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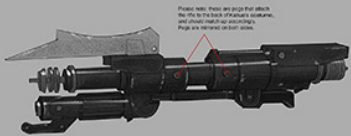
SPIRIT OF:







DETAIL OF FACIAL TEXTURES



Please note: metal are parts that should be used for the base of the helmet, and should not be used for anything else. Please see material list for more.

The cloth under uniform is C1.
The belt, boots, and gloves are CS.
The belt buckle is MG.
The chest armor is P1.



The base of the helmet is P1.



The metal sections of the helmet are M1.



Helmet ear piece close up



Please see the CG supervisor for the eye spec.

Please use standard human male eyelashes

For skin and hair use S1 and H1.

Buttons on chest are NOT incandescent



View of rifle placement. Please see "Kallus Rifle" for build details.



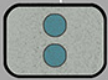
Hero Image



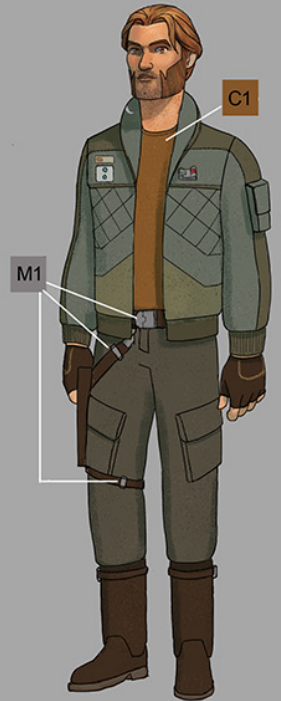
Spirit Of View



THIS PATCH AND THE SMALL TECH DETAIL ARE REUSED FROM THE 'HERA D' ASSET,
PATCH HAS BEEN SLIGHTLY SCALED UP AS SEEN BELOW



'Hero View'



'Spirit of'