

cg

cg_catherine_1

SKINS

cg_catherine_1

CharID: **cg**
PoseID: **cg_catherine_1**
SkinID: **cg_catherine_1**
Shortname: **cg_catherine_1**



ANIMATIONS

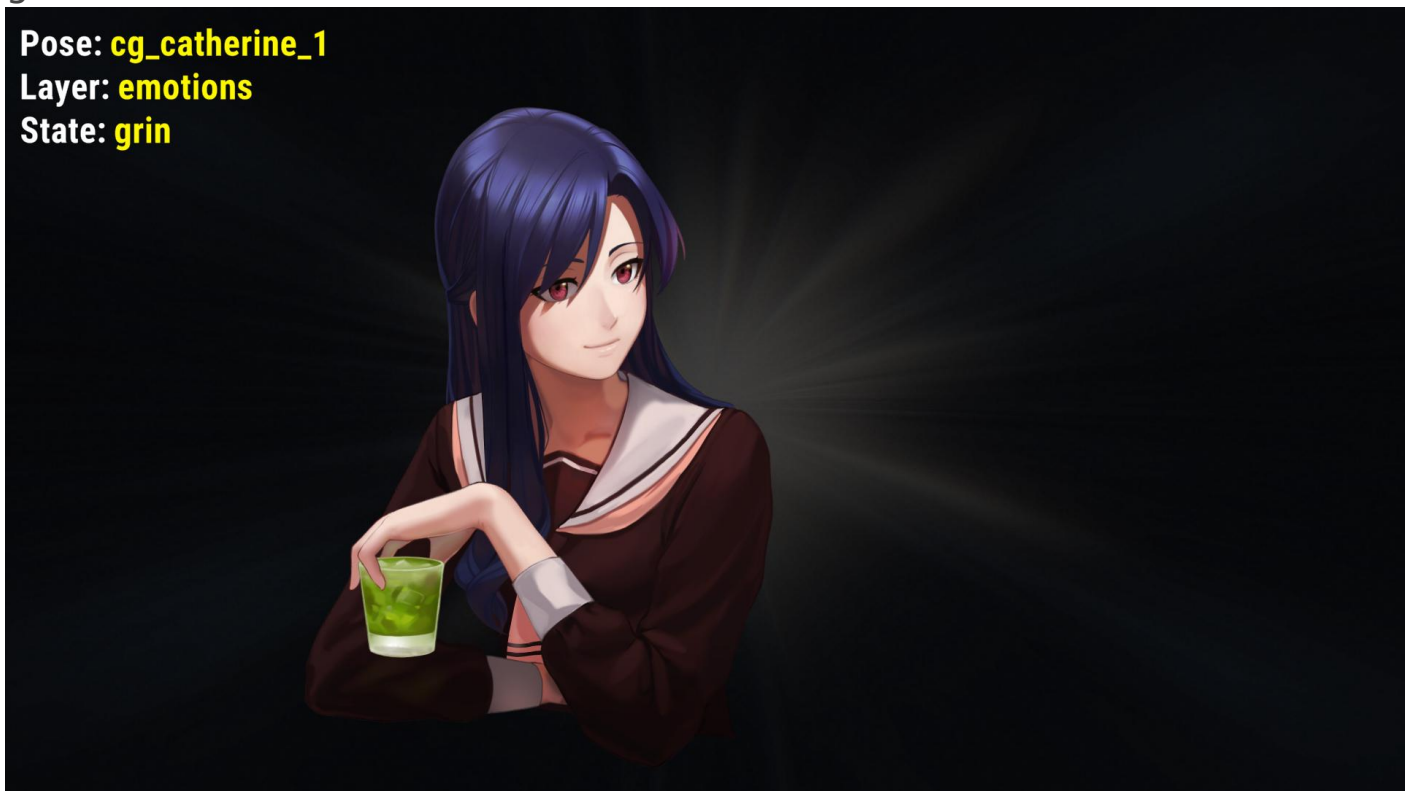
Emotions

grin

Pose: **cg_catherine_1**

Layer: **emotions**

State: **grin**

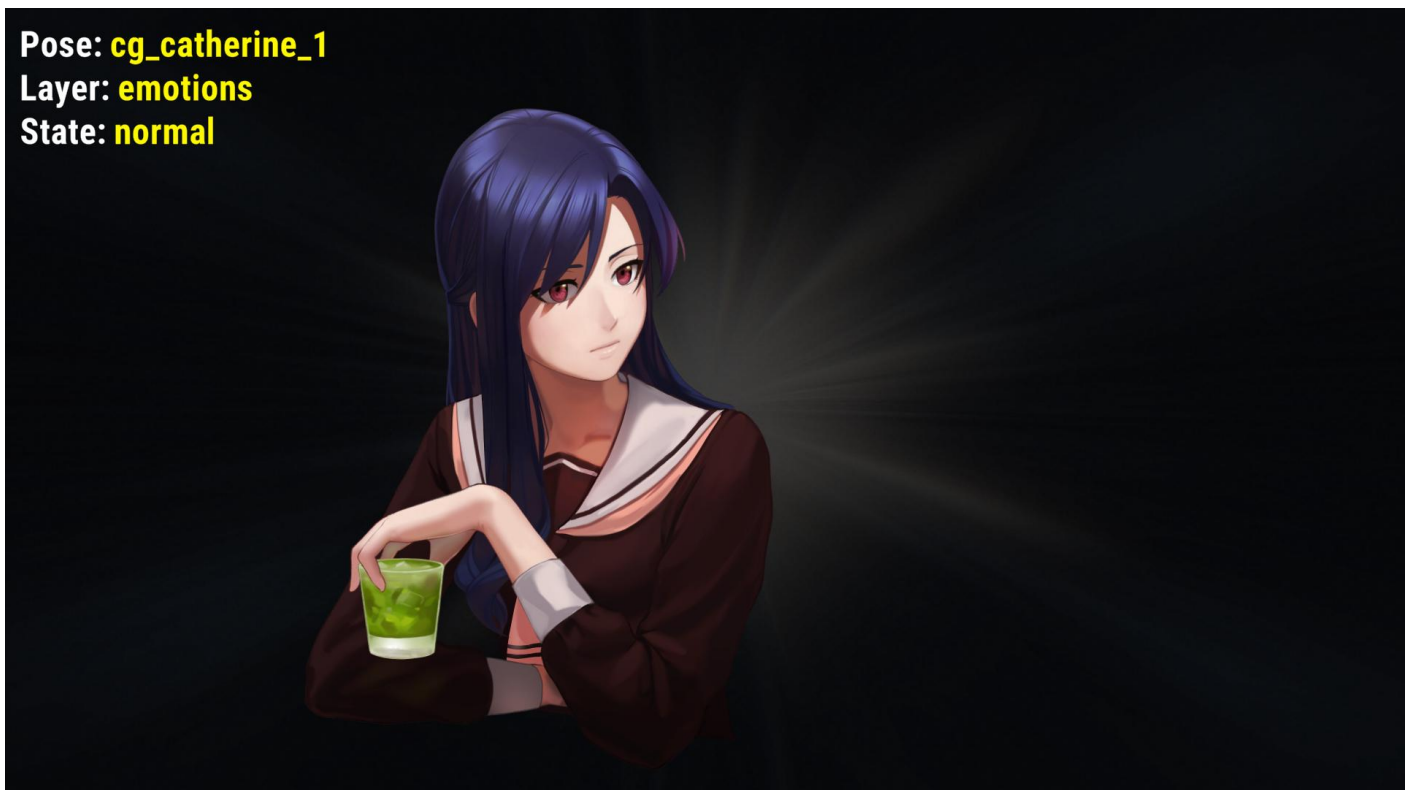


normal

Pose: **cg_catherine_1**

Layer: **emotions**

State: **normal**

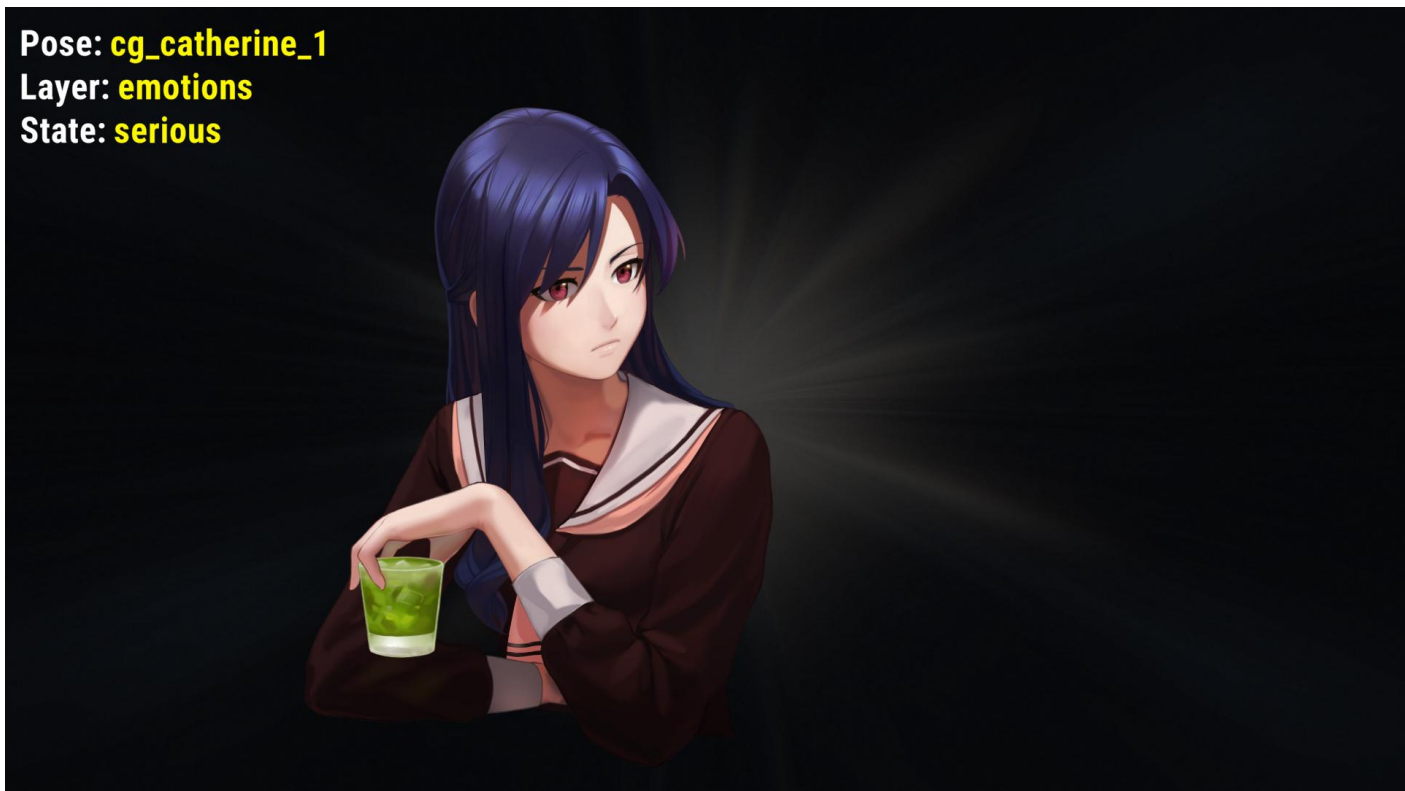


serious

Pose: **cg_catherine_1**

Layer: **emotions**

State: **serious**

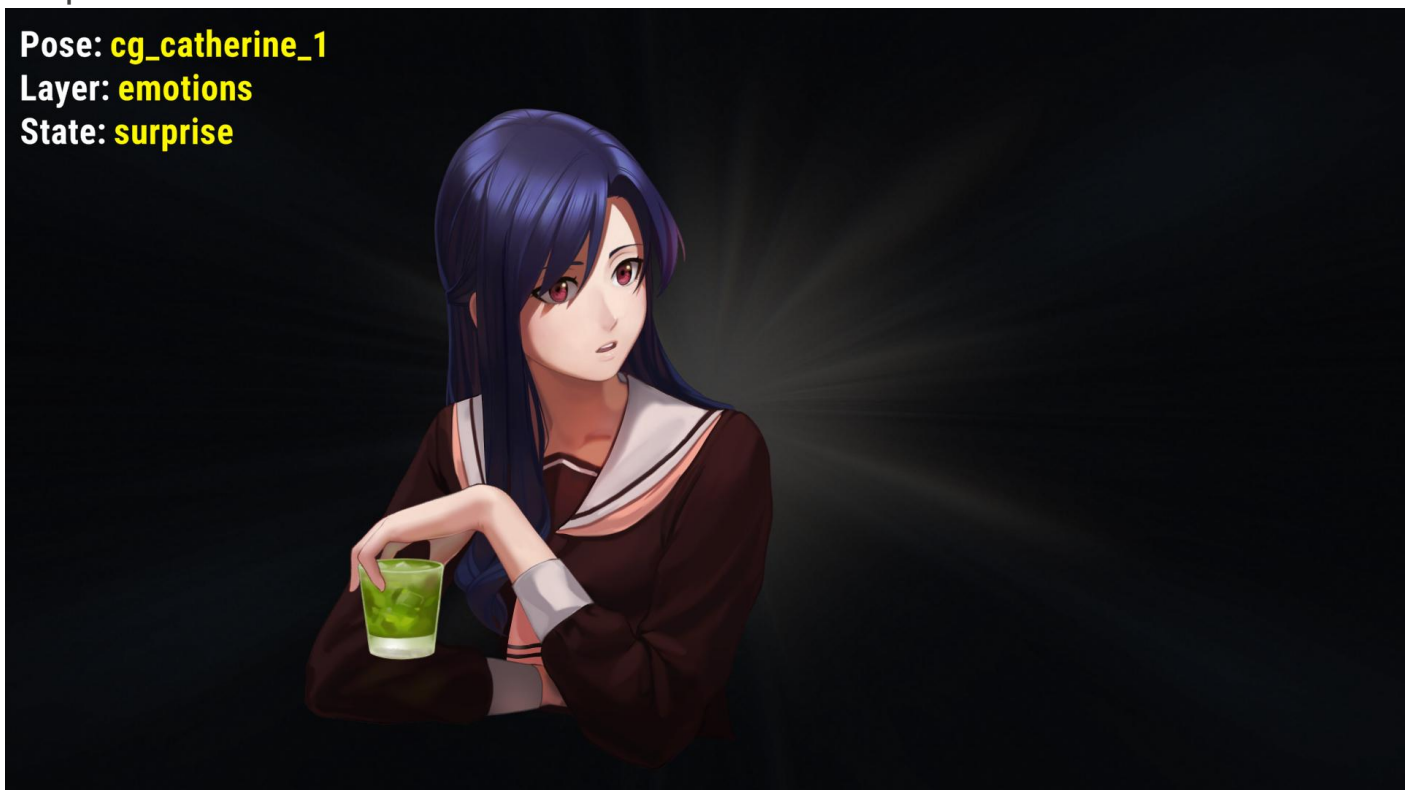


surprise

Pose: **cg_catherine_1**

Layer: **emotions**

State: **surprise**



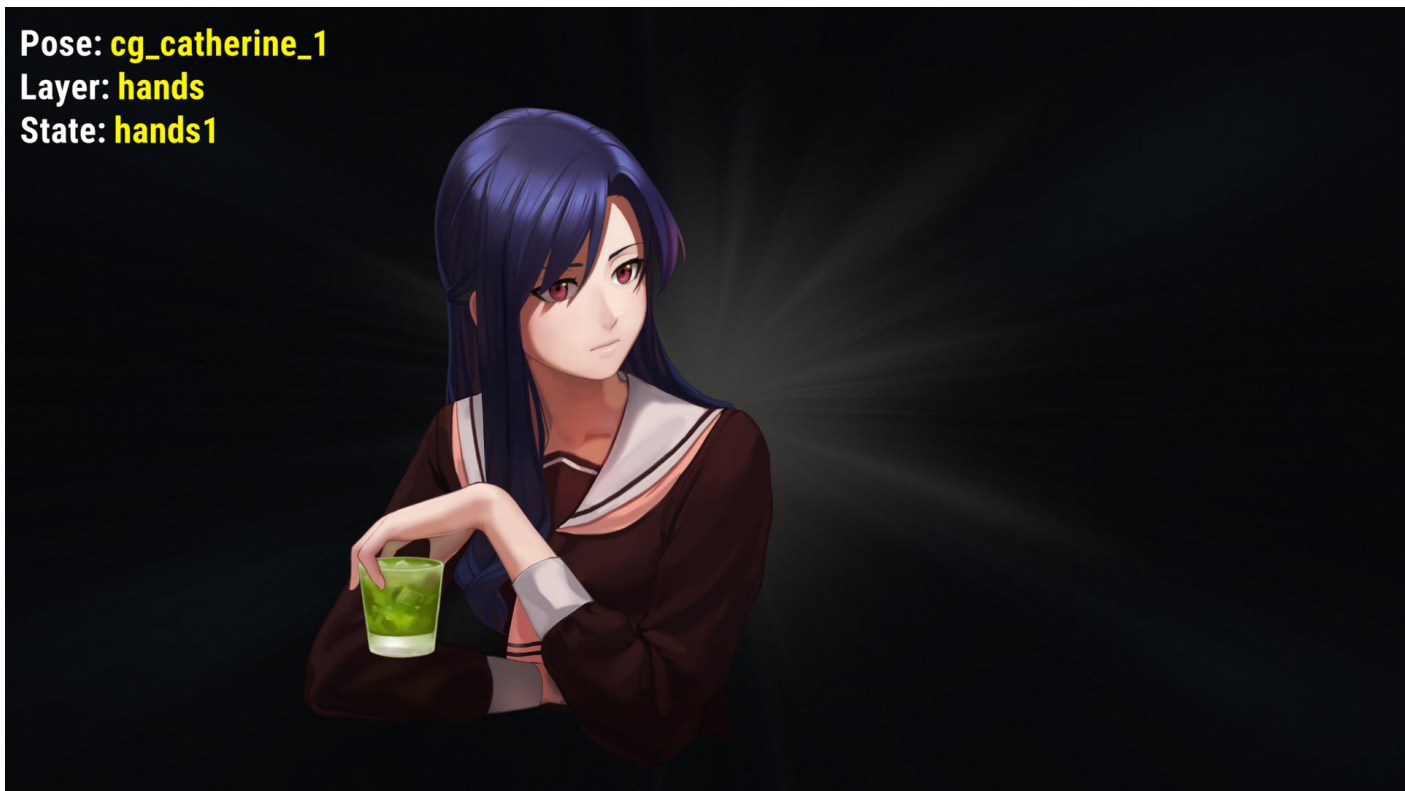
Hands

hands1

Pose: **cg_catherine_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **cg_catherine_1**

Layer: **hands**

State: **hands2**



cg_catherine_2

SKINS

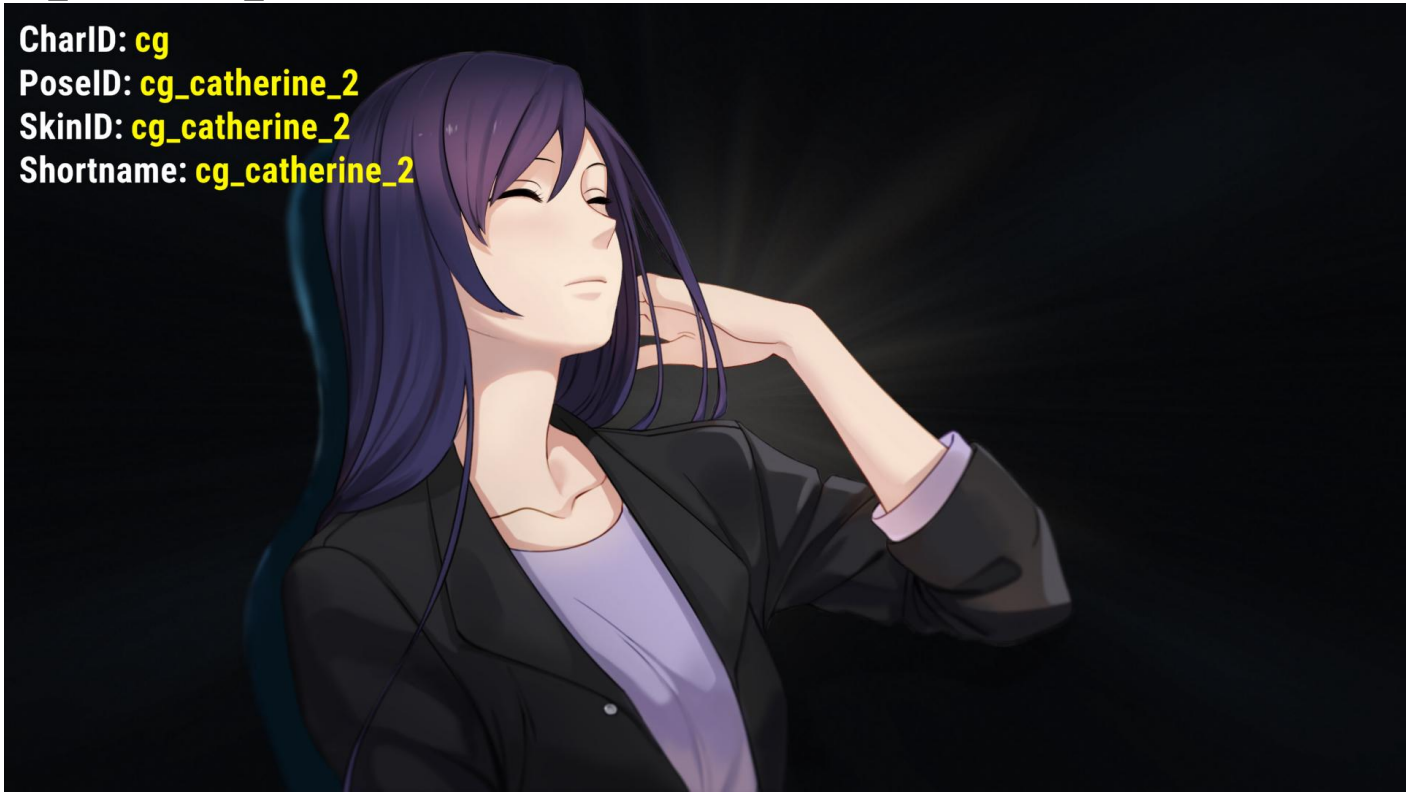
cg_catherine_2

CharID: **cg**

PoselD: **cg_catherine_2**

SkinID: **cg_catherine_2**

Shortname: **cg_catherine_2**



ANIMATIONS

Emotions

happy

Pose: **cg_catherine_2**

Layer: **emotions**

State: **happy**



laugh

Pose: **cg_catherine_2**

Layer: **emotions**

State: **laugh**



normal

Pose: **cg_catherine_2**

Layer: **emotions**

State: **normal**



serious

Pose: **cg_catherine_2**

Layer: **emotions**

State: **serious**



shy

Pose: **cg_catherine_2**

Layer: **emotions**

State: **shy**



sleep

Pose: **cg_catherine_2**

Layer: **emotions**

State: **sleep**



smile

Pose: **cg_catherine_2**
Layer: **emotions**
State: **smile**



Head

head1center

Pose: **cg_catherine_2**
Layer: **head**
State: **head1center**

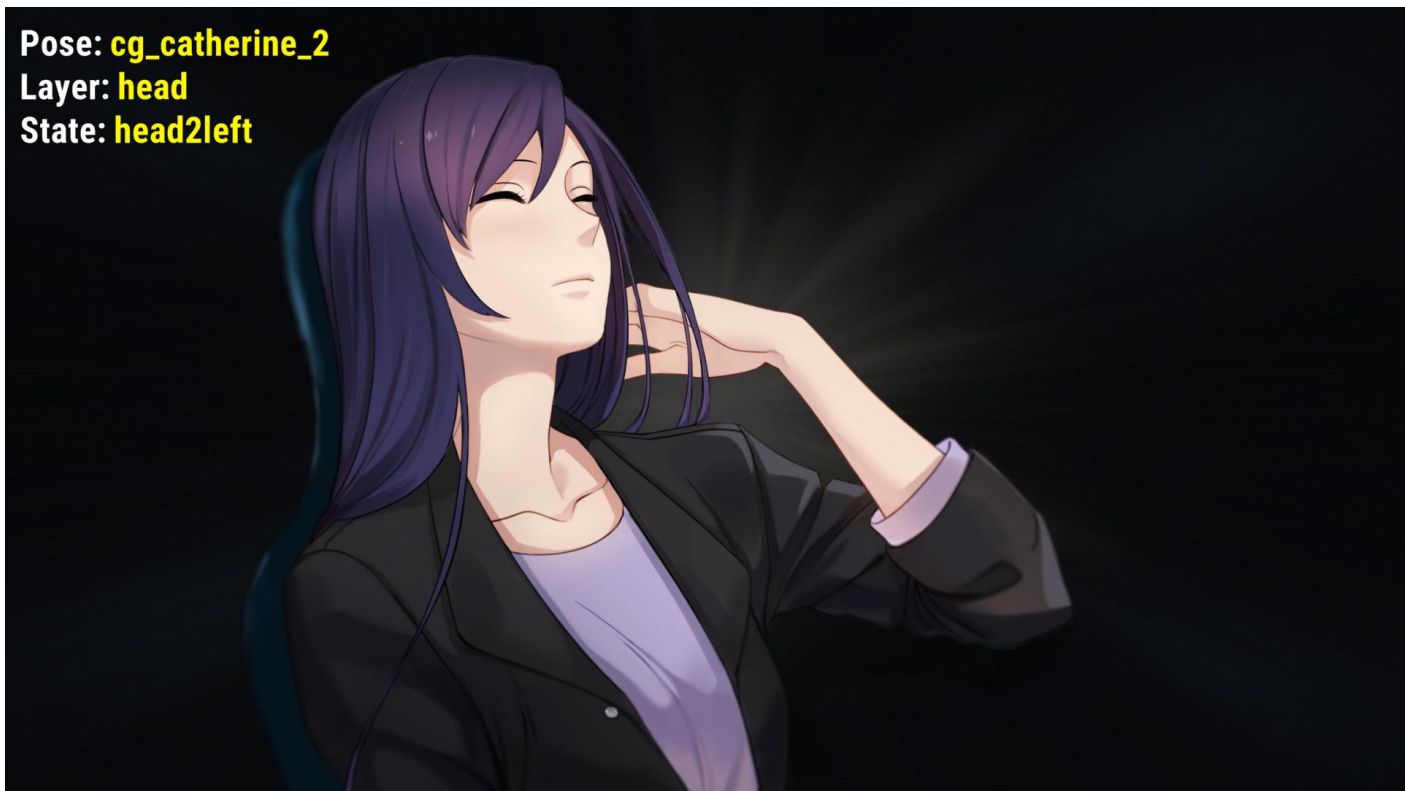


head2left

Pose: **cg_catherine_2**

Layer: **head**

State: **head2left**



head3right

Pose: **cg_catherine_2**

Layer: **head**

State: **head3right**

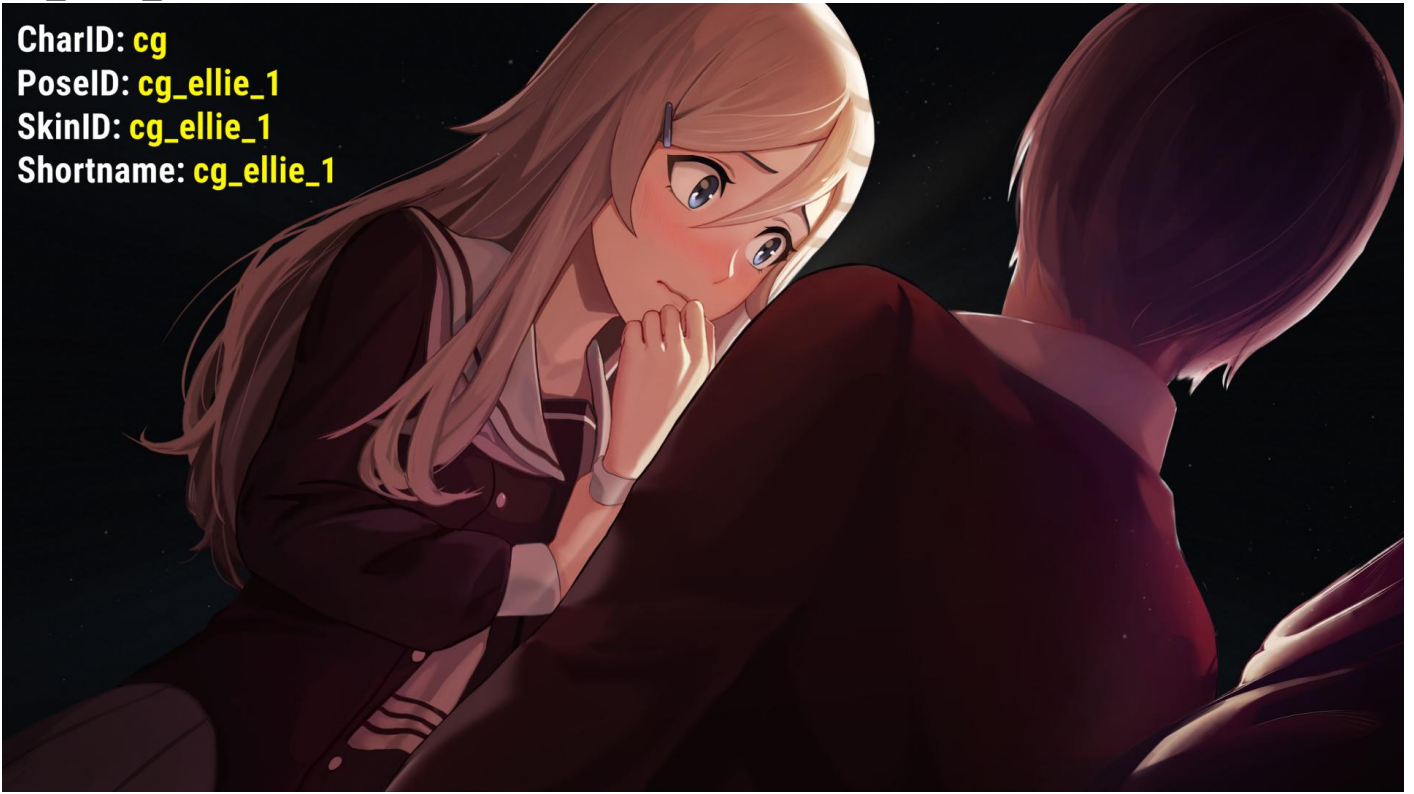


cg_ellie_1

SKINS

cg_ellie_1

CharID: **cg**
PoseID: **cg_ellie_1**
SkinID: **cg_ellie_1**
Shortname: **cg_ellie_1**



ANIMATIONS

Emotions

angry

Pose: **cg_ellie_1**
Layer: **emotions**
State: **angry**



shy

Pose: **cg_ellie_1**
Layer: **emotions**
State: **shy**

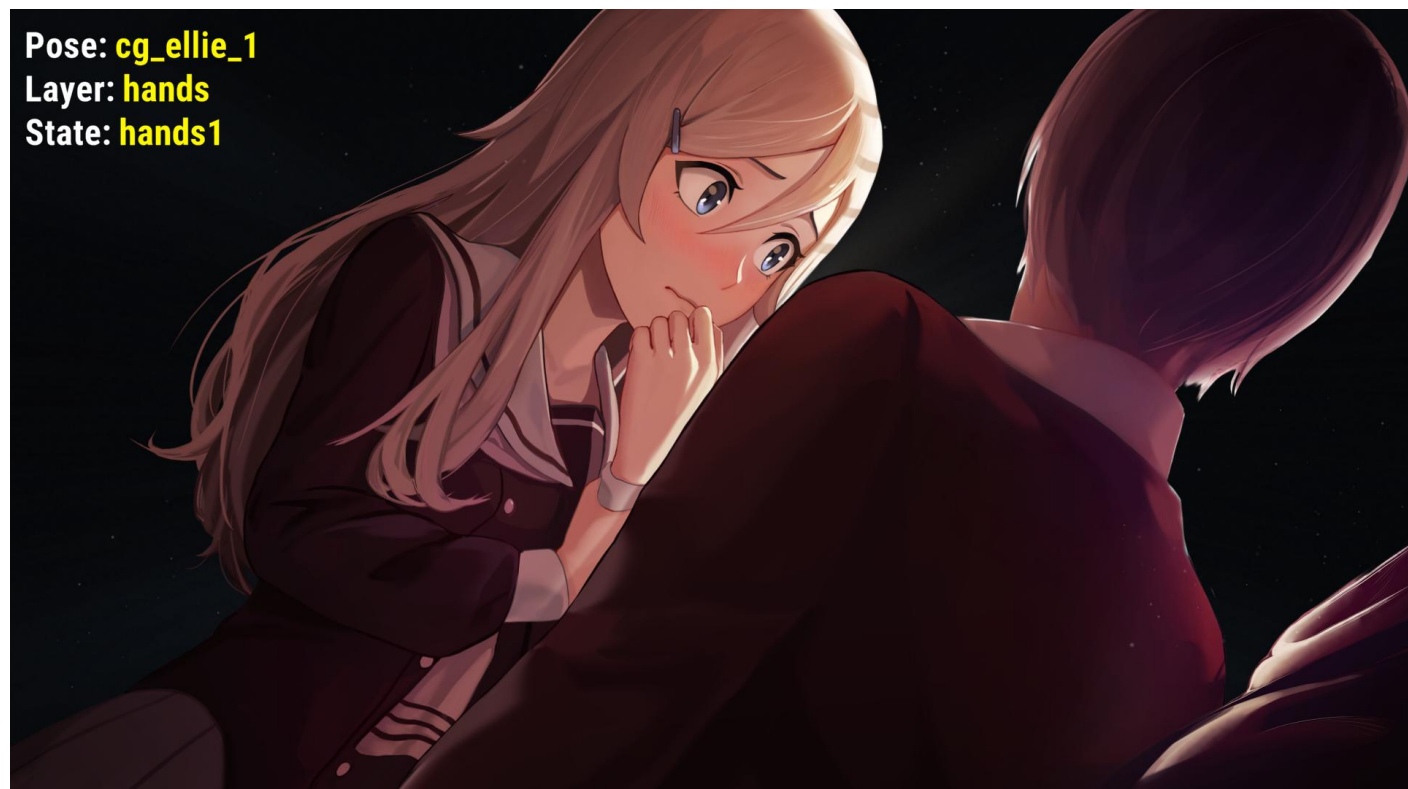


shystrong



Hands

hands1

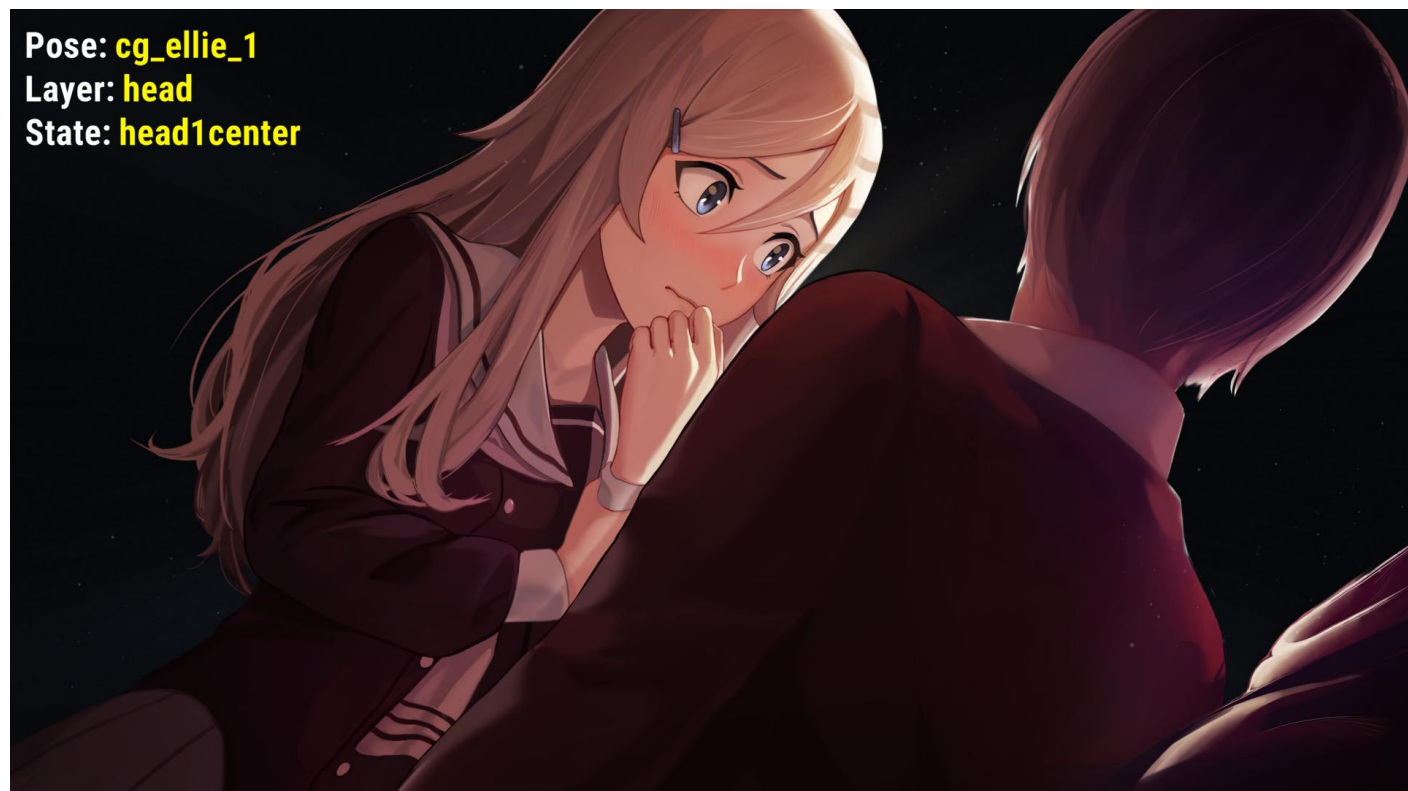


hands2



Head

head1center



head2left



head3right



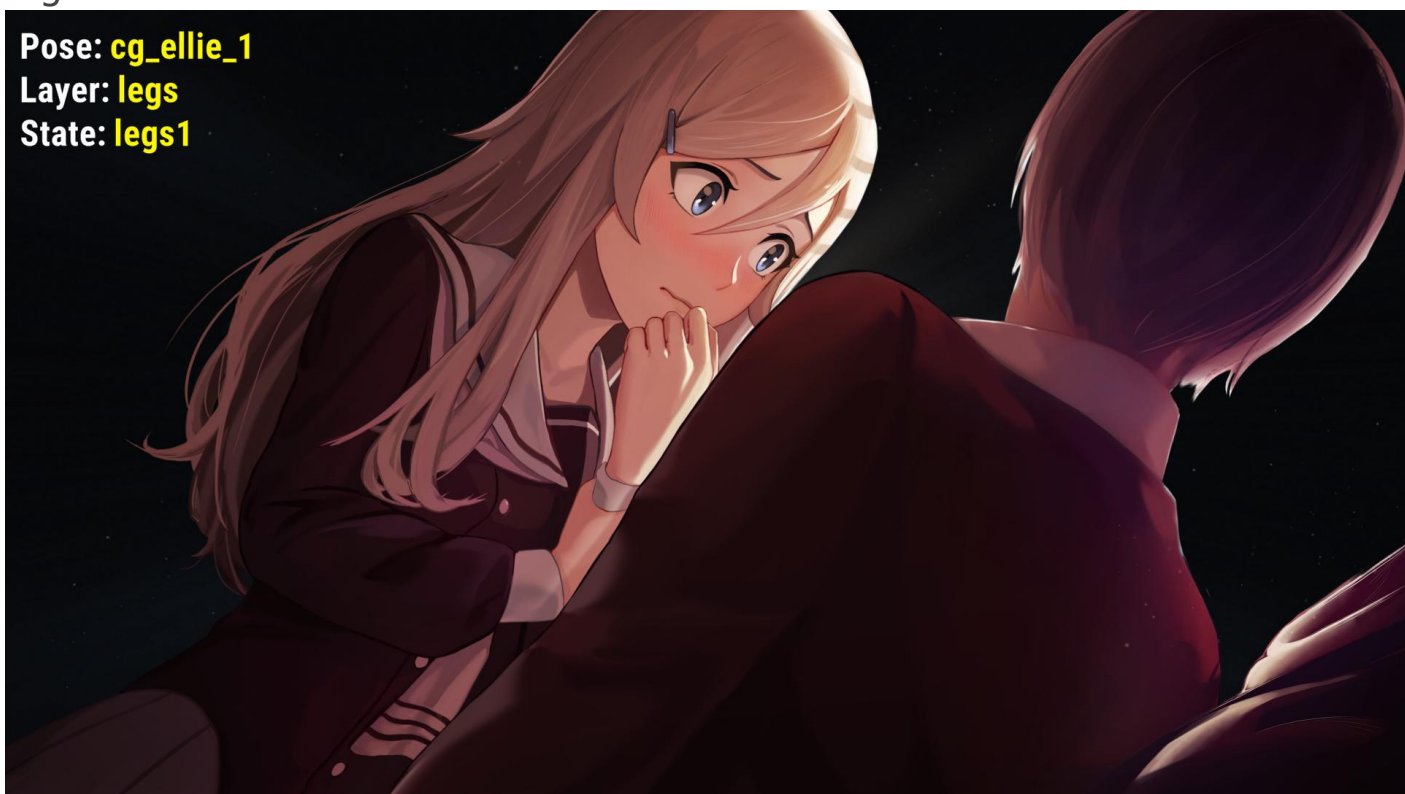
Legs

legs1

Pose: **cg_ellie_1**

Layer: **legs**

State: **legs1**

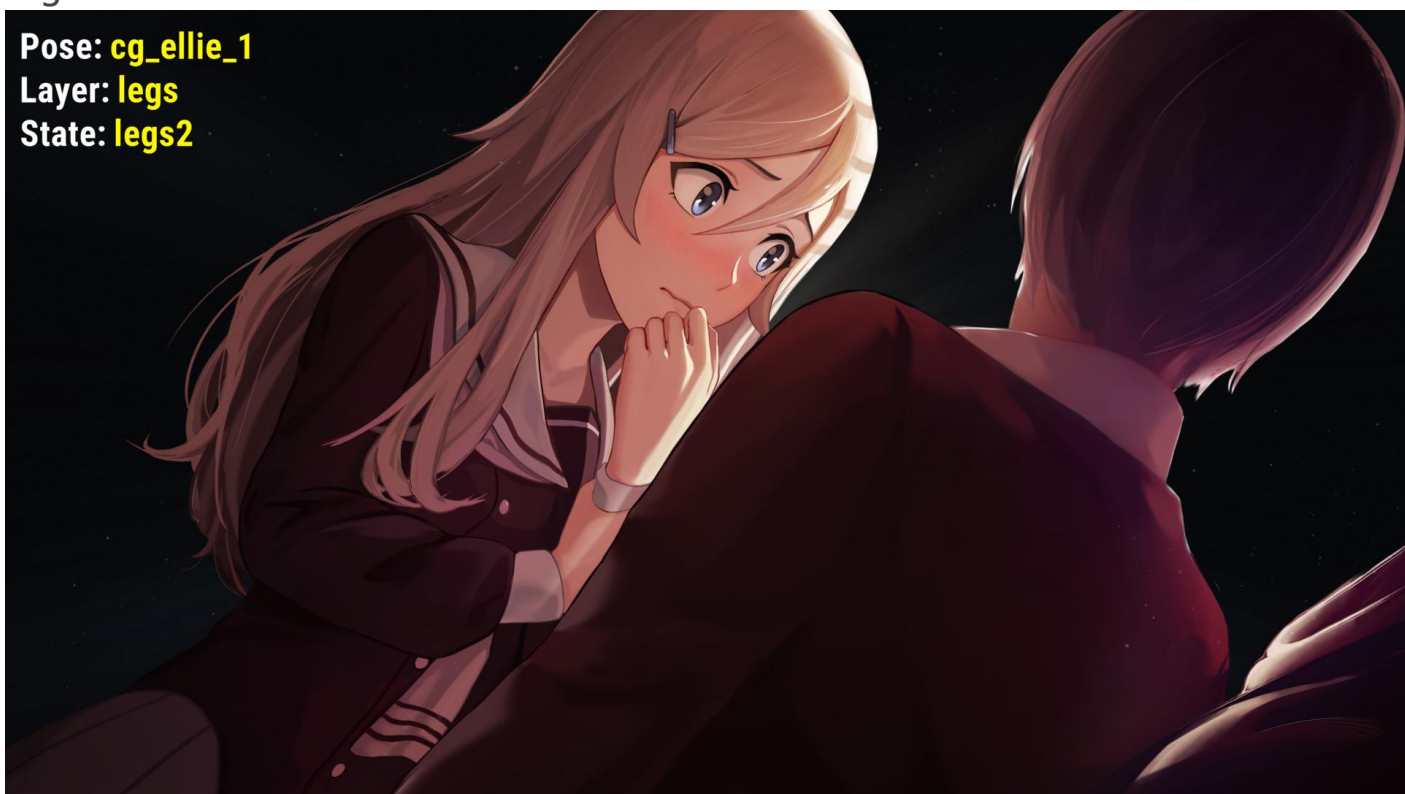


legs2

Pose: **cg_ellie_1**

Layer: **legs**

State: **legs2**



cg_ellie_2

SKINS

cg_ellie_2



cg_himitsu_1

SKINS

cg_himitsu_1_1

CharID: **cg**
PoseID: **cg_himitsu_1**
SkinID: **cg_himitsu_1_1**
Shortname: **cg_himitsu_1_1**



cg_himitsu_1_2

CharID: **cg**
PoseID: **cg_himitsu_1**
SkinID: **cg_himitsu_1_2**
Shortname: **cg_himitsu_1_2**



ANIMATIONS

Emotions

laugh

Pose: **cg_himitsu_1**

Layer: **emotions**

State: **laugh**



serious

Pose: **cg_himitsu_1**

Layer: **emotions**

State: **serious**



shysmile

Pose: **cg_himitsu_1**

Layer: **emotions**

State: **shysmile**



smile

Pose: **cg_himitsu_1**

Layer: **emotions**

State: **smile**



Hands

hands1

hands2

Head

head1center

Pose: **cg_himitsu_1**

Layer: **head**

State: **head1center**



head2left

Pose: **cg_himitsu_1**

Layer: **head**

State: **head2left**



head3right

Pose: **cg_himitsu_1**

Layer: **head**

State: **head3right**



cg_himitsu_2

SKINS

cg_himitsu_2

CharID: **cg**

PoselD: **cg_himitsu_2**

SkinID: **cg_himitsu_2**

Shortname: **cg_himitsu_2**



ANIMATIONS

Emotions

cry

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **cry**



dontlike

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **dontlike**



happy

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **happy**



normal

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **normal**



sad

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **sad**



shy

Pose: **cg_himitsu_2**

Layer: **emotions**

State: **shy**



smile



Hands

hands1



hands2



Head

head1center



head2left



head3right



Legs

legs1

Pose: **cg_himitsu_2**

Layer: **legs**

State: **legs1**



legs2

Pose: **cg_himitsu_2**

Layer: **legs**

State: **legs2**

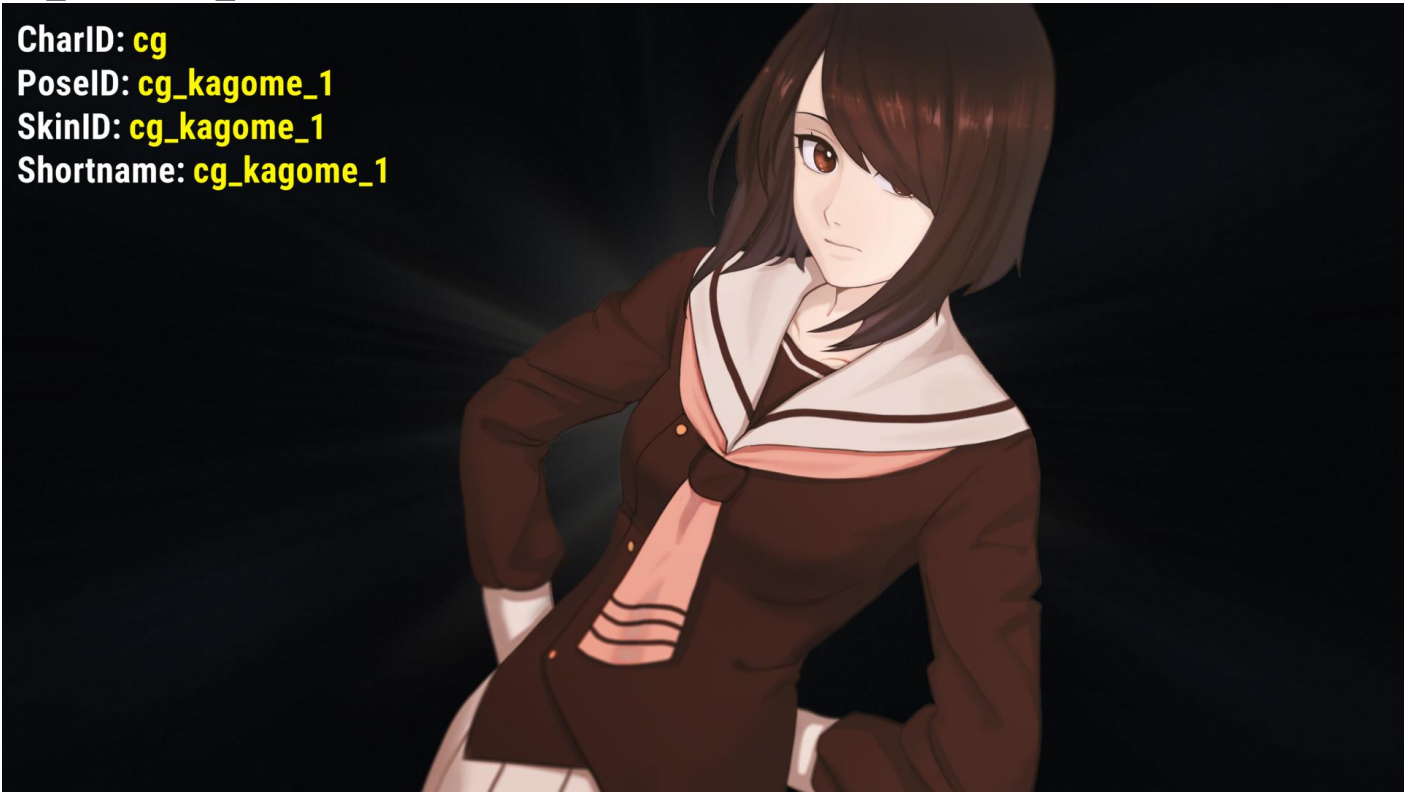


cg_kagome_1

SKINS

cg_kagome_1

CharID: **cg**
PoseID: **cg_kagome_1**
SkinID: **cg_kagome_1**
Shortname: **cg_kagome_1**



ANIMATIONS

Emotions

dontlike

Pose: **cg_kagome_1**

Layer: **emotions**

State: **dontlike**



grin

Pose: **cg_kagome_1**

Layer: **emotions**

State: **grin**



grin2

Pose: **cg_kagome_1**

Layer: **emotions**

State: **grin2**



normal

Pose: **cg_kagome_1**

Layer: **emotions**

State: **normal**



serious

Pose: **cg_kagome_1**

Layer: **emotions**

State: **serious**



shy

Pose: **cg_kagome_1**

Layer: **emotions**

State: **shy**



Hands

hands1

Pose: **cg_kagome_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **cg_kagome_1**

Layer: **hands**

State: **hands2**



Head

head1center

Pose: **cg_kagome_1**

Layer: **head**

State: **head1center**



head2left

Pose: **cg_kagome_1**

Layer: **head**

State: **head2left**



head3right

Pose: **cg_kagome_1**

Layer: **head**

State: **head3right**



cg_kagome_2

SKINS

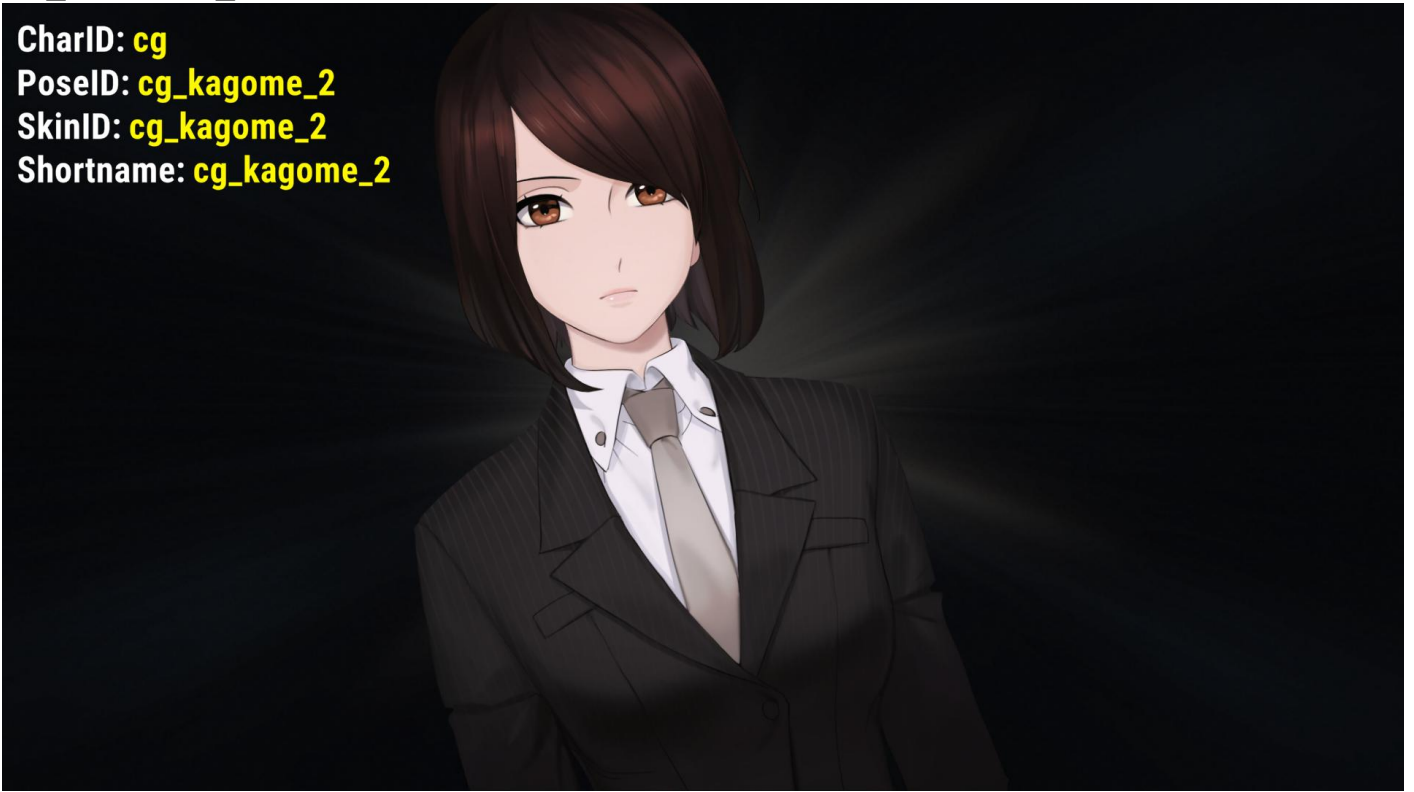
cg_kagome_2

CharID: **cg**

PoselD: **cg_kagome_2**

SkinID: **cg_kagome_2**

Shortname: **cg_kagome_2**



ANIMATIONS

Emotions

angry

Pose: **cg_kagome_2**

Layer: **emotions**

State: **angry**



happy

Pose: **cg_kagome_2**

Layer: **emotions**

State: **happy**



normal

Pose: **cg_kagome_2**

Layer: **emotions**

State: **normal**



serious

Pose: **cg_kagome_2**

Layer: **emotions**

State: **serious**



shy

Pose: **cg_kagome_2**
Layer: **emotions**
State: **shy**



smile

Pose: **cg_kagome_2**
Layer: **emotions**
State: **smile**



Hands

hands1

Pose: **cg_kagome_2**

Layer: **hands**

State: **hands1**



hands2

Pose: **cg_kagome_2**

Layer: **hands**

State: **hands2**



Revision #4

Created 29 July 2023 03:51:01 by beefuz

Updated 29 July 2023 04:45:57 by beefuz