

26 bones for the coat have been added.

These additional bones are completely free from any inconvenience when applying the animation of the epic skeleton structure. All additional bones are named with the prefix "AD" for easy recognition by users.

The additional bones are as follows:

AD_cap_0 has been added to the Head bone layer.

AD_CoatUP8 and AD_CoatUP9 have been added to the Spine_05 bone layer.

AD_CoatUP6 and AD_CoatUP7, as well as AD_CoatUP2 and AD_CoatUP3, have been added to the clavicle_r bone layer.

AD_CoatUP4 and AD_CoatUP5, along with AD_CoatUP and AD_CoatUP1, have been added to the clavicle_l bone layer.

In the pelvis bone layer, the following bones have been added:

AD_Coat_JT1, AD_Coat_JT2, AD_Coat_JT3

AD_Coat_JT4, AD_Coat_JT5, AD_Coat_JT6

AD_Coat_JT7, AD_Coat_JT8, AD_Coat_JT9

AD_Coat_JT10, AD_Coat_JT11, AD_Coat_JT12

AD_Coat_JT13, AD_Coat_JT14, AD_Coat_JT15