Why do I need 3DXchange 7 Pipeline and the export license content for the iClone Unreal Live Link plug-in?

3DXchange 7 Pipeline edition and content export license allow you to transfer iClone/CC content to other 3D software for rendering to video/image formats for use in embedded games and apps. So in the case of the iClone Unreal Live Link plug-in, if you are transferring content to Unreal Engine then you require the 3DXchange 7 Pipeline (iClone converter) and content export licenses to send content out of iClone.

Know more details about the export license:

https://www.reallusion.com/ContentStore/Royalty_Free/index.html