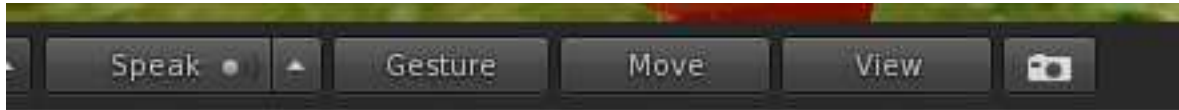


How Can I See my Avatar's Face?

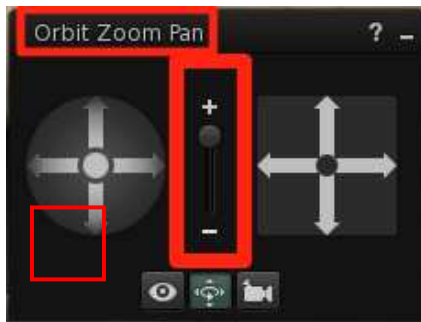
In order to do this, you need to first learn the basics of how to manipulate your SL camera – or your camera's view. This is an important skill to learn for other reasons too – like zooming in on a picture, a screen, or text you'd like to examine or zooming out to get a better orienting sense of where you are.

Start by clicking the View button at the bottom of your Second Life window.



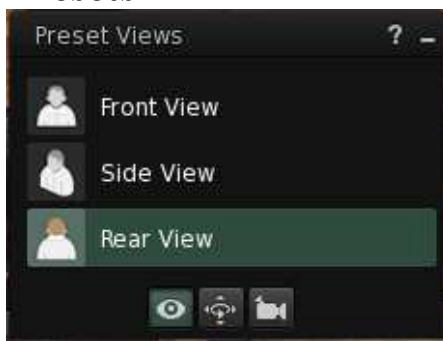
Clicking on “View” will bring up a new palette that looks like the one below. Notice there is a row of three, small buttons along the bottom of this new palette. From left to right, they are: presets (the one with the eyeball icon), orbit/zoom/pan (the one with the arrows), and view object (the one with the camera). Let's take these one at a time, starting with the middle one, orbit/zoom/pan.

Orbit



The middle button, Orbit Zoom Pan (with the arrows icon), allows you to move the camera's view in an orbit around your avatar, pan the camera back and forth or side to side, or zoom the camera in and out. So by clicking on the arrows in the big circle (on the left), you'll see that the camera will swing around (or orbit) in relationship to your avatar. Try it. The square with arrows (on the right) is the pan control. This is useful if you want to have a look around a place, without moving your avatar. You can use the slider (+/-), in the middle, to zoom in and out.

Presets



When you click on the first, left-most button (with the eyeball icon), presets, on the view palette, you get the option of three “preset” camera positions. They are represented by the three icons you see:

- Front View - allows you to look at your avatar’s face
- Side View - gives you the view as if you were standing beside your avatar
- Rear View - is the default view, as if you were standing behind your avatar

The “default view” means it’s the one that Second Life automatically puts you in – and, in this case, that means just behind your avatar, looking over his/her shoulder, as if you were following them. That view is the one that most people prefer because it is easiest to use when moving around.

So now you are ready to see your avatar’s face. To do that you bring up the preselected views palette pictured above and select the “Front View”.

You can always get back to the default camera position by just stepping forward with your avatar and/or hitting the escape key on your keyboard, (or by clicking the default – rearview - preset)

View Object



The third, right-most button (with the video camera icon) allows you to examine an object more closely. So let’s say you wanted to get a closer look at a screen displaying a PowerPoint slide, you would bring up this palette, select the button with the camera icon and select “Object View”. Then click on the object you want to inspect. When you do this, you’ll notice that your cursor turns into a small magnifying glass with a plus sign in it (that reminds you that you’re in object view mode). You can then zoom in or out, using the +/-slider or your mouse. How to use your mouse to zoom depends on what kind of mouse or track pad you have. If you have a click wheel, use that, or you might be able to zoom in by holding down the left click button. If you have a track pad, you can use two fingers to zoom.

The second option in camera modes, mouselook view, changes the perspective so that it appears as if you are looking out through your avatar’s eyes. Some people like this but some find it dizzying. Give it a try and see what you think. You can get out of “mouselook view” by hitting the escape key on your keyboard.