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## [Second Life \(http://secondlife.com\)](http://secondlife.com)

- [What Is Second Life? \(http://secondlife.com/whatis/\)](http://secondlife.com/whatis/)
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  - [Destination Guide \(http://secondlife.com/destinations\)](http://secondlife.com/destinations)
  - [Avatar \(http://secondlife.com/whatis/avatar\)](http://secondlife.com/whatis/avatar)

### Quick Start Guide

[\(http://secondlife.com/support/quickstart/\)](http://secondlife.com/support/quickstart/)

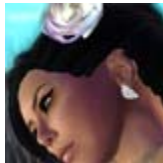


Download this PDF guide for a complete walkthrough on getting started in Second Life. [Go \(t](#)

- [World Map \(http://maps.secondlife.com\)](http://maps.secondlife.com)
- [Shopping \(https://www.xstreetsl.com\)](https://www.xstreetsl.com)
  - [Marketplace \(https://www.xstreetsl.com/modules.php?name=Marketplace\)](https://www.xstreetsl.com/modules.php?name=Marketplace)
  - [Quick Buy L\\$ \(https://www.xstreetsl.com/modules.php?name=LindenDollars\)](https://www.xstreetsl.com/modules.php?name=LindenDollars)
  - [Land Classifieds \(https://www.xstreetsl.com/modules.php?name=Real Estate\)](https://www.xstreetsl.com/modules.php?name=Real Estate)
  - [Shopping Forums \(https://blogs.secondlife.com/community/commerce\)](https://blogs.secondlife.com/community/commerce)
- **Personal Resources**
  - [Favorites \(https://www.xstreetsl.com/modules.php?name=Marketplace&file=index&Favorites=1\)](https://www.xstreetsl.com/modules.php?name=Marketplace&file=index&Favorites=1)
  - [Purchases \(https://www.xstreetsl.com/modules.php?name=Your Account&op=purchasehistory\)](https://www.xstreetsl.com/modules.php?name=Your Account&op=purchasehistory)
  - [Unrated Items \(https://www.xstreetsl.com/modules.php?name=Marketplace&file=ratings\)](https://www.xstreetsl.com/modules.php?name=Marketplace&file=ratings)
- **Merchant Tools**
  - [My Subscriptions \(https://www.xstreetsl.com/modules.php?name=Your Account&file=subscriptions\)](https://www.xstreetsl.com/modules.php?name=Your Account&file=subscriptions)
  - [My Marketplace Items \(https://www.xstreetsl.com/modules.php?name=Marketplace&file=adminitem\)](https://www.xstreetsl.com/modules.php?name=Marketplace&file=adminitem)
  - [My Marketplace Inventory \(https://www.xstreetsl.com/modules.php?name=Marketplace&file=admin\)](https://www.xstreetsl.com/modules.php?name=Marketplace&file=admin)
- **Shopping Funds**
  - [Deposit \\$US \(https://www.xstreetsl.com/modules.php?name=Your Account&file=fundsdeposit\\_usd\)](https://www.xstreetsl.com/modules.php?name=Your Account&file=fundsdeposit_usd)
  - [Withdraw \\$US \(https://www.xstreetsl.com/modules.php?name=Your Account&file=fundswithdraw\\_usd\)](https://www.xstreetsl.com/modules.php?name=Your Account&file=fundswithdraw_usd)
  - [My Shopping Funds \(https://www.xstreetsl.com/modules.php?name=Your Account&op=fundsmain\)](https://www.xstreetsl.com/modules.php?name=Your Account&op=fundsmain)
  - [Xstreet Exchange \(https://www.xstreetsl.com/modules.php?name=Currency\)](https://www.xstreetsl.com/modules.php?name=Currency)

### Today's Popular Items

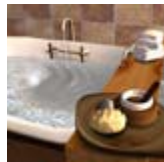
[\(https://www.xstreetsl.com/modules.php?name=Marketplace&file=index\)](https://www.xstreetsl.com/modules.php?name=Marketplace&file=index)



What are the hottest sellers in Second Life? [Go \(https://www.xstreetsl.com/modules.php?nam](https://www.xstreetsl.com/modules.php?nam)

### Featured Items

[\(https://www.xstreetsl.com/\)](https://www.xstreetsl.com/)



See a daily sample of highlighted items from Xstreet SL. [Go \(https://www.xs](https://www.xs)

## Classifieds

<http://secondlife.com/community/classifieds>



Browse through thousands of listings. [Go \(http://secondlife.com/community/classifieds\)](http://secondlife.com/community/classifieds)

- [Buy Land \(https://land.secondlife.com\)](https://land.secondlife.com)
- [Developed Property \(https://land.secondlife.com/developed-property.php\)](https://land.secondlife.com/developed-property.php)
- [Undeveloped Land \(https://land.secondlife.com/undeveloped-land.php\)](https://land.secondlife.com/undeveloped-land.php)

### ◦ Personal Resources

- [Group Land \(https://secondlife.com/my/account/groupland.php\)](https://secondlife.com/my/account/groupland.php)
- [Land Use Fees \(https://secondlife.com/my/account/landfees.php\)](https://secondlife.com/my/account/landfees.php)
- [My Mainland \(https://secondlife.com/my/account/land.php\)](https://secondlife.com/my/account/land.php)
- [My Regions \(https://land.secondlife.com/en-US/estates.php\)](https://land.secondlife.com/en-US/estates.php)
- [Auctions \(http://usd.auctions.secondlife.com\)](http://usd.auctions.secondlife.com)
- [About Land \(https://land.secondlife.com\)](https://land.secondlife.com)
- [Land Rentals \(http://secondlife.com/land/rentals.php\)](http://secondlife.com/land/rentals.php)
- [Private Region Pricing \(http://secondlife.com/land/privatepricing.php\)](http://secondlife.com/land/privatepricing.php)

## Developed Property

<https://land.secondlife.com/developed-property.php>

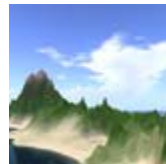


Live in a fully developed building with neighbors, or live privately with our new Themed Private

<https://land.secondlife.com/developed-property.php>

## Undeveloped Land

<https://land.secondlife.com/undeveloped-land.php>



Just like an empty lot, Undeveloped Land is the blank canvas you can use to

<https://land.secondlife.com/undeveloped-land.php>

- [Community \(http://secondlife.com/community\)](http://secondlife.com/community)
  - [Blogs \(https://blogs.secondlife.com\)](https://blogs.secondlife.com)
- [Forums \(http://forums.secondlife.com\)](http://forums.secondlife.com)
- [Events \(http://secondlife.com/community/events\)](http://secondlife.com/community/events)
- [Groups \(http://secondlife.com/community/groups\)](http://secondlife.com/community/groups)
- [Classifieds \(http://secondlife.com/community/classifieds\)](http://secondlife.com/community/classifieds)
- **Blog Channels**
  - [Features \(https://blogs.secondlife.com/community/features\)](https://blogs.secondlife.com/community/features)
  - [Community \(https://blogs.secondlife.com/community/community\)](https://blogs.secondlife.com/community/community)
  - [Working Inworld \(https://blogs.secondlife.com/community/workinginworld\)](https://blogs.secondlife.com/community/workinginworld)
  - [Technology \(https://blogs.secondlife.com/community/technology\)](https://blogs.secondlife.com/community/technology)
  - [Land and Sea \(https://blogs.secondlife.com/community/land\)](https://blogs.secondlife.com/community/land)
  - [Press \(https://blogs.secondlife.com/community/press\)](https://blogs.secondlife.com/community/press)

- **Guides**

- [Quick Start Guide \(http://secondlife.com/support/quickstart\)](http://secondlife.com/support/quickstart)

### Eureka Blog



<https://blogs.secondlife.com/community/community/eureka>

Get an insider's peek at some of the hottest spots within Second Life in this exclusive blog. [Go \(https://blogs.secondlife.com/community/community/eureka\)](https://blogs.secondlife.com/community/community/eureka)

### Live Events

<http://secondlife.com/community/events>



What's happening in Second Life right now? Find out in our Events director

- [Help \(http://secondlife.com/support\)](http://secondlife.com/support)
- [Downloads \(http://secondlife.com/support/downloads/\)](http://secondlife.com/support/downloads/)
- [System Requirements \(http://secondlife.com/support/system-requirements\)](http://secondlife.com/support/system-requirements)
- [Password Reset \(https://secondlife.com/my/account/request.php\)](https://secondlife.com/my/account/request.php)
- [Knowledge Base \(http://wiki.secondlife.com/wiki/Knowledge\\_Base\)](http://wiki.secondlife.com/wiki/Knowledge_Base)
- [Issue Tracker \(http://wiki.secondlife.com/wiki/Issue\\_tracker\)](http://wiki.secondlife.com/wiki/Issue_tracker)
- **Additional Resources**
  - [Second Life Answers \(https://blogs.secondlife.com/community/answers\)](https://blogs.secondlife.com/community/answers)
  - [Submit a Ticket \(https://secondlife.com/my/support/index.php?new\\_ticket=true\)](https://secondlife.com/my/support/index.php?new_ticket=true)
  - [Ticket History \(https://secondlife.com/my/support/index.php?ticket\\_history=true\)](https://secondlife.com/my/support/index.php?ticket_history=true)
- **Guides**
  - [Quick Start Guide \(http://secondlife.com/support/quickstart\)](http://secondlife.com/support/quickstart)

### Resources For New Users

<http://secondlife.com/support>



Check out these resources to get you started in Second Life. [Go \(http://secondlife.com/support\)](http://secondlife.com/support)

### System Requirements

<http://secondlife.com/support/system-requirements/>



Not sure if your computer can handle Second Life? Visit our System Requirements <http://secondlife.com/support/system-requirements/>

[Join Now » It's fast, free, and easy! \(https://join.secondlife.com\)](https://join.secondlife.com)

[Second Life Blogs \(/;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.node0\)](https://blogs.secondlife.com/community/community;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.node0) > [Community \(/community/community;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.blog\)](https://blogs.secondlife.com/community/community;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.blog) > [2010 \(https://blogs.secondlife.com/community/community/blog/2010\)](https://blogs.secondlife.com/community/community/blog/2010) > [April \(https://blogs.secondlife.com/community/community/blog/2010/04/05\)](https://blogs.secondlife.com/community/community/blog/2010/04/05)

[Up to Blog Posts in Community \(/community/community;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.r\)](https://blogs.secondlife.com/community/community;jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.r)

[ity/blog/2010/04/02/new-starter-avatars-are-here](#) | [Next \(https://blogs.secondlife.com/community/community/blog/2010/04/05/supporting-volunteer](#)

**Community** (<https://blogs.secondlife.com/community/community/blog>)



## Shared Media: A New Experience for Second Life

(<https://blogs.secondlife.com/community/community/blog/2010/04/05/shared-media-a-new-experience-for-second-life>)

Posted by [Wallace Linden](#) ([/people/Wallace.Linden:jsessionid=495EC0EFC9BF7EFD3442BA95CCF5BEAA.node0](#))  
on 05-Apr-2010 09:08:50

The [official launch \(https://blogs.secondlife.com/community/features/blog/2010/03/31/unveiling-an-improved-new-resident-experience\)](https://blogs.secondlife.com/community/features/blog/2010/03/31/unveiling-an-improved-new-resident-experience) of Viewer 2 and our new orientation experience brings with it a host of exciting improvements and new features for Second Life. One of our favorites here at Linden Lab has been Shared Media, the ability to easily display and share Web-based, Flash, and other media on any object in Second Life. Part of the reason we're so excited about it is not just because of what we've built, but because of the amazing things that Residents have created with it during the Viewer 2 Beta period. If you haven't yet checked out Viewer 2, [download it now \(http://secondlife.com/support/downloads\)](http://secondlife.com/support/downloads) so that you can experience the wonderful creations that have been highlighted below by Brett Linden from the [Destinatic Guide \(https://blogs.secondlife.com/community/community/eureka\)](#) and Edelman Linden from the Shared Media team.

### Shared Media Highlights Inworld

A capability that is new with Viewer 2, [Shared Media \(https://blogs.secondlife.com/community/features/blog/2010/02/24/shared-media-bringing-the-web-inworld-with-viewer-2\)](#) makes sharing standard Web-based media in Second Life easy and seamless, and enables content creators to make more compelling, interactive experiences. Basically, Shared Media brings the Internet inworld. For the more technically inclined, what this means is that you can now put media textures on any prim in Second Life. More specifically, the viewer uses WebKit to create a fully interactive, dynamic texture from a Web URL. This even includes support for Web-browser plug-ins, like the Adobe Flash Player. Even better, it's not restricted to just one piece of Shared Media in a region.

### A World of New Experiences and Businesses Possible

It's been a little over a month since we first unveiled the beta release of [Viewer 2 with Shared Media \(http://secondlife.com/beta-viewer/\)](#). During that time, some Residents have experimented and created new experiences that utilize Shared Media's unique ability to put media textures on any object in Second Life. There are interactive games, shared video screenings and other collaborative experiences starting to emerge -- and this is only the beginning!

If you haven't checked out Shared Media yet, we've made it a bit easier with the new [Shared Media category \(http://secondlife.com/destinations/sharedmedia\)](#) in the [Destination Guide \(http://secondlife.com/destinations/\)](#). Viewer 2 users can browse this directory to quickly find and teleport to examples of Shared Media inside Second Life. As we continue to discover new and innovative Shared Media experiences, we'll add them to this directory.

Here are a few of our early favorites:

## FLICKR GETTR



(<https://blogs.secondlife.com/servlet/JiveServlet/showImage/38-14110-4386/flickrgettr.jpg>) Flickr Gettr is an immersive visual storytelling environment filled with images queried from Flickr tags. Residents can instantly change the visual experience by typing in a keyword tag, which then pulls and displays a stream of related photos from Flickr into Second Life. The project, created by SL artists Mencius Watts and Taggart Alsop, was commissioned for installation by [The Imagination Age](http://www.theimaginationage.net/) and [Dancing Ink Productions, LLC](http://dancinginkproductions.com/) under the guidance of Rita King and Joshua Fouts.

"The Shared Media power of the Flickr Gettr creates an immersive, collaborative environment in which cultural stories are told through images," says Fouts (known as Schmilsson Nilsson in Second Life), a Senior Fellow for Digital Media and Public Policy at [Center for the Study of the Presidency and Congress](http://www.thepresidency.org/).

"Shared media opens up a whole new dimension in Second Life," adds King, an Innovator-in-Residence at IB Analytics Virtual Center who goes by the name Eureka Dejavu in Second Life. "I'm already finding a number of uses for the technology. I am co-designing an Experimental Storytelling Studio with the amazing production designer [Richard Hoover](http://www.richardhooverdesign.com/) in which we will use shared media to enable us to create collaborative storytelling projects, participatory marketing and awareness campaigns."

## I-ROOM



(<https://blogs.secondlife.com/servlet/JiveServlet/showImage/38-14110-4387/openvce2.jpg>)

At the Second Life home of [Open Virtual Collaboration Environment](http://openvce.net/) (OpenVCE), you can literally stroll by walls of Shared Media that feature collaborative implementations of Google Documents, Google Wave and even Adobe Connect. OpenVCE operates a community support web portal linked to virtual world spaces to support meetings, training and experiments, especially for those involved in emergency response. It's "I-Room" in Second Life offers a "virtual space for intelligent interaction" through links to external intelligent planning and team support knowledge-based systems.

OpenVCE's Austin Tate, Director of AIAI (Artificial Intelligence Applications Institute) in the [School of Informatics at the University of Edinburgh](http://www.inf.ed.ac.uk/), says that some of the displays were previously only seen by individuals using separate interfaces and tools. Now these can be more usefully

brought directly into the 3D meetings areas and virtual operations centers and shared between participants. F believes that the new Second Life Shared Media facilities represents a step up in the support that can be offered to such meetings as it addresses more intuitive usability issues in Second Life for collaborative teams. Some examples of the tools and displays the OpenVCE.net team have experimented with are shown at: <http://openvce.net/sl-viewer-2-shared-media-demos> (<http://openvce.net/sl-viewer-2-shared-media-demos>).

Tate, known as Ai Austin in Second Life, also says that they hope to use more of Google Wave inside Second Life for shared linking, voting and mapping.

### 3D PANORAMA



(<https://blogs.secondlife.com/servlet/JiveServlet/showImage/38-14110-4391/panorama.jpg>) Linden Lab's own Torley Linden has created an immersive 3D panorama using Shared Media. Visitors to his island, known as [Here](http://wiki.secondlife.com/wiki/Here) (<http://wiki.secondlife.com/wiki/Here>), can grab their own copy of the interactive project, which shows a scrolling 360-degree screenshot of Second Life.

"This panorama is a sum of wanting to show Second Life places closer to how they really are — inworld with Shared Media for maximum integration," says Torley. "Flat textures don't cut it because SL is 3D! This has many practical purposes, and the idea could be extended to create maps that are more lively to navigate. I could even see a scripted kiosk used to flip through various panos, whether it's a virtual real estate catalog of themed regions, or a historical museum showing builds that no longer exist."

Torley says that he has been using Here island to highlight Shared Media experiments of "creative delight" and to inspire Residents about the possibilities of Shared Media.

"Shared Media prims can interact with the environment like any other, so it's cool to roll them down hills, submerge them in water, and layer them with textures," says Torley.

### FURNISHINGS OF THE FUTURE?



(<https://blogs.secondlife.com/servlet/JiveServlet/showImage/38-14110-4392/couch.jpg>) One of the more unusual early Shared Media creations is an interactive couch, created by SL Resident Soy Nakamori, that actually changes in design based on the choices made via a Shared Media color picker. This experimental effort

demonstrates new functionality that might help shape and inform the next generation of virtual home furnishings. Imagine a new generation of virtual goods with properties that change and react to Web-based actions. This Shared Media couch only scratches the surface of the possibilities.

### MURROW CENTER 3D NEWSROOM



(<https://blogs.secondlife.com/servlet/JiveServlet/showImage/38-14110-4393/ws-u-shared-media.jpg>) The [Edward F. Murrow College of Communication \(http://communication.wsu.edu/\)](http://communication.wsu.edu/) at Washington State University is readying the Murrow Center 3D Newsroom, sponsored by [The McCormick Foundation \(http://www.mccormickfoundation.org/\)](http://www.mccormickfoundation.org/). This 3D training space uses Shared Media to power a series of multimedia kiosks showing videos and lessons on best practices in citizen journalism. The Center, slated to debut in late April, will also contain an auditorium for classroom meetings and live presentations (via a large Shared Media presentation screen) and a mini-museum dedicated to legendary broadcast journalist Edward R. Murrow.

"Shared Media is another example of the ways in which Murrow College is pushing the boundaries," says Founding Dean Lawrence Pintak. "It's another piece in the new media puzzle that allows us to break out of the classroom and the newsroom, erasing the boundaries of time and space and engaging with the broader media community."

The project was designed by WSU students Aaron Brown and Kayla Sheeley under the supervision of WSU's Dave Cillay and Brian Maki. The debut event at the 3D Newsroom will be a Specialized Reporting Institute ([Virtual Journalism Summit 2 \(http://communication.wsu.edu/virtualjournalism\)](http://communication.wsu.edu/virtualjournalism)) that features two "mixed reality" [Murrow Symposium \(http://murrowsymposium.wsu.edu/\)](http://murrowsymposium.wsu.edu/) Q&A sessions on April 20 with leading journalists and technology executives, including executives from National Public Radio, Amazon.com, Microsoft, The Seattle Times and the Associated Press.

More details can be found at: <http://communication.wsu.edu/virtualjournalism>.  
(<http://communication.wsu.edu/virtualjournalism>)

#### More to Come

There are more Shared Media creations on the way, too. A few Second Life developers have sworn us to secrecy, but we've seen previews and plans for some exciting and unexpected uses for Shared Media that will change the way you experience the Second Life world. To visit any of the featured spots listed in this post, visit the new [Shared Media category \(http://secondlife.com/destinations/sharedmedia\)](http://secondlife.com/destinations/sharedmedia) in the [Destination Guide \(http://secondlife.com/destinations/\)](http://secondlife.com/destinations/).

Got a favorite Second Life spot that uses Shared Media? Tell us about it in the comments or submit your own location to the Destination Guide using the [Submission Suggestion Form \(http://secondlife.com/my/whatsnext/destinations/submission.php\)](http://secondlife.com/my/whatsnext/destinations/submission.php).

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Tags: [sharedmedia](https://blogs.secondlife.com/community/community/blog/tags/sharedmedia) (<https://blogs.secondlife.com/community/community/blog/tags/sharedmedia>), [slviewer2](https://blogs.secondlife.com/community/community/blog/tags/slviewer2) (<https://blogs.secondlife.com/community/community/blog/tags/slviewer2>), [viewer2](https://blogs.secondlife.com/community/community/blog/tags/viewer2) (<https://blogs.secondlife.com/community/community/blog/tags/viewer2>)

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[http://www.jivesoftware.com/community/community/features\)](http://www.jivesoftware.com/community/community/features)