

Why do I have black seams in my baked texture results?

Sometimes you may notice some black seams on the head. In such cases, you have three options:

- 1) Delete the opacity map of the mesh and perform Head Generation again.
- 2) Go back to "Align Points" and add more corresponding points in the area where the black seams occur.
- 3) Use the Mask tool to adjust the problematic areas.



Reallusion FAQ

<https://kb.reallusion.com/Product/53142/Why-do-I-have-black-seams-in-my-baked-texture-results>