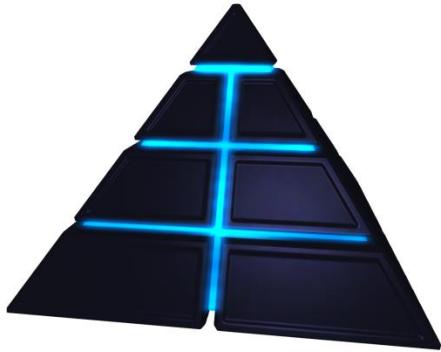


## Product Information



**Description:** A mysterious artifact recovered at great peril from the labyrinthine depths of Umbrea, a harsh desert world best known for its long periods of pitch darkness and violent sandstorms.

### Product Features

- 100% Mesh with Materials\*
- Two Brightness Settings
- Easy-To-Use Customization Menus
- Tintable AO-Baked Textures
- 11 Color Presets
- Precision Color Adjustment Menu
- 4 Normal/Specular Mapped Styles\*
- Legacy Style for users without ALM
- Gentle Pulsing Effect
- Only 1 LI! (prim equivalent)

**\*Important Note:** The **Advanced Lighting Model (ALM)** is required to see Materials. If you are unsure, please visit the 'Graphics' tab of your favorite viewer's 'Preferences' dialog and confirm that the box to the left of the 'Advanced Lighting Model' option is checked. If for some reason you are unable to enable ALM, you can still enjoy the sculpture with basic shininess via the 'Legacy' style.

## Basic Operation

**Off/On/Brightness:** Touch the light sculpture to cycle between the *off*, *dim*, and *full* brightness settings.

**Customization:** Touch the light sculpture and hold down the left mouse button until the customization menu appears.

## Advanced Customization

For those who'd like to create their own unique material styles for the sculpture, files containing AO and UV maps have been created for Photoshop and GIMP. These are available at: [http://bit.ly/sgd\\_devkits](http://bit.ly/sgd_devkits)

## Technical Support

Running into issues? Have an idea for a cool new feature you'd like us to add? Make an awesome mod and want to show it off? We want to hear from you! Just drop one of us a notecard describing what you need, or visit us in-world at our headquarters in **The Knot!**

## Contact Info

Alex Cogwright