

second + type

Issue #6

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

New Years Accessories

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Hethr Engel

Men's Corner

40s Film
Noir

Freebie Fashion

Fresh Face
Sol Columbia

Interview:
Starley
Thereian

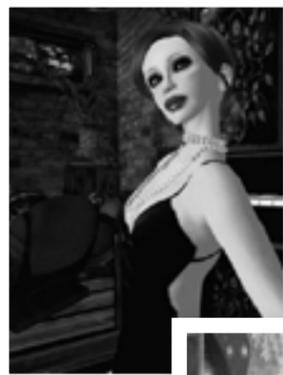
Inventory Raid
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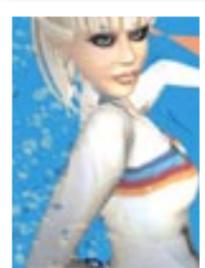
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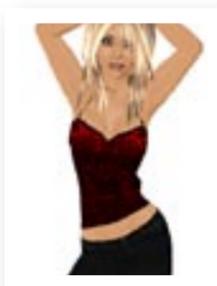
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The New ETD opens January 1, 2007
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Zouk City Snow Village

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second Style

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

Issue #6

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On the Cover

Photo - Launa Fauna
Model: Starley Therian

Hair, eyes, skin: Ice Enchantress Limited Edition by Starley Thereian, Celestial Studios
Gown, jewelry: Ice Enchantress Limited Edition by Ginny Talamasca, Dazzle

When the copybot exploded on the grid several weeks ago, we saw an unprecedented number of content creators throw their hands up in frustration. Many closed their stores, many more talked openly about how IP theft affects their real-life livelihoods. The controversy has largely calmed down since then but the underlying issues remain open. Linden Labs has promised to implement a number of new measures which may help reduce content theft, but it seems likely there will never be a completely satisfactory technical solution to this issue.

As consumers of content we have a choice from whom and where we do business. As in the real world, we need to be careful about falling for deals that seem too good to be true. If someone offers a set of no-transfer skins that normally cost L\$4,000 for a huge discount sold from the metaphorical equivalent of a car trunk, maybe think carefully before going ahead with that purchase.

Without the vibrant economy in content, SL would be a substantially less interesting and fun environment. I really enjoy buying a stunning couture gown, matching hair, shoes and jewelry for the real-life money equivalent of a movie ticket. If the copybot incident taught us anything, it's that content creators need help; they can't do all of the work themselves. As people interested in making our Second Lives as rich as possible, we need to help them.

Before I end, let me take this opportunity to wish you a joyous holiday season and a very happy New Year in your Second and First life on behalf of the entire staff of Second Style. We have every confidence 2007 will be a wonderful new season of fashion—and we'll be here to cover it with you. Thanks for reading.

Celebrity Trollop



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HAPPY HOLIDAYS FROM "FUNK" IN PLUSH LAMBDA

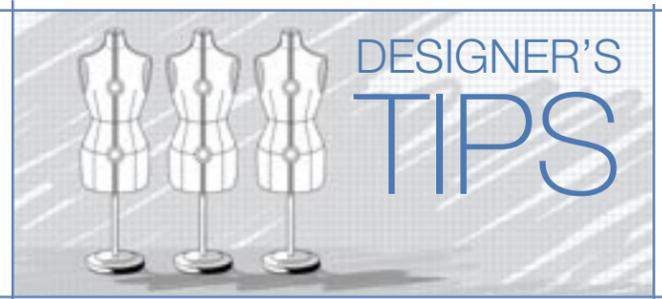
clothing • hair • accessories • jewelry • shoes



callie cline



Kiana Dulce



Creating a Successful Brand In Second Life

By Alaska Metropolitan

When creating their “brand” in Second Life, many virtual fashion designers only consider their store name, and possibly come up with a quick logo in Photoshop. However, applying First Life branding techniques to a Second Life business will result in a more memorable experience for the customer.

First let’s go over what a brand actually is. It’s more than simply the name for a line of products. It’s the entire image you associate with it, everything from the feeling you get from the advertising to the colours associated with the store to the package the product comes in.

In Second Life, very few designers consider designing the brand as a whole, and no wonder, since it’s much more fun to design the actual clothes. Now for the good news: unlike First Life, you can always work on your virtual business brand after the product is out there.

Before even deciding on a name (or new name) for your boutique, consider your product line’s personality. What makes you unique from every other Second Life designer? Do you specialize



in sexy lingerie, or classy formal wear? A brand for “slut wear” would have a completely different feel than a custom bridal boutique. If your store will have a huge variety of products, perhaps you need a simple brand that sub-brands could be added to as needed. Consider making a list of words that describe you or your products: will your brand be flirty, classical, sophisticated, fun, high-tech or rugged? You can refer back to the list as you design aspects of your brand, to get ideas and to make sure everything is communicating as it should.

Now that you’ve done your research, it’s time for the creative part of branding. Decide on a name that is memorable, unique, and expresses some of you or your product’s personality. (Don’t forget to run a couple of searches for this name in both Second Life and the official forums to make sure it’s unique.) Determine what you need for a logo, for example, should it be high-tech and use lines and shapes as a design element, or should it be hand-drawn and quirky? Some of the better logo designs in Second Life use only a typeface, so don’t worry if your logo is simple. Simple can be memorable.

Decide on a colour scheme for your brand. Colour can communicate a mood subconsciously, so consider it carefully. Colour can also have many nuances, for example, a dark cranberry red can feel sensual while a bright red can feel angry, youthful, urgent, or even cheap. It is a good idea to use colours which contrast in light and darkness, and which avoid the “default” colour palette in Windows (those colours tend to vibrate on screen.) Save your colour scheme in a new file on your computer, so you have it for reference for later.

So, now that you have a personality, a name, a logo, and a colour scheme, you have a brand. You might be asking yourself, where should you apply it? The answer is, of course, everywhere! Bring some of your colour scheme into your vendor design. Your store’s building should reflect the brand: bring the colour into the architecture, repeat your logo as a pattern on furniture, take a shape from the logo and use it as

Continued on page 14>

Unique Jewelry
&
Ladies Fashion

Digital Knickers

THE SIRENS GROTTO 125.131.24

lassitudeennui
Nouveau(70,70)

Designer Tip

> Continued from page 14

intelligent, conservative,
professional



youthful, energetic, fun



earthy, natural,
comforting



sensual, feminine,
romantic



an architectural element. Maybe you can come up with other ways to design your store with your brand in mind. If your store is in a mall, you could still bring those design elements into a wall pattern, your signage, a rug, or other decorations. If it's kept subtle, you can use your logo and colour scheme over and over without it looking too busy.

Do you need to “package” your product for the customer? Chances are, unless your vendor is an object set to “Sell,” you do. Don't just package your product in a textured cube! Use your brand idea to come up with an interesting bag or box that the customer will remember and enjoy.

Creating an entire brand for your Second Life business will make shopping a more pleasant experience for the customer, and will help them remember you. Though you will have to take some time to do it properly, creating a brand will be sure to make you stand out in the long run... and you might even have fun working on it.

Alaska Metropolitan designs the OPIUM and OPIUM Everyday clothing lines and SKIN 2.0 in Second Life. In First Life, she works as a graphic designer and visual artist.



Twenty-six Silver Briefcases and no questions asked, except one...

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A warm "Thank You!" to everyone for a great year!

Cheers! to you and yours, as we bring in another.



Blaze 

fresh faces

Fresh Faces is a monthly spotlight on newer designers within Second Life. We are pleased to select Sol Columbia of Luminosity as this month's Fresh Faces featured designer. We asked Nyte Caligari of Nyte & Day to choose some outfits from Sol Columbia and offer her thoughts and comments about each outfit. —Celebrity

Luminosity by Sol Columbia

Modeled and photographed by Nyte Caligari

The best thing about clothes from Luminosity is the amazing detail and quality. There's only so much pictures can show, it's a problem designers face all the time. So when buying from Sol prepare for a pleasant surprise in the details!



Vex:

I was drawn to this outfit because it's not something you see everyday in SL. It's funky but not over the top. Vex comes with tons of extra's and to top it all off texture on this tank is superb!



Metro:

I love the blazer that comes with this set! It's sleek, tailored perfectly and simply: hot! Metro also comes with a semi-sheer shirt, stockings, mini-skirt, and glasses.



Route 66:

Cutoffs, jeans, and flannel; Route 66 is not only well done but really cute. The "cherry on top" is the giggle-worthy wheat stalk Sol included in this set.



Irvington:

Casual comfort anyone? Meet Irvington, an Oxford Sweater and plaid pants set. Getting collars to look "right" in Second Life is a bit difficult sometimes but Sol definitely has them down on the outfit.



Striped Jeans:

Recently Sol released a bunch of jeans but these aren't just your standard denim, even though Luminosity has those too! Available in colors like rhubarb (pictured), melon, julip, and more.

mini-guide

New Year Accessories

By Ilianexsi Sojourner



These feathery boas are just plain fun! They come in enough colors to match any outfit, the feathers move gently in the breeze, and they add a touch of WOW! to anything you wear them with — perfect for New Years and beyond! Rainbowas – available in 13 color choices, shown here in Celebrity Green – L\$199 at Callie Cline, Plush Lambda 172, 168, 22.



This is not your ordinary party hat! If you want to stand out from the crowd, and do it in high style, you need one of Nyla's hats. Imagine how fabulous this elegant top hat would look with a little black dress or a slinky gown! Empress Gray & Black Striped Top Hat – modifiable size – L\$275 at House of Nyla, Plush Iota 196,180,22.



Do you need a great-looking mask for your New Years party clothes? This set by Eanya Dalek has three elegant designs, with both face and animated wand style included for each – the collection will take you through a whole season of parties! Collection of Masks – L\$150 for the set at The Mausoleum, Echo 47,16,43.

This amazing set is the perfect companion for your favorite dances. The Poi Dance Set has multiple movement patterns, moves, and colors; break it out at that big New Years party, and the dance floor will be yours! Poi Dance Set – includes two wands and HUD - L\$495 at Abranimations, Devils Moon 145,131,251 and



Adri



Suisun (111, 170)



40s film noir



Model: Roslin Petion
Hair: The Bettie Natural, Nora by Sezmra Svarog
Skin: Rose Medium Sophisticate 1, Tete a Pied by CJ Carnot and Roslin Petion
Hat: Black Hat with Veil, Paper Couture by Prue Lu
Stole: Mink Poof, Paper Couture by Prue Lu
Suit: High Society Suit, Nymphetamine by Paeoti Pomeray
Shoes: Classic Black Pump, Minx Shoe Designs by Nikki Clayton



Model: Kean Kelly
Dress: Pixel Dolls Little Black Outfit Shirt by Nephilaine Protagonist
Hair: :: fetish :: Messy Bun (Sunkissed) by Imani Moseley
Pearls: Messy Pearl Necklace by Rita Groshomme
Skin: Redhead Seductress, Tete a Pied by CJ Carnot and Roslin Petion



Model: Shai Delacroix

Shirt: Alma Mater Blouse (corn) by Shai Delacroix, Shai

Skirt: Leatherbound (brown) by Shai Delacroix, Shai

Hair: Crawford's Curls (blonde) by Fey Fuller, 800-Betties

Shoes: Tango Sandals (brown) by Fey Fuller, 800-Betties

Glasses: Rhinestone Retro by Antonia Marat, /artilleri/

Skin: Redhead Seductress by CJ Carnot and Roslin Petion, Tete a Pied

Manicure: Cherry by CJ Carnot, Tete a Pied

Skin: Tete A Pied Redhead Seductress Scarlet: Tete a Pied by CJ Carnot and Roslin Petion

Cigarette: Foxy Enhanced Cigarettes



Model: Haver Cole
Dress: Day Suit (grey) by Fey Fuller, 800-Betties
Hat and Hair: Betty (black pearl) by Lost Thereian, Naughty Designs
Skin: Apple (pale skin tone) by Gala Phoenix, Empyrean Emporium
Shoes: Girl Kulture - 20's Shoes
Earrings: Black Pearl and Diamond Earring - Junko Takakura



Model: Rob Danton
Skin: TaP Bronzage Smooth stubble, Tete a Pied by CJ Carnot
Hair: OC (moroccan) by Lost Thereian, Naughty Designs
Jacket, slacks: Double Breasted Suit (black) by Barnesworth Anubis, Barnes Boutique
Shirt/Tie: Dress shirt, red/navy striped tie, by Barnesworth Anubis, Barnes Boutique
Shoes: Pointy Dress Shoes by Barnesworth Anubis, Barnes Boutique

men's corner

By Ryan Darragh

Holiday parties are one of the most elaborate productions many of us will see or attend during the year, unless we are typically being invited to royal coronations or presidential inaugurations. Of course, in Second Life anything is possible! For any event, proper attire is absolutely essential. Dressing appropriately for the event, perhaps in color or style complementary to your date, partner or significant other, and if possible outdoing others without making it obvious that this was your goal—all of these are objectives worth keeping in mind.

It may seem that there isn't nearly as much clothing design being done for men in SL as there is for women—I've heard the ratio of women's to men's fashions quoted as high as four to one. There's still a lot of great stuff out there! I will

highlight here just a few of the great items of men's party and formal wear currently available from SL designers.

Is a two-piece suit about as dressed up as you get? Maybe you'll be attending a dressy but informal party and don't want to

wear a tuxedo. This men's dress coat from Vindi Vindaloo is the perfect way to take a suit to the next level! This coat is made up of two pieces (worn on the jacket and skirt layers) that look like a single garment when worn together. The lines are simple, clean and classic, and though the fabric texture could have a bit more detail for richness the coat is a great addition to any gentleman's wardrobe. It is available in several colors, so you should be able to pair it with almost any suit. If you like, you can add your

own gloves and hat to complete the ensemble. Here you see the Vindi Men's Dress Coat in Camel, worn with the Barnes Two Button Suit in Olive, which I think is a beautiful combination. The Vindi Men's Dress Coat is available for L\$250 at *LUXURY* by Vindi Vindaloo (Plush Kappa 31, 103, 22).

My tuxedo of choice has for some time been the Blaze Classic Tux, by Blaze Columbia. In October, Blaze released his new Regal Tux, which features a longer jacket and shawl lapel. The extra length on the jacket adds greatly to this tux's presence. The satin stripe on the pants has a beautiful shine that really sells the realism. Every man looks great in a tux, and this fantastic tux will guarantee that you look your very best! Here I am wearing the Regal Tux in Black with Wing Tip Shirt and Vest in Ivory. Shirt/vest combinations are available in a variety of colors so you can achieve the perfect look.

Also, just in time for the holidays, Holiday Tux Jackets based on the Regal Tux are available in Royal Maroon, Royal Green and Silver. The lapels are accented with glittery highlights for



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Satbyeul 30, 219, 51

Hey - it's Second Life, why settle for second best?



The Farnsworth House
 Designed by Ludwig Mies Van Der Rohe ca. 1950.

The house was originally built for Dr. Edith Farnsworth and she hated it! As do many SL residents, but then again, this is not a house for anyone. An icon for generations, it still stands out as one of the worlds most famous builds.

Available upon request only.



Ludwig Mies Van Der Rohe



Eames



Le Corbusier

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Location: **Nauru 200, 130.**



some holiday glamour, and a prim boutonniere made of rose and poinsettia flowers is included. There was not enough time to include these jackets in the photo shoot for this issue, but I did check them out and they are beautiful. The Regal Tux is available for L\$500 at Blaze Fine Fashions (Triumph 100, 137, 251). The Holiday Tux is available for L\$600, or in a pack with all three jackets for L\$1000. Holiday Tux Jackets only (if you already have the tux) are L\$300 each, or L\$500 for a pack of all three colors.

Maybe you're looking for something a little more unusual than a traditional suit, no matter how stylish, but you still want to be well dressed and not too experimental. The Dragon Suit by Vindi Vindaloo may be just what you're looking for! This deep black suit features rich crimson dragon design embroidery on the jacket front and sleeves and crimson piping on jacket and pants hems. The result is a striking twist on a classic design. The suit includes a pair of coordinating non-prim shoes, but I am wearing it with the Vindi Shoe in Velvet, which has a rich texture with real depth. The Vindi Dragon Suit is available for L\$500 at *LUXURY* by Vindi Vindaloo (Plush Kappa 31, 103, 22).

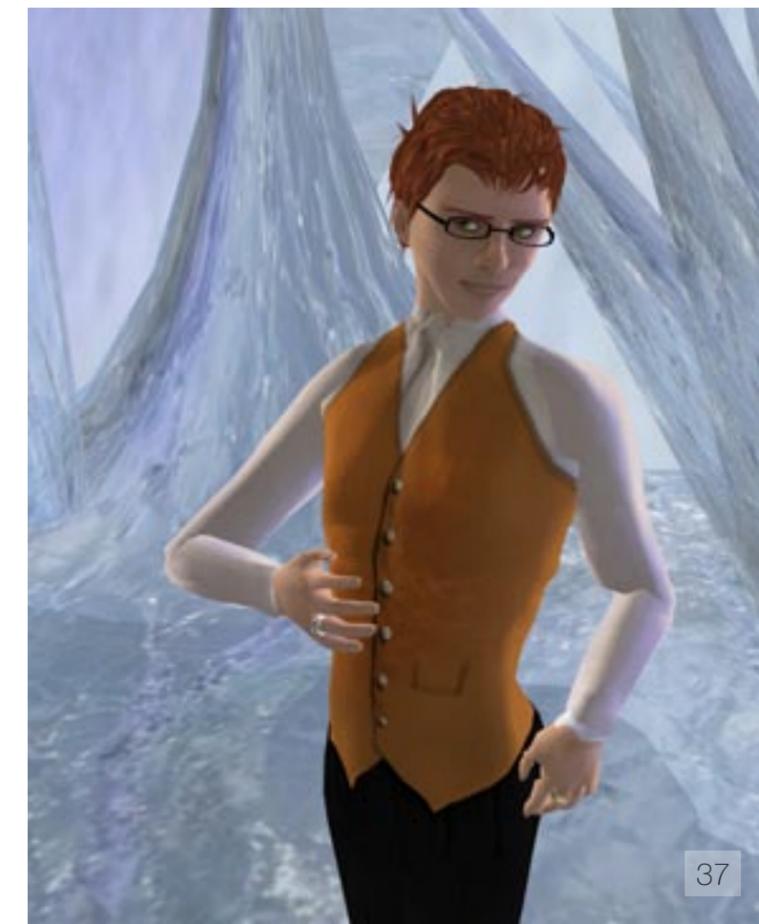
It's been a while since DoC Eldritch released any formalwear, but this year his Limited Edition "Home for the Holidays" Tuxedo is my favorite new men's formal. The set comes with full black tux and vests in Licorice and Butterscotch, with and without jacket, so you can really mix it up with different looks. This is an absolutely gorgeous tux! Here you see me in the "Home

for the Holidays" Tuxedo with the Butterscotch vest. Fair warning, though—when DoC calls this a "Limited Edition" design, he means it. The tux is priced at L\$1000 and is available only through December 25 at DE Designs (DE Designs 204, 132, 30).

Although this barely scratches the surface, I hope it gives you some ideas for holiday party attire! Hopefully one of these designs will be right for you, introduce you to an exciting designer, or push you to try a new direction with your personal style.

Ryan is also wearing: FORM Skin Redhead by Zabitan Assia (FORM Gear). "Deviance," "Mess It Up" and "OC" men's hair by Lost Thereian (Naughty Designs). Barnes Pointy Dress Shoes by Barnesworth Anubis (Barnes Boutique). Mephisto Black Dress Shoes by Antonio LeSuere. "Rectech" glasses by Cienna Rand (Primcrafters).

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





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*Calling all bikers! Your home away from home!
Epsilon (46, 89, 57)*



The Second Style Interview

By Celebrity Trollop

Starley Thereian

Celebrity Trollop: When exactly did you come to Second Life? Your last name “Thereian” usually was taken by people who were There refugees. I know you were making content in There. Why the switch?

Starley Thereian: Well actually, I never intended to come to SL. I logged in on a fluke for the free trial one day when There was down for a patch.

ST: But I was hooked before I left orientation island. I think I only made one more thing for There after that. The tools are just so limitless here.

CT: Is it because SL allows for much more creative freedom?

ST: Yes, absolutely. Friends I knew that were in SL before me would always say “You can make anything you want!” And I thought, well I can do that in There too.

CT: Nodnod

ST: I just didn’t understand until I experienced it for myself.

CT: What are some examples of the differences?

ST: One of the biggest differences, though it doesn’t apply to me personally, is the scripting here. Between building, scripting and texturing, you really CAN make anything at all. Like, off the top of my head, a giant functioning space station.

CT: OK

ST: Totally random example, but absolutely not something you could do in There.

CT: Since you were already making content in There, did you come to SL with the idea in mind to set up Celestial Studios?

ST: Nope, I came into SL with the idea to kill some time while I waited for There to patch. But I realized the SL avatars needed some help, so I stayed around.

CT: What was the history of your content creation? Do you still have the first thing(s) you made for Second Life?

ST: Yes I do and no I will not show you! LoL

CT: Awww!

ST: The very first thing I made was makeup for my avatar.

ST: I was so thrilled to discover that I could!

CT: When about in the history of SL did you arrive here? Early 2005?

ST: June 2004

CT: OK, six months earlier. Had “skins” as a whole content class come about by then?

ST: Hmm.. You know I can’t remember if there were any when I started, but if not, I know Chip Midnight had his earliest ones out shortly after.

ST: At least I found them not long after I joined. It was still a very rare thing, and I don’t think anyone was really doing makeup or anything like that at the time.

ST: Govindira Galatea was also one of the early skin pioneers that was starting up when I was new.

CT: And she still has a kiosk by Pixel Dolls, IIRC. OK. I’d say many consider you one of Second Life premiere skin makers. What’s your process like? And how evolutionary has it been?

ST: Oh wow. Well the products themselves have been extremely evolutionary. I curl into fetal position when I see my earliest works, but the process for me has always been long and arduous. My most recent skin has been over 9

Continued on page 42 >

Starley Therian

> Continued from page 41

months in the making and is not done yet.

CT: Right, maybe I am getting ahead of myself. :D Let me detour for a moment back to the history of Celestial Studios. When did you set up a shop in SL?

ST: Well I suppose the first actual store came after a few weeks. But after a few days I think I had mooched a couple spaces off a friend's wall in the Luna Galleria.

ST: I'm not sure if 2 borrows prims counts as "setting up shop" though, lol.

CT: And what sort of things were you selling way back then?

ST: The first items were makeups, without a body skin and clothing.

CT: So just like alpha textures to overlay the default Linden skin?

ST: Yes. Alpha was a whole new concept for me, one that took awhile to master.

CT: Being as Photoshop ignorant as I am, it seems to be an extremely difficult skill to master.

ST: I'll show you my first clothing outfit as long as you promise not to post it! It's pretty obvious on the hem of this skirt! [Starley puts on butterfly wings, bunny slippers, and pink and green striped top, skirt combo.]

CT: Wow, not too bad for your first go! So even from the beginning you've been playing with prims in Second Life. One of your distinctive qualities among content creators is that you've created a little bit of everything: skins, hair, shoes, clothing. Pretty much everything but shapes. Does that come directly from your interest in working with all of the build tools here in SL?

ST: Yes, partially that and I suppose partially boredom. If I'm sick of painting in PS I can always make shoes or hair, and vice versa.

CT: That actually is a nice segue into another question I had about the diversity of what you've

made in Second Life: do you have a favorite area to work in? I mean -- are your skins your favorite thing to work on? Or do you harbor a secret passion for prim torture?

ST: Oh I don't know. I do love prims, but I wish I were a whole lot better at using them than I am. I'm not sure about skins though. I think they're probably what I'm known best for, but I'm not sure they're my favorite thing to make.

ST: I might be saying that because I've been working on this one for so long though. You might get a different answer in 2 weeks. :))

CT: One of the hallmarks of Celestial Studios is your attention to detail. How much do you sweat the small things?

ST: Probably too much! I don't know, I have a reputation for being OCD about certain things (mathematically mirrored prim hair, for example) but I sometimes still feel like maybe I'm not doing enough. It's good to hear that I have that reputation though!

CT: How is it exactly that designs which you intended to be simple initially (say... Felon) turn into huge multi-piece collection? Is it getting caught up in the details or just something that happens? **ST:** Oh god, that's my MO for sure. The felon outfit specifically, started as a simple striped shirt. And then I thought "this would look cute over a little jersey dress", and that led to "jersey dresses look so cute over leggings!" and things tend to just grow and grow from there.

CT: The dreaded cascade effect. How much does RL fashion affect your inner design muse?

ST: Quite a bit, I suppose. I think most of the things I make are things I might wear in real life. I suppose I'm influenced by that more than reading high fashion magazines or anything like that. At least they are things I might wear in real life if I ever wore anything that wasn't jeans and a black T-shirt. :))

CT: Hehe!

ST: With the occasional huge exception to the

rule, like the Ice Enchantress. Obviously I'm not waving a snow making wand around in my spare time!

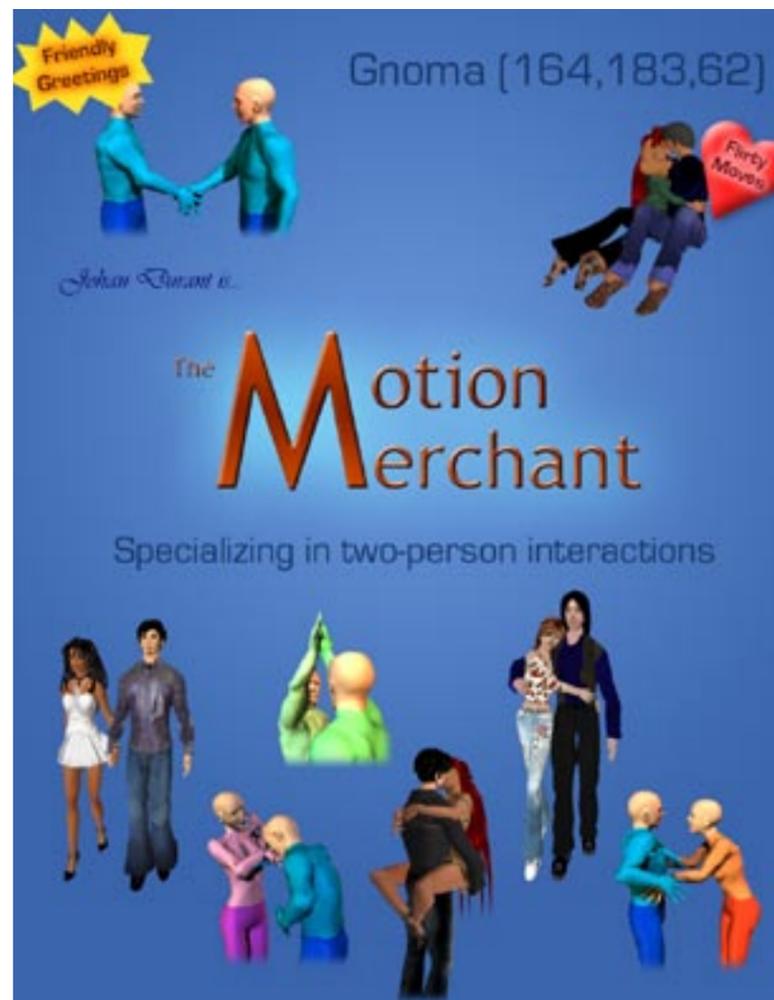
CT: I'd like to get back a little bit to skins now. Earlier you said that you've been working on The New Skin (aka "Beta" aka "Unnamed") for 9 months. What led you down that path? Why did you decide to create a completely new skin?

ST: I can't even remember, honestly. I think it's like a sickness for skinnners. After awhile you think you've taken your skin as far as you can or want to and then you decide if you want to quit making skins or make a new one.

CT: What does that process look like?

ST: Well without giving away too many trade secrets, my skins are usually partially photo sourced and then hand finished, so they end up about 50/50 photo and paint. I use different features or body parts from different models and then do all the seam work, shading, blending and makeup by hand.

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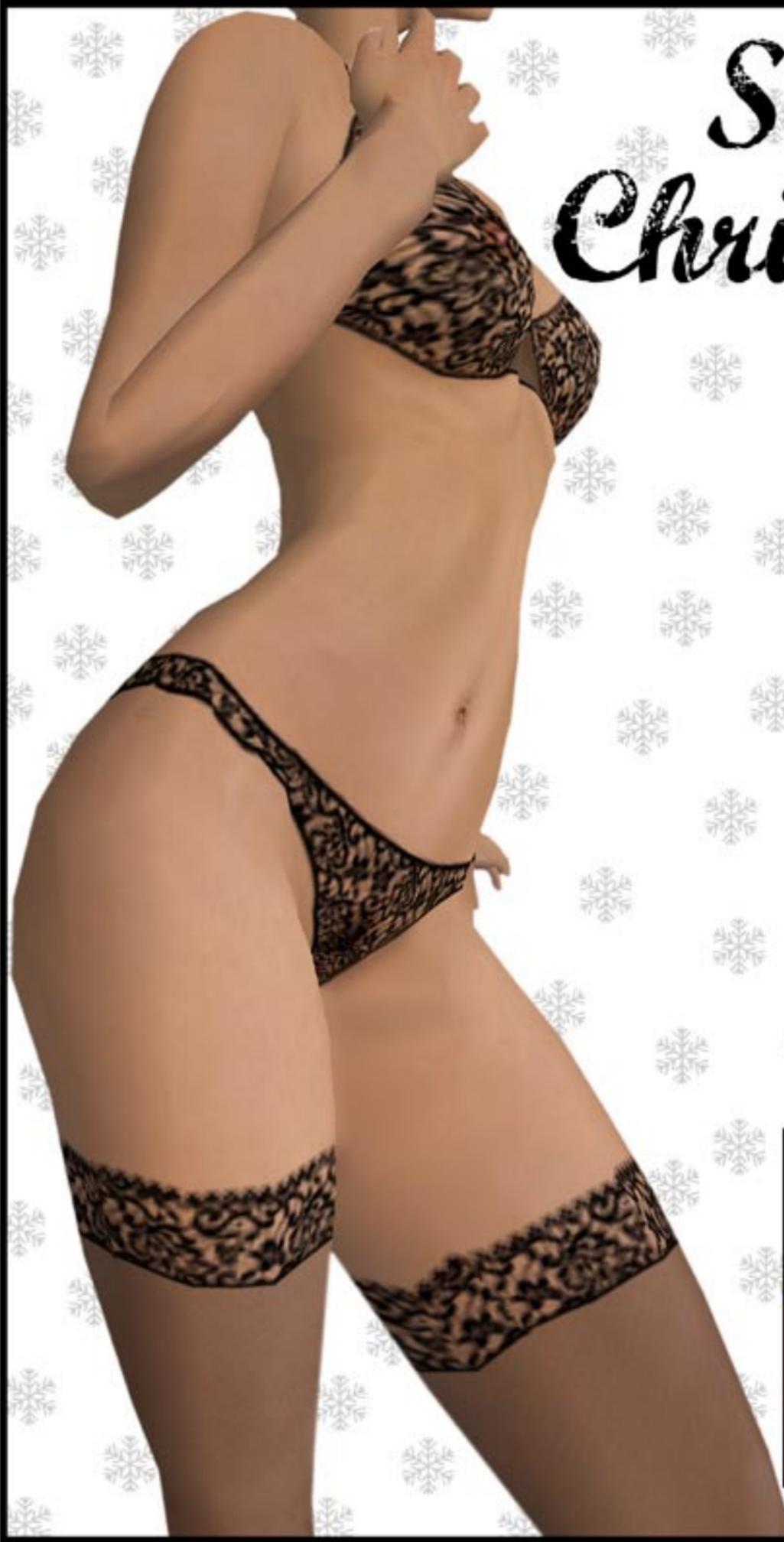
Bring Your Style



design and photos
simone alva
model
ladore luan

I'll bring the Light
SIREN STUDIOS SUNSET BEACH

Sexy Christmas



Our shop is located in Flash Beta (27, 246, 22)

summer doesn't have to end...



find it at **POPPY**

PREEN

By Aimee Weber



inventory raid

By Roslin Petion

Cory Edo

Every time I've seen the talented builder Cory Edo, out on the grid, she's always been sporting a funky, fresh look. That's why I was eager to meet up with her at the lovely iVillage loft on Sheep Island.

RP: Thanks so much for letting me meet up with you today.

CE: Not a problem at all hon

RP: I'm looking forward to seeing what you have for me. OK, so your first look, the "Way Casual" name fits it perfectly. It's kind of obvious why you named it that. Overall, your looks seem to have a casual feel to them, is that similar to how you dress in real life?

CE: Absolutely, if anything I end up more casual in real life, comes from working at home and throwing off the shackles of office dress codes. In SL I definitely feel more comfortable and myself dressing casually rather than getting into formal wear and what not.

RP: I recognize the hair, top, and jeans, but the shoes, not sure

where you got them.

CE: Those were actually a find by my partner Makaio on SLX, he wears them all the time and I grabbed my own copy. I love how they slouch. They're by Swaffette Firefly, but I haven't gotten around to checking out anything else she might have done so far.

RP: Really? She does great lingerie! Wow, that's totally different from her usual stuff.

CE: Oh no way! Wow that's a switch just from knowing her from these shoes.

RP: She does clothing too but I know her lingerie best.

CE: Yeah, these are guys shoes but unisex rules.

RP: Yes, speaking of which, I recognize your hair here, I have it myself.

CE: That's by our good pal Icky Eccleston, he's got mad talent. I keep bugging him to make more hair. I love how close cropped this is, I had my RL hair like this for a few years and I really like the unisex cut for that uberhipster look on girls.

RP: I adore it, when you can get away with it.

CE: Absolutely and in SL I don't have to worry about those extra 5 pounds making you go from pixie to omgwtf.

RP: Yup, god knows I could never get away with pixie in rl.

CE: Haha mine is NO longer that length for that exact reason.

RP: So going back to the shoes and the slouch

comment you made, do you find that to be important with all the things you wear in SL? Having it look like it is worn. The details like rolled cuffs, creases, etc?

CE: For this look, absolutely, it fits in with that comfortable style. In general I like most of my clothes with nice details that look like someone put some care into it, absolutely. Even if its a plain T-shirt like this one, it is part of a pack of 5 and I wear them constantly. It's harder than one might think to find really well done casual graphic T-shirt (they're by Camie Cooper and I wish she'd make more, I'd buy them all).

RP: I think the more simple an item is, the more important those details are.

CE: Couldn't agree more, they have a tendency to stand out more, so you really notice if they aren't there.

RP: Awesome. Let's move on to your next outfit, "Prep School Chain Smoker."

CE: That's as classy as I tend to dress in everyday wear, the flexi skirts still do it for me. It's my high school throwback look, logged 6 years at Catholic school. Some habits are hard to break. I still like looking feminine when the mood strikes, but its still got that "I can run and catch the bus" feel to it.

RP: Exactly and it seems like you are a big fan of hats too.

CE: LOVE hats mainly because I look like a dork in RL when I wear them so in SL I get hair/hat combos whenever I can, I love the look

RP: Kin does a good job with this one, I think that most of the time, it only works when it comes with hair.

CE: Yeah, I've had to mod a few styles to fit with separate hats, but overall I think designers work best with it when they're designing the hat and the hair together and Kin is one of my recent finds, I think I've gotten everything of hers in the past month

RP: I love the little hat with the veil for the paper couture's fall line up.

CE: PC is just the whole package, most of their stuff is too dressy for me to pull off, but god those ladies bleed style and the shoes in this pic are theirs, they're just adorable.

RP: They are a great example of exceptions to my usual rules about content being technically well done.

CE: Yeah, I think the hand drawn styles get their own category. It's more like you're wearing art, which is as much the interpretation as opposed to the perfection of execution.

RP: It's something I'm personally struggling with and I'm sure you do as well, how do you prioritize it all? Creativity, originality and technical execution?

CE: God, hard to say. Most of it really depends on the scenario. With my work you also have the time constraint and you're pleasing a specific client, so sometimes that helps you prioritize for personal work you're really chasing after your muse, so that means you rely more on being able to look at it and know in your heart its right. I figure if you please yourself, you'll please most everyone else. Don't try and stress what others will think, as long as you're having fun with it, that's the important part.

RP: That is sound advice, hard to follow I think. Especially to people who are newer to content creating. Do you think you've grown more confident over time?

CE: Absolutely, I can't imagine the pressure of someone coming into SL now and trying to start a business, especially with all the

Continued on page 50>

emphasis on making money. Have I grown more confident? Hmm, I think I can tackle things that I couldn't a year ago, because I've had more practice and gotten more comfortable with the tools. I think I've grown more capable, confidence is something that comes and goes with the tides, everyone loses their groove once in a while.

RP: Well, that is something I don't think too many people discuss, the idea that creativity doesn't always flow so smoothly.

CE: And they should! We aren't machines, creation is an organic process.

RP: Totally! OK, on to your next look, "Brown City." Once again, we have hat with hair look. This is so what I think of when I think of you. Really adorable tomboy thing going on.

CE: I'm a massive massive tomboy put me in a formal gown and I'm like a monkey in a top hat, totally unnatural.

RP: I think those Shiny Things shoes are pretty much THE most popular shoe in SL, period.

CE: Her prim work is just astounding, they make my SL feet look better than my RL feet. She's one of my major heroes in SL, I look up to her so much. I mean, who makes worn leather that looks so touchable and real?

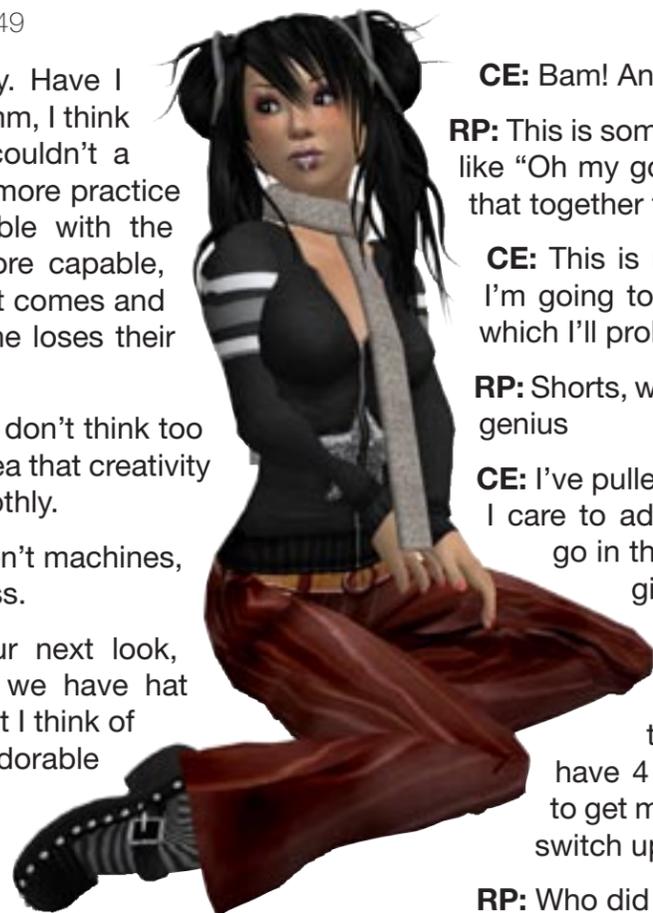
RP: It's another example of the more simple something is, the better it has to be to look impressive.

RP: Nobody ever talks about eyes, not hugely important but I want to mention them quickly since all of your eyes are by Toast.

CE: Toast is one of my favorite artists, I wear her skins 99% of the time...I just don't look like myself without them. Her eyes just have such a sparkle to them that I haven't shopped for any others. I wear the black or brown ones mostly unless I go with the red hair/green eyes thing.

RP: I think they don't get enough attention but they really can change a look a lot

RP: Now on to your "Rawk" outfit.



CE: Bam! Another hat.

RP: This is something that I see on and I'm like "Oh my god, why don't I think to put that together the way you did?"

CE: This is my "I'm stuck in 1995 and I'm going to the Pantera concert" look which I'll probably never grow out of.

RP: Shorts, with thigh highs and boots.... genius

CE: I've pulled that look in RL more than I care to admit back in the day. Don't go in the pit without your boots on girl.

RP: I adore your tattoo.

CE: Those are new! Found them through a review. I have 4 tats in RL, always wanted to get more, but I love being able to switch up skin art in SL.

RP: Who did it?

CE: These are Vintage Hawaii faded by Jesseaitui Petion. I was madly impressed with his stuff. I like how he included three levels of fade. Seems like a lot of people jump into tattoos without thinking about how odd a really bold one looks.

RP: Last but not least, we have "Pout for Winter." The hair is awesome, it looks so adorable on you. I love the little strands sticking out.

CE: I go through phases, and this is my most recent one...I'm back to some of Toast's original skins which give me that Asian look. That's another Kin Keiko. I don't usually do long hair but this was too cute to pass up. Between the skin and the hair I kinda look like I walked out of a final fantasy game or an anime film, which I love. It's about as girly as I get but I adore it.

RP: OK and next to the hair, my favorite thing on you, the scarf. Love the texture on it.

CE: That's by Barnes, and its actually a freebie from the NBC tree lighting event from last week. And the texture is to die for, he doesn't give himself enough credit on his texture work. They're still up!

Hit up the NBC sims and look under the trees, you'll find lots of goodies.

RP: And I think search is supposed to be finally fixed too.

CE: Oh thank god. Fashion emergency has been so hard trying to get people to a place when you can't look up the place in search.

RP: Fashion emergency is the most wonderful thing, Six should be sainted for it.

CE: It's brilliant, and yes she should. It's saved me so much time, even for work, trying to find something specific for a client and its great to be able to help out other people, especially when its some oddball item you just happened to come across and someone else is looking for it.

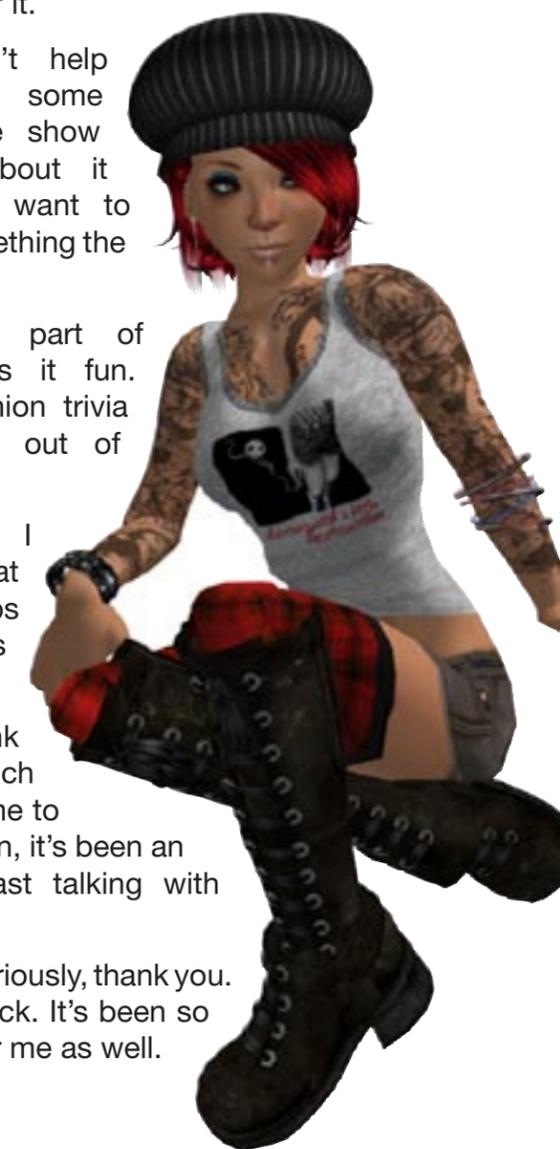
RP: I can't help but have some weird game show mentality about it - I always want to answer something the fastest.

CE: That's part of what makes it fun. It's like fashion trivia that comes out of nowhere.

RP: Well, I guess that about wraps it up for us Cory.

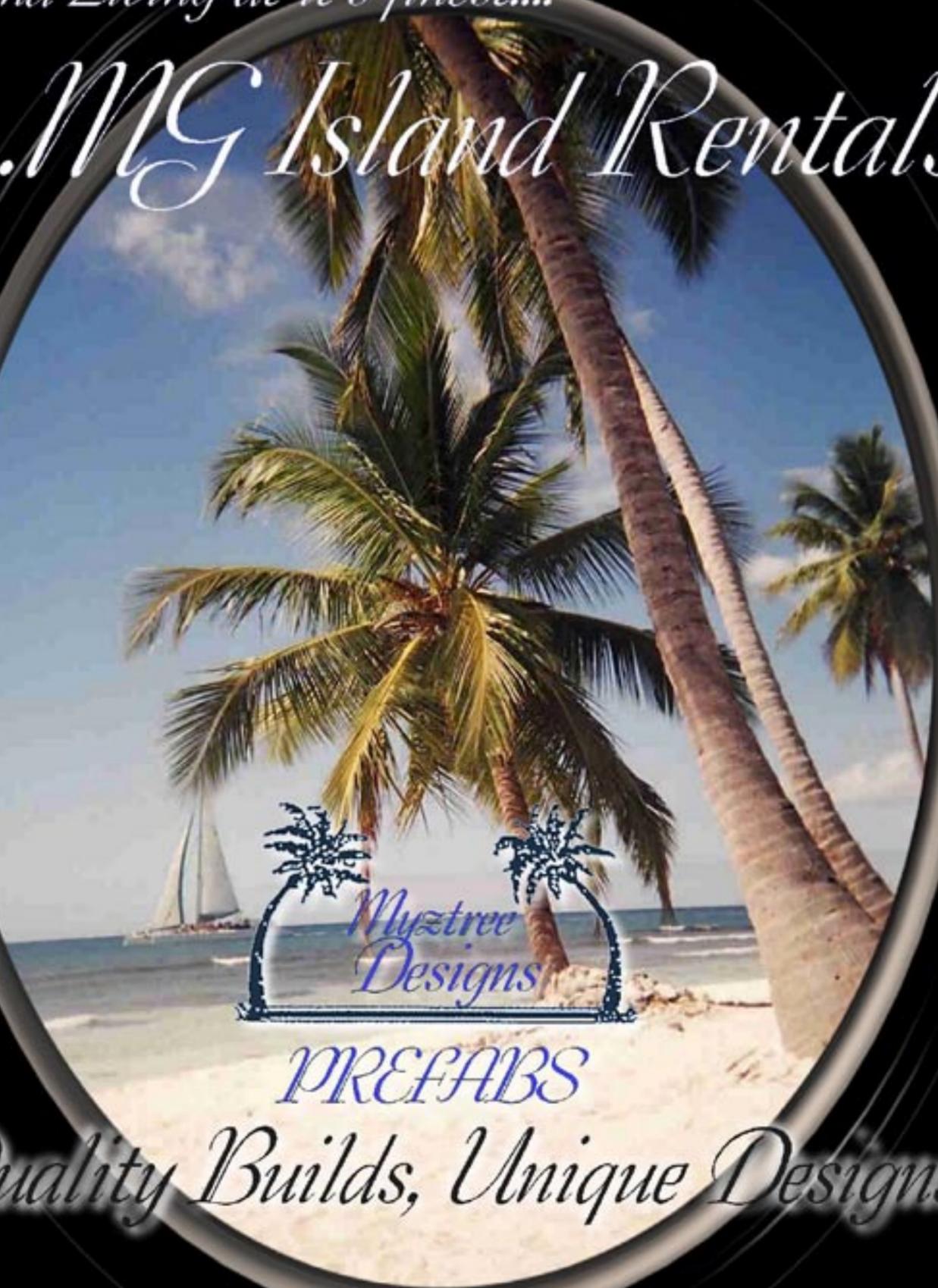
CE: Thank you so much for inviting me to do this Roslin, it's been an absolute blast talking with you.

RP: Aww, seriously, thank you. You really rock. It's been so much fun for me as well.



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Luna Soliel

117, 122, 23

Outfit Credits: Inventory Raid

Photo 1 – way casual

Shirt: John Moose Tee, Its All Good by Camie Cooper

Undershirt: Tintable Sleeves, Its All Good by Camie Cooper

Pants: New Nylon Jeans – Regular, Nylon Outfitters by Nylon Pinkney

Shoes: sf design black sneakers, sf design by swaffette Firefly

Hair: Poco, Tiny Seadog/Showdown at the Apollo by Icky Eccleston

Skin: Light Tan Skin – Blush Pink, Fashionably Dead by Toast Bard

Eyes: Aqua Eyes, Fashionably Dead by Toast Bard

Right Wrist jewelry: {soap} Multiple Bangles, Paper St. Soap Company

By Loch Newchurch

Left Wrist jewelry: LG - Coiled (L Wrist), Legend by Fatal Raine

Necklaces and lip piercing: personal by Cory Edo

Photo 2 – Prep School Chain Smoker

Shirt: Luminosity – sweater over oxford (black), Luminosity by Sol Columbia

Skirt: Luminosity – flexi skirt (yellow plaid) and Luminosity – flexi

skirt yellow plaid w/black belt, Luminosity by Sol Columbia

Stockings: pc; Decal Tights 1, Paper Couture by Prue Lu (freebee)

Shoes: p.c; overstated maryjane – fedora, Paper Couture by Mare Lu

Hair: Poozoo – red, Kin by Kin Keiko

Skin: (FD) Light Tan Skin – Tomboy Icy Gloss, Fashionably Dead by Toast Bard

Eyes: (FD) Brown-Green Eyes, Fashionably Dead by Toast bard

lip piercing: personal by Cory Edo

Photo 3 – Brown City

Shirt: BorderT(green)@2G1, MaHoRoBa by Pique Flan

Jacket: icky*clothing – croce jacket (brown), Tiny Seadog/Showdown at

the Apollo by Icky Eccleston

Pants: New Nylon Jeans – Dark, Nylon Outfitters by Nylon Pinkney

Boots: Old Boots brown, Shiny Things by

Fallingwater Cellardoor

Hair: Emily-blonde, Kin by Kin Keiko

Skin: Canimal–Innocence–Uberlight–Freckles07, Canimal by Canimal Zephyr

Eyes: (FD) Brown Eyes, Fashionably Dead by Toast Bard

Glasses and lip piercing: custom by Cory Edo

Photo 4 – Rawk

Shirt: (NO) Destruction Tank, Nylon Outfitters by Nylon Pinkney

Skirt: Rustic Denim Skirt, Its All Good by Camie Cooper

Stockings: Luminosity – red tartan plaid stockings, Luminosity by Sol Columbia

Shoes: Old Laceup Boot – black, Shiny Things by Fallingwater Cellardoor

Hair: Lulu Flip + Hat – Blood Red, Celestial Studios by Starley Therian

Earrings: Luxe Brand – Silver Hoop Earrings, Luxe Brand by Lo Jacobs

Left Wrist: RECYCLED cuff left – black, Shiny Things by Fallingwater Cellardoor

Right Wrist: Black Industrial Cuff – black, Shiny Things by

Fallingwater Cellardoor

Skin: (FD) Tan Skin – Blush Blue, Fashionably Dead by Toast Bard

Eyes: (FD) Brown Eyes, Fashionably Dead by Toast Bard

Tattoo: Vintage Hawaii faded by Jesseitui Petion

Photo 5 – Pout for Winter

Shirt: Star Hoodie – Gray, Celestial Studios by Starley Therian

Pants: ND Ashlee Pants, Arbel Vogel (no longer available)

Shoes: maryjane clog – black, Shiny Things by Fallingwater Cellardoor

Socks: small striped – grey, Canimal by Canimal Zephyr

Hair: Taffy – black – Kin by Kin Keiko

Skin: (TD) Tan Skin – Faint Red eyes Dark Purple Lips, Fashionably

Dead by Toast Bard

Eyes: (FD) Black Eyes, Fashionably Dead by Toast Bard



Hethr Engel

By Haver Cole

Welcome to my second stab at Style Girl for this month. I am thrilled to present Hethr Engel. She was nominated by her friends and I am stoked to interview her and her super pink power!

Haver Cole: I love to find out how people come to Second Life. How did you find the game and why did you stay?

Hethr Engel: Well I started off in TSO (the Sims online) and then tried Second Life back when it was awful in beta. The one outfit I tried to buy I couldn't get out of the box so I gave up and went to There. Then a friend lured me back into SL with fashion talk and I've been here ever since.

HC: I remember my first box experience -- total disaster. Do you have your worst getting stuff out of boxes story?

HE: I think that is the worst. I had no idea things were boxed so I bought it and expected an outfit and then got all mad that they stole my money. Ha - What a newb.

HC: Because you couldn't find the box in your inventory?

HE: I kept wearing the box on my head, I didn't realize there were things in the box. I was like, "Why did I buy this stupid picture of a dress?!"

[HC laughs]

HE: Luckily on my second try, my best friend had figured it all out.

HC: I had someone explain it to me and thank god they did, but it took me possibly 7-8 tries before I even got it on the ground. Early SL requires patience

HE: I never even considered dropping it on the ground it just kept going on my head. I'm kind of sad they no longer go on your head.

HC: Me too -- this hand business is way too dignified.

HC: Speaking of dignified: what were your best and worst early style choices?



HE: I think it would have to be the blonde hair. 2 years ago blonde hair was very well green. But I wanted to be different and not wear black hair. My best was probably that I found Celestial Studios makeup on my first day I can't live without my skins. My mom she's a dork and has pictures of my AV in her cubicle-she always wanted a blonde daughter she says.

HC: That's adorable! I have slightly sensed a celestial theme. What is it about the designs that appeal to you?

HE: Well I started wearing her stuff in There and then I gravitated [to Celestial Studios] as soon as I came into SL. I think I just love that she does casual so well. Also the makeup on her skins is very much like I wear in Real Life.

HC: I know I adore your zippy.

HE: Thanks! This is actually from a men's shop, sometimes I sneak in there too.

HC: How would you define your style ?

HE: Hmm I guess it would be something like Cutesy Casual. I really like casual clothing, but then again I adore pink fluffy things.

HC: Have you ever gotten flack for being all fluffletastic -- or is it you never went through your Goth/vamp SL phase?

HE: Actually when I first started my friends were really tired of seeing me in pink dresses. I think maybe once every 3 months or so I break out a Goth outfit just to keep everyone guessing.



Mostly I just ignore them, they give me flack for being too short too.

HC: But being too short in SL is like being 5'9" in RL

HE: I know! I made myself 5'5 in SL just like I am in real life.

HC: I think I'm like 6 feet tall in SL..*laughs* When you're short, you must have cute hair because everyone is looking at the top of your head.

HE: Hmm that's a good reason to buy more hair, I'm borrowing that!

HC: All right I know you like celestial but who else in SL inspires you?

HE: Hmm it's really hard to pick certain designers because mostly I'm drawn to certain outfits. I have tons of Pixel Dolls because the pieces are so versatile I can mix and match them and never get bored. For hair its usually ETD or Sparkle Skye I'm kind of picky on which blondes I wear. Other than that its wherever I wander into that day. Some of the Japanese creators have really cute stuff but you have to look really hard because they usually only have one or 2 things.

Style Girl: Hethr Engel

Continued from page 55

HC: I love the Japanese content creators -- you just can't imagine things can be that cute sometimes.

HE: I know they come up with some of the best shirt designs I think.

HC: So how much is your av is you? I mean, how much does your Real Life cross over into Second Life style wise?

HE: My av is pretty much all me that's probably why I am so casual a lot of the time. I have a really hard time having a SL persona. My [RL] personality bleeds into it too much. I mean granted [my av] can wear much wider range of outfits than me but basically it's very similar. She's just cooler haha. Oh and also I'm not really a blonde.

HC: I know and my ass really isn't this small.

HE: Ha! Sliders are a girls best friend.

HC: What are some of your Real Life style icons?

HE: You know in real life I don't really know if I have anyone in particular I just kind of wear what I like. So I guess in that respect that's how I am in Second Life too.

HC: Well, I think that sounds lovely. It's hard to be yourself in real life and I think even harder to stay semi true to yourself in Second Life.



HE: It is really hard, I mean I know I take influences from people but I don't really think I look up to anyone in particular. Actually I think most celebrity dress so trashy I could never emulate them.

HC: *Paris cough Paris* or now I should say *Britney cough Britney*

HE: All of those little girls they dress so awfully I don't really think that can be called fashion.

HC: *hi5's* god, ain't it the truth? What are a few of your favorite places in SL?

HE: Well, I'm kind of a homebody in Second Life. I like to wander around Imagination, that's Sparkle and Dominus Skye's sim. They have all sorts of games and a train. Other than that really, haha, just various shops. That's what I get teased about most is the amount of shopping I do.

HC: Oh, I know that feeling. There is this group called fashion emergency.. and my friends and I race and see who can name the designer first when people ask a question...it's totally sick!

HE: I'm a member of that but half the time I'm too shy to yell out answers

HC: Do you think it's hard to be a shy person in SL?

HE: Well it makes it hard to meet people. I have a core group of friends but as for meeting new people, it's hard to just walk up to someone in a shop and start making friends.

HC: Have any other advice for the style shy?

M&P Shop
Sweet and Sexy Animations

HE: Well, I think you should never be style shy! Just try out everything! That is the good thing about Second Life -- it is just a "game" if you try out one bad style who cares? They will forget by tomorrow. No one will ridicule you. Look at all the groups we have here.

HC: Oh, and I say just find a clothing or shoe or whatever store and hang out..that's actually where I have met some of my favorite people **HE:** See, I would be too scared to talk to anyone so I'm bad with that advice. I always think people don't want to be bothered when they are shopping.

HC: Well I think at the time I was wandering about with no pants on..which TOTALLY helps getting to know people **HE:** HA yes but are you getting to know the right kind of people?

HC: Oh snap..you are so right..and I am SO not :p

HC: I was going to ask why you picked your name?

HE: oh well I'm very original my real life name is ... Heather.

HC: Oh I think there are two camps for names in SL..the real name and the names that have 56 letters and come from Greek mythology or something

HE: Well I have been Hethr online for a few years so I went with that I picked Engel because we had a running joke from TSO (The Sims Online)



Style Girl: Hethr Engel

Continued from page 57

that we were the "angels" so I think it means angel in German or I could be wrong.

HC: where are your wings??

HE: Oh I have lots of sets I even made a group called Tarnished Halos and I have a halo but I always forget to wear my props.



HC: Why tarnished hmmm?

HE: Hmm... We promised to take those stories to our graves.

HC: I know a vamp or two....*arches eyebrow

HE: Ha

HC: Do you have a group that you have had since the beginning?

HE: Well I started with a group but its kind of narrowed down to my best friend Kaela and my Real Life boyfriend Toneless. The rest have stopped playing and I've made some new friends.

HC: SL is a constant turnover of people I have found. A tidal ebb and flow of social groups.

HE: Yes and some leave for only certain months and them come back. Others like our 3rd angel from tso (the sims online) she only plays once a year or so.

HC: What in Second Life has kept you here for so long..lemme check your born on date...

HC: Ooh! 9/30/04

HC: Wowsa!

HE: Well I went through my phases of taking time outs. But really I miss my friends when I'm gone. Also I must say I am not nearly as rich in Real Life as I can be in Second Life so shopping is much more rewarding here. I spend hours changing outfits I think this is just my adult Barbie replacement.

HC: Agreed -- famous last words angel Hethr

HE: Oh no! Not those.. OK, how about "Happy Shopping!" I'm not very good with last words.

HC: Any shout outs?

HE: Hi Kaela and Shinesse and Starley and Aly and Sparkle and Toneless and anyone else I forgot. Oh yeah! Hi Mom (she wont really see it..)

HC: Thank you so much for coming and hanging out with me and letting me poke the shy angel pink fluffie girl.

HE: Careful! I squeak!!

Thanks again to Hethr. If you have someone you want to nominate for style/girl/guy/robot etc., please IM Haver Cole in game. I want to represent all the different styles and flavors of Second Life. Thanks!



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Tapioca Tastes

fine furniture

Seasonal

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holiday gowns

By Celebrity Trollop
Photography by Celebrity Trollop
Model: Lur Sachs
Location: NBC 7

Skin: Haley Seduction (6a) by Ambyance2 Anubis, Naughty Designs
Hair: Delish (black) by Starley Thereian, Celestial Studios
Dress: Tayzia (crimson) by Rebel Hope, Rebel Hope Designs
Shoes: Tango Sandals (red) by Fey Fuller, Betties
Jewelry: Unforgettable by RH Engel, RH Engel designs

Hair: Lark (Sin) by Lash Xevious, Lashed
Skin: Haley Seduction (6a) by Ambyance2 Anubis, Naughty Designs
Jewelry: Unforgettable (black) by RH Engel, RH Engel Designs
Gown: Distinguished (Corset #25) by Sherona DeGroot, Innovations

Skin: Haley Seduction (6a) by Ambyance2 Anubis, Naughty Designs
Shoes: Lady Slingbacks (black) by Fallingwater Cellardoor, Shiny Things
Hair: Angel I (driftwood) by Lost Thereian, Naughty Designs
Dress: Minuet (silver) by Nephilaine Protagonist, Pixel Dolls



Skin: Horizon (porcelain ultra violet) by Maximillion Grant, Skins by Max
Hair: Angel I (driftwood) by Lost Thereian, Naughty Designs
Dress: Mansfield (purple) by Simone Stern, Simone
Shoes: Black slingback pumps by Fey Fuller, Betties





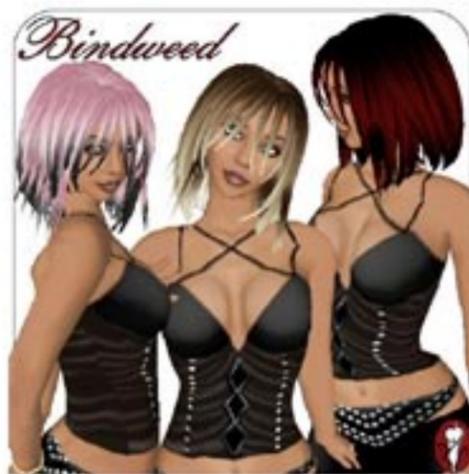
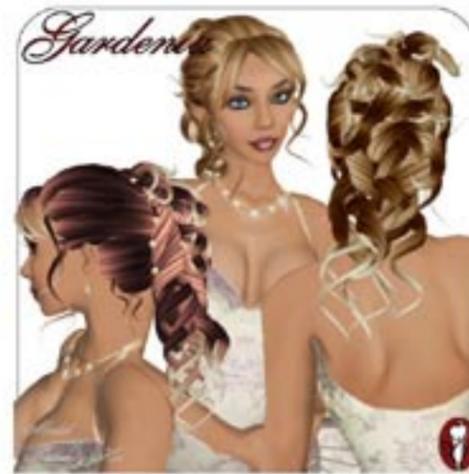
Skin: Alina (Intense Red) by Lost Thereian, Naughty Designs
Hair: Deco (black) by Starley Thereian, Celestial Studios
Gown: Glacee Limited Edition by Ginny Talamasca, Dazzle Haute Couture
Shoes: Cream Tango Sandals by Fey Fuller, Betties



Skin: Horizon (porcelain gold) by Maximillion Grant, by Max
Dress: Home for the Holidays Limited Edition, Doc Eldritch, DE Designs
Shoes: Brown Sandal Pumps by Fey Fuller, Betties
Hair: Angel I (driftwood) by Lost Thereian, Naughty Designs

Calla

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dawning CONCEPT

mini-guide

Freebie Fashion

By Ilianexsi Sojourner



Short on cash and needing some better clothes? No problem! This stylish sweater and comfy pants combo will have you tossing out those look-alike newbie clothes. Pinned Black Sweater by Luxe, L\$1; Black Drawstring Pants by Jonquille Noir, in free women's clothes pack; both available at The GNUbie Store, Indigo 201,62,38.



It may not be spring yet, but in this pretty sundress, you'll wish it was. Simple and stylish, it'll be a staple of your wardrobe— perfect for casual parties or weekend vacations! Warm Sheer Paisley Dress by Jonquille Noir, in free women's clothes pack at The GNUbie Store, Indigo 201,62,38.



Need a great outfit for all those job interviews? This is just the thing! This sharp-looking combo lets them know you mean business; it can go from office to evening with ease. Pinstripe Corset by Torrid-Wear, in free gift pack at The Free Dove, Gallii 113,53,33.



Guys, do you need something stylish to wear when hanging out with that special someone? This great looking outfit is equally at home at a club or in the park. Dark Jeans by Jonquille Noir, in free men's clothes pack; Black Velvet Ribbed Shirt by Deadly Nightshade, in free men's clothes pack. Both available at The GNUbie Store, Indigo 201,62,38.



You may be short on money, but that doesn't mean you have to look like everybody else; if your idea of fashion is more funky and unusual, this outfit is for you! Brown D&G pants by Jonquille Noir, in free men's clothes pack; Yoshi Outfit Madonna Shirt by Deadly Nightshade, in free men's clothes pack. Both available at The GNUbie Store, Indigo 201,62,38.

GURL YWOOD

large mens's hair selection...
...it's not *just* for girls...



CT: You have such an amazing eye for makeup. What inspires you in that regard?

ST: I am such a makeup junkie in real life. I love makeup, I love buying it, playing with it, experimenting. Oddly I wear very little day to day irl, but I love owning it.

ST: I'm a sephora addict and I always check out the makeup on the models before the fashion.

CT: Attention: Celestial City customers -- bribe Starley with Sephora gift certificates! ;-D

ST: YES! What she said! Sephora gets you everything :))

CT: OK, now that I know what to get you for Christmas, how did you create the combos like the "Blue" collection in the Charmed skin lines?

ST: Well, I liked to put out a set of four makeups and it just made more sense to me to use four with a common theme. I think red was the first color theme I used, and after that I started getting requests for customer's favorite colors. Blue was an especially hard set to create because not everyone wants to wear blue lipstick. So I tried to make some other wearable options in that pack. That was still a very dramatic collection though.

CT: Definitely -- Vapor is such a killer goth makeup skin.

ST: Yes, that was the makeup that started that set. I got several requests to bring it back on the Charmed line in a blue pack.

CT: Actually, you've branched into working on IMVU a little too -- are you always experimenting with other VW platforms? Speaking of Vapor, when I made my lil' avatar on IMVU, I knew exactly what skin to buy her.

ST: Yeah, I try just about every VW I come across. SL, IMVU and There are the only three I know of with a really viable creation driven economy, but I've tried several others as well.

CT: I know first hand all of the drama you've had with texture thieves -- and you're clearly

driven to create content for VWs, but why do you stick with Second Life? Is it still the best alternative for creative freedom?

ST: Absolutely. I used this word earlier, but it really is how I feel about SL. It's so limitless in what you can do. IMVU is hard to be successful without knowing 3dsMax. There has it's good points, especially regarding copyright, but I'll always come back to Second Life for the freedom it gives me to create within the client.

CT: Let me veer back to your forthcoming skin line. Is it named yet?

ST: Yes, but it's on name #3 so there's a chance it could change again! But they're tentatively called Vogue Skins right now.

CT: Haha. OK. First, given that this interview will come out about a week-10 days before the new year, is there anything you'd like to tease readers with about the new skin?

ST: Well, I don't want to give away too much and get scooped! But I would like to say that the feedback I got during my beta test was invaluable in deciding how to make and sell this skin, especially in regards to modability and the way it's bought. I think it will have some new things that aren't available right now. One of the things that became clear from that, is that you just really are not going to please everyone no matter what you do, but hopefully there will be some options to make people as happy as I humanly can!

CT: That's really wonderful. My review copy (I just checked!) is about two months old, but some of the things I've been admiring so much is the attention you've paid to subtle detail, especially how the skeleton and skin work together -- I say this with especial regard for the shading around skeletal features like collar ones, shoulder blades, things like that. How much does SL shape system impact the way skins look? Is there enough fidelity between the kind of shading you're putting in the skins and the universe of shapes out there?

ST: Well, yes and no, I guess. I mean yes in respect to there are some things you want to consider in terms of placement on the SL avatar,

but as you said, the wide variety of shapes makes it impossible to have a skin fit everyone. Unless it's extremely low detailed. I think with most features you have a little leeway, like the buns for example. I've seen them placed in many different locations, and I myself do them a little differently on each skin. And they all fit certain shapes better than others.

CT: What sort of guidelines can you offer people who really want to get a perfect fit for your skins?

ST: I think my skins would fit anyone within the "average" range, or the majority of the population. Any extreme body parts or features may not provide optimal results. Really tiny pinched noses, or incredibly high eyebrows, or very large breasts, or very small breasts, for that matter. Those are the sort of things that would benefit better from a skin with lesser definition.

CT: Aside from your new skins, are there any other projects that you're working on that you'd care to talk about?

ST: I am planning a whole newbie friendly section of my store, with free and cheap skins & apparel. I'd like to have everything ready on January 1st, but I am rebuilding my store as well and I'm just not sure I can fit everything in in the next two weeks. There will be at least a minimal offering on the first with probable expansion after that. I had planned to discontinue quite a lot of things, but decided they would at least be nice starter gear for the new sign ups. The newbie skins I'm planning would be a whole new line; nothing as detailed as the regular skins in my shop, but the clothing items would probably be rotated in there as they go out of circulation.

CT: OK, great. I think most Second Style readers will be highly excited to try on your new skins, once they're ready. Recently you've been doing a few collaborative projects with Ginny Talamasca. And you've been sim-mates (parcel-mates before that) with Canimal for a long time -- are there any designers in Second Life you'd really enjoy working with that you haven't?

ST: You know, Canimal and I have not actually collaborated on a project despite kicking the idea around on several occasions. I think we

should! Beyond that, I wouldn't object to doing projects with other people, but I don't know enough designers at the same level of trust as the people around me in Celestial City.

CT: How much has technology like copybot/texture ripping hurt Second Life?

ST: Well, this is just my opinion, but right now I almost feel like the copybot thing ended up being beneficial in that it finally spurred LL to make some sort of stand besides "file a DMCA takedown". I personally have been burned by texture ripping on numerous occasions, and that is always the advice they've given me even when it's not applicable. I guess maybe it's too early to tell for sure what the real ramifications will be, but I have hope that the ToS will play a greater role in the future. Not high hope, but some.

CT: Do you feel like some of the technical barriers LL has discussed putting in place will be effective?

ST: Well they couldn't hurt. I doubt anything would ever be 100% effective, but any tools they give us will certainly be appreciated.



