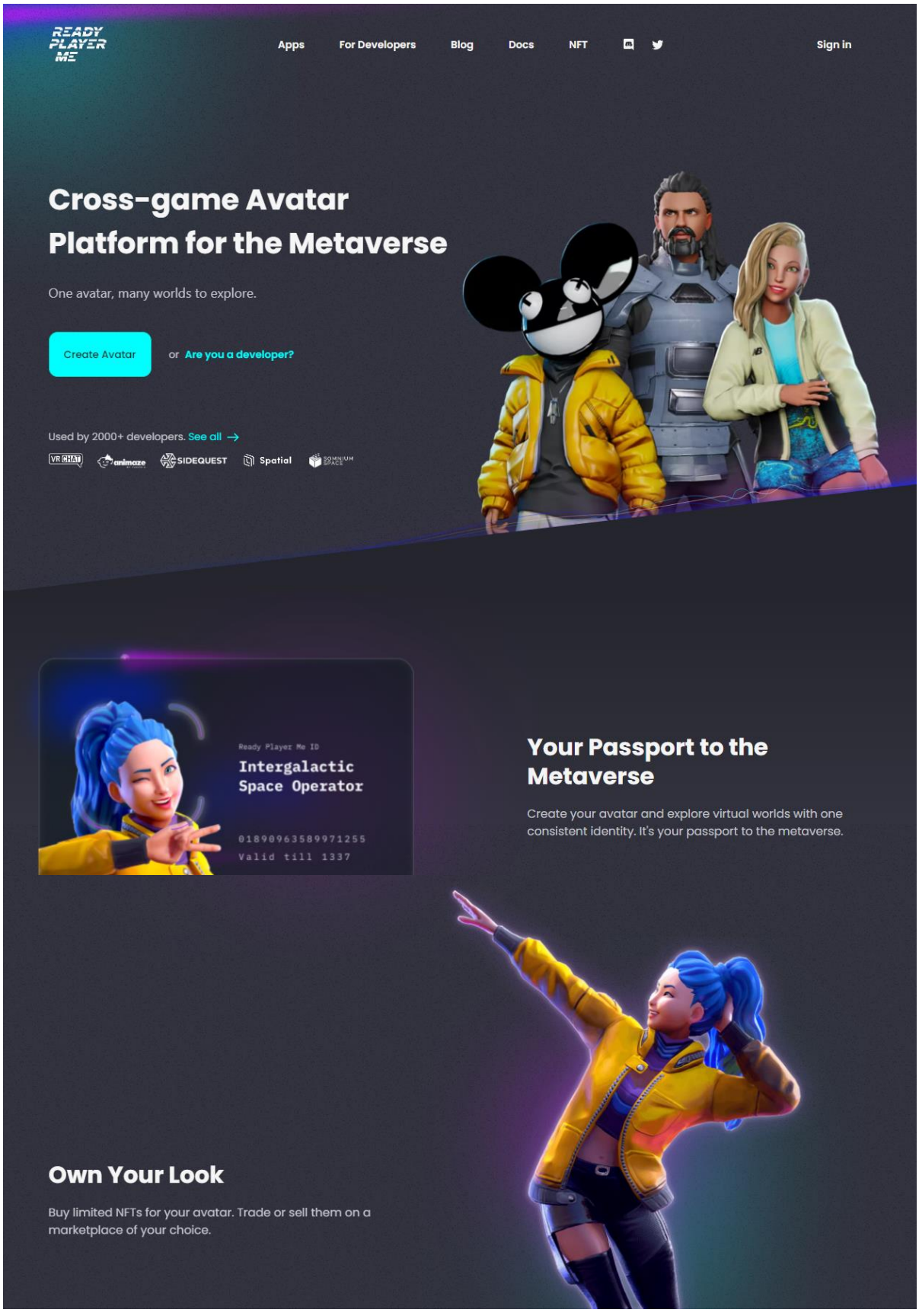
My Metaverse Avatar

ReadyPlayerMe

A tool that allows you to create a full-body 3D avatar for the metaverse. It's very easy to use so that anyone can quickly make one. You can explore virtual worlds in VRChat, join meetings in MeetinVR, or stream to your fans using LIV – all with your personal avatar that represents you in virtual worlds.



Choose your body type

Masculine

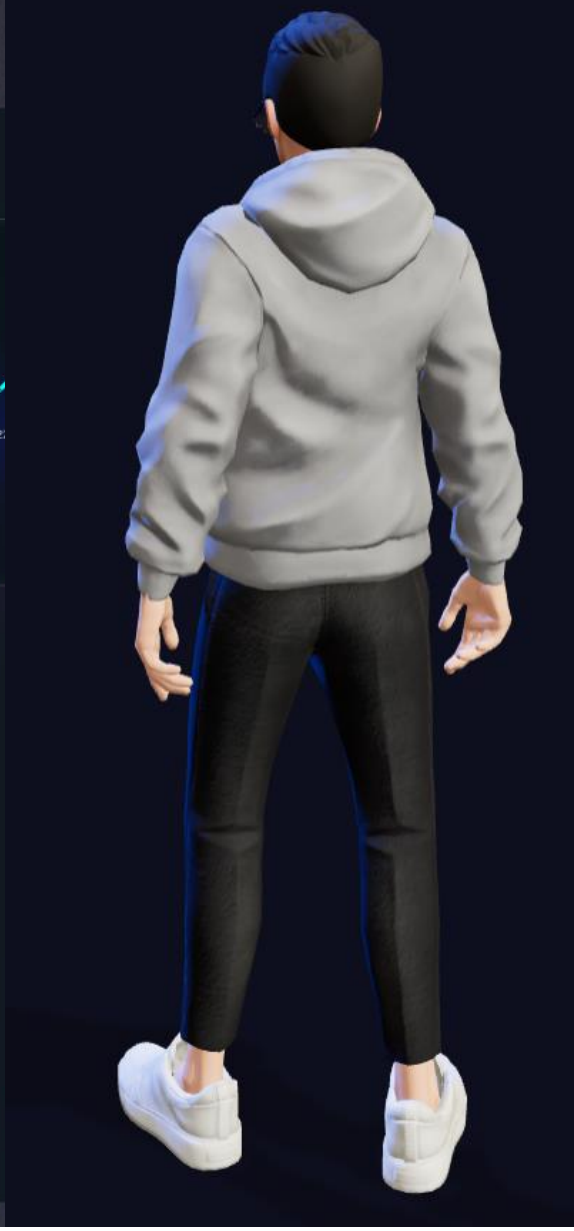
Feminine

Don't specify

Take a photo!

or pick a file

Continue without a photo



Importing in VR chat

It's relatively easy to import ReadyPlayerMe avatars into VRchat.

1. Click 'import to VRchat' once you're finished making your avatar
2. Log in/create a VRchat account
3. Give ReadyPlayerMe permission to the VRchat app
4. Wait around 10-15 minutes for your avatar to sync with VRchat
5. Select your avatar in the 'Others' section of the 'Avatars' tab inside VRchat

Once selected you can play VRchat with your avatar.

Reflection

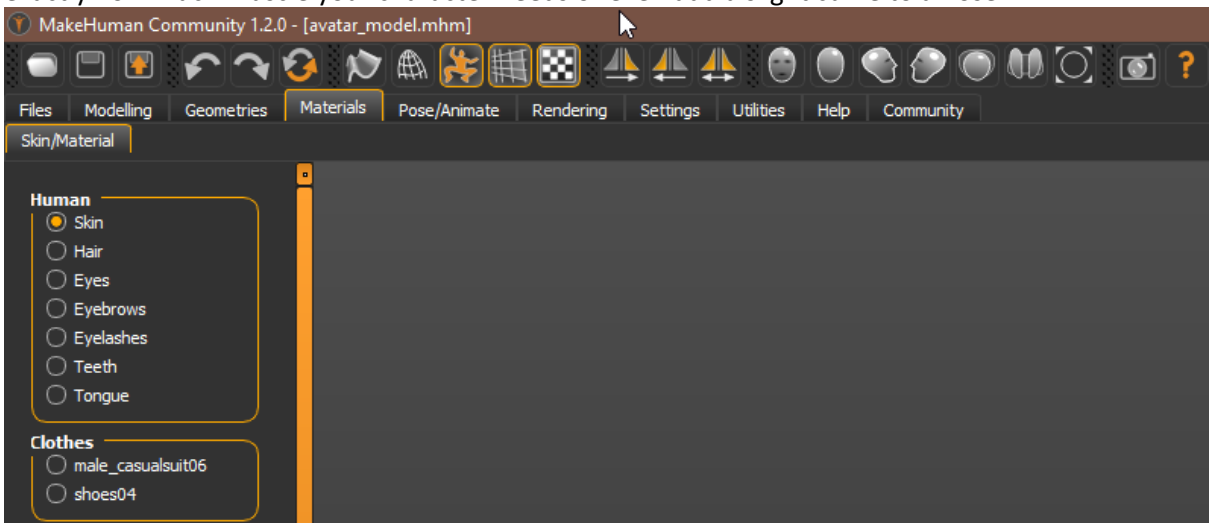
I experienced that it was very easy to create an avatar of myself that had the necessary looks to make it feel like it was me. Of course these avatar models are rendered in a way that pretty much everything in the avatar is symmetrical and without much colour/pigment differences on your skin which makes it less realistic compared to your real life face. I don't find this bothersome since it keeps things simple and you look more handsome :)

I also think the avatar I created captures my personality/way of acting well. I'm a bit lanky and since the avatar is tall and keeps the arms and feet close to each other it looks lanky as well. The glasses represents my love for (the admittedly old) thug life memes.

MakeHuman

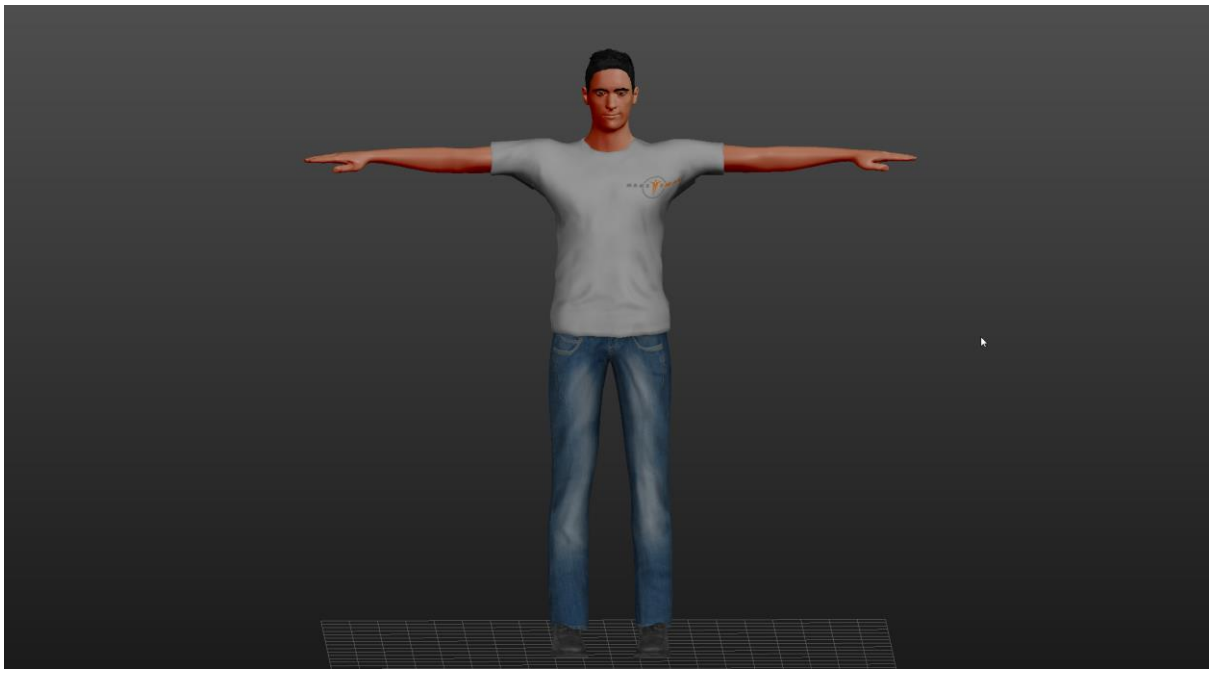
MakeHuman is a free and open source 3D computer graphics program designed for the prototyping of human avatars.

The software gives you a lot of options to precisely shape an avatar. For example, you can decide exactly how much muscle your character needs or even add a slight curve to a nose.



Though it gives you a lot of mathematical options to shape the body, the program doesn't give you many styling and customization options e.g. clothes and other accessories.

The skin is also a bit off for characters who you select to be 80-100% Caucasian.



Reflection

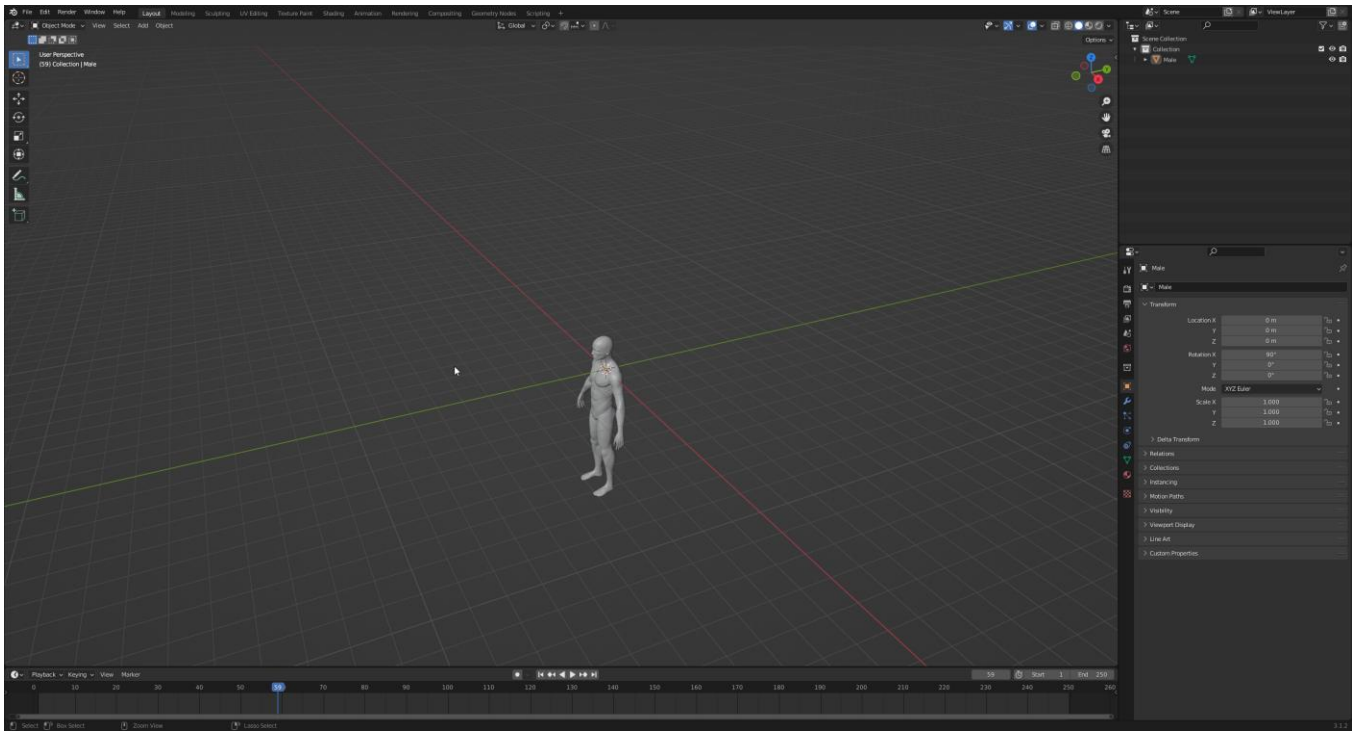
I didn’t enjoy using MakeHuman. The modelling options were limited and in my opinion the avatars you can create with it don’t seem more realistic than the ReadyPlayerMe characters. The modelling environment is also very boring looking compared to the ReadyPlayerMe one.

Blender

Blender is a well-known open-source program used for creating animated films, visual effects, art, 3D-printed models, motion graphics, etc.

After I installed it I searched for free 3D avatar models. It took a while to find and import one. Next I tried to see if I could add clothing and other accessories, but I couldn't even turn the camera around to get a different angle of the model, so I had to look that up first.

I tried to follow a tutorial on how to add clothing, but the tutorials didn't explain how to get certain screens and model settings, so I quickly concluded that Blender is not very friendly for beginners.



Reflection

Blender has a lot of features/options to make a detailed customized avatar. The problem of using Blender is that this is very time consuming, especially for those who have no experience with Blender or similar tools. However, from what I've seen in tutorials learning Blender is well worth your time if you ever want to get into designing assets for the Metaverse, because you can make anything you want with their software and support from third parties.