

Scripted Single Sculpt Solution

Scripted Single Sculpt Solution (SSSS) is easy to use line of scripted builder's aids. It gives possibility to create FULL PERM textured sculpted prims without sculpt maps neither any building knowledge. Script owner appears as the item creator.

What does it do?

1. Sets recommended name of the object and its description.
2. Scales prim to recommended dimensions and proportions.
3. Adjusts Z coordinate.
4. Applies sculpt map to the prim.
5. Sets sculpt type.
6. Applies texture.
7. Aligns texture parameters (repeats, offsets, rotation)

Usage

Following procedure works on scripts-enabled parcels only:

1. Create a prim.
2. Drag desired SSSS script from your inventory and drop it on newly created prim.
3. Touch the prim.

Requested item will be created and textured. After processing script will be deleted from the object's inventory, giving FULL PERM item with your name in the *Creator* field as the result.

Permissions

Scripts are COPY only. Output is FULL PERM.

Quality

Most items have been designed at LOD2 what means they use 256 vertiices for better resistance to LOD issues. In some rare cases especially for very small prims or long distances they may appear collapsed or broken. it is caused by viewer's rendering settings. To fix this issue follow the procedure:

1. When in SL Viewer press *Ctrl-Alt-D* to get in the advanced mode.
2. Choose *Advanced/Debug settings...* to open debug parameters window.
3. Type in *RenderVolumeLODFactor* without quotation marks) in the text box.
4. Set the value to *4.00*.

Since now all sculpties around look good regardless their size or distance.

Ambient Occlusion (AO) Maps (where applicable)

Some packages include FULL PERM ambient occlusion maps for better shading. After you create your own texture for the item follow the procedure:

1. Download AO map (*File/Save Texture As...*).
2. Open your texture in the image editor.
3. Create new layer above and paste AO map there (please note that resolution of your texture and the AO map should be the same).
4. Set AO's layer mode to *Multiply*.
5. Save result as PNG.
6. Upload the texture and apply it.

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