



Ready Player Me cross-platform avatar system

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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

| Development Environment | Distribution Platform (Avatars) | Distribution Platform (Avatar Creator) |
|-------------------------|---------------------------------|--|
| Unity | All Unity targets | Android, iOS, WebGL, VR and PC via 3rd party WebView plugin such as Vuplex |
| Unreal Engine | All Unreal Engine targets | PC |
| Web | WebGL | WebGL |
| React Native | Android, iOS | Android, iOS |
| iOS Native | iOS | iOS |
| Android Native | Android | Android |

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 as 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.



Mixamo

Get animated.

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

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XRintelligence
Extended Reality

Center Local
▶ || ▶
Layers Layout Account

Hierarchy

Create

- Directional Light
- ThirdPersonController
 - EthanBody
 - EthanGlasses
 - EthanSkeleton
 - Main Camera
 - Plane (Remove When Complete)
 - WaterProDaytime
 - WaterProNighttime



Inspector

ThirdPersonController Static

Tag Layer

Transform

Position X Y Z

Rotation X Y Z

Scale X Y Z

Animator

Controller

Avatar

Apply Root Motion

Update Mode

Culling Mode

Not initialized

Rigidbody

Mass

Drag

Angular Drag

Use Gravity

Is Kinematic

Interpolate

Collision Detection

Constraints

Project Console

Create

- Editor
- Standard Assets
 - Characters
 - FirstPersonCharacter
 - Audio
 - Prefabs
 - Scripts
 - PhysicsMaterials
 - RollerBall
 - ThirdPersonCharacter
 - Animation
 - Animator
 - Materials
 - Models
 - Prefabs

Assets > Standard Assets > Characters > ThirdPersonCharacter > Prefabs

ThirdPersonController.prefab

ThirdPersonController

XRintelligence
Extended Reality

AssetBundle



Sequencer

+ Track ▾ Filters ▾ Search 🔍 0000

SK_Mannequin +

▶ Animation + ◀▶▶

▶ Transform + ◀▶▶

16 items (1 selected)

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Play