




# Global Kids' Second Life Curriculum

## LESSON PLANS – LEVEL 3

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Global Kids, Inc.  
137 East 25<sup>th</sup> Street, 2<sup>nd</sup> Floor, New York, NY 10010  
Phone: 212-226-0130      Email: [info@globalkids.org](mailto:info@globalkids.org)

### ABOUT GLOBAL KIDS, INC.

*Founded in 1991, Global Kids aims to educate and inspire urban youth to become successful students, community leaders, and global citizens. Through dynamic, content-rich learning experiences grounded in a youth development approach, Global Kids participants develop the knowledge, skills, and values necessary for effective citizenship and success in the sophisticated workplace of the 21st Century. Annually, Global Kids reaches over 19,000 youth and 1,000 educators through its youth and professional development programs, and several million others through its Online Leadership Program. Over 90% of the seniors in Global Kids Leadership Program graduate from high school and go on to college and receive financial aid.*

# FOREWORD

Global Kids, Inc. is a nationally recognized leader in using digital media to promote global awareness and youth civic engagement. Global Kids' Online Leadership Program integrates a youth development approach and international and public policy issues into youth media programs that build digital literacy and STEM skills, foster substantive dialogues, develop resources for educators, and promote civic participation.

In 2006, following research into the educational potential of virtual worlds, Global Kids became the first non-profit to develop a dedicated space for conducting programming in the virtual world of Teen Second Life (TSL). This work has been made possible through funding by or partnerships with the MacArthur Foundation, UNICEF, the U.S. Holocaust Memorial Museum, the Field Museum, IBM, the Motorola Foundation, the Robert Wood Johnson Foundation, Ashoka's Youth Ventures, the Microsoft Corporation, and a variety of school and after-school programs, amongst others. More specifically, Global Kids conducts intensive leadership programming for youth, bringing teenagers from its New York-based programs into the virtual world, working with youth already involved with TSL, and collaborating remotely with youth organized through schools, museums, and libraries.

Global Kids works with adults as well, conducting programs within Second Life on a range of issues, streaming the audio and video of major events and conferences into Second Life, and offering a range of professional development services, such as managing RezEd.org, the hub for learning and virtual worlds.

Global Kids' Second Life Curriculum is a key component of Global Kids professional development services. They cover everything an educator or student would need to know to use Second Life, whether on their own or within an educational setting. At the same time, it teaches global literacy skills. Components of the curriculum can be used as hand-outs to develop specific Second Life-specific skills or within a broader educational program designed to teach such subjects as science, filmmaking or literature.

The curriculum is composed of nine sequential "levels." Each level is composed of modules which, in turn, are composed of individual lesson plans or "missions". In total there are 163 missions. We offer these missions under a Creative Commons license (attribution-noncommercial-share alike) and encourage educators to adapt this curriculum in any way they see fit, but to always give credit to Global Kids and to share significant changes or best practices with other professionals implementing the curriculum at RezEd.org.

Building on its nationally recognized approach to using virtual worlds to promote global awareness and civic engagement, Global Kids offers services to nonprofits, educational organizations, and other institutions interested in using Second Life and other virtual worlds to extend their work. While Global Kids is proud to offer Global Kids' Second Life Curriculum for free to all qualified educational institutions, Global Kids can be retained to adapt it for specific uses or train others in its use. More information can be found at [GlobalKids.org/?id=50](http://GlobalKids.org/?id=50).

To download additional copies of the curriculum, please visit [GlobalKids.org/?id=117](http://GlobalKids.org/?id=117).

This curriculum was developed by Global Kids Staff and co-produced with Cathy Arreguin. We are grateful to Kate Farrell, Sean Farrell, Blueman Steele, Jeremy Koester, Ross Perkins, Jonathan Richter, John Wallace, the Second Life Educators Listserv, and countless beta testers.

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# Standards

The following is a list of standards from the McRel Learning Standards, as well as 21st Century Skills, which you can expect the modules of this curriculum to address. This list is a collection of the most common and frequent standards met in each module. In each module's overview you will find a more comprehensive list of standards addressed within that module. Along with the following standards, many modules will also address the areas of math, engineering, the arts, geography, civics, behavioral studies, and life work.

## Learning Standards addressed in this curriculum

### McRel Learning Standards:

URL ⇒ <http://www.mcrel.org/compendium/browse.asp>

- **Language Arts – Writing** – Uses the stylistic and rhetorical aspects of writing - Uses a variety of techniques to convey a personal style and voice (e.g., stream of consciousness, multiple viewpoints)
- **Language Arts – Listening and Speaking** – Uses listening and speaking strategies for different purposes - Adjusts message wording and delivery to particular audiences and for particular purposes (e.g., to defend a position, to entertain, to inform, to persuade)
- **Arts and Communication** – Understands the principles, processes, and products associated with arts and communication media
- **Behavioral Studies** – Understands that group and cultural influences contribute to human development, identity and behavior.
- **Technology** – Understands the relationships among science, technology, society, and the individual - Observes common courtesies and acceptable use policies while telecomputing
- **Technology** - Knows the characteristics and uses of computer hardware and operating systems - Knows features and uses of current and emerging technology related to computing
- **Working with Others** – Displays effective interpersonal communication skills - Knows strategies to effectively communicate in a variety of settings (e.g., selects appropriate strategy for audience and situation)

### 21st Century Student Outcomes:

URL ⇒ <http://tinyurl.com/ys5fnx>

- **Learning and Innovation Skills** – Creativity and Innovation
- **Learning and Innovation Skills** – Communication and Collaboration
- **Information, Media and Technology Skills** – ICT (Information, Communications and Technology) Literacy
- **Life and Career Skills** – Social & Cross-Cultural Skills



# Building: Playing With Shapes

## Module Overview

LEVEL: 3 MODULE: BUILDING: SHAPES – OVERVIEW

### 3- 1.0 Introduction

Cubes, spheres and pyramids are all great shapes to use for building. By now, you’ve probably looked at amazing and unusual shapes and wondered, “How did they DO that?”

In this module, you will learn how to edit these basic shapes to make fantastic new building blocks to use in your builds.

The information in this module is easy to understand and FUN! Take the time to try out each of the concepts. You will be rewarded with the knowledge you need to make whatever shape you can imagine.

### 3- 1.0.1 Learning Standards addressed in this module

#### McRel Learning Standards:

URL ⇒ <http://www.mcrel.org/compendium/browse.asp>

- Language Arts – Writing: Uses the stylistic and rhetorical aspects of writing - Uses a variety of techniques to convey a personal style and voice (e.g., stream of consciousness, multiple viewpoints)
- Engineering Education – Understands elements of planning construction projects – Understands the steps involved in designing construction projects (e.g., planning, generating layouts, developing drawings with measurements and details of construction considering constraints, selecting materials)
- Mathematics – Understands and applies the basic and advanced properties of the concepts of geometry - Uses properties of and relationships among figures to solve mathematical and real-world problems
- Mathematics – Understands and applies basic and advanced properties of the concepts of measurement - Uses unit analysis to solve problems involving measurement and unit conversion (e.g., between metric and U.S. customary systems, foreign currency conversions)
- Mathematics – Understands the physical and human characteristics of place - Knows how social, cultural, and economic processes shape the features of places

#### 21st Century Student Outcomes:

- Learning and Innovation Skills – Creativity and Innovation
- Information, Media and Technology Skills – ICT (Information, Communications and Technology) Literacy
- Life and Career Skills – Social & Cross-Cultural Skills

### POWER-UP:

(What you will learn)

By the end of this module, you will have the following power(s):

- Rezzing different shapes in different ways
- Cutting and hollowing prims
- Tapering and shearing prims
- Twisting prims

You will demonstrate your new powers by:

- Creating amazing new shapes to use in your own creative builds

**Do you have these powers already? Skip ahead to the ACTION PLAN section below.**

### PREVIOUS KNOWLEDGE:

(What you need to know to learn this power)

Before learning this power, you need to have completed the following levels/modules:

- Levels 1 and 2

#### TERMS:

**Taper:** Decreasing the size of one end of an object.

**Shear:** Cutting the end off an object at an angle.

### MATERIALS:

Item	Location
------	----------

No special items needed

## 3- I.0.2 Action Plan

Before you begin any missions, let's see if you've already developed any of these powers. If you can complete the following activity successfully, you can skip this module!

If not, complete the missions and learn how to do it.

### TAKE ACTION:

Shelter – a house -- is a basic need for each person on this planet. However, shelters in different parts of the world can look very different. Each part of the world designs shelters to meet the specific needs and resources of that area and culture.

Using all of your new building skills, design and build a shelter for people in an area of the world unfamiliar to you.

### SHOWING OFF YOUR NEW POWER:

Blog about your shelter. Include a snapshot! Why did you choose that area of the world? Does your shelter look like actual shelters in that area? Why did you make the building choices you did? How is it similar or different from your own home?

# Building: Playing With Shapes

## Different Ways to Rez Basic Shapes

LEVEL: 3 MODULE: BUILDING: SHAPES – MISSION I

### 3-1.1 Introduction

All building starts with putting together basic shapes. Just like a real set of wooden building block, different shapes can be stacked and put together to form new shapes.

However, in Second Life, you can start with a **basic shape** and **change** it into something very different.

Before you learn how to change, or edit, basic prim shapes, let's review the different ways you can rez these basic shapes.

#### 3-1.1.1 Instruction

There are two main ways you can rez a basic shape. You can use the Edit window to create a basic shape or you can create a default cube and then change its shape. Let's practice both ways now..

#### 3-1.1.2 Practice



#### TRY THIS:

**Step 1:** Using the Edit window to rez a basic shape

In earlier missions, you became very familiar with R-clicking (Cmd-click) on the ground, choosing Create from the pie menu and rezzing many cubes!

However, you can choose which shape you want to rez by opening the Edit window **before** you create a prim.

#### TRY THIS NOW:

Open the Edit window from the top menu bar. Select the Create button. Select one of the shapes you see.

Tools > Edit > Create button > Shape button



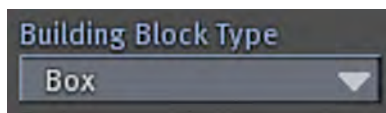
Now, click on the ground to create that shape. Using this method, practice selecting and rezzing each of the basic shapes shown.

**Note: You will not be able to rez the plant shapes unless you own the land on which you are building.**

**Step 2:** Changing a cube to another basic shape

You can also begin by rezzing the default cube and then changing it to another basic shape.

With a cube in Edit mode, open the Edit window to the Object tab.



In the Edit window, on the left side of the Object tab, is a drop-down menu: **Building Block Type**.

Clicking on the down arrow will show a menu of basic shapes. Clicking on one of those shapes will change the cube to that shape!

### TRY THIS NOW:

R-click (Cmd-click) on the ground, choose Create from the pie menu and rez a cube.

With the Edit window open to the Object tab, choose the **Building Block Type** drop-down menu and choose another shape.

Now click through the **other** shapes to see what happens.

If you try to go back to your original shape, you may find it has changed. Try clicking back on the Box shape to see what it looks like now.

**Note: A Sculpted prim shape is a special kind of prim that will be covered in a later building module. For now, just explore the basic shapes.**

## 3-1.1.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Make sure you take the time to play around with all the shapes. Spending some time now will make you a better and more creative builder in the long run.



# Building: Attachments

## Attachment Points

LEVEL: 3 MODULE: BUILDING: SHAPES – MISSION 2

### 3- I.2 Introduction

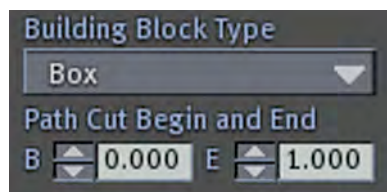
Building is just going to get cooler and cooler. What if you could just cut a “chunk” or a “wedge” out of a shape?

#### 3- I.2.1 Instruction

You can cut different sized chunks out of shapes using the **Path Cut Begin and End** control. You will experiment with different basic shapes to see how this control affects each of them. Let’s begin!

#### 3- I.2.2 Practice

TRY THIS:



**Step 1:** The Path Cut Begin and End control

The **Path Cut Begin and End** control is located below the Building Block Type dropdown menu.

The **Path Cut Begin and End** control will cut a section out of any shape you rez.

The **path** it cuts is along the Z axis (the blue axis).

The width of the slice, or chunk, that is removed depends on the **Begin (B)** and **End (E)** number values you choose. Values can range from 0.000 – 1.000.

TRY THIS NOW:

Rez a cube. Make sure your cube is in Edit mode. With the Object tab of the Edit window open, use the up/down arrows of the **Path Cut** control to change both the B (Begin) and E (End) number values.

Do you see how your choices affect the size of the “chunk” that is removed? Selecting a small value will look like a small slice has been cut out of your prim. A large value will leave **only** a slice.

TRY THIS NOW:

Try removing slices or chunks from each of the other basic shapes. Experiment with different number settings to see if you can make a shape exactly the way you want it. Take your time!

## 3- I.2.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Naming and saving favorite shapes is a real timesaver when you build. Good builders don't recreate a common shape each time they build; they take it out of their inventory.

Take a few moments to rename and save some of the great new shapes you think you will use in your future building projects.

You might also take a few minutes to practice your texturing. Slightly changing the color of a cut face can really improve the look of an object.

# Building: Playing With Shapes

## Hollow and Hollow Shape

LEVEL: 3 MODULE: BUILDING: SHAPES – MISSION 3

### 3- I.3 Introduction

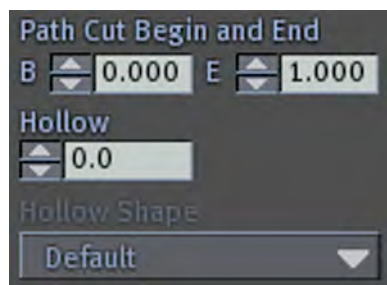
What if you could cut a hole in the middle of a shape and hollow it out. You can!

#### 3- I.3.1 Instruction

Every basic shape can be hollowed out. In fact, even the shape of the hole can be changed. For example, you can put a square hole in a sphere or a round hole in a pyramid.

#### 3- I.3.2 Practice

TRY THIS:

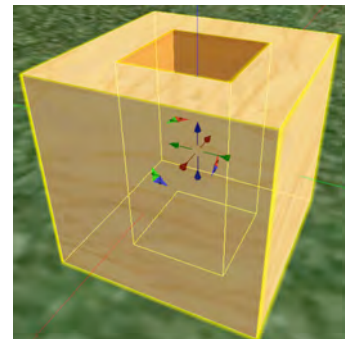


**Step 1:** Making a default hole

When you first rez any basic shape, it is not hollow.

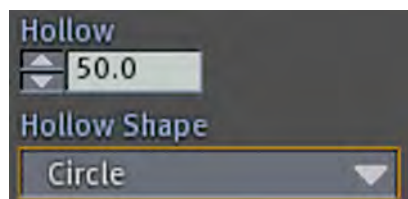
To hollow a shape, choose the **Hollow** control, which is usually right underneath the **Path Cut Begin and End** control.

A shape can be hollowed up to 0.95%. It is usually hollowed along the Z axis (blue axis).



TRY THIS NOW:

Rez a cube. Using the **Hollow** control, select the up/down arrows to hollow the cube. Do you see how the higher numbers make the hole in the cube larger?



**Step 2:** Changing the default hole shape

Once you begin to make even a small hole in a shape, the **Hollow Shape** drop down menu will become active. Now you can change the shape of the hole to a circle, square or triangle.

TRY THIS NOW:

Rez a cube and hollow it. Rotate it so you can see the shape of the hole. It should be square to match the square shape.

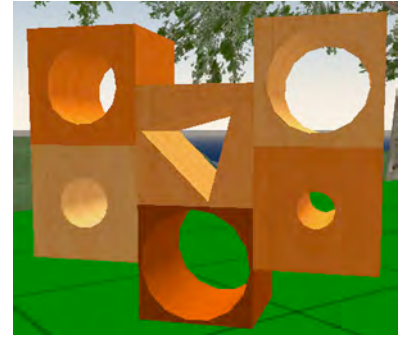
Select the **Hollow Shape** drop down menu and select **Circle** or **Triangle**. Notice how the shape of the hole changes instantly!

**Step 3:** Hollowing other shapes

Actually seeing what happens to other shapes can inspire you with new building ideas.

**TRY THIS NOW:**

Select other shapes and experiment with hollowing them. Change the shape and size of the holes.



**Note: The Ring, Torus and Tube shapes hollow much differently than the other shapes. Make sure you take the time to really look at them.**

**Step 4:** Combining Hollowing with Cutting

When you begin to **combine** different building controls, you can really come up with some interesting shapes.

**TRY THIS NOW:**



Look at the bench in the photo. It is made of three basic cubes. The texture is the Old Wood texture in your default Library Inventory.

You've already learned everything you need to recreate it. Can you?

*\*Hint: You can find the steps below if you get stuck.*

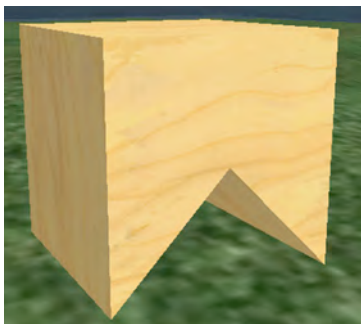
## 3- I.3.3 Action Plan

**SHOWING OFF YOUR NEW POWER:**

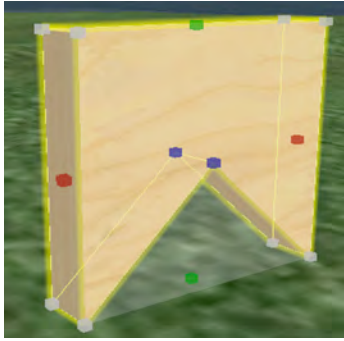
Using all the building knowledge you have so far, make something wonderful. You are going to be a fabulous builder!

\*Hint: How to make the bench

Rez a basic cube. Stretch and flatten it to make the bench seat.



Rez a second cube, and cut it to make a “V” shape for the legs. (You may need to rotate it at this point.)

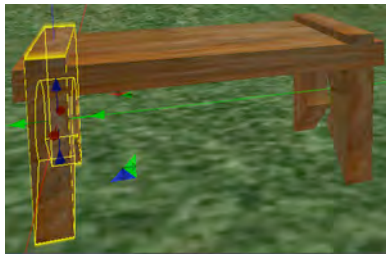


Narrow the width of the legs to your liking.



Hollow the second cube to your liking and change the Hollow Shape to circle.

Apply a texture to both the seat and leg section.



Select the leg section and shift-drag to make another leg section. Position the legs and top so they look like a bench.

Link the three prims together and rename. Nice job!



# Building: Playing With Shapes Taper, Top Shear and Dimple

LEVEL: 3 MODULE: BUILDING: SHAPES – MISSION 4

## 3-1.4 Introduction

You have already come a long way in learning how to edit and change basic prim shapes. Now things are about to get really interesting.

Different shapes can react much differently to the same control. Two of those controls are **Taper** and **Top Shear**.

### 3-1.4.1 Instruction

When you taper something, you usually make it smaller at one end. When you shear something, it usually looks a little lopsided – like it's leaning over a bit.

However, how **Taper** and **Top Shear** look with different basic shapes can be very different! For this mission, your job is to really experiment with all the different basic shapes to see what happens.

**Note:** As you follow along, you will notice that different shapes show Taper and Top Shear in different places in the Object tab of the Edit window.

### 3-1.4.2 Practice

#### TRY THIS:

##### Step 1: Taper

When a prim is tapered, the top end usually becomes smaller. A prim can be tapered from 0.00 to 1.00 percent on both the X (red) and Y (green) axes.



If you can choose negative taper values, such as -0.01 to -1.00, [for a prim, the bottom end will be tapered.

#### TRY THIS NOW:

Rez a cube and a cylinder. For both, use the **Taper** control up/down arrows to taper both the X and Y axes to 1.00.

Did you get a pyramid and a cone? Experiment to see what happens if you use smaller taper values.



### Step 2: Tapering other shapes

While a sphere cannot be tapered, the other shapes can. The results can be really surprising!

#### TRY THIS NOW:

Rez all the other shapes (except for the sphere and half sphere). Really experiment with the amounts of X and Y taper. What is the most surprising shape you have discovered so far?

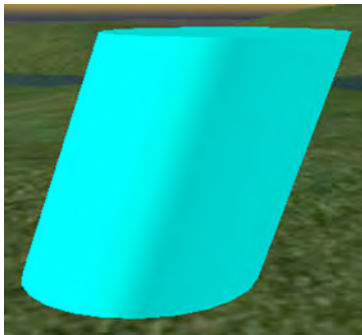


### Step 3: Dimple

Spheres and half spheres cannot be tapered. Instead, they can be dimpled. Just like the dimples on someone's chin, a dimple on a sphere makes a small dent, just at the end.

#### TRY THIS NOW:

Rez a sphere. Change the numbers in the **Dimple Begin and End** control to see what happens. What might you make if you also **hollowed** that sphere?



### Step 4: Top Shear

For some prims, such as cubes and cylinders, the **Top Shear** control will make them look like they are leaning to one side.

For other prims, such as toruses, or rings, **Top Shear** will distort them in unexpected ways!

You can use **Top Shear** on the X (red) or Y (green) axis – or both!

#### TRY THIS NOW:

Rez **each** basic prim shape and experiment with the **Top Shear** control. Change the settings for both the X and Y axes and see what happens.

## 3-1.4.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Are you beginning to see how much you can change those basic prims? It can really be fascinating to play with shapes.

At this point, you are probably surrounded by your strangely-shaped objects. Take a moment to clean up. Name and save shapes you really like and delete the rest.

Now travel around Second Life, and R-click (Cmd-click) on objects you see and choose Edit. The prims will be outlined and you can see what kinds of shapes are being used in some of your favorite builds.



# Building: Attachments

## Attachment Points

LEVEL: 3 MODULE: BUILDING: SHAPES – MISSION 5

### 3-1.5 Introduction

When you began this module, you may never have dreamed you could make these kinds of shapes. But wait – there’s more! You can twist prims, too.

#### 3-1.5.1 Instruction

In this last mission on shapes, you will learn to twist different shapes in different ways. Much like twisting a towel or crumpling a piece of paper, twisting prims will lead to some very interesting shapes.

Take your time and fully explore how the “twisting” controls affect each different shape. For some shapes, you will have additional twist controls, which will be explained along the way.

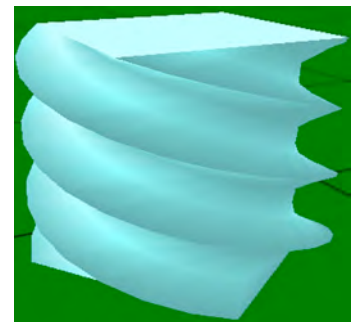
#### 3-1.5.2 Practice

##### TRY THIS:

##### Step 1: Simple Twist

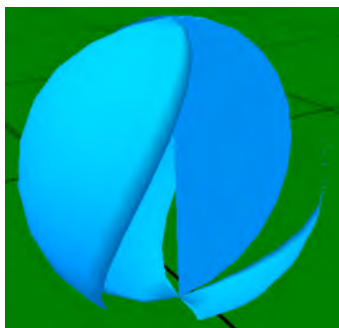
Some shapes, such as cubes and cylinders, have only a simple **Twist Begin and End** control.

To really twist these shapes, choose a large beginning number and a large **negative** ending number.



##### TRY THIS NOW:

Rez both a cube and a cylinder and experiment with twisting them using the **Twist Begin and End** control. To really see the twists, you may want to stretch them into columns first.



Other shapes that are based on the cube and cylinder shape will act much the same way. Try twisting pyramids, triangles and cones.

##### Step 2: Twisting Spheres

Like cubes and cylinders, spheres have only the **Twist Begin and End** control. However the results of using that one control are really neat!

##### TRY THIS NOW:

Rez a sphere. Change the numbers on the **Twist Begin and End**

control to see what happens. Pretty fascinating!

**Tip: Combining the control with hollow and dimple can make amazing flower petal-like shapes.**



### Step 3: Toruses, Tubes and Rings

As you've seen all along, these shapes always seem to do unexpected and surprising things. Twisting them is no exception. You can easily make springs and curl shapes.

In fact, these shapes have additional "twist" controls you can change. In addition to Twist **Begin and End**, you can control the:

- **Hole Size** – The size of the hole in the middle of the spring.
- **Radius Delta** – The extent to which each individual coil becomes smaller or larger.
- **Revolutions** – How many coils are in a spring shape.
- **Skew** – How flat or rounded each coil appears.

Play with these and you will end up with some amazingly complex shapes. This is one reason that many plant-like and hair prims begin with toruses or tubes – they can be changed in radical ways.

### TRY THIS NOW:

Rez a torus. Begin by changing the **Twist Begin and End** controls.

Now, experiment with the **Hole Size**. Do you see the size of the hole in the middle of the spring changing?

Finally, change the **Radius Delta** and **Revolutions** controls to see what they will do. As you change the **Radius Delta**, each individual coil in your spring will get smaller and smaller, like a pyramid of coils. The higher the **Revolutions**, the more coils in your spring!

**Tip: Expert builders spend a lot of time learning how to make exactly the "right" shape. There is just no shortcut to figuring these shapes out.**

If you find you've made something unique and beautiful, **name and save it!**

## 3- I.5.3 Action Plan

Learning about shapes never ends. Just when you think you've seen it all, you learn something new. The best builders never stop learning!

What would happen if you were to combine "twists" with all the other techniques you've learned in this module?

### TAKE ACTION:

Shelter – a house - is a basic need for each person on this planet. However, shelters in different parts of the world can look very different. Each part of the world designs shelters to meet the specific needs and resources of that area and culture.

Using all of your new building skills, design and build a shelter for people in an area of the world unfamiliar to you.

#### **SHOWING OFF YOUR NEW POWER:**

Blog about your shelter. Include a snapshot! Why did you choose that area of the world? Does your shelter look like actual shelters in that area? Why did you make the building choices you did? How is it similar or different from your own home?

# Communicating: Instant Messaging Module Overview



LEVEL: 3 MODULE: COMMUNICATING: INSTANT MESSAGING – OVERVIEW

## 3-2.0 Introduction

In Level 1 you learned what an Instant Message is and how you can send one to a nearby resident. You only touched the tip of the iceberg; now it is time to go deep. Really deep. In this module you will learn everything there is to know about Instant Messaging.

### 3-2.0.1 Learning Standards addressed in this module

#### McRel Learning Standards:

URL ⇒ <http://www.mcrel.org/compendium/browse.asp>

- Language Arts – Listening and Speaking – Uses listening and speaking strategies for different purposes - Adjusts message wording and delivery to particular audiences and for particular purposes (e.g., to defend a position, to entertain, to inform, to persuade)
- Engineering Education – Writing – Uses the stylistic and rhetorical aspects of writing - Uses a variety of techniques to convey a personal style and voice (e.g., stream of consciousness, multiple viewpoints)
- Mathematics – Understands the relationships among science, technology, society, and the individual - Observes common courtesies and acceptable use policies while telecomputing
- Mathematics – Displays effective interpersonal communication skills - Knows strategies to effectively communicate in a variety of settings (e.g., selects appropriate strategy for audience and situation)

#### 21st Century Student Outcomes:

URL ⇒ <http://tinyurl.com/ys5fnx>

- Learning and Innovation Skills – Creativity and Innovation
- Learning and Innovation Skills – Communication and Collaboration
- Information, Media and Technology Skills – ICT (Information, Communications and Technology) Literacy
- Life and Career Skills – Social & Cross-Cultural Skills

## POWER-UP:

(What you will learn)

By the end of this module, you will have the following power(s):

- • Instant messaging using calling cards
- • Instant messaging using the Communicate button
- • Receiving instant messages in your email
- • Instant messaging a group
- • Creating IM groups and instant messaging them

You will demonstrate your new powers by:

- • Instant messaging residents who are not near you
- • Receiving instant messages in your email
- • Instant messaging a group
- • Creating IM groups and instant messaging them

**Do you have these powers already? Skip ahead to the ACTION PLAN section below.**

## PREVIOUS KNOWLEDGE:

(What you need to know to learn this power)

Before learning this power, you need to have completed the following levels/modules:

- Levels 1 and 2

### TERMS:

#### **IM (Instant Message):**

The exchange of typed messages between computer users in real time via the internet.

## MATERIALS:

Item	Location
Calling Cards	Inventory > My Inventory > Calling Cards

## 3-2.0.2 Action Plan

Before you begin any missions, let's see if you've already developed any of these powers. If you can complete the following activity successfully, you can skip this module!

If not, complete the missions and learn how to do it.

### TAKE ACTION:

Collaborate on a short story with a group of friends using IMs.

For this exercise you can create a new IM group or use an existing group. Assign an order to the members of the IM group. Have each person IM a sentence of the story on his/ her turn. You decide when the story ends.

### SHOWING OFF YOUR NEW POWER:

Capture the log of the story created by your group and blog it. Make sure to ask the group if they mind having their story “published”!



# Communicating: Instant Messaging

## More ways to IM

LEVEL: 3 MODULE: COMMUNICATING: INSTANT MESSAGING – MISSION 1

### 3-2.1 Introduction

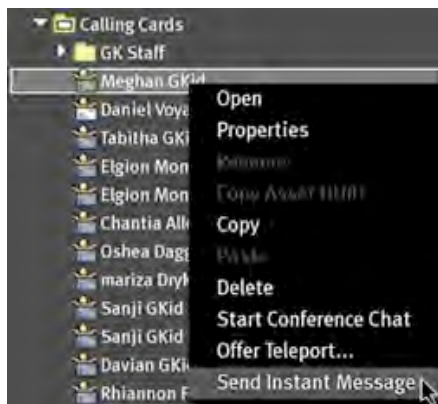
You already know how to IM avatars near you. You can also send IMs to someone who is not near you!

#### 3-2.1.1 Instruction

This mission will show you the different ways in which you can send an IM to those that are not around you.

#### 3-2.1.2 Practice

TRY THIS:



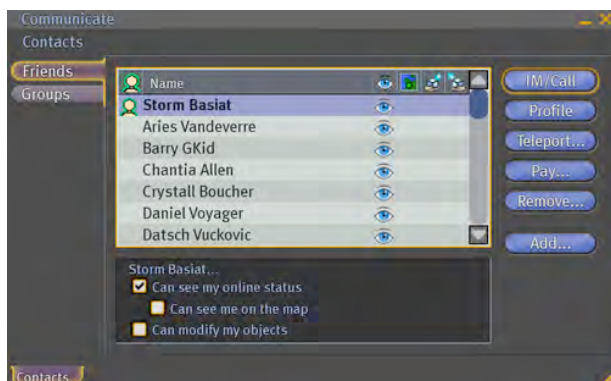
**Step 1:** Sending an IM using calling cards

You can send an IM to any person you have a calling card for.

Locate and select their calling card from your Inventory.

Double-click on the card to view their profile. Then click on the **Instant Message** button on their profile Second Life tab.

You can also R-click (Cmd-click) a calling card and select Send Instant Message from the drop down menu.



TRY THIS NOW:

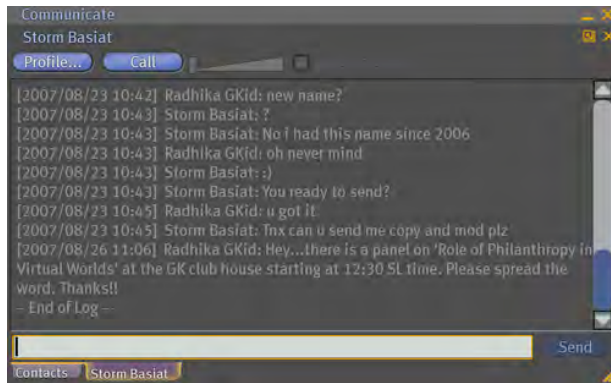
IM someone using his or her calling card.

**Step 2:** Communicate button

Click the blue **Communicate** button at the bottom left corner of the screen.

In the window that opens, click the **Friends** tab on the left.

Select a friend by clicking on the name.



Then press the small blue IM button on the right or double click a name to send an IM.

You can have multiple IM conversations at the same time and they will appear as different tabs in the same window.

Click on the **Contacts** tab at the bottom of the window to select another person you want to send an IM to.

### TRY THIS NOW:

IM someone using the Communicate button.

## 3-2.1.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

IM a few friends and ask them to describe one action they have taken to stop global warming. Also tell them one action you have taken to protect the environment.



# Communicating: Instant Messaging IM to Email

LEVEL: 3 MODULE: COMMUNICATING: INSTANT MESSAGING – MISSION 2

## 3-2.2 Introduction

So now you know how to IM someone who is not near you. You can also IM someone who is offline.

They will see the IM when they log back into Second Life or sooner if they have it set up so that IMs get sent to their email.

I bet you didn't know that could be done. And there's more, if they reply to the email you will receive the IM in Second Life instantly.

### 3-2.2.1 Instruction

This mission will show you how you can receive Instant Messages in your email and reply to them without being inworld.

### 3-2.2.2 Practice

TRY THIS:

**Step 1:** IM to email

The following setup will ensure that your IMs get sent to your email address:



- In the **Edit** menu, click on the last option called **Preferences**
- In the **Preferences** window, click on the **Communication** tab on the left
- On the right, select the option **IM to Email**. Your email address will appear in brackets. If it is not the correct one, you will have to log into your account on <http://www.secondlife.com> to change it.
- Press **Apply** and then **Ok**

### TRY THIS NOW:

Ask a friend to send you an IM after you have logged off Second Life. Check your email to see if you received it. Then reply to the email.

## 3-2.2.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Start an IM conversation with a friend when you are inworld. Then log off Second Life and continue your IM conversation via email.

# Communication: Instant Messaging

## IMing a Group



LEVEL: 3 MODULE: COMMUNICATING: INSTANT MESSAGING – MISSION 3

### 3-2.3 Introduction

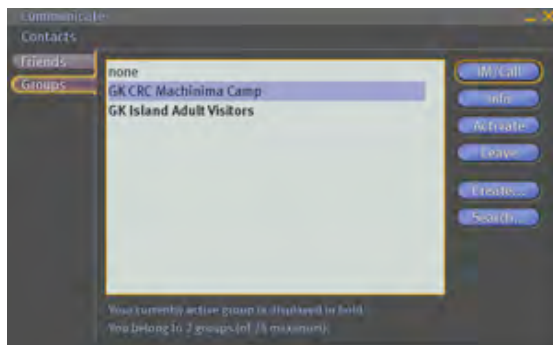
Just when you thought you had learned everything about Instant Messaging you find out about group IM.

#### 3-2.3.1 Instruction

This mission will show you not only how to IM a group that you are a part of in Second Life, but also how to create custom IM groups using your calling card list. Then, you can send IMs to all members of the group at once.

#### 3-2.3.2 Practice

TRY THIS:



##### Step 1: IM a group

Click on the Groups tab in the Communicate window. If you are part of a group in Second Life, your group will be listed there.

Double-click on the list to send an IM to the group.

Try this now: If you are part of a group in Second Life, IM the group.

##### Step 2: Create IM groups

You can also create other IM groups of residents you want to communicate with on a regular basis by creating a calling cards folder for the group.

R-click (Cmd-click) the Calling Cards folder in the Inventory and select **New Folder**. Give it a name that best describes the group. R-click (Cmd-click) and choose **Rename**.

Copy the calling cards of the desired residents and place them in that folder.



R-click (Cmd-click) on a calling card and choose **Copy**, then R-click (Cmd-click) the folder and choose **Paste**.

**Tip: Copy allows you to put the same person in multiple folders.**

You can start an IM session with all the residents in a folder by R-clicking (Cmd-click) on the group's folder, then selecting **Start Conference Chat** from the drop down menu.

**Start Conference Chat** opens the conversation with everyone in your folder who is currently online. Offline residents will not receive the conversation.

#### TRY THIS NOW:

Create two IM groups and send each group a quote or a thought for the day that you think they would enjoy.

### 3-2.3.3 Action Plan

#### TAKE ACTION:

Collaborate on a short story with a group of friends using IMs.

For this exercise you can create a new IM group or use an existing group. Assign an order to the members of the IM group. Have each person IM a sentence of the story on his/ her turn. You decide when the story ends.

#### SHOWING OFF YOUR NEW POWER:

Capture the log of the story created by your group and blog it. Make sure to ask the group if they mind having their story “published”!

# Media: Snapshots Module Overview



LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – OVERVIEW

## 3-3.0 Introduction

In this module you will find out how to record some of your Second Life memories by taking photos as you explore the virtual world. You can build up a virtual photo album on your computer of snapshots of your friends from all over the real world.

Once you've got some cool photos, how about sharing them with your friends? You can give copies of the snapshots in your Inventory to other people. You can send your real life friends a postcard from your virtual holiday to make them envious. You can even send your photos to image-sharing websites to show the rest of the world! You can also use your photos as textures on prims or in your profile.

## 3-3.0.1 Learning Standards addressed in this module

### McRel Learning Standards:

URL ⇒ <http://www.mcrel.org/compendium/browse.asp>

- **Language Arts** – Writing – Uses the stylistic and rhetorical aspects of writing- Uses a variety of techniques to convey a personal style and voice (e.g., stream of consciousness, multiple viewpoints)
- **Technology** – Knows the characteristics and uses of computer hardware and operating systems - Knows features and uses of current and emerging technology related to computing
- **Visual Arts** – Understands and applies media, techniques, and processes related to the visual arts - Applies media, techniques, and processes with sufficient skill, confidence, and sensitivity that one's intentions are carried out in artworks
- **Geography** – Understands that culture and experience influence people's perceptions of places and regions - Understands why places and regions are important to individual human identity and as symbols for unifying or fragmenting society

## 21st Century Student Outcomes:

URL → <http://tinyurl.com/ys5fnx>

- Learning and Innovation Skills – Creativity and Innovation
- Learning and Innovation Skills – Communication and Collaboration
- Information, Media and Technology Skills – ICT (Information, Communications and Technology) Literacy
- Life and Career Skills – Social & Cross-Cultural Skills

### POWER-UP:

(What you will learn)

By the end of this module, you will have the following power(s):

- Taking pictures of what you can see on your screen (snapshots)
- Saving snapshots on your computer's hard drive
- Saving photos to your Inventory and renaming them
- Using snapshots as textures on prims
- Putting a snapshot into your profile
- Emailing a snapshot to your friends and to photo sharing websites
- Giving a snapshot to other avatars
- Changing the way other people can use your photos

You will demonstrate your new powers by:

- Using your snapshots as your computer desktop picture or in a screensaver
- Taking a photo of your friends and putting it on a prim on your wall
- Taking a snapshot suitable for finding work in SL or running a business.
- Posting favorite photos on a photo-sharing website

**Do you have these powers already? Skip ahead to the ACTION PLAN section below.**

### PREVIOUS KNOWLEDGE:

(What you need to know to learn this power)

Before learning this power, you need to have completed the following levels/modules:

- Levels 1 and 2
- Level 3 Module: Texturing: An Introduction

#### TERMS:

**Snapshot:** a photograph taken in Second Life

**Postcard:** a snapshot sent by email

## MATERIALS:

Item	Location
L\$10 for each snapshot you save (upload) to your inventory	World > Buy L\$

## 3-3.0.2 Action Plan

Before you begin any missions, let's see if you've already developed any of these powers. If you can complete the following activity successfully, you can skip this module!

If not, complete the missions and learn how to do it.

### TAKE ACTION:

You are going to take a set of snapshots in which each new photo has the last photo you took in the background. This gives an effect of standing in a fairground Hall of Mirrors! Part of the challenge is to find people from other countries around the world. You might want to use an atlas or Google Maps to see where these countries are in the world.

To set up for the challenge, create a flat rectangular prim as tall as an avatar. Now choose one of the snapshots you have taken of yourself. Use it to texture the prim.

#### The challenge:

1. Find another avatar from a different country or state than yourself.
2. Take a snapshot of them standing next to your prim.
3. Rename the snapshot so that it has the name of the avatar and their country or state.
4. Give them a copy of the snapshot you have taken as a thank you.
5. Use the new snapshot you have just taken as a new texture for your prim.

Repeat steps 1 to 5 as many times as you can, with someone from a different country or state each time. You will be adding someone new to the picture every time, until eventually you can't see the original picture of you any more!

How many times can you repeat the stages? How many people from different countries or states have you found?

# Media: Snapshots

## Saving Snapshots to Disk

LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – MISSION 1

### 3-3.1 Introduction

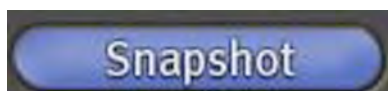
When you are traveling around Second Life you can see some incredible places, people and events. You can record some of your Second Life memories by taking photos as you explore the virtual world. You can even build up a virtual photo album on your computer of snapshots of your friends from all over your offline world.

#### 3-3.1.1 Instruction

The Snapshots feature of Second Life allows you to take pictures of what you can see on your screen, with or without showing all the menus and windows. You are going to start by taking snapshots and saving them on your computer's hard drive.

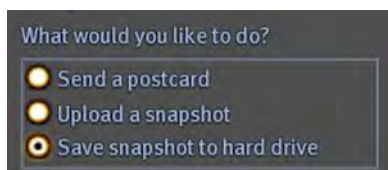
#### 3-3.1.2 Practice

TRY THIS:



**Step 1:** Taking simple snapshots

Click on the Snapshot button on the bottom menu. This will bring up the Snapshot Preview window.



Select the Save snapshot to hard drive option and press Save. You can then choose where on your hard drive to save the picture.

Make sure you give the snapshot a name you will remember later. It is very difficult to find your favorite pictures when they are all called Snapshot1, Snapshot2, etc.

Try this now: Take a shot! Save it to your hard drive and rename it something that will help you remember what it shows.

**Step 2:** Taking a new photo

Just like in real life, sometimes people look away or aren't in the right position when you take a photo. It is very easy to take another picture quite quickly, though.

### TRY THIS NOW:

Click on the Snapshot button to bring up the **Snapshot** window. There will be a little picture of the snapshot you have just taken.

Try pressing the **New Snapshot** button. Did a new photo appear in the window?

Save the photo when you are happy with it by clicking **Save**.

#### **Step 3:** Adjusting angles

Not happy with the framing or angle of your first snapshot? Your friend's head isn't in the picture? Can't fit all of the building in the photo?



### TRY THIS NOW:

Use your **Camera Controls** to move the camera then click **New Snapshot** when you are happy with how it looks. Try taking some snapshots of a place or object at strange angles. Does it still look recognizable?

#### **Step 4:** Changing the time of day

What if you want to take a photo of a friend and it is nighttime? Using the feature, **Force Sun**, you can make the sun appear to be a different time of day.

#### **World > Force Sun > Time of day options**

The changes will only apply to your own computer and last until you rest the option or log off.

### TRY THIS NOW:

Use **Force Sun** to change the time of day and take a photo. When you are done, you can change the sun back by choosing **Region Default**.

## 3-3.1.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Take a photo of the same subject, but three different ways. In one photo change the sun. In all three change your camera angle without moving the position of your avatar. Save them all to your desktop with a good name, such as "Sandyportrait," "Sandyatmidnight," and "Sandyfromabove."



# Media: Snapshots

## Saving Snapshots to Your Inventory

LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – MISSION 2

### 3-3.2 Introduction

What if you want to use your own pictures within Second Life? You can use them as textures on prims and show your photography skills to other people.

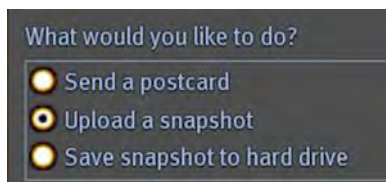
#### 3-3.2.1 Instruction

The Snapshots window allows you to save photos to your Inventory. You can use snapshots as textures on prims to make photo frames, posters or even large backdrops for a movie set or photo shoot.

You will need L\$10 for each snapshot you take in this mission.

#### 3-3.2.2 Practice

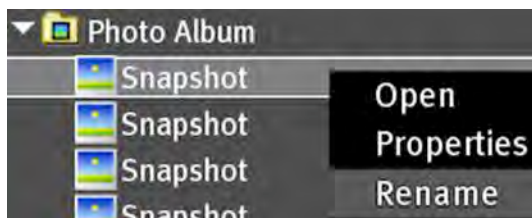
##### TRY THIS:



##### Step 1: Taking a snapshot

Click the Snapshot button to display the Snapshot window. There are three saving options in this window. Select the **Upload a snapshot** option. When you are happy with the snapshot angle and framing, click **Save**.

In your **My Inventory** is a folder called **Photos**. Open this folder and double-click on the file called **Snapshot**. The snapshot that you took will open in a separate window.



##### Step 2: Renaming the snapshot

It is very easy to take a lot of snapshots and then forget which photo is which. It is a good idea to name your photos as you take them. Then, you can search for them when you need them.

##### TRY THIS NOW:

In your **Photos** folder, find the snapshot you just took. R-click (Cmd-click) the file and select **Rename**. Now type in a better name for the photo, such as “My friends in the Global Kids volcano”.

**Step 3:** Using your snapshot as a prim texture  
You can use your Snapshots as textures on prims.

### TRY THIS NOW:

Find an area where you can build, such as a sandbox. Create a cube on the ground. To add your texture to one side of a cube, drag the photo texture from your inventory onto the prim. Try this now on a few of the sides of the prim.

Now try changing the texture of all the sides at the same time. Right-click on the prim and select **Edit**. Select the **Texture** tab and click on the texture square (it should be a wooden pattern). You should now see a window with your Inventory. Open the Photo Album folder and pick your new photo. Your photo will now be on all sides of the prim.

You can stretch your cube to look like a poster or billboard, name it and take it back into your Inventory. Then, you can give a copy to friends whenever you want!

## 3-3.2.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Take a photo of your Second Life friends and put it in a prim you could hang on the wall.

# Media: Snapshots

## Putting a Snapshot in Your Profile

LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – MISSION 3

### 3-3.3 Introduction

What kind of person are you in Second Life? What image do you want to give to other people? You can be a smart business person, a furry party animal, goth and emo, bling and colorful – anything! One of the ways people find out what kind of person you are in Second Life is by looking at your profile..

#### 3-3.3.1 Instruction

You can put a snapshot into your Profile.

#### 3-3.3.2 Practice

##### TRY THIS:

**Step 1:** Taking a good snapshot

Profile snapshots can look small. The best shots will be fairly close up.



##### TRY THIS NOW:

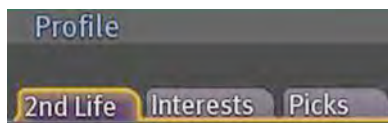
Use Camera Controls to focus on your head and shoulders. Take a snapshot of yourself.



When you are happy with the picture, save it to your inventory and rename with a descriptive name like “Profile Photo”.

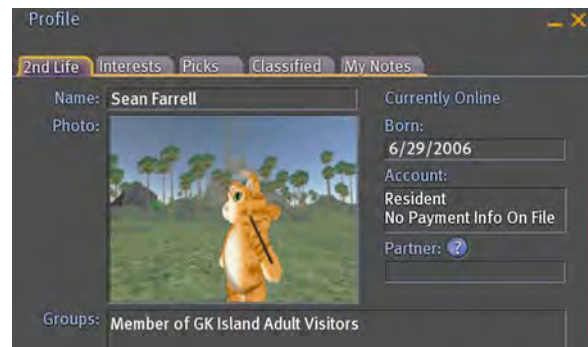
**Step 2:** Adding a profile photo

R-click (Cmd-click) on your own avatar and select Profile from the pie menu.



Select the Second Life tab of your Profile.

Double-click on the photo square and you will see your inventory appear. Find the photo you want and select it.



### 3-3.3.3 Action Plan

#### SHOWING OFF YOUR NEW POWER:

Look at the photos in the profiles of a few of the people you have met. Compare theirs with your own. Take a new photo of yourself and make it your photo in your profile.

# Media: Snapshots

## Sending a Postcard

LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – MISSION 4

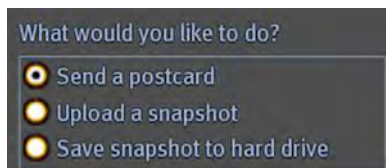
### 3-3.4 Introduction

Did you ever want your real life friends to see some of the fun you have in Second Life? You can send them a postcard from your virtual holiday to make them envious. You can even send your photos to image-sharing websites to show the rest of the world!

#### 3-3.4.1 Instruction

You can email a snapshot as a postcard to yourself, your friends or to websites like Snapzilla and Flickr.com. These options are free.

#### 3-3.4.2 Practice



#### TRY THIS:

##### Step 1: Email yourself

You can see what postcards to your friends will look like by sending a postcard to your own email address.

#### TRY THIS NOW:

Take a snapshot, this time selecting Send a postcard, then click Send.

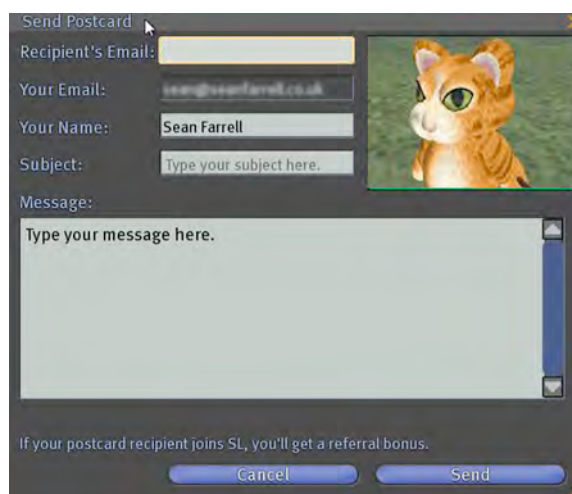
Type your own email address into the Recipient's Email. Type in a subject and a silly message to yourself and click Send.

Now go to your email, find the one you just sent, and open up it.

##### Step 2: Send postcards to your friends

#### TRY THIS NOW:

Visit your favorite place in Second Life and take a snapshot.



Select **Send a Postcard**, but this time type in your friend's email address. Type a subject and a message to your friend to say why you like this place or why they should join Second Life.

**Step 3:** Send postcards to the web  
You can also add a snapshot to online  
photosharing applications.

### TRY THIS NOW:

Take another snapshot and choose **Send a Postcard**. This time type in **teen@slpics.com** into the Recipient's Email box.

In the subject box type the title of your photo. In the message box type a description or a comment about your photo.



Now open a web browser and go to the **Snapzilla** website at **www.slpics.com**.

In the quick find section on the left, type your avatar name into the **starting with box**.

Select your avatar name to see your snapshot.

## 3-3.4.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

There are more facilities and options available on Snapzilla if you set up an account. If this interests you, click on **Register for Snapzilla** on the left side of the page, enter your details and follow the instructions for linking the account to your avatar.

Now you can choose favorite photos so you can find them again, change titles, descriptions and tags of your snapshots, and leave comments about photos. Try adding a comment about someone else's snapshot.

If you have an account on Flickr.com then you can send snapshots to your Flickr page. Read the instructions on **www.flickr.com/account/uploadbyemail** to find out how to set up your account and find out the special email address to use.



# Media: Snapshots Giving Snapshots

LEVEL: 3 MODULE: MEDIA: SNAPSHOTS – MISSION 5

## 3-3.5 Introduction

So, now you've got some cool photos. How about sharing them with your friends? You can give copies of the snapshots in your Inventory to other people.

### 3-3.5.1 Instruction

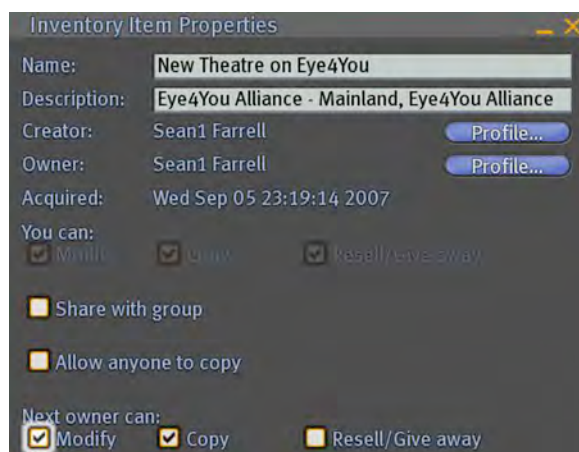
You can give a snapshot to another avatar who is standing next to you or to avatars on your Contacts list. You can also change the way other people can use your photos.

### 3-3.5.2 Practice

#### TRY THIS:

**Step 1:** Getting snapshots ready to give to your friend

Before you give someone a snapshot, you need to decide what you want them to be able to do with it. You can set permissions for a snapshot, just like any other created object.



#### TRY THIS NOW:

Open your Inventory and find one of your snapshots. R-click (Cmd-click) on it and select **Properties**. This will open up the **Inventory Item Property** window.

If you want your friend to be able to change the name of your snapshot, check the **Modify** box.

If you want your friend to be able to make another copy of your snapshot, check the Copy box.

If you want your friend to give the snapshot to anyone else, check the **Resell/Give away** box.

**Step 2:** Giving your snapshots to people near you

### TRY THIS NOW:

Open your Inventory and find a snapshot. Drag the snapshot onto an avatar to give it to him or her. The snapshot will automatically open on his or her screen for them to view. Ask him or her to do the same with you, so you can experience it.

#### **Step 3:** Giving your snapshots to other people

If your friend is not logged on or is on another sim, you can still give him/her a snapshot.

### TRY THIS NOW:

Select the **Communicate** button to open your contacts list. Pick the friend you want to send the photo to and open their profile. Drag the snapshot from your Inventory into the **Give Item** section of the **Second Life** tab.

## 3-3.5.3 Action Plan

### TAKE ACTION: INFINITE SNAPSHOT CHALLENGE

You are going to take a set of snapshots where each new photo has the last photo you took in the background. This gives an effect of standing in a fairground Hall of Mirrors! Part of the challenge is to find people from other countries around the world. You might want to use an atlas or Google Maps to see where these countries are in the world.

To set up for the challenge, create a flat rectangular prim as tall as an avatar. Now choose one of the snapshots you have taken of yourself. Use it to texture the prim.

#### **The challenge:**

1. Find another avatar from a different country or state than yourself.
2. Take a snapshot of them standing next to your prim.
3. Rename the snapshot so that it has the name of the avatar and their country or state.
4. Give them a copy of the snapshot you have taken as a thank you.
5. Use the new snapshot you have just taken as a new texture for your prim.

Repeat steps 1 to 5 as many times as you can, with someone from a different country or state each time. You will be adding someone new to the picture every time, until eventually you can't see the original picture of you any more!

How many times can you repeat the stages? How many people from different countries or states have you found?

# Textures: An Introduction to Textures

## Module Overview



LEVEL: 3 MODULE: TEXTURES: AN INTRODUCTION TO TEXTURES – OVERVIEW

### 3-4.0 Introduction

As you look around Second Life, you will notice that objects are not only made up of shapes, but also patterns, known as textures. Great-looking objects have great-looking textures! In this module, you will learn how to apply great-looking textures to everything you build.

### 3-4.0.1 Learning Standards addressed in this module

#### McRel Learning Standards:

URL ⇒ <http://www.mcrel.org/compendium/browse.asp>

- **Language Arts** – Writing – Uses the stylistic and rhetorical aspects of writing - Uses a variety of techniques to convey a personal style and voice (e.g., stream of consciousness, multiple viewpoints)
- **Technology** – Knows the characteristics and uses of computer hardware and operating systems - Knows features and uses of current and emerging technology related to computing
- **Mathematics** – Understands and applies the basic and advanced properties of the concepts of geometry and measurement - Uses unit analysis to solve problems involving measurement and unit conversion
- **Visual Arts** – Understands and applies media, techniques, and processes related to the visual arts - Applies media, techniques, and processes with sufficient skill, confidence, and sensitivity that one’s intentions are carried out in artworks

#### 21st Century Student Outcomes:

URL ⇒ <http://tinyurl.com/ys5fnx>

- **Learning and Innovation Skills** – Creativity and Innovation
- **Information, Media and Technology Skills** – ICT (Information, Communications and Technology) Literacy
- **Life and Career Skills** – Social & Cross-Cultural Skills

## POWER-UP:

(What you will learn)

By the end of this module, you will have the following power(s):

- Putting graphics and images (textures) onto objects you create
- Changing the color and transparency of an object
- Changing how the size of a texture looks on an object

You will demonstrate your new powers by:

- Texturing created objects
- Tinting and changing the transparency of created objects
- Changing a texture to look the right size on each side of an object

**Do you have these powers already? Skip ahead to the ACTION PLAN section below.**

## PREVIOUS KNOWLEDGE:

(What you need to know to learn this power)

Before learning this power, you need to have completed the following levels/modules:

- Levels 1 and 2

## TERMS:

**Texture:** A graphic or image applied to an avatar or object.

## MATERIALS:

Item	Location
Textures	Inventory > Library > Textures

## 3-4.0.2 Action Plan

Before you begin any missions, let's see if you've already developed any of these powers. If you can complete the following activity successfully, you can skip this module!

If not, complete the missions and learn how to do it.

## TAKE ACTION:

You now have the power to modify, or change, the texture of objects. You can find some objects to re-texture in your Library. In your Library, find the Basic Chair. Use your new texturing skills to change the look of your chair to reflect you.

## SHOWING OFF YOUR NEW POWER:

Why did you choose the textures you did? What do they say about you? Blog it!



# Textures: An Introduction to Textures

## Finding and Using Textures

LEVEL: 3 MODULE: TEXTURES: AN INTRODUCTION TO TEXTURES – MISSION I

### 3-4.1 Introduction

What makes something look like it's made of stone, fur or metal? The answer: Textures. Textures are graphics or images that are applied to an avatar or object.

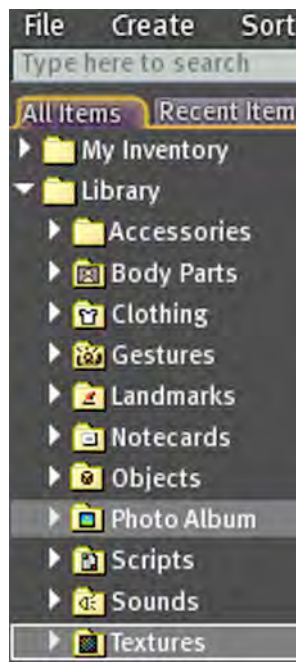
Now that you have some basic building skills under your belt, it's time to make your creations look like something other than plywood!

#### 3-4.1.1 Instruction

Applying textures to an object is quick, easy and a ton of fun. In this mission, you will learn how to find images and textures and place them on an object.

#### 3-4.1.2 Practice

TRY THIS:



##### Step 1: Finding textures

You can use both Textures and Snapshots to change the look of your object. You have been given some textures and snapshots to use in your Inventory Library.

**Inventory > Library > Photo Album or Textures**

##### TRY THIS NOW:

Find the Photo Album and Textures folders in your Inventory Library. Open the folders and double-click on a few textures and snapshots to see what you have there

##### Step 2: Putting a texture on an object

Rez a cube and make sure it's in Edit mode. Choose the Texture tab.



You will see a small square in the Texture tab labeled Texture. This is the texture that's on your prim. Plywood, right?

To change that texture, double-click on the plywood square in the Texture tab. The Texture Picker window will come up, showing the texture currently on your object.

It will also show you a list of all the textures and snapshots you have in your Inventory.



**TRY THIS NOW:**

Double-click on the texture square in the Texture tab. In the Texture Picker window, navigate to:

**Library > Textures > Wallpaper > Wallpaper – Blue**

Click once on Wallpaper – Blue to apply it to your prim. Did you see your prim change?

**Note: You can also search for a specific texture using the Search bar at the top of the Texture Picker.**



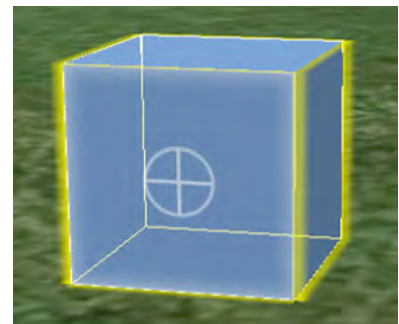
**Step 3: Changing the texture on one side of a prim**  
Each face (side) of a prim can have a different texture. To change the texture of each face, choose the Select Texture button from the Edit window.

You will see a target on each face of the prim. Click on the face you would like to change.

Now, you may select a new texture by double-clicking on the Texture square in the Texture table and clicking on a texture from the Texture Picker window.

**TRY THIS NOW:**

Select each face of your prim and apply a different texture to each one. (To see the top and bottom, you may need to reposition your prim or use Camera Controls for a better look.)



### 3-4.1.3 Action Plan

**SHOWING OFF YOUR NEW POWER:**

Using your new building skills, take some time to rez some different shapes and sizes – and then texture them. Notice how the same texture looks on different shapes.

# Textures: An Introduction to Textures Color and Transparency



LEVEL: 3 MODULE: TEXTURES: AN INTRODUCTION TO TEXTURES – MISSION 2

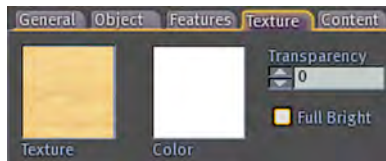
## 3-4.2 Introduction

Sometimes a texture is almost perfect. If only you could change the color just a bit. Guess what? You can. In fact, you can even make it almost transparent for special effects.

### 3-4.2.1 Instruction

While you can't completely change colors in a texture, you can tint a texture or make it a solid color.

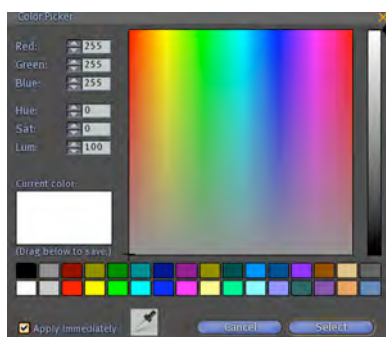
#### 3-4.2.2 Practice



#### TRY THIS:

##### Step 1: Tinting a texture

Rez a prim with the default plywood texture. Make sure it is in Edit mode.

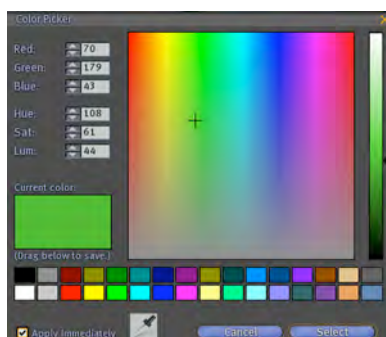


In the Texture tab, right next to the Texture Picker window, is a white box called Color. This is the **Color Picker** window.

Click on it to bring up the **Color Picker**.

By default, the **Apply Immediately** box in the lower left corner should be checked.

To change the tint of your prim, click on any of the colored boxes towards the bottom of the Color Picker.



#### TRY THIS NOW:

With your prim in Edit mode, choose the Color Picker and click on one of the colors already provided for you. Notice that the wood grain still shows through the tint.

##### Step 2: Choosing your own colors

You are not limited to the colors already in the **Color Picker**. You may also design your own and save them to use on your projects.

In the Color Picker, click anywhere on the large rainbow of colors (**Spectrum**). The exact color you've chosen will appear in the box Current color.

You will also see a slider to the right to adjust your color to be lighter or darker.

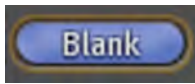
If **Apply Immediately** is checked, you should see your prim take on the new color right away.

If you would like to save that new color, just drag it out of the **Current Color** box to replace one of the default colors.

### TRY THIS NOW:

With your prim selected, open the **Color Picker** and use the **Spectrum** to create a new color. Click on the light/dark slider to adjust. Drag it from the **Current Color** box to replace a default color.

**Note: You may also choose RGB values in the upper left corner to select a color.**

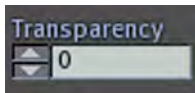


#### Step 3: Choosing a solid color

To make a prim a solid color, open the Texture Picker and choose the **Blank** button. Your prim will look solid white.

Now, you can use the Color Picker to tint it a solid color.

**Note: You may also select the Select Texture button to tint each face of a prim separately.**



#### Step 4: Transparency

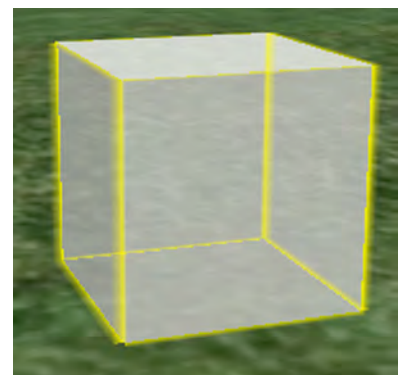
You can make an object up to 90% transparent using the Transparency control.

While 0% is fully visible, 90% will make your object look like a faint shadow.

### TRY THIS NOW:

Change the transparency of your prim.

**Note: There are completely, 100% transparent textures to be found in Second Life. However, you are not given one in your beginning Library. A friend or package of free textures may have a truly transparent texture you can use.**



## 3-4.2.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Try this for fun: Rez a cube and stretch it to look like a wall. Texture it with something like bricks or stone.

Now, use **Select Texture** to select just one side and change the transparency to 90%.

If you look at it from all sides, you will find you just made a one-way see-through wall!

# Textures: An Introduction to Textures Repeats



LEVEL: 3 MODULE: TEXTURES: AN INTRODUCTION TO TEXTURES – MISSION 3

## 3-4.3 Introduction

Now that you've begun texturing, you might be wondering how to make those textures look just right. How do you make each side (or face) of an object look proportional. That's what this mission is all about.

### 3-4.3.1 Instruction

When you apply a texture to a prim, it will completely fill each face exactly one time. If all the faces of your prim are the same size, it's no problem. But what if you make something like a rectangle with different sized faces?

You can fix that problem by adjusting the number of times a texture repeats on each side of your prim. It's easy – and it will make your creations look so much better!

### 3-4.3.2 Practice

#### TRY THIS:

**Step 1:** Creating a prim with different sized faces

When you create a prim with different sized faces, you will notice that the texture on each face "looks" different.

#### TRY THIS NOW:

Rez a plywood cube. Now stretch it to look like a wall. The wall in the example is:

**X: 3.0**

**Y: 0.5**

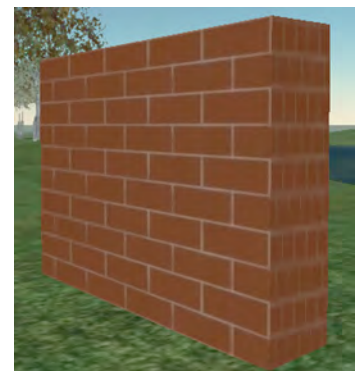
**Z: 2.0**

**Step 2:** Applying a texture to all faces

Depending on the texture you choose, you may notice a big difference in how a texture looks on each face.

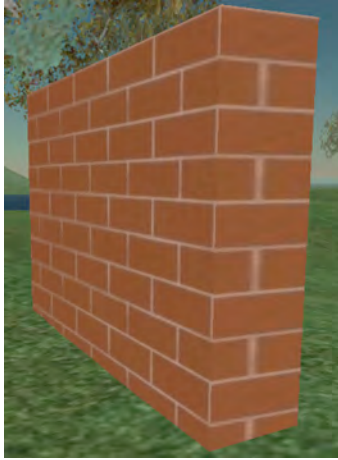
#### TRY THIS NOW:

Choose the following texture from your Inventory Library and apply it to your wall.



## Texture Picker > Library > Textures > Buildings > Bricks

Look at each face. Do you see how the bricks on the ends of the wall look squished?



### Step 3: Adjusting the texture repeat

To make a texture look right (or proportional) on each face of your wall, you can change the **repeat**.

In the **Texture** tab of the Edit window, the repeat is usually set to **1.000**, which means the texture will repeat **exactly one time**.

You may use the arrows to make the texture repeat fewer or more times.

### TRY THIS NOW:

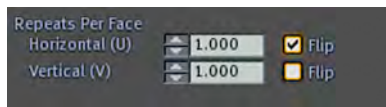
With your wall in Edit mode, make sure the **Select Texture** button is selected. Click on the target on the end of the wall (a skinny side).

Change the repeat to the following:

**Horizontal: 0.200**

**Vertical: 1.000**

Do the bricks on the end look better to you now? Feel free to adjust the repeats to see what the changes look like.



### Step 4: Flipping a texture

Sometimes, you may get a better look by completely flipping a texture.

You can do this by checking the Flip box next to the **Repeats Per Face** settings.

### TRY THIS NOW:

Select just one face of your wall. Check and uncheck the **Flip** box for the horizontal and vertical repeat settings.

## 3-4.3.3 Action Plan

### SHOWING OFF YOUR NEW POWER:

Rez a few different shaped prims and apply different textures to them. Practice changing the horizontal and vertical repeats.

Do you find you like oversize, fantasy-like textures or more realistic ones?



# Textures: An Introduction to Textures Offsets

LEVEL: 3 MODULE: TEXTURES: AN INTRODUCTION TO TEXTURES – MISSION 4

## 3-4.4 Introduction

Someone once said, “Variety is the spice of life.” If everything looks like it was stamped out of the same mold, it doesn’t look real.

### 3-4.4.1 Instruction

You can add variety to your texturing by using the **Offset** feature in the Texture tab. **Offset** will allow you to slightly change the way your texture is applied to your objects.

### 3-4.4.2 Practice

#### TRY THIS:

**Step 1:** Making some steps

Let’s say you want to make some wood steps. In real life, you know they would each have the same wood pattern. But you also know that they would look different from each other.

#### TRY THIS NOW:

Rez a cube. Stretch and flatten it to form a step. The step in our example is:

**X: 1.500**

**Y: 1.000**

**Z: 0.225**



Texture it with:

**Inventory > Library > Textures > Atoll Textures > Atoll  
Woodwalkway**

Use the Select Texture button and adjust the front repeat of the step to:

**Horizontal: 1.000**

**Vertical: 0.500**

Shift-click and drag to duplicate the step. Duplicate and position three or four steps to form stairs.

NOW: Do you see how each step looks exactly the same? It looks pretty good – but not great.



### Step 2: Using Offset

You can use **Offset** to adjust the texturing on an entire prim, or just one side at a time. It will depend on the texture and look you want.

In real life, these wood steps would look like they were each made of different boards instead of the same ones. Let's change that.



### TRY THIS NOW:

In Edit mode, select the bottom step. In the Texture tab, change the Offset to:

**Horizontal: 0.300**

**Vertical: 0.800**

Select the other steps one at a time. Change the **Offset** differently for each one. You don't have to use "round" numbers.

**Tip: Combining Offset with Flip might give you even better results!**

## 3-4.4.3 Action Plan

### TAKE ACTION:

You now have the power to modify, or change, the texture of objects! You can find some objects to re-texture in your Library. In your Library, find the Basic Chair. Use your new texturing skills to change the look of your chair to reflect you!

### SHOWING OFF YOUR NEW POWER:

Why did you choose the textures you did? What do they say about you? Blog it!