

## Lab2\_ Inventory

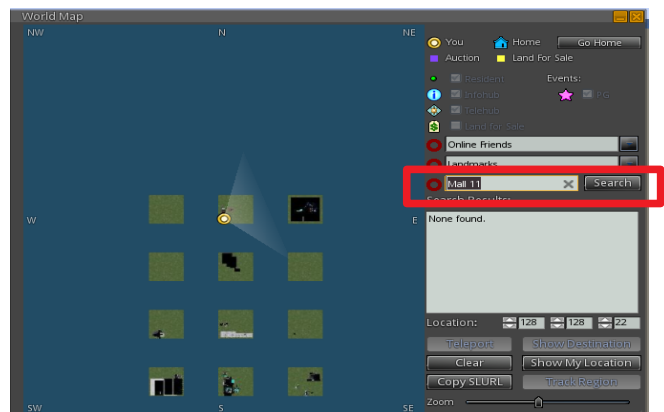
In Mall 11 you can find a Beginners practice and start kit with low poly windows.

Click on Map.



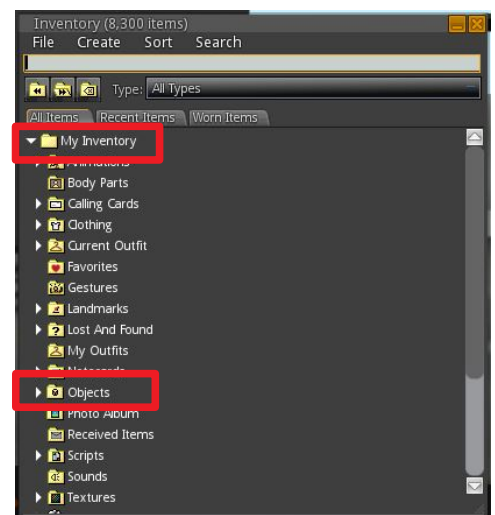
Write mall 11 in the box. Make sure you have the space in the text and hit Enter and then Teleport.

You will end up in Sandbox used for beginners training.



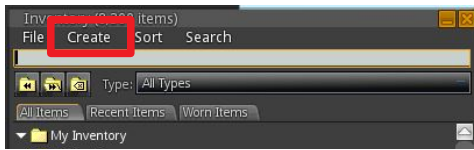
## Inventory

1. Click Inventory at the bottom menu and a pop up window will show. Open My Inventory and Objects.





2. Mark the Low Poly window you wish to place in your inventory.  
Right click and choose Copy Item. The item will end up in your inventory.



You can create a folder structure under Create> New Folder and drag them to Object folder in My Inventory

3. Teleport back to sandbox 11 or the uidc model and drag the item into the model.

## Mall structure

There is a large amount of items in an already existing Inventory. Feel free to copy and save to your personal inventory. It's however not allowed to upload, copy or build anything new in the Inventory. Also please note that this mall contains a large amount of items and it might take some time for everything to load.

Inventory is placed according to category in malls.

Mall Sandbox 1 is for Drop Off

- A place to leave new objects to be approved before they go into inventory. Objects should be removed from Drop Off when moved.

Mall 1 Vegetation

- Trees, bushes, flowers etc

Mall 02 Vehicles

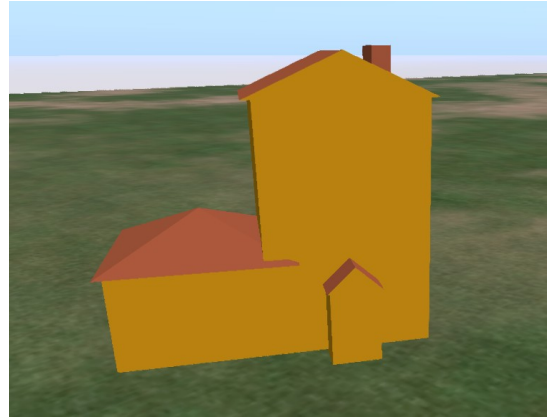
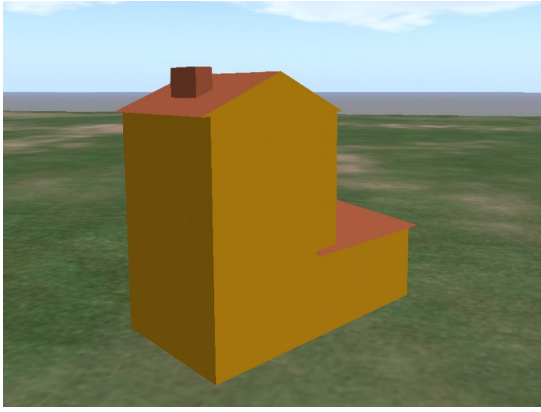
- Cars, Official vehicles (Ups-trucks, ambulances, police etc), Buses and bus-stops, Ships and boats, Pod cars and stations, Self-driving buses and station, Air planes, Zeppelin, Bikes

Mall 4 Exterior

- Lamp posts, Park benches, Tables and chairs, Street market stands with goods, Traffic signs, Avatars-static, Avatar accessories, Strollers, bags, Features to Avatars like clothes and stuff.

Mall 5 Signs and texture

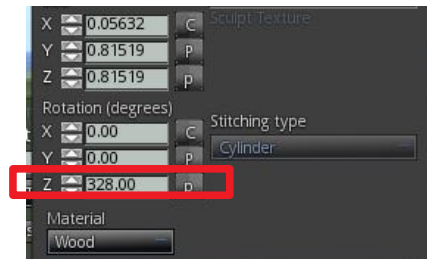
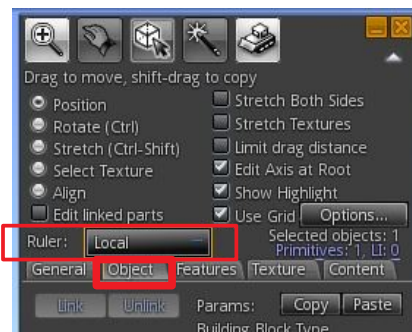
- Signs-mainly swedish, placed in alphabetic order, A texture-boards, Windows (Made in Blender)



## Place windows

1. Drag the window from you inventory into the model. Make sure the Ruler is set to Local
2. Go to edit mode and mark the window. Click Object tab and check rotation on z axel. This should match rotation on the house. Drag the window to place.

*Please note that if surfaces end up to close to each other they might flicker. Zoom out and pan around your building to make sure it doesn't flicker. This is important in the movies created from the model.*



3. Click Select Texture and change the color of the window and frame.



4. Place one window, set the rotation and colors right. Copy it by holding shift and drag the arrow. Make one floor with windows Then mark all the windows by holding shift and drag to create one more floor.

*When adjusting the size of any inventory item make sure the Strech Textures box is checked in Edit mode.*



5. Place windows on all sides of the house, add some trees and inventory of your choosing.



### Communicate and send inventory between team members.

Click Communicate at the bottom bar menu. Click Add and write the name of your team member. When your team member have accepted the request you may use the chat, see each other on the radar or send inventory to each other.

Double click on the persons name.

Drag inventory item into the chat box and the team member will get a note in the top right corner to accept the given object.

It will end up in that persons inventory.

