

Why do cloth meshes displace and intercept other geometry when an animated ABC character is re-imported? (ICv8.1)

The **World Space** option should be enabled for export to resolve issues with displacement and mesh penetration.

Reallusion FAQ

<https://kb.reallusion.com/Product/53098/Why-do-cloth-meshes-displace-and-intercept-other-geometry-wh>