

Why does the character revert to its original subdivision level after I subdivided it and activated another pose?

This is the default behavior in ZBrush. However, rest assured that the added subdivision level still remains and can be accessed by using the subdiv slider.

Reallusion FAQ

<https://kb.reallusion.com/Product/53138/Why-does-the-character-revert-to-its-original-subdivision-level-a>