

Fifteen foot Dinghy, professional

Mesh by Dora Gustafson, Studio Dora

Agreement

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You must see to that **no** next owner gets full permission like you have

The next owner permission you are allowed to grant are: modify and copy, OR modify and transfer, OR modify, OR copy, OR transfer

Next owner is **any person you give ownership** of the mesh, **no matter in what way**

If you violate the above rules you will be reported and actions will be taken to stop you from doing that



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

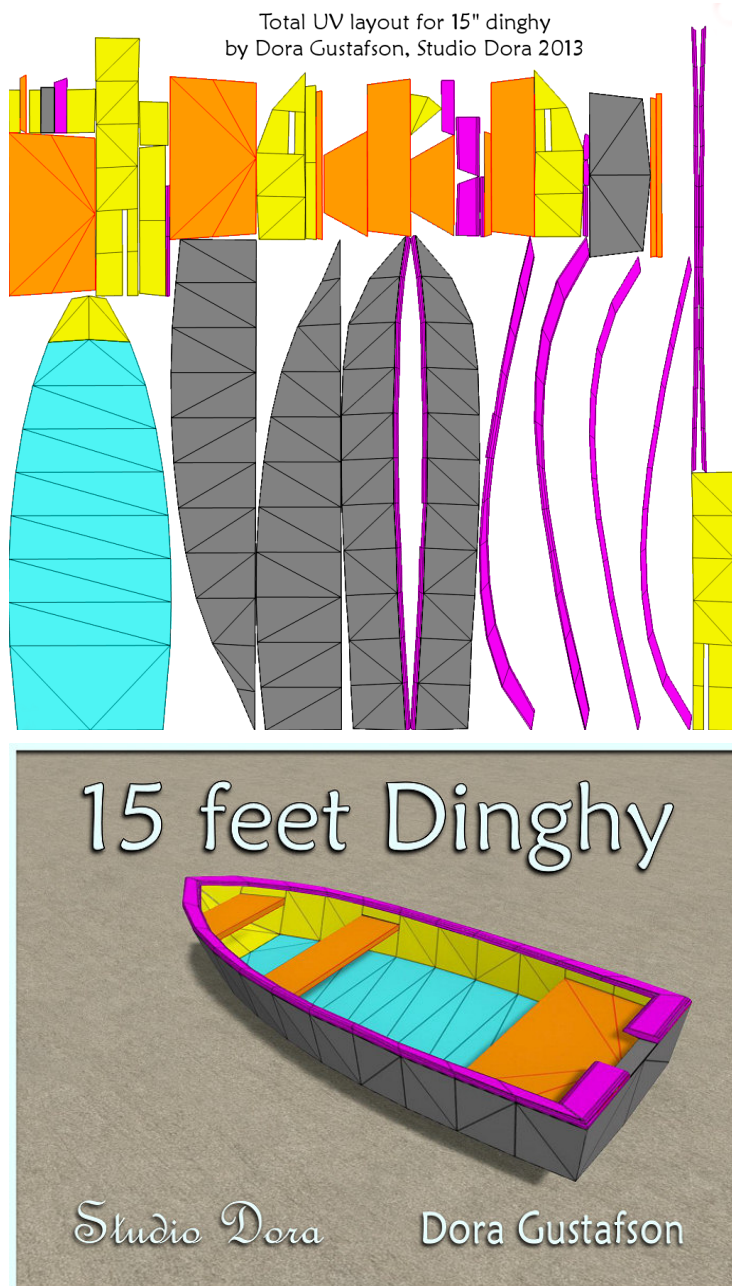
The faces do not have to have separate textures,

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