Avatar: Appearance Changing Your Shape

LEVEL: 1   MODULE: AVATAR: APPEARANCE – MISSION 2

1-1.2 Introduction

Now that you have a default avatar, it's time to start customizing it to your liking! Fortunately, Second Life has built-in tools that allow you to change your avatar in multiple ways. In addition, you can create multiple looks for your avatar, save them in your inventory and change your look whenever you like. This mission will show you how to change the shape of your avatar.

1-1.2.1 Instruction

Once you've logged in to Second Life, you will see your avatar standing with its back to you a few feet ahead. If you've just begun your Second Life journey, you will also see that other new folks may look very similar to you! The key to changing your look is in using controls (**Appearance Menu** sliders) to adjust your shape and other features.

1-1.2.2 Practice

TRY THIS:

Step 1: Access the Appearance menu

There are two ways to bring up the **Appearance** menu:

o   Using the top menu bar:

> **Edit** > **Appearance**

o   Using the **Pie Menu**: R-click (Mac: Cmd-click) on your avatar

> **Pie Menu** > **Appearance**

In both cases, choosing **Appearance** will open the Appearance menu.

Step 2: Finding the **Shape** sliders

By default, the **Shape** button is chosen for you on the left top when you open the Appearance menu. On the right side you will see a list of nine areas you can choose when modifying your shape:

- **Body**, **Head**, **Eyes**, **Ears**, **Nose**, **Mouth**, **Chin**, **Torso**, **Legs**.

By default, the first button, **Body**, is chosen for you. Each specific **Body** characteristic can be modified by moving the slider back and forth or by typing in a specific number between 1-100.

Try it now: As you move the sliders back and forth, you will see your avatar change in real time.

> **Tip:** As you try all the buttons in the shape section, you will see that some choices affect others. You might find that going back to the overall Body button for a final adjustment when you're done lends that final touch you were striving for.

Step 3: Other **Shape** options in the Appearance menu

Two other options in the Appearance pane can help you achieve your final look.

1. **Female/Male Radio buttons:** Located under the nine Shape buttons, these will quickly give your avatar a basic look, which you can refine and modify.
2. **Randomize Button:** Just below, the Randomize button is great if you want to try out some wild looks.

> **Repeatedly clicking on the Randomize button might give you avatar ideas you never considered!**

Step 4: Saving your Avatar Shape

After all your hard work, you will want to save your avatar's shape. You can save multiple shapes and change them whenever you like.

To save a new shape:

1. Choose the **Save As** button below the sliders. A window will appear with a default name **New Shape**.

2. Double-click on **New Shape** and rename it with a name you'll remember! You will then be able to find it in your Inventory easily.

Try it now: Modify your shape to your liking and save with a unique name. If you need to log off during this time, make sure to save your work before exiting Second Life.

1-1.2.3 Action Plan

SHOWING OFF YOUR NEW POWER:

Don't be surprised if you find yourself changing your avatar's look over time. If you'd like, make an avatar shape very different from your first one. Make sure to name and save it!

Avatar: Appearance Changing Your Skin

1-1.3 Introduction

Shape isn't everything. The Appearance menu includes many features that will allow you to change the shade or even color of your avatar.

1-1.3.1 Instruction

As you discovered in the last mission, using the Appearance menu to modify an avatar's shape is a bit of an art. In this mission, we will use a button with fewer options: the **Skin** button.

Both **Shapes** and **Skins** are considered independent parts of your avatar and are saved separately. You can mix and match! After creating a new **Skin** for yourself, you will again save it to your Inventory.

1-1.3.2 Practice

TRY THIS:

Step 1: Opening the Appearance Menu

As in the last mission, open up your Appearance menu. Just for practice, can you open it using both methods?

Step 2: Finding the **Skin** sliders

Click on the **Skin** button just below the Shape button in the upper left of the Appearance menu.

You will see a number of sliders similar to what you saw when you accessed the Shape button.

Step 3: Getting rid of default make-up

Your default avatar may come with some sort of make-up. You will be able to tell if the square box labeled "Head Tattoo" has a pattern in it, like the example.

If you want to get rid of that make-up and start fresh, just press the **Randomize** button!

> **Caution: Once you get rid of that make-up, you can't undo. (There is no undo button!)**

Step 4: Starting Fresh

Now comes the fun part! The Skin sliders have four main sections if you choose a female avatar. Males do not get the Makeup sliders.

- o **Skin Color**, **Face Detail**, **Makeup**, and **Body Detail**.

Try it now: Using all the Skin sliders, modify your avatar to your liking.

Step 5: Save!

Just as you did with your completed Shapes, Save your completed **Skin** and rename with a unique name.

1-1.3.3 Action Plan

SHOWING OFF YOUR NEW POWER:

Your avatar is starting to reflect your own creativity! Does it look like how you look in real life, or is it very different? If you'd like, create a skin that is very different from your first one.

Avatar: Appearance Changing Your Eyes

LEVEL: I   MODULE: AVATAR: APPEARANCE – MISSION 4

1-1.4 Introduction

Some have said that eyes are a window to the soul. Well, maybe that's not true for your avatar, but eyes are yet another feature you can customize as an individual avatar part.

1-1.4.1 Instruction

In this mission, you will use the Appearance menu to modify your avatar's eyes. Let's get going!

1-1.4.2 Practice

TRY THIS:

Step 1: Open the Appearance menu

As in the prior missions, open the Appearance menu.

Step 2: Finding the **Eyes** sliders

In the upper left of the Appearance pane, you will find the **Eyes** button. Choose it now.

Step 3: Modifying **Eyes**

Just as with the Shape and Skin sliders, you will see a couple of options you can choose to change the look of your avatar's eyes.

Eye Color, Eye Brightness

Step 4: Using the Randomize button

You can also choose Randomize to see what crazy combination comes up! Some of them are actually quite beautiful.

Try this now: Customize a new set of eyes for your avatar.

Step 5: Save!

Eyes are saved as separate from both Shapes and Skins. Use the **Save As** button and give your eyes a great name!

1-1.4.3 Action Plan

Some people like colored contact lenses to match their mood or outfit. You can do the same if you want. How do your eyes fit the personality of your avatar?

Avatar: Appearance Changing Your Hair

1-1.5 Introduction

Your avatar need never have a bad hair day - unless you want it to! Hair is the last avatar part that is saved individually. Like all the others avatar parts you've worked with in this module, hair can be mixed and matched endlessly.

1-1.5.1 Instruction

The **Hair** sliders have many options from which to create your ultimate hairstyle. In addition, if you are working with a male avatar, you will have the option of playing around with facial hair.

The **Hair** sliders work best when you're willing to experiment a bit. So… let's get to it.

1.5.2 Practice

TRY THIS:

Step 1: Open the Appearance menu.

Step 2: Find the **Hair** sliders

Just like the other missions, you will find the Hair button in the top left of the Appearance menu.

Step 3: Modifying Hair

Your slider options include:
Color, **Style**, **Eyebrows** and, if you are working on a male avatar, **Facial Hair**.

Try it now: Use the different Hair sliders to create a hairstyle that fits your avatar!

> Tip: Some of you may have the following problem: Hair Attachments

Step 4: Removing **Hair Attachments**

Remember the beginning makeup problem in the Skin mission? A beginning look, or texture, had already been applied to the avatar. In that case, we used the Randomize button to start fresh.

In the same way, your default avatar might have come with things attached to it, called **Attachments**. An Attachment is any object that is stuck to your avatar, but not a part of it. Attachments can be made to look like belts, or jewelry, or in this case… HAIR! Hair attachments cannot be modified using the Hair slider controls.

If your default avatar came with messy pigtails, for example, it's likely that they are attachments. If you don't want them, here's what to do:

1. Carefully R-click (Mac: Cmd-click) on the hair attachment you want to get rid of. It will then have a yellow outline around it to show it's selected.
2. A pie menu will come up with **Detach** as one option. Select **Detach**.

> **Note: Some facial hair, such as men's beards, are not attachments, they are modified using the Facial Hair sliders.**

Step 5: Randomize
If you're still stuck and need a little creative coiffure help, try Randomize and see what you get!

Step 6: Save
Save early, save often… and always with a unique name.

1-1.5.3 Action Plan

SHOWING OFF YOUR NEW POWER:
Remember what your avatar looked like the first time you saw it? What does it look like now? Just as with your other avatar body parts, you can have as many hairstyles as you wish and change them on a whim. If you feel the need, create a few more.

Avatar: Appearance
Saving and Switching Avatars

LEVEL: 1   MODULE: AVATAR: APPEARANCE – MISSION 6

1-1.6 Introduction

YOU rock! A short time ago, your avatar looked like it was one *of* a million. Now, it looks like one *in* a million! Good job! You may even have multiple Shapes, Skins, Eyes and Hairstyles to combine into new characters. But what good is all that great stuff if you can't find it and try it on quickly. That's what this mission is all about.

1-1.6.1 Instruction

It's very easy to change looks on the fly if you 1) Know where your avatar parts are located and 2) Know how to quickly change those parts.

All the avatar parts from all the *default* avatars can be found in the **Library** section of your **Inventory**. All the avatar parts you have created and saved are in the **My Inventory** section of your **Inventory**. Let's practice finding those parts and putting them on.
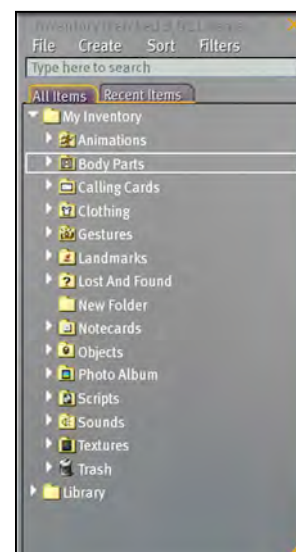
1-1.6.2 Practice

TRY THIS:

Step 1: Opening Inventory

Select the Inventory button at the lower right of your screen.

You can also choose **View > Inventory** from your top menu bar.

Opening your Inventory will show the two main folders: **Library** and **My Inventory**.

Step 2: Finding your **Body Parts**

Clicking once on either of those folders will show you a list of subfolders. One of those subfolders is called **Body Parts**. That's where all your avatar parts go when you save them.

Try it now: Open your **Inventory**, click on **My Inventory**, click on **Body Parts** and find the parts you've been saving. (Aren't you glad you gave them

good names?)

Step 3: Switching a **Body Part**

There are two easy ways to switch a body part.

1. Double-click on the name of the new body part
2. Click and drag that body part right onto your avatar. (Don't worry. It's just a copy. You won't lose it from your Inventory)

Try it now: Find an extra body part you created and either double-click it or drag it onto your avatar. Depending on your computer system, it might talk a few seconds to see the change.

> **Tip: Body parts you are wearing will show up in bold in your Inventory.**

Another Tip: You can scavenge all the default avatars in your Library and mix and match parts! Think of it as your own personal avatar junkyard. If you don't find the parts you need under **Library > Body Parts**, look in **Library > Clothing** for default avatar folders.

1-1.6.3 Action Plan

TAKE ACTION:

Congratulations! You are an official Avatar Modifier! Here are some questions and an assignment for you:

Why did you pick the avatar look you did? What would it be like to choose someone different? Perhaps someone who differs visually from you – someone with a different race, ethnicity or gender than yourself.

Make an avatar to reflect that "different" person. Walk around Second Life and notice if and how you're treated differently.

SHOWING OFF YOUR NEW POWER:

Show a few people your new avatar!

Blog about your experience being "different". In what ways were you different? Why did you make those choices? How did it make you feel? Did people treat you differently than you had anticipated?