

Hair Clothes Shoes Accessories

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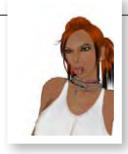




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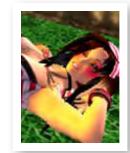
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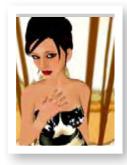


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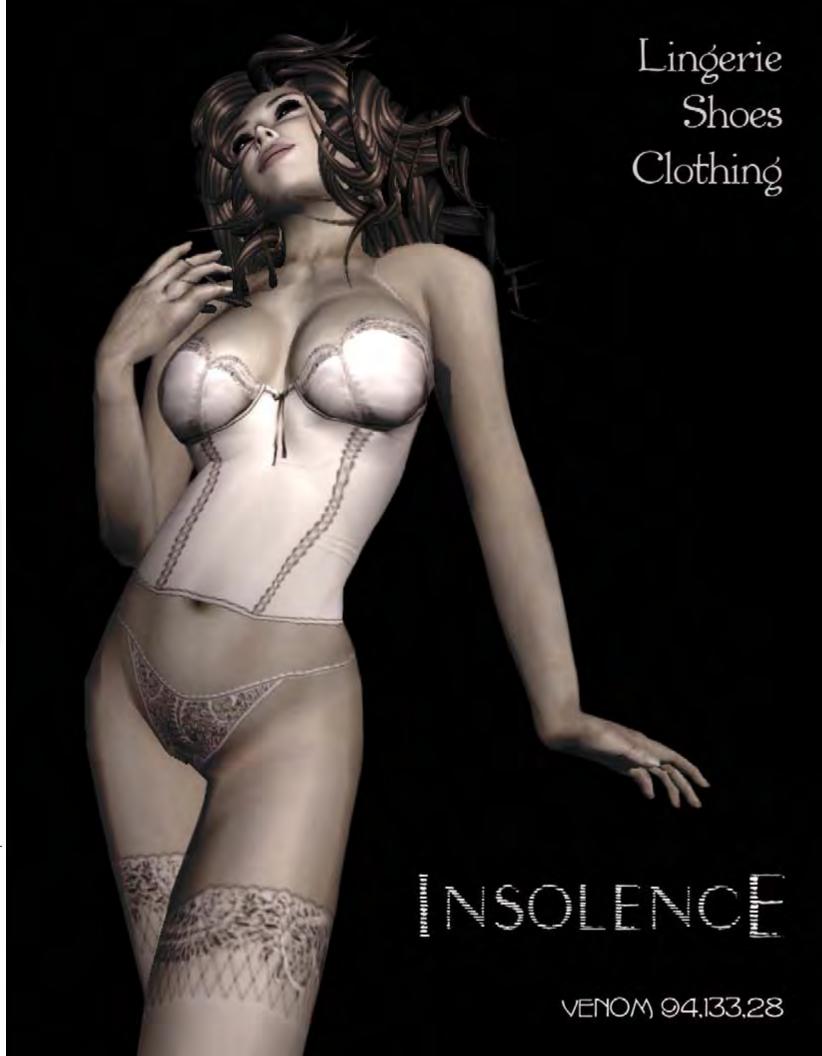
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The best of Second Life clothing, hair, skins, accessories, and more

Issue #8

Founder & Design Director
Josie Hamilton

Managing Editor
Celebrity Trollop

Director of Operations & Advertising
Senior Designer
HeatherDawn Cohen

Associate Editor
Roslin Petion

Senior Staff Writers
Ilianexsi Sojourner
Haver Cole
Isabella Sampiao

**Contributors**Aden Christensen

#### **CONTACT US:**

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

Story ideas: editor@secondstyle.com Comments: letters@secondstyle.com Ad Sales: sales@secondstyle.com

#### On the Cover

#### By Launa Fauna

On the Cover: Hollyhock Bridal Gown designed by Blaze Columbia. The Limited Edition of five gowns raised money for Relay for Life, with the last gown (shown) to be auctioned off June 17, 2007. The first four sold for L\$25,000/each in March. Gown: Hollyhock Bridal Gown Limited Edition (#5 of 5) by Blaze Columbia, Blaze! Skin: Vogue Skin (Cashmere, Plum Light) by Starley Thereian, Celestial Studios Prim Lashes by Starley Thereian, Celestial Studios Tiara: Chandelier Diamond Tiara – Modified by Alyssa Bijoux

lara: Chandeller Diamond Hara – Modified by Alyssa Bij
Necklace: Single Pearl Necklace by Alyssa Bijoux

## oe yourself editor's note

eyes shapes clothing skins

osimtropia.com

"I wear Simtropia eyes, and I remark that they seem to be an undiscovered treasure".

Torley Linden





Before and after chart The Best Eyes in SL

This is Second Style's anniversary issue. A year ago, we just published our very first magazine ever. Since then, Second Style has taken Second Life by leaps and bounds -- it seems like it's something that almost everyone enjoys reading.

We have some very big news which we will be announcing shortly. I am personally tremendously excited about the future of Second Style magazine, both our blogs and the brand itself. I hope when we can share our news that you will also share our enthusiasm for the changes.

This issue marks a milestone not just because it's our yearin-review issue. It's also the first of what I hope will be many annual wedding issues. We've tried to collect in one place a showcase of the fabulous and sublime wedding creations on offer in Second Life. We have gowns, formalwear for men, accessories including tiaras, veils and bouquets for brides, bridesmaids and grooms too.

We also couldn't keep from featuring our five favorites from the recent Hair Fair 2007 in April. Hair Fair raised US\$2,200 for Locks of Love and I know we all had a ball shopping through more than 300 new hair releases in just 7 short days. I'm already looking forward to Hair Fair 2008!

We also introducing a new feature in this issue: Four Favs by Roslin Petion. Roslin will ask SL personalities to tell us about their Four Favorite designers in a specific category. This month moo Money leads Roslin on a shopping expedition to find moo's four favorite 100% hand drawn clothing designers. Don't miss it.

But there's much much more, including a retrospective look at our favorite outfits from the past year issue by issue. Until next issue, enjoy!



### style guru style advise for new residents

## NEWBIE TO KNOCKOUT

By: Isabella Sampaio

It was during a morning trip to Chic Boutique, one of my favorite stores on the style shopping circuit, when I spotted once again, someone we've all seen too many times to count: the ubiquitous Second Life Girl Next Door.

You know her well -- doe-eyed, sweet, almost timid expression, the faded jeans, simple sandals, and bland, purple pullover; shoulderlength hair, typically straight and sculpted solid. She is quite literally EVERYWHERE—much like her nearly-as-ubiquitous gal pal City Chic Girl scurrying about in her bright red frock. Maybe you've seen Nightclub Male, sporting his comehither side-swept bangs. And don't forget the Harajukus, Goths, and Furries, female and male.

This assortment of default avatars which launched our Second Life experiences seemed novel during those first days in world. We could teleport, fly and buy things after all, and looked pretty good doing all of it! But even beyond Orientation Island, I found myself stumbling across a copy wherever I went. It was part déjà vu, part creepy clone!

Back at Chic Boutique, I grew curious and dug into the Girl Next Door profile of an avatar named "Marta." Turns out, she was Canadian, loved Kiefer Sutherland, espressos, afternoon naps, Canuck hockey, and The Cowboy Junkies. Dekey, eh? (That's Canadian for "cool".) Her compelling profile, though, was sadly buried beneath Marta's indistinguishable shape and look. Who wants to be ubiquitous—in Second Life or elsewhere—when you can be fabulously unique instead?

For those coursing through your early days in Second Life, consider this style counsel: begin exploring and embracing your personal style, whatever it may be, with gusto. Go crazy! Get creative! Shave your head, turn your skin pink or green, and wear outfits that express who you are (or who you want to be!). There's no such thing as normal or abnormal in Second Life—you're limited only by your imagination. Well, that and Lindens!

There are, however, ways to enhance your appearance for little to no cost, starting with some benevolent SL places that are smart stops on the way to a more stylish you: Free Dove, the Gnubie Store, Sarah Nerd's Freebie Paradise and Sinceres Newbie Heaven. If you're really ambitious (and potentially greedy), visit Freebie Warehouse where you can gather more than any one avatar could need. The quality of merchandise at these spots spans the gamut, leaning toward the middle to low end, with an occasional surprise from some of SL's best designers; but it's a fun first step toward developing an avatar that gets noticed.

Now, hairstyles. Listen up, ladies and gents. Even the best sculpting of default hair is, stylistically speaking, the equivalent of a bad hair day. Luckily, one can get free or "newbie" hair many places, including Free Dove, Calla, ETD, and Wilted Rose. A few popular retailers—Diversity Hair and Gurlywood—also make hair vouchers for free styles available to new residents under a particular age. You may need to resize the hair attachment to fit your head, so be prepared for some style editing. Mix a posing stand with a good dose of patience, and you'll be set.



It's understandable that some SL residents don't wish to spend lindens on anything or much at all-including their appearances. Indeed, Second Life can be a completely no-cost or low-cost experience filled with fun explorations, dancing, basic building and designing, and more. But when you do the calculations, the actual price--in real terms--of a striking or even moderately improved appearance is little more than a real life (good) cup of coffee or trip to the movies. This is particularly relevant—and in some cases required—if you wish to do certain things in Second Life: snagging a job for which appearance is important or vital (model, dancer, customer service rep, host/hostess, etc.); developing a relationship (intimate or otherwise); winning club contests or pageants; and so forth. You'll make a stronger statement and be taken more seriously—by employers, by those you wish to pursue or impress, and by contest voters—when you avoid looking like the clone "next door."

For those who wish to go the extra Second Life mile by creating a truly unique avatar—maybe resembling a celebrity or model, a non-human form, or even the real life you—seek out a custom shape outfitter/stylist or image consultant who can guide you in such a transformation. Check out Search>Classifieds>Services to explore your range of options for such assistance.)

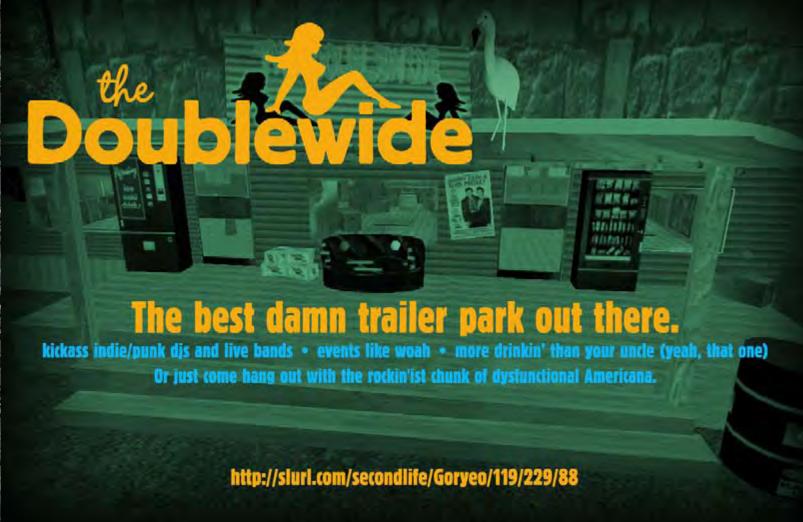
As for Marta, I'm pleased to report you won't be able to spot her easily any longer. A few hours under my style wing took Marta from newbie to knockout. Canada, Kiefer and her Cowboy Junkies would be proud.

Isabella Sampaio is founder and CEO of Style Guru, which specializes in avatar customizations and style transformations.









**NEW STORE NEW DESIGNS NEW ATTITUDE** 



## mini-guide



By Ilianexsi Sojourner

First up is Dallas, by Artilleri, shown here in Red. Slightly unkempt farm-girl pigtails - adorable! This style is sexy in a girl-next-door kind of way, and the size of the pigtails isn't too over-the-top. Very realistic looking - perfect with jeans or rocker-girl outfits.

A style from Deviant Kitties - Binx, shown in Purple Taffy. With its long, choppy bangs and multiple mini-pigtails, this is a perfect combination of punkish and downright cute. You'll want to own this one in a dozen colors.

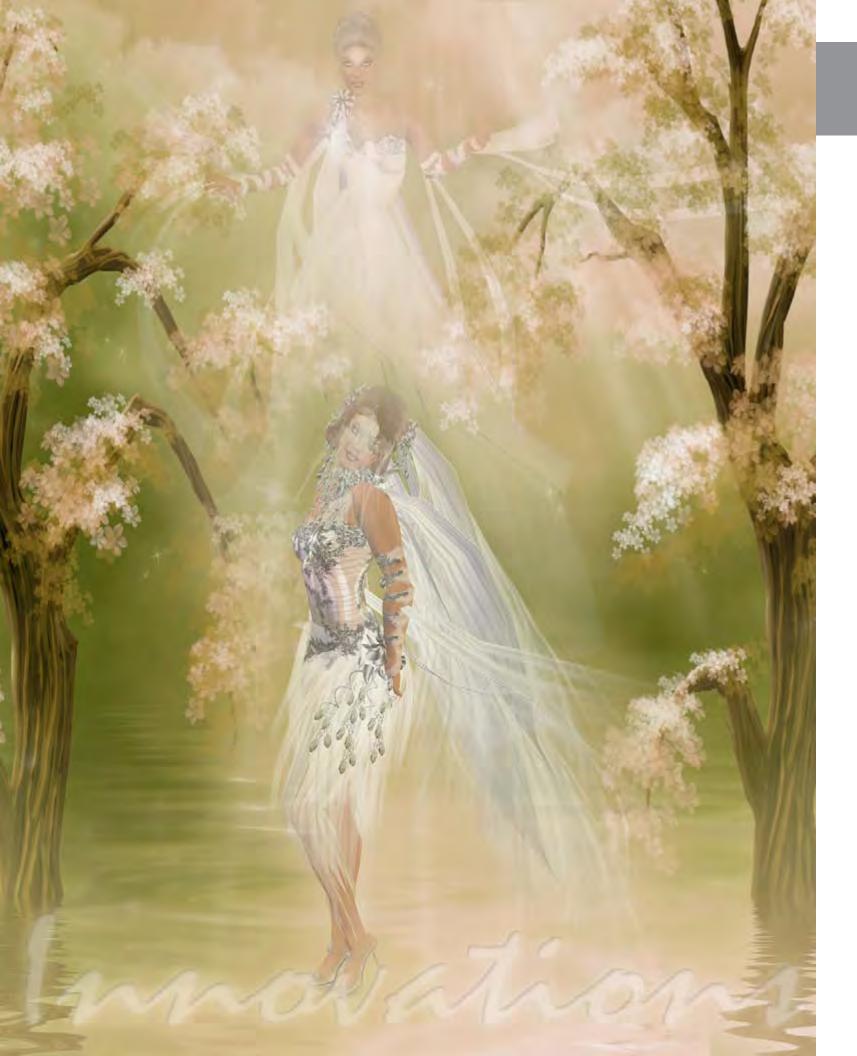
Here we have Joleigh, from Deviant Kitties, shown in Blue Taffy. The wildness and attitude of this style blew me away. The long sections in the back move beautifully when you walk; shorter locks frame the face and add a spiky look to the sides.

Next is Pierce, from Influence by Naughty, shown in Mirage. I loved the lines of this style; simple yet elegant, a softer version of the classic bob. Sold in a totally-worth-the-price multicolor pack at Hair Fair, individual color packs will be available after the event ends.

> Next up is the first of two picks from ETD – Maxine, shown here in Crimson. Very sexy, with a slightly-wavy cascade down the back and a sweep of bangs across one side. If you want a bombshell look, you can't go wrong with this one.

Finally, we have another pick from ETD - Brittany, shown here in Copper Blackened. I'm a sucker for unusual variations on ponytails, and this style really has Attitude. Picture it finishing off a miniskirtand-biker-boots outfit; perfect!





## bali fashion

#### By Aden Christensen

Hair creator Mystikal Faddoul rushes around the back of her store in Bali Hai, wearing long dark flowing hair as she sets up a new display on the wall. Shoppers move around the store, their hands in the air selecting the walls as they explore the corner store. Mystikal is setting up a vendor for her latest mens style.

The past year has been a whirwind of success for her and her latest syles have been catching the eyes of those with the best Second Life fashion in mind. "I started in SL the summer of '05," she said. "At that time there was only a handful of hairmakers who were still learning to make textures and work with the prims. I found that there were not enough new styles often enough for my personal wants."

Mystikal was inspired to create her own hair to save money and to explore the creative side of the hair business she has always thought about in real life. Her first creations are still something she remembers with a smile. "It was awful," she said laughing as she recalled her first attempts. "Actually, many of them were awful. Builders who mentored me said they would never attempt hair. But I hate making things that have perfect right angles."

Today, Mystikal Hair Designs has helped to drive up traffic in Bali Hai, a gathering place for entertainment, live music and shopping. Her hours of dedication are paying off. Each hair piece she has made has taken her up to ten hours to make. Recently Linden Lab used one of her hair styles, her dreads, to grace the cover of their new book. She said her success is not a secret.

"I put a lot of work into making the textures vibrant, in the beginning that was a distinction," she said. "Now I would have to say that innovation is the mother of uniqueness, and I try to keep





inventing new ways of doing hairstyles, using flexi to put flex on them when it makes sense. Mostly prims in realistic and interesting ways."

Mystical was one of the first designers to offer flexicurls, and her attention to detail with women's hair has helped her create a new look for mens' hair. "The momo is totally tousled, messy, has some good movement, touches the collar but a need that isn't out there." she said. isn't too long. I just finished another one, Sam, that is neater, but with a longer front section. I try

I go for sexy, edgy styles, nothing too neat or proper. Those styles are a bit more forgiving of my preferred building style also."

"I think hair is very personal - and what I try to achieve is hair that is different, attractive, and fills

Mystikal offered these 5 tips for finding the 4. Look for unique textures, and colors that best quality hair:

- 1. Try the demos. Demos let you "try before you buy," which especially is important when you have a limited budget.
- 2. Check the prims in the hair a high quality wig won't have pieces sticking out where they shouldn't.
- 3. If the hair has fringy textures, make sure it doesn't have a white halo around the edges, or solid bits at the bottom.
- suit you. While some hairmakers make their own textures, others use textures they have purchased and are readily available. It doesn't really matter which you choose, as long as you are happy with it.
- 5. Don't worry about the demo not fitting your head. Each avatar's head is a unique size and shape, no one hair fits all. Just be sure the hair you are buying has copy/mod permissions, and you can edit it to fit your head.







By Roslin Petion

Inventory Raid is so two issues ago. It's time for something a little different, thus the birth of Favorite Four. Each issue, I'll meet up with a notable Second Life resident and share all their fashion favorites with you.

I met this issue's subject moo Money many times over. This machinima guru can be seen all over the grid, especially when fresh fashion is present. I asked her to give me the inside scoop on the best places for hand drawn fashion. Our first stop was at the lovely and talented Shai Delacroix's Casa del Shai.

moo Money: I love Shai's clothing. Her dresses are fun and flirty without coming across as slutty.

**Roslin Petion:** How did you become familar with her work?

MM: I'd been seeing her name pop up on the new products forum, but hadn't checked it out yet. I ended up being interviewed somewhere that she just happened to be and she had machinima questions for me afterwards. I decided to check it out after meeting her.

**RP:** Oh wow, now that is a neat way to meet new people. What's the first Shai clothing that you purchased, do you remember?

MM: I bought the Puka Shell Dress in Coral.

**RP:** How far into her career was she at that point? That's an older dress.

**MM:** She was pretty new. She only had like a handful of outfits.

**RP:** She's someone who seems to have totally hit the ground running. How do you feel about her development as a content creator?

**MM:** I think it's great. I'd say she's the best new designer that's come out in a while.

**RP:** When you are telling someone about her, who do you compare her to?

**MM:** I can't compare her to anyone, really. She does her own thing and it's great. Where else can you get a bloody prom dress?

**RP:** So before we take a trip to our next store, why don't you show me your favorite Shai outfit?

MM: Okay, but I'm a bit biased.

RP: Hmmm, cowprint

**MM:** :D

RP: That's actually one of my favorite outfits

too

MM: Yay, next?

RP: OK, ready for the next shop

**MM:** Please note that I'm also addicted to her menswear

Miss Money then ported me into Nylon Outfitters in Tableau. The sim has a rustic, South West bordertown vibe. Nylon Pinkney's shop is funky and smaller than one would expect of a highly respected, long time content creator.

RP: Yay!

**MM:** :D

RP: I kind of had hoped this would be on the list since I wanted to do a little shopping and I haven't had a chance to pick up her new stuff. So tell me why Nylon is one of your favorites.

**MM:** She represents a carefree attitude. I'd describe it as funky/quirky.

**RP:** I totally agree, a lot of the hand drawn content creator's seem to express that in their work. When did you discover her store? Or better yet, how?

**MM:** I've known Celebrity since we were both wee newblets and she took me to Deimos one day. I was in love with the entire BINT crew

**RP:** Why don't you tell me about your favorite Nylon outfit?

**MM:** the Paillette Cocktail Dress. It makes me feel like I'm in a Richard Cheese video:P

**RP:** That sort of loungey vibe

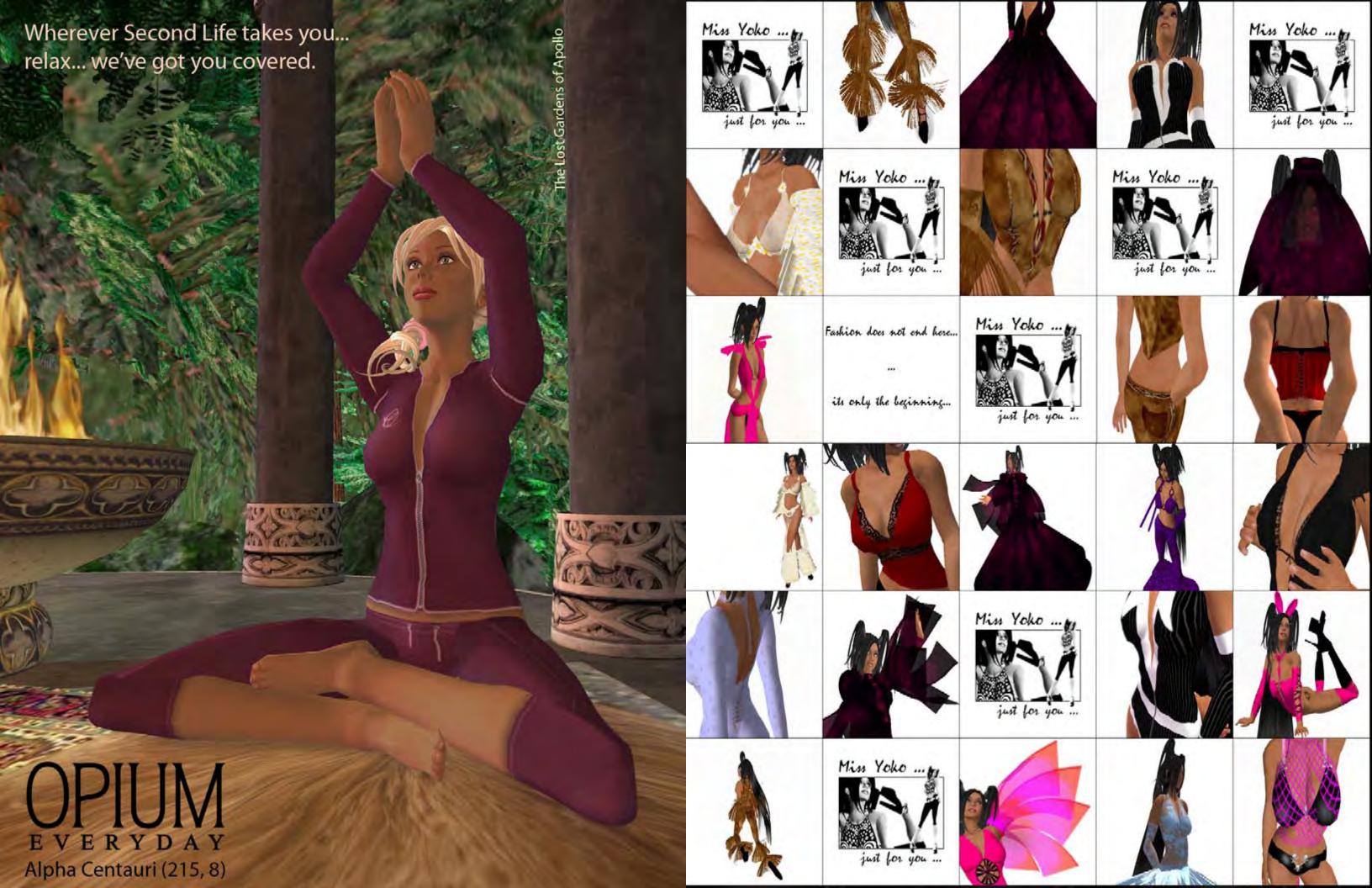
MM: Yes!

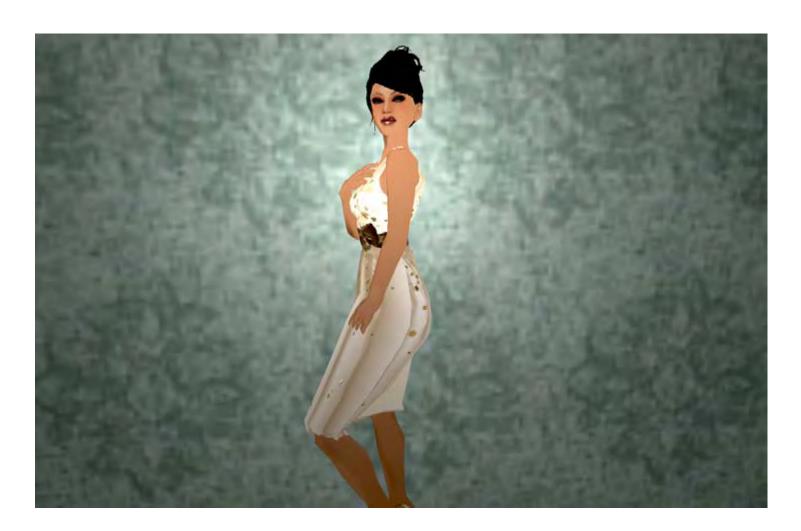
Our next store was in the lovely sim of Amicitia, Tres Blah is a jewel of a shop in a jewel box



Sophisticated. Seductive. Sublime.







of a sim. Not only are Julliette Westerburg's creations amazing but her shop is adorable. Worn wood floors and faded floral wallpaper are the backdrop for her fresh hand drawn pieces with a soft worn edge to them.

**RP:** So, this is the lovely Amicitia and you have a little house here so I assume that's how you came to fiind out about Tres Blah?

MM: Actually, no. I was over by The Velvet looking for cute clothing and stumbled across a small shop of hers there. When I bought some of her stuff (Jusliette Westerburg), she actually IMd me to thank me for shopping. We were talking and apparently she started out just making clothes and giving them to her friends, then they encouraged her to sell them.

**RP:** She is probably one of my favorite new designers and it's not just the clothing, the store too!

**MM:** Yes. I'd rank her right up there with Shai. I can't wait to see more of her stuff

**RP:** I see you have her jeans on, would you say they are your favorite item?

**MM:** Yes, as soon as I got them, I made like 5 friends go out and get them too. They flatter your virtual body so well:P

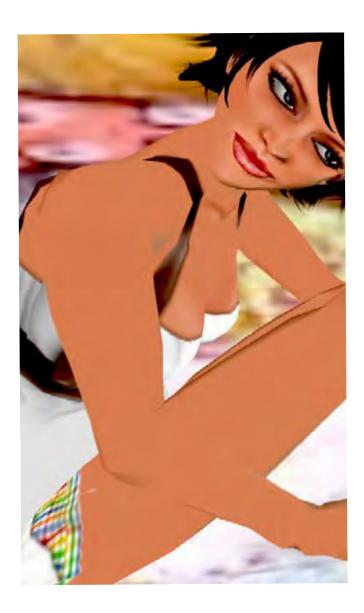
RP: I totally agree with you on that. Well, I guess that leaves us with your last but I'm sure not least favorite hand drawn content creator. Tell me about Lo Jacobs of Luxe. Is she really ready to produce content again?

MM: Yes.

Ms. Money then refused to tell me anything else as she has been sworn to secrecy, that scamp.

**RP:** I have to say she was one of my early favorite stores, I was lucky enough to find her as a newb totally by chance. So tell me how you learned about Luxe.

**MM:** IRC. I heard there was an IRC channel for Second Life so I joined and met Lo there.



**RP:** Cool, so it seems like a lot of your content creator discoveries are made from one on one encounters.

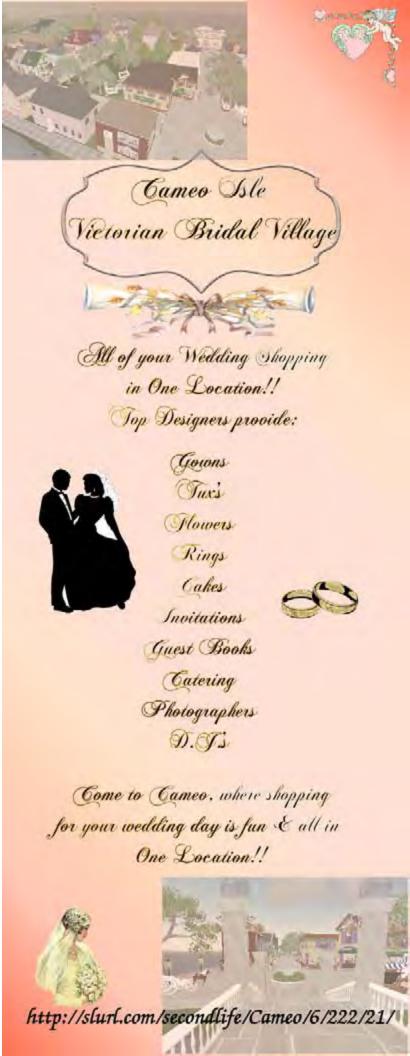
**MM:** Actually, yes. I generally like to buy from people I know and like

**RP:** Any parting words before we end your interview?

**MM:** Please make more hand-drawn clothing! There's not enough of it.

**RP:** Yes! Thanks again for your time Ms. Money. It's been lovely.

**MM:** It's been a pleasure, Ms. Petion.





Sophisticated.
Seductive.
Sublime.





#### **By: Celebrity Trollop**

...then comes a prim baby in a baby carriage? Maybe not for every couple in Second Life. But since it's spring time—a time for new life and growth, it's also a time when couples in Second Life start thinking seriously about planning a wedding to their significant other. To celebrate the fashions of weddings in Second Life, we've collected a huge assortment of fashions and wedding accessories including jewelry, veils, tiaras and even floral adornments for him and her.

Models: Reese Brody, Catero Revolution Photographer: Lana Miranda

Unless otherwise noted,

Catero's skin is Antonio by Funk Schnook, FKNY!

Reese's skin is Alina (light skin tone) by Lost Thereian, Naughty.

#### Reese.

Hair: Bonita II by Elika Tiramisu, ETD

Gown: Mikaella Bridal by Rebel Hope,

Rebel Hope Designs

Shoes: Twilight by Nikki Shephard, Minx Necklace and earrings: Tiffany onyx pearl

by Elexor Matador

Bracelet: Platinum Diamond Pendant by Alyssa Bijoux, Alyssa Bijoux Designs

#### Catero:

Sunglasses: Aviator III in Gun Metal by Funk Schnook, FKNY!

Shoes: City Walk in Black by Fallingwater Cellardoor, Shiny Things

Hair: The Poynter in Mocha III by Liam

Oliver, Armidi

Tux: Carlton Tux Camel w/ Gold Vest and Tie by Rebel Hope, Rebel Hope Designs



Tux: Carlton Tuxedo White w/ Pink Vest and Tie by Rebel Hope, Rebel Hope Designs Shoes: Styles Plain White by Funk Schnook, FKNY! Boutonniere: Groom Boutonniere Soft Pink by Fiachra Lach, Essentia



Reese:

Hair: Anisa (chocolate) by Elika Tiramisu, ETD
Gown: Mystic Wedding Gown by Sherona DeGroot, Innovations
Bouquet: Bride bouquet (blood rose) Fallingwater Cellardoor, Fallingwater Flowers

Hair: "OC" in Raven Sunset by Lost Thereian, Naughty
Tux: Pinstripe Tux Gray by Blaze Columbia, Blaze
Glasses: Tintable Frames by Nylon Pinkney, Nylon Outfitter
Shoes: Pointy Dress Shoe (Black Croc Skin) by Barnesworth Anubis, Barnes Boutique
Boutonniere: Groom Boutonnieres Red by Fiachra Lach, Essentia



Jewelry: Calis pearl set by Caliah Lyon, Muse Bouquet: Bride bouquet (white rose) by Fallingwater Cellardoor, Fallingwater Flowers

Suit: Smooth Criminal Suit (black) by Funk Schnook, FKNY! Hair: Deception (sable) by Lost Thereian, Naughty

Shoes: City Walk shoes (black) by Fallingwater Cellardoor, Shiny Things



Reese:

Hair: Artsy by Elika Tiramisu, ETD

Gown: Elegance Wedding Gown by Talyn Barrett, Analise Jewelry: Elena (silver/diamond) by Jackal Ennui, Lassitude & Ennui

Shoes: Twilight by Nikki Shepherd, Minx

Bouquet: Brides' cascading bouquet (silver) by Fiachra Lach, Essentia

Catero: Hair: The Poynter (Mocha III) by Liam Oliver, Armidi Tux: Carlton Tuxedo White w/ Silver Vest and Tie by Rebel Hope, Rebel Hope Designs Boutonniere: Groom Boutonnieres Soft Cream by Fiachra Lach, Essentia Sunglasses: GC2564 Glasses in Charcoal by Funk Schnook, FNKY!
Shoes: Styles Plain White by Funk Schnook, FNKY!









## men's corner

#### By Ryan Darragh

Although of course a wedding is, on balance, more about the lady than it is about the gentleman, let's face it—a guy still needs to look sharp when he's getting married. This is true if for no other reason than that he's going to be in the pictures, too. Do your intended a favor and take it upon yourself to look especially good for this especially important day. There are many options out there for ceremonial dress, both traditional and non-, but in my opinion a man always looks good in a tuxedo. For your consideration, I present the DE "After 5" Tux in copper moss, by DoC Eldritch of DE Designs. The jacket and pants are a deep, classic black, and the jacket's covered buttons are spaced at unusual, eye-catching intervals. The crisp white shirt features a tab collar and black studs. The vest stands out not only by virtue of its coloring but also the elaborately patterned silk used in its construction. The tux is provided as a variety of pieces on different clothing layers so you can wear the jacket open or closed, the vest with or without jacket, or the shirt onlyperfect for making the transition from ceremony to reception and dancing afterward. The DE "After 5" Tux is priced at L\$500 and is also available in blue, gold and silver. Look for it at DE Designs (DE Designs 204, 132, 30).

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109

Whether as symbols of love, fidelity, happiness, or fertility, or simply for their beauty, decorative flowers are often worn or carried by members of the wedding party. This beautiful and simple groom's boutonniere by Fiachra Lach will be the perfect addition to your wedding attire. Boutonnieres are available in a variety of colors in styles for the groom, best man, and groomsman for just L\$100 each. You will also find coordinating bouquets for the bride, maid of honor, and bridesmaid as well as wrist corsages suitable for mothers of the happy couple. These are highly detailed, all-prim floral arrangements—no waiting for textures to rez! All are available at Essentia Bridal (Sterling Vineyards 200, 233, 23).

Rings are associated with marriage in many traditions; this practice may date back thousands of years. If you have decided as a couple to observe this tradition, Alyssa Bijoux makes some of the most beautiful engagement and wedding rings in Second Life, in a wide variety of styles and price ranges. The ring you see pictured is my own, a custom modification of Alyssa's original Celtic Wedding ring design (my partner and I wanted the rings in gold). Alyssa was more than friendly and amazingly responsive

with our custom order, providing an image to ensure our satisfaction before finalizing the sale. Her jewelry designs are highly detailed, and the faceted gemstones give the impression of real sparkle—many are even subtly animated. See all of her current designs at Alyssa Bijoux Jewelry (Kirkstone 86, 232, 42).

Maybe you're looking for a great romantic getaway to take a break





from planning the ceremony and festivities. There are any number of romantic destinations and hangouts in SL, but Tramonto is a recent discovery for me. Tropical island-themed Tramonto boasts several secluded romantic areas and the Tramonto Romance Club, all of which are open to the public. The club features a nice jazz selection on the music stream and couples dances scattered around an elevated dance floor. Interestingly, quests are encouraged to conduct all conversation via IM, in order to maintain the atmosphere and respect the privacy of other guests. You are invited to contact Ethan Kelley via IM to make arrangements for more than a casual visit, as he is often working on the sim build and wants to be sure to respect your privacy. Teleport to Tramonto 77, 226, 79 to begin your next romantic excursion!

Perhaps you've been given the responsibility of finding a location for your ceremony. This isn't something you want to get wrong, after all. Balnazzar Chapel on Penryn Island is a cozy





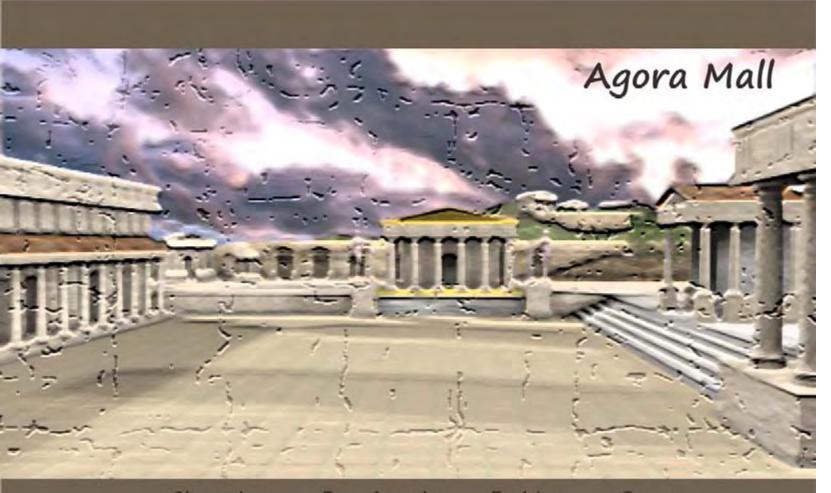
and traditional build, a beautiful setting for a quiet wedding ceremony. (The interior pictures for this article were all taken there.) Seating is available for approximately two dozen people in pews with seat poses, and there is a small standing area in the balcony above the main floor. There is also a beautiful working pipe organ. The chapel itself is situated on its own parcel, so privacy can be maintained during the ceremony by allowing access only to invited guests. A Minister and Photographer are available to hire upon request. Contact Jamir Jimenez or Swaffette Firefly for more information or to make arrangements for your ceremony. Balnazzar Chapel is located at Penryn 146, 125, 39.

As for after the wedding—surely you aren't just going home? If you want to do something special, consider spending some time at Innisfree Honeymoon Villa, on neighboring Innisfree. The land around the villa is private, which keeps out any unwanted guests for the duration of your stay. The villa is made up of

a sitting room, bedroom, and an underground grotto (accessible via TP). The ocean view is spectacular from the bedroom window as well as the balconies and deck areas. All windows are tintable for privacy, and the villa grounds feature a variety of animations and poses for recreation and snapshot keepsakes. Activities in the public areas of Innisfree include skydiving, Roman baths, picnic areas, beaches, and sightseeing boats. Contact Jamir Jimenez or Swaffette Firefly to arrange your stay. The villa is located at Innisfree 41, 18, 23.

Ryan is also wearing: Dante Light (Toned) skin and "OC" men's hair by Lost Thereian (Naughty).

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



Shopping Free Arcade Fashion Games





## Morphic

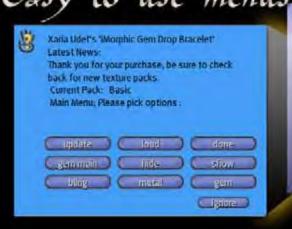
Texture Change System



Coordinate Gems with any Outfit
Unlimited Combinations
Change Silver to Gold to You decide
Control Bling
Easy to use menus









## Funk Schnook & Stumbeling Ophelia

Celebrity Trollop: How did you find out about Second Life?

Funk Schnook: Well, I use to play THERE, and heard about an over 18 game similar to THERE, so I thought Id check it out.

Stumbelina Ophelia: A friend told me about it... I wanted an escape.. he introduced me to this game last summer

CT: How long from the time you joined SL until you started experimenting with fashion in world?

FS: I dont like to refer to it as "fashion" because really I have no idea about the fashion world. I just like making art. I basically started building the same day I signed up, trying to learn how prims worked. I also started working on a skin about a week into the game.

**SO:** Yeah, me too. I was interested in building, so I experimented in sandboxes. It took me a while to get a grasp of this game. I ended up taking lessons at Teazers U.

CT: Did either of you have a group of friends in world when you started?

FS: Nah, I didn't know anyone—I landed in bad girls—naked—and someone gave me slippers which made fart noises, so I made lots of friends that day obviously.

CT: Nice! Nothing like a naked newb with fart slippers.

SO: It was hard for me to meet people here. It seemed like they were already grouped or busy building on their own.

FS: I met her at the welcome area. I don't know how we started talking.

CT: Just random coincidence?

FS: Yeah.

SO: Yeah.

CT: Destiny.

FS: I was just being cocky as usual, talking to people. I thought she looked a bit dorky at the

**SO:** I thought I looked cute. OK, so I was still wearing a freebie noob skin but still I had style! Sorta!

CT: When did you decide to form a business partnership?

FS: How did that work out? We aren't really partners or anything. We don't split profits or anything like that.

SO: We didn't really, we just ended up working together. He supports me mostly.

CT: You share land I guess is what I meant.

**FS:** We just started renting small mall spots near each other, then got some tiny land together, then we got this sim together. It wasn't planned, it just happened.

**SO:** It just sorta happened.

CT: In your RL backgrounds, did you come into SL with a good grasp of tools like photoshop?

SO: Yeah. I had working knowledge of Photoshop and a bit of Illustrator.

FS: In RL I've been a web developer for almost 15 years now. I've been working with photoshop since PS3 I think—a long time.

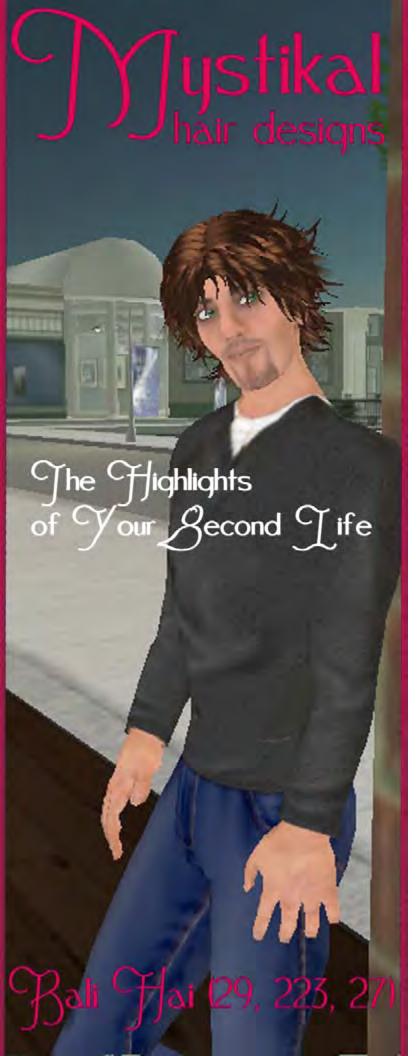
CT: Yeah, that's a very long time.

FS: I also had 3D experince too, but it's all different in SL.

CT: What are some of the things which really inspire you creatively?

FS: I usually look at real life stuff. Most of the things I make are things I own in real life, like the headphones, hat, jeans. My skin uses sources of my real face.

**SO:** I get inspired by everything from fashion magazines to MTV.



#### Interview

> Continued from page 53

**FS:** I just try to make things that will work in SL and I want to wear, but I don't look at magazines about fashion or anything. I'll watch fashion TV for the skimpy bikini stuff but thats because I'm a guy.

Celebrity Trollop laughs!

CT: A common thing I hear from content developers is that things which they love sometimes customers doesn't like as much. Have you created some things which you felt would be big hits and they later turned out to be not so popular?

**FS:** I always make things for myself first. I don't usually think about what will sell and I sell a really tiny amount of items because I spend way to long on everything. I don't think we have anything we could call a "flop."

**SO:** I tend to think about the market but end up making the stuff I want to wear.

CT: Stumbelina, do you use your own RL clothing as a source of inspiration, then?

**SO:** I don't make a lot of clothes but yeah. I get inspired by my mom's clothes a lot actually.

FS: Is she a hippy?

**SO:** No, but she has a ton of custom made suits from the 60s and 70s. I like retro looking stuff.

CT: What about in Second Life? Are there content creators that you especially admire?

FS: I like quite a few. I'm friends with a few too.

CT: Want to name names? Or do they know who they are?

FS: They know...

**SO:** I'm not too familiar with content creators here.

FS: I like FORM stuff. Also DMC by Dragontat.

**SO:** He makes wonderful stuff.

FS: All the block stuff is pretty cool.

CT: Why did you decide to start making skins?

**SO:** I wanted to see if i can make one. I love to try stuff out to see if i can do it.

**FS:** I started making my first one really quick into SL as I said before and that's because I was broke and couldn't afford to buy one. I never sold my early skins. I wanted to be the only one that looked that way.

CT: Makes sense!

**FS:** I those skins on my vendor ads. Back then my skins weren't so great.

**SO:** That's what I noticed about him when we met. He looked different. I've never seen anyone with his skin before.

**FS:** Then really great stuff started coming out and I felt I wanted to try it again and see how much I could push myself.

CT: What's the most technically challenging thing that you've made in Second Life?

**FS:** My Antonio skin was the most time consuming, but my leather shoes were more of a challenge.

CT: Why?

**FS:** At least with the skin you have a set template to follow. With the shoes I had to mangle prims to look like a real shoe. That was really frustrating, but all the men's shoes I saw at the time look like blobs. Not very realistic in my opinion.

CT: I've seen a few of them. Amazing texture work.

**FS:** In a way they were harder than my skin, but they took less time to do. Now I don't think there is anything that I'd say is really "challenging" but nothing is easy. It all takes time and patience.

**SO:** I agree with Funk. Nothing comes easy for me in SL. He's guided me through everything. He taught me about building, texturing, scripting...

**FS:** You don't know how to script!

**SO:** Well, I sorta know how they work. Sorta...

**CT:** So what's in the future for your respective brands? A new skin for Cake, obviously.

**SO:** I just want to get better—improve and push

LE BURLESQUE by OPIUM

Continued on page 56 >

#### Interview

> Continued from page 55

the envelope.

FS: I'm working on new faces for my skins, but the rest is mainly accessories—like this cap I have on now. I hate making clothes. But I do like making the "basics." Some jeans, a t-shirt—that's it.

CT: Huh. But you do make skins.

FS: Skins are completely different. I don't have to think about some artsy design.

**CT:** Why are they so different?

FS: The human form is pretty standard, so I have something to go on. I know I have to add knees, elbows, nipples, and so on. With clothes I have to actually design something trendy, and I'm not that good at it. I'll leave all that to others in SL. There are so many clothes designers.

CT: What's something you'd want your customers to know about you, your brand or your store that they might not already know?

FS: I want my customers to know that I DONT MAKE HAIR!!!! I had to get that off my chest. I always get IMs about "I have a problem with my hair."

**SO:** Right. So if you have issues with my stuff, please IM Funk Schnook.

**FS:** Aww, that drives me nuts! Most people dont realise FNKY! and CAKE are two separate brands by two differnt people.

**SO:** And I'm okay with that! You can be my front any day...

FS: We even get nut cases who think Stumbelina is my alt. Like I'm this amazing working machine who has 8 arms and doesn't sleep making stuff for both FNKY and CAKE.

CT: Any last words?

FS: Before you kill us?

CT: Exactly.

**FS:** Think of the children!

Celebrity Trollop thinks...

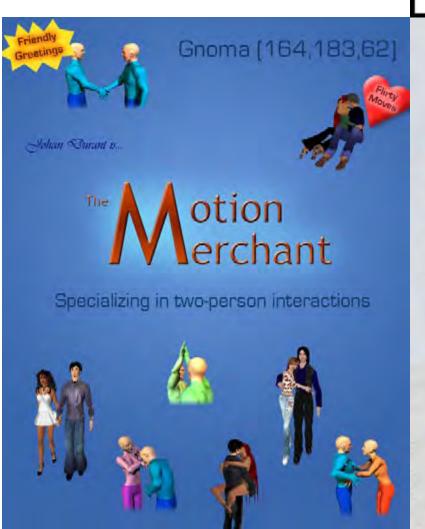
FS: I don't think I can come up with anything witty to say.

**SO:** I just hope people continue to like the products we produce.

INDIRA BEKKERS HAUTE COUTURE



**OUR VIRTUAL HOLLAND3** (107, 156, 22)



## Bertone Audio Systems

Music and Video Players for Second Life









Why complicate matters?

Single prim parcel music players with chat driven script and owner modifyable channels starting at only L\$200.

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Rossa (222, 100, 79) Koma Island (20, 22, 24)





# style girl DAKOTA BUCK

By Haver Cole

Welcome back, my leprechauns, to this issue's spring fresh sexy style girl. My name is Haver Cole and her name is Dakota Buck. 'Kota for short. I found her wandering through the wilderness of the mainland sim and the minute I saw her I knew she was the style girl for me -all rockabilly and long legs!

**HC:** Kota, how would you define your style first and foremost?

DB: Hmm, well, my first love is rockabilly but I'm flakey so I'd have to say that my style is Rawkin' ElectroTrash for Ladies.

HC: Can you define that more for the less uncool like me -- electrotrash?

**DB:** Neo-Rockabilly maybe?

**HC:** Very cool -- and how does the style reflect in your clothing to those of us who might not know what rockabilly is?

**DB:** I love anything retro -- particularly from the 50s, so that largely rules my style. But I also find myself being influenced by things like trashylife. com -- modern pin-up girls. You can't take things too seriously, especially on the Internet.

**HC:** no doubt. So nudity (ala the modern pin up) is not as much of an issue for you?

DB: Nah, we're just pixels after all. I mean, no one wants a naked noob with a prim-peen sitting on their couch (or maybe they do) but I can pose nude and change my clothes in front of people without squealing girlishly and trying to hide my lady parts.

**HC:** I am fascinated this resurgence of femininity with popular culture like the new Christina Aguilera video. Its all retro feel and covered up but still uber sexy..and the growing celebrity of Dita Von Teese. It feels like a backlash against trampy Paris Hilton.

DB: (laughs hard) I need a minute to compose myself.

**HC:** I always felt she was hyper feminine but in such a plastic way, and this feels much more real -- it's not an act. Do you feel less empowered as a pin up or more?

DB: I would definitely say more. Pinup girls are fierce and sexy -- classically sexy more by what they don't show than what they do. Just look at the way suicide girls took off. Ordinary girls getting their kit off, the suicide girls that I've spoken to all talk about how powerful and sexy it makes them feel -- some of them had never really thought about themselves like that before.

**HC:** So sex equals power?

DB: Yes, it always has and probably always will. But I think with pinups it's more to do with cliché alert the power within. Self-confidence rather than the desire to control minions.

HC: I always think its interesting the idea of self confidence in SL Because this place requires skills I don't have like scripting and building. Technology stuff I am SO bad at that I had to redefine my skill set. Also in a place where everyone can look like Barbie -- how do you stand out from the clones?

DB: Yeah I know, right? But of course one way to stand out massively is to not have breasticles larger than your head.

**HC:** Good point. Although you are Amazon!

DB: I'm my real life height -- 6'2". I'm allowed.





Sophisticated. Seductive. Sublime.



Style Girl: Dakota Buck

Continued from page 60

HC: What has been your biggest fashion

DB: Hmmm, you know that XXX skin that all the strippers wear? I wore that for sooooo long. Fortunately I have kind friends like Satine Dot who convinced me to buy new skin -- and thus sparked my skin addiction.

**HC:** Best fashion triumph?

**DB:** Having a dress named after me at Artilleri. I'm obsessed with all things nautical, so I asked Antonia to make a dress with a sailor collar so she made Dakota and I've promised her my first-born child.

HC: Which will be named Dantiona

DB: Yes! And it will be the cutest, most rockabilly kid around.

HC: What influences do you have in second life and in real life that affect your style?

DB: The music I listen to has always been a big influence. My main style -- rockabilly -the whole culture is based around the music style. I love my rockabilly music but my musical tastes, like my dress sense, it really eclectic. I love electro and most things indie and alternative as well as folk and -- god -- just about anything, I'm really into gypsy punk right now. And anything glam and theatrical, I've worked in the theater quite a lot and I love doing theatrical make-up.

**HC:** Does that background come out in your skin choices?

DB: Yes! Oh my goodness, Pandora Jensen is a goddess. Her skins are so fabulous and theatrical, she does stuff that you could never wear everyday in real life but in SL there's very little stopping you. Haha, and we all know there aren't too many around here who let good taste get in the way. I love PanJen skins. She pwns me.

**HC:** This is really morbid but just visualize your av has passed away. What are you wearing in the casket while we all weep around you?

**DB:** Hmm, well for starters I would want to be buried with all my wigs from Old Gravy, I wouldn't be able to pick a favourite I'd just take the whole lot through to "the other side". I'd need to be buried in the Dakota dress from artilleri, with my favourite pair of sequin heart jeans from Nylon Outfitters underneath so people can't peak at my knickers. And Fallingwater's Signature Slingbacks, I just cannot live or die without them. My earrings and bangles would be from Earthtones and my necklace from Yummy. Do you think they have those icky particle effects in avatar heaven?

**HC:** I am thinking no but some people LIKE particles. So maybe for them, I'm sure there will be a turn off option.

**HC:** What visually do you love in SL? Not necessarily clothing or jewelry -perhaps a build or place that inspires?

DB: If I say Imogen it will look like I'm sucking up, won't it? I dabble in SL photography so I'm always looking for fantastic locations to shoot, the Imogen sim is one of my favourites. I love Tableau, both the new build and the old (that reminded me of the town I grew up in). The Mystique Isles are another of my favourite places to shoot. I used to live there and when I moved out the owners were kind enough to let me stay in the land group so I could continue to rez stuff to shoot.

HC: I would love to hear about your SL photography

**HC:** how did you get started?

**DB:** Well, I started out doing the photography because I wanted to model but I got so frustrated by bad composition that I just figured I'd do it myself. Filmmaking is a real life hobby for me so I'm coming at SL photography with that background. It always seems strange to me how many SL professional photographers have never heard of the rule of thirds.

**HC:** What is the rule of thirds?

**DB:** The rule of thirds is a little rule of thumb for composition. If you ruled 2 horizontal and 2 vertical lines through the image the subjects



#### Style Girl: Dakota Buck

Continued from page 63

of the image should fall on those lines. Like the horizon running along the top horizontal line. The main focus of the picture should be on one of the intersections of the lines. When you put the subject smack bang in the middle of the picture it usually makes the eye travel out of the image. I really need a diagram!

**HC:** laughs hard -- I sort of understand what





you are saying

**DB:** These rules are OK to break BUT I really think that you need to know the rules before you break them. Hehe, it's easy with a diagram but sounds weird with words.

**HC:** No actually I did it with my arms on my computer screen and it made sense. God I love learning new things in SL.

**HC:** What's a good camera tip for new photographers? I had an epiphany when I learned the control 8,9,0 in the sense of zoom out in and back to normal. It changed my life for pictures in SL.

**DB:** (laughs) Yes that is a really handy trick. Torley Linden has a great tutorial on you tube for the basics of SL photography.

**HC:** Who are other photographers in SL you admire?

**DB:** Charron Marseille, I love his real life stuff as well. He's a true photographer and so talented, if he weren't such a sweetheart I think I would hate him. Also, I love the work of Kriss Lehmann. She spends a lot of time doing post-work in Photoshop and the end results are stunning. There are several others who are fantastic but they are my top two.

**HC:** Where can people find your pictures?

**DB:** Almost all my stuff is on flickr, http://www. flickr.com/photos/kotabuck/. I also have two works hanging in the Caffeine Gardens Nude Photography Gallery. They're for sale hint hint and Kriss Lehmann has some of her work there too.

**HC:** I am so a sucker for good nudes!

**HC:** OK, any last words Kota?

**DB:** /bling off

If you have anyone you want to nominate for style girl/guy/robot please let me know in world -- IM Haver Cole. I would love to talk to you

### Välkommen, Sverige!

(Welcome Sweden!)



### The National Dress The official Swedish National Dress. Female and male versions. Made in cooperation with the lovely



The Garden Furniture

Typical Swedish garden furniture, made in different styles and colours, for instance pure white and a realistic used look.



The Lucia
On December 13, 2006, I arranged the first virtual Swedish Lucia party ever, in SL of course.
The event was produced in cooperation with Phreak Radio. Over 325 residents attended the party, listened to the Lucia songs and learned about

## Since the earliest days of SL, I have introduced a lot of what's special with Sweden. Except for the mosquitos:-) I have also actively run a group with a strong focus on everything that's Swedish. Today, the group – Swedish People in SL – is one of the largest, oldest and most active in SL.

It started out when I saw all other nationalities expressing themselves in SL. Whereas Sweden – my country! – seemed to be nowhere. From the very beginning, my goal has been to bring out the Swedish in the international melting pot that is Second Life.

The pictures in this ad show some of the things that I have done – together with a lot of different friends. The objects are all a gift from me to the residents of SL: just ask me and I will give you a copy.



#### The Box

Everybody who joins my group will receive, at no cost, a box filled with a selection of the Swedish stuff made: with friends in SL – the National Dress, the Midsummer Pole, the Flag, etc.

Now, things are about to change. The official Sweden is finally making its debut in SL, with the Swedish Institute building, among other things, a Swedish Embassy and the spectacular Dalhalla outdoor concert arena.

I'd like to welcome Olle Wästberg (Olle Ivory), head of the Swedish Institute, and the rest of official Sweden to Second Life. I'd also like to offer my experience and my Swedish stuff. Finally, I'd like to express my hope that they, too, will share and build upon the open spirit of Sweden that I've always tried to maintain.

#### Heja Sverige!

mvh/Tina (PetGirl) Bergman



Visit my EXAKT stores at Verloren and Second Sweden – All things in the stores are made from fresh biodegradable prims.

BTW: Lovely Dana Bergson, Otherland CEO, and Johan Hedberg at Second Sweden sponsored this AD.



#### The Flag

Swedish flag, with colours and measures according to official Swedish flag regulations.

Slightly shaded for a more realistic look, wafting in the Second Life virtual breeze.



#### **The Midsummer Pole**

Traditional Swedish Midsummer Pole, with birch leaves (texture by OspreyTherain) and traditional Swedish flowers. Can be seen at my store in Verloren, Otherland, as well as in the Second Sweden archipelago.



#### The Information

In all my events in SL, I have also arranged for the visitors to learn more about Sweden, both our culture and IRL travelling. And I always try to communicate everything related to Sweden, to everybody.

Verloren (216, 30, 33) Second Sweden (72, 112, 24)







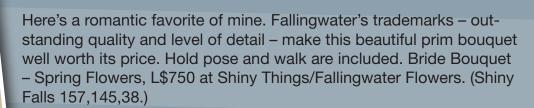




## mini-guide

### Year in Review

By Ilianexsi Sojourner



This was another must for my favorites; the detail, the unique idea, the pure cuteness. You cannot resist the cuteness! Amazing detail and humor in one necklace; what more could you ask for? Gold Mini Robot Necklace, L\$230 at Yummy. (Tableau 99,163,17.)





These feathery boas are just plain fun! Another favorite pick – I just love them. They come in enough colors to match any outfit, the feathers move gently in the breeze, and they add a touch of WOW! to anything you wear them with. Rainbowas – available in 13 color choices, shown here in Celebrity Green – L\$199 at Callie Cline.

These boots convinced me to resize my feet to zero – I'm sure they'll make it onto your favorites list as quickly as they made it onto mine. Simple but elegant, with a classic, graceful look. You'll wear them with everything! Calf Boots, 9 colors available, L\$350 at Lassitude & Ennui. (Nouveau 98,68,30.)





This belt made it into my favorite picks because of its amazing primmy level of detail and its kickass attitude. With a skeletal hand clasp and a host of other details, it's just pure style; your black wardrobe pieces need this item! Silver Chain Belt, L\$40 at Beckenbauer Productions. (Beckenbach 52,91,34.)



## Zagoskin haute couture Linji (128, 97, 43)





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- Exceptional Style
- A One-of-a-Kind Transformation
- 2007 SL Face of L'Oréal Paris

# STYLE GURU

IM Isabella Sampaio to make an appointment for a style consultation

appearance assessment | customized shapes | styling & accessorizing

