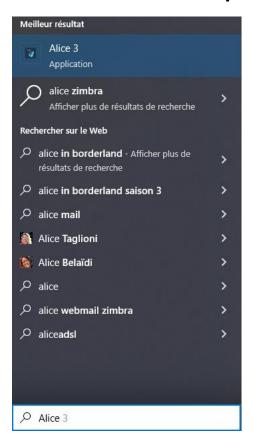
How to make a man jump above car with drama finish



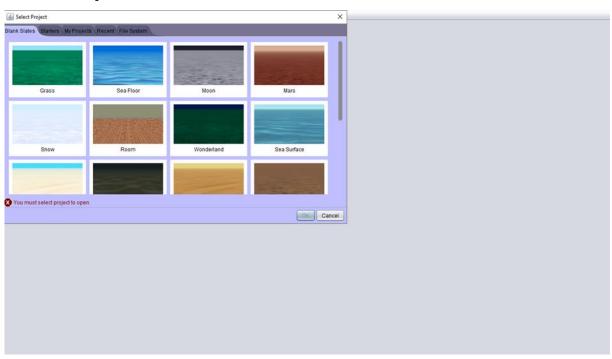
Step 1:

• You need to open Alice in the desktop like here.



Step 2:

• In Alice you need to choose one of the scenes, for this tutorial you can choose what you want but not one in a room.



Step 3:

• You need to add a guy and a car (what you want), like this. You can select them in the bottom of the screen when you press show fullscreen in top left.



Step 4:

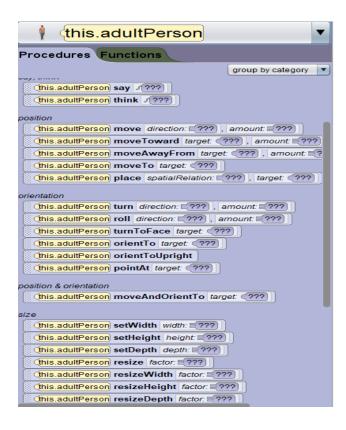
 Now add a second vehicule to make this spectacular and place all items like this:



Step 4,5:

• You can take bloc that represent script in the left zone of the screen, to acces this zone you need to click in bottom right on your screen.





Step 5:

 Now lets make the first script to make the man jump above the first car.



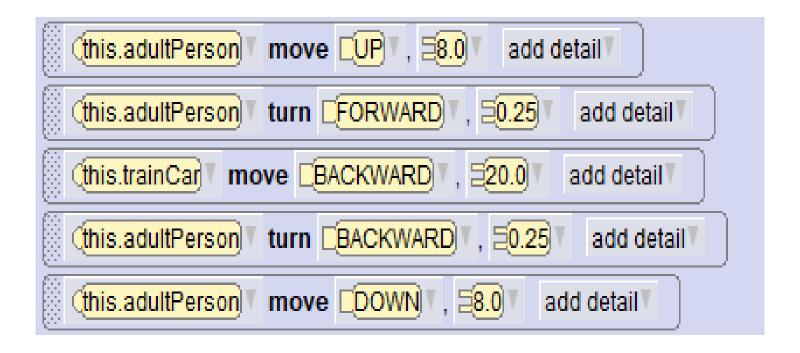
Step 6:

Make him turn right to jump above the second car.

```
(this.adultPerson)▼ turn □RIGHT)▼, ≡0.25▼ add detail▼
```

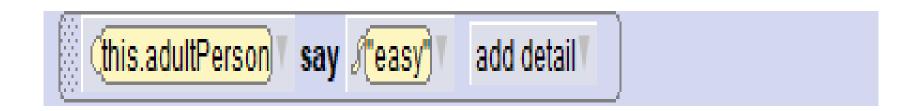
Step 7:

• With this script you make the man jumping above the second car.



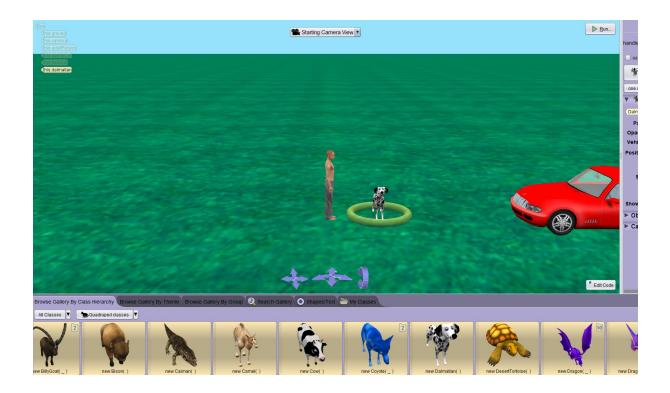
Step 8:

Now lets make the man say easy.



Step 9:

• Lets start the dramatic finish with adding a dog.



Step 9:

• Dont place the dog in the camera, we dont need to see him.



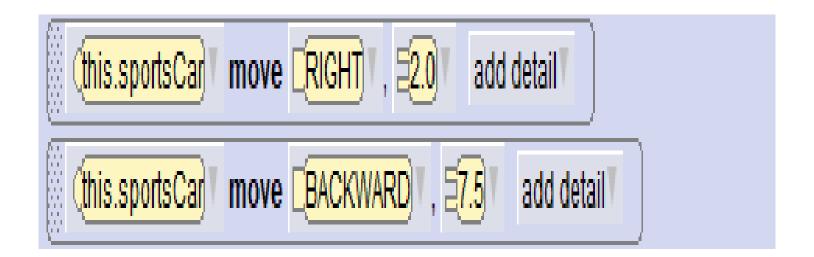
Step 10:

Make the dog say his name.



Step 11:

• Put the car next to the man



Step 12:

• Put the man in the car



Step 13:

 Make the man drive the car with the function « do together » on the bottom of the screen.



Step 14:

Make the dog sad

```
this.dalmatian say film so lonely add detail this.dalmatian say fibye add detail this.dalmatian say fibye this.dalmatian say fiby
```

Step 15:

Make the dog go away with charism

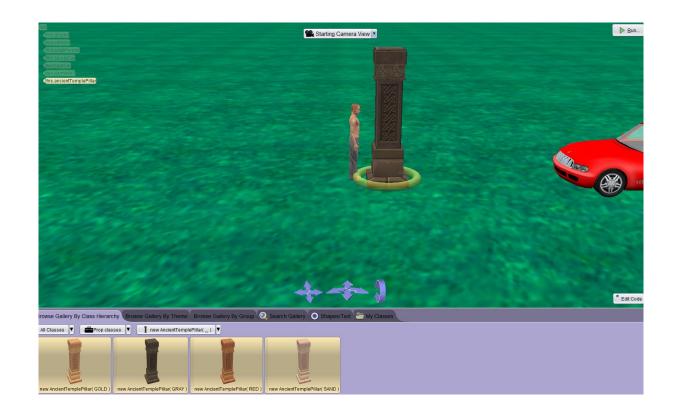
```
do together

this.dalmatian move CUPT, $30.0 T, duration $10.0 T add detail while true is true

this.dalmatian roll CLEFTT, $8.0 T, duration $0.25 T add detail loop
```

Step 16:

Add a grave

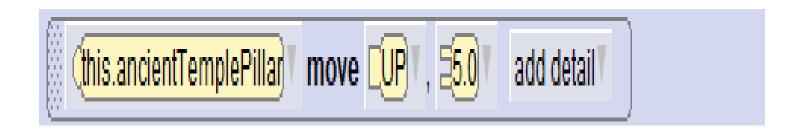


Step 17:

Put the grave at this position

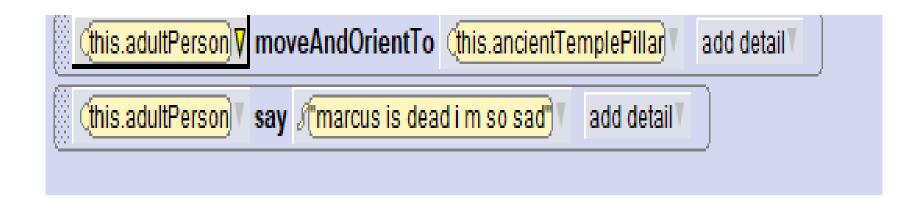
Step 18:

Make the grave appear



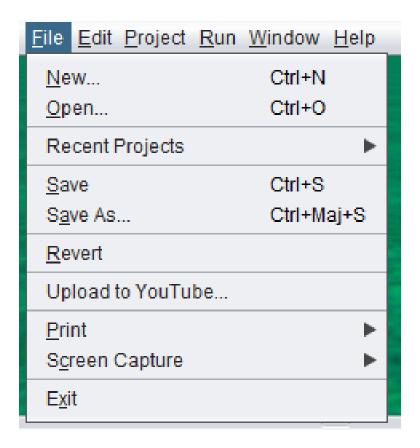
Step 19:

Make the man walk to the grave



Step 20:

Save your work



Final step:

• Run your animation.

