

Second Life: The Official Guide

Michael Rymaszewski, Wagner James Au, Cory Ondrejka, Richard Platel, Sara Van Gorden, Jeannette Czanne, Paul Czanne, Benjamin Batstone-Cunningham, Aleks Krotoski, Celebrity Trollop, Jim Rossignol

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#1871037 in Books 2008-01-22Original language:EnglishPDF # 1 9.18 x .82 x 7.421, 2.15 #File Name: 0470227753416 pages | File size: 46.Mb

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Kindle Edition. Here's why: (First - let me say I'm a Kindle fan from way back - most of my book reading is on Kindle. This discussion is not about the merits of Kindle, but about getting ANY text-book, guide, etc. for Kindle.) 1. There's a CD that comes with the book. Obviously, it's not coming with the downloaded Kindle version. If you want to do anything more than just read about SL, and want to actually try creating in SL, the CD seems likely to be valuable. 2. Kindle is designed for cover-to-cover reading. You can't easily thumb through a Kindle book, or flip back and forth, or set it down by your workstation and use it for a reference as you try out some scripting (it'll shut off). 3. The scripting examples are in very small, light grey type. Hard to read - you can enlarge the type, but it's still light grey. Reference books like this are for skipping around in. RL books are worth the extra money for that purpose. Use Kindle to read novels and RL books for study/reference. Nonetheless, it's well written. As with all such books on a "moving target," the ephemeral things are outdated, but the building and scripting hasn't changed much, if at all. Five stars for RL, 3 for Kindle Version. 8 of 8 people found the following review helpful. A valuable overview By J.M. Jaco I've heard about Second Life over the years, but most recently with regard to successful applications in teaching, and particularly distance learning. When I checked into Second Life for the first time, it was quite overwhelming. Although, Second Life itself provides a wealth of information and orientation opportunities, it's still nice to have a book that collects a lot of the lore of Second Life in a convenient off-line format. The book is short on in-depth how-to's about Second Life, but it is strong on conveying the history, philosophy, and to some extent, the "feel" of Second Life. It is written by several people, so the book lacks a consistent "voice," yet every writer in the book is an enthusiastic participant in the Second Life phenomenon, sharing a common outlook that makes the book an easy and enjoyable read. And clearly that is what this book conveys: Second Life is a burgeoning phenomenon that may one day have wide-reaching implications that extend into Real Life. This is an outlet for creativity, imagination, and play of all kinds. Some people are even making real money within its virtual environs. Think of this book as a tour book that mentions some of the sights you can find when you visit, that warns of some of the "steamier" areas to consider, that describes standards of behavior and etiquette among the residents, and that unlocks some of the initial mysteries a new arrival is bound to face early on. If you're interested in Second Life, this book will shorten the initial learning curve. If you've been a Second Lifer for awhile and you're looking to master some of the more advanced elements of Second Life, such as building from prims and scripting, you'll find very little here to help you. Still, it will probably end up being a book every Second Lifer will want to read at least once.

In this fully revised and updated Second Edition, you'll discover the very latest information about living in Second Life from how to enter the world, get started, and get around, to the many exciting new ways you can earn real-world incomes, meet other residents, and enjoy all there is to do. Authored by Second Life experts with contributions from Linden Lab employees and Second Life residents, it's the perfect companion for anyone who wants to create his or her own reality in Second Life. Includes a CD.

Although not a game in the strictest sense of the word, the increasingly popular virtual world of Second Life shares many commonalities with online gaming environments. Libraries interested in Second Life Library 2.0 (<http://infoisland.org>) and those serving populations active in virtual environments should pick up a copy of this official, thorough full-color guide. The book walks beginners through getting started in "Second Life" and customizing their avatars; tells them where to go, what to see, and how to define their virtual existence; and ends with a discussion of the future and impact of "Second Life." Its CD contains textures, templates, Avimator animation software, sample animations, videos, and a code for exclusive in-world content. Recommended. ("Library Journal," January 15, 2007) "... an excellent job of talking through the history of second life..." ("Trusted s," November 2006) From the Back Cover Enjoy Your Second Life This exclusive guide is your official gateway to Second Life, the wildly popular virtual world now inhabited by more than eight million residents. In this fully revised and updated Second Edition, you'll discover the very latest information about living in Second Life from how to enter the world, get started, and get around, to the many exciting new ways you can earn real-world incomes, meet other residents, and enjoy all there is to do. Authored by Second Life experts and featuring contributions from Linden Lab employees and Second Life residents from around the world, this is the perfect companion for anyone who wants to create his or her own reality in Second Life. The book includes: Avatar appearance: Create your look and find your voice. Places to go: Take a grand tour of interesting Second Life locales. Things to do: Enjoy the nightlife, the great places to shop, and the rich variety of SL communities. People to meet: Who will you be in this wide-open world? Get a taste of the diverse social scene. Meet both famous and infamous residents and read their compelling profiles. Start building: Create everything from sandals to spaceships, and beyond, thanks to expanded SL technology tools and tons of helpful tips. Scripting basics: Make your projects move, talk, spin, and more-learn scripting directly from the creator of the Linden Scripting Language. Create machinima: Learn to storyboard, design, and star in your own productions. SL economy: Profit from the thriving SL economy and turn L\$ into US\$. Learn how to meet and make friends with people from around the world Experience Second Life's amazing destinations Get insider tips for such things as managing your unwieldy inventory On the CD The CD provides textures, avatar templates, animation software, more than a hundred sample

animations, machinima created in Second Life, and a host of resources to help Second Life residents, builders, scripters, and animators. About the Author Michael Rymaszewski is an award-winning author of more than 20 computer books, including *Second Life: The Official Guide*. Wagner James Au is a journalist embedded in Second Life and runs the *New World Notes* blog. Cory Ondrejka is CTO of Linden Lab and created the Linden Scripting Language. Richard Platel has been a resident of Second Life and an LSL scripter since before the public beta in 2003. Sara Van Gorden has built hundreds of things and works for developer Electric Sheep. Jeannette Czanne and Paul Czanne run *SecondSeeker.com*, a blog that reviews interesting Second Life places and activities. Benjamin Batstone-Cunningham helped start the Second Life Machinima community while working at Linden Lab. He recently founded *Alt-Zoom Studios*, a development agency in SL. Aleks Krotoski is a long-time Second Life resident who writes about emerging community experiences in virtual worlds. Celebrity Trollop runs *Second Style Fashionista*, a blog on Second Life fashion. Jim Rossignol is a writer and editor focused on digital culture.