

# **Creation in 3D Virtual Worlds**

## **Session 2**

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March 1, 2011

# Overview

- Inventory
- Prims, objects, linking
- Textures

# Inventory

- Like storing documents or files on a local drive
- But! Stuff is stored on grid servers (and cached locally when useful)
- Protections enforced by grid servers
  - "Copy" or "No copy"
  - "Transfer" or "No transfer"
  - "Modify" or "No modify"
  - Note: in second life, an object cannot be "No copy" AND "No transfer"

# Items in inventory

- Folders
- Objects
- Sets of objects
- Textures, including photos
- Landmarks
- Notecards
- Clothing
- And more

# Main folders

- My Inventory
  - Stuff you purchase (even for free), are given by others, make yourself, copy (when copyable)
- Library (or OpenSim Library)
  - Stuff provided by the grid, to get you started

# System folders

- In "My Inventory" -- used automatically for some stuff, but you can move things with drag and drop

- Animations
- Body Parts
- Calling Cards
- Clothing
- Gestures
- Landmarks
- Lost And Found
- Notecards
- Objects
- Photo Album
- Scripts
- Sounds
- Textures
- Trash

- New additions

Current outfit

Favorites

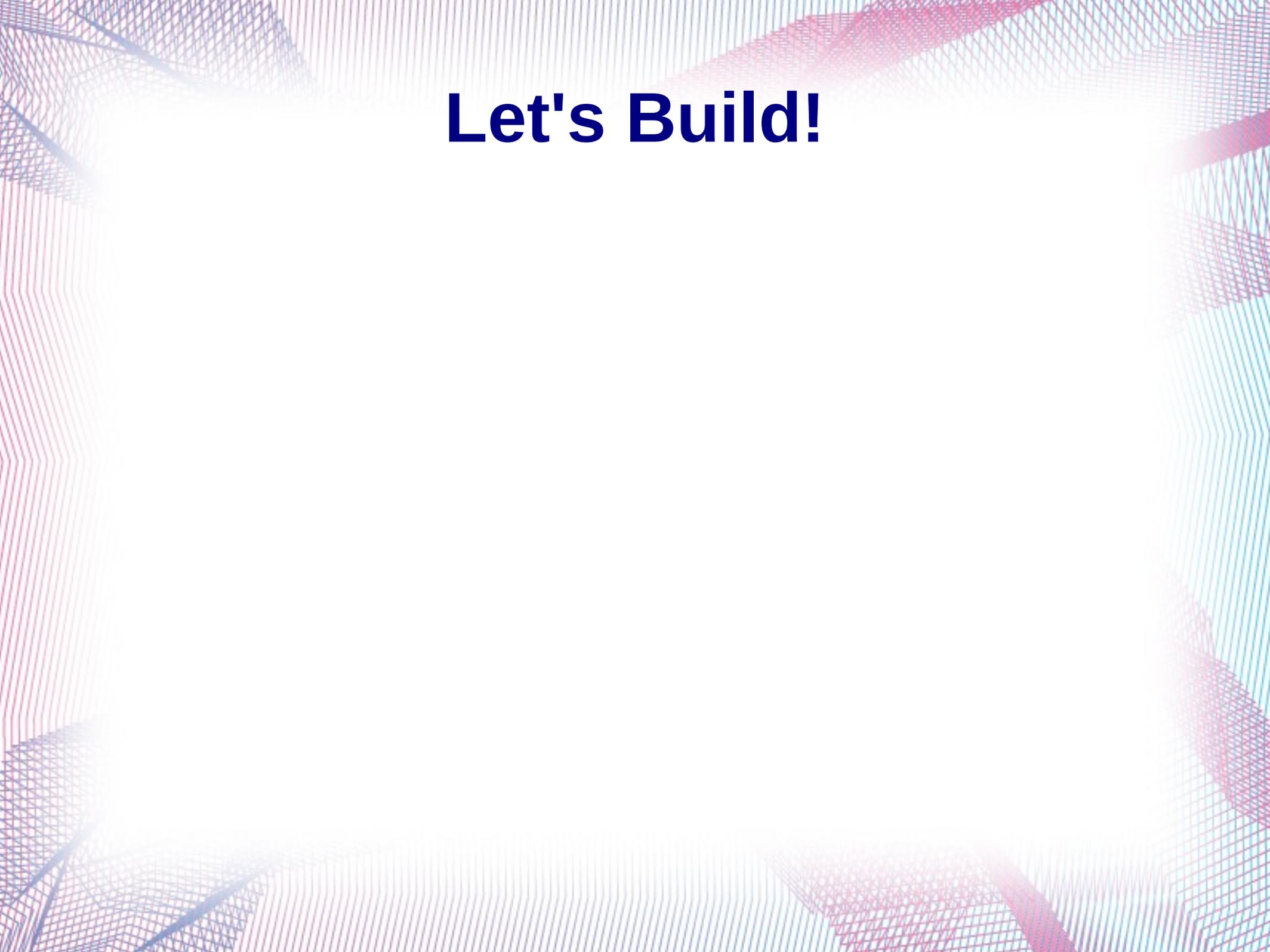
My Outfits

# Surfaces

- Surfaces of prims can be:
  - Coloured, textured, or both
  - Opaque, transparent, or translucent

# Building

- Objects are built "in-world" using capabilities provided by region simulators ("sims") and accessed through the User Interface of the viewer
- Textures are normally made "out of world", i.e. off line, using Photoshop, Gimp, or similar software, and uploaded
  - Charge of L\$10 to upload each texture to Second Life

The background features a complex, abstract pattern of thin, overlapping lines in red and blue. These lines form a series of interconnected, slightly offset rectangular and square shapes, creating a 3D wireframe effect. The lines are most dense and visible in the corners and along the edges, fading towards the center. The overall effect is a sense of depth and geometric structure.

**Let's Build!**

# Primitives

- Everyone calls them "prims"
- Fixed types: e.g. cube, cylinder, sphere, etc.
  - Wildly modifiable though
- Special "sculpted" prim, called "sculpty"
- General "mesh" object under test at Linden Labs
- An object is a set of one or more "linked" prims that are treated as a unit