

Blender vs CLO3D

how to correct shoulders

When you import a mocap recorded motion via Mixamo, Blender to CLO3D you might observe a problem with the location of the shoulders. Find here how to fix this.

- [New Page](#)

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When you import your mocap BVH files via Mixamo and Blender into CLO3D you might observe an awkward position of the shoulders. This is mainly caused by the fact that the proportions of the person

