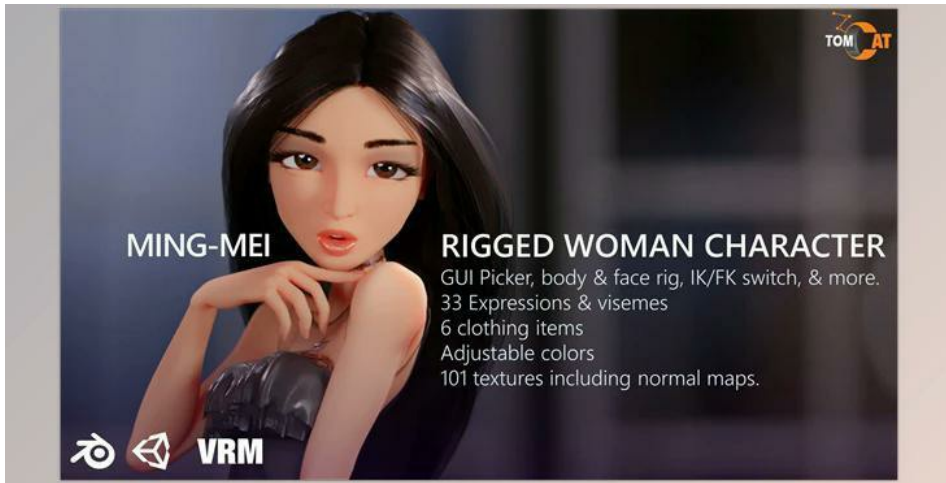


ArtStation – Ming-Mei Rigged Character

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The Ming Mei character is a stylized, a stylized character created by Blender 2.91. She was created to work in conjunction with Blender. It is also designed for Vtubing as well as the Unity file that makes the VRM included. There are two outfits, and everything is fully textured, including normals. she has a complete set of rigs with expressions that work for Blender as well as Vtubing.

BLENDER FILE Description The model has high resolution and all meshes have UV unwrapped. Every mesh comes with a subdivision surface modifier, so it looks great when rendered. Two The Rigged Blender file (with or without GUI selector)

The fully-featured rig that includes IK/FK switch and the foot roll, an eye lock, elbow pinning, and more. 33 expressions are saved within a poses library as well as shape keys. 6 Dress includes tank top, dress panties, shorts two shoe styles. The clothes are placed over the mesh of your body. This way the possibility of new clothes is created. Each piece of clothing is rigged and texture-based, and it is possible to toggle to and off using the outliner. Modifiable makeup, hair, eye, and clothes textures 101 colors include normals, diffuse roughness, alpha 4k resolution Beach photo stage to create custom renderings.



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