

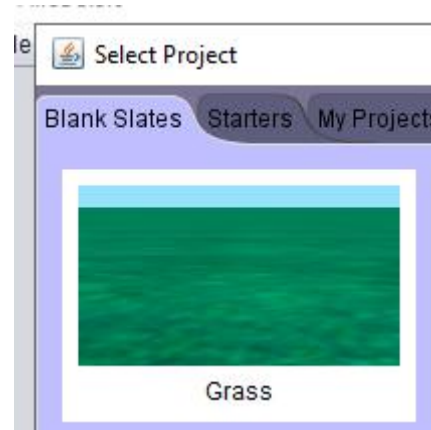
How to make my video

In Alice 3.5.0

Tom MADALENO TSTI2D

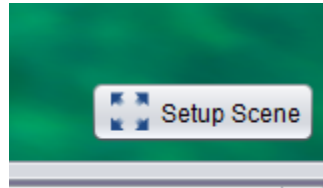
Step 1

- Open Alice (Windows search menu etc..) then, once it opens, select Grass



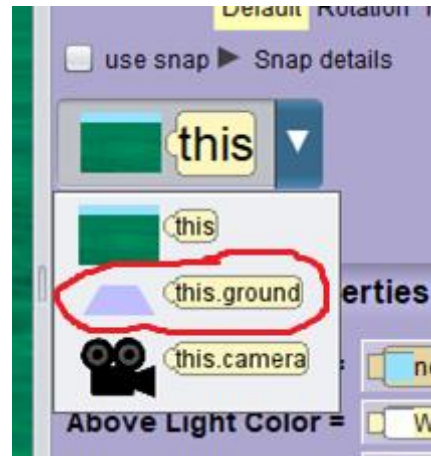
Step 2

- Click on Setup Scene



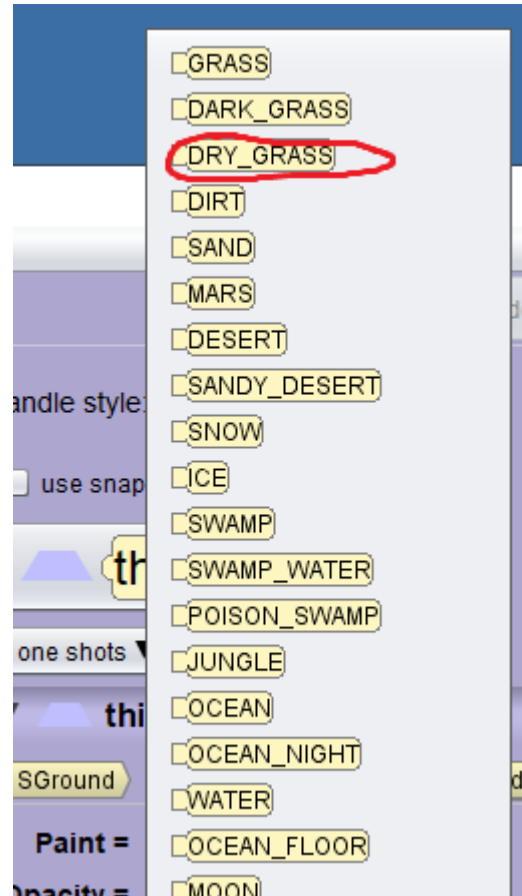
Step 3

- In the selection menu (for the current entity we are editing), select « this.ground »



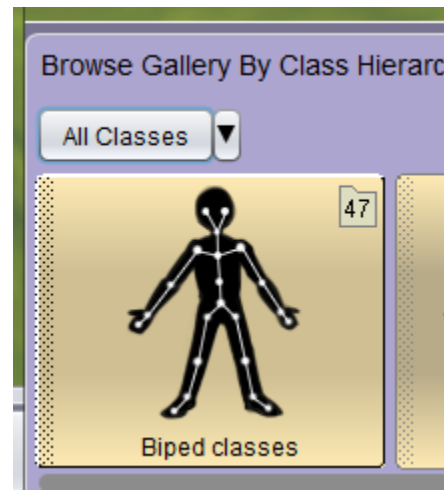
Step 4

- Then, click on the button near « Paint = » (saying « GRASS ») and choose « DRY_GRASS »



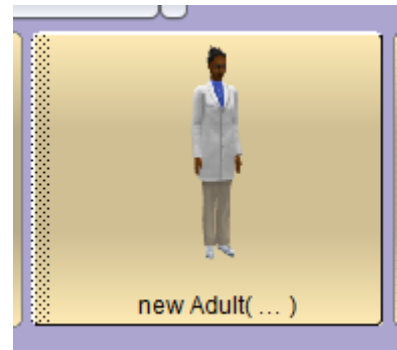
Step 5

- Now, click on « Biped classes »



Step 6

- Click on « new Adult(...) »



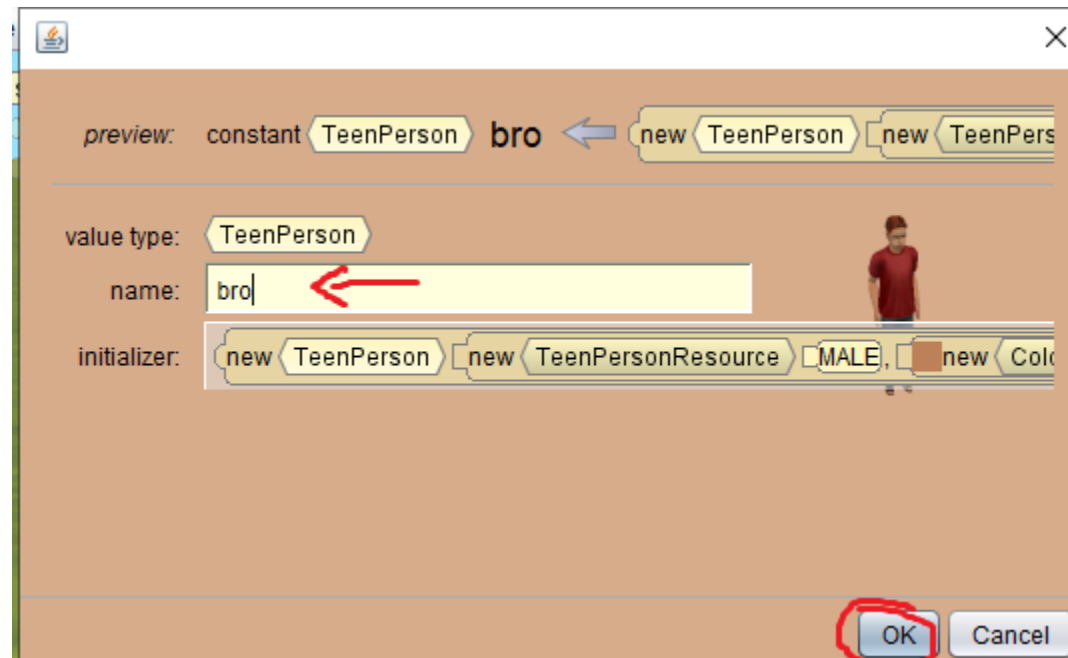
Step 7

- Make a person and customize it however you want, then, click « OK »



Step 8

- Now, name the character « bro » (but you can name it something else), then press « OK »



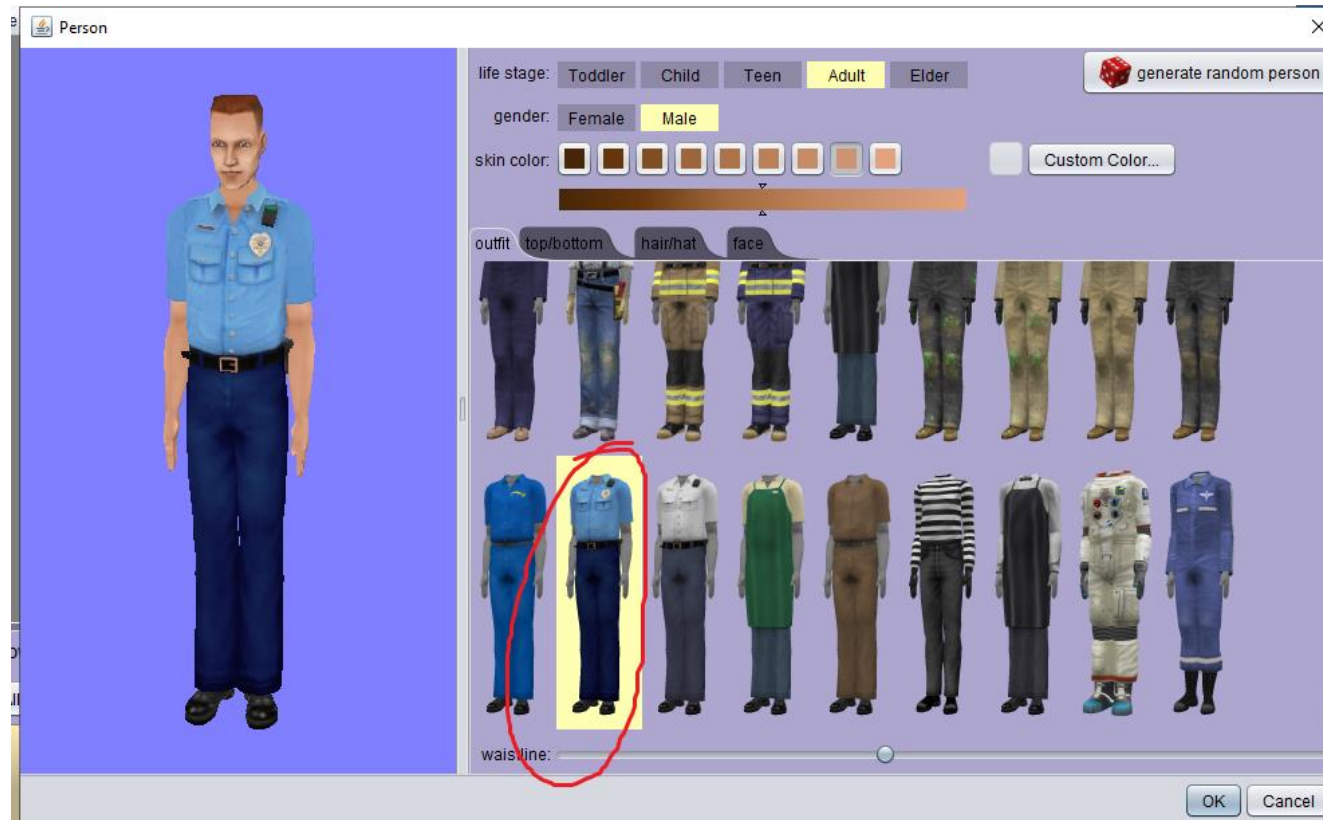
Step 9

- Next, press again « new Adult(...) »



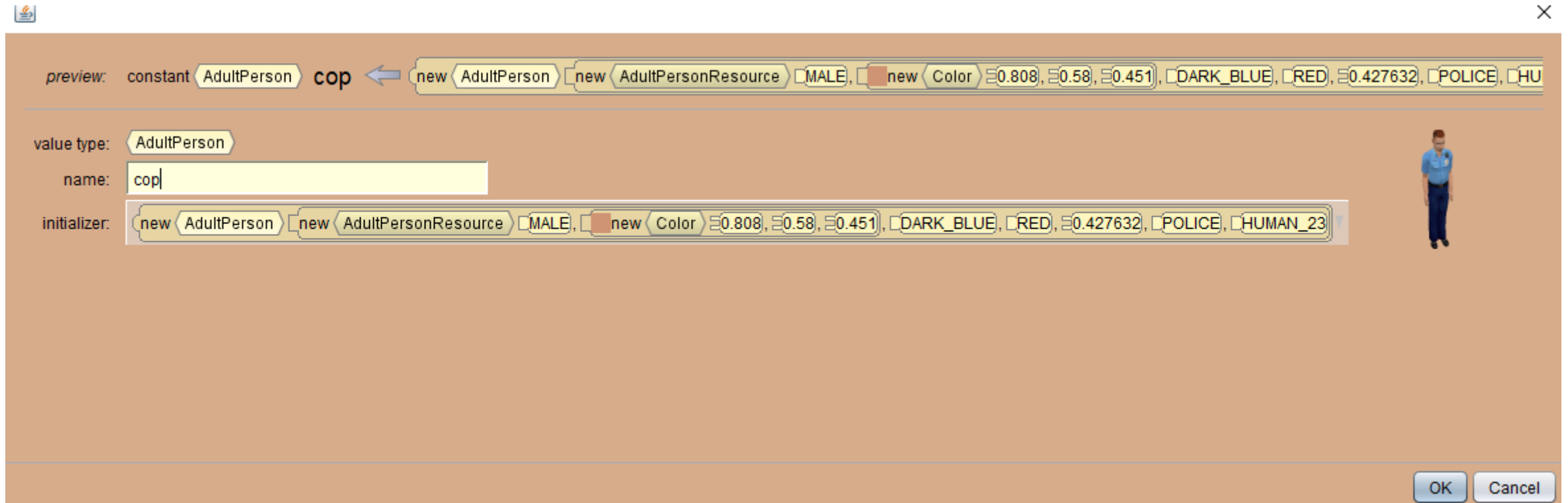
Step 10

- Find a cop outfit for the character you're making, then press « OK »



Step 11

- Name him « cop » and press « OK »



The screenshot shows a software interface for creating a new object. At the top, there is a preview bar with the text "preview: constant AdultPerson cop" followed by a blue arrow pointing to a complex nested structure of objects: "new AdultPerson new AdultPersonResource MALE, new Color 0.808, 0.58, 0.451, DARK_BLUE, RED, 0.427632, POLICE, HU". Below this, the "value type:" is set to "AdultPerson". The "name:" field contains the text "cop". The "initializer:" field shows a similar nested structure: "new AdultPerson new AdultPersonResource MALE, new Color 0.808, 0.58, 0.451, DARK_BLUE, RED, 0.427632, POLICE, HUMAN_23". On the right side of the form, there is a small 3D model of a police officer. At the bottom right, there are "OK" and "Cancel" buttons.

preview: constant AdultPerson cop

value type: AdultPerson

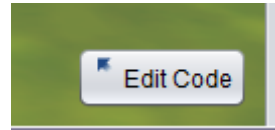
name: cop

initializer: new AdultPerson new AdultPersonResource MALE, new Color 0.808, 0.58, 0.451, DARK_BLUE, RED, 0.427632, POLICE, HUMAN_23

OK Cancel

Step 12

- Press « Edit code » and go back to the code



Step 13

- Click on a character and drag him so that they are disposed like so



Step 14

- Now rotate them like so by clicking on them and rotating the yellow circle under them



Step 15

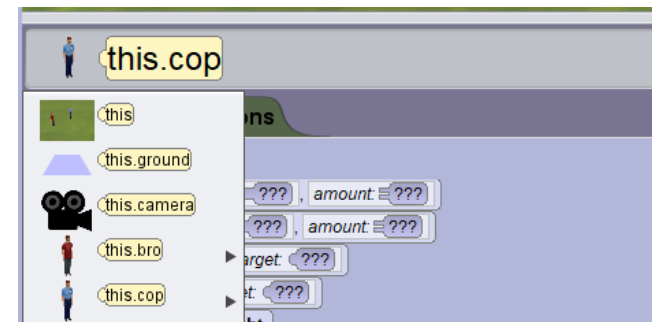
- Now, add each of these blocks like so (with the same values, etc):



→ « this.bro » or « this.cop » are the objects you are editing, the persons, etc.



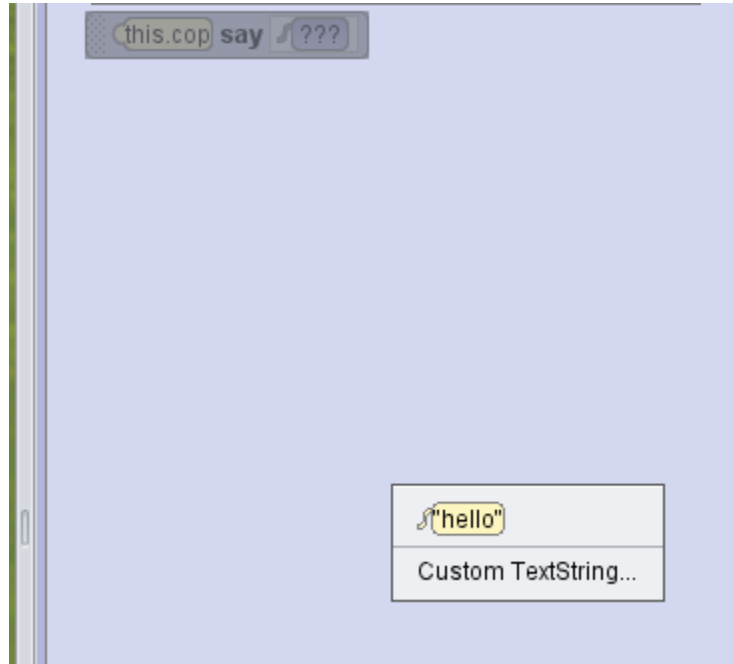
→ This is where you choose the blocks to add, be sure to select the right object (in the screenshot it's currently « this.bro »)



→ Choose like that

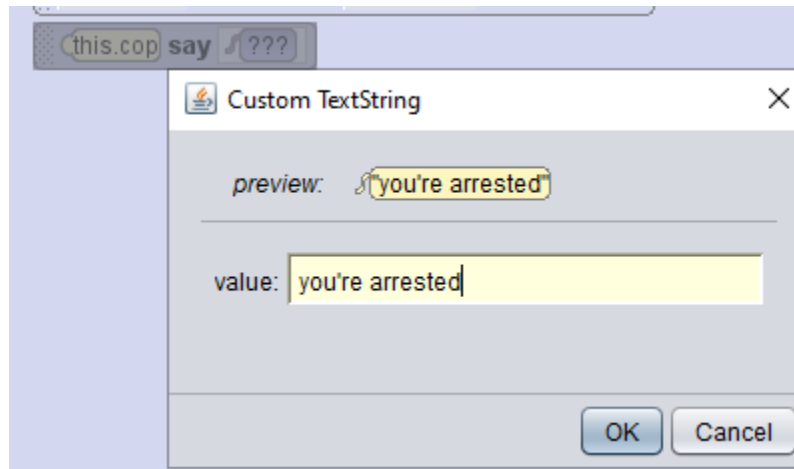
Step 16

- Now add a « say » block like so for the cop, just make it « hello ».



Step 17

- Now add a « say » block like so for the cop again, with a « Custom Text String » and make it like so



Step 18

- Following the same method, add a block like so for « this.bro »



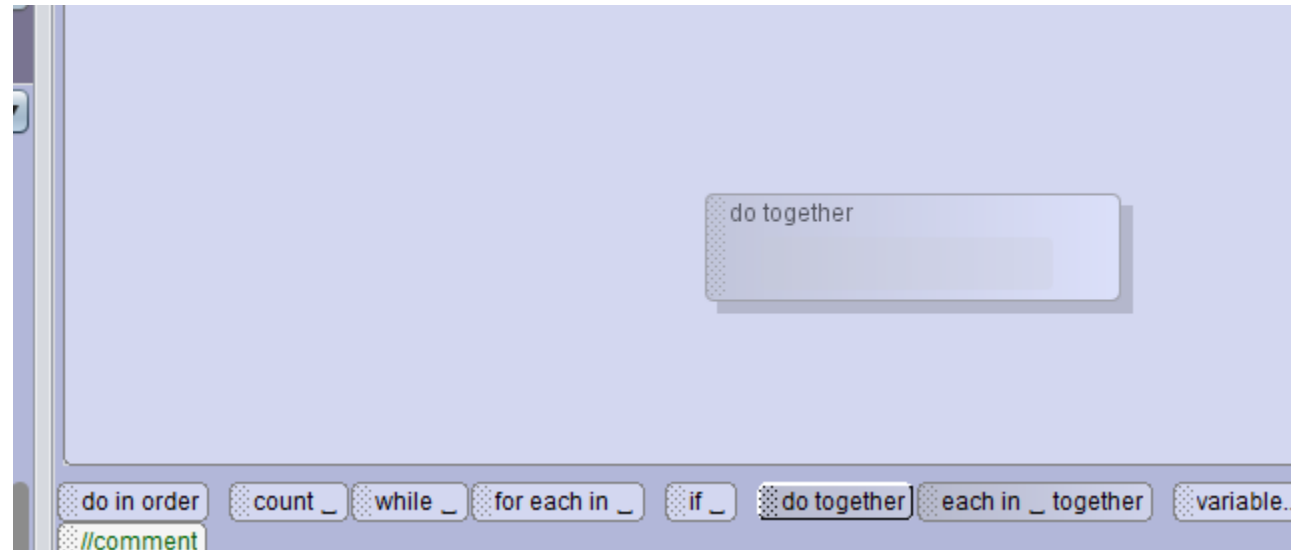
Step 19

- Following the same method, add a block like so for « this.bro »



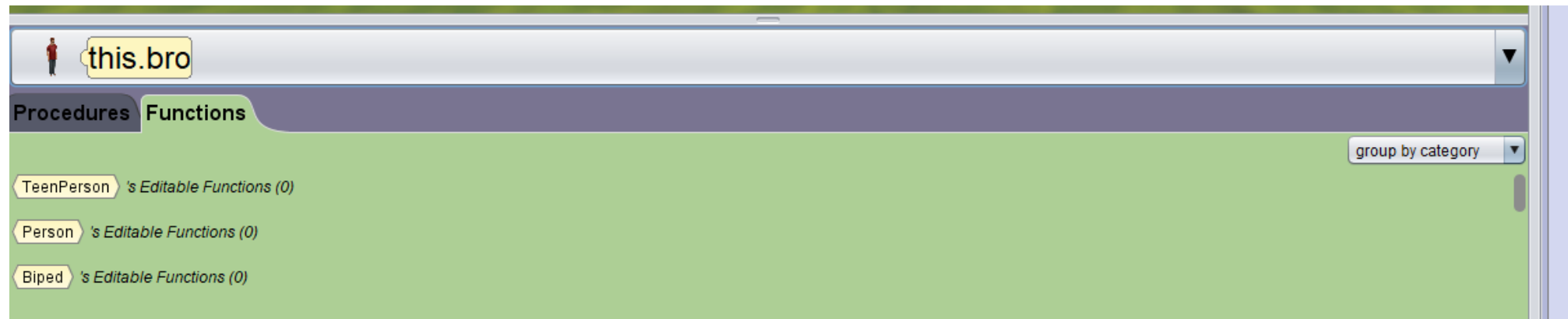
Step 20

- Now add a « do together » block

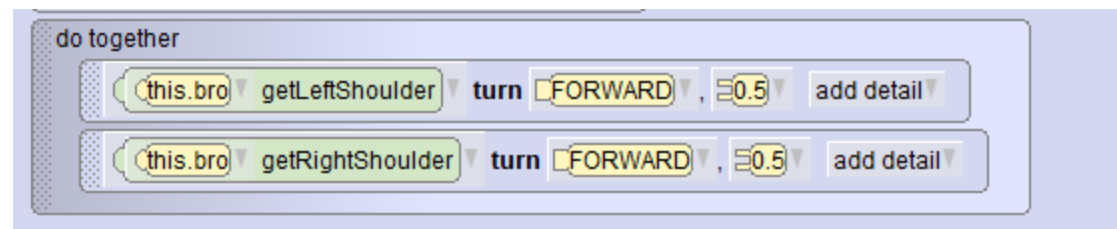


Step 21

- Now from the functions tab:

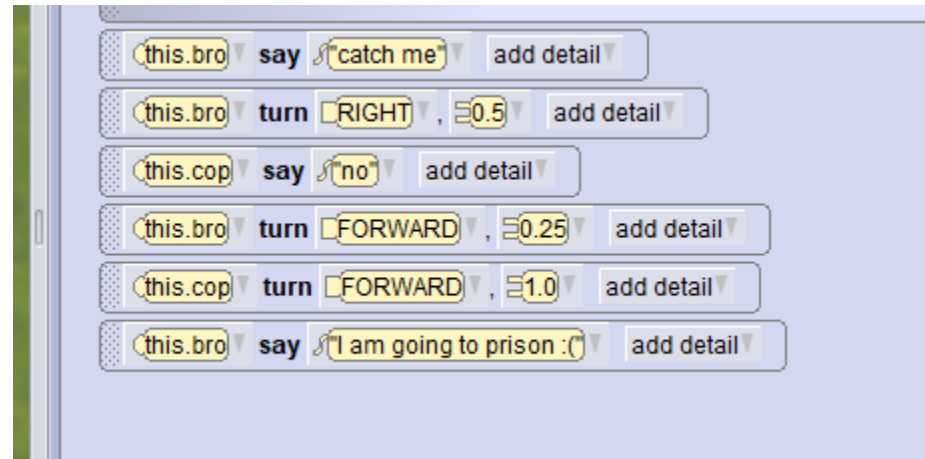


- Add blocks like so in the « do together »



Step 22

- Now, following the same methods as before, add blocks like so



Step 23

- Click « Run » and admire

