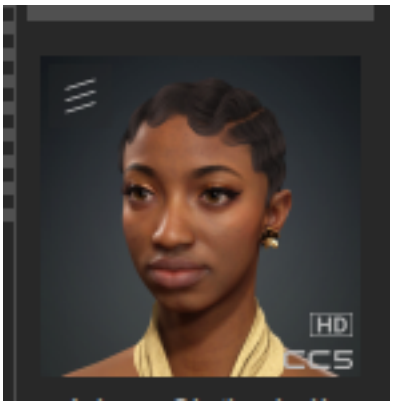
Test Data

- 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** | !5 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<br># 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 |

# Minimum vs Recommended Specs

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