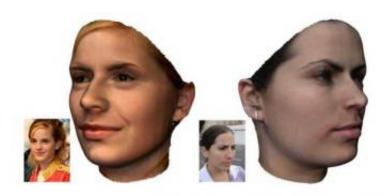# Making 3D avatars the easy way

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Researchers at the Technion-Israel Institute of Technology have developed a user-friendly method for creating realistic three-dimensional avatars (graphical representations of computer users) from any digital image.

The team led by Associate Professor Ayellet Tal of the Faculty of Electrical Engineering says the method can be used without regard to the targeted model's proportions to create undistorted 3D avatars. Avatars are used in computer games, and/or in Internet forums and other online communities.

The new Technion method even allows users to add details, surface texture, and color to their 3D avatars. By avoiding the constrained parameters that exist in currently marketed technology, the method

overcomes any severe distortions. Prior to this development, 3D modeling was complicated, and done manually using computer graphics software, or by assigning color information from two-dimensional images using the "texture mapping" method.

The researchers say the technology is simple to use – even for non-experts. In addition to its use for creating avatars, it can also be used in military simulations, and as a plug-in for professional modeling software, including AutoDesk Maya and AutoDesk 3ds.

 More information: The technology is available through Technion Technology Transfer (T3), the commercialization arm of the Technion Research and Development Foundation. Click here to learn more about this technology and T3.

Provided by Technion-Israel Institute of Technology