THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A system for generating a 3D avatar, the system including one or more data processors configured to:

capture, at a device, images of a user and a surrounding environment of the user;

transmit, from the device, data of the images;

receive, at a central server, the data;

process, at the central server, the data;

initiate, at the device, a background on which the 3D avatar is overlaid on;

display, at the device, the 3D avatar and the background; and

control, at the device, the 3D avatar to enable interaction with the background,

wherein the device is selected from either a user device or a display device.

2. The system of claim 1, the one or more data processors further configured to:

transmit, from the device, user credentials to access a third party portal;

control, at the device, at least one selection resulting from a purchase history of the user, the purchase history being at the third party portal; and

record, at the device, the 3D avatar interacting with the background.

3. The system of either claim 1 or 2, wherein the images comprise frontal and side views of the user.

4. The system of claim 3, wherein physical attributes, clothing and accessories of the user are obtained from the images, wherein processing of the data at the central server enables generation of the 3D avatar of the user using the physical attributes, clothing and accessories of the user, wherein the processing of the data includes use of machine learning, wherein the background is selected from a group consisting of: an actual environment the user is in, any virtual environment, a hybrid real-and-virtual environment, a metaverse, a game universe, and a simulated world, and wherein interaction enhances the user's perception of immersion in the background.

5. A data processor implemented method for generating a 3D avatar, the method comprising:

capturing, at a device, images of a user and a surrounding environment of the user;

transmitting, from the device, data of the images;

receiving, at a central server, the data;

processing, at the central server, the data;

initiating, at the device, a background on which the 3D avatar is overlaid on;

displaying, at the device, the 3D avatar and the background; and

controlling, at the device, the 3D avatar to enable interaction with the background,

wherein the device is selected from either a user device or a display device.

6. The method of claim 5, further comprising:

transmitting, from the device, user credentials to access a third party portal;

controlling, at the device, at least one selection resulting from a purchase history of the user, the purchase history being at the third party portal; and

recording, at the device, the 3D avatar interacting with the background.

7. The method of either claim 5 or 6, wherein the images comprise frontal and side views of the user.

8. The method of claim 11, wherein physical attributes, clothing and accessories of the user are obtained from the images, wherein processing of the data at the central server enables generation of the 3D avatar of the user using the physical attributes, clothing and accessories of the user, wherein the processing of the data includes use of machine learning, wherein the background is selected from a group consisting of: an actual environment the user is in, any virtual environment, a hybrid real-and-virtual environment, a metaverse, a game universe, and a simulated world, and wherein interaction enhances the user’s perception of immersion in the background.

9. A user device configured for generating a 3D avatar, the user device including one or more data processors configured to:

capture, images of a user and a surrounding environment of the user;

transmit, data of the images;

initiate, a background on which the 3D avatar is overlaid on;

display, the 3D avatar and the background; and

control, the 3D avatar to enable interaction with the background.

10. The user device of claim 9, the one or more data processors further configured to:

transmit, user credentials to access a third party portal;

control, at least one selection resulting from a purchase history of the user, the purchase history being at the third party portal; and

record, the 3D avatar interacting with the background.

11. The user device of either claim 9 or 10, wherein the images comprise frontal and side views of the user.

12. The user device of claim 11, wherein physical attributes, clothing and accessories of the user are obtained from the images, wherein the background is selected from a group consisting of: an actual environment the user is in, any virtual environment, a hybrid real-and-virtual environment, a metaverse, a game universe, and a simulated world, and wherein interaction enhances the user's perception of immersion in the background.

13. A display device configured for generating a 3D avatar, the display device including one or more data processors configured to:

capture, images of a user and a surrounding environment of the user;

transmit, data of the images;

initiate, a background on which the 3D avatar is overlaid on;

display, the 3D avatar and the background; and

control, the 3D avatar to enable interaction with the background.

14. The display device of claim 13, the one or more data processors further configured to:

transmit, user credentials to access a third party portal;

control, at least one selection resulting from a purchase history of the user, the purchase history being at the third party portal; and

record, the 3D avatar interacting with the background.

15. The display device of either claim 13 or 14, wherein the images comprise frontal and side views of the user.

16. The display device of claim 15, wherein physical attributes, clothing and accessories of the user are obtained from the images, wherein the background is selected from a group consisting of: an actual environment the user is in, any virtual environment, and a hybrid real-and-virtual environment, and wherein interaction enhances the user's perception of immersion in the background.

17. A central server generating a 3D avatar, the central server including one or more data processors configured to:

receive, from a device, data of images of a user and a surrounding environment of the user;

process, the data; and

transmit, to the device, processed data to enable display of the generated 3D avatar to be overlaid on a background,

wherein the device is selected from either a user device or a display device.

18. The central server of claim 17, wherein the images comprise frontal and side views of the user, wherein physical attributes, clothing and accessories of the user are obtained from the images, wherein processing of the data enables generation of the 3D avatar of the user using the physical attributes, clothing and accessories of the

user, wherein the processing of the data includes use of machine learning and wherein the background is selected from a group consisting of: an actual environment the user is in, any virtual environment, a hybrid real-and-virtual environment, a metaverse, a game universe, and a simulated world.

19. The central server of any of claims 17 to 18, the central server including one or more data processors further configured to:

receive, from the device, user credentials to access a third party portal; and

transmit, to the device, at least one selection resulting from a purchase history of the user, the purchase history being at the third party portal.