

# Building in Second Life

Create a Mailbox Assignment Container

## Overview

Collaboration, sharing ideas, and socialization are the keywords you will find when learning about Second Life. Using Second Life as a Learning Environment has become extremely common. There are simple tools available for instructors that will help them disseminate information. This is a beginner level introduction to building.

## Objectives

### Participants will

- Learn terminology associated with Second Life
- Create Prims (Building Objects)
- Insert Pre-Made Scripts

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## How to Make a Mailbox – Assignment Drop Box

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We will be using some terminology that you may not be familiar with.

**Rez:** To perform an action that causes a prim to appear. This may be from the initial creation or it may be from dragging an object from your inventory.

**Shift Copy:** To select a prim and place it in Edit Mode. Hold down the Shift Key while dragging the Red, Green or Blue Arrow (X, Y, Z axis) to the left, right, upward or downward - therefore making a copy of the prim/object.

**Select Texture:** Select the Texture Tab, use the Radio Buttons to "Select Texture" - and then click on 'a' side of a prim/object. This allows you to texture just that area instead of the entire prim. You will see a Circle with Crosshairs in the prim/object - that is your clue that you have selected just that area. Also, you can drag textures to individual areas of prims.

**Edit Linked Object:** Select the Object Tab, use the Radio buttons to "Edit Linked Object". Now you can perform modifications to one part of a linked object.

**Notecards:** Open your Inventory. Select Create - Create a Notecard.

Are you ready....we are going to create an Instructor's/Resident's Mailbox for Notecards.

### PRIM 1 - Post for the Mailbox

Rez a BOX on the ground – do this by Selecting the Build Button located at the bottom of the screen.

Open the General Tab and change the name from Object to Post

Size:

X 0.304

Y 0.250

Z 1.438

Under the Texture Tab

Texture with Atoll Road Post - All sides

### PRIM 2 – Mailbox Body

Select the Post - put it in Edit Mode

Shift Copy the Post Upward using the Z Axis (Blue Arrow)

Keep this prim in Edit Mode

Under the General Tab name it Mailbox Body

Under Object Tab change it to - Cylinder

Size:

X 0.774

Y 1.373

Z 1.438

Rotation

X 0.00

y 90.00

z 270.00

Path cut Begin and End

B 0.500

E 1.000

Hollow

95.0

Under the Texture Tab

Texture with SAB Brushed Metal

### **PRIM 3 – Mailbox Body Floor**

Shift Copy downward and change the Build Type to a Box

Size:

X 0.740

Y 0.040

Z 1.438

Rotation

X 0.00

Y 90.00

Z 270.00

Path cut Begin and type

B 0.000

E 1.000

Hollow

0

Position upward so it becomes the Floor of the Mailbox Body  
Under General Tab name it Mailbox Floor

### **PRIM 4 – Back Wall**

Back Wall of Mailbox Body

Shift Copy the Mailbox Body and drag it to the right slightly.  
Name it MB Back Wall

Wall of Mailbox

X 0.768

Y 1.373

Z 0.010

Path cut Begin and End

B 0.500

E. 1.000

Hollow

0

Position it so it becomes the back wall of the Mailbox Body.

### **PRIM 5 – Mailbox Front Door**

Mailbox Front Door

Size:

X 0.794

Y 1.393

Z 0.050

Rotation

X 0.00

Y 90.00

Z 270.00

Path cut Begin and end

B 0.500

E. 1.000

Hollow

0

**PRIM 6 - Handle** to open the Mailbox with...

Shift Copy the Mailbox Door..

Name this Prim MB Handle

Size:

X 0.314

Y 0.163

Z 0.060

Rotation

X 0.00

Y 0.00

Z 270.00

Path Cut Begin and end

B .500

E 1.00

Hollow

80.0

Under Texture Tab

Use same SAB Brushed Metal Texture but add Gray Color

**PRIM 6 – Door Hinge**

Shift Copy handle away from the mailbox slightly in the direction toward the front.

Drag it down to the bottom of the door - this is your Door Hinge - change it to Build Type - Cylinder

Size

X 0.050

y 0.050

z 0.500

Rotation

X 90.00

Y 0.00

Z 0.00

Hollow

0

Path cut Begin and end

B 0.00

E 1.00

Keep the Hinge Selected and Drag the MB Door Hinge Script into the Content area of the Hinge. Click 'Run' to turn on the script.

Link the Door, Handle, and Hinge in that order.

### **PRIM 7 – Mailbox Flag**

Shift Copy Prim 2, the Mailbox Body to the right side of the mailbox - if you are facing the front door or to the left if you are facing the back of the Mailbox.

Change Building Type to Box...

Under General Tab name it MB Flag

Size

X 0.590

Y 0.620

z 0.050

Rotation

X 90.00

Y 360.00

Z 90.00

Path cut begin and end

B 0.450

E 0.950

Hollow

60

Under Texture Tab

Color it Red

### PRIM 8 -Hinge for Flag

Shift copy the Flag just a little ways toward the front of the mailbox – X Axis (Red Arrow). Change it to Build Type - Cylinder

Size:

X 0.050

Y 0.050

Z 0.050

Rotation

X 90.00

Y 0.00

Z 90.00

Path cut Begin and end

B 0.00

E 1.000

Drag Flag Hinge Script into the Flag Hinge Content Area. Click 'Run'.

Link the MB Flag and the Hinge together. Select the Flag first and then the Hinge making the Hinge the Root Prim.

Optional:

### PRIM 8, 9, 10 - Envelopes

Envelopes for inside the Mailbox.

Open the Door of the Mailbox by touching it. Rez a box on the open door.

Size:

X 0.010

Y 0.380

Z 0.200

Under the Texture Tab

Texture Envelope on one side - do this by Selecting the object and using the Radio Buttons near the upper left top of the screen. Select 'Select Texture' so you only texture one side. Using Select Texture – texture the back of the envelope with 'Envelope 2'

Create two more envelopes using the same process but texture one side of each with Envelope 3 and Envelope 4.

Drag them into the Mailbox. Position them as desired and link the Envelopes together. Select them and add this script to the Linked Envelopes.

Modify and adjust as needed.