Workshop Two: Building on the Basics
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In this second workshop you will discover how to interact with objects and with other avatars. This is where Second Life™ gets really interesting!
Again, you will need to have logged into SL and have the Quick Start Guide (QSG) open (http://secondlife.com/support/quickstart/basic/Quick_Start_Guide) so that you can toggle between the two as you work, especially in the second half of the workshop. When you log into SL you will find yourself in the location you logged off last time.

A) Interacting with objects
SL: You will be interacting with objects a lot this semester. The actions you will need to perform are usually achieved with a click of the mouse. Most doors, for example, will open when you click on them. (Occasionally, doors like the front door of the Georgian House, need to be right clicked to show a list from which you choose the “Touch” option). As a general rule of thumb, click something – if that doesn’t work, right click it instead.

The best way to learn how to interact with objects is to “rezz” or create one yourself!
Step One: Rezzing an object
There are two ways to open the Build Menu, use whichever seems more comfortable to you. The first is to right click on the ground. The second is to locate it, next to the World menu, at the top left of your screen. Either whether you right click the ground or use the menu option, you then need to choose “Build” from the drop down list that appears when you do so. Notice two things: first, the Build dialogue box has opened. There is a row of shapes long the top. These are called prims (short for primitive object) and everything you see in SL, no matter how complex, is made of individual prims. The cube in the dialogue box is highlighted which means that you will create a cube. To rezz your cube into existence, simply click on the ground!

Step Two: Moving an object
The first thing you will notice about your brand new cube is the arrows now attached to it. The arrows are of different colours: blue for up and down, red for backwards and forwards and green for left and right.
Position your cursor over one of the green arrows and notice how it is highlighted. Click the arrow, hold down the mouse button and drag the cube to the right or left. This is a very common action which you will use many times to do things like move furniture. Practice moving your cube in various directions. If you move it straight towards or away from you, it may appear to fly off somewhere (it happens sometimes) – don’t worry, simply create another cube.
If you look back at the dialogue box you will see that it has opened the Edit menu and you can now not only move your cube but rotate and stretch it. (Try doing this if you like but you will not need to use these options very often if at all). You will use the Edit menu box to claim and personalise your personal drop box in the Georgian House. Full, easy to follow, instructions for doing this can be obtained by clicking on the sign above your class’ boxes.

Now let’s use some of these skills to do something fun: acquire and wear some new clothes and Land Marks to get some period clothes and other free things.

**Step Three: Acquiring and wearing clothes**

Using the skills you learned in workshop one make your way to the “Skytower Emporium” on Charlotte Street: open your inventory and find the LM called “Skytower Emporium” using the LM tag on the side bar. Right click the LM and choose the “Teleport” (TP) option. TPs are a very handy way of getting around SL. You can create LMs to various parts of The Strand and other places and simply TP yourself there!

Go to either the mens’ suits and hats on the back wall of the emporium or to the Small Freebies room on the right hand side. If you choose the first of these, simply follow the instructions on the blue board beneath the pictures to buy and wear the outfits. If you choose the freebie room simply click on any of the orange, green or pink boxes. Instructions can also be found on the QSG under the pages “Purchasing Items”, “Unpacking Items”, and “Wearing Items”. These pages feature clear pictures of the actions to perform but may be confusing because they also feature information you don’t need.

No doubt you will need more practice at this – very few people do not end up without hair or wearing two hats or something and many people who have been in SL for several years occasionally find themselves wearing a box! So, don’t worry if it happens to you. Some things will take practice. If you have trouble, contact your tutor or practice with a classmate. The main thing is to practice and to have fun. You should know, though, that public nudity is frowned upon in SL. A private dressing room is provided at the Skytower Emporium for changing clothes. If it is already in use, don’t worry, just find an empty building or room to change in.
B) Interacting with other Avatars

Of course, the most fun you will have in SL is in communicating with other people. SL is a vast, global, community and you may need to TP around and contact people outside this Unit in the course of the Semester but the Unit is designed around the role you will play in a house full of people from all ranks of eighteenth-century society so you will communicate a lot with your tutor and classmates as part of your experience of the Georgian House. You can communicate with other avatars in several ways.

1) Local chat:
QSG: Open the Quick Start Guide page on “Local Chat and Voice”. Don't worry about the voice function for now, most people use local chat in SL so you won't come across voice chat much. Check the picture of the Bottom Bar in the QSG page.
SL: Find the white chat box on your own SL interface. Type something in the box and hit the Enter button on your keyboard. If a classmate is nearby, start a conversation with them. (It's a good idea to address them by their first name so they know who you are talking to).

Notice that your avatar’s name and text appear in the bottom, left side of your SL screen. Everyone in the vicinity will see your words too. The words will fade fairly quickly but if you want to see a log of the conversation (see below), click the arrow in the little black box at the right end of the white chat box.

2) Instant Messaging:
If you don't want to broadcast your conversation to everyone nearby it's a good idea to communicate by Instant Message (IM), a kind of internal SL email system.

QSG: Open the “IMs and Voice calls” page. You can send an IM to anyone, if they are not online at the time the IM will be stored and they will receive it next time they log on.
SL: Send an IM. If you can see someone now, follow the instructions in the QSG to send him or her an IM. If you can’t see anyone, find the “Friends” tab in your Side Bar. Your tutor will have sent you an offer of friendship that you should have accepted. If so, you will see their avatar in your Friends file. Follow the QSG instructions to send an IM to them.

To accept an IM click the sender’s thumbnail in the Bottom Bar as shown in the QSG.
3) Making Friends:
QSG: open the “Make Friends” page.
If you cannot see a classmate nearby to offer friendship to you may want to wait until you can to do this. Or, if you know their avatar’s name, you can use the SL Search function, choose “People” and type in their name to find their profile. At the bottom of the profile, there is both a small IM button (yet another way to send an IM) and an “Add Friend” button (see below). Use this button to offer friendship to them. Once friends, you each will be able to see when the other is online.

Conclusion:
Now that you have completed the two workshops, you have covered a lot of ground. Do not expect too much of yourself, particularly, in the first couple of weeks: there is a lot of information in the workshops and some of the skills do take practice. No doubt you will pick up some things more quickly than others and you can expect to forget how to do things initially. Don’t worry, you will soon be opening doors and wearing new outfits and teleporting around without even thinking about it! Above all, do not be afraid to experiment – try things. If doing something one way doesn’t work, try another. See what works best for you and refer back to the workshops as often as you like. If you still have questions, chat to your classmates or check with your tutor.