

CharacterPrefab

- > MeshObj1
- > MeshObj2
- > MeshObj3
- > Skeleton

ReplacementPrefab

- > MeshObj

CharacterFBX

- > MeshObj1
- > MeshObj2
- > MeshObj3
- > Skeleton
- > Animation
- > Mesh1
- > Mesh2
- > Mesh3

ReplacementFBX

- > MeshObj
- > Skeleton
- > Animation
- > Mesh