Why do ActorBuild and ActorScan characters transferred to Unreal before iClone 8.0 and 8.0.2 experience mesh distortions and directional errors? (ICv8.1 & LiveLinkv1.1)

The Unreal IK skeleton system for ActorCore characters has been optimized for compatibility with LiveLink 1.1. We recommend transferring the character via LiveLink 1.1 from iClone 8.1 to resolve legacy issues.

Reallusion FAQ
https://kb.reallusion.com/Product/53093/Why-do-ActorBuild-and-ActorScan-characters-transferred-to-Unr