Is it still possible to skin-bind a character that is not standing at world origin? (CCv4.1)

One should make sure the character is zeroed out in world space (x:0, y:0, z:0) before entering AccuRIG because the center axis is based on the center of the scene.

Reallusion FAQ

https://kb.reallusion.com/Product/53106/Is-it-still-possible-to-skinbind-a-character-that-is-not-standing-at