

Ruth 2.0

Ruth 2.0 is a scratch-built, open-source, Opensim/Second Life compatible mesh avatar designed by Shin Ingen. She includes Blender (.blend) files, DAE exports, template textures, skins, and eventually will include scripts and HUD. The goal of Ruth 2.0 is to make a high quality, 100% free mesh avatar that can use accessories from other quality mesh producers.

Github Repository: <https://github.com/ingen-lab/Ruth>

MeWe Community Page: <https://mewe.com/group/5bbe0189a5f4e57c73569fb9>

Google+ Community Page (Archive only, no longer active): <https://plus.google.com/communities/103360253120662433219>

Help Needed

This is a new project and is still under development. Please volunteer to help! Collaborators can help in many areas. These range from general advice on what is needed, bug chasing, weight painting, skins, mesh making, scripting, and so on. As just one example, if you know Gimp, or Photoshop, we need help converting these many free skins into PNG textures, and then into in-world skins that are ready to wear. In world conferences are needed, too. to help spread the knowledge included in here into new products.



License

Ruth 2.0 is AGPL listed, which means she must always be free and you must pass that freedom on to others. This does not prohibit you making and selling clothing, skins, accessories, hair and other parts for her.