



Workshop

July 18-19, 2013

Scarfe 1007

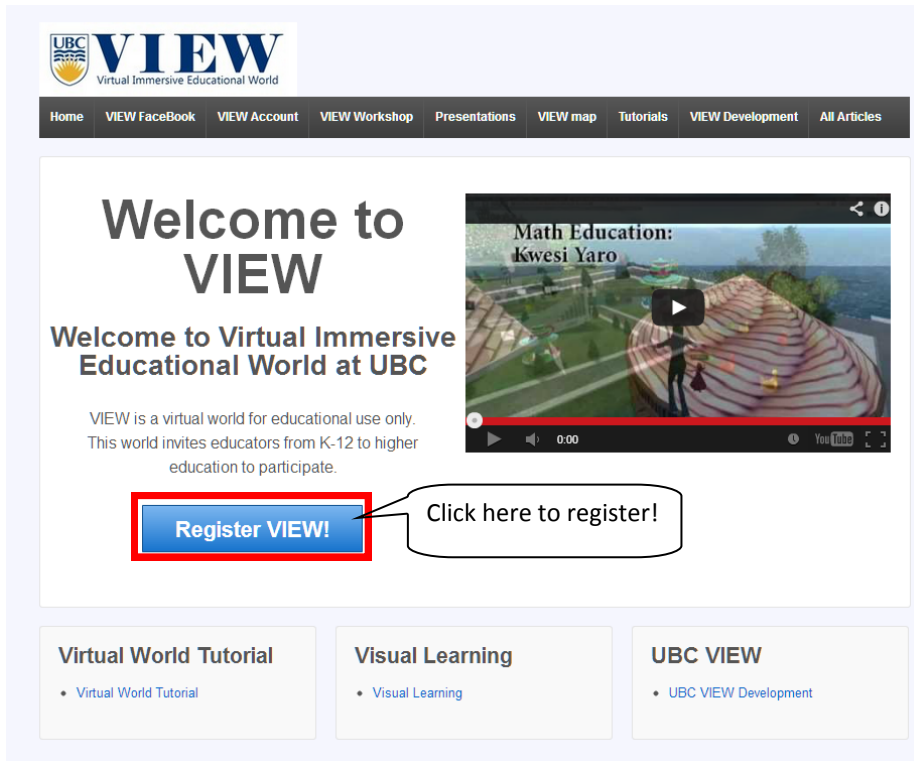
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Table of Contents

Registration	3
Browser Download	5
Browser Set Up	6
Introducing the Browser	8
Navigation	9
Teleportation	10
Interactivity	12
Avatar Customization	16
Communication	18
Object Modifications	23

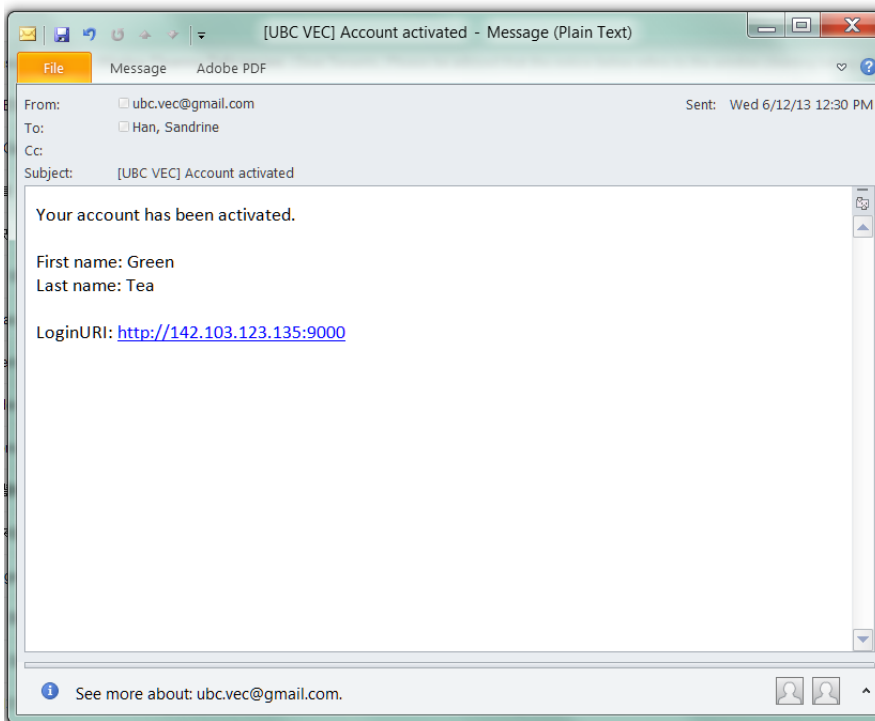
Registration



You will need to register your VIEW account at <http://blogs.ubc.ca/educationalvirtualworld/>



Enter your personal information to register your account. (Please do not use any special characters in your First or Last Name. Type in your academic email address.)



Your account is activated once you receive an email that looks like this one.

Please DO NOT click on the LoginURI, it will not lead you to the virtual world.

Please follow the instructions to install and set up the virtual world browser.

Browser download

In this tutorial, we are using Firestorm as our virtual world browser.

<http://www.firestormviewer.org/> There are browsers in Firestorm that are not suitable for Open Sim. Please click on the link below to download the correct browser for your computer.

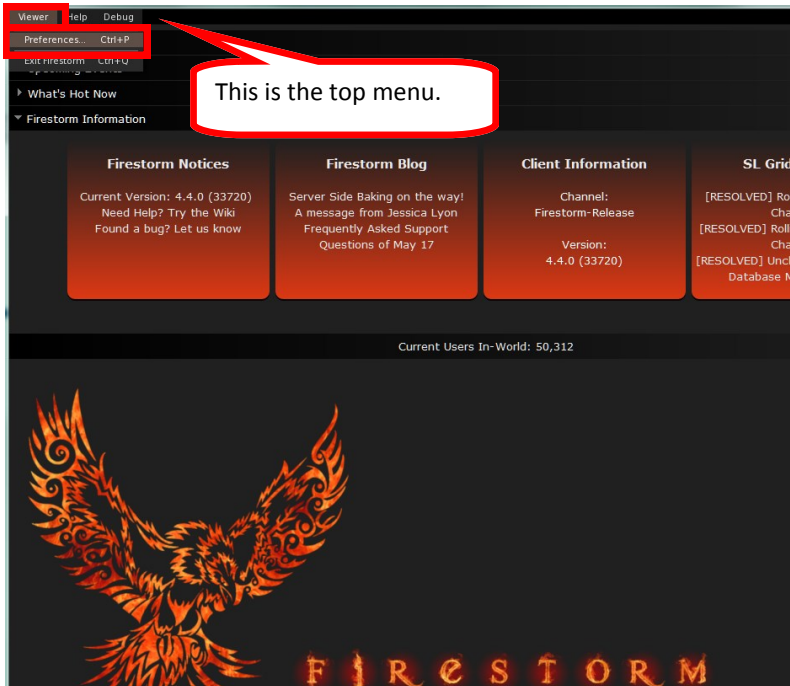
PC <http://goo.gl/EQjus>

Mac <http://goo.gl/VGCTb>

Once you have downloaded the browser, please go ahead and install the browser. (Installing this browser is like installing any other program.)

After you have installed the browser, please follow us to learn how to log in to VIEW.

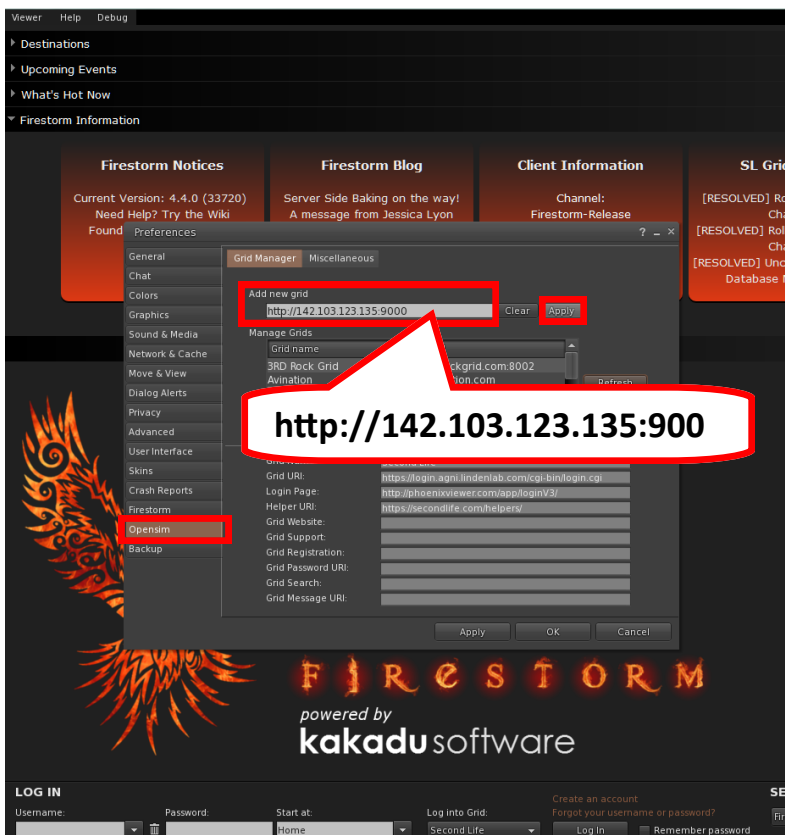
Browser set up



If you are using your personal computer, you will only need to do this setup once.

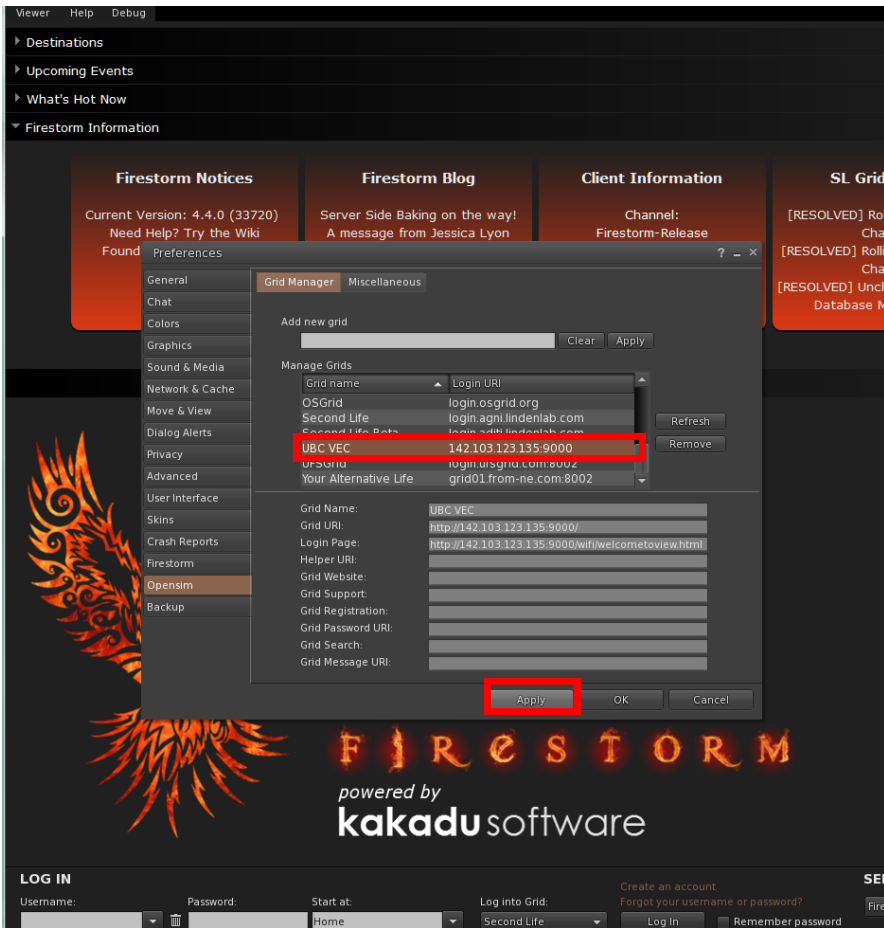
1. Click on the **Viewer** in the top menu.
2. Click on Preferences.

You can also press: **ctrl+P**

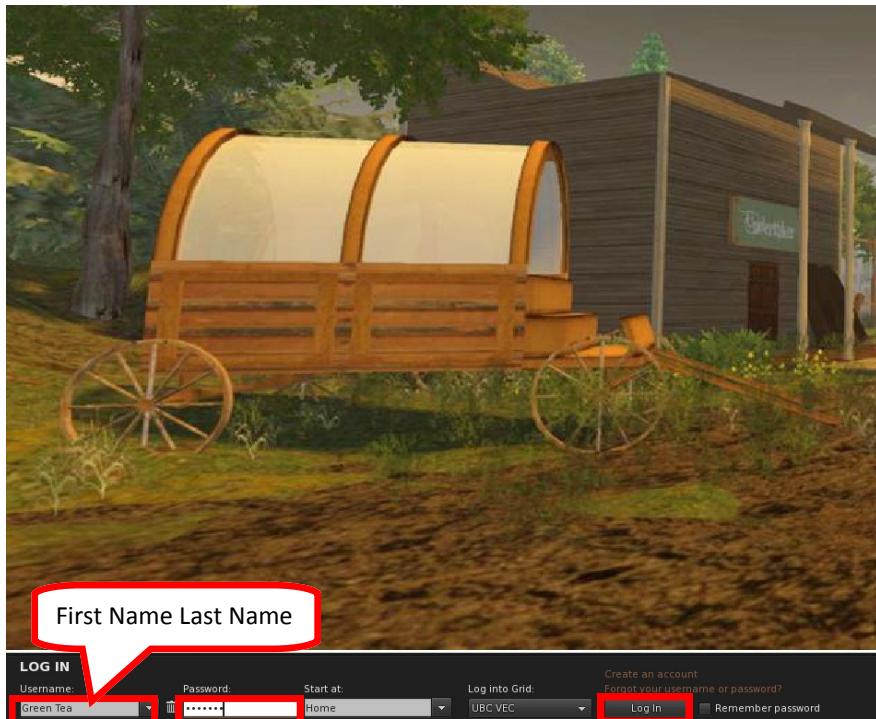


After the preferences window has opened, please select **Opensim**.

In the **Add new grid** space, please enter **http://142.103.123.135:9000** then click **Apply**.



In the **Manage Grids** find **UBC VEC** and select **Apply**
You are almost done!



Your user name is the name you have registered: First Name (space) Last Name.
(For example: my first name is Sandrine, my last name is Han, my user name is Sandrine Han)
Type in your password.
And Click on Log In.
You will soon be in VIEW!

THE VIEW WORKSHOP HANDOUT

Introducing the browser



Navigation

In VIEW, we usually use the keyboard to navigate our avatar.

Use keyboard with mouse to change the view point.

Use mouse click to interact with objects.

<http://142.103.123.135:9000/Residential Villa/128/128/22> (Practice area)

Move

Move forward



Move backward



Turn left



Turn right



Run



Jump

(Tap once)



Fly up



Fly down



View

Reset View



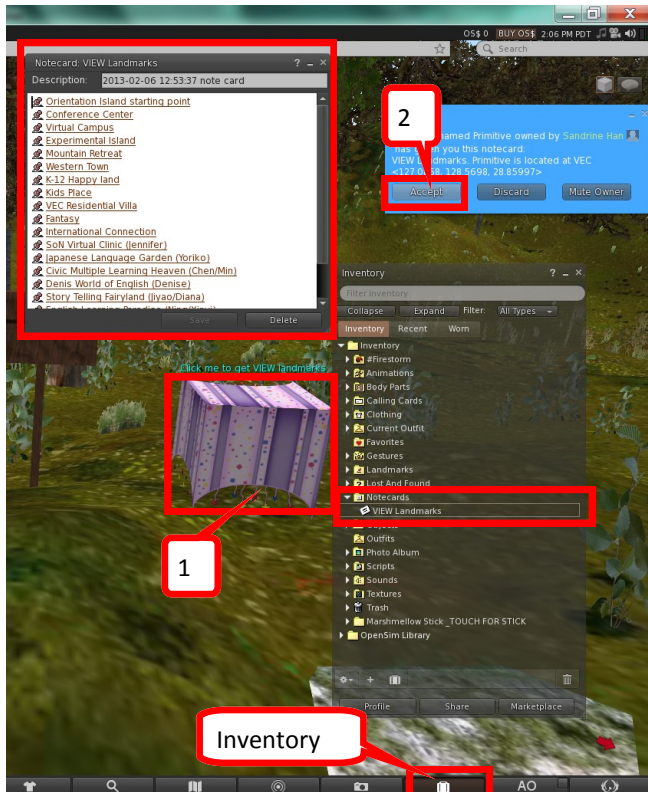
Zoom



While pressing Alt on the keyboard, press the left button of the mouse to move forward.

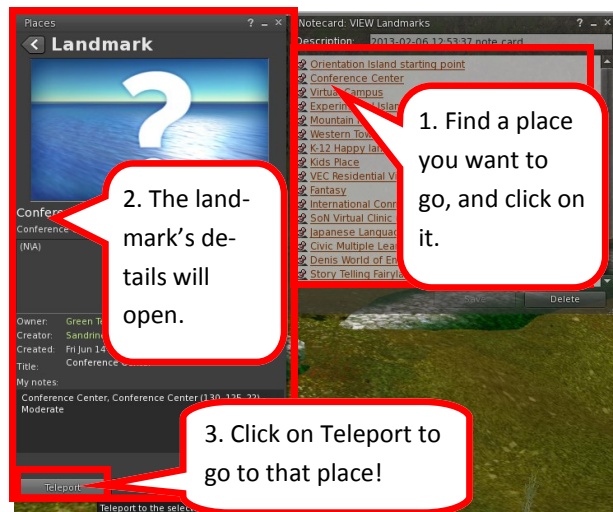
Teleportation

There are many ways to teleport in VIEW using landmarks, the map, and OSurl.



Please click on this gift box to receive a **notecard** which contains many VIEW landmarks.

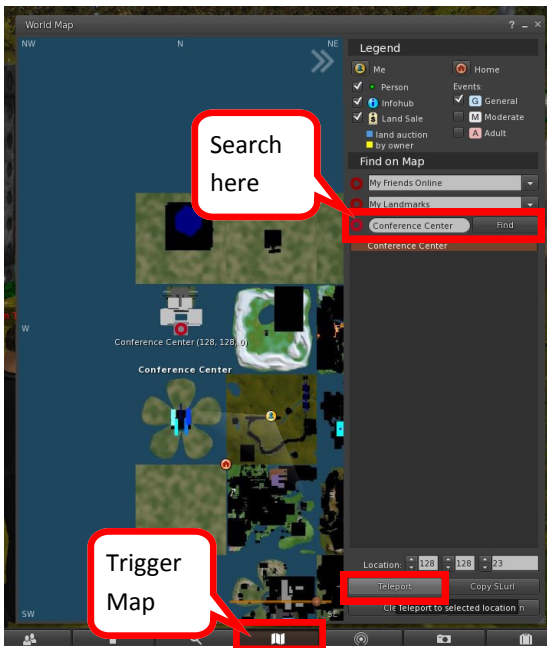
After you click **Accept**, this **notecard** will be saved in your inventory under the Notecard folder.



1. Find a place you want to go, and click on it.

2. The landmark's details will open.

3. Click on Teleport to go to that place!



You can also open the VIEW map to teleport.

To open the map, you can click on the map icon on the bottom menu or use **ctrl+m** to open the map.

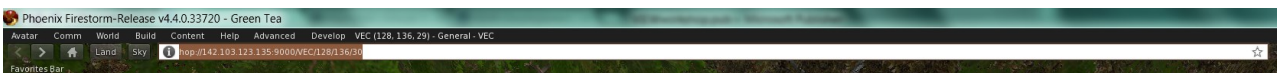
You can **search** for a location, and click on **teleport**.

To do a direct teleport, double click on the map.

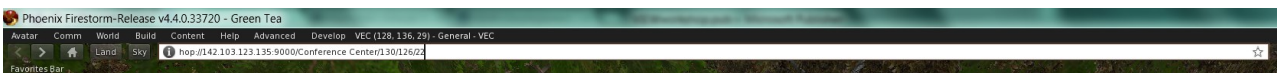
You can also use OSurl in VIEW. The link looks like this:

hop://142.103.123.135:9000/Conference Center/130/126/22

To teleport, copy and paste the link into the address bar and hit enter on your keyboard.



1. Go to the end of the address bar, and click on the address bar to highlight the current address.



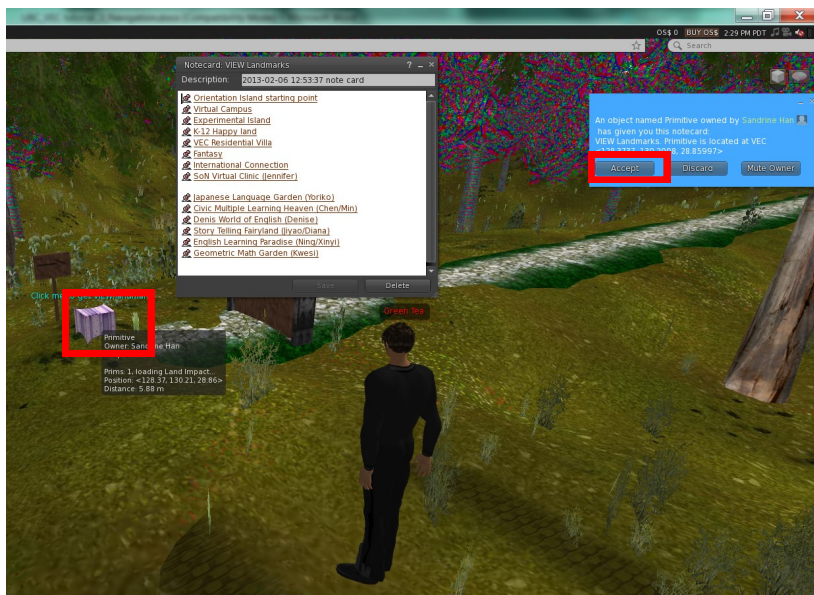
2. Type in or paste in the OSurl, and hit enter to teleport.

Interactivity

There are 2 ways to interact with objects in VIEW.

1. Mouse left click.
2. Mouse right click.

In this tutorial, unless otherwise stated, **click** means **mouse left click**.

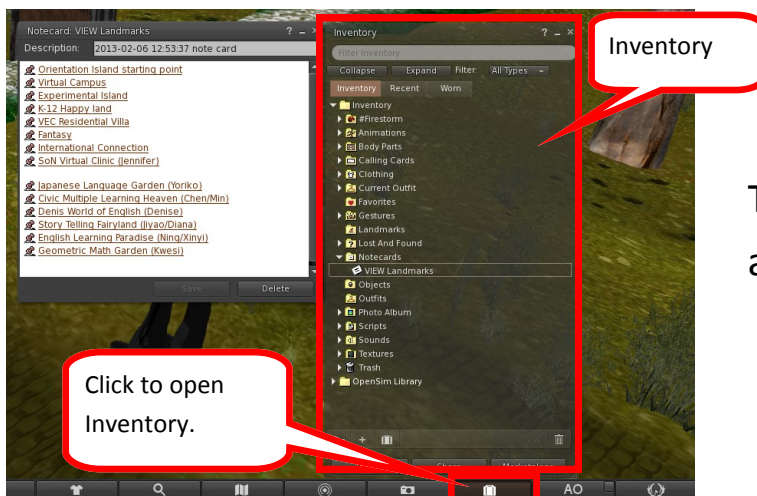


Mouse left click.

When you see an object in VIEW, mouse left click on the object to see what happens.

In this case, Green Tea clicked the gift box and he got a list of landmarks!

After he clicked **Accept**, the notecard goes into his inventory



The items you collect in VIEW are stored in the inventory.



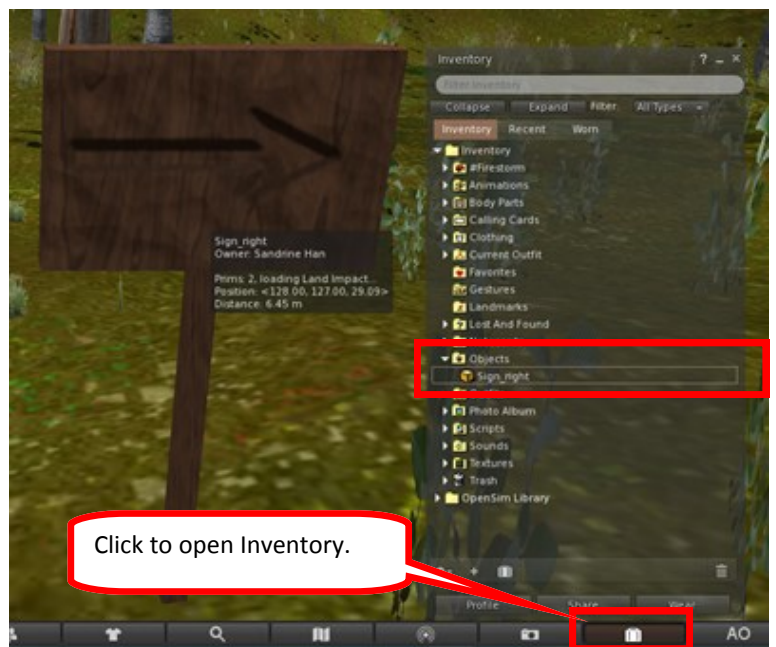
Use mouse **right click** on an object, to open the pie chart. Depending on the object, you will see different ways to interact with the object.

Use mouse left click on **More** in the pie chart, to see more functions.



In VIEW, everything is free.

After you click on **More**, you will see **Take Copy**. You can simply left click on it, and this object is stored in your inventory under the **object** folder.

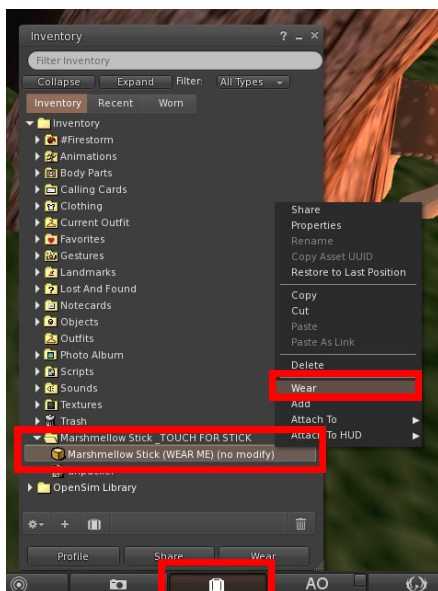




Right click and select **Sit Here** to sit on an object.



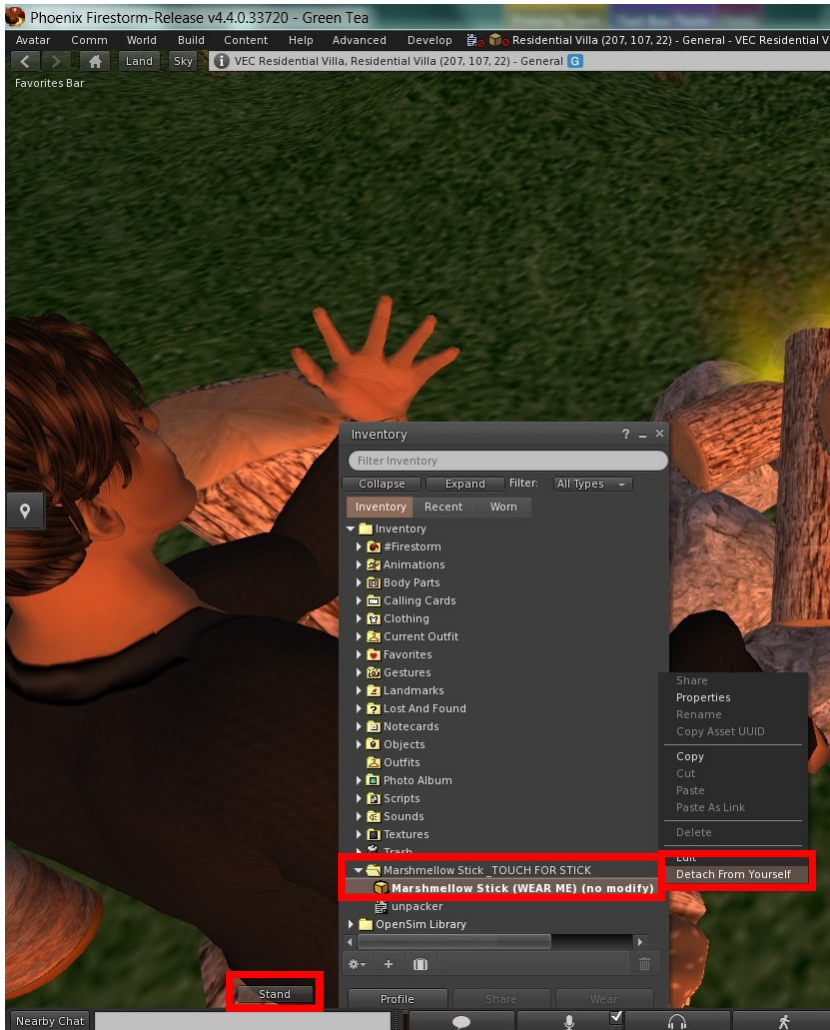
There are some interactive objects. Just click on the object and choose **Accept**.



Open your inventory, find this object. Right click on the object and select wear.



Now, you are using it!



If you want to stop this action, go to your inventory, find the object, right click on it, and select **Detach from Yourself**.

If you want your avatar to stand up, click on the **Stand** button above the chat box. Your avatar is now standing.

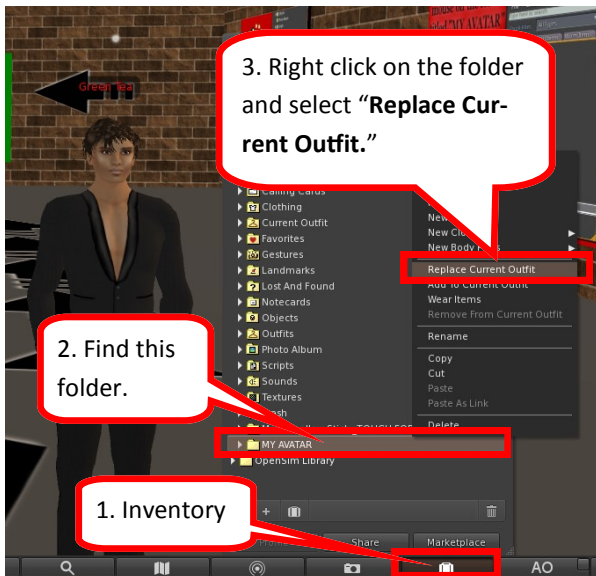
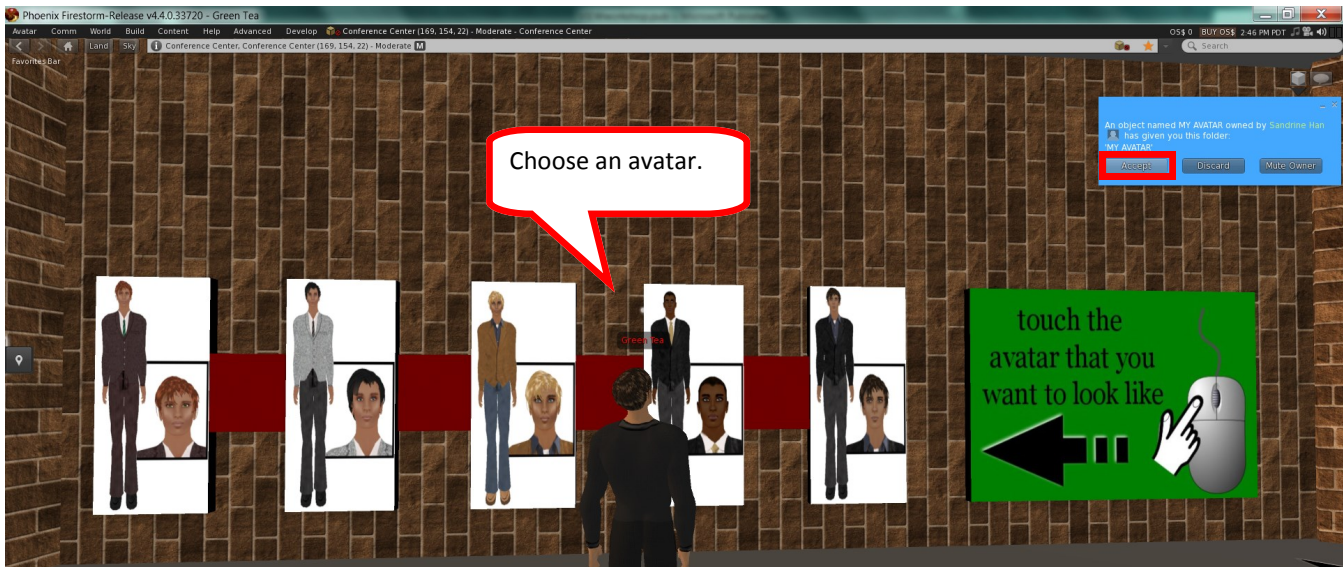
Avatar Customization

Please come here first:

hop://142.103.123.135:9000/Conference Center/130/126/22

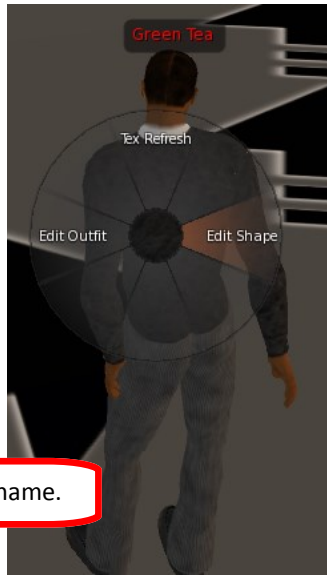
Walk to one dressing room.

Left click on one avatar that you like. Click **Accept**.



Now, we are going to customize your avatar.

Give the system a second to accommodate your request.



Give this shape a name.

Don't forget to **SAVE!**

Change your gender here!

Many body parts can be modified.

Don't forget to drag down to see more!



To customize your avatar, you can change any part of it.

Please, hit **SAVE** before you close this window.

Communication

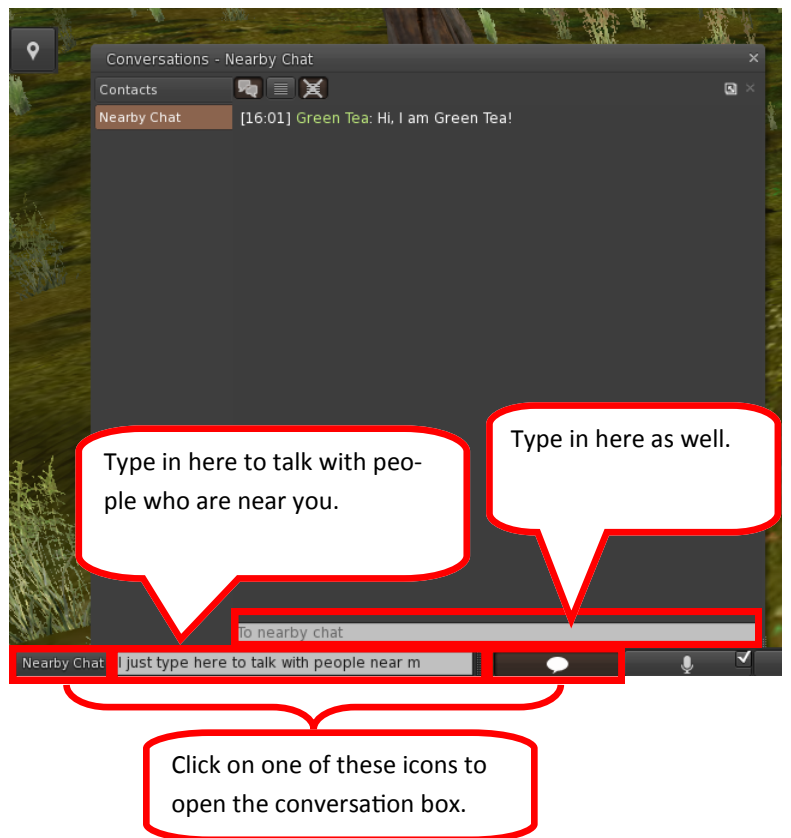
There are two ways to communicate with people in the VIEW.

1. Text chat
2. Voice chat.

In text chat, there is public chat and IM (Instant Chat, Private).

Type in the **Nearby Chat** box to talk with people who are near you.

This is public chat. Everyone near you is able to see your conversation.

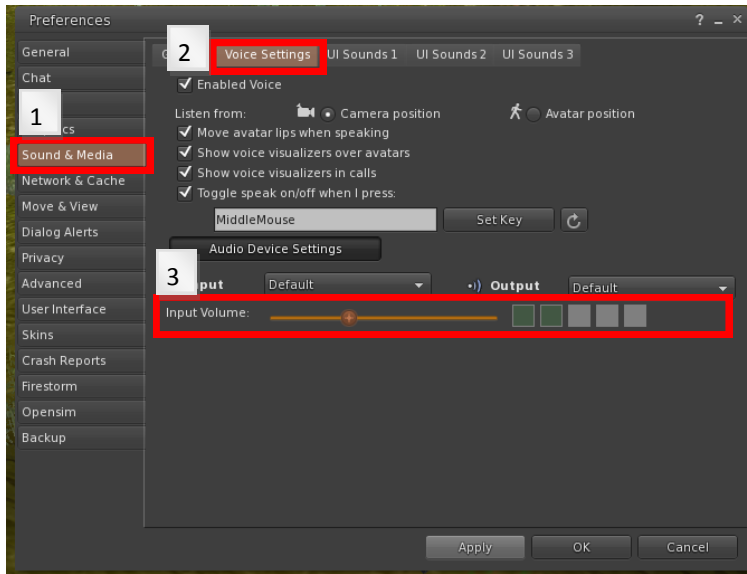




To send a private message, **right click** on the avatar you want to chat with and select **IM**.

Once the communication window opens, you can talk privately with this person.





For Voice Chat, there is public chat and IM as well.

Please adjust the voice function before you start.

In **Preferences (ctrl+p)**, Under **Sound & Media**, in **Voice Settings**, adjust **Input Volume**. Three green boxes indicate best sound quality. If the boxes are red or yellow, it means your volume is too loud.

It is best to use a headset or a microphone with earphones, otherwise you may hear echoing.

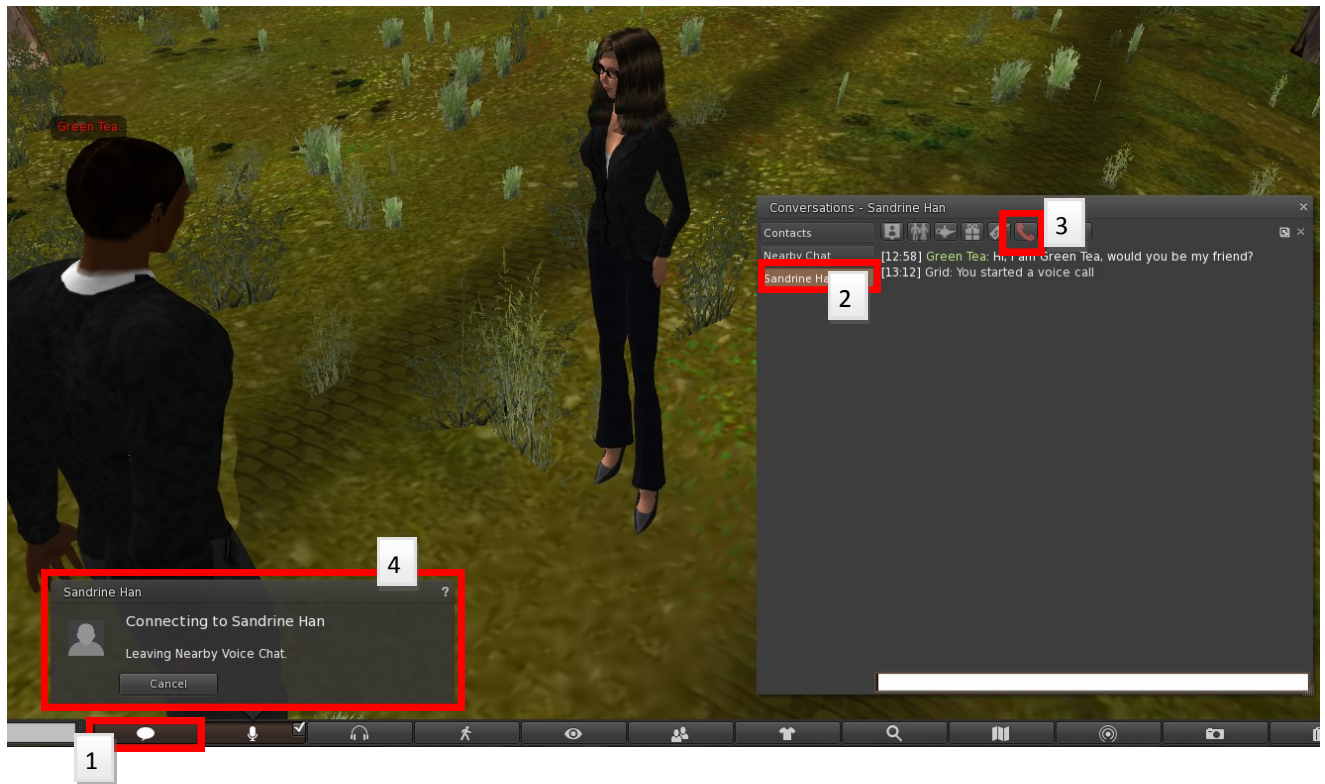


To activate the public voice, click on the **Microphone icon** in the bottom menu.

If the box in the upper right corner of the microphone icon is checked, it means your microphone is on.

If you uncheck it, you will need to click and hold the microphone icon to talk.

The voice function has been activated once you see the green light above your avatar's head.



To start a private voice chat, open the conversation window. Then click on the phone icon in the window of the avatar you would like to chat with.

You will automatically leave the public voice chat once the system sends out your invitation to the avatar you wish to chat with.



Once your call is answered, you will be able to chat with your friend in private.

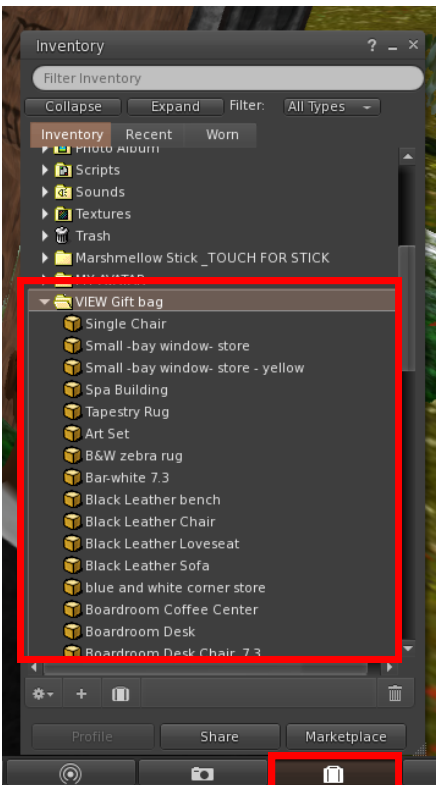
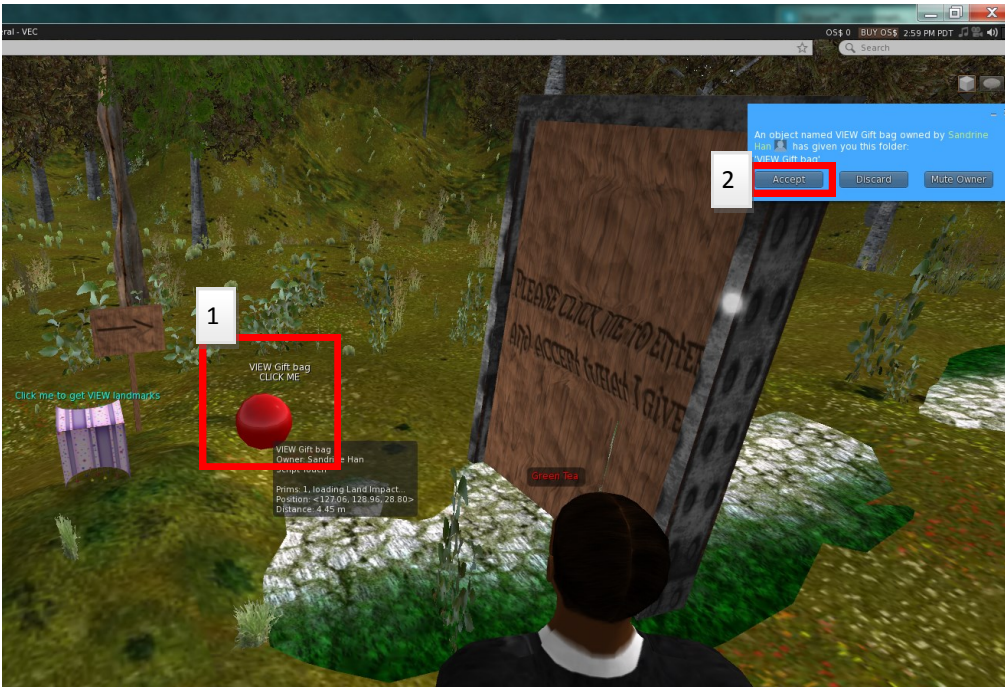


When you are done with the private chat, you can simply click on the phone icon again to end the call.

The system will automatically reconnect you to the public voice chat.

THE VIEW WORKSHOP HANDOUT

Object Modifications

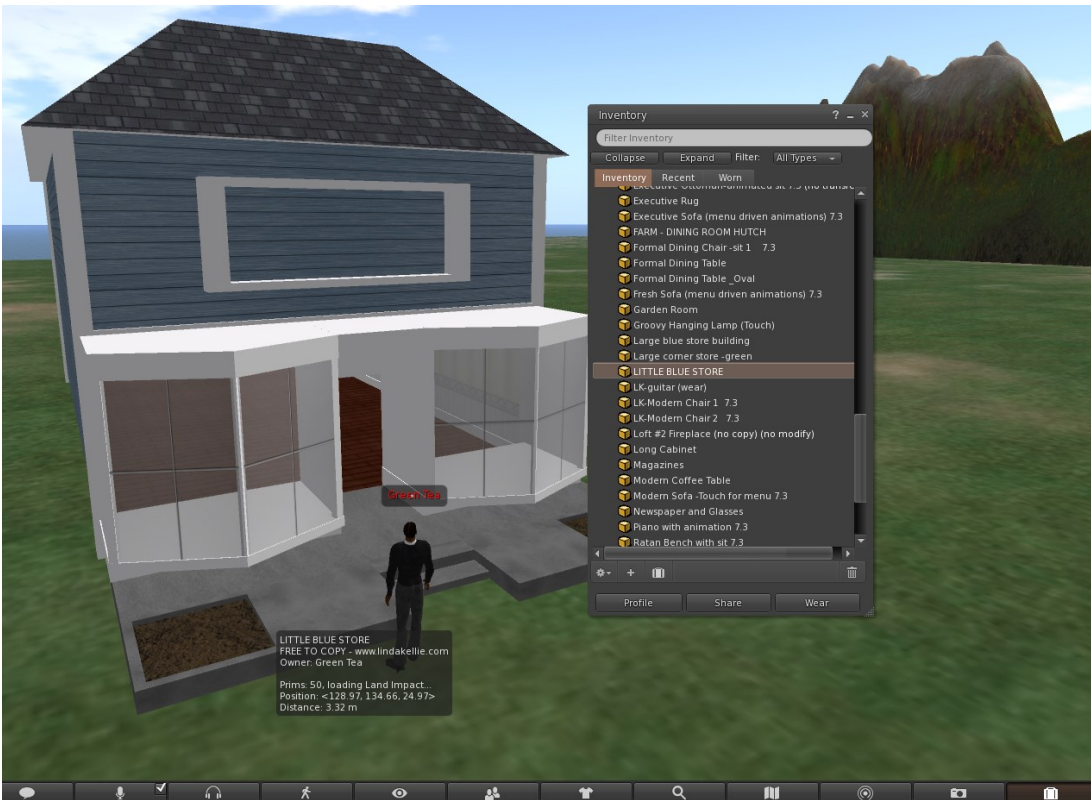


Before we start, please come to
[hop://142.103.123.135:9000/
VEC/128/133/30](http://142.103.123.135:9000/VEC/128/133/30)

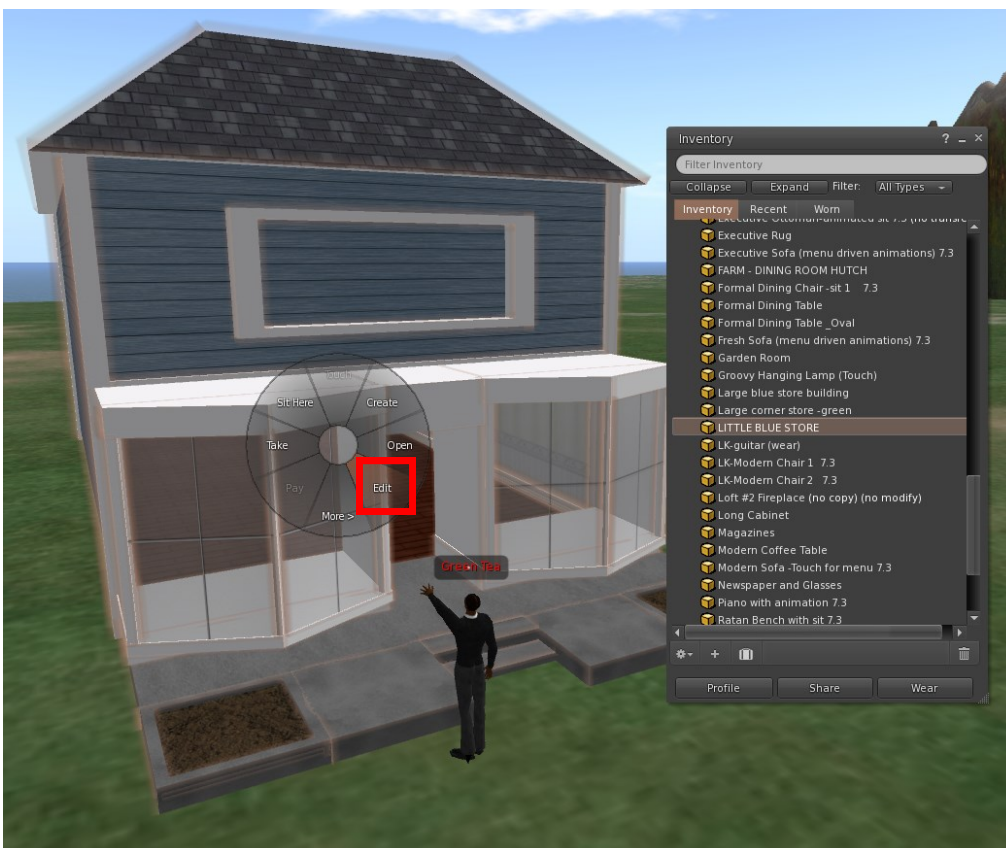
Click on the Red Ball to receive a selection of houses and furniture. It's a gift bag!

The gift bag folder is in your inventory, under the VIEW gift bag.

After that, please come to the sandbox at:
[hop://142.103.123.135:9000/Sandbox Is-
land/128/128/26](http://142.103.123.135:9000/Sandbox%20Island/128/128/26)



Let's open the inventory, and find a building you like. **Click and hold** on the building name, and **drag it onto the ground**. Now, you have a house!



Let's modify this house, and make it yours!

Right click on the house, and select **Edit**.

The Building window now opens.

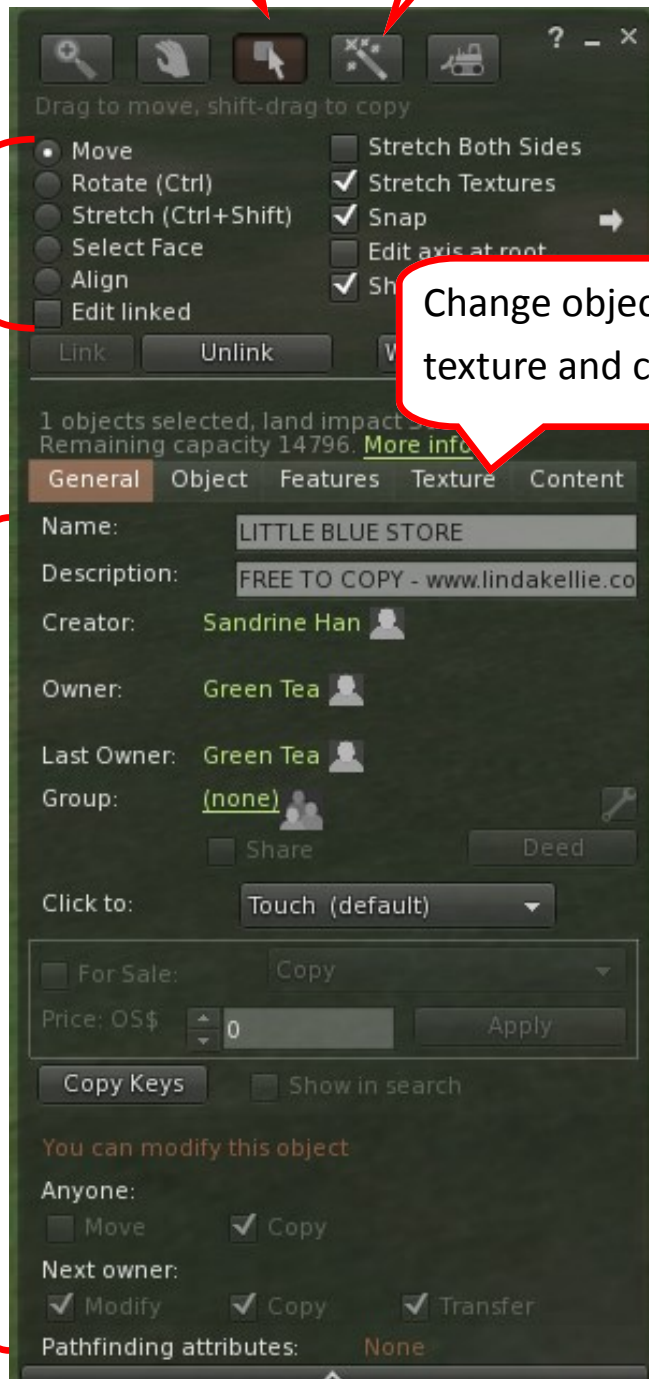
Edit

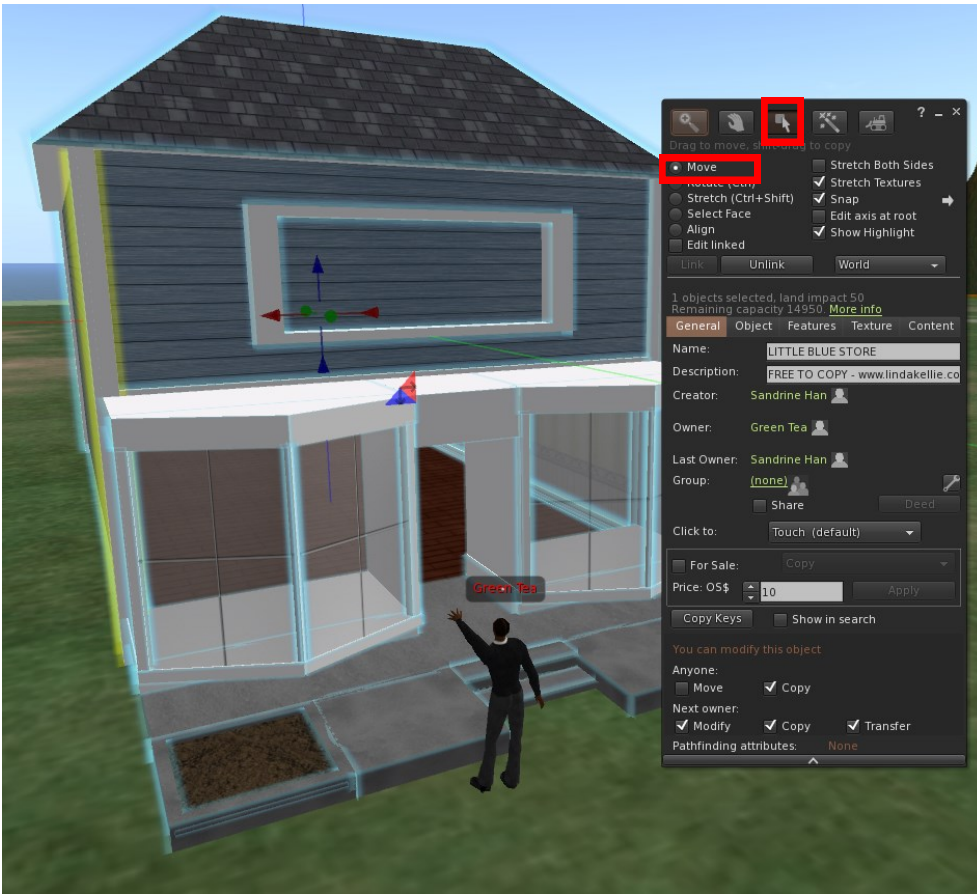
Create

Ways to modify objects

Change object texture and color

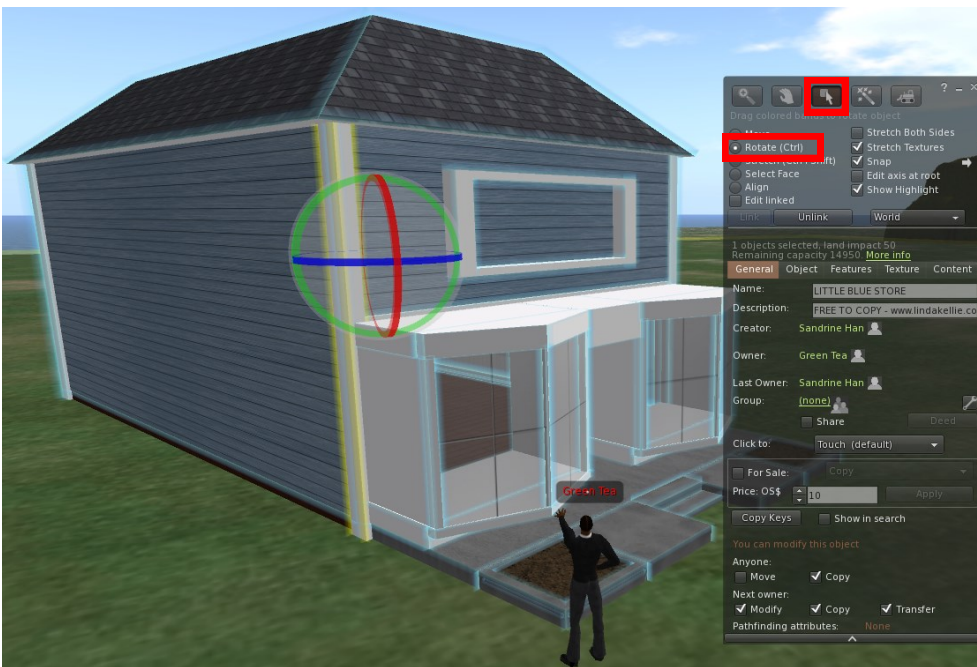
Object info





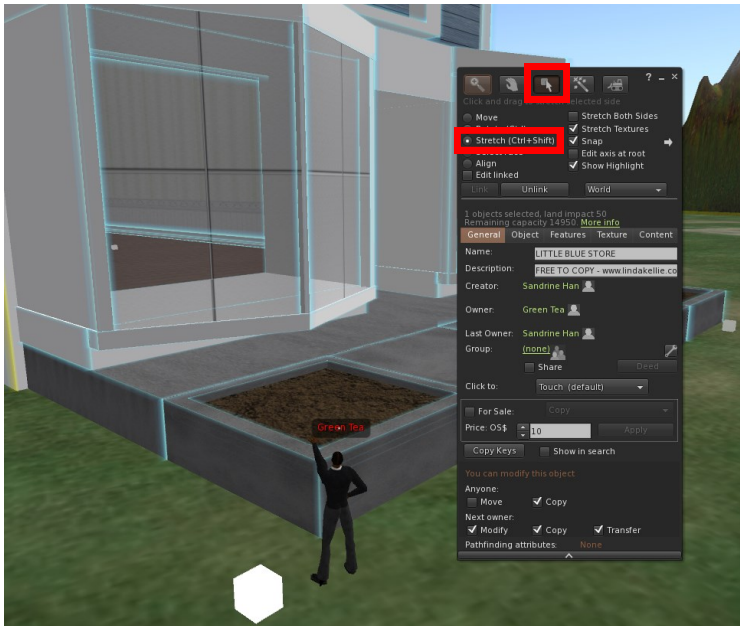
When you are selecting an object, the default selection is **Move**.

By **clicking and dragging** the **X,Y,Z** axis you are able to move this object to the place you prefer.



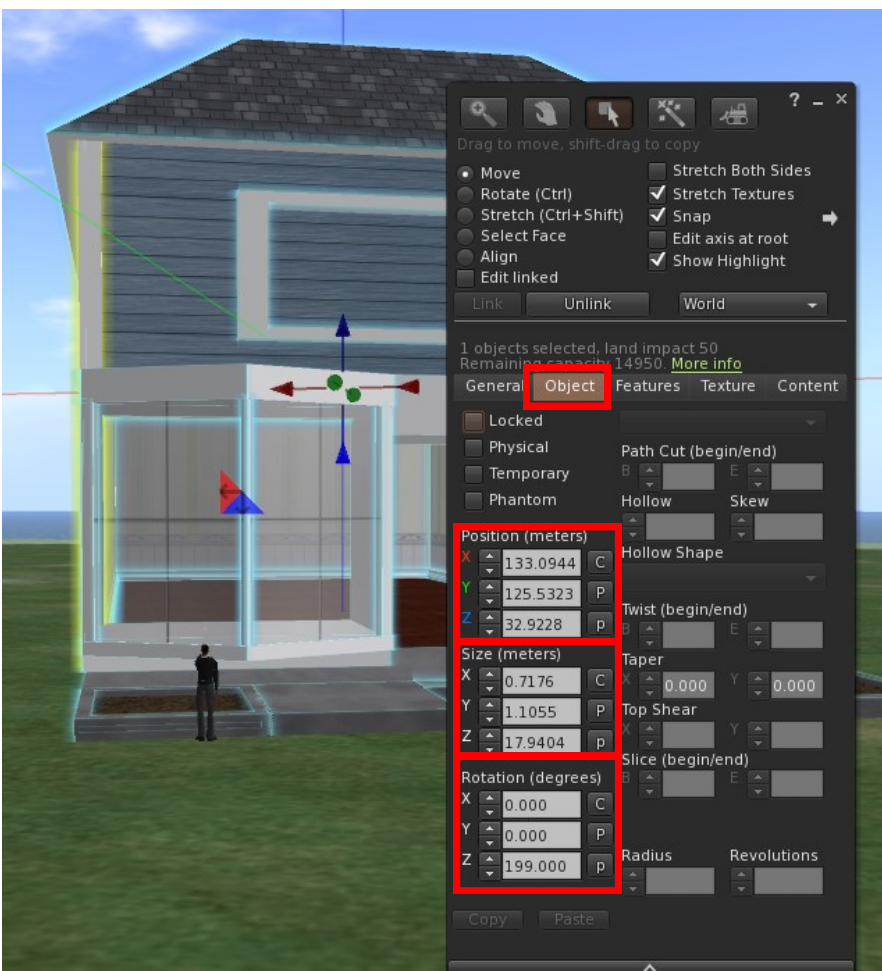
When you press and hold **ctrl** on your keyboard, the building tool changes to **Rotate**.

By **clicking and dragging** the **X,Y,Z** axis you are able to rotate this object to the place you prefer.

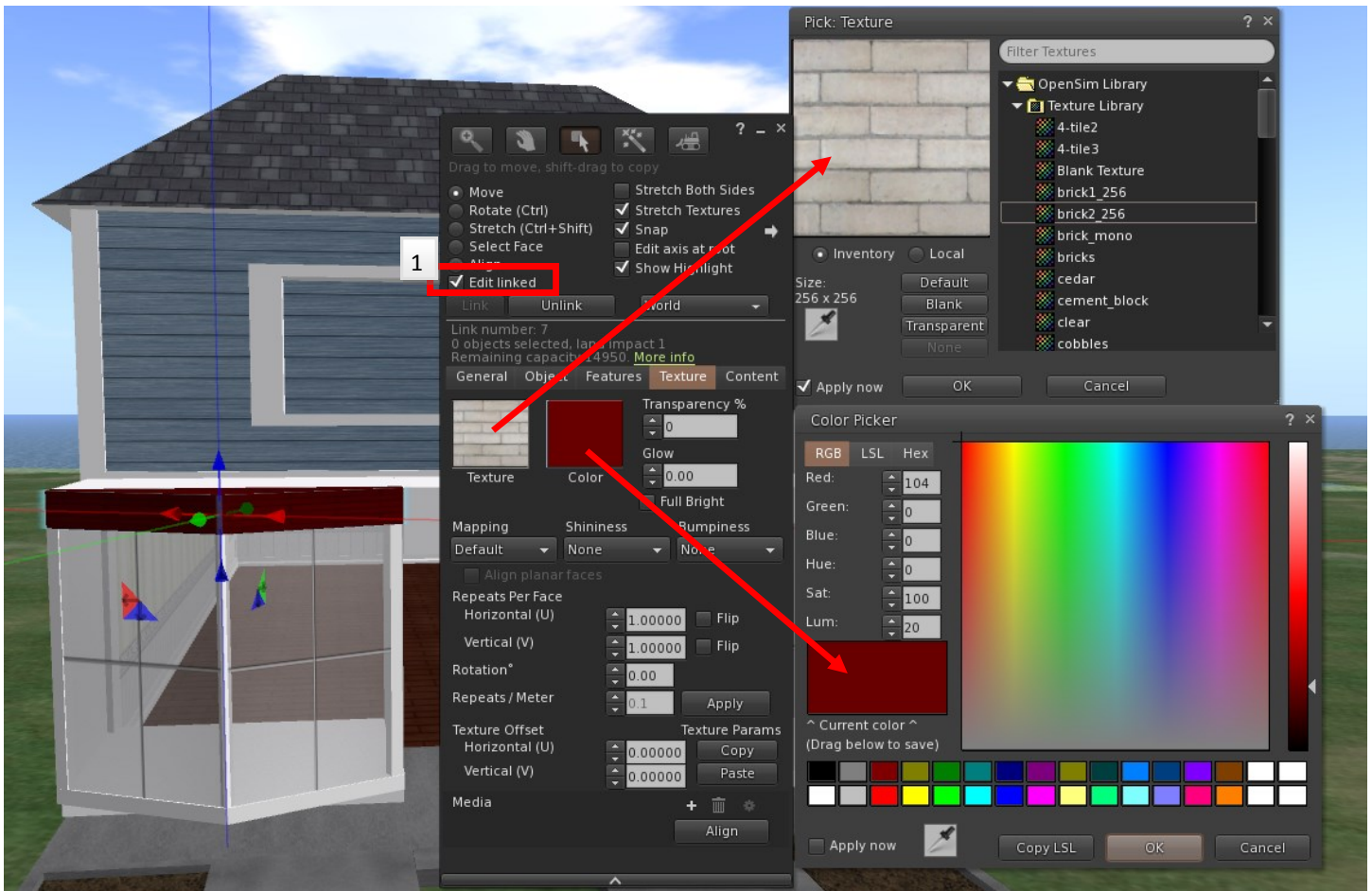


When you press and hold **ctrl+shift** on your keyboard, the building tool changes to **stretch**.

You only need to click, hold, and drag on the corner's white dots to enlarge or shrink the object.



You can also make these changes from the building window under the **Object** tab.



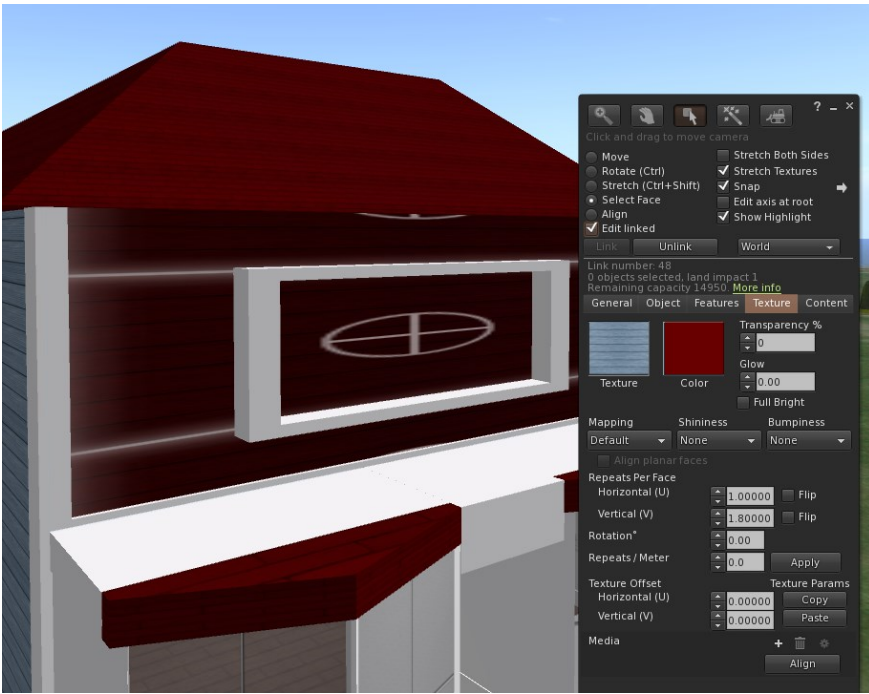
In the building window, under the **Texture** tab, you can change the object's colour and texture.

First, **VERY IMPORTANT**, check the **Edit Linked** box, and select the part you want to change.

When you click on the small texture box, the texture selection window will open.

The same with the colour box.

Try all of the perimeters to see what happens.



To change the texture and colour on one face of the object, click on **Select face** and then click on the face you want to change. Now, the colour and texture changes only on this face.



Drag items from the gift bag, move, rotate, or stretch them to decorate your virtual space!