

second style

Issue #4

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Anubis &
Lost Thereian

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Punk
Accessories

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Athel
Richlieu

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

second Style

Issue #4

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OI! Beckenbauer Boots
Guitar by Francis Chung

|| From the Editor

Stop Thief!

This summer has seen a lot of great fashions—new designers, new lines, new garments—come into the world, but it seems to also attracted a new and unrelenting criminal element—texture thieves who pirate the work of well known content creators and resell it as if it were their own.



I think the first high profile incident I'm aware of was the theft of several Panache hair textures, as documented by Sabrina Doolittle on her Linden Lifestyles blog. Since that time, many more well known designers have had textures, garments, even prim work stolen, ripped or copied illegitimately.

Disturbing as it seems, I'm not entirely certain there's a good technological solution for texture theft, but there are things that we can do as customers of content developers who deserve our whole hearted support. Here at Second Style, we strongly oppose texture theft and support efforts to end it, socially in world and technologically to the extent possible. We ask that our readers lend their support by not buying stolen textured items either from yard sales, from scam artists who claim to have "discounted" original items, or from unscrupulous store owners who try to pass off the work of others as their own.

In the end, texture theft robs not just the talented designer that created the original item, but all of us by sending a strong signal to content creators that we don't value their creations economically or morally.

Celebrity Trollop

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Verloren (216, 30, 33)

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

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

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



2.0 Bikini

Dominus Bikini

Swimsuit, gloves, and top by Torrid Midnight

TorridWear: Chartreuse 180,68



Verloren 216,30,33



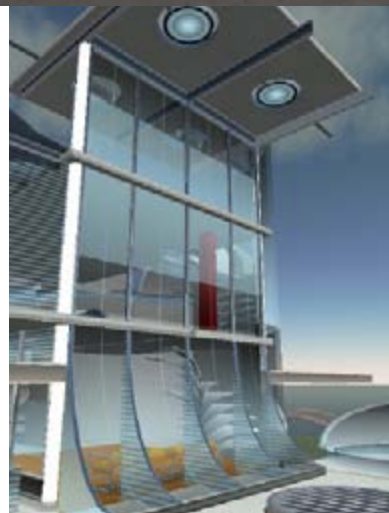
|| Scope Cleaver: Designer and Architect

By: Barnesworth Anubis

Despite being relatively new to the building scene, Scope Cleaver has already made a name for himself in the world of custom architecture. He was recently featured by Chip Poutine on Virtual Suburbia (<http://virtualsuburbia.blogspot.com>) focusing on his first large project for the Canadian phone company Telus. Scope offers custom building, texturing, furnishing, consulting and project management for SecondLife, interested parties can contact him in world (Scope Cleaver) or e-mail (scope.cleaver@gmail.com).



So what is so good about this guy? Ingrid Ingersoll sent me some pictures of his store and prefab that gauged my interest to take a closer look. His builds are very futuristic with a retro-modern undertone that is always a sure fire way to win me over. Built in hardware light-

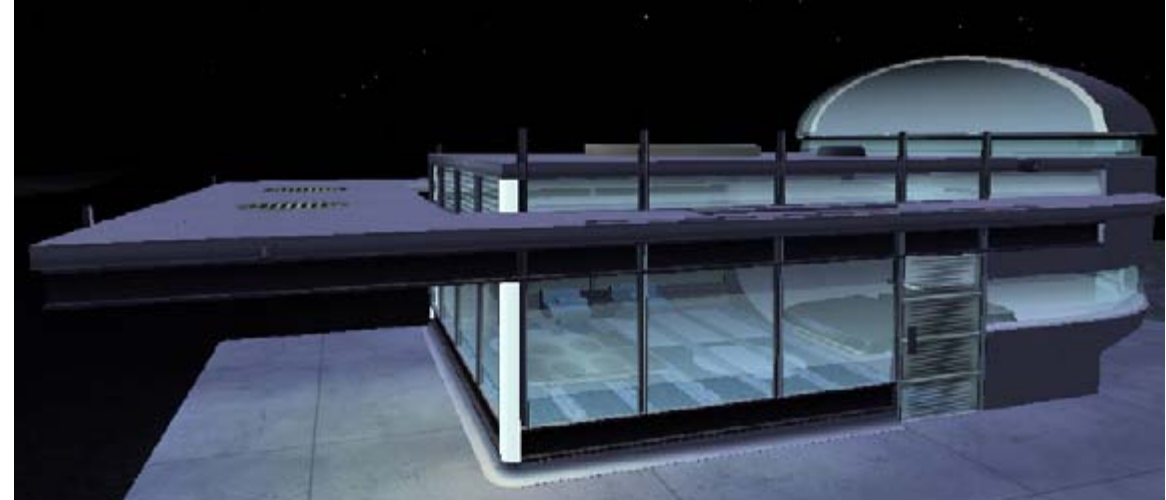
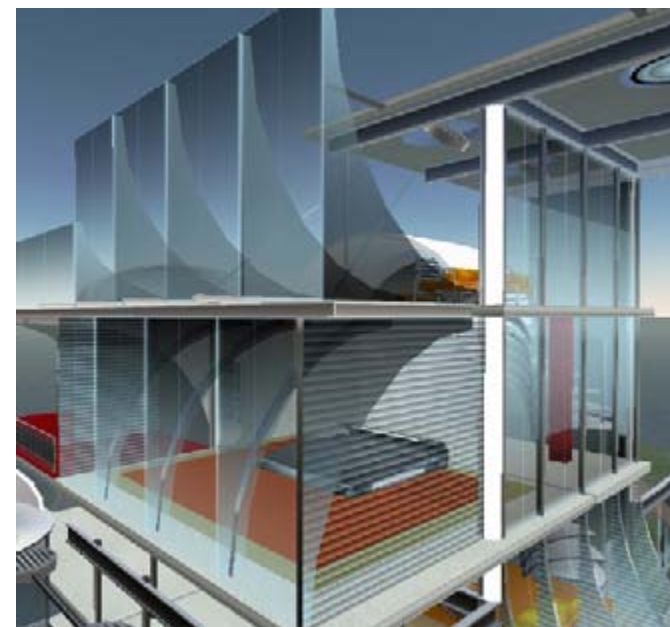


ing is used to compliment the Okim House, his first and only prefab (so far). It is a one room minimalist dwelling that manages to be cozy despite its stark nature.

Scope has an excellent understanding of how to create spaces without actually creating traditional rooms. The Okim house features a cozy rounded nook with a vaulted ceiling that creates a surprisingly intimate area for a bedroom. The house contains many horizontal and vertical lines that draw the eye across the bed chamber to the extremely open room made of windows which is the main area of the house. The roof extends out around the house creating another area, this one outdoor. Although too stark for my personal taste, it is an excellently designed home and not bad on price or prims.

The Okim house and his other builds have a great balance of prim and texture work. The textures are more complimentary to the prim work and simple in nature, but really give it a refined, elegant, and finished look. Often 'blank' or simply textured builds look unfinished, but this is not the case with Scope's work.

What I love about new players is they always offer fresh approaches to building in SecondLife. I know I don't speak for just myself when I say I am very rooted in my ways. One of my favorite things I saw of his was his cut torus spiral stairs. They are functional and beautiful, at first I mistook them as purely decorative until I realized their purpose. Also he seems obsessed with using the inside cut edge of prims, again giving his builds great lines and a sense of movement that ties them together.

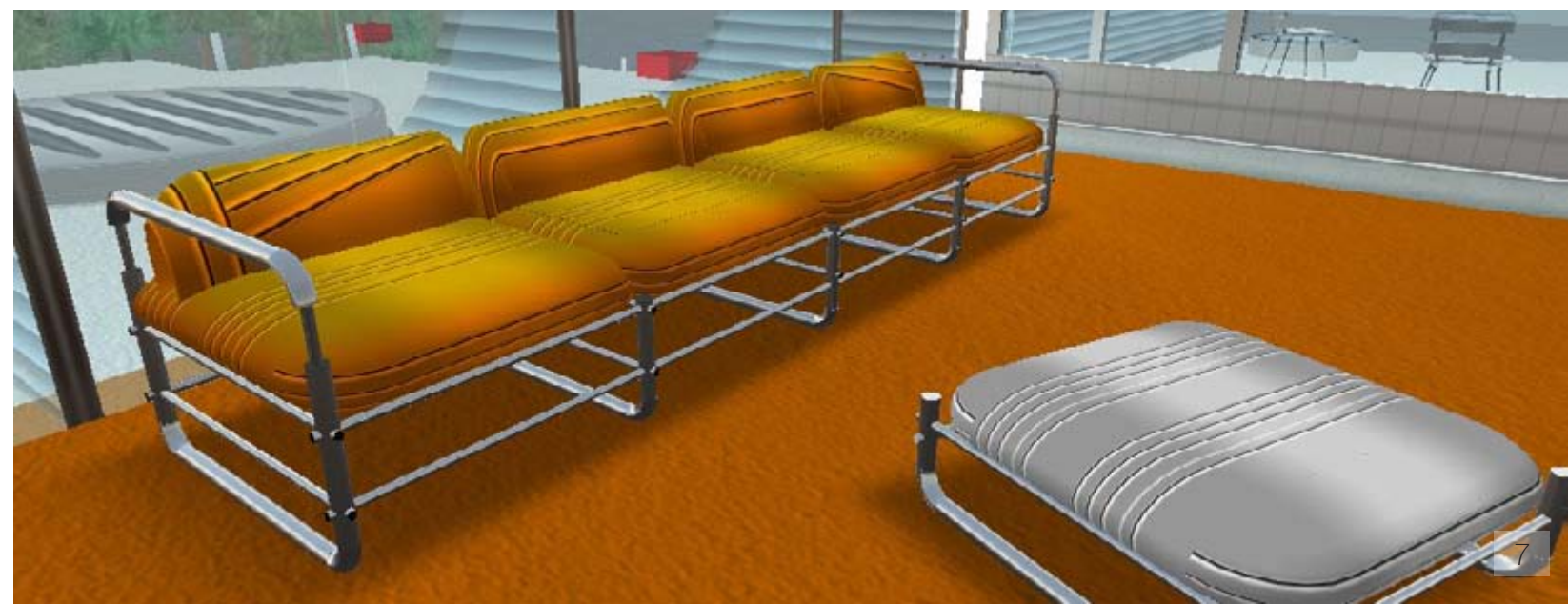


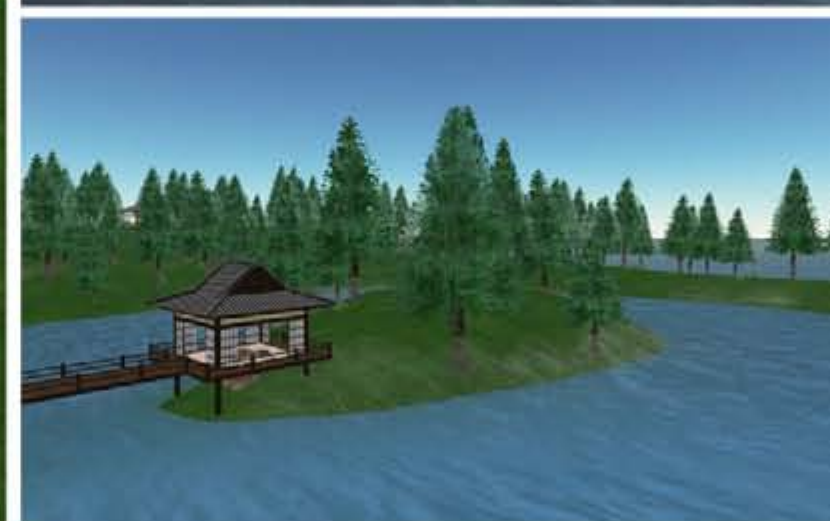
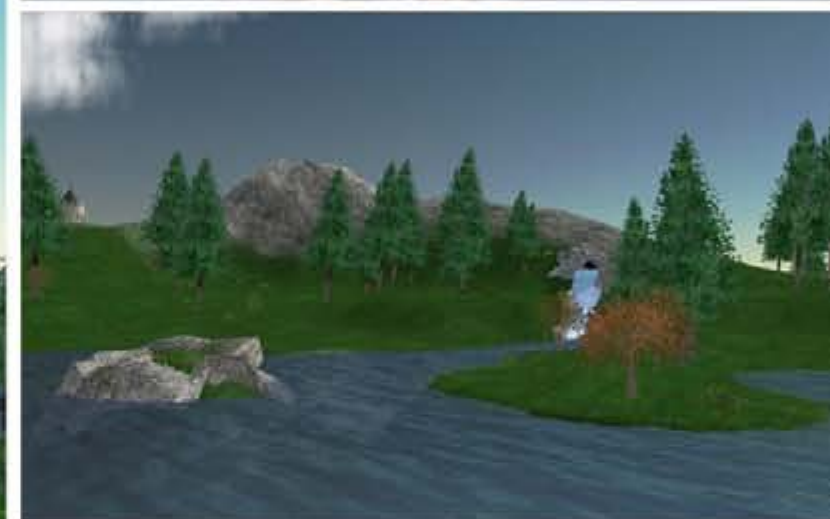
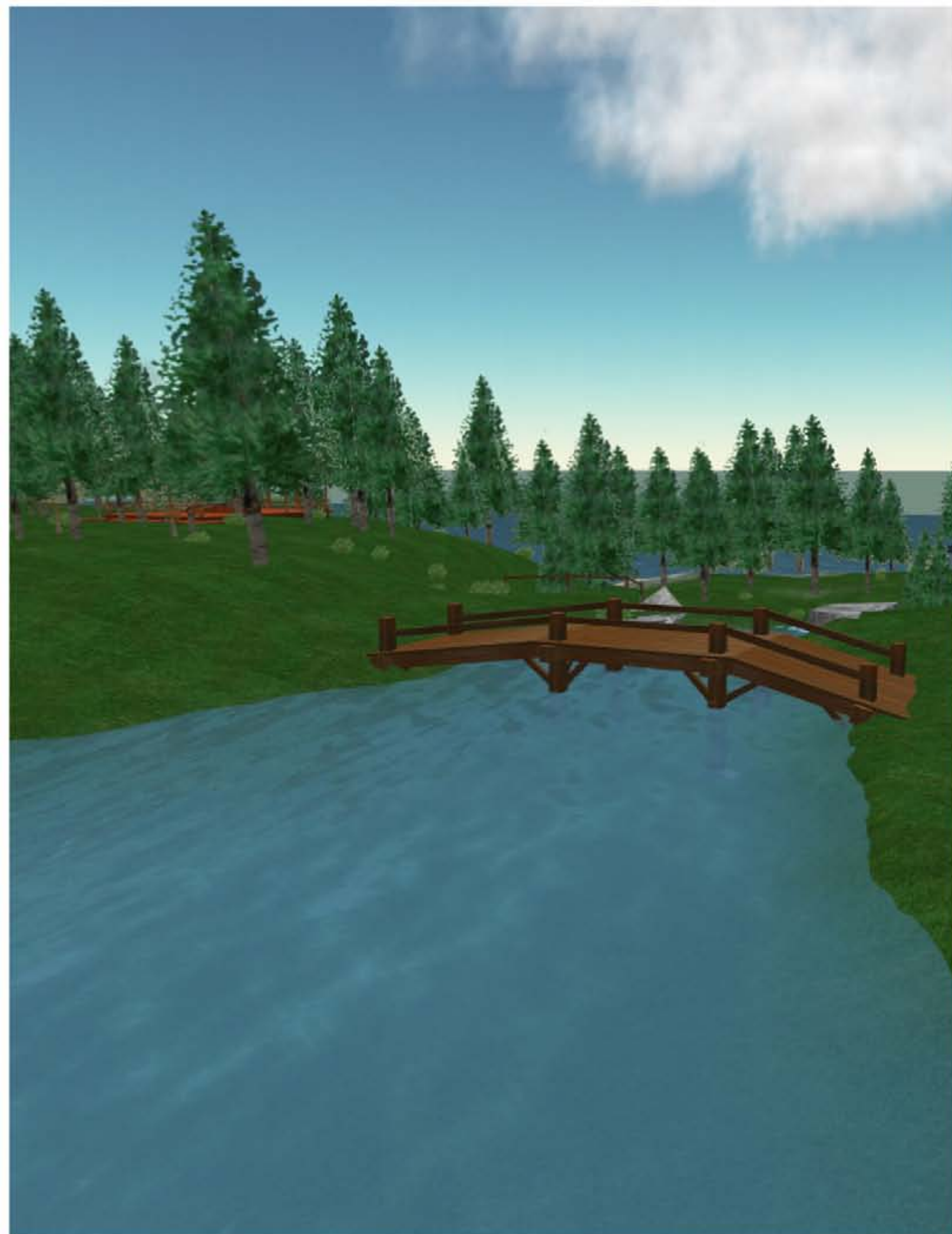
Scope also has a few pieces of furniture in his store, and upon meeting him I was shown much more in his personal residence. Again he uses clean lines, simple shapes, and careful texturing to create sleek stylish furniture that has a lot of personality unlike anything I have ever seen in SecondLife. I particularly love the soft blue couch showcased in his Okim home. The again, like the steps it also looks sculptural but also has a very practical function. It is a very fun spin on a traditional couch and far from boring.

You can find Scope's Okim House creations at his store at 'Scope Cleaver Designer and Architect,' Wetheral (71, 191, 24)



Barnesworth Anubis is a creator and designer. He also write the Content Confessional blog. <http://www.contentconfessional.com>





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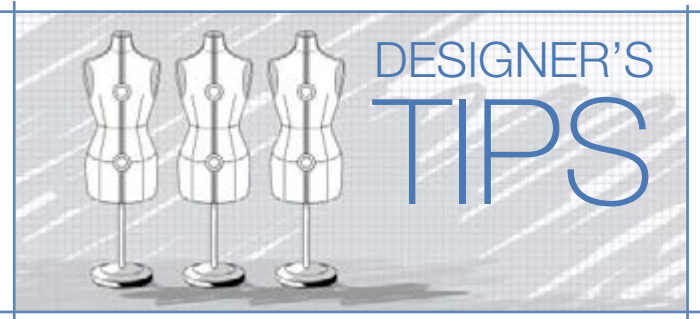
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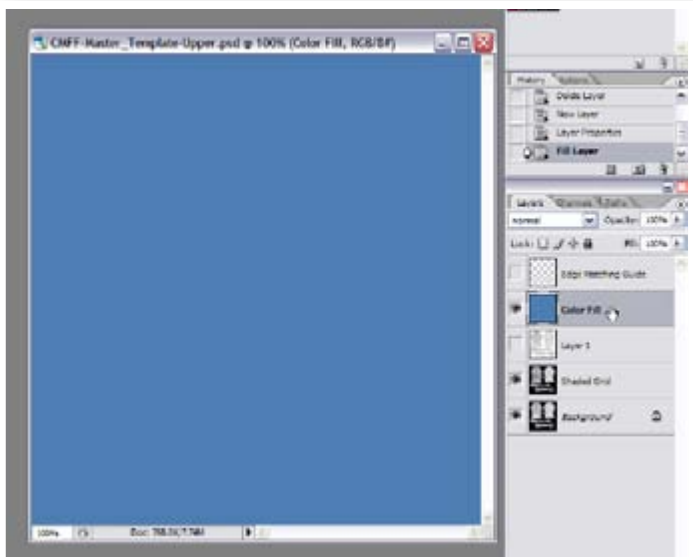
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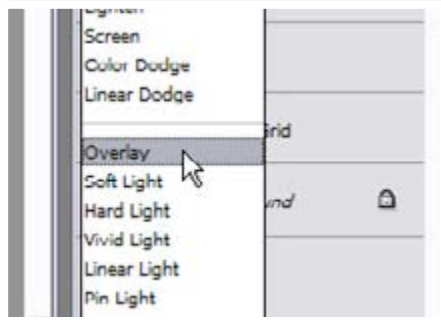
|| Photoshop Tip: Creating Fabric Folds & Wrinkles in Photoshop

By Starley Therian

As a Second Life designer, I get asked a lot of questions by up-and-coming creators. One of the most common questions I hear is “how do you make fabric wrinkles?”. Adding this kind of detail your creation really does give it that little bit of extra something to make it look that much more finished. There are many different methods for creating this effect, but I’m going to go through the one that I use the most often. This method will allow you to add hand drawn shading as well as folds and wrinkles on top of your garment in Photoshop. Painting these details on top of your other layers allows much more room for mistakes and doesn’t really require any preternatural talent to achieve a nice effect. This technique can also be duplicated in GIMP, and though I have no firsthand experience in Paint Shop Pro, I am sure it can be done in that program as well.



Begin by opening your clothing template. For this example, I will be using Chip Midnight’s upper body template which is much easier and nicer to work with than the standard templates. You can download them from the design forums if you do not have them already. I have resized mine to 512x512 and discarded a few layers that I won’t be needing. The first layer I’ve created will be the bottom layer of my garment and I’m going to fill it with a solid color. I’ve chosen a medium blue shade, but you can use almost any color you want. WARNING: this technique will not work on pure white, black, RGB red, blue or yellow. If you want to make a black or white garment, choose a close shade of gray.

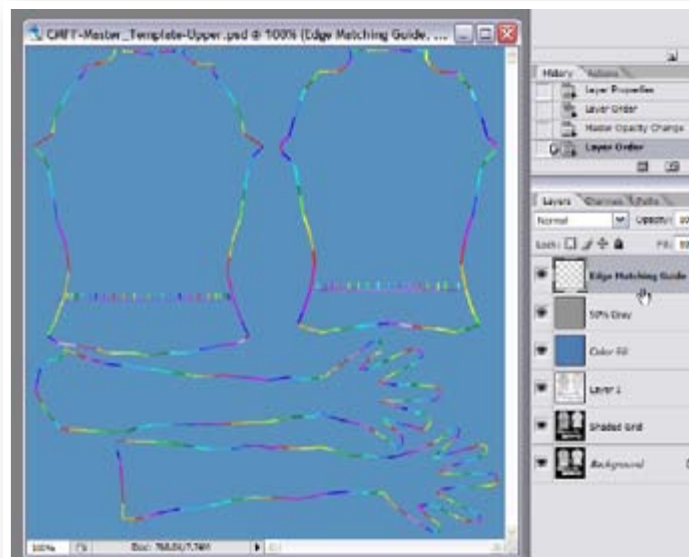


Next, create a new layer above your color layer. Fill it with 50% gray and set the blending mode to “Overlay”.

This will give the gray layer a nearly transparent appearance. It will affect the color of your bottom layer slightly, so you may want to adjust that layer a bit if this bothers you.

We will be doing our shading and wrinkles on this gray layer. I like to turn on the “Edge Matching Guide” from Chip’s template at this point so I can see the edges of the template, and know where to paint.

> Continued on page 12



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Don't just wear it, be *Enticing*

Sonata, 128,128,40

why settle
for this?

when you can
have this?

* habitat
by juro

Deneb (90,140,27)

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bedroom set
\$11600

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1 blanket chest
1 night stand
1 dresser
1 large mirror
1 side chair
1 table lamp

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1 loveseat
1 coffee table
1 credenza
1 side chair
1 side chair w/ottoman
1 end table
2 table lamps
1 floor lamp

anson
6-place dining
set
\$1895

* habitat
by juro

Deneb (90,140,27)

|| Photoshop Tip

> Continued from page 10

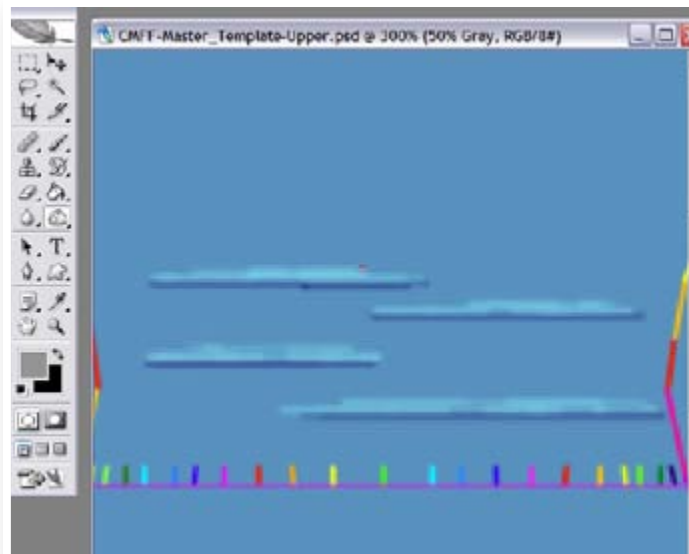
Now I will return to my gray layer and begin to create wrinkles. I'll be using the dodge and burn tools to create highlights and shadows. It sometimes helps to look at a photograph of clothing similar to the fabric effect you are trying to create for your garment. I'll just be winging it



for this tutorial. I like to use burn with range set to midtones and 100% strength and a fairly small brush size, which you can alter if you paint on a 1024px canvas or prefer larger folds. It's okay to make this very dark, as the opacity of the layer can be adjusted when you're finished.

If you are scared to try and hand paint anything, Photoshop has some handy tricks to help you along. We'll begin by using the Burn tool

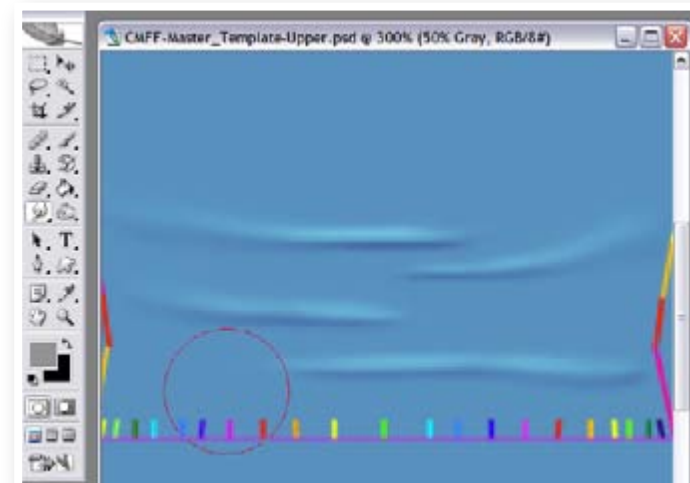
to create some horizontal lines across the abdomen of our top. Holding down the shift key while you paint your strokes will give you a perfectly straight line (which is just fine for this technique).



We'll follow up by adding some highlights with the Dodge tool next to our shadows.

As you can see, this still looks like some pretty harsh and messy lines on your top. There are

several ways to soften them. I like to use the smudge tool (with strength around 30% and the brush size set a bit larger than the one you used to create your shadows and highlights) and just sweep it across my wrinkles. Depending on how you sweep the smudge tool, you can also alter the direction of your wrinkles.



In this case, I pulled the edges outwards and upwards toward the seams of the front of the garment.

Now it's looking like fabric folds! It takes a little practice with the tools to get comfortable using them, but as you can see, it is actually very easy to do! The best thing about this method is that in the end you will have a finished layer that you can incorporate into any new garments you are creating! You can finish out any additional shading, add any textures or embellishments and a custom alpha channel. And Voila! You're ready to upload a nice wrinkled shirt. Who needs an iron anyway?

Starley Therian is the owner and designer for Celestial Studios



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

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Unleash your inner wild child with all of these primal rock styles. Bold, brash and oh so assertive you will be the rock star standout in any crowd with these great looks.

By Celebrity Trollop

Photography by Lana Miranda

Location: Midnight City 112, 239, 28

Model: Pushbutton Skolnick

Skin: Elizabeth in tan by Antonia Marat, /artilleri/

Hair: Fancy Feast Black Frost by Sian Chaika, Playful Kitten

Glasses: Retro by Antonia Marat, /artilleri/

Shirt: Devil Doll by Black Jezebel, Needful Things (Zephyr Heights Greco Road Flea Market)

Skirt: Plaid Punk by Aeribella Aubret, Red Ruin Street Wear

Stockings: Black and white stripes by Kaysha Sion, WRONG

Left Cuffs: Treadz Watch Cuff by Zabitan Asia, FORM

Right Cuffs: PVC Bracer by Ameshin Yossari, Curious Kitties

Leg Tatoo: Man's Ruin by Canimal Zephyr, Canimal

Top Tatoo: Poison by Canimal Zephyr, Canimal

Boots: Flower biker boots by Fallingwater Cellardoor, Shiny Things



Rock 'n' Roll



BRAND NEW MOD SKINS INNOCENCE SKINS

BY CANIMAL CELESTIAL CITY (157, 123)



SPECIALIZING IN UNIQUE LADIES CLOTHING
SOME NAUGHTY, SOME CLASSY
AND SOME EVEN
BRATTY!



|| Rock 'n' Roll

Location: Imogen 140, 42, 25

Model: Pushbutton Skolnick

Hair: Playful Kitten, Cataclysmic Kitten,
Blue burnt

Pants: Belted Patched Faded Black Denim
Capris by Little Rebel, Jonquille Noir

Leg Tatoo: Man's Ruin by Canimal Zephyr,
Canimal

Top Tatoo: Poison by Canimal Zephyr,
Canimal

Shoes: Allsta! by Pique Flan, 2g



II Rock 'n' Roll

Location: Imogen 140, 42, 25

Model: Pushbutton Skolnick

Hair: Playful Kitten, Cataclysmic Kitten, Blue burnt

Shirt: Yahoo! by Zabitan Assia, FORM

Skirt: White belted mini by Kaysha Sion, WRONG

Stockings: Ripped fishnets, freebie

Top Tattoo: Stars by Tuli Asturias, Lollypop

Bottom Tattoo: Henna by Tuli Asturias, Lollypop

Boots: Enigma by Fatal Raine, Legend

DE Designs

Home of After 5

Vye
Chanel

DE Designs

204,132,29

DE Designs Island
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into 2 Areas
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LINGERIE, GOTH, PUNK
ROCK, RETRO, JEWELRY,
HAIR & ACCESSORIES!



IN ELPENOR



|| Rock 'n' Roll

Location: Imogen 140, 42, 25

Model: Pushbutton Skolnick

Hair: Bonita in black-green by Elikapeka
Tiramisu, ETD

Jacket: Canimal Aviator by Canimal Zeph-
yr, Canimal

Shirt: Mesh by Kaysha Sion, WRONG

Pants: Alligator Leather by caLLie cLine,
FUNK

Boots: Oi! 16-eye white laces by Feri Beck-
enbauer, BECKENBAUER PRODUCTIONS



|| Rock 'n' Roll

Model: Pushbutton Skolnick

Shirt: Knotted Halter Shirt by Scarlett Butler, Laundry

Pants: Omen in blue by Ameshin Yossari, Curious Kitties

Shoes: Maximos 300L Kangaroos

Tattoos: Asian Theme by Canimal Zephyr, Canimal

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ALPHA CENTAURI (45, 240, 27)

Elika Tiramisu Designs

Hair
Clothes
Shoes
Accessories



|| Rock 'n' Roll

Model: Ty Ni

Hair: Eli in black pink by Helyanwe Vindaloo, Curious Kitties

Shirt: Panda Death Tee by Novi Gadsby, Novix

Pants: Omen in pink by Ameshin Yossari, Curious Kitties

Piercings by Deekay Xavier, DEEKS in Unlimited

Choker by Cailyn Miller, Cailyn's

Sandals: Xiang Sandals in pink by Ingrid Ingersoll, Tableau



By Zealot Benmergui

Welcome to the second installment of MaleCall!, my monthly column here in SecondStyle in which I discuss the power and the glory of manly SL Men at the height of their manliness. Last month I talked a bit about the ingrained discrimination that the style conscious male avatar faces in Second Life and promised you all tips on how to battle this awful sexist plague.

As promised, here are three home-truths, wrapped around simple ways that men can take control of their own sartorial destiny...at least to the point that our voices get heard.

The main difference between male and female avatars, physical size and proportion, can play merry hell with designers. Male avatars are simply hard to design for, especially for new designers...and let's face it; due to the high turnover rate the vast majority of designers at any one time are "new". Add to this the fact that the clothing mesh template is best for female clothing as it is almost impossible to make clothing that isn't skin tight. While this spandex-effect looks great on female avatars, it makes male avatars look like Siegfried and Roy on a bad body-hair day. A designer can only compensate for this mesh discrimination by using excellent texturing and shadowing technique. Frankly, there simply aren't that many designers with the skills to make top quality men's wear.

Many designers see no reason to even make the attempt anymore. Antonia Marat of Artilleri told me the following: "The great thing about SL is that one size fits all! ;D So if you really want to, you can buy dresses. I won't stop ya. I might even come look. ;P"

Needless to say, if I told a woman "So if you really want to, you can buy men's clothing." as a reason why I won't serve their needs, I would be burned in effigy faster than you can say "Ann Coulter to speak at Berkeley".

Clearly we masculine types are not communicating our needs and desires concisely.

NOTE: A month or so after making these comments, Ms. Marat released a truly fun-filled series of tee shirts for men. WAY TO GO, SISTAH!

What we can do about it: Be helpful. Give feedback, make suggestions. Almost all designers appreciate getting comments from their customers, as long as said comment doesn't begin with "U sUck!!" or "a/s/l?" As long as you can be polite don't be afraid to IM a designer to encourage them or to ask them to make more menswear. It is easier to make something when you know you have a market for it.

2) Women are from Venus, Men are from an empty coffee can, wired for cable and buried under a chicken coop.

Sadly, the old saw that men would wear a single outfit at all times if their women would let them get away with it is true it seems. Most women in SL will change their outfit (sometimes including their skin and shape) several times a day depending on what they are doing and who they are with. Many male avatars will simply choose a t-shirt and pair of jeans they like and stick with them. Similarly, more men tend to wear AVs which don't require clothing, such as werewolves and popsicles and dinosaurs and walking phalli and what have you.

On the topic of men's shopping habits, Antonia Marat had this to say, "I've tried making more guy stuff lately, pressured by some of my male friends. But they always end up wearing the same outfit anyway, so why do I bother?" Hard to argue with that logic.

If we accept the Linden Labs tagline of "Your World, Your Imagination", then it seems that in their imaginary worlds men don't do much beyond ogle virtual women, gamble at poor excuses for fixed slot machines and wear the same clothing day in and day out...when they aren't in a dragon suit or pretending to be a vampire or a medieval slave master with an improbably sized penis.

Women, on the other hand, seem more likely to use their imagination to run virtual business' or design clothing and objects...which relates back to the way the different genders view Second Life. Men are here to screw around, so a t-shirt and jeans will do fine. Women are here to gain ground, and so dress for success. Therefore, there is a vibrant market for women's wear of all sorts...and for knock off rock tour t-shirts for the guys.

Many designers simply have no motivation to make menswear as they don't think there is a desire for it, but some menswear is being created due to a sort of momentum. In talking about her recent Z Boots for men, Faillingwater Cellardoor of Shiny Things said "I don't know or particularly care about men's clothes. I'd just made biker boots for women though and it was obvious to me and others that they'd be a good thing to convert for men. It's turned out to be a surprisingly fun and novel project."

There is hope if we can proselytize to designers about the challenges and satisfaction that can be found in taking the road less traveled. We need to encourage them with our own enthusiasm.

What we can do about it: Be more adventurous. Spend a few Linden and try new looks. Show there is a profit to be made, however slim, from offering men more choices and variety. We have to make clear that if they build it, we WILL wear it. Men need to accept the culture and style of the Metasociety the way we would that of a new town or a new company. We need to embrace what is and make clear there is something to be gained by including us.

In short...WE MUST SHOP!

3) My wife/girlfriend/lover/mistress/one-night stand/escort/prostitute doesn't understand me.

Time and again, I am told by otherwise experienced, massively talented designers that they just don't UNDERSTAND the men's market. They don't know what men want to wear, what men are willing to buy. Women's wear seems so much saner and reasonable to them. They put massive amounts of time and effort into a male outfit or two and men keep ignoring them and dressing out of their freebie box...so they give

up. Why? No one seems willing to tell them.

Designers don't make any bones about their confusion. For example, Antonia Marat told me "What do I know about what guys wanna wear? ;P I'm clueless."

I asked Fallingwater Cellardoor directly what the hardest thing about menswear was for her. Without hesitation she answered "Understanding what appeals to men."

Somewhere along the line there has been a disconnect between the design community and the male market...and that is a big part of what is limiting the amount of menswear that is reaching the market.

What we can do about it: Again, we need to be vocal. TELL designers what you want to buy. If your girlfriend loves a designer who only makes clothes for women, IM them, tell them your GF is a big fan and can they PLEASE make menswear. Be specific. Tell them you would love to see plaid suits, or jodhpurs, or a male version of one of their designs...whatever, just so long as it gives them some guidance.

If designers don't understand what men want... then we have to tell them.

We WILL find a way to end this gender discrimination...but we all must work together to find a better path forward.

That's all for this time around, my friends. I will see you again next issue with a new installment of MaleCall! Until then, I am Zealot Benmergui, your man with a megaphone, making the Metaverse safe for malekind, one outfit at a time.

This month's MaleCall! was made possible by the color black, Gene Simmons of KISS, Within Temptation, grilled sea bass with garlic and eggplant and The Batman, TAS.



Zealot Benmergui writes Male Call for Second Style and Pixel Pinup Online.

be original.

clothing & accessories



Models: Nicole Barnett, Nicole David, Lola Marquez, Indie Rainbow
Clothing by Elephant Outfitters, Skins by iRainbow

Elephant Outfitters

Set Design / Art Direction: Canterbury LTD Architecture & Design



The Second Style Interview

Ambyance2 Anubis & Lost Thereian

By Celebrity Trollop

Celebrity Trollop: The ads for Naughty products are quite amazing. Very real world, if you know what I mean: not cartoony.

Ambyance2 Anubis: Well, Lost and I are really into the “real” thing. Kind of odd, I suppose. It’s just really a challenge to see if you can make things look real here. We know that for many [residents] the appeal is straight up fantasy. It’s nice that you can have the best of both worlds here, or try.

CT: How did Naughty Designs start?

AA: Well I started Naughty when I first came to SL. It started out as Naughty Jazzze. Wuvme Karuna actually suggested the name. There were three of us for a time: myself and Zaige Lumiere first, then Lost. Zaige kinda broke away. Then it was Lost and I and has been for the last year and half. I decided “jazze” didn’t fit so we changed it to Naughty Designs.

CT: When you first came to SL, did you start working on a skin right away? Was that before people commonly wore photorealistic skins?

AA: I worked on a skin the first day I was here—it really was awful. There is a model on 3dsk named monica, I mapped her hair and everything. She [the skin] was so very orange! I wish I still had it—it truly was awful.

CT: Hehe.

AA: Then I decided painted skins mixed with photoreal was the best for SL. So I made a male skin for sale. Then I did the Jazzze line for females, which was very painty with real accents.

CT: Do you still have that one? :D

AA: Yes, unfortunately, I do! :) I was very proud of her at the time. Lost would say, “Amby your

eyes are soooooooooo big!” I refused to believe him for the longest time. Thank god for Lost! I’d still look like an anime alien if it weren’t for him. Anyway, that was the first female skin [that I made] October, 18 2004.

CT: Tell me more about how you go about making your skins. How long does it take? How long did you work on Haley?

AA: It’s such a long process to start one from scratch—Haley was probably 45 days—which is much faster than the ones previous to her.

CT: Wow. Any idea how many hours that represented?

AA: I have this mentality: don’t stop until you’re finished. I know it was a good 12 hours a day, 7 days a week.

CT: That’s a LOT of hours!

AA: It’s really ridiculous to work that way, but she [Haley] evolved constantly.

CT: What’s the process like? Is Haley a fusion of hand-drawn and photosourced features?

AA: Haley is mostly photo-based, but the shading for the muscle tone was painted in. I do use a fill paint for the base but I cover it with photos. I think finding the right images is the hardest part. I buy tons of nude photos. The tiring part is searching through them.

CT: Hehe. There are some men who’d kill for that job. What was the spark for Haley?

AA: Well I’ve always created skins for SL, and even prior to SL I did a few skins for my Poser renders. I really enjoy creating new skins from the ground up. Unfortunately, now it’s almost not worth it, given that it’s so easy for people

Continued on page 32 >

Photograph by Nicholas Shaftoe

|| Ambyance2 & Lost

> Continued from page 31

to take your work here. But, if you sell on Renderosity [an online art community], it's the same thing and probably easier for people to steal the textures that artists make for Poser characters.

CT: Have you continued to work in the Poser art community? Are you designing for SL full time?

AA: Sadly, I haven't done a Poser render since the first week I began SL. So it's been about 2 years.

CT: Wow! Do you just enjoy SL more or did you lose interest?

AA: Poser was a major passion for me for a long time. But the thing is, Poser is just Poser-rendered images. When you finish, you only really have a picture. In SL, you can interact with your creations and I find that much more rewarding, even though we don't have a lot of the rendering benefits Poser has here. Poser

lighting can really bring a texture to life. That's why the characters look so great in the images. In SL, it's a little harder to get the same effect out of the tools. Photoshop, if used correctly, can mimic many Poser effects, so that's a major plus.

CT: How did you end up meeting Lost?

AA: I met him through Zaige. They were friends. I'll be forever thankful to Zaige for that. I doubt I'd still be in SL if it wasn't for Lost. He is such an inspiration—the most creative person I've ever met in my life.

CT: What was his main interest when he joined Naughty? I mean—was it skins, clothes, hair?

AA: Lost was the hair king. He made a few clothes here and there, but hair was his thing. He made the best hair in SL then. Whatever Lost does, he is good at. It's really wonderful that he has broadened his creative interests. He is amazing—he can look at something and make it one, two, three. He is a wonderful artist in real life, too—and also plays the piano! I should shut up now so he doesn't kill me.

[ed. Lost Therian joined us part way through Amby's last statement.]

CT: So Lost, Amby says you play piano! Just a hobby or something you pursue pretty seriously?

Lost Therian: Haha. Yes. [It's] just a hobby.

CT: I saw the grand piano in the lobby of the new build [ed. On Naughty Island—an amazing new sim that Lost and Amby have been building.] It piqued my curiosity.

LT: Yes, that's my RL piano. I took photographs [of it] and mapped them onto textures. It just needs sounds, now!

CT: Amazing. When did you decide to make a line of shapes? [ed. The shapes are not yet for sale, because Amby and Lost are on the new sim.]

AA: When people drove us insane for ours. Of course the shapes we made are nothing like ours. I dunno. It's weird [that] people want your shape—it's like selling your soul. I mean our

shapes are our identity. But I can understand they want to look just like what they see in ads, and shapes do play a giant part in how a skin will look on you.

CT: Interesting. Most people spend a lot of time on their shape...especially since it's one of the few things that you get “out of the box” free that actually has a huge impact on how your avatar looks.

AA: Well, it's hard at first, though.

CT: True.

AA: Lost and I have changed so much through the years.

CT: Yeah. My shapes evolved a lot, too. :D

AA: People just don't understand it takes time. Actually, it's part of the fun looking back on how you have changed.

LT: Yes.

AA: We look at old pics all of the time and laugh at ourselves.

CT: I dunno. I'm sort of ashamed of those pics from the first month when I had ridiculously large boobs and a horrible facial composition.

AA: Well, I was an alien, so don't feel bad—my eyes covered half my face.

LT: I was full goth! You were still so cute, though.

AA: Shush, I've always been cuter than you, gothie boy!

CT: Last time we talked, you told me about how you and Lost strive for realism in your designs. Do you take your inspiration from real world trends, or does it come from other sources?

AA: I think real world trends play a major part.

LT: Well, that's my [RL] guitar and CD player [sitting inside the coffee shop on the new sim].

AA: We do scan a lot of our own things—or take pictures of our own RL stuff and use them here.

Continued on page 68 >



impress
yourself,
not your
neighbors

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give your
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9 models to choose from and more arriving soon



juro kothari homes

deneb (186, 141)

all homes are
copy / mod / NO transfer



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POPPY ROCKET FUEL BIKINI FLOWER ARTILLERY HAIR: BTD SANDALS: BODINO PROMAGE



Zealot's Men's Corner

Blaze Columbia Interview

By Zealot Benmergui

One of the most identifiable brands in all of Second Life Menswear—indeed, all of SL fashion—is Blaze. The man behind that familiar, red flame is none other than the multi-talented Blaze Columbia. Recently, SecondStyle convinced the forever on-the-go Mr. Columbia to settle down long enough to answer a few questions for our Menswear Editor, Zealot Benmergui.

Zealot Benmergui: Blaze, what first brought you to SL?

Blaze Columbia: I saw a feature on Apple's web site about Second Life and about how people like Helmit Quirk, founder of Tringo, were earning an income from it. I've always loved computer games, so the thought of earning even a small bit from my 'addiction' certainly intrigued me. Of course, when I first came to SL, I was a bit overwhelmed with that prospect; but, in essence, running a [business] in SL has a lot of the same principles as running a [business] in real life. Marketing and promotion is just as important as a quality product.

ZB: What led you to choose clothing design?

BC: I originally wanted to script, but I have very little programming knowledge. Clothing was second nature to me because I've had years of Photoshop experience and exposure to fashion. My real life vocation involves making people look good, so clothing design was simply a translation of that to Second Life.

ZB: What was your first design for men?

BC: I think we all start with something we wish we had in Second Life. Mine's a pair of basic, black, leather pants—and it's still on sale in my main store! You just can't go wrong with a nice pair of black leathers.

ZB: What artistic techniques or tools do you use?

BC: I've been using Photoshop for about ten years now in a professional setting, so it's my main tool. I first learned much of my drawing and computer skills back when the mouse was really my only option. Since then, I've owned several of the graphics tablets, but I've never gotten used to them. Some people say using a mouse is like drawing with a potato. Well, I LIKE my potato! But I don't draw everything. About half of my designs are a hybrid mix of hand-drawn basics with photo-sourced details blended in. I like to incorporate photo bits from fashions I've shot because they add very real, believable, and unique features. Getting photo details blended in correctly takes a lot of time and retouching in order for it to look like its part of the clothing, and not just a photo.

ZB: Where do you find inspiration for your designs?

BC: Most of my formal and semi-formal lines are based on fashions I've actually photographed in real life. It's funny, though...now that I'm designing in Second Life, I pay a lot more attention



Continued on page 38 >

Rebel Hope Designs.....

Formal

Bridal

Costumes

Casual

Menswear

and so much more!

RH Designs on Isla Del Amor 127, 128



When only the best will do....



RH Engel Fine Jewelry

RH Designs Isla Del Amor 127, 128

to what other people in real life are wearing everyday. If something catches my eye, I consider porting it to SL. I've always wanted to stop cool-clothed people in the grocery store and ask them to stand in an 'appearance mode' stance so I can take a picture!! (But I never have.) Plus, a lot of my designs are, simply, totally dreamed up. There are a lot of things we can't do with the SL clothing mesh, but there are a lot of things we CAN do that you can't do in the real world. So I'm always tossing around ideas of how to make different things work and wondering what they'd look like.

ZB: What other designers, both RL or SL, have had the greatest influence on you?

BC: I'm really not a fashion guru, as many would expect, I couldn't name more than a half dozen real life designers to save my life. I simply design things that I like. I've always had a good eye for graphics, which I know really helps when I put things together. In SL, I'm influenced mostly by the designers who do quality work. I make an effort to notice, view and experience the quality works of others—whether it be a well-made outfit, stunning build, or incredible script work. When I see people in SL pushing the line in quality, it keeps me striving to do better with my own items. You can never stop improving.

ZB: What is your favorite thing you have created in SL?

BC: Probably my favorite thing that I've created is my store with reflecting pool. The reflection trick of using a complete second build upside down is just fun and something you don't see every day in SL. It's funny how many IM's I get



asking for a copy of the 'reflective texture.' I have to sadly explain that the reflection is an illusion, not a texture. It's double prims, but well worth it, in my opinion.

ZB: What is your favorite thing someone else has created in SL?

BC: I have to say I really loved the Starax Wand and was very sad to hear that Starax is gone. He has an amazing talent. SL will miss him sorely.

ZB: What are your plans for your menswear line in the future?

BC: Right now, I'm planning on broadening my everyday menswear line. I want the average SL man to be able to walk in my store and find a few quality basics that they'd feel good about wearing. So, I'll be adding more casual (but classy) slacks, shirts and other stuff for men, as well as women.

ZB: What do you dream of designing someday?

BC: Oh boy, I have so many ideas from clothing to sim builds or more in my head. One of them caters to my fascination with Mount Everest. There's NO way I'd ever even think of trying to climb any of the high altitude mountains in RL. But, wouldn't it be great to be able to somewhat simulate the experience in SL? I think it would be fun and rewarding to design some type of simulation of that sort, but I'm sure that would take a team effort.

ZB: What is your greatest memory of SL thus far?

BC: Oh...that is a toughie. My greatest memories are those times spent with friends.

BC: Green. It's a down to earth color. Is there anything better than the new greens of spring?!



This amazing gown the only one in all of Second Life, was created by Ginny Talamasca of Dazzle Haute Couture. This gown is definitely haute couture in every sense—one of kind, custom fitted. At the Relay for Life auction earlier in the summer, this gown was sold for L\$100,100, raising over US\$300 for the American Cancer Society.

Model: Willow Zander
Location: White Star in Chartreuse
Hair: Grand ETD
Skin: Tone 20 Twinkle Makeup by Celestial Studio



Tete a Pied Skins

Stomper Boots

A Second Style Mini-Guide

By Ilianexsi Sojourner

Massive Robot Anime Girl Boots, L\$260. Are they boots or armor? Definitely not for the faint of heart, but a must for the serious anime fan! - [Curious Kitties](#), [Curious Kitties](#) 194,107,23



Women's Oi! 6 eye Doc Boots, Black Laces, L\$175. Simple and versatile; these should be a staple in any punk wardrobe. Wear them with anything! - [Beckenbauer Productions](#), [Isle of Bliss](#) 109,140,23 and other locations

Men's Revolver Darklord Boots, L\$250. These sleek, futuristic boots will definitely get you noticed; perfect for the man with an inner Darth Vader. - [Beckenbauer Productions](#), [Isle of Bliss](#) 109,140,23 and other locations



Buckle Boots, L\$199. A perfect halfway point between massive stomping boots and cutting-edge fashion. If you just want a subtle touch of punk, these are for you. - [Wrong](#), [Sanddalgi](#) 159,70,301

Stompers for Him, L\$215. Like Docs taken over the edge with buckles and spiked studs. Kickass yet fashion conscious. - [Parallax View](#), [Versu Richelieu](#) 247,105,24



Argent Boots, L\$320. So much detail, and a one-of-a-kind style! Punk meets science fiction; how can you resist these? - [Phobos Design](#), [Chaos](#) 25,169,43

PREEN

By Aimee Weber



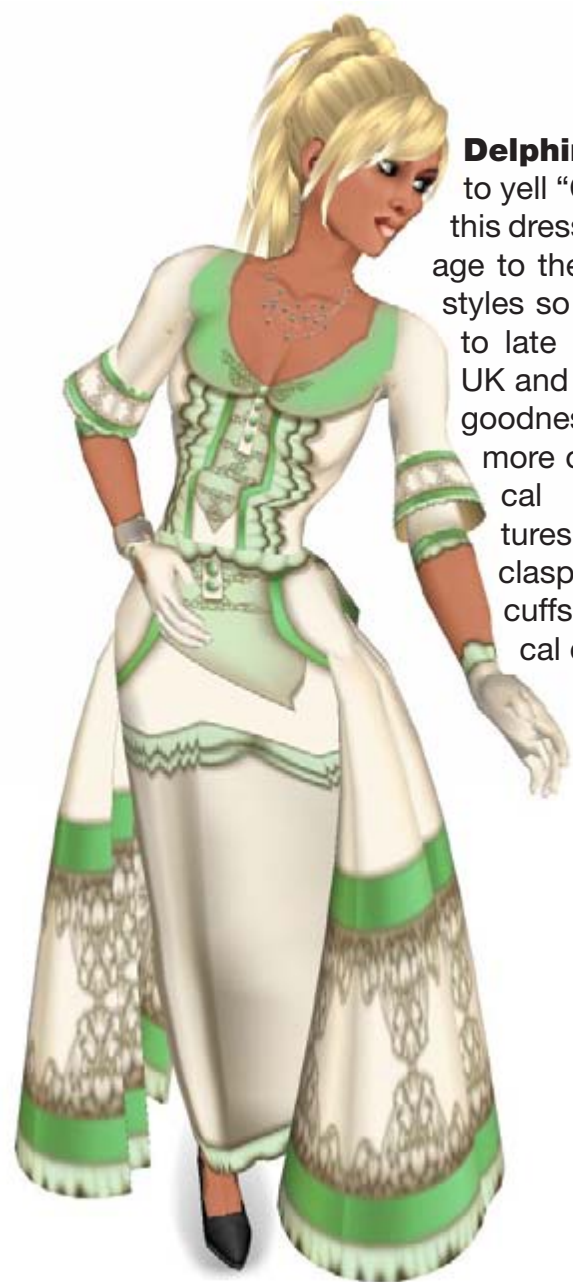
Fresh Faces

silentsparrow from hyasynth Tiramisu

Written, modeled, and photographed by Ginny Talamasca

Fresh Faces is a monthly spotlight on newer designers within Second Life. We are pleased to select hyasynth Tiramisu of silentsparrow as this month's Fresh Faces featured designer. We asked Ginny Talamasca of Dazzle to choose some outfits from silentsparrow and offer her thoughts and comments about each outfit. —Celebrity

Prefer something a bit on the darker side? Mix one part fantasy, one part elegant gothika, and one part fashion history: and you get hyasynth Tiramisu's wonderful line silentsparrow.



Delphinium (mint): I want to yell "Come on Dover!" in this dress! It's a divine homage to the gorgeous bustled styles so popular in the mid to late 1800's in both the UK and the US. Flexi-prim goodness abounds with more of hyasynth's magical hand-drawn textures. Buttons, ruffles, clasps, and even prim cuffs adorn this whimsical dress.



Mercurious (sage): Delicate hand-painted folds wrap the bust in this luxe dress. The dress is accented with corset lacing and a skirt with a subtle, but beautifully-textured print. A satin band sits above the attach points for the 3-piece AO-proof prim skirt. Slightly sheer, the "Mercurious" in my favorite tone, 'sage,' brings to mind our favorite fairytale princesses.



Nymphet (sugary) – Long: This versatile set merges rock candy sweet texture work with a little Miss Kitty. Bows, gloves, and even a carpetbagger brocade accent all versions of this sinfully sweet concoction.



Nymphet (sugary) – Short: I've shown the Nymphet set, here with the optional corset top and shorter skirt. It's unique and adorable. The bows are so cheeky and the shimmer and shine of the fabric just over-the-top.

Inventory Raid: Canimal Zephyr

By Roslin Petion



Canimal Zephyr's creations are a lot like the woman herself-a fun pastiche of sweet, sexy, and edgy. My interview with her in her funky fresh home proved to be as exciting as her work. Because she lives nine hours ahead of me, it took us awhile to get it together but it was more than worth the wait.

Canimal Zephyr: Hi.

Roslin Petion: I'm so glad we finally met up.

CZ: Me too.

RP: I seriously love your outfit, it's exactly the thing that I like to see for an inventory raid. So many different elements to it. Tell me a bit about what kind of mood are you in when you wear this?

CZ: Well, I like to have very different looks all the time. I won't wear casual for too long before having to change to something dramatic and the other way around. One of my favorite styles in SL is the drawn sort of Nylon/Toast/Indie sort of cartoon-cute-as-hell style. There's something a lot more casual about their stuff.

RP: Shoes are by elka Lehane, right?

CZ: Yep, I adore elka and I adore these shoes. I almost never wear heels. I adore boots, high boots. Stomper boots boots are my favorite shoes. People wear high heels with everything, I wear

boots with everything. Oi! is my favorite. If I had to have one pair of shoes to commit to forever, those would be them.

RP: Yes....they are amazing. Probably one of my all time favorites.

CZ: Yep and also the unusual boots like elka's and Luly's.

RP: I can't wait to see what Luly does as time goes by, she and Kin Keiko have shown so much promise. I wish those two created more.

CZ: Yeah, but I think it's harder to be original all the time because you just get jaded.

RP: Well, I think you lose perspective a lot as a content creator. We have a hard time judging your work from a neutral stand point, some people can be too hard on themselves. We literally look at things so much that you don't see them anymore

CZ: YES! Oh man that's so true. I agree with that 100%. I have my crew of friends that I need to ask before I can decide if I want to release some stuff (like) Willow and Starley

RP: I read your blog sometimes and based on that and the quality of your work, I can tell you are a perfectionist.

CZ: Yeah, I don't ever think about it that way but I never allow myself to release something before it's been done and redone and I'm happy with it. And I won't be happy with it until it's a certain level. I think i've grown creatively and skill-wise. I can make things now I couldn't make before and I see things from a different perspective, as I'm sure we all do with time. So now I can look at something and say I like it, I'm very proud of that.

RP: We should be and I think it's more than just getting better technically, I think you find your voice over time. OK, may I see your next outfit?

CZ: Sure, this is more extreme. We're only gonna see my skins though because I can rarely wear other people's love a ton of skin artist out there & before I made my own skins I'd wear a lot of skins. When I made my own it was just more me then anything else out there and now I can't wear anyone else's skin.

RP: If you had to give this look a name, what would you call it?

CZ: I'd call it flying a plane in a comic book.

RP: It has a teeny bit of a tank girl feel to it.

CZ: I agree and thank you, I love that style. In real life too I'd never just wear black,I need colors.

RP: I can tell from your work and what I love is that you know what to do with colors too. We use such a harmonious palette.

CZ: Thank you!

RP: So....ready for the next outfit

CZ: ta da!

RP: Now this is much

more a smart look for sure.

CZ: Yeah I think it's not something you expect from me.

RP: It still manages to have an edge to it.

CZ: I love accessories. I'm often too lazy to add them but I think when you do, they really pull looks together. I don't plan my outfit carefully every day. I have friends who do & always look amazing. I guess I express myself enough in my products.

RP: Do you have outfit folders?

CZ: First of all, my inventory is very, very, very organized. I will delete stuff I don't like and it pains me to keep things I don't use. My clothes folder is by theme. So like there's casual, skanky, asian, dark/gothic, vintage/retro.

RP: Next outfit please

CZ: Here, this is casual and casual.

RP: Yay! Oi boots!

CZ: Yay!

RP: I'm loving it. Even though each of your looks are very different, you seem to have a real consistent look. We mix punk/edgy with sweet and sexy.

CZ: Thank you. I like that description. I wouldn't be able to define it because it's just what I like, you know? Granted, it takes some planing and changing. It took me some time to come into my own sort of me- style. I think it evolved & took a lot from miscellaneous places.

RP: Nobody truly sees themselves as others do. And for someone like me who is a total stranger to you, it's even easier to sort of size you up.

CZ: Yup, always easier to judge the less you know a person, LOL, not in a bad way.





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RP: I do love it when people mix it up and you do it so well.

CZ: Me too i love it when people put their own character into thing and thank you very much. To see someone's personality shine through-that's awesome! It's never about just making everyone look the same, it's about self expression.

RP: Thanks so much for your time Canimal. Do you have any parting words?

CZ: There are far too many amazing content creators that I wish I could have mentioned but I guess that's what all these magazines are for-to give credit.

Outfit Notes:

Fly a Plane in a Comic Book

Hat – MaHoRoBa (*luly*panda*hat gear)

Hair – ETD (willis)

Necklace – Fashionably Dead (Spring Pendant)

Cat – Curious Kitties

Jacket (cool rider), shirt (mesh top), pants (beauty school dropout), arm warmers,skin (innocence-devilish) – Canimal

Belt – Kyran Nyak

Shoes (jellu beans) – Heart Wishbringer

Leggings – Elephant Outfitters

Casual

Hair (Seduction) – Imani Moseley

Bag (moogle) – Kin keiko

Belt (BlackChain) – Elephant Outfitters

Shirt (barefoot club) – Nylon Pinkey

jacket (Hummingbird) – Fashionably Dead

Pants (short cargos) – Indie Rainbow

Shoes (Flic-Flac) – Boing! Fromage

Bangles (Summer Loving) – Cotton Perse

Skin (Innocence) – Canimal

Office Party

White shirt (Marked) – Luxe

Dress (Felon) – Celetsial Studios

Hair (Grand) – ETD

Skin (Innocence – devilish) – Canimal

Shoes (laceup boots) – Shiney Things

Necklace (Wooden Peacock) – Kitty's Rampage

Eye Lashes (Thick & Long W/Short Bottom) – Lynnix Muse

Hair (drew) – Panache

Shirt (Long Cami w/ Stripy Undershirt) – Zahara Hansen

Skirt (Itsy bitsy black dress), Skin (fetish – carnival) – Canimal

Boots (OI!) – Beckenbauer

Necklace (heart pendant) – Karsten Rutledge ^{SS}



|| Style Guy: Athel Richelieu

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

Interview By Roslin Petion

This month I'm pleased to make Second Style history by interviewing our very first Style Guy, Athel Richelieu. I first encountered him at the Second Style release party which was held at Richelieu's swank venue, Athel's Jazz Club. It was only fitting that this elegant setting also served as the setting for his interview.

Roslin Petion: First of all, I'd like to thank you for meeting up with me.

Athel Richelieu: It is no problem, I can always take time out for fashion.

RP: Congratulations on being Second Style's first Style Guy. As a male, you have style challenges that females don't have to deal with. Most men agree that it is difficult to find good fashion in SL but it has been getting better lately. How were your early days for you?

AR : Well, I started SL in 2004 and at that time there was even less clothing for men. One could say maybe only a dozen designers for men or less. I first of course found T-shirts for sale, but settled on a suit that was the uniform of a casino but looked very good for the time.

RP: Do you remember where you got your first suit from?

AR : I did not know it was the uniform of a casino until someone told me, it was a high quality suit.

RP: When did you notice clothing getting better?

AR : I some time around the middle of 2005, several designers started making men's clothing. I also saw one or two malls catering to men.

RP: What was the first designer that you felt really excited about?



AR : I would have to say Nephilaine Protagonist. She is a style icon and one of SL's most popular designers and I personally appreciated her work. I remember she had one of the best men's lines at the time, PixelChap. It was 1920s style suits. I purchased several outfits from her two months into SL. It was actually the first, or one of the first men's lines she created.

RP: How do you feel men's clothing has changed since the early days? Besides there being more out there of course.

AR : Surprisingly, it seems 1920s styles have influenced many men's styles as well as women in SL. There are still suits being made with that inspiration. I feel like there is a lot more out there for every kind of man.

RP: What do wish there was more of?

AR : I wish there was more men's clothing in general, especially accessories. Women still have so much more to choose from, while men's clothing seems still to be only 20% or less of the SL fashion industry. I would like to see more styles of casual yet sophisticated clothing for men, such as Express for Men which I wear in my First Life.

RP: What are some of your favorite newer designers?

AR : Blaze Columbia continues to make great suits, and refine them. I also would have to mention Rockwell Maltz, of Made Men, as he has made several great mafia styled suits for men with really cool accessories.

RP: In addition to Express, are there any real life designers, or style icons that have influenced your Second Life look?

AR : I'd have to say I really like Giorgio Armani. His creations are classic and sophisticated and they manage to be stunning in a subtle way. When going out in my First Life though, I tend to wear Express, Ben Sherman, and 7 Diamonds. I wear Express daily. I rarely dress up in my First Life as much as I do in my Second Life. Dress up in an dressy, suit and tie way that is. Oh, I also love Guess by Marciano, and have several outfits from there.



RP: Final question before I go...imagine you have a friend you are introducing to SL...how do you break him into the fashion scene?

AR : It would really depend on their preferences, but I'd probably take them to some of the major designers I like. Nephilaine Protagonist, Barnesworth Anubis, Vindi Vindaloo, and Simone. There are others, too many to remember. All those designers offer a wide variety of style. If my friend's style is Gothic, definitely BareRose by June Dion. BareRos offers many low price, yet great quality outfits for men.

RP: Thanks so much for your time. I've enjoyed this so much.

AR : Alright, no problem, thanks.

Outfit Credits

Skin on All: Second Skin

Business:

Shirt: PixelDon Tie Shirt Wine by Nephilaine Protagonist, Pixel Dolls

Pants:Pixelchap Mr. Big Pants byNephilaine Protagonist, Pixel Dolls

Glasses: Bilgrim Glasses by Damanios Thetan, Collection Damani

Ring: Black platinum ring by RICX

Shoes: Black shoes by Aestival Cohen, Aetherstyle

Cigar: LupineFox Paz, Tete a Tete

Formal:

Fur Jacket: by Vindi Vindaloo, LUXURY

Shirt: Black Tuxedo by Leyla Firefly, Gecko

Continued on page 52 >



|| Style Guy: **Athel Richelieu**

Pants: Black Tuxedo Pants by Leyla Firefly, Gecko
Shoes: Black shoes by Aestival Cohen, Aether-style
Cigarette holder: by Gwyneth Llewelyn

Club:

Shirt: Pinstripe Chic by House of Shaea
Pants: Pinstripe Chic by House of Shaea
Boots: Zboots by Fallingwater Cellardoor, Shiny Things

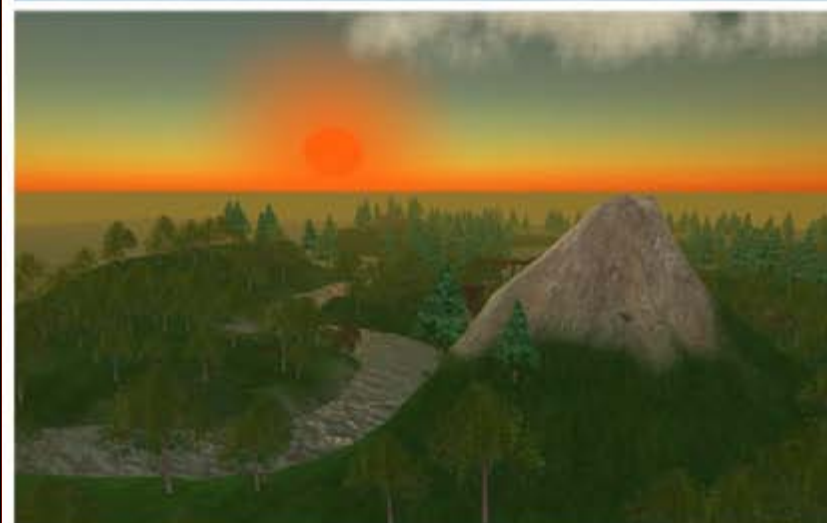
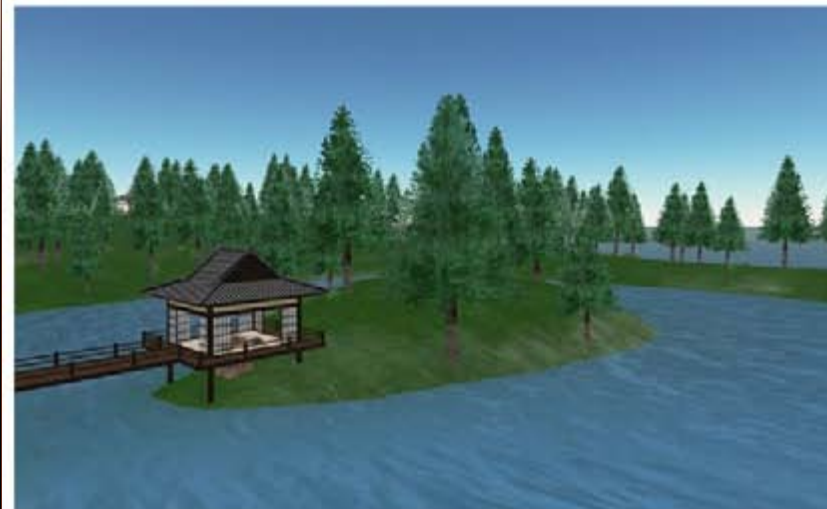
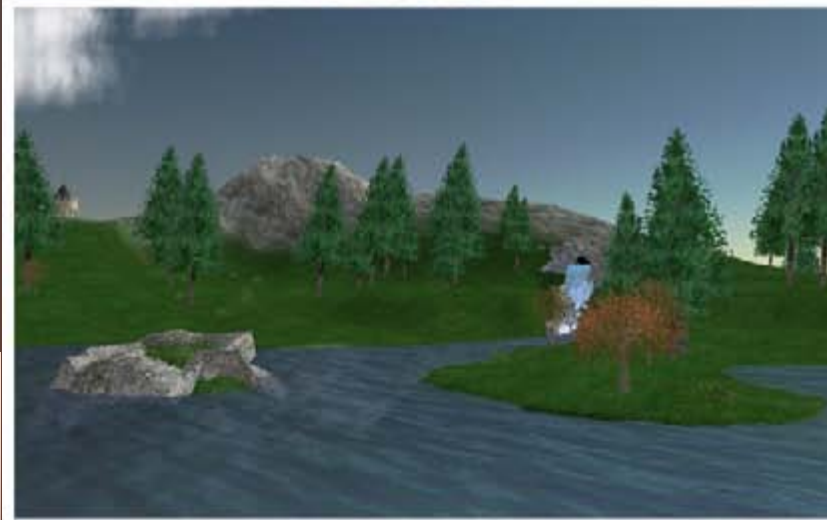
Eternal Night:

Outfit: Rogue in Red by Simone Stern, SIMONE
Shirt: Rogue Shirt by Simone Stern
Jacket: Rogue Jacket by Simone Stern
Pants: Rogue Pants by Simone Stern
Lace: By Simone Stern
Ring: Magis Skull Ring by Hunter Stern, Garhunt Productions

Spiritual Simplicity:

Shirt: Karachi Arun by Eva Virgo, House of Shaea
Karachi Arun: Jacket by Eva Virgo, House of Shaea
Pants: Light Chinos by Barnesworth Anubis
Sandals by Lucius Templar for House of Shaea
Bead Necklace by Lucius Templar for House of Shaea
Handheld Prayer Wheel by Sue Stonebender and Baron Grayson

***Do you know someone who exhibits an uncommon passion for fashion? Or do you yourself take pride in your unique sense of style? Second Style wants Second Life residents to suggest possible Style Girls/ Guys. Drop off a notecard with two to four pictures of your style nominee in Roslin Petion's inventory.*



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Second Style Magazine would like to acknowledge the generosity of D'nel DaSilva who pledged the winning bid to appear as a model in Second Style at the American Cancer Society's Second Life Relay For Life event.

Hair: Bedded Attitude in copper by Elikapeka Tiramisu, ETD

Top: Predator by Trinitee Trilam, roxee

Jeans: Cropped jeans in black applique by Ginny Talamasca, Dazzle Haute Couture

Choker: Gothic Silver by Kitkat Mclean, KittyStyle of Epimethius

Belt: Checkered by Fatal Raine, Legend

Shoes: Konverz by Arycon Fasching, KK Outfitters

Denim Casuals

By: Celebrity Trollop

Photography By: Celebrity Trollop

Model: D'nel DaSilva

Location: Grignano 79, 229

Skin: Custom by Namsor Daguerre, Second Skin Labs

*Do something
special for your
love today...*

*Waterfall Necklace
in Gold & Ruby*

Lace Set Lingerie

*Cailyn's
(Butsu 151, 197)*



Wherever Second Life takes you...
relax... we've got you covered.



Istar's boardwalk at sunset

OPIUM
EVERYDAY
Alpha Centauri (215, 8)



|| Casual Denim

Hair: Candie Vonta, red dark by Zyrra
Falcone, Panache

Outfit: Revolution Hope by Nephilaine
Protagonist, The New Zero

Shoes: Buckled Ankle Boots in black
by Fallingwater Cellardoor, Shiny
Things



|| Casual Denim

Hair: Multilayer Mix, by Lost Thereian

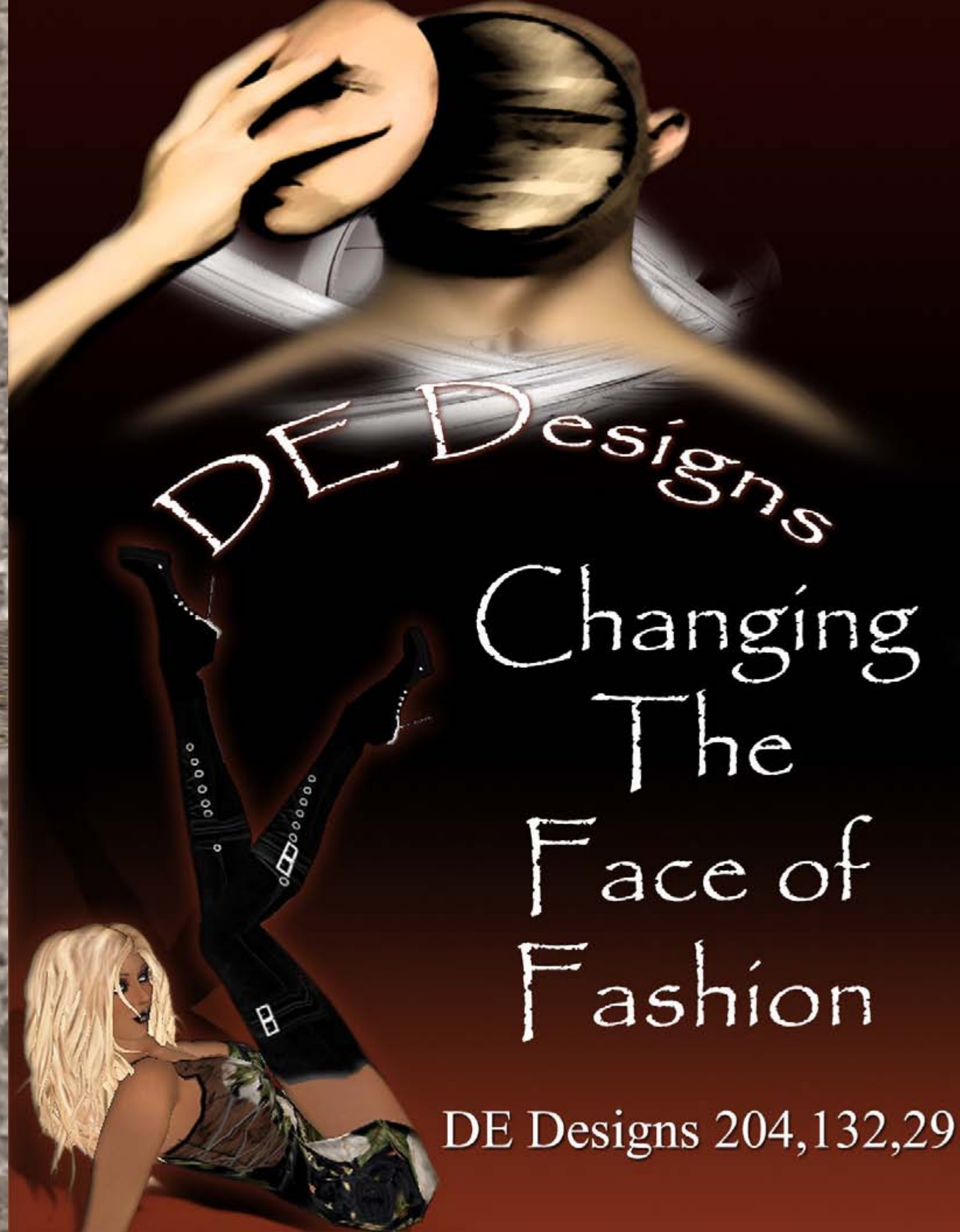
Top: Sleeveless wonders by Indie Rainbow, indie.studio

Pants: elka 3/4s in blue by Tuli Asturias, Lollypop

Necklace: Empress in red by Adriana Christensen, Sunshine Designs

Bracelet: The Xaria Collection in Red/Ruby by D'nel DaSilva, Xessories

Shoes: Urban Bohemian Ankle Wrap Flats in red by elka Lehane, Boing Fromage



DE Designs 204,132,29

ALTER



Alternative Clothing
for male
and females.

Come visit us at:
Obscuro Valkyrie
218,162



|| Casual Denim

Location: Sistiana
 Hair: Faith MidNyte in red dark by Zyrre
 Falcone, Panache
 Outfit: Slash by Tray Calamari, Rummage
 Jewelry: The Diana Collection by D'nel
 DaSilva, Xessories
 Shoes: Low-heel sandals by Jackal En-
 nui, Lassitude and Ennui

Jolie's Boutique

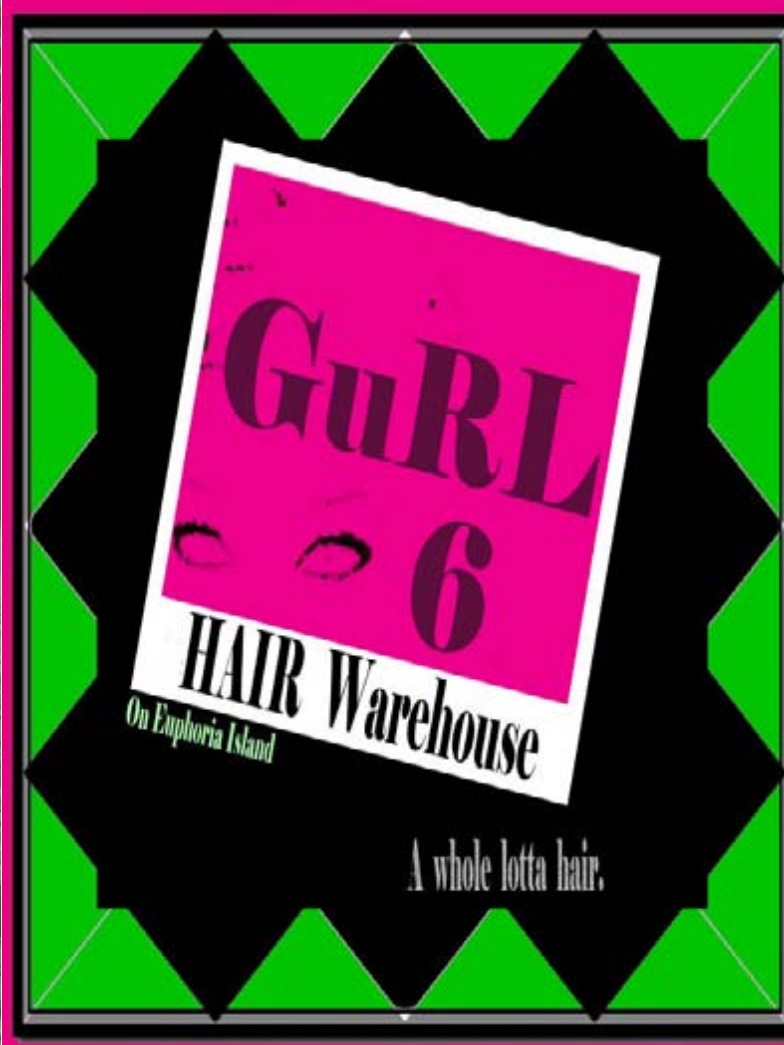


Hennepin 229,63,111



|| Casual Denim

Location: Barcola 223, 26
 Hair: Harmony by Ariel Black, Wig Out
 Top: Polka Dot Crop Set by Nicole David, Elephant Outfitters
 Skirt: Country Island Jean Prim Skirt by Nicole David, Elephant Outfitters
 Bangle bracelet: Brittany Collection in platinum/diamond by D'nel DaSilva, Xessories
 Earrings and necklace: Solitaire collection by D'nel DaSilva, Xessories
 Shoes: Apeture Flats by Kitty Minogue, Kitty's Rampage



**REAL MEN
WEAR
SKIRTS**

The AdriKilt
 Designs by Adri, Sulsun 107, 178, 72



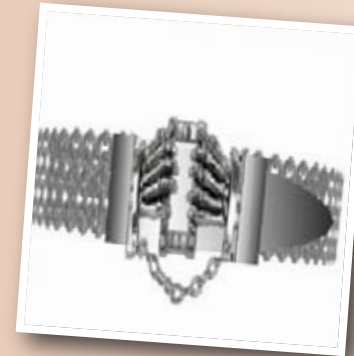
Vitamin Ci: Cause it's Good for You

Are they finding your products?

Punk Style

A Second Style Mini-Guide

Ear Plugs, L\$80. So simple, yet so dramatic. Perfect with a short haircut, these mini horn earrings will really set you apart from the crowd. - **Curious Kitties**, **Curious Kitties 116,124,23.**



Female Spine Blades, L\$150. Deadly yet elegant, these gleaming spines aren't for everyone – but if you have the confidence, they'll command attention. - **!!!Metal Fetish, Webworm 236,118,79.**



Female Double Belt Set, L\$200. Whether you wear this set with jeans or fishnets, it'll always be the right choice. Perfect for that tough-yet-stylish accent. - **Dead Punk Accessories, Plush Iota 27.103,22.**



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Love Photography?

Second Style Magazine seeks an experienced photography editor to direct, recruit and select photographers, models and images for publication in the magazine.

The right candidate will be:
Experienced with photography in Second Life
Detail oriented
Able to set and meet deadlines
Able to manage multiple projects and project participants
Interested in the fashion world of Second Life

Submit your portfolio and a statement of interest detailing any relevant experience in real or second life to Managing Editor Celebrity Trollop (a notecard or an email preferred) to apply.

Only short listed candidates will be contacted for an interview and further information.



...something *simple*
something **BOLD**...



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Sami (226, 153, 31)



The Devine Sarah Bernhardt Flexy Mini



Nonna Hedges

|| Ambyance2 & Lost

> Continued from page 33

LT: Well, initially we have an idea and it just takes resources—Photoshop, painting, or whatever—to achieve that goal. So, a lot of times, we just use RL things.

CT: Do you split the work up? Like, does Amby do most of the Photoshop work, and Lost does most of the prim work, etc.?

AA: Nah—Lost does everything!

LT: Yes, we do. lol

AA: And I run my mouth a lot. ;)

CT: Baking, prims, and Photoshop. Dreamy.

LT: Well, we both do the texture work. I mainly do a lot of the building.

AA: I really hate to build.

LT: Yes, but you should anyway!

AA: But, grrrr. Lost makes me try sometimes.

CT: Yeah, I try, too. Sometimes. I do make a mean cylinder...

LT: lol

AA: lol

CT: Is Lost more of a perfectionist, Amby?

AA: You aren't kidding. He is a complete perfectionist, which I <3 but...

LT: lol—sorryyyyy

AA: It makes me cry! lol! One thing we don't do is script; but Lost is pretty good at moving animations and I'm decent at stills. I get frustrated with movements.

CT: Why's that?

AA: Well, the timing of the motion; and it's time consuming to create. It's probably weird to a lot of people that we would come here and do things that we see in the real world everyday and not do more fantasy things.

CT: Well, it's your sim—you get to fulfill your aesthetic vision, so..? Lost, when are you going to make new makeups for your female skins?

AA: He did.

LT: Yeah. :)

CT: ZOMG YAY!

LT: They'll be available once the island is open.

CT: Well, get this place open then!! Lost, how did you end up in Second Life? I got to ask Amby, but I am so curious.

LT: I've been to so many online games before SL. I found SL in a computer magazine, but never had the right specs to actually get it to work.

AA: I didn't know that!

LT: So, I just messed around in other online communities 'til I found SL and that was the end of that. I didn't know anything about building and all of that, so [I] had to kinda start from scratch. Though, I always had my RL art [that] I had been into long before SL.

CT: Digital work? Or?

LT: Nah, painting, sketching all [of] that. Nothing really computer-oriented. I didn't know anything about Photoshop before I came here, or Poser!

CT: What about now? Do you make digital art in RL now that you have come to SL?

LT: I've tried painting in Photoshop a few times; but I'm more interested in RL meduims and canvas.

CT: [There is] something really visceral about canvas and the smell of paint.

LT: Well, just the way you work is totally different; but SL opened me [up] to a whole other side of my artistic abilities—I like to do it all [now], if possible.

CT: Tell me a little about your “low prim” hair. How did that come about?

LT: Those textures are from RL photography. Then put onto a seamless texture in Photoshop. I believe—my photographs—but I was just experimenting with prim work, trying to get as little flicker as possible. So, it just kinda came out as a pretty, low prim hair ;)

CT: Who's idea was it to do the reflective floors in your current store?

LT: I forget who brought that up, really; but I had doubts about it, because [I thought] it might be too many prims. But Amby made sure it stayed. It's a

nice touch, for sure.

CT: It's one of the most amazing things I've seen in SL

LT: We've learned so much [about] building since we got the island.

CT: Do you two Skype with each other?

AA: No.

CT: Wow. Really, no??

AA: No, I've never actually spoken in real life to Lost.

LT: I've done that with people in the past, not Amby. I could probably explain things better to her though.

CT: Lost, I wonder if you have anything you'd like to say about the whole IP theft/texture ripping issue. Clearly, you have been targetted by texture thieves more than some.

LT: Yeah, Amby and I have several times now—it definitely sucks. It's a horrible feeling when you've been working on something for weeks or more and to see [someone] just steal it and sell it to make their own profit...

AA: Now the big threat I feel are the nekkie clubs where people can go in and pull 20 different skin textures at a time from all [different] designers. Of course, most people that would want to run around naked wear skins from the more well known skin designers.

LT: We've experienced it all. Pretty much all recently. It's really stressful.

AA: It kinda wrecks the whole SL experience. There were like 2 weeks where I think we didn't have time to create anything or work on the island—every day was spent dealing with new thieves. Like every time we logged in—it was so disheartening.

LT: Yeah people will go in our shop, and others as well, but they well have a tag over their head “Naughty Management” and scam customers with fake skins.... or sometimes actual skins they stole from us.

AA: So they basically sell our stolen skins from our own shop—like using our merchandise wasn't bad enough. They have to use our land now, too?

LT: How ridiculous. Hopefully, when we open the island, we will have a better eye on things.

AA: We changed the shop to verified accounts only [for a while], but people got really upset so we had to change it back. The thing with here is we will be around.

LT: Yep.

CT: I asked before, but I think you got knocked off, Amby. Do you have a target date to open the sim?

AA: Oh hmm—hopefully in the next week [ed. end of August 2006]. We have had like 20 target dates in the past year and a half.

LT: We keep putting it off... Well, we didn't want to think about opening for a long time, though.

AA: Right. Maybe that's why it took so long. Well, it's kinda sad to open. So we have to buy another sim!

LT: But we're pretty confident now that it will be really soon, so we will have to buy another sim. It would probably be like Zazi again—just go to our 'lil island over there.

AA: Awww Zazi was sweet—it was really perfect—we could cam the shop and not be there. For a long time we were faceless avs to people. They saw the ads. They knew the names. But no one ever saw us—hermits. I think just being around will [change things].

LT: The island is a nice escape!

AA: Yes, which we are going to lose.

LT: Yeah :\

AA: I'm having a hard time with that part—I mean I think it will be nice to see people here, but it's like... well, alot of memories here. It's just been Lost and I here for almost 2 years. That makes it hard. That's why we have to have a new project. [It's] probably completely insane...but having our own space is what keeps me sane.

