Does the profile support custom characters?

1) Basically, CC Standard Characters will perform better than other characters, because of they have more facial expressions.

2) If the character is not Reallusion made or made with Character Creator, such as made by other 3D tools, (Daz/Maya/3DsMax...etc), that user have to use 3DXchange to convert the character to Non-Standard Character, and define the facial expression in 3DXchange (0~60), afterwards it can be recognized by iClone.

3) Non-Human Character can convert to Non-Standard Character as well.

RL Character	CC Standard (HumanIK)	Standard (HumanIK)	Non-Standard (HumanIK)	Non-Human
Facial Expression	60	36~60	0~60	X

Reallusion FAQ

https://kb.reallusion.com/Product/52562/Does-the-profile-support-custom-characters