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Real-Time .

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

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

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