

Why do the eyelashes bake onto a Standard character's face after having its materials merged, polygons reduced, and textures baked? (CCv4.1)

This is a known defect. Polygon reduction makes it difficult to keep the original shape of the eyelashes. It's recommended to remove transparent eyelashes before generating LODs and baking textures.

Reallusion FAQ

<https://kb.reallusion.com/Product/53099/Why-do-the-eyelashes-bake-onto-a-Standard-character's-face-af>