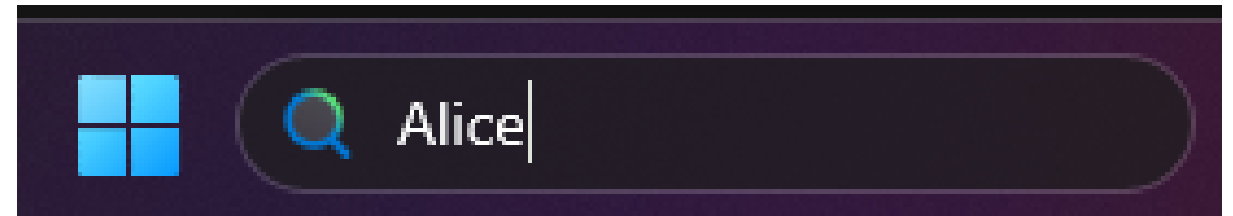


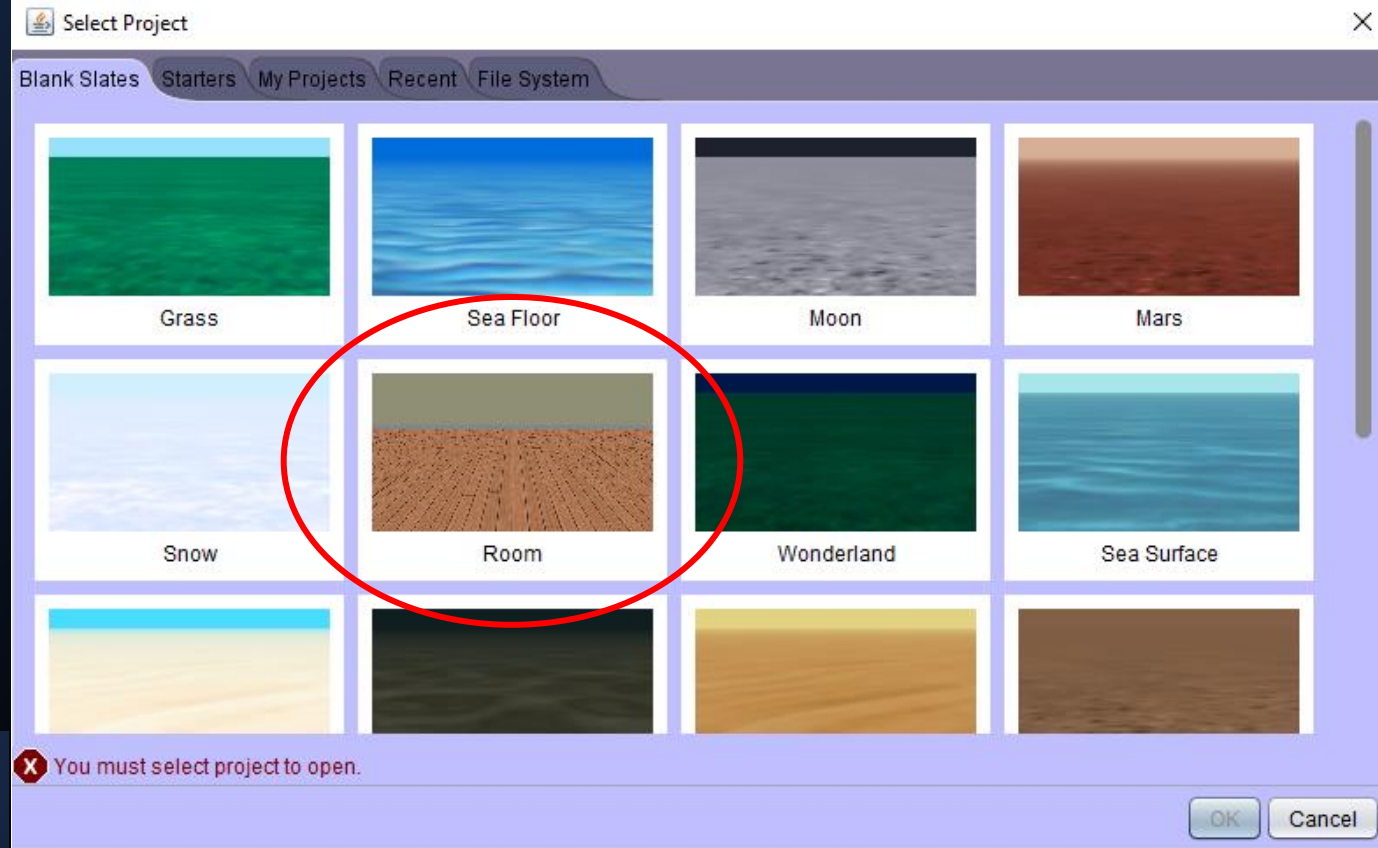
How to program a 3D animation on Alice



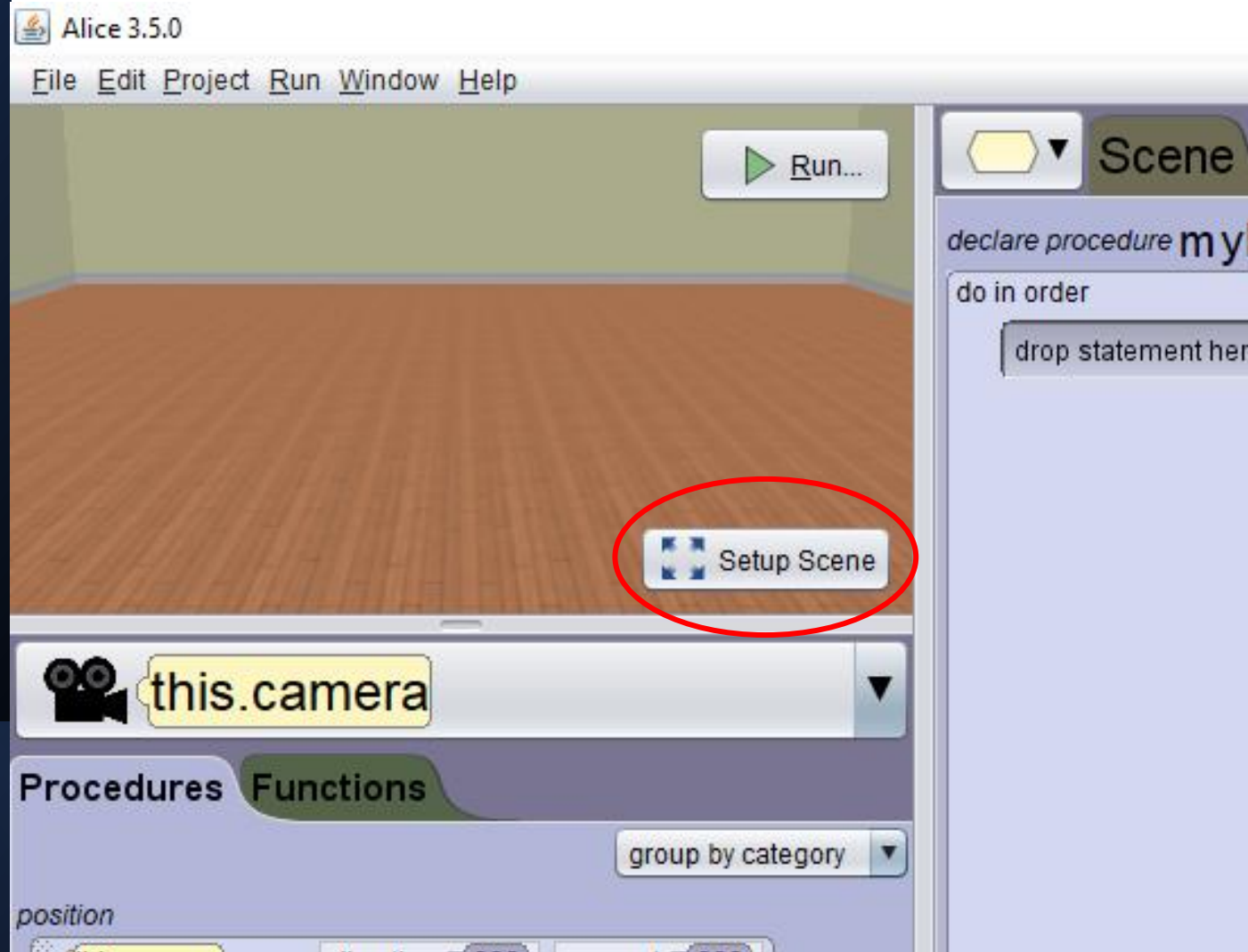
First you need to open Alice. On the search bar write « Alice » and select the app.



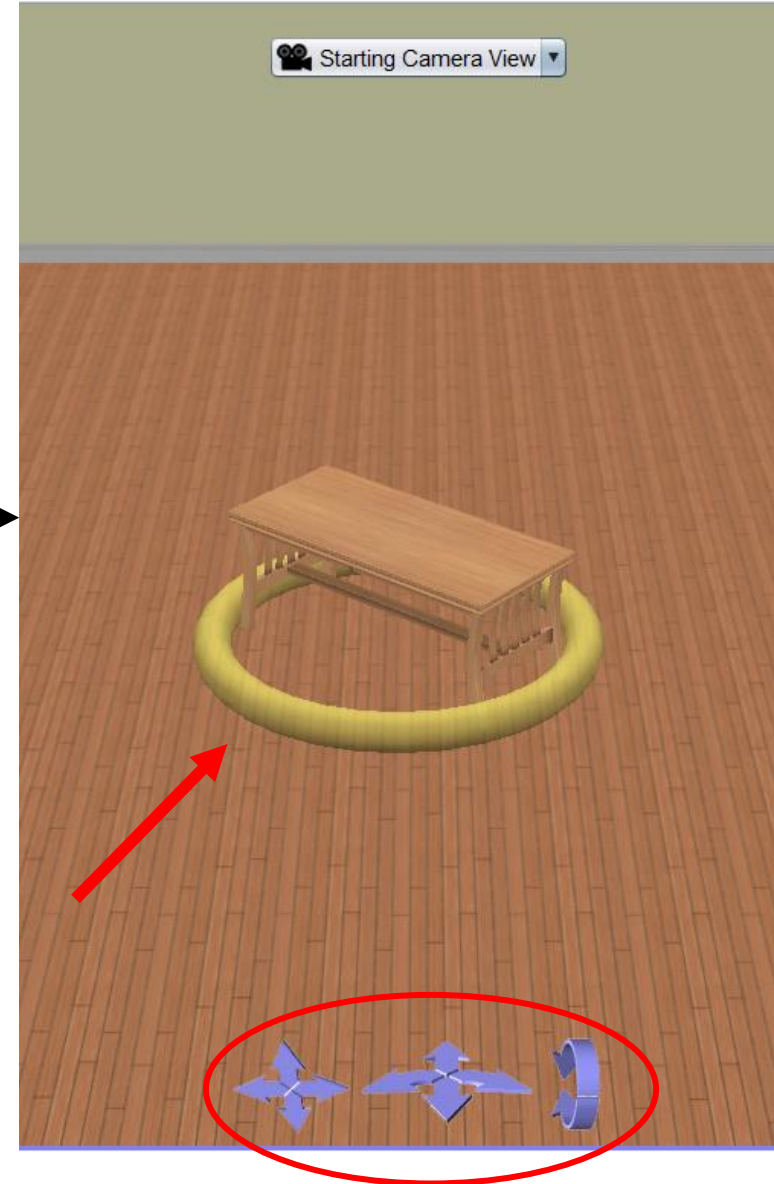
Next, you need to select a project. For this tuto select the room.



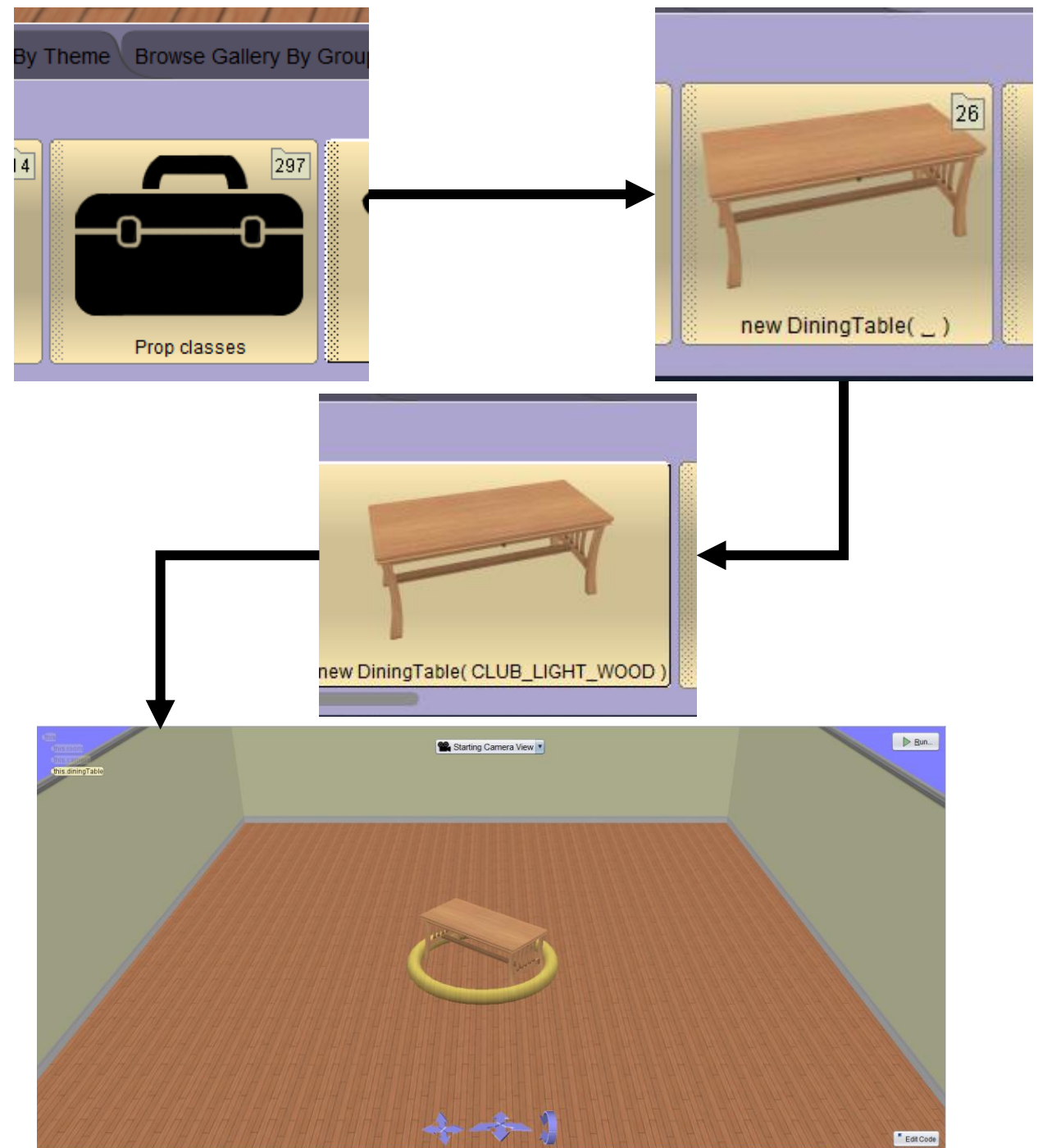
To prepare the scene click here



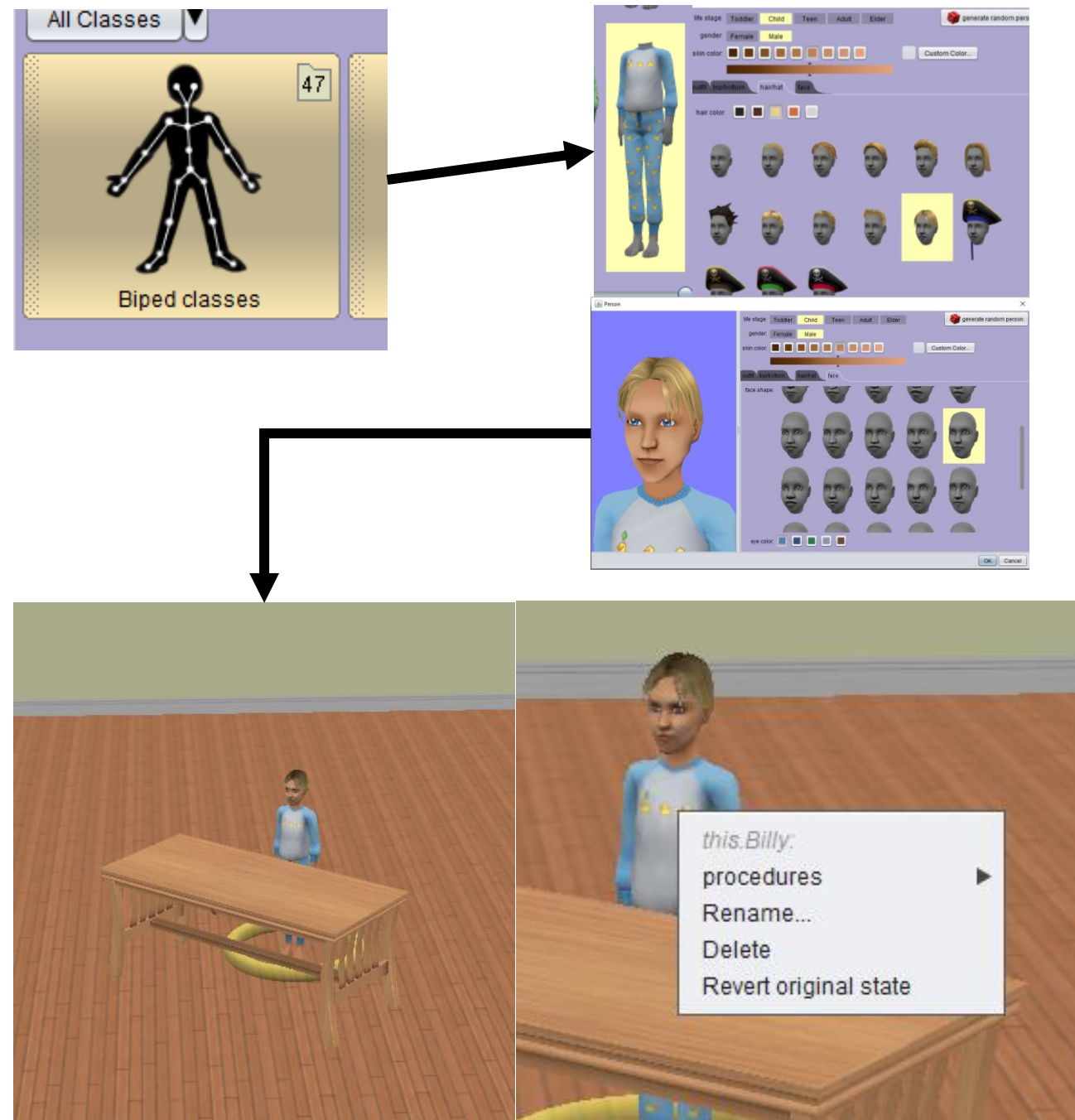
- If you want to zoom, use the mouse wheel
- If you want to move, press these arrows
 - If you want to raise the object, hold the shift key
 - If you want to turn the object, hold the yellow ring



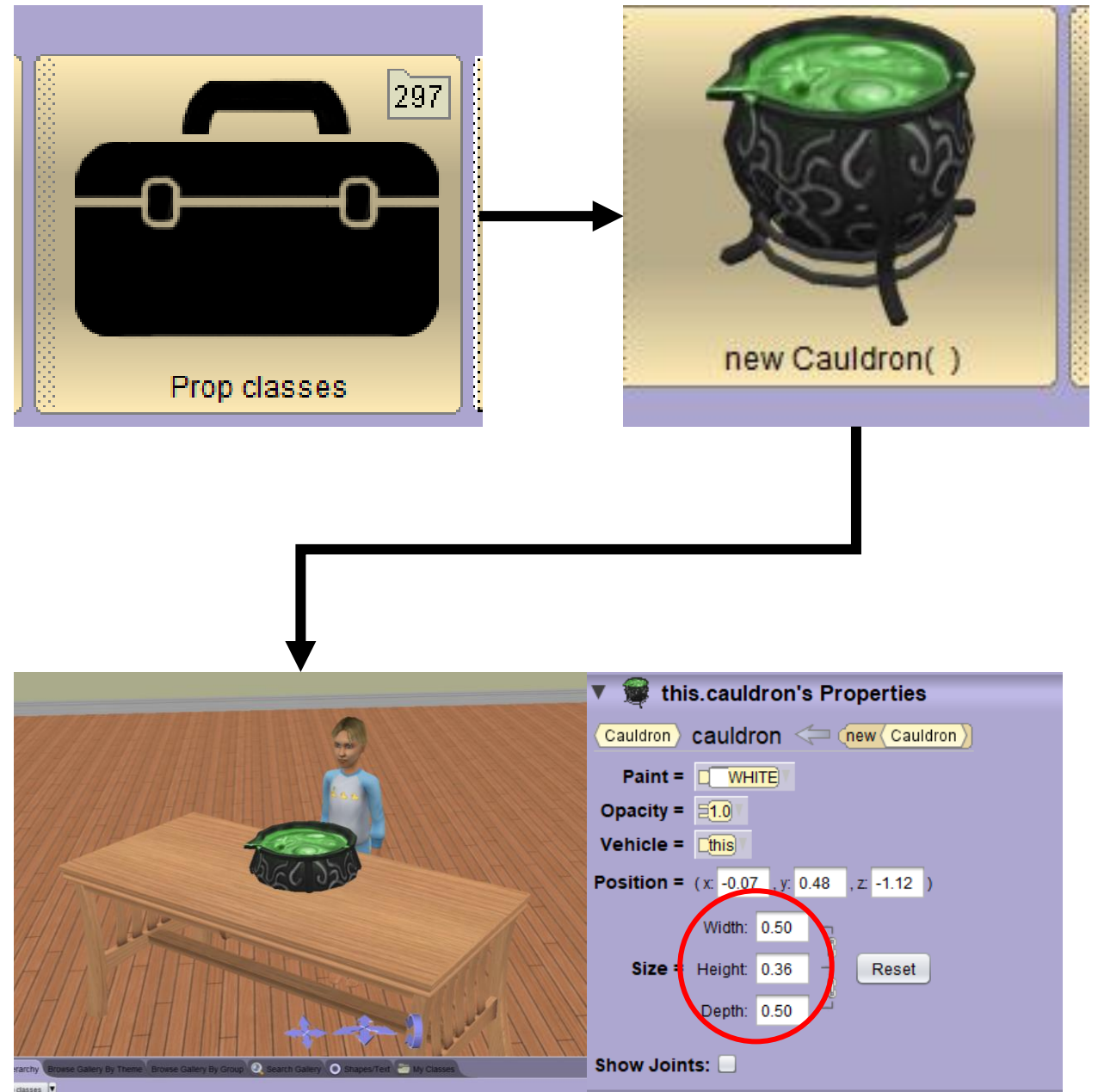
Now let's place the first object. You need to select the Prop classes, the newDiningTable classe and place the dining Table club_light_wood like on the picture



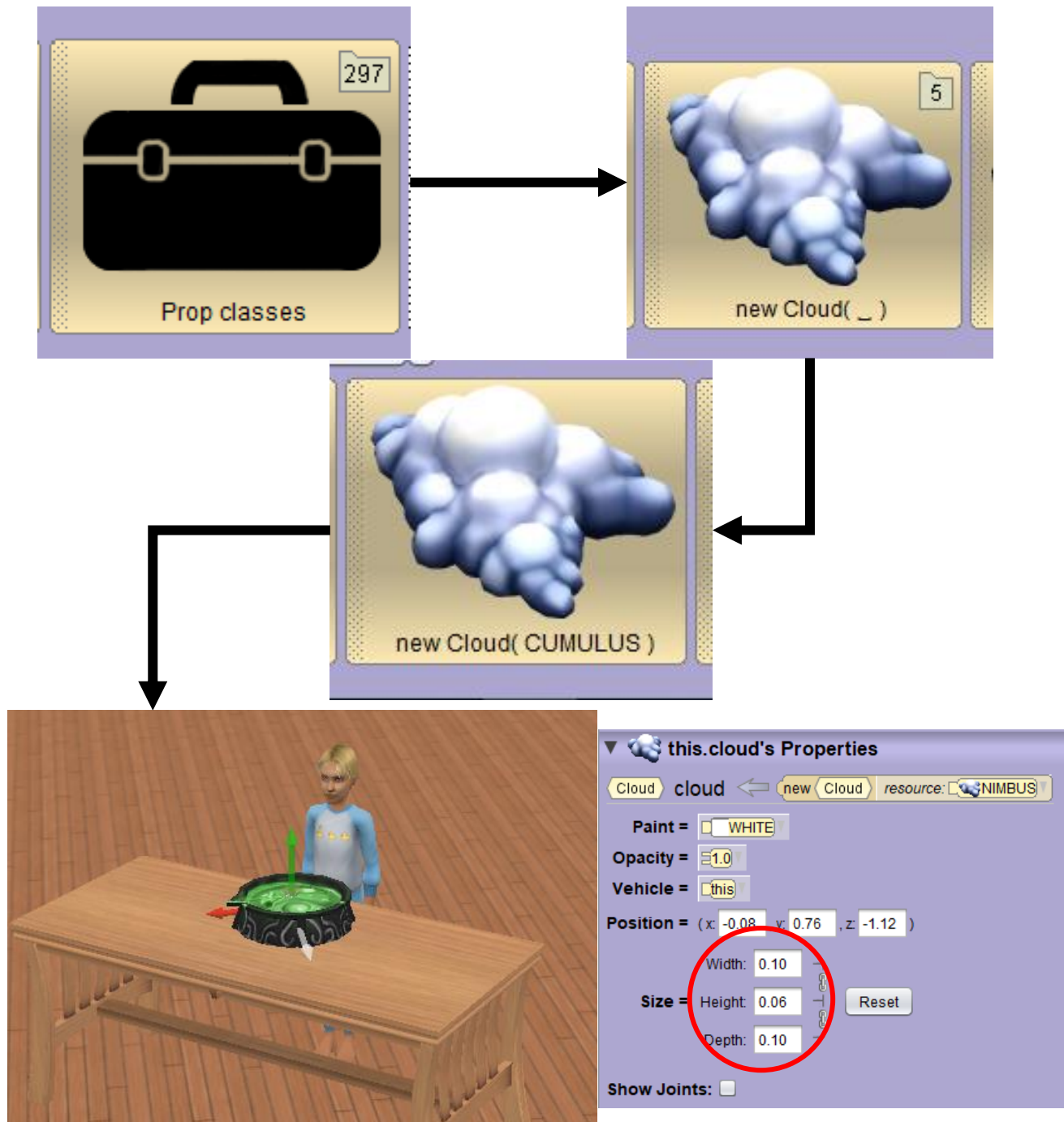
Now, we will place the character. Select the Biped classes and place the child. You can dress him like you want or you can follow the picture. Put the child in front of the Table. You can rename him with a left click. I called mine Billy



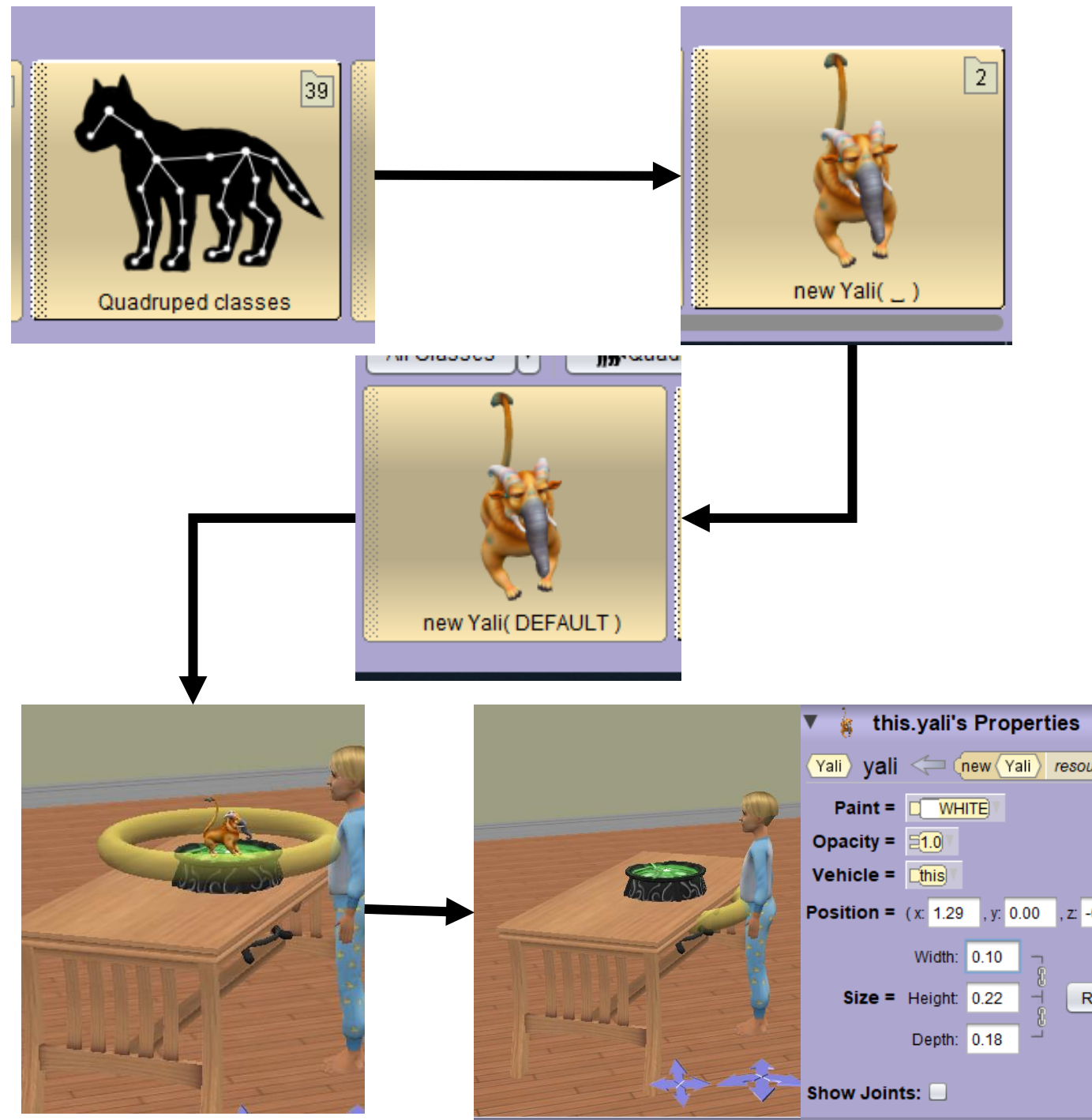
Next, select the prop classes and place the cauldron inside the table. In the menu on the right, change the size as show in the picture. If the menu doesn't appear, click on the cauldron.



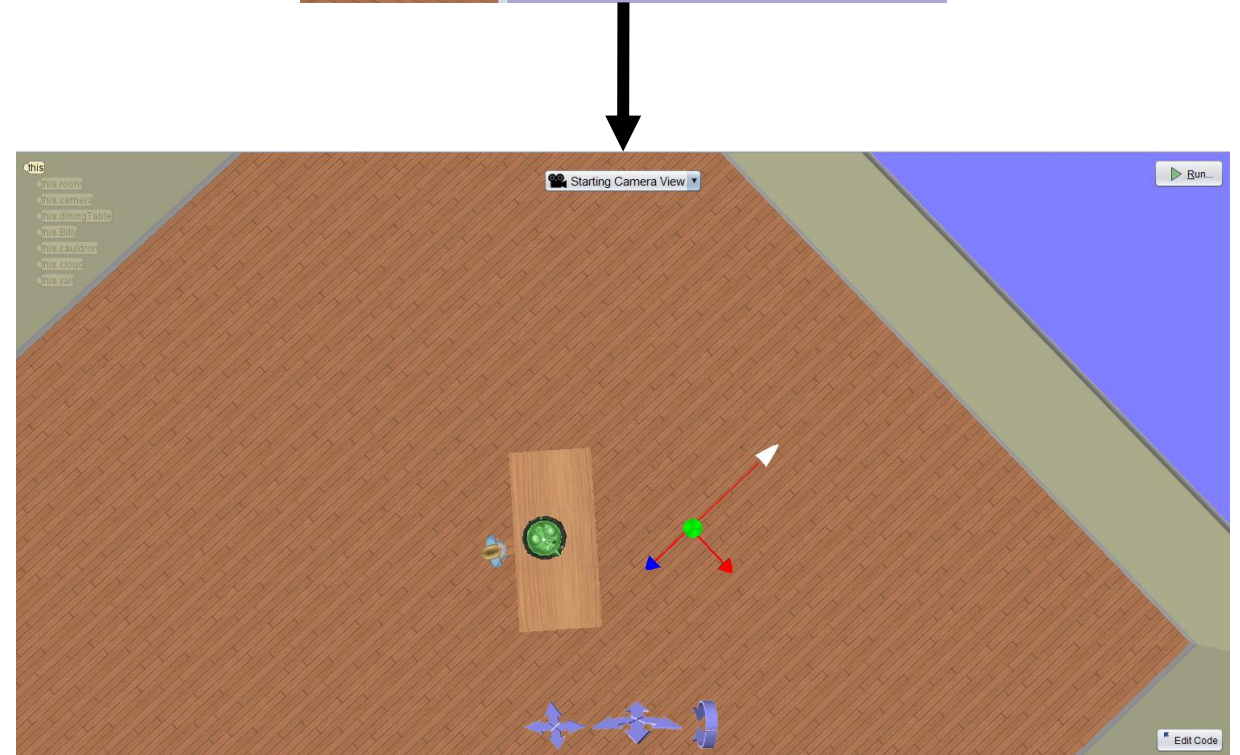
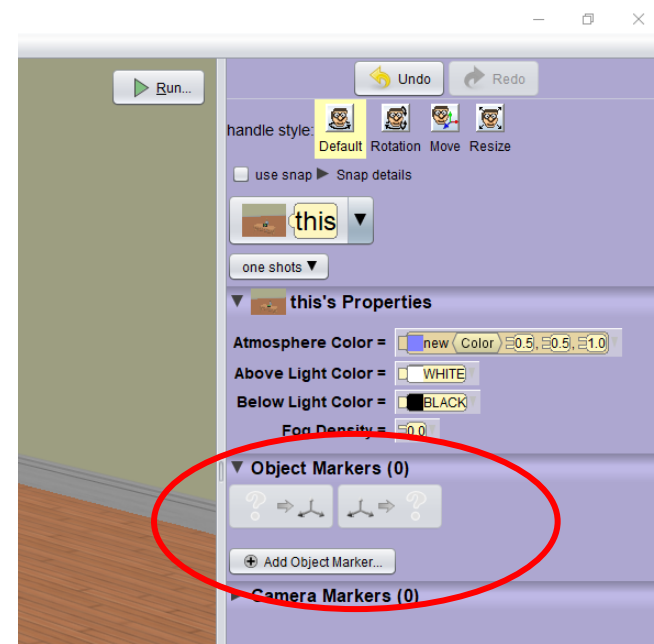
For the next object,
select the prop
classes, select the
new cloud classe and
place the cumulus.
Change the size as
show in the picture
and place the cloud
inside the cauldron.



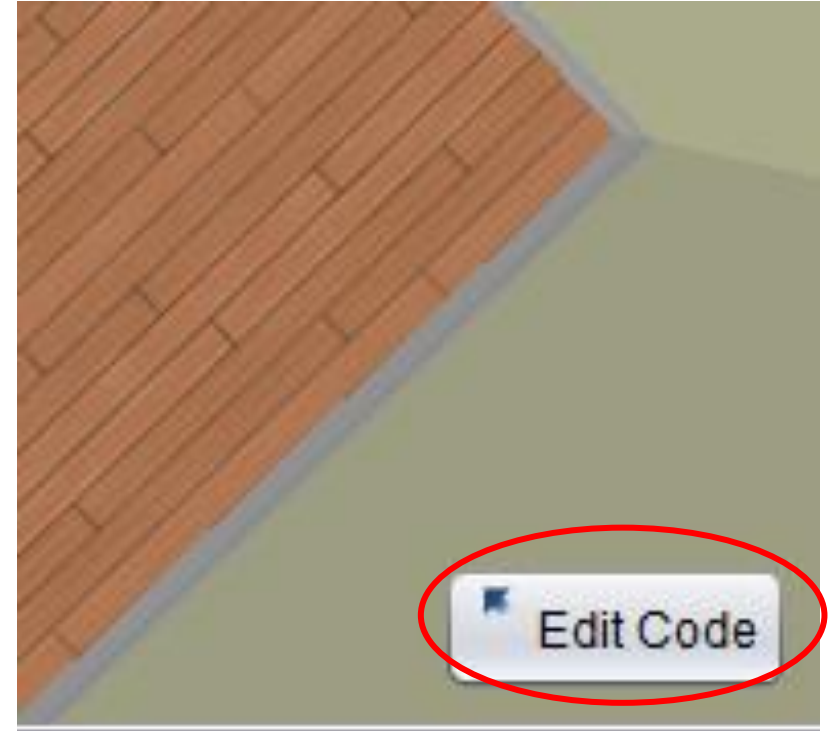
Now, select the quadruped classes, select the new Yali classe and place the Yali. Put him in front of Billy and make him look at Billy. Change the size like on the picture and put the Yali inside the cauldron.



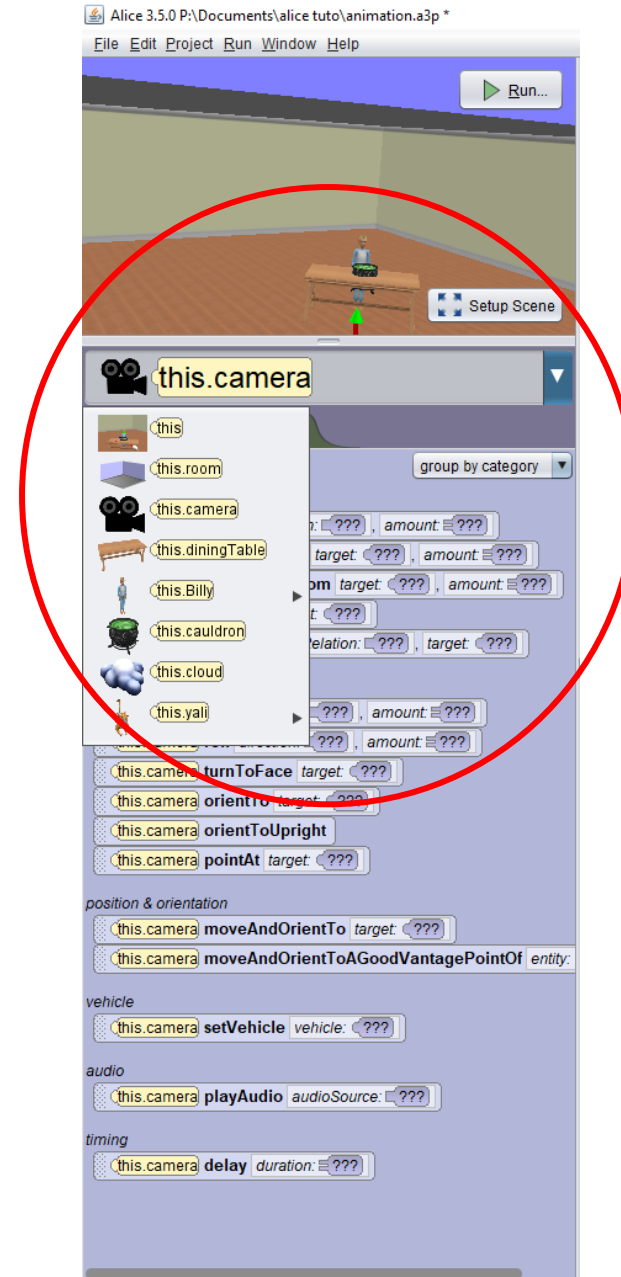
For camera placement we need to place a marker, so click on the floor and in the menu on the right select « object Markers » and « add object marker ». Put him in front of the table like on the picture.



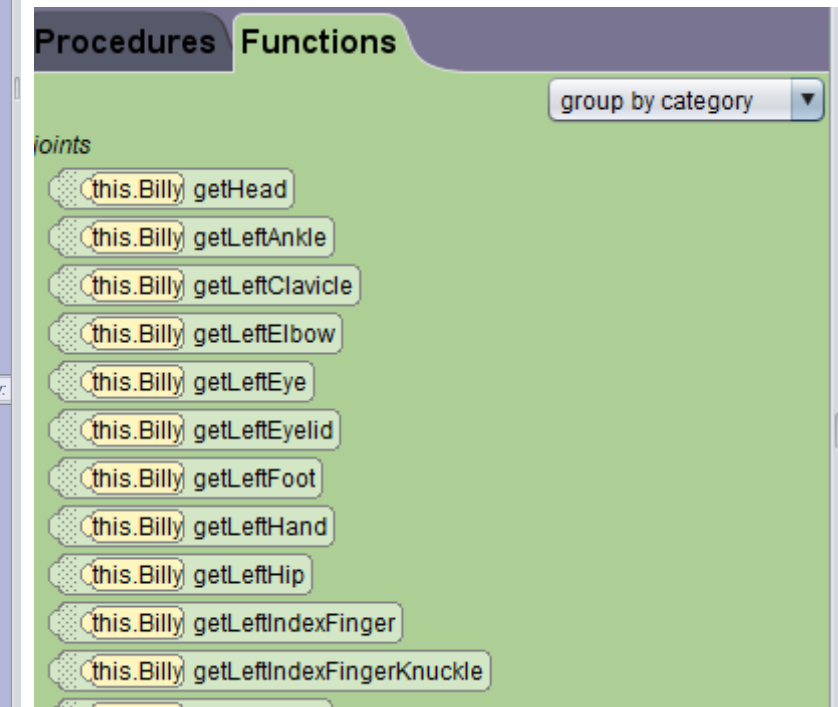
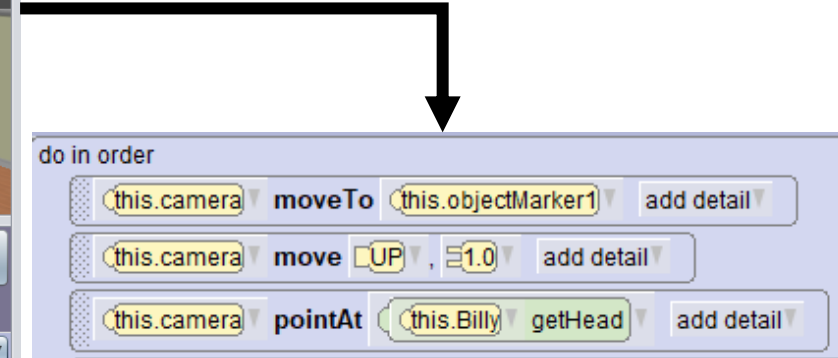
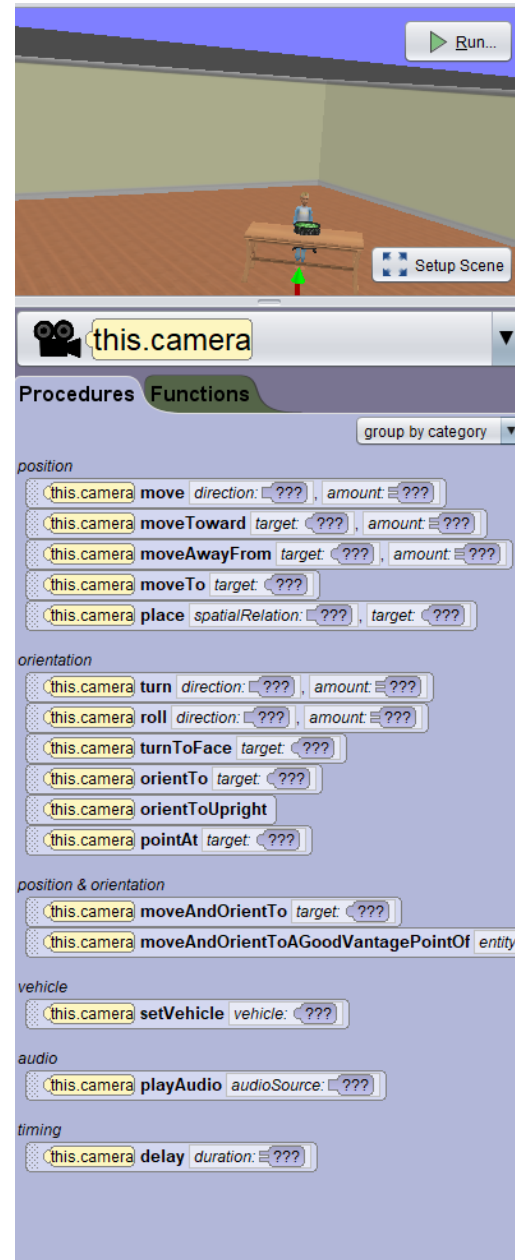
Now we start
coding so click
here.



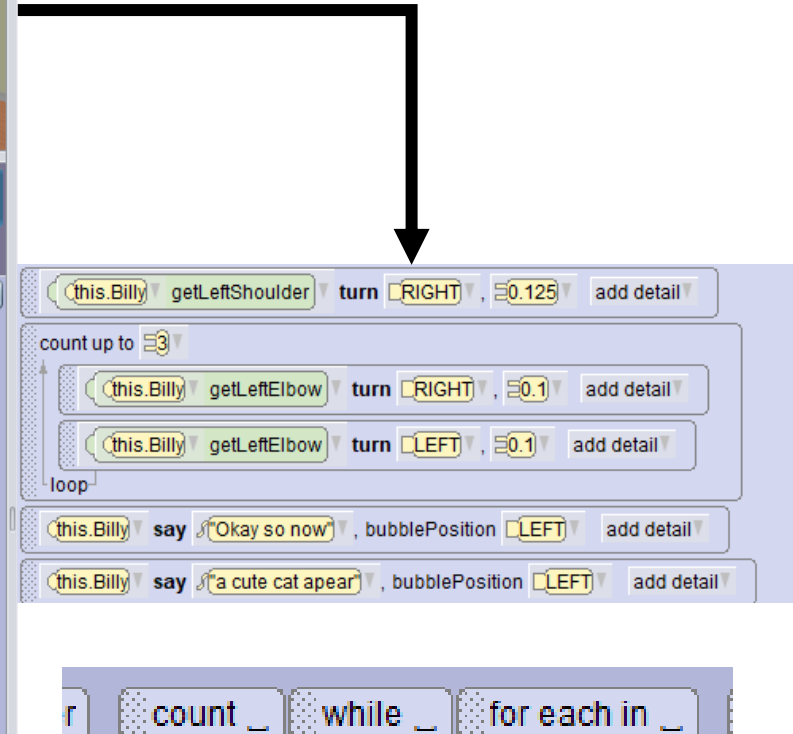
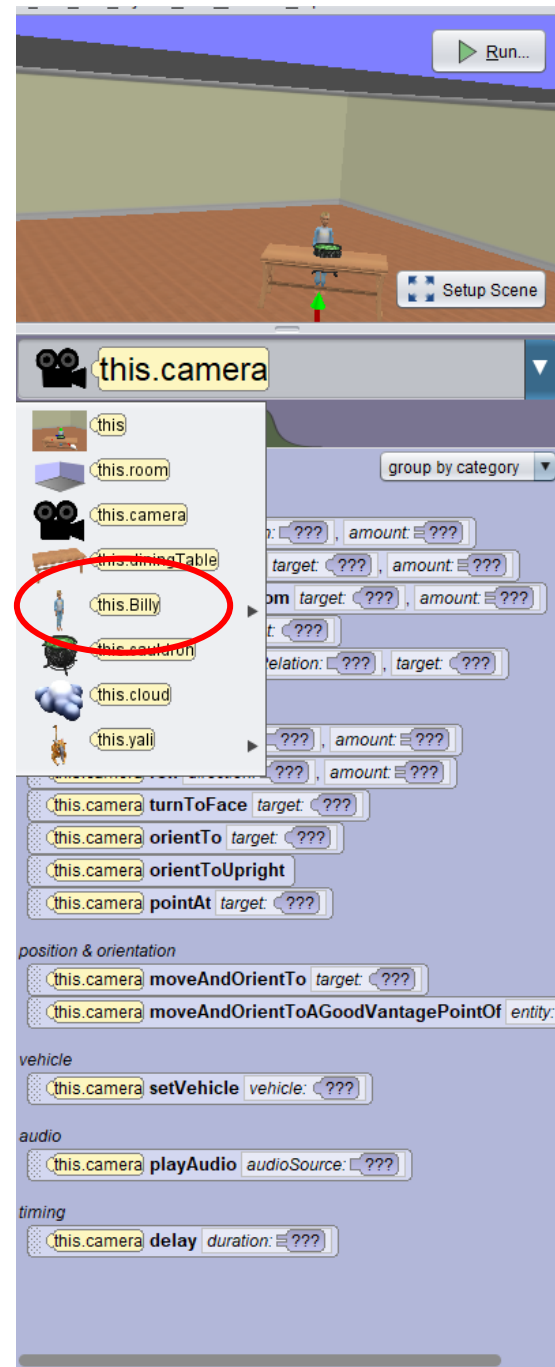
First, the camera. In the menu circled in red select « this camera »



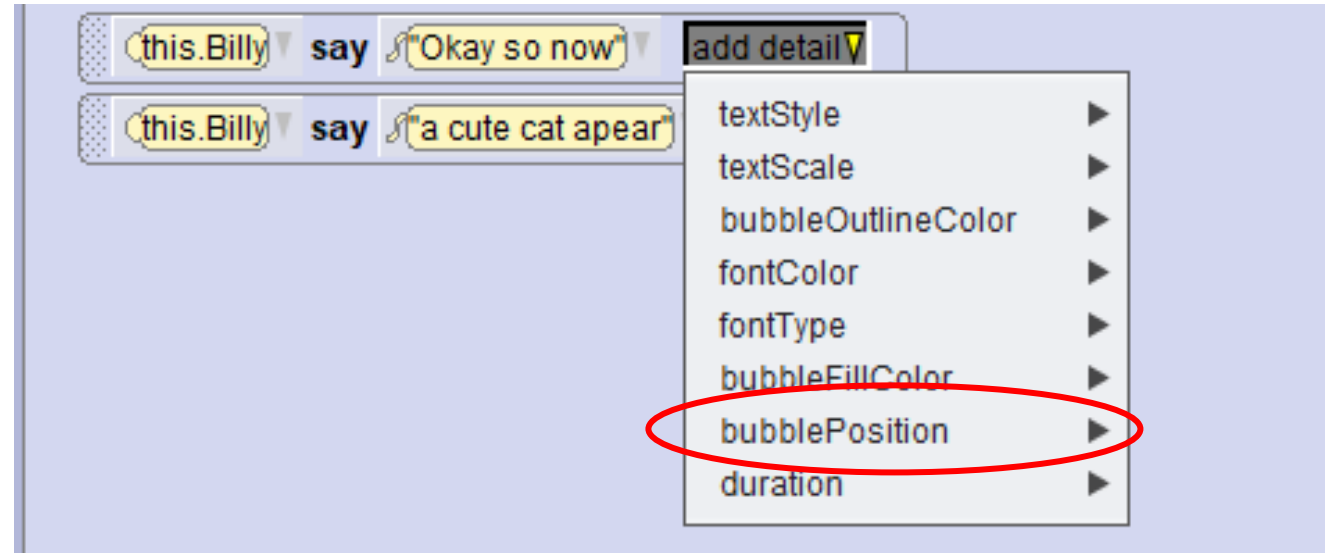
With the menu below the previous, write the code. For the green function you need to select the green menu and search the right function



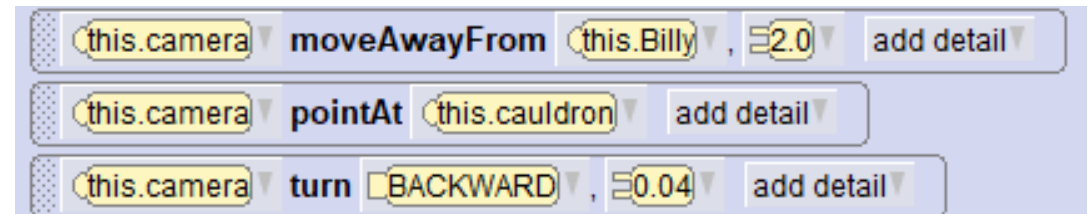
Now we coding Billy.
In the menu circled in
red select « this
Billy ». For the loop
« count up to 3 »,
select « count » at
the bottom of the
screen, select 3 and
place the procedure
inside the loop. Write
this code below the
previous



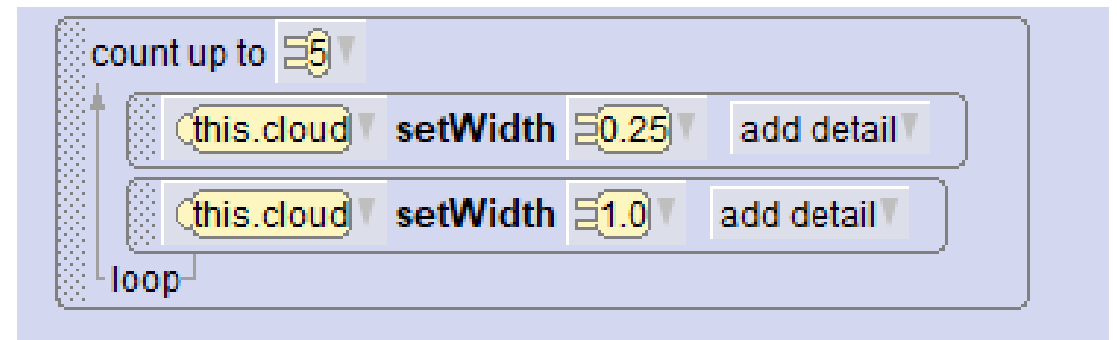
For the texte, on
the right select
« add detail »,
bubblePosition and
select Left.



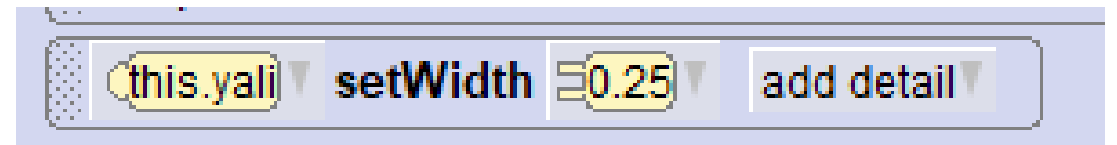
We need to coding the camera another time. So select « this camera » and write this code below the previous.



Now, we coding the cloud. So select the cloud and write this code below the previous.



Now, we coding the Yali, so select « this Yali » and write this code below the previous.



So now, you know how to code. Write this code below the previous.



Normally, at the end you have this code.

The image shows a Scratch code editor window with a scene named "Scene". The code is organized into several blocks:

- declare procedure myFirstMethod**
 - do in order**
 - this.camera** **moveTo** **this.objectMarker1** **add detail**
 - this.camera** **move** **UP** **1.0** **add detail**
 - this.camera** **pointAt** **this.Billy** **getHead** **add detail**
 - this.Billy** **getLeftShoulder** **turn** **RIGHT** **0.125** **add detail**
 - count up to** **3**
 - this.Billy** **getLeftElbow** **turn** **LEFT** **0.1** **add detail**
 - this.Billy** **getLeftElbow** **turn** **RIGHT** **0.1** **add detail**
 - loop**
 - this.Billy** **getLeftShoulder** **turn** **LEFT** **0.125** **add detail**
 - this.Billy** **say** **Okay so now** **bubblePosition** **LEFT** **add detail**
 - this.Billy** **say** **a cute cat appear** **bubblePosition** **LEFT** **add detail**
 - this.camera** **moveAwayFrom** **this.Billy** **2.0** **add detail**
 - this.camera** **pointAt** **this.cauldron** **add detail**
 - this.camera** **turn** **BACKWARD** **0.04** **add detail**
 - count up to** **5**
 - this.cloud** **setWidth** **0.25** **add detail**
 - this.cloud** **setWidth** **1.0** **add detail**
 - loop**
 - this.yali** **setWidth** **0.25** **add detail**
 - do together**
 - this.cloud** **setWidth** **0.25** **add detail**
 - this.cloud** **move** **DOWN** **10.0** **add detail**
 - this.Billy** **move** **BACKWARD** **1.0** **add detail**
 - this.camera** **place** **IN_FRONT_OF** **this.yali** **getHead** **add detail**
 - this.Billy** **say** **what is ...** **bubblePosition** **LEFT** **add detail**
 - this.camera** **place** **IN_FRONT_OF** **this.Billy** **getHead** **add detail**
 - this.yali** **say** **meow ?** **bubblePosition** **LEFT** **add detail**

To watch the
animation click
here.

