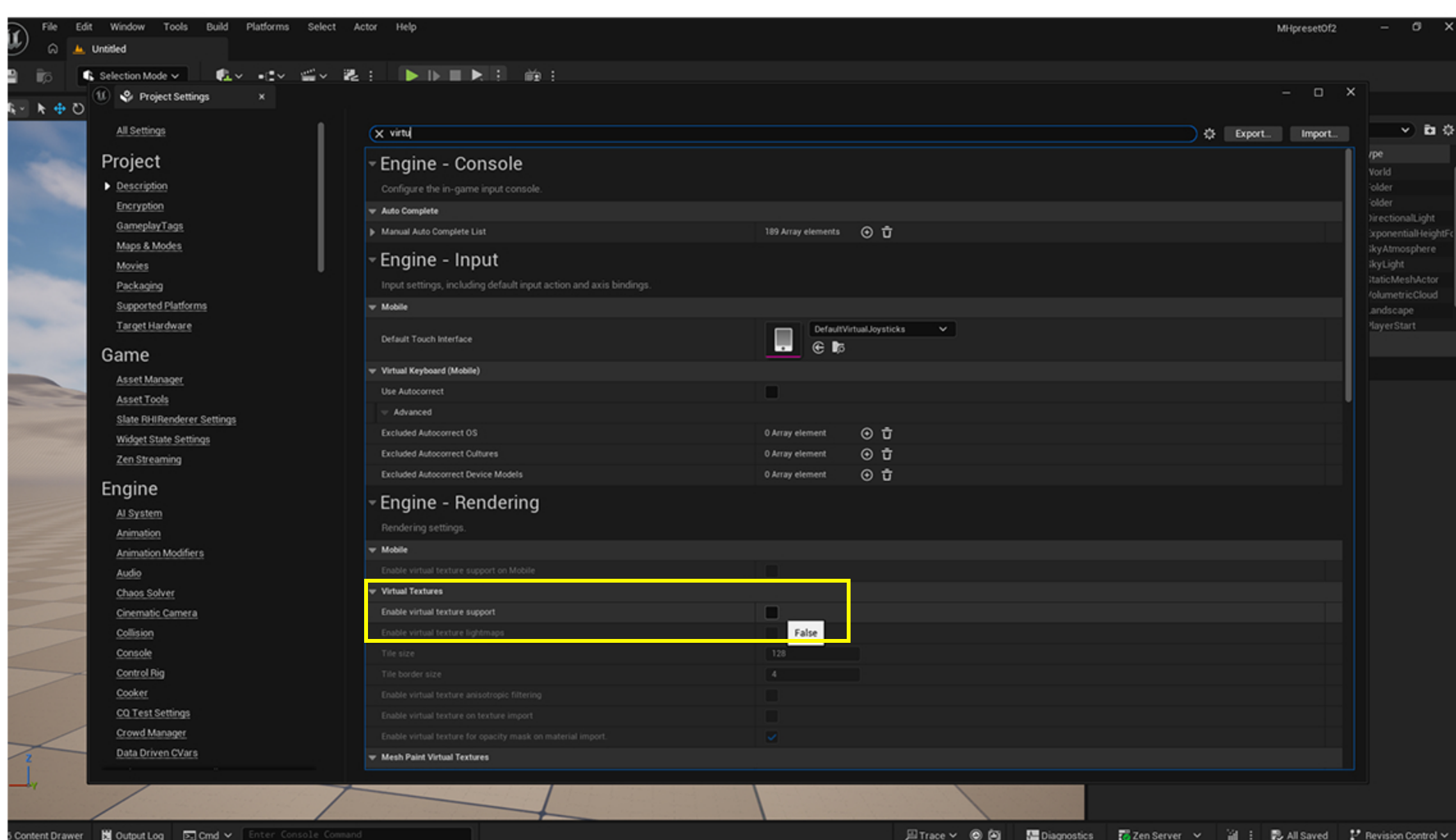
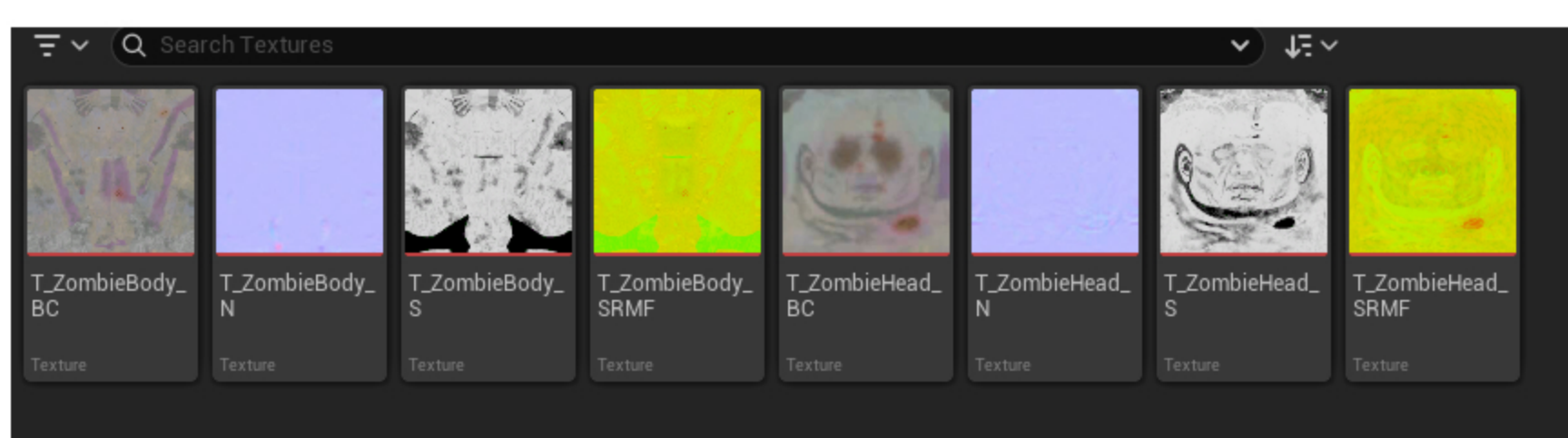




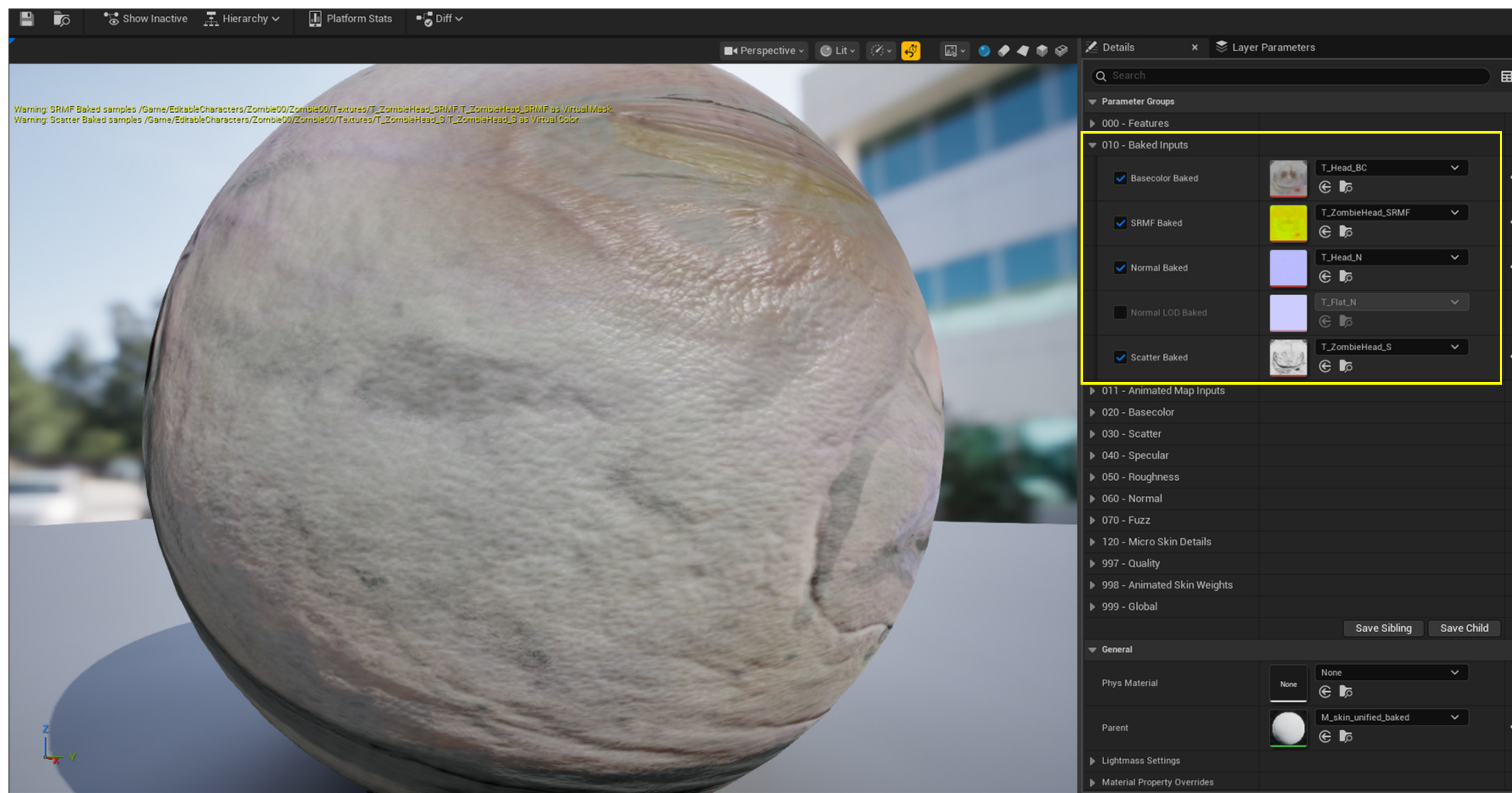
In case of similar visual artifacts in MetaHuman Creator, navigate to the project settings and disable Virtual Textures. They can be re-enabled after the Zombie MetaHuman is assembled.



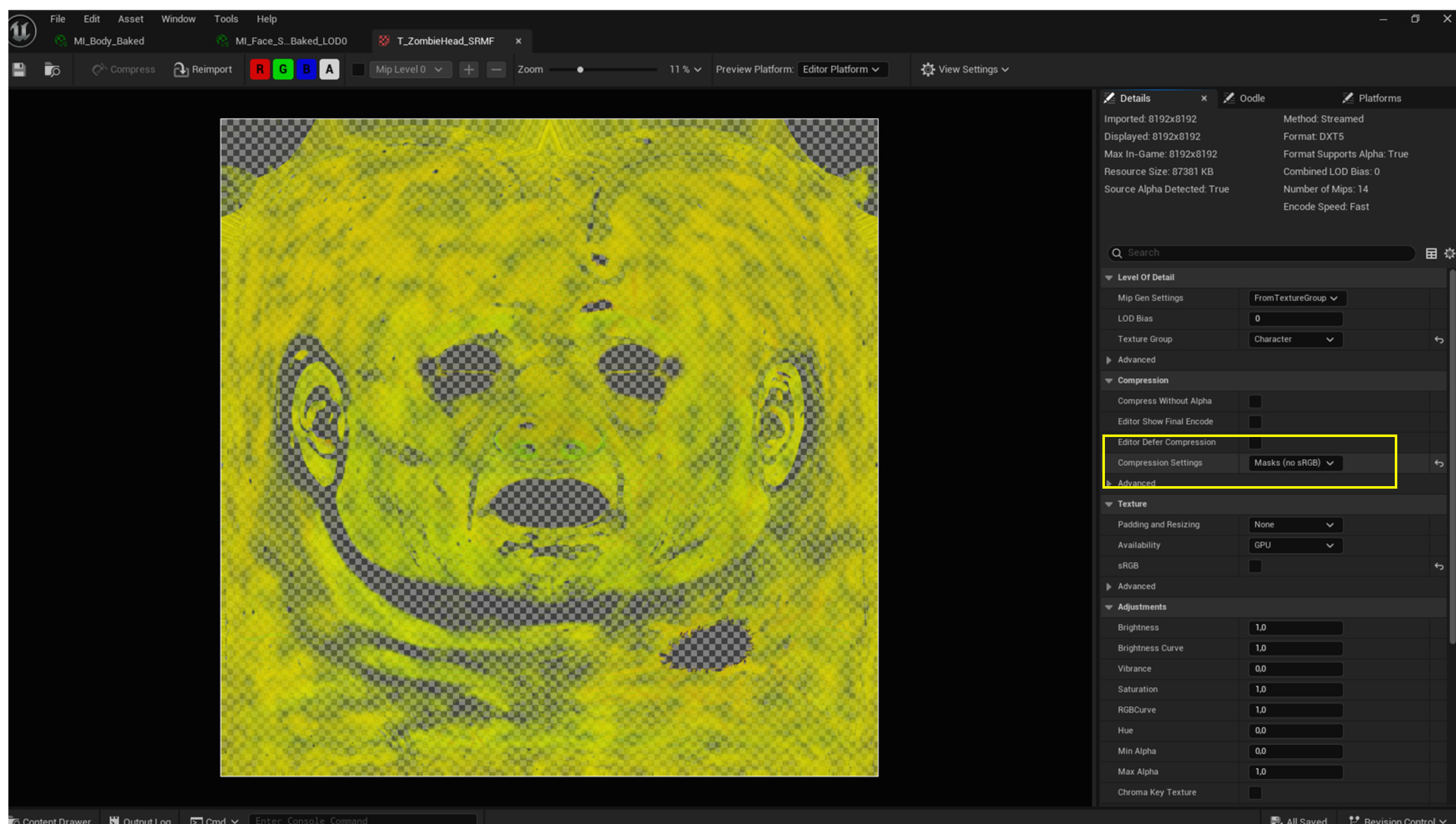
To use the additional textures for the assembled character MetaHuman:



Unzip the texture archive and import the textures into your project. Then locate the zombie's body and face materials in the following folders: ...character\_name/Body/Materials and ...character\_name/Face/Materials.



Open the materials and, in the Baked Inputs parameter group, replace the existing textures with the corresponding maps imported from the zip file.



Make sure to set the compression settings for textures with the \_SRMF suffix to Masks (no sRGB).