

What is Mesh?

Mesh is the new technology Second Life introduced which allows creators to create more realistic looking items using polygonal face system in any 3d editing software (such as Maya, Zbrush etc.)

What do I need to view Mesh objects?

You need at least Viewer3 to be able to view mesh objects. Provided not you would see all mesh objects in egg shapes or diamond shapes.

Download viewer 3 here: http://download.cloud.secondlife.com/Viewer-3/Second_Life_3-0-3-240895_Setup.exe

What is an UV map and does it work like sculpt Maps?

UV is just a visual guide to help you create your own textures. It does not work like sculpt maps. In fact there is no sculpt maps any more with mesh system. You buy models directly not samples. UV map means Unwrapped Vertices.

What are rigged mesh object?

Rigged mesh objects are object that can be worn and move along with your body's natural movement

What is LOD?

LOD stands for Level Of Detail. It is a gaming term. It means you get less details as you get away from an object and higher details as you get close to it.

What are the advantages of Mesh?

- More realistic looking items.
- Higher details and ability to control LODs
- Easier visual texturing using UVs
- Because there is no "no mod sculpted maps". Your object will look 100% full perm.
- More customizing options with different face options; As mesh creators we can set up faces on the same object similar to prim so you can assign different colors, texture attributes (e.g. shininess) and textures on different parts on the same object. For example some part of an item can be shiny while other part not.
- Rigged models: creating avatars and dresses that moves along with avatars' body
- Depending on the creation you can even have half prim. In some situation adding floor shadow to an object doesn't cost any extra prim
- No more mega prims you can create objects up to 64 m

Do I still get shadow maps?

Yes you still get shadow maps to give depth to your own textures

Do still the same terms and conditions apply as it was in Sculpted objects.

Yes the same terms and conditions still apply unless stated otherwise.

Why don't most meshes have prim number anymore?

No more prim numbers. There is a new system called PE (Prim Estimated). Prim Estimated changes with many factors (e.g. size, complexity, physic attributes, scripts inside etc.) So it is

hard to give one standard PE. However I pay extra attention to optimize my models so that it wouldn't be any more than necessary while keeping the high detail

Any other question?

IM me or drop me a notecard.