



Erasmus+

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6. Animations, Sounds, Attachments

ANIMATIONS



- ✓ Animations are files that define specific motions for an avatar to execute. The file format used is “bvh” and it contains motion capture data for three-dimensional character. Some basic animations are built-in in Opensimulator and can be used with their name from scripts as we will see in the next chapters.

ANIMATIONS



- ✓ A great variety of common animations for the avatars can be found online.
- ✓ For custom animations, you can use software like QAvimator and BVHacker.

SOUNDS



- ✓ Sounds are a great way to make the Virtual World more interesting and engaging. You can upload .wav sound files. Sounds clips can be used within (scripted) objects and as part of gestures.
- ✓ Current OpenSimulator sound formats are PCM WAVE (.wav) 16-bit/44.1KHz/mono or stereo with a maximum length of 10.00 seconds.

SOUNDS



- ✓ You can find a large database of CC licensed sounds here:
<https://freesound.org/>
- ✓ If you use Audacity you can open a sound file and use the following steps before uploading with a 3D Viewer:
 1. Use the “Tracks -> Resample...” option to set the sample rate to 44100
 2. Use the “Tracks -> Mix -> Mix Stereo down to Mono” to convert to mono.
 3. Export the file as “.wav” selecting the “Signed 16-bit PCM” Encoding

ATTACHMENTS



- ✓ Attachments are 3D Objects (simple prim or linked set) that an avatar can wear on a specific part of their body (for example a hat placed on the avatar's head).
- ✓ You can use any 3D object (simple prim or linked set) as an attachment by finding it on your inventory, right-clicking and selecting the “Attach To” option and selecting one of the available body positions.

ATTACHMENTS



- ✓ You can then edit the object's size, orientation, and position and these settings will be saved, so next time you can just double click the object to wear it in the same position.

