

Resource Summary Report

Generated by [RRID](#) on Aug 4, 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 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: 20260801T191118+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 [RRID](#) .

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.