The Prop disappears at certain angles when transferred to Unreal.

This issue is primarily due to the Collision Shape being too small, which causes problems with Unreal's collision detection. To resolve this, adjust the Collision Shape in UE to be approximately the same size as the object.

Reallusion FAQ
https://kb.reallusion.com/Product/53211/The-Prop-disappears-at-certain-angles-when-transferred-to-Unre