

Fractal First Burns Textures, Set D1 Full Perm & Download

Fractal burning, also called Lichtenberg etching, is a Process that creates images on wood using high-voltage electricity and a conductive solution.

The textures are from three different woods (Tan poplar, Dark Brazil and Red Wood). These "Exotic woods" are sanded smooth and imaged for the textures. I use a Neon Sign Transformer (10KV 30mA) and a solution of water, salt and baking soda. The resulting burns are cleaned and imaged and digitally processes on my computer.

FEATURES

- Full Permissions
- 32 textures
- Download 2048px images

Copyable products can be redelivered. If you lose your items, both the SL Marketplace and CasperVend systems can redeliver your purchase.

Product Downloads

The package comes with a notecard titled "Download Info" that will have the link to download the larger textures. Download textures are at 2048 pixels.

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. Since there are no copy permissions, you'll get a message that they have to move to inventory. There is a Sandbox on the Milda shops.

UNPACKING SL MARKETPLACE

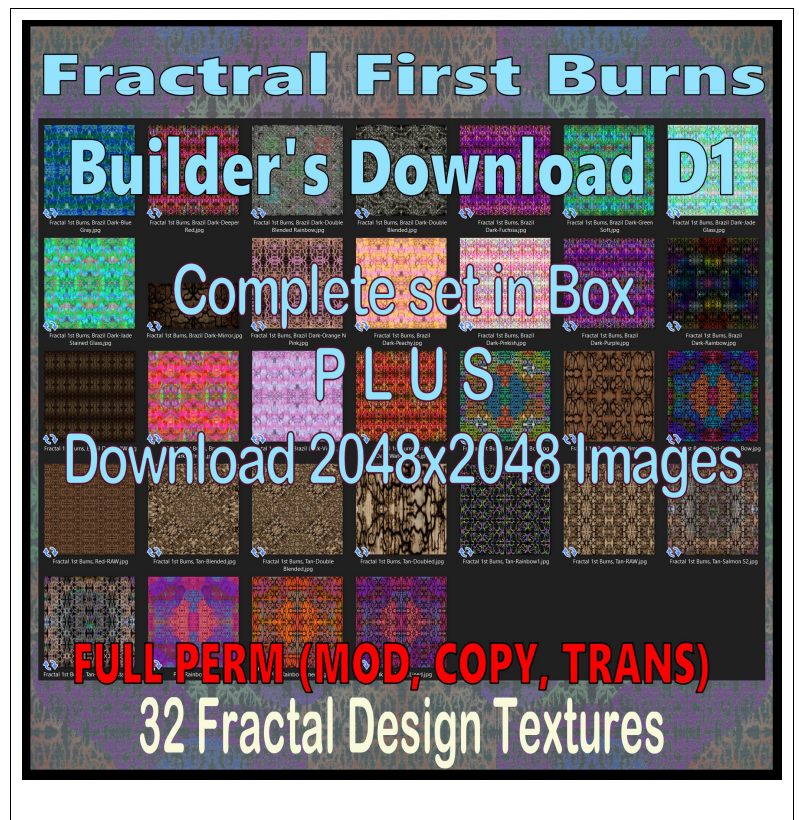
Markerplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back.

INFORMATION

Artists homepage: <http://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 RedBubble.com, Society6.com, Spoonflower.com and others. I duplicate Many of the shirt



textures in SL to shirt and clothing and fabric patterns for RL. If you have a request for a certain pattern, color tones or mixed artwork from my collection, just let me know what you want for SL or RL or Both.

IMAGES

