

Why do objects and characters flip when I apply a template FFD within the FFD Editor?

Transforms values are not clamped and when an object or character is downscaled to its limits, then it will flip. You can click on **Reset All** to start over again. If you are using a preset FFD, then deactivate **Additive** to keep the transformation within a reasonable range.

Reallusion FAQ

<https://kb.reallusion.com/Product/53115/Why-do-objects-and-characters-flip-when-I-apply-a-template-FFD>