**V 3.0:**

**Phase 3:**

* Cog emblems have been slightly modified in terms of color balance and hue.

**Phase 3.5:**

* Face textures of Suit C employee Cogs have been replaced with higher quality ones.
* Short Change’s face texture is now a pale green.
* Regular Cog hand texture now has bolts on it.
* Rental Cog hand texture’s bolt placement has been shifted.
* Employee Cog blazers and sleeves, as well as supervisor sleeves now use textures with higher quality.
* Sellbot suits, both employee and supervisor, now have a purple hue.
* Sellbot rental suit has also been modified to have a purple hue, albeit slightly off color and more saturated than the regular one.
* Lawbot suits, both employee and supervisor, now have a blue-ish under shirt.
* Toontask icons now reflect changes made to the CEO, Cogdo Sellbot emblem and Mover & Shaker’s appearance (elaborated below).
* Cog emblems and their tough version outlines have been slightly modified in terms of color balance and hue.

**Phase 4:**

* Face textures of Suit A and B employee Cogs have been replaced with higher quality ones.
* Face textures for the Telemarketer, Mover & Shaker, Two-Face and Factory Foreman now have a purplish hue.
* Spin Doctor now has reddish hair instead of brown hair, similar to his appearance in the TTO Cog gallery render.
* Face texture for the Downsizer and Bean Counter is now gray/white, in order to remain neutral to both Boss and Cash departments (similar to how the texture used for the Yesman, Glad Hander and Mr. Hollywood is silver/white in order to remain neutral to both Boss and Sell departments).
* Cog buildings are now color coded to their respective department.
* Sellbot rental suit avatar clothes now reflect the new look of the regular Sellbot rental suit.
* Patch of Sellbot suit cloth on the Foreman hat avatar accessory reflects the new look for regular Sellbot suits.
* Buckle on the Cashbot Cog crusher outfit is now a greenish silver instead of gold.
* The Cold Caller backpack accessory now has a purple suit, as well as having an unbuttoned collar instead of a necktie.
* Textures for the Flunky backpack accessory have been remade to be higher quality, as well as now having a similar map layout to the Cold Caller backpack texture.
* Toontask icons now reflect changes made to the Flappy Cog and Victory inflatable Cogs’ appearance (elaborated below).

**Phase 5:**

* Textures for the Sellbot Field Office and its annex sign have been modified to have a more purplish hue.
* The Cogdo Sellbot emblem has been modified to have a more purplish hue. This change is reflected on its map, elevator and stolen joke chart appearances.
* Mega Mover icon has been modified to reflect the Mover & Shaker’s new look.
* The knot on the Lawbot Skelecog tie is now red instead of blue.
* The Bossbot Skelecog tie is now a lighter brown.

**Phase 5.5:**

* Texture for the Flappy Cog now has a more purplish hue.

**Phase 9:**

* Textures for the VP’s blazer and sleeves are now a higher quality.
* Bolt placement on the VP/CFO/CEO’s hand textures have been slightly shifted.
* Glad Hander and Mover & Shaker graffitis in the SBHQ Resistance hideout now have suits with a more purplish hue.
* The Sellbot suit sleeve on the dummy Cog prop is now purple.

**Phase 10:**

* Textures for the CFO’s blazer and sleeves are now a higher quality.

**Phase 11:**

* Textures for the CJ’s tunic, sleeves and accessories are now a higher quality.
* Bolt placement on the CJ hand texture has been slightly shifted.
* The Spin Doctor portrait in the Lawbot DA Office lobby has been modified to reflect his new hair color.

**Phase 12:**

* Textures for the CEO’s torso and sleeves are now a higher quality. The pinstripe vest is now brown instead of black/dark grey, and his under shirt collar and sleeves are now white.

**Phase 13:**

* Textures for the Victory inflatable Cogs, including their winter textures, have been modified in terms of hue and color balance. Their hands are now also colored to the tone of their face instead of being white.
* The Sellbot suit sleeve on the dummy Cog is now purple.

**Phase 14:**

* Textures for the Sellbot Cog buildings in Kaboomberg have been modified to have a purple hue.
* The SUITS Inc. poster has been modified to make the Sellbot suit present in it purple.