

INDUX-R: From Digital Governance to 3D Human Avatars



INDUX-R at the Conference "Virtual Worlds, Real Challenges: How to govern the online public sphere?"

□ **UAB** participated in the Conference on *Virtual and Digital Worlds; Real Challenges and Opportunities: How to Govern the Online Public Sphere?*, held on 9–10 July at Tilburg University (The Netherlands) and organised by DIGIAPPS.

□ **Nil Bosch (UAB)** took part in the panel session *Content Moderation and Public Discourse*, presenting *Historical Narratives in the Metaverse: To What Extent Can We Rely on Content Moderation Mechanisms?*

□ The presentation explored the importance of content moderation mechanisms under the Digital Services Act in shaping historical narratives within digital environments. It also addressed the role of users, the opportunities offered by digital applications and devices for a more pluralistic approach to the past, while highlighting the Social Sciences and Humanities impact of the **INDUX-R project**.

□ Through its participation, UAB contributed to the discussion on the challenges and opportunities of governing digital and virtual spaces,

reinforcing the importance of responsible, inclusive and trustworthy digital environments.

Learn more: <https://indux-r.eu/>



INDUX-R at the IEEE ICIR 2026

CERTH presented their work entitled **“CHARACTER: Clothed Human Animatable Reconstructions via Cross-view Texture transfer”** at the IEEE ICIR 2026 conference.

CHARACTER is a new system developed under the EU-funded INDUX-R project that turns standard videos or photos into ready-to-animate 3D human avatars in less than three hours.

By exploiting recent advances in 3D reconstruction, **CHARACTER** goes beyond conventional reconstruction pipelines, automatically converting raw video footage into lightweight, customizable, engine-ready 3D models suitable for interactive applications.

The system achieves this in three seamless steps without needing massive datasets. It first isolates the person from the reconstructed scene using a training-free geometric segmentation approach that exploits estimated camera poses and removes the dominant ground plane, enabling robust extraction even in complex environments.

Next, it adapts a standard **SMPL-X template** to accurately match the person's body shape, clothing, and hair by morphing and locally refining the mesh, while preserving the geometry of the hands and fingers to ensure high-quality skeletal rigging and natural animation.

Finally, the customized mesh is shrinkwrapped onto the reconstructed geometry, and detailed, semantically consistent UV texture maps are automatically baked, with intelligent inpainting correcting minor texture inconsistencies to produce a clean, engine-ready avatar.

Learn more: <https://indux-r.eu/>

About INDUX-R

INDUX-R (Transforming European INDUstrial Ecosystems through eXtended Reality enhanced by human-centric AI and secure, 5G-enabled IoT) is a Horizon Europe-funded initiative involving partners from across Europe. Its mission is to redefine how people interact, train, and collaborate in professional environments through cutting-edge XR applications rooted in ethical development.

Read more on INDUX-R website <https://indux-r.eu/>

INDUX-R PROJECT VIDEO



Follow us on Social Media!

Click here to like and follow us!



INDUX-R

Transforming European Industrial **Ecosystems** through **eXtended Reality**
enhanced with **human-centric** AI and secure, **5G-enabled IoT**

Follow us on Social Media

linktr.ee/indux_r



This project has received funding from the European Union's Horizon Europe Research and Innovation Programme under Grant Agreement No 101135556.



INDUX - R

This newsletter is about the European funded program
INDUX-R

[Unsubscribe](#)

