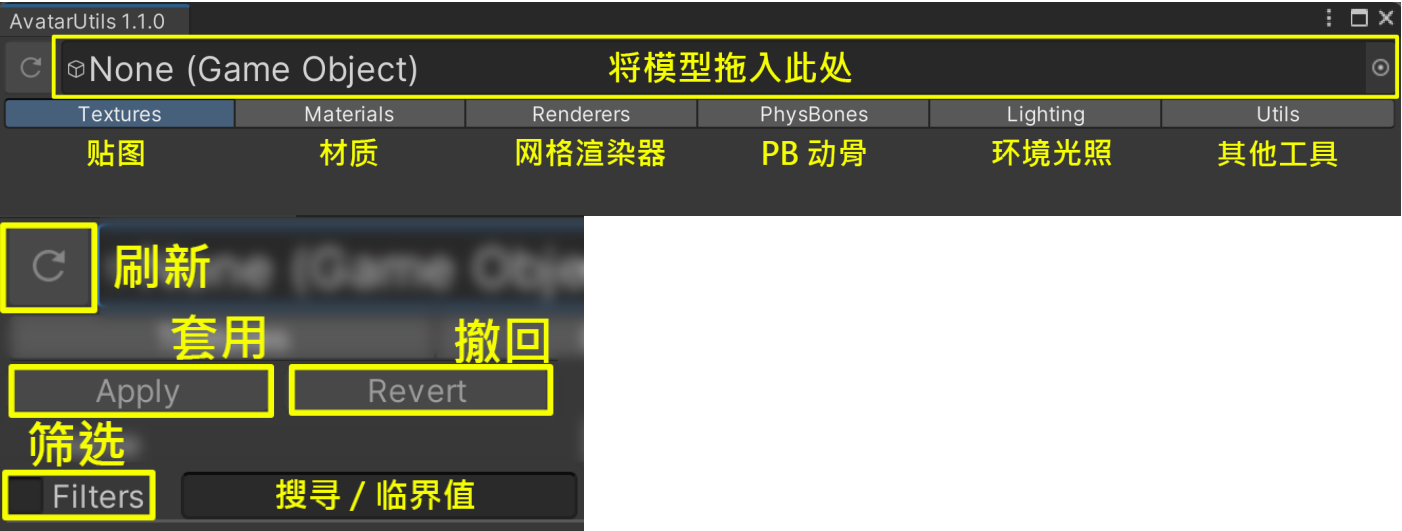
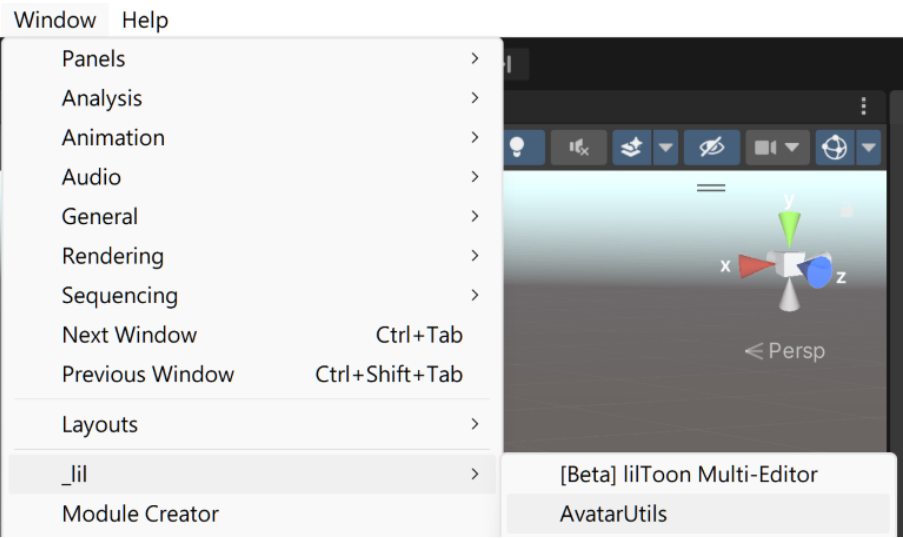







Window/_lil/AvatarUtils



- [Apply] [Revert] [Progress Bar]
- [Filters] [Progress Bar]
- [Total] [Progress Bar]

Texture

- 
- 
 - Remove references 

Materials

-

Renders

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-
- A horizontal number line starting with a solid black dot at 0. To the right of the dot is a row of 15 empty rectangular boxes, each representing a unit interval for counting.

PhysBones PB□□

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 PB

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Lighting ☐☐☐☐

- ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
- Safty on ☐ ☐ ☐ ☐ ☐ ☐ ☐ Shader ☐ ☐ ☐

Utils ☐ ☐ ☐ ☐

- Clean up Materials 
- Clean up AnimatorControllers 
- Remove Missing Components 

Revision #5

Created 19 June 2024 09:50:55 by Alma

Updated 19 June 2024 17:19:35 by Alma