Max – Maxine & Maxwell
Open Source Mesh Avatars

Full details at
https://blog.inf.ed.ac.uk/atate/max-history/
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

- 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


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](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](https://discord.gg/UMyaZkc)]
  - MeWe Community Page: [https://mewe.com/group/5bbe0189a5f4e57c73569fb9](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
  - OSGrid OpenSim Group: “RuthAndRoth”
OpenSim (OSGrid) RuthAndRoth Testing Region
OpenSim and Second Life Boxed Distributions
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)

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<th>Ada Radius</th>
<th>Lelani Carver</th>
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<td>Ai Austin</td>
<td>Leona Morro</td>
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<td>Chimera Firecaster</td>
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<td>Kayaker Magic</td>
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Contributors to Max (currently 8)

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<td>Tom Ernst (aka Owl Eyes)</td>
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