FP, Display Mixer, Bison WHS moke Clct (v.1).1

Full Permissions Display Mixer with Bison WebHead & Smoke Collection (v.1)

These are the textures used to product the series of Bison Webhead & smoke textures for RL and SL use. These are the same image sets I use for RedBubble, Society6 and Spoonflower at 9600 x 9600 pixels. For SL, they have been converted to PNG files and sized to 2048 x 2048 pixels at upload.



The Display Mixer consists of prims, timed texture changers and all the images as well. Each changing face prime has all the textures in it for it's slides. So, there are just about three sets of the textures, one set in the box, one set in the root prim of the display mixer and then necessary copies in each display changer.

You can purchase the textures individually and use them to make your own.

Or

You can pick the set of textures you want for a certain mesh model dress I have and I'll product a product of either a single article of clothing with a fixed pattern or an article of clothing with a matching HUD for multiple textures to choose. It's like a virtual tailor shop.

FEATURES

- **Full Permissions**
- 9 single heads of various colors
- 8 background colors
- 6 multi-head color mixes
- Textures in PNG

The products Permissions are COPY, MODIFY & TRANSFER (FULL PERMISSIONS)

If you loose your items, both the SL Marketplace and CasperVend systems can redeliver of your purchase. You can always contact me for any help.

UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory.

UNPACKING SL MARKETPLACE

Markerplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory.

INFORMATION

Additional information at http://thunderchild.net.

A silhouette of the Head filled with spider webs and spiders. Each spider and web are hand drawn and then digitized. The head silhouette is used to layout the webs and spiders separately for each group of heads This is a repeating pattern with single large image in front of multiple copes in the background with color modifications on some.

Bison, webhead, web, spider, pattern, repeating

The most current Terms of Sales and Service are at http://sl.thunderchild.net

Please do not resale these textures and patterns by themselves. They must be part of a build and not as Full Permissions. (Full



Perm). Refer to the Second Life Terms of Service https://www.lindenlab.com/legal/second-life-terms-and-conditions

If you have any questions or comments, please contact me at any of the following. Suggestion Drop Boxes at Milda

http://maps.secondlife.com/secondlife/Milda/205/161/55

Facebook page

https://www.facebook.com/AJLeibengeist/

IM me or email me ajleibengeist@thunderchild.net

AVAILABILITY

This product is available in Second Life (SL) and Real Life (RL). RL products are provided by third-party on-demand companies including <u>RedBubble.com</u>, <u>Society6.com</u>, <u>Spoonflower.com</u> and others. If there is a pattern or texture you'd like in RL on one of the vendor sites. Let me know and I'll work on getting it up.

