

Building with Limited Teaching Space

With many students participating in a course it is difficult to allow each student sufficient space to create large and complex structures. So as with a conventional class it is important that students tidy up at the end of each session, for all but the simplest exercises students will wish to save their work and here we present a number of ways in which this can be achieved.

1. Link and save in the inventory

It is best when doing this to ensure the following tools settings so you can select all your own things by surrounding.



You can then link them together using ctrl-L or the menu from the Tools menu.



The name of the linked item will be the name of the last item selected, but you can edit it to be what ever you want. You can then take the whole set of objects as a single item into your inventory and get it out next time you want to work on it. The unlink menu option will separate them.

This method will work for up to 54 objects in a 2 metre region, for bigger projects try the approaches below.

2. Builder's Buddy

This is an open source script that:

"lets ordinary SL users rez a set of unlinked items in their proper places in relation to each other, without needing any building skills. The "Set" is usually a building, but there is no reason it can't also be a statue, a furniture set, etc." (http://wiki.secondlife.com/wiki/Builders_Buddy_Help_Document)

The full set of scripts are available at:

http://wiki.secondlife.com/wiki/Builders_Buddy.

This video (http://www.youtube.com/watch?v=QcCvqgnzjOo&url=http://chris.superuser.com.au/open-source-tools-in-sl-builders-buddy&feature=player_embedded) demonstrates how to use Builder's Buddy.

3. Holodeck

"A Holodeck is a product used to save different forms of content (either furniture settings or even an entire environment), similar to 'Holodecks' used in various sci-fi television shows and movies. For Second Life purposes, a holodeck allows you to rez a large variety of rooms or scenarios in limited space. Some systems even allow the scene to be located far away from its control panel, offering the convenience of large, rez-on-demand structures without tying up a large space in your house."
<http://wiki.secondlife.com/wiki/Holodeck>

Making your own holodeck, even starting from some open source code is challenging, so people mostly buy them! There are a number of holodecks available we quite like the ones from Inside This World (<http://www.insidethisworld.com/the-holodeck.html>), which have demo, simple and production versions available. However they are quite complex and only the buyer of the holodeck is able to add scenes, thus making it difficult to use holodecks with a class.

A holodeck is an excellent resource for showcasing student work but not good to use on a day to day basis.

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