

# second style

Issue #13

The best of Second Life clothing, hair, skins, accessories and more

FRESH FACES BY  
POSY TRUDEAU

Ask Isabella

INTERVIEW  
hyasynth Tiramisu

CYBER  
**PUNK**

**STEAM**  
PUNK

STYLE GIRL  
Candy Flanagan

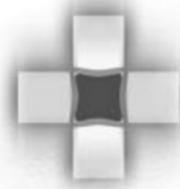
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Style Guru  
Fashion Forward



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# second Style

The best of Second Life clothing,  
hair, skins, accessories, and more

Issue #13

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Celebrity Trollop

**Director of Operations, Advertising Sales  
and Senior Layout Designer**  
HeatherDawn Cohen

**Managing Editor**  
Iris Ophelia

**Copy Editor**  
Liliu Maximov

**Assistant Layout Designer**  
Scarlet Singer

**Columnists**  
Justine Babii  
Isabella Sampaio

**Senior Staff Writers**  
Ilianexsi Sojourner  
Roslin Petion  
Ryan Darragh  
Haver Cole

**Staff Writer**  
Liliu Maximov  
Scarlett Niven  
Arabesque Baroque

**Contributors**  
Yuriko Muramachi  
Dakota Buck

**Founder**  
Josie Hamilton

## CONTACT US:

<http://www.secondstyle.com> (PDF version)

Story ideas: [editor@secondstyle.com](mailto:editor@secondstyle.com)

Comments: [letters@secondstyle.com](mailto:letters@secondstyle.com)

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## publisher's note

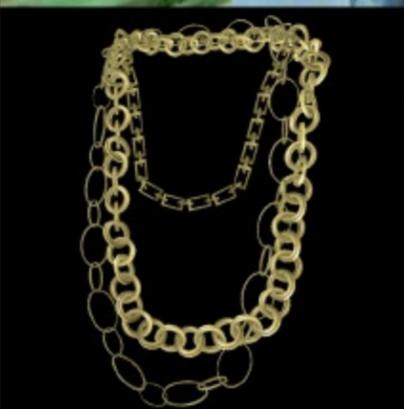
All of us at Second Style were deeply saddened to learn about the sudden untimely death of the person behind the Ginny Talamasca avatar. Last Call by Dazzle has been such a leading light of Second Life fashion design for a long time that this loss will be felt by everyone in Second Life who cares about style and fashion. We extend our sympathy and condolences to everyone who has been touched by this tragedy. Second Style is planning a retrospective of Dazzle and Last Call designs in our next issue, from some of the earliest Dazzle designs to some of the most recent creations.

I am also sad to report that this issue will mark the final cover by Launa Fauna who has been our cover photographer for over a year. Launa's photographic work is at the highest echelon of quality in Second Life and I have always felt that her vision and photographic artistry make our covers pop out from the kiosks month after month. Launa may occasionally be involved with other Second Style projects, but needs more time to pursue her own projects -- including a very lovely line of skins (Check out LF Chai in Port Seraphine.) Thank you Launa for all of your work on behalf of Second Style.

On a more positive note, we held our first Second Style fashion show event at the end of October, and it was quite successful. We featured designs by Betty Doyle of Ingenue, Miko Omegamu of Icing, Morigan Hyun of Elegance hats, and shoes by Melanie Zhao. You can see all of the outfits on the Second Style flickr stream at: <http://flickr.com/photos/celebrity.trollop>. Thank you to all of our models, Qualsha Nordberg our very talented voice hostess/DJ, and show coordinator Valena Glushenko. We are planning to do these events monthly -- so our next show announcement will be coming shortly.

I hope you enjoy this issue. We'll see you in a month.

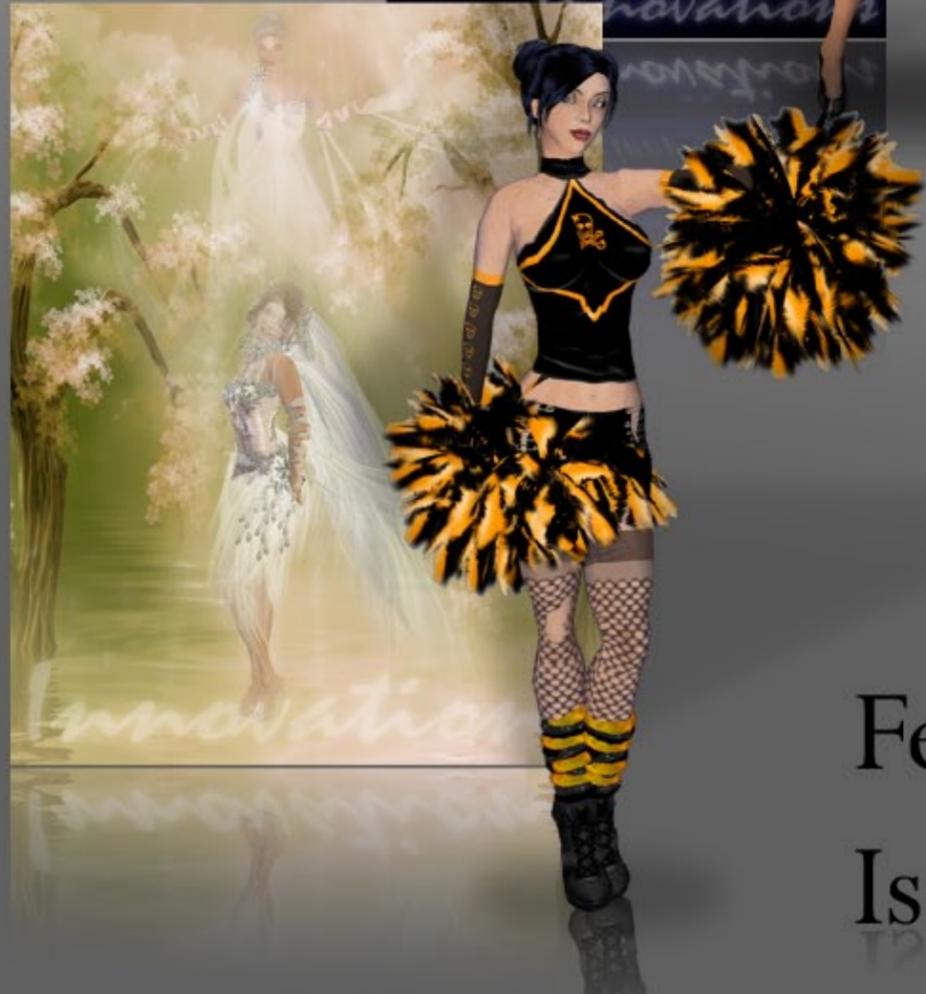
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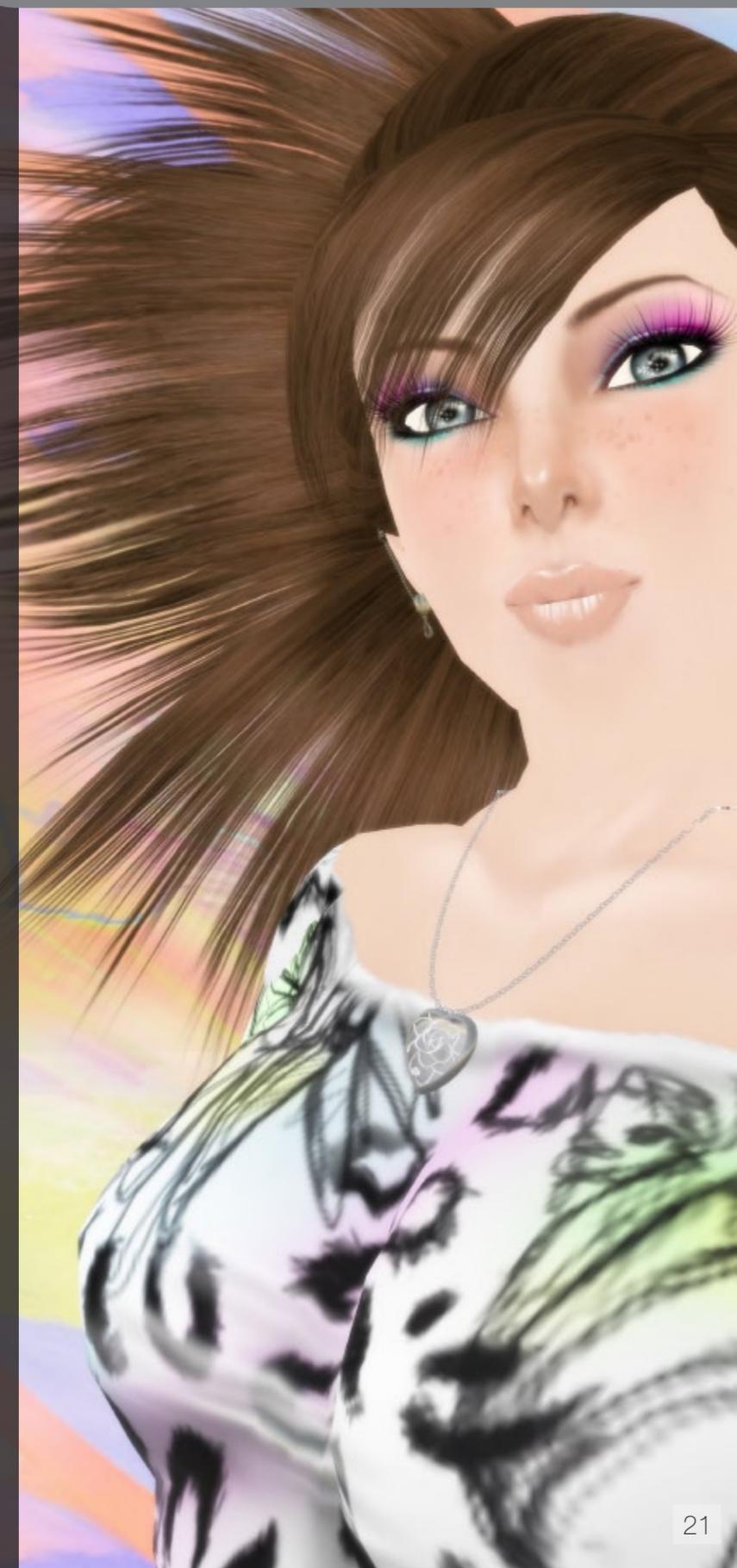
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## editor's note

While Second Life has a very diverse fashion community, it also tends to be very compartmentalized. Worlds like those of the glam fashionistas and the grunge groups can have a hard time overlapping, or even completely understanding each other. To be a general fashion magazine in SL, it's hard not to feel at least a little responsibility to each of these groups every now and then. Cyberpunk and Steampunk are both genres that the mainstream fashion scene typically overlooks. Tucked away in mazes of roleplay sims and tight-knit social communities, there are some absolute gems of virtual design and craftsmanship. We decided based on that that an issue focussed on highlighting these two subcultures was something we absolutely had to do, and the end result is something that I am very proud of.

I hope none of our readers will be alienated by this, and it is definitely a risk we've taken. Rather, we want to broaden some horizons (including our own!), and share some of the more overlooked gems on the sidelines of the mainstream digital fashion world. Ultimately, I hope that everyone enjoys the different take of Second Style #14, and I'll see you all next month for our festive December issue!

IRIS OPHELIA



## style guru

ask isabella

**By Isabella Sampaio**

*Dear Isabella,*

*Please please please help me convince my boyfriend to make himself over! I've personally invested in a new shape, a new skin, new hair and new clothes, and he's still wearing Newbie stuff—bad skin, bad hair, bad clothes—even though we've both been in Second Life for 6 months! How can inspire him to change?*

*Monica T.*

Dear Monica,

If there's one thing I've learned about couplings over time — both in world and out — it's this: go into any relationship trying to “change” a man, and you're more likely to push him away than pull him closer. That said, work some subtle magic, and you may just influence him to alter his appearance in gradual steps. In terms of wardrobe, some of the best clothing stores in Second Life have gift cards for sale that you give to boyfriends or any friend! Some places also allow for the transfer of purchased items, so if it's a question of finances or shopping time, do the work or do the buying on his behalf. The well-known store Blaze, for instance, has a wonderful array of men's outfits, from casual to dressy, all of which are transferable from buyer to beneficiary. For those places without transferable items, many designers, clothing and otherwise, invite buyers to contact them directly and pay in advance for a clothing item, hairstyle or even skin to be sent directly to your gift receiver. Be wary

though of purchasing costlier items like skin without first demoing the product. Given these nudges in a more stylish direction, he may acquiesce and amplify his ultimate style sense over time and at a pace that's comfortable for him. That said, I suspect you've paired up because yousee a beauty in him that's more than (newbie) skin deep. Express your feelings with diplomacy and, over time, there's likely little he won't do to bring even more happiness into your virtual world. Good luck!

*Dear Isabella,*

*I've bought a few new skins, which I like, except for the eyebrows, which don't seem right for the face I want. How do I shape them to look perfect?*

*Dagny D.*

Dear Dabny,

I love this question! The eyebrows in both worlds can make or break your beauty. Their shape, in particular, helps convey emotion, offers a sense of age, and tips to your style know-how. And yet, it's a mystery to most! I've spent hours in front of the mirror at home doing my best to shape my eyebrows and find myself pleased with the results about 80 percent of the time. (The key is getting them even on both sides! Beware of overplucking—you don't want to look like a hairless cat!) Of course, nothing beats taking those caterpillars-in-waiting

Continued on page 25 >



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Alhena  
96, 177, 23

## Style Guru

> Continued from page 22

to your favorite spa to have a professional go at them. Did you know that your eyebrow is supposed to start directly above the inner corner of your eye and that the highest point, or “arch” should travel just the tiniest bit beyond the outer corner of the iris, before tapering off to the end? In world, here’s a flawless formula for perfect brows: assuming you have a modifiable shape and at minimum an entry level skin, pop into Appearance, go under BODY PARTS on the left-side column, choose HAIR, then EYEBROWS and follow this numerical formula: Eyebrow Size = 0 ; Eyebrow Density = 0 ; Eyebrow Height = 55 ; Eyebrow Arc = 35 ; Eyebrow Points = 32. You may be happy with this or wish to make slight adjustments, but you at least won’t look like you’ve had a brow lift gone awry! Good luck!

*Dear Isabella,*

*I want to look just like you. Can you tell me where you got your shape, skin, hair, eyes, etc.?*

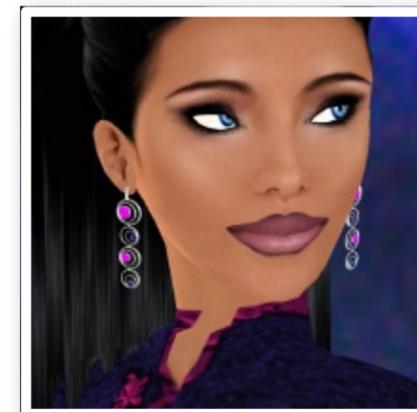
*Esmerelda S,*

Dear Esmerelda,

I’ve gotten this question a handful of times in world and, each time, find myself in a bit of a predicament. While exceptionally flattered, I think one of the most exceptional opportunities we have in Second Life is to achieve a signature style that is distinctively our own. Certainly, there are those of us who have comparable hair styles, eye colors and styles, even skins and wardrobes. Our shapes, in actuality (dramatically accented by all these other elements) offer the most diversity in who we are or can be. So, in a world where you can be anything you want, why be someone’s clone? Rather, diligently work toward a style that speaks to you in the most unique of ways. There may be an individual you know in world who inspires a certain look—or maybe it’s a real-world celebrity or, better yet, maybe it’s the Real Life YOU! Be brave, my friend! Find the courage and tenacity to develop something that’s fierce, fabulous and all your own! :)

*Do you have a style conundrum? IM Isabella Sampaio to have your question featured in an upcoming Style Guru column.*

***Isabella Sampaio is the 2007 Face of L’Oréal Paris and CEO of Style Guru—an avatar transformation firm.***





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# mini-guide

## cyberpunk sims

By Ilianexsi Sojourner

**sick** – Might be rather disorienting for some, since the signs (and most of the conversation) is in Japanese, but this sim is worth a look. Very detailed, a dark futuristic sea of neon, steel, and concrete. Be sure to check out the fast-food burger place!

**Suffugium** – A grim, oppressive city complete with police drones, automated patrol cars, and cheesy souvenirs. There are also a few shops here. Don't miss the 'underground' area and the rooftop arrows that let you jump from building to building.

**Nexus Prime (Gibson and Bonifacio)** – This is perhaps SL's best-known cyberpunk city; it occupies most of Gibson and part of Bonifacio. The landing point is in a public square with statues and an information kiosk. From there you can descend to the gritty, broken-down heart of the city. Don't miss it!

**Saijo City** – One of three connected sims. This grungy, dystopian sim has a high level of detail; it always seems to be changing and evolving into new areas. There's a laser tag game you can play, if you're so inclined, or you can just explore. There are lots of fascinating hidden spots to find.

**Devils Moon** – Based on Blade Runner, this sim is impressively built, and highly detailed. You can shop, dance in the club, talk to A.L.I.C.E. the computer entity, or just wander around and take in the dark moodiness of it all. Check out the advertising drones and the reflections on the wet streets!



sick



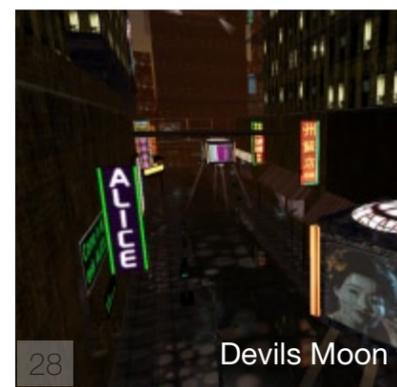
Suffugium



Nexus Prime



Saijo City



Devils Moon



Model: Christine Daffodil

**Zagoskin** *haute couture*

Linji (128, 97, 43)

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# fashion forward

## By Arabesque Baroque

This RL Winter we will be seeing the most elegant coats in years. Considered shapes and exquisite cuts define the season. A statement coat is an essential like never before!

Second Life designers have spoilt us for choice. I tuned in recently to some coat-related chat in the Fashion Consolidated Cafe. I thought I had my photos done for the month, but was sent off in several new directions by the comments I heard.

One of these was EtchD where voluptuous designer Sinjun Soyer has focussed on body art, but is branching into clothing. She describes her own fashion sense as "debatable", but I was impressed with the thought that had gone into both her Drifter coat and the funky Brisk jacket, shown here. I particularly liked the clever shirt layer option to poof-up the jacket into a very of-the-moment shape. There are hood options with and without fur trim and the jacket is available in two timeless colours – rich brown and black.



I simply had to team this jacket with the new Snowballs boots from Ninja Petion at Digital Dragon Designs. Wandering slightly out of my comfort zone style-wise, I had a lot of fun stomping around in these for a while! Fur trim is just so in. I'm also wearing Raw Jeans from Maitreya and a beret by Maria Gherardi, who has some lovely new things at her boutique.

The classic trench is a major influence for Fall/Winter and SL designers have a range of delightful interpretations from LeeZu Baxter's sumptuous Jones Coat to shorter styles that more accurately reflect the hemlines we are seeing in the real world. So ubiquitous is the belted trench that I have chosen four examples.



Everyone but everyone ran down to Artilleri to grab the Kat's coat. The black and animal print versions are obvious choices for inventory longevity, but I chose the royal blue for the fact that it reflects a trend towards strong, primary colours in Real Life fashion just now. The "skirt" prims move beautifully and are copy/mod for idiot-proof fitting. This coat also has optional fur trim. The double row of buttons is also very now. I have teamed this with a simple black outfit comprising tuxedo pants from the Rebecca set at Last Call, black turtle neck from Seu Shop and Slouch Boots by Rosemary Galbraith. These boots feature current styling in the form of straps and stacked heels.

One of my favorites in the Second Life design fraternity is the vivacious Shai Delacroix. Generous as always, she threw me her take on the season's trench quite some time ago. From a classic range of colours also including animal print, I selected the red. What I adore about this coat is the hand-drawn detailing, especially the

neckline where a wonderful 3D effect has been created. Knee-length boots by Siddean Munro of SLink create the perfect effect – patent is so chic this season. Fellow Aussie Siddean has recently revamped her boutique, complete with live mannequins and it's well worth a look.

Hot off the press and reflecting this season's continuing love-affair with grey as well as oh-so-hot restrained military styling, is SavvyAvvy's Military Trench. Team it with the three-quarter pants from the Claire set at Refuge and Onyx Leshelle's slightly retro Solange heels in black.

A stand-out trench is the Claire from Refuge. Clever use of white piped trim is a deceptively simple way to create structural effects. Epaulets create the perfect strong silhouette. I commend designer Trinitee Trilam for giving a timeless classic such a chic modern twist. The Claire set looks great teamed with Launa Fauna's Buccaneer Lass's Boots – a pair of cuffed boots is "de rigueur" this season. I modified these considerably to reduce the size of the cuffs.

*Pinched*

*Ruched*

*Casual Cl*

**dawning**  
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The same boots in brown work a treat with the Shearling Jacket from Shai, plus Maitreya jeans. You can also find a fabulous waisted sheepskin jacket called Merry Mouton at BareRose Tokyo in the Casuals section.

Capes have been a big feature of recent RL outerwear trends. Not so easy to find in the malls of Second Life, I tracked down this little cutey at Cream Shop, where Japanese designer SAZAE Yoshikawa offers an eclectic range of well-conceived items. Wear it with something sleek and simple, such as these high-waisted skinny pants from the Satin Pantsuit by G.L.A.M. I accessorised with funky Choco-Bloo bangles from Turnstyle.

So no excuse in Second Life to do keeping warm without also doing STYLE.

Hair-wise I'm celebrating the bob, an ongoing favorite of mine, plus the welcome return to our virtual world of Erika Tiramisu. Meryl in chocolate by Rikka Koi at Lucky Hair; Sabotage

in tinted auburn from Nuclear Boutique; Patricia in caramel & Jolleen in cinnamon from E.T.D

Featured skins in seasonal tones are from the Jessica range at Cake.

You can view bigger versions of these photos at my Flickr, plus additional reviews at <http://arabesques-strandofpearls.blogspot.com>



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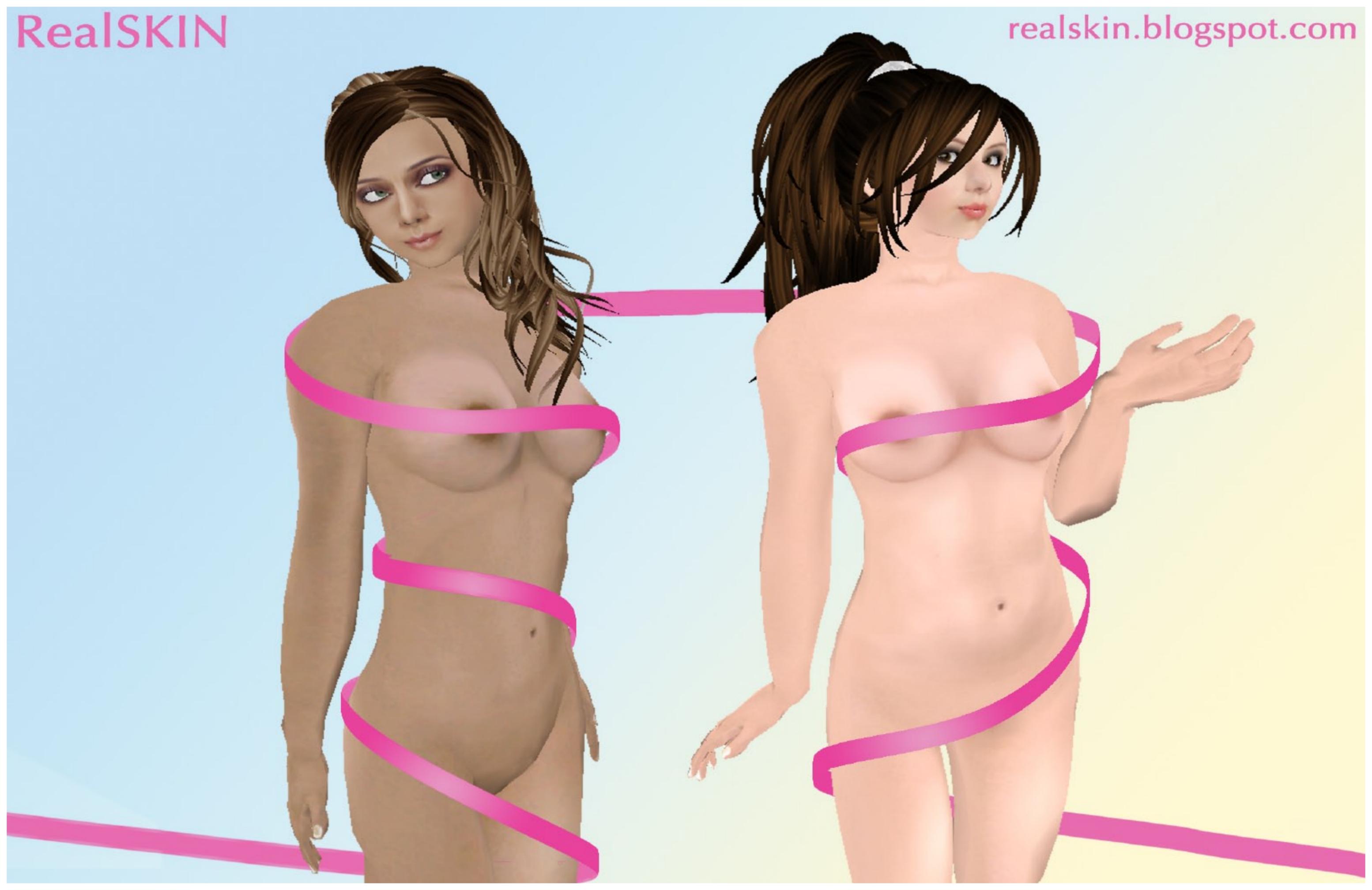
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# designer tip

## Lace : Alpha Black Magic

by camilla Yosuke of INSOLENCE

Whether for lingerie or frills on a dress, including lace in clothing is not very difficult if you know a few tricks.

I am using the open source graphic applications GIMP for bitmap work and INSKCAPE for vector drawings, but the process is the same if you use Photoshop, Illustrator or other programs, provided that they allow you to work on layer masks.

There are two basic ways to create a lace texture that you can use in SL. Photosourcing, or using a picture that is scanned from a piece of lace you have on hand or finding an appropriate photo on the internet, is faster but limits your creativity to what you have or can find.

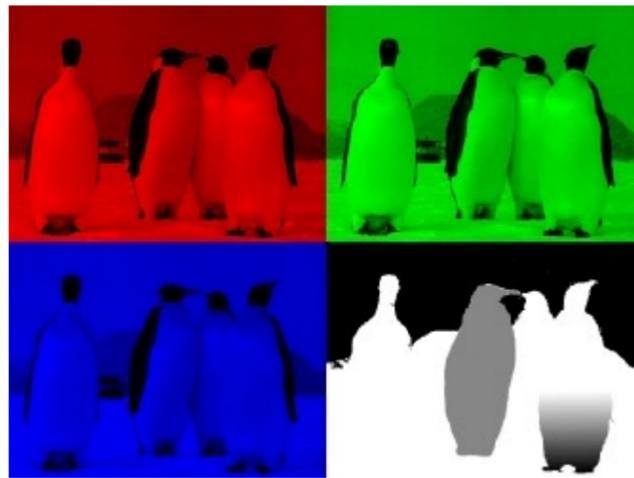
You can also hand-draw a lace segment which is time consuming but provides the best flexibility for your creative vision. Hand drawing is a long process, but in the end makes the work much more gratifying.



In either case, we have a nice lace picture, but it has no transparency and a white background. Of course we want the skin of our avatar to appear

behind it! We must manage the alpha level of the image which controls the transparency of an image.

Some graphic formats such as TGA, PNG, and GIF can store information about transparency. Since TGA is both supported by SL and non destructive in terms of compression, we will stick with that format for this column.

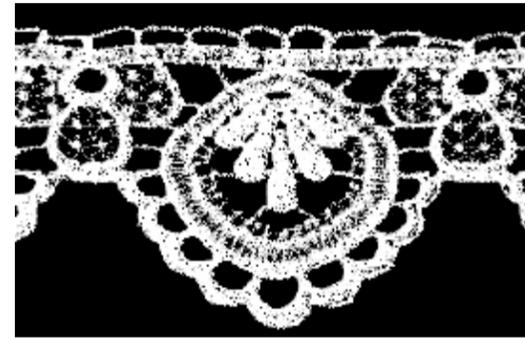


Now what is that mysterious ALPHA channel?

The pixels in a TGA picture are described by 4 numbers, the 3 first numbers represent the levels for the Red, Green and Blue values, while the 4th number is the transparency value, called ALPHA value, One can separate the images in 4 "layers" of information, these are called the channels, Here I show a TGA picture in world, and its respective Red, Green, Blue, and Alpha channel

You can see that a WHITE area in the alpha channel corresponds to an opaque area of the image, a black area is fully transparent and grays are intermediate transparency levels.

Got it?



So to add transparency to our lace image from this image below:

First duplicate the layer, and remove any colour using 'desaturate', This gives me a grey level image:

Remember, I want the opaque parts of the lace to be white, and transparent parts to be black, so I just flip the values using 'invert':



As I want opaques to be very opaque and transparent parts to be very transparent I push the contrast on this layer using the 'level' tool, so that blacks are real blacks, and whites are real whites, Be careful when pushing contrast levels -- don't over do it, or you will lose detail:

So now we have a clean black and white lace image, but it is not actually an alpha channel image. We want these grey levels to code the transparency of our picture.

Working on the original layer now, add a layer mask. A layer mask is exactly what we need here: it gives transparency information for the color layer by linking it a grey levels image:

I switch back to our black and white layer, copy it, then switch again to the original layer, and paste it in the layer mask :

Now if I hide the black and white layer I have the original lace texture with transparency information encoded in it!

If I am not happy with details, I still can adjust it, working on the layer mask levels.

Finally, save the image as a TGA file which is ready to upload into SL.

In general, it is always better to work on huge images, then reduce them to a proper SL texture size. I usually work on 2048 x 2048 images or even higher resolution, and then resize them to 512 x 512, which is optimal for clothing textures. Uploading clothing textures as 1024 x 1024 is not a good idea as it gives clothing extra weight and the additional pixel detail is not rendered by the viewer which dynamically resizes these textures to 512 x 512, resulting in long load times and blurriness.

Adapting your newly created texture to the SL avatar mesh is beyond the scope of this article and should be a subject for a future designer's tip, but you can get started by reading Robin Sojourner's excellent tutorials on internet at: <http://www.robinwood.com/Catalog/Technical/SL-Tuts/SLTutSet.html> and/or in world at Benten (25, 115, 28).



# fave four

**By Liliu Maximov**

This month we have a special treat, a double dip with the Fave Four... so that's makes a Great Eight! Tuli Asturias of TULI, famous for her perfectly detailed stylish designs is our first lady of the lower leg.

LM: How much do you love shoes? We need your four favorite shoes to ever walk this grid.

TA: Damn, yeah! So, my 4 favorite pairs of shoes EVER? Oh my.

LM: No pressure (: So whenever you're ready, let's go shopping!

TA: Okay!

We teleport our fashionable feet to Maitreya, Superieure (111, 31, 45)

TA: My first pick: the Bloom boots from Maitreya. I think they are simply amazing and original, and so feminine. They look good with pretty much everything. I wish they'd do more colors.

LM: Very rock star, yet girly! That buckle is so well made!

TA: Actually, I wore them with my Laynie outfit which is boho-ish and it worked perfectly. They really have that luxurious soft suede look.

LM: It looks like a hard texture to get right. They look like real shoes.

TA: They are sculpted so it's hard to texture at all.

LM: I'd die for this in a luxurious burgundy.

Tuli Asturias nods.

TA: Make more colors, Onyx!!!

LM: Yes, Onyx! She'll probably read this so maybe we'll get our wish, Tuli.

TA: Yay!! If not let's get our guns and pay her a visit, ha, ha!

LM: How many colors of the Bloom boots do you own?

TA: All, lol.

Second stop, Shiny Things, Shiny Falls (227, 166, 57)

TA: Off to our next stop, sorry, Shiny Things HAS to be in the top four.

LM: Well for some people, it's all four (:

TA: Ha, ha, well I could pick four I LOVE just from here too.

LM: My heels right now are Shiny actually.

TA: I'm gonna choose one so that's very hard.

LM: Take your time, it's a lot to decide from.

TA: Dang, lol, I'm a terrible chooser. Let's go for the sugar pumps.

LM: These here with the three bows and straps are very girly.

TA: Ha, ha, yes they satisfy my girlie urges very well. They have that cute retro look, with straps and little bows, and a rounded toe part. When I slip on a retro dress those pumps finish it off perfectly,

LM: Oh yeah, I can see these on a rockabilly foot.

TA: I like to wear them with something like my Ally dress

LM: Do you have a favorite color? Let me guess: You have every color?

TA: Yes, I have them all! I wish she'd make more, ha, ha!

We zoom off to our third destination, Lassitude & Ennui, Nouveau (90, 82, 29)

TA: Lassitude & Ennui has been a favorite store for ages. Three of my favorite boots are from here. Again, I have to make a choice.



LE BURLESQUE  
by OPIUM



LM: Oh, wonderful, I love boots! L&E are so stylish.

TA: I LOVE the Elizabeth Laceups, because they go with anything, but I have to point you to these Asuka boots.

LM: I don't have to tell you these appeal to me because they make me even taller, do I?

TA: Lol, Liliu. They're just so cute, and finish off any cyberpunk, Japanese streetwear or cosplay outfit.

LM: I really like the white ones with the contrast stitching. OH! And the pink ones!

TA: I like the red ones, black ones, and the plaid ones.

LM: Something for everyone. Hey, they'd look really cute with your Keely Navy dress ;)

TA: Hm... never tried that... I usually wear flats with it, he, he!

Final destination: Sylfie's Prim Seduction, Sylfie (45, 33, 25)

TA: Sylfie's shoe store has been around a long time, I have a couple of favorites from here.

LM: Rez, rez, rez, rez!

TA: Ha, ha! Yes there are a LOT of shoes here. But she specializes in stilettos. Hmm.... choices again. There are two boots here that I LOVE!

LM: I'm noticing a theme (:

TA: But her Essential stilettos should be a staple in everyone's inventory, so I am going for those. They kick serious ass worn with a business suit, with a dominatrix outfit, or with leggings and an '80s look. They're very versatile.

LM: They're very clean and chic, though we can't ask for her to make additional colors. I think she literally has every single one from the crayon box.

TA: Nobody makes pointy stilettos like Sylfie. Some have tried.

LM: These actually look sharp enough to be weapons.

TA: Ha, ha, ha! Yes, very handy. Look, I'm wearing her "Tracker" boots. Is that sex on heels, or what?

LM: That's a lot of rope.

TA: Mmhmm. Lethal weapons, ha, ha!

LM: Rope and sharp heels... it's like fashion really does kill.

TA: They do satisfy a particular other urge he, he... other than the girlie one.

LM: They're in \*sharp\* contrast to your other picks.

TA: There are different sides to every woman.

LM: I'm trying to figure out how she did the laces. They're amazingly detailed.

TA: They sure are. I really think Sylfie does amazing work. Her shoes are so sexy.

LM: Sometimes I wish my column was the fave four-hundred, lol! You really do have a lot of shoe love.

TA: Lol.

LM: Tuli you're a lot of fun, and it was great to chat with you about your favorites

TA: Thank you it was fun to chat with you and show you some of my favorite shoes ever!

LM: Is there anything you'd like to add since we're down to the end here?

TA: Clothes make a man but shoes make a woman. Lol!

LM: Ha, ha! That's wonderful! Although I'm sure some of the men out there are ready to send us angry IMs and their long list of men's shoes.

TA: Tee, hee, I know of one who would so not agree, he's a shoe-holic.

LM: Still, I bet he can't wear heels the way you can... But I suppose I don't really know that.... (:

TA: LMAO! Hey, I don't WANNA know.

LM: You have a lot of work on your hands, you have to design more clothes!

TA: He, he I try, I'm also working on new skins.

LM: Yay more skins! Did I mention that I'm a fan?

TA: Nice meeting you, Liliu ^^

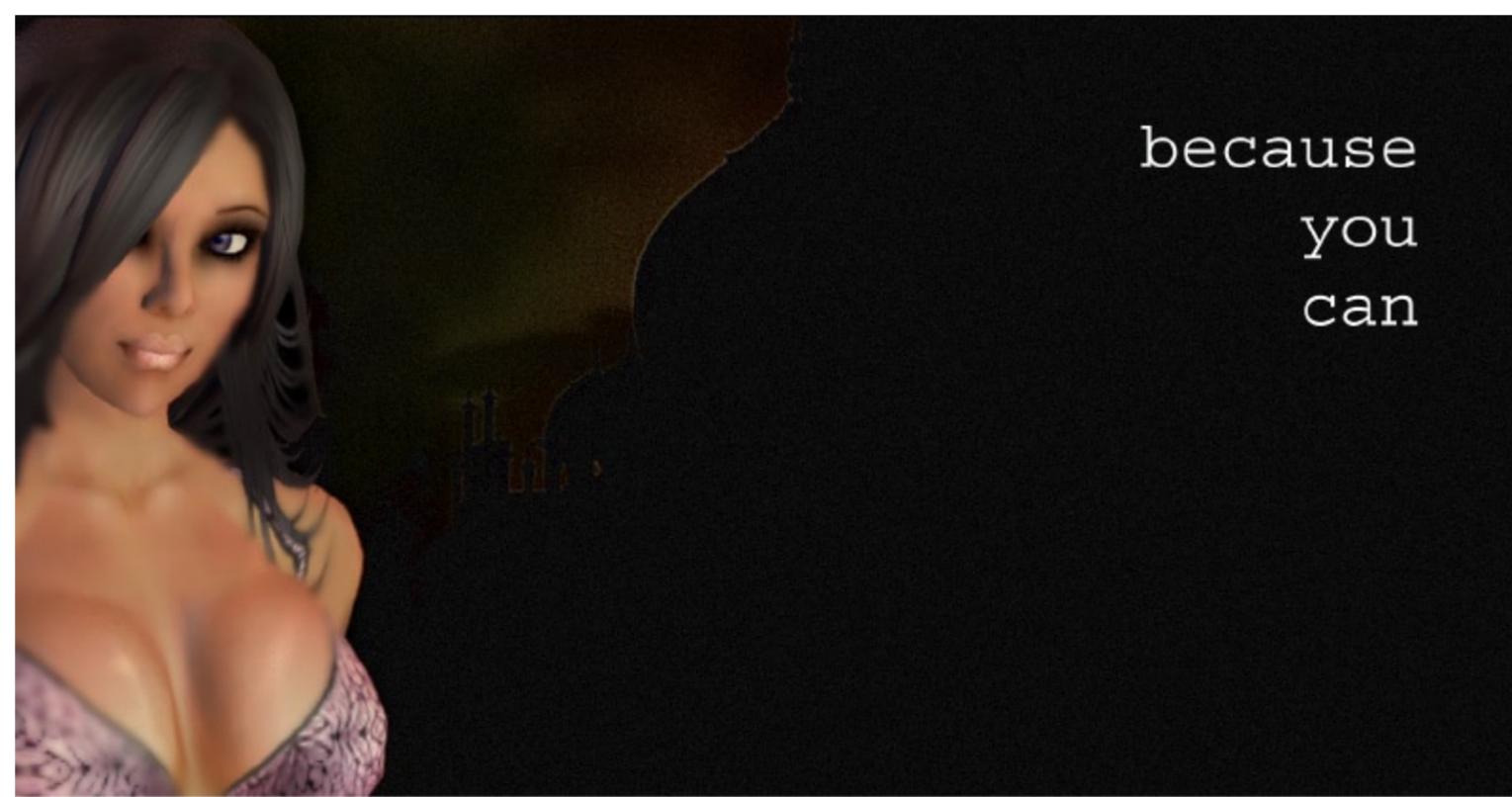
LM: It's been nice meeting you too ;)

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gearshift  
RELICS



old boots

*With Haedon Quine of Calla, we rounded up her four favorite shoes. Hair collection in SL is really similar to shoe hobbyists IRL, the irony being Miss Quine is a famous hair designer herself—AND an avid shoe collector! Thus tying together our Double FEETure Fave Four!*

Liliu Maximov: Hi, Haedon! Are you ready to show me your four favorite shoes?

Haedon Quine: I'm totally going to end up buying stuff, lol.

LM: I know what you mean. I always buy more stuff on these tours than I get paid to do this column.

HQ: Ha, ha.

LM: How cute! You're a Neko girl!

HQ: That I am :) mew!

LM: You're missing your little tail, kitty cat (:

HQ: Ahh, yeah. People are tricky and put the skirt attachments where the tail goes.

Haedon Quine huffs

LM: Oh, it's so rockstar! It's totally badass!

HQ: My tail?

LM: Yuh! It's even got \*piercings\*.

HQ: Yet another body part to decorate :D Shame you only have so many attachment spots.

LM: Word to that.

HQ: Come! Shooz!

First stop is The Alley, Yelas (186, 129, 57)

LM: Lol, which shoes do you like here?

HQ: Do you want me to just babble? I might not make sense but I can try.

LM: We can be sassy fashionistas and be "oohy" and "aaahy" if we see what we like.

HQ: Ahh, kay. These are the Gearshift Relics. They're a nice casual sneaker. I <3 them. I don't have that green though... I've got six colors. I'm not sure I've got anything to go with "Ninja Turtle green".

LM: Ha, ha, they ARE cute, they're sporty and versatile.

HQ: Yeah they really are. I wear them most I think, because I'm usually in something comfy/casual.



dune

We go to Shiny Things next, Shiny Falls (227, 166, 57)

LM: You can't really have a Fave Four "shoes" without Shiny Things.

HQ: No, definitely not, lol.

LM: I'm restraining myself from running at the shoes. But you have the hard part now, you have to pick one favorite here.

HQ: Prolly the most difficult thing I've done all day! I have two faves here, but I'm gonna have to go with the Old Boots, the textures are amazing: they look lived-in and comfortable.

LM: So, assuming you own every color... do you have a favorite Shiny Old Boot?

HQ: Gotta go with black! Sometimes brown, but mostly black.

LM: Well, these aren't really something I could put in the emo razorblade basket.

HQ: Lol.

LM: They're far more classic, like a good pair of biker boots, and worn to a nice "I probably kicked some people in these" sheen.

HQ: Yeah! Like, I've made some good memories in these boots.

LM: He, he, hopefully you were the one kicking?

HQ: Of course! These boots were made for walkin'!

LM: I love them. Their core is hard. Their school is old.

HQ: He, he. Lets go find some boots that were made for the runway :D

LM: This sounds like an adventure! Take me away!

Now we make our rowdy adventure to Maitreya, Superieure (109, 30, 45)

HQ: Tah da!

LM: It's Dune!

HQ: I love them! When I first bought them SL was acting up... (it's like a rotten kid). So I put them on and since they're sculpties, they were just odd spheres on my feet for a good hour. Well worth the wait though.

LM: Do you have a favorite flavor? Personally, I'm loving the olive.



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# ZABLE



HQ: The browns, definitely. The olive is really pretty, too! Though it's more of a lighter brown than olive-y.

LM: Yeah, but they can't really call it "sand" with the boot named "Dune". They're classy boots, you could really rock these in a skirt... just like now!

HQ: I \*am\* rocking these in a skirt!

LM: We need to show them freedom and coolness. Speaking of which, we have one more pair of shoes to see.

Final Destination: Bettie's, Roosa (248, 41, 27)

LM: These are really sharp shoes.

HQ: They're really cute, and go so well with lots of things.

LM: They're classic, but they're not a stiletto, that makes these stand apart from the crowd a bit.

HQ: I was really happy when I found them. Actually, I was just happy to stumble into this store!

LM: So is there anything else you'd like to add for our Fave Four column?

HQ: Yeah, like twelve more pairs of shoes, he, he.

LM: I told Tuli this also: It's not the fave 400. Sadly.

HQ: Hah!

LM: I really love shoes and could do this all day!

HQ: Same. I might have a shoe "problem"... I wasn't aware of this until scrolling through the shoe folder proved to be a bit of a task.

Haedon Quine blows on her scrolling finger

HQ: Never too many.

LM: If I become personally responsible for a grid crash due to overload of your files I'll remind you that you said that.

HQ: Ha! While going through my shoe folder, I stumbled upon some boots that are 403 prims... per boot. that's 806 for the pair! Sim crashers!

LM: Well, Miss Quine, you are a great shopper and a real joy to interview! I have taken up a lot of your time.

HQ: Aw, well thank you! I had a lot of fun!



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# PURE DESIRE



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# WAYELABS

BORA BORA ISLES

WAYES · SURFING · JETSKIS · KITEBOARDING · HANGGLIDING · ISLAND DESIGN

Name: Anessa  
Skin: Skin 2.0 Bronzed Dark Haired Smog Makeup by Alaska Metropolitan of OPIUM  
Hair: Sea Nymph Hair in Abyss by Elikapeka Tiramisu of ETD  
Clothes: Snake Charmer Skirt & Shirt by Saeya Nyanda of Kyoot Army  
Accessories: Cyber Battery Packs/Chest & Spine, Cyber Ears & Tail by Beatrix Newt of BX

By: Iris Ophelia

cyberpunk



Name: Anessa  
Skin: Pale Freckled Teacher by Minnu Palen of Minnu Model Skins  
Hair: The Ginza in Midnight 1 from Armidi  
Clothes: Arachnos Uniform with Mask & Beret by Artemis Fate of KO  
Other Accessories: Climatix mask by Hern Worsley of AVZ  
Shoes: Mech Stiletto Boots by Hern Worsley of AVZ



Name: Erin  
Skin: FantaSkin Circuitboard by Chip Midnight of CMFF



Name: Anessa  
Skin: Bronze Kyoko 3 by Roslin Petion of Tete a Pied  
Hair: Lil Diva in Currant by Stumbelina Ophelia of Cake  
Clothes: Ravages by Ankhari Tammam of Paradisis  
Accessories: Steel Spike Earrings from Paper Couture, Circlet  
Navel Ring by Caroline Apollo of Carolines  
Shoes : Sleek laceup boots in charcoal by Fallingwater  
Cellardoor of Shiny Things



Name: Iris

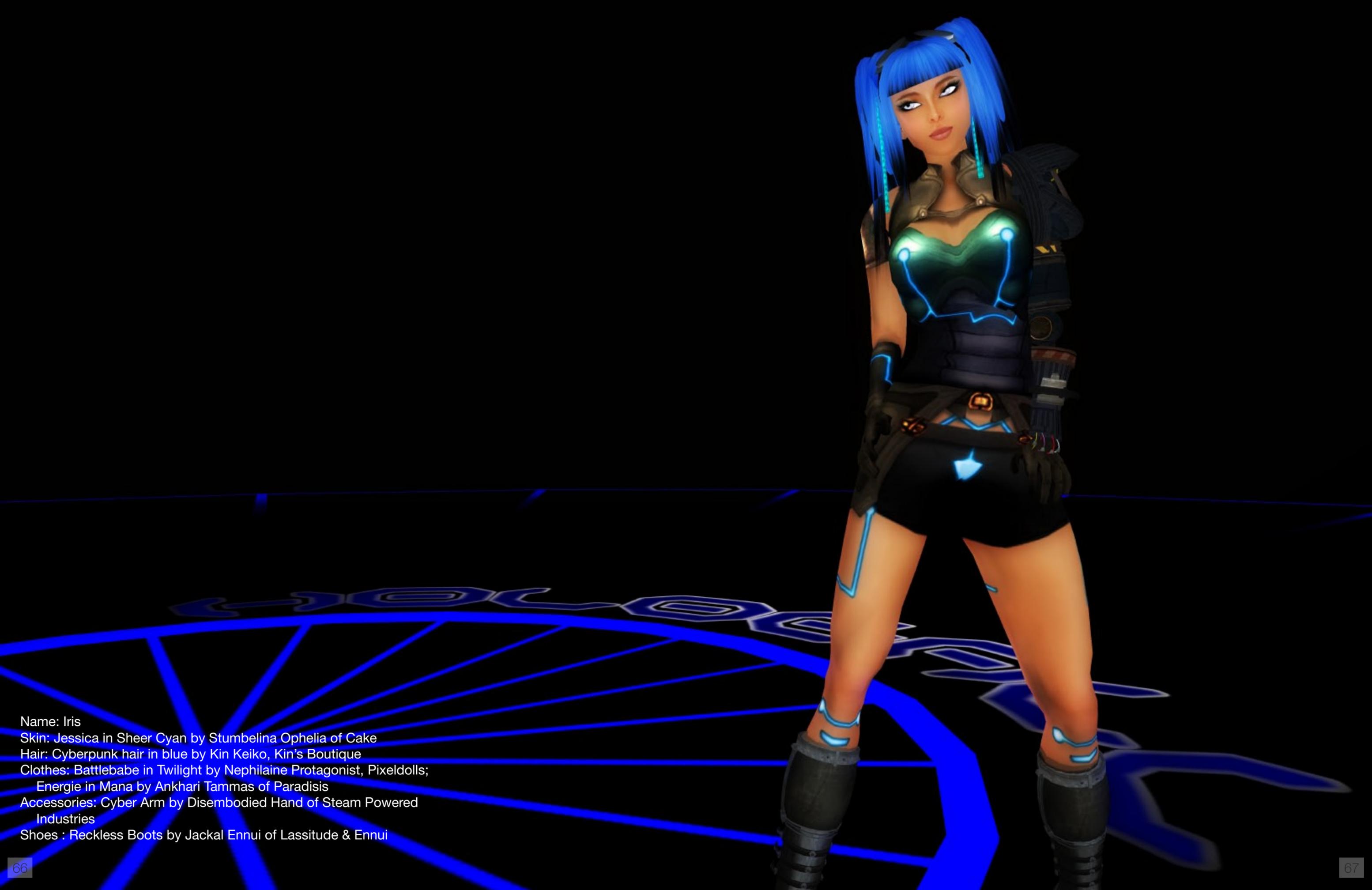
Skin: D-Skin 05 by DynamiteTanaka Payne of D-Skin  
Hair and Outfit: Raycaseal by Kru Flan of Kru's Boutique



Name: Iris  
Skin: Sierra 2-300 by Stumbelina Ophelia of Cake  
Hair: The Cadiz in chocolate from Armidi  
Clothes: Wasteland Armour Dark by Juliet Ceres of Bitter Thorns  
Accessories: Dual Blades by Juliet Ceres of Bitter Thorns



Name: Iris  
Skin: Chrome android in pink by Eddie Escher  
Hair: Cloissant in Pink (modified shiny) by RuRu nagy of LALA Moon  
Clothes: Black latex Strap Pointe Dress by Vanity Glitter of Sweet Dreams  
Shoes : Elise in Black Vinyl by camilla Yousuke of Insolence



Name: Iris  
Skin: Jessica in Sheer Cyan by Stumbelina Ophelia of Cake  
Hair: Cyberpunk hair in blue by Kin Keiko, Kin's Boutique  
Clothes: Battlebabe in Twilight by Nephilaine Protagonist, Pixeldolls;  
Energie in Mana by Ankhari Tammis of Paradisis  
Accessories: Cyber Arm by Disembodied Hand of Steam Powered  
Industries  
Shoes : Reckless Boots by Jackal Ennui of Lassitude & Ennui

# men's corner

By Ryan Darragh

When I was growing up, my mother always told me that there's a difference between being a man and being a gentleman. As with so many things my mother told me, I've learned over time that this is true. I think it's safe to say that this rule applies equally in Second Life. What makes one a gentleman? The term is usually associated today with a certain propriety and courtesy in one's conduct, but historically also had connotations of belonging to a good family. While I can't help you with your manners or breeding, I can suggest some clothing and accessories without which no gentleman should venture into polite society. Feel free to take these necessarily specific recommendations and implement them more generally in your own gentlemanly pursuits.

I would not want to go through life with a single suit—after all, a gentleman esteems variety as the “spice of life.” However, if for some reason you were permitted just one suit in your wardrobe, the Englishman Suit by Lissa Maertens would be an excellent choice. With open and closed jackets, pants with tasteful prim cuffs, vest, ivory dress shirt with ascot (as shown) and without, the set provides options for occasions ranging from a day in court to a day at the races. As if that were not enough, the set also includes a large selection of white dress shirts with more contemporary neckties in a variety of different

colors and patterns. Available at Cattivo (Wolf Walk 106, 99, 30).

A gentleman must be able to accommodate inclement weather with aplomb. How else is he to stroll discreetly through the London fog to arrive, comfortable and dry, at his assignation? This leather trench coat by Shai Delacroix is beautifully textured and practically a complete outfit on its own—the set includes coat top, flexi coat bottom with wide belt and oversize brass buckle, and lovingly textured corduroy pants. All you need contribute is a shirt and shoes. The prim coat bottom is thoughtfully included in three different sizes for ease in fitting, a practice I applaud and encourage more designers to adopt. Available in five different colors at Casa Del Shai (Deco 94, 170, 32).

Since no season passes without a wedding or other formal occasion, no gentleman's wardrobe is complete without a tuxedo or other formal attire. Blaze Columbia's new Columbia Tux includes jacket, white tuxedo shirt, bowtie—a first for Blaze—and pants with nicely realized sculpted-prim cuffs. The lapels have a subtle but distinct sheen, and the velvet-striped pants are sharply creased. The classically simple sculpted-prim bowtie matches the tux's color. Available in 12 far from standard colors at Blaze Fine Fashions (Blaze 71, 118, 23).

Not every gentleman is a contemporary creature. For the gentleman whose taste runs to days gone by, I recommend the

Continued on page 71 >



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Surfing in Second Life? Hell yeah.  
Come learn at tropical island and surf spot: Quan Li (195,130,22)

## Men's Corner

> Continued from page 71

Victorian-styled Formal Dinner Suit by Vincente Shepherd. The set includes jacket with flexiprim tails, vest, dress shirt, pants, and prim bowtie. It's shown here in the faded-looking yet still rich Sepia, but is also available in six other colors. There are many designers of quality period clothing in SL; Vincente's Victorian-steampunk styles are among my favorites. Also shown, but not included with the suit, is the Gaslights Cane, which features a flickering gas lamp in the cane shaft and a metal tip that touches off sparks when it strikes the pavement. Available at Gaslights Emporium (Port Babbage 122, 221, 27).

A gentleman's choice in jewelry always demonstrates tasteful restraint. I love watches—a man can always wear a watch, even when other items of jewelry might not be quite appropriate. Now, I know you don't actually have to look at your avatar's watch to see the time, so you can call me crazy, but I think if you're going to call it a watch, it should keep and tell the time. The Slimline Watch by Gedden Winthorpe is both beautifully decorative and functional—it keeps SL time by default, and can easily be adjusted via menu to keep your local time if you prefer. There are also three different sounds: ticks, quarter-hour chimes, and hourly chimes. All can be adjusted independently to suit your personal preference. The date is also kept and displayed, with automatic adjustment for leap years. Available in a wide variety of color combinations at Winthorpe Enterprises (Mogwa 85, 227, 86).

Sometimes even a gentleman needs to carry more than he can fit in his pockets. In such a circumstance,

a lady has recourse to her purse or handbag, but a gentleman has no such immediate option (and no, in most cases a backpack simply won't do). Fortunately, rescue comes in the form of the new Brown Leather Case by Faery Sola. Shown here in its businesslike handheld form, the set also includes cases with long and short shoulder straps, for maximum flexibility. The beautifully detailed leather textures are the result of more than 18 hours of intense Photoshop work—Faery says that's when she gave up and stopped counting. Every minute of her effort shows here. Available at Studio Sidhe (Stadtrand 29, 237, 22).

Of course, all the accoutrements in the world won't magically make you into a gentleman. However, well-chosen, tasteful attire can indeed be the outward expression of the gentleman inside. Hopefully these suggestions will help you find expression for your inner gentleman.

An expanded version of this article will be published on the Men's Second Style fashion blog at [www.second-man.com](http://www.second-man.com). Be sure to look for it!

Ryan is also wearing: Entice "David" skin by Sezmra Svarog (Nora). "The Ibiza" hair by Liam Oliver (Armid). Wool suit, men's dress shirt and flexi tie by Blaze Columbia (Blaze Fine Fashions). "Carl Perkins" shoes by Eponymous Trenchmouth (Jeepers Creepers). "City Walk" dress shoes by Fallingwater Cellardoor (Shiny Things). Gentleman's Black Suede Shoes by Vincente Shepherd (Gaslights Emporium).

Ryan is Editor in Chief of the Men's Second Style fashion blog, available online at [www.second-man.com](http://www.second-man.com). He lives in Otherland with his partner Sean.



haute accoutrements

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fournos  
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<http://slurl.com/secondlife/Pinecoast/137/35/23>



# HYASYNTH TIRAMISU

hyasynth Tiramisu: smiles Welcome to my little shack!

Iris Ophelia: I like your Osaka Bunny.... And his jaunty top hat!

**hT:** That's my boyfriend. He's the strong, silent, squishy type. I have people who come by just to cuddle him. I'm not sure if I should be jealous or not >.>

**IO:** I love the ambiance of the room!

**hT:** smiles Thank you. I love small, warm spaces. I think there are as many prims in this room as your average SL McMansion though. When I got the sim I promised myself I wouldn't live in a skybox. smiles

**IO:** Well, you made a good choice, the place seems to really suit you. So I have to ask, first and foremost, what is your motivation behind your creations at Silent Sparrow?

**hT:** From the beginning I've always designed for myself. I create clothing I would love to wear in RL. My clothing is all little bits of my life and my environment. It sounds a bit self-centered when it's said that way, but it's very much about self-expression and making myself happy. I make clothing that I love, and I've been blessed that other people appreciate it also.

**IO:** You've been designing for a fairly long time (in Second Life terms), so how would you say your style has evolved?

**hT:** Two years is a long time isn't it? laughs I still feel like such a newbie. I think in time I've gotten braver. I'm able, at this point, to do whatever idea flits around my brain without worrying about how it will be received by my customers. Sometimes I will make something out of my normal range, and this internal critic will tell me "People will think you've lost your mind". It's surprising though... how well-liked these things are. It's nice to be in a place where

my fans love what I do even when it's a little out of character.

**IO:** What are the biggest influences on your style?

**hT:** In my everyday it's what I happen to be reading. I'm a huge book nerd. Little things sneak their way in, though. As an artist you're always working. Absorbing inspiration from the world around you. Jessica and I actually take field trips pretty often to "refill" on ideas and motivation. So if you see me make a Victorian suit it's likely I spent some time that week walking among decaying Victorian houses.

**IO:** What are some books (and/or places) that have inspired you the most?

**hT:** The original idea for Silent Sparrow came from the concept of Neo-Victorians in the book "The Diamond Age" by Neil Stephenson. Obviously people like Edward Gorey. I adore Tim Burton's aesthetic and actually have to consciously force myself not to make all my clothing pin-striped or spooky spiraled. laughs

**IO:** What would you say is your designing strong point?

**hT:** I think one of my strong points is one of my downfalls sometimes. I'm a purist when it comes to designing here. I hand-draw everything that I can, which is time consuming. Overall I've been told I'm excellent with texture and details. Making clothing is not something I really think about. It's to the point after two years where it's like breathing. I have to do it. I'm happiest when I am working on something new. It's a very peaceful thing. Ah, laughs and 15-piece sets with way more options than I can ever manage to fit in a 512x512 vendor ad.

**IO:** Are there any groups or fashion niches in SL that you've grown fond of, or would you say you try to remain eclectic?



process. I don't sit down and think: "Today I will make a gown. It will be gothic and possibly a little risqué". I never really know what I'll do next, I just wait for the muse to speak, and follow if she will let me.

**IO:** Who are your favorite designers in SL, anyone whose work and style you really admire?

**hT:** Ahhh, this question. grins I have the utmost respect for any designer who does their own thing. There are so many talented people here, and being able to work with other artists is so much fun. Fallingwater Cellardoor floors me with the way she manipulates prims into such beautiful things. Clothing designers I adore, Draconic Lioncourt of Draconic's Kiss. She just released a raven-themed Lolita dress that makes my knees weak just looking at it. And obviously my partner in crime Calico. Working with her on our Halloween releases has been so much fun. It's a treat to be able to collaborate on pieces for outfits you would never have the skills to create yourself. And skins, Roslin

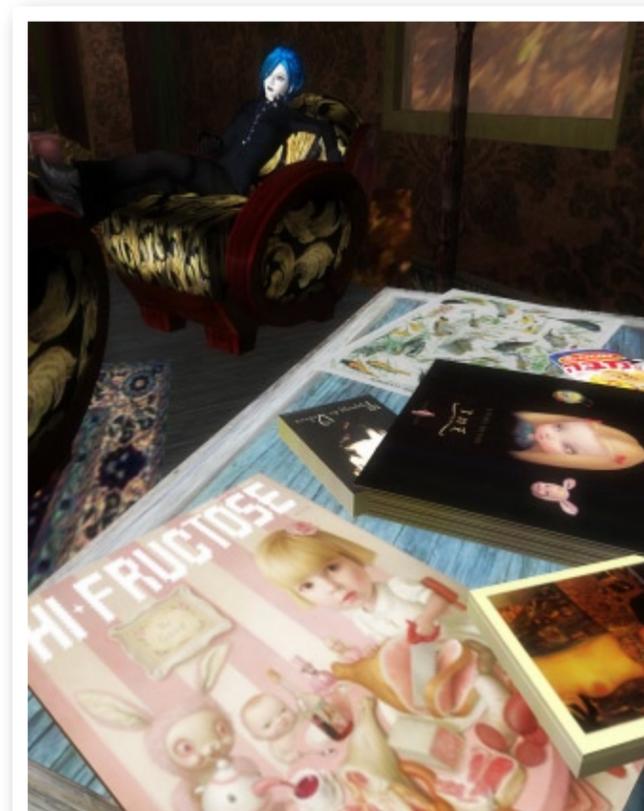
Petion and CJ Carnot of Tete a Pied. They are consistently releasing unique skins every week right now. The drow skins for Spider Queen were just me asking on a whim for more delicate drow skins. So laughs I guess I love my fellow niche people!

**IO:** Nothing wrong with that. smiles Any messages for current and future fans of your work?

**hT:** Tell me what you like! Designing in Second Life is strange because you rarely hear feedback from your customers. It's a bit like creating in a box where you throw things out of a little coal chute now and again and hope people like them. And please feel free to IM me. I'm just a normal person who happens to make imaginary clothing. smiles I'm never too busy to talk to my fans. I do this to make myself happy, but also to hopefully share a bit of myself with everyone else.

**IO:** Lovely. Thanks so much for your time, hyasynth!

**hT:** Thank you!



## Interview

> Continued from page 75

**hT:** I really actually enjoy making men's wear. Though usually my suits are worn by more women than men. I think that's more a matter of more female shoppers. Niche wise... I'm not really sure where I belong, so I guess I remain eclectic not by choice, but more by my design

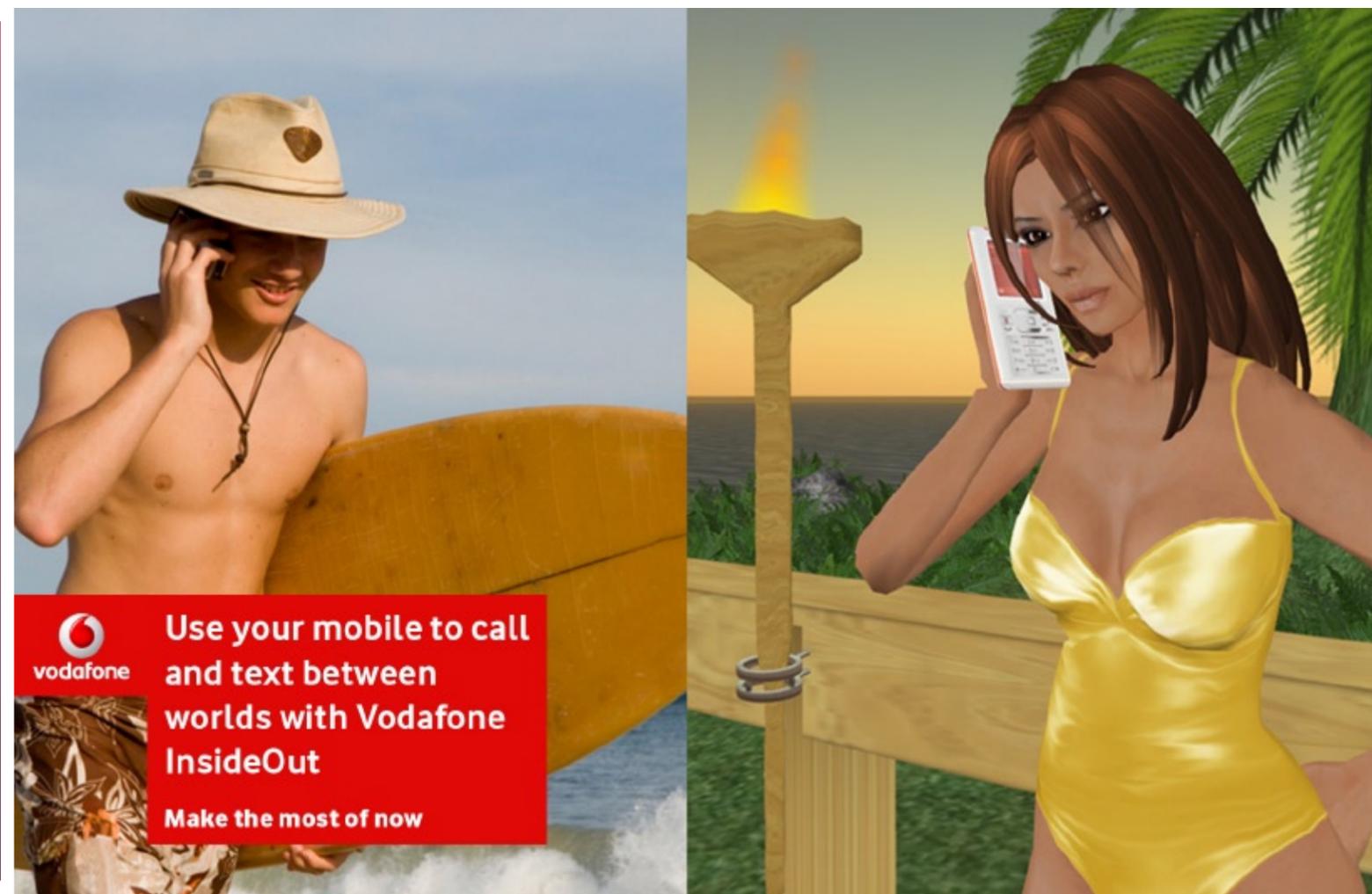


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# Mystical Virtual Studios

SKINS SHAPES ANIMATIONS



# mini-guides

## steampunk vehicles

By Ilianexsi Sojourner

**Hawk Flyer by Kyyp Fredrickson**, Fredrickson Airships, Caledon SteamSkyCity (122, 110, 76) and other locations, L\$300. This single-person flyer is made of some dark, aged metal, and has particle steam effects; it looks something like a locomotive with extra steam tanks and pipes added. Piloting this, you'll look as if you just flew out of some earlier era.

**Ornithopter by Virrginia Tombola**, La Bicyclette, Caledon SteamSkyCity (86, 199, 76) and other locations, L\$295. This amazing two-seat aircraft features animated wings and gears, and smoke effects; it's like a Da Vinci drawing come to life. You'll definitely attract the attention of everyone on the ground!

**Liverpool Roto-Blimp by Avery Alexandre**, Chemics and Physistry, Babbage Canals (173, 218, 127), L\$850. Great for flying around with your friends! The Roto-Blimp seats five and spouts coal smoke; you'll love it for its clever, whimsically detailed design.

**The Time Machine by ambient Kukulcan**, Port Caledon (148, 46, 23), L\$5000. The ultimate steampunk vehicle! This beautiful piece is based on the 1960 movie version of H.G. Wells' machine. It's high-priced on purpose, so that you won't see it everywhere. If you're an H.G. Wells fan or want a true steampunk status symbol, you can't miss this!

**Thadovian SteamCycle v.9** by Thadicus Caligari, Thadovian LTD, Caledon II (24, 173, 23), L\$250. Yes, they're steam-powered motorcycles! Simple yet elegant in design with beautifully shiny copper tanks, these cycles are perfect for the cutting-edge Victorian who wants to zip around the Caledon sims in style.



# zayzay

## high heels with toes

asim zahra 213.185.30

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# fresh faces

By Posy Trudeau

For many, the heart and soul of Steampunk is the magnificent gadgetry crafted for adornment as well as for functionality. Thomus Keen of Steampowered Nuts is a fine artisan of such wondrous dystopian-flavored Steampunk accessories.



## Steampunk Shotgun, Metal Goggles, Roped Arm Straps, Reload Belt and Steampunk Kickers

From the powerful Steampunk Shotgun\* to the delicately-detailed Reload Belt, each piece has been envisioned and created in the true spirit of Steampunk ingenuity. Found and forged metals have been engineered with rope, leather, and buckles to create accessories that not only look amazing, but are sure to come in handy in the event of a scuffle with ruffians!

## Steampunk Kickers (Detail)

This fine example of Steampunk footwear has been masterfully constructed using metal, rivets, and gears and is rich with the rust-colored patina that reflects genuine Steampunk sensibilities. Each boot has been skillfully assembled with a mechanism on each side and, scripted gears that actually spin!

## Metal Goggles (Detail)

Every Steampunk enthusiast is sure to own a pair of goggles, resplendent in rich textures, and assembled with fine attention to detail. Perfect for shielding the eyes from dust when piloting one's airship or other steam-powered vehicle, this pair is delicately crafted with wonderful gear-like spokes adorning the outer rims, and two extra magnifying lenses.

## Black Shitkickers, Broostesses Plate and Spiked Bracers

Whether you plan on wandering the vast post-apocalyptic wastelands or some grimy crime-ridden metropolis, you'll be well-prepared when you strap on this array of wickedly spiked attachments. Black leather and brushed metal have been fabricated into wearables that are as beautiful as they are menacing.

## Spiked Spine Jetpack

The Spiked Spine Jetpack is a truly creative and unique interpretation of a flying attachment. Thomus has skillfully fashioned the pack to look like a human spinal cord with the added enhancements of intimidating spikes and functioning jet boosters. The concept of enhancing or replacing one's body parts with mechanisms makes this jet pack perfect for a stylish Cyberpunk ensemble. (Includes two jetpacks, one with and one without jet boosters. Pictured here with Black Shitkickers and Spiked Bracers.)

Note: Many of these attachments are mod, but cannot be sized-down because of the tiny prim... they will fit a man-sized avatar or will be a chunkier fit for a smaller avatar like mine (as seen in the photos).





By Haver Cole

# style girl

## CANDY FLANAGAN

Haver Cole: Welcome to this very cog-heavy style girl month. Our featured style maker this month is Candy Flanagan who embodies all that is encouraging and immersing about SL. Tell me Candy, first off, your name... are you really that sweet?

Candy Flanagan: Definitely.

HC laughs

HC: How did you decide on Candy, for real?

CF: I wanted something generic, but fun. I didn't know who or what I was going to "be" in SL, so I decided to start as neutral as possible. And, hey, everybody loves candy!

HC: I love sour patch kids! So how would you define your style?

CF: I usually describe myself as spunky, funky... anything but the usual. Not that I don't whip out jeans and a t-shirt if I feel like it.

HC: I really had not seen a lot of your clothing before. Where do you find your more unique stuff?

CF: I absolutely adore Japanese designers. They never fail to produce amazing, detailed clothing and accessories. And usually quite inexpensive, too!

HC: Do you do the usual? Spending like ten years in the Japanese sims?

CF: I spend a lot of time in Japanese sims, they're right up my alley. They're quirky, detailed, with tons of shops, and just as many photo ops. I could spend all my time in them.

HC: How do you find newer designers?

CF: Blogs. I read a lot of blogs everyday and am always on the lookout for new ones to add to the list. Most of my shopping tips come from blogs, from friends, or from random exploration.

HC: Really you find outside sources? As opposed to the SL search engine.... Do you just, like, endlessly peruse the Internet?

CF: I like outside sources because I get more information and, most importantly, much better product shots than in SL itself. I can't tell you how often I've seen something in SL and decided not to buy it, only to see the same product on a fashion blog and then deciding I just HAD to have it. Sometimes I browse Slex or OnRez, but really pretty rarely.

HC: Do you find your fashion inspirations from outside of Second Life, or inside, or both?

CF: I'd like to say I'm almost purely inspired by Second Life. I don't pay much attention to haute couture in RL or what famous people are wearing, but I do like what I see being worn on the streets in the city I live in. I've never gone looking for something just because I've seen it or own it in RL, but if I happen across something I like I'll buy it regardless.

HC: What about music or art? Do you feel like they have a style influence on you or your dress

Continued on page 90 >

## Style Girl

*ntinued from page 89*

CF: No, I don't think so.

HC: What was your first thoughtful style choice in Second Life? Like maybe the first style language you might have had?

CF: I still remember the very first thing I bought in Second Life. I camped and saved money for weeks to buy a mini-kimono I had seen on Linden Lifestyles. I think that's when the fashionista in Candy was born! That just happened to be from Bare Rose, a Japanese designer, and I've been in love with them ever since.

HC: You really pick the places that have the most interesting stuff to look through. Bare Rose always makes me sort of panicky. They have so much content. I wish I had like a Seeing Eye shopper.

CF: Well, that's where blogs come in so handy. Bloggers weed through all that, helping people find the gems.

HC: Where did your amazing dress with the steam tubes on it come from? It's just amazing, all belching smoke and everything.

CF: That's the "Babbage Bustler" from Daequix Scarborough. She's a big supporter of the steampunk sim New Babbage.

HC: What exactly does steampunk mean?

CF: There's a really great quote that answers that perfectly: "[Steampunk is about] how the past would have been different if the future had happened sooner."



HC: Why do you think it has had such a style or lifestyle hold on Second Life?

CF: It combines elements that attract both male and female residents, from the sophisticated Victorian clothing, to the sleek-and-shiny, or sometimes rusted gadgets and toys, to the gritty backdrop of an airship field. There's something for everyone.

HC: It really creates such an amazing visual tapestry—you do photography as well—do you find that it helps set the tone for your pictures?

CF: I really do. My partner and I both love dressing up and even role-playing the part of a proper Victorian couple exploring the world of steampunk. It makes the resulting photography alive and personal, and steampunk is always one of my favorite themes.

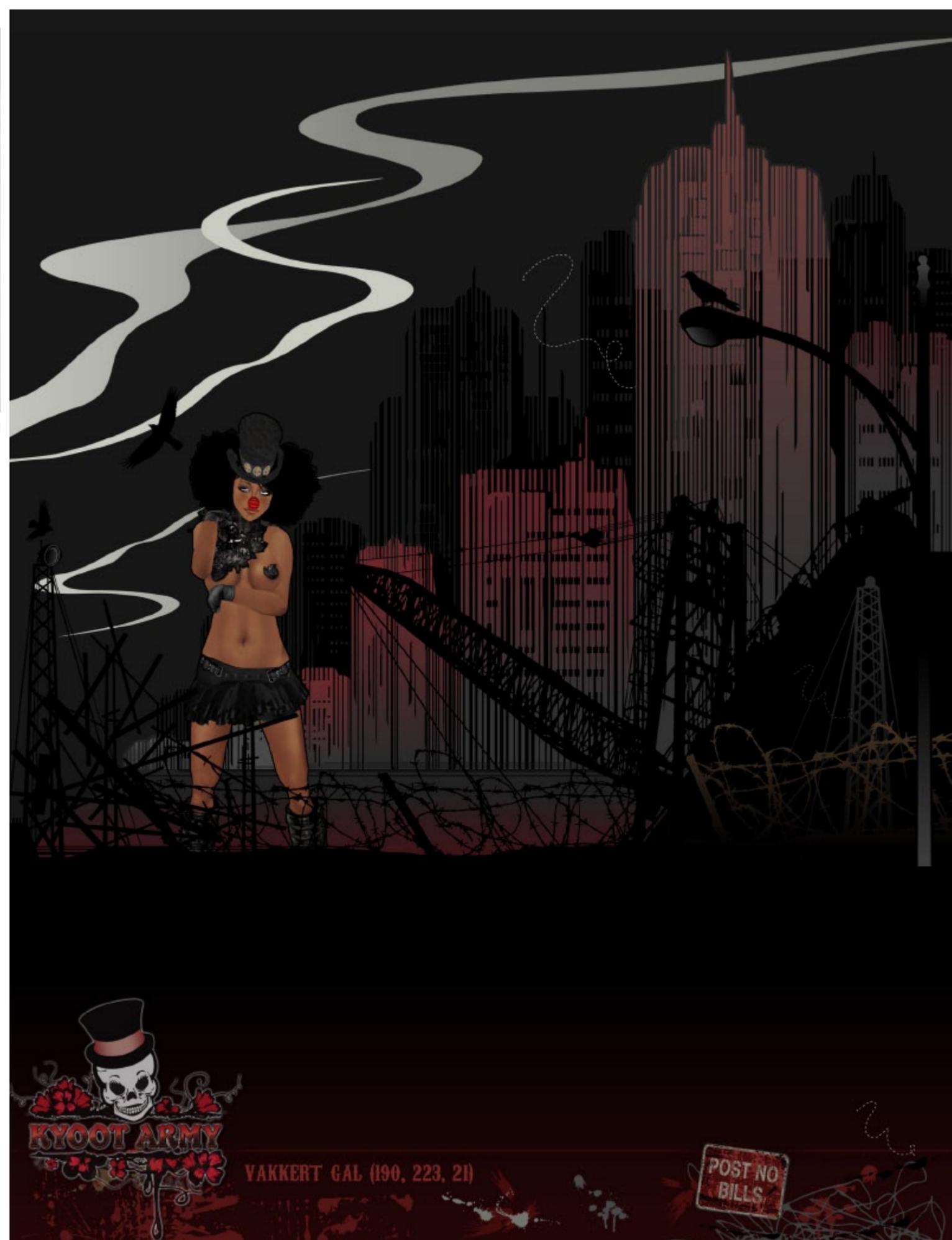
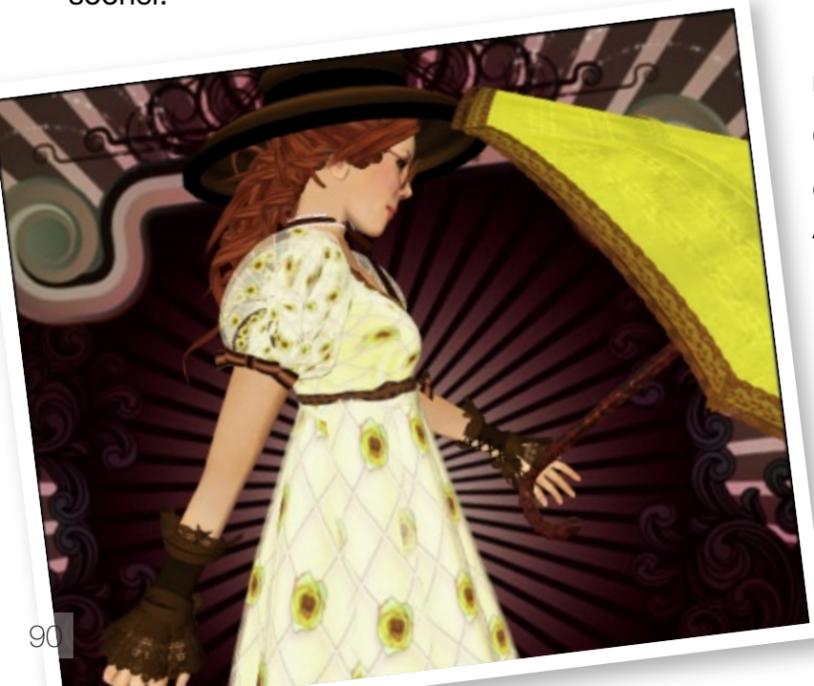
HC: Oh, is your partner really an Earl? (grins) Hello royalty!

CF laughs.

CF: He's a proper Earl when he roleplays, at least! A fitting name for it.

HC: It makes things tons easier, I bet. Are there any major changes in SL style and fashion you would like to see?

CF: I can't say that I'd like to dictate anyone's fashion sense. There are so many possibilities in SL, and everyone should be able to explore them fully. Yes, even if that means being a 7ft-tall, well-endowed, blinging blonde.





# SLNN.com

Your Source for Second Life News

I've been to virtual worlds conferences around the world, from the Netherlands to Chicago, San Jose and London, representing SLNN.

-Doeko Cassidy, publisher

I met rapper 50 Cent at the Motorati Life Sim & got an exclusive look at a concert video he'd shot. The real 50 Cent fielded questions I'd written. I love that little old me made a gangsta rapper laugh out loud! Thanks, SLNN!

-Justine Babii, reporter

During my coverage of Anshe Chung's interview with CNET's Daniel Terdiman, the famous Second Life tycoon was grieved by "uncountable" giant pink male genitalia.

-Lukas Chadbourne, reporter

I had the pleasure of interviewing Mia Farrow twice for SLNN. She was more than the fluffy actress I had expected; she shared so much anger, sadness and personal resolve to make a change in Darfur that I was moved to tears.

-Scarlett Qi, reporter

My favourite assignment was attending an indie concert in-world, live from New York: I'm in London, on the other side of the world.

-Willow Caldera, reporter



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HC: So do you do other roleplay besides steampunk? Like, as excuses for more totally fun outfits?

CF: Earl and I have been known to roleplay on the Isle of Wyrms and Everwind, but not intensively. And the shopping is always the best part!

HC: Oh, Isle of Wyrms is the dragons yes?

CF: Yes, really gorgeous dragon avatars.

HC: And what's Everwind?

CF: Everwind is a medieval fantasy roleplaying sim. It's fairly new, and is still being developed, but they already have a lot going.

HC: What part of RP appeals to you?

CF: It's a creative activity. I love being creative and responding to the creativity of others.

HC: I imagine that's why you write as well. So, if you could see the style from any movie come into Second Life what would that movie be, and why?

CF: I'm a huge science fiction fan and recently watched the Dune miniseries for the umpteenth time. I love the elaborate costumes and rich colors used. I think I'd go broke if any store in SL sold similar articles!

HC: Oh, there is TOTALLY a Dune sim! And stillsuits! I'm also a HUGE fan... SANDOWORMS!

CF: That's right, I can never remember to go visit! I got the impression that it was more "classic" Dune, though, than the new movie version.

HC: There has been a slow uphill turn for more richly done clothing, I think. Can you imagine an entire Bene Gesserit line of hair and clothing... faint!

CF grins.

HC: Well, thank you so much for your time Candy. Do you have any last words?

CF: I'd just like to encourage SL residents to be unique. Try everything at least once! I also think it's important to respect the choices of others, whatever they may be.

Another wonderful style girl interview, and remember, if you have someone to nominate please IM Haver Cole in Second Life, or e-mail [havercole@mac.com](mailto:havercole@mac.com)



# Runway REVIEW

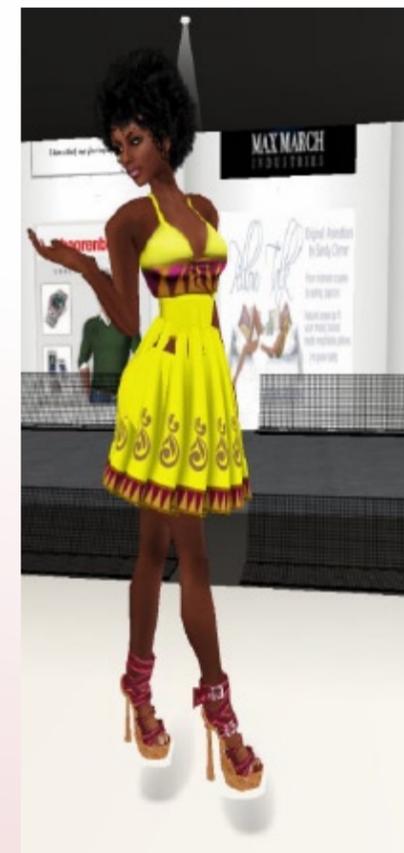


## By Justine Babii

Hello again from the runways. This month we've found some brand-new designers as well as a new major fashion event in the making, so let's get started!

The first two come from the New Shoots show, highlighting designers just starting out in fashion. After seeing these items I have to say that I am astounded, and if they're just starting out I'm more than a little excited as to what will be coming from these two in the future.

First we have Inspiration, a gorgeous gown from newcomer Myllie Writer of Persona. The gown comes in four colors: black, pink, yellow, and silver, each for only L\$250. The stitching and embroidered embellishments in the texture of this gown are striking when seen up close, and of course the new take on a classic design make this a must-have from the runways this month.



Next we have Gillian from AnnaH Couture. For only L\$200 you get two versions of this buttery wonder. Trimmed in white lace and black lace, the two versions differ only in trim, but the difference is substantial in how the dress presents. Annah Whitfield, like Myllie Writer, is a bright star on the SL fashion horizon.

The next gotta-have-it is from Delaney Whippet of Microphage. It's a cute and lively design with vibrant colors making for a fun dress, and at only L\$75 it's an incredible bargain. It also comes in a baby blue which I like, but the vibrant yellow that was on the runway is my favorite of the two. This was shown during the Ewing Fashion Week festivities.

Next up is Avenue from Indyra Seigo of Indyra Originals. This cute little pant set is made all-the-better by the well-textured sculpty shoulder

puffs and pant flares, and even more so again by the fleur de lis charm necklace and belt. The meager price of L\$380 seems even lower when you see the pieces and potentials for mixing and matching.

The last item of the month is also from Indyra Originals. Called Paulina, the dress and its train make for a striking look on the runway as well as along the corridors and streets of Second Life. Paulina comes in five colors and retails for L\$300, a small price to pay to look this good.

Thank you all for coming out to the runway with me this month. See you out there!

Cyberpunk with a Twist

# Bitter Thorns

Virag.181.14.24



# steampunk

**By: Iris Ophelia**

Name: Erin

Skin: Cream Scarlet by Sezmra Svarog of Nora

Hair: Cog in Almond by Sinnocent Mirabeau of Sinsation

Accessories: Mechanical Heart by Barney Boomslang



Name: Erin  
Hair: Keira Upswept in black by Sky Everett of Sky Designs  
Clothes: Coveyance Time in Green by Raudf Fox of DiamonX Studio  
Accessories: Loli Doll key Scripted AO by Mecha Dinosaur



Name: Catero

Skin: Justin Dark by Avant Scofield of The Good Life

Hair: Modern Edge in Black pearl by Lost Thereian of Naughty Designs

Clothes: Gentleman's Formal Dinner Suit by Vincente Shepherd of Gaslights Emporium

Accessories: Cane AO by Vincente Shepherd of Gaslights Emporium,  
Princess Ring by Cora Lu of Paper Couture

Shoes: Gentleman's Formal Suede Shoes by Vincente Shepherd of Gaslights Emporium

Name: Iris

Avatar: Wind-up rat Avatar by Flea Bussy of Grendel's Children



Name: Iris  
Skin: Almond Candy 2 by Roslin Petion of Tete a Pied  
Hair: Sweet Betty Very Curly in black by Acedia Albion of Acedia's  
Clothes: Katrina Striped Bustle Dress by Neferia Abel of Ivalde

Name: Catero  
Skin: Vivant Men's by Roslin petion of Tete a Pied  
Hair: Sleepwalker in black by jesseaitui Petion of Aitui  
Clothes: Steampunk Coat in black by Posy Trudeau of Civvies



Name: Catero

Skin: Antonio Pale by Funk Schnook of FNKY!

Hair: The Grammar in chocolate from Armidi

Clothes: Serendipity Suit by hyasynth Tiramisu of Silent Sparrow

Accessories: Goggles from Zombie Dreads by Noam Sprocket of Gritty Kitty, Infinity Wings by Disembodied Hand of Steam Powered Industries, His Prayer Rosary by Lucas Lameth of Earthtones

Name: Iris

Skin: Fall Series Fall 2 by Starley Thereian of Celestial Studios

Hair: Debutant Cropped in black by Vy Nakamichi of Vy

Clothes: Serendipity Suit by hyasynth Tiramisu of Silent Sparrow

Accessories: Cameo Earring by elka Lehane of Boing Fromage, Wrench Hand by Kaylee Frye of The Steamed Palette



Name: Erin  
Skin: Decay by Helyanwe Vindaloo of Deviant Kitties  
Hair: Reagan in black by Aemilia Case of Philotic Energy  
Outfit: Insane by Ankhari Tammis of Paradisis

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# INGENUUE



Fashion with a Past  
Mangakino 224. 111. 21

## fashion finds

### By Scarlett Niven

Fall is finally settling in and with the crisp air and smells of burning fireplaces, my attention turns to the fashion of my favorite time of the year. Fall means a return to treasured pieces we love to wear and adding some new ones. The refreshing break from the heat and cozying up is some of what makes autumn my most-loved season. When the temperature hits the 50s and low 60s Fahrenheit, there are many great fabrics, styles, and colors for you to wear.

Stay chic, warm and bring your face into focus with a turtleneck sweater. Armidi has some great ones that work for both sexes in a variety of colors with excellent textures. I've paired the Classic Cashmere Turtleneck in Beige with an Olive colored skirt from Battered Boudoir's Indian Summer Collection. To keep my legs warm while looking stylish, I'm wearing tights from Paper Couture's Libations outfit and Old Boots from Shiny Things. Accessories include the Country Vacation Necklace colored to dark brown, dark wood bangles from Polly Pavlova, Boho earrings from Earthtones, and ETD's Amber Hair in Blonde with colorable hat set to Dark Brown.

Fragipani has a toasty, sexy sweater that adds an unexpected hue of sage green to your Fall/



Winter wardrobe. The waist is cinched with a textured belt in the same color. Worn with a casual pair of riding pants from Last Call's Tilo Catwalk Collection and the chunky statement-making hunters necklace by Chapeau Tres Mignon. Completing the look is soft, bouncy, loosely curled hair that is Armidi's Glamorous II in Tropez. It's a perfect outfit for a little Saturday afternoon shopping.



This houndstooth jacket gives a modern twist to the everyday classic blazer and is a perfect piece to layer in the fall. Houndstooth is a variation of the black & white trend, so keep it simple. Don't mix and match patterns in addition to the houndstooth. Upswept hair, ETD's new L\$1 hair called Phoebe in Blonde, exposes the face and shoulders and keeps the look fresh.

A little dressy, a little professional – this Herringbone Skirt from Indira Bekkers Haute Couture adds a playful take on a look that could be too serious. This skirt has a clean, knee-length shape.

To make this trendy for the season, all you have to do is add a splash of color like this scarf in Rain from Veschi and the blue tights from Paper Couture's 2006 Fall collection. Blueberry earrings from Funk O' Rama and Chapeau Tres Mignon's Cameo brooch add whimsical and timeless elements.



Falsetta gown, an elegant up-do with ETD's Anisa in Blonde, and the bold Chandy Earrings from Paper Couture gives a casual elegance that's perfect for day or evening.

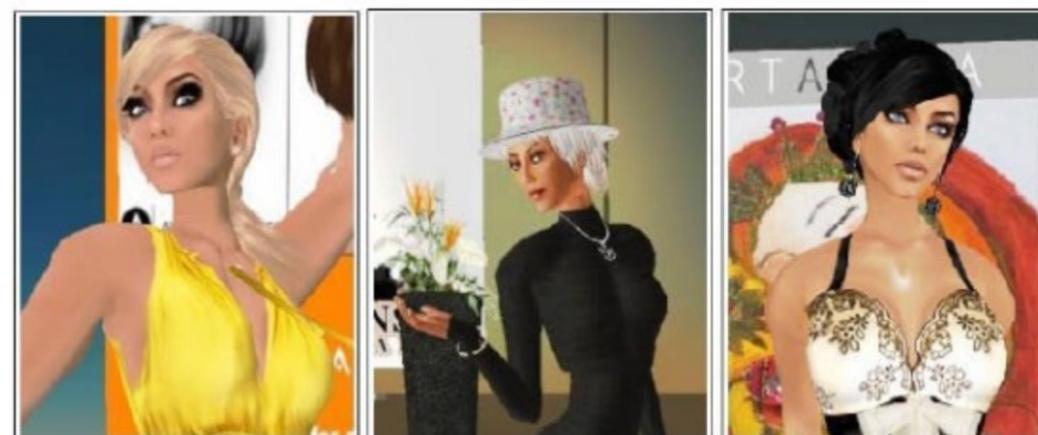
Oh What a Neat Boutique's cropped and fitted crushed velvet jacket in grey is the perfect complement to the high waisted pants from Artilleri. I've punched up the look a bit with color from a chunky turquoise necklace by Paper Couture from the Dalhia pantsuit worn on the undershirt layer. Short grey leather gloves from Tete a Pied, elegant diamond pave' earrings from Ame True Designs, and a simple, glossy ponytail pulled to the side makes for an appealing yet classic look.

The heavy knit texture of this jacket from Kazu @ FNR Design brings to mind a classic Chanel piece. I'm wearing the jacket with a large pearl multi-strand choker from Nylon Outfitters worn on the jacket layer with gray and white pinstripe pants from Caliente Express. Sofia hair in Blonde from ETD, and the Dauphine earrings in silver/champagne from Muse brings it all together.

Whether you kick it up with fabulous sweaters both dressed up or down, take a normally serious look like houndstooth and add the playful element of color or show your style with the greys and this season's interesting fabrics, textures, and shapes. Have fun with it and enjoy the all the wonderful looks this season brings.

Grey is the new Black and it's THE color to have for Fall/Winter 2007. Structured and interesting shapes add a new twist to what is normally deemed dull. Even new knits are found in shades of grey.

PF Designs recently released some great-looking sweaters. I'm wearing the Aurelia sweater shown here in grey. The texture and the prim work on the neck and sleeves are very realistic and add wonderful dimension and depth. This form-fitting sweater looks great with a pair of high-waist pants or a slim-fitting skirt. A long drapey necklace from Paper Couture's



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## Feeling

*Freedom, Energy, Emotion, Love, Imagination, New Goals*

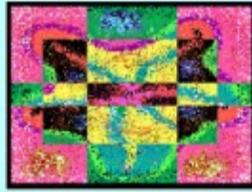
The artist's ability is to make universally simple and perfect what is complex and imperfect. To establish immediately an empathetic and involving relationship with who observe or own the artist creation. The ability to express complexity in simplicity is what the ancient florentine Master Giotto conveyed when, in a sudden, he draw for Pope Benedetto XI Boccasini a perfect circle, the geometric figure that is metaphor for the universe. As Giotto's circle represent the complexity made simple and linear, Feeling, with its pure and armonic lines, gives to his owner the opportunità to express himself: Freedom, Energy, Emotion, Love, Imagination, New Goals. Feeling is like a drop falling on the surface of water and spreading itself in concentric circles, it's a wave of sound overcoming barriers and arriving straight to the listener's heart, it's the absolute perfection of lovers' embrace.

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**Feeling**

# Picasso



# Rothko



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Crystal Shores (220,31,22)

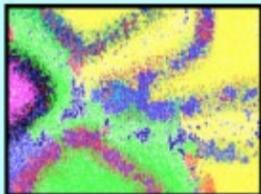
# Starr-ving Artist

Dixie Starr's Boutique & Gallery  
Andorra la Valla (44. 177, 28)

Original Art, Evening Starr Formal,  
Starr-ving Artist Casual,  
North Starr Winter Wear



# Pollock



# de Kooning



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