



Women's Asymmetric Top & HUD Control V4 Crash of Mechanical Rhinos

The Women's Asymmetric Top is a White Canvas Templates Mesh dress. The textures are originals by AJ Leibengeisst at the Thundcherchild Gallery Workshop (TCGWS). These textures can be viewed in-world at the Milda's Mall and AJ's Texture Gallery. Discounts are provided in-world. The Texture Gallery sells Full Permission Textures and artwork. End User textures and goods are sold at the TCGWS.

The Models are sold separate and each has its own vending area.

FEATURES

- HUD Controlled Mesh Clothing
- Single Texture & Single Face
- Copy Permissions
- Multiple Textures per HUD
- Extra and custom HUDs available

The Top uses a single texture layout with a front and back area to cover all areas. The custom textures are made with original textures and artwork from the Real Life (RL) and Second Life (SL) worlds. Any new textures, Bakes or updates are made for this object, they can be added with another HUD. All HUDs for all models of the Asymmetric Top operate on the same channel, so expanding textures from premade or custom HUDs is easy. You can grab the same dress in a different model and use all your existing HUDs.

The artwork and textures are made from components taken from the background collections and individual artwork, including the following.

- Fractal First Burns
- Burnt Smoke Ends
- A Crash of Rhinos
- Union Suns & Moons
- Mechanical Elephant

Shirt Model Displays

The items can be seen at the Milda locations.
<http://maps.secondlife.com/secondlife/Milda/129/156/51>

The mall shop has a Kool Scene Rezzor with example shirts and HUDs you can play with. There are two teleport pads to go to any model area. Pink pads for Females and Blue pads for Males. I'm separating the models to better see where my collection is collecting. This also allows me to use rezzors in the areas for displays and product sample mixers used for mixing textures for custom orders.

TOS

Copyable products can be redelivered. If you lose your items, both the SL Marketplace and CasperVend systems can redeliver your purchase. Some Special and Promotional Items may not have the re-delivery option. All clothing items have a demo, so please take advantage of the demo first.

Much of My artwork and designs are available in Real Life and Second Life. Copyright and Intellectual Property laws apply



in both Lives.

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

Casper Redelivery Terminals are located at the Milda Mall, AJ's Texture Gallery, the Punky Rooster KOCK Shop. SLurls Below.

Milda's Mall: <http://maps.secondlife.com/secondlife/Milda/129/156/51>

Texture Gallery: <http://maps.secondlife.com/secondlife/Akhsharumova/160/144/77>

KOCK Shop: <http://maps.secondlife.com/secondlife/Triasm/193/4/53>

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.

DRESSING ROOMS AND AREAS are available in world. Contact me via any of the red Help buttons.

ADDITIONAL INFORMATION

The TCGWS project homepage is <http://sl.thunderchild.net> and the Artist's homepage is <http://thunderchild.net>. Special arrangements and designs are available by contacting the artist in-World (Thunderchild Allen aka AJ Leibengeist).

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. For the paired RL shirt by the artists, see these links.

HUD & USE

The HUD system I use is by Creative Designs. The HUD and clothing work on a channel number. Similar clothing lines will have the same channel number. All Women's Polo shirts are on the same channel and can be used with all the sets of HUDs for the same Polo shirts. The HUD provides control for color tinting, shininess, glow, alpha, texture and bright for thW clothing.

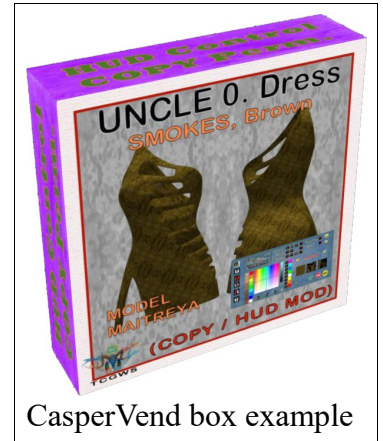
Once you've added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and reopen it so the scripts have all reset.

You will need to touch the select the shirt button and then touch the select texture button. This ensures the clothing is selected.

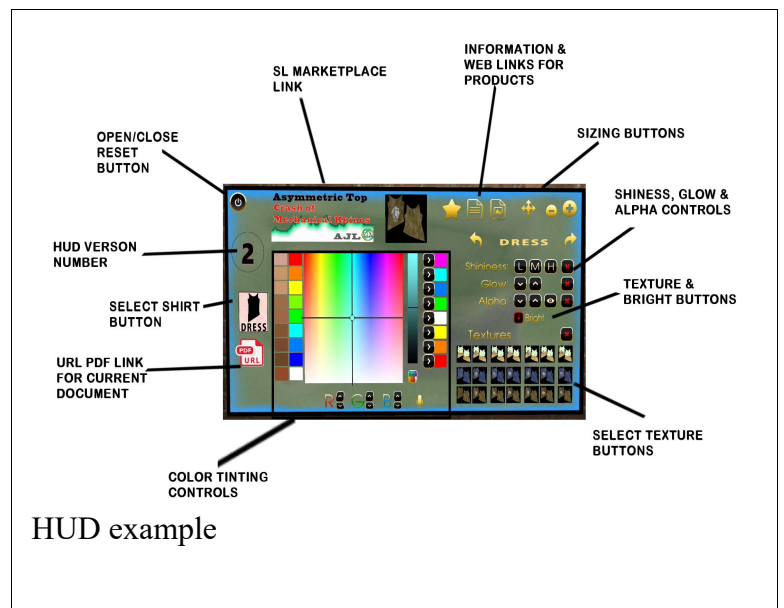
You can now play with the other sections. The Color tinting will apply a color to the clothing. The sizing buttons will change the overall size of the clothing to a certain degree. The eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.

The Info & RL Links provide information and landmarks for inworld sites. The HUD label will open the SL Marketplace page and the URL PDF will open the current PDF file from SL.Thunderchild.net.

The following diagram points out the areas on the HUD.



CasperVend box example



HUD example