

Visualising the Conflict  
**Second Life Island Development Process**  
By Kerri McCusker (2011)

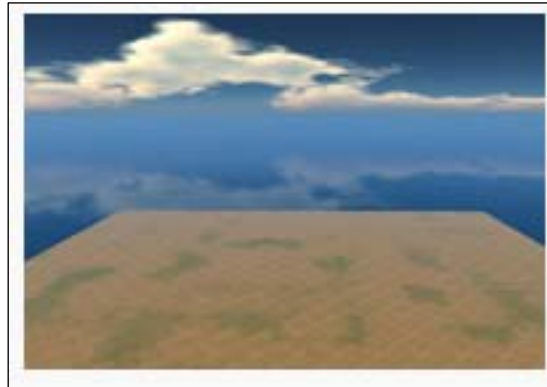
### Introduction

This document details the process of developing a Second Life island. It will provide details on how the island for the project 'Visualising the Conflict: Immersion in the Landscape of Victims and Commemoration in Northern Ireland' was developed.

### Step 1

Receiving the island purchased from Linden Labs. Refer to [http://cain.ulst.ac.uk/victims/secondlife/docs/kmcc\\_11\\_sl-island-purchase.pdf](http://cain.ulst.ac.uk/victims/secondlife/docs/kmcc_11_sl-island-purchase.pdf) for a paper detailing this process.

'Plain Plains' was chosen during the island purchase process, the island is a flat, green terrain terraformed at 30 meter height.

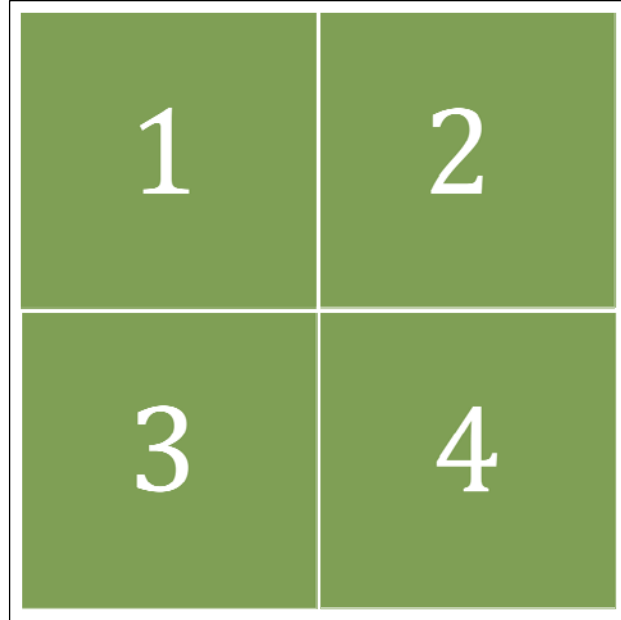


**Figure 1: Plain island**

### Step 2

An initial sketch of the island was created to indicate the main areas. From this early stage it was decided that the island would be divided into four plots.

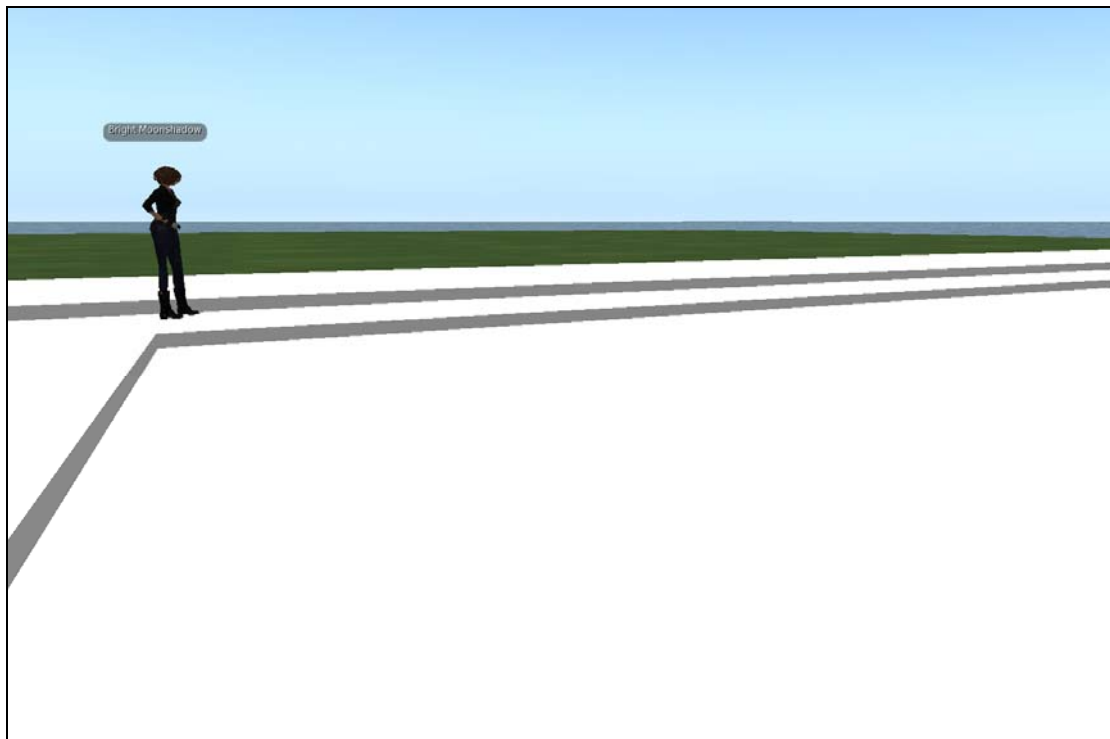
One for the current project (plot four), one for the existing INCORE presence (plot three) (which would be transferred from one of the existing University of Ulster islands) <http://www.incore.ulst.ac.uk/sl/> and two plots to be left undeveloped - for further projects (plot one and two).



**Figure 2: Initial island layout**

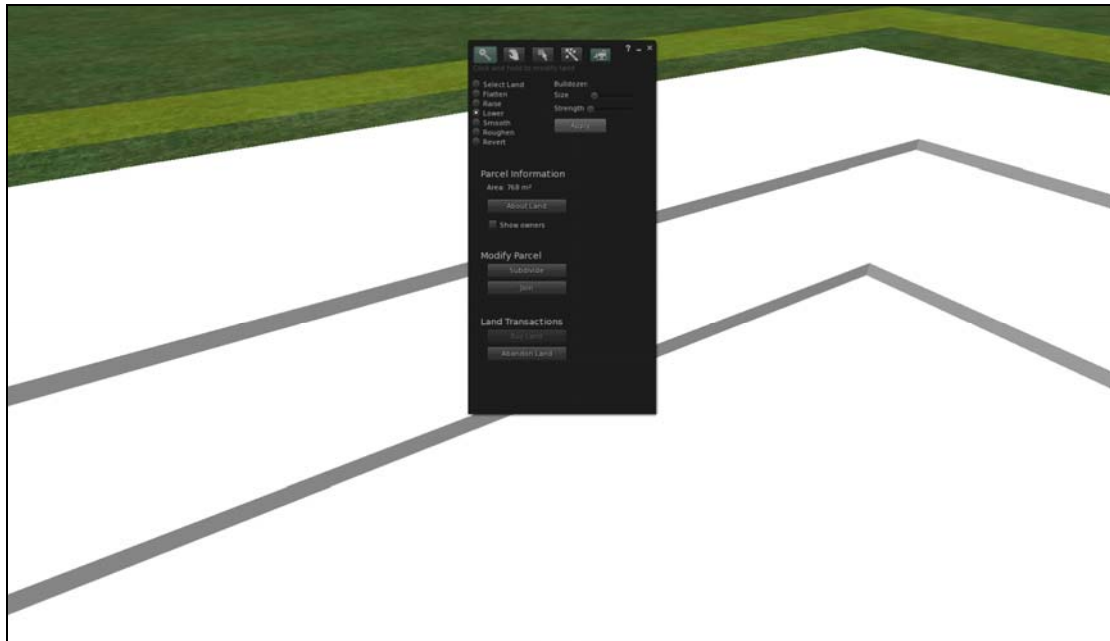
### Step 3

Work firstly started on the landing area of the island – in the centre of the island. In order to make the landing area a focal point of the island, considerable space was allocated to this area. A series of white hollowed prims (objects) starting at 50\*50 meters were placed at the coordinates 128/128, these prims were placed to create the effect of three large steps leading to the slightly lowered landing area of 40\*40 meters.



**Figure 3: Landing Area**

Following the allocation of these lowering prims, it was decided that the land around the largest prim should be terraformed to create the effect of a water boundary. Using the option right click -> edit terrain -> select land -> lower -> apply - the land gradually was lowered to a desirable depth.

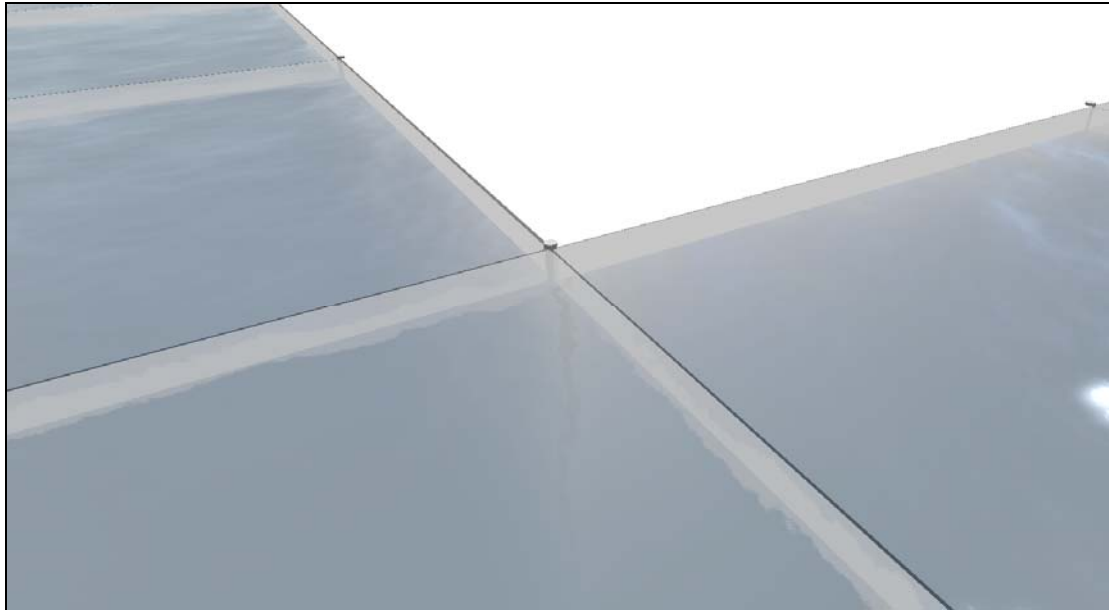


**Figure 4: Setting the water boundary**



**Figure 5: Creating the water boundary**

A series of semi transparent prims were added to provide a seamless walk way between the landing area and the rest of the island.



**Figure 6: Semi-transparent walk way**

#### **Step 4**

Three main areas had been allocated to the 'Visualising the Conflict: Immersion in the Landscape of Victims and Commemoration in Northern Ireland' project'.

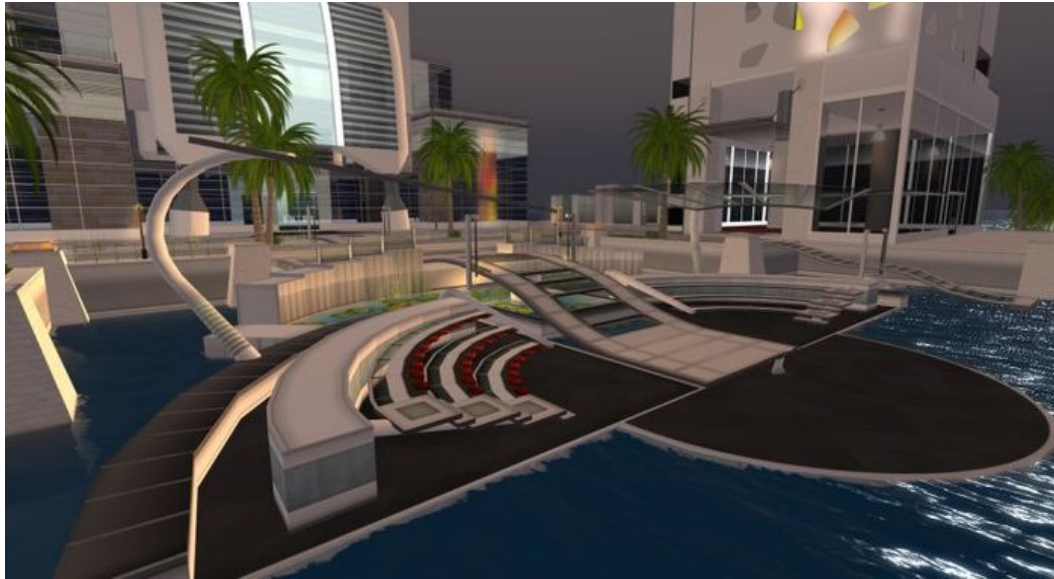
These include:

1. General Information Area
2. Map / Model Integration Area
3. Teaching Area

As each of these areas needs to be quite prominent, it was decided a common structure should be made / purchased to a) ensure that each area was clearly identifiable and b) to create consistency within this plot.

Due to the wealth of available structures on the Second Life Marketplace <https://marketplace.secondlife.com/> a website which hosts a range of Second Life models for free or to purchase, the decision was made to purchase an elaborate structure.

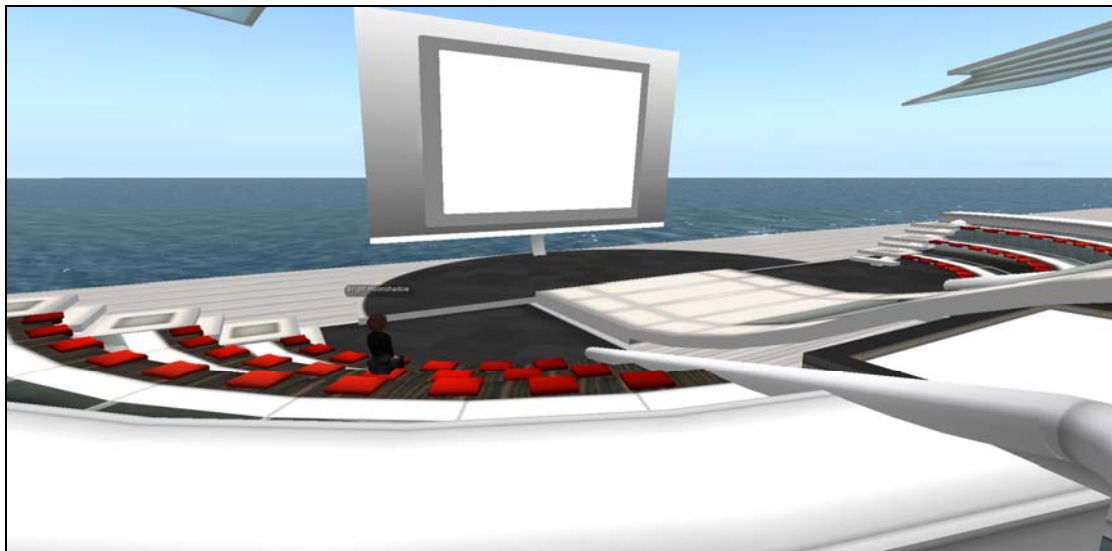
The structure purchased from Second Life Marketplace "SKIMI - Specta 2 - Amphitheater" <https://marketplace.secondlife.com/p/SKIMI-Specta-2-Amphitheater/118415> was chosen as it had the permissions copy and modify. Meaning that the purchaser of the structure could copy and duplicate the amphitheater as well as being able to modify the structure i.e. changing the colour, adding / removing textures.



**Figure 7: SKIMI - Specta 2 – Amphitheater**

Once purchased, the amphitheater was replicated twice, resulting in new designated areas for the general information area, the map integration area and the teaching area.

The amphitheater required very little work for the teaching area, as it provided 52 seats. A large screen was added to the front of the amphitheater for presentation purposes.



**Figure 8: Amphitheater – Teaching Area**

The structure was then copied and placed in the corner of plot four designated for the map / model integration area. Due to the modify permissions, the amphitheater was broken down and simplified so that it just contained the supporting wall and platform. The map / model integration area required a screen to accommodate a large Google map which highlights 201 replicated 3D models of memorials in Northern Ireland.

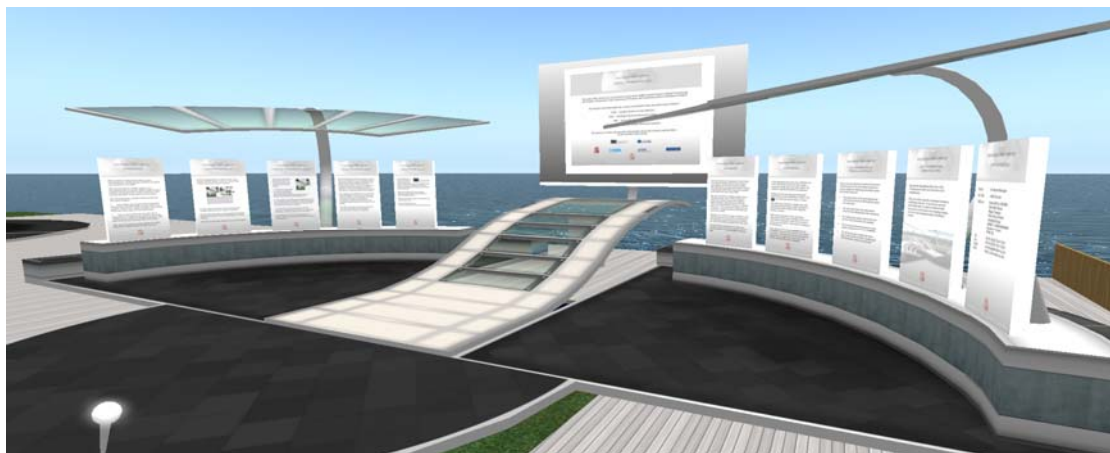
Five more panels were added to the left for the Google map to host associated information on each of the 201 memorials.

The area to the right was left clear so to allow space for each of the on-demand memorials to be presented.



**Figure 9: Amphitheater – Map / Model Integration Area**

The general information area, similar to the map / model integration area was a stripped down version of the teaching area, with one large panel and five smaller panels on either side. Each of these panels contains general information on the project, Second Life and navigation.



**Figure 10: Amphitheater – General Information**

Following the placement of the three main areas, the area was landscaped. Trees and pathways were created from the landing area.



**Figure 11: General Landscaping**

### Step 5

To help improve navigation, large panels were placed at the start of each walkway. These panels highlighted each of the three areas and provided a short summary of each.



**Figure 12: Navigation Panels**

### Step 6

A later addition to the island was then introduced; memorial street previewed a range of static 3D models from both sides of the community, and was added to the left of the teaching area. Using the models created for the map / memorial integration area, fourteen memorials were placed onto a road – featured painted kerb stones reflecting the colours representing each side of the community.

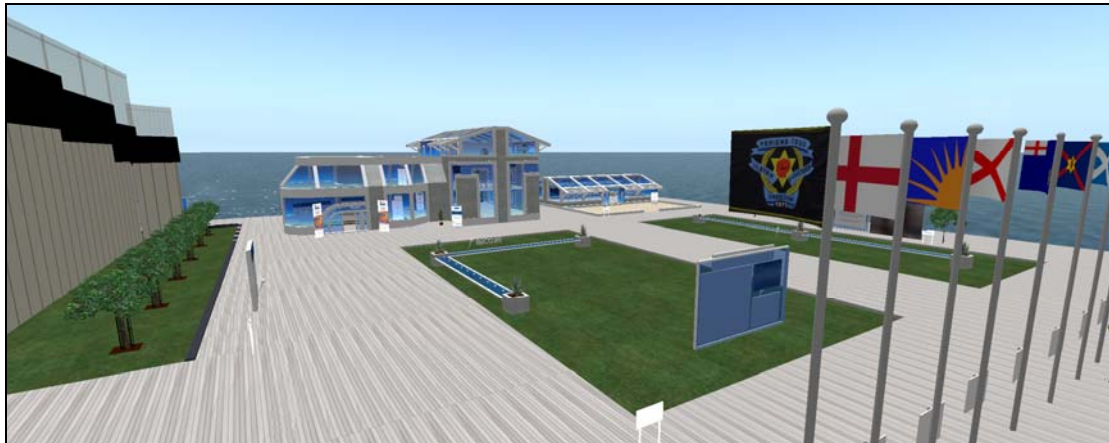


**Figure 13: Memorial Street**

### Step 7

With major development within plot four almost complete, the process of transferring the INCORE presence from the University of Ulster islands took place in plot three. This simply involved copying the objects, storing them in the avatars inventory and rezzing (dragging the objects from the avatars inventory onto the new islands).

The same landscaping was applied to this plot in order to keep the look of the island consistent.



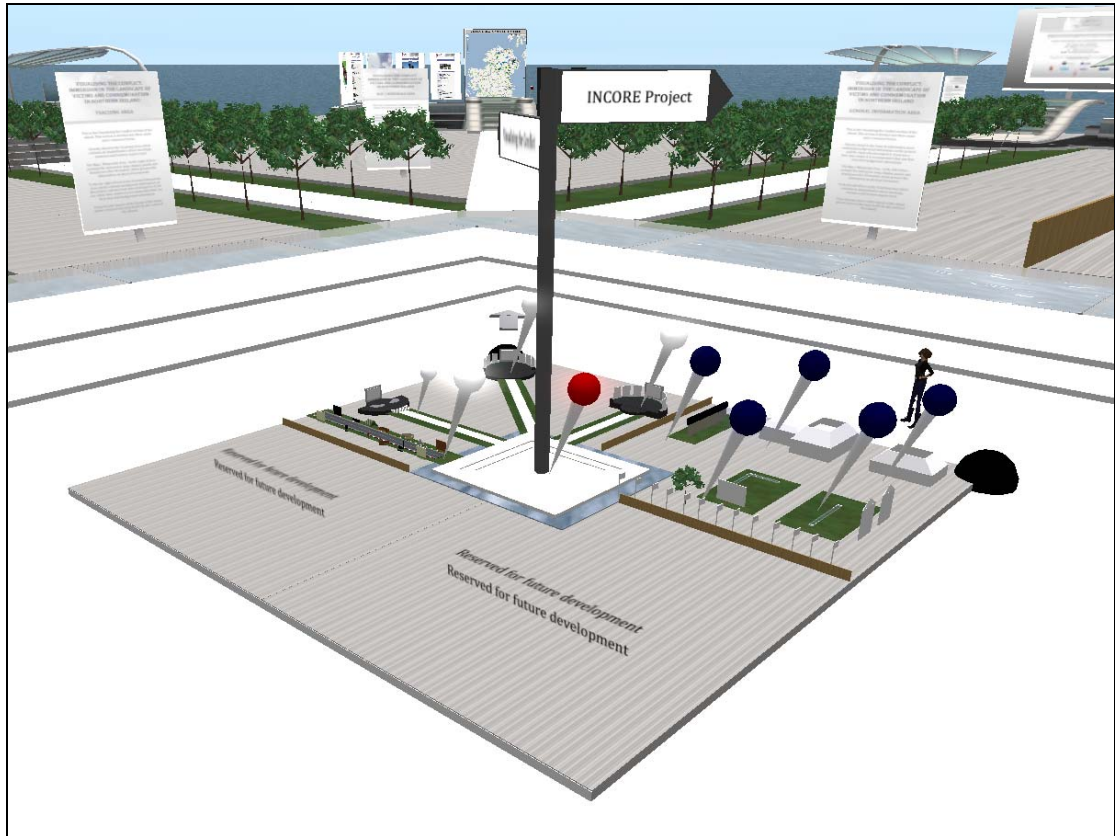
**Figure 14: INCORE Presence**

### Step 8

In a further bid to improve navigation mini-map was created in the centre of the landing area. This mini-map is essentially a scaled down – simplified version of the island. Each of the main areas in the two developed plots would have a pin placed on the mini-map which when clicked would teleport (transport the avatar) to the area clicked. This involved adding a simple LSL (Linden Scripting Language) script. Upon arrival at each of the teleport pins – another pin “Return to mini-map” is placed at the destination. Furthermore, at the corner of the developed plots, a tour facility is available, when the avatar clicks the black spheres they are placed onto a chair and given a guide.

Floating text has been placed on each of the pins / tours to provide further clarification.





**Figure15: Mini-map**

This concludes the development of the island in Second Life. As a back up plan, this island was replicated in much the same way in OpenSim, with the large structure for each of the three main areas being replicating through in-world building tools.