

## Hiding the Ghost Legs

You may sometimes see the moving legs penetrate the CloneCloth in iClone as you are using the G2 character with dual-layer mesh body. Though, you can set the skin opacity to black to make the legs transparent (iCloneSkinTexutreLower\_Opacity00.jpg), there are still ghost-like legs that can be seen. It is because the legs are originally set to be with high specularity which can't be modified in iClone 2:



Legs penetrating the skirt as the character catwalks  
(In iClone 2)



Set opacity in skin page for the lower body to black, ghost legs appear  
(In iClone 2)

1. Load the G2 character into 3DXchange.
2. Select the lower body.



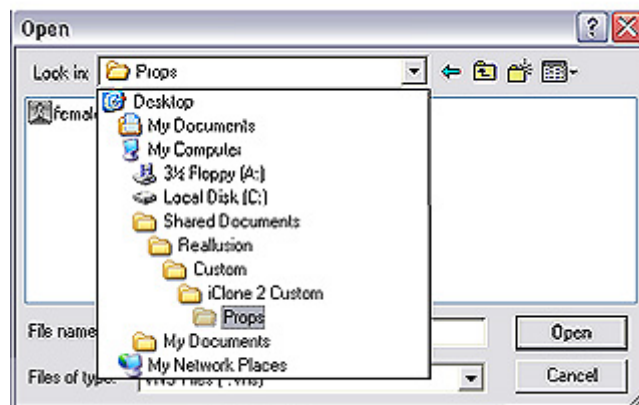
(In 3DXchange)

3. Set the **Specular** to 0 and the **Glossiness** to 100. You may not see the change since the skirt covers the legs.

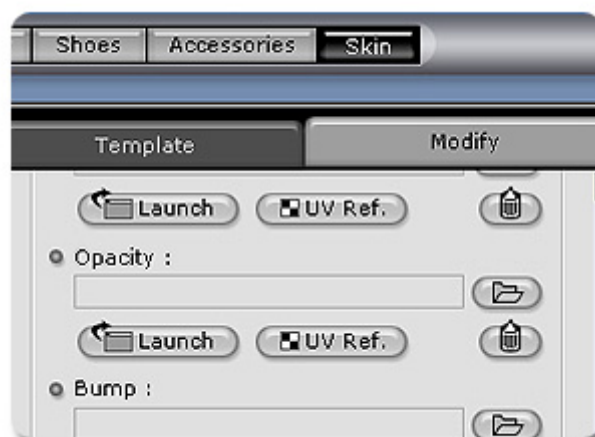


(In 3DXchange)

4. Export the character.
5. In iClone, load the character.



6. Change to **Skin / Modify** page. Click the **Launch** button of the **Opacity** texture.



(In iClone 2)

7. Select the image of the leg and fill the image with black (Totally transparent).  
Save the image.

8. Click **Update** button.

You may see that no matter how hard the motion of the character is, the legs disappear.



(In iClone 2)