Because Unreal can't handle non-English characters very well, for better compatibility, we only support uppercase letters, lowercase letters, and numbers. Characters outside this supported range may cause unexpected results.

|                   | Scene                | $\otimes$ |
|-------------------|----------------------|-----------|
| Q Search          |                      | $\odot$   |
| Name              | Condition            |           |
| 🔺 Avatar          |                      |           |
| Motion_Dummy_Male | • 6 •                |           |
| ▲ Prop            |                      |           |
| Shadow Catcher    | • A <b>\$. !.</b> L. |           |
| ▶ Sky             |                      |           |
| ▶ Light           |                      |           |
|                   |                      |           |
|                   |                      |           |
|                   |                      |           |

| Mesh Name Material Name             |
|-------------------------------------|
|                                     |
|                                     |
| Motion_Dummy_Male Motion_Dummy_Male |
|                                     |
|                                     |

Reallusion FAQ

Important Notice: We only support naming with English alphanumeric characters.

https://kb.reallusion.com/Product/52839/Important-Notice-We-only-support-naming-with-English-alphanu