

[TC]² Avatar from 3D Body Scan Technology

By David Bruner, [\[TC\]²](#)

[TC]² has created an integrated technology feature for creating consistent 3D human avatar meshes that are morphed to match body scan data. This feature is now part of [TC]²'s 3D body scanner application software for the NX-16 3D body scanner. An overview of the research and technology going into this feature was presented at the 2008 Siggraph Conference as part of presentations associated with the Web 3D 2008 Symposium.

[Click here to view the presentation slides.](#)

November 2009