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By Cali Richards Avatar presents a 2000 graphic representation of a computer user for use in places such as forum, chat or messenger. It can be a real picture or created image. Yahoo! offers the largest free selection of categories to choose from to make your own personal avatar. Yahoo! is widely used by people all over the world to send email and chat where you can display yahoo! Avatar. Open your web browser and go to yahoo! Avatars website (see Links to link). Sign up to be a registered member if necessary. Complete all the personal information you need. Read Yahoo! Terms of Service and Private Policy. If you agree, check the box and click Create your account. Log in by entering Yahoo! ID and password, then click login. Choose your gender and click Create my Avatar link. Read the instructions to give you an idea of how to do it. Once completed, go to the Appearance link to create a new look and choose the color of your skin. You can see how you look every time you make a change. Browse the face and eye choices and choose the image you like. You can change your eyes color by clicking on a small color palette next to the image. Go to hairstyles and browse until you find an image with the hairstyle you want. You can also change your hair color by clicking on a small color palette next to the image. Click on the Clothing link and review these selections. Set up your free Yahoo! Avatar by clicking on the outfit you want from either the Full Gear or Tops and Bottoms categories. You can also choose from the Plus sizes option if you like. Check out Extra and see the categories underneath it. Click on the images you want in each category. Browse the selection for your avatar background and check out the options under Branded. Choose the photos you want from these categories. Click Save Changes and Add to Favorites when you like what you've created. Decide the name for your avatar and click Add. Pan and zoom the created avatar by clicking the plus and minus signs, as well as using the arrow buttons. Click Save Changes and Add to Favorites. You can save up to 12 avatars as your favorites. Click on the Exit link after completion. Use Photoshop, Paint, Gimp or some other image editing program to develop my next avatar. Add sunglasses, beards, beats, etc. Put your design in the comments and if I chose it when the contest closes I will send you a winning patch plus I will use the design as my avatar for a month! Hurry... The contest closes tomorrow. I changed it so that all 3 winners below get a patch. (Gold, Silver and Bronze patches.) Plus I'll use vroom... Vroom design like my avatar for a month! Winners:1st place:vroom... vroom..., Lego Dilbert:2nd place:canucksgirl in Lego Man Lives: 3rd place: Shadow Ranger Salt Water Block Croc: Thank you all for the entrance and I'll do it again someday! Here it comes as the flying Ikran hovering in our lives again. Eight years after the The release of the world's largest box office film of all time, James Cameron's Avatar is still far from time. Not only do we get four new movies set in the world of Pandora, but we'll also be able to read all about it in the upcoming series from Dark Horse Comics - and you can check out the first couple of pages below, exclusive to Mashable. SEE ALSO: Disney offers a deeper look at the new Avatar theme park, as Cameron announced at New York Comic Con 2015, the Avatar comic - written by Sherry L. Smith - will present a story arcing out points across the Pandora scale. Some of them will take place before the events of the film, some will occur after, and some may even take place in tandem with a fairy tale we already know. The first installment of this highly anticipated series will be available may 6, 2017 - Free Comic Book Day - but you won't have to wait until then to get a little taste of what's to come. In the pages below, blue-skinned Jake Sally is at the back of Ikran once again, taking a flight over the beautiful landscape of the planet he now calls home. It seems that the Earth is far from Sally's mind, and that it has completely taken its form of Na'vi. Why hasn't Avatar appeared in comic book form before? It could be something of a risk to take such a bright screen world, created in a state-of-the-art 3D CGI - and move it to a flat page. However, this title seems to be in good hands with artists Doug Wheatley and Wes Dzioba, and we'll be looking forward to seeing more of their stunning work on free comic book day. Until then, check out the page below. Image copyright Dave Wilkins Image caption Dark Horse Comics Image: Dark Horse Comics By Jamie Peacock Updated September 22, 2017 Netflix offers a way for viewers to rent movies from the comfort of their home. You can subscribe to a plan that will allow you to stream movies instantly or videos sent straight to your inbox. Netflix provides a shared avatar for you when you're registered. However, you can personalize your avatar by uploading an image from your computer. This is what other Netflix members will see next to your written reviews. Sign up to your Netflix account. Do this by visiting the Netflix website and then entering your username and password. Select a movie and click on it for more information. It really doesn't matter which one you choose, since you'll just use it to access another page. Wait for the download of information about the film. Go to the Feedback section on the bottom right

of the page. You'll see a button that says: Write a review. Choose this option. You don't have to write a review. Click on your avatar. It was either installed by you or Netflix. It will appear next to the text box where you can enter your review. Find the word Edit on the page that loads and click on it. It will be located Under your avatar. Using the dialog that appears, select the photo you'd like to use and click Open. Open. download your new avatar. If you're in the Reviews section, you don't have to follow steps 1-3. Don't use inappropriate images because it's against Netflix's policy. When I dyed my hair pink earlier this year, I couldn't wait to change my avatar in Stardew Valley. All kinds of real firsts were on my post-dye to-do list: take a selfie, show your friends, shock the hell out of my mom. But nothing felt more relevant than starting my favorite game and taking a 16-bit me away from the mousy brown peach pink, marking my real world transformation with an equally awesome virtual. For me and many others, the nature of the setting is the cornerstone in satisfying the gameplay. Whether you're in The Sims 4, choosing between cartoon expressions in Nintendo's Mii Maker or choosing the best armor for the Fallout mission, making your own digital character can turn the average gaming experience into something memorable and meaningful. And yet, too often we find ourselves creating avatars from rudimentary installations equipped with only a few options - sometimes opening more options available later in the game and sometimes not. In an industry where user experience is not only paramount, but also unlimited in its ability to improve, how is most character creators still so bad? Throughout the history of video games, character design has been a lightning rod for controversy. Whether we're criticizing Snake's ass, Dante's hair or Mario's nipples, what video game characters look like, it's important for the players who embody them. When professional creators miss the mark, we demand changes - which studios often deliver, since appeasement of customers tends to benefit their bottom line. The level of importance gamers attribute to the appearance of a character only grows when we do designing ourselves. This is what game researcher Dr Selen Turkai, who received his doctorate from Columbia University and who now teaches student game design at the University of Technology NSW, calls the IKEA effect. It's not that high quality furniture, but because you spent time on it and you built it, it becomes yours, explains Turkai. There's a similar thing going on with avatars. The more people spend time creating and customizing their avatars, the more time they spend in the game, tied to the player's experience. Numerous studies have positively correlated the power of player identification with avatars and extended, satisfying gameplay. In a 2015 study in Lord of the Rings Online, she found that players who were able to adjust their character significantly were more motivated to play the game again. This has a lot to do with human identification experience, adds Turkai. It's a very fluid thing. We don't have one dimension. We always build and reconstruct our identity, and for many people, avatar avatar and playing with avatars in these environments gives you the opportunity to show it. We don't have one dimension of identity. We always build and reconstruct our identity. By identifying with the characters that we embody and growing with them through sessions, players invest more time, emotion and in some cases financial resources in their gaming experience. The more we feel that our characters are really ours, the more we like the games we play. This is what makes collecting costumes and getting gear out of robbing boxes such an effective means of enticing gameplay. Cosmetic changes can stand as status symbols in the game of achievement (think 1.2 million Bell Animal Crossing Crown) as well as expressions of identity. But who doesn't remember the time they went on the hunt for an accessory, hairstyle, piece of clothing, or some other avatar choice, only to come up empty-handed? According to psychologist and video game enthusiast Jamie Madigan, these moments reflect a design absence that can seriously undermine both the more personal aspects of gaming and the sense of satisfaction we get from interactive entertainment. I sometimes wonder if specific things that you can customize or your specific options are just as important as the fact that you have the ability to change these things, says Madigan. What makes games internally motivating, why people make them just for the sake of making them, is that they get to make choices. You can express yourself through this choice, and being able to choose and customize the look of your avatar goes a long way to satisfying that basic psychological desire to make meaningful choices. When I changed the hair of my Stardew avatar from brown to pink, I was a reflection of the basic life decisions on the screen - effectively penetrating my character with meaning for a salon plunge into the real world. In games where having pink hair (or the right shade of pink hair) is not an option, I felt constantly reminded of the choices I wanted, but it wasn't offered to me. As a white cis woman who made an extra cosmetic choice, it was an annoyance. For players of color, players with disabilities, non-binary players, players who wear religious clothing, and more, limiting character creators is another example of harmful erasure in video games. You can express yourself through this choice, and being able to choose and customize the look of your avatar goes a long way. Creating Avatar remains a largely toxic source of marginalization that functions as a way of other identities that game developers have deemed unworthy of inclusion. Framing the internal component, which shows some players as optional additional features, is an exception and belittling. When you look at the demographics of players, there's a very wide range, Turkai says, using an avatar as an example. The average age of a player used to be in his early twenties or something like that. Then, it became the mid-thirties or or Now we have people in their forties, fifties and sixties. We are different as we age. Older players want to be represented, whether with white hair or balding hair or a body that is a bit saggy. This view is really important, otherwise these games will lose that demographic. Turkai and Madigan are quick to point out that not everyone wants their avatars to look like them; Again, it's about presenting all kinds of options so gamers can create whatever they want: self-perfected versions of themselves, other people they know, fictional heroes, or some cool looking weird shit. But when the game has a character creator, everyone should be able to make their own likeness (or not). Yes, many computer games support fashion fans, but this represents another obstacle between marginalized people and games. The technology has advanced to such an extent that gamers should not search and download what may or may not exist to make them feel seen. Sure, they could create their own, but it requires skills, time and motivation. What's more, some games just aren't meant to be modded. Narrative games with fixed characters can stand to improve their diversity across the board. The importance of representation in entertainment venues is well-trodden territory, and it is clear that some studios already understand its importance. Just last year, Cyberpunk 2077 made headlines with an announcement about its mix-and-match approach to gender expression. Of course, this received some negative reactions from the trolls, but almost the entire press was positive. However, it should be noted that CD developer Projekt Red has received criticism for their representation of trans people in the Cyberpunk environment, and I am not suggesting that their approach is the gold standard. The fact is, inclusion is still not the norm - and for an industry built on fantasy that doesn't add up. After the 2019 E3 reveal Marvel's Avengers received negative reviews from fans, game publisher Square Enix reworked all five main characters - Black Widow, Thor, Iron Man, Hulk, and Captain America - and pushed back the release date of the game a full four months (although Square Enix said it was for polishing purposes rather than specifically related to the character redesign.) It was obvious that making the Avengers look like an important component, probably than not, the game sales), so square Enix stepped it up and gave us the characters that we wanted. Every studio and publisher should do everything possible to offer the same improvement to the creators of the characters we use to work out ourselves. It's ethically right to do that, and even if we assume the worst in games execs, a financially wise thing to do. If we like games more, when we can personalize them, for every game, it makes sense, personalization should be a priority feature in the checklist of each studio. It could Not only increase individual sales, but also boost word of mouth around the release and make created content like YouTube videos and Twitch stream that much more unique. SEE ALSO: The power of the game and play during a crisis If the games have camera modes or selfie modes where it's easy to control the camera and take a picture of your character in the environment is just the right way, then be able to share it that pays dividends in terms of marketing and awareness, Madigan notes. Especially for games that constantly add content after a year or throughout the lifecycle of the game. People share these things, look for them and subscribe to each other's social media feeds in the hope of seeing more. Equipped with a sliding scale of color gradients, adjustable details, and accessories galore (all suited to the genre of this particular game, of course), future avatar creators should offer plenty of choices that players want to see, try, and share. When I ask Turkaya why this doesn't seem like an area of greater importance to studios now, she hardly gives me one answer. It's possible that money and opening hours just prioritize elsewhere, or that the popularity of first-person POV games has made this a moot point for some. And, of course, the notorious lack of diversity of developers in games certainly plays a role. However, when I think about games, I think of Stardew AI with her pink hair, thriving loyalty to Junimos, and a well-established agricultural business. If video games are designed to invite players to escape to a fantasy world without restrictions, it would be nice if we could be who we want once we are there. Maybe someday soon we will have these options available at every level. Follow Mashable SEA on Facebook, Twitter, Instagram and YouTube. Youtube.

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