



MMOABC Interviews Brian Shuster About Uthervers

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MMOABC had the opportunity to interview Brian Shuster about Uthervers and its adult virtual world Red Light Center.

MMOABC: Can you tell us a little bit about Uthervers?

Brian: The Uthervers is designed to be the next generation of the internet, which we are calling the Virtual World Web (VWW SM). We feel it is the inevitable evolution of where the internet is headed as software and hardware continue to evolve and people live more and more closely with technology.

Uthervers is a network of interconnected Virtual Worlds and 3D communities that are filled with rich, interactive content. The Uthervers VWW platform delivers a substantially more enriching user experience than the current 2D World Wide Web. We feel user experience speaks for itself! New Uthervers features will include dynamic content loading, audio (VoIP), content filtering and Mac compatibility.

MMOABC: How does Uthervers differentiate itself from Red Light Social Center?

Brian: Uthervers is the main VWW platform and offers anyone the capability to create their own virtual world.

RedLightCenter.com was the first world created on the Uthervers platform and it is the most popular.

RedLightCenter.com is modeled after Amsterdam's renowned Red Light District and is an adults-only virtual world.

The world is user friendly and provides a very realistic look and feel. Visitors can access virtual nightclubs, gentlemen's clubs, hotels, bars, movie theatres, stores and more.

MMOABC: Avatar customization is one of the most important aspects for a virtual world. What can users expect to see in Uthervers?

Brian: Avatar customization is definitely an important component for Uthervers members, and the ability for users to be creative in how they present their avatars is limitless! Just like in the real world, appearance can be central to

expressing one's own style and individuality – but in Utherverse, you have complete control over your height, your ethnicity, your body art and your clothing. You can completely recreate yourself, and your avatar can also reflect your personal choices. In Utherverse, you can literally be anyone you choose to be!

When you first visit Utherverse you may see white avatars, popularly called “marshmallow” by the community. These users are wearing custom textures, visible to all members upon downloading a special resource file. Custom textures refer to clothing designed by other users and are additional choices to what is already available in Utherverse's avatar customization closet. People who create custom textures are referred to as Texture Designers and can even charge a fee for their designs.



MMOABC: Online hacking and gold spamming are widely evident in the virtual worlds realm, how does Utherverse plan to handle these disruptions?

Brian: Utherverse runs a very secure system, and as such, online hacking and “gold farming” are not significant issues for our community. Utherverse takes both a proactive and reactive approach to such incidents. Our development teams implement systems to help prevent such things from happening by staying in tune with what methods people are using to fraud Utherverse and keeping on top of such trends. The growing Utherverse community as a whole also helps to keep us informed of malicious activity occurring in-world or within our social center. With the reporting systems we have in place, we are able to catch such activities quickly and improve our system as a whole. We like to provide as safe of an environment as possible for members and wholly discourage fraudulent, dishonest behavior.

MMOABC: Are you guys planning to do any Utherverse contest events in the next coming weeks or months?

Brian: We just held our third and most successful Art Gallery Showcase event – while this isn't a contest we feel it's definitely worth a mention. These events showcase the original work of talented artists both locally and virtually, and the show is hosted at both the physical venue and in Utherverse. Participants can enjoy what is happening in both worlds in real time, thanks to live streaming, making it a pretty unique and engaging concept.

One contest the racier RedLightCenter.com is launching in collaboration with MaskTV.com is called Avatar Fantasy Meets Reality. Contestants are invited to submit their fantasies and the selected winner gets to have their fantasy brought to life in front of the cameras – wearing a mask to hide their identity, of course.

MMOABC: Is there anything else you would like our readers to know about Utherverse?

Brian: VWW is going to revolutionize the way people relate to the web and to each other in profound ways. Don't get left behind!

MMOABC: Thank you for taking time out of your busy schedule to talk with us. We wish the best of luck to Utherverse!

You can check out Utherverse at <http://www.utherverse.com/>