

CREATING & SAVING OBJECTS IN SECOND LIFE (SL)

Adjust the size, shape, & complexity of objects; move them in and out of your inventory. Single shapes are called *prims* (primitives) in SL.

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Fig. 1: Begin

Creating the first shape

To begin building, right click on the ground and then click Build (Fig. 1). In the Build menu (Fig. 2), be sure to click the build function (the magic wand) and the General tab (far left tab in the middle of menu), and then click the shape that you want to use. Click the ground where you want to start building; you can now resize & modify the shape.

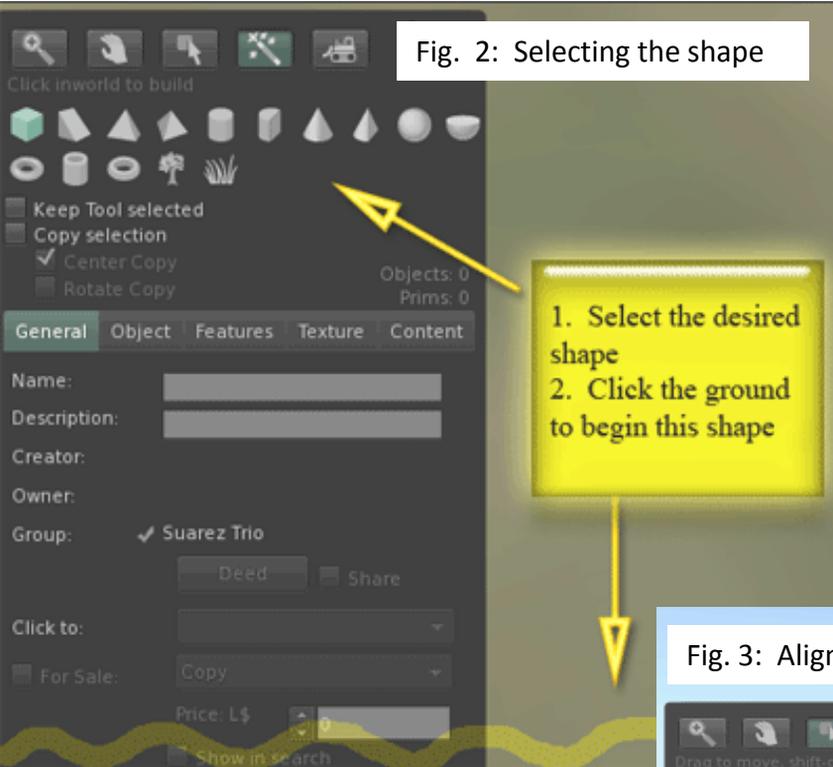


Fig. 2: Selecting the shape

Adding & aligning more shapes

Continue to add shapes, by repeating the prior process. You can also make **duplicates of an object** by clicking the object and then pressing Shift and pulling one of the directional arrow. Use visual alignment and the coordinates that are shown (Fig. 3) to help you align the different shapes. When several shapes have been added, using the coordinates that are available when a shape is clicked (Fig. 3) can help you align objects when you are creating complex shapes.

You are limited to 150 prims – use them wisely. You can save objects & composites into your Inventory (see pg 3) so you can have more items than you can show in your build area.

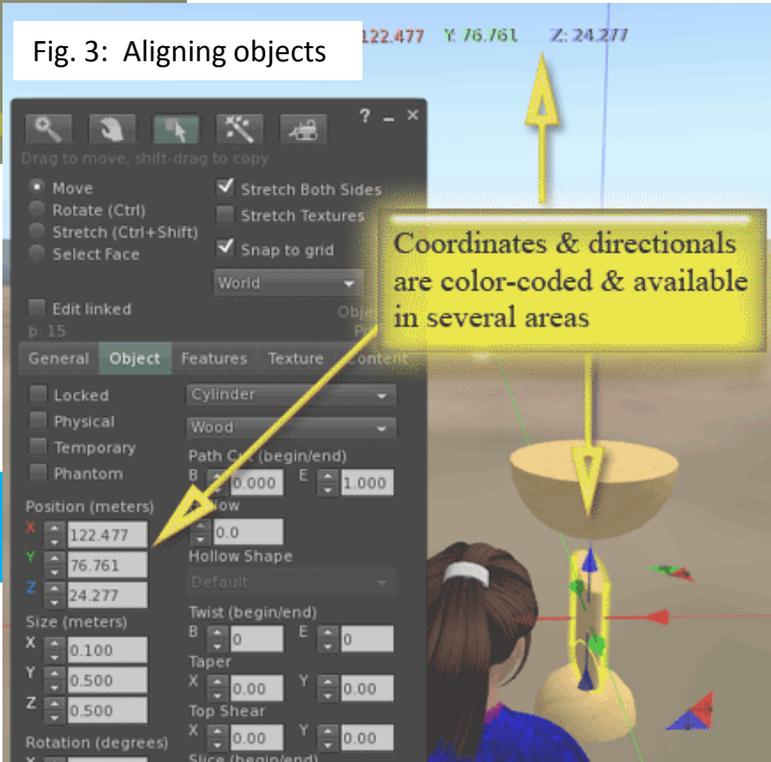


Fig. 3: Aligning objects

Coordinates & directionals are color-coded & available in several areas

EXPERIMENT, EXPERIMENT, EXPERIMENT TO GET GOOD AT BUILDING

To learn fast, drag objects from the Inventory > Library (see Fig. 8) & study how they were made

Adjusting, rotating shapes

Adjust objects & shapes several ways by: (a.) using the interactive handles on the objects (b.) clicking the up/down arrows available under the Objects tab (Fig. 3) (c.) clicking the Rotate option (Fig. 4) then using the interactive wheels that let you click-and-drag the object to change its orientation.

Fig. 4. Rotating an object

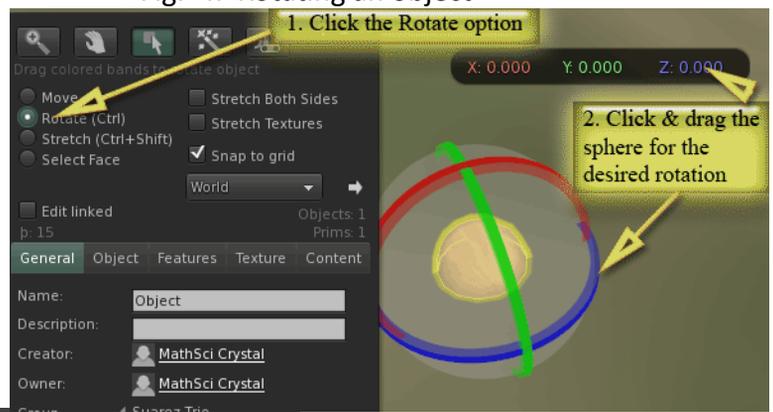
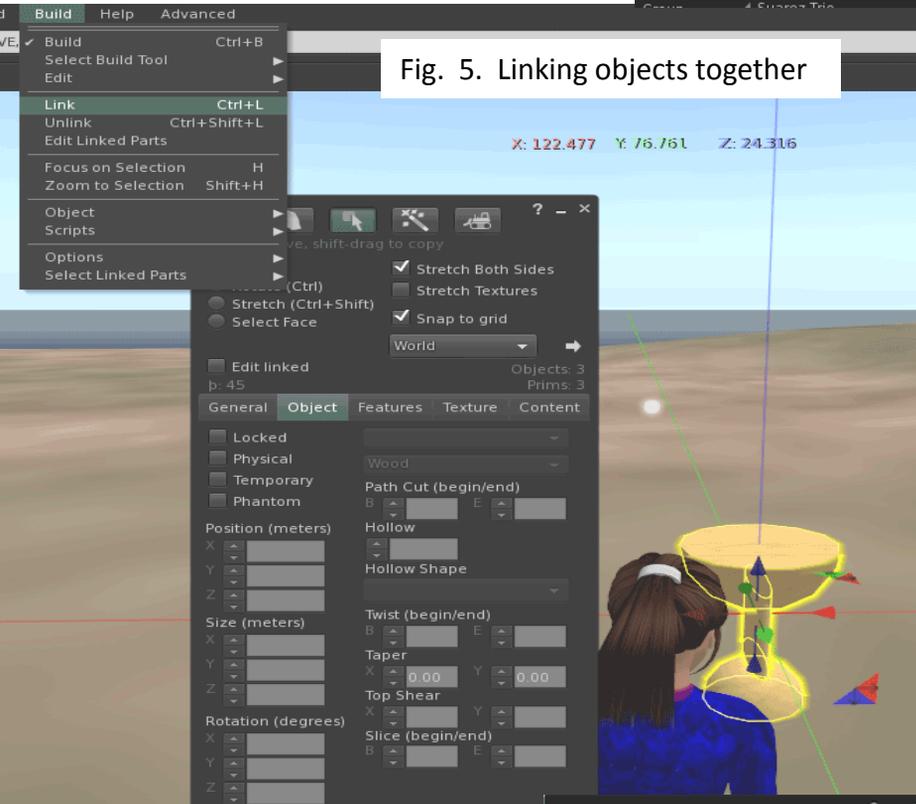


Fig. 5. Linking objects together



Linking objects into a composite

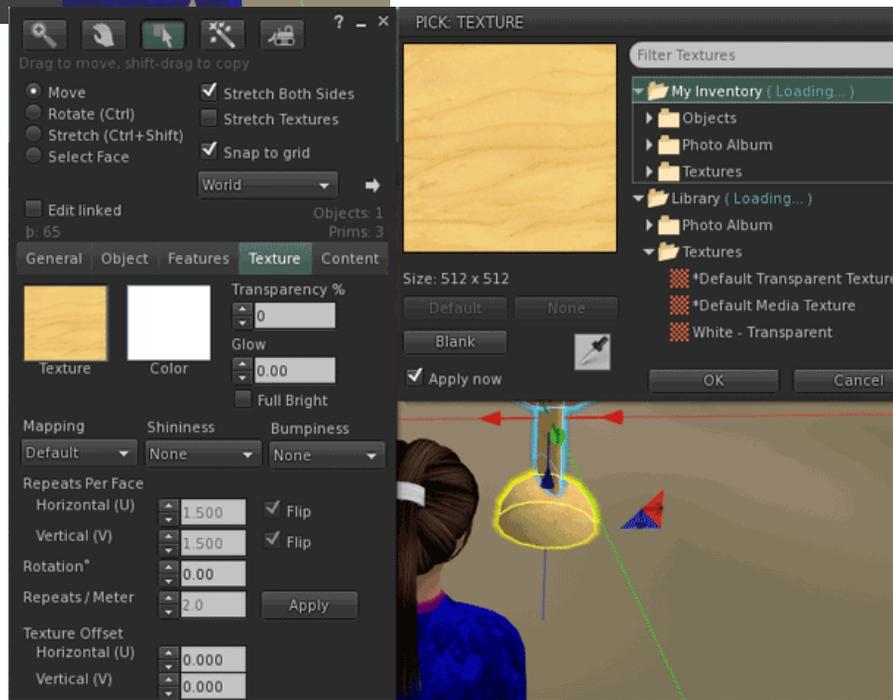
You can link shapes to create useful single objects (such as this bird-bath) which you can then name & save (see pg. 3) as a single composite. First, right-click one of the shapes, then hold Shift on the keyboard and click all the other objects that you want to include. Then, on the top-line menu, click Build > Link (Fig. 5) and the objects will now be combined into a single shape. (Unlink the objects by right-clicking the combined shape, then on the top-line menu clicking Build > Unlink.)

Fig. 6: Changing textures & colors

Changing the texture / color

To modify a single shape or linked shapes, right-click the object > click Edit > click the Texture tab (Fig. 6) > click on Texture, find a texture in the Library or My Inventory > click Texture & preview > click OK when you have the desired texture. In a similar manner, select the desired color.

You can also bring in images that can be used to create custom “looks.” You import them to serve as textures, as explained on pg. 3.



Importing images for textures

You can fill your prims, shapes, and objects with images that you import, thus bringing variety without using too many prims. First find and save an image onto your computer. Then click the Inventory icon on the right of your screen (Fig. 7) > click the + sign. Then click Upload and choose the type of object and the quantity of objects (single or multiple) that you want to import. Later, you can use any textures (for instance), when you clicked Texture (see pg. 2), you would have this image available as a texture.

Fig 7: Uploading images / items

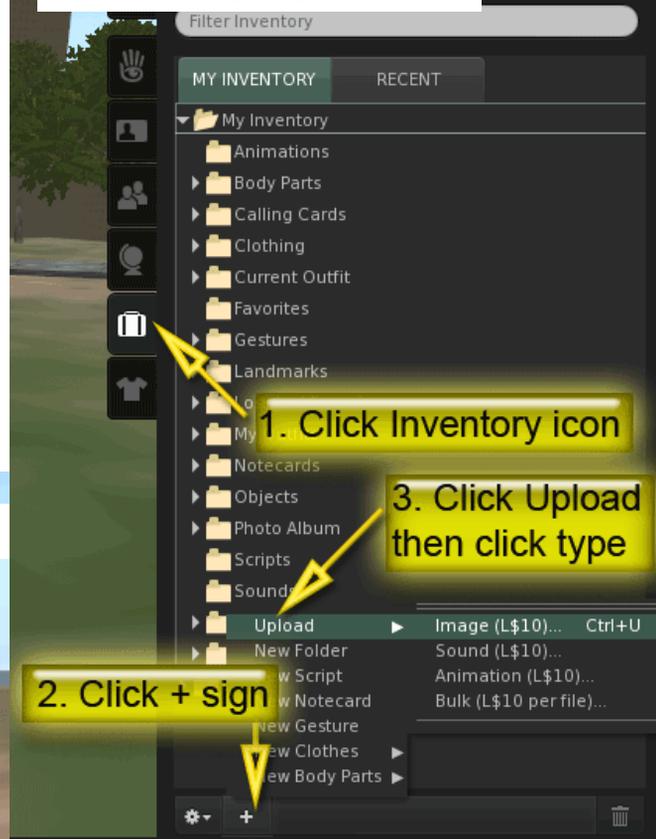
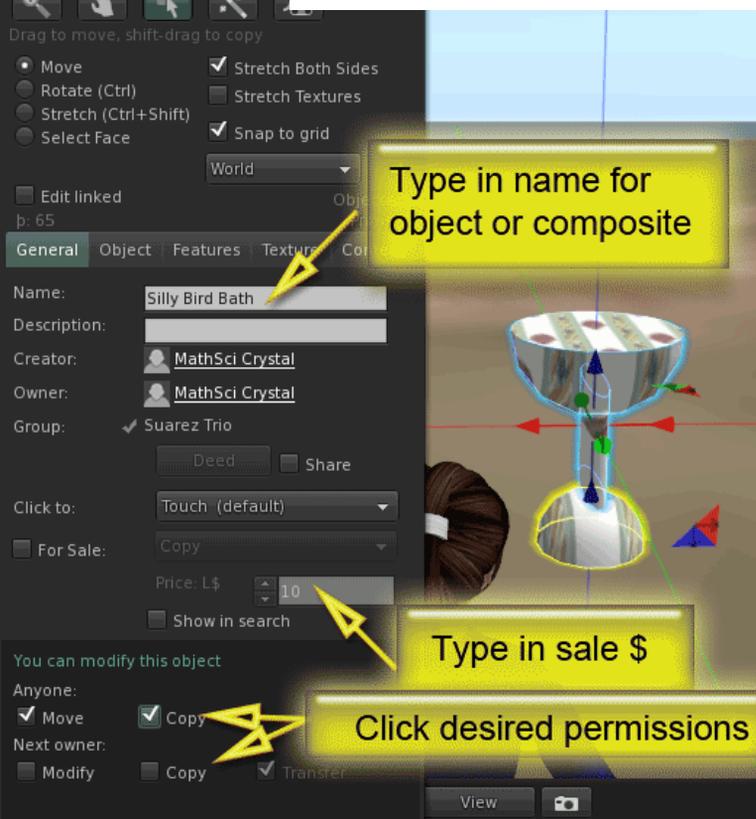


Fig. 8: Naming / sale & permissions



Naming /assigning \$ & permissions

To name objects (important for inventory & future sales), right-click the object > click Edit > click the General tab (Fig. 8), click into the Name textbox & type the desired name for the object – make it a useful name so you can find it later. To allow for sharing and/or sale of an object, click or type-in the desired price; select the desired permission from the choices at the bottom of this menu (Fig. 8).

Storing objects in your inventory

Even if you have an object on the land or pod that you have been assigned, you must **take** that object if you want to have it for later use or to move it somewhere else. Right-click the object (Fig 9), then click Take Copy (which will leave the object in SL) or Take (which will remove it from SL too). To return the object, click the Inventory icon to the far right, locate the object and click-and-drag it to the ground.

Fig. 9: Moving into inventory

