To perform accurate high-to-low poly baking, please ensure that the high and low poly meshes are properly aligned in the same 3D space. If the original data is not aligned, it can result in incorrect baking outcomes.

Here are the recommended steps:

1) Ensure that the high and low poly meshes are positioned in the same 3D space.

2) After loading the low poly mesh into Character Creator, set its Position and Rotation to (0, 0, 0). Select the mesh and click "Start to Head Generation" to proceed.

3) In the texture baking options, select "From High Poly Mesh" and choose the file location of the high poly mesh. Then, click "Generate" and wait for the final result.

Reallusion FAQ

https://kb.reallusion.com/Product/53143/Why-am-I-getting-incorrect-results-when-using-high-and-low-po