

ka

kagome\_front

## SKINS

dom

CharID: **ka**  
PoseID: **kagome\_front**  
SkinID: **dom**  
Shortname: **dress1**



fartuk

CharID: **ka**  
PoseID: **kagome\_front**  
SkinID: **fartuk**  
Shortname: **fartuk1**



forma

CharID: **ka**  
PoseID: **kagome\_front**  
SkinID: **forma**  
Shortname: **forma1**



yukata

CharID: **ka**

PoselD: **kagome\_front**

SkinID: **yukata**

Shortname: **yukata1**



## ANIMATIONS

Additive

nodup

prig

yes

Emotions

angry

Pose: **kagome\_front**

Layer: **emotions**

State: **angry**



cry

Pose: **kagome\_front**

Layer: **emotions**

State: **cry**





cry2

Pose: **kagome\_front**

Layer: **emotions**

State: **cry2**



dontlike

Pose: **kagome\_front**

Layer: **emotions**

State: **dontlike**



fear

Pose: **kagome\_front**

Layer: **emotions**

State: **fear**



grin

Pose: **kagome\_front**

Layer: **emotions**

State: **grin**



grin2

Pose: **kagome\_front**

Layer: **emotions**

State: **grin2**



guilty

Pose: **kagome\_front**

Layer: **emotions**

State: **guilty**



happy

Pose: **kagome\_front**

Layer: **emotions**

State: **happy**



laugh

Pose: **kagome\_front**

Layer: **emotions**

State: **laugh**



laugh2

Pose: **kagome\_front**

Layer: **emotions**

State: **laugh2**



normal

Pose: **kagome\_front**

Layer: **emotions**

State: **normal**





normal2

Pose: **kagome\_front**

Layer: **emotions**

State: **normal2**



pray

Pose: **kagome\_front**

Layer: **emotions**

State: **pray**



rage

Pose: **kagome\_front**

Layer: **emotions**

State: **rage**



sad

Pose: **kagome\_front**

Layer: **emotions**

State: **sad**





scared

Pose: **kagome\_front**

Layer: **emotions**

State: **scared**



serious

Pose: **kagome\_front**

Layer: **emotions**

State: **serious**



shocked

Pose: **kagome\_front**

Layer: **emotions**

State: **shocked**



shy

Pose: **kagome\_front**

Layer: **emotions**

State: **shy**



shy2

Pose: **kagome\_front**

Layer: **emotions**

State: **shy2**



smile

Pose: **kagome\_front**

Layer: **emotions**

State: **smile**



surprise

Pose: **kagome\_front**

Layer: **emotions**

State: **surprise**



upset

Pose: **kagome\_front**

Layer: **emotions**

State: **upset**



upset2

Pose: **kagome\_front**

Layer: **emotions**

State: **upset2**



upset3

Pose: **kagome\_front**

Layer: **emotions**

State: **upset3**



Hands



hands1

Pose: **kagome\_front**

Layer: **hands**

State: **hands1**



hands2

Pose: **kagome\_front**

Layer: **hands**

State: **hands2**



hands3

Pose: **kagome\_front**

Layer: **hands**

State: **hands3**



hands4

Pose: **kagome\_front**

Layer: **hands**

State: **hands4**



Head



head1center

Pose: **kagome\_front**

Layer: **head**

State: **head1center**



head2left

Pose: **kagome\_front**

Layer: **head**

State: **head2left**



head3right

Pose: **kagome\_front**

Layer: **head**

State: **head3right**



head4down

Pose: **kagome\_front**

Layer: **head**

State: **head4down**



headlookaround

headlookaround2

headlookdown

headlookleft

headlookright

headno

## Legs

legs1

Pose: **kagome\_front**

Layer: **legs**

State: **legs1**



legs2

Pose: **kagome\_front**

Layer: **legs**

State: **legs2**



legs3

Pose: **kagome\_front**

Layer: **legs**

State: **legs3**



# kagome\_l

## SKINS

dom

CharID: **ka**  
PoseID: **kagome\_l**  
SkinID: **dom**  
Shortname: **dress3**



fartuk

CharID: **ka**  
PoseID: **kagome\_l**  
SkinID: **fartuk**  
Shortname: **fartuk3**



forma

CharID: **ka**  
PoseID: **kagome\_l**  
SkinID: **forma**  
Shortname: **forma3**



yukata

CharID: **ka**

PoselD: **kagome\_l**

SkinID: **yukata**

Shortname: **yukata3**



## ANIMATIONS

Additive

prig

Emotions



angry

Pose: **kagome\_l**  
Layer: **emotions**  
State: **angry**



dontlike

Pose: **kagome\_l**  
Layer: **emotions**  
State: **dontlike**



grin

Pose: **kagome\_l**  
Layer: **emotions**  
State: **grin**



happy

Pose: **kagome\_l**  
Layer: **emotions**  
State: **happy**



happy2

Pose: **kagome\_l**  
Layer: **emotions**  
State: **happy2**



laugh

Pose: **kagome\_l**  
Layer: **emotions**  
State: **laugh**



normal

Pose: **kagome\_l**  
Layer: **emotions**  
State: **normal**



sad

Pose: **kagome\_l**  
Layer: **emotions**  
State: **sad**



scared

Pose: **kagome\_l**  
Layer: **emotions**  
State: **scared**



serious

Pose: **kagome\_l**  
Layer: **emotions**  
State: **serious**





shocked

Pose: **kagome\_l**  
Layer: **emotions**  
State: **shocked**



shy

Pose: **kagome\_l**  
Layer: **emotions**  
State: **shy**



smile

Pose: **kagome\_l**  
Layer: **emotions**  
State: **smile**



surprise

Pose: **kagome\_l**  
Layer: **emotions**  
State: **surprise**



Hands



hands1

Pose: **kagome\_l**

Layer: **hands**

State: **hands1**



hands2

Pose: **kagome\_l**

Layer: **hands**

State: **hands2**



hands3

Pose: **kagome\_l**  
Layer: **hands**  
State: **hands3**



hands4

Pose: **kagome\_l**  
Layer: **hands**  
State: **hands4**



Head

headlookaround

headlookaround2

headlookdown

## Legs

legs1



legs2

Pose: **kagome\_l**

Layer: **legs**

State: **legs2**



legs3

Pose: **kagome\_l**

Layer: **legs**

State: **legs3**



# kagome\_l\_1

## SKINS

dom



fartuk

CharID: **ka**  
PoseID: **kagome\_l\_1**  
SkinID: **fartuk**  
Shortname: **fartuk5**



forma

CharID: **ka**  
PoseID: **kagome\_l\_1**  
SkinID: **forma**  
Shortname: **forma5**





yukata

CharID: **ka**

PoselD: **kagome\_l\_1**

SkinID: **yukata**

Shortname: **yukata5**



## ANIMATIONS

Additive

prig

Emotions

angry

Pose: **kagome\_l\_1**

Layer: **emotions**

State: **angry**



normal

Pose: **kagome\_l\_1**

Layer: **emotions**

State: **normal**



normal2

Pose: **kagome\_I\_1**

Layer: **emotions**

State: **normal2**



normal3

Pose: **kagome\_I\_1**

Layer: **emotions**

State: **normal3**



sad

Pose: **kagome\_I\_1**

Layer: **emotions**

State: **sad**

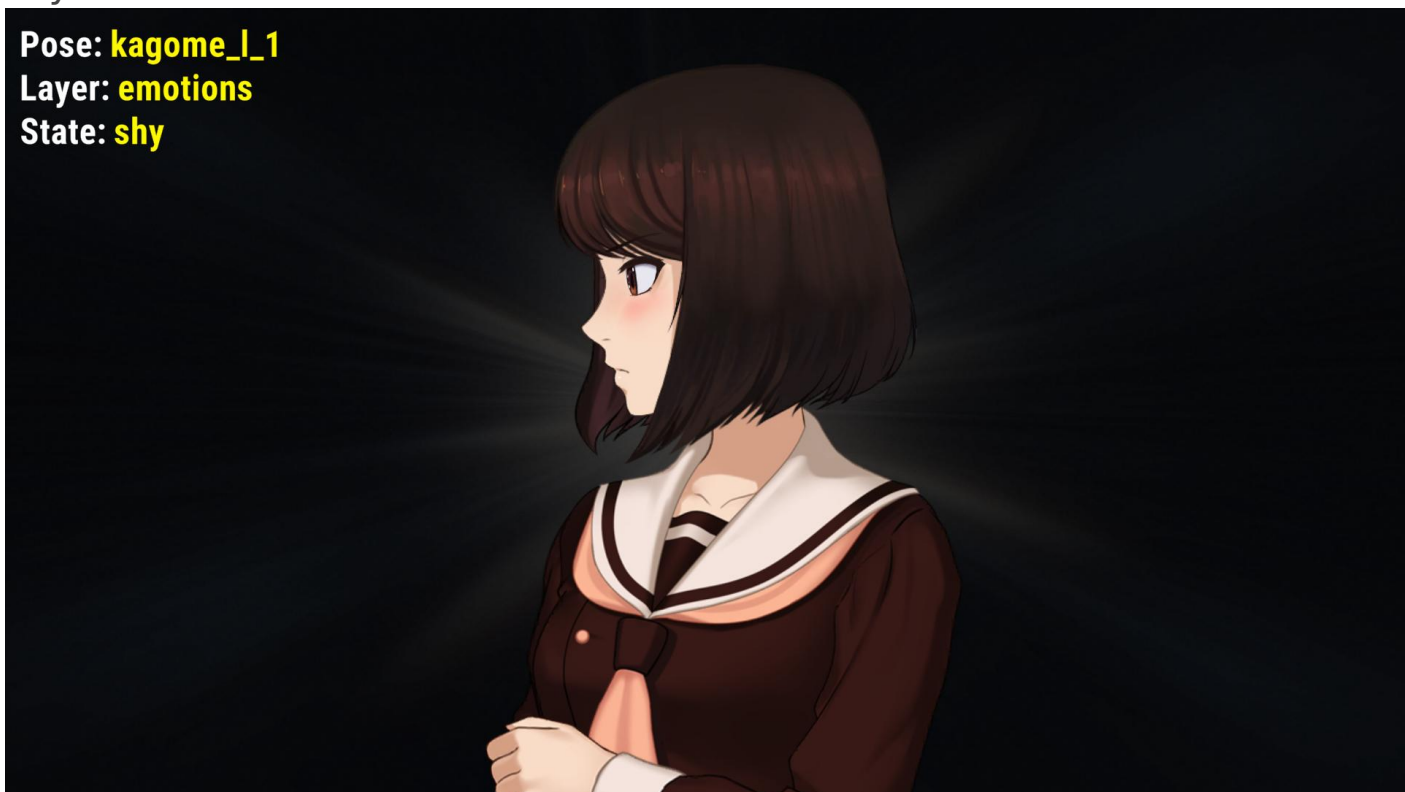


shy

Pose: **kagome\_I\_1**

Layer: **emotions**

State: **shy**



smile

Pose: **kagome\_I\_1**  
Layer: **emotions**  
State: **smile**



surprise

Pose: **kagome\_I\_1**  
Layer: **emotions**  
State: **surprise**



Hands



hands1

Pose: **kagome\_I\_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **kagome\_I\_1**

Layer: **hands**

State: **hands2**



Legs

legs1

Pose: **kagome\_I\_1**

Layer: **legs**

State: **legs1**



legs2

Pose: **kagome\_I\_1**

Layer: **legs**

State: **legs2**



# kagome\_r

## SKINS

dom

CharID: **ka**  
PoseID: **kagome\_r**  
SkinID: **dom**  
Shortname: **dress2**



fartuk

CharID: **ka**  
PoseID: **kagome\_r**  
SkinID: **fartuk**  
Shortname: **fartuk2**



forma

CharID: **ka**  
PoseID: **kagome\_r**  
SkinID: **forma**  
Shortname: **forma2**



yukata

CharID: **ka**

PoselD: **kagome\_r**

SkinID: **yukata**

Shortname: **yukata2**



## ANIMATIONS

Additive

prig

Emotions



angry

Pose: **kagome\_r**  
Layer: **emotions**  
State: **angry**



dontlike

Pose: **kagome\_r**  
Layer: **emotions**  
State: **dontlike**



grin

Pose: **kagome\_r**  
Layer: **emotions**  
State: **grin**



happy

Pose: **kagome\_r**  
Layer: **emotions**  
State: **happy**



happy2

Pose: **kagome\_r**  
Layer: **emotions**  
State: **happy2**



laugh

Pose: **kagome\_r**  
Layer: **emotions**  
State: **laugh**



normal

Pose: **kagome\_r**  
Layer: **emotions**  
State: **normal**



sad

Pose: **kagome\_r**  
Layer: **emotions**  
State: **sad**



scared

Pose: **kagome\_r**  
Layer: **emotions**  
State: **scared**



serious

Pose: **kagome\_r**  
Layer: **emotions**  
State: **serious**





shocked

Pose: **kagome\_r**  
Layer: **emotions**  
State: **shocked**



shy

Pose: **kagome\_r**  
Layer: **emotions**  
State: **shy**



smile

Pose: **kagome\_r**  
Layer: **emotions**  
State: **smile**



surprise

Pose: **kagome\_r**  
Layer: **emotions**  
State: **surprise**



Hands

hands1

Pose: **kagome\_r**

Layer: **hands**

State: **hands1**



hands2

Pose: **kagome\_r**

Layer: **hands**

State: **hands2**



hands3

Pose: **kagome\_r**

Layer: **hands**

State: **hands3**



hands4

Pose: **kagome\_r**

Layer: **hands**

State: **hands4**



Head

headlookaround

headlookaround2

headlookdown

## Legs

legs1



legs2

Pose: **kagome\_r**

Layer: **legs**

State: **legs2**



legs3

Pose: **kagome\_r**

Layer: **legs**

State: **legs3**





# kagome\_r\_1

## SKINS

dom

CharID: **ka**  
PoseID: **kagome\_r\_1**  
SkinID: **dom**  
Shortname: **dress4**



fartuk

CharID: **ka**  
PoseID: **kagome\_r\_1**  
SkinID: **fartuk**  
Shortname: **fartuk4**



forma

CharID: **ka**  
PoseID: **kagome\_r\_1**  
SkinID: **forma**  
Shortname: **forma4**



yukata

CharID: **ka**

PoselD: **kagome\_r\_1**

SkinID: **yukata**

Shortname: **yukata4**



## ANIMATIONS

Emotions

angry

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **angry**



dontlike

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **dontlike**



grin

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **grin**



grin2

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **grin2**



happy

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **happy**



happy2

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **happy2**





laugh

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **laugh**



normal

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **normal**



normal2

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **normal2**



sad

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **sad**



scared

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **scared**



serious

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **serious**



shocked

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **shocked**



shy

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **shy**



smile

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **smile**



surprise

Pose: **kagome\_r\_1**

Layer: **emotions**

State: **surprise**



Hands



hands1

Pose: **kagome\_r\_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **kagome\_r\_1**

Layer: **hands**

State: **hands2**



Head

headlookaround



## Legs

legs1

Pose: **kagome\_r\_1**

Layer: **legs**

State: **legs1**



legs2

Pose: **kagome\_r\_1**

Layer: **legs**

State: **legs2**



legs3

Pose: **kagome\_r\_1**

Layer: **legs**

State: **legs3**



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Revision #9

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