What we call things

What we call things:

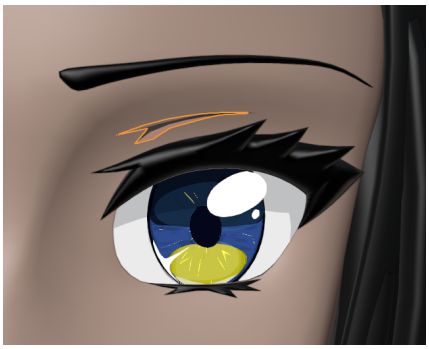
- Ahoge = Hair antenna or cowlick
- Fringe = This part of the hair



- Lineart = Lineart made with Geometry
- Fullbody = A character's base mesh or full body mesh. Usually not including the head or face.



- Iris = The colored part of the eye
- Sclera = The white part of the eye
- Eyelight = The highlight, specular, or reflection on the eye. Usually its own mesh and object.
- ScleraShadow = The special effect mesh that casts a "shadow" on the white part of the eye
- EyeShadow = Makeup around the eye
- EyelidCrease = The line above the eyelashes and between the eyebrows.



Revision #1
Created 2026-07-25 08:55:21 UTC by Wyatt
Updated 2026-07-25 08:55:31 UTC by Wyatt