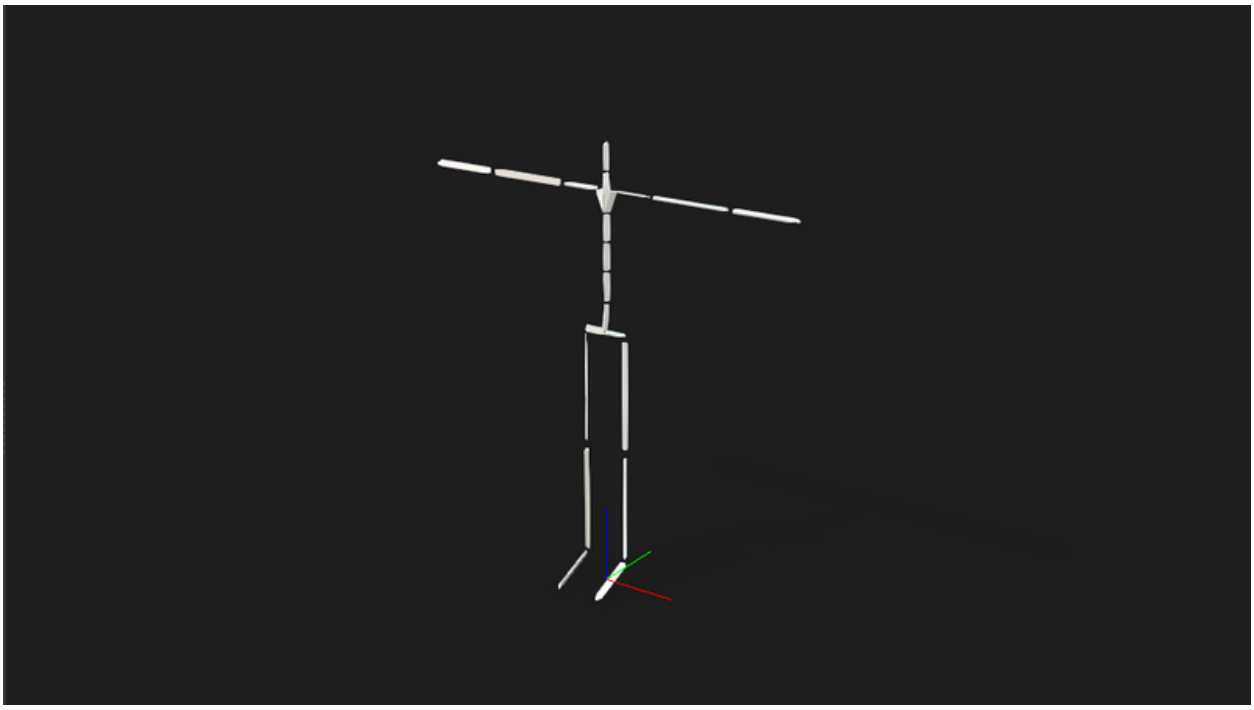
Why does my character face the wrong direction when I apply a T-pose during motion import and conversion?

When applying a t-pose, make sure the characters' facing direction matches the default facing direction in iClone, which is -Y in iClone's coordinate system.



Reallusion FAQ
https://kb.reallusion.com/Product/53229/Why-does-my-character-face-the-wrong-direction-when-I-apply-