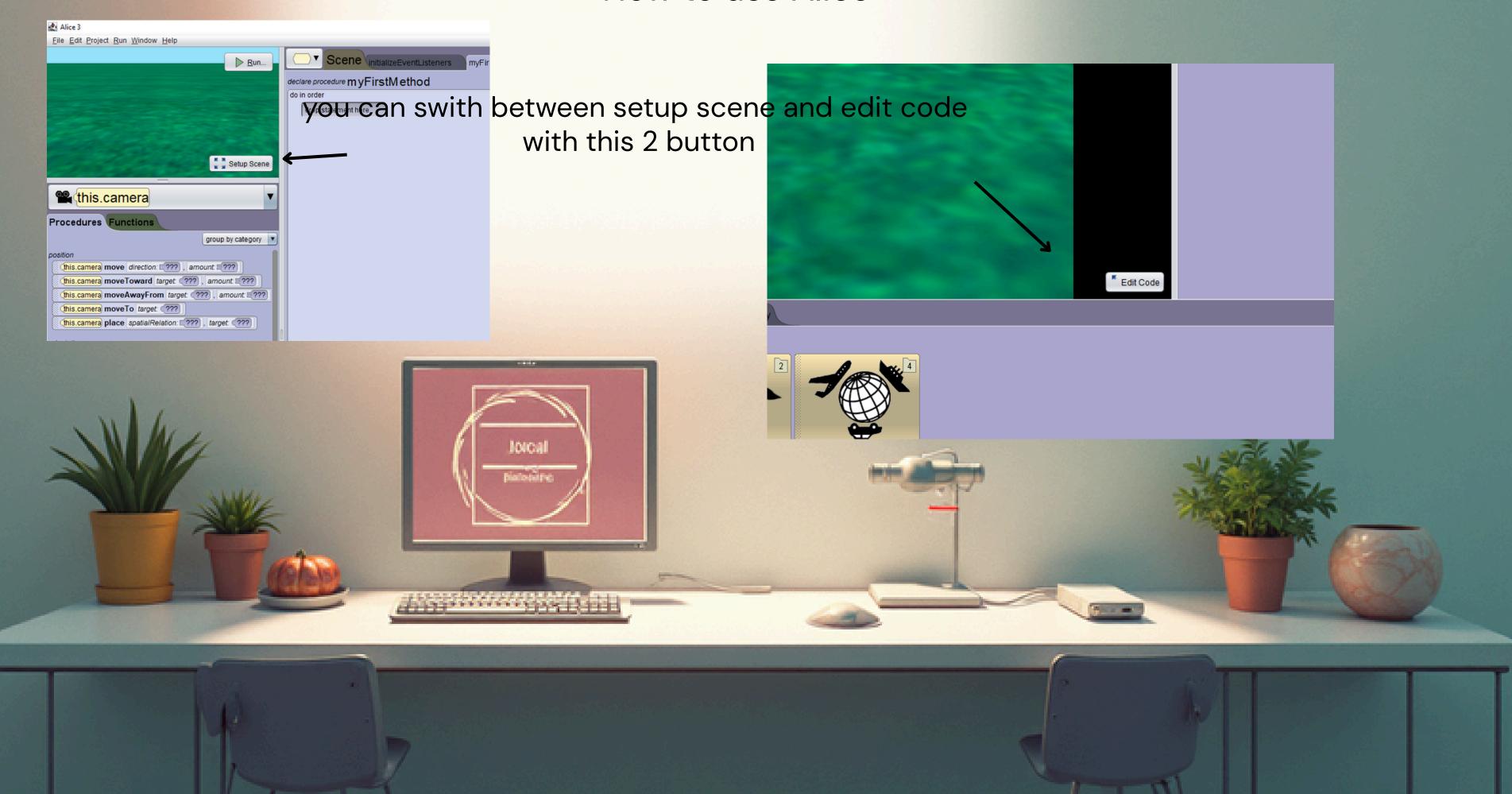
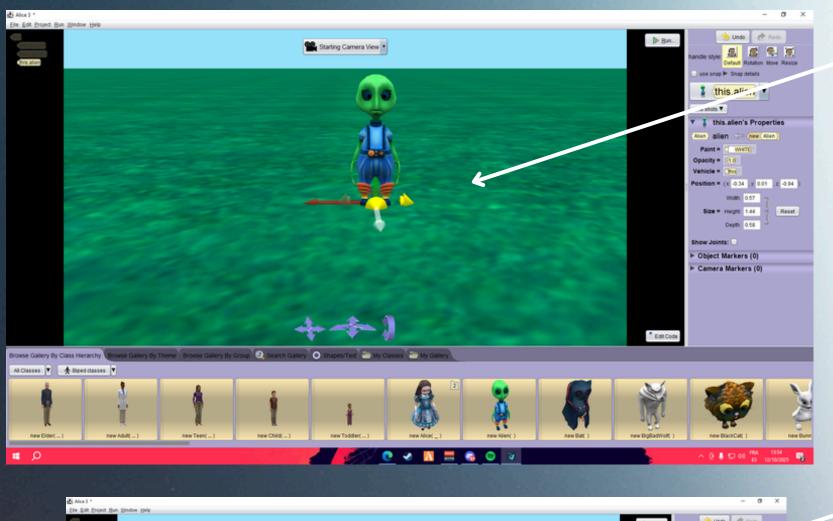


How to use Alice



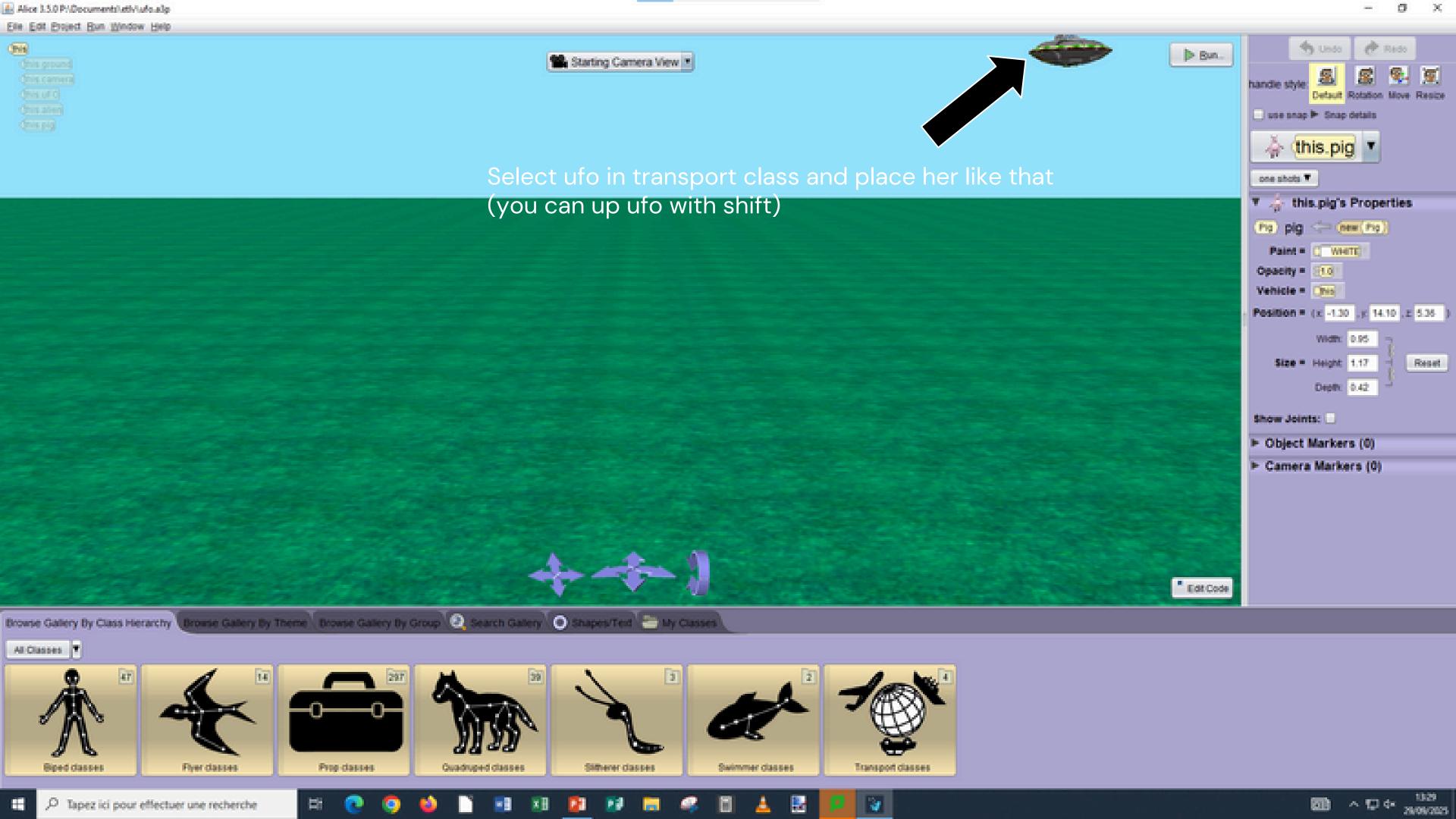


You can move your object by clicking on the objet

×

You can move your object up and down with shift+click on the objet

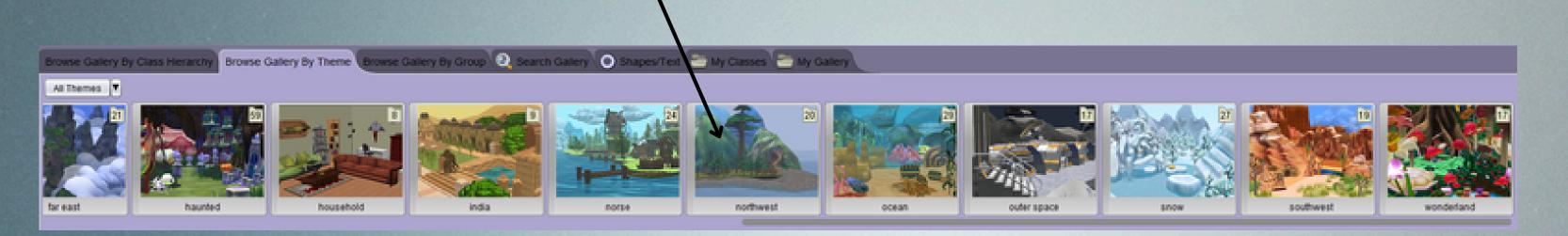






Alice 3 C!/Users\aeyko\Downloads\ufo.a3g * Elle Edit Broject Bun Window Help Starting Carnera View • use snap > Snap details his.pig2 one shots T 💣 this.pig2's Properties Pro pig2 (new(Pro) Paint = [WHITE Opacity = 100 Vehicle = 196 Position = (x -0.53 ,y 0.00 ,z 12.08) Also place a pig out of the camera frame Size * Height 1.17 Reset next to the alien Depth: 0.42 Show Joints: ► Object Markers (0) ► Camera Markers (0) Edit Code Browse Gallery By Theme | Browse Gallery By Group | Search Gallery | Shapes/Text | My Classes | My Gallery → Diped classes ▼ new Pide(_] new PlayingCard(__) w MarchHare(new Monkey/Cing(new Ogre(__) new PumpkinHead(_) 스 등 🕹 🗊 40 RA 1401 🕞

Select northwest in galery by theme

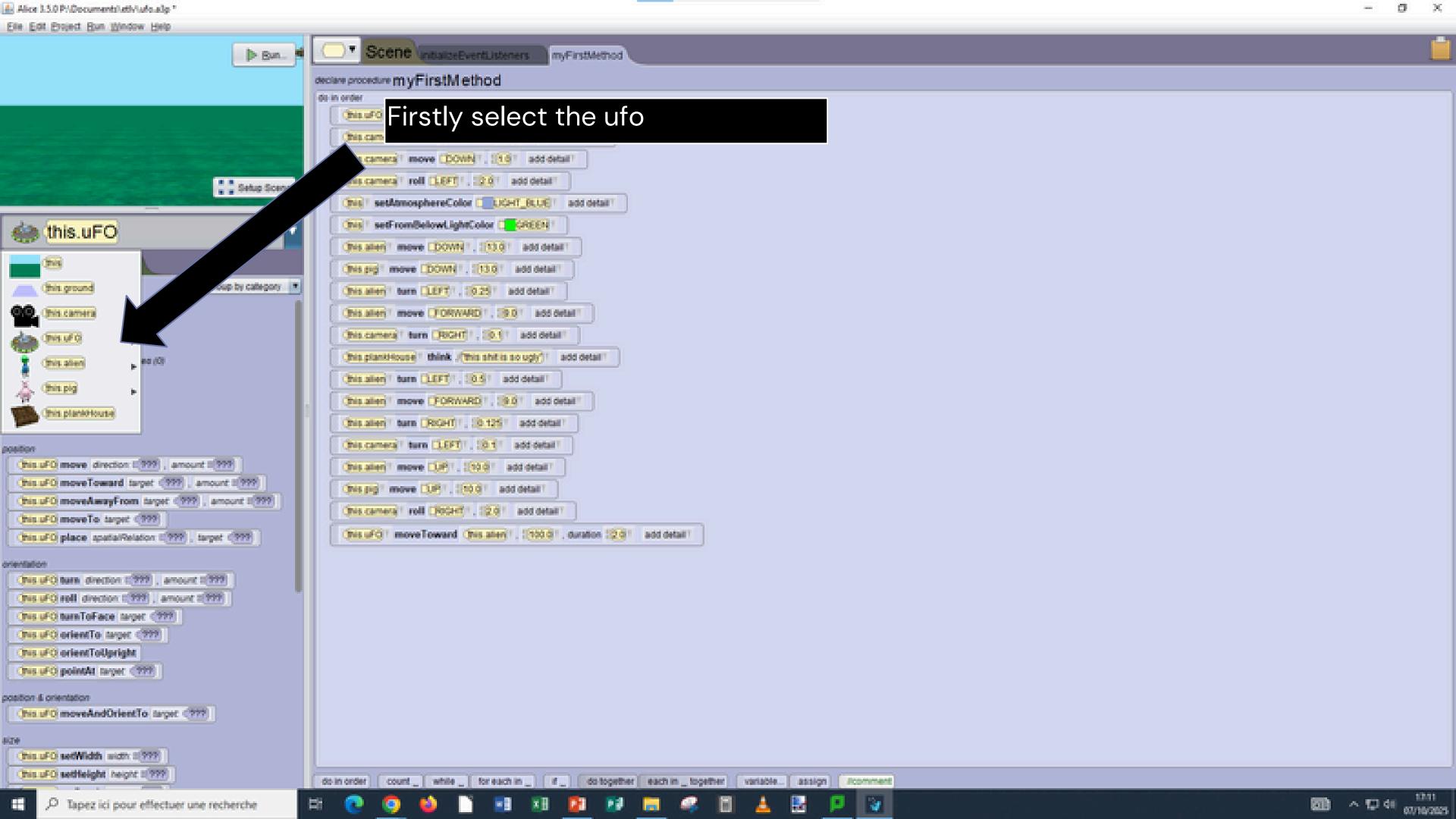


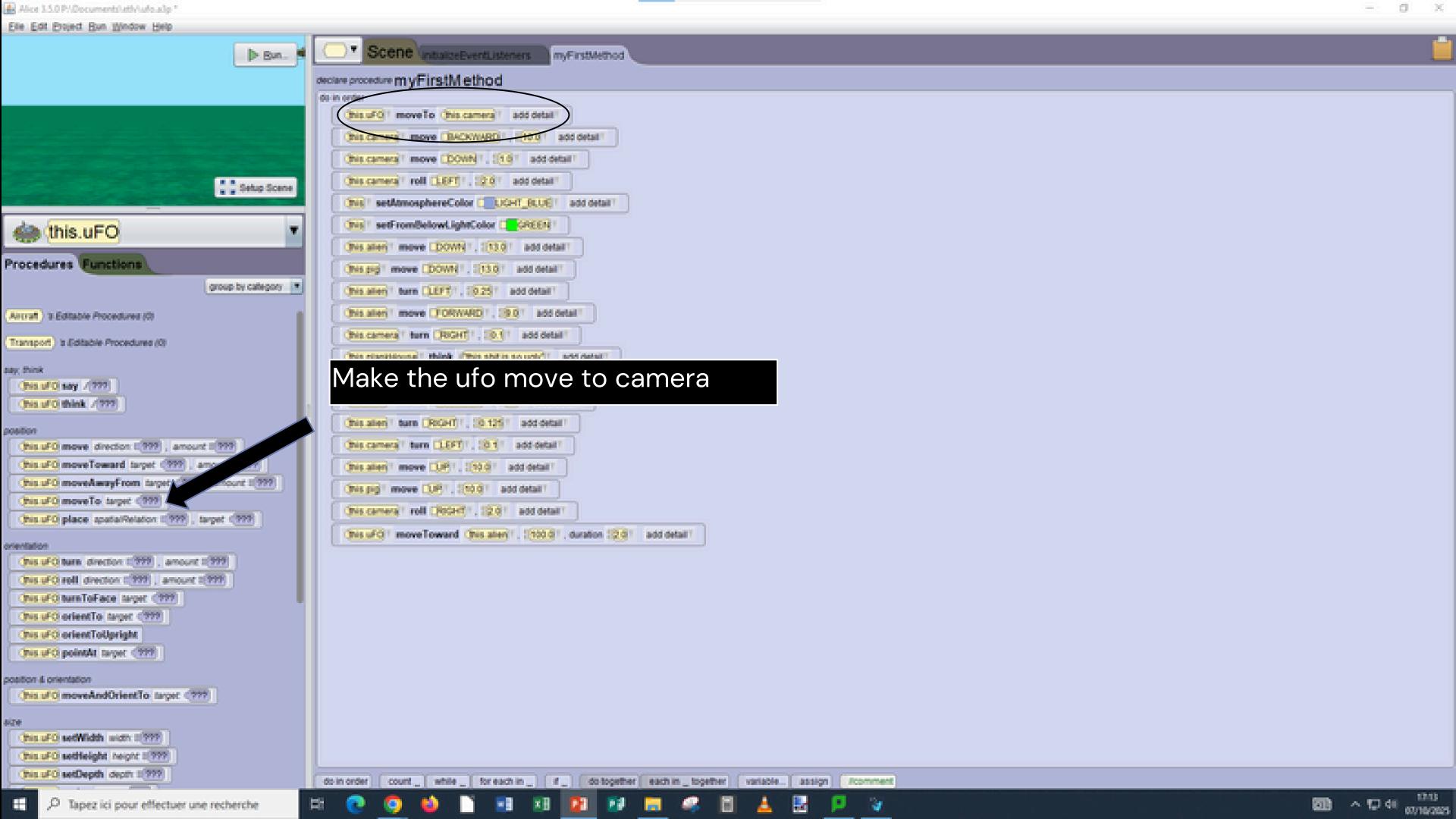
Select this house

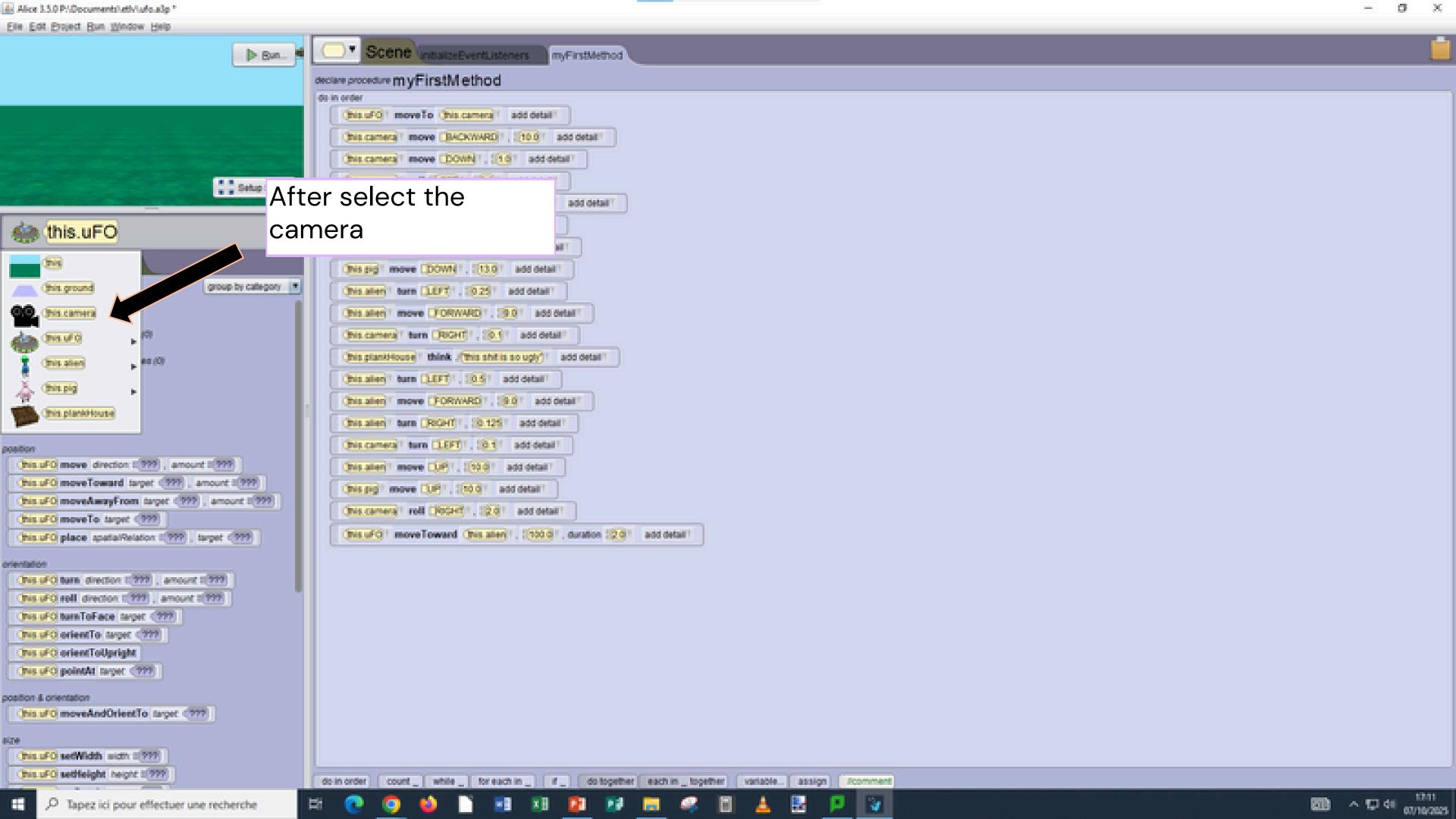


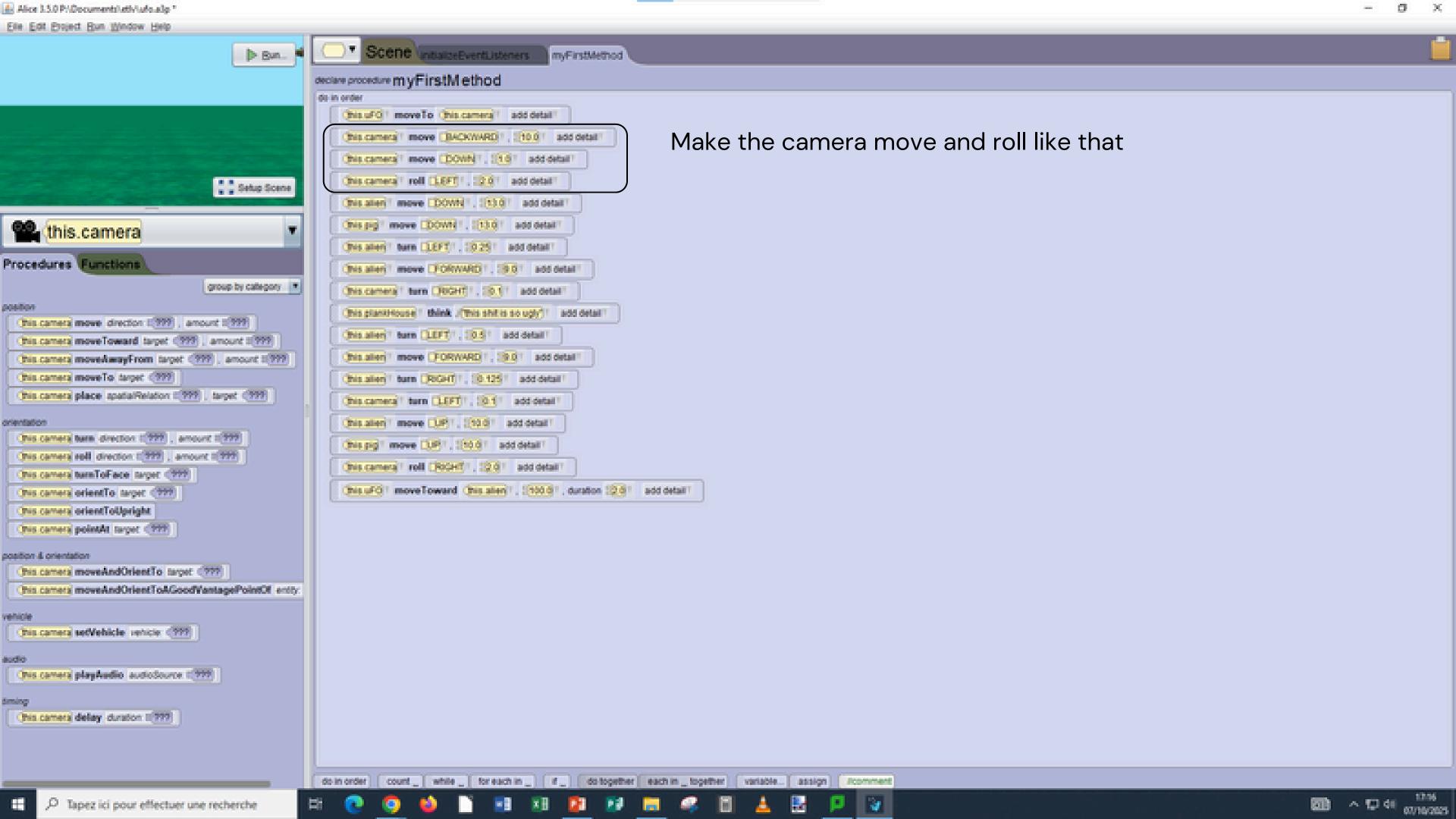
4 D

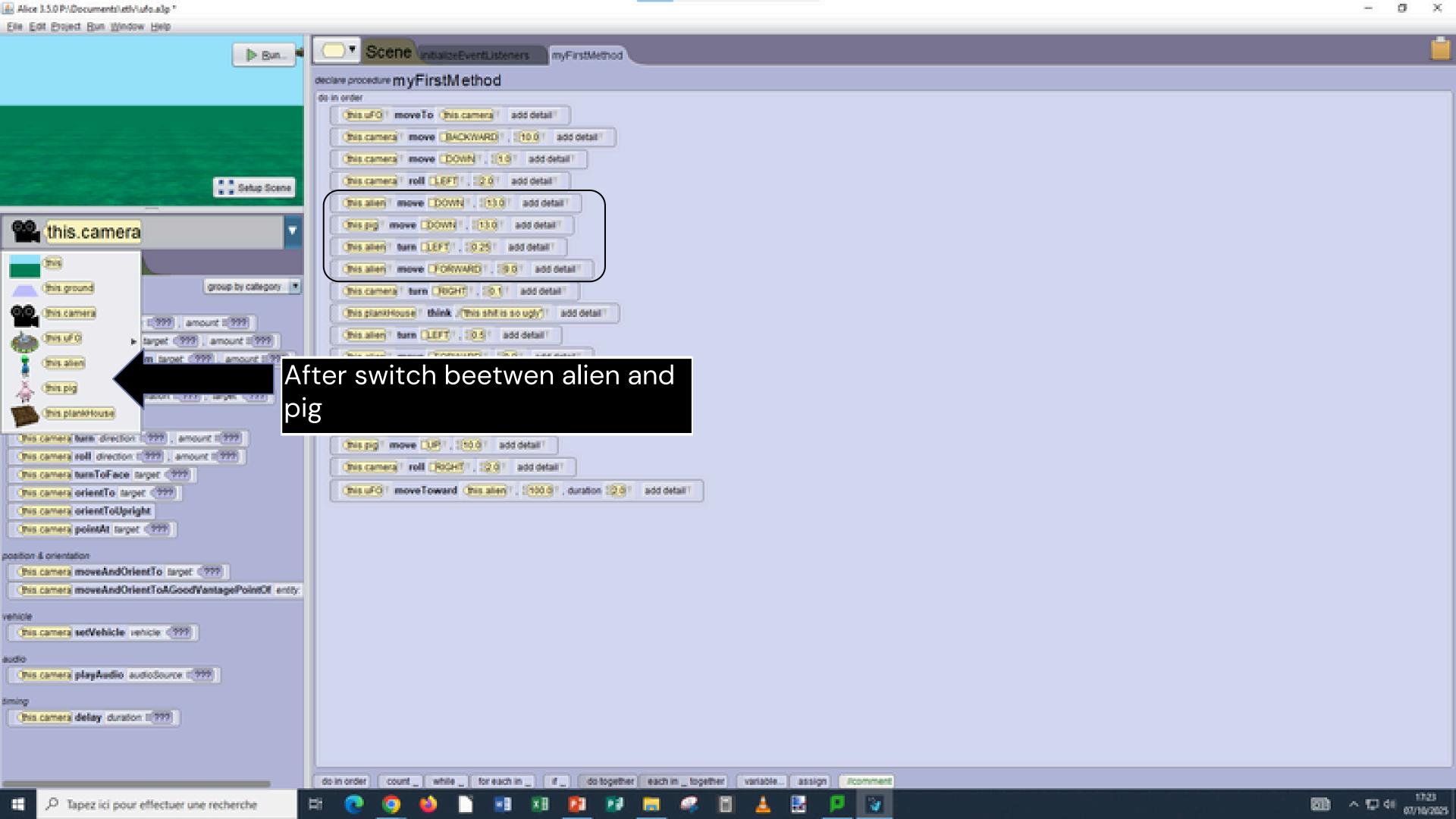


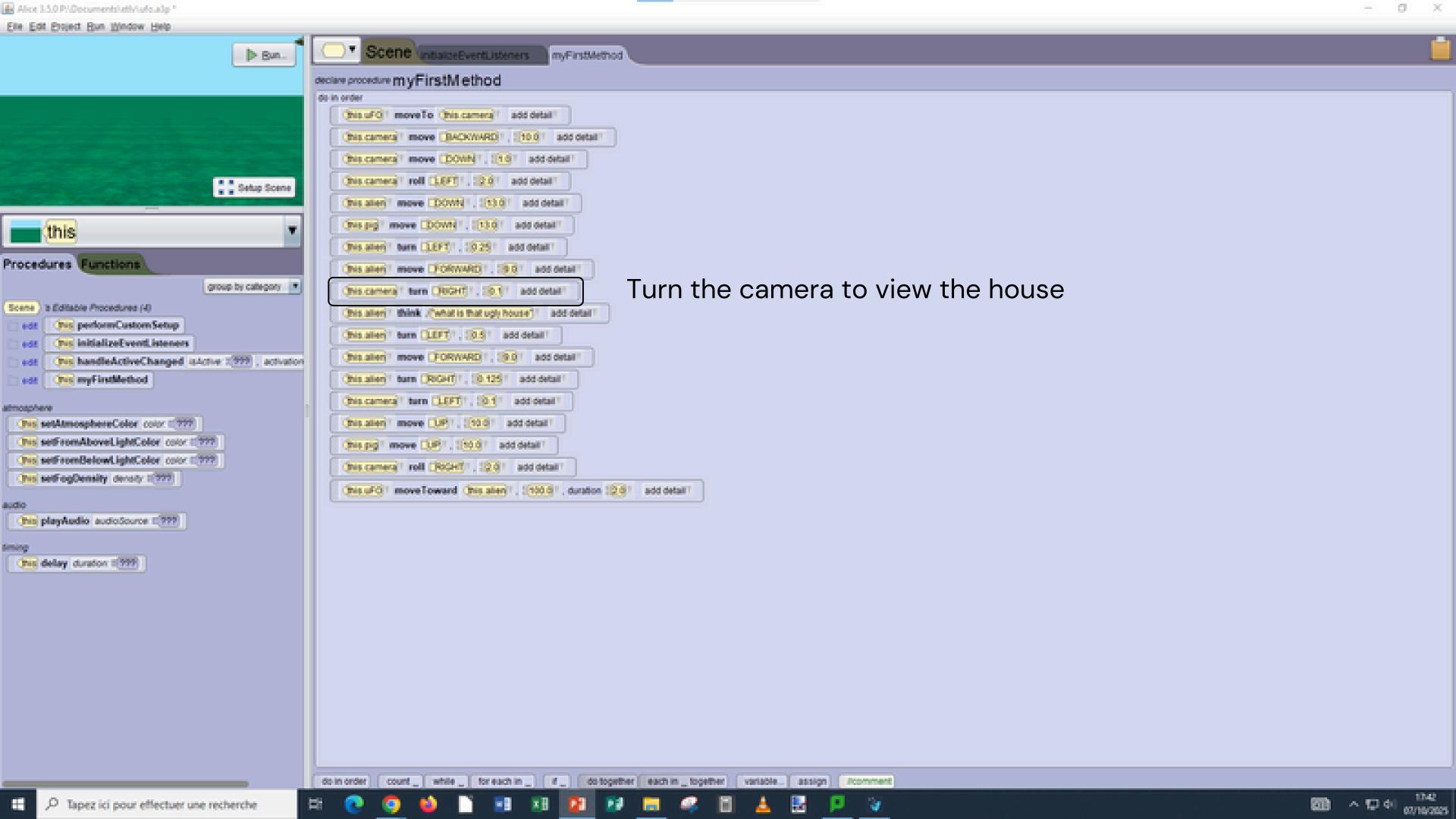


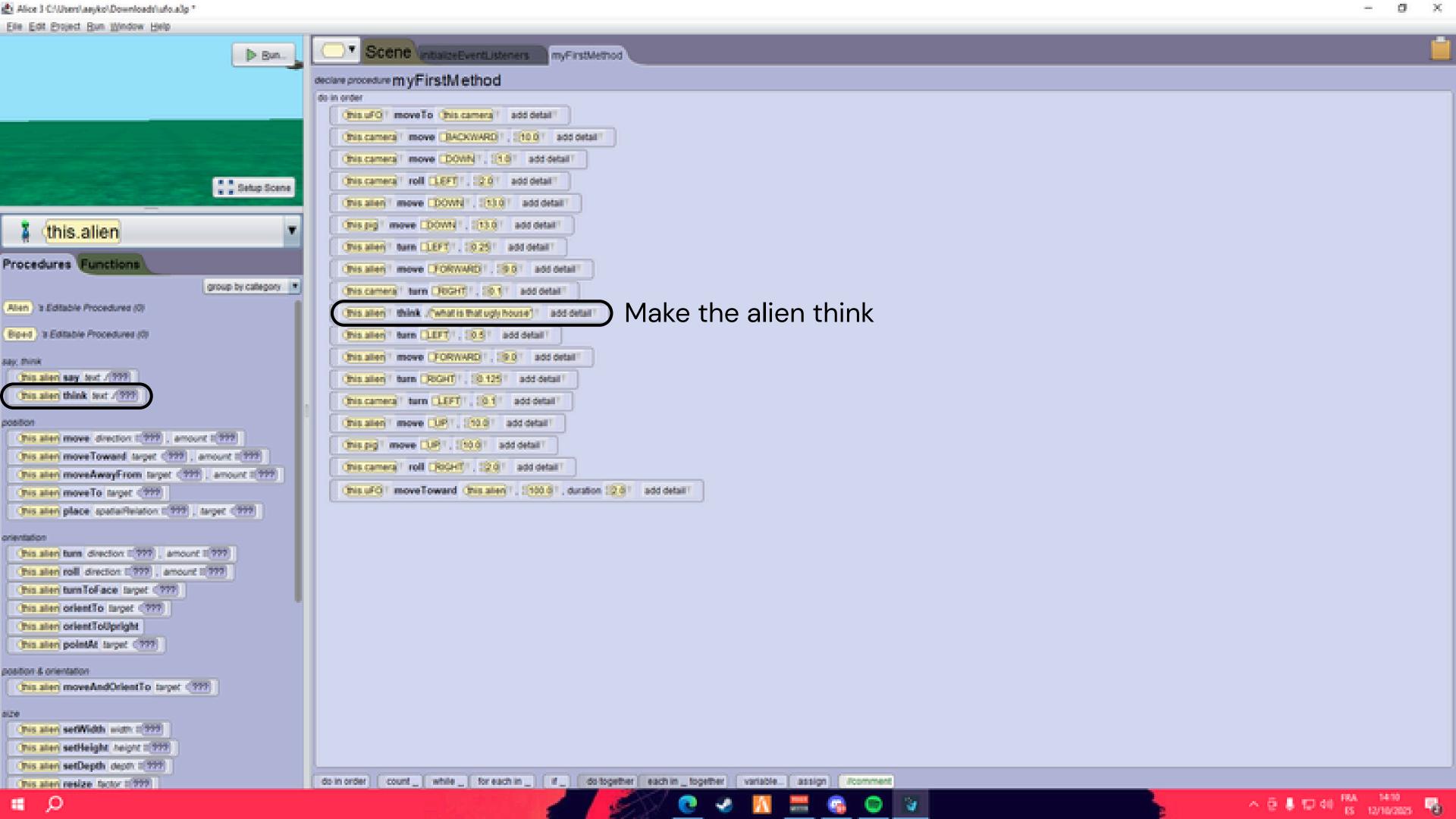


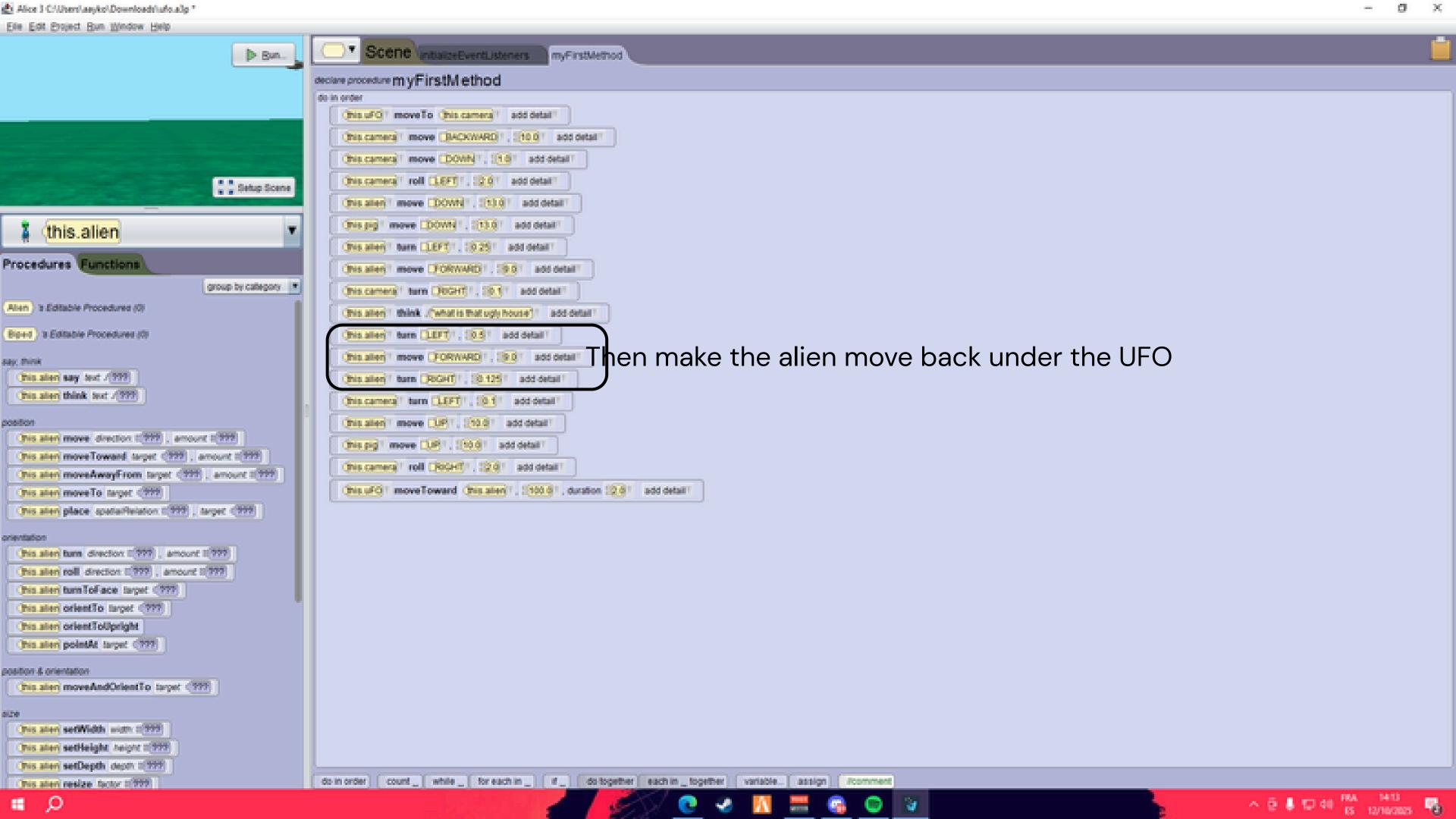




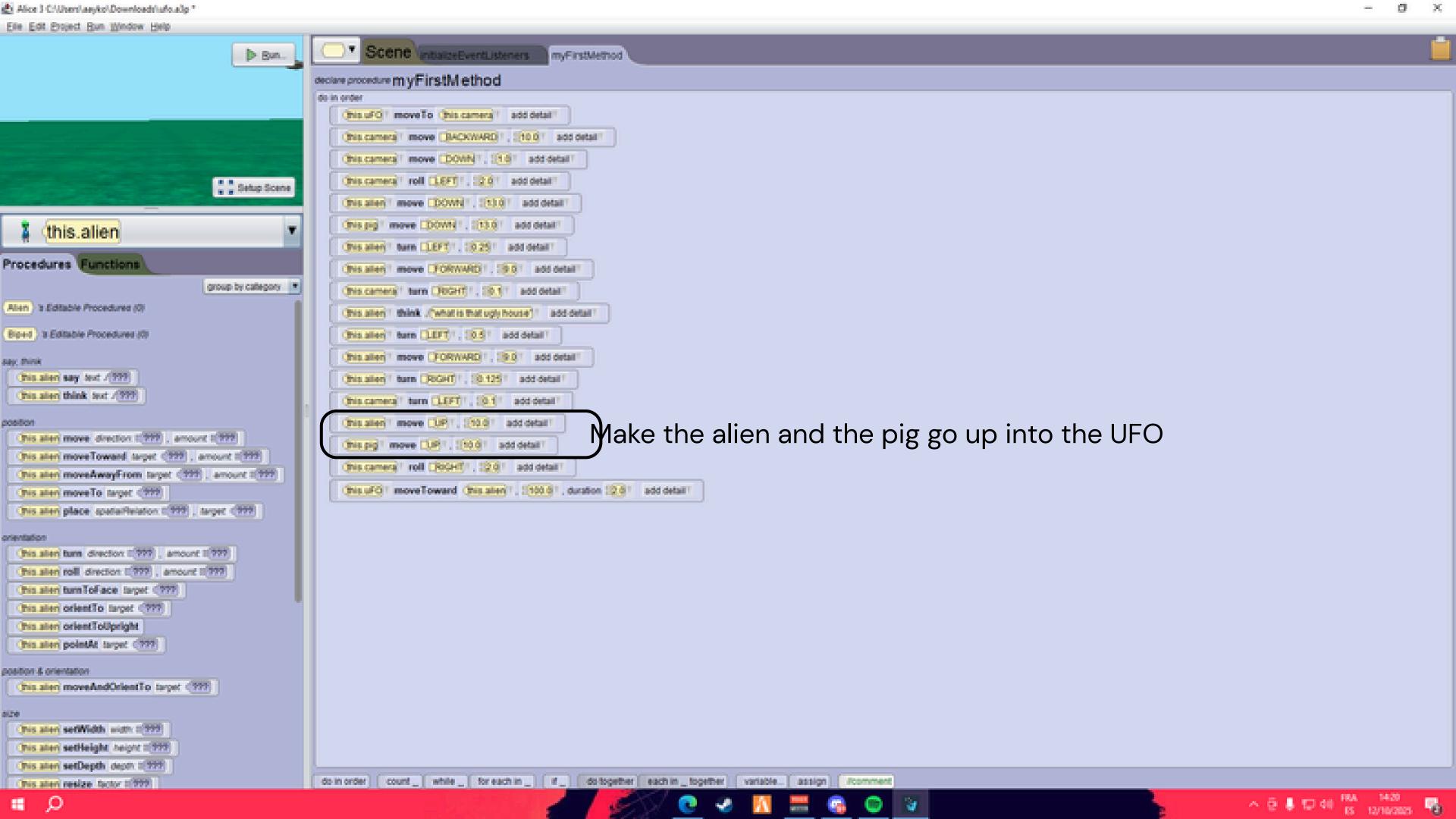








O X Alice 3 Childrenhasykol.Downloadshufo.alip * Elle Edit Project Bun Window Help Scene InitializeEventListeners myFirstMethod declare procedure myFirstMethod do in order this uFO | moveTo this camera | add detail This camera T move [BACKWARD] | [10.0] add detail this camera | move [DOWN] [16] add detail this carriera | roll [LEFT] | 12.0 | add detail Setup Scene this allen move DOWN . [13.0] add detail this pig! move [DOWN . [13.0] add detail! this.camera this alleri ! burn [LEFT] . 10.25 add detail! Procedures Functions this allen I move [FORWARD] . 19 01 add detail group by category this camera! turn [RIGHT! , IQ.1! add detail! "his allers" think / what is that ugly house" add detail." his camera move direction (1999), amount (1999) this aller | burn | LEFT | , 10.5 | add detail | this camera moveToward target (999), amount (1999) this aller move FORWARD . 9.0 add detail this camera moveAwayFrom target (777), amount 1(777) this camera move To target (1999) this allers | barn [RIGHT] | [0.125] add detail **B**otate the camera toward the UFO this carners place spatial Relation (1999), target (1999) (his camera) turn (LEFT) , 10.11 and detail this allen I move [UP] . [10.0] add detail SCHOOL STORY his camera barn direction (1777), amount (1777) this pig! move [UP!, [100] add detail! This camera roll direction (1999) | amount (1999) this camera | roll | ROCHT | 12 0 | add detail | his camera burnToFace target (777) this uFOT moveToward this alien T. (100.61, duration (2.61) add detail? his camera orientTo target (777) this camera orientToUpright Inis camera pointAt tarpet (777) position & orientation his camera moveAndOrientTo target (777) This camera moveAndOrientToAGoodVantagePointOf entit field of view his carriera setFarClippingPlaneOistance distance (1999) his camera setNearClippingPlaneDistance distance II 777 this camera sethorizontalViewingAngle angle 1(999) his camera setVerticalViewingAngle angle 1(999) This camera setVehicle vehicle: (777) This camera playAudio audioSource (1777) do in order count while for each in if do together each in together variable assign fromment 스 현 🕹 🗊 40 RA 1419 🥞



g x Alice 3 CNUters\asyko\Downloads\ufo.alg * Elle Edit Project Bun Window Help Scene IntralizeEventListeners myFirstMethod declare procedure myFirstMethod do in order this uFO | moveTo this camera | add detail this camera | move [BACKWARD | , 110 0 | add detail this camera | move | DOWN | | 1.61 | add detail | this carrieral roll [LEFT] 120 add detail Setup Scene this alien move DOWN . [13.0] add detail this pig! move [DOWN!, [13.0] add detail! this.camera This allers! burn [LEFT] . 10.25! add detail! Procedures Functions this allen I move [FORWARD] . 19 01 add detail group by category this camera! turn [RIGHT!, 10.11 add detail! "his allers" think / what is that ugly house" add detail." his camera move direction (1999), amount (1999) This allers | burn | LEFT | 10.5 | add detail | this camera moveToward target (999), amount (1999) this allen I move [FORWARD | , 19.01 add detail this camera moveAwayFrom target (777), amount 1(777) this carners move To target (1999) this aller | burn [RIGHT | 10.125 | add detail this carners place spatial Relation (1999), target (1999) this cameral! turn [LEFT]! , [0.1] add detail! this allen? move [UP1, 150.07] add detail? MANAGED BY This camera burn direction (1777), amount (1777) this pig! move [LPI], 31001 add detail! (his camera self direction (1999), amount (1999) Make the camera rotate around itself this camera? roll [ROCHT! , 12.07 add detail? his camera burnToFace target (777) this uFOT moveToward this alien T. (100.61, duration (2.61) add detail? this camera orientTo target (727) this camera orientToUpright Inis camera pointAt tarpet (777) notation & notation his camera moveAndOrientTo target (777) This camera moveAndOrientToAGoodVantagePointOf entit Seld of view his carriera setFarClippingPlaneOistance distance (1999) his camera setNearClippingPlaneDistance distance II 777 this camera sethorizontalViewingAngle angle 1(999) his camera setVerticalViewingAngle angle 1/777 This camera setVehicle vehicle: (777) This camera playAudio audioSource (1777) do in order count while for each in if do together each in together variable assign fromment 스 등 🕹 🗊 40 RA 1421 🥞

