

# AtloriaAvatar

September 4, 2026

## AtloriaAvatar

**Kind:** Class

**Source:** `atloria-monorepo/packages/ui-core/src/components/avatar/Avatar.ts`

An avatar component that displays images or initials

**Extends:** `AtloriaElement`

### Methods

| Method              | Signature             | Returns           |
|---------------------|-----------------------|-------------------|
| <code>render</code> | <code>render()</code> | <code>void</code> |

### Properties

| Property               | Type                     |
|------------------------|--------------------------|
| <code>styles</code>    | <code>any</code>         |
| <code>src</code>       | <code>any</code>         |
| <code>alt</code>       | <code>any</code>         |
| <code>name</code>      | <code>any</code>         |
| <code>initials</code>  | <code>any</code>         |
| <code>size</code>      | <code>AvatarSize</code>  |
| <code>shape</code>     | <code>AvatarShape</code> |
| <code>status</code>    | <code>`online`</code>    |
| <code>ring</code>      | <code>any</code>         |
| <code>clickable</code> | <code>any</code>         |
| <code>group</code>     | <code>any</code>         |

## Where it refuses work

- `AtloriaAvatar` stops the work with an early return when `this.initials` .
- `AtloriaAvatar` stops the work with an early return when `parts.length >= 2` .
- `AtloriaAvatar` stops the work with an early return when `!this.name && !this.initials` .