

[RNP] Animations

Sleep Together Engine

*8 full perm sets for f/m couples with AVsitter settings
- 16 animation files -*



GENERAL INFO

- Animations including two avatars (couples & sex) are counted as one animation set
- Static poses, animations with original names, poseballs examples nor textures for individual animations are NOT included.
- Props not included
- Preview demos inworld by clicking on “See item in Second Life” direct link at the bottom of the MP listing page.

ABOUT ENGINE

Engine comes with AvSitter setup only.

Engine is placed in NO Transfer prim to avoid my name to be shown as the creator of the item you designed. Therefore, engine must be transferred to your own prim.

Animation names in engine are optimized to save the memory of the scripts.

Menu Buttons are named in descriptive manner - use them as is, or change names according to your own taste.

WHAT YOU GET

- AvSitter Engine with full perm animations, setup and scripts

As of 31 July 2017 AVsitter scripts have been released to the community as an open-source project. Therefore, AVsitter scripts used in [RNP] Sofa Sex Engine will be full perm as well. More details on:

<https://avsitter.com/support>

Nevertheless, as engine doesn't contain adjuster, you should have your own version of AvSitter.

- Shape shifter HUD

Read more at: <https://marketplace.secondlife.com/p/RNP-Shape-Shifter-Helper-HUD/20646255>

To learn more about avatar shape and animation relations, please read: <https://bit.ly/2UwFECb>

- Instructions

Instructions are written with assumption you are already familiar with basic SL building techniques.

LIST OF ANIMATIONS

[RNP] Sleep Together #1 - 60 seconds
[RNP] Sleep Together #2 - 60 seconds
[RNP] Sleep Together #3 - 60 seconds
[RNP] Sleep Together #4 - 60 seconds

[RNP] Sleep Together #5 - 60 seconds
[RNP] Sleep Together #6 - 60 seconds
[RNP] Sleep Together #7 - 60 seconds
[RNP] Sleep Together #8 - 60 seconds

Animation names in engines are optimized to save the memory of the scripts, so in the engines you will find them in codes such as: Couple114F, Couple114M.

Static poses, animations with original names, poseballs examples nor textures for individual animations are NOT included in engine pack.





GUIDE

Instructions are written with assumption you are already familiar with basic SL building techniques, as well as skills needed for usage of AvSitter animation system.

Engine is placed in NO Transfer prim to avoid my name to be shown as the creator of the item you designed. Therefore, engine must be transferred to your own prim.

STEP 1: CREATE YOUR BODY SHAPES

This is crucial step for working with [RNP] Animations with highest precision possible.

To avoid heavy deformations of Bento head shape, manual customization of the body is necessary.

For quick body customization, unpack Shape Shifter Hud from the Engine HUD. It will chat values that should be manually adjusted in appearance window, for both Female and Male body shape.

If you need it for second avatar, it is free on Marketplace and inworld shop.

Marketplace: <https://marketplace.secondlife.com/p/RNP-Shape-Shifter-Helper-HUD/20646255>

Main Shop: <http://maps.secondlife.com/secondlife/Krystaland/181/218/25>

1. Copy your current shape (the one that holds bento head setting) into your inventory and save it under the new name
2. Wear Shape Shifter HUD
3. Go into Appearance mode
4. There are 4 body parts to be adjusted: Body, Legs, Torso and Head.
5. Click appropriate button in the hud and using info from local chat manually change values in your appearance settings.
6. Save your shape and create Outfit Folder for your working shape.

STEP 2: RELOCATE POSITIONS TO ANOTHER PRIM

To finish re-positioning of complete engine under 10 minutes, use AVpos-shifter script.

AVpos-shifter script is able to shift positions for given value OR to re-position according to new object.

Full instructions are given in Local chat when script is dropped into a prim.

1. Rez Reference Model and your furniture.
2. Sit avatars on Reference Model. Ignore their mutual position if you didn't adjust your body shape yet.
([RNP] GUIDE: STEP 1)
3. Move your Reference model or your furniture till you are satisfied with position of animations according to furniture.

4. Unlink Reference Model. Ignore message from AvSitter about insufficient prims.
5. Link furniture to Reference Model, so Reference Model is ROOT prim.
6. Place AVpos-shifter script into root (Reference Model)
7. Touch your furniture prim where you want to re-locate positions to. Be sure this prim's content is empty. It might be future root or child prim, it is up to you.
8. The script will read out the new setup in chat, with pos/rot modified to the prim you touched.
9. Unlink Reference Model from furniture.
10. Copy AvSitter setting from Local Chat into AVpos card as usual.
11. Add animations you got from engine HUD into furniture prim you choose to hold animations and settings (the one you touched)
12. Add setup notecards (AVpos and [AV]sequence_settings if needed), appropriate AvSitter scripts and adjusters

It is always good practice to set animation permissions before you drop them into the furniture.

You are ready to fine tuning.

STEP 3: FINE TUNNING

Depending of furniture and your vision, fine tuning of animation positions will often be necessary.

To provide your customers with the best possible experience, please respect following rules:

1. Always wear [RNP] Body shapes you created with Shape Shifter HUD when working with [RNP] Animations
2. Be sure Hover Height in Appearance window for BOTH avatars is matching values you got from Shape Shifter HUD.
3. Be sure VIEWER hover height of BOTH avatars is the same (preferably 0)
4. Never ever work other way but bare foot - no shoes, no other feet but flat.
5. MOST IMPORTANT: Always move both avatars at once. DO NOT change their mutual position!

I can not emphasize enough the importance of the last rule. Please understand that avatars original mutual positions are on imaginary zero. Making changes in female and male avatar mutual position will make harder for your customers to adjust positions using AvSitter adjusting position option.

To understand better why rules above are so important , please do visit this page:

<https://community.secondlife.com/forums/topic/431885-animation-facts-anyone-should-know/?tab=comments#comment-1844767>

Now you are ready for what ever other setting you want to use (Aeros, The V, The P)

STEP 4: CHECK ANIMATION PERMISSIONS

When finished with setup, please do check animation permission.

The best way is to use Anim-perm-checker from AvSitter Utilities.

Be sure animations are Copy Only OR Transfer Only.

Modify permission is not of importance when it comes to animations, it basically means that animation name can be changed or not.

Please, do **not** contact me with questions on how to work with animation systems as AvSitter is. Teaching is not my field, and there are many SL building schools already in SL. Choose one to get skills with chosen animation system.

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◀◀ [RNP] Terms of usage - TOS ▶▶

▶▶▶ [RNP] Animations are made to be used in objects with the proper scripts able to handle custom positions of animations according to given objects.

▶▶▶ [RNP] Animations are NOT meant to be used in AOs nor HUDs unable to handle custom positions of animations. Use [RNP] Animations in AOs or HUDs under your own responsibility.

1. [RNP] TOS applies for both commercial and non-commercial use, for any animation made by RohanaRaven Zerbino of [RNP] Animations and for any time of purchasing.

2. By purchasing [RNP] Animations, you are confirming you agree on [RNP] Terms of Service below:

► By purchasing any of [RNP] Animations you agreed to a LICENSE for LIMITED USE according the [RNP] TOS.

► Purchasing of the full perm item, does NOT give you Intellectual Property (ownership) over any of [RNP] Animations made by RohanaRaven Zerbino.

► Violation of any of the following rules will be taken as Intellectual Property Infringement and all the necessary actions will be taken.

► RohanaRaven Zerbino reserves the right to have Linden Lab remove any content that we believe goes against these rules in accordance with DCMA.

Please see <http://secondlife.com/corporate/dmca.php> for more information.

3. Animations by RohanaRaven Zerbino of [RNP] Animations are sold as full perm items in order for them to be used to their full potential.

► Purchasing of the full perm animations does NOT give you right to re-sell them as standalone full perm animations.

► Under no circumstances you are NOT allowed to sell / give away / transfer any of Full Perm [RNP] Animations as:

- standalone animation regardless the permissions
- part of your building with full permissions
- standalone pose balls/engines/bundle of any permissions

Using [RNP] as described above is against [RNP] TOS and is copyright infringement.

4. If you work with your business/building partner, work flow MUST be adjusted according to [RNP] TOS.

If work flow can't be adjusted according to [RNP] TOS, than both you and your partner must purchase same animations that will be used in your cooperative project.

5. Before you sell/give away your creation, you have an OBLIGATION to set \\\ NO COPY ✓ ✓ ✓ OR \\\ NO TRANSFER ✓ ✓ ✓ permission for every animation you are using for your creation.

6. Usage of any of [RNP] Bento Face animations is strictly forbidden in standalone commercial HUDs. They may be part of the HUDs sold as part of other creations (e.g. furniture where you don't want to inbuild animations into object, but still want to offer facial animations via HUD).

7. All terms of service apply to engines as well. But for clarification: with engines you are allowed to:

-mix and match this engine with other [RNP] animations and engines, or animations made by other creators

-change menu items naming to what you need

-use individual animations from this engine in other creations

In fact things are really simple: create/design some object, add animations, do positioning and create menu, set proper perms for animations and overall object, and you are good to go to sell your creation. Any other usage of [RNP] Animations you can think of is the wrong one.

It is always good manner to set up the animation perms directly in the inventory.

<<< Permission explanation >>>

→ COPY: permission enables multiple usage of an animation. Without copy permission, an animation would be gone once it is used.

→ TRANSFER: enables your customer to resell or give away your creation.

→ MODIFY: enables renaming of animation to meet your needs (recommended!)

<<< DISCLAIMER >>>

[RNP] Animations assumes no responsibility for:

>>> your knowledge about additional items/scripts/animation systems needed for usage of the animation

>>> your choice of preferred animation system

>>> preferred viewer, your Internet /sim performance, viewer cash, computer capabilities

>>> avatar shape/clothes/shoes/heel high/mesh body/body fixes/body add-ons of your choice

>>> your lack of time to read provided info or to try demo in the shop

>>> your shopping style/investment decisions

>>> bad weather, lousy days, family members in the room when you are opening adult content, poor memory, group join/subscribing decisions, tight pants/shoes, frog in the drawer, your dog/cat nor your children (line mostly based on real messages)

<<< STORE POLICY>>>

- >>> [RNP] holds you, as a customer, responsible for careful reading of [RNP] TOS.
- >>> [RNP] holds you, as a customer, responsible for careful reading of description of the item.
- >>> [RNP] holds you, as a customer, responsible for skills required for creating in Second Life.
- >>> Ignorance or lack of time for reading is NOT an excuse for copyright infringement!
- >>> Prices are set up/changed in our sole discretion and are not negotiable.
- >>> All sales are final.
- >>> No refund on Full Perm items.

<<< ADVICE >>>

If you are beginner, be sure to get familiar with following areas before investing money into expansive animations or engines:

- >>> Full perm products and their usage
- >>> Basic Building Techniques of Second Life
- >>> Animations systems like AVSitter is
- >>> Creator's Permissions and Terms of Service

Building groups like Builder's Brewery are always good starting point!

I am an animator, not builder nor scripter, so I cannot help you with building/scripting issues that might occur in your work.

<<< FAQ Page >>>

For all additional questions you might have considering [RNP] Animations, please visit our FAQ page:

<http://thenestoftheraven.webs.com/faq.htm>

Sincerely,

RohanaRaven Zerbino
[RNP] Animations