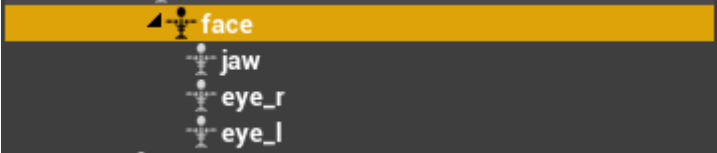
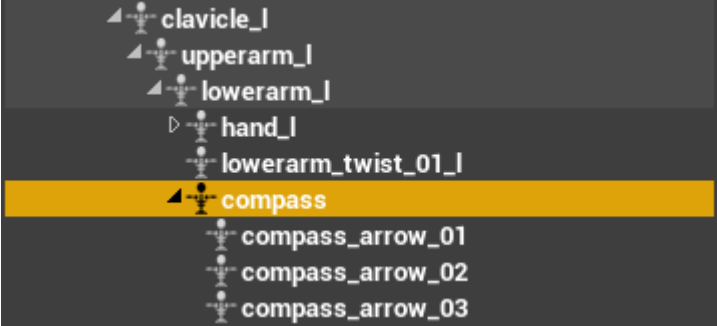


# ArgentFish

## Alien Toad Seeker

### Additional bones

| Bone Names                                                                               | Unreal Bones Screenshots                                                             |
|------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| <b>ik_foot_root</b><br>ik_foot_l<br>ik_foot_r                                            |    |
| <b>ik_hand_root</b><br>ik_hand_gun<br>ik_hand_r<br>ik_hand_l                             |    |
| <b>head</b><br>face<br>eye_r<br>eye_l                                                    |    |
| <b>spine_03</b><br>necklace                                                              |   |
| <b>pelvis</b><br>lamp_01<br>lamp_02                                                      |  |
| <b>lowerarm_l</b><br>compass<br>compass_arrow_01<br>compass_arrow_02<br>compass_arrow_03 |  |

## Bones List

root  
pelvis  
spine\_01  
spine\_02  
spine\_03  
clavicle\_r  
upperarm\_r  
lowerarm\_r  
hand\_r  
ring\_01\_r  
ring\_02\_r  
ring\_03\_r  
middle\_01\_r  
middle\_02\_r  
middle\_03\_r  
index\_01\_r  
index\_02\_r  
index\_03\_r  
thumb\_01\_r  
thumb\_02\_r  
thumb\_03\_r  
lowerarm\_twist\_01\_r  
upperarm\_twist\_01\_r  
neck\_01  
head

**face**  
**jaw**  
**eye\_r**  
**eye\_l**  
**necklace**  
clavicle\_l  
upperarm\_l  
lowerarm\_l  
hand\_l  
ring\_01\_l  
ring\_02\_l  
ring\_03\_l  
middle\_01\_l  
middle\_02\_l  
middle\_03\_l  
index\_01\_l  
index\_02\_l  
index\_03\_l  
thumb\_01\_l  
thumb\_02\_l  
thumb\_03\_l  
lowerarm\_twist\_01\_l  
**compass**  
**compass\_arrow\_01**  
**compass\_arrow\_02**  
**compass\_arrow\_03**

upperarm\_twist\_01\_l  
thigh\_r  
calf\_r  
calf\_twist\_01\_r  
foot\_r  
ball\_r  
thigh\_twist\_01\_r  
**lamp\_01**  
**lamp\_02**  
thigh\_l  
calf\_l  
calf\_twist\_01\_l  
foot\_l  
ball\_l  
thigh\_twist\_01\_l  
  
**ik\_foot\_root**  
**ik\_foot\_l**  
**ik\_foot\_r**  
**ik\_hand\_root**  
**ik\_hand\_gun**  
**ik\_hand\_r**  
**ik\_hand\_l**  
  
weapon\_blade\_r