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FEMALE 1: Last week, in Second Life, I bought my first parcel of land and set about decorating it. I decided to build a small house and add some other nice, little features in the front, including this fountain because I like the sound of running water. And then up over the hill, to the right, I also have a tree with a swing set, which is really nice because while I'm swinging I can actually look over the bend and see a small waterfall that cascades down from my property into my neighbor's. I also built a small greenhouse. My property can hold 117 prims. And the way you should think about prims, if you are new to this, is a prim is an object. And so 117 is pretty good, but certainly not enough to build a huge house. So I decided to go really minimalistic and build

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a nice greenhouse with windows for alls, so I could see all around and enjoy the view. Now I'm going to do a little bit of an aerial tour around the house, so you can see that I've dropped some trees behind it. And trees on the other side. And so you kind of have a good idea of what my property looks like. Now, you'll notice or you might not realize there's one thing I think that's missing, which is a little bridge over the waterfall. So what we're going to do today is we're going to talk about building in Second Life. And what I'm going to be building is a small bridge, small footbridge for my property. So unfortunately the menus are going to be impossible to read, so I apologize already for the quality, but I'll do my best to walk you through it. So the first thing you do is you right-click on your land and you select Create, which opens up this dialogue box. And it offers you some shapes to choose from. So I'm going to go ahead and choose a circle

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because I think a circle is the best starting shape, when you're going to build something like a bridge, since it involves a curve. The next thing I'm going to do is I'm going to go ahead and resize the circle and make it probably about as big as I think I want the bridge to be. So I grab a little corner. For those of you who use computers, you're going to be familiar with these little handles that let you stretch. The white handles stretch everything in proportion, and then the colored handles stretch along each of the axis with the red being the y axis and the green being—and we're not even going to worry about the axes. At any rate, I made my circle bigger. And then I'm going to go ahead and hollow it out with the hollow tool. And then the next thing I'm going to do is I'm going to use the cutting tool to basically cut this in half, which gets me to the bridge really quickly. The other thing is

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I was having trouble seeing my creation because it was sort of buried down in the ground, so I backed up, and as you can see, you can use all sorts of arrows to move it up to each side and so forth. I'm also using the rotation tool because it's going to be easier to know when I'm done cutting, if I can look at it from the side. So now that that's taken care of, I want to go ahead and cut one half of the circle. So I use the cutting tool and I basically just work from left to right.

And each click takes away a little section, and there I have, basically, my shape for the bridge. So now the next step, now that I feel pretty good about the basic shape, is to sort of get it into place, see if it is the right size for where I want to place it. And so the next thing we're going to do is we're going to do a lot of moving. Moving in the game is interesting.

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You have to use a combination of moving your camera, as well as moving the object, to keep track of where it is. And so when I'm working with moving something sort of from the side, I kind of stand to the side. And then, if I want to turn it and see it from another angle, then I actually move around in order to move the camera. You don't have to. You can sort of just move the camera on your own, if you want. But I like that first-person perspective, so I tend to move myself. We'll go ahead and rotate it to see if it's a good size to cover the water. And then drag it over until I'm feeling like I have it kind of in the right spot. So the first thing I noticed was it was definitely too short. So I wanted to go ahead and stretch it across the water. And so I'm going to move to a place where I can get a nice sort of sideways view to make sure it's touching both sides of the land.

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And then actually probably I'll want to move it down as close to the water as possible. But I want to make sure it's on my property. One of the easy things to do is to select show property lines. And so that let me know exactly where I can build. You'll see the green line let's me know that that's a place where I can drop because it's within my boundaries. And so I'm going to go ahead and move it as far down to the water as possible and then drop it. And now it's time to stretch. So I'm going to kind of head around. I'll get an upper view. And then I'll select the stretch tool and stretch it out across the water. As you can see, the crafting is very, very sophisticated.

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Your ability to do shapes, your ability to position, size, carve is extraordinary. I chose something extremely easy for this video, just because I wanted to make sure that one, I was successful in building it and two, it didn't go on for too long. So here's where I get sort of finicky. I wanted to make sure that the bridge was sitting within the land. And so there's that little divot there. So one of the things I'm doing is I'm actually editing my land. So it's basically landscaping. So what I'm going to do is sort of raise up the land on each side of the bridge, and then maybe flatten it out a little bit. That's really awesome. It gives you the ability to create hills and steps and all sorts of different types of things, especially if you want to plant, create a garden. It just gives your land some personality. And as you can see, I now have a bridge over my little body of water.

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So we'll go ahead and test it out. Looks like maybe I would benefit from putting some handrails, so I don't fall off. And there you go. There's one last detail though. You'll notice that the

material that my bridge is made out of really doesn't go with the rest of my property. So the final thing I'm going to do is I'm going to go in and choose a texture for the bridge that matches the other two items, the swing set and the fountain. And the texture I had used for those was called old wood, which was in a library of textures that everybody gets when they join Second Life. I go ahead and I select my old wood and I close everything out. Let's go ahead and take the property lines down, so I can get a cute view of all my work. And there you have it. This is my property all done. I've got everything

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just the way I like it. And I might keep it that way for at least a week, until I decide I want to get in there and just build all over again. And that is crafting in Second Life, as well as the—

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