Ruth2 bento bom mesh avatar with sculpted vagina

First steps

To unpack wear and click "Ruth2 v4 modified". This will create a new folder "Ruth2 v4 modified".
Detatch everything from you and wear one item from each group.
If the hud shatters color or textures beyond repair, unpack again.

If you prefer to add the facial expressions to your gestures, also unpack "Ruth2 v4 modified (facial expressions)"

Tintable Tattoos

This compilation contains tintable tattoos.

Wear them first. Inventory -> right click -> add.
Then again Inventory -> right click -> edit -> color/tint. Don't forget to click on the "<save" button.
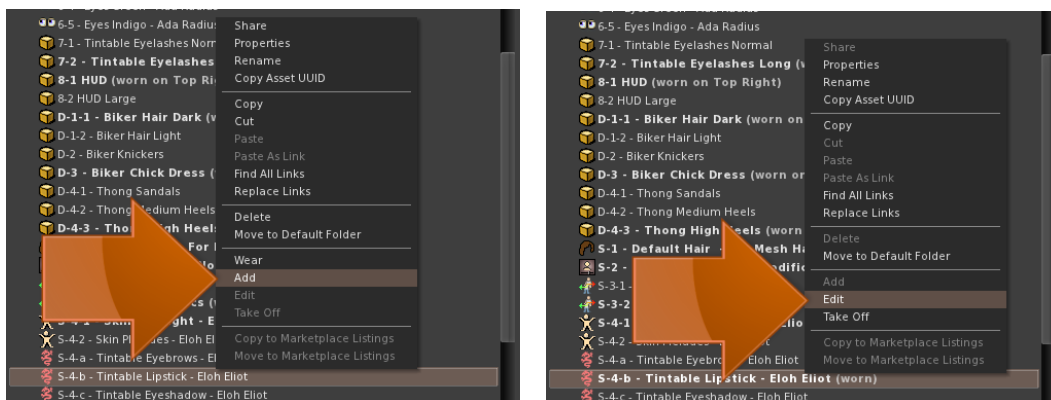
Skin

Appliers not supported, only bom skins. Fortunately, most artists upgraded their skins to bom.

If your skin comes with ugly bom fingernails, add the included tattoo "S-e Tintable Fingernail Masking". If your skin has no teeth, click hud -> private -> teeth -> substitute. If the face appears on the back of your head, find another skin.

Ruth comes with 3 variations of the crotch. Closed Lips, spread lips and the original puritan dome. The spread lips come in 2 flavors. Bom only and a version where you can add more details with the hud. If you are pleased with the details of your skin, ignore the hud version.

Try Secondlife Marketplace with the search terms: skin gift.
https://marketplace.secondlife.com/p/FBEAUTY-Bruna-BOM-Skin-GIFT/22784301
https://marketplace.secondlife.com/p/FOSSEGRIM-icy-skin-GIFT/4457605

(The screenshots are made with skins from inventory -> library -> clothing -> initial outfits.)

Makeup

Appliers not supported, only bom. Tattoo or Universal. This package contains only a few demos but there are literally 100,000 packages of high quality bom makeup.

https://marketplace.secondlife.com/p/FREE-Chus-Blushes-and-Lippies/19636351
https://marketplace.secondlife.com/p/XCW-2nd-Gift-Eyeshadow/5224360
https://marketplace.secondlife.com/p/Izzies-90s-Ombre-Lipstick-Gift/11182587

Eyes

This compilation uses the system avatar eyes. Mesh eyes will not give any improvement. High quality eyes included, but you can use any eyes you like.

Eyelashes

Ruth comes with 2 tintable variations. Long and normal. Eyelashes for other heads do not work well. They are only 1 mm above the skin and must adapt to the shape sliders and face expressions.

Fingernails

The fingernails and toenails are not compatible with any other systems. With the included hud you can tweak the color. And choose among a few textures.

Additionally you can use any tileable texture. Wear the nails and in your inventory right click on the nail package -> edit -> texture and drag your texture onto the field.

Try inventory -> library -> textures -> fabric -> stripes vertical
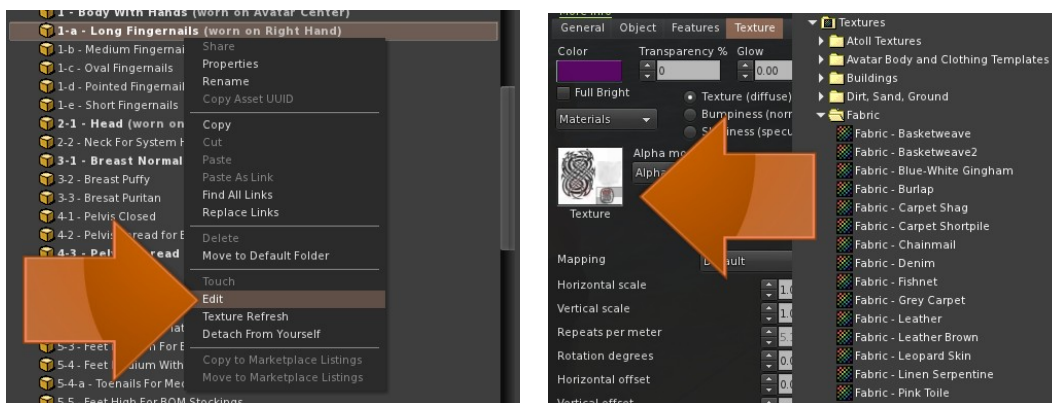
Third party heads

Most bento heads use a neck similar to the system head. So you can place any head onto "2-2 - Neck For System Head". The lightning is not perfect, but surprisingly better than the system head. For perfect lightning we would have to steal the neck area of the various commercial bodies.

Unfortunately, free heads are hard to find. The artists only do short term promotions. Withdraw the free offers after a few weeks. Follow a blog like https://ryanschultz.com.

Clothes

Use bom clothing only for stockings and underwear. Mesh bodies no longer support the old shape sliders for shirts. And other bom clothing just looks flat.

Quality bom clothing is hard to find among the masses of pixelated legacy clothing.
Try Secondlife Marketplace with the search terms: stockings bom gift

Mesh clothes for legacy avatar -- They come in fixed sizes. XS ... XXL. And you have to use right mouse button -> appearance -> edit shape to adjust your avatar to the clothes.

Mesh shoes for legacy avatar -- They always come as a pair. You have to attach one to the right and one to the left foot. After that you can fix position and size with right mouse button -> edit -> object. Tedious, but these shoes always fit.

You find high quality clothes and shoes in the freebie stores.
https://ryanschultz.com/2019/11/24/clip-and-save-ryans-all-in-one-guide-to-freebies-in-second-life/

Fitted Mesh Clothes -- Actually a great concept. No matter what shape you choose, the clothes will fit. But unfortunately this only works for a single mesh body. It is claimed that maitreya clothing would fit. But to make it work perfectly, we would have to steal the weight-painting from the maitreya devkit.

Fitted Mesh Shoes -- The same problem. They are designed for a single mesh body. Nevertheless, half of the maitreya shoes fit well.

The old flexy prim shirts still exist. They even work with modern mesh bodies. But you will realize soon why no one uses them anymore.

This set includes one dress, shoes and knickers. So you do not have to go to the stores completely naked.

Alpha masks and alpha cut hud

If mesh clothing does not fit perfectly, the skin will poke through the clothing during movements. Pragmatic solution. You paint the skin with invisible dye.

The better solution is the alpha mask. The clothing comes with a bom mask that you wear like a tattoo. Done.

But if your clothes don't contain a matching mask, this concept gets cumbersome. Most of the time it is easier, you use the alpha cut hud.

Hair

Fortunately, almost all hair fits. Even without hud you can usually adjust size and position with right mouse button -> edit.

Tip. In this store you get 900 hair styles at no charge. Only if you do not like the hair color, you have to pay for the color hud.
http://maps.secondlife.com/secondlife/Wonderland%20Beach/179/132/23

(Now that we are among us you can admit. You are here because you spent more money on your hooker's outfit than you made with them.)

Finger Positions and Facial Expressions

Unfortunately the finger positions and facial expressions of the system avatar do not work for mesh avatars.

Thus, you can select finger positions and facial expressions with the hud. Or you can add the animations to your gestures.

The facial expressions are designed for flexibility. So you have to add 5 lines to a gesture.
- eye expression start
- mouth expression start
- wait
- eye expression stop
- Mouth expression stop
You find some examples in the "facial expressions" package.

Theoretically, the expressions also work for other bento heads - just try them out to see if they are usable.

Of cause, you can also use any other bento animations with this avatar.

Shape

This compilation only includes the default shape you get when you create a new shape. But you can tweak this shape or wear any shape you like.

Physics

Two physics included. The default, your avatar looks nearly rigid. And a very bouncy one. Edit and experiment with the values. A description of the parameters:
https://wiki.firestormviewer.org/firestorm_avatar_physics

Animation Override

This compilation only includes hand and face animations. No animation override. But you can use any animations you like. The Firestorm 6.5 release notes says Ze Ree fixed several bugs in the built-in ao.

Hud

The hud is designed to work at every attachment position. First attach to left/right/top/bottom/... Then right click -> edit and drag the gizmo to your preferred position.
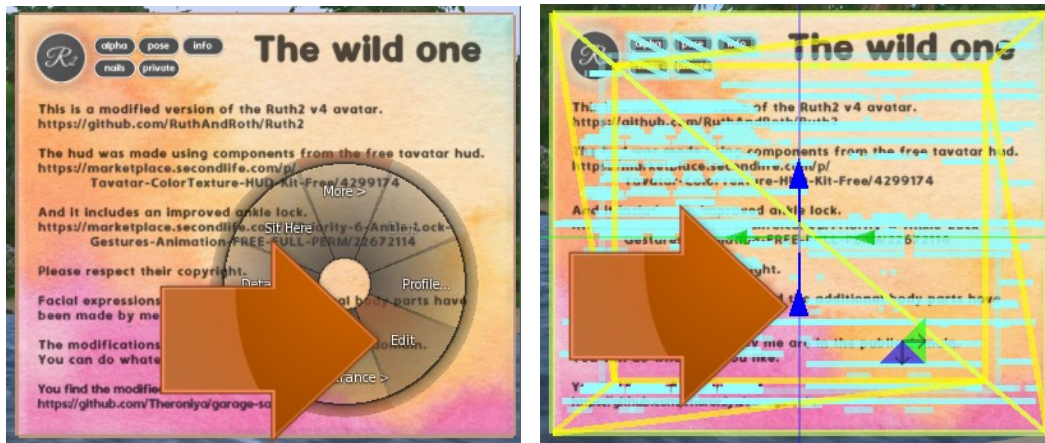
Sources

This compilation was created with blender 3.1, gimp 2.10 and firestorm 6.5. If you want to make changes, you only need these free programs. You can download my modifications from:
https://github.com/Theroniya/garage-sale

The hud was created inworld. The repository only contains the sources for the images. The objects of the hud can only be copied inworld.

Do you want to create your own textures for fingernails or vagina? You find the UV maps in the Gimp files.

Credits

This is a modified version of the Ruth2 v4 avatar.
The hud was made using components from the tavatar hud.

This compilation contains modified data from:
https://github.com/RuthAndRoth
https://marketplace.secondlife.com/stores/228512
https://marketplace.secondlife.com/p/Tavatar-ColorTexture-HUD-Kit-Free/4299174
https://marketplace.secondlife.com/p/Priority-6-Ankle-Lock-Gestures-Animation-FREE-FULL-PERM/22672114
https://ambientcg.com/view?id=Leather027

Please respect their copyright.

The watercolor background had been downloaded from a generic wallpaper site. Probably the name of the artist is lost forever in the entanglements of the space-time fabric.
Facial expressions, clothes and the additional body parts have been made by me.

Ruth2 - Open Source Mesh Avatar for Virtual Worlds

For details and copies of relevant licenses see the project repository at
https://github.com/RuthAndRoth/Ruth2

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Various Authors and contributors to the Git Repo in alphabetical order are:
* Ada Radius
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* Chimera Firecaster
* Duck Girl
* Elenia Boucher
* Fred Beckhusen
* Fritigern Gothly
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* Kayaker Magic
* Lelani Carver
* Leona Morro
* Mike Dickson
* Noxluna Nightfire
* Sean Heavy
* Serie Sumei
* Shin Ingen
* Sundance Haiku

* Other contributions and testing by members of the OpenSimulator Community.

The 'R2' logo may be used to indicate projects or products that are either based on or compatible with the RuthAndRoth project mesh bodies.

Tavatar HUD Kit
Version 2.0
by Tapple Gao

This kit will help you create a HUD that you can add to your products. This HUD will make it easier for your customers to recolor and retexture your products.

The full manual is available online; it was too unwieldy for a notecard:

http://tavatar.org/hud-kit/

.:.Bunny Creek.:. Priority 6 Ankle Lock Readme

Want to share this with a friend? Please do !

Just pass them a copy of this notecard !

==
Check out my marketplace store !
https://marketplace.secondlife.com/stores/176391
==
Copy & paste the following into local chat and click the link to join our group.
* secondlife:///app/group/e9c26a47-4709-4577-ec43-070e348d8950/about
======================================

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