

Why do the bump and normal maps intensify for converted ActorBUILD characters carrying multiple materials? (CCv4.1)

Make sure the bump and normal strength for all materials are set to the same value to mitigate visual inconsistency.

Reallusion FAQ

<https://kb.reallusion.com/Product/53101/Why-do-the-bump-and-normal-maps-intensify-for-converted-Act>