

HUD ONLY for Women's Polo Top by AJL Designs Fractal 1st Burns, Red-Blue Bow



Thank your very much for your interest and support!

This HUD is for the Female Short Sleeves Polo Neck Crop Top sold by AJ Leibengeist. This will only work with this item.

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 Brazil Walnut. The wood is 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. The Dark was filled with a white crayon using a torch then scraped smooth.

Shirt Models

HUD ONLY, any shirt model in the Series.

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

FEATURES

- ORIGINAL DESIGNS by AJ Leibengeist.
- Add's one (1) texture selection.
- HUD for alteratons and Information.

TOS

Copyable products can be redelivered. If you lose your items, both the SL Marketplace and CasperVend systems can redeliver your purchase. Refer to the Second Life Terms of Service <https://www.lindenlab.com/legal/second-life-terms-and-conditions>

UNPACKING CASPERVEND

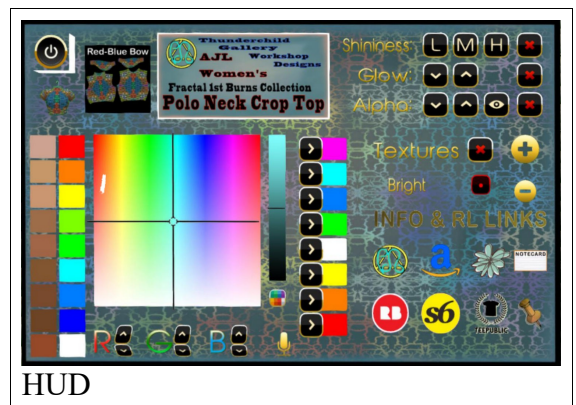
CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory. Since there are no copy permissions, you'll get a message that they have to move to inventory. There is a Sandbox on the Milda shops.

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.

HUD & USE

The HUD system I use is by Creative Design's. 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 teh clothing. A section of web links to RL stores carring the same or similar products.



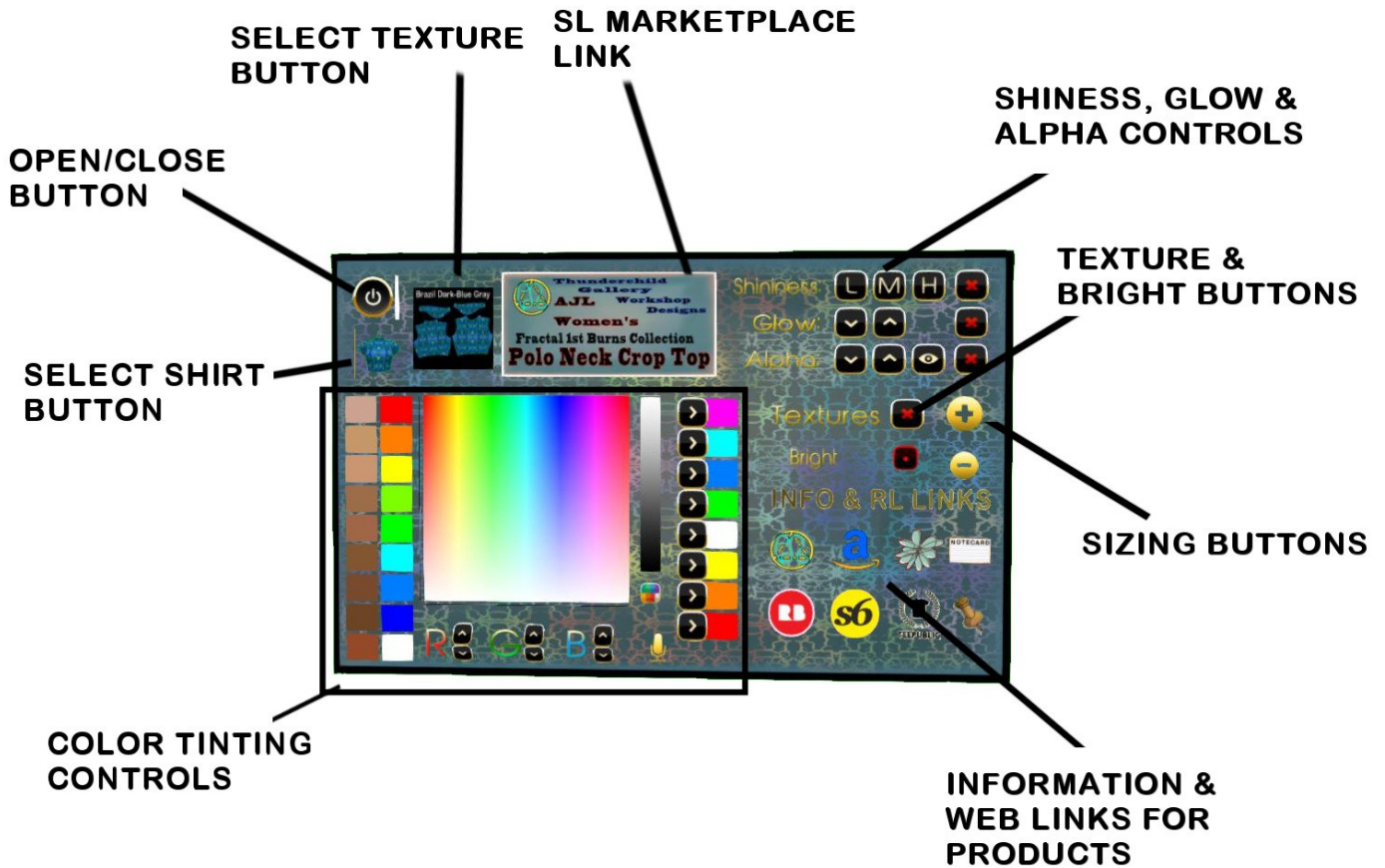
Once you've added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and re-open it so the scripts have all reset.

You will need to touch the select the shirt button and then touch the select texture button. This will select the clothing and apply the texture to it.

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 links to RL stores will take you either to a page with that texture used for an RL similar product, or It will take you to my Storefront for that store.

The following diagram points out the areas on the HUD.



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

RedBubble: Fractal Burn Designs

Society6: All Over Tees