



PRODUCT DEMO CLOTHING & HUDS

AJL OPEN FRONT SHIRT (Z) ALL MODELS

NOTE:

DEMO ITEMS HAVE A 10 MINUTE LIFE SPAN

DEMO

The Men's Open Front Shirt is made by Meli Imako. Models include Adin Bento, Fitmesh Classic, MI MADO, Belleza Jack, Slink Male, TMP Male and Onupup. All the textures are created by AJ Leibengeist at the Thunderchild Gallery Workshop.

There is one textures that cover the shirt body, pockets, and button area. They can be applied altogether or separately. Additional expansion HUDs of full shirt textures and separate body, button and pocket textures.

FEATURES

- Mesh shirt models for several mesh and classic avatars.
- 2 Standard Sized HUDs with 18 paired shirt textures and 9 additional button texture sets.
- 2 Button HUDs with additional button texture sets.
- Paired shirt textures are one with no shading (Raw) and its mate with shading.
- Shirt body, pocket and button texture area are separate.



Clothing Model & Textures Displays

Demos are free items. Some demos may have limitations on the number of times you can get it.

Demos for clothing can be viewed at the Milda location. <http://maps.secondlife.com/secondlife/Milda/129/156/51>. Textures used for clothing can be purchased as full perm textures at AJ's Texture Gallery in Akhsharumova, <http://maps.secondlife.com/secondlife/Akhsharumova/160/144/77>.

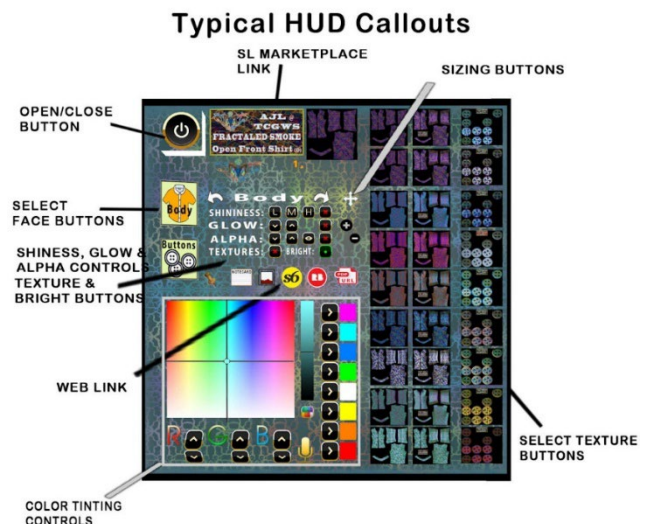
HUD & USE

The HUD system I use is by Creative Designs. The HUD and clothing work on a channel number. Similar clothing lines will have the same channel number. All Women's Polo shirts of same make/model are on the same channel and can be used with all the sets of HUDs for the same Polo shirts. The HUD provides control for color tinting, shininess, glow, alpha, texture and bright for the clothing.

Once you have added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and reopen it so the scripts have all reset.

You will need to touch the select the shirt button and then touch the select texture button. This ensures the clothing is selected.

You can now play with the other sections. The Color tinting will apply a color to the clothing. The sizing buttons will change the overall size of the clothing. The eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.



The Info & RL Links provide information and landmarks for inworld sites. The HUD label will open the SL Marketplace page and the URL PDF will open the current PDF file from SL.Thunderchild.net.

The diagram points out the areas on the HUD.

TOS

My general TOS comes with this product. A complete listing of my TOS in PDF can be found at

<http://sl.thunderchild.net/doc/TCGWS-TOS.pdf>.

Please do not resale these textures and patterns by themselves in Second Life. Do not sell them on other Virtual Worlds. Do not use them in RL products. Contact me in SL for any SL or RL use.

Refer to the Second Life Terms of Service

<https://www.lindenlab.com/legal/second-life-terms-and-conditions>.

UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory. Since there are no copy permissions, you'll get a message that they have moved to inventory. The Dressing rooms are rez areas where you can open and try your demo or product. You can find these on the Teleport pads with the Body Model locations. Dress Blue and Dress Pink are for public use.

UNPACKING SL MARKETPLACE

Marketplace purchases will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back.

AVAILABILITY & ADDITIONAL INFORMATION

The TCGWS project homepage is <http://sl.thunderchild.net> and the Artist's homepage is <http://thunderchild.net>. Special arrangements and designs are available by contacting the artist in-World (Thunderchild Allen aka AJ Leibengeist).

Much of the artwork and textures that are available in Second Life are also available or similar products and textiles in Real Life. Grab the product "business & Artist Information" from the SL MP or CasperVend in-World for more information.

