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Wave Fold .

Wave Fold . : Real-Time . Texture Map **4096×4096 (4K)**.
PBR . : Emissive . Real-Time Rendering. High Poly Low Poly. Quad Topology. Pivot Point . .
: Wave Fold . : UV Mapping . Texture 4K. PBR. : High Poly Low Poly. Real-Time. Mesh.
Pivot Point. . High Poly Low Poly . . FBX GLB/GLTF. 4096×4096 (4K). PBR. Emissive . .

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