

## The Story of Bordelle

This is a story of synchronicity, of serendipity, of co-incidence - and the mysteries of the Universe.

It is the story of a very special house that a fortuitous meeting inspired me to build.

I believe coincidences are the Universe telling me that I have found the perfect synchronicity of my surroundings - and of the people in them.

This story happened about two years ago.

I was enjoying my weekly coffee whilst at the market that is held at the Castle Gate Tower of Barrez (the tower that was my previous build).

I was enjoying my coffee and hoping for some new inspiration as I looked around me.

But nothing came to mind, and then a woman asked if she could join me at my table.

I said yes, please do.

I like company, and we began to talk - which is still quite a challenge for me even after twelve years in France! Luckily, in the French language the eyes and hands do a lot of the work in communicating. So we managed to chat well enough.

But then my table companion asked if I was an artist.

I do not think of myself as an Artist, but I told her that I had designed and built a copy of the Barrez Tower for a virtual game.

And my words began a chain of events leading to this new release, Castle Mansion Bordelle.

The woman asked if I was Marcthur Goosson. I was stunned that she knew my name, and answered immediately that I was, and that she had found me scanning my surroundings for inspiration.

I had thought it might come from seeing the stone and roofs around me.

But instead inspiration came in the form of this lady.

She told me that she knew of me, was a great fan of my work, and had often wondered how I had been inspired to build the Barrez Tower.

"And now I know" she said "it's because you live here!".

Of course she was speaking very fluently and rapidly - and I could barely follow all that she said.

But I did understand very well when she told me that her family has a small castle quite nearby, that maybe it could be of some interest to me, and would I like to see it.

So we drove for about an hour, through beautiful countryside, that I had never visited before.

And then the trees opened out and gave us a view of a huge meadow .....and there was my inspiration! A double towered castle with a magnificent staircase leading to the front door.

Instantly my 3D program opened inside my head, and I began to think about the outline of what I would build.

As I looked at the building in front of me I noticed that it seemed inhabited so I asked my companion to tell me about the place.

She told me that her family had abandoned it many years ago, but kept it in the very best condition to be lived in again - if the right person came along.

I asked her who would be the right person?

And she answered mysteriously that the building would tell me.

By now I was determined to share this building with you, my fellow Second Lifers!

So I asked if she had any more details about the buildings' history.

She told me of a series of random events that had lead to this creation of stones and architecture, but her story seemed jumbled and messy.

Or perhaps it was my lack of French that made her story seem that way!

But what stuck in my head was the name of the building - Bordelle - which in French means 'mess'.

The house was 600 years old, but had fallen into disrepair some 200 years ago.

It had originally been a small farm with two main buildings - the original house, and a tower where stock had been kept, and which had also served as a lookout.

But all that had been left of the original building was the fireplace and chimney.

Her great grandfather had bought the ruin and built the mansion that housed the family for many years.

She told me that he had a very special vision about architecture which had been quite uncommon at the time.

He liked to mix many different styles and materials. That he'd built a special room for his mistress. And two chapels in the basement, one to honour the past, and one to honour the future.

I was dazzled, and exhausted, trying to follow her story as she spoke in her rapid French way.

All I could think of was how on earth could I capture this amazing building digitally, the very thought of doing so was overwhelming.

She gave details about the greenhouse and the exotic plants that had been grown there.

She told of the marble, spiral stairs in the towers, the specially made tiles for the floors, and the green pillars with the red heads that represented the joyful mind of her great grandfather.

And so many other delightful details too many to list here.

So many things to see and to find, that I got a little lost in the building!

I had to ask her to slow down and give me a few minutes to clear my head.

And then she offered to give me the key so that I could come back and explore at my leisure. "After all" she said "no one is living here right now".

So that is how I came to spend two years wandering the rooms of that wonderful Mansion. Picturing in my mind how I would construct every detail of it in my 3D building program.

And here it is .....'Castle Mansion Bordelle' Welcome to my fantasy!

Amazing isn't it!?

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Technical details:

\*\* DO NOT add anything to the linkset and if you must, do it at own risk DO NOT unlink the linkset \*\*

\*\* DO NOT resize the building (the scripted doors and windows will loose their position)

If you want to resize than you have to replace all the scripts with your own.

-footprint 37x35 meter

-land impact 275 (statues included)

- each statue is a separate object (1 prim)
- all scripted doors and windows with sound
- scenery texture included

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