

# THE AVASTAR

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# MIA'S CRY FOR HELP

DARFUR CRISIS: Mia Farrow makes emotional appeal to residents.

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# OPENING A CAN OF WORMS?

- LINDEN LAB RELEASES OPEN SOURCE CODE
- WIND OF CHANGE SET TO BLOW THROUGH SL

**By LEIDER STEPANOV**  
RESIDENTS are braced for wide-ranging changes in the coming months after Linden Lab released the SL viewer source code.  
*Full story - Pages 4 and 5*

# INSIDE OPINION

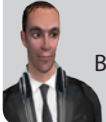
While this outlook may sound frightening to some residents, those of us in Second Life a little longer will remember many dramatic changes. We have survived all of them.

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BRAATHENS  
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## WRITE FOR THE AVASTAR

HAVE a story? Got an exclusive? Want to work for The AvaStar and earn big Linden bucks? Come visit us at The AvaStar Island 107.210.81, send an email to [newsdesk@the-avastar.com](mailto:newsdesk@the-avastar.com), or visit [www.the-avastar.com](http://www.the-avastar.com)

# Photos your

[yourphotos@the-avastar.com](mailto:yourphotos@the-avastar.com)

Did you spot something unusual? Have you got exclusive snapshots of a SL celebrity? Were you at a great event or party? Have you seen something new that you want to share with others? Then send us your photos and you could earn yourself Linden Dollars. For each photo published in the newspaper the author will receive 500L\$.

## PROGRAMMERS GET TO WORK



WITHIN 20 MINUTES OF GETTING THE OPEN SOURCE RELEASE, SOFTWARE DESIGNER MATT BIDDULPH MADE IT READ 'MATT B' WHEN HE PRESSED X.

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# MIA FARROW IN SL

## HOLLYWOOD ACTRESS APPEALS TO SL RESIDENTS TO HELP THE PEOPLE OF DARFUR

MIA Farrow made her much publicised Second Life debut this week to promote her campaign in the war-torn Darfur region of Sudan. The event was delayed from last year after a real life fire prevented Mia, her son Ronan, award-winning photographer Ron Haviv and activist John Heffernan from appearing in SL. Mia, a UN Goodwill Ambassador, spoke to more than 50 residents who had gathered at the Infinite Mind sim on Tuesday about the humanitarian crisis in Darfur, where

200,000 people have been killed and 2.5million displaced from their homes since the conflict started in 2004. Audio was also streamed to the Global Kids sim on the SL Teen Grid during the event, the first of its kind to harness the SL community to further a RL cause. During her speech, Mia described her trips to Sudan and neighbouring eastern Chad and urged residents in SL to do what they could to help. She said: " We may end up with a man-made catastrophe in Darfur. We are at a point where even hope may escape us.

"I have been to Darfur twice and last November to eastern Chad, and when I speak to the people there the word terror keeps coming up. Women held my hand and said 'we are terrified'." The positive reception given by residents to the appearance may encourage other RL celebrities to use SL as a platform to publicise good causes they are involved with. A quick check via chat before the event started showed there were avatars present belonging to people from across North America and Europe. Bill Lichenstein from Infinite Mind said the event had gone extremely well.





OPEN SOURCE TALK OF TOWN

By LEIDER STEPANOV

THE benefits of ordinary residents of open sourcing the Second Life client was one of the hot topics at a technical town hall given by Cory Linden this week.

Cory responded to a question on how the average user experience would be affected by saying bug fixes would improve the SL viewer.

He added that more substantial features would take longer to develop.

Other subjects brought up at the meeting on Tuesday, hours after the open source software was released, included how to prevent unscrupulous residents from writing robots and how to ensure the first home made SL viewers wouldn't cause serious damage to the main grid.

Reaction to the town hall was mostly positive, although there was some criticism that all the technical information during town halls was too complicated for the majority of residents to understand.

For more information and to download the source code, log on to secondlife.com/developers/open-source.

NEW ERA BECKONS FOR SL

By LEIDER STEPANOV

OPEN SOURCE CODE RELEASED TO PUBLIC BY LINDEN LAB

RESIDENTS are braced for wide-ranging changes in the coming months after Linden Lab released the Second Life viewer source code.

The decision promises to bring massive change to SL – but only time will tell whether it will be for the better. Developers can now download and access

the code to make modifications, enhancements and to add new features, promising plenty of benefits for the average resident as bugs are fixed.

Many are worried, however, that unscrupulous programmers will also be able to alter the code for malicious uses such as copyright theft and content copying.

Senior Linden officials say the move was necessary to allow Second Life to develop.

Philip Linden said: "We feel we have a responsibility to improve and grow Second Life as rapidly as possible."

Some changes made by outside sources are set to be included in the official version.

THE VOICE OF THE PEOPLE

"I think it's a good thing.

While it might make exploits a bit easier, it also helps with the development of the client. There'll soon be people adding their own functions to the official SL client."



Jaide Bernstein:

"I think going to open source is a great idea. It will attract more creative users to SL.

I see only good consequences, like people being able to customize more."



Nicky Ochs:

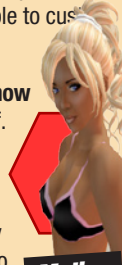
"Open sourcing the client is a big step forward in being able to utilize the work of many residents and thus adding a lot of cool features and also enhancing security in the long run. The next step is hopefully opening up the server soon."



Tao Takashi:

"Open source? I don't know much about technical stuff.

As I am not a developer and spend most of my time at the beach, it's not all that important to me."



Melly Millgrove:

"If it helps SL out with stuff then yes, I think it's good. SL had a lot of glitches and problems lately so if it is to help then I am all for it." guidelines."



Happy Sooper:

FUTURE OF SL IS BRIGHT

By PHAM NEUTRA

CONFUSED ABOUT OPEN SOURCE? PHAM NEUTRA EXPLAINS WHAT IT WILL MEAN FOR YOU.

FEARS and misunderstandings surface in many conversations among residents about open sourcing the SL client, only some of which are well founded.

So what has really happened?

Linden Lab has opened up the so-called source code of the software which we all use to access Second Life. Anyone with the inclination and skill to do so can now modify this code, to create another version of the client.

In addition, LL might incorporate some of these changes into future versions of their official client.

It is impossible to change basic aspects of the world of SL. There will be the same prims, interactions and animations, but you can alter the way we command the client to move us through the world.

The big advantage of open sourcing SL is that it enables a greater

number of proficient programmers to look at the code. They will find ways to fix bugs and make improvements far more quickly than the Linden team alone. The long run will see some significant changes. Some will be pleasant, others not so.

For example, it will be possible to develop non-player characters (NPCs) which look like avatars but are controlled by a computer.

This will open up a lot of business opportunities, such as automated shop attendants.

On the down side, intellectual property theft is becoming easier. While it is already possible, copying textures and simple unscripted objects still requires some tricky hacker tools.

Unfortunately we could soon see hacked clients making this kind of theft very simple.

Other fears are unfounded, though: modified clients will not be

able to steal objects or land, copy scripted stuff, create money or steal your identity.

We will certainly be living in interesting times, although we may have months or even years to prepare and adapt.

While this outlook may sound frightening to some residents, those who have been in Second Life a little longer will remember many dramatic changes. We have survived all of them – and in the end

Second Life always became better and more enjoyable to most of us.

ways became better and more enjoyable to most of us.



CODE DECISIONS EXPLAINED

By LEIDER STEPANOV

ROB Linden is in charge of handling open sourcing at Linden Lab. He spoke to the AvaStar about the move.

The AvaStar: Why now, rather than later in 2007? Rob Linden: We were ready. We did a lot of work to prepare the code, and were anxious to get it out there and start the community rolling.

TA: What benefits do you forecast for average Second Life residents?

RL: Releasing Second Life as free software is a fundamental improvement in the way that the SL infrastructure gets built, which improves the experience for all residents.

TA: Could this help iron out current SL performance problems?

RL: We think this is going to result in big improvements in our development process, but how they manifest themselves is difficult to say.

TA: What can be done to prevent copying and copyright infringement?

RL: As always, we'll comply with the DMCA, and we're hoping to have better metadata to help people document copyright infringement.



# REGIS BRAATHENS

## CREDIT WHERE CREDIT IS DUE:

Cynics might suggest that the delayed release of the 1.13.2 update this week was a PR stunt. And if it was, it was a masterpiece.

The baying hounds momentarily stopped barking and thousands of Second Lifers around the world nodded their approving heads in front of their screens. If Joshua Linden had walked into a town hall meeting that day, he would have probably got a standing ovation.

Following testing of the update of the Beta Test Grid it became clear to LL that some of the bug fixes in the version "may have made some existing bugs much worse."

So instead of pushing mercilessly on in the pursuit of more members and rapid development, for which the lab has been frequently criticised, not least by this column, it held its hands up and said 'rather than risk any detrimental effects to the main grid we decided to postpone the update to the 1.13.2 code base.' Cue applause.

Residents greeted the decision in the blogs with thanks and good wishes - what a change to a normal update Wednesday.

# NOTHING VENTURED NOTHING GAINED.

## OPEN SOURCE REVOLUTION SHOULD BE EMBRACED

The cat is out of the bag and Second Life has gone open source. And many residents are asking what all the fuss is about. There are points in history when it is hard to perceive the extent and meaning of changes that are underfoot. Only with the passing of time do some events later become viewed as a revolution. In ten years time this event could well be viewed as one of the important milestones

in the development of virtual worlds - perhaps it will be known as 'The Linden Revolution'. Perhaps not. But one thing is for sure, there will be changes and they will affect everyone. Of course there are concerns about the negative effects of allowing people to customize their client such as the increase of IP theft. But we have a chance as a community to really move forward, to

PLEASE SEND YOUR COMMENTS TO:  
[regis@the-avastar.com](mailto:regis@the-avastar.com)

better this world and to shape its future. This is not an opportunity to be missed. We can not be afraid of change - especially in a world which is so experimental and creative. We are all pioneers - virtual worlds are still in their infancy. I wish the technical geniuses the best of luck in taking this world to the next level.

## IF ONLY SECOND LIFE HAD MIRRORS

One of the great things about this world is you can be whoever you want to be. And occasionally something you hadn't planned to be. Perhaps it was a subconscious desire that others called 'grid failure' but standing around after the Mia Farrow event, unknown to myself, my hair sud-

denly turned orange and my body took on the shape of a petite woman. I dismissed the comment from a passerby who wanted to smack my 'pert bum' as lighthearted banter, and couldn't understand why someone burst out laughing as I walked



MISS BRAATHENS

into the art gallery. 'There's something different about you today Regis' remarked one of my reporters, 'have you lost weight?' she said before laughing and creasing up. If only SL had mirrors.

# your mail @

YOURMAIL@THE-AVASTAR.COM

## ALL SET FOR THE FUTURE

**Hey Regis, I THINK open sourcing is brilliant - the way forward!**

Imagine what could happen with all those programmers now able to work on improving Second Life for each and every one of us.

It is the kind of workforce Linden Lab had probably only been dreaming of until now. And let's face it, this was inevitable. Sooner or later, someone would have reverse en-

gineered the software anyway.

Yes, there is a chance that security could suffer as a result, perhaps in-world features could be adversely affected. But that is also the case right now! And there will now be many more thousands working

to prevent that from happening in the first place.

I am looking forward to seeing what new things will be produced by the residents of Second Life, and indeed anyone else. The possibilities are endless. With so many people working to improve this software, we could be seeing big improvements to the way we enjoy Second Life in the very near future.

**Deep Voight**

E-MAILS OF THE WEEK

500 LINDEN DOLLARS

## WRITE TO: YOURMAIL@THE-AVASTAR.COM

**Hey Regis, ONLY time will tell whether the decision by Linden Lab to open the source code for the Second Life software was a wise one.**

I realise it is a complicated and emotive issue, but I feel that we, as residents, should make our views known. The potential results of this decision range from the wonderfully amazing to the horrendously catastrophic. As with almost everything

in first or second life, I believe the answer lies in between. It is best to ignore the fear mongers, but that does not mean we have to ignore the possibility of malicious use of

the open source code causing havoc in our virtual world.

It is a case of weighing up the potential benefits of having exponentially larger numbers of programmers working to improve Second Life against the possibility of one attack ruining everything. I feel the decision is wrong, at least in the short term. However, it has been taken, and I just hope I am not saying "I told you so" in the future.

**Name supplied**

THE BIG ISSUE

This week the open source issue dominated the thoughts of AvaStar readers. What will become of SL now the source code for the viewer has been made public?

## SL can heal our RL woes

**HEY, addicted second-lifers from all over the world!**

This may not precisely be called a scoop, but it certainly describes what I believe to be the most beneficial effect of SL within its playing members.

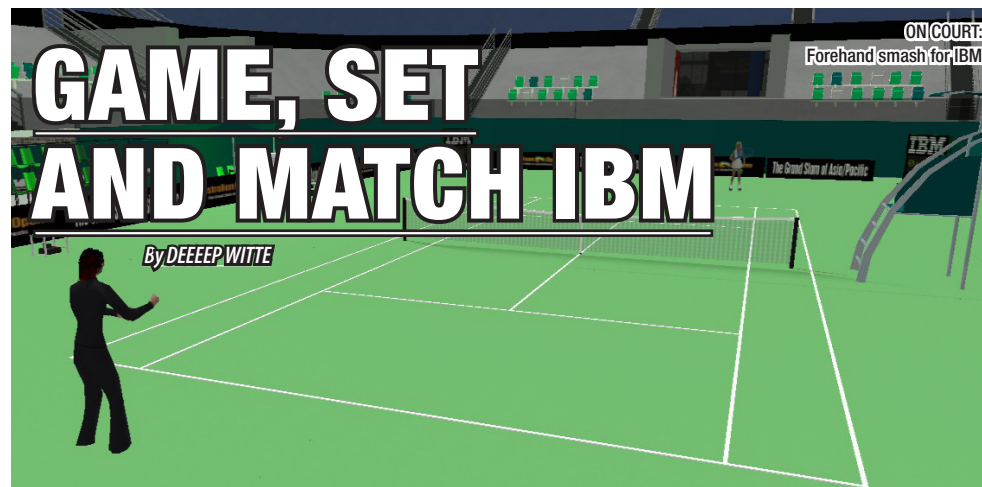
Besides allowing people to express their own creativity in unprecedented and wild manners, SL also has an extremely active effect on real life's weaknesses, both psychological and physical, or at least it contains such a potential. In short, it helps us fight against our RL's complexes and should be praised for that reason.

What is essential then, is for players who experience such inferiority complexes in RL (I believe that all of us do, in different ways and on different grounds) and feel temporarily healed while second-living, to reuse all they can of SL benefits in RL, in order to make BOTH places better ones to live in. Peace and Love to All! And many thanks to The AvaStar!

**MorituriTeSalutant**



Aimee Weper  
Studio  
Go Virtual in Style



**EXCLUSIVE PICS REVEAL AUSSIE OPEN COURT SIM**

TENNIS lovers in Second Life will be able to enjoy the Australian Open thanks to IBM's sim, as these exclusive pictures reveal.

Visitors to the sim will be treated to a more sophisticated version of a similar event at Wimbledon in June, with the stadium impressively similar to real life. Its complexity may well even make visitors question whether it is a fantasy at all. Big panels featuring RL pictures of the Australian Open event are on display for comparison.



The stadium, an exact replica of the RL version in Melbourne, is very SL friendly when navigating – and even contains a working lift for wheelchairs.

When The AvaStar visited the sim this week, an RL match from Wimbledon was being played, ball for ball. During the Australian Open, which starts next week, matches will be slightly delayed due to the processing delay and also played at half the speed, since the ball would zip by in SL too fast. A system of cameras and sensors convert the ball's trajectory onto the same path on the virtual court, using SL coordinates. The seats have unique detailed random sit poses, so your avatar can appear crouched over and mesmerised at the court.



Even better, you can gain control over the mechanical tennis players on the court by grabbing a tennis racket from the player's rest area and watch your avatar start playing with the same grace and elegance.





YOUR QUESTIONS TO:  
ASKBIZ@THE-AVASTAR.COM

# ask BIZ!

## SELL, SELL, SELL

I have spent a long time dreaming up all the products I can sell - I just need to start my business. How do I open my own store?

**BIZ!** says:

When you have created something to sell, you should find a nice sim to set up shop. A lot of people use first land for this, but you should also consider renting a shop in a mall. It is important to check out how busy the sim is by clicking on the name at the top of your screen to get details on the traffic. You should also look at the distance between your shop and the teleport point, and what is in between. Just teleport in and walk the journey yourself. Take the time to check out the shops around you as well, to see if it is a suitable mall - there is no use trying to sell guns in a sex mall.

SHOPPING MALLS:  
Big business



# Shopping around

**What is the best way to promote my store?**

**BIZ!** says:

Once you have your own shop, you need customers, so make sure plenty of people come to you. This can be done in several ways. Firstly, place a classified advert in SL. This is done from under your profile and will cost you a few

Linden\$. Make sure you mention all the relevant keywords so the advert shows up on as many relevant searches as possible. Secondly, give away some freebies to famous people. Other residents will often emulate the celebs they see in SL - just like in RL. Remember, if you right

click on an object and select Edit you can check out the creator's profile, so be sure to put your shop location in your picks. This way a potential customer who likes the look of your products will know who you are and where to find your store. Promotion is a constant battle, so don't just sit back, keep working hard.

including your SL name and a summary of your experience in event hosting and machinima acting. Remember - competition for the jobs is sure to be fierce, so make sure you apply soon.

**WRITE TO: ASKBIZ@THE-AVASTAR.COM**

## BIZ TOP TIP:

**Desperate for some L\$ but no good at building or design?**

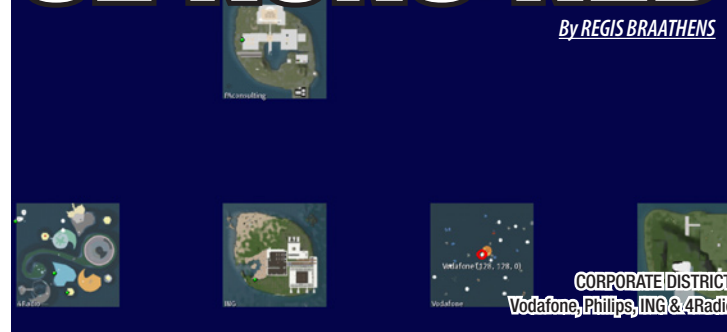
BIZ has dug up a perfect opportunity to make some quick and easy cash at RL rates.

The Electric Sheep Company is offering an hourly rate of US\$10 - that's L\$2,250 - to 'unskilled' workers for jobs such as official meeters, ushers and bartenders at ESC events. Johnny Ming is the

brains behind the scheme. He has set up an invite-only SL group called Odd Jobs to find suitable staff. To put your name forward, email Johnny at [swords@electric-sheepcomapny.com](mailto:swords@electric-sheepcomapny.com)

# SL RUNS RED

By REGIS BRAATHENS



RIVERS Run Red, the virtual world design agency, has more than a few sims up its sleeve at the moment. A corporate world, out of sight of the public, is steadily growing in a corner of the metaverse. Multiple sims are under construction as the company uses its expert knowledge of SL to help bring big business giants Vodafone, Philips, ING and Channel 4 Radio to the virtual world. Behind the closed doors it's a hub of innovative building activity. Channel 4 Radio, which will start a SL Radio Show reporting on the happenings of the virtual world, is "very close to finalising our actual launch plans" according to spokeswoman Victoria

Powell this week. Vodafone, which opened its teaser island two weeks ago, "will launch fully in the next few weeks" revealed Ben Taylor. The island will include "butterfly rides, a sound wall experience and much more" as well as competitions to win L\$, pillow fight animations, a Groundhog day and many other events. Philips Design is also working on its island which will be finished in the next 6 weeks and will be an "interactive, fun experience" revealed press officer Ingrid Bal to the AvaStar. But the international financial services company ING is surprisingly not planning to launch at all, according to press

officer Nanne Bos. "The island is closed for internal research and innovation purposes only. The hundred most innovative employees use the island to explore the possibilities that SL could offer ING in the future." However, the AvaStar has exclusive pictures of the inside of this impressive experimental playground, equipped with cash machines, merchandising stands and conference rooms. Whatever their exact plans, it promises be an interesting month in the red corner of the grid.



## ENBW JOINS UP

ENERGY giant EnBW is the latest German company to start a presence in Second Life.

Since the German SL interface became available, companies there have been discovering the benefits of an SL presence as a means to reach customers in their home country. EnBW will distribute virtual football kits, and there will also be a pitch on which residents can play.



## SEARS OPENS

IBM architects put the finishing touches to the SL Sears store this week.

The sim at IBM 10 (93, 47, 23) is already open to residents, who can click on goods including kitchens, electronics and tools for links to RL products. Sears Holdings' Paul Miller said they were committed to providing customers with the best possible shopping experience.

He said: "The Sears Virtual Home combines the best of virtual worlds and 3-D environments so customers can experience Sears' products in a way that is closer to real life."



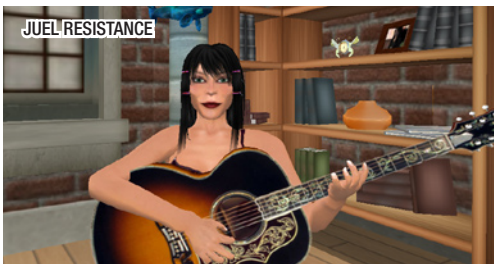
CELEBRITIES & GOSSIP

WOMEN'S NIGHT OUT

A WEEKLY FUN-PACKED EVENING OF FEISTY FEMININE FUN IS TO BE HAD AT IVILLAGE.COM'S GIRLS NIGHT OUT TOUR. By JANE CALVERT

The saucy second event started with Stroker Serpentine of Strokerz Toyz talking to the group of girls a b o u t sex

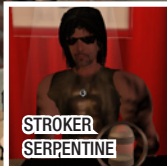
and adult entertainment in Second Life. The party really got heated back at the iVillage.com loft with a great concert from JueL Resistance. Showing her moves on the dancefloor was the lovely Moo Money whilst fashionista Zillow Dejavu also enjoyed herself.



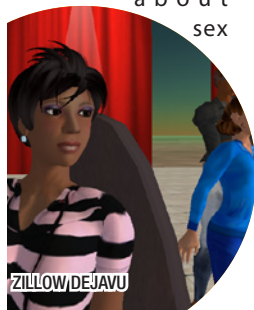
JUEL RESISTANCE



MOO MONEY



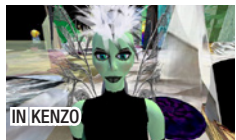
STROKER SERPENTINE



ZILLOW/DEJAVU

CELEB B-DAYS

This week there are a few famous birthday avatars. Multi-talented machinimatographer IN KENZO, celebrates her second birthday. "It's been a fantastic year in Second Life" she said, "I've met so many amazing people and I can't wait for the next one." Talented Holo-deck designer BISCUIT CARROLL also turns a year old on the 17th.

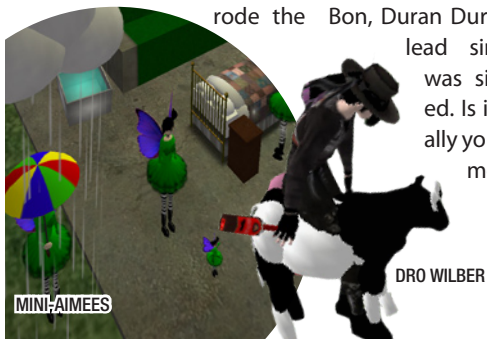


IN KENZO

SPOTTED!

IT was a funny old week in Second Life - kicked off with a Hungarian cowdance party, outside the Hungarian embassy. Bottles of spirits in hand partygoer DRO WILBER and friends rode the

lead singer was sighted. Is it really you Simon? cows to the music. Elsewhere MINI-AIMEES were again spotted in remote areas of the grid and an avatar claiming to be the real Simon Le Bon, Duran Duran's lead singer was sighted. Is it really you Simon?



DRO WILBER



SIMON LE BON

MINI-AIMEES

PERFORMANCE ART AT ITS BEST



FIRE: HOT ART



ACTING: ANYTHING BUT WOODEN

SECOND FRONT THE FIRST PERFORMANCE ART GROUP IN SL.

PHOTOS By MARCO MANRAY

During the opening of JC Fremont's Installation at Ars Virtua gallery on last week, the performance art group Second Front created a spectacular realtime interpretive event



SKY HIGH: UP IN A HELICOPTER

based on JC Fremont's theme ,Borders.' Look out for more from Second Front in the future.



MONSTER BASH

A MOVIE PREMIERE TOOK PLACE THIS WEEK WHEN THE SUNDANCE CHANNEL SCREENED THE FILM FOUR EYED MONSTERS. PHOTOS By UC FITZGERALD



ANIMAL & VINCENT



SUNDANCE KIDS: CINEMA GOERS

Up to 50 lucky people took their place in the audience for the special screening of the film set in the digital age. Some of those who didn't manage to make it inside watched whilst relaxing in deckchairs on Laguna Beach. Writer and director ANIMAL was present with VINCENT of the Sundance Channel.



# DRESS JAPANESE

MODELLED By APRIL CORDEAUX AND FERRETHERDER KITSUNE

THE AVASTAR SERVES UP JAPANESE FEMINITY WITH A SPLASH OF COLOURFUL MODERN SASS AND STYLE. SAY KONNICHI WA TO OUR FAHSIONISTA GEISHA GIRLS.



L\$150

**Keep cool:**  
Fan from Crying Rose Studio Design



L\$225

**Jade Bracelet**  
from Crying Rose Studio Design



L\$150

**Jade Jewelry Set:**  
All 6 Pieces L\$1000  
at Crying Rose Studio Design,  
Samurai Tokyo (144, 243, 29)

**Choker, Earrings**  
Bangles and Pendants available separately

L\$225

**Sadayako Niangao**

wears wig by Ferret Herder Kitsune Karyukai Japanese Tea House, Pyrina (176, 55, 24) Orange silk floral kimono with lavender satin obi by April Cordeaux Fan by Cherry Yaseotoko Kimono Prices range from L\$350-4000

**FerretHerder Kitsune**

wears Kimono, obi, zori and clutch purse from Nagaya, Juho (94, 148, 62) Sumire Geta Sandals, L\$100 KS Fashions Inc., Eunpyung (207, 178, 54)



**FOR MEN:**

Top knot samurai hair Adam n Eve, Genesis (202, 150, 48) Hair L\$1  
**OUTFIT**  
Wave Kimono top, with blue full trousers by Kai Michabo L\$100 at House of Blade Mall, Samurai Island (116, 191, 23)  
Outfit worn by Josh Noonan.



**GEISHA & TAYU:**

Soon to open her own store with extravagant Geisha and Tayu all-in-one costumes, here FerretHerder models her own prototype Tayu outfit.

For alternative japanese clothing, hair and accessories try June Dion's massively popular collections at Bare Rose, (146,11,33).

# DOLLS PROVE A HIT WITH FANS

## JAPANESE DESIGNER PLAYS A SERIOUS GAME

By MARIAN MAVERICK

THE thriving Japanese community in Second Life is an enigma to many, but one resident from the Land of the Rising Sun has certainly made her mark. Lico Nyanda makes and sells dolls from her doll shop LicoLico in Boksik (127, 197, 84), a green mature community which attracts creative people. Lico started her business two months ago after a fruitless search in SL for dolls. Since then, her products have grown in popularity, creating a turnover of several thousand Linden \$ each week. Lico also advertises her dolls in Japanese, although she does not believe a majority of her business comes from her RL homeland. The dolls are available in three basic set types which vary in colour and have a selection of wigs. Owners carry the dolls in their arms and can buy outfits ranging from a tartan skirt suit

to a full kimono. Lico plans to extend her range but also wants to help her customers make individual clothes for their own dolls by providing kits and giving classes. The dolls, with their raven, blond and brunette hair colours, can be transferred and make popular gifts. Ultimately, there is nothing Lico enjoys more than seeing a resident proudly hold one of her dolls in their arms.



**ALL THE FINEST TOKYO TRIMS**

By ISABEL BROCCO

Elika Tiramisu Designs, ETD Isle (200, 186, 27) \$L175 to L\$300 for a pack

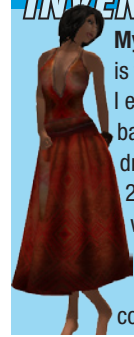
**Keeley for Women,**  
Cute soft shap- ing, with a little pin detail goes well with the cut of a Kimono

**Dainty for Women,**  
Coloured highlights gives this rather traditional elegant pull-back, a hip urban twist

**Daniel for Men,**  
This length frames the face nicely, with its clean sharp lines and full shape.



**INVENTORY SNEAK PEEK WITH DESIGNER SHAI DELACROIX:**



**My Boracay Dress**  
is the very first dress I ever made in SL. Its based on a favorite RL dress I wore for my 25th birthday, also a wonderful splash of reds and oranges. This is my feel good comfort dress.



**My Script-Foo Freeview Flatscreen TV** contains all my early SL snapshots of the people who are very close to me, the gags, goof offs and shots of impressive builds. Its by CrystalShard Foo. I use it to look back at my old looks.

**This necklace** was a gift from a good friend, Jai. Its a very bling Ladies Chain ver. 2 - Diva designed by Slim Edelbrock. When I wear it I look like a real diva!





**ART FANS - GET IN THE PICTURE**

By Carrie Sodwind

SASUN Steinbeck is the founder of the art gallery owners group as well as being an SL art collector, curator, sculptor and the upholder of the official SL Gallery List which she has been regularly improving for over a year. Her aim, in a community where creativity is sky high, is to bring it back to earth with communication and organisation. "New galleries are popping up every day", she says, "so it's important for someone to keep them coordinated and publicised." The free list is available from vendors at most galleries, with a brand new easy to use tour gadget.

Sasun started up her popular art gallery owners group for fans as well as owners. "I realised that to get the art market pumping, I needed to unite lovers and artists, and make galleries accessible.

"This is where the most interesting projects and ideas for the future are spawned", she added.



SCULPTURE has been taken in exciting new directions in Second Life. Often involving difficult technical skills like prim manipulation and scripting, the art can interact with avatars as well as making a striking statement. Burning Crisp, a piece by leading SL sculptor Dael Selene, burns and twists eternally in a square in PlushXi, and provides an example of the impact sculpture

can make on an empty space. The artist struggled with its creation, saying "SL sculpting can be harder than in real life because you can't create the exact shapes you want."

tars as well as making a striking statement. Burning Crisp, a piece by leading SL sculptor Dael Selene, burns and twists eternally in a square in PlushXi, and provides an example of the impact sculpture



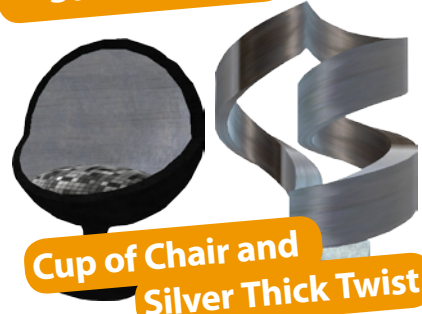
**THE FEMALE FORM**  
Head of Nefertiti and Woman with Blowing Hair, by Meleni Fairymeadow (Bourton Village 150, 29, 22)

Statuesque



Spherical art

**White Ball** by Seifert Surface, available for L\$2,500 Outside Crescent Moon Gallery Taber Tudor Village, Teber (206, 97, 21)



**Cup of Chair and Silver Thick Twist**

**Cup of Chair** by Aarushi at Dael's Design Studio Art Store Plush Xi (102, 58, 21)

**Silver Thick Twist** by Aarushi Sakai each for L\$175 at Plush Xi (102, 58, 21)



**Brancusi style Vase** by artist Albion DeVaux. On sale for L\$45 each at Albion Gallery, Deneb (87, 73, 27)

Bronze

**DESIGNERS IN THE SPOTLIGHT**

Dancoyote Antonelli

SL Birth Date:

1.21.2006

Famous for:

Original art, Skydancers, uvvy island

THE real life and Second Life fine artist has come to be known for his creativity and flair. The self-proclaimed 'hyperformalist', creating abstract digital art with software tools, talks about his work. BY LIONILA LIGHTFOOT

LL: Do you create for self expression?

DA: No, I create things to experience wonder and discovery.

LL: What are your personal values?

DA: I value tolerance, respect and honor and seek to demonstrate those traits in DanCoyote. I do not use alts, what you see is what you get. My only avatar is DanCoyote.

LL: Why do you think people are so fascinated by your art work?

DA: Because I do not try to recreate the physical world, quite the contrary. I want to play into the strengths of the artifice (SL). This is a fine place with a new set of rules not just a place for the same old tired stuff.

LL: How do you imagine your future in SL?

DA: I intend to push harder and delve deeper on all fronts and to cross over from RL to SL and SL to RL literally and conceptually to blur the line between continuums. I want to push this medium as far as it will go while putting most of the profits back into the community by employing people to help me make bigger and better in all ways and on all fronts.

LL: Do you call yourself an artist?

DA: Essentially, although the buzzword now is cultural producer. I like the implications of the word artist though.



LL: Do you have a philosophy guiding your creations or a message you want to put across?

DA: Hyperformalism. It is formalist aesthetics in hypermedium.

LL: What is your goal for your creations?

DA: My project is to create value of a more classical sort, the kind associated with unique artworks in RL.

**KITCHEN MUST-HAVES**



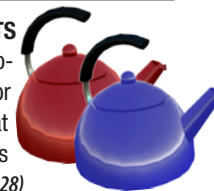
**DOG PLACEMAT**

with water, food & a bone. Pick one up for L\$10 at Freebies 4 Newbies & all Plus\* C, Manitoba (153, 180, 60)

GREAT ACCESSORIES FOR YOUR HOME - EVEN IF YOU CAN'T USE THEM! BY TINA (PETGIRL) BERGMAN

**WHISTLING TEAPOTS**

come in many different colours, so brew one up for yourself now for L\$65 at Robin (Sojourner) Wood's Shop, Benten (44, 122, 28)



**FIRE EXTINGUISHERS**

are touch activated, large or small both L\$ 90 each at Safety Girl - Building & Safety, Scape (201, 160, 87)



**WASHING MACHINE, DRYER, MICRO AND MORE**

complete your kitchen for L\$ 150 at Natalie Oe's Store "True Blue Designs" located at Spangle (145, 93, 31)



SLIDE AWAY: Relax in style at a sun-kissed SL beach resort

By LEIDER STEPANOV

# SUN, SEA AND SAND... SIT BACK AND RELAX

THE FIRST OF A TWO PART SERIES EXPLORES SOME OF THE HOTTEST BEACH SIMS

BEACHES are as popular in Second Life as they are in real life, and there are plenty of opportunities to break out your bikini or board shorts and dive in.

With the 'force sun' option in the SL viewer, you won't ever have to worry about the weather.

Not only are there plenty of options when it comes to choosing a beach but each one has a unique character. The Raggea Beach and Water Park at Topsoil Beach (156,

229, 22) boasts an array of impressive water slides, several pools, surfing and the Sultan Cabana. There is even underwater diving featuring coral reefs and tropical fish.

For those more at home on dry land, Reggea has a picnic area and an 80s dance floor.

The Venice Beach sim (87, 199, 25) hosts a lifelike reconstruction of the iconic RL American town from the shops down to the lifeguard station. The Venice Beach artists cater for any resident who feels the urge to shop.

Mellow lighting and smooth jazz set the tone at the relaxing Maddie's Tiki Beach Club (Tiretta 105, 146, 48). The main building is on three levels, with a meeting place for chatting with friends on the

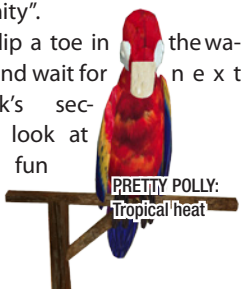
ground floor, dancing one storey up and a bar on the top floor.

Some residents, however, see the beach as more than just a way to relax for a few hours. The Sea Side Beach Community and Rentals (Extasia 132, 228, 25) is home to beautiful cottages, beaches, a waterfall and two pools. The owners promise "you are not just renting a place to live at Sea Side you have a home, friends, culture and a community".

So dip a toe in the water and wait for next week's second look at SL's fun in the sun.



CABANA LIFE: Free and easy



PRETTY POLLY: Tropical heat

## Swedish Quality Design



www.exakt.se Copy: David's Buyer Arneknud Photo: Tina (PetGirl) Bergman

### [EXAKT]

The household name for elegant, modern design. By Tina (PetGirl) Bergman.

### [EXAKT]

currently features four product lines

- LAMPS
- INDOOR FURNITURE
- GARDEN FURNITURE
- ACCESSOIRES

(handbags, vases, scripted fans, rugs)



Bring some light (and modern elegance) to your (Second) life. Just visit my shop in:

EXAKT MAIN STORE, Verloren (216, 30, 33)

If you can't find what you are looking for or you want one of my designs in a different color, texture, smaller, larger... whatever... just send an IM to PetGirl Bergman.



# Verloren 216, 30, 33.







# WIN A DATE WITH DESTINY

LET THE AVASTAR HELP YOU FIND THE PERFECT MATCH



**ASHEN COALCLIFF**

**Sum yourself up in one sentence:** I'm shy in some ways but not in others. I leave it to the person I'm with to discover the specifics.

**What are your interests in SL?** Learning about myself and the people around me.

**Favourite SL places?** Future-Perfect, a lovely place to be with my friends.

**What are you looking for in a partner?** I am looking for a man who understands all the depths of beauty.

LOVE is in the air – and the AvaStar is offering you the chance to find a little romance as 2007 gets into full swing. We have rounded up Second Life's hottest bachelors and bachelorettes and put them all in one place, so why

not take the plunge and see if you have what it takes to earn a date? All you have to do is IM the avatar you like the look of the most and see where it leads. And one lucky man will win an all-expenses

paid date and make-over with the gorgeous Dakota Dynamo, courtesy of the AvaStar. To be in with a chance, email us at newsdesk@the-avastar.com and tell us why you think you deserve to be on Dakota's arm.



**DAKOTA DYNAMO**

**Sum yourself up in one sentence:** I'm a fun girl with a lot of personality and I just love seeing everyone around me having a blast.

**What are your interests in SL?** I am a fashion designer, and I enjoy the clubs and just hanging out with energetic people.

**Favourite SL places?** Bad Girls, Elements and Laguna Beach.

**What are you looking for in a partner?**

I would like them to be fun, outgoing, enthusiastic and sincere... and someone who doesn't have baggage they carry everywhere they go.



**SETH MILKIC**

**Sum yourself up in one sentence:** I'm an easy going, open minded dude I guess. If I look scary then it's probably because I am. Not vamp looking all the time though so don't be put off.

**What are your interests in SL?** Spending L\$, hanging with friends and making more.

**Favourite SL places?** My fav shop is probably Bare Rose but I pretty much hang all over the place.

**What are you looking for in a partner?** I fall in love with girls who are funny and fun to be with, who have similar interests and tastes to me in music, fashion sense, humour etc. I'm keen for any kind of relationship, friend, sex partner, partner.



**BOB DWEBBIE**

**Sum yourself up in one sentence:** I am an easy going honest guy.

**What are your interests in SL?** The outdoors, beaches and mountains.

**Favourite SL places?** Nude beaches and chilling at my place.

**What are you looking for in a partner?** A fun brunette.



**BRANDY CLAYMORE**

**Sum yourself up in one sentence:** I am an outgoing, honest person who likes to have fun doing whatever I can.

**What are your interests in SL?** I like to dance, watch movies, be by the beach, anything outdoors really.

**Favourite SL places?** Where I work, the Palm Queen.

**What are you looking for in a partner?** Someone to have a good time with, someone who can make me laugh.

**FELIX TRACY**

**Sum yourself up in one sentence:** I love conversation and trying out new things, I can be fun – in more ways than one, if you know what I mean.

**What are your interests in SL?** Dancing, hanging out, clubbing, getting to know people.

**Favourite SL places?** Laguna Beach club is my absolute favourite.

**What are you looking for in a partner?** A gorgeous girl with a good personality is always a winner with me.



ADVERT

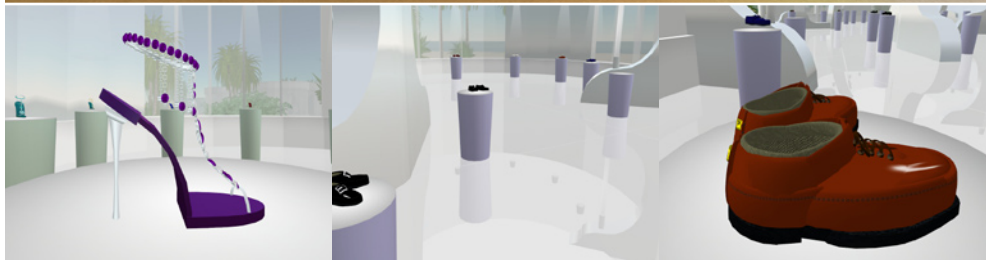
**THE AVASTAR**

JOIN "THE AVASTAR READERS" GROUP today to keep up to date with your favourite tabloid newspaper. The AvaStar brings you all the latest news, events, celebrity gossip and fashion from Second Life. As a member of our group you will be eligible for prizes and freebies including exclusive AvaStar clothing. To sign up to the FREE group, look up AvaStar in the search function and join now.





feeling that lingers on  
**HEAVENLY SOLES**

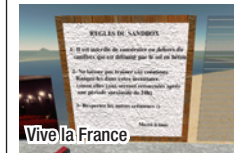


coming soon

**THE GUIDE** WHAT TO DO THIS WEEK!

**THIS WEEK: SANDBOXES**

**OOH LA LA**  
Sandbox Francophone



A sandbox situated in a 100 per cent Fench-speaking community, where builders can practice and ask advice from their neighbours.

**Where:** Area 51, (64, 10, 27)

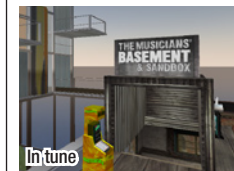
**UP IN THE CLOUDS**  
FlyinTails Sandbox



The perfect location for pilots with a need to build.

**Where:** FlyinTails Airfield (175, 157, 23)

**HIT THE RIGHT NOTES**  
Musicians' Sandbox



Space for musicians to soundcheck and practice.

**Where:** Slackstreet, (230, 18, 32)



Not of this world

By GAETANA FAUST

**SANDBOXES:**

**PLAYTIME'S OVER**

A SANDBOX is the place to practice building your dream home, club, car, spaceship, or weapon. They are among the most popular destinations in SL, and there's one to suit the needs of nearly every resident who yearns to build. Help Island Public (125, 124, 27) is targeted at new residents who are learning to navigate and build in SL. It has a great atmosphere, with lots of areas where newbies can chat. The sandbox's building guides are especially useful for those learning to build and script.

SkyBeam (160, 158, 0) is a private sandbox open to the public on a limited basis. There is a two-hour return policy in this location although for \$L350 a week, premium users can build to their hearts' content with no auto-return. The beautiful garden setting makes it a pleasant place to spend an afternoon building. Clubside's FunZone Sandbox (GT HQ 118, 152, 24) gives away Linden\$ every 5 minutes - so the camping chair crowd can build and earn a little cash at the same time. Some sandboxes are designed specifically for residents who speak specific languages, like the Sandbox de secondlife-spain.com (Nangrim 200, 185, 75). Alien Nation Sandbox (Nessus 210, 89, 103) bills itself as a place "for aliens of all types". Some sandboxes are targeted at those who want to build and practice with weapons, which are banned at most other sandboxes. Examples include the Linden Combat Sandbox Rausch (101, 107, 101) and the Spartan Safe Zone (Sallow 54, 42, 42).



# 12.01. - 19.01. 'DON'T MISS!' –



## NIGHTLIFE

### Grand Opening of Spider Club

Come along for disco music from DJ Matrix, groovy club gear on sale, in-house dancers, and prizes for the hottest disco divas and dudes.

**When:** January 13, 15:00 - 18:00  
**Where:** Chieut (207, 108)

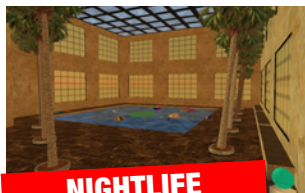


## DISCUSSION

### Is Nuclear Power the way forward?

The Clean Energy NOW! Group will discuss a number of issues around nuclear power, with a debate between those for and against.

**When:** January 12, 12:00- 2:30AM  
**Where:** Huchu (237, 178)



## NIGHTLIFE

### Westport Hotel Pool Party

Check out the retro music and dancer to whet your appetite.

**When:** January 13, 13:00 - 15:00  
**Where:** Westport Hotel, Sphinx (40, 135)



## MUSIC

### Pam and Bill Havercamp

Chilled night out with live music from the couple.

**When:** January 17, 19:00-20:00  
**Where:** Soft Shadows, Loon (240, 175)



## ART AND DESIGN

### New Artists at the Art Loft

Guided tour of works from five promising new artists.

**When:** January 12, 18:00  
**Where:** Art Loft, Owllet (227, 58)



## EVENT OF THE WEEK!

### Are Avatars mind children?

A discussion will be held by futurist Extropia DaSilva on the potential of Artificial Intelligence and its consequences for our avatars.

**When:** January 16, 15:30 - 16:30  
**Where:** Support for Healing (85, 227), Nirvana Path Temple

# EVENTS OF THE WEEK



## EDUCATION

### Advanced Clothing Creation

Design your own clothing using Avatar UV maps. Come early as this class will fill up fast. Builder and educator Rainbow Drake will be the instructor.

**When:** January 15, 18:00  
**Where:** Hamnida (229, 77, 112)



## SPORTS

### Regatta ad Libitum

The sailing fleet of Kazenojin Seiringu continues its informal regatta series. Fun sailing, races, tips, lessons, and more. Sailors of all skill levels and spectators are welcome.

**When:** January 12, 22:00-24:00  
**Where:** Cecropia (66, 62)



## GAMING

### Friday Fights

Join Osprey Therian for a weekly scrap using Combat Cards - the Trading Card Game Of Dueling Warriors In SL. Rules of play will be explained to new people.

**When:** January 12 14:00  
**Where:** Aerial Arenas (189, 180)

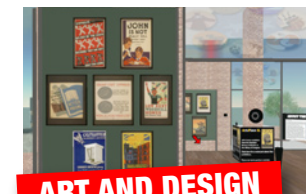


## EVENT OF THE WEEK!

### Opening of Club Egret

Come and listen to SL stars Frogg Marlowe, Jaycatt Nico, Slim Warrior and Melvin Took and help launch the club in style.

**When:** January 13, 17:00- 20:00  
**Where:** Gannnet Island (135, 128, 24)



## ART AND DESIGN

### WPA Posters Collection

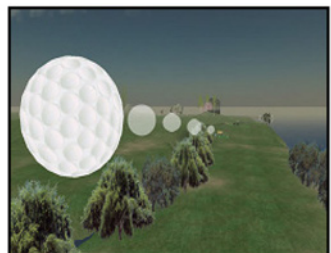
An impressive and varied display from the American Library of Congress.

**When:** Until February 3  
**Where:** ArtsPlace, Pak (114, 37, 117)

## WANT TO SEE YOUR EVENT HERE?

DO you have an event which you would like to see published in The AvaStar's Events section? If so, email us details at [news-desk@the-avastar.com](mailto:news-desk@the-avastar.com).





# NUDE DUDE

**MARTIN MOURNIER, A MENTOR AND NUDIST BEACH OWNER, TELLS THE AVASTAR HE HAD TO SUFFER PLENTY OF SL FRUSTRATION BEFORE HE SETTLED INTO BEACH HAVEN LIFE, ALTHOUGH HIS NUDIST TENDENCIES WERE APPARENT FROM DAY ONE :**

**The AvaStar:** How was your first day in Second Life?

**MARTIN MOUNIER:** Unbelievable! I could not believe what I saw: 30 people including humans, creatures, clowns and furs were standing around. I saw a nude couple dancing on their terrace. They danced around me, gifted me a male attachment, and then demanded that I try it out! I had to learn fast.

**TA:** What was your most embarrassing moment as a newbie?

**MM:** When I was suddenly wearing female underwear, and hovering at a height of 6m for everyone to stare. Someone even took a photo!

**TA:** What is your advice to newbies?

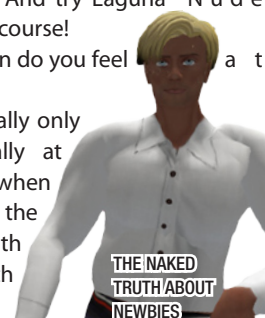
**MM:** Take your time to learn how SL works. I see newbies asking "Where is the money? How do I earn money here?" That's the wrong attitude. Fly around, meet people, make contacts and be creative, make your ideas come true and only then attempt to make money with them.

**TA:** Where would you recommend a newbie to go?

**MM:** Don't miss the useful helpers at the welcome areas. The Ivory Tower is good for scripting classes. Find a community that speaks your language - Dreamland offers a lot of them. And try Laguna Nude Beach of course!

**TA:** When do you feel like you're at home?

**MM:** I really only feel totally at home when I am at the beach with my Beach Guards.



## DIARY OF A NEWBIE

### PUT 'EM UP, COYOTE

PEOPLE say to me they like my cowboy get-up, but on my first day I came to look like this completely by accident. I somehow lost my clothes in a Wild West sim that I visited out of curiosity. And trust me, the old West is not somewhere you want to be stuck in the bare back, exposing the fact that you don't even have your hidden weapon (if you know what I mean). The only outfit I could find was this free Wild West gear with a big cowboy hat. The moment I put it on, a hot girl pointed her gun at me and said, 'Put 'em up, or I'm gonna make ya dance, coyote'. Those were some of the first words said to me in SL.

I now have a few outfits but this one is great. It has opened up all sorts of role-playing possibilities. I am even thinking of opening my own fantasy sim.



### DO'S & DON'TS OF BUYING LAND

By GAETANA FAUST

<p><b>DO</b> +</p> <ul style="list-style-type: none"> <li>+ Pick up some fun free attachments such as Flip Title and Hug.</li> <li>+ Wear clothing (e.g. shoes) and hair which are prim attachments.</li> <li>+ Experiment with animation override (AO) attachments that change how you walk, fly, stand, and sit.</li> <li>+ Modify attachments using the Edit menu.</li> <li>+ Take objects out of the box before attaching. This is the most common cause of the dreaded "box on head" syndrome.</li> </ul>	<p><b>DON'T</b> -</p> <ul style="list-style-type: none"> <li>- Attach an object where something is already attached. Attaching a hat may make your hair disappear.</li> <li>- Indiscriminately use attachments like poofers that spew irritating chat spam or visual noise.</li> <li>- Attach objects so large that you're constantly bumping them into other people.</li> <li>- Use body part attachments without turning on the privacy features.</li> <li>- Wear a lot of attachments in a crowded sim. They add to the lag.</li> </ul>
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# Sc Design Mall's BEST IN SHOPPING



**Caribbean Pearl**



**Sc Design Reloaded**

**Sc Design Plaza**

[www.sc-design.net](http://www.sc-design.net)

## THE AVASTAR OF THE WEEK EGGY LIPPMAN

IS A QUIRKY VICTORIAN DANDY, ONE OF THE OLDEST RESIDENTS IN SL, THE CREATOR OF THE SL HISTORY WIKI, A TALENTED BUILDER AND A REAL SWEETIE

BY CARRIE SODWIND



### PROFILE

NAME:  
Eggy Lippmann  
BIRTH DATE:  
4/30/2003  
PROFESSION:  
Developer  
ATTITUDE:  
Quirky

**THE AVASTAR: What is your best feature?**

**EGGY LIPPMAN:**

Some say I look Victorian dandy, which probably reflects my best feature, my vast history, experience and diverse skill.

**TA: What is your favourite place in SL?**

**EG:** Somewhere with sentimental value to me is Shipley where

I spent most of my SL youth. It still has some of the original residents and builds.

**TA: What would you change in SL?**

**EG:** I would like developers to have more control. For example there are some arbitrary limits on prim sizes. I would set the limit at 30 metres instead of 10.

**TA: How do you spend your time in Second Life?**

**EG:** I am working with Beta Technologies, developing the content of SL. I am usually working, meeting people as I go, or updating Wiki. But I love what I do.

**TA: What personal SL achievement are you very proud of?**

**EG:** The history Wiki is now being used by Wikipedia as reference material, which is great.

**TA: What is the most**

**precious item in your inventory?**

**EG:** I'm a bit of a nostalgic person, so I would hate to lose the first item I built, even though it's a shabby white 50 prim plastic garden chair.

**TA: If there was a president of SL, who would you vote for?**

**EG:** Philip Linden deserves it. He's doing a good job. Otherwise Tateru Nino because she has charisma.