



Your world. Your imagination.

PRODUCT FACT SHEET

WHAT IS SECOND LIFE?

Second Life is a burgeoning new online society, shaped entirely by its residents. Participants join a world full of people, activity, and fun – a constantly-changing shared reality where they can choose their own goals – travel and explore, claim and build on virtual land, make friends and socialize, or vie for status and wealth. In Second Life, residents can:

Explore a boundless world of surprise and adventure

Fly through a 3D living landscape full of exciting places and things – such as buildings, stores, clubs, sports arenas, and cities – all created by other residents.

Create anything they can imagine

Change their appearance to look like anything – an imaginary superhero, a mythical monster, or their own mirror image. Or, change their surroundings. Through simple but sophisticated 3D creation tools, residents can build houses and communities, design furniture, create clothing and art, invent weapons and other objects, or even collaborate with others to build a major civic work or an entire city.

Connect with new and exciting people

Join a vibrant society bustling with people and activities. Residents can make friends at a wide variety of fun events, such as dance parties, treasure hunts, private get-togethers, and fashion shows. They can also host their own social events and parties.

Compete for fame, fortune, or victory

Second Life offers many ways to play and win. Residents can test their skills in sword- and gun-fights, enter trivia, dance, or comedy contests, play in sports events, or compete in games of their own invention. Or, they can try to outsmart the economy or build their reputation to become the wealthiest or most popular resident.

SECOND LIFE FEATURES

Residents will discover a world of limitless possibilities for creativity and self-expression within a complex social structure and a robust economy:

Explore their identity

Second Life's infinite avatar customization allows residents to change their appearance to look like anything they want. They can change their appearance, even their gender, as often as they like. They can also create and save many different outfits, costumes, and body shapes – so they can change their look whenever the mood strikes.

Express themselves

Residents can use basic chat to strike up a conversation with anyone they meet, or they can talk privately with buddies through instant messaging. They can also use hundreds of animated emotions and gestures – smile, laugh, wink, shrug, etc. – to make their feelings known.

Get moving

Residents can walk through a 3D living landscape, fly to the corners of the earth, show off their smooth dancing moves, or play a range of physical games.

Unleash their creativity

Through simple but sophisticated 3D creation tools, residents can create anything they can imagine. They can build a lavish mansion or a secret hideaway, design furniture, create outlandish costumes, or invent intricate weapons or fantastical animals. They can bring their creations to life by adding special effects.

Amass a fortune

Residents can spend their weekly stipend however they want – on shopping, transporter travel, land, or admission to private events. To build their wealth, they can make and sell popular items, host fun parties or events, or their money with other residents to build a funhouse or an amusement park and charge admission.

Get connected

Residents can join an in-world group to meet like-minded individuals with similar interests and skills. There are already many different groups in Second Life dedicated to a variety of diverse interests – such as the American West, the Dark Ages, Medieval Japan, and World War II.

Increase their status

Residents rate and are rated by others in Second Life as they interact with them through a real-time reputation system. If they earn positive comments, they'll gain financial rewards as well as social status. The highest-ranking residents in several categories are reported in Second Life's leader boards.

SECOND LIFE TECHNOLOGY

Convenient, cost-effective thin client

One 10Mb download delivers persistent desktop access to Second Life. All content resides on the Second Life server grid, so that all users need on their computer is a small, easily updateable viewer.

Real-time 3D streaming using intelligent compression

All content is streamed to the user's desktop in real time at DSL/cable modem bandwidths. An advanced compression system sends thousands of objects per second. Residents can display any number of textures at any resolution, streamed with progressive wavelet compression.

Endlessly expandable landscape

Second Life exists on a scalable server grid running Linux, capable of supporting thousands of simultaneous Second Life residents and allowing the world to grow infinitely in any direction simply by adding more Linux boxes.

Contiguous, persistent world

Residents can go anywhere in Second Life's expansive, persistent landscape – there are no "shards" or duplicate servers. Everything they build stays in-world, even when they're not logged in.

Infinite avatar customization

Residents create their unique look with high-resolution character meshes. Using over 150 unique sliders, they can change everything from their foot size to their eye color to the cut of their shirt. They can also upload textures for clothing or tattoos, as well as make and wear objects such as hats, wings, and shoes.

Built-in creation capabilities

Residents can easily modify and create objects and add special effects in-world, without separate tools or applications. Second Life's persistent, streamed environment allows any number of residents to collaborate on building projects in real time.

Cross-platform portability

Second Life has been created with industry-standard cross-platform technologies: OpenGL, UDP networking, Linux servers, and Ogg-Vorbis compression for audio.

Realistic environment.

Dynamic lighting and shadowing, a complete weather system, rigid-body physics simulation, and uploadable textures and audio all add to residents' visceral experience of the world.

System Requirements

- **Computer:** Pentium III 800MHZ or higher, with 256MB RAM or more
- **Operating System:** Windows 2000, NT or XP
- **Video Card:** NVIDIA Geforce 2 (32MB RAM) or higher, or ATI Radeon 8500 (32MB RAM) or higher
- **Internet Connection:** DSL, cable modem or LAN (256kbps downstream or higher)