Can I use G2 character with G1 body part?

Yes, it's possible to use G2 character (CrazyTalk Animator 2 new embedded content) with G1 body part (CrazyTalk Animator 1 old embedded content), but you need to verify yourself the combination result in different angles.

If you are not doing full angle motion, you may use "Runtime Composer (R)" to edit it after the motion is loaded.

Reallusion FAQ
https://kb.reallusion.com/Product/50095/Can-I-use-G2-character-with-G1-body-part