

second **STYLE**

Issue #14

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



A Tribute



LAST CALL

beauty is always in style.

EDIT

Hair | Clothes | Shoes | Accessories



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THE EWING FASHION AGENCY

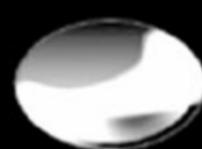
presents

EFFA

Design Awards

*in association with and sponsored by OnRez
to honour the design talents
of Second Life's fashion community.*

<http://ewingfashionagency.wordpress.com/efa-design-awards-08/>



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INSOLENCE

Lingerie Skins Shoes



Venom 94,133,28

MĀKUTI®

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ORIENTA IL TUO STILE



Behind the Makuti collection's creation is the will to put together a "modern" material like s. steel with the ancient tradition of 18kt goldsmith's art, the beauty of natural elements such as mother of pearl and ebony and the sparkling brightness of diamonds. All this, enhanced by the careful attention to details and a typical Italian design, gives birth to elegant jewels with a firm attitude, reminding of the oriental culture: Makuti is the name of a deep dark brown wood used to build houses' roof; the minimalist style, the essential lines and the geometric shapes are inspired by the art and writing of the Rising Sun's countries, to enjoy the wearing of jewels that are an expression of mystery and spirituality, sensuality and warmth. The collection's main claim "Orient your style" recalls the nature of Makuti precious items and embodies all the elements as described here above that concurred in their creation. It's also an invitation to a journey through the catalogue to choose one or more jewels and thus have the chance to touch the beauty and value of our creations. Inventors of the Makuti collection are Sandro and Mirco Zoppini, father and son from a family with a long time experience in the jewellery's field. In June 2005 they decided to co-operate with Mirco's cousins, brothers Mauro and Manuel Zoppini, owners of Zoppini Firenze, famous Italian jewellery company. By putting creativity, passion and energies together they founded MPF Group Srl, now distributing the Makuti collection worldwide.

second Style

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

Issue #14

Publisher, Editor-in-Chief
Celebrity Trollop

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

Managing Editor
Iris Ophelia

Copy Editor
Liliu Maximov

Assistant Layout Designer
Scarlet Singer

Columnists
Justine Babii
Isabella Sampaio

Senior Staff Writers
Ilianexsi Sojourner
Roslin Petion
Ryan Darragh
Haver Cole

Staff Writer
Liliu Maximov
Scarlett Niven
Arabesque Baroque

Contributors
Nicky Ree
Neferia Abel

Founder
Josie Hamilton

CONTACT US:

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

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

H&W
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MIDNIGHT madness

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January 2008

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Fashion by IndigoBlue Dagostino at SELDOM BLUE, Riddings, (28,15,119)
Store designed by SL Deco Factory, Tuscarora (221,46,29)



INDIRA BEKKERS

publisher's note



Welcome to another issue of Second Style. It has been an interesting month, full of very deep lows and thrilling highs. On the positive side we finally unveiled our incredible new Second Style headquarters building in Le Zoo—a stunning glass palace built this past summer by Carricre Wind. You may have seen a photo of it a few issues ago, but any image doesn't do the building full justice. It must be seen to be believed.

My pleasure in bringing this issue to you and opening our new HQ is strongly tempered by expressing the sadness our entire magazine staff feels for the loss of Ginny Talamasca recently. If you never had a chance to know Ginny's personally, you can get a sense of her spirit through the designs which she so meticulously and beautifully constructed; these can be seen in our memorial tribute.

She is gone too soon, and all of our Second Lives will be poorer without her.

CELEBRITY TROLLOP

Designing *Nicky Ree*
Stylish Fashion for all occasions



Mooie Vogel

New Advertising Standards

In our ongoing efforts to make Second Style Magazine the best publication that it can be, we have decided to introduce a new set of advertisement standards starting in the new year. These new guidelines apply only to the magazine, not to web banners, and will be posted permanently on our advertising information website. So what are they?

- There is now a new minimum resolution for images. Remember that for best quality results, shoot any shots from within Second Life to these specs as well. (Dimensions are in pixels, Width x Height)

2pg Spread: 6000 x 4500

Full Page: 3000 x 4500

Half Page Horizontal: 3000 x 2250

Half Page Vertical: 1500 x 4500

Quarter Page: 1500 x 2250

Eighth Page: 1500 x 1125

- Snapshots in SL should be taken with High Resolution checked in the Client Menu, with any avatars shown well-lit. We will post a link to a tutorial about this if you have any doubts, and an updated version when Windlight is finalized.
- Advertisements should be free of trademarked and copyrighted images and content unless you own the rights.
- Ad content should be appropriate for the audience. Nothing too hardcore or offensive. We would also like to keep nudity in the realm of the tasteful and artistic.

We reserve the right to refuse ads that don't meet these standards, but this is not us versus our advertisers! We do want to help. If you have any questions about the new standards, or even need some help updating or double-checking current ads, please don't hesitate to contact Iris Ophelia. And don't forget, we do also offer ad design services!

second
Style

shooZ!



beltZ sockZ bootZ ZnecksZ

WOMEN & MEN FOOTWEAR

ADDIXION SHOPPING NEIGHBORHOOD - SLUSTLERIA 139,154,28



Model: Christine Daffodil

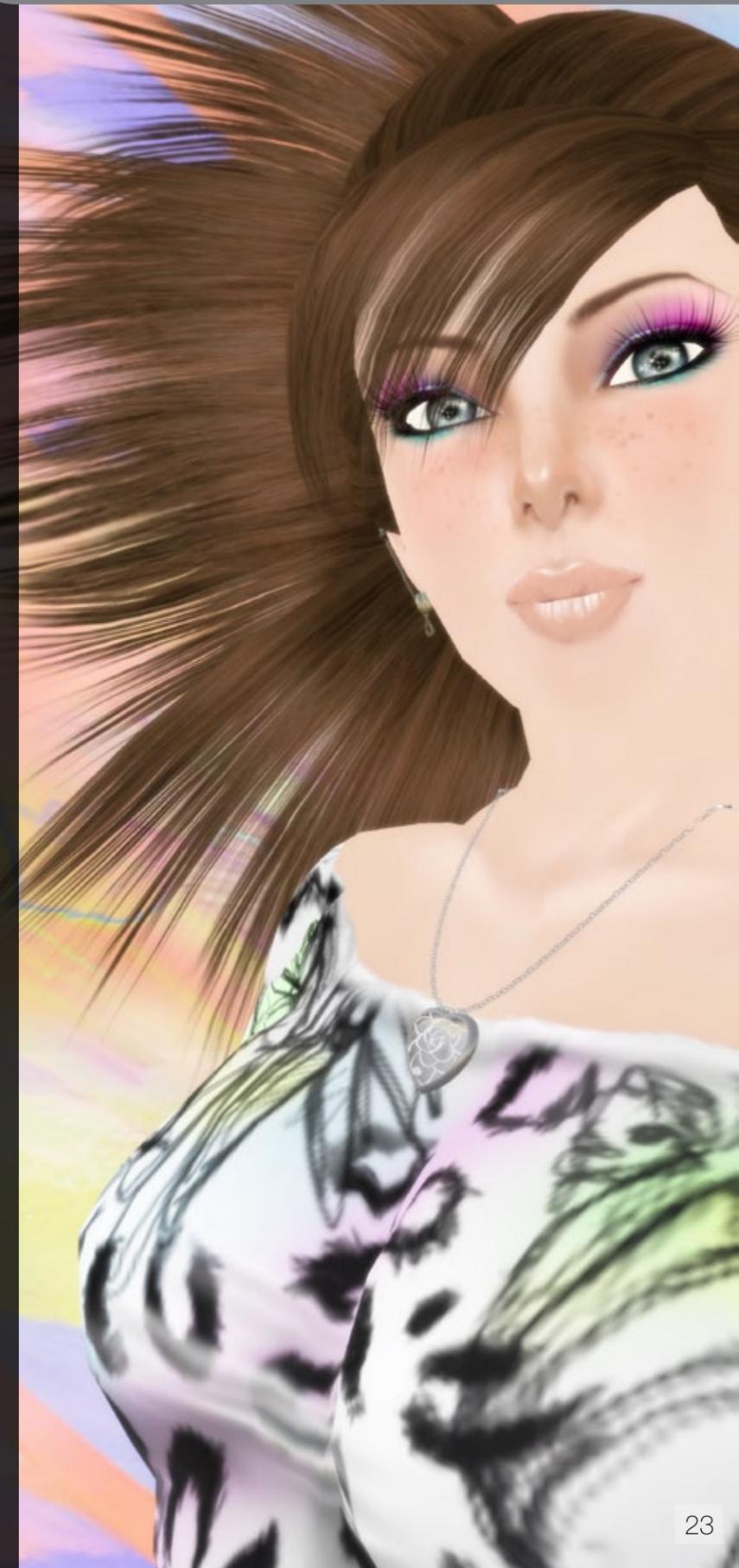
Zagoskin *haute couture*

Linji (128, 97, 43)

The holiday season is always an eventful one, with life as with fashion. It can be pretty tricky to pin this time of year down, though. Second Life is such a diverse community that for every person enjoying the winter whether there's someone planning a trip to their local sunny beach. Likewise, for every person decorating for Christmas, someone is planning their winter solstice, Hanukkah, or any number of other festivities at this time of year. We have tried to keep things fairly open ended, but I do hope that if you feel a little left out this month you'll bear with us into the new year, I promise to make it up to you.

On the subject of events, we've got a big one. We've refined our ad standards, available on page 18 of this issue, and on our website. I really don't want anyone to feel put off by these new guidelines, so if you have any questions about them as an advertiser or a consumer, or if you need a little help, I am 100% available to you, so don't be afraid to speak up! You can reach me in- world, of course, and also through my email address, ophelia.iris@gmail.com

I wish you and yours all the best this holiday season, and we'll see you again in 2008!



IRIS OPHELIA

style guru

ask isabella

By Isabella Sampaio

Dear Isabella,

I'm new to Second Life and still trying to figure out the best look for me. I'm happy with my face but my body I can't get just right. How big should my breasts be? What about my hips and butt? Help!

Sonia M.

Dear Sonia,

Any Second Life woman reading this can relate to your conundrum. I often remind myself how strangely fortunate we are in SL to be the makers of our own faces and bodies. Those of us in real life who detest our thighs, hips or breasts can merely pop into the Appearance menu and manipulate the sliders to go bigger, smaller, tighter, leaner, more curvy, less voluptuous and so forth until we reach our own version of "perfect"---something that feels right to each of us. Indeed, the "perfect" body is a fluid notion depending on the woman you ask.

I recently sampled 10 different women around SL (thank you, again, ladies) whom I had not met before. Each had a slightly different body type, including but beyond the more predictable slender, athletic, model-like bodies one often spots on the SL streets. Among these women, 7 out of 10 said they disliked their RL bodies (most pointed to body fat that came with having children, sagging breasts, and hips or thighs that prevented them from squeezing into their favorite dresses, skirts or jeans). The other three reported that they loved

their bodies in RL and wouldn't make any changes other than perhaps a bit taller. One might assume that each of the women who were dissatisfied with their RL selves would have opted to design (or purchase) an SL body that brushed close to the feminine "ideal." Not so. Rather, several had fashioned a frame that, in many ways, mirrored their real life appearance, with merely small adjustments made to parts that they felt plagued them.

When women make an appointment to visit with me one-on-one for a style consultation, the most often asked question is "What do you think I should look like?" To this, I respond, "What do *you* think you should look like?" The possibilities run the gamut and make styling in SL a treasured treat. Like many who are new to SL, you may feel slightly overwhelmed when using the Appearance sliders to craft or enhance the virtual you. There is no prescribed formula...only your imagination can limit you. (I suspect there are more than a few statisticians on SL who could confirm that there are millions of shape design possibilities afforded to us given the variables contained in the appearance application.) This is the time to dream and ponder and experiment until you find the "you" that feels best and looks best to YOU.

How big should your breasts be? How big do you want them to be!? There are

Continued on page 27 >



H&W
FASHION HOUSE

February 2008

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Style Guru

> Continued from page 24

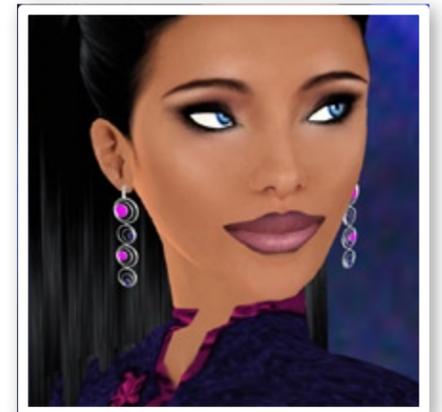
no exactitudes—either in SL or RL—that define the “perfect” breasts. In RL, cosmetic surgeons provide volume and lift, but any sound doctor is seeking to help a patient find the best proportion for her body frame. In SL, the general rule I apply is the more petite you are or the smaller your hips, the less full your breasts should be, so that you look proportionate. I have seen far too many women in SL on the dangerous verge of tipping over as they haul around breasts, assuredly, butting up against the 100 mark on the appearance slider. Unless you live in Texas, where bigger is usually better, opt for a breast size that not only complements the rest of your body but also provides a lovely shape for the fine fashions you’re wearing. In other words, you don’t want your breasts to be a gargantuan distraction from that sexy swimsuit or beautiful gown. They should, instead, add a discernible feminine curve to your shape that merely accentuates your womanhood. Let them be part of the lovely you—not the one place where all virtual eyes go.

As for hips, width and length of this body part should also largely be driven by personal preference. Same goes for the rear end. That said, I have spotted women who, for whatever reason, choose to add so much volume to these areas that they’re in danger of floating far, far away. Inverted hot air balloons indeed. Such pound packing goes beyond the more natural and beautiful voluptuous look of real life into a rather ridiculous arena. Yes, feel free to add “junk” to your trunk, but think, again, in proportionate terms. The most stylish individuals are those who bring all of these complex equations together with elegance, sophistication and careful thought.

If at the end of all this experimentation, you find yourself throwing up your virtual arms in defeat, there are plenty of shapes for purchase around SL (be wary of those which are non-modifiable) or you can work with a custom shape artist who can help you reach your own personal objectives. Good luck!

Isabella

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



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 Ladies
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FANCY SCHMANY'S



Pine Coast 137 35 23

Haute Accoutrements

mini-guide

snow sims

By Ilianexsi Sojourner

Abacadabra - This sim is also still under construction, but it's already showing a surreal, otherworldly beauty. Giant crystals rise from the snow like obelisks, and blue mushrooms and lily pads dot the wintry landscape. Come wander around and see how it evolves!

Epic Conditions Ski - One of the Weather Channel group of sims, this place is a must-see for any serious ski fan. There's a cozy lodge where you can get free skis, and a highly detailed lift takes you to the top of a wicked-looking mountain. Don't let winter pass without giving it a try!

Wengen - You can't have a list of snow sims without mentioning Wengen. It's the home of the charming Linden chalet, and ski lifts are close by on either side. There's almost always someone hanging out by the chalet, ready to have some fun in the snow and meet new friends, so bundle up and stop by!

Orelle - Orelle is home to the extensive and highly detailed Silk Waters Mountain, a beautiful snowbound Asian village. Come stroll through the streets and browse in the shops, or just enjoy the scenery. It's a great place for photos!

Spellbound Woods - The name suits this sim perfectly. It's an enchanting place, full of Christmas cottages and ice sculptures and snowy trees. It's very peaceful—all you hear is the wind in the trees and quiet Christmas music, plus perhaps the occasional wolf. It's a beautiful place to wander around and enjoy the feel of winter!



Abacadabra



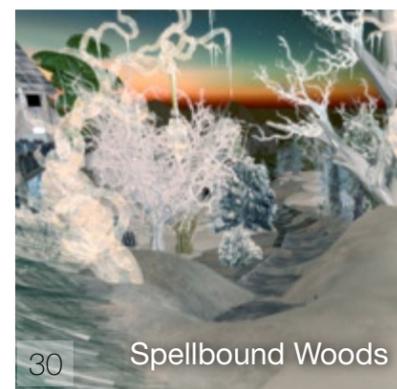
Epic Conditions Ski



Wengen



Orelle



Spellbound Woods



EXCLUSIVELY
GRACE WINNFIELD

Alhena
96, 177, 23

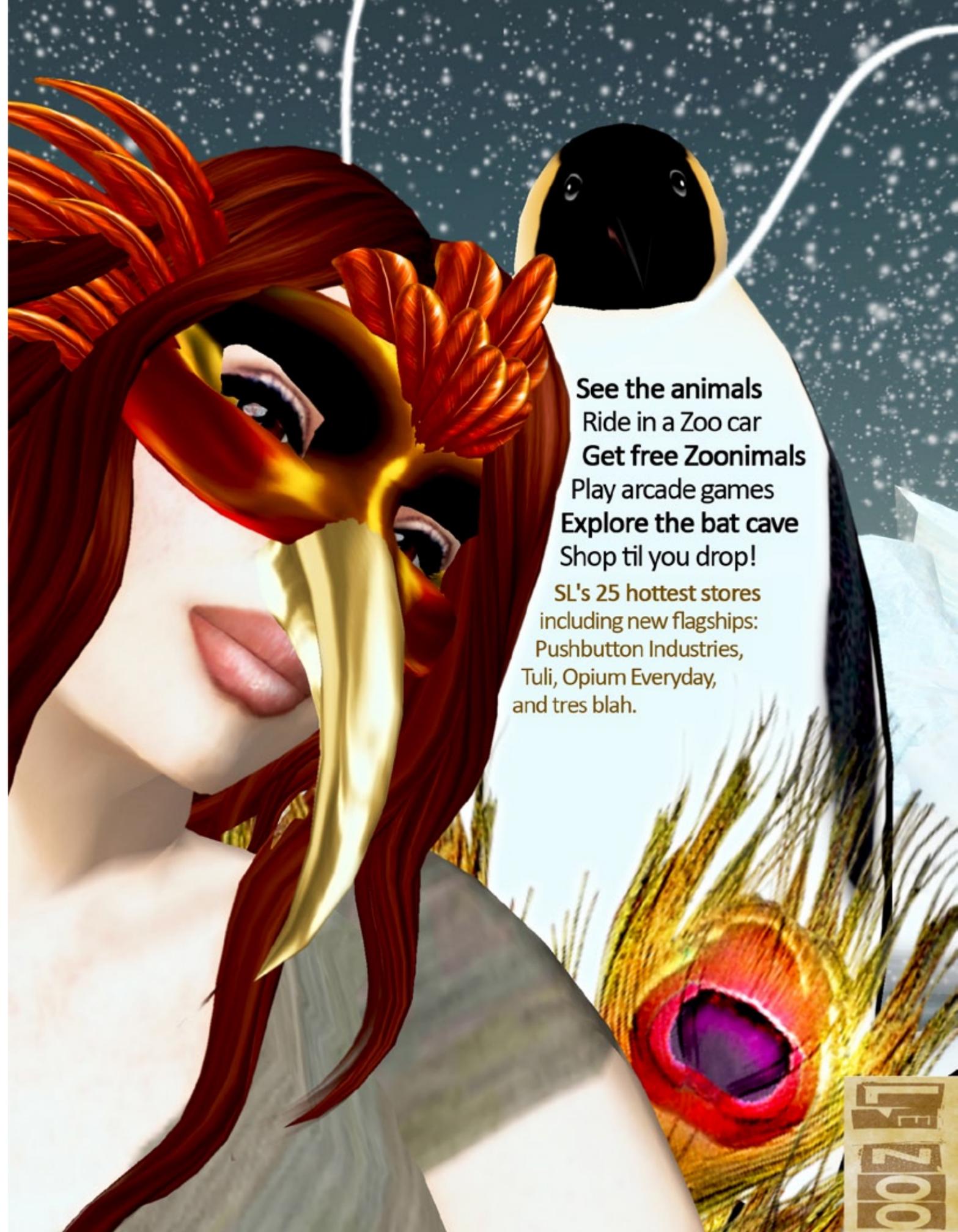
[hoorenbeek]

HIGHLY DETAILED PRODUCTS



Customize any of our products to promote your SL business adding your logo to our tees, polos, jackets & caps

[jeans - shirts - tees - suits - hats - glasses - shoes]
[gadgets - animations - eyes & more]



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Explore the bat cave
Shop til you drop!
SL's 25 hottest stores
including new flagships:
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Tuli, Opium Everyday,
and tres blah.

[LE 700]

When you want to get him
the very best for the holidays



CHEZ

Sweetgrass (40, 83, 251) • Fashion Avenue (178, 169, 28) • Bali Hai (161, 230, 27)
Kmadd Enterprise (153, 246, 26) • Glam World (59, 20, 25)

**EITHER YOU HAVE
STYLE OR NOT.
JUST LIKE OUR STUFF.
HAVE IT OR NOT.**

REBEL YOURSELF



F.A.T. DESIGNZ



[HTTP://STURL.COM/SECONDLIFE/CHARLIES%20ANGELS/13/201/601](http://sturl.com/secondlife/charlies%20angels/13/201/601)



LE BURLESQUE
by OPIUM

A Tribute

To Ginny

Written & Photographed
by Celebrity Trollop

She was a special unique talent in Second Life, full of life, laughter and a scintillating, discerning fashion eye. Let us join together in offering our sincerest and heart-felt condolences to those Ginny touched every day. In this issue, we have prepared a special memorial tribute which shows the breadth and depth of the designs Dazzle has produced over the last two years.





The The beginning of my friendship with Ginny Talamasca involved debating best/worst dressed at the recently completed Academy Awards in 2006. I mentioned how much I admired Jessica Alba's gown – a stunning gold gown with antiqued lace overlays. A day later, Ginny had produced "Celebrity" an homage to the gown I admired she named after me. It was made in the days back before there were flexi-prims, and it's still just as incredible now as the day I first saw it.

There were
rough

times, and bright times, and everything in between. Ginny's personality was sometimes a touch mercurial, but she was always ready to forgive and forget and move on – onward and upward was a motto she regularly lived. As she matured with the tools of the Second Life fashion trade, her designs were always pushing the limits of the platform as a whole. Trying experiments with Lightwave and other 3D design tools, she never let go of the obsessive requirement for quality and style.



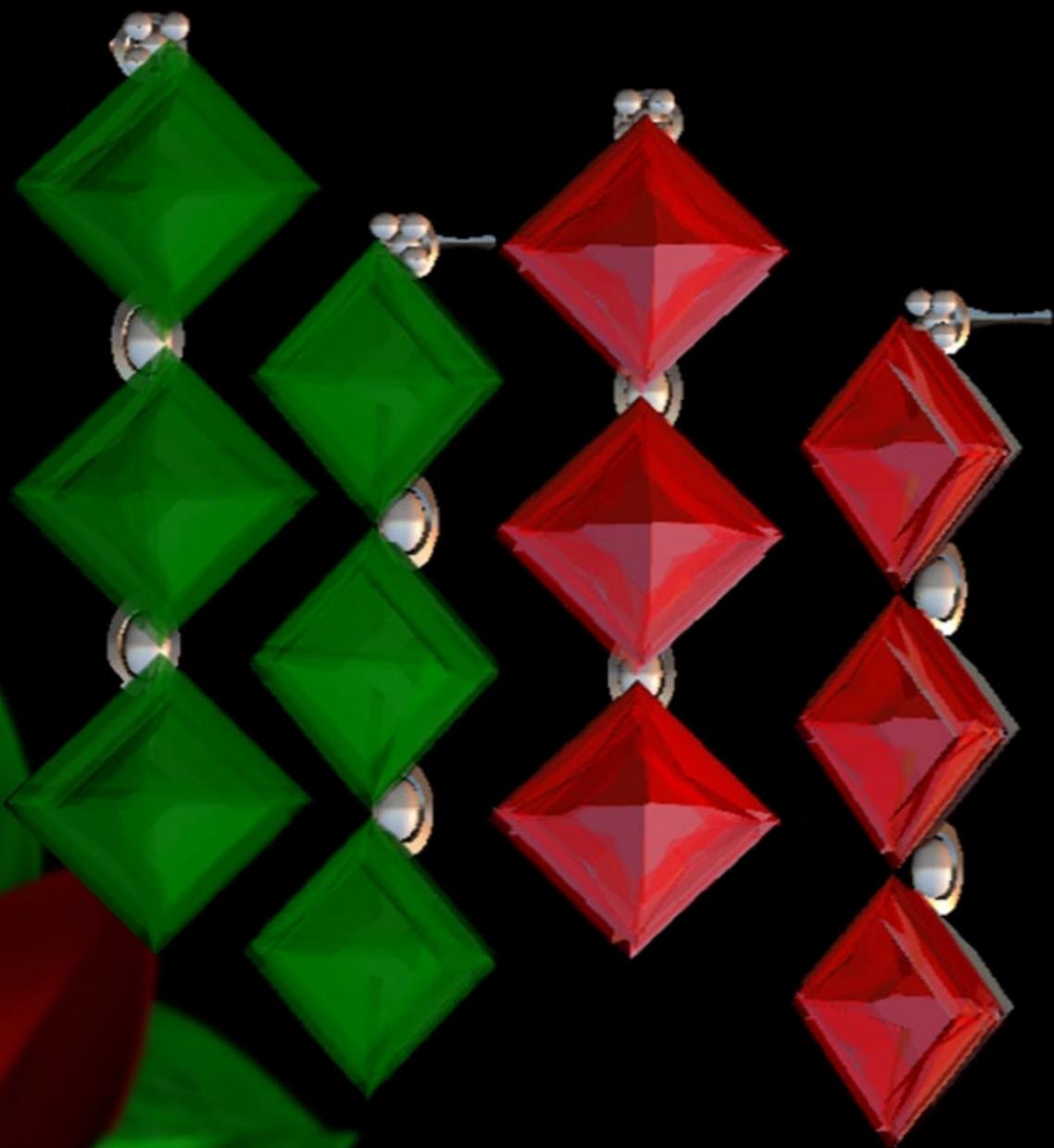


She and I didn't
always see
eye-to-eye on every new design. The
first time I told her I didn't like one of
her new creations, I felt so nervous.
She just laughed it off. "Not everything
I make is going to be your cup of tea,"
she told me. It was true, but not very
often. Often times she would tease me
with a snapshot of a work-in-progress
on her pose stand, and I would reply in
a way that's not even possible outside
of a textual medium. A single character
which sums up Ginny Talamasca: !

She deserves that exclamation point. She always had passion for fashion, whatever you might think about her. She always had passion for a smile and a laugh, especially at her own expense. And most of all, she had a passion for loving those her loved her. Although some of Ginny lives on through these designs, these pixels—a beautiful as they are—will never be as beautiful as the one who created them.



Happy Holidays



Random Calliope
ODE (157,30,25)

H&W
FASHION HOUSE



March 2008

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Wishing You
a Beautiful
Holiday Season
and Happiness
in the
New Year

Innovations

Design Process By Nicky Ree

I was approached by Iris Ophelia to write down some tips for designing fashion in Second Life. After giving it some thought, I concluded the best way would be to describe to you my own design process. Of course this is just how I do it; other designers will most likely have their own individual way of doing things.

Of course, following these guidelines won't turn you into a great Second Life fashion designer overnight. I myself went to a graphic design school, and have also been learning for many years from books, on the job, and just by sketching all my life. Still I feel I am nowhere near the level of creativity and skills of some of the great designers and illustrators that I admire. What kind of fashion designer you will be really depends on individual talent, style and creativity. Most of all it is a continuous learning process; experience with graphics design and design tools is invaluable.

Getting the idea for the design

To get inspiration for a new design, I read magazines, comics and books, watch movies, television, listen to music, surf the web and chat with friends. Once I have some ideas, I start sketching. I start drawing my sketches with pen and paper. I call this doodling, as my sketches are usually simple, just rough pencil lines that give me an idea of shape and form. Often while sketching I do more research on the Internet for details to help me along. I draw lots of sketches. Only a few of these sketches will be turned into actual designs for Second Life.

Gathering the resources

Once I have selected the sketch that I want develop further, I start planning out the details to consider and work on. What kind of fabric, plain or patterned? Do I need beadwork? Do I need accessories like buttons, bows or lace?

To work out the details of the design, I usually do a lot of web searching.

I and many other designers use Photoshop to do graphics work. Photoshop has many tools to help you create special fabrics and textures. Do a web search for "Photoshop Tutorials" and you will get loads of links to great free tutorials on how to use the special effects in Photoshop to create the look you want.

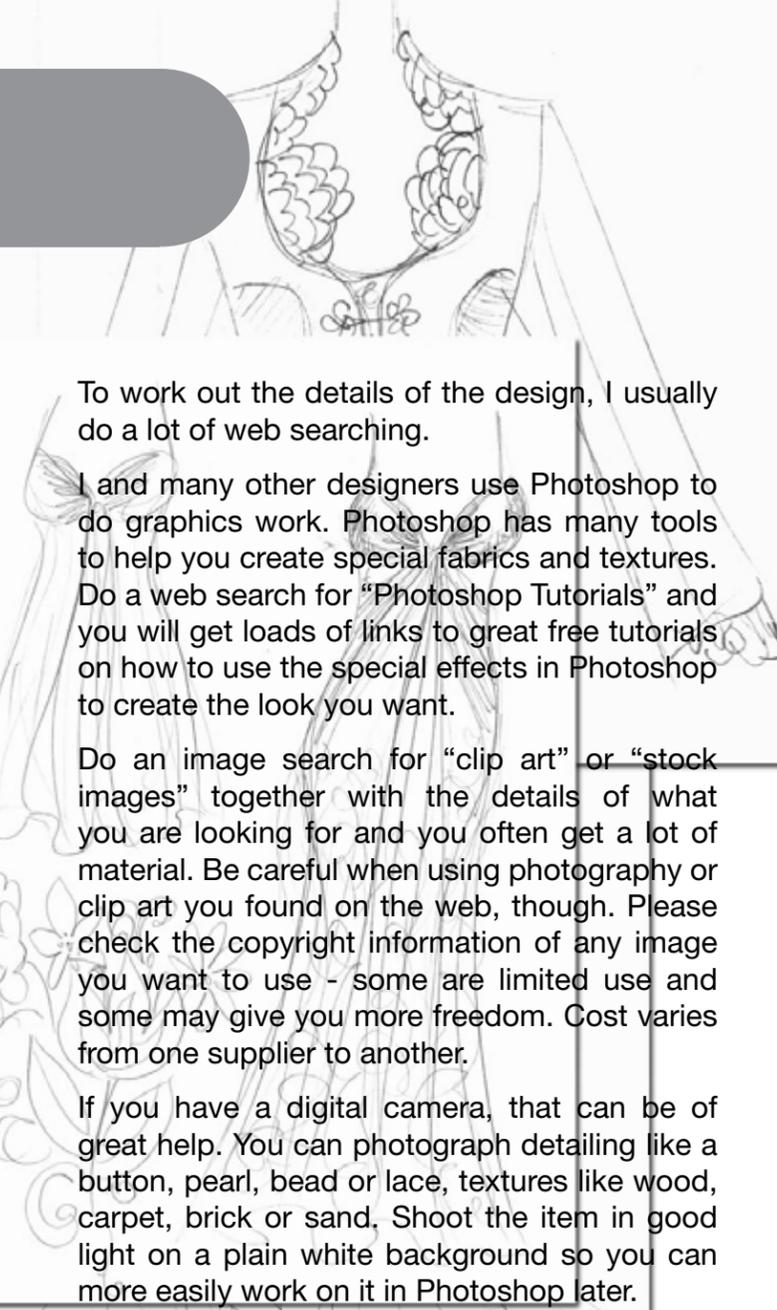
Do an image search for "clip art" or "stock images" together with the details of what you are looking for and you often get a lot of material. Be careful when using photography or clip art you found on the web, though. Please check the copyright information of any image you want to use - some are limited use and some may give you more freedom. Cost varies from one supplier to another.

If you have a digital camera, that can be of great help. You can photograph detailing like a button, pearl, bead or lace, textures like wood, carpet, brick or sand. Shoot the item in good light on a plain white background so you can more easily work on it in Photoshop later.

I stay away from scanning images from magazines or books, as those images usually have copyright restrictions that would prevent my using them. It is useful to use a scanner to scan in your own drawings, though. There are also many clip art books with graphics you can use, you can buy them in book stores or online.

Creating the graphic elements for fabrics, lace or beadwork.

While existing material can sometimes be reused, I also do a lot of hand-drawing to make the actual design. Sometimes the resources I found are not directly used but only serve as an inspiration during my drawing. I use a Wacom pen and tablet connected to my computer to



April 2008

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House of Nyla.

draw.

Besides Photoshop, I sometimes use Freehand to draw vector graphics. These I use to make repeated patterns for the fabric design that serves as the base for the clothing. For example, in my "Spring Romance Collection" I drew the individual flowers in vector form in Freehand, so I could easily manipulate and rescale them. I then imported these into Photoshop to create the colours, shades and various pattern formations. It finally all has to fit in the square format that SL templates are based on: either 1024 X 1024 or 512 X 512 pixels .

Creating the alpha channel and base shading to show highlights and shadow.

Besides the basic fabric texture, I design the dress cut very much like a tailor would, planning out the neckline, the length and cut of the sleeves. To do that I use the path tools in Photoshop to create paths that I then use to make the necessary alpha channels.

A design also needs shading to give it a 3D-like realistic form. To prepare the shading I work in a base colour, usually something in a dark range, for example dark blue. I shade, tweak, blend in the shadow and highlights until I get the 3D form, shine and clothing crease lines I want for the dress. I then blend the shading base with the fabric and detailing to create the final texture.

I have included an illustration as an example. In it I show the stages of my design process of a simple graphics texture and shading of a vase. This should give you an idea about creating a 3D form, with shadow and highlights. I then place the pattern I designed over the illustrated 3D base and with some filter tweaking in Photoshop layers I complete the 3D illustrated vase.



Vase Step 1 Plain flat coloured vase shape

Vase Step 2 Adding the initial shading

Vase Step 3 More shading and blending

Vase Step 4 More tweaking and blending

Vase Step 5 Completed Vase with shadow and highlights

Vase Step 6 Completed illustration of a vase with highlights, shadow and pattern.

Conclusion

As I said in the introduction, a lot depends on your drawing and Photoshop skills, for example how good you are at shading light and shadows. Perfecting your design and illustration skills is the most important. If you are serious about this, invest in a good art course to learn to work with the concepts of form, shape and light. Practice a lot. There is also a lot of written material available, for example books on Photoshop techniques, fashion design, and so on.

Besides the techniques I've shown, there are many other ways of designing and creating the style, look and fashion you want. But one thing is for certain: taking another content creator's work (real life or Second Life) and using it without permission is a big NO. This is copyright infringement so please don't do it.

I hope my little document has been helpful to you and gives you an idea of what goes into creating a good piece of artwork, both for Second Life as well as real life.

I wish you a great time exploring, experimenting and creating in Second Life, and discovering your own unique originality and style. best regards

Nicky Ree

savvy avvy



PXL
CREATIONS

Skins
Shapes
Accessories



sexy - intelligent - stylish

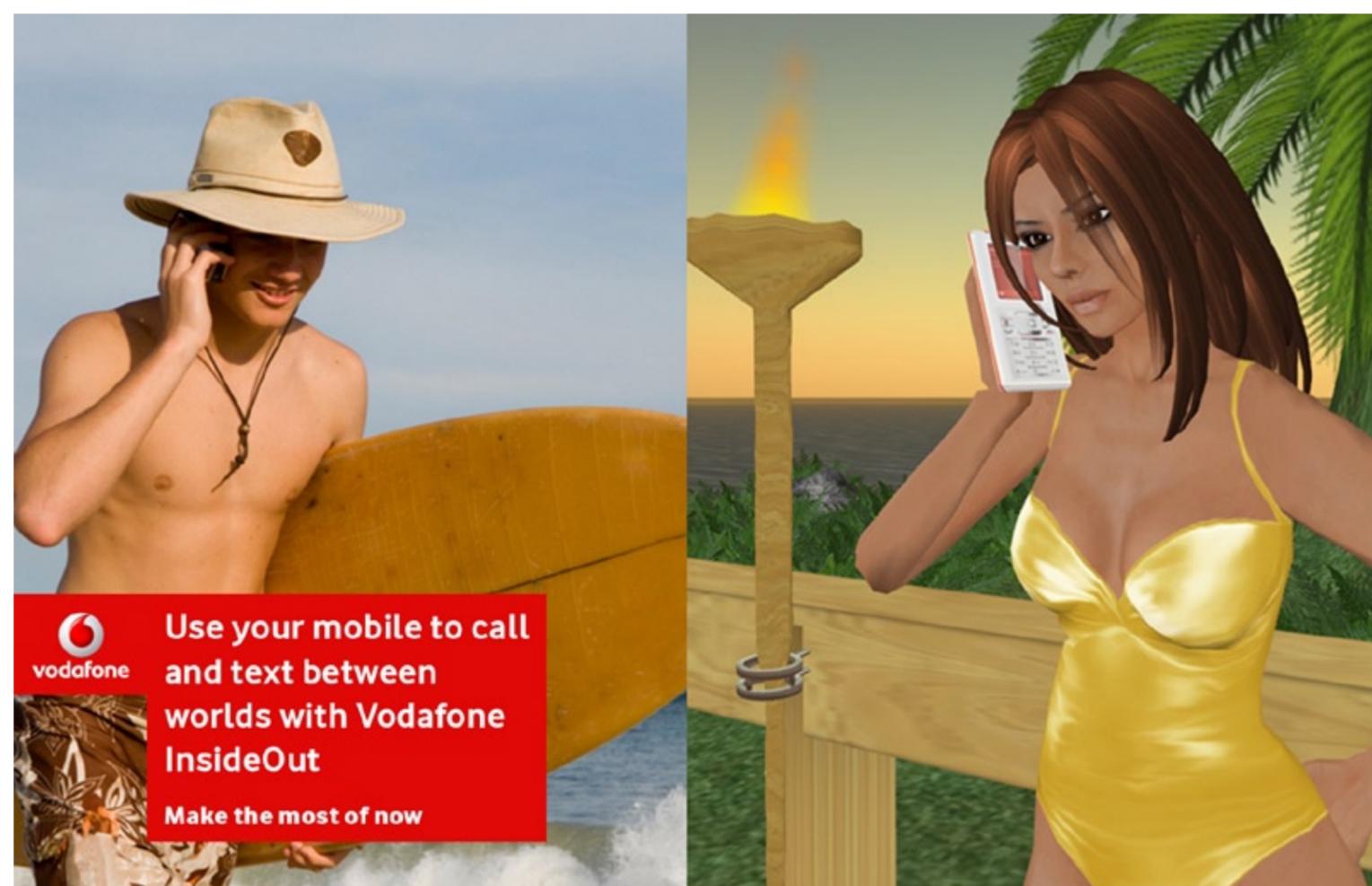


fashion and shapes for all occasions

hake 68, 90, 21

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Peronaut (22, 54, 49)



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Mystical Virtual Studios

SKINS SHAPES ANIMATIONS

SIM: Mystical Island



FASHION HOUSE

May 2008

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INTERNATIONAL
HOUSE OF STYLE



INTERNATIONAL
HOUSE OF STYLE



Skin: Tan SkinGloss Purple by Minnu Palen of Minnu Model Skins
Hair: Spunky Crimson from Polished Hair
Coat: BP Short Duffel Coat Green by BettiePage Voyager of BP*
Pants: Fap Pocket Cords Red by Sol Columbia of Luminosity
Earrings: Red Braid Earrings by Fallingwater Cellardoor of Shiny Things

By: Iris Ophelia
Model: Cherie Parker

winter wonderland

Skin: Tan SkinGloss Tropical by Minnu Palen of Minnu Model Skins
Hair: Cora Blonde by Elikapeka Tiramisu of ETD
Coat: The Duchess Coat Red by Shai Delacroix of Casa Del Shai





Skin: Light SkinGloss Blood by Minnu Palen of Minnu Model Skins
Hair: Micky Dango by BettiePage Voyager of BP*
Outfit: Chiko Slum Queen Black by Chiko Duell of Little Heaven
Shoes: Vidalia Pump Metallic Noir by Lola Marquez of Armidi

Skin: M8 Tan Red Lips from Eddesign
Hair: Lady Farina Silverblue from Bewitched
Coat: Ronja Jacket Red & Cherry Scarf by Antonia Marat of Artilleri
Pants: Cimarron Black by Nephilaine Protagonist of PixelDolls
Earrings: Ingrid Silver Earring from Second Mirage



Skin: Bronze Dakota 2 by Roslin Petion of Tête à Pied
Hair: Karen Chestnut Blackened by Elikapeka Tiramisu of ETD
Outfit: Long Mouton by June Dion of BareRose
Shoes: Vidalia Pump Magi Croc by Lola Marquez of Armidi





Skin: Pale SkinGloss Plum by Minnu Palen of Minnu Model Skins
Hair: Pompadour Red by Rei Gully of Zero Style
Coat: Midnight Poncho Hottpink by SAZAE Yoshikawa of Creamshop
Pants: Dark Gray Slacks from Tart

H&W
FASHION HOUSE



June 2008

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Surfline

SL Experience



model: lokum shilova

men's corner

By Ryan Darragh

So what if, as the song says, the weather outside is frightful? I'm such a whore for sweaters and coats as it is, I barely need winter as an excuse. This month you get to benefit from my hedonistic accumulation of cold-weather wardrobe items, as I'm sharing some of my favorites, both old and new.

First up, an old favorite of mine. These Pea Coats by Donmai Frederick, released last winter, have classic lines and a beautiful wool fabric texture. The set includes coats in six colors: Beige, Black, Blue (as shown here), Brown, Gray and Green. A simple undershirt also adds shape and bulk to the coat, so you look like you're layering properly for the cold weather, just like your mother told you. As if that weren't enough, you also get four flexi scarves, plain and striped, in short and longer lengths. Undershirt and scarves are tintable, so you can customize to your heart's content. Also available in a set styled for women. Pick these up at Back and Forth (Metabirds 192, 71, 25).

The new mETRO outfit by Pompo Bombacci is fine as-is for casual or office wear, or layer with a nice tweed jacket for something a bit dressier. The ensemble comes in six different colors: Ash, Burgundy, Dusk, Musk, Rust (shown here) and Terra. The vest-style sweater has a subtle vertical striping to the weave and is layered over a long-sleeved powder-blue shirt, a nice

change for me from the traditional white. The shirt/sweater combo can be worn tucked or untucked, and the set includes coordinating belted pants in five different fits. Available at SLAB (Pahringull 122, 190, 23).

Now back to outdoor wear with the Woolen Coat by Mathfew Alonzo. This is a classic thigh-length coat in heavy wool, great for taking on Old Man Winter in stride and in style. The front placket is wide to accommodate a double row of large buttons, so it's sure to prevent the unwanted cold from breezing in. Sculpted-prim attachments for the cuffs and shoulders make for a unique silhouette, flexi coat tails move with the proper weight, and a flexi scarf provides a nice accent. Available in Black, Brown and Navy (as shown here) at Savvy Avvy (Hake 66, 90, 21).

And now another coat, because I couldn't decide between the two, and you shouldn't have to either. The Tweed Coat by Jacqueline Boehm is perfect for strolling Dickensian streets at Christmas in warmth, comfort and joy. You'll find it available in four rich colors: Black, Deep Red, Dark Brown (as shown here), and the lighter Heathered Brown. Both ankle-length and knee-length flexi coat bottoms are included, so you're prepared for even the harshest winter weather. Leather belt and cuffs with brass buckle detailing stand out against the tweed wool cloth. A flexi plaid wool scarf adds some dash. Available at 1-800-BETTIE'S (Roosa 236, 24, 27).

Continued on page 79 >



WINDRIDER
BY GOS

[DIAMOND]
2 IN 1 CHANGEABLE
MOD | NO COPY | TRANS



TROPIC ISLES [196, 197, 22]

SHOW HIM HOW MUCH YOU LOVE HIM - BUY GOS



Men's Corner

> Continued from page 76

But perhaps you're looking for something a bit more unusual. The Panthere Noire ensemble by June Dion will wrap you in mystery as you stroll the wintry streets of fin de siècle Paris, or as you wait—oh so patiently—for your escort at the Opera Populaire. The set includes an elaborately embroidered loose shirt, coordinating pants, sculpted-prim top hat, and high-collared flexi fur cloak, all in deep shades of grey (the jacket-layer shirt is also provided in dark brown). The heavy fur cloak is a particularly striking piece, and sure to catch a few eyes. June has thoughtfully put out a demo of the cloak at her shop, so you can try it on prior to purchase. Available at BareRose Tokyo (Bare Rose 159, 100, 30).

For the purely fantastic holiday party, consider the Lord Lace Ice dress suit by swaffette Firefly. This special edition of the Lord Lace suit was originally re-colored in icy bluish-white tones to match a wedding dress, but it's just right for winter holiday festivities. In addition to shirt, jacket and pants, in the set you'll find flexi jacket tails in two sizes, a skirt-layer jacket extension (not shown here), prim collar, flexi lace jabot and cuffs, and prim shoes. This design is also available for women as Lady Lace. Start your holiday shopping early at SF Design (Innisfree 134, 48, 537).

As you can see, there's a wide variety of winter wear available for the stylish SL man, from traditional to contemporary to vintage/period/fantasy. In this brief column, I can barely begin

to scratch the surface of what SL designers have to offer. It's up to you to see what other great winter designs you can find and take home!

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

Ryan is also wearing: FORM skin by Zabitan Assia (FORM). "Deviance" and "Gabriel" hair by Lost Thereian (Naughty). "The Ibiza" and "Poynter" hair by Liam Oliver (Armidi). Flaunt Jeans by Shai Delacroix (Casa Del Shai). Old Shoes by Fallingwater Cellardoor (Naughty Designs). Pointy Dress Shoes by Barnesworth Anubis (Barnes Boutique). "Rectech" glasses by Cienna Rand (Primcrafters). Steel Cane by Vincente Shepherd (Gaslights Emporium).

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



SACHI VIXEN & DAMEN GORILLA OF ADAM-N-EVE

This month I spoke with Adam-n-Eve's sachi Vixen and Damen Gorilla. You can visit their store which features a veritable catalog of fashion goodness from skins, to garments, to shoes on the Genesis sim. sachi and Damen also own a sister sim next door called Revelations which is worth a visit for its atmospheric shopping district.

Celebrity Trollop: I'm curious to know how you found out about Second Life? Which one of you came here first?

Damen Gorilla: Sachi came here first. We were both in a place called Active Worlds before this. I'm sure not many folks will have heard of it, but it was the giant whose shoulders Second Life stood on.

CT: Can you tell our readers more about what it was like?

DG: For its time it seemed a magical place to me, avatar based, worlds, 3d modelling—it was basically chat with visual bells. It had a great sense of community too because it was very small.

Sachi Vixen: Active Worlds was very pretty, but a lot more primitive than SL. Moving around was similar, but you couldn't ride objects. You had an avatar there but it was like a model—the best way to describe is that it was like a textured sculpty. You couldn't change your avatar's hair or clothes—to have a different outfit you needed an entirely new avatar. And they were US\$30. I had six of them.

DG: I paid \$45 for my priest.

CT: Did you two meet in that environment, or were you together before that?

DG: We met there yes, shared common interests, had a lot of fun.

SV: We met 5 years ago in active worlds.

DG: That long ago? Seems like a lifetime...

CT: Sachi, how did you find out about Second Life?

SV: Some people from AW came to SL and left AW —some of our friends left. AW got emptier and emptier, so I tried SL too, but Damen's connection couldn't handle it then, because he was on dial up.

DG: I turned into Pimp Daddy: bling city, cigar, big afro, the works. It killed my computer — everything was so slow to load compared to AW. Waiting precisely 12 seconds for any of my control inputs to actually work put paid to a lot of my interaction in SL at the start. It was like superlag.

CT: Superlag for the superpimp?

DG: Hell yes!

SV: Damen got broadband, and came to try it. When he was on dialup, I used to tell him about SL in Yahoo IM. When I was new I was with friends from AW who had been here a while, so it wasn't so bad.

CT: Which one of you started making content to sell first?

DG: She did; flowers in a barrow somewhere.

SV: I learned to make flowers and started a little flower shop. I had gotten interested in making skies in AW, their sims are like worlds, and you can make your own sky. So then I made skyboxes, using my skies as walls.

DG: Terragen skies — they were delicious. You should start doing that again.

CT: What's Terragen?

DG: Terragen is a landscape rendering tool. You tell it to build a landscape and it does.

CT: Oh, so it's like a separate piece of software.

DG: Yes

CT: When approximately was this? 2005?

SV: Fall 2005.

CT: OK. How did things progress to where you were making clothing and skins?



By Celebrity Trollop

Continued on page 84 > 83

SV: A friend from AW said I was good at making things and asked me to make her a dress, I had a go and loved it, so then I started making clothes and I rented a little space on Teazers Island.

DG: Teazer's, yeah I remember that.

CT: Is that where the Adam-n-Eve brand came from?

SV: Yes, there wasn't much for men around. Every male I met was bare chested in leather pants! So I thought they'd get a chill and started making them clothes. That's why we named the store Adam-n-Eve. Also Damen's avatar in AW was a priest in sunglasses, so it all fit in with the biblical sort of theme.

CT: Now, do either of you have a background in graphic design like many other SL fashion content creators?

DG: I have several years 3D modeling experience from AW, but no formal graphic training.

SV: I was a total novice. I taught myself PSP before I came to SL. I'm still learning photoshop as I go along. I was a writer and worked with children.

DG: Only when I came to SL and realised the potential for creativity here that I started to learn the tools.

CT: Damen, what was one of your first products you put out for sale?

DG: A pot—wanna see?

CT: Sure!

SV: He taught himself to build making those.

DG: I remember she forced all her friends to buy them to make me feel good.



SV: I paid someone to go and buy some, but soon a few people bought them because they liked them.

DG: I put fire

in the top of them—they looked great. I really enjoyed my pottery actually.

CT: Do you still make it?

DG: I don't. But I tell you this, I still have the same intensity of focus when I make shoes which is why I enjoy making those too. Jewellery the same, although it can be very very tiring making jewellery.

CT: Yes, so many fiddly little primms.

DG: Yes, and when you torture them into tinyness they behave differently when moved.

CT: I did not know that.

DG: Add to that the wonderful snap backing prim disease that inflicts SL sometimes and jewellery can drive you to the rubber room.

CT: I remember AE being one of the first several fashion houses to get its own island. What finally made you decide to take the plunge?

DG: We were right next to a club on the quarter island we rented I remember.

SV: Well 2 reasons really: having come from AW, everyone has a world there, it is set up differently—so I had the ambition from very early for a sim, having been used to playing on world-like sims. And it's also a lot cheaper. But I really wanted a sim—the land we were renting seemed so cramped. The worlds in AW are a lot bigger even than sims in SL oftentimes. The other reason was the dungeon in the club on the land we rented. One of the employees used a very chatty and noisy adult attachment.

DG: I forgot about that!

SV: The sounds resounded through my store. You had to be there when I went over, politely knocked, and asked if she could please turn the volume down on her clit.

CT: Only in Second Life. Truly.

SV: So I saved up for a sim for that first year of business.

DG: We justified it too saying we could rent Dickens out to pay half the tier.

SV: Damen insisted it could support itself before we got one.



CT: I remember Dickens – and the church organ. I quite liked that actually.

DG: That church is still over on [sister sim] Revelations there.

CT: Oh good!

DG: Another biblical tie in.

SV: I'd love an Exodus but LL prices are too steep really.

DG: Anyone would think I'm a fanatical nutcase rather than a handsome bastard.

CT: Heh!

SV: If we were on AW I'd have half a dozen for what I am paying here.

CT: Yes, I wanted to ask how VAT has impacted your business.

DG: It's absorbed Celebrity, what can we do? We can't easily force the rise onto our customers.

CT: How did AE get involved with making content for movie promotions like 300 and Live Free, Die Hard?

DG: Over to sachi on that...

SV: We'd done a couple of custom avatars, more as favours than anything else for some people with smaller development companies, and the scout for Silverscreen was a customer of ours. She asked me about making the hair for a 'King Leonidas' avatar. So I told her I had made custom avatars. I think they'd been let down for some of the stuff, and so asked if we could help out. We ended up doing everything, but we only had a short time, and it was very tough, lots of late nights. They had very high standards but I think it good they did.

DG: Seriously—it was 18 hour days for weeks, day after day. It was especially tough for me as I had my RL job to do as well.

CT: Did you two build the 300 set for the Silverscreen sim too?

SV: No, we didn't do the set too. We couldn't have done that and the costumes, jewellery, weapons and all six celebrity avatars. There were a LOT of changes to the 300 stuff during the project, it was hard work. But I am very proud of how it turned out. I think it

raised to heights we hadn't achieved before. I feel like I'm always growing and learning here in design.

CT: Damen, lately you've been making some incredible sculptie shoes. How do you work with sculptie maps?

DG: For the sculpties I use a combination of techniques and programs. Wings 3D is a great starter to make the initial map, then I use ZBrush to tinker and shimmy a bit, then PSP/Photoshop to put the finesse in.

CT: Is there still a lot of trial and error though once the map is loaded into a prim?

DG: There is, yes. For instance the sculpty object model you see in Wings, or Blender or Maya, is NOT the end result sculpty in SL.

SV: Damen collects Linden bears, but we don't have Phil's yet.

DG: I got most of them during my grand tour of the mainland.

SV: I kidnapped them once.

CT: Held them for ransom, sachi? More shoes? That's what I'd hold out for.

SV: I held them for ransom, but he made me give them up, turned double blackmail on me. I locked them in a box.

DG: Sachi got one of them pregnant! How perverted is that?!

CT: Ohmy! Sachi, last year you lead a coalition of content creators in protest of the copybot. How are you both feeling about intellectual property in SL a year later?

SV: I think what happened a year ago was quite important to me. It showed that would come together as a group and say this isn't cool. I think intellectual property is a really difficult area, and I understand that LL has a way that they want to go with SL, but no one envisioned that people would make careers out of content development. I still don't think Linden Lab affords us enough care or respect in regard of intellectual property, but at the same time I recognise it must be hard to know what to do. What I don't like is that often when someone has ripped skins say from several people, or clothes, they still seem to be trading these items even though a DMCA takedown has been filed. So I'd like to see LL be a bit tougher on theft.

DG: I believe just because someone CAN steal your property, doesn't mean that LL or any future development platform just hold their hands up and say it's a free for all, and you all should basically sort it out yourself.

SV: Exactly, I think Damen put on one of the forums that just because someone can break in, doesn't mean you should leave the keys in the door.

DG: Yes, that was on a JIRA post actually, after I completed the degree in applied logic needed to access JIRA in the first place.

SV: I'd like to see textures we load encrypted or something, I am sure there must be some realistic measures that can be taken.

CT: Heh. Logging into JIRA is kind of complicated isn't it?

SV: The JIRA is awful. I think LL have made it a lot harder for us to communicate with them and that is a shame.

DG: Nicholaz Beresford of SL patchmaker fame has an excellent blog post about JIRA. He nails it when he says it is not a tool that's meant to be used for customer support.

CT: Do you use the Nicholaz version of the SL viewer?

DG: I do. I find the user interface much better.

CT: For readers that might not know about it, would you describe some of the differences?

DG: It doesn't have the communicate box for instance, and a double click on a prim in inventory wears the prim straight away.

CT: I didn't know about that change!

SV: I have it too but I don't always use it.

DG: Firstly its incredibly stable, secondly it fixes several memory leaks, thirdly it has no silly communicate window. There's lots more features than that actually.

[ed. You can find out more about the Nicholaz version of the SL client, including free downloads, installation instructions, and more from his blog: <http://nicholaz-beresford.blogspot.com/>]

CT: I'm almost out of time—I'd like to ask you about what's coming soon from AE?

SV: We just released some Christmas clothes, and

some freebies, along with 50L boots and a 75L dress.

SV: We're looking at doing some more party attire, and I want to do some more skins. Actually, I want to do more 'character' skins. Skins in Poser are called "characters." I'd like to do something like that for SL as an extension of what I'm currently doing.

DG: What's next is: we will continue doing our own thing, building quality gear at great prices, so no real change to be honest.

CT: Any thing you'd like to tell readers that I haven't asked about?

DG: I'd like to say, "Happy Holidays," and always be true to who you are.

SV: Happy Christmas and come over and say hey. Have a look round, have fun and enjoy your SL.

DG: To be honest there's loads about what we do that hasn't been covered, but our store says a lot about us.

SV: We strive for perfection, we will always strive for it, we want people to enjoy it.

DG: I achieve it dearie! Hehe.



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H&W
FASHION HOUSE

August 2008

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H&W
FASHION HOUSE

September 2008

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mini-guides

holiday accessories

By Ilianexsi Sojourner

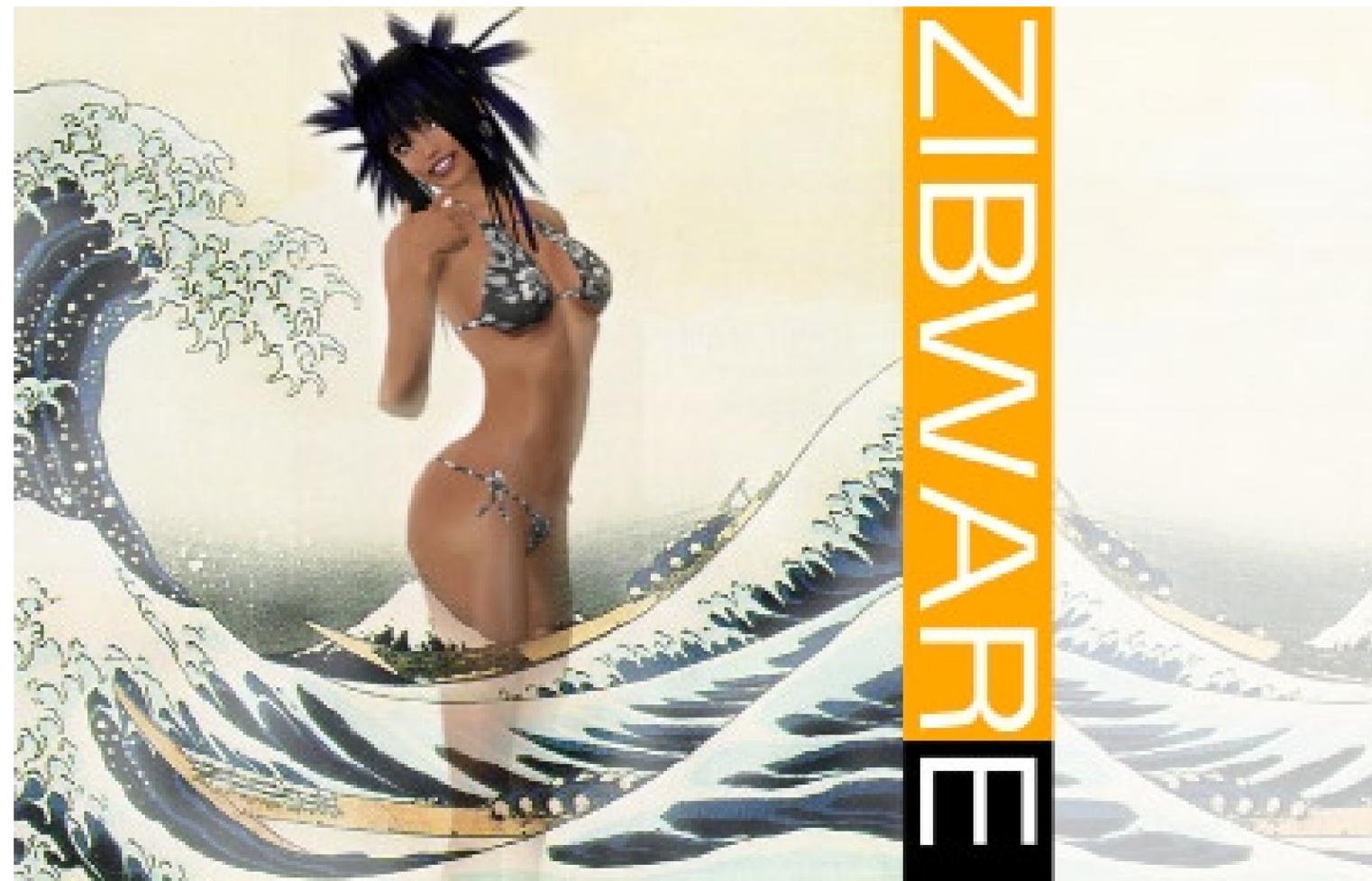
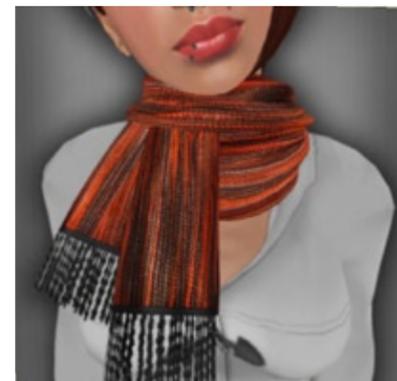
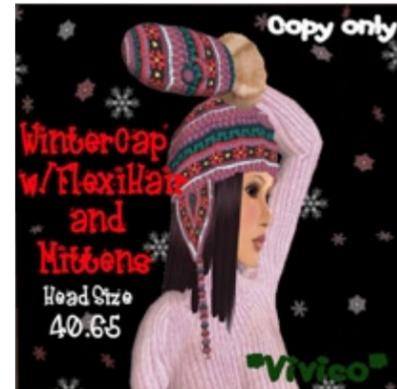
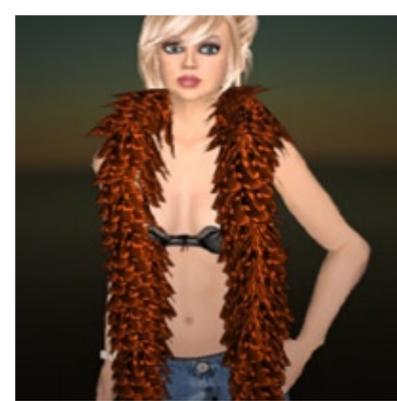
Spotted Rainbowas, by Callie Cline, L\$150, CaLLifornia 213,246,22. Ok, so it isn't technically a scarf, but tell me this wouldn't look fabulous with your winter jacket! 'Flexi and fuzzy,' comes in a dozen colors, shown here in topaz. Who says you can't be both warm and glamorous?

Winter Cap with FlexiHair and Mittens, by Vivico Flan, L\$200, KittenzShop, Sliderule 34,203,105 and other locations. This adorable multicolored knitted cap set comes complete with hair, so you don't have to worry about fitting it. Love the earflaps on the hat and the fur trim on the mittens!

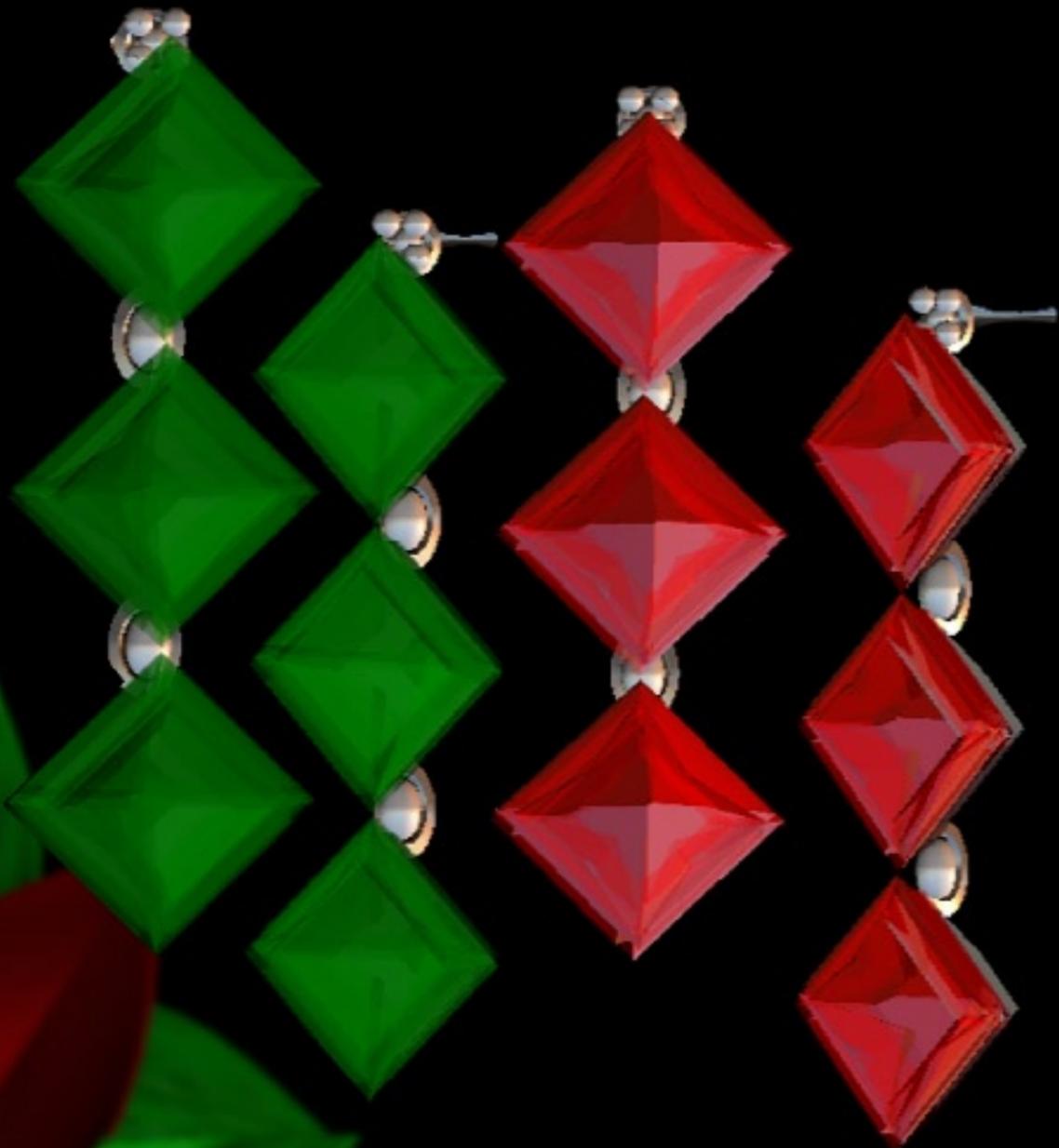
Colour Thread Scarf, by Antonia Marat, L\$75, artilleri, artilleri 83,89,26. This cozy, funky fringed scarf comes in bunches of colors and patterns—shown here in orange—and it even includes an optional winter breath particle attachment. Just the thing for exploring the snow sims!

Santa Hat with Light, by Saur Holt, L\$150, Passionate Neko Dreams, Forsaken Enterprises 86,176,511. This is just plain fun—a Santa hat with working Christmas lights wrapped around it! Perfect for adding a little holiday cheer to your favorite winter outfit.

Khione diamond and platinum snowflake necklace and earrings, by Britneyj Crimson, L\$93, Second Mirage, Second Mirage 56,29,23. Inspired by the Greek goddess of snow, this elegant set will add a sparkly, snowy touch to any holiday outfit.



Happy Holidays



Random Calliope
ODE (157,30,25)

Where do you go
when you need hair?

VISIT THEM ALL!
HAIRSPRAY
The HAIR Sim!



fresh faces

By Neferia Abel

Accessories can make or break an outfit, and can do a great deal to convey your personality. Designer Violet Voltaire brings attitudes from sweet to sassy into her jewelry, and into this month's Fresh Face reviewer, Neferia Abel's, wardrobe.



Wearing the Kaela crown makes me feel like a lolita princess, and I love it! The size is perfect. I always seem to prefer the sweet, little things rather than the big, over-sized ones. The shiny pearls and the black stones in this piece make a nice contrast and those tiny hearts are the perfect finishing touch!

Everyone that knows me, also knows about my passion for the cameos! The Girl Germs cameo set is one of the MUST-haves of cameos. It comes with either skulls, gargoyle, butterfly, spiders, hearts, or bows, yet somehow manages to still keep that old, romantic look. I can't understand how the jewelry designers manage to work with such tiny, tiny primes. To all you jewelers out there, I admire you all. This set is so lovely that it belongs in everybody's jewelry box!

This necklace features a silver or gold pendant in the form of a well-shaped crown dangling from a heart! You can wear this one with everything. It is so versatile, it goes with any style, you don't need to be a goth-lolita to wear it.

The cake necklace is a fun, playful one. I especially love the nice details in this one, with its white pearls and red rubies. When you wear this around your neck, it makes you feel that everyday is your birthday. Yay! Let's celebrate, eat some cake

style to die for



Crimson Shadow



crimson shadow rezzable 134 134 24

model: Morrigan Wolfe

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By Haver Cole

style girl PAULIE TAMALE

Welcome to the brisk and chilly edition of Style Girl/Guy/Robot. This month we are featuring the one, the only Paulie Tamale! He is tender piece of meat and I'm ready to take a bite so let's get started.

Haver Cole: Paulie tell me about your style?

Paulie Tamale: It ranges from 70s workout mania to kind of Gothic Lolita, except not. I shop at Hot Topic and think plaid skirts are okay Gothic Lolita.

HC: Explain Gothic Lolita for people who don't know what it is.

PT: Like short black romantic baby doll dresses with ankle boots. It's a Japanese look.

HC: You are a man person, and you seem to be a lady person in the pictures? Is that a conscious choice?

PT: Yeah, I used to be polygendered and switch peen to gine when I was working on hair. But then I just got lazy and now I'm all gine all the time.

HC: Have you run into issues with people being upset about your gender choice?

PT: No not really. I'm like everybody's best t-girl friend

HC: How much of your style is influenced by real life fashion?

PT: Pretty much all of it. I really hate ladies who get to SL and think, "I'm in the virtual world so tube tops and bedazzled butterfly jeans are a-ok" as they're teasing their Selena hair.

HC: So you have a pretty literal visual style—this is what you would wear if you were RL Lady Tamale?

PT: Yeah pretty much. I just think of my avatar as my 7-foot Asian lady-slave. And I dress her and make her cook me spring rolls.

HC: Wow. That makes me... hungry? Is there someone or something you find really inspirational?

PT: Pretty much anybody who makes leotards and metallic lame magic.

HC: So like Arbel Vogel and Armidi? (Who else makes a good leo)?

PT: Yeah and I shop at Nylon Outfitters and Fashionably Dead a lot. And G.L.A.M. makes my Grecian disco dreams come true.

HC: Oh gosh I love G.L.A.M!! One of my favorite pairs of shoes there too. So what about art—is it something that plays into how you style your doll in SL?

PT: Yeah, I'm really into stuff by Junko Mizuno (<http://www.h4.dion.ne.jp/~mjdotcom/>)

HC: These images seem to be buxom woman and you are SO skinny. Was that on purpose?

PT: Yeah, I wanted to make all the other girls in SL feel bad about themselves. Dare to dream, ladies.

HC: I find when I work I usually listen to one album more than others. Is it the same for you?

Continued on page 102 >

Style Girl

ntinued from page 101

PT: Yeah it is. I randomly came across an album on itunes called “Milky Disco” with lots of different artists. Ever since I downloaded it, I noticed my silver leggings haven’t come off and my hairstyles are becoming more futuristic and less complex.

HC: So it’s all about the disco future?

PT: Yeah, that’s pretty much what inspires most of my outfits and hairstyles. I try to think, “What would girls wear in 2070 instead of 1970?”

HC: What do you see the next thing is going to be in SL style wise Futureman?

PT: With sculptie prims outfits can have a lot more volume. I think that’s the direction I’m going to start taking.

HC: How do you mean volume?

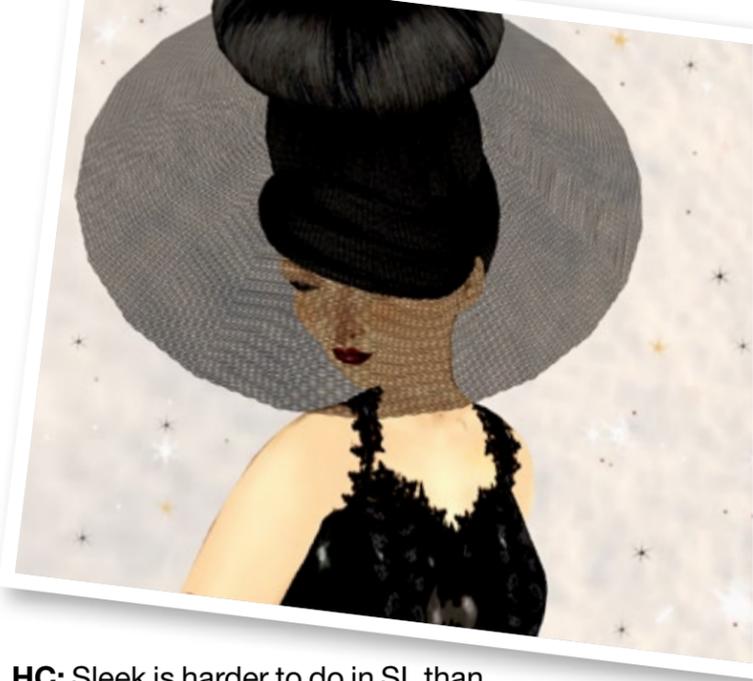
PT: Like puffy tops—more shapeless garments. They give things a more androgynous feel.

HC: What about accessories? I saw you use a lot of interesting footwear but were fairly sparse on the jewelry.

PT: Yeah I tend to be minimal with accessories. I don’t like lots of jewelry cause just a dress and shoes gives the garments more impact. I think a big part of the futurism trend is staying way from romanticism.

HC: More sleek, less fluffy?

PT: Yeah.



HC: Sleek is harder to do in SL than people think—even with system clothing.

PT: Yeah it really is, sometimes if you try to do minimal you just look plain. So I try to do a lot with primary colors and basic modern shapes. Kind of mondrian-esque

HC: I find when you have to rock basics I have to be very particular about my skin and hair to really project the feeling I’m going for. Is that something you run into as well?

PT: Yeah totally. A lot of times I’ll buy a dress and then go make a new hairstyle for it. And I’ll change my skin like 50 times before I’m happy with it. I’m really anal about too much on the lips/eyes at once. That’s why I stick to FD skins. Toast is pretty fabo when it comes to balanced makeup.

HC: You make hair as well! The pieces I have are so fun to wear... what inspired you to make content in SL?

PT: I was just tired of only being able to find “pretty” hair and ghetto prom up-dos.

HC: I have definitely noticed a progression of your hair forward as well. I love to see designers learn more as they work more and apply that to their art in SL. Do you find SL quenches creativity in you or do you express it in other places as well?

PT: I do a lot of drawing and fashion sketching/ designing in RL.

HC: Is it something you want to pursue RL?

PT: Yeah maybe some day, for now though



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Torley Linden

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I'm planning on going to school for cosmetology.

HC: That's not far off at all. Now for a few rapid fire questions—

PT: Oh baby.

HC: Who was the first designer you fell in love with in SL?

PT: Nylon Pinkney, Toast Bard and elka Lehane.

HC: Very cool.

HC: What was your worst SL fashion mistake?

PT: I got a sweater once with like hideous neon stripes. I thought it would be so ironic and awesome, but it just was ugly.

HC: Who gets hit on more guy you or girl you?

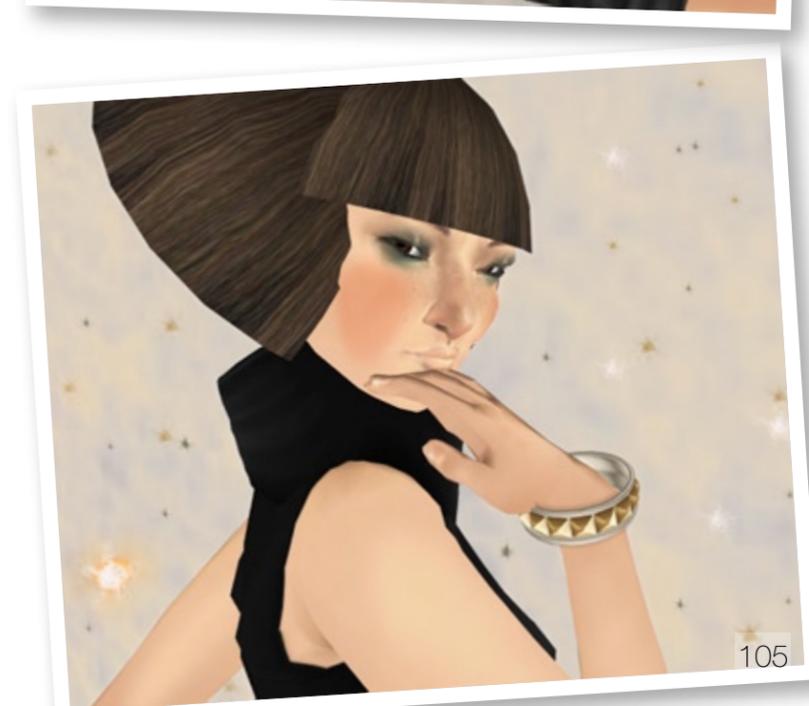
PT: Probably my boy, but that's cause he has bigger titties!

HC: Any last words?

PT: My collection is coming out really soon. It's amazing and inspired by Tokyo and Alice in Wonderland, so check it out.

HC: Thank you so much Paulie for this verbal tour into the future.

Keep those nominations coming. Do you know someone stylish? If so, IM Haver Cole in world or email havercole@mac.com. Thanks!



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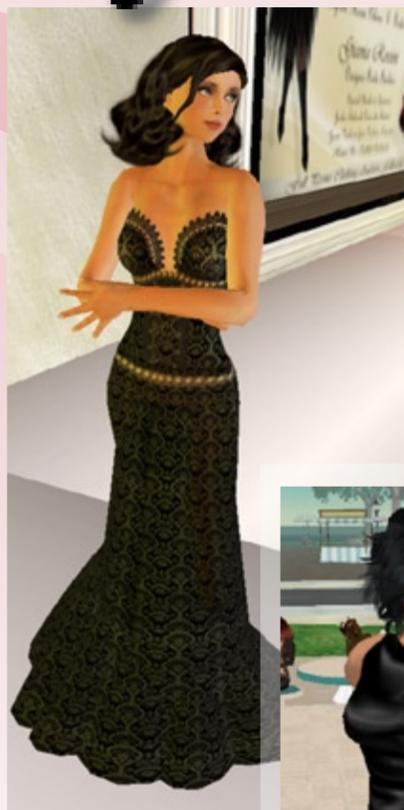
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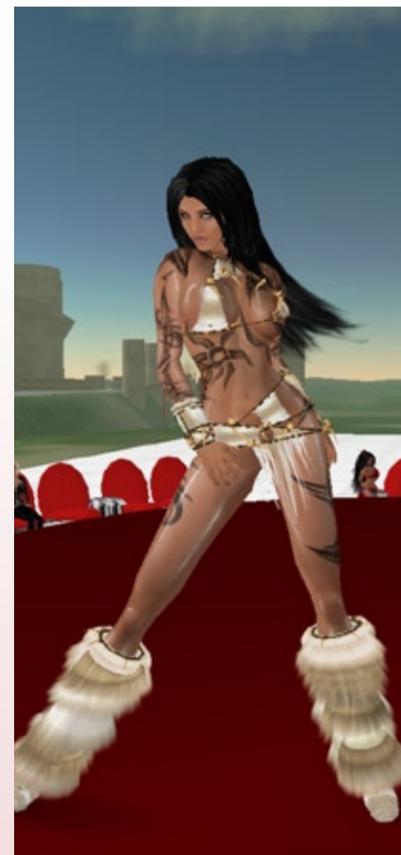


By Justine Babii

The Second Life runways came alive in November with a ton of good shows, making the job of picking just a few good outfits to present to you nearly impossible. I made it to so many shows this month, I barely know where to begin but I'll do my best to struggle through and give you some designers I encountered for the first time on this month's runways as well as some old favorites.

Forda Fairlane and Moxie Polano are new designers to me but I love their work and saw a lot of cute things by them at the In Style Fashion show. Their business, Tailor Made, focuses on custom designs and they have made some great things on commission. On the runway they showed the gorgeous dress featured here, Royal Threads, and the detail is exquisite the closer you get. They are definitely a pair to keep your eye on.

An incredible list of designers was shown at the Sunday Brunch Business Fashion Show in the middle of the month. I'm showing the Graphite Pants and Top set from Fido Fashions but could easily have shown any of several items by the designers, it was that thorough a show, including designs from Diva Style, Dramatic FX, First Impressions, Gracile, Head-Toe, Identity Outfitters, Mary Jane Shoes, Marzipan's Closet, Purple Rose, SkyShop, and Starsong.



Fashions come in all shapes and sizes, and so I was thrilled to wander into a fashion show for the Ko-Ro-Ba Market, which specializes in off beat fashions, particularly for Gorean and Panther Grrls. It was here that I saw Savage Winter by Feral Spirit for the first time. The second time was the next day on my friend Fannie Carter, who was also apparently at the show and was as taken with Feral Spirit as I was. I constantly have to remind myself that Second Life is for fun and the fashion should reflect that, so a refreshingly different show like the one for the Ko-Ro-Ba Market was a breath of fresh air.

One of the more interesting shows I went to this month was the LeeZu Baxter Revolution show. LeeZu's designs were edgy and yet flexible enough that the clothes won't sit in the back of the inventory waiting for an appropriate event. Mo, for example, is a massive set that can be worn in any number of combinations for a look that goes from whimsical to haute couture to just funky fun.

One of the most gorgeous fashion shows I've ever been to, however, and I'm not saying this because I work here, was the Second Style Spotlight Fashion Showcase. Oh wow were the outfits incredible! Combining dresses and gowns from Icing and Ingenuie with shoes Zhao and hats from Morigan Hyun of Elegance Hats was just a match made in fashion heaven. Picking just one picture from this show was impossible, so here I have two, the black cocktail dress Little Bit of Midnight and the gorgeous ruby colored Gossamer Fantasy, both from Icing.

Here's to hoping next month is as fertile for Fashion Shows because I had a splendid time kicking back and loving the runways in November. I look forward to seeing you at the shows! Be sure to say hi!!

H&W
FASHION HOUSE

October 2008

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By: Iris Ophelia

On Iris

Skin: Torrid by Launa Fauna of Chai

Hair: Outcast in Coal by Zabitan Assia of FORM

Clothes: Gatsby in Black by Simone Stern of Simone!

Accessories: Venti Runway Edition Necklace from JCNV

On Catero

Skin: Antonio Baby Face Soul by Funk Schnook of FNKY!

Hair: The Grammar in Chocolate by Liam Oliver of Armidi

Clothes: Ciao Evening Suit by Ginny Talamasca of Last Call

Accessories: Half-Transparent Pocket Watch by Yukirei Greene of Yukirei

On Erin

Skin: Jadzia Illicit 4 A by Aja Sinister of The Abyss

Hair: Abigail in Vanilla by Lola Marquez of Armidi

Clothes: Grey Curtain Dress by Mimi Coral of <3 Cupcakes

Accessories: Sheer Tights in Black by Pukk Abel of First Impression





On Catero
 Skin: Antonio Baby Face Soul by Funk Schnook of FNKY!
 Hair: Men's Short in Cinder by Elikapeka Tiramisu of ETD
 Clothes: Regal Gold Tux by Rebel Hope of Rebel Hope Designs



On Iris
 Skin: Paon 4 by Roslin Petion of Tête à Pied
 Hair: Syanne in Brown by Queue Marlowe of Analog Dog
 Clothes: Grace in Black by Blaze Columbia of Blaze Tiramisu of ETD
 Accessories: Blossom Necklace by Miriel Enfield of Miriel Enfield
 Regal Gold Tux by Rebel Hope of Rebel Hope Designs



On Erin
 Skin: Chaton 1 by Roslin Petion of Tête à Pied
 Hair: St Moritz in Magyck by Lola Marquez of Armidi
 Clothes: Kelly in Black by Nicky Ree of Nicky Ree

On Iris
Skin: Soiree 1 by Roslin Petion of Tête à Pied
Hair: Retro Bob MOGA pattsun by BettiePage Voyager of BP*
Clothes: Gray Crop Shimmer Top and High Ruched Black Skirt by Jonquille Noir of Little Rebel Designs
Accessories: Repairs Necklace in Gold/Onyx by Dakota Buck of Savvy?
Shoes: Clara Slingbacks in Silver by Fallingwater Cellardoor of Shiny Things

On Erin
Hair: The Siren in Glazed Apricot by Liam Oliver of Armidi
Clothes: Janine Dress in Saeya by Dakota Buck of Savvy?
Tattoo: Keyhole by Doll Box

On Iris
Skin: Nude by Launa Fauna of Chai
Hair: Snowstorm in Black by Mallory Cohen of Raspberry and Cow
Clothes: Zoot by Nyte Caligari of Nyte'n'Day
Accessories: Pearl Necklace by Cocomitsu Mayo and chocolat Yifu gog
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I m p o s s i b l y H i p H e e l s

By Scarlett Niven

With the holiday season just starting to pick up, pretty sparkling sequins are popping up more than ever. I've been a sucker for shiny ever since I was little and sequins add a touch of glamour to everyday life and makes you shine inside and out. Fashion wallflowers beware: this season's metallic styles are not for the shy. Vibrant hues in hot pink, glistening black and golds shimmer and shine.

Gleaming sequins from Little Rebel's black sequin halter and X3D's black & gold pants are perfect for an uptown holiday cocktail party. Paired with the black pearl collar from Paper Couture and gold & onyx chunky bracelet from Curio, adds bold touches without getting too elaborate. Flirty Bonita strappy sandals in black from Enkythings and a dash of red for the season in the way of a mani/pedi in Wine Berry from Awesome Designs looks refined and festive.



Just the right amount of skin unleashes the diva within. Keep hair soft, shiny, and sexy with lots of body and softness with Abigail from Armidi in smoked ivory.



For those who want just a touch of shine, the gold sequined clutch from Tied a Pied adds just the right amount of flash.

Nylon Outfitters offers two very cute sequined cocktail dresses in black and gold, that are wonderful on their own and require very few trimmings to take you from cocktails to dancing till' dawn.

The gold version of the party dress shines

brightly and all eyes will be on you as you strut your stuff. Simple, complimentary accessories include the heart window necklace from Yummy, Elexor Matador's AAA double gold bangles worn on both wrist and Codeeee Nishi's shiny gold pumps. Hair is kept sexy yet sophisticated with RaC's Lola in Blonde.



The black party dress gives you the opportunity to show off those sexy shoulders and neck as it comes in a bustier style. Dazzling classic pieces from Muse, the amazing Celine

Pearl necklace in Black Pearl and black Claris pearl studs, diamond pave cuff from Ame True completes your holiday look. These fantastically detailed sculpty pumps from Redgrave in black and a simple black patent leather clutch from Bloom pulls everything together. Cora in Blonde by ETD give off just the right amount of mischievous elegance.

While there is plenty of time for the snow to fall, there's never enough time to shop for arctic cool clothes. I have a few snow bunny favorites of my own, but nothing says nestled in style like warm, beautiful furs.

Play out your own version of Dr. Zhivago wearing these fantastically done fur hats by Ookami Ningen and fur collars from Cherry Tokyo. I've dressed up the black version by pairing it with the Fancia Woven Coat in Ironberry from Armidi, black Liah boots from Last Call, colorable tights in the wavy pattern from Veschi, and black, short leather gloves from Tied a Pied to keep my hands nice and toasty. Hair is kept simple



and away from the face to show off the exquisiteness of the collar and hat. ETD's bang – less bun with fringe bangs gives just the right style to compliment.

I've paired the white version of the hat and collar with Paper Couture's Stray Horse quilted black leather jacket and the black leather skirt. Finished up the look with bitch booties from Stiletto Moody, black fishnet stockings from Celestial Studios, Paper Couture's Cecelia top that has a smattering of fuchsia sequins on the front. ETD's updo Vivian hair is polished and shiny and looks great with hat.

shiny hair and tops any look with style. Simone has a terrific color changeable beret that can be worn with panche and flair. And last but not least the ladies at Kyoot's Scarlet's Mobtress Fedora. Beanies and berets have been around forever and are constantly showing up on some of our most favorite celebrities. Perfect for adding some edge to your look, beanies and berets are a must-have for every fashionista. For a casual daytime look, top off with your beloved beanie (or beret!) to pull the look together.



Feeling retro nostalgic, and as a tribute to Ginny of Last Call, I've paired the cute and versatile



cropped fur jacket from Punch Drunk with her Isabelle dress, Bird of Paradise hat from Chapeau Tres



Mignon, black lycra stockings from G*L*A*M and adorable circa appropriate Sasy shoes from Maitreya in Velvet black.



Anyone who knows me, knows I love hats. They're mysterious, sexy, and classy, too. Whether you're a connoisseur of cloches, a beginner battling a beret, or sporting a fedora worn at a jaunty angle, you're gonna need something cute and cozy to keep your head warm during the cooler months, right? Once the ladies hat was an essential accessory and no one dared go out of the house without a hat. Now, once again, a woman's fashion hat is an essential accessory. A lovely hat performs not only a fashion function, but a utilitarian one too. ETD's color changeable hat comes with sleek,



Here is the obligatory holiday greetings photo (say cheese!!). I'm celebratiing dressed to the nines with this Christmas Rose Gown by Tres Beau. Wishing you and yours and happy, safe holiday and a very happy and prosperous New Year!!

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