

Kingdom of DeMolay

MAGAZINE

Volume 1, Issue 1 - March 2012

Re-energize • Reconnect • Recruit

Castles in the Sky

Kingdom of DeMolay Origins

Choosing a Crusader Era castle for its role in the Knight's Story

Larger than Life

Sculpting a statue of Jacques DeMolay

Outfitting a Hero

Creating custom gear for the Grand Master



A Cinematic View
on the Kingdom of DeMolay

Your Kingdom is Calling!



BUILD YOUR WORLD.
BUILD YOUR CHARACTER.

Kingdom of DeMolay Magazine

Is a publication of Boston Light LLC

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Contributors – March 2012 Issue

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Cody Rauh, Ariella Furman, Boudica
Destiny

Submission Guidelines:

We encourage our readers to share their stories, articles, artwork and other projects relating to the virtual Kingdom of DeMolay.

Articles of various sizes and types are welcome with a preference to those that include photos or illustrations. All material selected for publication is subject to editorial modification and corrections. Please mark clearly with your name and contact information.



Trying to get into the Kingdom?*

Please contact your Regional Officers. All approvals for entry must go through appropriate channels. For more information, contact KingdomofDemolay@gmail.com

* Terms of Service for Access to Kingdom of DeMolay: As a Member or Guest of DeMolay participating in the Kingdom of DeMolay, all DeMolay Standards of Conduct are expected to be followed. *Kingdom of DeMolay Executive Committee*

Kingdom of DeMolay Magazine will consider all material submitted, but will only publish what we consider to be appropriate. We may keep your submission on file for possible publication in a future issue. You will be contacted if your piece is selected for possible publication.

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In This Issue...

Letter from the Editor – p.3

From the Ground Up -
Insights of a Master Builder p.4

Kingdom of Demolay Origins – R.J. Cote
p.5

Up in the Air – B.Destiny p.6

Castles in the Sky – a Build by Sextan
Shepherd p.7

Jacques DeMolay – Larger than Life
Sculpting a statue of Heroic Proportions
with YadNi Monde p.8

Outfitting a Hero, Cody Rauh p.9

A Cinematic View on the Kingdom of
Demolay – Ariella Furman p.10

Community Spotlight – Matt Blaisdell
p.11

Hear Ye! Hear Ye! Your Kingdom...
Is calling... p.12





Letter from the Editor...

March 2012

Dear Reader,

In this, our very first issue of the Kingdom of DeMolay Magazine, I would like to introduce you to a few of your fellow citizens that are helping bring the online virtual world of the Kingdom of DeMolay to life.

Get inspired by the visions of Jim Bennette and Bob Heruska, Master Storytellers and the minds behind BostonLight LLC, who first conceived of the idea of developing a virtual online world for DeMolay; a place where friends of DeMolay from all around the world could meet and explore, collaborate and share together in an environment that empowers imagination and engages the greatness within each of us to come forth.

Read about some of the Builders of DeMolay that are creating virtual reproductions of real life places, as well as incredible fantastical realms that only the imagination could dream up. Places for everyone to enjoy and explore, and get inspired by. People like R.J. Cote, YadNi Monde, Sextan Shepherd, and Cody Rauh, all here to help you embark upon this grand adventure, in the spirit of brotherhood, friendship, and sharing.

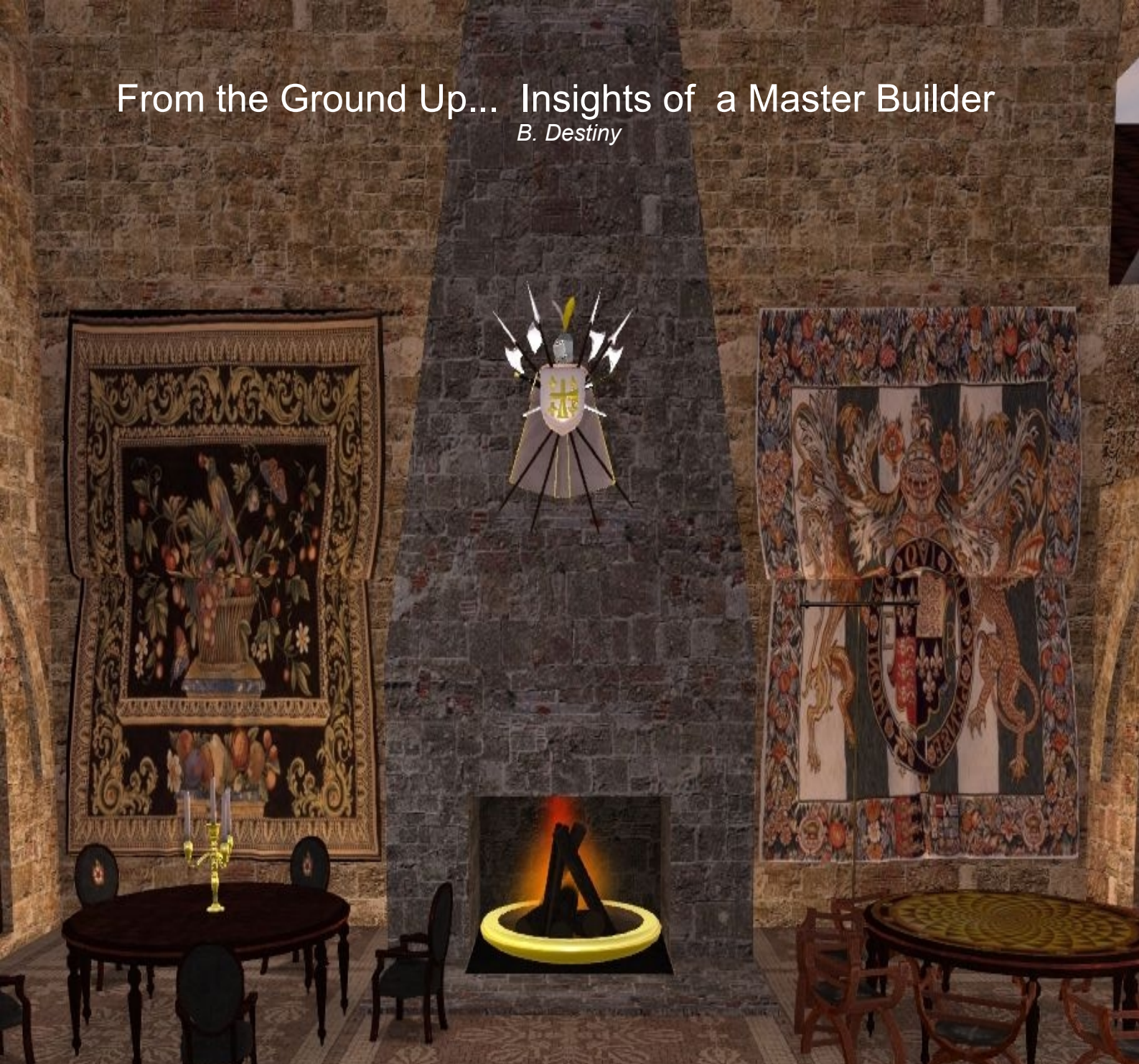
See how Matt Blaisdell from Pennsylvania DeMolay is making his mark in our Community Spotlight. Meet new friends, mentors, advisors and leaders from all around the world, from many walks of life who all share a passion for DeMolay and who have come together with a single focused purpose, a vision so strong that it is growing a life of its own.

Read about their stories and adventures and peek over Ariella Furman's shoulder for a cinematic bird's eye view of some of the spectacular sights and creations that are all coming together to make the virtual kingdom of DeMolay burst into life.

Yours in Service,
B. Destiny

From the Ground Up... Insights of a Master Builder

B. Destiny



It takes a special kind of builder to create a Kingdom, especially a virtual one. In this next story – **Kingdom of DeMolay Origins**, we'll hear from R.J. Cote who is the main driving force behind a large portion of the builds that you see in the virtual Kingdom of DeMolay.

As our official "Builder DeMolay" he has mastered the art of detail, creating everything "from the ground up" as you can see here in this picture. The building, coat of arms, tapestries, furnishings, even the fire were all created by R.J. He's mastered the art of "setting the stage" for your adventures to take place. You can also see his handiwork on the Faith Island, Courage Sea, Filial Sea, Resolve Island, Charity Island, and Brave Sea among other simulator regions, as well as the Sailing Mega-Region, Physics, and Sandbox Regions. Word has it he'll soon be building on the moon!

Wherever he goes, he leaves behind a legacy not soon to be forgotten by those that come after him. Log in and see for yourself, and ask not what the Kingdom of DeMolay can do for you, but what you can do for your Kingdom. See you on the grid!



Images by RJ Cote

December 2010 – First DeMolay Castle Building

THE STORY

A baseline template for the castle in the Kingdom of DeMolay was to consist of fantasy elements, a setting for knightly challenges and conquests, lighting the imaginations of the members, mainly young men aged 15-21.

After many discussions and test builds, Rhodes was chosen from many Crusader Era castles for its role in the Knights story. As a setting, the fortified port town presents a long and varied history for a number of tales, from the period of the ancient greek and roman temples, through the Knights era, even pirate tales of the Mediterranean sea, to the modern day Rhodes, a metropolitan beach resort town with a lively entertainment scene.

A rich cultural history such as Rhodes' can be folded into the telling of the DeMolay story. Included with this setting is a sense of discovery, a first-person interaction with a place comes within the context of DeMolay values. This is free-form storytelling in a new media.

Part II

Game design always starts with a compelling story that catches the imagination of the player.

1) Single Player Games: Challenges are presented in sequence, ever increasing in the need for skill and analytical thinking. Early video games had a single course of obstacles to be overcome, later games become more freeform, but ultimately require a user to pass 'levels' to achieve a reward system. Multiple players are not interacting with each other, just multiple scenarios on a single directed task or quest. In this system there is an optimal path and many variations, a logical risk-reward scenario is a premise for the action (rescue the princess, defeat the boss enemy, collect all the coins)

2) Player vs. Player Games: It is not a case of 'why are the chess masters fighting with little men', but the gameplay itself that is being tested. The rules are agreed upon, and the skill of each opponent comes into focus for the winner to emerge. Team play sports are group variants of this kind of match playing. (soccer, chess, sailing, dragon polo)

3) Non-directed activities: Outside of the game paradigm is use of the platform for self guided and ad hoc group activities, which include but is not limited to; Instant Messaging, Group Conferencing, Online Meetings Social Activities, Fellowship and Collaboration, Event Planning Building, furnishing your own chapter room, Scripting, adding custom designed content Museum Walks and History Interaction, DeMolay Floorwork Simulation, and again sailing (virtual sunset cruises are impromptu and relaxing!)

Original Article posted at: <http://www.renecote.com/kiku/?p=2528>

Up in the Air

by B. Destiny

High in the clouds above Diligence Sea in the Kingdom of DeMolay, there is a castle... Intricately carved arches and turrets hint at design by some otherworldly creator. Sunlight glints through stained glass windows to shine upon glistening floors and halls that echo with laughter. A step outside reveals lush formal gardens and fountains with paths that invite wandering and contemplation, while a nearby arena awaits courageous knights to test their bravery and impress their skill and prowess to the cheering crowds, and perhaps earn the admiration of a fair lady. It is a castle built in the sky... A castle of dreams...

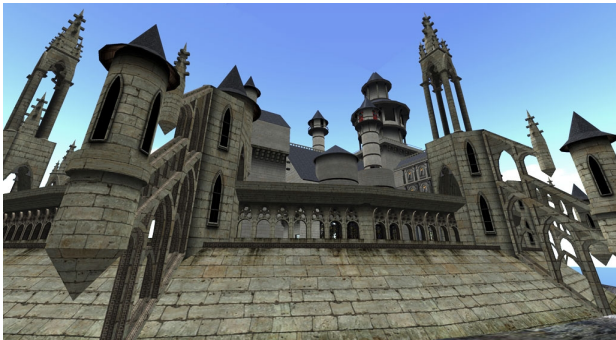


Images produced by Sextan Shepherd in his "Castles of Demolay" Video

Join us in our next article "**Castles in the Sky**" as we hear from Sextan Shepherd from France as he talks about the concepts and inspiration that went into developing one of the more "lofty" attractions found in the Kingdom of DeMolay. View [his video](#) on YouTube and enjoy the soundtrack also created by this very talented composer!

Castles in the Sky... a Build by Sextan Shepherd

When Jim told me about his project of a floating castle, I immediately had two images in mind, the first one was the incredible Neuschwanstein Castle, this castle built by Louis II of Bavaria, has inspired Walt Disney for his movie "Sleeping Beauty" The second image I had in mind was a painting of Rene Magritte called "the Pyrenean castle" which represents a castle of a rockstone floating over the sea. If you mix both images, you have the floating castle I built for Demolay.

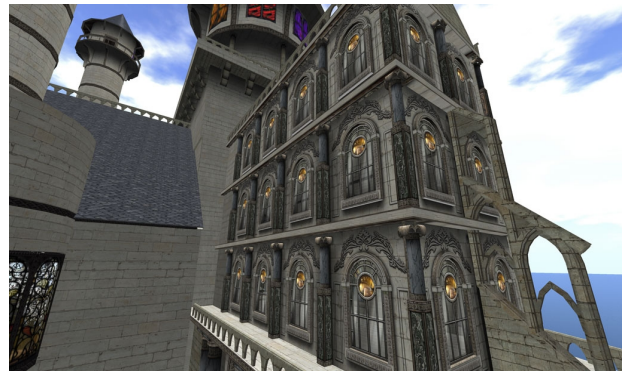


I wanted this castle to be, not only a nice place to visit, but a place of mystery and discovery, and there are many hidden areas and secret paths in this castle, such as the "Orery tower" where you can see a great planetarium in action, the "clocktower" where you can visit the "Clockwork machine room" or you can search for the hidden gigantic labyrinth... and find the right way to the "Treasure Room". Of course it's also.. a castle! with a great ball Room where you can dance the arena where young knights can practice, without forgetting many stairs, chambers, pathway, gardens and the great waterfall!

This floating castle is definately not just a place to visit, it's a whole game by itself.



All images by Sextan Shepherd



Watch the video here:

<http://www.youtube.com/watch?v=ZndbQs0dfHw>

I was asked to talk about the music I made for this video. The main theme of this soundtrack is inspired by a very old folk song from Georgia (Europe) called Tsintskaro (By The spring). I have used synthetic choirs sounds to create this "haunting melody" as well as some Tuvan singers "overtone" samples sounds and an old music box I have recorded and sampled note by note. All these different influences and sounds combined together bring an aura of mystery to the movie.

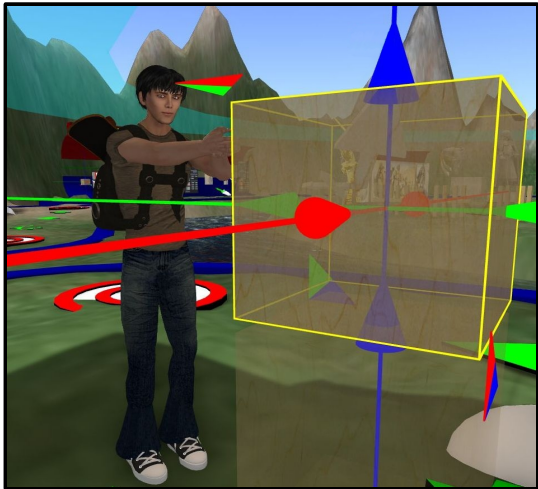


References : Neuschwanstein Castle : http://en.wikipedia.org/wiki/Neuschwanstein_Castle
Walt Disney Castle : http://en.wikipedia.org/wiki/Sleeping_Beauty_Castle
Rene Magritte : http://en.wikipedia.org/wiki/Ren%C3%A9_Magritte
Tsintskaro : <http://en.wikipedia.org/wiki/Tsintskaro>
Tuvan singers : http://en.wikipedia.org/wiki/Overtone_singing

Jacques DeMolay - Larger than Life

Sculpting a statue of Heroic Proportions by B. Destiny

The beginnings of greatness reside in simplicity. In this case, we'll show you how something as overlooked as a simple building block, something that most of us remember from our own past, can indeed become something "Larger than Life" in the hands of virtual sculptor, like YadNi Monde.



In this review, we're going to demonstrate how you can take something like the cube in the picture above, and through a little patience and practice make something like this prim statue of Jacques DeMolay.



Prims, short for "Primitives" are the basic building blocks that make up almost everything we see in a virtual 3D world. You can learn more about prims by visiting the Builder's Circuit created by YadNi on Humility Island.

All images by B. Destiny



When asked about how he created the fabulous new Statue of Jacques DeMolay, and the Shield of Demolay, Yadni replied, *"Nothing too complicated, Jim wanted the logo and the statue, he asked me if I could do them, and I could"*, with that ever infectious smile and positive attitude of his.

He continues, *"Basically it all starts by a bit of documentation on the given subject, then few is left for interpretation, you do the right thing, or not, I guess"*. YadNi, you're definitely doing the right thing.



For our readers that are interested in attending a "Basic Prim Building" class with YadNi Monde, all levels of experience are welcome and classes are held every Sunday at 12 noon to 2pm (EST) in world.

Outfitting a Hero

by Cody Rauh



Being commissioned to build items for the Grand Master of DeMolay isn't a job you get everyday. After speaking with Jim, I requested reference pictures based of the specific items of the Grand Master's taste.

You know a guy from Texas is gonna notice if things aren't high caliber quality and he isn't well outfitted.



Image: "New Gear" by Boudica Destiny



So armed with reference pictures and a 3D editor sculpts were molded, stretched, and twisted to get the fine details, and proper proportions necessary for the shaping.

Cody Rauh is a 3D Modeller, Content Creator and CEO of FE Energy. Visit him on the web at: www.fe-energy.com



Image by B. Destiny

From there in a 2D editor high resolution textures were fitted to shade maps based off the ambient light render, once complete a Hero's toolset was complete and ready to wear.

- Cody Rauh, (FE Energy, LLC)

A Cinematic View on the Kingdom of Demolay

by machinimatographer Ariella Furman

What is Machinima? Well, first it combines the words machine and cinematographer. Machinima gives us the power to make animated films right from our home computers! We record the graphics in a game program, such as Kingdom of Demolay and create a visual story-tale.



This month, we will be filming a trailer with three volunteers. We're going documentary style! We will all log in together, and I will film them doing all sorts of activities: sailing, exploring, sparring, and even riding bikes! We'll hear their reactions to these events and splice in the audio segments on top of the compelling visuals.



All images by Ariella Furman



On top of this, we will have a roundtable discussion around a virtual fire with 3 Demolay members. They will get an opportunity to talk about the virtues of being a knight!



This film will really encompass the amazing build job our team has been doing, but also give credit to all the fun games and activities!

For those who have never stepped foot in the Kingdom? Well, this will give them a reason to be on the edge of their seats!

Ariella Furman is an accomplished machinimatographer and CEO of FramedIn3D.com

Community Spotlight: Matt Blaisdell

by B. Destiny

Each Issue of the Kingdom of DeMolay Magazine, we'll be highlighting some of your fellow citizens and what they are up to.

This issue, our spotlight shines on **Matthew Blaisdell**, State Master Councilor of the State of Pennsylvania, Riverside Chapter.



Among an intrepid group of aspiring new builders, Matt Blaisdell has been working tirelessly on honing his building skills, as well as working on adapting scripts, a type of programming language that makes objects in a virtual world do various things. He has created a series of glowing lights that turn on and off when any avatar touches them, and even very industriously set up his first shop on the quad of Faith Island.

His shop has since been moved to a new location in Old Town Rhodes and is pending development of the new Merchant's Guild where other citizens will be able to join and open storefronts sharing and highlighting some of their builds and creations with the rest of the Kingdom.



He's also embraced the art of Avatar customization, definitely standing out from the crowd. A Graphic Arts student, Matt has been seen around the grid sporting his own custom painted avatar, even taking the leap to teaching himself how to make his own avatar clothing. Matt has a Pennsylvania DeMolay tshirt on display in his shop for all to take freely and enjoy.

Madd Matt, we know you're out there! Keep Up the great work and we'll be watching to See what grand endeavors you are up to as the Kingdom grows.



Hear Ye! Hear Ye!

Be it known far and wide that The Kingdom of DeMolay is seeking talented artists, creators, leaders, organizers, educators and more... to come forth together and share their skills, talents, strong hands, hearts and minds in helping build our great and glorious virtual world together, for the greater good and enjoyment of all! The tasks are many, and we need your help. If you have been wondering how you can assist... Teams are forming now, here is your chance!

Activity and Event Planning

- Organizing Education/Classes
- Events, dances, tournaments, celebrations, contests, theatre

Admin Functions

- Sim restarts, backups, help desk, general user support, community standards, database maintenance, bug reporting, tracking, training

Business Plan

- Strategy and implementation

Content Creation

- Avatar appearance components, landscape and environmental features, animations, digital content creation for either Opensim or Unity platforms.
- City planning collaboration

Community Building

- Newsletter editor, reporters, etc.
- Group leaders, announcements, publicity
- Mentor groups, greeters and guides

Films and Machinima

- Website videos and machinima
- Documentaries and tutorials

Game Development

- Combat swords archery jousting
- Dragons game, Biker Joust
- Quest and maze games, Mont Saint Michel, Crown Jewel, Debuque
- DeMolay Ritual Simulators
- Captain Jack
- Other Unity/Opensim 3D content

Marketing and Promotional Materials

- Photos, Brochures, etc.

Public Relations

- Media Kits, Welcome Packets
- Radio Celebrities, Event DJ's

Realm of Education

- Educators Groups
- Virtual Research Labs
- KoD Lunar Exploration Simulator
- and More!

Security Integration

- Website, Data, and User Security

Viewer Development

- Creating, programming and coding our own virtual world viewer

High Priority Taskforce:

- Web Registration Site - KingdomofDemolay.org
- Web and Inworld Security / McAfee
- KoD Viewer with 3D Mesh and Shadows



What talents can you share with your fellow Citizens in these great and noble tasks? Help us build the foundations for a better future together. There are things that only -you- can do and together we can make this world a better place. Come make history with us!

If you would like to join us in any of the above team projects, or if you will step forth as a leader in these and other projects please email KingdomofDemolay@gmail.com with your interest. Will you answer the call?

The Kingdom awaits...



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