

**XR**intelligence  
Extended Reality

( XR4HERITAGE )  
THE LAB

**Avatar – The Metaverse  
Welcome to the 3D Internet**



**XR**intelligence  
Extended Reality



**INTERACTIVE  
HOLOGRAMS:  
SURVIVOR  
STORIES  
EXPERIENCE**



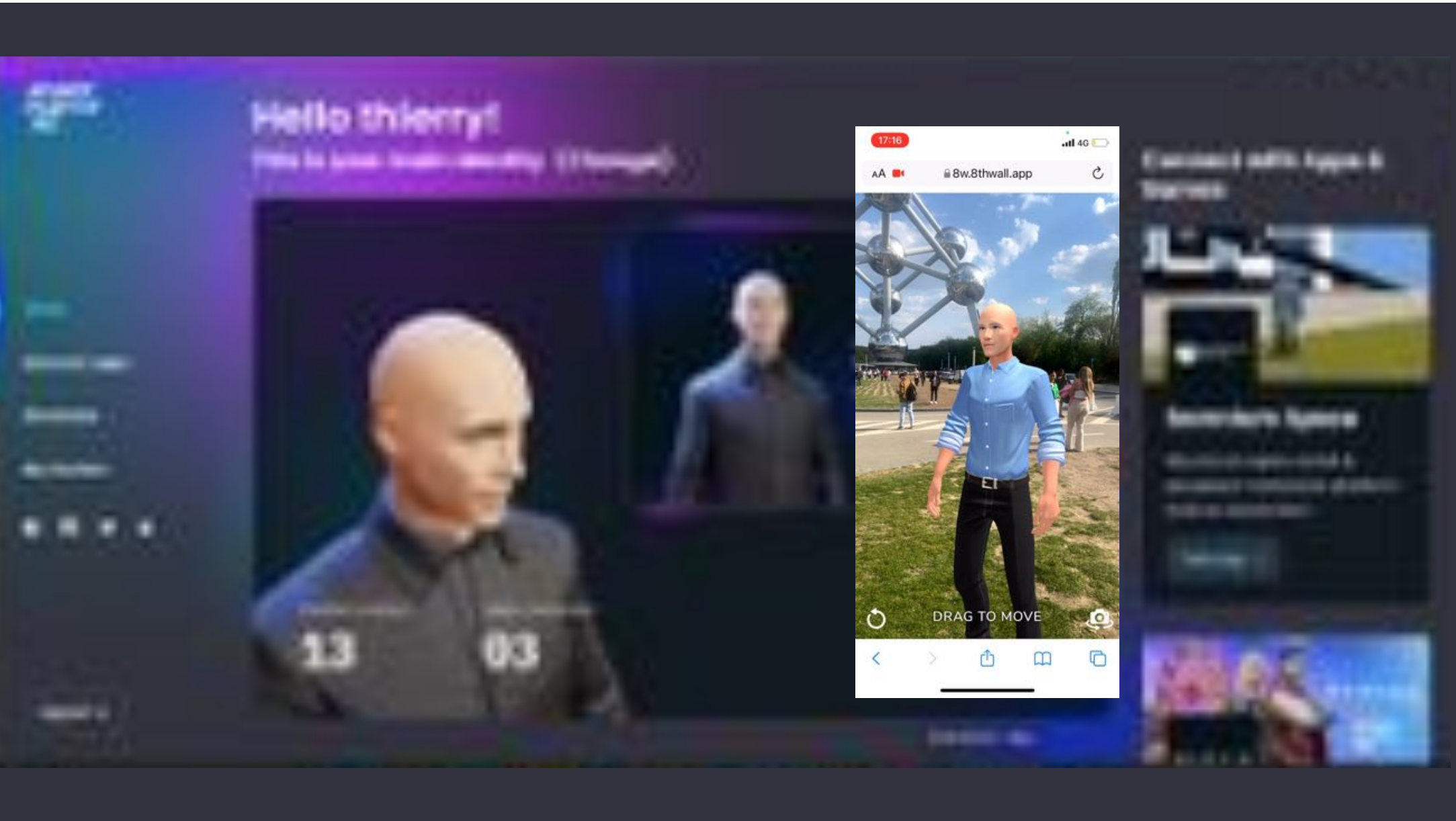


60  Overtime  
MINUTES





**Ready Player Me cross-platform avatar system**





## Ready Player Me cross-platform avatar system

With the Ready Player Me cross-platform avatar system **you can invite your users to create personal avatars and use them inside your app.** The Ready Player Me avatar system has two components.

Users create avatars using the Avatar Creator from inside your app, on your partner website, or via their own Ready Player Me account. You integrate the Ready Player Me SDK into your app to fetch user-created avatars and let them come to life in your game or application.

You and your users both benefit from using the Ready Player Me avatar system.

You don't have to spend your own resources to design and implement an avatar solution.

Users get to bring their own custom avatars into your environments. **Ready Player Me works across platforms and across apps and environments.**

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## Avatar Creator

The Avatar Creator is a web-based interface where users can interactively create and customize avatars. **The Avatar Creator is available through several integration methods.**

Users can register, then create and manage their avatar collection at the readyplayer.me website. Users can experiment with avatars at the demo.readyplayer.me website.

You can too!

As a registered development partner, you gain access to a personalized partner Avatar Creator domain (yourapp.readyplayer.me) that enables multiple customizing options.

From inside your app, you can offer an integrated avatar creation experience.

Avatars created with the Avatar Creator are stored on Ready Player Me servers and can be retrieved by users and apps as a .glb file via a persistent and unique URL.

**SDKs & Integrations Ready Player Me** can be integrated with a variety of development environments and supports multiple distribution platforms. **For Unity and Unreal Engine we provide an SDK for fast integration.** For your mobile and web applications, you can integrate the Avatar Creator directly via the native web-browser-module.

### Supported platforms:

Platform	Integration Method	Supported Devices
Mobile	Native App	Android, iOS, Windows
Web	Web Browser	Desktop, Tablet, Smartphone
VR	VR Headset	Oculus Rift, HTC Vive, PlayStation VR
AR	AR App	ARKit, ARCore
Desktop	Native App	Windows, macOS, Linux
Cloud	Cloud Service	Amazon AWS, Microsoft Azure, Google Cloud

## Who can use Ready Player Me?

You can use Ready Player Me.

Non-commercial use under Creative Commons 4.0

Any avatar created using the Ready Player Me Avatar Creator is available under the Creative Commons 4.0 license, allowing you non-commercial use.

**Build demos, enhance your class work, or experiment just for fun.**

Commercial use a a registered partner If you want to integrate Ready Player Me avatars into a commercial app or game, you must register as a partner, and then you can use Ready Player Me avatars for free in your product.

How much does it cost?

Ready Player Me is available and free to all developers for non-commercial use.

Ready Player Me is available and free to registered partners for commercial use.

**Can I mint Ready Player Me avatars as NFTs?**

No.



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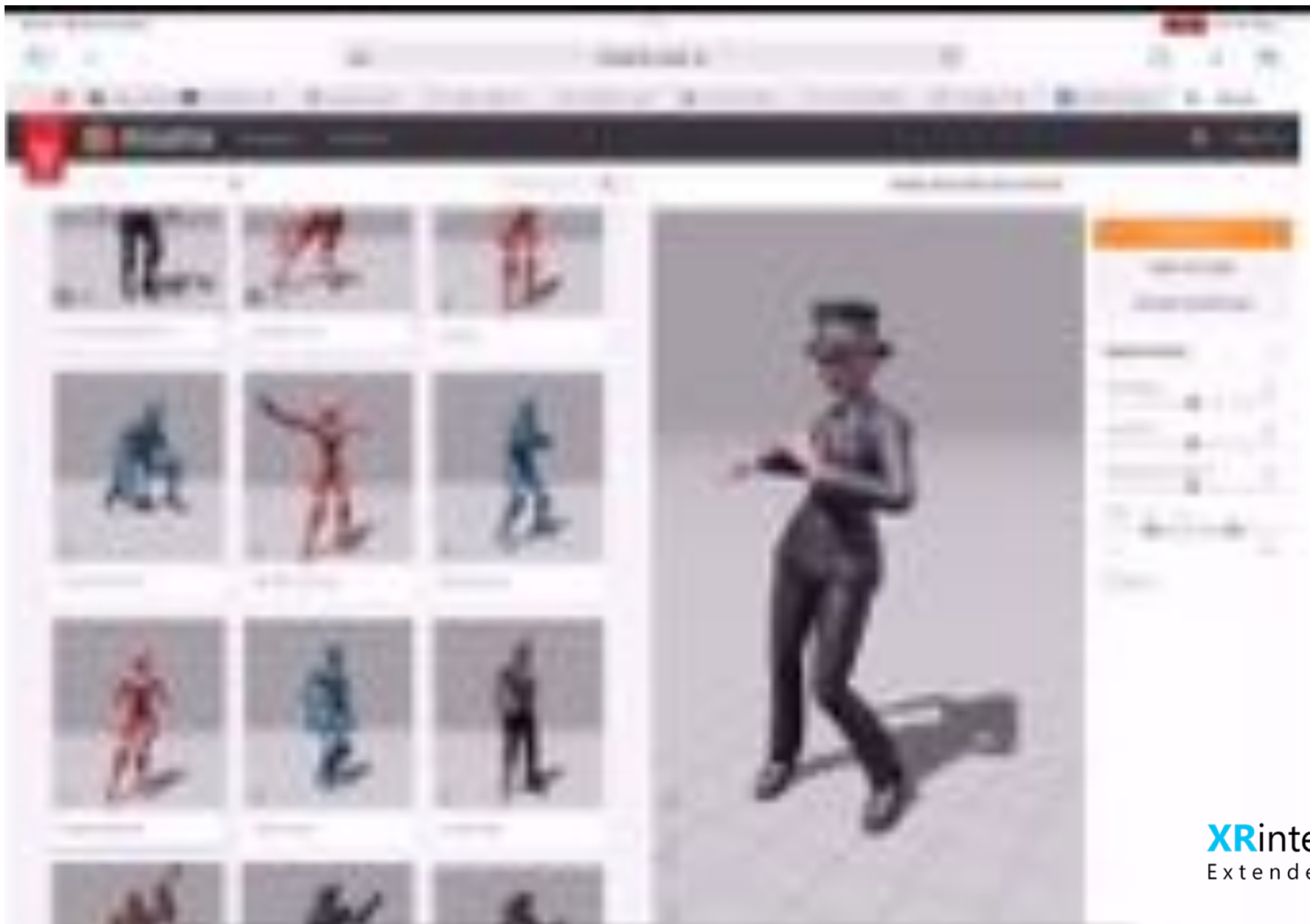
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Mixamo

# Get animated.

Animate 3D characters for games, film, and more.

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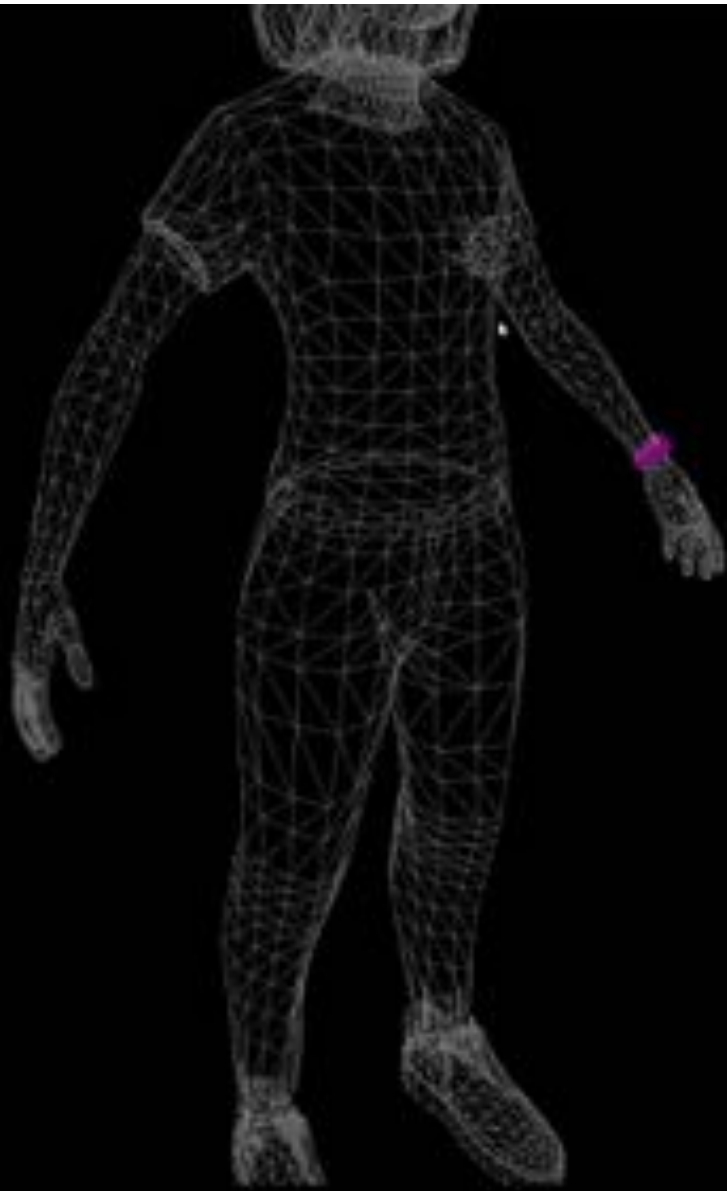




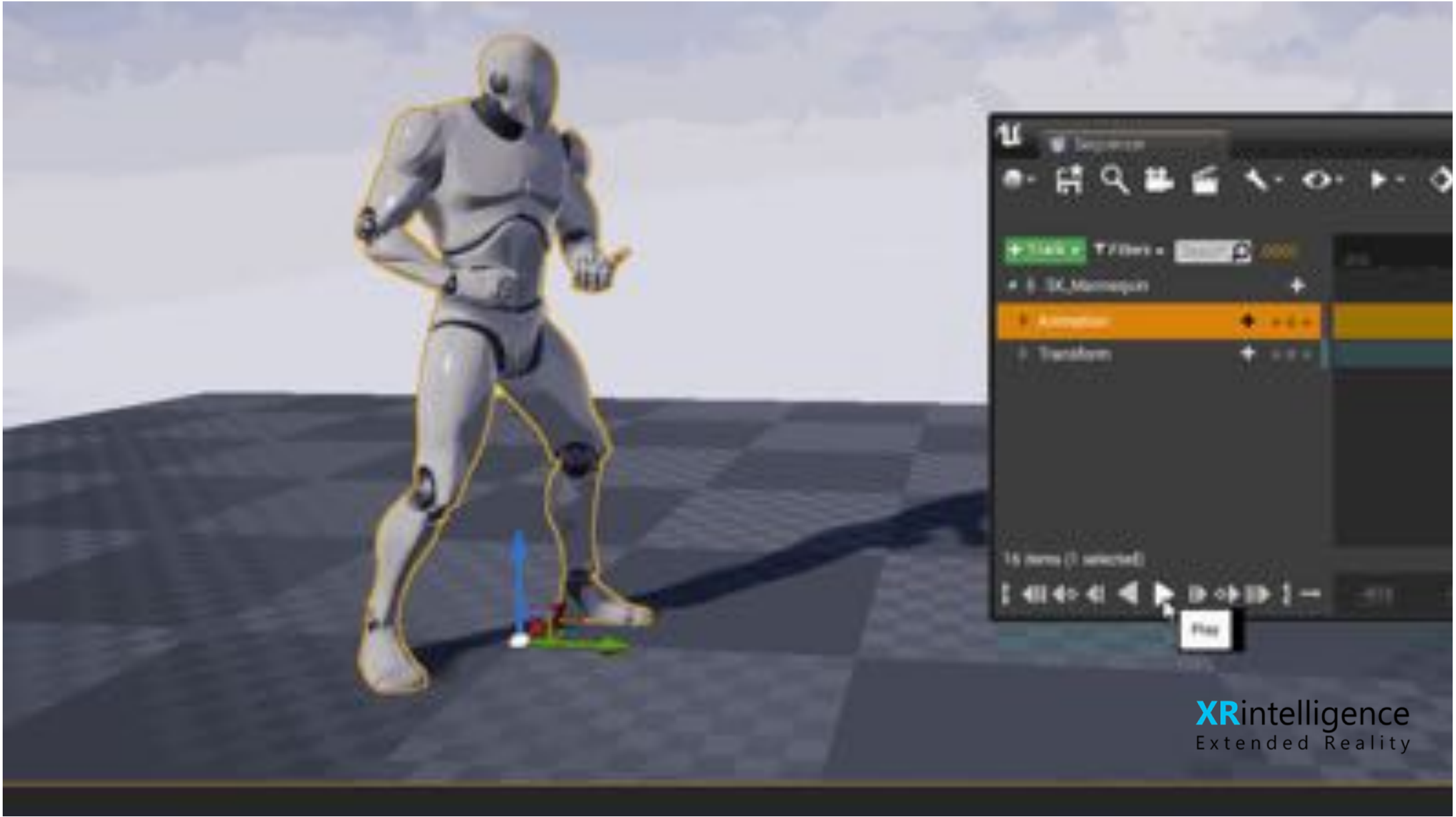
The screenshot displays the Unity 3.5.2f3 development environment. The central 3D view shows a character model standing on a blue ground plane under a bright sun and a white cloud. The Hierarchy panel on the left lists the scene's objects, including 'ThirdPersonController', 'EthanBody', 'EthanGlasses', 'EthanSkeleton', 'Main Camera', and various lighting and water effects. The Project panel at the bottom left shows a folder structure for 'Assets > Standard Assets > Characters > ThirdPersonCharacter > Prefabs', containing 'AIThirdPersonCharacter' and 'ThirdPersonCharacter' prefabs. The Inspector panel on the right is focused on the 'ThirdPersonController' component, showing its Transform (Position: X: -30, Y: 0, Z: 10; Rotation: X: 0, Y: 0, Z: 0; Scale: X: 1, Y: 1, Z: 1), Animator (Controller: 'ThirdPersonAnimatorController', Avatar: 'EthanAnimator'), and Rigidbody (Mass: 1, Drag: 0, Angular Drag: 0.05, Use Gravity: checked, Is Kinematic: unchecked, Interpolate: None, Collision Detection: Discrete) settings.



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I could be one of many...



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Just Imagine...

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