Qeios

Peer Review

Review of: "Make-A-Character 2: Animatable 3D Character Generation From a Single Image"

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The researchers have done a wonderful job. However, there are some concerns that the authors need to clear up:

- 1. Figures 13 and 15, for instance, have Mandarin words. Since the paper is written in English, it would be recommended to have the English translation.
- 2. In terms of replicability, some parts need to be clarified. For instance, how long the training took place, and besides the algorithm, how the researchers implemented each process from image to fully rigged avatar.
- 3. Do the authors intend to further their work?
- 4. Can this work be used only on Unreal Engine, for instance?

Declarations

Potential competing interests: No potential competing interests to declare.