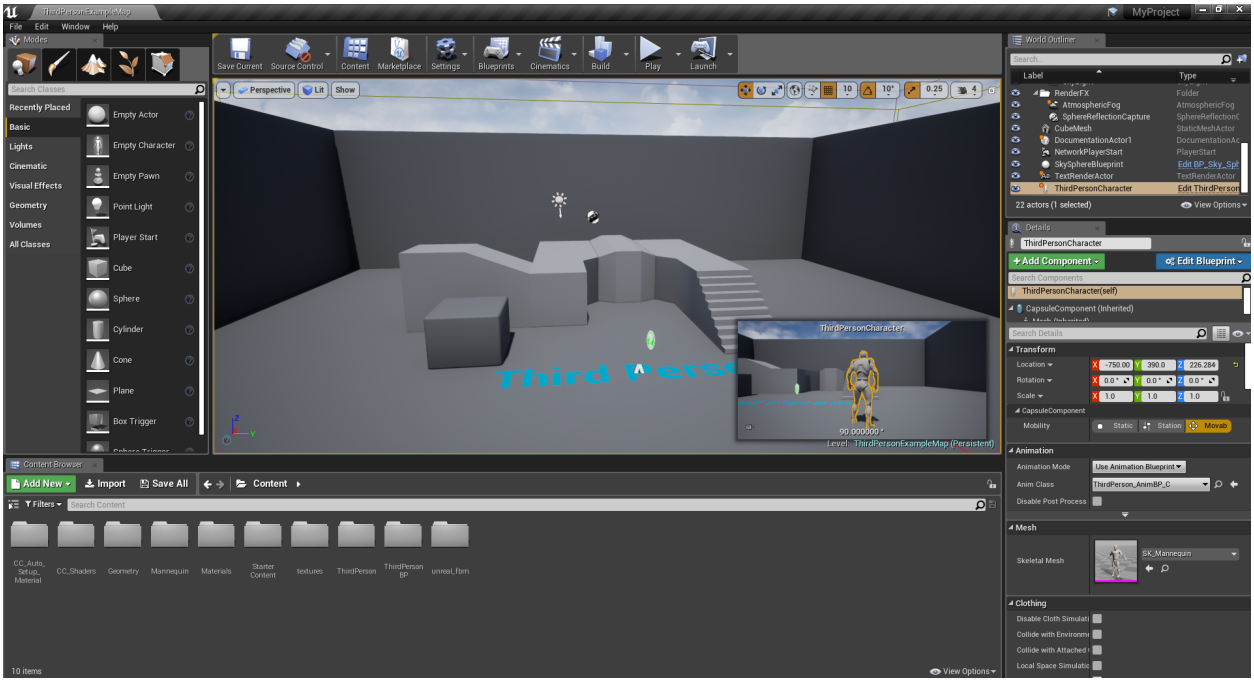
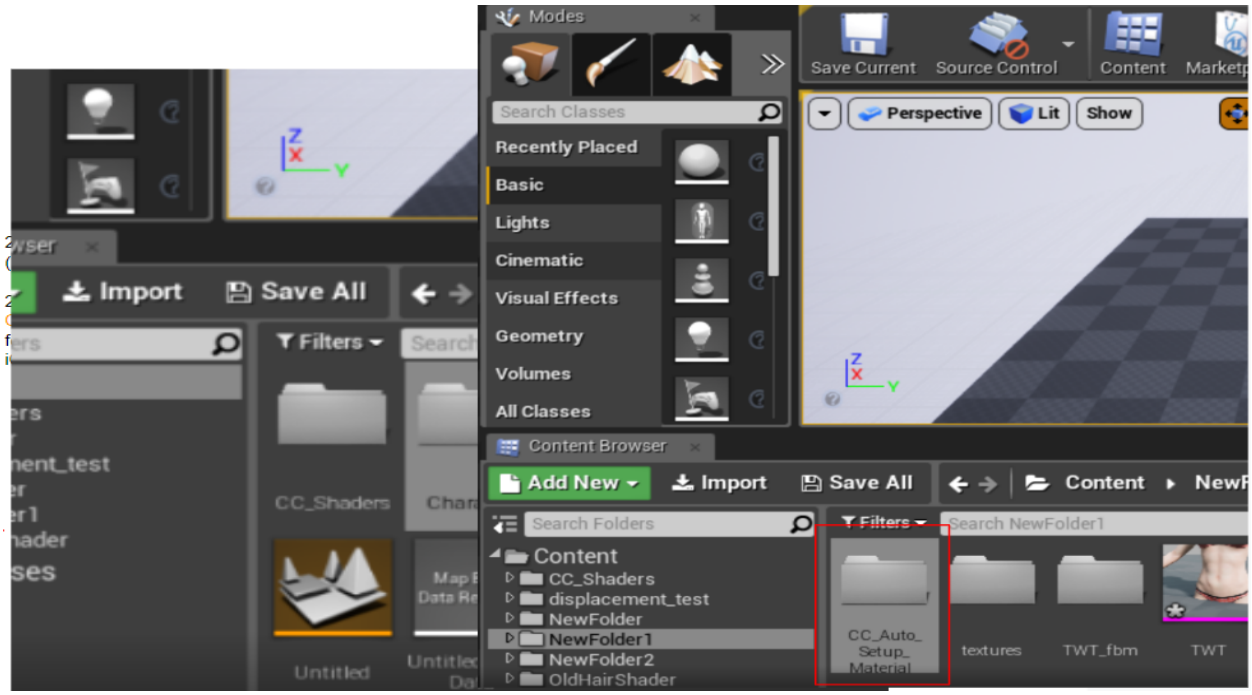
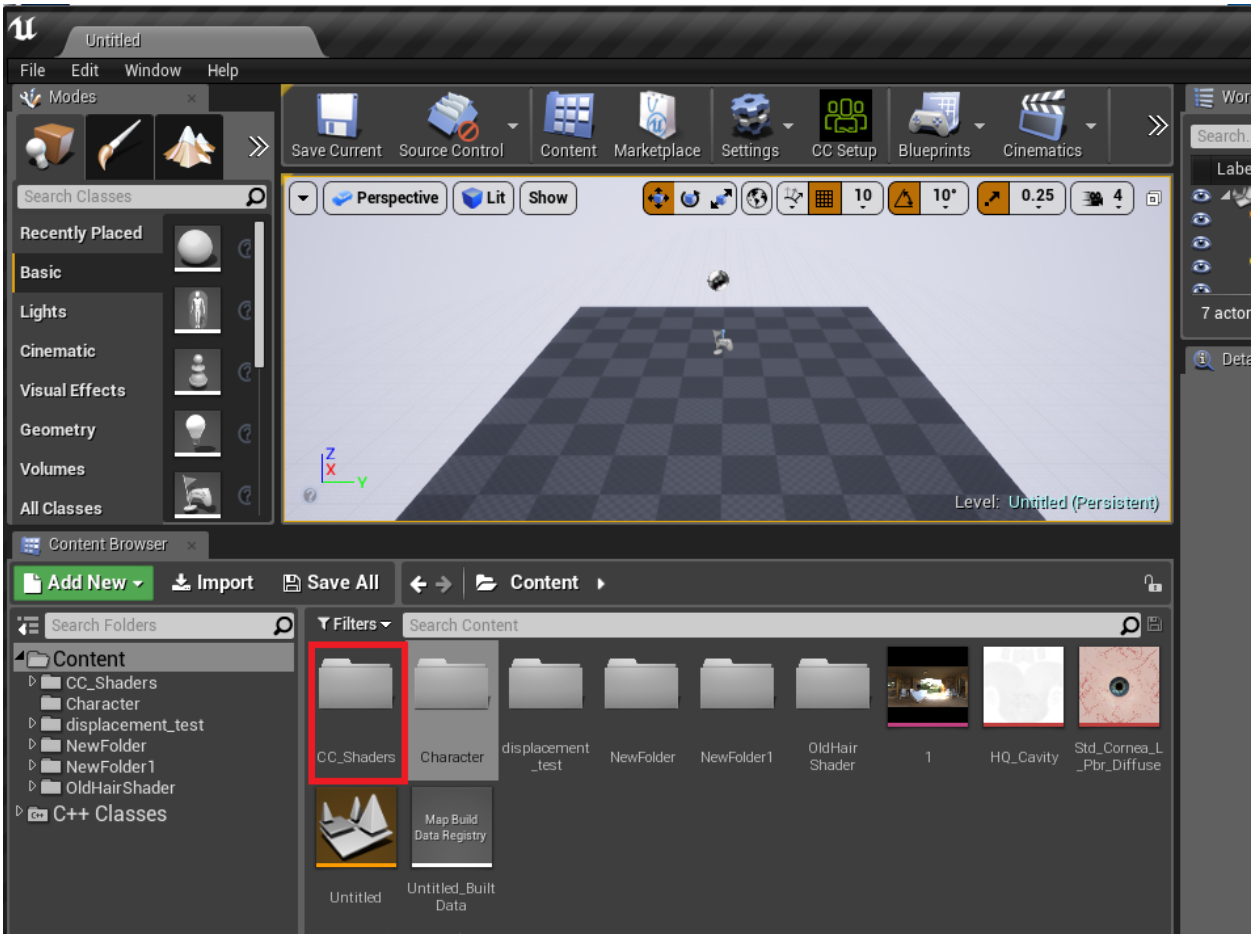
1. Open Unreal Editor.



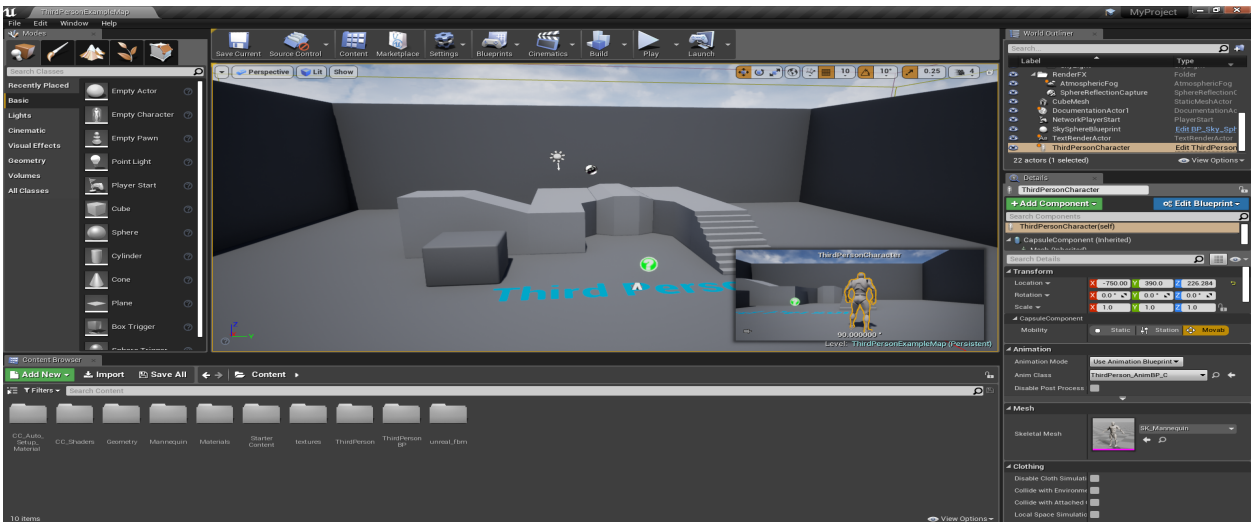
2. Delete every CC Character along with its CC_Auto_Setup_Material_Instances folder that was created by CC & iClone Auto-setup.



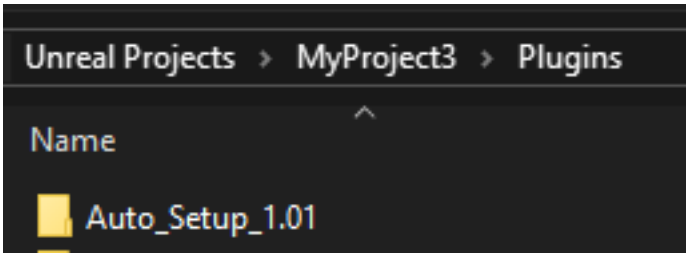
3. Delete the current Project > Content > CC_shader folder.



4. Close Unreal Editor.



5. Delete the current Project > Plugins folder > Auto Setup #.##.



* Updates to or removal of Auto Setup will reset the materials on all Character Creator / iClone characters & iClone Props. Please reconfigure your material settings after making changes to Auto Setup.

Reallusion FAQ
https://kb.reallusion.com/Product/52842/How-to-remove-Character-Creator-iClone-Auto-Setup-from-Unrea