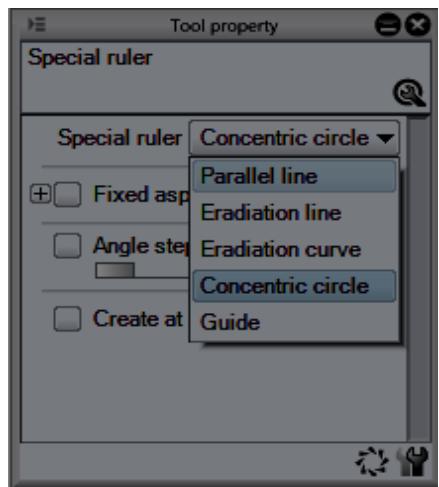


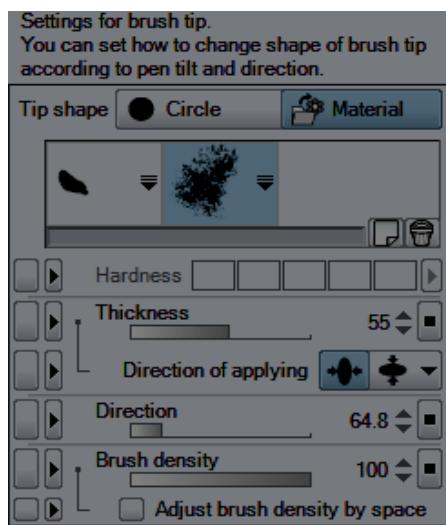


a B C D









Because monsters don't
stay indoors. Even when it's
sweltering.

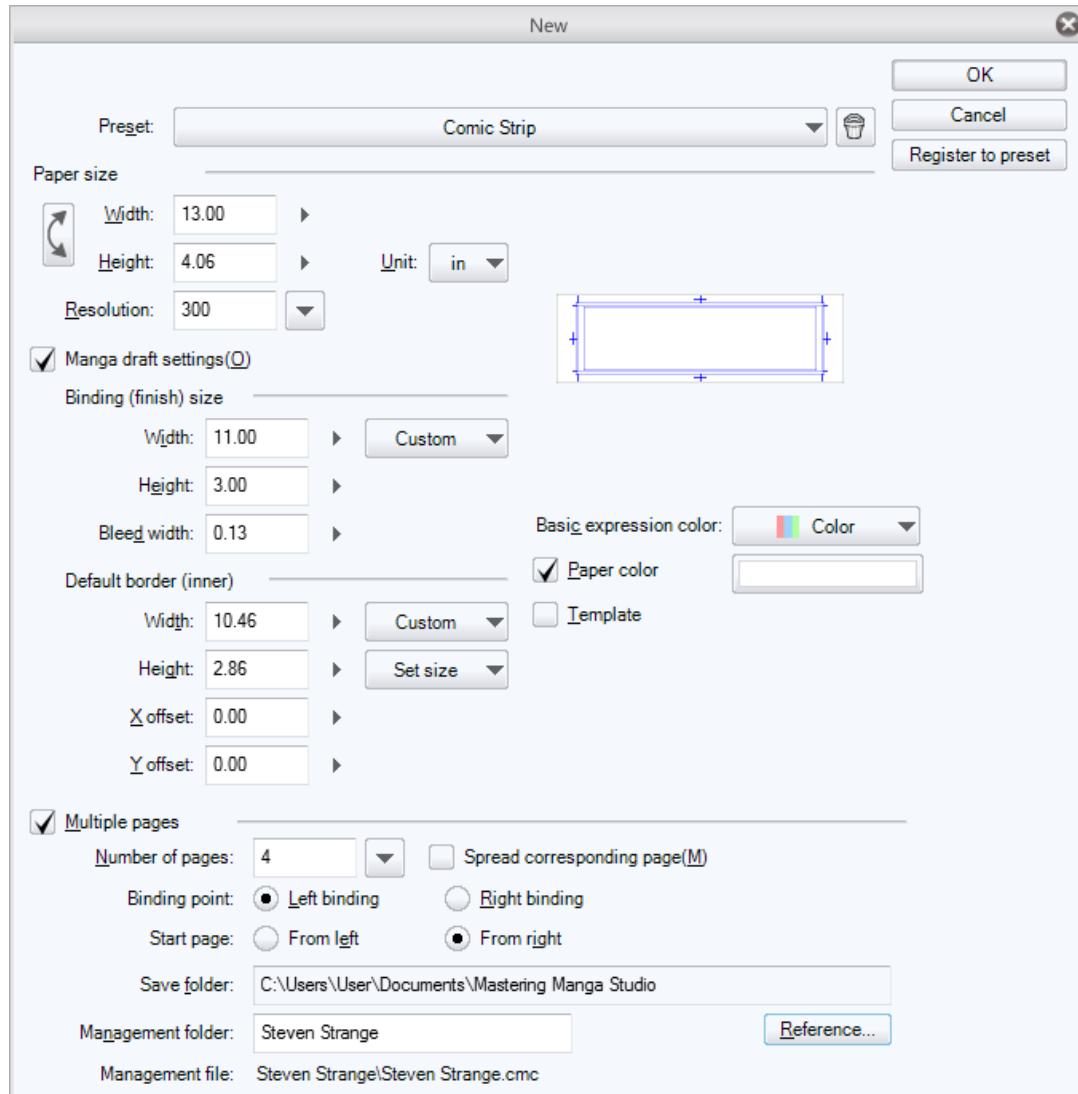
Hey, Martha.

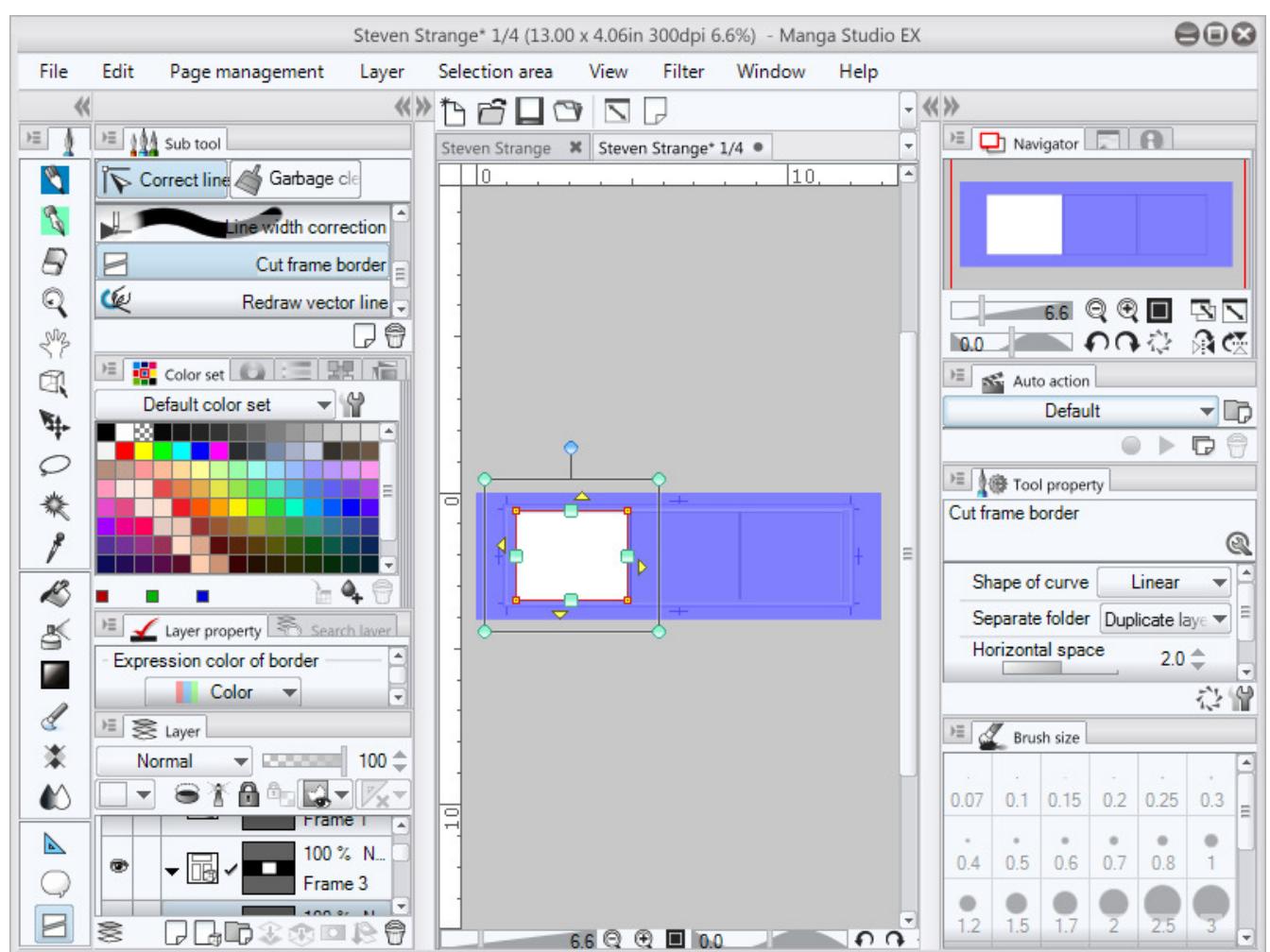
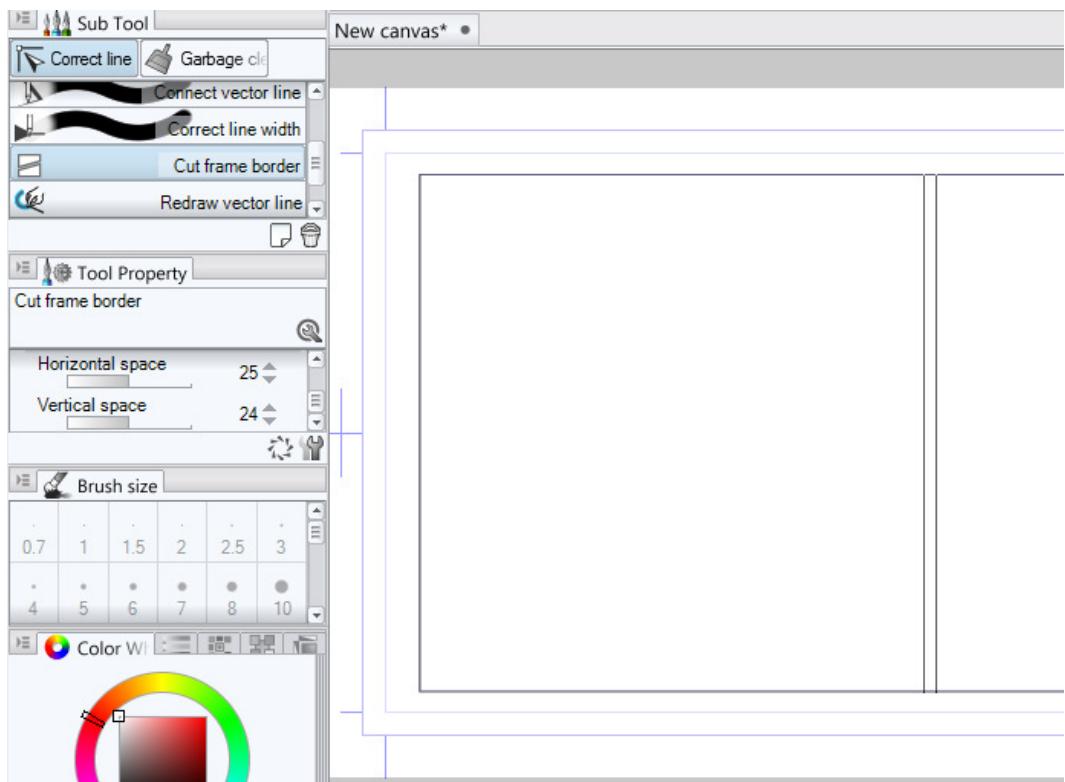
Well hello,
Detective!

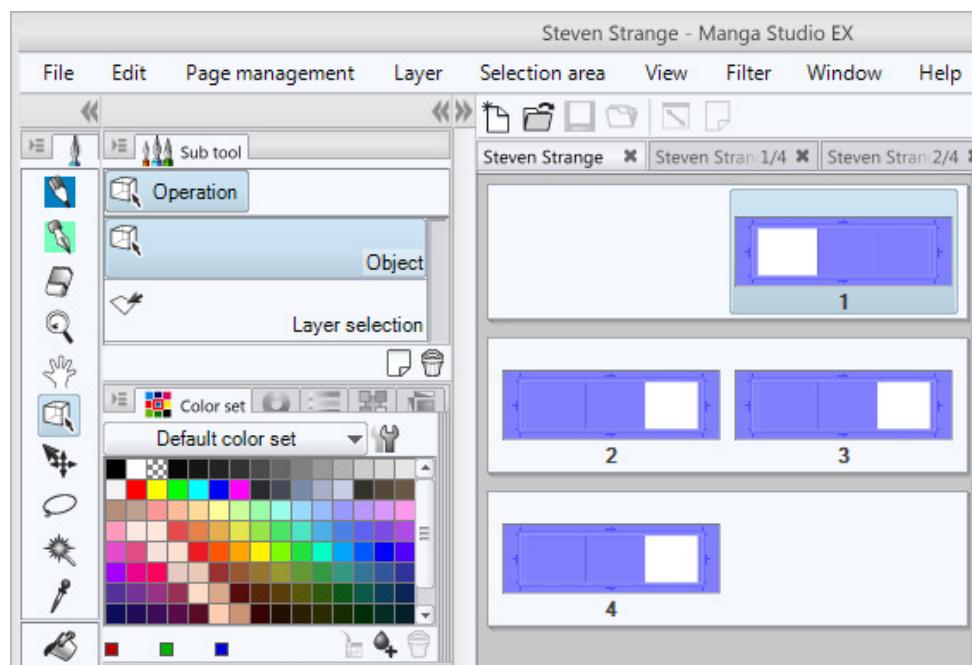
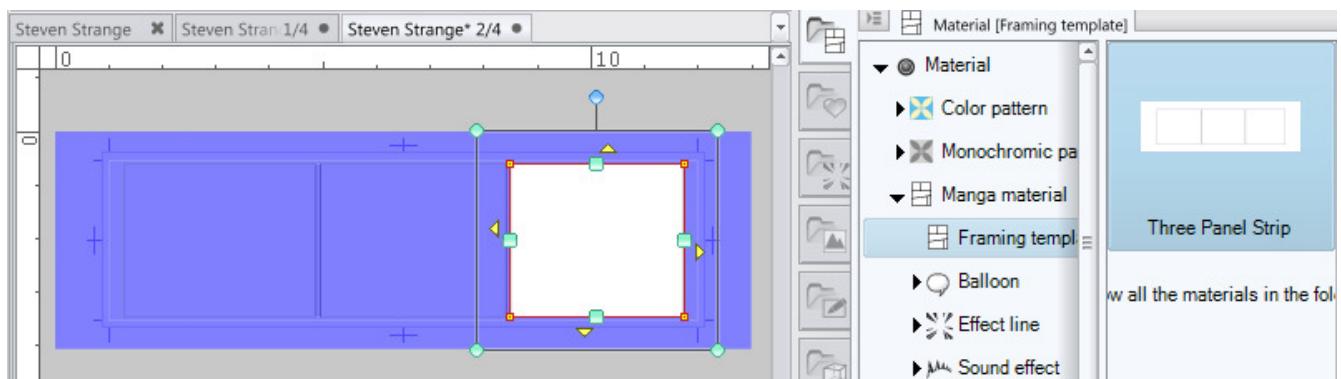
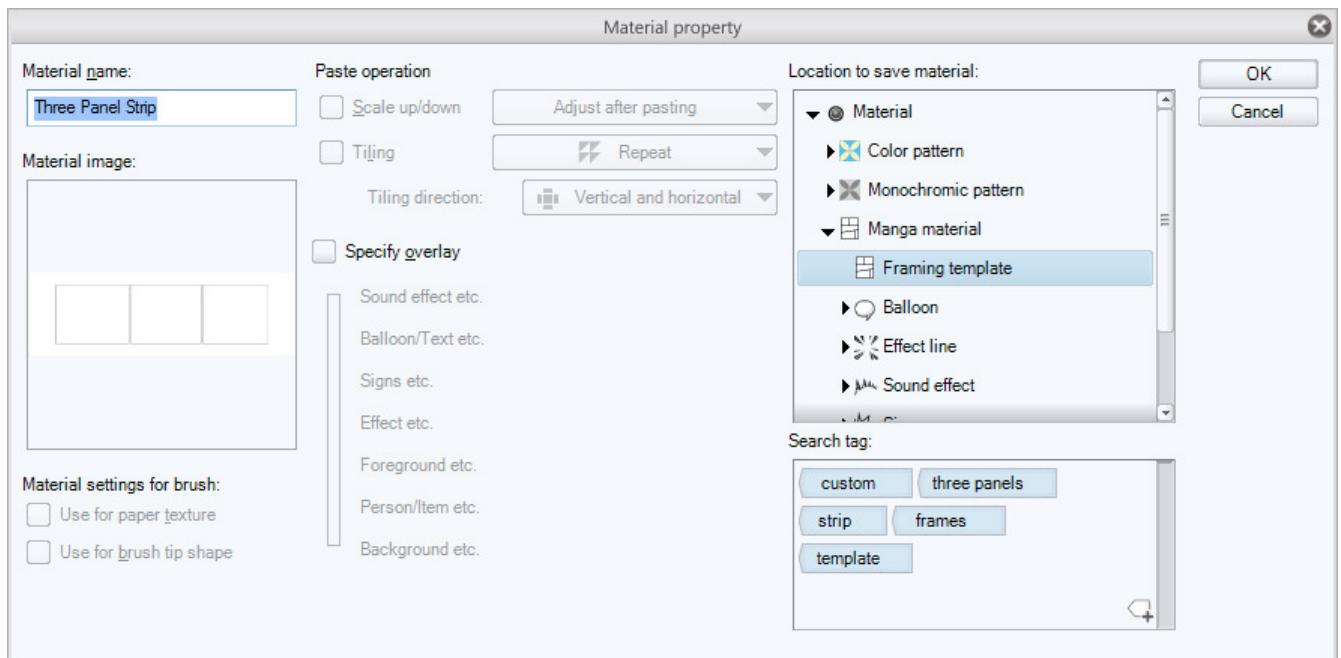
Well hello,
Detective!

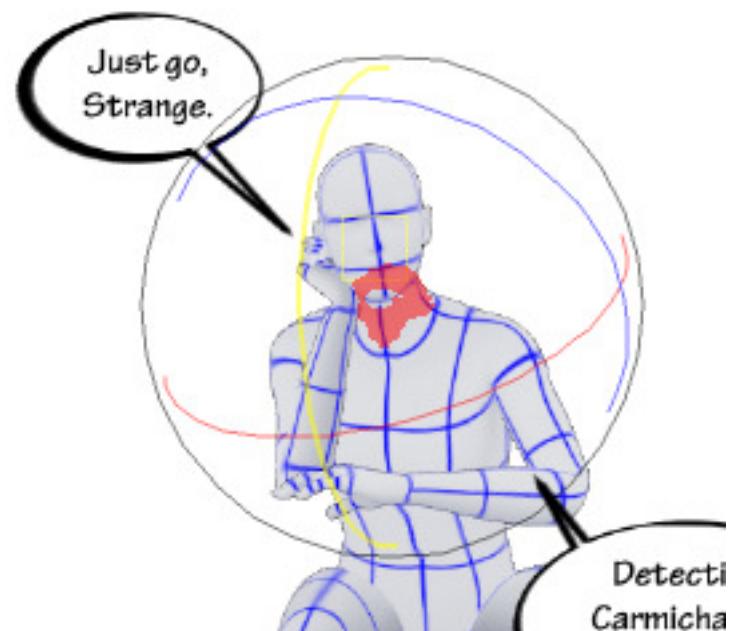
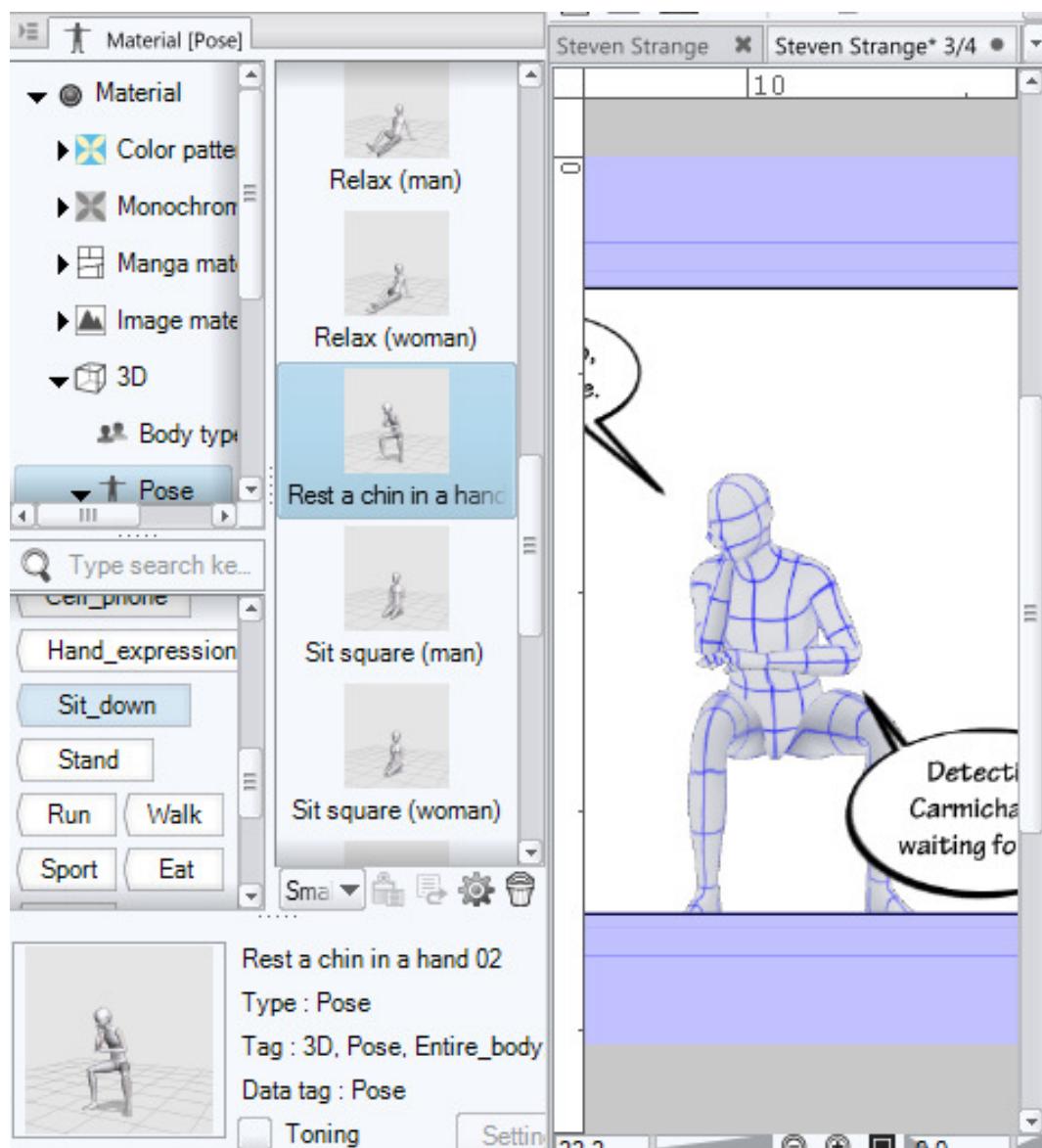


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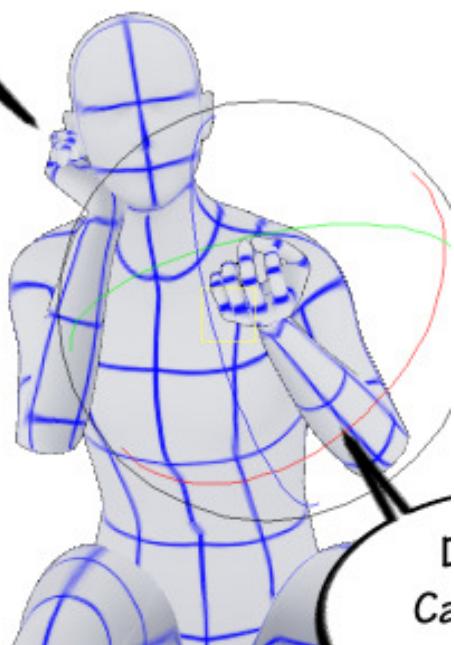
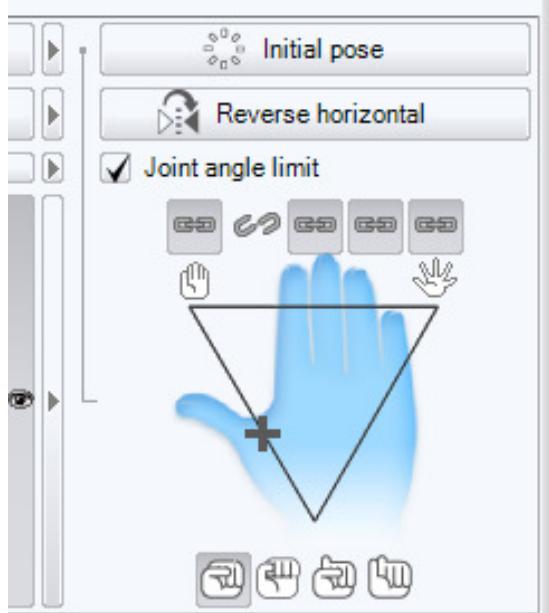


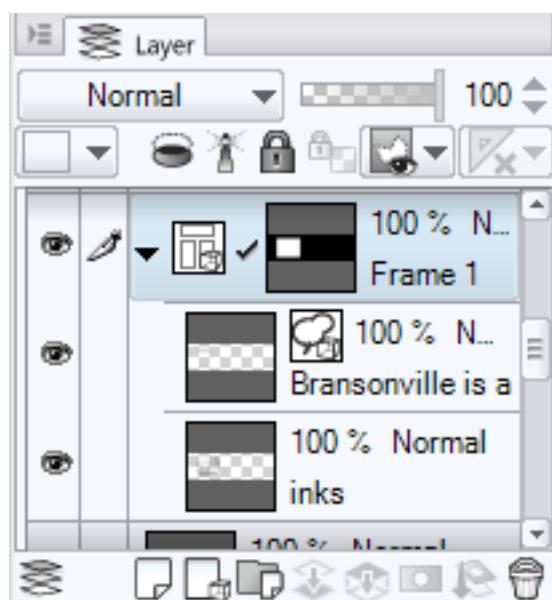


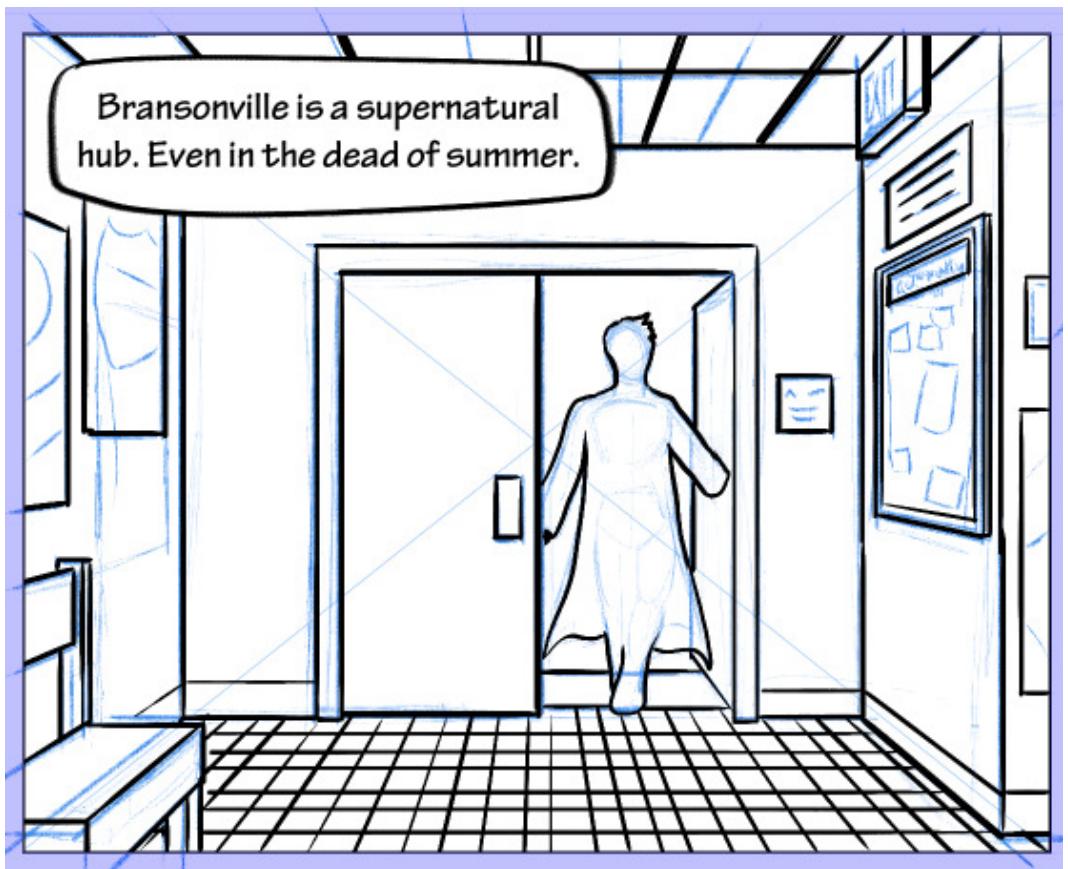




Settings for pose and palm expression of 3D object.

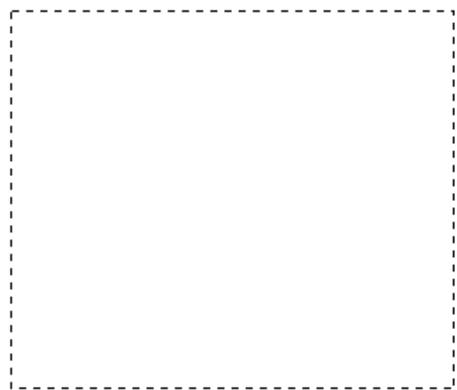
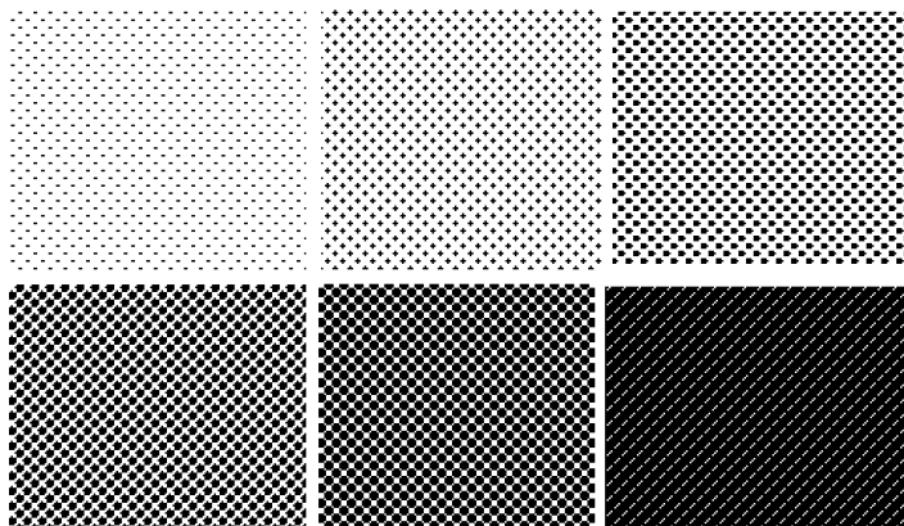








Chapter 10



Circle

Square
Lozenge
Line
Cross
Ellipse
Noise
Sugar plum
Asterisk
Star
Carrot
Cherry (round)
Cherry (mid)
Cherry (thin)
Flower (round)
Flower (mid)
Flower (thin)
Clover (round)
Clover (thin)
Ninja star
Diamond
Heart
Clubs
Spades

