Avatar

Sorcus
Quote

“We know what we are; but not what we may be.”
- William Shakespeare
Introduction
Avatar Vision

A vast world where avatars of any type can play in the same space while allowing developers to morph avatars into the desired look for their games.
Today’s Topics

- Avatar Type - R6
- Avatar Type - R15
- Anthropomorphic Proportions
- Avatar Editing Experience
Avatar Type – R6
Classic Avatar

• 6 parts
• 6 joints
• Body Colors
• T-Shirts
• Procedural Animation
The Roblox Avatar Evolution

Overtime we added more customization:

- Faces
- Heads
- Shirts
- Pants
- Hats
- Gear
- Packages
Early Demo
Avatar Type – R15
- 15 parts
- 15 joints
- R6 proportions
R15 brings the avatar into a new era

- Scaling
- Animation
- Poses
The R15 System Is Built To Be Flexible

Options allow the Developer to easily control what aspect of the player’s avatar enter their game

Current Options
• Avatar Type
• Scaling

Upcoming Options
• Avatar Animation
• Collision Type

More API Control
Player Adoption
• ~75% have chosen R15 for their Avatar

Developer Adoption
• ~25% of the Top 100 Games use R15 in some way
Anthropomorphic Proportions
What Are Anthropomorphic Proportions?

Changing the Roblox avatar in a way where it resembles a human form
Defined Gender

Male

Female

R15
Existing Content

- Faces
- Accessories
- Packages
- Shirts/Pants
- Gear

Backwards Compatibility
New Product Division

R6 / R15 / Anthro In The Product Vision
Avatar Editing Experience
Avatar Editors

Released On Phones In November 2016
Released on Tablets in May
Updated The Web Experience In May
Avatar Editors

Coming Soon to Xbox One
What About a UGC Catalog?

Bringing UGC to the Catalog

Rollout by asset type

- Accessories
- Packages
- Faces
- Heads
- Animations

Expect this to be next year
Over the last year...
Avatar Updates Since July 2016

- Released R15
- Avatar Scaling
- Avatar Animations
- Avatar Editors on 3 platforms
• Anthro
• Avatar editor on Xbox One and Win10
• Developer game options for avatar animations and avatar collisions
Thank you!
Anthro, UGC and Beyond