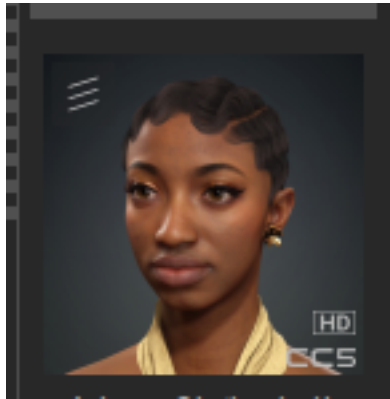Test Data

- Test sample: Embedded Ariana

- Texture sizes: 2K, 4K, 8K

- Texture channels: Diffuse, Normal, Cavity, Wrinkles

A. Load File Test (Summary)

The first time a character loads, it takes longer because no texture cache exists. Once cached, subsequent loads (shown in blue) are much faster.

		Minimum spec			Recommended spec		
		i5-9400, 2.9 GHz (6 CPUs)			i7-12700, (12 CPUs / 20 thread)		
		RTX 3060 (VRAM: 12G)			RTX 4060Ti (VRFAM: 8 G)		
		System Ram: 16 G			64 G		
		Time elapsed			Time elapsed		
		Model Ready	Texture Ready	Total	Model Ready	Texture Ready	Total
SubD 0	2K (1st time loading)	15 s	1 m 04 s	1 m 20 s			
	2K (2nd loading)	15 s	17 s	33 s			
	4K (1st time loading)	16 s	1 m 24 s	1 m 41 s			
	4K (2nd loading)	15 s	19 s	34 s			
SubD 1	2K (1st time loading)	17 s	1 m 07 s	1 m 24 s	11 s	11s	23 s
	2K (2nd loading)	16 s	18 s	34 s	11 s	4 s	15 s
	4K (1st time loading)	17 s	1 m 31 s	1 m 49 s	13 s	14 s	27 s
	4K (2nd loading)	17 s	22 s	39 s	l5 s	4 s	19 s
	8K (1st time loading)	19 s	2 m 13 s	2 m 33 s	16 s	20 s	36s
	8K (2nd loading)	18 s	35 s	53 s	17 s	6 s	23 s
SubD 2	2K (1st time loading)	22 s	1 m 13 s	1 m 35 s	14 s	10 s	24 s
	2K (2nd loading)	21 s	25 s	47 s	15 s	4 s	19 s
	4K (1st time loading)	23 s	1 m 39 s	2 m 2s	16 s	14 s	30 s
	4K (2nd loading)	23 s	31 s	54 s	17 s	4 s	21 s
	8K (1st time loading)	23 s	2 m 19 s	2 m 42 s	18 s	22 s	41 s
	8K (2nd loading)	24 s	48 s	1 m 12 s	19 s	6 s	25 s

B. Export / Import FBX Test

Recommendation

Since CC5 HD characters include nearly 400 morph sliders, subdivision (SubD) level 1 is recommended in target applications such as Unreal, Maya, and 3ds Max to achieve the best balance of quality and performance.

Minimum Spec Tests

FBX Export from CC

- SubD 0–1 (2K/4K): 2–3 min

- SubD 0–1 (8K): 5+ min

- SubD 2 (8K): 6.5 min

FBX Import for Target Engine (e.g., Unreal Engine)

- SubD 0: 5+ min

- SubD 1: 8+ min

- SubD 2: Crash after ~11 min (Out of memory error)

			Minimum spec	Recommended spec
			i5-10500, 3.1 GHz	i7-12700, (12 CPUs / 20 threads)
			RTX 3070	RTX 4060Ti
			16 G	64 G
CC Export FBX	SubD 0	2K	2 m 08 s	
		4K	2 m 30 s	
		8K	5 m 12 s	
	SubD 1	2K	2 m 32 s	1 m 33 s
		4K	3 m 01 s	1 m 46 s
		8K	5 m 59 s	2 m 41 s
	SubD 2	2K	3 m 58 s	2 m 28 s
		4K	4 m 35 s	2 m 47 s
		8K	6 m 31 s	3 m 44 s
Import FBX to UE # UE5 Preset、 Mesh + Animation + Standard Shader	SubD 0	2K	5 m 50 s	
		4K	5 m 57 s	
		8K	6 m 57 s	
	SubD 1	2K	8 m 24 s	3 m 11 s
		4K	8 m 58 s	3 m 18 s
		8K	(UE Crash) 9 m 04 s	3 m 31 s
	SubD 2	2K	(UE Crash) 11 m 10 s	9 m 34 s
		4K	N/A	9 m 59 s
		8K	N/A	10 m 8 s

Reallusion FAQ

https://kb.reallusion.com/Product/53239/Minimum-vs-Recommended-Specs