

# Supplementary Material: Creating a 3D Mesh in A-pose from a Single Image for Character Rigging

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**Figure 1:** A-pose generations from images in-the-wild. For each example, the leftmost image is the input and the rightmost image is the generated A-pose image. Characters with smaller face can be improved by the additional face refinement step, evidenced by the difference between the middle image and the rightmost image. Input images with background come from real-world photos.

