

# second **Style**

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

## Let's Hear it for Hats!

### Sassy Neck Adornments

### Rock these Men's Hairstyles

### Fresh Faces Astry Mirabeau

- Plus:**
- Designer's Tips
  - Pixel Pinup
  - Content Confessional
  - Fashion Rescue
  - The Look

## Interview: Elikapeka Tiramisu

## The Best Office Looks

### May's Style Girl: Mellow Poppy

### Spring Sandals you'll love

## Hair Fair 2006

### Face Of Modelling Contests

*I could totally go downtown, lay down a piece of cardboard, and breakdance in this outfit.*

*I could also just go to the movies looking hot and forgo a broken neck.*



## Funk

Jacket and jeans  
by Torrid Midnight

TorridWear: Chartreuse 180,68



# second Style

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

Issue 2, May 2006

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### On the Cover

Model: Elikapeka Tiramisu  
Dress: Erika by Dazzle  
Hair: Bonita by Elikapeka Tiramisu Designs  
Skin: Celestial Studios Charmed Skin (Earth 2)  
Tone 70  
Eyes: PixelSpa "Starry-eyed (Sapphire)"



## || From the Publisher

First off I would like to thank everyone who has contacted me with their comments. The overwhelming positive response has made this endeavor worthwhile.

Not all the feedback has been positive, with a few complaints about fairness and our featured selections. We do our best to cover the vast world of fashion in Second Life, choosing items based on the quality of the craftsmanship and aesthetic value. While it may seem we favor the well know, popular designers, it is only for the same reasons they became well known and popular: they are the best at what they do.

That is not to say there are not new designers out there (or even established ones) that have equally great designs that we haven't seen. There is only so much we can find on our own, so please contact us if you think we are missing something great.

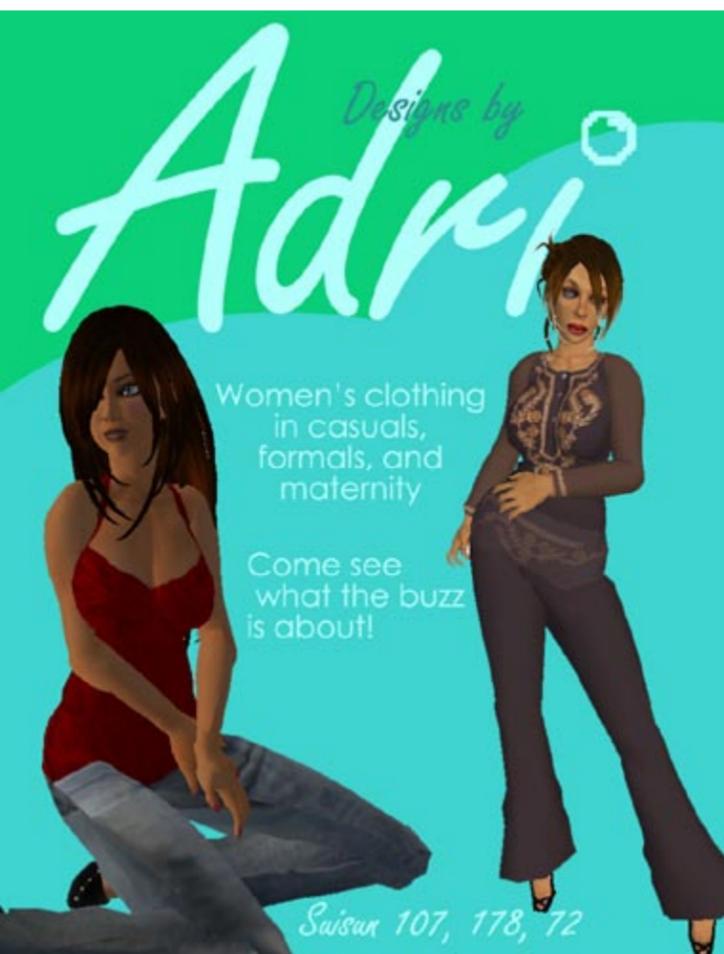
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Thank You,

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## || From the Editor

Thank you for joining us again. Since we published issue #1, a lot of our readers have commented, "More! More!" We've heard you, and there's now more Second Style in May. We continue to evolve our editorial calendar and the page count but I am so excited to release May—I'm really proud of all the additional content we've added this month.

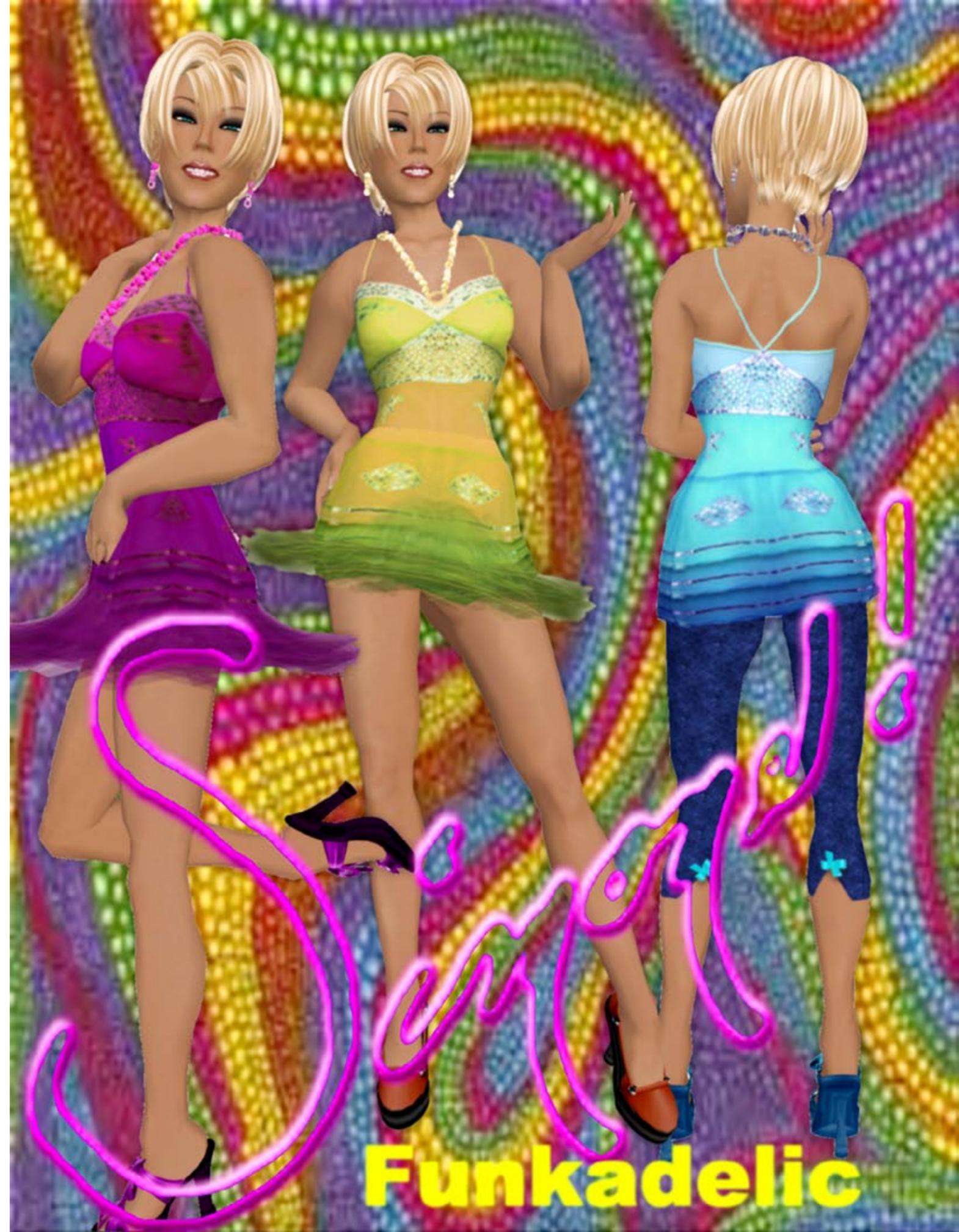
This month we're featuring two great photo sessions: a really amazing series of office looks by Nephilaine Protagonist (with guest model Torrid Midnight) and a set of marvelous dress designs which all feature hats! The perfect way to top off your spring look.

Also don't miss our new monthly feature we call "The Look" by BushidoBrown Hight-overand Roslin Petion. Bushido and Roslin have selected two outfits, one male and one female, with each component from the skin to the accessories diagrammed and spotlighted. Each column will feature an outfit themed around a specific in world event or activity. It's a lot of fun, and I hope you enjoy reading it as much as we do.

Looking toward June, we'll be featuring swimwear and sunglasses—just in time for June sun, sand and fun! I am also looking forward to an interview with the multi-talented Torrid Midnight, designer, SecondCaster, and home video creator. And we'll have a very fun, very cool "Rocker Girl!" photo layout with a mix of styles from vintage to modern.

Until June, though, enjoy this issue! See you in a few weeks!

Celebrity Trollop





## || What is Handpainting?

Editorial by Lo Jacobs

Handpainting. Some love it, some hate it, but either way, it's a uniquely original look.

Or is it? What is handpainting anyway? Is it that artsy-painty look that Nylon and Toast (and various disciples) favor? Or is it something different?

From what I have seen, there are three ways to make clothing.

### Painting from the ground up with your trusty Wacom tablet.

This is the purest (or shall we say purist?) way, where the designer paints, literally, by hand. Highlights, shadows, and details like buttons and lace all materialize directly from the artist. This makes it even more subject to skill

than the other two – depending on the designer, the result could be extremely shoddy or quite stunning. They are like impressionist paintings: from far away, if the shadows and highlights fall right, the look is striking

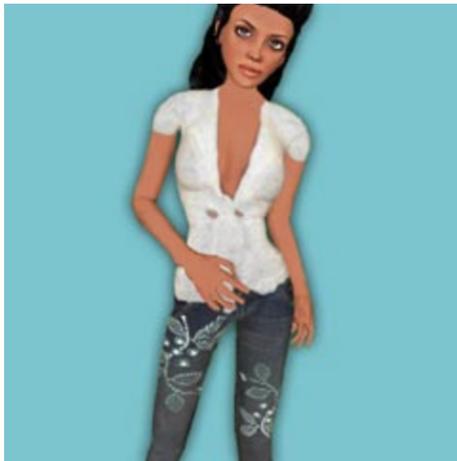
– and up close, you can very clearly see each stroke of the virtual brush.

I enjoy the occasional artsy allure of this style, but what I don't like is how limiting it is. Pairing a fully hand-painted top with "realistic" jeans just doesn't make sense to me. They're two completely different looks. Therefore, it is like garlic: completely divine to the taste, but if one eats garlic, both must eat garlic. Or something like that anyway.

### Photosourcing directly from images found on the Internet or scanned in.

This is probably the most controversial way to do things. Is it theft or isn't it? Are they designers or aren't they?

I am not inclined to make a statement either way, especially considering how differently each person works. Little Rebel by Jonquille Noir probably has the largest collection of mainly photo-sourced clothing in Second Life. The question is, how much of it is photosourced? Can you tell?



Going to Jonquille's is kind of like going to a thrift store. You rummage and rummage through virtual racks of clothing and find the gem that fits with your personal style. I have seen some of her dresses that take my breath away with the skill with which the vertical seams and folds were lined up.

Personally, I rarely shop at photosourced clothing stores, partly because I usually just make whatever I'm jonesing for, and partly because I am seriously in love with vision and design – namely, the designer's. Therein lies the beauty and drawback of Little Rebel – one can find almost anything there, but one also misses out on the essence of shopping: it is buying yourself a new identity. But when the identity is culled from many different sources, it's hard to put your finger on it.

### A combination of photosourcing and handpainting.

One could argue that photosourcing is this, too – and obviously there are varying degrees of photosourcing and handpainting. The difference is whether the resulting outfit was the brainchild of the designer's, or if it wasn't.

This is my definition: when a designer has a design in their head, and uses various fabric

scraps to put it together (in varying degrees), combined with painting, you get this.

I'm pretty sure this is the way most people do it. It takes skill to make things appear realistic, however, and that is where the lines get blurred. A lot of stuff makes me scratch my head. For instance, what does Nephilaine Protagonist do? What's with those ruffles and beads? Does she paint those herself? Or did she find them on the Internet? What about Torrid Midnight? Those jeans she makes, are those photosourced too?

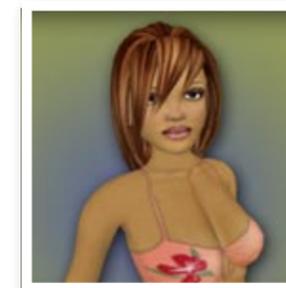
It probably goes without saying that I am a big fan of this third category, not merely because I use this technique myself.

It's hugely versatile. It is completely subject to how exactly the designer wants things to look – like the artsy look, but more precise. It is also tailored exclusively for SL, made to work



with the SL lighting conditions, and if the designer is good, it is almost indistinguishable from photosourced clothing except for the fact that it usually looks better on the avatar.

Some people have said that designers are among the cattiest, greediest bunch of bitches you'll ever find in SL (or perhaps, anywhere else). So let me be clear: my opinion is my own. Folks are folks, and some folks like jelly beans, and some don't.



Lo Jacobs is the designer and owner of **..Luxe Brand** clothing as well as creator of the **Pixel Pinup** web site. <http://pixelpinuponline.com>



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# Dazzle Haute Couture

purveyor of fine women's clothing

May 1, 2006

and after the rains came  
the wind whipped the silk  
around my bare legs  
you stared at me  
across the street and i knew  
from my heartbeat  
I'd never be the same...

- Ginny



feel romance



## || Marketing 101

By Janie Marlowe

With so much competition in the various content development markets of Second Life, it can be difficult, if not down right overwhelming, to make yourself known. Many residents may believe that talent and skill alone can make you, but this is not always the case. Certainly, with a population nearing 200,000 residents there are some unknown designers that deserve some of the spotlight.

So what can you do as a struggling content developer? With Hair Fair fresh in our minds, the answer is obvious, it's all about marketing. Talk about marketing genius on the part of Six Kennedy and friends. In one hour at Hair Fair, I personally encountered about 25 hair designers that I'd never been lucky enough to stumble upon.

The thing you must remember is the rules of this world don't always overlap with the rules of the 'real' world.

So where will you start? From the ground up – of course.

### Your HQ

One of the simplest things I personally did as a new player was build and set my "headquarters" from day one. I know this isn't always easy, as you need to be able to purchase land and learn to build or hire a builder. I say learn to build within Second Life and your store is the perfect place to start. For me, I purchased land in Nuba within my first month of joining up.

Your headquarters is important. Once you have it set, all other marketing and advertising

schemes should lead your growing customer base there. Start with placing a simple landmark to it within every purchase that walks out your door. Don't let them forget you.

### Rental Space

As a new content provider, I cannot stress this next statement enough. Rent often and rent everywhere you think might have traffic. Cover the map. The traffic game is a little more difficult today as it was a year ago when I signed up. Camping chairs and other schemes to raise numbers complicate matters by making it difficult to know which malls actually have true foot traffic. Even so, paying 500 lindens a week for a rental location is money better spent than paying 500 lindens for a banner ad or billboard that doesn't also include your products for sale. Advertising in publications and on websites may also be a good idea later down the road when you begin to bring in more revenue.

Keep track of your rentals by naming your sale items according to location. For instance, if you rent at "House of Blade Mall" and your sale item is named "Strap Me Silly Sandals," label your sale item "Strap Me Silly Sandals – HofB." You can also incorporate a numbers system where you know that the number 1 represents "House of Blade Mall." Whatever works best for you.

Generally, after a month of renting a location you'll know by watching your account history which malls are actually generating revenue and which are not. In my early days, so long as a rental location generated enough sales to cover the cost of rent, I would keep it. Profit or not, those 6 sales were the very truest form of advertising in Second Life. You get your product out there, you hope the item will do some advertising for you through word of mouth, and with luck that handy landmark leading to your headquarters brought that customer back.

### Forums

Its been said that only 10% of the Second Life

Continued on page 12 >

# second Style fashionista

Clothes, and shoes, and hair, oh my!

Get your daily fashion fix!

Read the Second Style Fashionista blog by Celebrity Trollop.

[blog.secondstyle.com](http://blog.secondstyle.com)



*Jennifer's*

**When You Want to Feel Feminine and Beautiful**

**Any Woman can Afford Classic Styling, Impeccable Taste, Casual Elegance**

**Hagen (107, 117, 21)**

## || Marketing 101

> Continued from page 10

population reads the forums, so you might think they're a waste of your time. Entirely untrue. It only takes one person to see your fantastic product in forums and then, in turn, run to your shop bringing their circle of friends along for the ride. It takes all of five minutes to post a brief description of your new items, a picture of the items and a direct teleport link to your shop.

### External Web Sites

Second Life Exchange ([www.slexchange.com](http://www.slexchange.com)) and Second Life Boutique ([www.slboutique.com](http://www.slboutique.com)) – use them. Enough said.

### Clubs

As a new player, where is the first place many of us port to in hopes of finding future friends and relationships in Second Life? Clubs. From map view they're often the only thing littered

with little green dots. A huge section of our population enjoys and frequents them. Find a few clubs that you would like to sponsor in the form of prizes. If the prize packs you hand over to club owners and hosts include your landmark and your product is truly worthy of repeat business, these little freebies will go a long way.

### Customer Service

Though this is something that does not entirely fall under marketing schemes and in my humble opinion should be common sense – be good to those that shop your store. They make you. Be forgiving. Allow some exceptions to the rules. Thank them as often as possible through contests. Don't become an untouchable, don't treat them as if they were beneath you because they don't provide content and don't forget that behind these avatars, are real human beings – most of them good.

### Be Creative

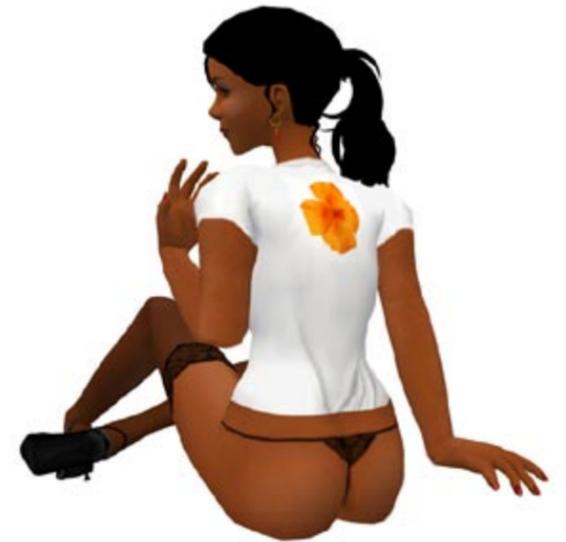
All I can offer you is the advice that has

worked for me in its most basic form. Take it and then start thinking outside the box. Looking back again at Hair Fair, that was a group of content providers who did just that. They generated buzz, they organized well and they created a sense of urgency by making it a week long event. From what I've seen and heard, Hair Fair was a bit of creativity that went along way for all those involved.

Nothing comes easy, not in the real world or in Second Life. It takes dedication, hard work and creativity to succeed. You will encounter bumps along the road but everything we accomplish is simply a product of how badly we want it.



*Janie Marlowe is the designer and creator of the wildly popular Mischief fashions, as well as the Illusion Shopping experience.*



*The Barca series.  
Inspired by Ludwig Mies van der Rohe Barcelona series, ca. 1929.  
Chair, ottoman, daybed and table.*



*Le Petit Confort series.  
Inspired by Charles-Edouard Jeanneret (better known as Le Corbusier)  
LC2 chair, LC2 Love Seat, LC2 Sofa and LC10 table.*

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High quality designer furniture for the ultimate in virtual lifestyle.  
Location: Nauru 200, 130.



**MAXIMUM MINIMUM** - Modern classics.  
High quality designer furniture for the ultimate in virtual lifestyle.  
Location: Nauru 200, 130.





## || Elementz: Amelie Fonzarelli

By Barnesworth Anubis

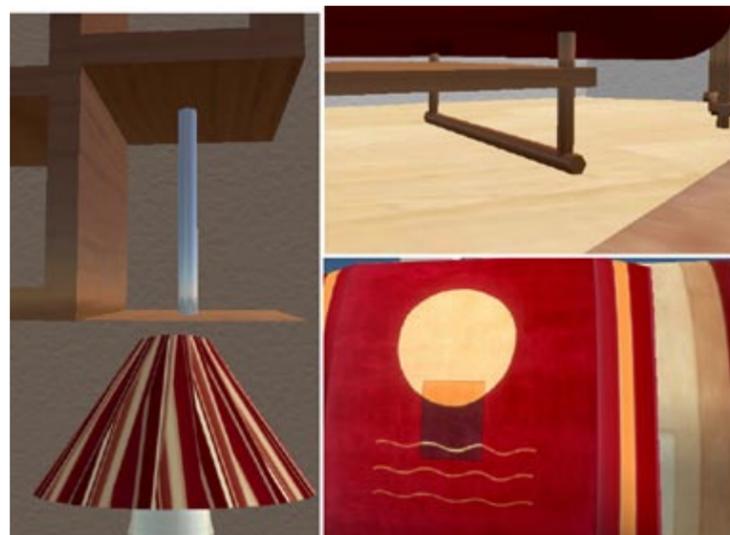
### It's all in the Details

I first saw Amelie Fonzarelli's furniture at one of Wuvme's big sales and was very impressed with her work as a whole. Since then I have been harassing her to set up a shop and sell her furniture. Amelie has an eye for detail that surpasses almost anyone I have ever seen in SecondLife for furniture; she effectively unifies all her sets with amazing attention to detail, form, color, and pattern.

To start off I will just show a simple piece of Amelie's. It's a gazebo type structure with hanging curtains and pillows called "The Play Pen". The idea isn't revolutionary but what really makes it stand out is the details, not only do they bring it all together but add a realness to it with variation. Look at the variation in the twisted fabric draped on the outside,



instead of just copying one piece she created unique twists and folds in the panels. Also the textures leave you wondering if they are photo sourced, hand made, or somewhere in between. Either way they are outstanding and refined without that crusty ripped from Google images look.



Although all her furniture isn't really my taste, as we all know I have an extreme preference for modern, especially classic modern mid century stuff, but I really can't get over how unified her pieces are. For example this dining set; notice how the chair, table (especially the corner detail), and the accent candles' forms all compliment each other with the loose ends, angles, and clean lines.

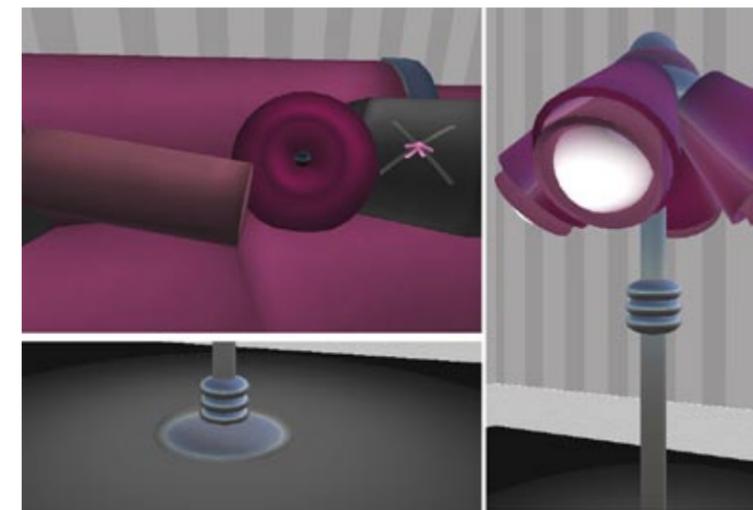
This red set is what initially caught my eye when I first saw her stuff. The lipstick red color and the warm cherry wood really give it some charm. Again the details just get me off.

Not only do I love the general rounded cushy form of this set but the structure and support (although not necessary in SL) is really cool. I love the modern sleigh style feet on this set, with the cherry wood runners, it's totally cool. Also the other elements brought into the set, like the rounded steel accents on the shelf and the accent fabrics really bring it together and make it feel like a room, which is something I personally have trouble with when making furniture so I really admire how unified and purposeful everything is.

Amelie's "Seduction in pink Couch" and accent pieces really have seduced me. Again it's not the usual style I mess myself over, but come on look at it.

It does have a more modern minimalist ring to it than the rest of her stuff; I like the simple fabrics and shapes in it. Also yes, those are little bows on the pillows, it may be over the top adorable, but so am I (hahaa). The accent pillows are in fun shapes and placement which really adds to the couch. There are only so many ways to make the basic form of a couch with the primitives in SecondLife, and what Amelie is doing here is bringing up the presentation of that basic shape with textures and accents that really make it special.

This couch and accent lamp actually has some texture baking on it, but it's subtle so it works even in a room/house where everything isn't baked. Notice the texture on the couch for the cushions, also the base of the lamp with



the pool of light at the bottom (hard to see but look closely).

So where can you find all this fabulous stuff? For now I have personally given Amelie space on my city land to set up a small shop. It can be found at: Barcola (68, 138, 25)



*Barnsworth Anubis is a designer and creator, as well as writing the Content Confessional blog <http://contentconfessional.blogspot.com>*

# || At The Office

Second Life can't be all play no work and a desk job doesn't have to mean boring fashion. Express your serious side with this spring's hot office fashions.

By Celebrity Trollop

Photographs by Nephiliane Protagonist

Set: Tyrell Office Skybox by Neil Protagonist



**Spring's hottest trend of pale soft suiting stands out from the sea of basic office black in this smart design by Callie Cline. Although the basic creamy beige looks great, this suit can be tinted to nearly any color you like.**

Model: Mistress Midnight  
Outfit: Miss Bizness by Callie Cline, Funk  
Skin by Starley Thereian, Celestial Studios  
Hair: Snood by Rita Groshomme  
Pose: Jonny Dusk

# || At The Office

**Mean business in this fedora from The New Zero and the corner-of-office stylings of Evelyn by Mischief, a potent combination of executive chic and sexy pizzazz. Accents like the overlapping blouse collar and prim sleeve cuffs take this outfit to the board room floor.**

Model: Nephilaine Protagonist

Outfit: Evelyn by Janie Marlowe, Mischief

Hat: Fedora (includes hair) from "I Mean Business" by The New Zero

Skin: 2.0, Almond by Lo Jacobs, Luxe

Pose: Jonny Dusk





## || At The Office

**Ponder your assets lounging in Evelyn by Mischief. The deep cut neckline and beautiful shading work are sure to make a profitable impression in any deal making session.**

Model: Mistress Midnight  
Outfit: Evelyn by Janie Marlowe, Mischief  
Skin by Starley Thereian, Celestial Studios  
Hair: Snood by Rita Groshomme  
Pose: Jonny Dusk

In the background  
Model: Torrid Midnight  
**Outfit: Professional Rouge by Pixel-Dolls**  
**Hair by Launa Fauna**

+shinythings+



Hair by **Rita Groshomme**



Available Exclusively at  
**Empyrean Emporium**

Vaoetere (192, 15, 21)

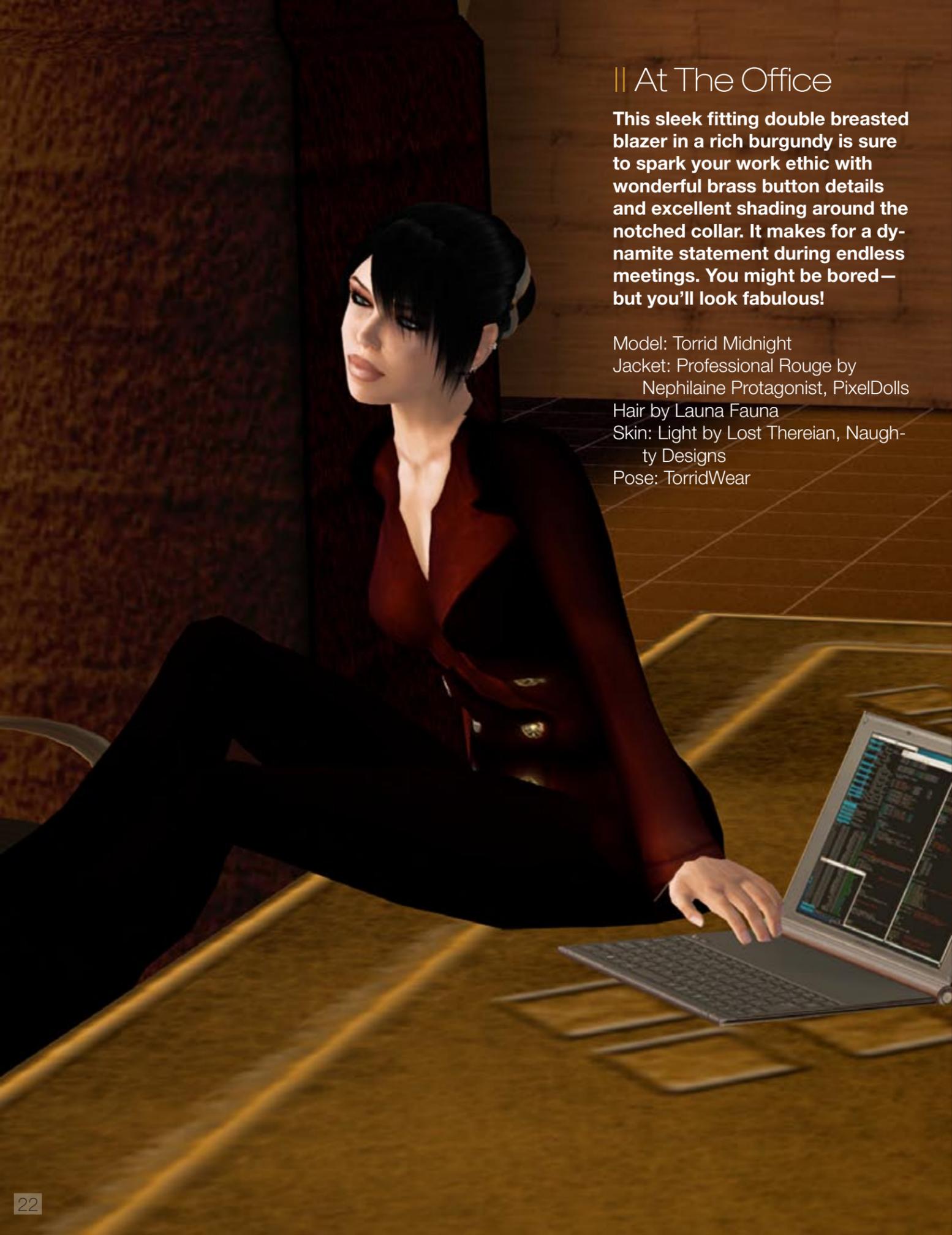


## || At The Office

In **Hunter Refined**, **Eternalynn Calliope** updates a traditional menswear style of a three button coat and a long tie with modern straight-legged fitted pants that flatter feminine curves.

Model: Nephilaine Protagonist  
Outfit: Hunter Refined by Eternalynn Calliope, UOnly  
Skin: 2.0 Almond by Lo Jacobs, Luxe  
Hair: Sleek Bob by Rita Groshomme

In the background  
Model: Torrid Midnight  
Outfit: Professional Rouge by Nephilaine Protagonist, PixelDolls  
Hair by Launa Fauna  
Skin: Light by Lost Thereian, Naughty Designs  
Pose: TorridWear



## || At The Office

This sleek fitting double breasted blazer in a rich burgundy is sure to spark your work ethic with wonderful brass button details and excellent shading around the notched collar. It makes for a dynamite statement during endless meetings. You might be bored — but you'll look fabulous!

Model: Torrid Midnight  
Jacket: Professional Rouge by Nephilaine Protagonist, PixelDolls  
Hair by Launa Fauna  
Skin: Light by Lost Thereian, Naughty Designs  
Pose: TorridWear

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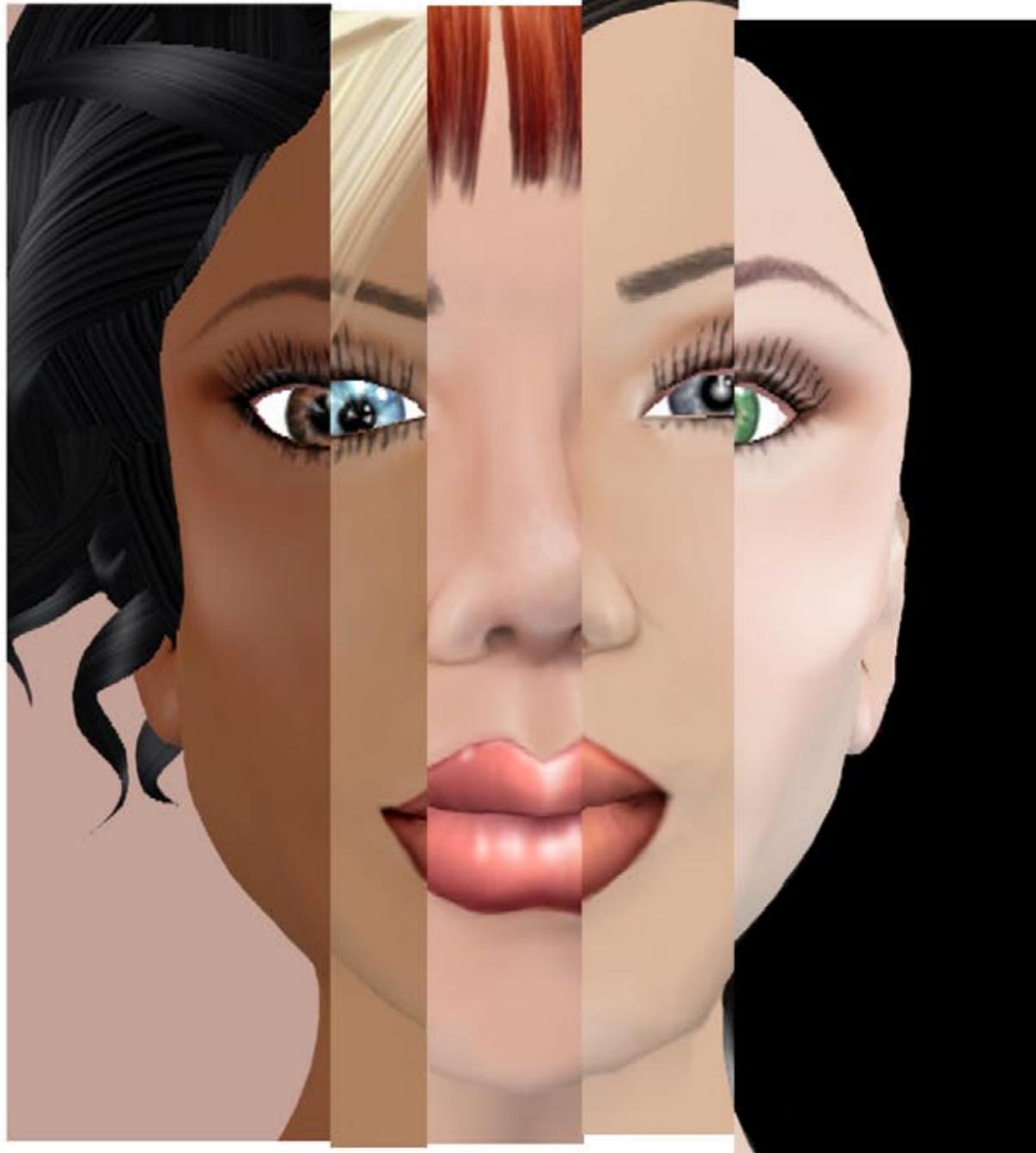
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[WWW.ATHELJAZZ.COM](http://WWW.ATHELJAZZ.COM)

ALPHA CENTAURI (45, 240, 27)

the rainbow according to **SKIN**

Alpha Centauri (215, 8)



skintones to suit everybody  
each set comes with 4 makeup options  
100% handdrawn



## || At The Office

This executive pin-stripe suit from Exotica offers a variety of different ways to look like a tycoon. Shown with the matching suit pants, this outfit also comes with two skirts and several accessories including prim sleeve cuffs.

**Model:** Nephilaine Protagonist  
**Outfit:** Power Suit by Storma Amarula, Exotica X2  
**Skin:** 2.0 Almond by Lo Jacobs, Luxe  
**Hair:** Sleek Bob by Rita Groshomme  
**Pose:** Jonny Dusk

# Hair Fair 2006

Hair Fair organizers (L to R): Six Kennedy, Raylin Portecarro, and Zyrra Falcone



Hair Fair in Panache sim was an overwhelming success as over 35 of Second Life's hair designers exhibited a vast array of styles from mild to wild, curly to straight, long, short and everything in between. With spontaneous activities and lots of hair designers on hand to meet and greet customers, it seemed like something was always going on at Hair Fair, and Second Style was there to cover it.

One of the many highlights of the fair was the challenging contest run by Starley Thereian. She created 20 mannequins each one sporting a hair design by a different creator in a flat grey texture. The object of the contest was to match the design with the designer. Congratulations go to Willow Zander, lumi Cline, Elka Lehane, April Polonsky, and Anna Engel who split a prize purse of L\$30000. 



The gorgeous Hair Fair build in the Panache sim was striking at night

Lash Xevious' prim statues



Starley Thereian's contest



All the awesome freebie boxes

# ✦ **ESSORIES**

By D'Nel DaSilva

NOW AT  
**urbane**  
(174,122)

Xessories has moved! I have relocated to the brand new Urbane Island. Please come by to my new, larger store and see what is new.

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## The Second Style Interview

# Elikapeka Tiramisu

By Celebrity Trollop

**Celebrity Trollop:** Let me ask first about where you find inspiration for your hair designs. Do you look at an outfit and just start thinking about a complimentary style or what's the process?

**Elikapeka Tiramisu:** Well, my inspiration really comes from many things. I never usually design hair around an outfit. I think mostly I design for myself, like things I want to wear. And a lot lately, people give me suggestions, like pictures of RL styles and if I'm "feeling it" I'll try and make it. Sometimes I just stand on the pose stand and start throwing prims around to see what happens... like this style for instance was a bunch of prim slinging [ed. Dazzling]

**CT:** Do you ever want a Second Life hairstyle to actually BE in your real life?

**ET:** Hmm, you know I try and design my hairs to be a little more "realistic" like hair that could actually be feasible in RL, but I've never actually sat down and said "I think I want my stylist to do this" although there are some styles I love—like this hair I like, and I wish my RL hair could be this thick and wavy. [ed. ETD's Dazzling]

**CT:** You have a huge assortment of textures for your hair. How did you pick what you wanted to use? I guess some of the more "basic" colors are obvious, but what about things like "pink-pinker" and other more fantastic textures?

**ET:** Well, I really didn't have a system or really a plan. I initially just started making textures, and then divided em into packs, and one pack would have 4 and the other 5, so I had to sit and think of another color to do to make it even.

**CT:** How long does it usually take before you happy with a style? I guess another way to phrase this question is, "How much time do you spend on your pose stand?"

**ET:** I spend a lot of time on there since that's where I'm usually at—but overall production time varies. At my studio I have 4 pose stands. That's because sometimes a style doesn't go the way I want it to and rather than deleting it, I just hop on another stand and take a break from that one style and work on another hair. But usually when I get in a zone and I really love how it's going, it usually takes me an hour or two to get the hair built—more like two really.

**CT:** Does most of hair come as no transfer simply because it has to be modify so people can resize/tint it?

**ET:** Yes, it's also no transfer because I set it to copy. So when a customer is modding/adjusting/playing they can have a copy in case they mess up.

**CT:** You told me before that short hair is more difficult to create well. Why is that? What are some of the challenges?

**ET:** Well I think, for me, it is because of the prims that cover the scalp; it is easier to tell that they are prims. I know that sounds funny, but I like my hairs to look realistic. When it's short there's only so many ways you can cover the scalp—a few toruses lined up along the head looks like a few toruses lined up along the head rather than hair. I just don't like the cheesy look I guess.

**CT:** As a style gets longer or a bit more volume, it becomes easier to layer the prims and create a more realistic look?

**ET:** Ya, I think so. With short hair sometimes you have to use a ton of prims to accomplish covering the head.

**CT:** Just to keep it from looking too "primmy"?

**ET:** Ya, in my opinion. I mean it may be just me—but I'm weird that way. LOL. I mean ultimately it's all prims.

Continued on page 32 >

## || Elikapeka Tiramisu Interview

> Continued from page 31

**CT:** I know you started building some furniture, and then you made shoes (still make them!), when did you really decide to start making hairstyles?

**ET:** I started around October 2005. It was mainly because of Lash—I am such a HUGE fan of hers, and Panache. But they weren't releasing fast enough for my constant need to change my hair—not that it was a bad thing. I was just always looking to change my hair or skin with each outfit I wore, so I just started playing one day and it turned out okay. Here, lemme see if I can find my first hair.. LOL



**CT:** Oh cool!

**ET:** Be warned it's ugly. hahaha.

**CT:** I think that's pretty good!!

**ET:** LOL. I see now what I could have done better to use the prims more efficiently, but I think it was a good first attempt. This was actually my 3rd attempt at

texturing—I wonder if I have any of my original textures [checks] Nah, I don't. LOL. My original textures were scary!

**CT:** How long did you experiment with them?

**ET:** Wow I think it was the beginning of March that I finally settled on the textures I have now. I've been playing around with them since the beginning. I've improved them like 2 times before this last.

**CT:** Do you still make new ones just to see how they look? Or are you settled?

**ET:** I'm settled for now, it was a huge project for me—very tedious, so I may play later, but not any time soon.

**CT:** Is there a design that you find yourself

going back to wear again and again? Like Six seems to fall back to Poptart—she wears her new hair for a bit, and then reverts to that one. What about you?

**ET:** Hmmmm lol no. I really like em all except for a couple. I usually am bald most of the time! LOL So when I do wear hair, I slap on the first thing listed in my inventory which is Alluring. Sometimes I will search for something that I say "Ooooo I forgot about that" and wear it for a while.

**CT:** How do you come up with the names?

**ET:** ummm [www.thesaurus.com](http://www.thesaurus.com) lol I wanted to be different from the other designers. They usually use names, I wanted to use adjectives—things that the hair should make me feel like, but sometimes the names don't match, just cause thesaurus was not being nice to me. LOL I use names sometimes when people suggest hair, I usually name the style after them. It's just my way to give credit to them, besides sending them a willow pack of it.

**CT:** Right. Hence the influx of suggestions. :D It is very flattering to have something named after you, definitely.

**ET:** I'm sure you know...that celebrity dress by Ginny is FAB!

**CT:** It is! Actually I have seriously annoyed some of my RL friends by going on and on about that dress.

**ET:** LMAO!

**CT:** Well, that's an interesting topic: How do you explain SL to non-SL people? Or do you?

**ET:** LOL Well I've explained it to my man, because I had to explain why I was on the computer a lot. He thought I was chatting with men at first.

**CT:** OMG!

**ET:** But people like co-workers, I just say I play a video game, unless they see it for themselves, they won't ever understand. I work with

analytical a-type people, and they think I'm a gamer nerd lol, which outside of this I've only played TSO.

**CT:** I have struggled to explain SL to my mom, for example. Impossible.

**ET:** lol I know. It's hard unless they play, some have signed up—like I've referred like 10 people from work, and they all got accounts.

**CT:** Wow.

**ET:** And they understand more now—like they are like "wth...you make hair?"

**CT:** LOL!

**ET:** Making skin LOL was a concept hard to explain.

**CT:** Right! Impossible to explain to someone who doesn't know what SL is like.



**ET:** Ya, so unless someone is truly interested I usually don't bother, like when I have downtime at work I read your blog, or do my own and when people walk by me I minimize so I don't have to explain LOL Sometimes I surf the forums, and you know how a lot of the clothes are ummmm very revealing...

Continued on page 68 >

# DIGITAL



# KNICKERS

WHATS IN YOUR KNICKER DRAWER?

falcata 203,38,21

# || Hair Editing 101

The Ultimate Salon Guide  
for Beginners

By Salome Strangelove  
Pictures by Sabrina Dolittle

Prim hair is an addiction shared by most women in SL. But, even with our favorite designers, there are many styles that suffer from “if only” issues:

*If only the tint were slightly darker...*  
*If only that one strand wasn't in my eyes...*  
*If only I could shrink the whole damn thing just a smidge...*

With most hair, this kind of minimal editing is possible. It's detail work, but with a few simple precautions and some close attention, you can have a wearable, personalized, perfect hair-style unique to you.

Second Life fashion blog Linden Lifestyles has put together a long and detailed, step-by-step



guide to editing hair, from tinting and texturing to removing and re-placing pesky prims. The full tutorial can be found at <http://www.lindenlifestyles.com> in the Hints & Tips section.

You may only learn these steps one by one as you need them, but with the full arsenal at your disposal you can tailor virtually any hair by any creator to your personal style. With a little help from this very useful guide, you can remove, retexture and recolor your way to “salon beautiful hair” in minutes.

*Linden Lifestyles is a daily Second Life fashion blog written by Salome Strangelove and Sabrina Doolittle. It can be found at <http://www.lindenlifestyles.com>. Content published with permission.*

# || BushidoBrown's Hairclub for Men

A Second Style Mini-Guide

by BushidoBrown Hightower

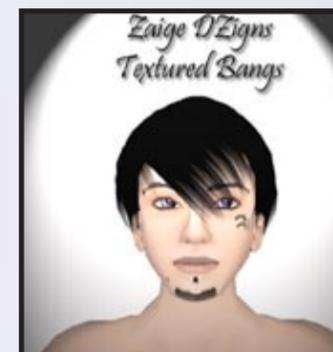
On the real, a lot of you male residents out there are rockin' straight up Oscar the Grouch wigs. Believe me when I say that having the right whip helps define and solidify your look, bruh. If your dome looks like a whacked out divot from the 18th hole, you can expect to be one lonely man.

Since most of you cats out there refuse to put in work, I've come up with a short list of some solid haircrafters for men. Their looks are unique, versatile, and ensure that when someone is scoping out your flow that they won't turn to stone from the terror that is your hairpiece.

The “**Collegiate**” is a nappy type whip with a tapered fade. Check this out and more at **Gloss for Men** in Palulop (33, 155, 52).



A lot of you cats out there are rocking some terrible bangs. Get down with these **textured bangs** instead at **Zaige DZigns** in Wichu (186, 111, 50).



E'ry now and then you might want your whip twisted. If Justin Timberlake can remix his headpiece, so can you. Roll with these **braided cornrows** at **Made Men** in Made (52, 208, 27).



If you want the ladies of SL to recognize your strength, release your inner Samson and let her stroke your “**Hunter**” hairstyle from **Calico Creations** in Furness (158, 53, 57).



The stylistic rebel lives for the “**Chaotic**”! Get with this turbulent look found at **ETD in Couture Isle** (57, 79, 28).



Deneb (20,200) = Caledon(200,140)

Lassitude & Ennui = Fine jewelry & footwear

# Fashion Rescue

By Ariel Black

Avoiding SL Fashion Disaster

## Cut-Offs

Boots longer than your pant cut-offs are a huge “no-no”. Second Life’s Goths (and proud goth wannabes) often try to bring some Lolita charm to their appearance. Unfortunately, items as cute as these can go terribly wrong when paired with the wrong shoes. Cut-offs are typically snug around the knee or thigh and hang loose around the shoes in order to give your figure a longer, slimmer look. Longer cuts usually mean you have less of a problem, but when wearing shorter ones take caution!

Instead of your knee-high boots, pick a shorter Doc Maarten boot to go with your cutoffs. In this picture the “Lil Brat” cut-offs by Rising Phoenix Designs are nicely paired with “Oi Boots” made by Feri Beckenbauer from Beckenbauer Productions. The shorter boots here accomplish the purpose of the cut-offs by exposing a tad more flesh and ridding one of the tall heel which can give it an awkward look. You can find these boots and other great items at Isle of Bliss (201, 162, 34).



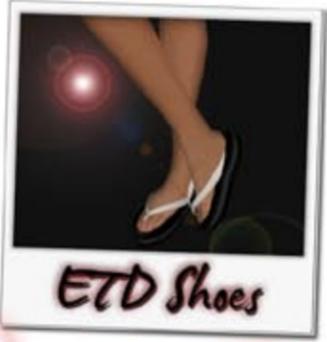
## Blang

Warning: Looking at this picture too long may cause permanent eye damage, please consult with your doctor before looking directly at the image...

Time and time again, second lifers have been guilty of “overblinging”. Obnoxious “blang” is not only startling to look at but may also contribute to pesky lag. In this image, Bryce Tully shows us what not to do with our jewelry. This refreshing knit top and London denim ensemble by Canimal Zephyr has been completely marred by an overwhelming amount of flashy jewelry. When accessorizing, it's good to keep in mind that all accessories are meant to enhance the outfit you are wearing, not overpower it.

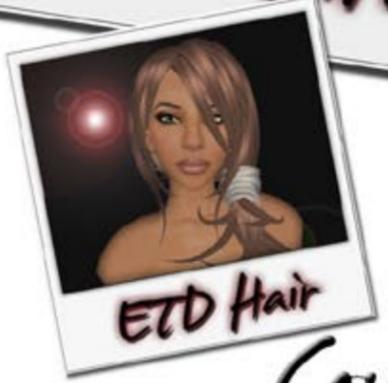
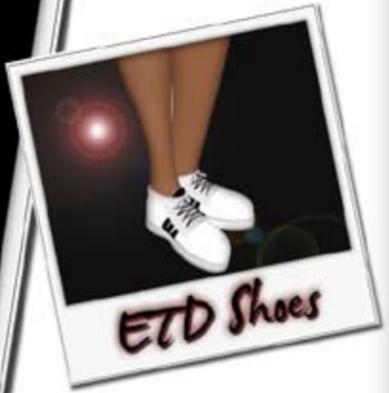
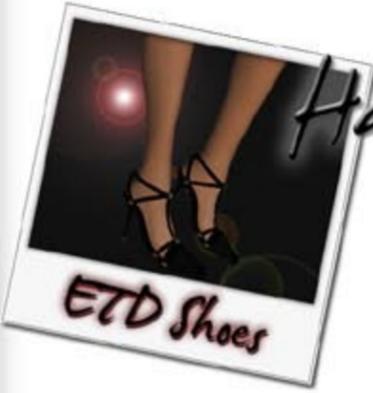
A much nicer and less eye damaging alternative is subtle jewelry by Cailyn Miller from Cailyn's at Butsu (185, 180, 22). The dark teardrop moonstones in the necklace set, nicely compliment the pale blue halter. There is an occasional and subtle shimmer in this set which allows for a more realistic look (and no seizure!). Although, the chain modeled by Bryce is a gunmetal color a brighter silver option is also available. And last but not least, Fallingwater Cellardoor's black strung leather belt and wood wedge platforms make a fantastic combination with this outfit. So keep in mind next time when buying accessories... sometimes less is more! Clothing by Canimal can be found at Threemile (160, 101, 47) and items by Fallingwater Cellardoor at Hotei (173, 143, 26) 





# Elika Tiramisu Designs

Hair, Shoes & Accessories



Couture Isle 103, 85

## In Search Of: Get Your Face On Designers Search for New Models

By BushidoBrown Hightower

For a couple of hot months now, three “Face Of” contests have taken place in Second Life and Second Style Magazine had a chance to rap with each of the designers about their contests, talk a bit about their winners, and have them lay it down on what you can expect as a result of the modeling contests.

### Phoenix Designs

When I first touched down in Second Life, I was on fire to find a designer who crafted the



same type of urban gear that I rock in reality. Enter Phoenix Designs, owned

by Jaynessa Jackson. It wasn't long after my arrival that I started noticing billboards all over the grid about the “Face of Phoenix Designs” modeling contest.

Jaynessa's motivation to look for the new Tyrese of SL sprang from her desire to “do something different and give a man an opportunity to make money doing something besides stripping.” She came up with the idea for a Face Of modeling competition and set it in motion.

The contest sported an elite group of male contestants from all over the grid hoping to be the new champion of Phoenix Designs.

For an entire month entries were accepted. The stakes were high with \$Loot on the table, access to the entire Phoenix Designs clothing line, and a six-month modeling contract. After a solid month of entries being submitted and roughly a week of paneled deliberation by judges (in which Jaynessa did not have a vote), Jett Stormwind was announced as the ultimate for Phoenix Designs.

When asked about plans for the new model, Jaynessa dropped science to Second Style Magazine that Jett will be modeling the “April Collection” which will be out in two weeks (by the time this issue goes to print). She also let me know that she definitely had fun and she intended to run the contest again, “I met some really nice and interesting people.” Solid!

### ETD

With a week-long contest that saw roughly 120 entries, Elikapeka Tiramisu's “Face of ETD” contest has recently finished with Willow Zander as ETD's new top model, and Trinitee Trilam as an alternate.



In a recent conversation with Second Style Magazine Elikapeka noted that she had gotten the idea from Torrid Midnight who ran a similar contest back in December of 2005. “I initially was soliciting models in my update group, but picking one was always such chaos,” she said over IM. “I asked her about it and asked if it was ok to use her idea.”

For five days she sorted through her Face of ETD contest entries before deciding on Zander and Trilam. The modeling contract is for 6 months and Elikapeka felt the turnout was on point and wants other residents to be able to





get down as well. Willow and Trinitee have already modeled for ETD's Hair Fair display and you can expect to see more of both models the ETD store.

Towards the end of my rappin' with Elikapeka she told me "I thought that this was pretty exciting and really fun. I was so flattered and humbled by the response. I think I will keep everything the same... I think my system was pretty effective."

## TorridWear

It was December 2005 and Torrid Midnight needed an out. "I was tired of just using my own avatar for modeling everything!" Torrid exclaimed as she laid it down for me in a recent interview with Second Style Magazine. "Honestly I just wanted to hire someone to be the main model for TorridWear and I thought that a contest might be the best way to do it."



For two weeks contestants submitted entries to the TorridWear model hunt.

Torrid mentioned that the number of entries were well over a hundred and that she remembers thinking, "oh my god what have I done? LOL." Despite an overwhelming number of models looking to be the new hotness, Torrid decided on her winning leading lady, Pip Puff. She also chose BINT designer Ingrid Ingersoll

as her alternate.

If you scope out the Second Life forums from back in December, you'll see that the TorridWear competition was not without some drama in the mix. When I asked Torrid about having another model search based on the success of the first she told me "Well, I had a little controversy afterwards. If i do it, it may not be the same path I used before."

Drama isn't going to stop Torrid who hinted that the men of SL who want to keep it breezy and pop their collar may be able to roll with TorridWear very soon. Even if it's not a com-



plete line, you best believe that I'll be giving you the low low on how it shakes out.

It was clear to me that Torrid wants to make sure that as many residents as possible can get down with her designs but acknowledges, "I know I can't please everyone, but I want to avoid drama as much as possible." <sup>SS</sup>

PIXELDOLLS



# Libellule Market

Lots of Style in a Beautiful Location

- Jolie's Boutique
- Rufeena
- Sylfie's Prim Seduction
- Crucial Creations
- Dex's Diamonds
- Nyte 'n Day
- Whispers by Zelinna
- Karress Me Designs
- Angelic Bodies
- Reel Movement by Luth
- Ric's Supplies
- Funk
- Ink Slingers
- Animation Avatars
- Lavish Style
- Bitty's Jewelry
- Crying Rose Studio
- Cheap Trix
- ManaRay Tattoos
- Szentasha Fashions
- Freak Fantasia
- Jina's Designs
- Afanstasy Emporium

Hennepin/228/71/116

# The Look

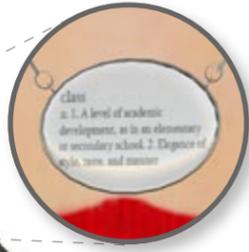
By BushidoBrown Hightower and Roslin Petion

A girl only has one chance to make a good first impression. She needs to carefully orchestrate her look so that it is sexy without giving away too much. Keep him wanting more. Keep your hair and makeup simple and casual. A classic black jacket or sweater over a slightly sexy top allows you the opportunity to show him a bit more skin if the date goes well. Finish your look off with a pair of dark bootcut jeans paired with high heels to both lengthen your body and increase your sex appeal. <sup>SS</sup>



**Hair:** Nevermore, Vestal, Black

**Skin:** Tete a Pied, New York, Day, Dark



**Necklace:** Yummy, Class

**Top:** Little Rebel, Red Cashmere Tube Shirt

**Jacket:** TorridWear, Classic Jacket

**Pants:** WRONG, Bootleg Jeans



**Shoes:** Kimberly Casanova, KC Maria

**Purse:** ETC., Coach Tote, Red



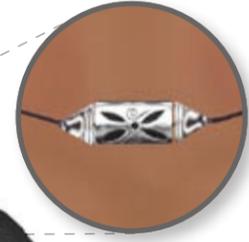
Photos By Josie Hamilton on location in Central Park

“The Look” is a monthly collaboration style feature where Roslin and I tackle different types of looks you can rock in various scenarios. This month we take a look at solid looks for the infamous, “First Date”.

Even Jay-Z got down with a “fresh pair of jeans and a button-up”. For a first date, I’d recommend you pop your collar and rock a button-up shirt with a collar. Hype that with some designer jeans and finish out the whole mix with some tight kicks. It’s alright to get down with some accessories, but remember, do what Jay-Z says (but don’t try to be Jay-Z!). <sup>SS</sup>



**Skin:** Made Men Custom Skin (skin/eye-brows/bottom beard and “Iverson (haircut)”



**Necklace:** Black Leather Necklace, Ramos Designs



**Watch:** Mens 007 Spy Watch, by Octoberwerks

**Shirt:** Vitamin-Ci, Rival TurfJacket

**Pants:** Shelly LeMay, Men’s Ripped Dark Indigo Jeanz

**Shoes:** Asri Falcone Originals, Adidi Kicks (white/black)



# Neck Adornments

A Second Style Mini-Guide

By Ilianexsi Sojourner



ETD's scarves are neatly and elegantly knotted, and come in six color or pattern variations. The color changeable version can be changed to over 100 set colors, making it perfect for almost any summer dress or top. The black & white patterned version is another favorite. (ETD, Elikapeka Tiramisu; Couture Isle, L\$50 each.)



Girl Kultur's boas are just plain fun for evening, special events, or anytime you want to add a bit of unusual, vintage flash to an outfit; a standout accessory for that Little Black Dress. (Girl Kultur, Nicola Escher; Miramare 31,70,25 and other locations, L\$100.)



Canimal Zephyr's Flower Choker adds a sexy, playful touch to any red or neutral ensemble; it's jewelry with the simplicity of a single blossom. Just the thing for when you want to be noticed without wearing a lot of bling. (Canimal's, Canimal Zephyr; Threemile 163,103,47, L\$90.)



Trend's Summer 2006 Ruffle Scarves are perfect for finishing off casual outfits when you're in more of an alternative/grunge mood; five colors in the set, lightweight enough that they'd work for cool summer nights. (TREND, Alan Edison; Vanuatu 231,138,24, L\$120.)



Kennedy Amos' scarves add a cool retro touch to jeans or casual dresses. My favorites from this line are the Blue Flower Long scarf, which is a mix of denim blue shades, and the swirly-patterned Mixed Color Long scarf. (Qvinna's Jewelry and Fashion Accessories, Kennedy Amos; Rue dAlliez 250,86,21, L\$45 each.)

**\*PREEN\***

By Aimee Weber



# || Fresh Faces

Digital Knickers from Astry Mirabeau

Written, modeled, and photographed by Nyte Caligari

Fresh Faces is a monthly spotlight on newer designers within Second Life. We are pleased to select Astry Mirabeau of Digital Knickers as this month's Fresh Faces featured designer. We asked Nyte Caligari of Nyte 'n' Day Designs to select five outfits from Digital Knickers and offer her thoughts and comments about each outfit.

I stopped by Digital Knickers the other day and choosing just five outfits was difficult—so many nice things there! After browsing in Astry's shop for at least 30 minutes, I finally narrowed my selection down to these 5 outfits—my favorite things there. Without further delay, here they are!



**Streetwear:**  
This outfit includes a semi sheer shirt, black bra, and hip hugging jeans. It's very sexy but keeps a casual feel to it as well.



**Just a Good Ole Girl:**  
I'm a sucker for pinstripe, so I just had to have this outfit! It comes with undershorts, prim skirt and a shirt. Overall it's cute, playful but also a bit refined!



**Sugarcane Babydoll:**  
This is the epitome of sweet and sexy. The set includes boy shorts, stockings, and two choices of babydoll tied-up tops. The lace details are very well done.



**Coffee Cargidan Pant Suit:** When I put this outfit on I had an image in my head of walking on a boardwalk somewhere sunny and warm! daydreams This set also comes in melon.



**Cocoa Knit Sweater:**  
This is my favorite of all the items I bought. The texturing is great and it fits well! The sweater also comes in turquoise, ruby and jade. The jeans here are my own 'Shred Jeans.'



## || Inventory Raid: Barnesworth Anubis

By Roslin Petion, Photographs by Toast Bard

It's confession time. I have a little bit of a crush on Barnesworth Anubis. How could I not? He's a virtual renaissance man. Clothing, accessories, furniture, prefabs: Barnes does it all. If that wasn't enough to make someone swoon, he has a devastatingly handsome avatar and fabulous wit. This is why I jumped at the chance to get my hands into his drawers, er, I mean inventory. We at Second Style were wondering, just what do content creators wear besides their own work? I asked Anubis to bring outfits appropriate for formal, first date, and business wear and with much glee, had him put on a private fashion show.

**Roslin Petion:** Hello there, pleased to meet you.

**Barnsworth Anubis:** You too.

**RP:** Thanks for taking the time to meet up with me.

**BA:** No problem, its my pleasure.

**RP:** Why don't you start by telling me about what you have on right now?

**BA:** Ok, well this is what I chose for formal. It's a lovely hand drawn and detailed double-breasted suit. I really kind of like stuff that is a little bit of a throw back.

**RP:** Classic pieces?

**BA:** Yeah.

**RP:** What is it that you like about these sorts of pieces?

**BA:** With formal wear, you can never go wrong with something classic, but I also like the double breast because its a little more bold and has more personality. They have more character and say more about you than just wearing something that is new and 'trendy.' Which is why I think trendy has been taking a more vintage turn lately, ha ha.

**RP:** It looks like the kind of thing a Hollywood movie star from the 40's or 50's would wear. If you don't mind changing now, let's see your next outfit.

**BA:** Ok

**RP:** By the way, I'm in love with your wingtips. Every man I show them to buys a pair.

**BA:** Ha-ha, thanks. Those are my WWND shoes (what would nylon do) – she would hand draw them. Ha-ha.

**RP:** Ha-ha, so does that make Nylon your own personal Jesus?

**BA:** Ha-ha, she's a big influence in my SL.

**RP:** In what ways?

**BA:** Oh, well my little family in SL has been for sometime BINT - Barnes Ingrid Nylon and Toast. I get a lot of inspiration from them.

**RP:** They are all amazingly talented content creators. Tell me about the outfit you have on now.

**BA:** OK, well this is the first date one. It actually was something I bought on one of the first occasions my SL partner and I hung out in world. I like it because it's more modern. Also, the sheer shirt is kind

of sexy. I actually modeled this for Forseti Svarg at the City Girls competition last year. I do like to note the shoes; they are one of my fav pairs in all of SL. Again, I feel they have a lot of personality.

**RP:** Let's see your final outfit.

**BA:** This is my Nephilaine outfit- everyone has one.

**RP:** I love it with your hat and shoes.

**BA:** I really like it like this, the undershirt with the rolled up sleeves makes it a lot more casual.

**RP:** Yes, I love that touch. It has a definite retro feel to it.

**BA:** Ha-ha yeah. I was just going to say again, it looks almost 1920's-ish. So I kind of picked this because I'm fairly casual when it comes to 'business' in any respect.

**RP:** I do love the rolled up sleeves, they make the shirt kind of sexy.

**BA:** Yeah, I think what I like about it is how it

Continued on page 51 >



# The NEW Tropics Casino & Resort



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## || Inventory Raid

> Continued from page 49

looks worn. One thing you don't see a lot of in SL (are) things like rolled up sleeves. It's something we forget about in SL sometimes, not just what you are wearing but how you are wearing it. You know what I mean?

**RP:** I totally agree with you.

**BA:** It adds a lot of character to the outfit just with the sleeves pushed up, I think.

**RP:** Yes, it does.

**BA:** That's one of the things Neph really has down

**RP:** And yet her style has a fantasy aesthetic. It's an interesting contrast.

**BA:** Yeah totally, I love how her stuff just screams "NEPH." When you see it, you know it's hers. She just has her own thing going on and I think that's what makes her stuff so popular.

**RP:** Well she seems to have her unique vision and the public be damned if they don't like it, which is exactly what makes someone an artist in my opinion.

**BA:** Exactly, that's what I love about designers. I remember when I met Nylon... her stuff is so stylized. I was like, "whoa" since we all usually attribute quality to photorealism. She seems to have the same attitude, be damned if you don't like it.

**RP:** I've loved our chat. Thanks so much for your time.

**BA:** You too, it was a pleasure.

## Credits

*In all outfits:*

Skin: Custom by Nylon Pinkney

Hair: Custom by Polyester Partridge

Glasses: Barnesworth Anubis, Barnes Boutique



## Formal Outfit:

Double Breast Suit Brown - Barnesworth Anubis, Barnes Boutique

Snazzy Wingtips Brown - Barnesworth Anubis, Barnes Boutique

## First Date Outfit:

Urban Nights Shirt - Forseti Svarog, Figments & Co

New Black Button Flys - DoC Eldritch, DE Designs

gd Steelcap Safety shoes (black) - gecko Surface, gd

## Business:

(PixelChap) Brown Pant and Vest Set - Nephilaine Protagonist, PixelDolls

Dapper Hat - Brown Plaid w/ feather - Barnesworth Anubis, Barnes Boutique

Snazzy Wingtips Brown - Barnesworth Anubis, Barnes Boutique <sup>SS</sup>

# || Style Girl: Mellow Poppy

Each month Second Style will feature a resident that has a unique style all their own

**Interview By Roslin Petion, Photography by Josie Hamilton**

**I met up with this month's style girl at Pollyesther's in Ear. Lively Mellow Poppy exhibited a personality to match her quirky, vibrant style.**

RP: Mellow, you haven't been around all that long but you have managed to cultivate a great sense of style. Did you have help creating your look?

MP: Well in a way, I suppose in not such a direct way. I more like just noticed what i liked on others and took pieces of them. So really my style is a little bit of everyone I've meet on my sl journey :-)



RP: When did you feel sure that you found your signature look in SL?

MP: Ya know, I'm not sure.....funny, I felt I had it (from) day one! It's like playing the ultimate game of Barbie Dolls!

RP: How do you go about finding stores that had clothing which fit your taste?

MP: I rarely 'set' out for something particular in mind. Wandering around aimlessly! Fashion is pointless LOL :-p.

RP: What stores do you shop at most often?

MP: Well seems I FD (Fashionably Dead) search my inventory often! Pollyesthers and sometimes low traffic 'I forget where I got it stores' LOL.





RP: Fashionably Dead and some of the stores at Pollyesther's have a very specific, hand drawn look to them. Do you feel like you prefer that look to other, more photorealistic designs?

MP: I haven't thought about that much to be honest but now that you mention it.....

RP: Is that a yes then?

MP: That cliché less is more is spot on. I think its key to not 'overdress' uhm sorry I'm over thinking this.....yes, it's a YES, LOL.

RP: Do you find that your RL style has influenced you SL one? Or vice a versa?



MP: Yeah, well they definitely morphed into one.... I was getting dressed and thought, "I'll put on my tweed pants....uhm I don't have tweed pants in rl, lol

RP: Are there any particular pieces that you would like to see in SL that haven't been created yet?

MP: Well, if they aren't prim skirts I can't wear 'em. I've yet to create my own clothes on SL but something has to be changed about the way the non- prim skirts lay on you, know what I mean?

RP: Yes, I think a lot of women hate the way the skirt mesh fits them.

MP: Well there should be a revolt! LOL, this sunday, at 8 pm, at the Whitehouse.

RP: Who are your RL style icons?

MP: The Pink Ladies! In Grease 2 especially. LOL.

RP: They were the coolest.

MP: They still are!

RP: Well thanks for the interview. It's been fun. 



\*Outfit notes on page 56

## || Style Girl: *Mellow Poppy*

### Outfit Notes

#### **Dotty Pink**

Skin: Light by Toast Bard, Fashionably Dead  
Hair: Roadrunner by Carryn Concord, Tickled Pink

Shoes: Mary Janes by Elikapeka Tiramisu, ETD  
Tights: Lace ruffle socks by Aimee Weber, Preen  
Bottom: Pink Dotty Pleats by Camie Cooper, It's All Good

Top: Small dots blouse by Keara Morgan, Sophie's

Earrings: Marble Earrings by Koge Cleaver, JUNK Jewelry

#### **Black/White 80's**

Skin: Light with freckles by Toast Bard, Fashionably Dead

Hair: ShoRite Band Black by Six Kennedy, Gurl 6

Shoes: Ballet Bow Flats by Kitty Minogue, Kitty's Rampage

Tights: A-line skirt base pants by Kaysha Sion, WRONG with long black undies by Mellow Poppy

Bottom: 80's Skirt Fishnet by Bcreative Wilde  
Top: Black and white striped by Janie Marlowe, Mischief

Ring: Black Button by Caroline Apollo

Glasses: Black Glasses by Rita Groshomme

Necklace: Knotted bead strand by Fallingwater Cellardoor, Shiny Things

Earrings: Blue Funky Earrings (tinted black) by Mimi Therian, Garbage Town

#### **Red/Black**

Skin: Light with freckles by Toast Bard, Fashionably Dead

Hair: Sleek by Elikapeka Tiramisu, ETD

Shoes: Saddle Shoes by Nikolaii Uritsky, Space! Romantic

Tights: Sassy School Girl by Janie Marlowe, Mischief

Bottom: Tartan Mini by Janie Marlowe, Mischief

Shirt: Bumble by Antonia Marat, artilleri

Jacket: Sassy School Girl by Janie Marlowe, Mischief

Jewelry: Black Hoops by Xtaycie Hatfield

Glasses: Custom made by Josie Hamilton

#### **Green Plaid**

Skin: Fair Skin-Green Eyes Coral lips by Toast Bard, Fashionably Dead

Hair: Coy by Elikapeka Tiramisu, ETD

Shoes/Socks: Green Saddle shoes by Nikolaii Uritsky, Space! Romantic

Pants: Plaids (yellow) by Torrid Midnight, TorridWear

Shirt(s): Girl Tee, Shortie(nerdy) by Bailey Mackenzie, Hair Comes Trouble

Belt: Simple Black belt- Creator Fiesta Jimador

#### **Tweed Pant outfit:**

Skin: CS Glamour Skin-Fair(Cinnamon) by Starley Thereian, Celestial Studios

Hair: Hollywood Glam by Elikapeka Tiramisu, ETD

Shoews: Vintage Strappy Pump by Fallingwater Cellardoor, Shiny Things

Pant: MIS Tweed Pants Creator by Janie Marlowe, Mischief

Shirt: Shirt 'n' tie by Torrid Midnight, TorridWear

Jacket: Orange buckle jacket by Toast Bard, Fashionably Dead

Jewelry: Random bangel set by elka Lehane, Boin Fromage

Glasses: Rhinestone retro glasses by Antonio Marat, artilleri

#### **Plaid Skirt/Mustard Top**

Skin: Light Skin Custom by Toast Bard, Fashionably Dead

Hair: Shaggy and 50's bangs by Toast Bard, Fashionably Dead

Shoes: Risque' Color change pumps by Mex Thorn, Escade' Athel

Socks: Fishnets(small pattern), by Aimee Weber, PREEN

Skirt: Knitter prim skirt and pant by Varick Eisenberg, Splendicious Designs

Shirt: (ND) Wool Cardigan Top by Arbel Vogel, Winter Moon Shop

Manicure: dreams2 by Starley Thereian, Celestial Studios

Glasses: I337 by Nephilaine Protagonist, Pxl-Dolls

# Rising Phoenix Designs



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## Spring Sandals

A Second Style Mini-Guide

By Celebrity Trollop

These great brown and white leather flats by elka Lehane have enough details packed into them to satisfy the most discerning shopper. Brown/white sandals by elka Lehane, Boing Fromage



These versatile sandals by Ingrid Ingersoll will take you from day to night in virtually any outfit.

Salvatore Sandals by Ingrid Ingersoll, etc.



Fallingwater Cellardoor's fringed flats give an outfit a little extra flair with the colored bead fringe. Fringed Sandals by Fallingwater Cellardoor, Shiny Things



Lyra Muse's Glorified Dress Sandals are hip enough to go casual, and sophisticated enough to go high glam couture.

Glorified Dress Sandals by Lyra Muse, Taïdo

Starley Thereian's comfy casual espadrilles look great with any spring outfit and have a beautiful silver buckle accent on the straps.

White Buckled Espys by Starley Thereian, Celestial Studios



# Shoe Wars 2006 Results

By Ilianexsi Sojourner



April 2006 was a big month for all shoe-loving Second Lifers as two dozen designers took part in the grid's first Shoe Wars. The event ran from April 1st to April 8th; booths were set up at the JD Mills shopping sim for all the designers to display their work, and visitors voted on their favorites in several categories.

The shoes on display ranged from highly detailed and high-prim to simple and elegant, from classic to funky, from stilettos to sandals, with every style in between represented. Although women's high heels were dominant, men's shoes were also well represented, as well as a host of lower-heeled and casual styles.

Results of the voting were announced on Sunday, April 9th. Ashlin Leandros' Port-A-Bar took first prize for best designed booth, with Lyra Muse coming in second and Asri Falcone third.

Barnsworth Anubis took home two awards in the Men's Shoes categories: Men's Casual Shoes and Men's Sneakers. The award for Best Men's Dress Shoes went to Vindi Vindaloo; Best Men's Boots was awarded to tatoo Korvin.

The Women's Shoes category also saw a

double win, with Sylfie Minogue taking both Women's Casual Shoes and Women's Dress Shoes. Kimberly Casanova took the award for Best Women's Sneakers; Best Women's Boots went to Asri Falcone.

The event's two biggest awards, for Best Designer, were announced last. Barnesworth Anubis was awarded Best Designer in the Men's category, while Sylfie Minogue took Best Designer in the Women's category. Certificates went to all participants.

Many thanks to Jana Fleming and Darren Brearly of JD Mills, event hosts; Max Case, who provided the voting machines; trophy designer Yoshinori Shirakawa; and of course all the talented designers who took part. Congratulations to all the winners! 



Above: Best Designer winners Barnesworth Anubis and Sylfie Minogue.



Left: Jana Fleming, Shoe Wars host.

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## || Let's Hear it for Hats!

Hats aren't just for daytime weddings — with summer almost here, hats are a flashy way to add some sunny pizzazz to your look. Here are four fantastic fashions featuring hats!

By Celebrity Trollop

Photographs by Lana Miranda

Model: Josephine Christensen  
Skin: Light Rosy Tan – Nomine

**A saucy marabou feather accents the sophistication of this quilted tan, brown and black hat. The matching marabou boa and detail at the skirt hem reinforces a fun sense of elegance.**

Outfit (includes boa): Debutante by Rebel Hope, Rebel Hope Designs  
Hair: Mia by Zyrra Falcone, Panache

## || Let's Hear it for Hats!

**A moll's dream of a gangster fedora in luxe pink satin tops designer alex Elytis' playful use of non-traditional prim shapes as the skirting in this gown.**

Outfit (includes boots): Material Girl by alex Elytis, GlamOur Girls  
Hair: Mia by Zyrra Falcone, Panache



# Azure Islands



Antilia Simulator

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### Design

Every region in the Azure Islands is hand-crafted by our content creation team into an individual paradise. We don't sacrifice our sims' designs to make an extra dollar, and currently provide public space in over 40% of the continent.

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### Land Swaps

Should you ever need to move your parcel to a new location, we will help you swap parcels anywhere in the continent, free of charge. Feel free to contact any of the Azure Islands administrators to arrange a transfer.

Some conditions do apply when transferring into a brand new sim or to a larger parcel. Contact us for full details.

[AzureIslands.com](http://AzureIslands.com)

Contact Adam Zaius, or Nexus Nash inworld for details.

### Pricing

Azure Islands provides one of the most economical ways to own land in Second Life. We accept L\$, USD, AUD, and Euros for monthly payments, and, unlike other areas, a Premium Account is not required to own and control land on the Azure Islands.

We provide a multitude of options for land ownership as well, allowing you to obtain a parcel to accommodate both your space needs and your own budget.

### History

The Azure Islands has been operating for over a year, and has grown from a single sim, to over 30 - larger in area than the entire country of Monaco. Many of our customers who joined when we first started are still with us today.

### Zoning

We wouldn't tolerate a laggy shopping district appearing next to our home, and we don't expect you to either. The Azure Islands provide light zoning restrictions as part and parcel of the package.

The Azure Islands is divided into two distinct zoning groups. Commercial, and Residential. In the residential zones we prohibit clubs, casinos, malls and other primarily commercial activities, but we don't limit your creative freedom.

### Find us inworld!

You can search the in-world find listings for each of our sims, including by theme. In addition, a complete list of Azure Islands sims can be found on our website. If you would like to arrange a tour of the regions of Azure Islands, feel free to contact any of the Azure Islands group officers in Second Life.

Need more information?

Visit our website!

<http://www.azureislands.com>



|| Let's Hear it for Hats!

Recalling the drama of Hollywood's Audrey Hepburn, the wide black hat with its beautifully textured black satin bow completes the look of this modern homage to the little black dress.

Outfit: Audrey by Ginny Talamasca, Dazzle

Hair: Dakota Black by Zyrre Falcone, Panache

Jewelry: Aubrey by Fallingwater Cellardoor, Shiny Things



|| Let's Hear it for Hats!  
 One of Forseti Svarog's superb prim roses accents the refined spring day hat in this design by Simone Stern. Flower-filled organza lace panels on the bodice and on the lace-up back emphasizes the theme of spring flowers.  
 Outfit: Petals by Simone Stern, Simone!  
 Jewelry (included with gown): Zarah Dawn, Adorned  
 Hair: Fox by Six Kennedy, Gurl 6

# Oprian Designs

by Dartavia Vesperia



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(EDEN GATE 51, 68, 24)



## || Elikapeka Tiramisu Interview

> Continued from page 33

**CT:** Yes!

**ET:** I'm always afraid people think I'm surfing anime porn or something!

**CT:** LMAO

**ET:** So I usually just look really quickly – but it's weird what SL has evolved to at least in my little SL world.

**CT:** Nodnod.

**ET:** Like my blog for instance, I never thought I would have so many opinions on things in SL, and then finding out so many people are like that.

**CT:** It's kind of fun to put your thoughts out there and yes, get some feedback about them.

**ET:** And SL having a fashion magazine...that blows me away, secondcast, and M2, and on and on. It just amazes me the hint of reality that's in my SL

**CT:** Right. There's all these bits and pieces of a real media network starting to come together.

**CT:** How long have you been in SL, Elika?

**ET:** Well I joined in July 05....but didn't really play until around August or September. I was really frustrated with the navigation. I was coming from 2 1/2 years of TSO....so walking around was soo different. I thought it wouldn't be as much fun, so I just put off coming and playing until a couple months later.

**CT:** How so? I only ask because I've never played TSO.

**ET:** TSO is much different, like if I wanted to walk to you, I would right click the spot by you and select "go here" from the pie menu, or I'd right click on a chair and select "sit" from the pie chart. And things weren't resident created—I mean you could build your house, but you were so limited. It was just different—and coming here I was just still kinda stuck in TSO mode so it frustrated me.

**CT:** Nod. What finally kind of pushed you over here? Just felt like doing something new?

**ET:** Well, it was really Nyte. Her and I met in TSO....and I hadn't talked to her in a while. One day I logged onto MSN and she told me about SL. So I played....but didn't. Then one day I was on and she was and she was helping me so the more I knew the more I liked it.

**CT:** Nod. There is a tremendous learning curve. I feel like, anyway.

**ET:** Ya I think so.

**CT:** When you met up with Nyte was she already designing clothing?

**ET:** Ummm I think she had made a couple of outfits—actually she gave me my first outfit besides the default. And I think it was one of her first—it was cute and pretty good for a first outfit.

**CT:** I bet it was. She's very talented.

**ET:** Ya, I think so.

**CT:** Were you surprised by how popular your hair designs have become?

**ET:** OMG yes. Even to this day I'm so humbled and flattered when people tell me they like my stuff. I mean in the beginning I just made it for myself and never in a million years did I think it would be like this.

**CT:** One of the reasons I wondered about your inspiration is because your hair and Nyte's clothes seem to mesh really nicely in the ads you make. So I wondered if she ever comes to you says, "Elika, I have this outfit..."

**ET:** No, not at all. I usually pick an outfit after the hair is done. I usually just browse the shop finding what will fit.

**CT:** When did you get Couture Isle set up? Was that more about business or just needed the prim allowance?

**ET:** Well, Couture Isle got set up around November. It was a business decision I think. Nyte and I had talked about it on several occasions, but we decided to finally bite the bullet to take advantage of the freedom. I think

initially we were scared to make the move because 1. \$1250 USD is a lot! 2. We were scared we would lose business cause people wouldn't want to find the new store.

**CT:** It is a lot!

**ET:** We had to really convince ourselves that \$1250 for a bunch of pixels would be worth it, and it actually has been. The freedom of owning a sim a lone is indescribable.

**CT:** Do you ever feel insecure about the business part of ETD?

**ET:** What do you mean?

**CT:** Well. I guess I wonder if you ever worry about clearing tier and things like that.

**ET:** Not really. Cause Nyte and I split it half and half, and doing \$97.50 is a lot better than \$195. But from the beginning we were always prepared to tap into our RL bank accounts if a month was short. We knew that was a risk that we'd have to take.

**CT:** Have you found yourself wanting to take a break from SL to recharge?

**ET:** A while ago I did. It was actually after my whole texture hacking drama. I was having some stresses in my RL job, my son was sick, and the SL drama was just wearing me thin. I went away for like a week on vacation, but now, everything is fine and fun. I'm afk a lot sooo I think that helps lol

**CT:** I wanted to ask you something that came up in SecondCast which revolved around the strange lack of male fashion in SL. I know you've created some male hair styles, and I was curious to get your take on how guys respond to your hair.

**ET:** Well for the most part the ones that buy it like it, but I'm just no good with men's hair. I get a lot of ideas thrown at me for men's styles from random guys but it's just hard.

**CT:** Is it just because you don't feel like you have an eye for it or don't know how to make it look right?

**ET:** Umm I think I'm just too girly—the ones I attempt end up looking too feminine.

**CT:** I did want to ask you a little about Hair Fair. It seems like the group of you have really bonded over it—is it going to be an annual event?

**ET:** I hope so or more frequently than that I hope, Hair Fair has done nothing but positively impacted the market as far as the designers. We've joined together and not only formed great working relationships but friendships as well

**CT:** What's something that you're really looking forward to during the fair?

**ET:** The meet and greets. I think for a lot of my customers they don't even know who I am. I do try to hang in my shop sometimes, but sometimes I feel it would pressure people to buy stuff and I don't want them to feel that way. But the meet and greets will be fun I think and then just hanging with the other designers.



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