

second **STYLE**

Issue #3

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

Interview:
Torrid
Midnight
& Launa
Fauna

Fresh Face
Tuli
Asturias

Super
Sunglasses

Plus:

- Designer's Tips
- Pixel Pinup
- Content Confessional
- The Look
- Male Call

Fabulous
Flex

Lose the Bling
Jewelry

Sexy Summer
Swimwear

June's Style Girl:

MeiLin
Miranda

Inventory Raid
Fallingwater
Cellardoor

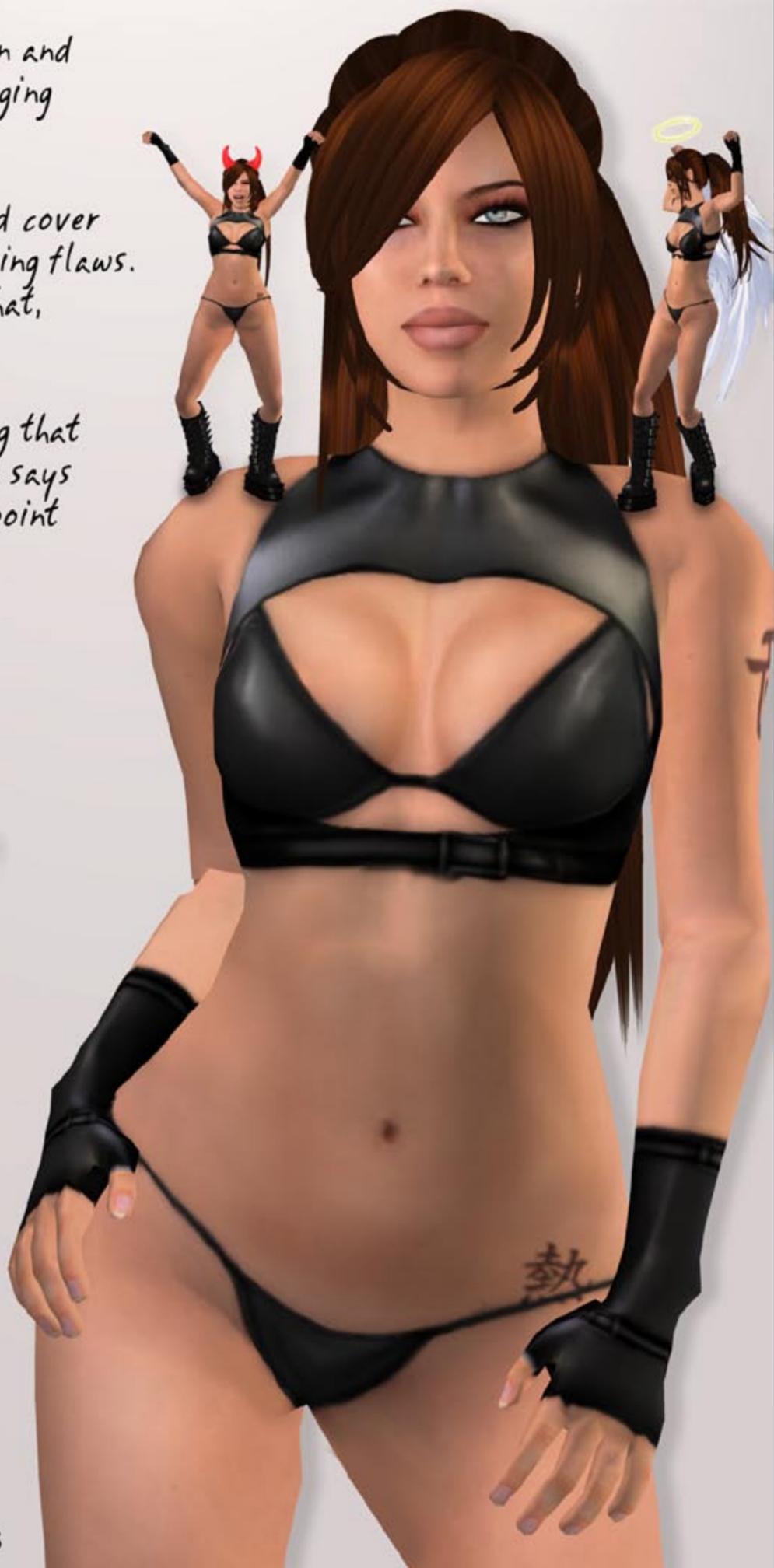
Men's Corner
Swimwear
for Him



So yeah, it's swimsuit season and I always have this battle waging in my head.

One side of me says I should cover up and be ladylike, while hiding flaws. The other side says screw that, if you got it, flaunt it!

In the end I picked something that flaunts what I have but also says "I can kick your ass if you point out my flaws".



2.0 Bikini Dominus Bikini

Swimsuit, gloves, and top
by Torrid Midnight

TorridWear: Chartreuse 180,68

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

Issue #3

Publisher and Designer

Josie Hamilton

Managing Editor

Celebrity Trollp

Director of Advertising and Marketing

HeatherDawn Cohen

Senior Staff Writers

Roslin Petion
Ilianexsi Sojourner
BushidoBrown Hightower

Contributors

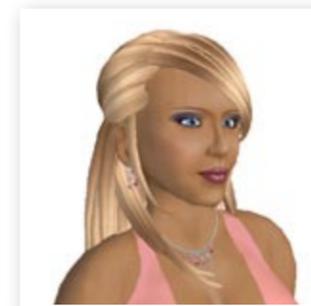
Lo Jacobs
Barnsworth Anubis
Elikapeka Tiramisu
Starley Thereian
Zealot Benmergui
Toast Bard
CJ Carnot
Lana Miranda

On the Cover

Model: Torrid Midnight
Bathing Suit: Infinikini by Starley Thereian
Hair: Cupcake Tomato by Toast Bard
Skin: custom by Lost Thereian

|| From the Publisher

As I travel around the grid and peruse the forums, I continue to be amazed everyday by the creativity of the residents of SL.



Is there something about the virtual world that allow people to express themselves more freely? Is it just that we are provided with a platform that democratizes the distribution of creative work? Are there more creative folks here in general?

Not to mention the level of effort that goes into a lot of these works. The residents here pour a lot of real life hours into their projects, and for most of them it is for little or no monetary compensation. What drives people to continue these projects? The payoff is in pride in experiences.

Whatever the reason, there is so much cool stuff we could fill twice as many pages each month. The problem is finding it all. We can't possibly hope to discover the best of SL on our own, so I am asking for your help.

Send me IM's, notecards, pictures, and samples of the cool stuff you come across in SL and help us find those hidden gems.

If you have any comments or suggestions, please feel free to contact me via IM or email at josie.hamilton@gmail.com

Thank You,

Josie Hamilton

CONTACT US:

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

Story ideas: editor@secondstyle.com
Comments: letters@secondstyle.com
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BEACH PARTY!

with a radio that plays a song by "3D" a new girl's band!

new swimwear with beach party package available at **FUNK** **LOLLYPOP**

Designs by

Adri

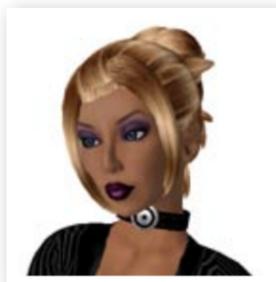
Women's clothing in casuals, formals, and maternity

Come see what the buzz is about!

Suisun 107, 178, 72

|| From the Editor

Thank you and welcome to Second Style issue three. We're proud to bring you another collection of some of the finest fashions to be found in Second Life.



Flexiprims were released at the end of May and it set the Second Life fashion world on its ear. Some of these new creations were experiments, but so many more were just amazing. More than a few residents spent hours dancing, walking or bouncing just to watch those prims shake their groove thing. We wanted to capture this new wave of fashion, so this issue of the magazine has been a bit delayed—for that please accept our apologies.

We have a great interview this issue with the multi-talented cover girl Torrid Midnight, which includes a special guest appearance by Launa Fauna. Many of our stories this issue are beach and sun themed, focused around swimwear fashion and accessories for the ladies and the men.

I am also thrilled to feature the fashion of Lollypop's Tuli Asturias as this issue's fresh face. Thank you to Starley Thereian for helping us with the copy and five fantastic photos. And if you're a content creator, be sure to read Elika Tiramisu's column about creating a pleasant shopping environment in this issue's Designer's Tip.

Finally, we welcome Zealot Benmergui's column to this issue of Second Style. You may have read some of Zealot's columns on Pixel Pinup Online. In Second Style, he will be writing some essay thoughts on men's fashions within Second Life, tongue definitely in cheek.

Until next issue, dress to impress and have fun. See you on the Second Style blog.

Celebrity Trollop





Whassup With That? Real Life Clothing Brands in SL

Editorial by Lo Jacobs

About a week or so ago, a friend of mine teleported me into one of Aimee Weber's in-progress builds claiming that he'd found my real-life avatar counterpart. She had black hair, tan skin, strong black eyebrows, and she was wearing a sweatshirt and a pair of boy-cut underwear. I immediately recognized the picture as being an advertisement for the real life clothing company, American Apparel. In fact, the entire store was very much in the style of American Apparel.



I wasn't privy to it then, but it was Aimee's now-completed build for American Apparel that I was standing in. Apparently, the minimalist clothing company has taken the jump into the Second Life fashion industry—planning to sell and market their clothing—only digitally.

Which, of course, raises a lot of questions.

The first being: what the heck are their clothes going to be like?

Navigating SL's convoluted fashion industry is a bit like driving around in the Australian out-back with a blindfold on. There are alliances,

friends, enemies, kangaroos, and, of course, the clothing itself, which ranges wildly—from Jonquille Noir's photosourced "real world" style to Tuli Asturias' vampy, playful outfits to Munchflower Zaius' darkly gothic gowns. Will people even want to buy American Apparel clothing?

Every clothing designer knows acutely how difficult it is, in the beginning, to accurately convey the fit of a top—one will end up, repeatedly, with clothing that looks flat, formless, painted on. Even more so with the style that American Apparel favors—plain t-shirts, boy-cut underwear, hoodies, camisoles, and tank tops—in all the colors of the rainbow. It's clear that the trick lies in the cut and "fit" of the clothing on the body when dealing with basics like these. So, who's designing it? One person? Several people? Last time a 3rd party company tried to participate in SL fashion (Stylehive—which, incidentally, Aimee was also involved in) it wasn't a big success. Not merely because of the surprise judging contest, but because the representatives from the outside company were unable to appreciate the processes involved in the construction of any of the digital clothes and accessories. So I am very interested in seeing what they come up with.

Second question: what about the rest of us, huh?

We don't have anything to worry about.

Really.

A few people have predicted the unavoidable end of the boutique fashion industry in SL, citing the rapidly growing size of the world as well as noting that sooner or later, a RL professional designer is going to bring in a team and start mass-producing items (which I personally have my doubts about).

First of all, people do appreciate quality, and they appreciate vision. They also, I think, enjoy the fact that it's someone else, much like themselves, on a computer dinking around in Photoshop, messing with textures, fiddling with lighting and shadows. When it becomes a faceless company, I believe that some of the magic is lost—it becomes that much less "our



world." I understand that LL has never been shy about bringing in real world companies—and this is nothing truly new—but it is the first time any company has made SL clothing (there was Avalon's Mrs. Jones line, but those clothes were amazingly expensive for the time, and there were only about 10 different outfits).

Third point. They're not going to be here for long.

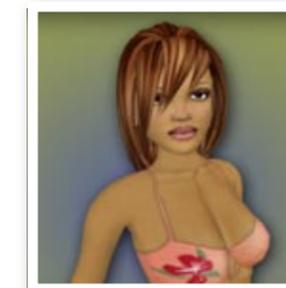
I also do not think American Apparel will continue producing clothing for an extended period of time. Promotions in SL are short lived, and folks quickly move on to the next attraction. Unless American Apparel consistently

produces new items, they're not going to succeed here—I'm not even sure exactly what the point of this venture is, since it will hardly be financially rewarding and the number of people being advertised to is pretty low.

Also, what's up with advertising with real life humans in the ads, yo? Powerful images, but you can't see shit as far as the products go.

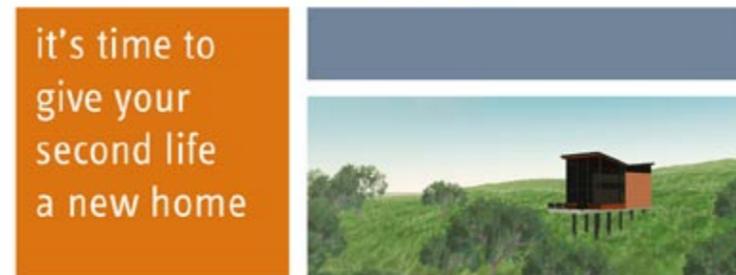
Ultimately, I'm looking forward to checking out their stuff, trying it on, and seeing where it goes. It'll be fun. And Aimee, that's a great lookin' build.

This build is not yet available for viewing by the public, to my knowledge.



Lo Jacobs is the designer and owner of **.:Luxe Brand** clothing as well as creator of the **Pixel Pinup** web site.

pixelpinuponline.com



9 models to choose from and more arriving soon



deneb (186, 141) all homes are copy / mod / NO transfer



Make Fashion Your Slave

Draconic's
SADISTIC
Kiss
crimson falls (44, 175, 22)

Dazzle Haute Couture

purveyor of fine women's digital clothing





|| Creating an Efficient Store

By Elikapeka Tiramisu

Though marketing and great products are important to success, a lasting impression a customer creates is the shopping experience at your store. Stores should be efficient and appealing to the eye. There are several store design points I'd like to focus on, because they are the most important to me not only as a designer and store builder, but as a shopper too.

The Build

Everyone has different styles and tastes when it comes to clothing, music, food and the style of their builds. Not everyone likes to build or is good at it, so hiring a professional or getting a talented friend to build your store is an option worth considering. The style of the build should definitely reflect your taste. If it doesn't, you'll find yourself wanting to rebuild all the time.

Here are three important elements when building a store:

First is space. This may be the most important factor. Many designers starting out may have a small plot and space is a non issue, but as your business grows this issue should be monitored carefully. You want the space to fit your business, meaning not too big to the point where your store looks sparse, but big enough so you can grow and add more and more products without having to renovate frequently. The best thing to do is think long term. If you think you'll fill up the empty space in less than

2 months, I would build a little bigger.

The second element is building dimension. This is a tricky thing because a lot of us are used to building in dimensions proportionate to the avatar when we're making furniture and homes, but when constructing a store, it's better to think about using larger dimensions.

Many residents are "camera shoppers"—they stand in one spot and zoom and pan with their cameras (myself included.) It's frustrating when you shop like this, and your camera runs into a wall or a ceiling. So having a wide open space as well as high ceilings are a good idea, because it creates a sense of openness inside the store and helps eliminate camera placement issues. However, things such as stairs should still be scaled to a typical avatar.

Last is style. If your style is modern and you like a clean crisp look, having a build that's primarily gothic isn't a good idea. Then again, a lot of builders like flying by the seat of their pants, so when it comes to style, I recommend building or buying whatever you feel is right for you.

Item Organization

Yes, this is important. Your store should have some kind of rhyme or reason; it leaves the shopper with less of a confused experience. If you only have one or two items, this issue may not be a problem for you, but for others who have hundreds of items this is necessary. There are a couple of important points about organizing.

First is grouping or categorizing. Grouping alike items together into categories is the most efficient way to set your items out for display. For example, if you were a clothing designer, you should group all skirt-like items together, creating a designated space for them in your shop. If you have a small plot it may be difficult to have a space designated to just one category, but consider grouping if you have the space to do it.

The most important guideline—regardless of store size—is to group your new items into a

Continued on page 12 >



[Random]

Designs by: Garbage Prototype

Located In : Mooloruem (148,37,82)



Over 50 Hairstyles Male & Female. Female Skins. Clothing



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

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



|| Creating an Efficient Store

> Continued from page 10

section, showcasing them. Most shoppers including myself, tend to focus on new items, so you should really show them off. Make them the centerpiece or designate a whole wall to them—either way they should be something the customer can easily find.

Second is signage. Using signs is a great help. Signs that display the specific sections not only help you, but help the customer as well. For example, a customer contacts you looking for a specific item. You can simply tell her which section of the store it's in and she should be able to find it. Examples of sections for a clothing store might be skirts, pants, swimwear, tops, etc.

If you don't feel up to making a ton of signs for your store, the one must have sign is for new items. New items should be a showcase and being able to know exactly which items are new is helpful to your customers.

The Details

Land size, build size, and prim allowance all are factors when it comes to finishing details. The last thing you want to do is focus too much on creating details and not having enough prims to put up your posters. For those who do have prims to spare, details are small touches but contribute so much to a great shopping experience. Think of details as you might a dress: you can have a plain nice looking black dress or you can have a black dress with intricate beading and detailing.

The important thing to keep in mind is the message your store sends to customers about your style and your brand. If you only have a 10x10 x 10 box with a few posters on the wall perhaps a lot of finishing details are irrelevant, but shops that are larger and have more offer will want to create as much of an experience as possible.

First is shadows and lighting. This is a trend I've noticed more and more in shops around SL, even in my own. Lighting your build is

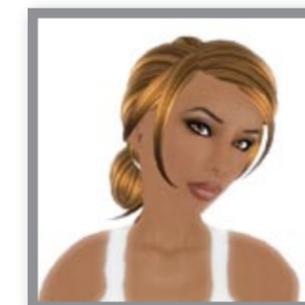
much easier with the new video hardware lighting features, but shadowing is still a challenge as it involves real texturing work rather than just checking a box on a prim. Lights and shadows give a nice effect and create a much more realistic feel to your store's interior.

Second is accessorizing. Yes, a shop can have accessories too! Things like shelving, wall framing or display cases are what I consider accessories—furnishings are also something to think about. A place to sit and relax is a nice touch if you have the room for it in your build and the prim allowance for it on your land. Accessories like these should only be added to enhance the shop and space is an important consideration. You don't want your customers shopping in a cramped and cluttered store.

A final consideration is landscaping. Although this may not be as important as the other elements of store layout, landscaping helps add to the effect and the ambiance of a store. Some of us aren't good with landscaping, but just like building, you can always hire a profes-

sional or get someone to help you.

Whether you go all out, or create a simple but well organized look for your store, you should always keep your customers in mind but not at the expense of your own personal style. If you remember to make things easy for your customers to find, they'll remember you. Even if you start off small, good merchandising practices will translate as your business grows. These guidelines aren't in a designer's handbook or even necessarily the views of other designers, but it's what has worked for me, so I hope it helps you too.



Elikapeka Tiramisu is the designer and owner of the ETD brand as well as co-owner of Couture Isle



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



She's got a face made for close ups...

Tete a Pied Skins



She's got a face made for close ups...

Tete a Pied Skins

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





Habitat: Juro Kothari

By Barnesworth Anubis

Furniture lovers across the grid rejoiced early this month when Juro Kothari of JRL Industries announced that he will be releasing a new line of home furnishings for Second Life. Known for his elegant modern prefabricated homes Juro plans to bring his style to the furniture industry.



I had the pleasure of getting an exclusive look at Juro's new line of furniture he teased us with on the New Products forum and should be available later this month. After correcting his prim work for him (what can I say, everything needs the Barnes touch) he offers a great starting collection of furniture that despite his beliefs compliments his prefab homes very well.

His new store, dubbed 'Habitat' not only sells furniture but an assortment of home décor. The elegant sleek shapes and silhouettes of his furniture give them just a hint of a retro feel which I really like. We all know the way into Barnes's heart is clean lines complimented with simple textures and he totally caters to that aesthetic. In fact I think I learned that aesthetic from him back when little Newbie



Barnesworth Anubis was his obsessive stalker and even went as far as to send him a random marriage proposal...ahaha back on topic....

He combats the cold sterile feeling modern design can sometimes produce with his warm woods and fresh bright colors. This is where I find his furniture mimicking his Prefabs, I



always envied the way his modern/contemporary prefabs didn't feel impersonal which was always a huge stumbling block for me. The colors are really awesome too. Thanks to Juro I am out of my horrible seafoam/teal stage. WHAT WAS I THINKING? I think he has found the most perfect shade of green, my new favorite color is RGB 182 201 145 a.k.a. 'dusty green'.



I love the direction he is going. This dining room is totally funky but has a really refined and sophisticated look to it. The colors play this same game, they are perfect pastels; often when you go pastel it automatically looks feminine or too light and fluffy. But he hit the colors just right and offset them with the very warm wood and neutral showcase textures. His stuff actually has a lot of versatility. You can either



funk it up or funk it down with the right pieces to compliment it.

The décor and home accessories also help give it a personal touch. At first I was conflicted about this. Is no secret I accessorize almost exclusively with potted plants, candles and picture frames, it's where I seem to have drawn the line on décor and accessories. Juro however offers a wide arrangement of pots, vases, bowls, place settings for tables etc. At first I thought this was silly. How often do we sit down to eat in Second Life? Then again, how many of us actually use our little knick-knacks in RL? It was enough persuasion for me. Plus they are totally adorable and can really go a long way in making it feel like a home.



Juro plans to open for business later this month (June 2006) or early next month, and is currently under construction at [Deneb 90, 140, 27](http://www.secondlife.com/region/90,140,27). Furniture makers be afraid, I know I am.



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

|| Sexy Swimwear

The summer sun has everyone inspired to find a warm sandy beach, have fun with friends and look good. From vintage to futuristic, and trendy to classic, here are ten of Second Life's best swimsuits.

Copper and bronze flecks in Ravenlynn Templar's Amor catch the sun's rays and are sure to light up your beach time activities. This innovative design also features prim hardware accents on the top.

Amor by Ravenlynn Templar,
Liquid Velvet Studios

Inventive Devyn Grimm's Undine bikini takes a cue from his interest in fantasy art with its swirling blues and greens, while transparent lace panels on the bikini bottom tantalize.

Undine by Devyn Grimm, Chaospire

By Celebrity Trollop

Photographs by Lana Miranda

Models: Renee Hailey (left), Josephine Christensen (right)

Jo's skin: Haley Mink/Buff by Ambyance2
Anubis, Naughty Designs

Renee's skin: Spritely tone, makeup 4, Hybrid II by Santana Lumiere, Nevermore

Renee's hair: Beach Hair by Lost Thereian, Naughty Designs

Jo's hair: Crystal by Erika Tiramisu, Erika Tiramisu Designs

Location: Blumfield 8, 101, 26,
West Haven 3, 99, 26

|| Sexy Swimwear

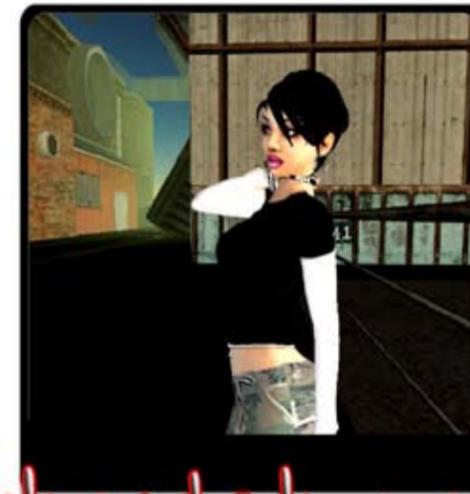
Janie Marlowe's inspired Get Your Swim On combines a swimsuit with an entire matching outfit which takes you from beach to party in a flash. Her fun geometric print and steel ring accents are sure to draw attention.

Get Your Swim On by
Janie Marlowe, Mischief



Nyte Caligari's classic bikini shape offers more coverage than some micro designs and comes in a fabulous true blue, accented with a dash of firefly sparkle.

Firefly by Nyte Caligari,
Nyte n Day Designs



it doesn't matter what your destination is...

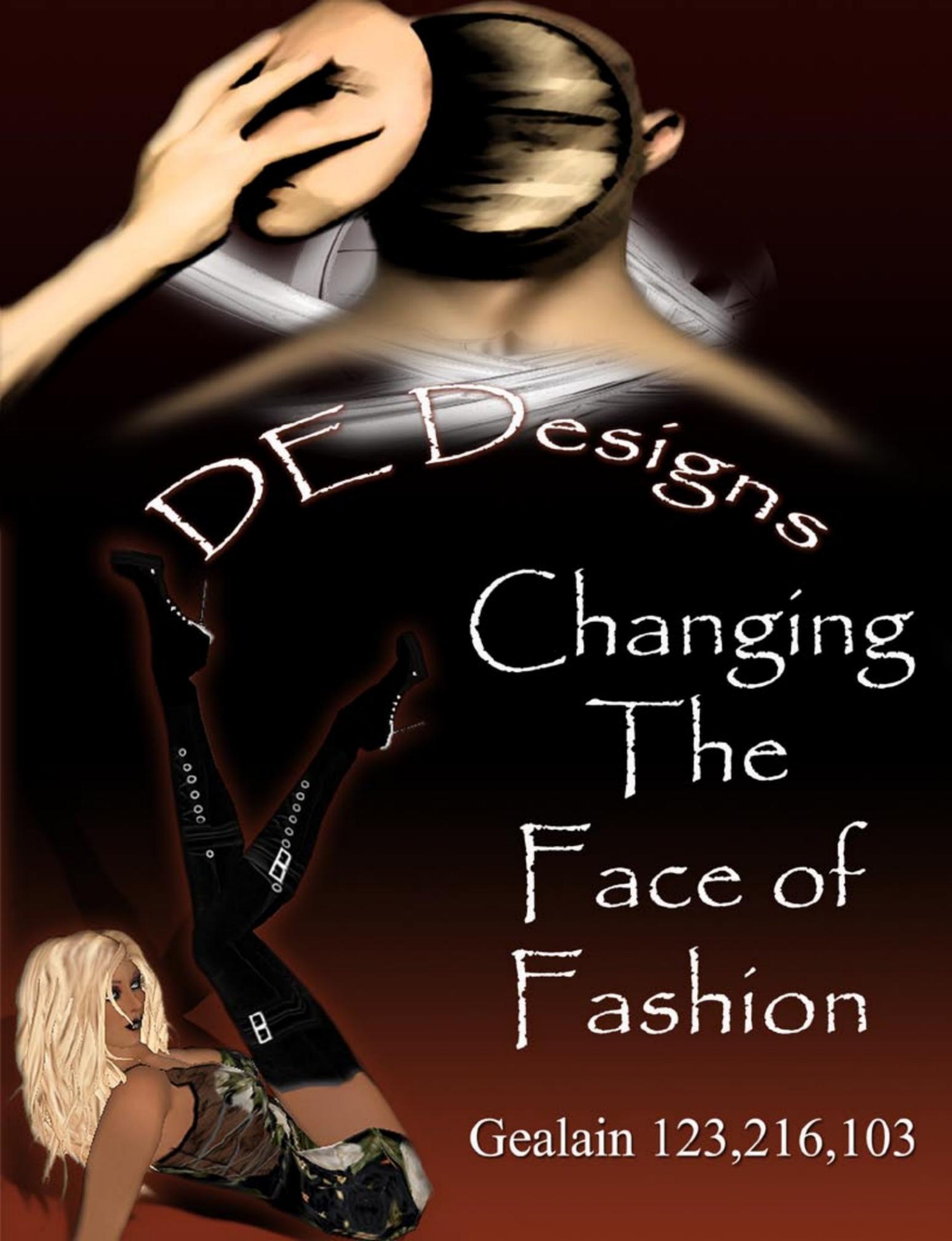


GuRL6

Hair Warehouse Euphoria Island

(11,67,22)

hundreds of hairstyles from punk to formal, several flexi-styles, poses, mature animations, piercings, sexy shoes, funky boots, sassy gear ...and some stuff for boys too.



DIED Designs
Changing
The
Face of
Fashion

Gealain 123,216,103

|| Sexy Swimwear

Dazzle's Minx (left) is oh so fashion forward with its steel ring centerpiece and lots of straps, while being a walk on the wild side with a superbly shaded tone-on-tone leopard print pattern.

Hard Candy by Poppy Designs (right) combines fuller bikini cut top with a with a traditional string bottom, set off in a funky retro print. Hard Candy is one of six sibling designs—all featuring blast from the past colors and patterns.

Jo: Minx by Ginny Talamasca,
Dazzle

Renee: Hard Candy by Francesca
Poppy, Poppy Designs



|| Sexy Swimwear

Find your inner 50s pinup in this swim design by Sensual Casanova. Her Sportkinis come in seven colors, all with a color coordinated low slung belt to accent the booty short bottoms.

Feel like a Bond girl in this sleek silver maillot with razor sharp cutouts. Although this suit has the most coverage of the ten swimsuits featured, it isn't short on slinky sex appeal.



Renee: Sensual Sportkini
by Sensual Casanova,
Le Cadre
Jo: Silver X One Piece by
Jonquille Noir, Little
Rebel Designs

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Poetry Readings

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ALPHA CENTAURI (45, 240, 27)

DE Designs

Gealain 123,216,103

Home of After 5
Vye
Chanel

DE Designs is seperated
into 2 stores.
Men's Fashion
and
Ladies Fashion

With 100's of items
to choose from
in styles from
Gothic, Formal, Casual
and Themed.
Your only limitation...
is your imagination...

DoC



|| Sexy Swimwear

It's back to basics—black is always the new black. We've paired it here with Ginny Talamasca's lacy white shrug to add a boost of extra femininity and mystery to Aces Spade's micro-mini Sunkini.

Tuli Asturias' black and white vintage pattern bikini is a trip back to the future—but with a color palette and hardware accents from the pages of the latest fashion magazines it's perfect for modern sun and fun.



Renee: Black & White Retrokini
by Tuli Asturias, Lollypop
Jo: Sunkini by Aces Spade, Sweet
Leaf Creations; White lace
shrug by Ginny Talamasca,
Dazzle



By Zealot Benmergui

I am more than pleased to welcome you to the first installment of MaleCall!, my monthly column here in Second Style. Every month I will be looking at the pride, the pain, the perils and the pulchritude of playing a male avatar here in Second Life.

“It’s a man’s world...” sings a classic chanteuse, and I along with generations of feminists must agree. The real world can make it very hard to be a woman. Strangely enough (or perhaps typically), the opposite is true here in SL. Yes ladies, I can hear you all muttering “payback time”... but do we really wish to translate the sins of the first world to the second, just in reverse?

Do we?

...

Say along with me... “No we don’t!”

Thank you.

However, before you begin to think that you have staggered into a virtual sociology column, I intend to limit my discussion to the world of SL fashion. It can be limiting, frustrating and just plain impossible to be a man and try and dress well in SL. In Second Life as it is in the real world, haute couture is mainly the province of women that’s a given. However, in SL that gender discrimination infects every level of fashion. For every garment of any kind created for men in SL there are twenty created for women. In the category “garments for men”, I am including unisex. Watch the shops, read the forums, talk to designers and you will realize that estimate is very conservative. Some-

times an entire week will go by with nothing new for men save t-shirts and scripted doo-hickeys while the women get enough to satisfy Imelda Marcos in the mood to shop.

And now, perhaps the biggest insult of all is being added to this ongoing injury. After much huffing and puffing, the Linden’s added the fantastic elastic Flexiprim to the designer’s palette, and blew men’s fashion down. As could have been anticipated, the flexiprim’s unique ability to flop all over the place like celery past its prime started a sort of mini-revolution in SL fashion. EVERYTHING that can be made with flexiprim over the last two weeks has been attempted, from the now ubiquitous Flexiprim Skirt to a flexiprim clothes line.

What does all this have to do with men? Practically nothing... except for capes, the odd accessory and hair. Thanks to the flexiprim, what little menswear production has been taking place has ground to a large, windswept halt.

In fact, if I were a paranoid soul, I would be tempted to say this was part of a grand conspiracy on the part of the Linden’s. Ah hell, I AM a paranoid soul, so YES! It IS a grand conspiracy to exclude males once and for all, to make us feel even more like second class avatars. The last flexiprim nail in our coffin, so to speak. Making fashion conscious men stand on the sidelines, watching the flexiprim parade passing us by, is like inviting a vegan to a barbeque. Tofu in BBQ sauce is STILL tofu, just stickier.

Sadly, just as in the real world, in Second Life it seems that we are saddled with sex-role stereotyping at every turn. In our first lives we are bombarded from an early age with images and ideas designed to show us our “ideal” gender roles in society. These can be as benign as a little hammer and nails on the blue baby blanket and flowers on the pink, or as toxic as our peers attempting to tell us what a “real man” is. I can’t tell you how many times I longed for a My Little Pony Calvary Assault Set or a G.I. Joe EZ Bake Field Kitchen.

This barrage isn’t much different here in SL. Just look at the graphics on the Second Life website for example. If you go by the pictures

of “typical” SL residents, the Metaverse is populated mainly by hot babes, furies and aliens. Not that I have anything AGAINST hot babes, furies or aliens... or even against hot furry alien babes. Quite the contrary in fact, but I would just like to see male non-furry non-babe avatars more properly represented. As long as we are the silent minority, we will get less respect and less groovy clothing than our female brethren.

Female brethren?

Sistren?

sigh

Anyway...

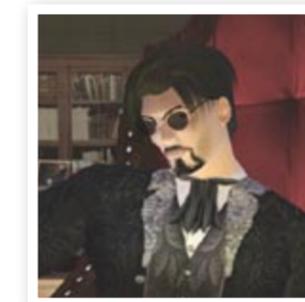
Female avatars, according to all of this SL stereotyping, are concerned with looking hot, shopping constantly and designing/discussing clothing and sometimes furniture (for the more Martha Stewartish set). Male avatars, on the other hand, are supposed to be interested in architecture and terraforming and sometimes coding, if they are creative at all. Mainly however male avatars just exist while female avatars do things. In fact, it points up a fundamental difference in the way women and men interact with Second Life; women tend to view this as a platform and a tool, men view it as a game. That is WHY more women are off building a business or virtual career while more men are losing at Slingo while watching virtual escorts shake virtual groove things. Exceptions are understood to exist, of course, but to our Linden overlords as well as designers, they simply prove the rule.

So what can we do to break these rules?

Well I am glad you asked...

Next month tune in for a series of simple ways that men can take control of their own sartorial destiny... at least to the point that our voices get heard. Each of the home truths I will list are simply things we as men must accept, admit and work around.

Look for this call to battle in the next edition of SecondStyle, with a new installment of Male-Call! Until then, I am Zealot Benmergui, your man with a megaphone, making the Metaverse safe for malekind, one outfit at a time.



This month's MaleCall! was made possible by the number 7, Billy Joel's 12 Gardens, Ethernaut by The Cruxshadows, Double Chocochinos with white rum and CNN.



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Couture Isle



The Second Style Interview

Torrid Midnight & Launa Fauna

By Celebrity Trollop

Celebrity Trollop: I remember you saying one of the appealing things about working with Nephilaine was that you'd have a chance to stretch yourself creatively.

Torrid Midnight: Yes. She does very dramatic designs, and I love being able to tap into that side of myself. It's sort of the poet in me getting a chance to come out.

CT: You've released three Triple Threat outfits (so far)—how has that collaboration been?

TM: It's been good, it was something that we decided on suddenly. The designs have been very different from what I've ever done. Which is always a good thing, to expand and learn.

CT: How does it work practically? Do you all skype chat together or email each other PSD files?

TM: we chat together and split up the work, we usually send each other PSD files for finishing touches. It's nice to have someone working with you, especially when your eyes are tired and you just can't look at photoshop anymore—“Pass off!”

CT: Tag team photoshop. Should be in the Olympics.

TM: Definitely!

CT: Is there a design ringleader? Or do you all just kind of groove on an idea until something gels?

TM: okay usually when working with Nephilaine, she's got a design idea in mind or a sketch already and at that point we'll split up work and I'll come up with something based on that or I'll throw out ideas, so I'd say she's the ring leader.

CT: Here's your chance to clear up any misconceptions about the Escape outfit. :D

TM: Oh boy! That outfit was inspired by the Leia bikini. It has absolutely nothing to do with the “gorean” style. We kind of played off that with the “broken chains” on the armbands and collar. so as to say nobody's slave.

CT: Yes. It wasn't obvious enough, I guess. I mean, when I wore it, I pointed out the broken chains several times and people would say, “So... does that mean you're into Gor?”

TM: I think unfortunately, if you wear anything that even resembles a silk, it's tied to Goreans

CT: Sort of an interesting SL cultural meme.

TM: It's just an exotic outfit inspired by the Leia bikini, nothing more.

CT: OK. You've written three of the most thought provoking blog entries in April. I wanted to ask you a bit more about the entry where you talk about criticism. It seems as if it's easy to upset people with an ill chosen phrase.

TM: Ah, yes. I was getting quite a bit of flack for some things I'd said. I was really beginning to notice how sensitive people can be in SL and examining why. I've never said anything with intent to hurt anyone's feelings and I'm always very careful of how I put things. It seemed though that it had come to a point where I had to walk on eggshells.

CT: Did things improve after the post? Or was it more of a vent of your frustrations?

TM: Well, I feel I got through to some of the folks I meant to, so that was great. I usually end up apologizing even when I don't feel I did

Continued on page 32 >

Photograph by Launa Fauna

|| Torrid Midnight & Launa Fauna

> Continued from page 31

anything wrong because sometimes it takes a swallowing of pride to make peace. It was also some venting :).

CT: Nodnod. If SL had voice chat, do you think people would be less prone to misinterpret written words? Or, what I mean is, we mostly type in SL. If we could chat, do you think that would help?

TM: I think so, text can be so misleading. Sometimes people may “hear” a tone in what you say when there isn’t one there at all, or a projected attitude. It’s bad when someone already is on the defensive.

[Launa Fauna arrives to visit Torrid.]

Launa Fauna: I’m taking a break from studying my drivers book thingy

TM: Drivers book?

CT: SL is way more fun than studying.

LF: mmhmm I’m taking the test to get my permit tomorrow

TM: Oh – see I just assumed you had it!

LF: Yeah I wish. Hard to learn to drive when you are a million miles from parents in college.

TM: And you don’t want to just hop in the car with any college person saying “I’ll teach you!”

LF: Yeah... not.. a good plan—not with how MY friends drive

CT: Launa, any chance you’ll update your blog soon? :D

LF: Hmm, once my life calms down yeah probably.

CT: Excellent. So what’s new for you on the fashion front? I know you participated in Aimee’s Stylehive event. Do you have any new items you’re working on?

LF: Well now that I am getting time to relax I might be able to MAKE something again, its so hard with going to art school, being demanded creatively so much. I would come back and not want to LOOK at photoshop

CT: I can understand a little. :D Of course I make plywood boxes and my photoshop skill consists of cropping forum ads. So.

LF: It’s nice to have some free time :) I still have my eye on new stuff. But I haven’t decided what to make. Sometimes I would doodle down a piece of an outfit and stuff it in my pocket during the day but never had time or energy to make anything. It’s really distressing to me. since I love making stuff.

CT: Nod. Your art schooling isn’t in fashion design is it?

LF: No, photography :)

CT: Just curious if your experience making clothing in SL had crossed over into RL.

LF: But I’m leaving to start more 3d work

CT: Oh, cool!

CT: Is that a result of SL, or just your own interests independent of SL?

LF: Both, I think.

CT: I was just asking Torrid about taking and giving criticism in SL. Any thoughts, Launa?

LF: Hmm do you mean artistically? Or someone’s character?

CT: Well. The specific context was expressing a preference which was interpreted as “slamming” someone’s design. Such as, “I don’t like blue” means, “Your dress is hideous.”

LF: Ah, well some people have strong opinions. I usually water down anything harsh someone says.

TM: I was saying in a blog entry Launa that a lot of people don’t take any kind of criticism in SL very well, that you have to be super careful how you say things.

LF: Well, I’ve been critiqued artistically ALL YEAR, so I am fine with it.

CT: Kinda thickens one’s skin, hmm?

LF: If someone is just doing it to be rude, I can tell.

TM: Yes, exactly.

CT: There’s a qualitative difference between “This sucks!” and “Your seams are misaligned on the template” or “That pattern is warped badly.”

LF: Sometimes people cant properly explain WHY they don’t like something. so they find the most primitive way to say so.

CT: Do the forums in SL serve a generally useful purpose or are they just a drama tarpit?

TM: Hmm, honestly for the most part it’s drama. I have to weed through.

LF: The forums have their useful parts. Like the new products and technical issues forums

TM: yes

CT: OK. Good point.

LF: but anywhere people are just discussing... I’m not sure is really needed. I understand

some people can’t log into SL to socialize all the time at least

CT: My experience is that people posting on forums write things there they’d never say to you face to face in world or in RL.

LF: Oh yes, I’ve found that as well. They are more detached, feel a bit safer I suppose.

TM: I think the thing with FICazoid, is they were trying to take it outside the forums, and get it published where more people could see it.

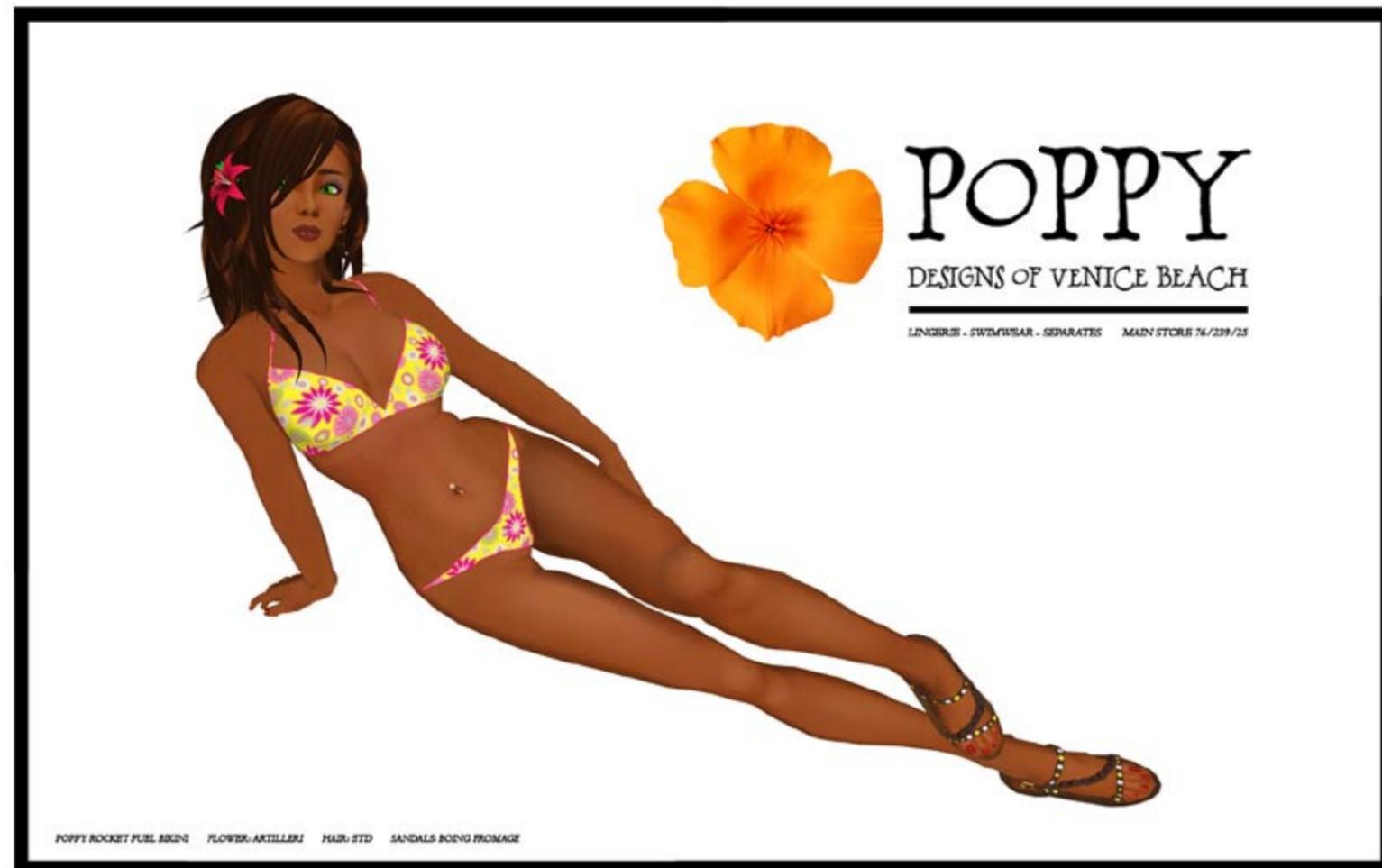
LF: And have their bandwidth run out. Hehehe.

TM: Anyhow, chalk it up to experience, learn and move on.

LF: I just feel bad that someone could be THAT upset to feel the only way they could deal with it is through these ficazoid things.

CT: I honestly don’t understand the motivation. There’s kind of a nice transition to my next question about Torrid’s post about jealousy and ripping people.

Continued on page 66 >



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



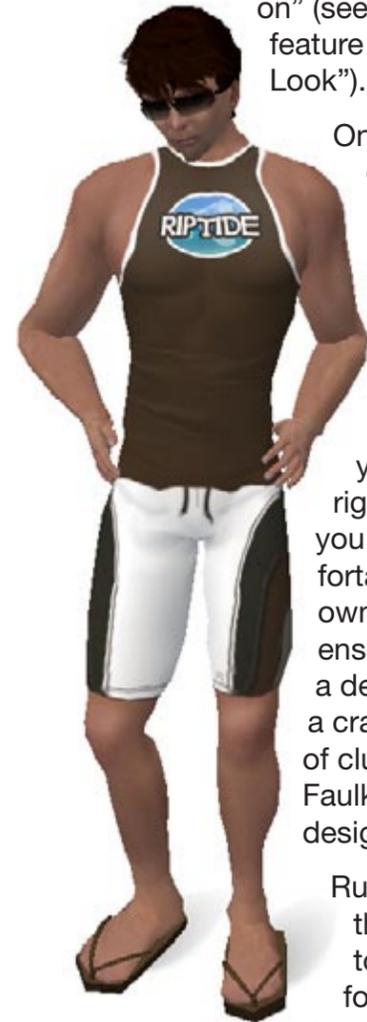
Vitamin Ci: Cause it's Good for You

BushidoBrown's Men's Corner

EXCLUSIVE: Rughster Inc. Swimwear

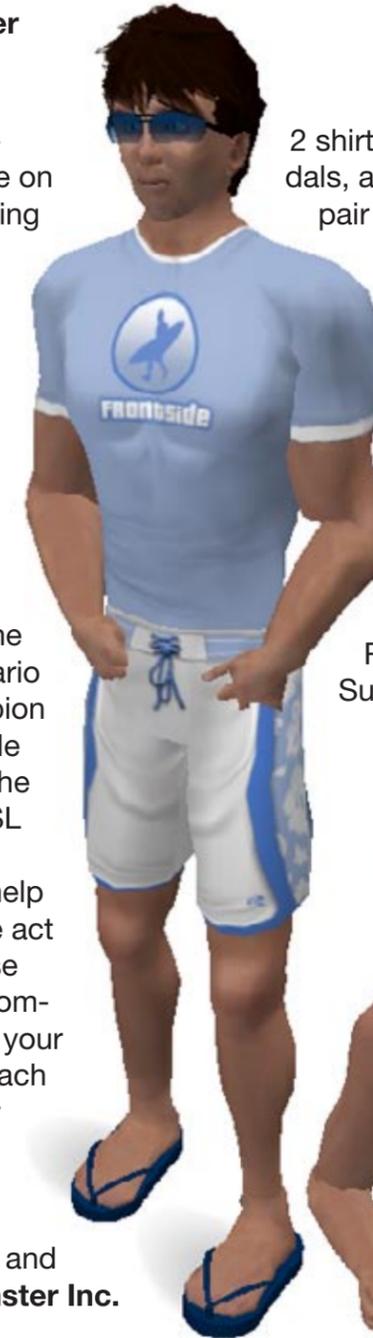
By BushidoBrown Hightower

When Celebrity hit me with the assignment for a Men's Corner article on swimwear for the fellas, the first thing that came to mind was to break you off with a mini-catalog of places to cop some proper shorts. A couple of days later I realized I had to step off and hit you with a solid mix for "getting your beach on" (see this month's feature "The Look").



Once I had developed the whole scenario for a champion beach hustle I went on the prowl for SL designers who could help you get some act right just in case you didn't feel comfortable crafting your own ultimate beach ensemble. Enter a designer with a crazy amount of clue, Rughster Faulkland, owner and designer of **Rughster Inc.**

Rughster Inc. is holdin' all the cards when it comes to solid beachwear with four solid outfits guaranteed to help you keep it breezy on the sands. Each of Rughster's joints come with a 100% handdrawn vibe and comes with shorts, 2 tanks (jacket style/shortsleeve),



2 shirts (jacket style/shortsleeve), thong sandals, and smacks you upside the head with a pair of riptide sunglasses.

All that and an assurance you can keep your playa card full all summer, \$L200. Get down with Rughster Faulkland and his designs. When you're cuddled up in the winter months with that SL honey you met during the summer, just remember BushidoBrown taught you how to lay the threads down.

Rughster Inc. is located @ Sunset Beach 68, 34, 23.



ESSORIES

By D'Nel DaSilva

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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urbane
(174,122)

Why accessorize when you can

ESSORIZE?



Xaria



Brittany



Solitare



Diana

The Look

By BushidoBrown Hightower and Roslin Petion

A day at the beach does not mean you have to skimp on style. Indulge in your fantasies of South Beach with an elegant coverup to go over your skimpy bikini. Using a few high impact pieces of jewelry to create an air of sophistication. Ground your look with a pair of low heels that are both stylish and practical.



Hair: Blacks I Hair Pack, ETD

Skin: Hollywood Dark, Tete a Pied Skins

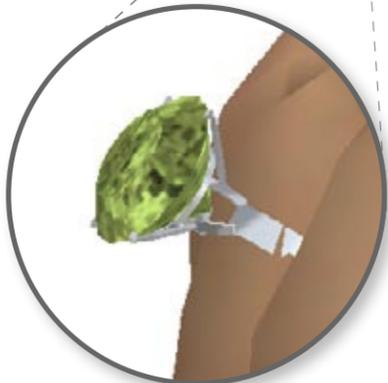
Necklace & Earrings:
Opal and Pearls Set,
Yummy



Outfit: Boho Beach Babe, Nicanor Millions for Designs by Nonna



Shoes: Luly Ring Mule Brown, Luly



Ring: Juicy Ring, Yummy

“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 get down with some proper threads you can drop while it’s hot at the beach.

When at the beach, keep it breezy. Lose your favorite bullet-holed cargo shorts and roll with a graphic style t-shirt and shorts one-two combo. Cap off the whole set with some thong-style sandals and then it’s on & crackin’! Once again fellas, forget the bling and keep your accessories to a minimum. Rock a basic style leather necklace and maybe some wristbands and you should be straight!



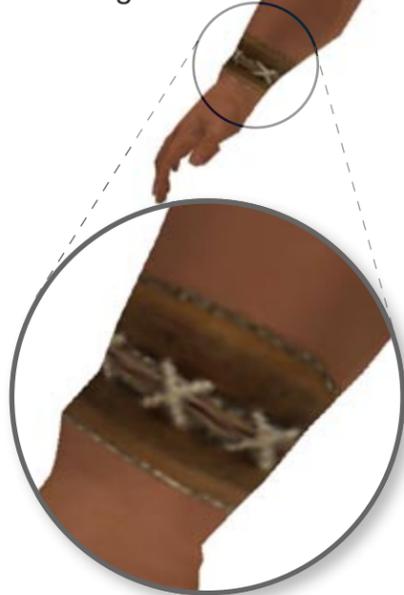
Skin: Made Men Custom Skin (skin/eye-brows/bottom beard and “Iverson (haircut)”) ”



Necklace: Yopjon Pendant

Shirt: Elephant Outfitters, “Harley Tee”

Shorts: Phoenix Designs, Seersucker Shorts



Wristbands: Desert Moon Clothiers, Stitch Cuffs



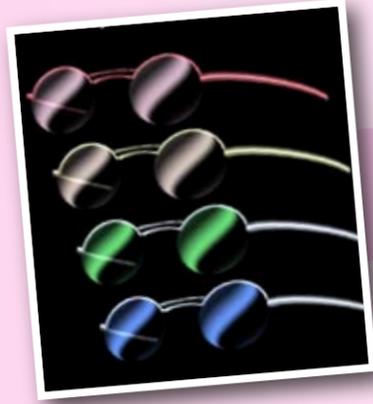
Sandals: Rebar Designs, Rebar Flip Flops



Super Sunglasses

A Second Style Mini-Guide

By Ilianexsi Sojourner



Toprim Round Sunglasses, L\$80. Channel your inner John Lennon with these round sunglasses; scripted to change color and opacity. Pure funky, perfect with all your favorite jeans. **Collection Damani**
– Damanios Thetan – Damania 189,99,47

Pixel Mode Visions, Shaded – L\$180. Elegant, classic wire frame style. These feature a touch menu to change lens opacity and color – with 139 possible colors, these will match any outfit you have. **Pixel Mode** – Tya Fallingbridge – Missauke 103,158,96



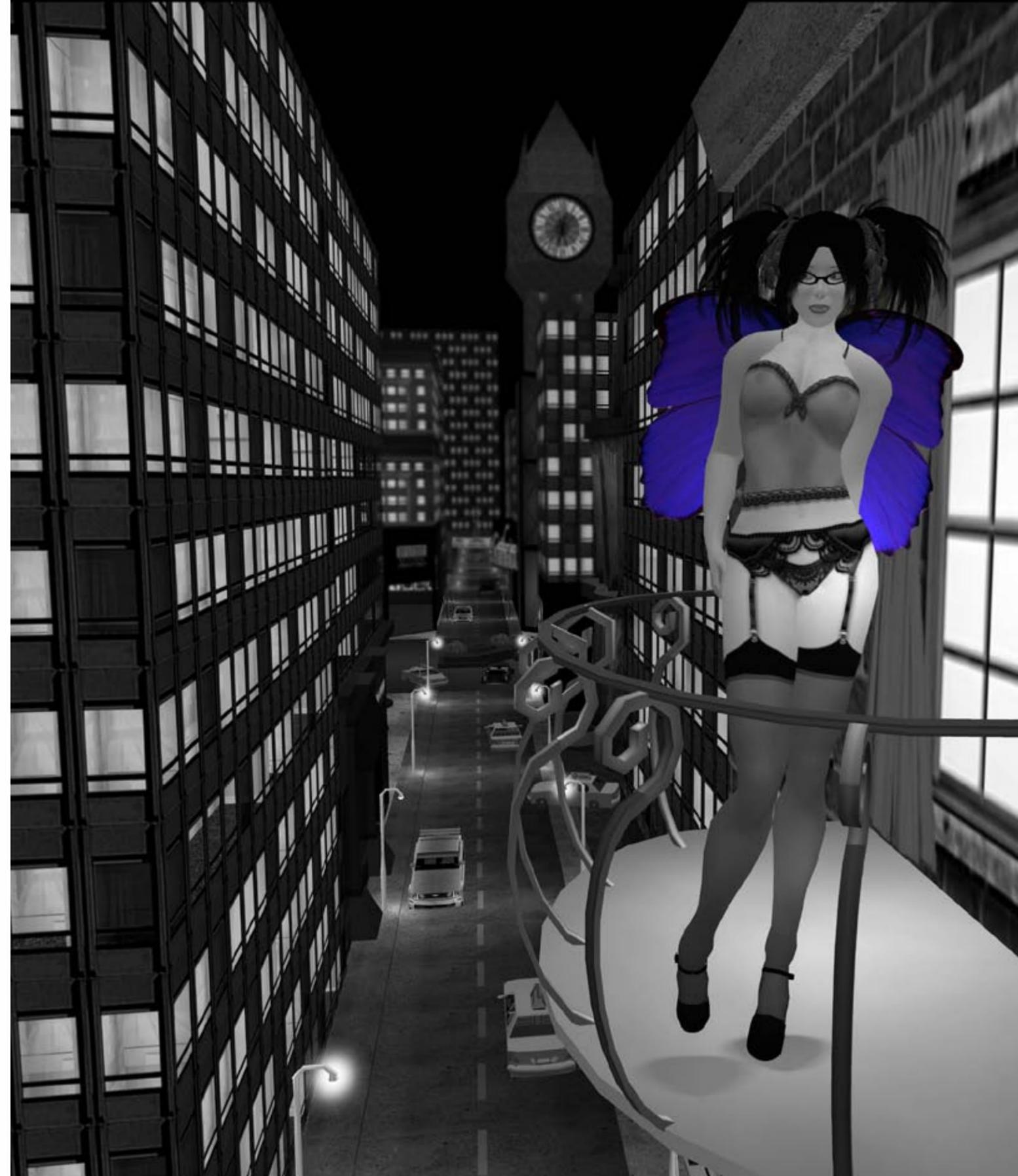
Lolita Heart Sunglasses, L\$80. Just the thing to go with all your cute little summer sundresses or tiny bikinis; innocent, yet sexy! **Nylon Outfitters** – Nylon Pinkney – Deimos 134,150,26 and other locations

Rhinestone Retro sunglasses, L\$110. Feel like a movie star with these fabulous glasses – equally at home with retro outfits or evening gowns. Very classy! **Artilleri** – Antonia Marat – Gama 203,194,37 and other locations



PREEN

By Aimee Weber



Fresh Faces

Lollypop from Tuli Asturias

Written, modeled, and photographed by Starley Thereian

When I was asked to write this article, Tuli Asturias came to mind almost immediately. In a marketing move that leaves one asking herself, "Why didn't I think of that?", she's taken her store "Lollypop" and broken it down into thematic mini-lines all of which are named after candy. From the fun and frisky "Jellybean" to the sophisticated "Bonbon" to the goth inspired "Jawbreaker", there is something at this store to satisfy anyone's sweet tooth.!

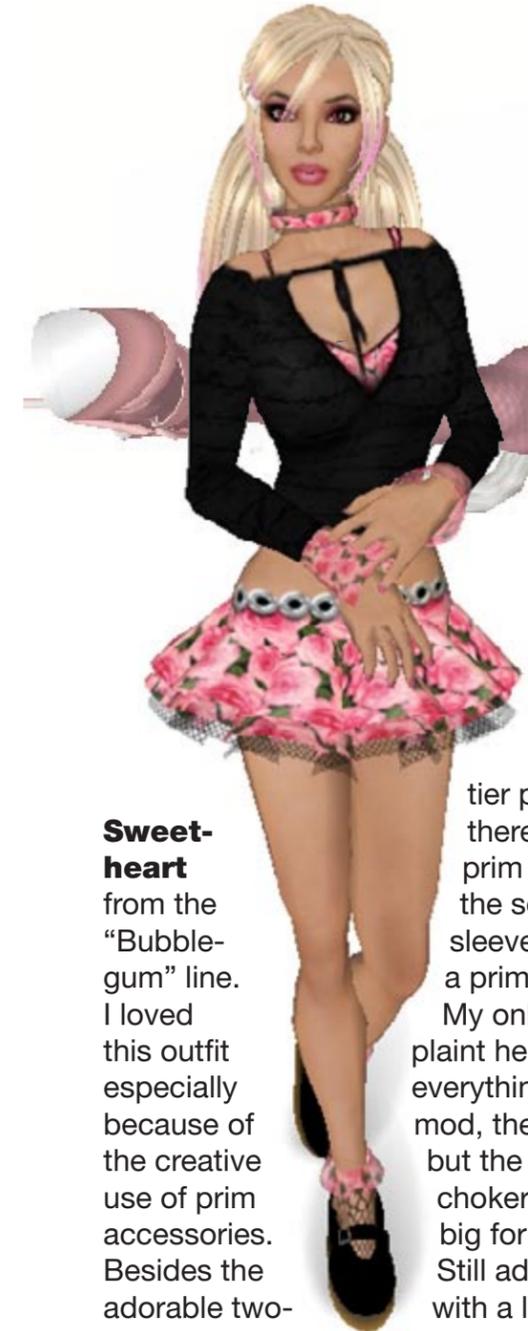


Hoshi from the "Tart" line. Comes in 3 colors. The textures are beautiful, the skirt fit very well and the tattoos (a second copy is included that goes on your back) are included.



Eyelet Dress from the "Licorice" line. This line is still quite small, but looks like it will be all in black and white. She created a lovely basic dress here using the mesh skirt, which is getting rarer by the day. I hope she expands on the Licorice line soon.

Romantic Dress from the "Bonbon" line. As the name implies, this line is filled with fancier, more mature dresses, which does not mean un-sexy! I chose the most demure from this line because of her creative use of patterns, pretty choice of color and that necklace!



Sweet-heart from the "Bubble-gum" line. I loved this outfit especially because of the creative use of prim accessories. Besides the adorable two-

tier prim skirt, there are also prim ruffles on the socks, prim sleeve cuffs and a prim choker. My only complaint here was that everything was no mod, the skirt fit well but the cuffs and choker were all too big for my avatar. Still adorable even with a little gap.



Rini and Kimi from the Jellybean and Jawbreaker lines. This was hands down my favorite of everything I bought. Fabulous choice of color, print and style. (Add your own weaponry.) Never underestimate a pink ninja



|| Inventory Raid: Fallingwater Cellardoor

By Roslin Petion, Photographs by CJ Carnot

I believe that accessories make the outfit. With just a change of your shoes and jewelry you can take the iconic little black dress and go from a ladies who lunch look to something sleek and sexy. Because of the power shoes and accessories have in creating a look, as well as the technical prowess one must have in order to do them well, I was especially excited to get my hands into the inventory of the genius behind Shiny Things. Fallingwater proved to be a lot like her creations, a delightful mix of sassy and sexy and most importantly, lots of fun.

Roslin Petion: Thanks so much for letting me get into your inventory today. I'm looking forward to seeing what some of your favorite outfits are.

Fallingwater Cellardoor: Thanks for asking me!

RP: I really love this first look, but then again, I'm biased because I own that outfit Why don't you tell me what it is you like about it?

FC: Where to start... I love the color combina-

tion, the soft desaturated pink always appeals to me and the unexpected dash of purple really works, which is not something that I would come up with Lo's detail work is always beautiful. Her technique is top notch and last of all, I just feel comfortable and cool in it. The name urban bohemian is good for it, it's soft and pretty but has a sort of edge, if that makes sense.

RP: I seriously love your biker boots with it as well. It's such a great contrast.



the prim and the way the prim mixes with the texture skirt is clever.

RP: I'm trying to figure out how the twinkling is created, is it from the movement of the skirt?

FC: I think it's from the texture skirt moving into and out of the prim as I move.

RP: It's amazing because you aren't even moving around much, just breathing.

FC: Yep.

FC: Thanks:). I only wear my own accessories, it's just a bad habit of mine.

RP: Oh, I don't know. I can sort of understand it actually. I mean, I am assuming you create for yourself a lot, right?

FC: Yep, I only make things I like, some more than others, but still. (It's) not that I like some more than others, more that some things feel more 'me' than others.

RP: Would you say that some of your work is just inspired and not meant for anyone particular, including yourself?

FC: I would say no, I'm either going for a certain look I want, or an idea pops into my head and I think 'that would be cool!'

RP: Right. Next outfit please?

RP: Even though this look is very different from your last, it seems to have a lot of contrast just like the last one. Is that something you aim for in your style?

FC: I don't think about it that much:.) but I suppose on reflection, it is something that really appeals to me, so it ends up in a number of outfits I put together.

RP: I love how the dress sparkles a bit. Really clever.

FC: It's a beautiful dress, and the first babydoll like this I remember seeing in SL. I loved the way the folds were painted onto



Continued on page 47 >



The Shoppes at Tropics

Pixel Dolls – Panache – anoMations – LF Fashions
Blue Stone – Taeja Vu Designs – Torrid Wear – Francis Chung

Tropics 84, 191, 25

www.tropicsgaming.com



|| Inventory Raid

> Continued from page 45

RP: Ok, time to move on to your next selection please.

FC: I named this folder 'crazy pink boots outfit'

RP: It's adorable, another look with great contrast.

FC: It's a mix of pieces from a bunch of different outfits.

RP: The stockings especially kill me.

FC: They're from a silentsparrow outfit

RP: Oh, I thought they looked familiar

RP: Do you find yourself wearing this outfit when you are in a particular mood?

FC: 'Young silly' is the mood.

RP: The hair is Hosie?

FC: Yep! it's a goofy combo and between the pink boots and the hair, I feel like i'm 12 in it, but I like it.

RP: She has a lot of that 'fun' hair

FC: Yep, she's got a unique style.

RP: I love how you managed to use all that pink and yet it's not overkill. Ok, how about your next outfit?

FC: OK.

RP: I think you stumped me here, at least with the skirt.

FC: Dazzle

RP: Oooh, shame on me

FC: Yeah really!

RP: I literally just started to get into her. For awhile there, she was a bit too dressy for me. Also, I haven't trusted prim skirts for the longest time.

FC: Same here, I rarely wear prim skirts, although 2 of my picks were prim skirts I just realized but really, it's rare for me. I wore this outfit for 2 days straight while I was making the



Continued on page 64 >

|| Style Girl: MeiLin Miranda

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

Interview By Roslin Petion, Photography by Toast Bard

Selecting this month's Style Girl was so easy. From the moment that I met the zany, brainy, MeiLin Miranda, I was smitten by her fresh take on SL fashion. Our chat at her shop, Le Petite Tricoteuse, proved to be as refreshing as her fashion philosophy.

Roslin Petion: Thanks for taking the time to speak with me MeiLin

MeiLin Miranda: You're very welcome!

RP: What were your first impressions of SL fashion?

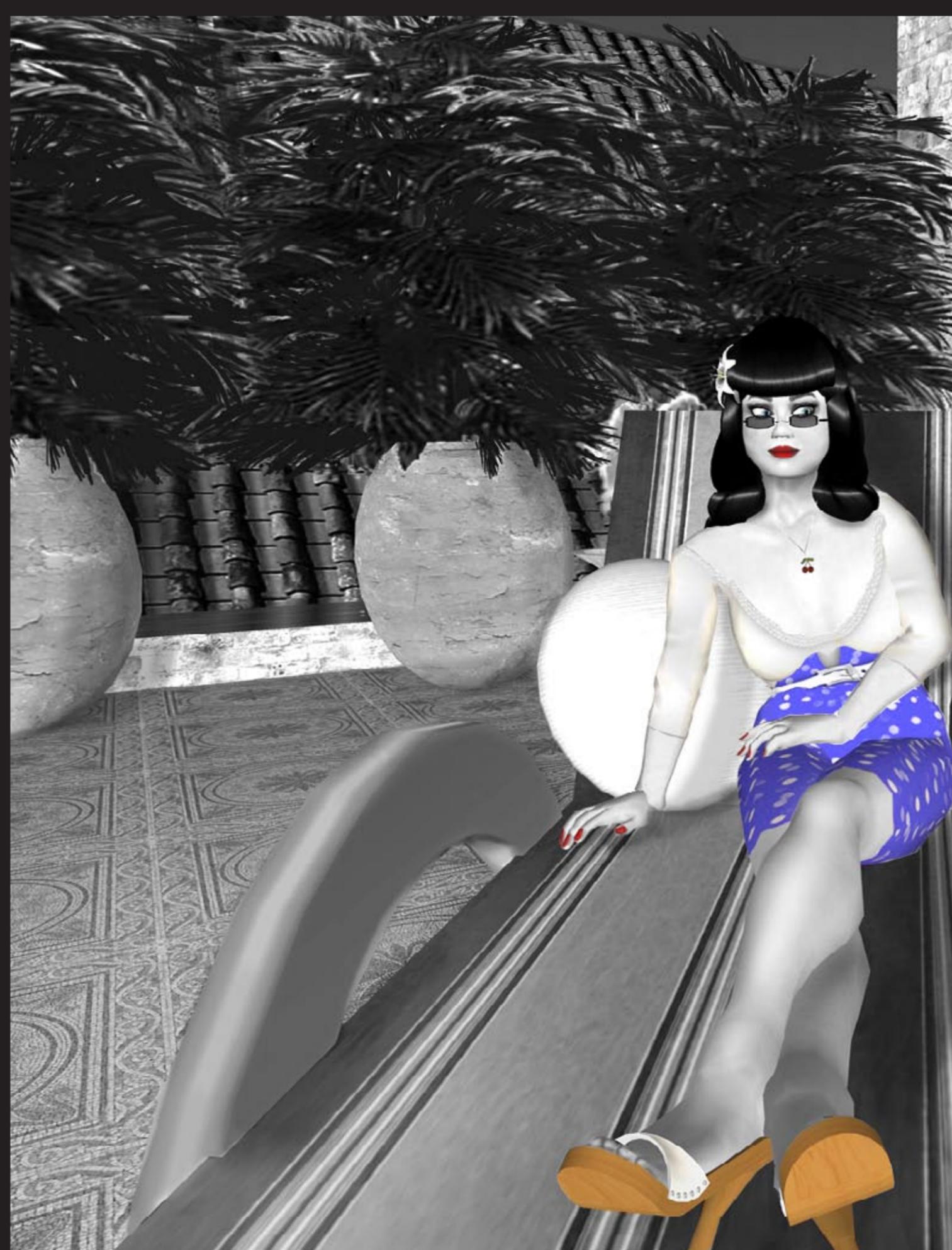
MM: One of the first things I ever heard about SL was about the fashion, so it's one of the first things I checked out. My first impression was that there must be a lotta hoochie mamas around here :) and i don't really dress hoochie.

RP: Same here. How did you go about finding designers that were more to your taste?

MM: You know, reading the forums was really helpful and asking other people who had cute things on where they got their clothes. My former boss, Katt Kongo, took me shopping when I asked her where i could find some conservative businesswear. I didn't want to look like I was clubbing when I was working for the Meta-verse Messenger.

RP: Understandable.

MM: That's the first time i went to dazzle and it certainly wasn't the last :)



|| Style Girl: MeiLin Miranda



RP: Yes, dazzle seems to be pixel crack.

MM: Omigod, TOTAL crack between her and Little Rebel it's amazing I have a linden to my name.

RP: I'm sure a lot of our readers feel exactly the same. So Dazzle was the start, but at what point did you feel like your AV's style was complete?

MM: My av's style coalesced around my hair. I found completely by accident my signature hair at Nora-the Bettie. I put that hair on and it was like pow! It was perfect. I didn't take it off for months

RP: Well, your style certainly has a retro/ pin-up aesthetic to it but you also have a great sense of fun about you.

MM: Well, i'm a funny person, or so I'm told :)

RP: I certainly think so.

MM: So I try to slip fun things into my look without breaking that basic glamour/pomo thing i've got going. My av's look is influenced a lot by what I see young people wearing in my rl town, Portland, Oregon. In rl I'm a dumpy little middle-aged housewife but inside i'm still FABULOUS and this gives me a real outlet for that :). It was hard narrowing down what direction I wanted to go until I got that hair.

RP: Did you have a strategy when you first started to develop your look?

MM: No, not really but it became clear pretty quickly that I needed one I really wanted a coherent style because I love to mix and match. I really hate having a bunch of stand-alone outfits, nothing worse, and so boring. So when I found the Bettie hair it all just came together. I can't really say how I know something will work, but I do.

RP: Well style is so much a reflection of our inner selves so it makes sense that it needs to have some cohesion.

MM: Like that silly dress I bought at dazzle with the HUGE prim skirt, the periwinkle one with the polka dots. It's a RIDICULOUS dress and it so works on meilin. The fun thing is, my

favorite way to wear that outfit is without the skirt the base pants make great capris. I do that a LOT. See and in rl I can get away with weird stuff too, or I could when i was a little younger :). In my early 30's I used to make a lot of my clothes and someone said that I dressed like I was on romper room and it was so true.

RP: I think it's great that you have fun with your clothing. That's why I love your style so much.



MM: Well, I come here to have fun. My rl life, as you know, has not been much fun lately. So coming here and being frivolous is a great tonic. It's reminded me of a part of myself that's been buried since I had kids basically :)

RP: Totally. So much easier to dress up your av than your rl self.

MM: Yep.

|| Style Girl: MeiLin Miranda

RP: Do you feel married to your appearance or can you see your style changing over time?

MM: I have started wearing other hairs. The main thing is, I'm married to the severe bang from the Bettie and luckily for me, it seems to be coming into style in SL. More and more designers are putting chunky bangs on hair.

RP: Well it seems like the rockabilly/retro look is getting a bit bigger.

MM: Oh it's huge in Portland, and it's a big part of MeiLin's look. I also figured out how to edit hair. So I'm putting chunky bangs on hairs I like but that don't have the bang. Well I read a tutorial I can't remember from which big designer but it was a major one, sorry can't remember who and then, I've been building all this china! It's not THAT different.

RP: Prims are prims, yes.

MM: So I just started playing with copies of hair and figuring out how different designers made their bangs—there are dozens of ways to do it.

RP: What is your biggest fashion pet peeve?

MM: The wrong shoes is probably my biggest peeve, rather than bling, though bling and particle effects are really annoying. "breaking" looks is key for me wearing the design the way the designer presented it is just kinda boring

RP: I totally agree. I think that's a crucial piece of advice for every person that wants to look unique.

MM: NEVER wear the top that came with the bottom or at least don't do it very often.

RP: Words of wisdom. Again, thanks so much for your time.

MM: You're very welcome, and thank you, this is an honor.

Outfit Notes

In all outfits:

Skin: Custom from Tete a Pied
Manicures/Pedicures: Skin Deep

Red polka spots:

Hair: Bettie by Nora
Top: top half of Betty dress by Starley Thereian
Skirt: bottom half of Innocence set by Dazzle/
Ginny Talamasca
Shoes: KC Samantha's
Necklace: part of Cherry jewelry set by It's All
Good/Cami Cooper
Flower: Lilium Longiflorum by artilleri

Ghetto fab (on scooter):

Hair: Flexi Poofs by HoseQueen McLean
Top: Curve Crazy top by Itan Kishi (I lost my RFD
I'm Superior top!)
Pants: Jean capris from It's All Good/Cami Cooper
Boots: Flowered Biker Boots by Shiny Things/
Fallingwater Cellardoor
Earrings: Freebie hoops

Gina Lollabrigidalicious (periwinkle dot capris):

Hair: Bettie by Nora
Glasses: Rectech by Primcrafters
Outfit: Parfaite by Dazzle/Ginny Talamasca,
worn without the prim skirt
Shoes: KC Samanthas, wood base
Flower: Lilium Longiflorum by artilleri
Necklace: part of Cherry jewelry set by It's All
Good/Cami Cooper

Chiffon dress:

Hair: Sophisticated by Oasis Spa/Laura Leandros, with bangs by HoseQueen McLean, edited by MeiLin—not for sale
Dress: Chiffon and Crochet Dress by elka:random
Shoes: Cranberry Gemmed Pumps by Simone!
Earrings: freebie diamond studs by Baccara Rhodes
Watch: gucci diamond watch by First Page

Rising Phoenix Designs



Punk



Goth



Casual



Intimate



|| Fabulous Flex

Flexiprims took the Second Life fashion world by storm late in May, and despite drawing on only three flexible prim shapes, Second Life's designers have embraced this limitation in fashion forward (or backward) style.

Text and Photographs By Celebrity Trollop

Model: Willow Zander

On Location: Mesede 62, 15, 37

This flexi update of Blaze Columbia's aptly named Sophisticate gown adds swish and swirl to an already stunning design. He's taken the best of the original and added a jeweled gather in the bodice on the jacket layer, which permits tinting the fabric to match virtually any color.

Sophisticate by Blaze Columbia

Hair: Model by Erika Tiramisu, Erika Tiramisu Designs

Skin: Charmed, Tone 20, Red Diva by Starley Thereian, Celestial Studios

|| Fabulous Flex

Experience spring time in Paris with this explosion of abstract art, color and pattern on this phenomenal fluttery babydoll design. Here, model Willow Zander wears this eponymous homage by Ginny Talamasca.

Willow by Ginny Talamasca, Dazzle Hair: Farfalla by Erika Tiramisu, Erika Tiramisu Designs

Skin: Charmed, Tone 20, Neutral 4 by Starley Thereian, Celestial Studios





Rebel Hope Designs



|| Fabulous Flex
Be summer sassy in this periwinkle flexiprim mini by Simone Stern. Decorated with an abundance of soft floral color, watch the pleats sway in the summer's warm breeze.
Daisy by Simone
Hair: Esperanza by Zyrra Falcone, Panache
Skin: Charmed, Tone 20, Blue Sky by Starley Thereian, Celestial Studios
Shoes: Uptowns by Kimberly Casanova

II Fabulous Flex

It took Janie Marlowe—a true master of rigid prim skirts—a few days to get her bearings on flexiprims, but since then she's been creating some fantastic flexible outfits. In Simone, she's combined a variety of styles and patterns to create a fluttery, flirty summer skirt.

Simone by Janie Marlowe, Mischief
Hair: Peppy by Erika Tiramisu, Erika Tiramisu Designs
Skin: Charmed, Tone 30, Purple 3 by Starley Thereian, Celestial Studios



Enchanted Designs

by Dartavia Vesperia

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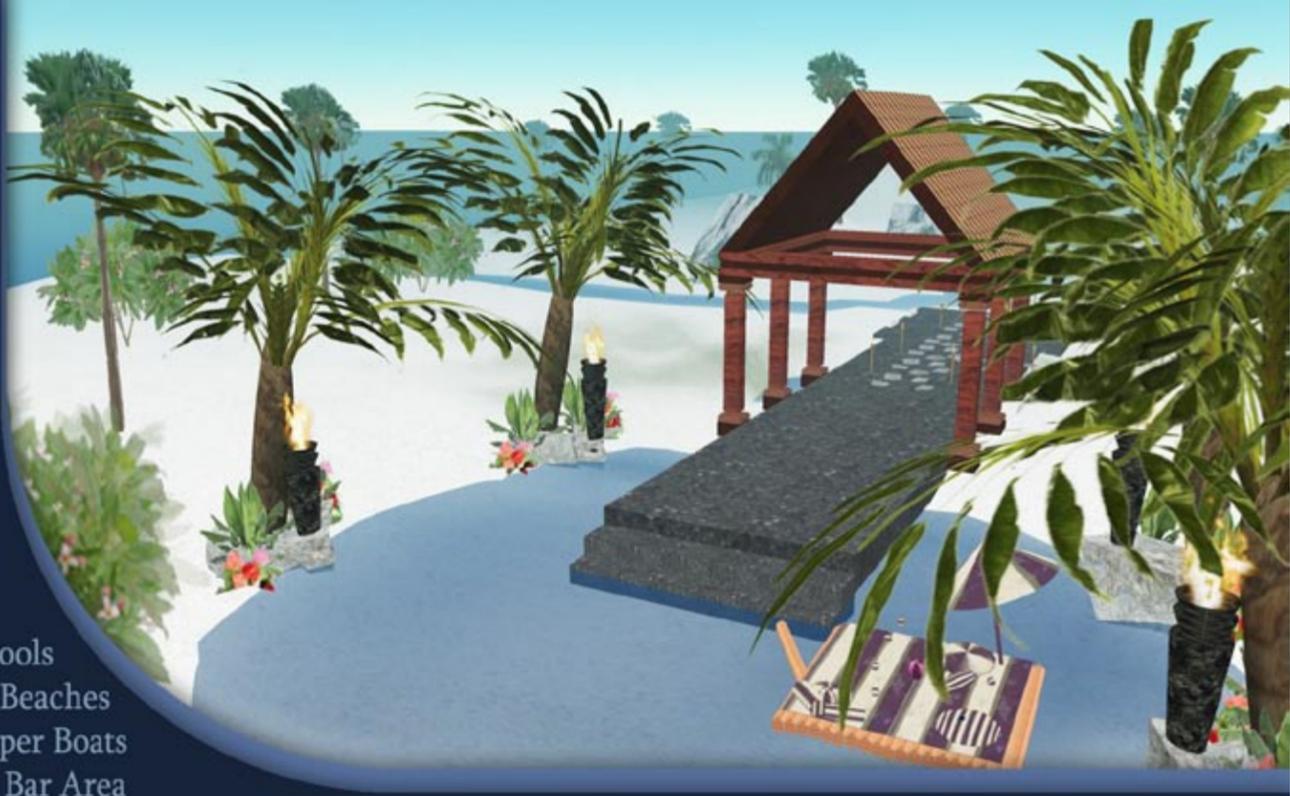


Sami (226, 153, 31)

II Fabulous Flex

Nephilaine Protagonist's Little Black Flexi Dress features a smouldering silhouette and a sheer gauzy hemline on the long skirt. The LBD goes post 1.10 with whirl and swoosh.

Little Black Flexi by Nephilaine Protagonist, PixelDolls
Hair: Goddess by Elika Tiramisu, Elika Tiramisu Designs
Skin: Charmed, Tone 20, Earth 2 by Starley Thereian, Celestial Studios
Shoes: Uptowns by Kimberly Casanova



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Bling-less Jewelry

A Second Style Mini-Guide

By Ilianexsi Sojourner



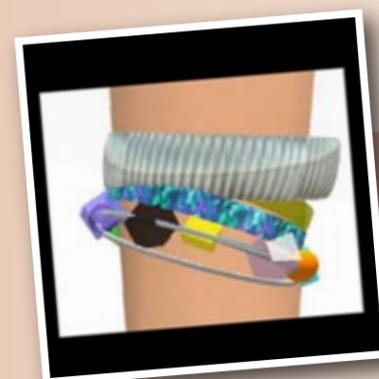
Gold Mini Robot Necklace, L\$230. You cannot resist the cuteness! Amazing detail and humor in one necklace; what more could you ask for? Yummy – Polyester Partridge – Deimos 135,129,26

Ancient Dangle Charms Bracelets, set of four, L\$100. The set includes four different metal finishes; treat your inner hippie to these gorgeous bracelets! being fromage – elka Lehane – Deimos 77,76,24 and other locations



Claddagh on Celtic Necklace, L\$140. Comes with two versions, with and without a lucky shamrock charm; whichever you wear, you'll feel lucky to own this beautiful piece. being fromage – elka Lehane – Deimos 77,76,24 and other locations

Industrial Chain Necklace, three color set, L\$500. This unusual arrangement of gears will get you noticed – amazingly versatile. Shiny Things – Fallingwater Cellardoor – Hotei 169,144,26 and other locations



Bangle Arrangement, L\$100. Cute, young and funky, this colorful bangle set is just the thing to go with bright summer tops. Caroline's Jewelry – Caroline Apollo – Miramare 60,47,53 and other locations

|| Inventory Raid

> Continued from page 47

boots, which is a good sign that I really like it.

RP: Were the boots inspired by the outfit?

FC: No, I happened to see the dress in the forums when I was partly done and rushed to get it.

RP: Ah, now that is even more interesting than if you had made it for the dress specifically.

FC: It is?

RP: Well, I think of trends and culture in general as a sort of living thing.

FC: So you think it's interesting that the dress and the shoes happened at the same time?

RP: I like thinking that perhaps... maybe it sounds a bit odd... but that people are sort of feeling the same vibe, even people who may not have actually been exposed to one another's work. It's so much more mysterious and magical when it happens in that way.

FC: it's possible. I hadn't bought any of Ginny's work before.

FC: I think my friend Hyasynth's influence is a more likely explanation:).

RP: Oh? The boots were for her clothing?

FC: Well she does a lot of victorian-inspired work, and it inspired me.

RP: Do you have other friends who inspire your work?

FC: Hmm, I know Hosie likes flat shoes so I like to make some that suit her tastes:).

This being Second Life and not utopia, it was at this point that I crashed. Luckily for all of us, I had been saving the interview every few minutes or so and I had crashed just after she had shown me her last outfit. When I returned we were whisked away to the photo shoot by CJ Carnot where she proved to be as wonderful a model as she was an interviewee.

Outfit Credits

Urban Bohemian outfit:

Dress, cardigan, belt: Urban Bohemian by Luxe

Hair: Lita by Panache

Skin: Fetish UberLight Love 02 by Canimal

Boots, necklace, bracelet: Shiny Things

Crazy pink boots

Outfit: Pink shimmer tank w/vest by It's All Good!

Shorts: from Lazy Dayz set by Canimal

Black t-shirt: from Apocalyptica set by Canimal

Stockings and gloves: from Artemisia set by silentsparrow

Hair: Xanthe Piggies by Panache

Skin: Fetish UberLight Candy 02 by Canimal

Boots, jewelry, bag: Shiny Things

Diva outfit:

Dress: Diva Ivory by Dazzle

Ripped stockings: Preen

Hair: Rafaella by Panache

Boots: Shiny Things

Black dress:

Dress: Sleeveless Black Widow by SImulacra

Hair: Marcel Wave by [Space! Romantic]

Skin: Light Skin by PixelDolls (1.0 version, no longer available)

Jewelry, boots: Shiny Things 

Flexi-Fashion Showcase

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|| Torrid Midnight & Launa Fauna

> Continued from page 33

TM: Haha, now THAT was definitely some venting and a message.

CT: It has a totally different tone, yes. :D

TM: It angers me that these people are popping up left and right under fake names. They're hiding because they're not able to face the consequences of the insanity pouring out of their mouths.

LF: They will eventually have to deal with it either way...

TM: I think that alone says how valid anything they say is.

CT: True. It doesn't take much guts to rip people anonymously.

TM: Yes as I said at the end of my entry, karma's a bitch.

CT: Well, on a similar topic, let me ask a little about texture theft. There was recently some additional drama about some hair creators' textures being stolen. As content creators do you worry much about texture theft?

TM: I worry about it sure, I know it happens every day but I also can't let that stop me.

LF: Agreed.

TM: I just wish there was more you could do to protect yourself but you just have to make the best of what you have.

CT: Nodnod. I wanted to know what you think about the trend of the top designers kind of leaving the mainland for private sims. I mean Torrid, you and Nephi seem totally committed to Chartreuse.

TM: Well, it makes sense really. I've noticed more designers "teaming up" with other designers and starting their own sims, etc. I think it's great and there is plenty still happening on the mainland, take Pollyesther's for instance. I'll always love Chartreuse, no matter what direction I go, this will be my home.

LF: I tried to buy land here back when the sim first opened!

TM: I beat you!

LF: But it was taken up so fast!

CT: Yeah, I heard there was kind of a "Sooner" land rush.

TM: I was a ninja. I grabbed this plot right before Beryl could—at least I think it was her lol

TM: she used to grab a lot of land back then

LF: poor Beryl lol

CT: Who's Beryl?

TM: Beryl Greenacre—she's a designer too—Swell Second Life—it's men's stuff.

LF: Yes thank goodness men's stuff hehe

CT: So I wanted to ask Torrid more about her thoughts about SecondCast. You've been doing it for a good bit of time (for SL time scales at least).

TM: Yes

CT: Do you feel like you have a "niche" on the show? Frankly, I kind of feel like the other guys gang up on you sometimes.

TM: I feel I have my place, more so now than I did in the beginning. There are times where the guys are just WAY too serious and I need to break it up. I feel like I add a fun side to it (not the only one) but our personalities seem to fit well together. I can handle it when they come at me. It really doesn't bother me, though they seem to be a little shocked when I do get a little "miffed."

CT: I know! It's like, "OMG, Torrid has an opinion!"

TM: I really don't like being called the token chick or the empty headed fashion chick. That's not true at all.

CT: That being said, though, think Johnny will do another fashion oriented show?

TM: Well, Lo Jacobs and I are actually about to test out a show [ed. The Goods see: <http://www.thegoodssl.com>] It will be kind of an extension of PXP. So I'm hoping that will go well, you don't know until you try!

CT: How do you feel about the rise of the fashion consumer blogs?

TM: I think it's great Celebrity, I love reading everyone's opinions, ideas, and finds. I am sure that as time marches on though, things will heat up for those that run the larger fashion sites like you, Lo, and the ladies from Linden Lifestyles. If it hasn't already that is, meaning people getting upset that they aren't featured or ever talked about etc, the "crying foul" if you will.

CT: I'm just waiting for someone from Conde Nast to buy us out and give me a RL job blogging SL fashion.

TM: Well, your magazine is definitely getting notice. It's very well put together and people naturally want to be featured in it, I just wish that it wouldn't cause hurt feelings or hostility.

CT: So we touched on Triple Threat earlier, and you mentioned that you were hoping to work on some new swimwear soon. Anything else in store for Torridwear in the next several weeks?

TM: Well, if anything it will probably be swimwear. I'm doing contract work at the moment so that's taking up most of my designing efforts.

CT: I really just had one last topic, and that's your thoughts about Linden Labs selling Linden dollars on the Lindex. Ginny Talamasca wrote a blistering blog post about the idea, so I was curious to have your take.

TM: Well, from what I understand they're doing it "in case of emergency". If it needs to be done to stabilize, I think that's what they have in mind.

CT: Has the decline of the Linden made you think about pricing your clothing differently?

TM: I know a lot of people are in a panic about it and perhaps worried that LL will just take it all away from us but I think that by doing that they'd undermine the very thing they've worked so hard on. Oh I've definitely thought about it, I struggle so much on prices.

LF: Pricing is a bitch heh

CT: How do you set your prices? :D

TM: I've seen a few designers upping their prices quite a bit and part of me wants to, to make up for the money I'm losing. Then I end up feeling guilty and don't.

LF: Oh I know, the last thing I want is to over-price

CT: Is it kind of market comparison, like, "Oh Launa sells X outfit for Y Lindens?" so I should price there too?

TM: It's hard, I mean I take into account what all is included. I take others' prices into consideration as well. Trying to think of how many hours spent.

LF: In a way, I pay attention to other people's prices, mostly my friends.

CT: I wonder if you've ever tallied how much RL time you've spent and calculated a "real" wage.

TM: I've had to do that with contract work, it's a struggle lol

LF: I've looked at it, but it was a long time ago when things were different.

CT: Is there something you'd like to tell readers about your business or yourself that they might not know?

LF: 1L from every purchase at Torrid's store goes to her secret chocolate fund.

CT: Just L\$1?? I'm sort of disappointed!

LF: The rest goes to orphans—made of chocolate.

TM: I would like to say first of all, that it's very important to me that my customers are happy. I know a lot of times people won't I'm a creator because they think it will be a hassle etc. I always do my best to be considerate and helpful and I DO care! I'm not a snobby bitch!

TM: And actually about L\$1000 probably goes to chocolate :P

CT: Ok! Now we're talking. That's quite respectable.

TM: I'm a chocoholic, I admit it. 

