

MESH and M&M Creations



Mesh is a new capability to bring models, known as meshes, created in other applications into Second Life.

Mesh can be used for static objects like furniture, landscaping, attachments and all objects which do **not** deform.

A Mesh can also be *dynamic*, the mesh moves with the avatar.

Dynamic meshes are used to make complete avatars, avatar parts or clothes. A dynamic mesh cannot be resized as a normal prim.

It is "glued" to the body and will only resize with certain appearance sliders.

Appearance values which are related to body muscles, fat or body parts without a joint will **not** have affect on a mesh.

Values which are related to body parts with a joint will resize the mesh.

e.g. more body fat will NOT influence the mesh size, longer arms, legs, body etc. **DO** influence the mesh!

So a jacket will resize with the avatar on e.g. arm length, torso length but NOT on belly size.

The prim-count of meshes is displayed in PE. **PE = Prim Equivalence.**

Please read the info on this page about how PE works:

http://wiki.secondlife.com/wiki/Mesh/Calculating_prim_equivalent_weight

The PE value increases when a mesh is scaled to a larger size.

The PE value could increase when scripts are added to a linked mesh-set, a single mesh will not change PE. (see below for more info)

The PE value decreases when several meshes are linked.

Products from M&M Creations are made with the lowest PE value and highest quality in mind.

Products sold as link-set will have lower PE then the total of the unlinked parts would have.

e.g. a link-set of 10 PE can have 15 linked meshes, unlinked each part will have 1 PE or more.

Keep this in mind if you want to use parts of our builds in your own creations.

Of course you can link those parts again to obtain lower PE value.

For attachments the PE value is less important, therefore those are designed with higher quality in mind.

A mesh can be linked to a normal prim or sculptie.

It is possible to walk on or under a mesh, e.g. mountains or caves.

Mesh are sold as Full Permission Prims, it is not possible (at this moment) to become creator of the mesh.

If you want to be creator of the build you must link it to a root prim of your own.



*** TEXTURING ***

Texturing meshes is different from sculpties or prims.
The texturing process is about the *same as clothing templates*.
Each mesh will have its own unique texture spaces (UV maps).
A mesh "prim" can have up to **8 texture faces**.
Each of those faces will have its own UV map.
This numbered UV Mapper texture is a useful tool for texturing;



Open the UV Mapper texture in PS/Gimp together with the provided UV Map.
Merge them to 1 layer and apply this to the mesh.
Now your mesh in SL will have the numbers and UV map lines in 3d Space and your PS/Gimp file will have the same in 2D space.
You can now create your texture with the numbers and lines as an exact guide.
Once your texture is made you can apply the provided Shademap in PS/Gimp as follows:
Place the Shademap as a 2nd (top) layer on your texture and play with Opacity and Fill or give it a filter as Overlay or Soft Light & all the other possibilities of mixing layers to the right proportions.
When absolutely done and sure, merge the layers and Save As up-loadable file.

Meshes from M&M Creations are designed with the best possible and logical texture space (UV map) in mind.



A Tutorial Book about texturing Meshes is available at our Main Mall.

*** MESH AND SCRIPTS ***

A script in a linked mesh object could increase the PE value.

PE will never be higher than the total number of unlinked parts.

Script(s) in a linked mesh object will raise the PE value to the total numbers prims.

If the linked set is 15 prims with 8 PE the script(s) will make the link-set 15 prims with 15 PE.

If the linked set is 2 prims with 8 PE, nothing changes.

For example:

- A chair with a sit pose, use the floor-shadow prim to add the script (unlink it first).

Now take the complete build as coalesced (unlinked) object back into INV . (never link the scripted prim to the mesh).

The PE value of the linked mesh will not change this way.

- A cabinet with doors and drawers:

If we have doors in our mesh builds they will always have the pivot (rotating) point at the hinges.

It is not possible to maintain the PE value of the linked mesh when you add scripts to the separate parts.

Depending on the number of separate prims and the PE value of the linked mesh you must try what works best.

1- Unlink the parts that need to be scripted and leave those parts unlinked. Now take the complete build as coalesced (unlinked) object back into INV . (*never link the scripted prims to the mesh*).

*Do this when PE is lower then the total number of prims.

2- Leave the parts that need to be scripted linked .

*Do this when PE is higher or equal to the total number of prims.

We cannot give you THE best advice since lot depends on PE and number of linked prims.

Dare to experiment, **PE will never reach absurd numbers**.

Above info is based on mesh created by M&M Creations

M&M Creations Mesh Objects will have this logo on the box:

Dynamic meshes will have the logo plus the text DYNAMIC on the box.

Dynamic



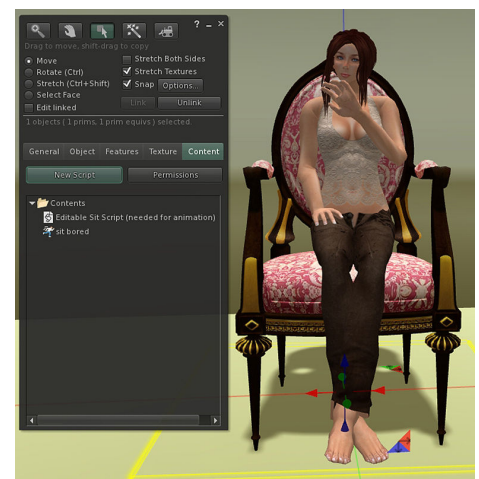
To experience mesh at its best we advise you to set object detail to **HIGH** in your graphic preferences.

Above information is very basic and only intended as a guide to give you some understanding of mesh.

Enjoy creating with Mesh !

M&M Creations Customer Service: 10 Goosson

<http://maps.secondlife.com/secondlife/DoubleMM/178/79/77>



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