Why doesn’t Transfer Scene using Standard Mode keep meshes hidden like they are in Unreal? (ICv8.1 & LiveLinkv1.1)

Transfers under the **Standard Mode** do not apply additional processing on the Actor such as merging. It simply transfers the selected static meshes and their associated static components. If you come across unhidden objects, you can simply apply show/hide in iClone.

Reallusion FAQ
https://kb.reallusion.com/Product/53090/Why-doesn’t-Transfer-Scene-using-Standard-Mode-keep-meshes