

## **Excerpted Memo of Transmittal Texts.**

Steve's memo

The video attached is a simple introduction and tutorial for Second Life. Your usage of the program in your class was very interesting and enlightening, hampered somewhat by the fact that very few students in the class knew how to use the program or took it seriously. ... The usage of a simple introduction with instructions may help alleviate this.

### **Content**

The video begins with a short, 'live-action' introduction, wherein I explain the nature of Second Life and the purpose for the video. The basic controls are explained, both in terms of avatar movement and camera control. Following afterwards are tips on avatar customization, first in physical dimensions and then in obtaining and equipping clothing. A short explanation of basic chat features precedes a lesson on teleporting, and the video concludes with a quick example of corporate islands—specifically, that of IBM.

### **Difficulties/Complications**

Technological limitations hampered the quality of this video. The laptop on which it was recorded lacked the processing power to smoothly run and render Second Life—a program that, frankly, is not on the high end of the graphical spectrum. This problem was compounded by the limited speed and reliability of Large Midwest University's dorm Internet.

The software that I utilized to capture the video footage of Second Life was “Camtasia Studio 6”, a favorite amongst recorders of machinima and video game demonstration videos. While the program took some getting used to, but the interface is relatively user-friendly, containing a suite of applications that proved to be all I needed to record and splice video clips, as well as recording the voice-overs. While the many features of this program were very useful, there were a few limitations. The program only allowed for editing of the video down to seconds, so some residual footage still remains in the video. I also experienced extreme difficulty getting the audio to sync up to the video in the final product, which was intensely nerve-wracking.

My available hardware also presented limitations of its own. The Sony Handcam DCR-HC26 that I used is rather dated, and is not the most efficient where video transfer is concerned; hence the need to keep the introduction video 'shrunk', lest the frame rate suffer. For audio recording purposes, I was reduced to relying upon a USB microphone intended for use with the “Rock Band” video game, which, while not the highest quality recording implement available, produced an acceptable, if somewhat echo-laden sound.