Resource Summary Report

Generated by PRECISE-TBI on Jul 29, 2026

MakeHuman

RRID:SCR_023323
Type: Tool

Proper Citation

MakeHuman (RRID:SCR_023323)

Resource Information

URL: http://www.makehumancommunity.org/

Proper Citation: MakeHuman (RRID:SCR_023323)

Description: Software tool to create face stimuli for experiments. Used for making 3D characters.

Resource Type: software application, software resource

Keywords: create face stimuli for experiments, making 3D characters, face stimuli

Availability: Free, Available for download, Freely available

Resource Name: MakeHuman

Resource ID: SCR_023323

Record Creation Time: 20230307T050214+0000

Record Last Update: 20260727T040804+0000

Ratings and Alerts

No rating or validation information has been found for MakeHuman.

No alerts have been found for MakeHuman.

Data and Source Information

Source: SciCrunch Registry

Usage and Citation Metrics

We found 10 mentions in open access literature.

Listed below are recent publications. The full list is available at PRECISE-TBI .

Kroczek LOH, et al. (2025) Neural mechanisms underlying the interactive exchange of facial emotional expressions. Social cognitive and affective neuroscience, 20(1).

Dewe H, et al. (2025) The role of visuomotor synchrony on virtual full-body illusions in children and adults. Journal of neuropsychology, 19 Suppl 1(Suppl 1), 57.

Rubo M, et al. (2025) Creating a social virtual reality application for psychological research: A tutorial. Behavior research methods, 57(7), 192.

Faria-Teixeira MC, et al. (2024) Craniofacial syndromes and class III phenotype: common genotype fingerprints? A scoping review and meta-analysis. Pediatric research, 95(6), 1455.

Lento B, et al. (2024) 3D-ARM-Gaze: a public dataset of 3D Arm Reaching Movements with Gaze information in virtual reality. Scientific data, 11(1), 951.

Feldmann M, et al. (2023) Testing Bayesian models of belief updating in the context of depressive symptomatology. International journal of methods in psychiatric research, 32(2), e1946.

Ullman S, et al. (2023) Human-like scene interpretation by a guided counterstream processing. Proceedings of the National Academy of Sciences of the United States of America, 120(40), e2211179120.

Keizer A, et al. (2016) A Virtual Reality Full Body Illusion Improves Body Image Disturbance in Anorexia Nervosa. PloS one, 11(10), e0163921.

Horing B, et al. (2016) A virtual experimenter to increase standardization for the investigation of placebo effects. BMC medical research methodology, 16, 84.

Plantard P, et al. (2015) Pose estimation with a Kinect for ergonomic studies: evaluation of the accuracy using a virtual mannequin. Sensors (Basel, Switzerland), 15(1), 1785.