ABSTRACT

A SYSTEM AND METHOD FOR GENERATING A 3D AVATAR

The present invention provides a system and method for generating a 3D avatar, substantially in real-time. The system and method can be used for a variety of applications, for example, engagement sessions at pre-defined venues, virtual apparel/wearable device fittings, and the like. It should be noted that the pre-defined venues can be imaginary environments, digitally rendered real environments or actual environments. In some aspects, the 3D avatars are able to provide a representation of users in a particular environment.

FIG 2