

Why does its mesh separate from a character after it's bound, posed, and launched in AccuRIG?

The actual skeleton does not display on a bound character that has entered AccuRIG mode, instead, AccuRIG implements its own skeleton. Since the AccuRIG skeleton assumes the bind pose, any pose that is different from the initial bind pose will result in discrepancies with the character's posture and placement.

Reallusion FAQ

<https://kb.reallusion.com/Product/53103/Why-does-its-mesh-separate-from-a-character-after-it's-bound-p>