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Brushed Champagne Titanium .
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. . **PBR.** . **4096×4096 (4K).** . UV Mapping. Quad Topology Mesh. Real-Time. . Pivot Point
: : UV Mapping . PBR. 4K. . . Emissive . . : High Poly Low Poly . Mesh .
. Pivot Point . . . Real-Time High Poly Low Poly . . **FBX GLTF/GLB. 4096×4096 (4K). PBR. Emissive**
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<https://drive.google.com/file/d/1FFekkJ83FB10purYs1FP4073BXEDQXxQ/view?usp=sharing>

<https://drive.google.com/file/d/147a3QOJ5fcYbYmFa1pV3eaz-lzz90eza/view?usp=sharing>

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