URBAN INTERSECTIONS

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An interactive urban installations in contested virtual spaces. Presented at the Waterfront Plaza Belfast for ISEA 2009, from the 26th to 29th of August. Artistic concept by Paul Sermon, Charlotte Gould and Peter Appleton, interactive installation produced in collaboration with Alasdair Swenson, Ben Mitchell, and Peter Kelly. http://creativetechnology.salford.ac.uk/urban/

Follow these instructions to visit Urban Intersections on the OpenSim island "ISEA2009"

1. Go to http://opensimdev.secondplaces.net/users/signup/ and register.
2. If you do not have Second Life installed, download and install it from http://www.secondlife.com/download/
3. Modify the start up options for your Second Life client, so it points to our OpenSim virtual world ...

    For Windows:
    Modify your Second Life desktop shortcut properties to point to our server instead of Second Life.
    The target field for the shortcut should look something like this:
    "C:\Program Files\SecondLife\SecondLife.exe" -loginuri http://opensimdev.secondplaces.net:9000/ --set InstallLanguage en

    For Mac:
    Find your Second Life icon in your applications folder and control-click on it. From the pull down menu select
    'Show Package Contents'. Locate and open the file "Contents/Resources/arguments.txt", type the following text in the file and save:
    -loginuri http://opensimdev.secondplaces.net:9000/

4. Open your Second Life client using your shortcut and login with your username.
5. Fly to the Uban Intersections island called "ISEA2009"