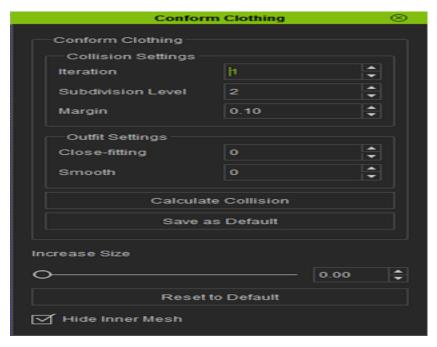
iClone and Character Creator (CC) have ability to hide inner mesh runtime, if you want to export CC character to other 3D Tool, suggest unchecked "Hide Inner Mesh", then remove unused inner cloth and make the coat or jacket bigger.





Why my CC character cloth is different from iClone and other 3D Tools, the cloth was broken?

Reallusion FAQ

https://kb.reallusion.com/Product/50083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-30083/Why-my-CC-character-cloth-is-different-from-iClone-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-other-and-o