There are many types of software clients (called viewers) currently used worldwide to connect to 3D VR Environments (Second Life and OpenSimulator grids). The most commonly used option is Firestorm, on which we are going to focus for this course. Firestorm is available at: http://www.firestormviewer.org/downloads

Singularity viewer is a client for Second Life and OpenSimulator, developed as open-source and can also be used as an alternative to Firestorm Viewer software. The Singularity Viewer is available at: http://www.singularityviewer.org

For more compatible viewers check the article here: http://opensimulator.org/wiki/Compatible_Viewers