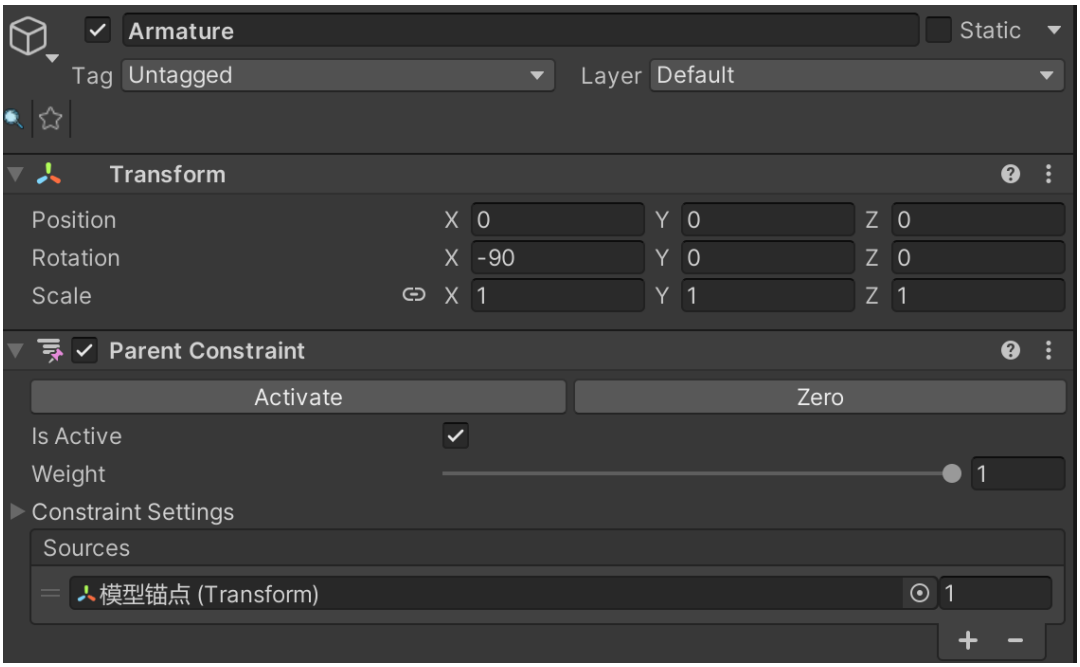
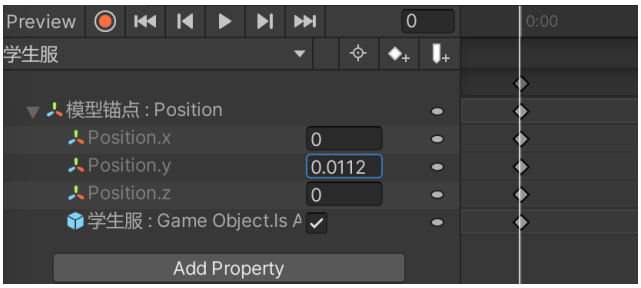
□□□□


Armature
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X -90 Y 0 Z 0
Scale X 1 Y 1 Z 1
Parent Constraint
Activate
Zero
Is Active
Weight 1
Constraint Settings
Sources
模型锚点 (Transform) 1

玛瑙
Armature
模型锚点

□□□


Preview
0
0:00
学生服
模型锚点 : Position
Position.x
0
Position.y
0.0112
Position.z
0
学生服 : Game Object.Is A
Add Property

□□□