

LEO

INSTRUCTION

INTRODUCTION

Leon1 Footman October 01, 2010

The manual was written for beginners.

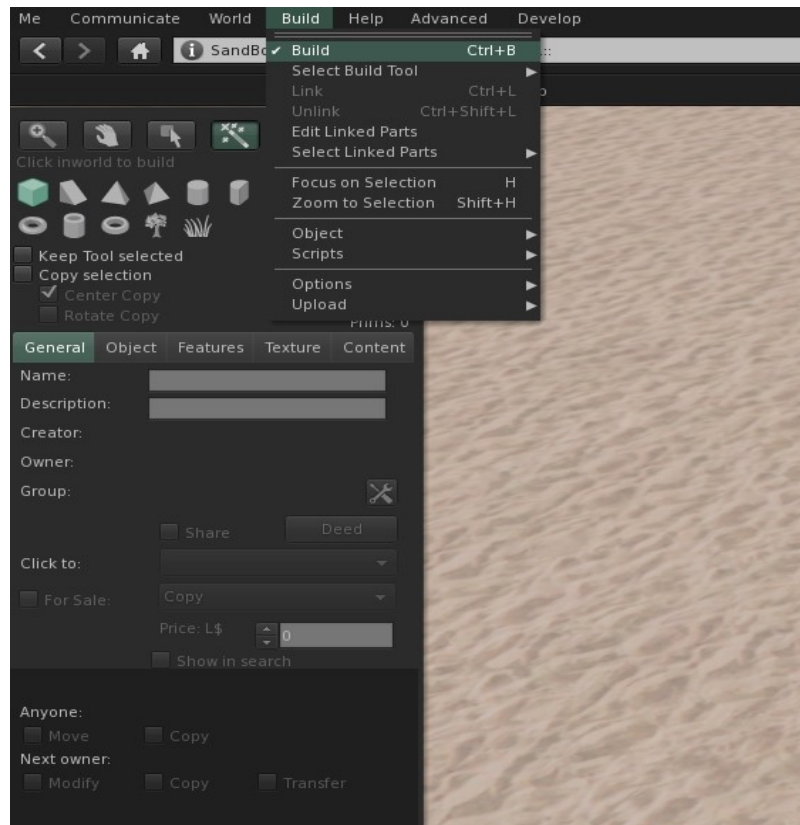
I invite you to familiarize yourself with the content.

Descriptions contained in the manual explains how to use the "sculpy" and how to impose a „shadow " in a graphics program.

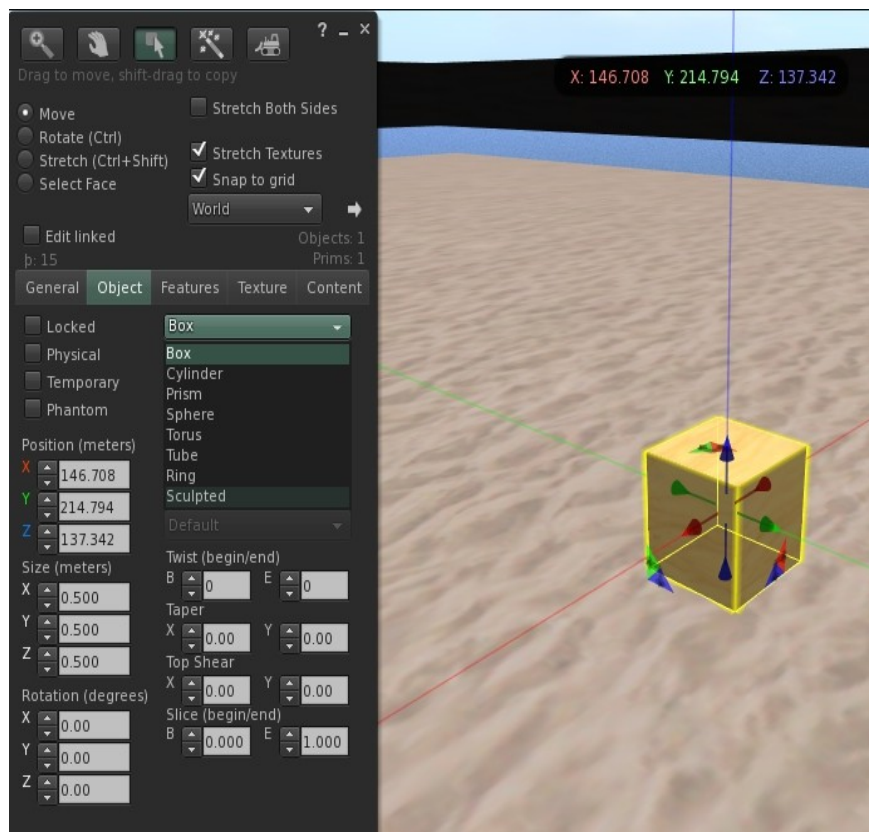
Feel free to read.

Leon1 Footman.

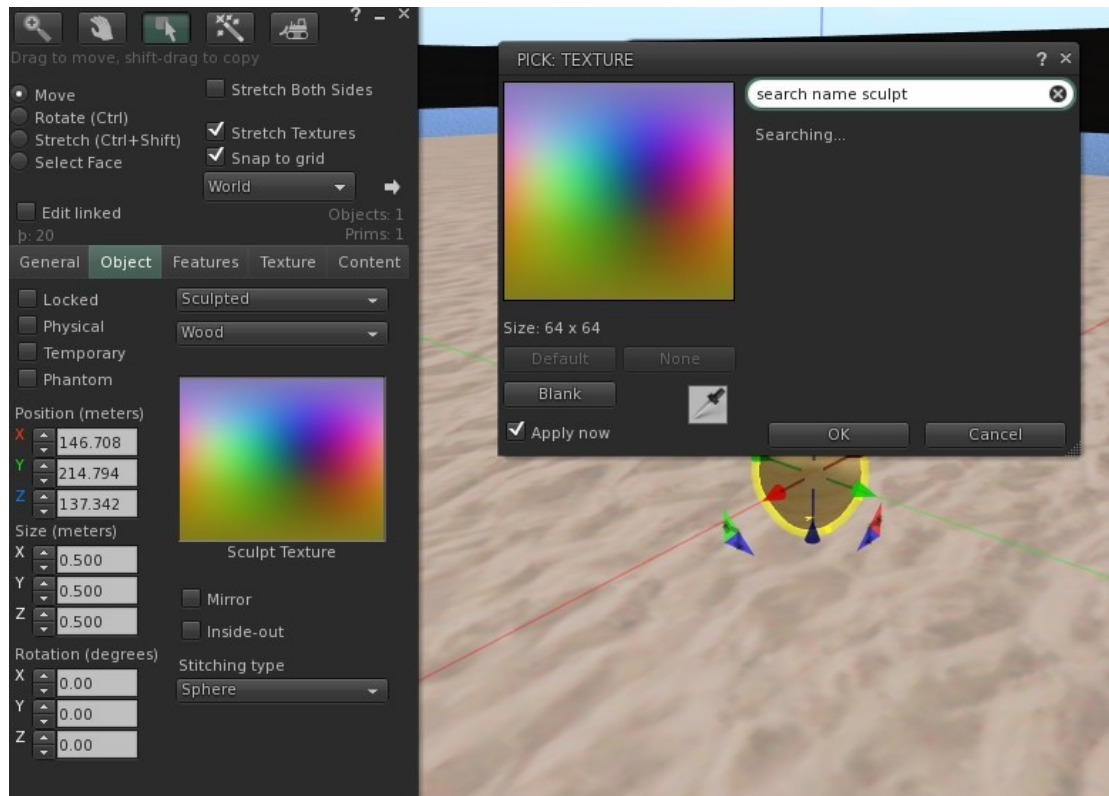
1. BUILD



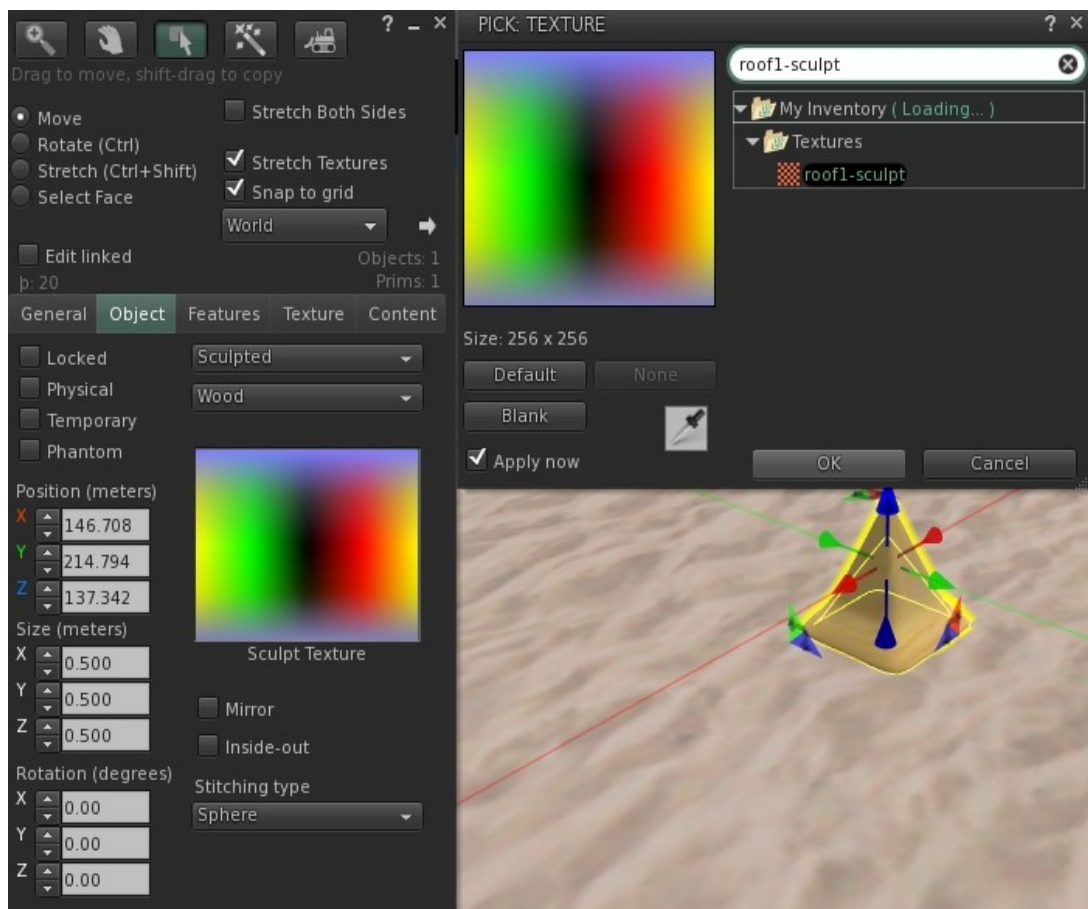
– menu, select build



– option „Object” - Sculpted



- search sculpt map → name sculpt [OK]



- example: roof1-sculpt (prim change in the elected sculpt).

2. Use the shadow map

2.1 Gimp

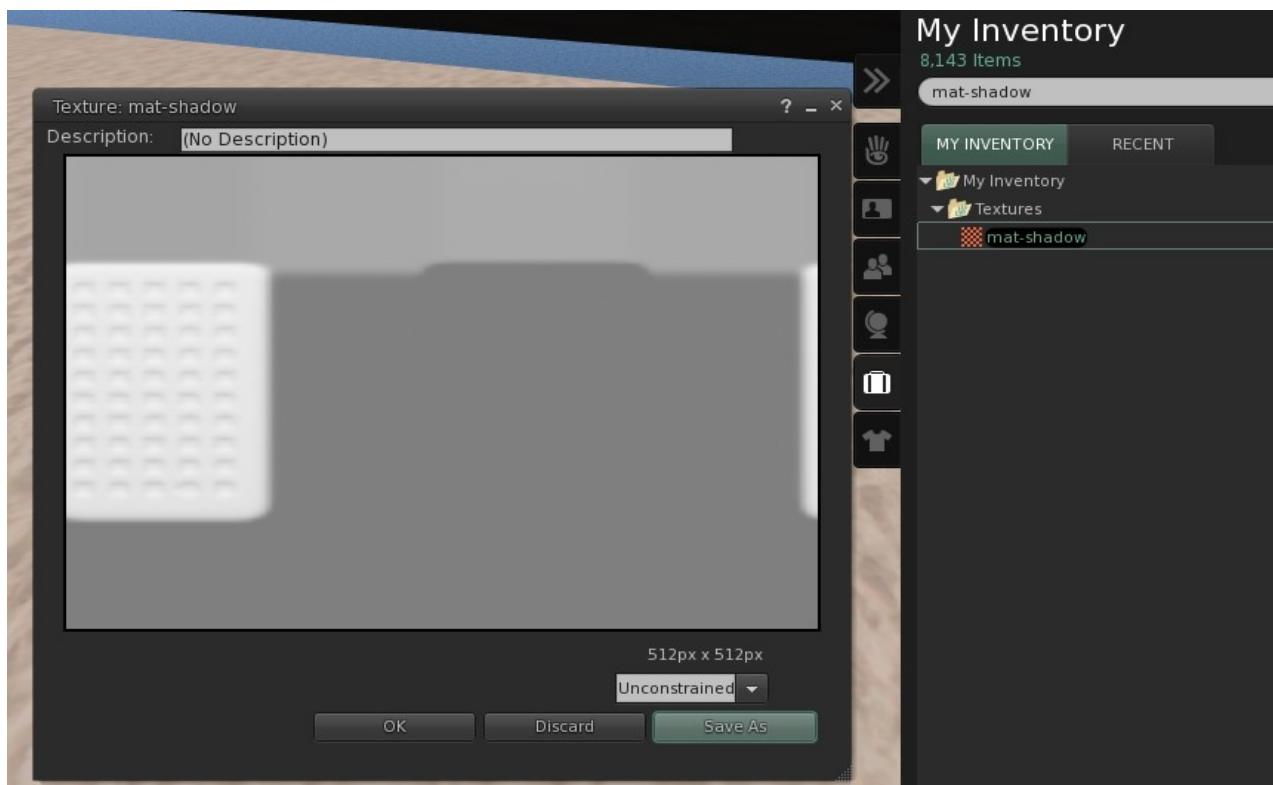
Instruction will take place on the example of GIMP.

Go to page : <http://www.gimp.org/>

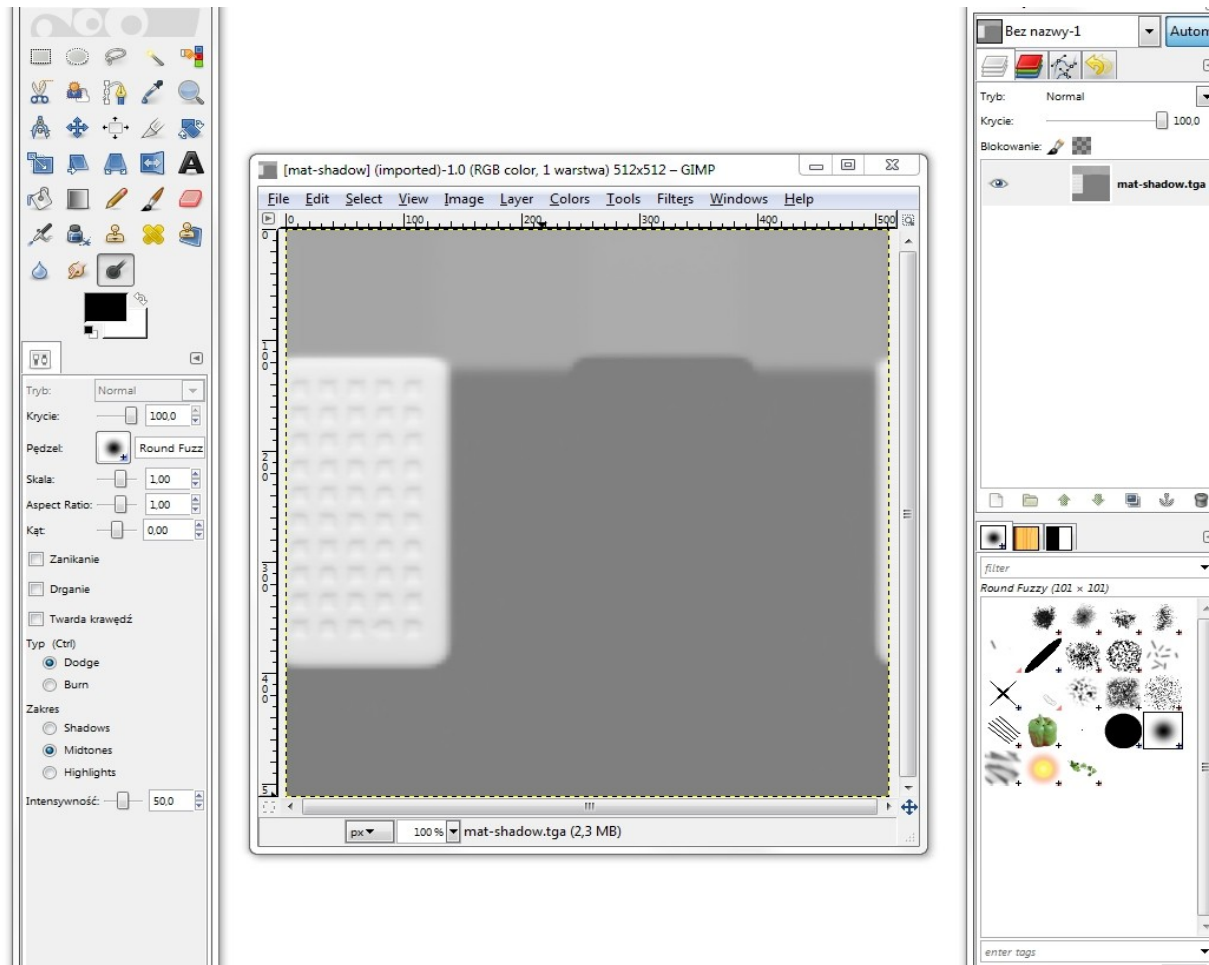
Download gimp - click on the download page.

(More information about the GIMP on the site.)

2.2 save the file to disk shadow maps.

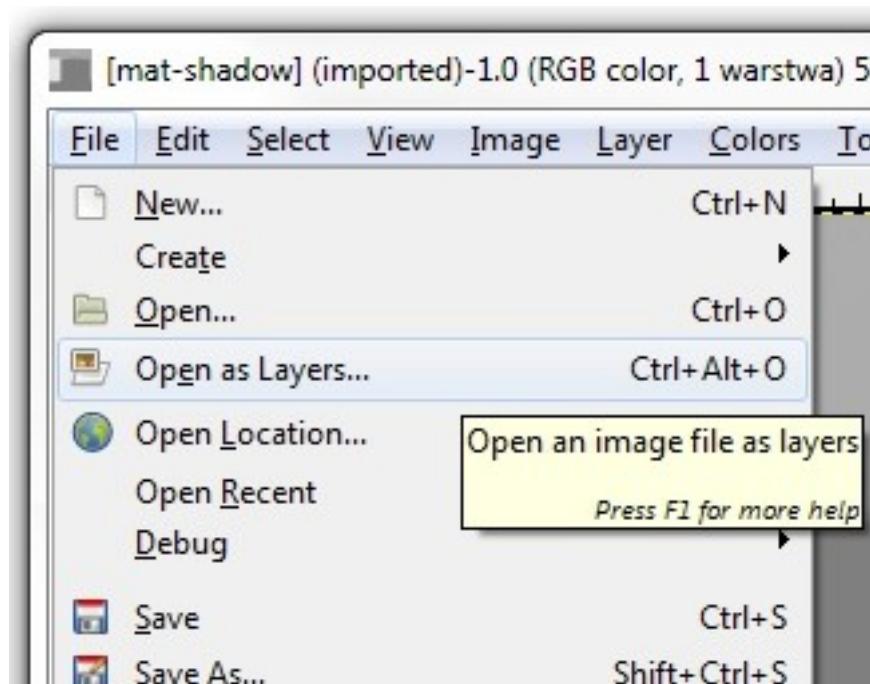


2.3 Gimp open the file stored on the disk.

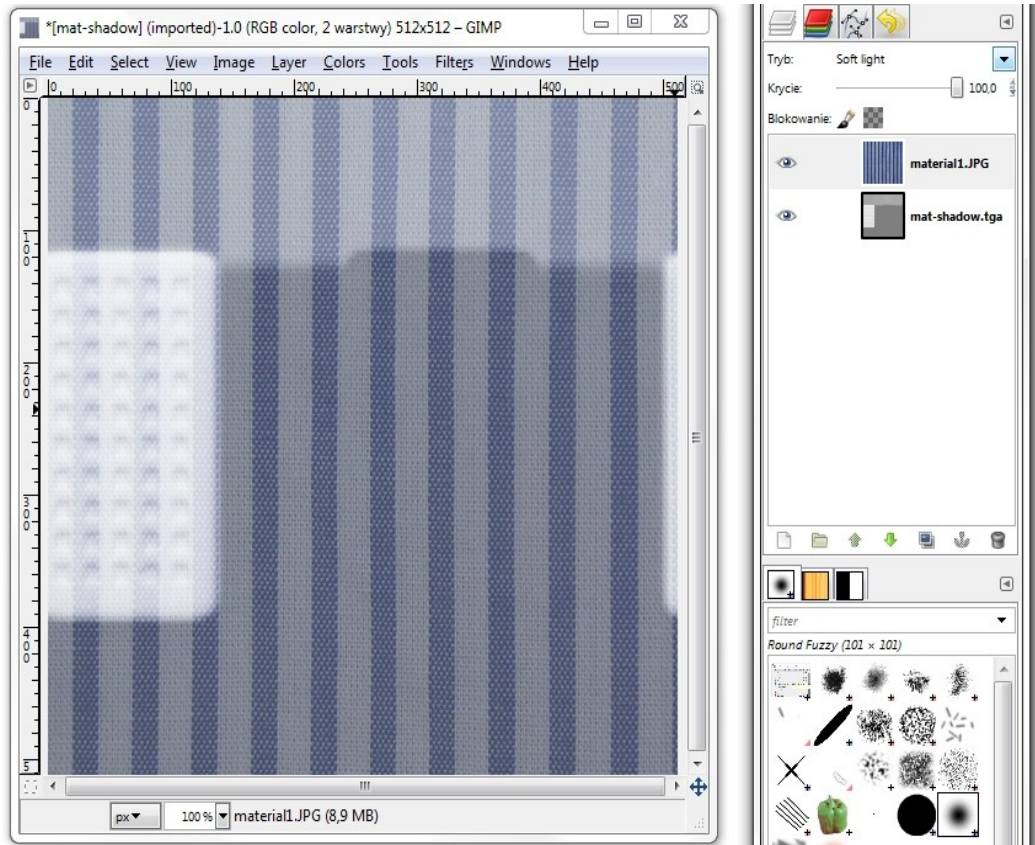


2.4 find the appropriate texture to the object (you can use the pages with textures)

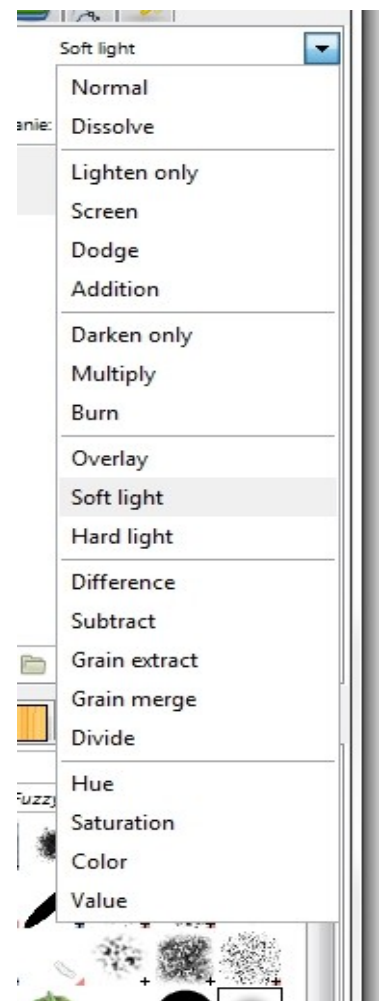
2.4.1 add texture as a new layer



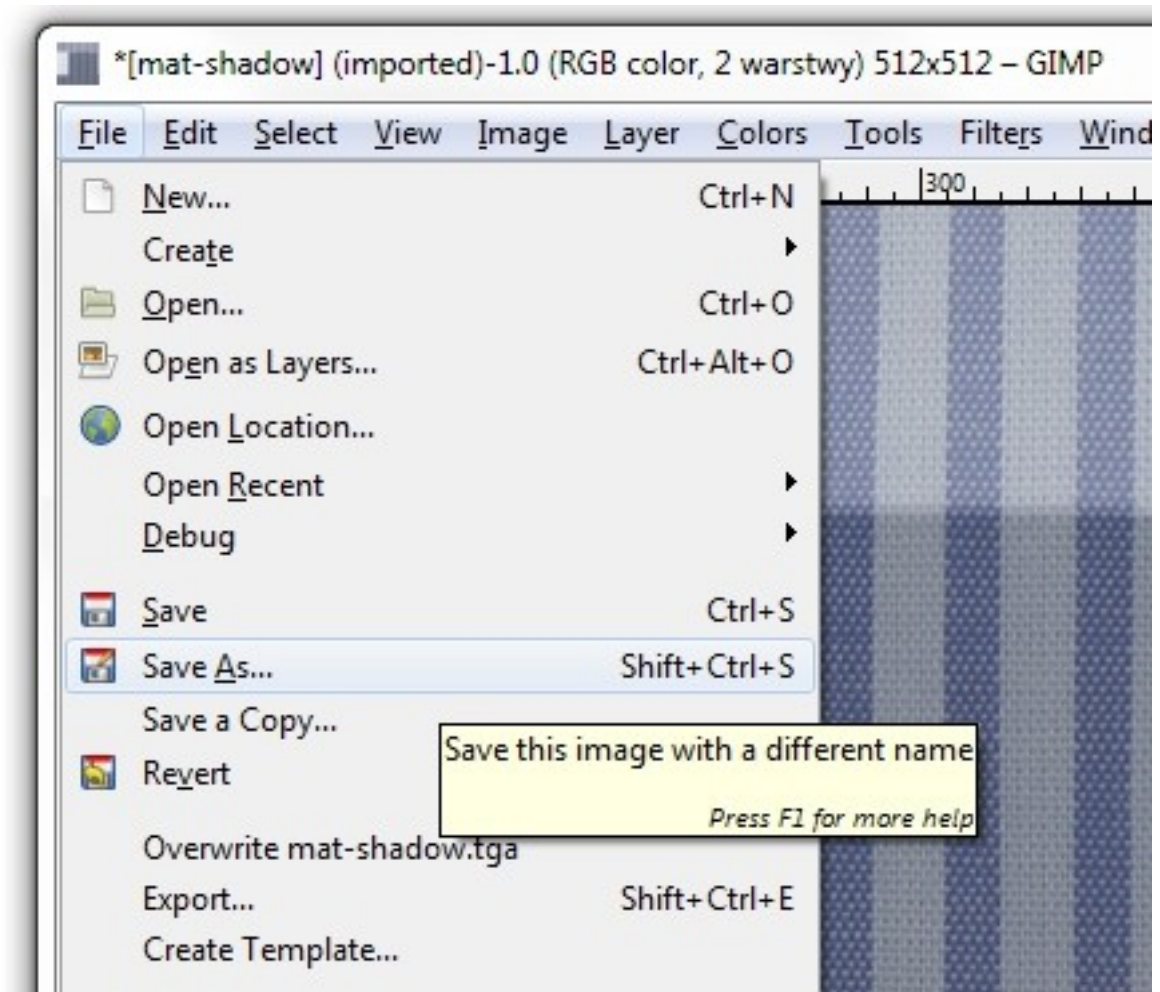
2.5 added texture will be visible in the window layer



2.6 from the menu, select the appropriate option for the appearance of diffusion layers (in this case, the soft light).



2.7 save result



2.8 file should be saved as TGA or JPG.

2.9 ready to transfer the file to Second Life.

Thank you for your purchase and come back soon.