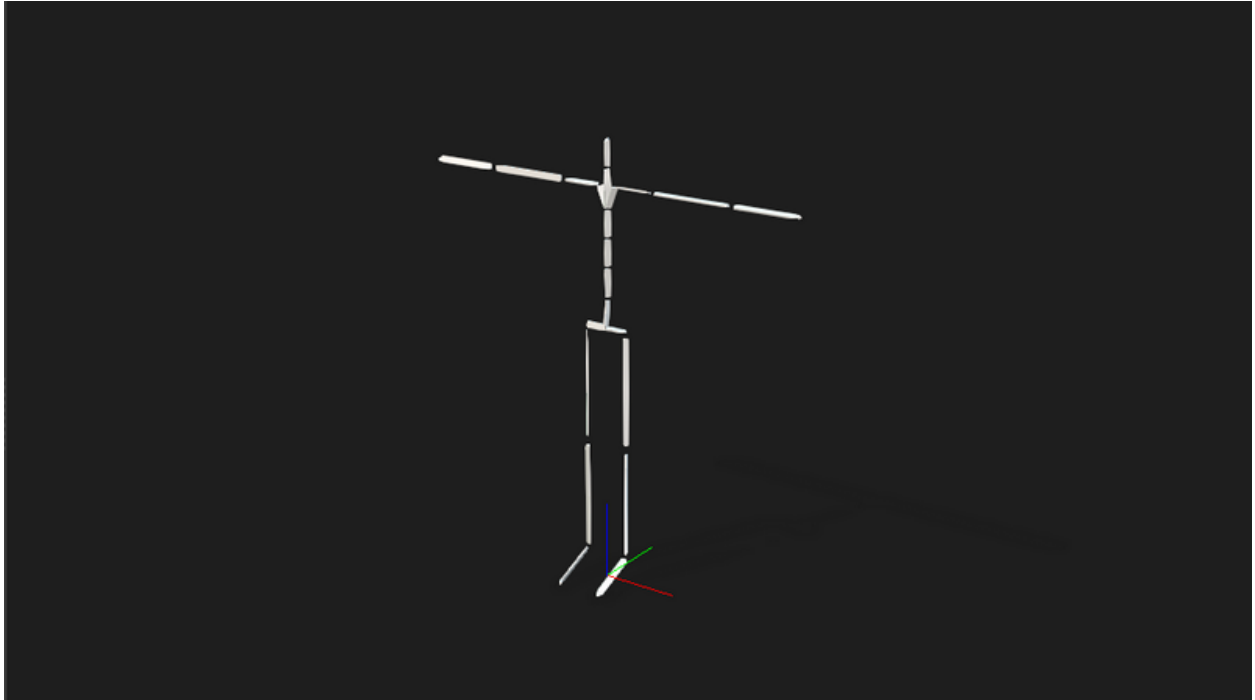Why does my character face the wrong direction when I apply a T-pose during motion import and conversion?

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.