

Why can't re-meshed characters retain transparent textures? (CCv4.1)

Keeping transparent textures on re-meshed characters can lead to some unforeseen circumstances such as misplaced transparent regions on the character's body. To err on the side of caution, Remesher is designed to remove all opacity maps.

Reallusion FAQ

<https://kb.reallusion.com/Product/53100/Why-can't-remeshed-characters-retain-transparent-textures-CCv4.1>