System for creating, and controlling avatars

Pipeline: create an avatar using Mixamo Fuse, then rig it, and put into Unity3d.

Control it with Kinect, and view with Oculus Goggles.

Place an avatar surrounded by 360 videos.

The system is a necessary base of any computer game, which includes motion controlled humanoid avatar.

The system will be also used as a basis of motion controlled application designed for pain reduction.

We will collaborate on an experimental study, which will test how the type of virtual body influences perception of pain.

The project is already developed to advanced stage by VR4Health. The cooperation will allow to create more features – which can later be used by both CETA and VR4Health.