



Max – Maxine & Maxwell Open Source Mesh Avatars

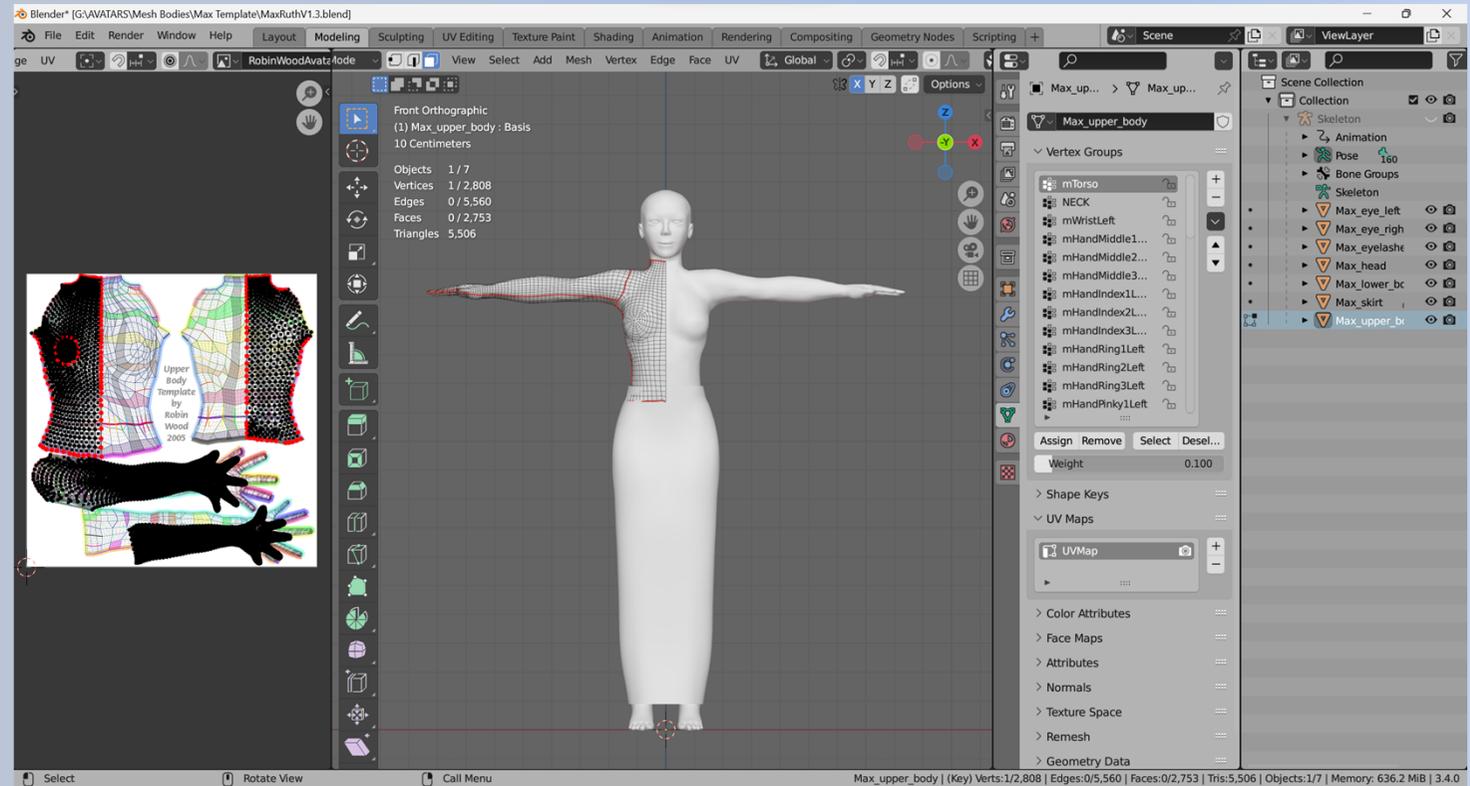
Full details at

<https://blog.inf.ed.ac.uk/atate/max-history/>

Max – Maxine and Maxwell

The new underlying avatar created directly in Blender by Ada Radius is called “Max” which can be morphed into female and male variants called “Maxine” and “Maxwell”.

Max is being developed under the “RuthAndRoth” GitHub organization as an educational resource by the existing community for open-source mesh avatars.



The Max avatar armature is refined via research on the character folder in Second Life/OpenSim viewers <https://github.com/New-Media-Arts-New-Viewer-Avatar>

GitHub RuthAndRoth Organization

The image shows two overlapping windows. The left window is a browser displaying the GitHub organization page for RuthAndRoth. The page header includes the organization name and navigation tabs for Overview, Repositories (8), Projects, Packages, Teams (1), and People. The main content area features a profile for 'Open Source Mesh Avatars' with a logo and 16 followers. Below this, there are pinned repositories: 'Ruth2' (Public) for 'Virtual World Mesh Male Avatar' and 'Roth2' (Public) for 'Virtual World Mesh Female Avatar'. A list of repositories follows, including 'Max' (Public) for 'The New Kids', 'Ruth2' (Public) for 'Virtual World Mesh Female Avatar', and 'Ruth' (Public) for 'Virtual World Mesh Avatars'. The right window is a Discord chat interface for the 'RuthAndRoth' server. The chat shows a discussion about Blender versions, with users like Ada Radus and Al Austin discussing updates and issues. The chat interface includes a search bar, text channels (general, help, off-topic), and a list of server members on the right.

- GitHub Organization
- Multiple Repositories for Ruth2, Roth2, Extras, Skins, Reference materials, etc.
- “Contrib” directories for inputs and drafts.
- Issues and Discussion
- Wiki for documentation
- Max Repository
- Discord Discussions

Short history of the RuthAndRoth project, current Ruth2 and Roth2 avatars & community social media channels.

Full details at

<https://blog.inf.ed.ac.uk/atate/max-history/>



RuthAndRoth Timeline

2017 – Shin Ingen creates original Ruth 2.0 and Roth 2.0 avatar meshes in ZBrush.
<https://github.com/ingen-lab/Ruth>

2019 – Fred Beckhusen creates GitHub RuthAndRoth organization to improve open-source community management of the project with Ada Radius, Ai Austin and Serie Sumei as administrators. <https://github.com/RuthAndRoth>

2019 – Ruth 2.0 RC#2, Ruth 2.0 RC#3 and Roth 2.0 RC#1 resources archived as branches in <https://github.com/RuthAndRoth/Ruth>

2019 – Ruth2 v4 and Roth2 v2 released by GitHub RuthAndRoth organization into OpenSim and Second Life. “Contrib” directories for contributions.
<https://github.com/RuthAndRoth/Ruth2> and <https://github.com/RuthAndRoth/Roth2>

2022 – Ada Radius, Kayaker Magic and Tom Ernst explore details of viewer data for avatars as basis for Max. <https://github.com/New-Media-Arts-New-Viewer-Avatar>

2023 – Max, Maxine and Maxwell Project underway. <https://github.com/RuthAndRoth/Max>

Resources and Social Media

Note not all the resources below will contain Max, Maxine or Maxwell relevant content at this early stage.

GitHub:

- Github Organization: <https://github.com/RuthandRoth>
- Github Repositories: [Ruth](#), [Reference](#), [Skins](#), [Ruth2](#), [Roth2](#), [Max](#)

Social Forums and Discussion:

- Discord Discussion Forum: [RuthAndRoth](#) [See channel [#max](#)] [Invite: <https://discord.gg/UMyaZkc>]
- MeWe Community Page: <https://mewe.com/group/5bbe0189a5f4e57c73569fb9>

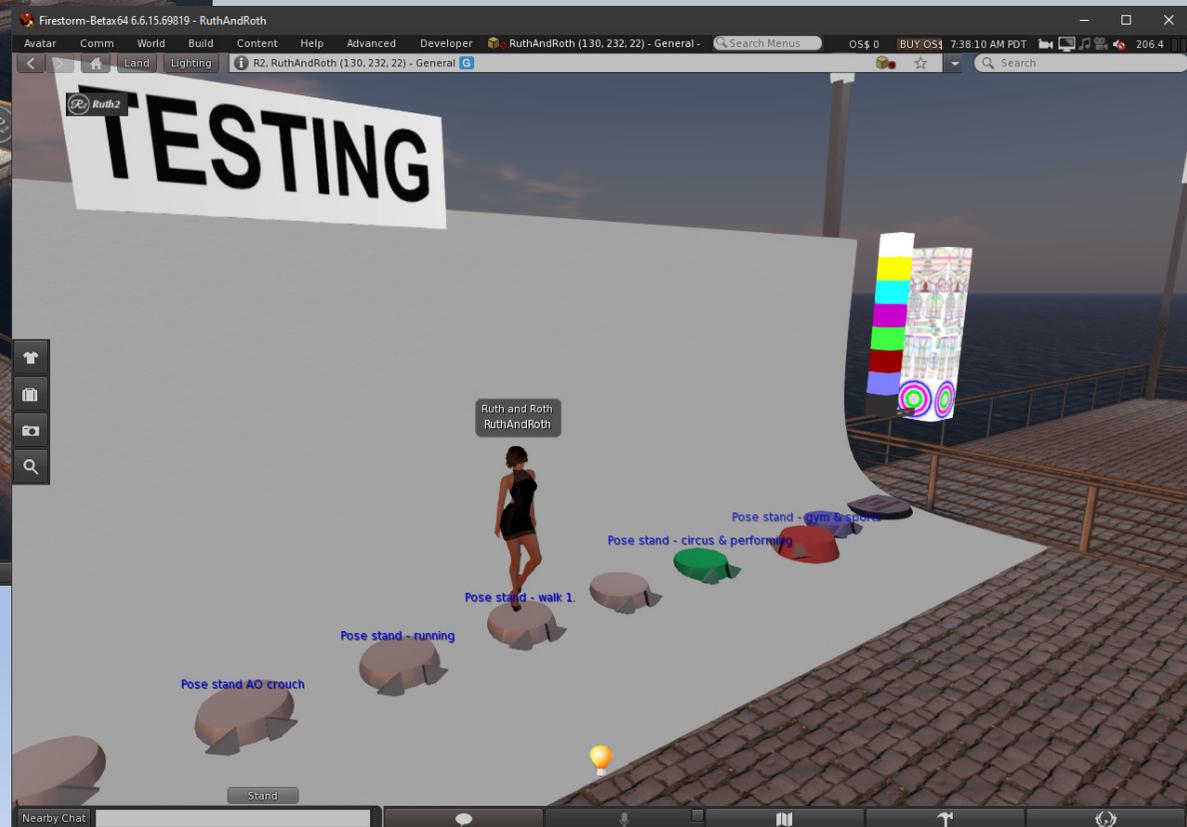
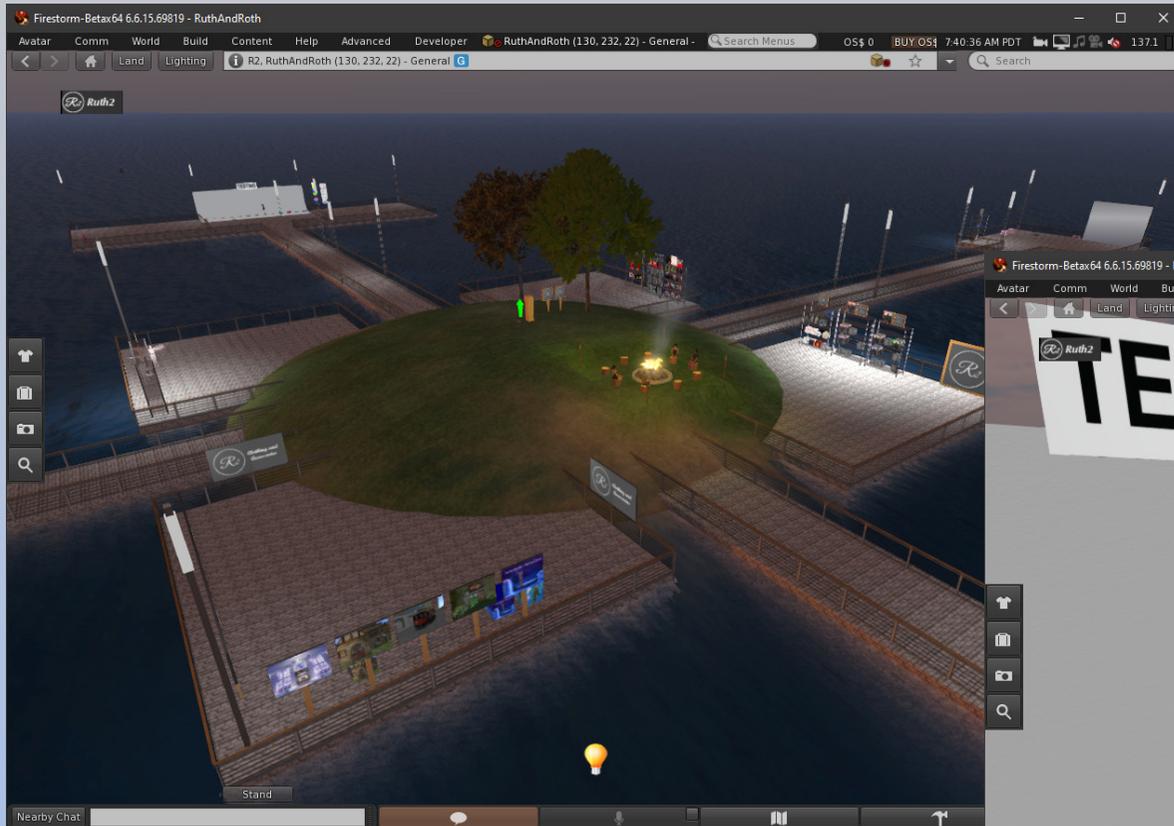
Second Life:

- Second Life Groups: “[RuthAndRoth](#)” and “[Ruth and Roth Community](#)”
- Second Life Marketplace Store: “[RuthAndRoth](#)” (ensure “Adult” content is allowed)

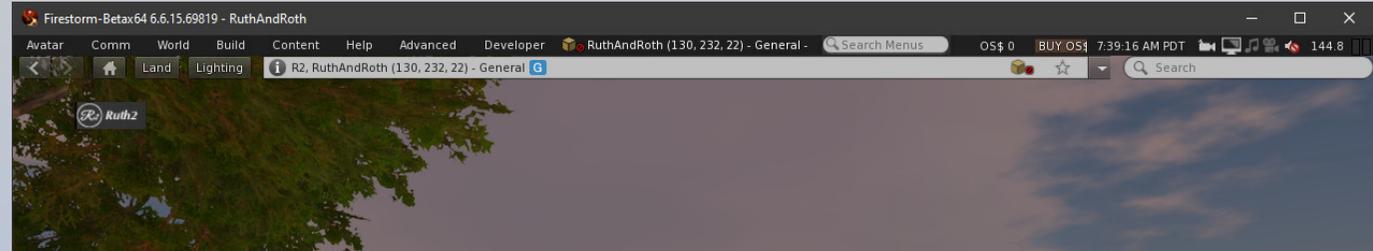
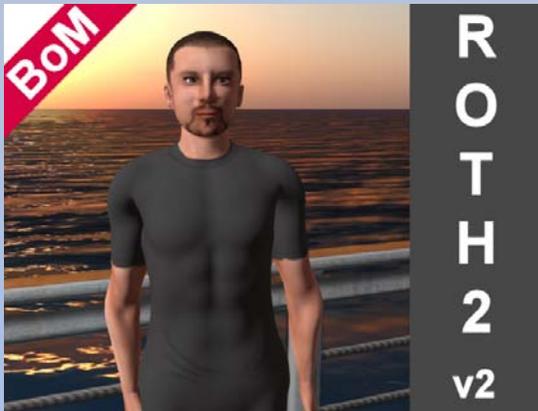
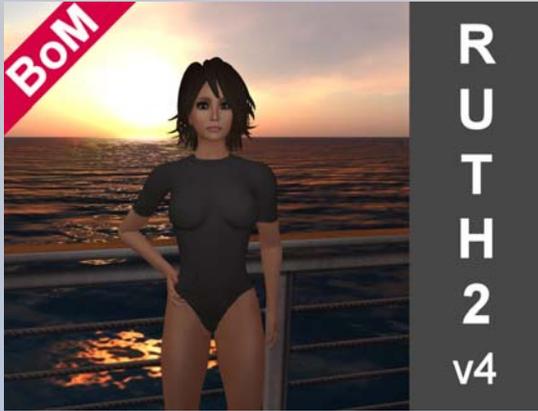
OpenSim:

- OSGrid inworld location for testing and distribution: <hop://hg.osgrid.org:80/RuthAndRoth/134/124/26>
- OpenSimulator Community Conference (OSCC) Grid alternative location for distribution: <hop://cc.opensimulator.org:8002/OSCC%20Shopping%20Zone/256/242/86>
- OSGrid OpenSim Group: “[RuthAndRoth](#)”

OpenSim (OSGrid) RuthAndRoth Testing Region

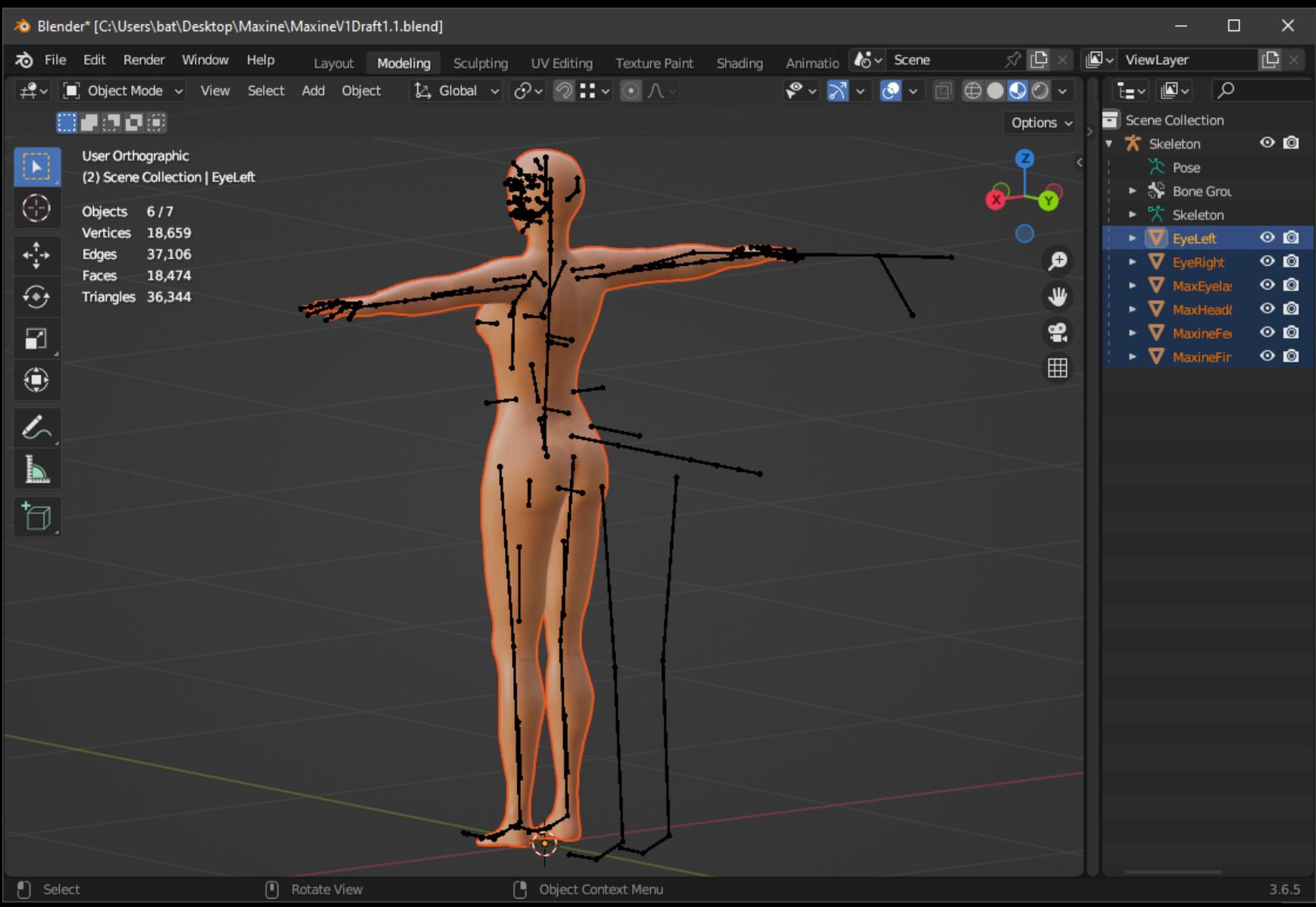


OpenSim and Second Life Boxed Distributions



A screenshot of the Second Life Marketplace search results for "Ruth2 and Roth2 Mesh Avatars". The page shows 12 matching items found. The items are displayed in a grid with various categories like "Avatar Alpha Masks", "Female Skins", "Male Skins", "Roth2 v2 Extras", "Roth2 v2 Mesh Uploads", "Roth2 v2 Resources", "Ruth2 v4 Extras", and "Ruth2 v4 Mesh Avatar". Each item has a price in L\$ and a "BOM" banner. The marketplace interface includes search filters, a "Refine search" button, and a "Cart (0)" icon.





RuthAndRoth & Max Contributors

- Original Ruth 2.0 RC#1, RC#2 and RC#3 and Roth 2.0 RC#1 meshes modelled in Zbrush by Shin Ingen with rigging and vertex weight maps by Ada Radius from 2017 to 2018 with improvements in 2019.
- GitHub Repository management, testing and in-world packaging by Fred Beckhusen, Outworldz LLC (Ferd Frederix), Ai Austin and Serie Sumei.
- Revised mesh, rigging and vertex weight maps by Ada Radius.
- Improvements to feet meshes by Sundance Haiku and Curious Creator.
- Fingernails and toenails by Sundance Haiku.
- UV map is CC-BY Linden Lab.
- HUD mesh, textures and scripts by Serie Sumei using modifications to original scripts by Shin Ingen and nail enhancements by Sundance Haiku.
- Full details at <https://blog.inf.ed.ac.uk/atate/max-history/>

Contributors to Ruth2 v4 and Roth2 v2 Development (18)

Ada Radius	Lelani Carver
Ai Austin	Leona Morro
Chimera Firecaster	Linden Lab
Duck Girl	Mike Dickson
Elenia Boucher	Noxluna Nightfire
Fred Beckhusen	Sean Heavy
Fritigern Gothly	Serie Sumei
Joe Builder	Shin Ingen
Kayaker Magic	Sundance Haiku

Contributors to Max (currently 8)

Ada Radius
Ai Austin
Curious Creator
Kayaker Magic
Linden Lab
Serie Sumei
Sundance Haiku
Tom Ernst (aka Owl Eyes)