

Resource Summary Report

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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 resource, software application

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: 20260813T055301+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 18 mentions in open access literature.

Listed below are recent publications. The full list is available at [dkNET](#) .

Pia L, et al. (2026) It is a matter of size-manipulating body size with virtual reality modulates reward sensitivity. *Scientific reports*, 16(1).

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.

Fini C, et al. (2025) Digital connection, real bonding: Brief online chats boost interpersonal closeness regardless of the conversational topic. *Heliyon*, 11(4), e42526.

Jang H, et al. (2025) Configural processing as an optimized strategy for robust object recognition in neural networks. *Communications biology*, 8(1), 386.

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.

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.

Speck I, et al. (2024) Virtual reality cricothyrotomy - a case-control study on gamification in emergency education. *BMC medical education*, 24(1), 148.

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.

Pyasik M, et al. (2023) Behavioral and neurophysiological indices of the racial bias modulation after virtual embodiment in other-race body. *iScience*, 26(10), 108085.

Wenk N, et al. (2023) Effect of immersive visualization technologies on cognitive load, motivation, usability, and embodiment. *Virtual reality*, 27(1), 307.

Duczek N, et al. (2022) Self-organized Learning from Synthetic and Real-World Data for a Humanoid Exercise Robot. *Frontiers in robotics and AI*, 9, 669719.

Tekg??n E, et al. (2021) Contributions of Body-Orientation to Mental Ball Dropping Task During Out-of-Body Experiences. *Frontiers in integrative neuroscience*, 15, 781935.

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

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

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.