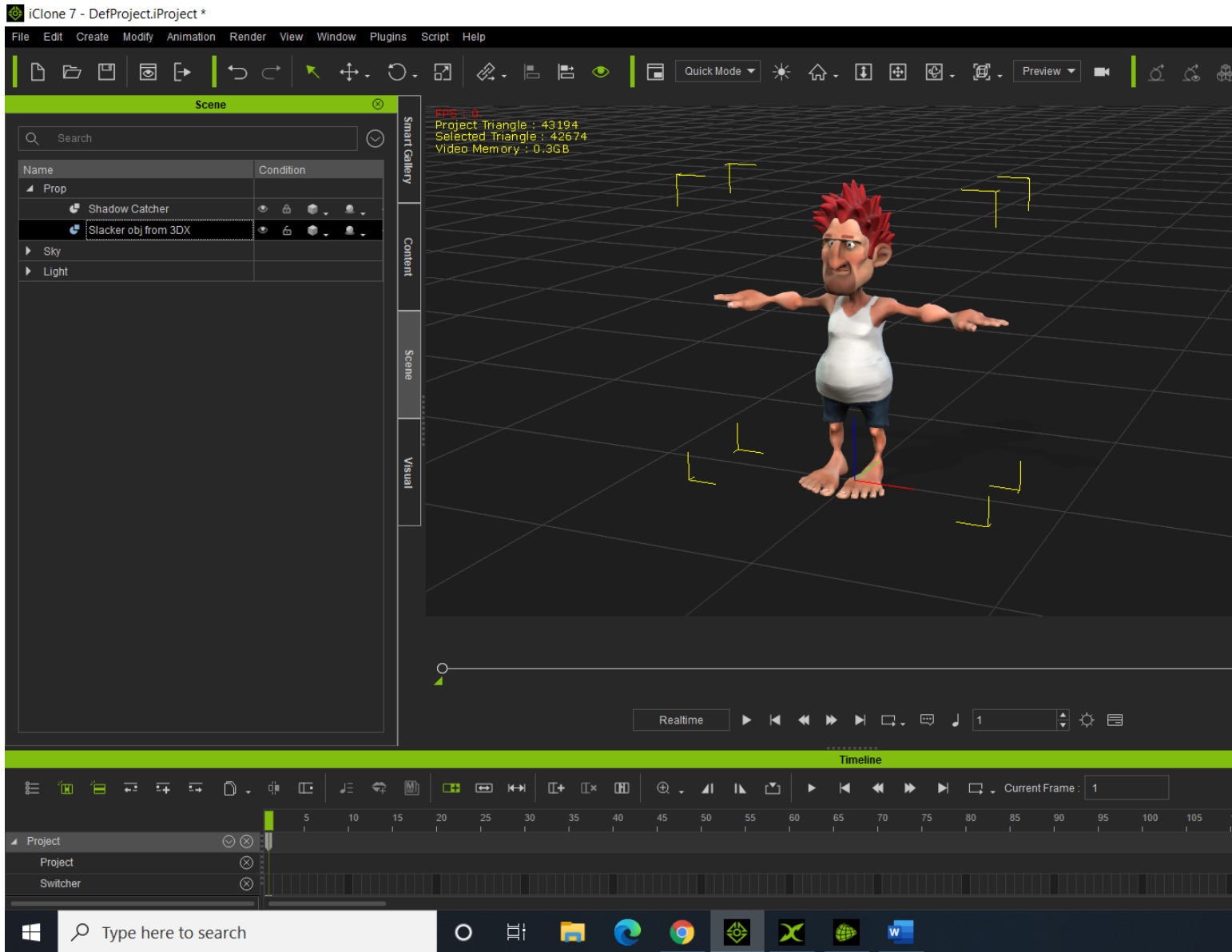
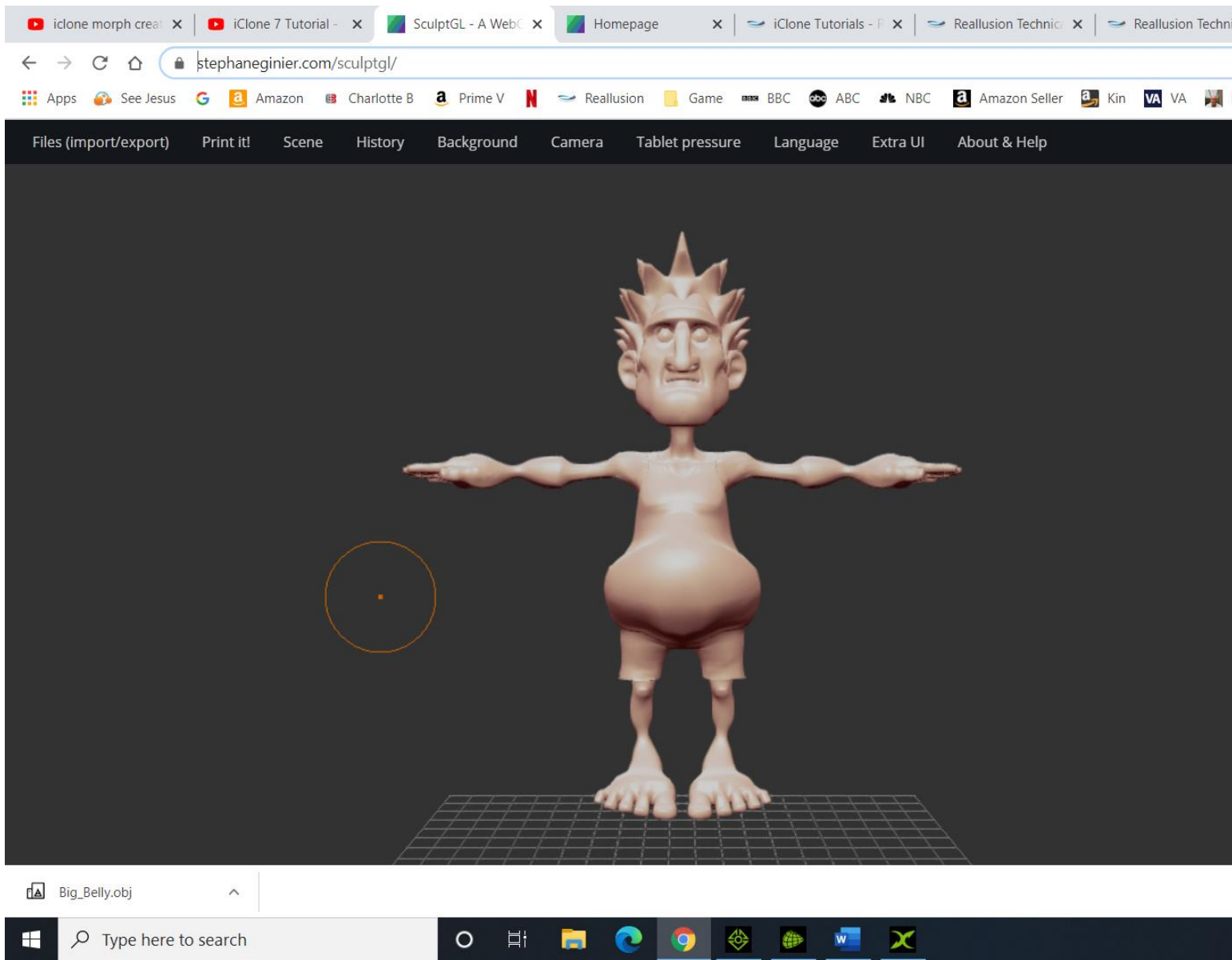


This is an .obj that I exported from 3DX or Morph Creator. I've done this so many ways I'm not sure now.



This is it at Sculpt GL after I make the big belly:



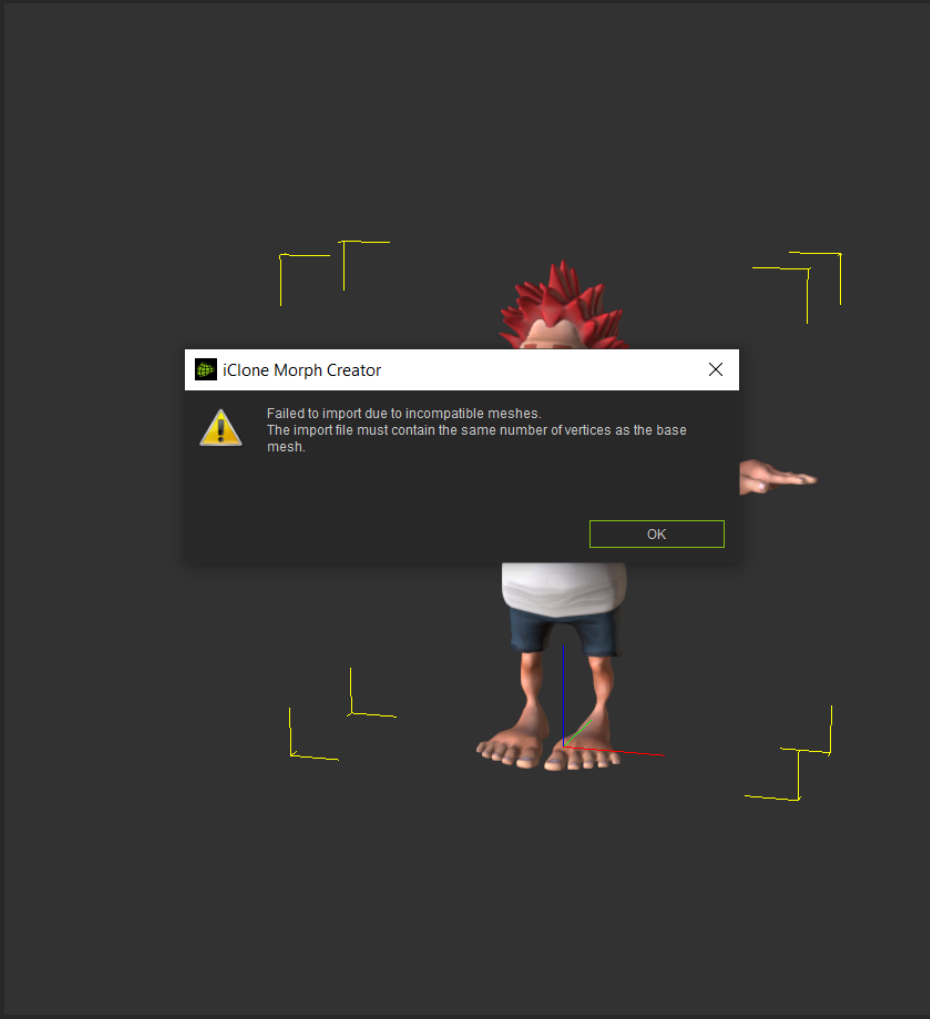
And this is the error I get when I try to bring it into Morph Creator:



Scene

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Name	Condition
Prop	
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iClone Morph Creator



Failed to import due to incompatible meshes.
The import file must contain the same number of vertices as the base mesh.

OK

Type here to search

