

Second Life® Orientation

Getting started with your Second Life® account



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=Shortcut =Advice =Caution

Overview

There are many advantages to creating a Second Life® account. In the scope of academia, faculty and staff can meet in conference rooms, and conduct classes in virtual settings. Students may do their presentations in Second Life®, and the possibility of creating objects or displaying art is endless. This document will help you in setting up your Second Life® account, installing it onto your computer, and creating your **avatar**. An avatar is an online persona.

Summary

- Getting Started
- Creating account
- Installation
- Log into Second Life®
- System Requirements

Getting Started

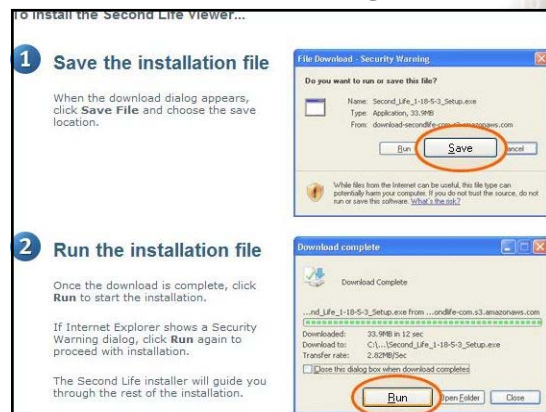
1. Go to www.Secondlife.com
2. Click the **Get Started!** button (Fig. 1,1).
3. Step 1 is to **Create your account** (Fig. 2).
 - a. **Select** your avatar
 - b. **Name** your avatar
 - c. **Enter** your personal information
 - d. **Click** the **Create Account** button

Figure 1



4. Step 2 is to access the **confirmation email** that will be sent to your email account when you complete creating your account.

Figure 3



5. Open the confirmation e-mail you should have received and click the **"CLICK HERE TO ACTIVATE YOUR ACCOUNT"** link to activate it.
6. Step 3 is **Install** Second life onto your computer if you have not done so already). (Fig. 3)
7. **Click** the **Second Life** icon located on your desktop (Fig. 4)

Figure 4



Figure 5

Log in to Second Life®


1. Enter your avatar's **Name** (first and last) and account **Password** (Fig. 5, 1).
2. Click the **Connect** button (Fig. 5, 2).
3. **Review** and **accept** the terms of service.
4. You will arrive at **Second Life orientation island**. There you will learn how to use SL features, such as walking and flying.
5. Once you are ready to explore Second Life, locate the **"Ready to explore more of Second Life"** sign and **click** the **Click Here** button (Fig. 6, 1) to be transported to the mainland.
6. Once you have arrived at the mainland you will have the ability to teleport (transport) yourself to other locations and explore Second Life



Figure 6



System Requirements

 System Requirements: Your computer **must** meet these requirements or you may not be able to successfully participate in Second Life®.

Windows	Minimum Requirements	Recommended 
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	2000, XP, or Vista	XP or Vista
Computer Processor:	800 MHz Pentium III or Athlon, or better	1.5 GHz (XP), 2-GHz (Vista) 32-bit (x86) or better
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card for XP/2000**:	<ul style="list-style-type: none"> • NVIDIA GeForce 2, GeForce 4 MX or better • OR ATI Radeon 8500, 9250 or better • OR Intel 945 chipset 	NVIDIA Graphics cards 6000 Series: <ul style="list-style-type: none"> • 6600, 6700, 6800 7000 Series: <ul style="list-style-type: none"> • 7600, 7800, 7900 8000 Series: <ul style="list-style-type: none"> • 8500, 8600, 8800 GeForce Go Series: <ul style="list-style-type: none"> • 7600, 7800, 7900 ATI Graphics Cards <ul style="list-style-type: none"> • X800, X900, X1600, X1700, X1800, X1900 • x2600, x2900 • x3650, x3850
Graphics Card for Vista (requires latest drivers)**:	<ul style="list-style-type: none"> • NVIDIA GeForce 6600 or better • OR ATI Radeon 9500 or better • OR Intel 945 chipset 	NVIDIA Graphics cards 7000 Series: <ul style="list-style-type: none"> • 7600, 7800, 7900 8000 Series: <ul style="list-style-type: none"> • 8500, 8600, 8800 GeForce Go Series: <ul style="list-style-type: none"> • 7600, 7800, 7900 ATI Graphics Cards <ul style="list-style-type: none"> • X1600, X1700, X1800, X1900 • x2600, x2900 • x3650, x3850
Mac OS	Minimum Requirements	Recommended 
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	Mac OS X 10.4.11 or better	Mac OS X 10.5.4 or better
Computer Processor:	1 GHz G4 or better	1.25 GHz G4 or better
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card**:	<ul style="list-style-type: none"> • ATI Radeon 9200 and above • OR ATI Radeon X Series • OR NVIDIA GeForce 2, GeForce 4 • OR NVIDIA GeForce 5000 Series and above 	<ul style="list-style-type: none"> • ATI: X1600, X1900, X2400, X2600 • OR NVIDIA: 6800, 7600, 7800, 8800