

CharacterPrefab ReplacementPrefab
 > MeshObj1 > MeshObj
 > MeshObj2
 > MeshObj3
 > Skeleton

CharacterFBX ReplacementFBX
 > MeshObj1 > MeshObj
 > MeshObj2 > Skeleton
 > MeshObj3 > Animation
 > Skeleton > Mesh
 > Animation
 > Mesh1
 > Mesh2
 > Mesh3