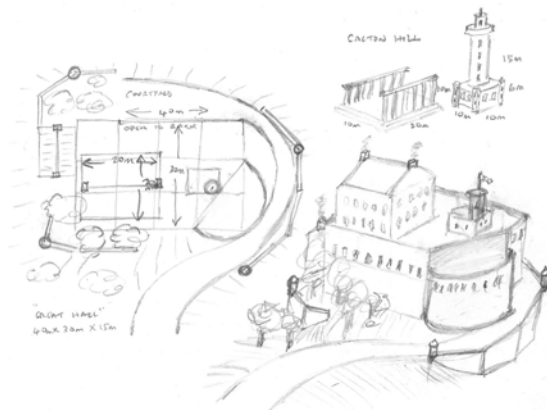
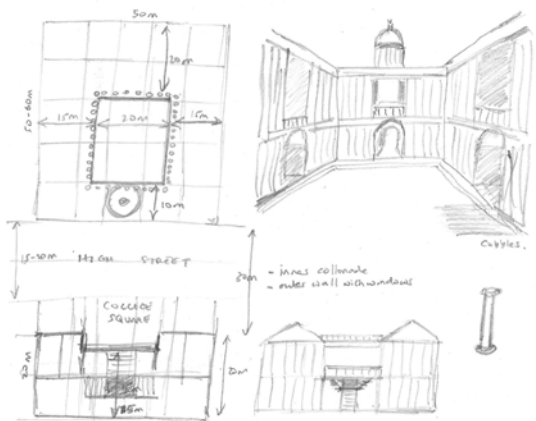
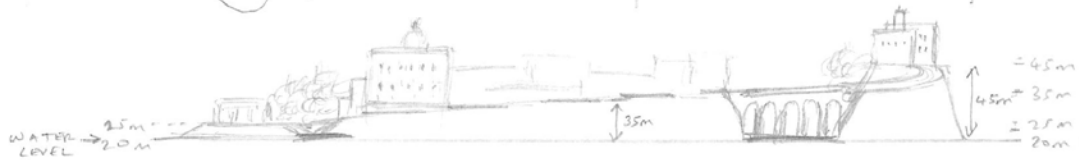
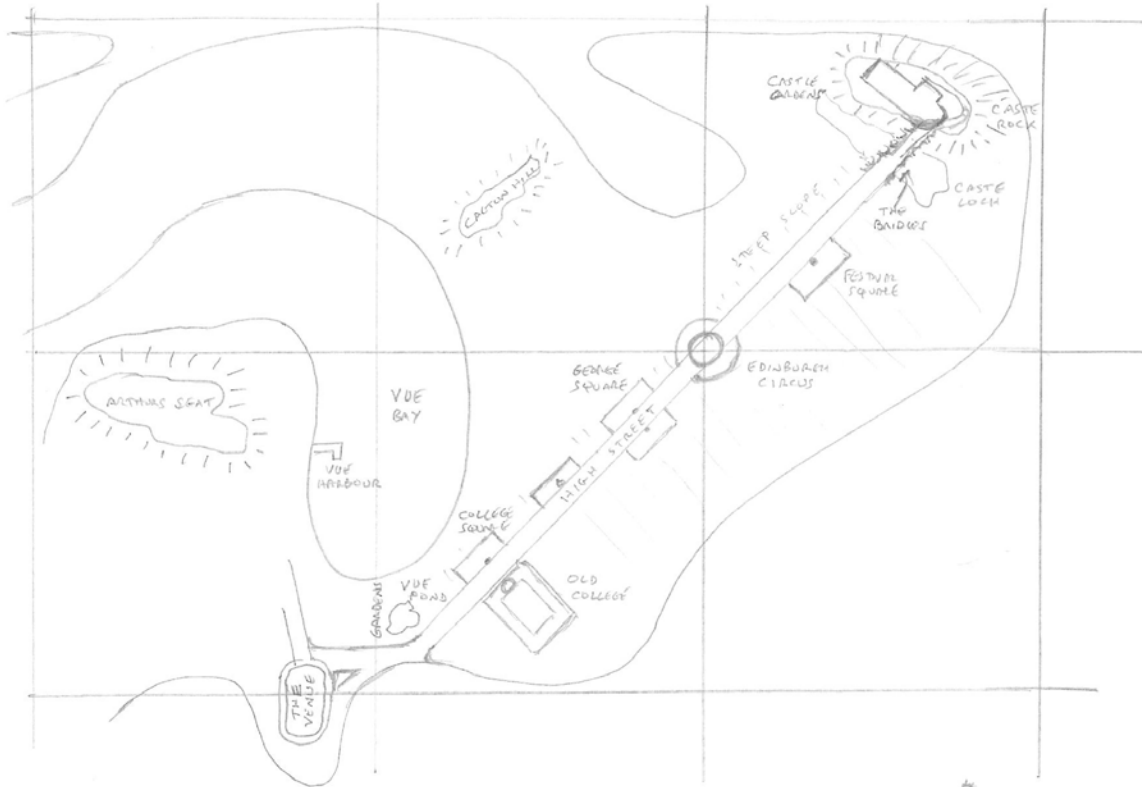


# Vue Development Sketches

<http://vue.ed.ac.uk>

Notes by Austin Tate 18-Sep-2007



## **Development Notes**

“The Venue” meeting space has an overflow area adjacent to it, to allow avatars to join even when the main meeting space is full and will not allow teleport to the region.

High Street has a number of “squares” to break up its length and allow for visually interesting buildings around these areas. To give variety and immediate visual clues, the zones are:

- Left Offset Square
- Right Offset Square
- Centralised Square
- Circus

To give variation for topography and building types, the SE direction off High Street has a gentle slope, the NW aspect is very steep so buildings may be entered from one floor up, and a lower level or basement is possible.

Castle on Castle Rock has functionally useful internal spaces.

Calton Hill is ornamental primarily, and used to give long interesting vistas from the High Street and its buildings.

## **Technical Considerations**

Use of low prim count buildings to reduce lag.

Use few non-library (in-built, pre-downloaded) textures and use them frequently, rather than multiple new textures which need to be downloaded to all clients. This also cuts down lag.

Keep use of new sound files in objects to a minimum to reduce lag.

Only occasional use of active scripted objects such as particle and sound effects. Consider ways to centralise control of these for the region.

Buildings should be easy to navigate, to move between outside and inside, up and down. Allow for fly lines in buildings as well as walking where possible.

Ceiling heights should be a minimum of 6m, possibly 8m by default. This allows for the standard behind and above camera angle in Second Life, which otherwise is obscured by ceilings or walls.

Use full permission objects, textures, scripts, etc. to allow for copy to inventory and sharing between Vue builders. Limit use of restricted materials to special features.

Landscaping and Planting needs a consistent style. E.g., Northern European plants and trees, Edinburgh cobbles, etc.

Document all major buildings, rights to reuse each, current owner, position, etc.

Use of Audio-Visual media could utilise a University level 24/7 “TV” and “radio” channel.

### **Potential Occupants of High Street Buildings**

Final designs should allow for the occupancy and uses for the various buildings. Possible occupants should be identified in discussions with the Vue mailing list and the Vue Regional Planning Authority.

### **References/Bibliography**

Second Life: The Official Guide, Michael Rymaszewski, Wagner James Au, Mark Wallace, Catherine Winters, Cory Ondrejka and Benjamin Batstone-Cunningham, John Wiley & Sons, 2006.

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