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	3ds Max	FBX	GLTF / GLB	High Poly	Low Poly	4096 (4K)	High Poly	Low Poly	Quad Topology	Real-Time
Pivot						4096×4096 (4K)				Real-Time

https://drive.google.com/file/d/15eNQdSyQ5Jl2R010RjBU9JYKpKIuoyP_/view?usp=sharing

<https://drive.google.com/file/d/1FFekkJ83FB10purYs1FP4073BXEDQXxQ/view?usp=sharing>

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