What’s the differences between SkinGen and the CC1 Appearance Editor?

When the Appearance Editor was first introduced in Character Creator 1 (2014), it included a single Substance tool encompassing both Skin and Makeup features. However the integrated approach limited asset mixing flexibility and caused performance issues. To remove this structural barrier, Reallusion built a Photoshop-like layer stack architecture for high-res texture synthesis.

SkinGen utilizes numerous dedicated tools for specific functions to reduce the performance impact when adjusting attributes in a single layer. SkinGen is designed for ultra-realistic Digital Human shaders, and includes the best scan assets licensed from TexturingXYZ for unmatched skin realism.

Reallusion FAQ
https://kb.reallusion.com/Product/52909/What’s-the-differences-between-SkinGen-and-the-CC1-Appearan