Using InkWelle Scenery Screens To Block "Eyesores"

An "eyesore" is something that is so unattractive that it "hurts the eyes." Unfortunately, there are many places and buildings on the mainland that could easily be called an eyesore. Tall buildings with flashing signs, sexually-explicit textures, or just builds that are obnoxiously ugly are spread all over SL. This is especially a problem for people who own land and want to build a peaceful, beautiful home next to these eyesores

If you're lucky you can chat or IM with your neighbor and ask him or her to change the building or even take it down, but if that doesn't work then InkWelle Scenery Screens can come to the rescue! These screens are made from large flat prims with beautiful scenery textures on them. You place the screens at the border of your land to block your view of the eyesore.

But how do you handle especially tall eyesores? The tallest screen from InkWelle is 40 meters high, but it is also 100 meters wide. What if your parcel isn't wide enough? And what if the eyesore you are trying to block is even taller than that?

Following are some ways to use InkWelle Scenery Screens for those "extreme" eyesore situations.

Maybe It's Good Enough

When you're at ground level you only really see what's above 10-20 meters, so even though the eyesore is extremely tall, perhaps a screen that is 20-30 meters high is good enough. If you normally just walk around or stay in your house when you're on

your land, then perhaps it is. But if you fly a lot or use your camera controls to "zoom out" very much, then you will probably not be satisfied with this solution.

In this picture the screen is 20 meters high and the picture was taken from about 15 meters away. The foreground was edited out of the picture to save space. You can start to see something tall that is behind the screen – but it is all the way at the top of the view so perhaps it won't be a problem.

Terraform

If you live in a region where you can terraform, raise the land around your border to create a natural-looking "berm." Then place your scenery screen on top of the berm.

This approach can give you beautiful results, however the majority of parcels on the mainland—where eyesores are the biggest problem—do not allow terraforming beyond 4 meters.

In this picture a 6-meter berm was created, then the Cedar Screen was placed on top of it. This raised the screen so that its height was 16 meters above ground level.

Layer the Screens

Use multiple tall screens and layer them, with the screens in the back moved up off the ground to give them more height. There are some possible disadvantages to this approach. It will take up more area in your parcel because the screens need to have some space between them to help alleviate "alpha-blink." You might also have to place

extra prims between the screens, again to deal with alpha-blink, which would mean using up even more of your prim allotment. However the advantage of this approach is that you have great flexibility to position the screens so they exactly cover what you want to block.

The picture below shows a Medium Mt. Hood screen placed above and behind the Manzanita screen.

The Last-Ditch Effort

For those eyesores that just can't be blocked from view any other way, a final approach is to use the InkWelle Sky Screen. This is a great solution for those cases where you have a REALLY unsightly thing you're trying to block, but I don't recommend it except in those extreme cases.

The InkWelle Sky Screen is a 20x20 mega-prim that has blue sky and clouds on it. The prim is copyable and the texture is carefully tiled so that you can make a panel of as many of the screens as you need to block the eyesore. Great care was taken to make the screen as attractive as possible. In fact the screen is scripted so that the sky

texture changes to gradually become a night sky as the SL sun goes down—or you can click it and choose a "time of day" from the menu and all your Sky Screen panels will change to that texture (the menu is shown here).

But as much care as was taken to make this screen look as natural as possible, it still "stands out" and looks artificial—which is why it is considered a last-ditch effort to

hide an eyesore. The picture below shows a wall built using the InkWelle Sky Screen. It is placed above and behind a set of layered InkWelle screens: the Cedar, Evergreen, and Mountain. It is 80 meters high by 80 meters wide.

Summary

InkWelle Scenery Screens can help you to create an enclosed or private space even if you do not have an "eyesore" near your land. In most cases the screens will block unwanted views right out of the box, but some times you might need to apply some of the techniques described in this document to get the results you want.

InkWelle would love to hear from you, and especially to see your "before-and-after" snapshots of how you have used InkWelle Scenery Screens to solve your landscaping issues or to block a neighboring eyesore. I M Katie Welles to contact us. Thanks!