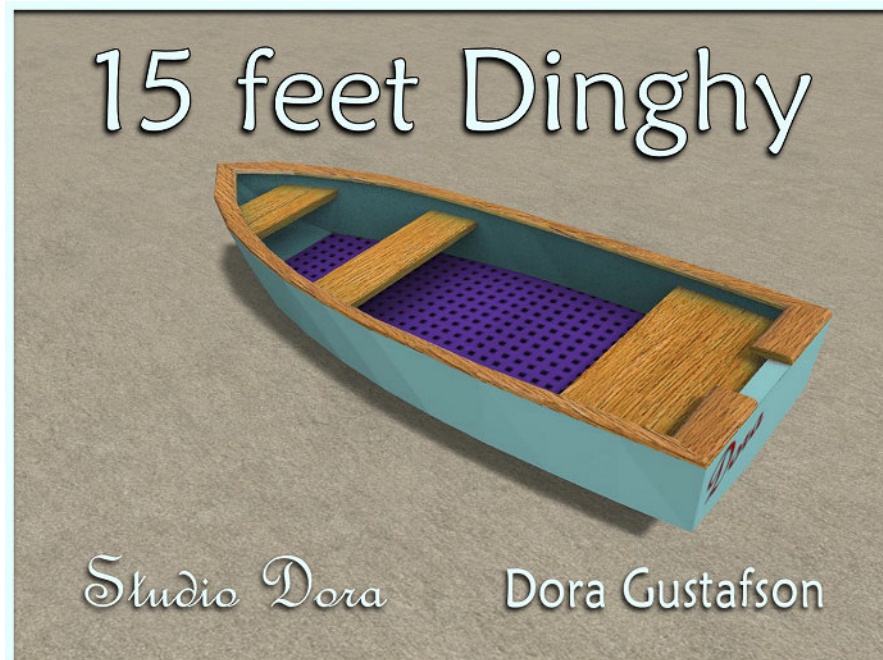


# Fifteen feet Dinghy

*Mesh by Dora Gustafson, Studio Dora*



## The mesh

### The Dinghy mesh has a land impact of 4

Up to 4 box prims may be linked without increasing the land impact

This is useful when adding more seats, particle emitters etc.

### The mesh has 5 separate materials/faces

Each face can have it's own texture and it's own color

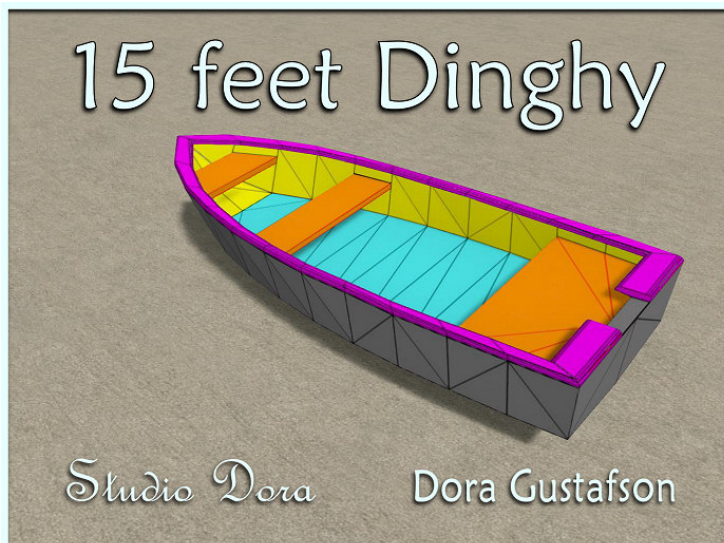
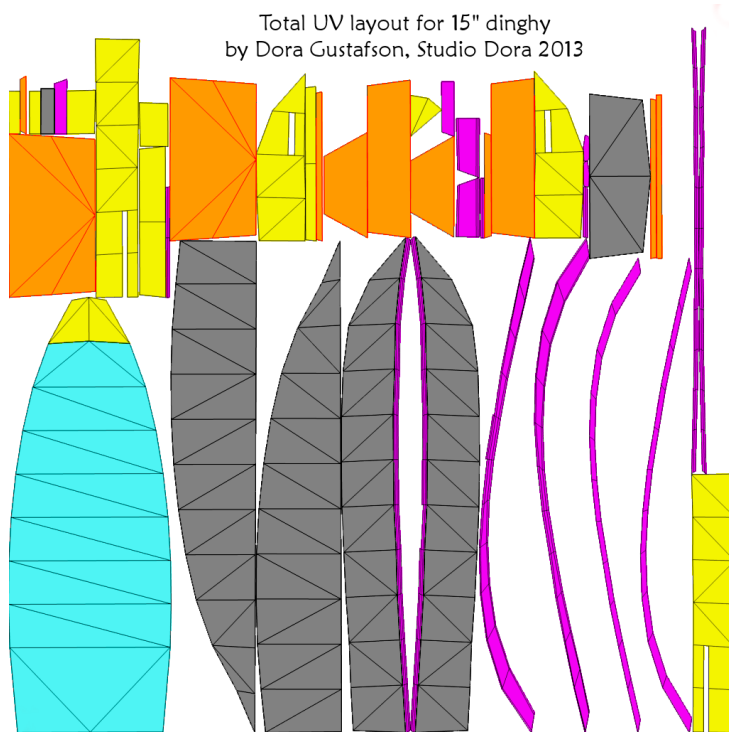
Both texturing and coloring can be done in the Second Life viewer

The faces do not have to have separate textures,

they can be textured separately with one texture when the UV layout is followed

The Dinghy comes with

- UV layout
- Ambient occlusion texture matching all faces
- One sample texture for all faces



## Accessories

1. Matching boat script with which the **Dinghy can sail on any Second Life water**  
The script is full permission so vehicle settings that make it fit the Dinghy can be read out of the script
2. Matching sit and sail animation