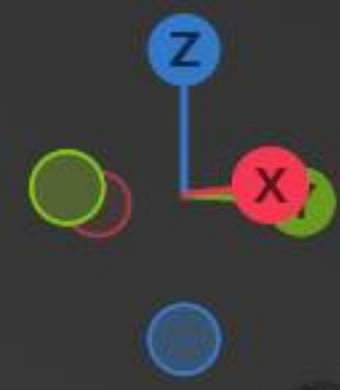
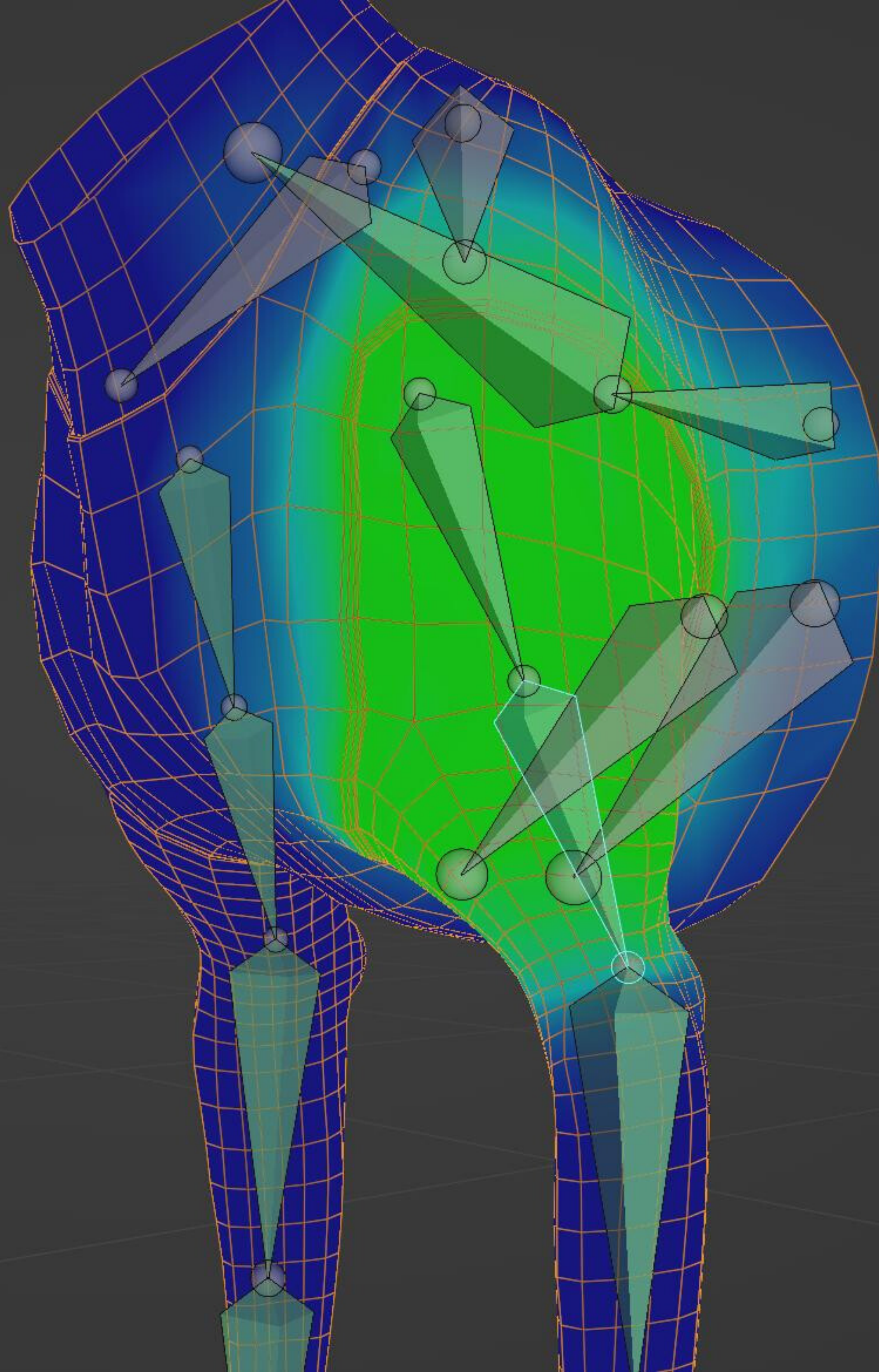




Transform

Location:

X	0 m
Y	0 m
Z	0 m

Rotation:

X	-0.000009°
Y	0°
Z	0°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

Dimensions:

X	0.245 m
Y	0.3 m
Z	0.692 m

> Properties

Item

Tool

View

Bone Layers

HardOps

KIT OPS

ARP

WGTS_rig

metarig

rig

Ker > Plane.007

Plane.007

Vertex Groups

- DEF-front_thigh.L.001
- DEF-front_shin.L
- DEF-front_shin.L.001
- DEF-front_foot.L
- DEF-front_foot.L.001

Shape Keys

Add Rest Position

UV Maps

Color Attributes

Face Maps

Attributes

Normals

Auto Smooth ☒ 30°

Texture Space

Remesh