

I'd like to tell you a little about the differences between the "Paint Me" line of products and the "Interactive" products, especially with regard to the painting easels.

#### ■ The Paint Me Products

The "Paint Me" products all have pre-loaded art. You can create and load alternate art into these easels, but it's not as easy as you may think because you have "create" the painting sequence using an application such as Photoshop or GIMP. As much of a bother that this can be, it is possible to achieve very realistic painting progressions. The process is much like an artist would lay the color onto the canvas (depending on the skill of the creator). Additionally the Paint Me FATPACK has three (3) canvases; one on an easel, one you hold on your lap while seated on the stool and another you hold in your lap while sitting on the ground. Each canvas can have a different painting. If you sample the Paint Me easel at the shop I think you'll see how realistic the presentation of the painting progresses.

These products use a Luna Fatale authored Animation Engine. The stool is generic in that there are casual sits, model sits and artist sits. These products also require you to obtain the tools (e.g. paint brush and palette) by touching the canvas and storing them in your inventory to wear/add.

#### ■ The Interactive Animated Easel

The Interactive Animated Easel uses a completely different approach, it *simulates* the progressions. This isn't as realistic, but it allows you to just drop in the texture you want to paint (in fact you can drop in many textures and they will be painted one after the other) and the easel creates the progressions for you. If you sample and compare both easels in the store I think you'll be able to see the differences in the way the painting progresses. If it's hard to tell there's a difference, then I did a good job. This easel is the newer product. I built it because it occurred to me that many people may want the ease of just dropping in textures and are willing to give up some of the realism of the presentation. It's been a huge success and is one of our bestselling products.

The Interactive easel has several features that the Paint Me easel lacks. The one I really love is that it is in fact interactive, you paint, and then you wipe the canvas down with turpentine to clear it for the next painting. You can put more than one painting in the canvas and you can optionally give the artwork (on a canvas) to the artist who completes the painting. There is also All, Owner, Group Security. Since the Interactive Easel uses the latest version of AVsitter you can pick up the props by just touching them (without having to find them in inventory); and if you can enable the AVsitter experience on your parcel (or have your landlord do it for you) the props are all placed into your hands automatically. This easel also has the ability to automatically alter the aspect ratio of the canvas to accommodate the texture.

This product replaces the LFC animation engine with Code Violet's superior AVsitter. When AVsitter became advanced enough to hand you your props automatically, it was the obvious choice for new products. As a result props can be placed directly into your hand without cluttering up your inventory.