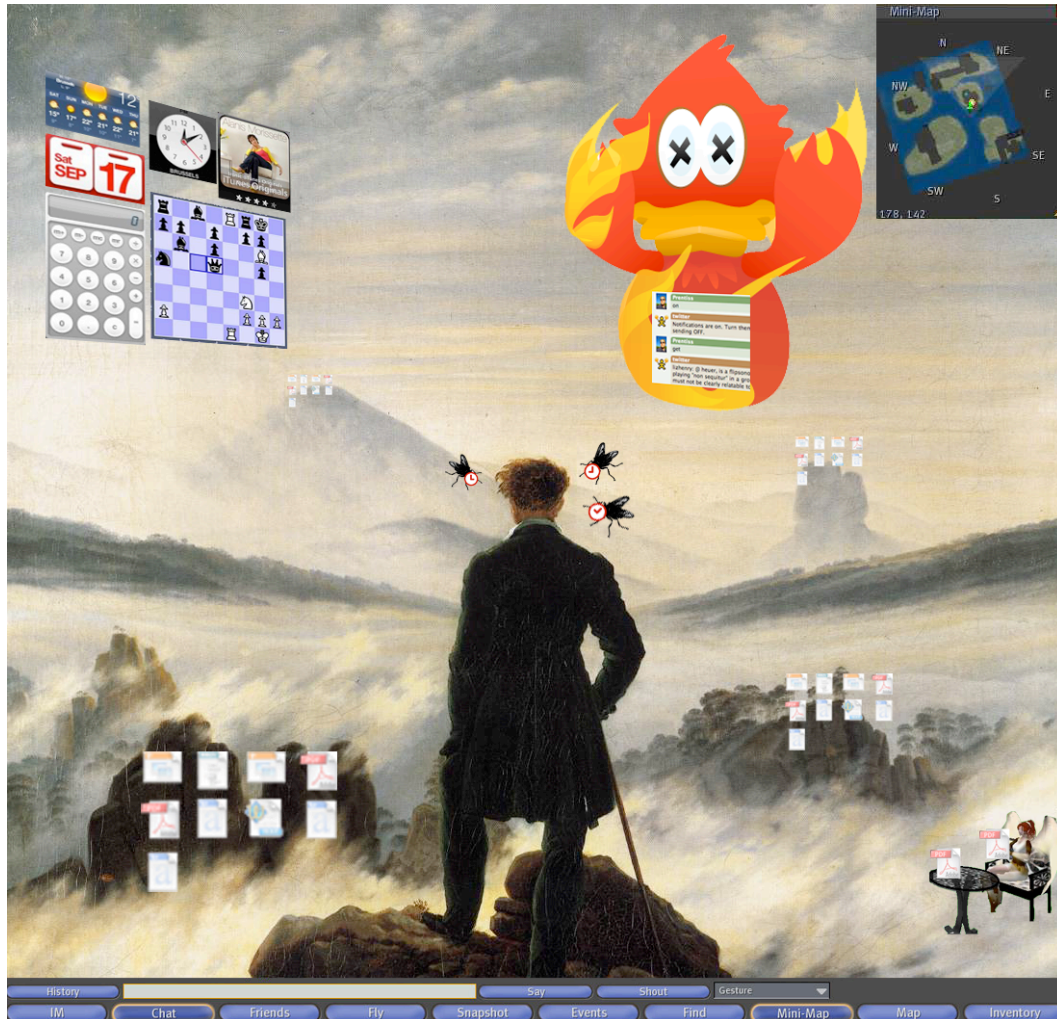


# Second Life OS: a sketch

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## Features to note:

- Common immersive MMORPG navigation and visualization modes, including player POV, external POV, and map navigation
- Second Life controls, represented here by menu across bottom
- Files/objects are placed in the virtual landscape, in clusters which may be the analogue of folders
- Other users' interactions with shared objects are visualized spatially, like the angel reading a PDF in the lower right
- Objects and applications can have different degrees of virtualization:
  - Static icons as in traditional desktop metaphors
  - Non-biomorphic widgets like those in the upper left
  - Biomorphic widgets like the "reminder flies" buzzing around the avatar's head
  - Applications with full avatars, like the Adium chatbird in the upper right
  - Traditional flat window mode (not shown) for running conventional applications that need undistorted control of the screen