Transferred a character to Unreal Engine via Live Link, but got distorted results. How do I fix this?

Make sure to download and install the latest compatible Auto Setup Tool here:

https://www.reallusion.com/character-creator/unreal-engine-auto-setup.html

Meanwhile, also update your Unreal Live Link via the Reallusion Hub:

https://www.reallusion.com/iclone/live-link/unreal-engine/update.html