

Scripting in Second Life Virtual Environment & Programmatic Control of Keyboard and Mouse Commands

Sariseelia Sore & Antti Salopuro
Lahti University of Applied Sciences
March 8, 2012

1. Course overview

The aim of the course is to give an overview of Linden Scripting Language (LSL) used to add behaviour to objects in Second Life virtual environment. The students will also learn to control the keyboard and mouse commands from software and apply this in dynamically translating the Kinect device gesture recognition into Second Life avatar activity.

2. How to prepare for the course

Second Life

1. Create an account (the free account suits well) to Second Life (secondlife.com)
2. Download and install a Second Life Viewer (e.g. secondlife.com/support/downloads/) for entering the virtual world
3. Learn to move and communicate in Second Life and find your way out of the Welcome Island
4. Teleport to Paijat-Hame Edu Island and find the Sandbox there

Familiarize yourself with Kinect project and real applications by watching the videos:

- http://www.youtube.com/watch?v=kalo57_hWsQ&feature=youtu.be
- http://www.youtube.com/watch?feature=player_embedded&v=LtrQ7-8yUrc
- <http://www.youtube.com/watch?v=HPLdbJg047Y&noredirect=1>

3. Literature

Second Life: http://en.wikipedia.org/wiki/Second_Life

What is Second Life: <http://secondlife.com/whatis/?lang=en-US>

LSL Tutorial: http://wiki.secondlife.com/wiki/LSL_Tutorial

Kinect Quick start guide: <http://channel9.msdn.com/Series/KinectQuickstart>

Press release for FIMECC Prize Winner 2011:

http://www.fimecc.com/en/index.php/News_of_2011