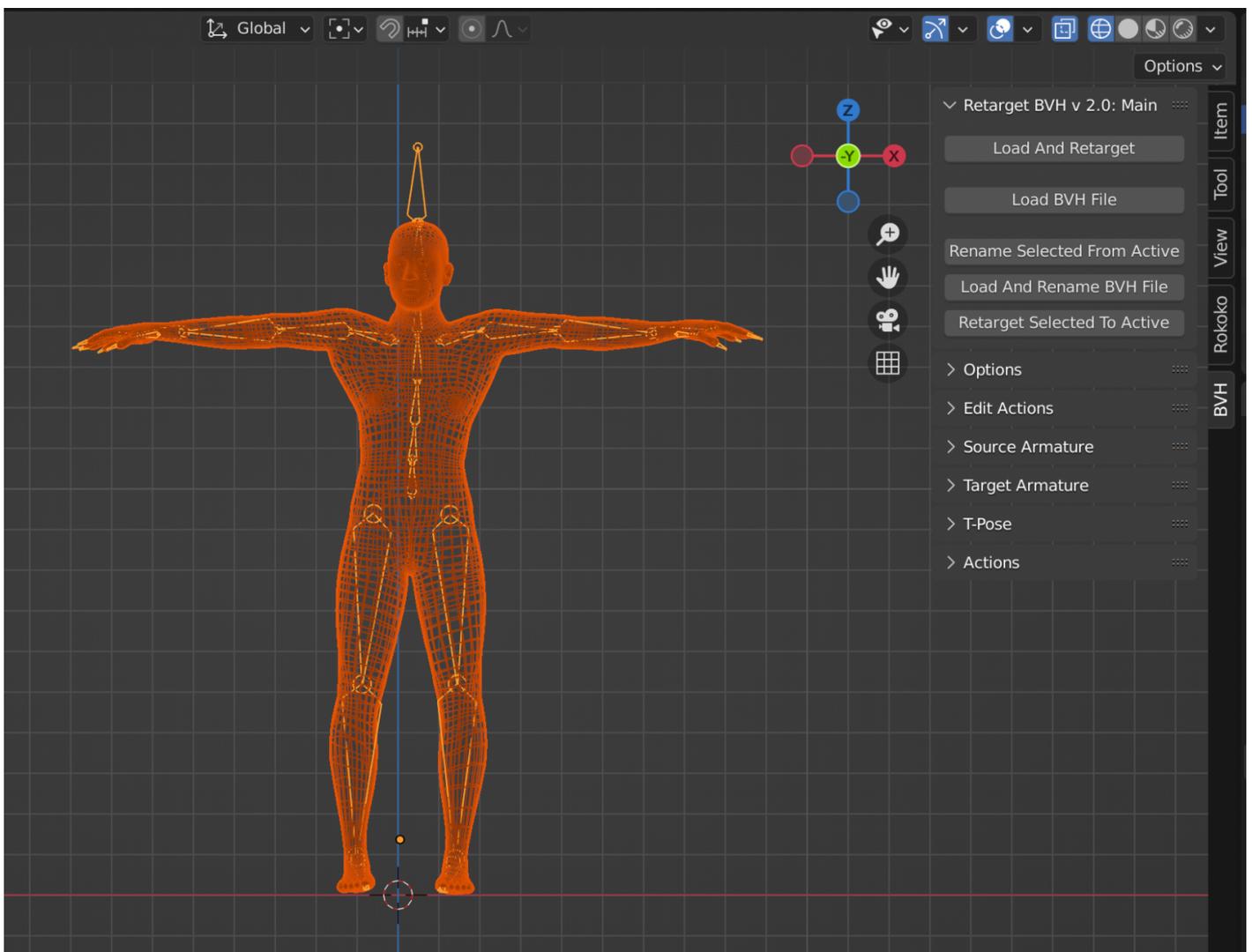


New Page

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



Revision #1

Created 15 April 2025 08:34:58 by Manon

Updated 15 April 2025 08:50:31 by Manon