How to Change Your Avatar’s Appearance

Customizing your avatar’s appearance changes your avatar from being a stock part of Second Life (SL) to being an extension of yourself as the user. Second Life has a robust appearance editor that will allow you to customize your avatar in a variety of ways.

Right Click (PC) or Option-Click (Mac) on your avatar to access the “Round Menu”.

Click on the word “Appearance”.
This will open the Appearance Editing “Window”. Your avatar will also turn to face you. You can adjust almost every aspect of your avatar’s shape, height, weight, age, etc.

If you click on the “Shape” tab, you will see a list of body part options in the main window.
By clicking on “Body”, you can change the height, thickness, and body fat of your avatar.

By clicking on “Head” you can adjust the shape of your head.
There are three more main tabs (Skin, Hair, and Eyes) for changing the appearance of your avatar’s Body Parts.

You can also adjust existing clothing within this window.
You can click on “shirt” and the window shows your shirt editing options. You can change aspects of the shirt here.

Let’s create a new shirt.

Click “Take Off”
Click “Create New Shirt”.

Click “Yes”.

Would you like to automatically wear the clothing item you create?

- [ ] Don't show me this again
- [X] Yes
- No
A series of editing windows will open allowing you to adjust many aspects of the Shirt.

When you are finished with the shape of the shirt, click on the “Color/Tint” box to open the “Color Picker”.
You can choose any color from this window by clicking in the rainbow colored area, and then choose any shade or tint of that color by using the vertical slider on the right.

If you want to add texture or pattern to your clothing item, click in the “Fabric” box.
A window will open with the title “Pick: Upper Fabric”. You will notice that your inventory list appears in the right side of the window.

To add pattern or texture to an item, you will need to choose a texture file from your inventory.

Each new user has a Texture folder in their Library folder. Find your Library folder (at the bottom of the list of folders in the right of the window), click on the white arrow to the left of the word “Library”. This will open the Library folder and show the contents. Find the “Textures” folder.
The texture types are divided into subfolders. Open a subfolder to show the texture files.

As you click on each texture file, the texture will preview in the left window and on your avatar as well.
Once you find a texture that you like click “Select”.

Some texture files can be changed by having a color in the “Color/Tint” box in addition to having a texture in the Fabric box. Some textures cannot.
Using/Wearing Existing Clothing

There are many virtual designers working in SL creating a vast sea of options for clothing, shapes, skins, accessories, shoes, and hair. Some of these items are free and some are available for purchase using Lindens.

Once you have acquired an item, it will appear in your inventory list.

To wear an item, select the item in your inventory Right-Click (PC) or Option-Click (Mac), and a fly out menu will appear. Click on “Wear” to put the item on your avatar. This new item from your inventory will replace any existing item that your avatar is wearing in the same location.
You can add items to your avatar using this method while in Appearance Editing mode as well.

You can remove items from your avatar without being in Appearance Editing mode. Right-Click (PC) or Option-Click (Mac) on your avatar to bring up the “Round Menu”

Select “Take Off”.
Select “Clothes”.

A list of the clothing types worn will appear in the segments of the round menu. You can select from this menu the article of clothing that you wish to remove.
Some clothing items are made of objects which allow the clothing item to stand away from the avatar’s body or to flow and move as the avatar moves. These objects have to be “Detached” rather than “Taken Off”.

The steps are very similar to the last steps. Right-Click (PC) or Option-Click (Mac) on your avatar to bring up the “Round Menu”.

Select “Detach”.

A list of body parts will appear in the segments of the round menu. Any body part listed is wearing an attached object. You can remove the attached object from a body part, by clicking the body part’s name in the menu.