

~ALPHA~ transparencies



Hi Gim,
I have a lot of trouble
fitting my mesh dresses

Ya people have to
do a number of size
to help to fit them
and even so its hard
to do



What can I do



We'll find one that is bit
too small and use
alpha.



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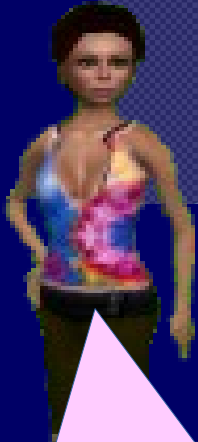


We'll find one that is bit
too small and use
alpha.

From red large to
blue xxs
Yellow being medium



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I though fitted mesh avatar and clothing would help with that?

How alpha helps

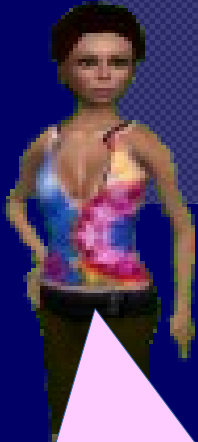


Well it does as you can see for large and small avatar shape . Alpha should be seen as an additional tool you can use to help.

For the large avatar case here we could render the side and butt body area transparent. Leaving ONLY the dress to be seen.



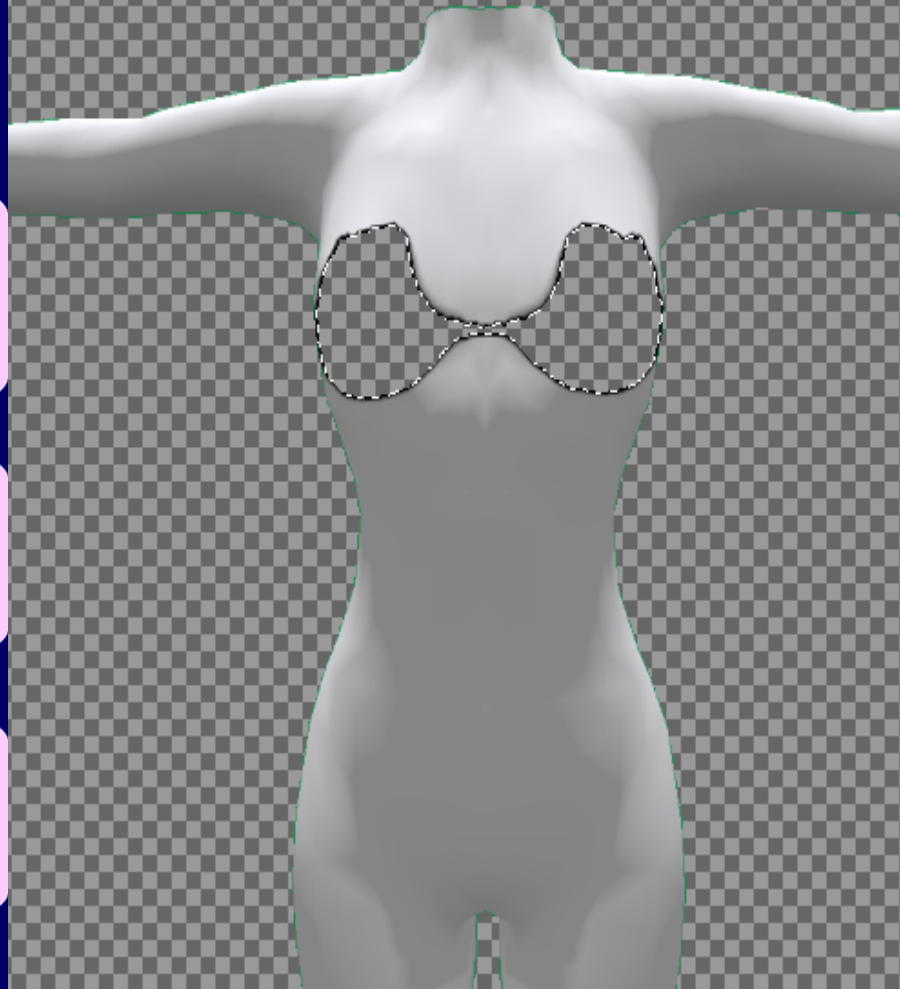
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Is it hard to do
alphas.

Oh BLENDER !!!
Help me please?

That sound easier.



You can do them with
BLENDER!

What about a tool that
you could use inworld
in connection with a
conversion web site

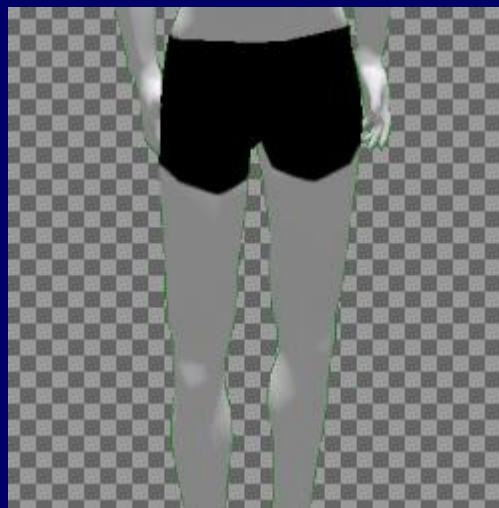


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So I will use a hud to generate my alpha . Great! But I dont have NPC rights ???

That is where I am now this inworld tutorial. I took a LM so I can come back.



Ok here is the HUD . This tool can be use in area where you have NPC rights.

Well you could give the tool to your landlord or estate manager . You could use the tool he could rez for you. Or come to my sandbox
(3d.gimisa.ca:9000
Region gimisa3)



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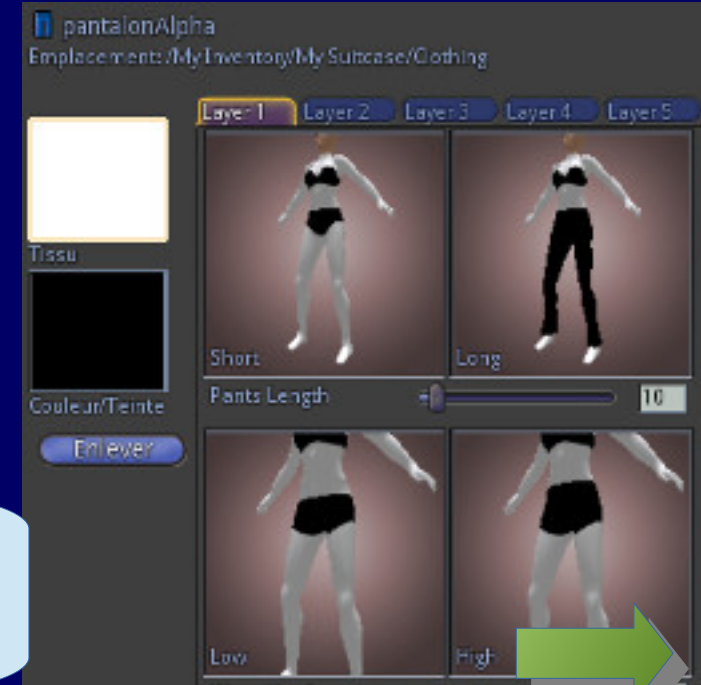
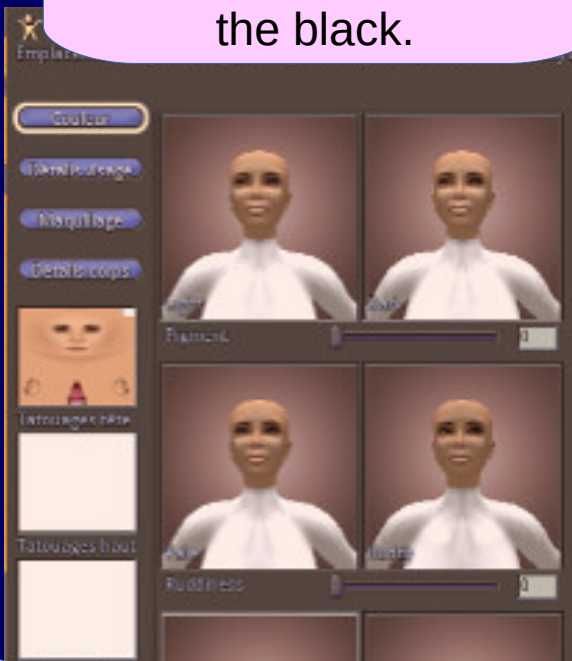


How do I go about it?

So I need to edit appearance and get my avatar white. How about the black.



The tool uses a black and white image. So let setup to do one for top and one for bottom part.



Black shirt and pants from edit apparence will do.



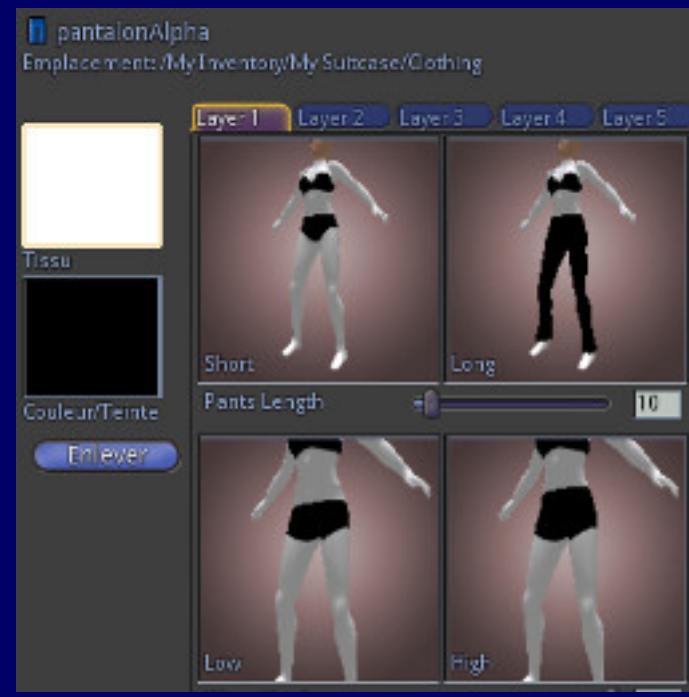
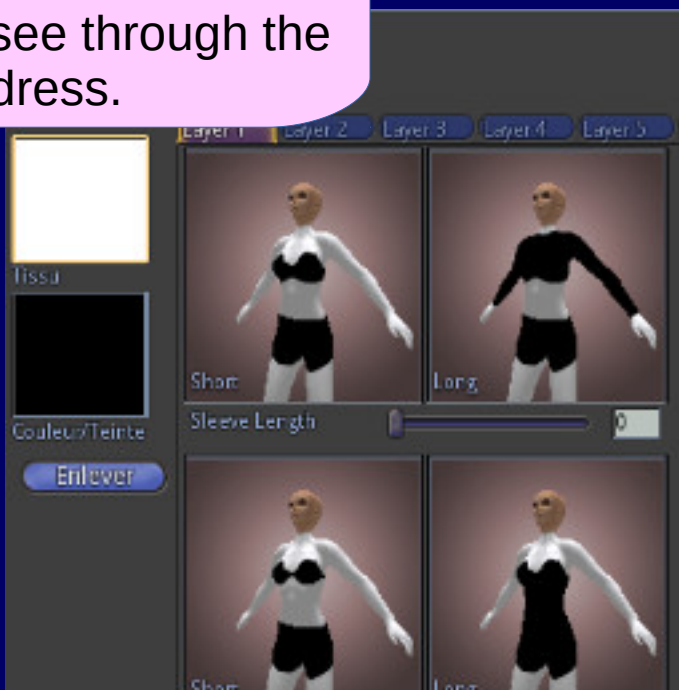
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I adjust the shirt and pants clothing for the black area I will need do make transparent (alpha)

So I can wear the dress I want to adjust for and make sure the black area is what I see through the dress.

Yap as long as no white area appear through the dress you wearing it will work.



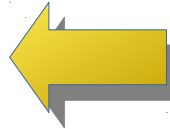
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So now that you have you avatar black and white area the way you want it , touch the HUD. (or the inworld object)

I see the image on the hud changing to something strange!

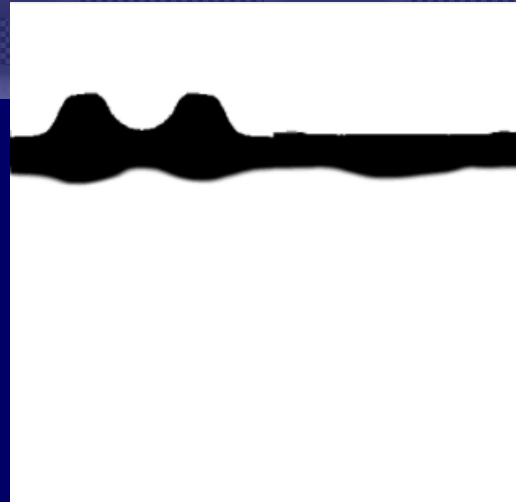
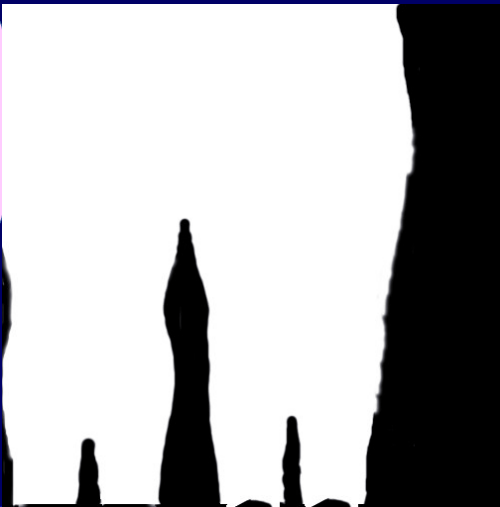
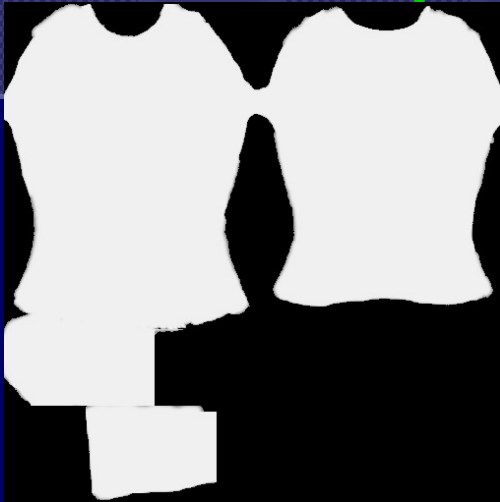
Yap that is the magic of the tool !!!



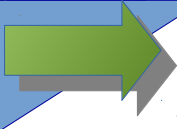
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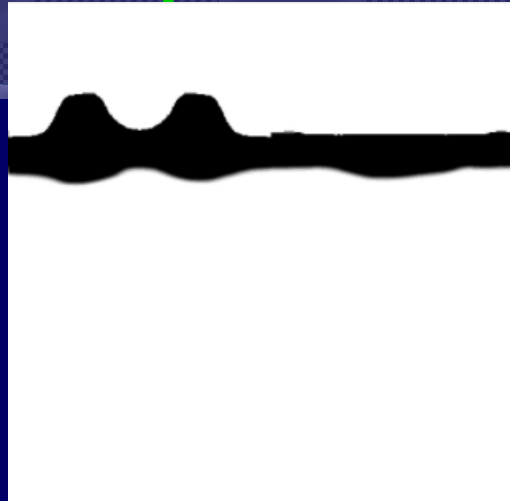
Yap
interesting !!
Great tool+++



You did some
clothing dont you,
You should
recognise the
clothing template
for top and
bottom .



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Oups never done
that !!!!

Now you need to make a
JPG or PNG pic of the top
and bottom square using
you favorite print screen
tool.

If needed open the
following link in a new tab
in order to come back here
once done.

Youtube presentation using screen shots accessory in window.
Ubuntu screenshot tool

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How big should the picture be.



Well specialy for the object tool (*instead of hud*) where its a bit harder to get a good square pic, I used the edit face texture directly on the object face and took a snapshot of that only and it worked.

Cliquez et faites glisser pour changer l'affichage.

- Positionner
- Étirer les deux côtés
- Pivoter (Ctrl)
- Étirer les textures
- Étirer (Ctrl-Maj)
- Limiter le 'drag distance'
- Sélectionner une face
- Editer l'axe sur le 'Root'
- Align
- Montrer les obj. invisibles
- Modifier les parties liées
- Grille

Axe : Monde Selected objects: 0 Primitives: 1, LL: 1

Général Objet Attributs **Texture** Contenu

Couleur % de transparenc Rayonnement
0 0.00

Lumineux

Matériaux Texture (diffuse)

Mode alpha
Fusion alpha

Texture

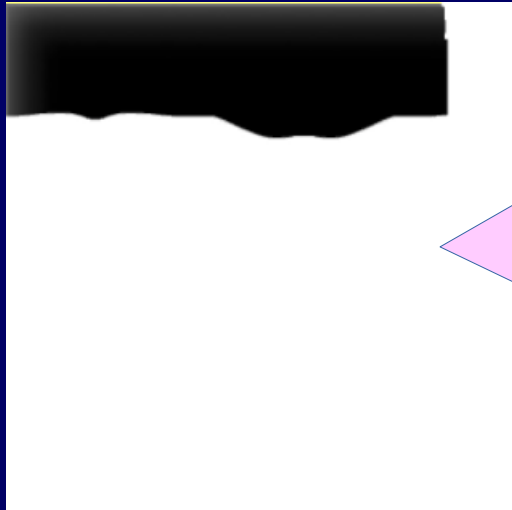
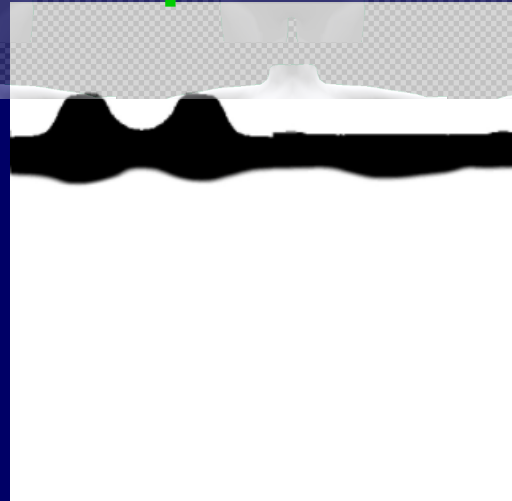
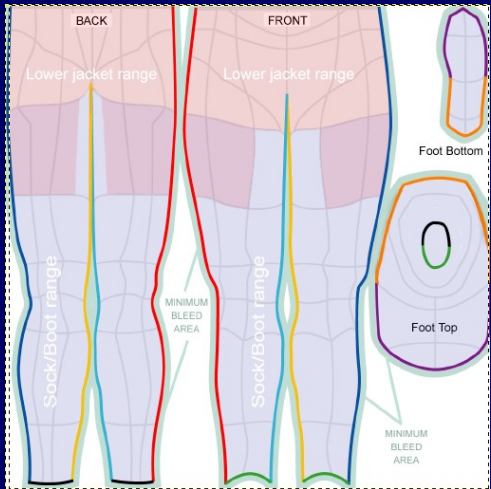
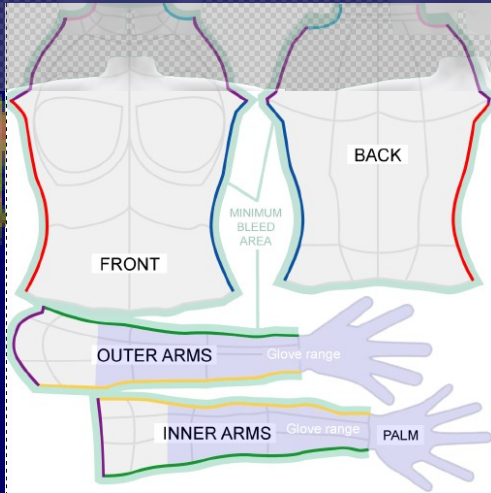
Synchroniser les materials

Application Valeur par Aligner les faces

Échelle horizontale 1.00000

Choisir:Texture

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You can modify a bit the picture you took BEFORE you upload so you have the flexibility of trial and error to get the correct alpha in return.

That is great. So I can touch up the image in accordance with the template before I proceed.



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opensim ALPHA tool.

Please select a black and white image created in accordance with gimisa alpha tool.

Browse... alphasstop.png

touch above button then use appropriate button bellow.

Upload File use this button if you see progress bar bellow

Submit Query use this button otherwise

I open the web page offered by the inworld tool. Then I upload the file one by one in the web tool and obtain the resulting alpha for each one.

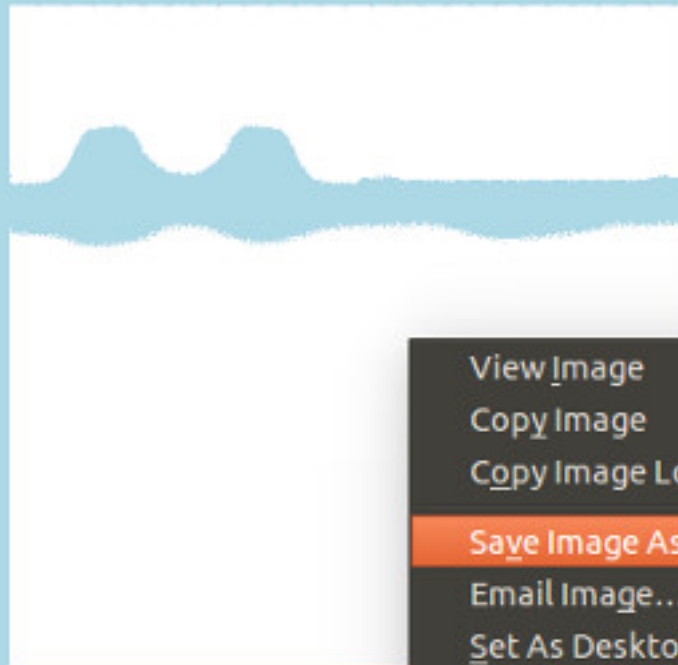
Yap after about 10 seconds of work. You get the replying texture.

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Alpha Result

right clic on image and save as your alpha texture to apply to your opensim body.



And now I save that image back to my computer and upload it inworld.

Exacly and use as alpha texture for your avatar.

thanks for using GiMiSa@yahoo.fr
welcome to visit my grid: gimisaOS

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bodyAlpha
Located in: My Inventory/My Subcases/Clothing/Professional Lady #1

Layer 1 Layer 2 Layer 3 Layer 4 Layer 5 Layer 6

Head Alpha Upper Alpha Lower Alpha
Hair Alpha Eye Alpha

Choose Layer Alpha

Inventory Computer

Type here to search:

- 2eeef73e-4ed9-594e-1e0e-766e1f...
- 7c0030b6-c4b-7ca0-781d-e7bc9cc...
- 50%transparent
- AbbySkinFace50
- AbbySkinFace70
- AbbySkinLowerLandingStrip50
- AbbySkinLowerLandingStrip70
- AbbySkinUpper50
- AbbySkinUpper70
- AbbySkinUpper70
- alphaMajFace
- alphaFbSteam

Dimensions: 256 x 256

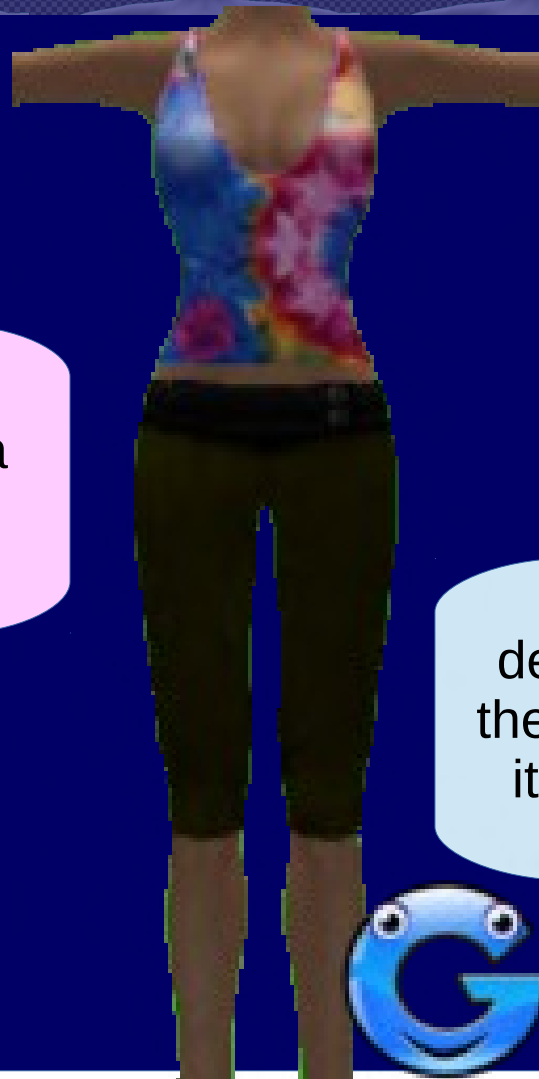
Buttons: Default, Alpha, Visible, Invisible, Volume, Annuler, Selectionner, Apply UUITD

This is with singularity.
Does it works with
firestorm too..

Yes sure it works too . The idea is
to apply that alpha to your
standard avatar using your
viewer of choice.



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Can I use it with gimisa
mesh body you did.

Yes wear your alpha as
describe previously and use
the copy standard body to get
it on your mesh avatar and
you are done.



~BENTO~ amature

SUMMARY

- Dress up with cloth you want alpha for
- Make a white skin avatar and new black skirt and pents
- Save that outfit for futur use if you like.
- Edit the skirt and pents so that the black color only is visible on your skirt / pents.
- Touch the hud.
- Print screen to jpg or png file of about 256x256
- Import in web tool link provided with the tool .
- Collect the resulting alpha save it on your machine and upload inworld.
- - Use it as alpha in appearance

GiMiSa 180329

