5. Terrains, Textures, Media on a Prim

3D Worlds

TERRAINS

✔ You can edit the terrain of each region by changing the height of the ground in each place.

✔ One way to change the height is to enter the 3D World as an avatar and use the tools provided by the 3D Viewer (you must be the owner of the region or the region to be configured to allow changing the terrain).

✔ To do this, right click somewhere on the ground and select 'Edit Terrain' and the terrain editing toolbox will open

TERRAINS

✔ A quick way to quickly set the heightmap to specific values is using the "terrain fill" command in the Opensimulator console.

✔ There is also 3rd party software that can be used to generate a terrain file (heightmap) for use in Opensimulator. An OpenSim terrain is basically an image file composed of gray-scale dots.

✔ A black dot is an elevation of zero, or twenty meters (60 feet) below default sea level.

✔ L3DT is a Windows application for generating terrain maps and textures that can be used to generate high quality terrain files.

TEXTURES

✔ For any 3D Object you create in Opensimulator, you can assign and adjust specific images/textures in each plane. From the edit menu of a prim object or a linked set, you can go to the "Texture" tab to change the texture image. If you want to select specific surfaces of the object, make sure you select the "Select Face" checkbox. Keep the 'select' key pressed, if you want to select multiple surfaces.

TEXTURES

✔ Select one of the texture (image) files in your inventory (you can easily upload images there) to apply it on the surfaces. The values below (Horizontal Scale , Vertical Scale , Repeats pert meter , Rotation degrees , Horizontal offset , Vertical offset), can help you adjust how the image texture is applied. You can change the color as well, adjust the transparency and the Glow effect. You can use images with transparency (Like .png) to achieve some complicated 2D objects.

MEDIA ON A PRIM

✔ Media on a Prim can help make your world more interactive by providing a way you can embed web pages, videos, and other web based content in your world. Pretty much anything with a URL can be embedded.

✔ You can use the Media on a Prim feature to display some document from Google Drive on a panel. Find the document and share it as 'Public on the Web' in order for the document to be accessible without logging in to Google Drive.

MEDIA ON A PRIM

✔ You can also use the Media on a Prim feature to display videos in panels inside the world. The approach is similar to the previous section. You need to use the URL of the page where the video is hosted.