



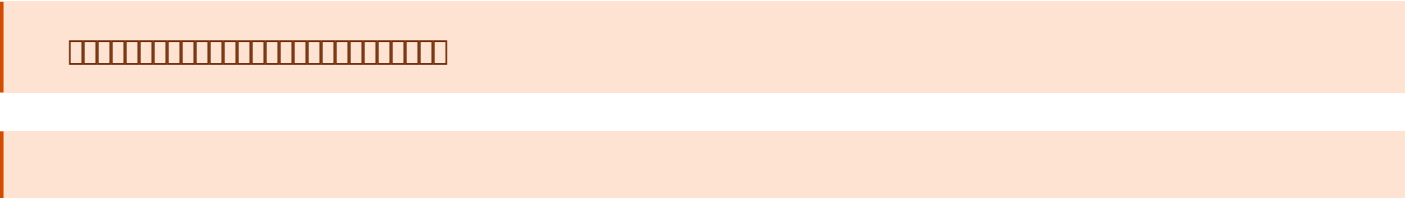
```
// [8] Avatar [16] Avatar  
  
[.].[.]
```



- Unity Editor [4]
- Unity Editor [8]
- Unity Hierarchy [4]
- [4] Object
- [2] Prefab [4]
- [2] Boolean, Integer, Float [4]



- [3]
- [5]
- [6]
- [4]Unity[4]



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