3. 3D Viewers, Inventory, File Types

3D Worlds

3D VIEWERS

✔ There are many types of software clients (called viewers) currently used worldwide to connect to 3D VR Environments (Second Life and OpenSimulator grids). The most commonly used option is Firestorm, on which we are going to focus for this course. Firestorm is available at: http://www.firestormviewer.org/downloads

3D VIEWERS

✔ Singularity viewer is a client for Second Life and OpenSimulator, developed as open-source and can also be used as an alternative to Firestorm Viewer software. The Singularity Viewer is available at: http://www.singularityviewer.org

✔ For more compatible viewers check the article here: http://opensimulator.org/wiki/Compatible_Viewers

INVENTORY

✔ Each avatar has an inventory of files organized by file type. You can access it by selecting from the menu "Avatar -> Inventory" (Ctrl + I). You can also create your own folders to organize your files as you wish.

✔ Some of the most important file types are the following:

❏ Animations
❏ Body Parts
❏ Clothing
❏ Gestures
❏ Landmarks
❏ Notecards
❏ Objects
❏ Scripts
❏ Sounds
❏ Textures

FILE TYPES

✔ **Animations**: Animations files '.bvh format' that can be performed by avatars (e.g running, sitting, wave)

✔ **Body Parts**: Items that can be used to adjust the appearance of an avatar. There are four types: Hair, Skin, Shape and Eyes.

✔ **Clothing**: Clothing items that can be equipped by an avatar to adjust their outfit.

FILE TYPES

✔ **Gestures**: Animations that can be performed by the avatar to support the communication with others.

✔ **Landmarks**: Location files that you can use to save favorite destinations, teleport between them and share with others.

✔ **Notecards**: Text files with some capabilities to add links to other files.

FILE TYPES

✔ **Objects**: These are simpler or complex 3D objects that you can put inside the world (this action is commonly referred to as 'rez')

✔ **Scripts**: Text files containing code that can be put inside of objects to change their behaviour.

✔ **Sounds**: Sound Files (.wav format) that can be put inside of objects and be triggered through scripts.

✔ **Textures**: Image files that can be applied on the surfaces of 3D Objects.