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Introduction to Textures, Animation Audio and Sculpting in Second Life

Jeff Heaton

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Users of the Second Life online world create a rich three dimensional world around them. Much of this creation is done inside of the actual Second Life world. However, it is necessary to use third party programs to create compelling content for Second Life. Through rich full-color images this book guides the beginning Second Life content creator through third party programs such as Adobe Photoshop, Avimator, GIMP, Audacity and Sculptypaint. Topics such as transparent images, alpha channels, audio editing, three dimensional animation and sculpting are covered. This book presents a quick start guide to each of these programs, from a Second Life perspective.

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