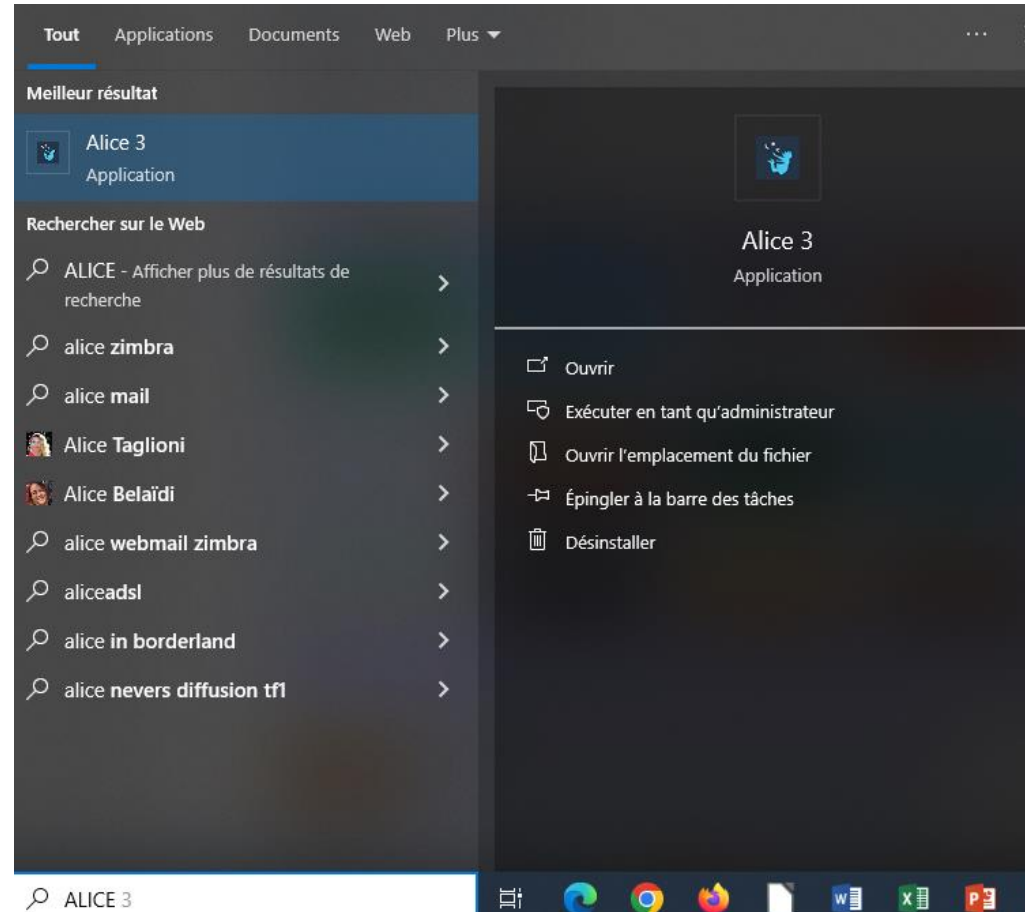


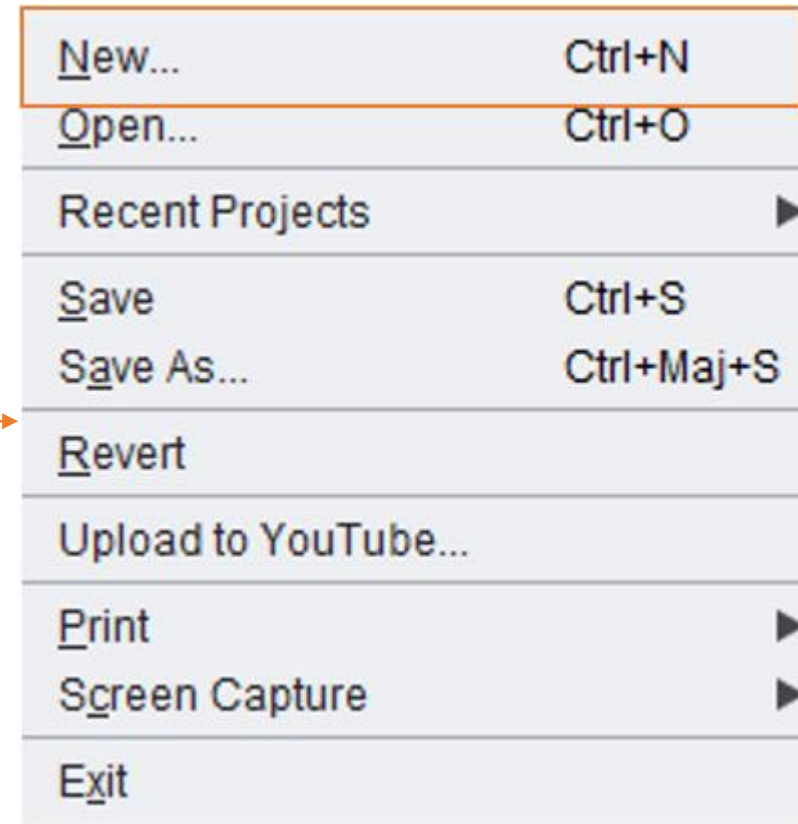
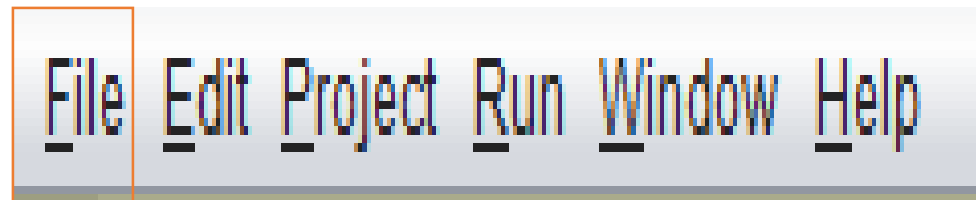
TUTORIAL ON HOW TO MAKE
THE BEST ANIMATION ON
ALICE3.5.0 IN THE WHOLE
MULTIVERSE!!

Directed by Yanis Lakos (~~I am not paid enough for this!~~)

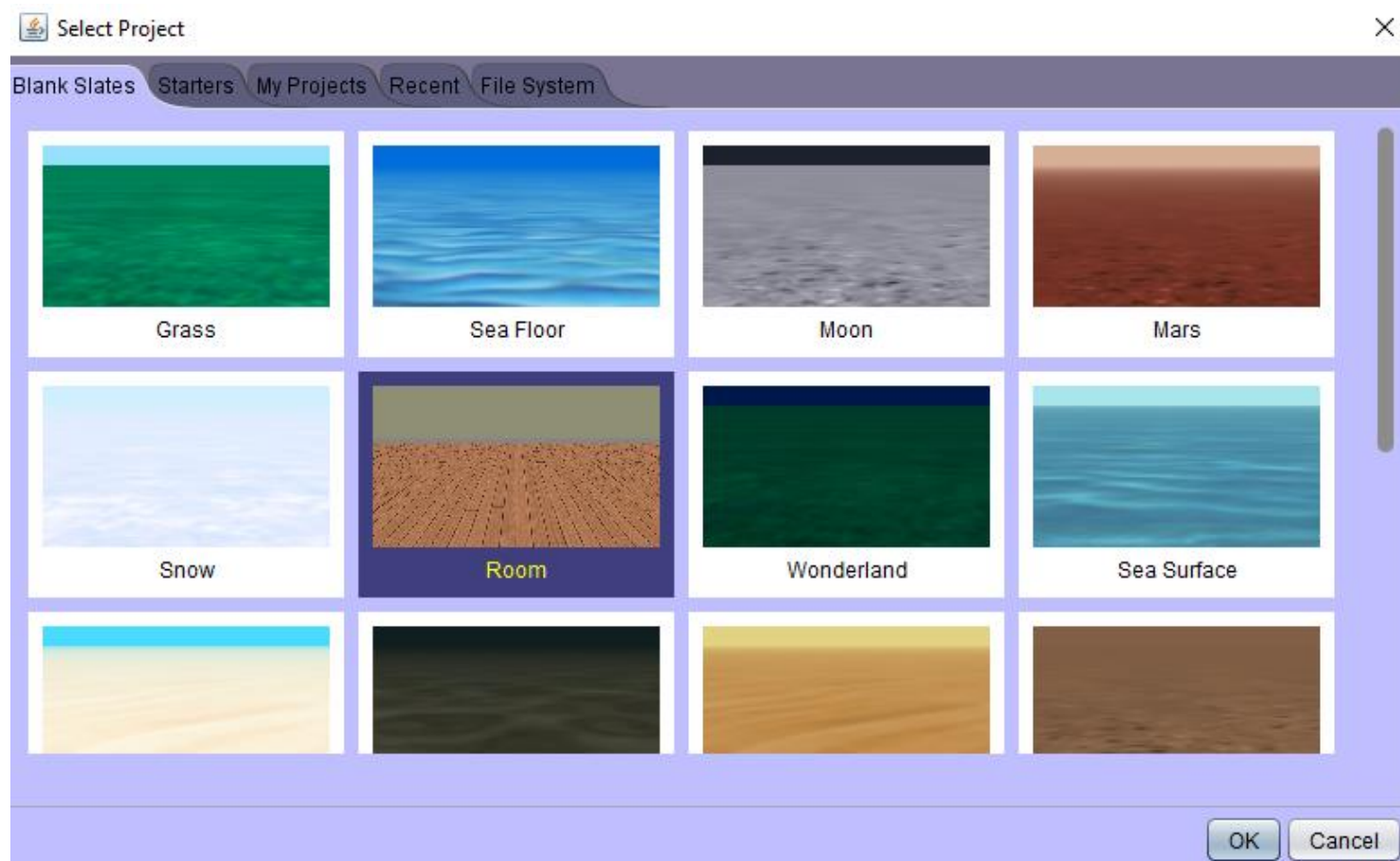
RESEARCH ALICE ON YOUR PC *(its easy I swear!)*



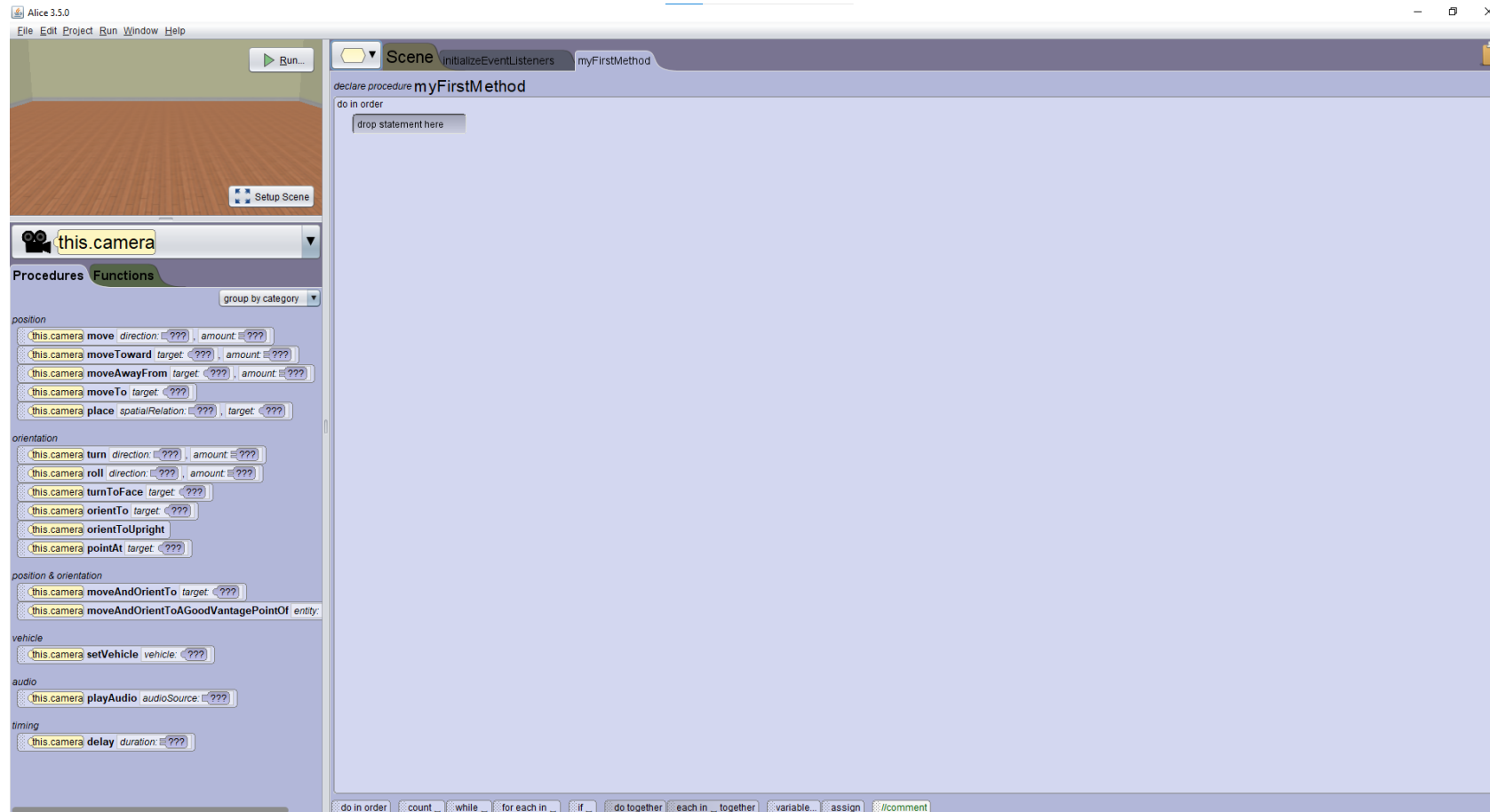
CLICK ON FILE TO START



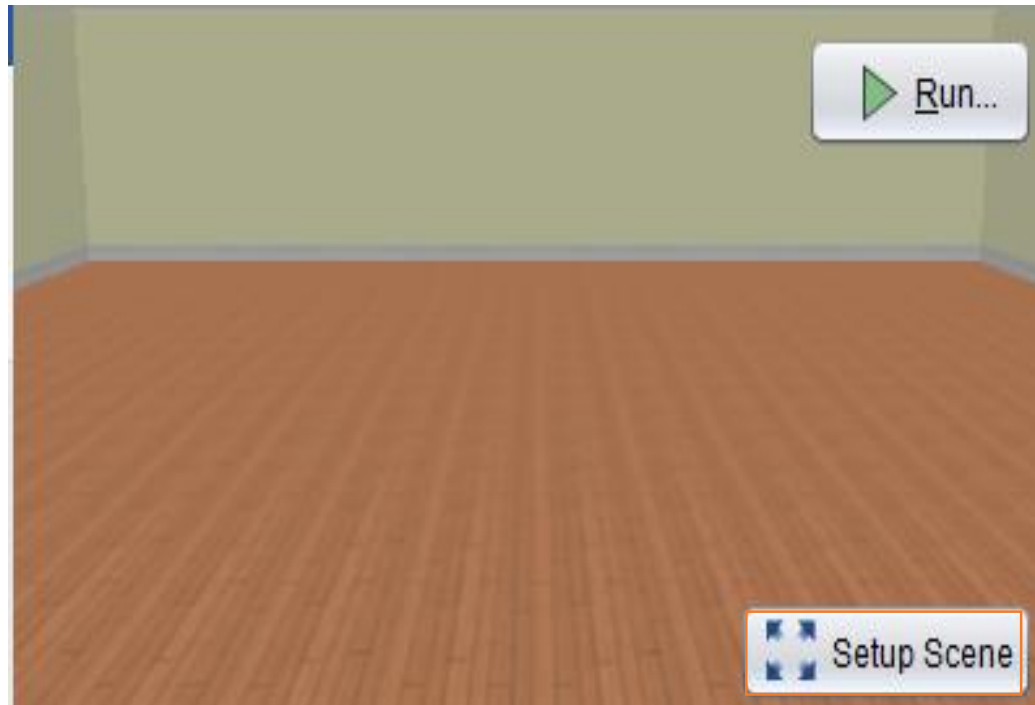
CLICK ON ROOM AND PRESS « OK »



YOU SHOULD SEE THAT *(I hope)*



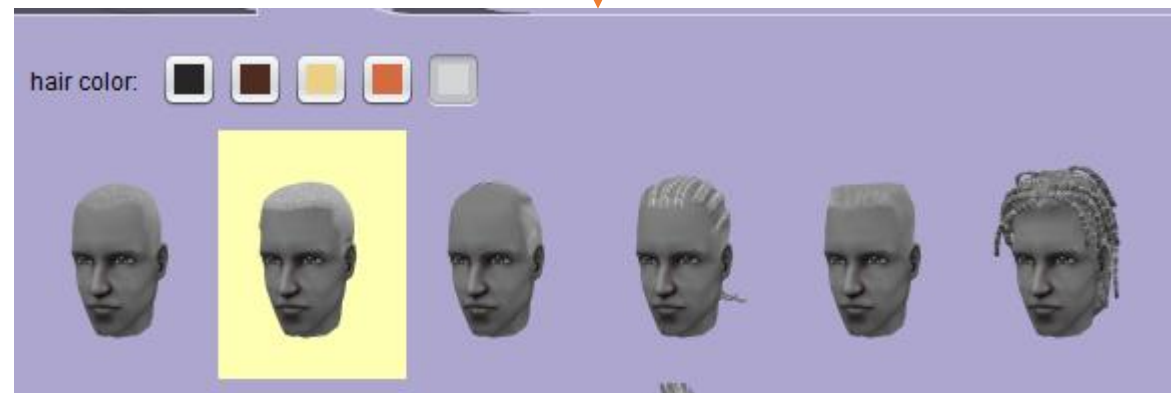
CLICK ON « Setup Scene »



YOU SHOULD SEE THIS *(I really hope)*



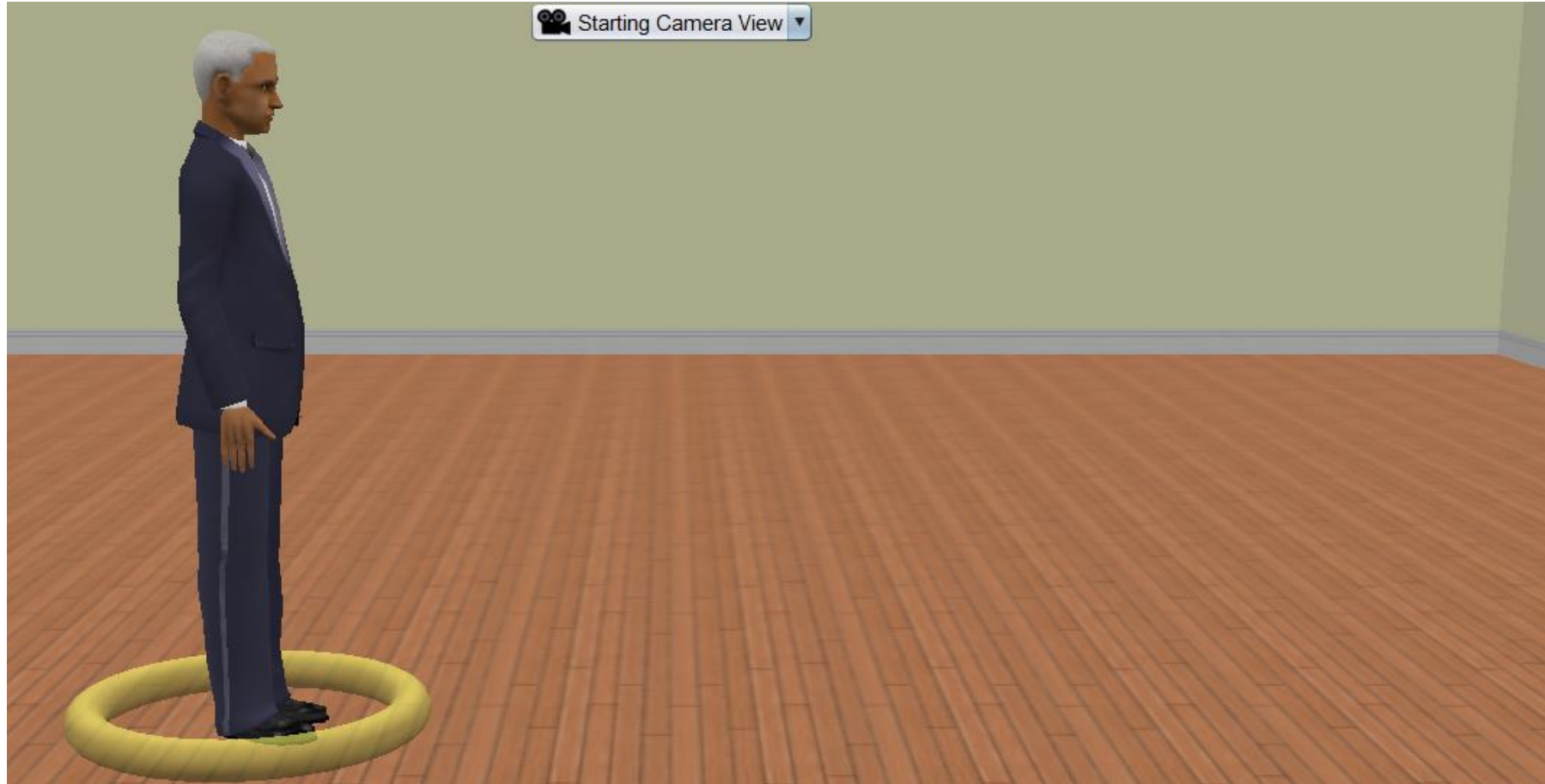
CLICK ON « new Elder »



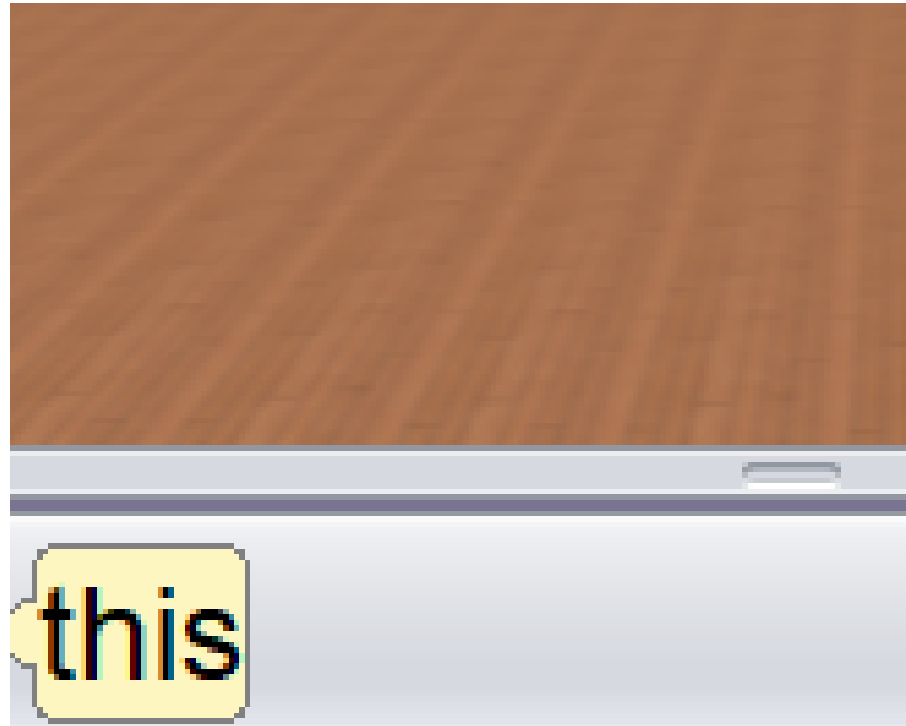
YOU SHOULD GET THIS



***ROTATE THE OLD HAG BY 90° ANGLE SO IT
LOOKS LIKE THIS***



THEN CLICK SOMEWHERE ELSE IN THE SETUP



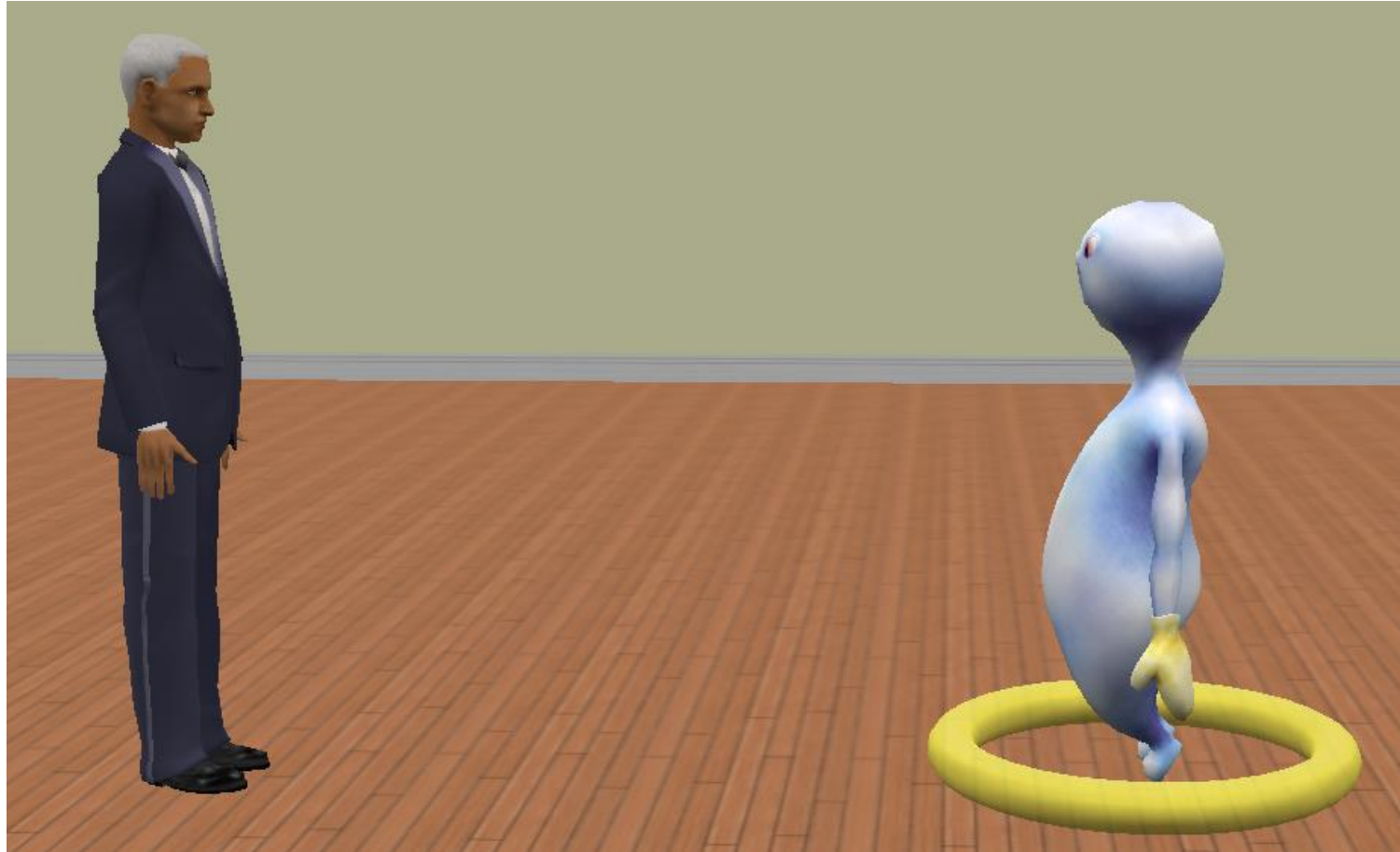
SELECT « new Ghost(_) »



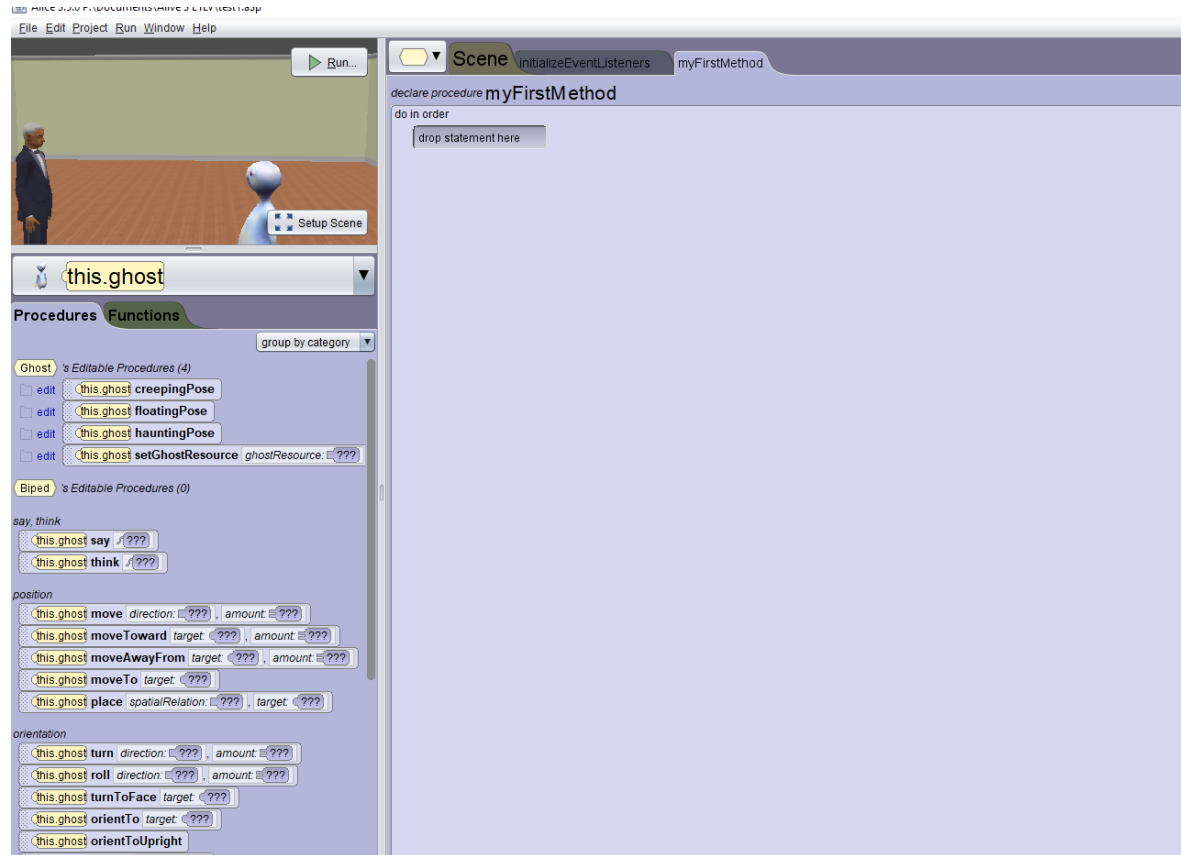
MOVE HIM!



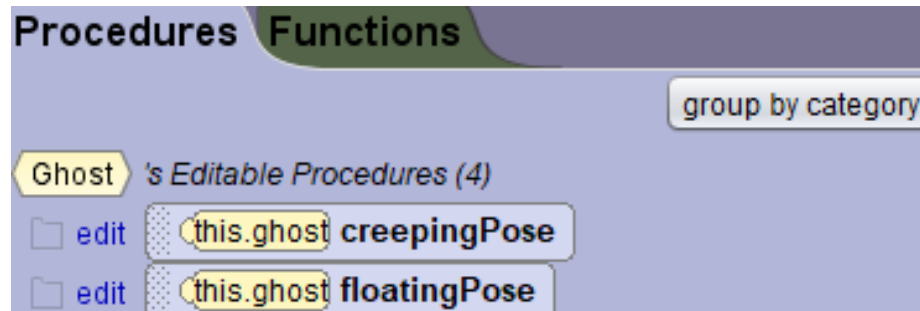
*ROTATE HIM 90° ANGLE TO THE LEFT THIS
TIME!!!*



CLICK ON THE GODDAMN GHOST FOR CHRIST'S SAKE



ADD THOSE TWO POSES



***NOW CLICK ON ~~BLACK BIDEN~~ I MEAN THE
HUMAN!!***



USE

this.elderPerson say ???

ElderPerson's Editable Procedures (1)

edit this.elderPerson setElderPersonResource elder

Person's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.elderPerson say ???

this.elderPerson say "hello" add detail

"hello"	(current value)
"hello"	
Custom TextString...	
"hello" + ???	▶
??? + ???	▶

this.elderPerson say "YOU AIN'T TOUCHING MY MCCHICKEN!!!" add detail

SELECT

`this.elderPerson` **moveToward** `target: ???` , `amount: ???`

The screenshot shows a game engine's console with a command `this.elderPerson moveToward target: ??? , amount: ???`. A dropdown menu is open for the `target` parameter, listing the following options:

- `this`
- `this.room`
- `this.camera`
- `this.elderPerson`
- `this.ghost` (highlighted)

To the right of the dropdown, an `amount` menu is also visible, showing the following options:

- `0.0`
- `0.25`
- `0.5`
- `1.0`
- `2.0` (highlighted)
- `10.0`
- Custom DecimalNumber...

An orange arrow points from the `target` dropdown in the console to the `target` parameter in the command above.

SELECT

orientation
this.elderPerson turn direction: ??? , amount: ???

this.elderPerson turn direction: ??? , amount: ???

direction:

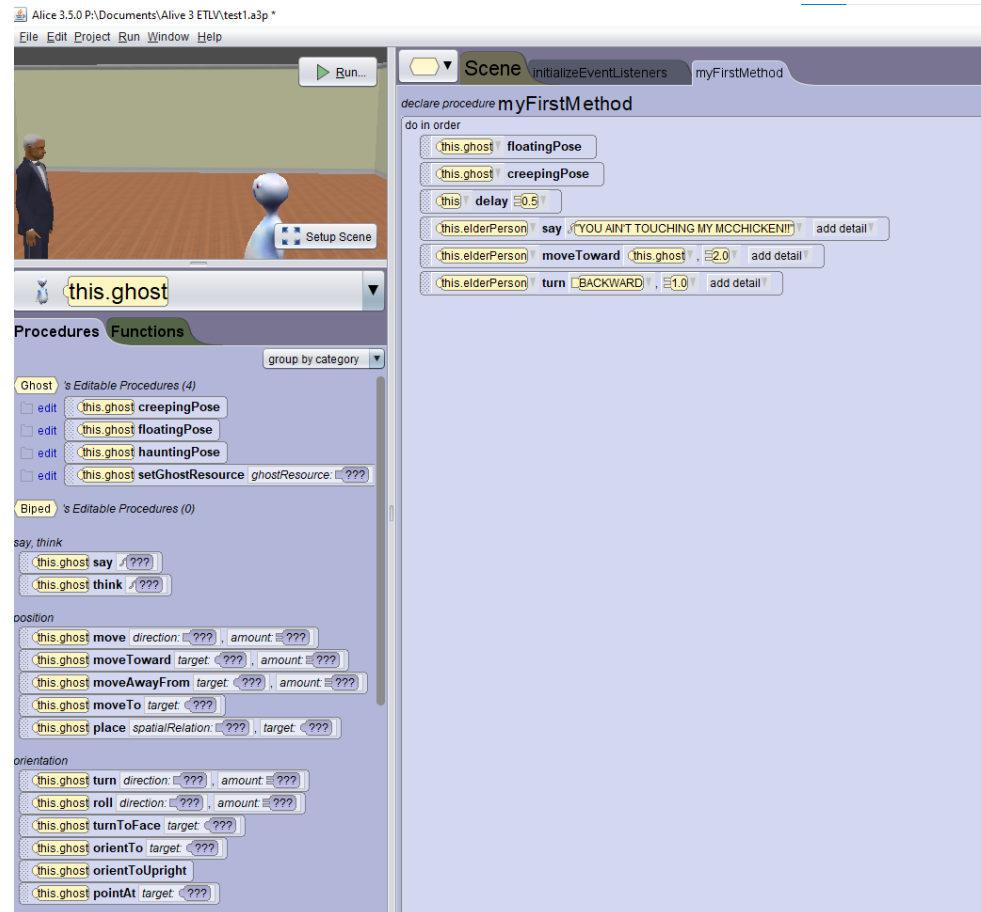
- LEFT
- RIGHT
- FORWARD
- BACKWARD

amount:

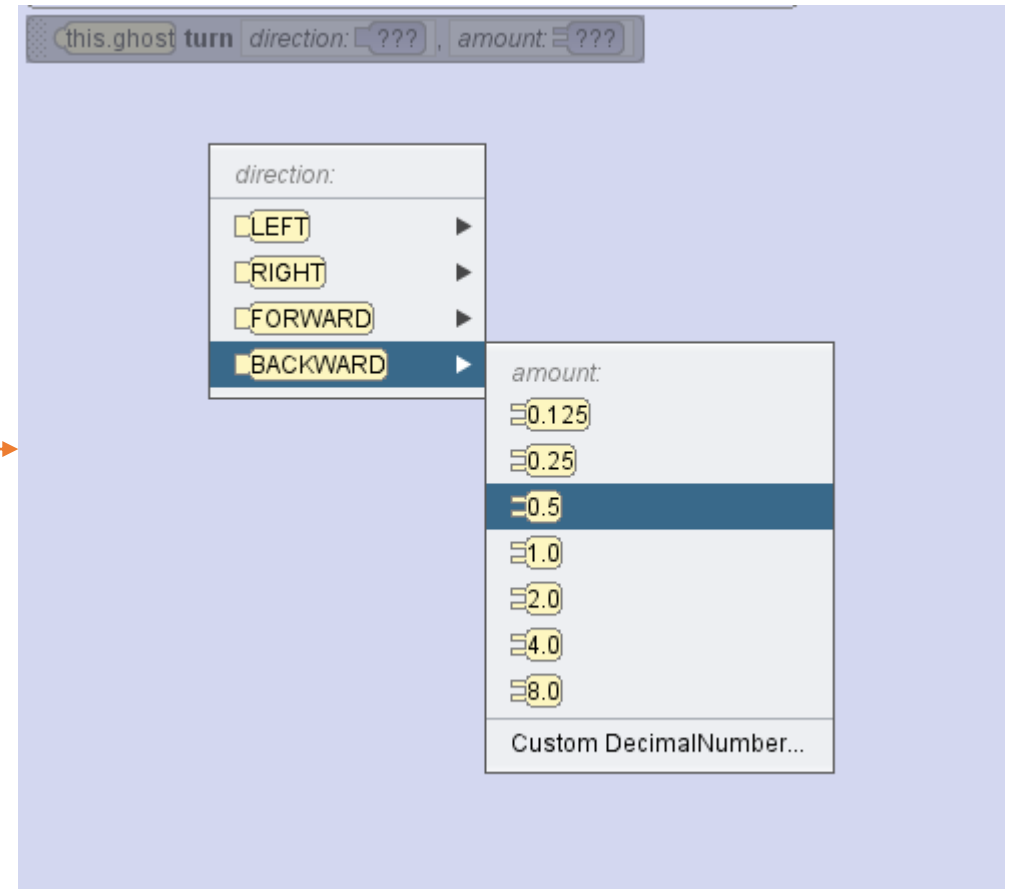
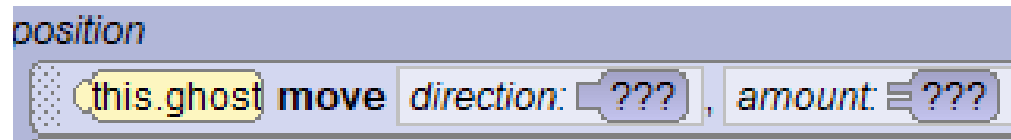
- 0.125
- 0.25
- 0.5
- 1.0
- 2.0
- 4.0
- 8.0

Custom DecimalNumber...

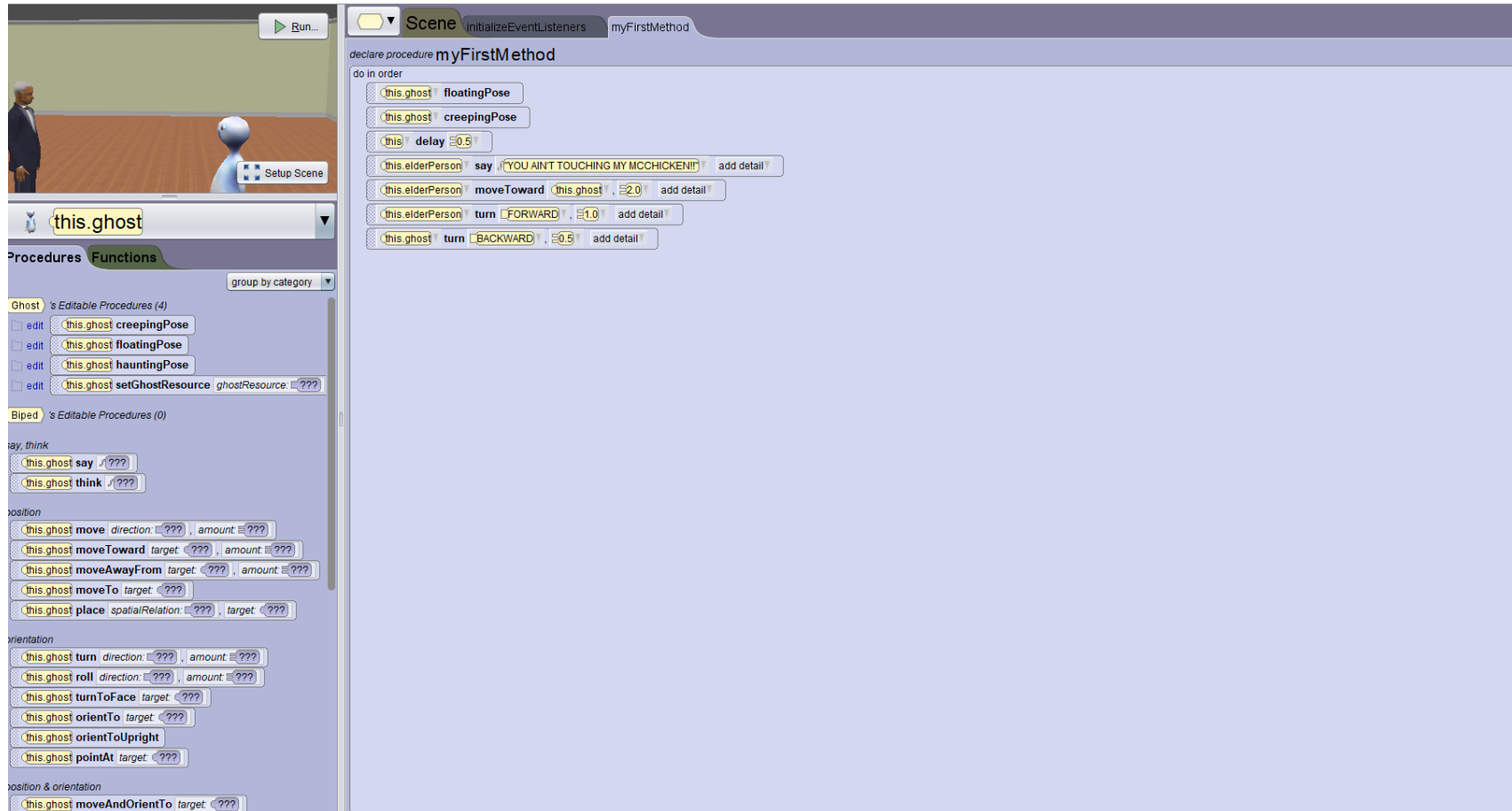
YOU NOW SHOULD HAVE THIS (praying for you to have this)



CLICK ON THE GHOST THEN



YOU SHOULD FINALLY END UP WITH THAT?



*GOOD JOB YOU FINALLY FINISHED, YOU ARE A
GENIUS IN ALICE3*

