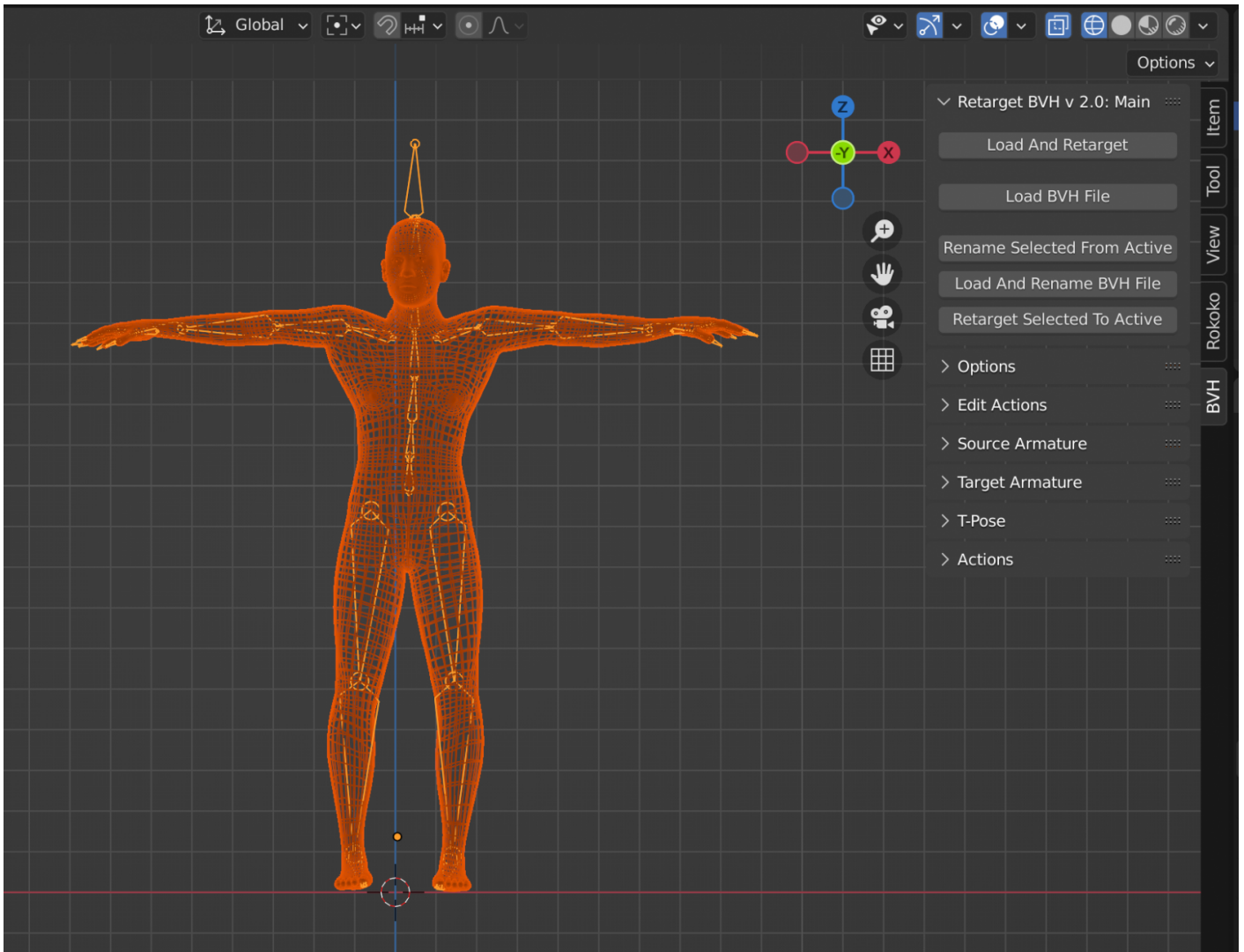


# Fixing shoulder issue

- Work in progress -

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

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