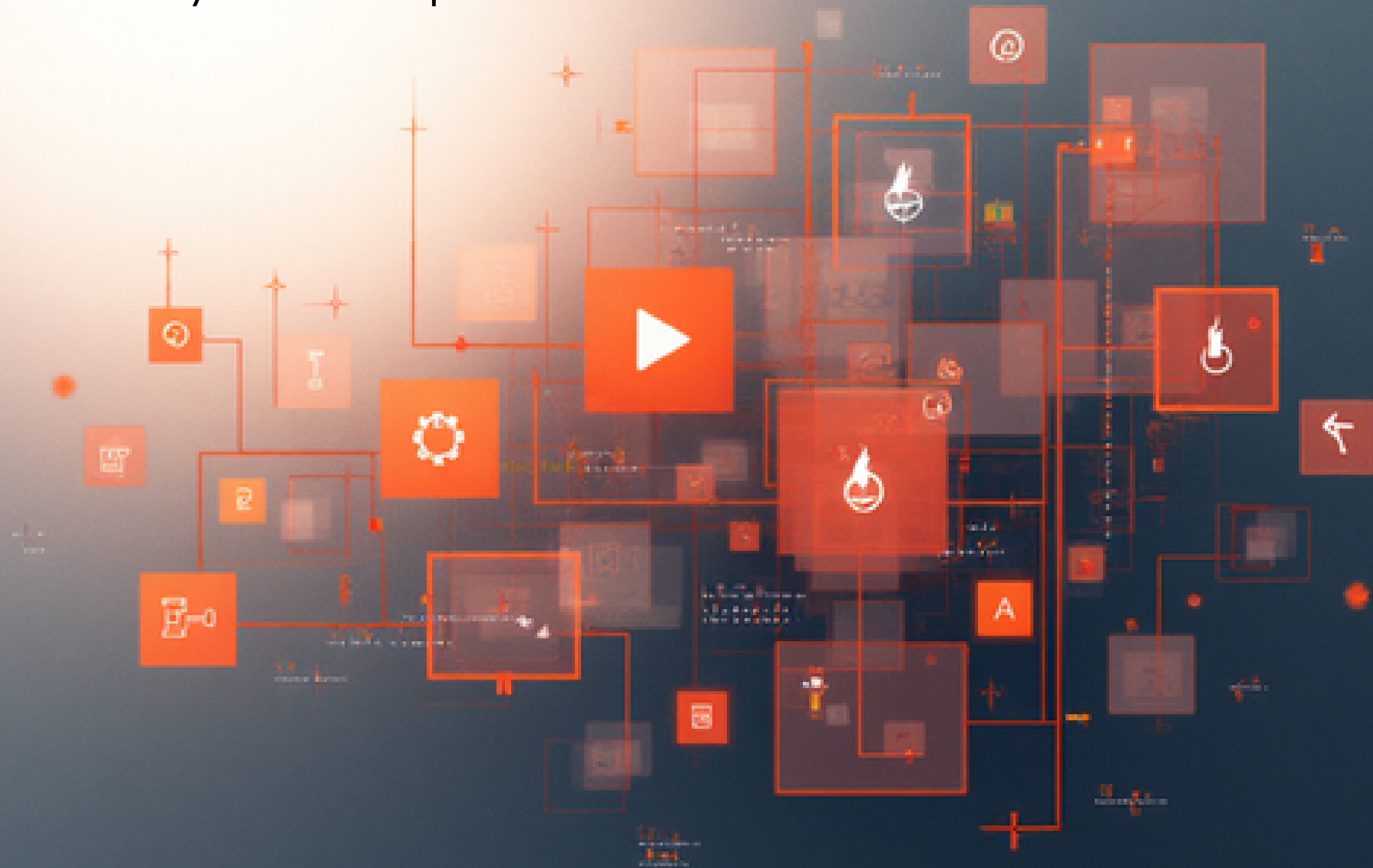
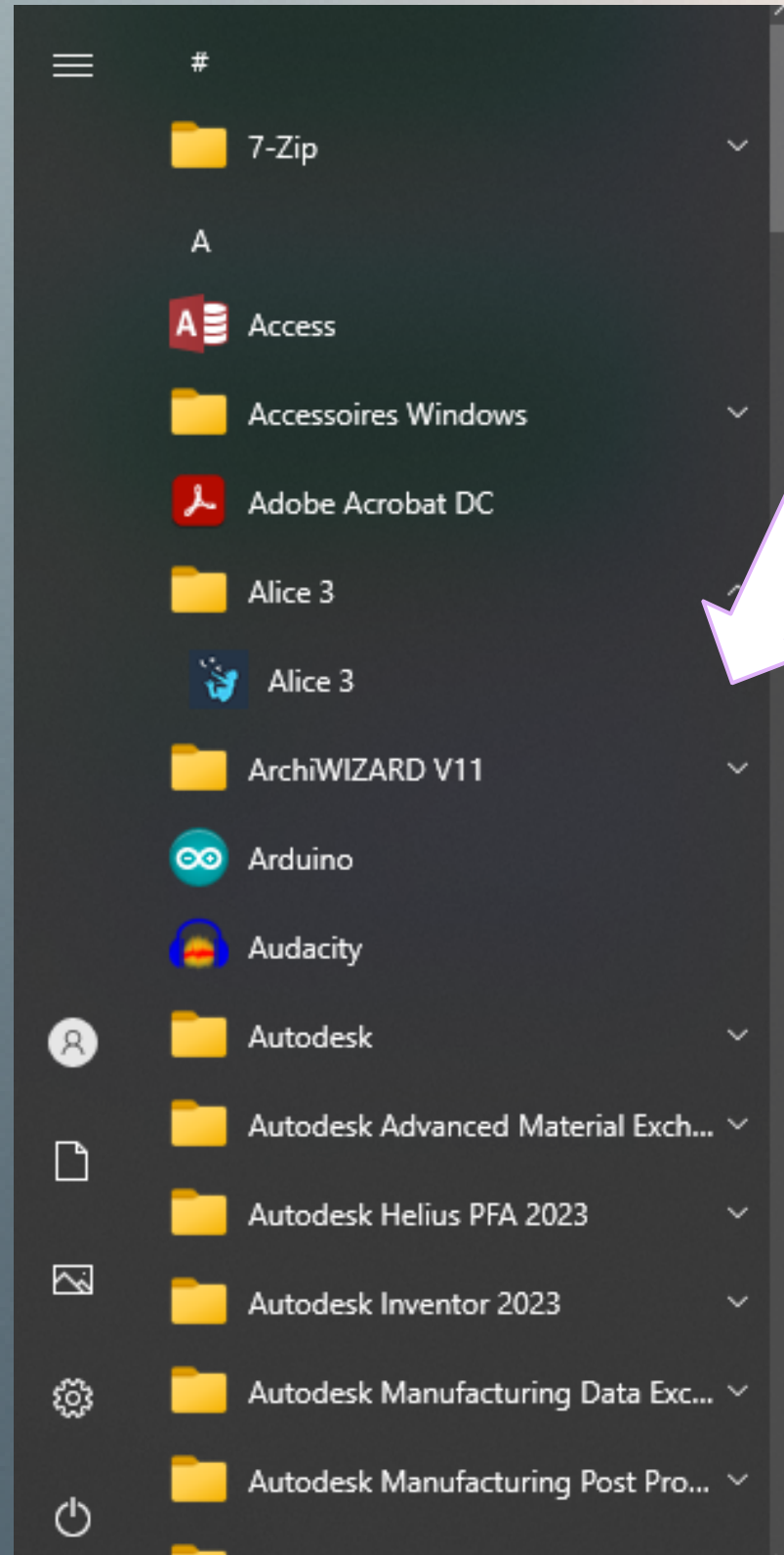


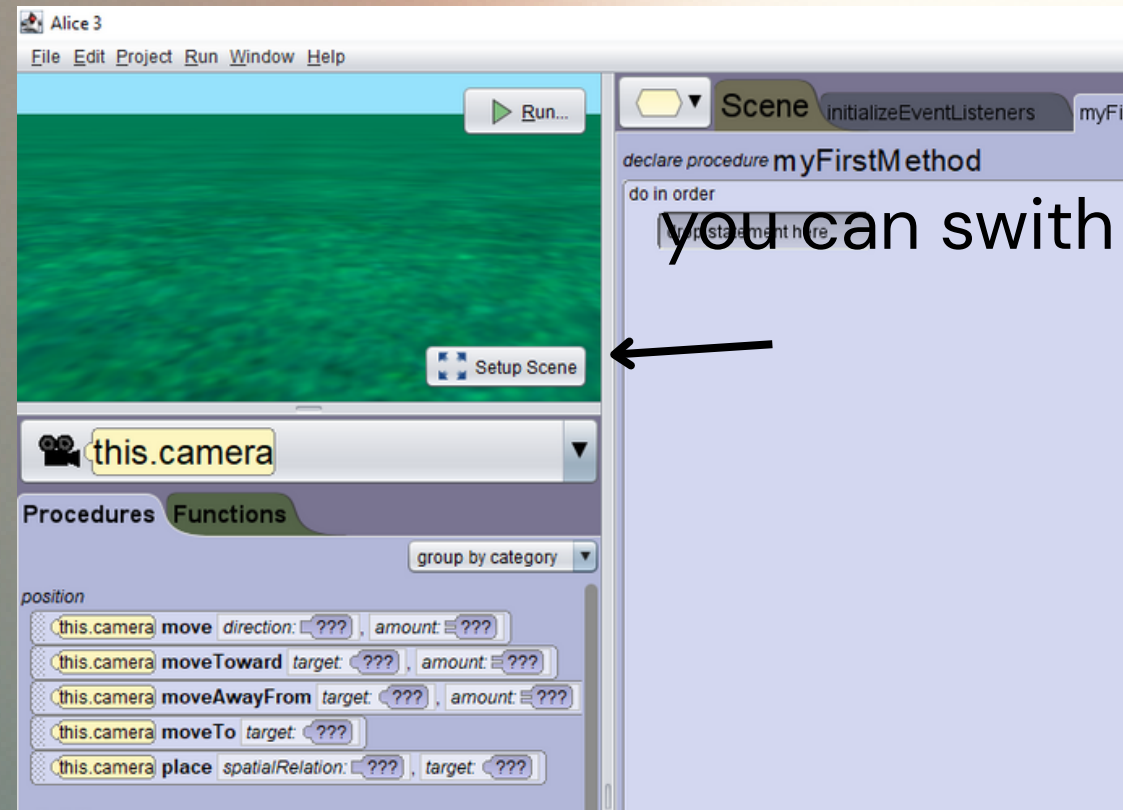
How to make a scene with a



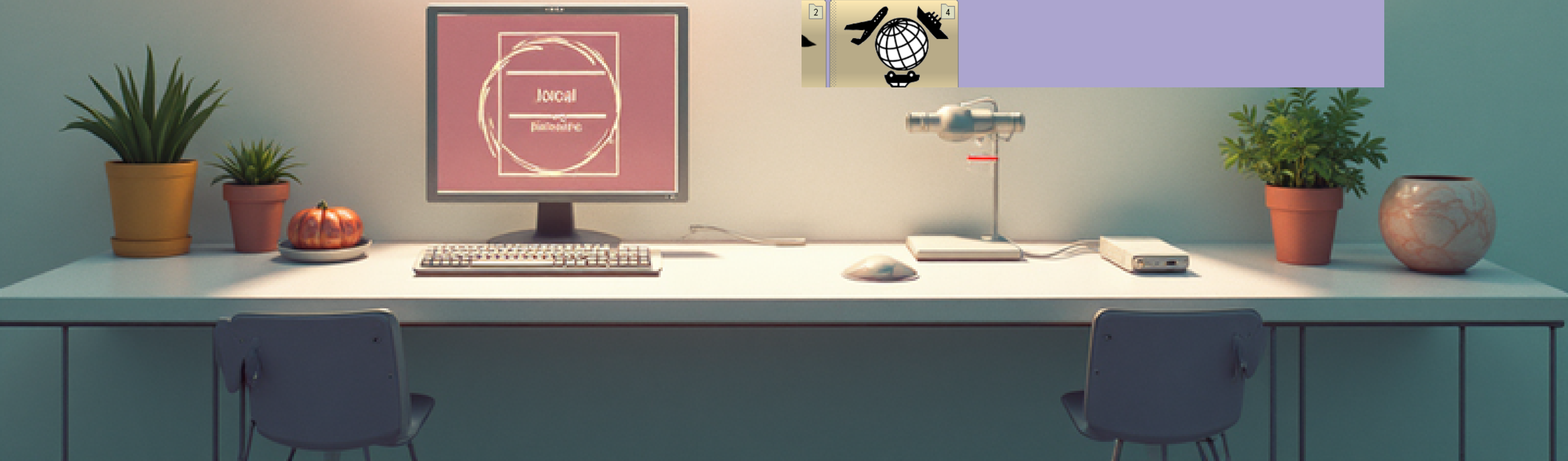
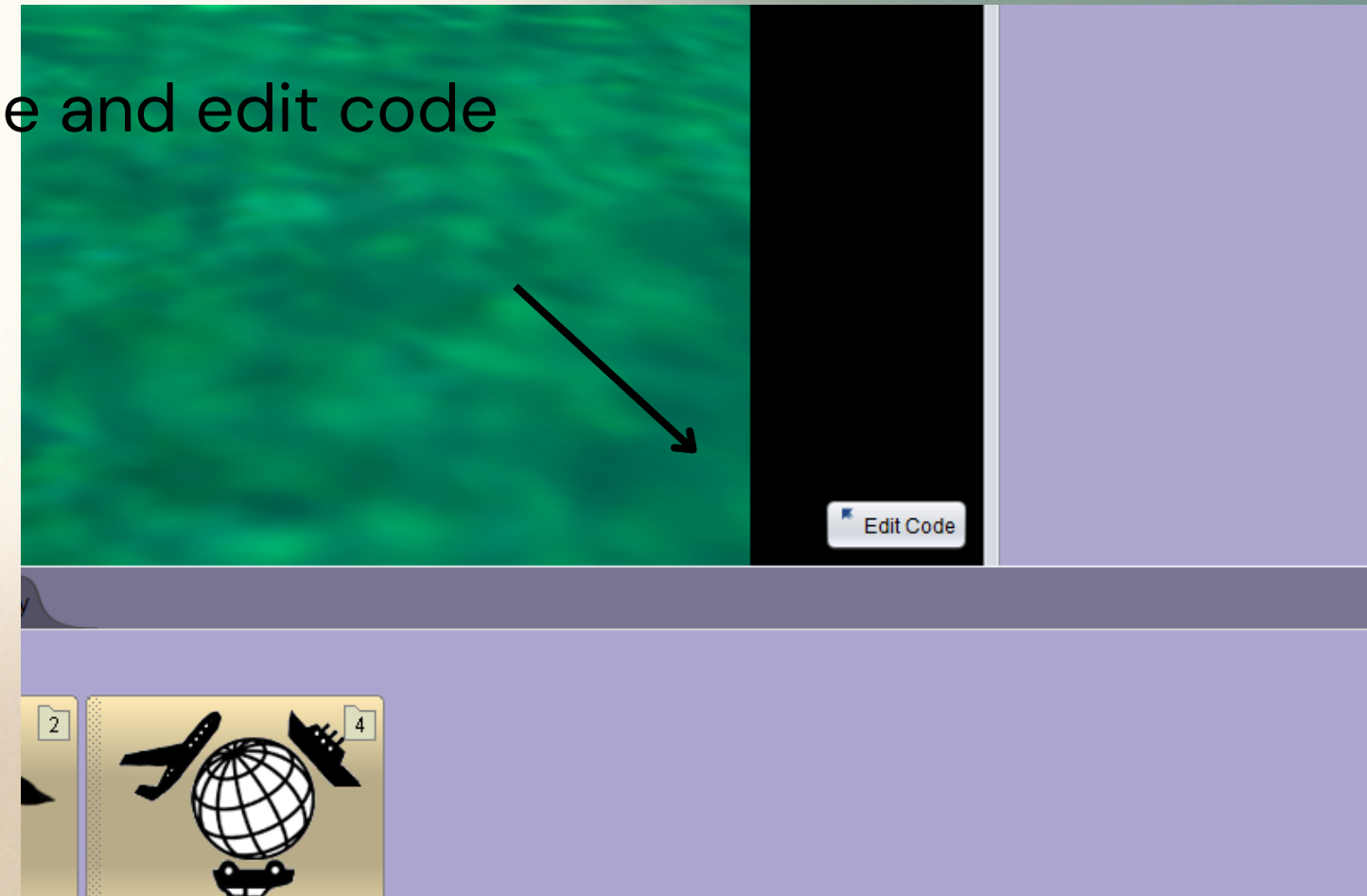
Open alice3 in your desktop menu

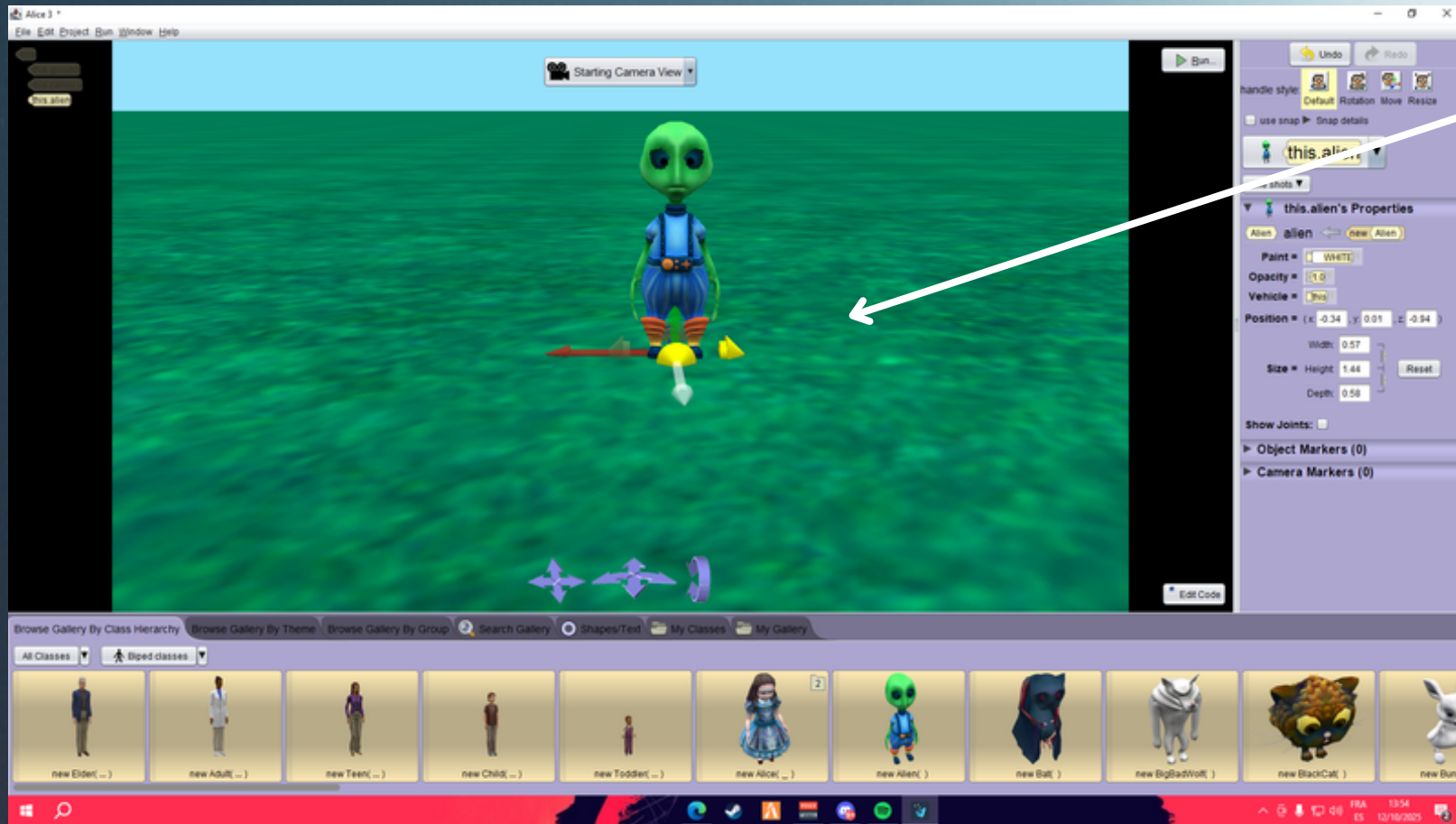


How to use Alice

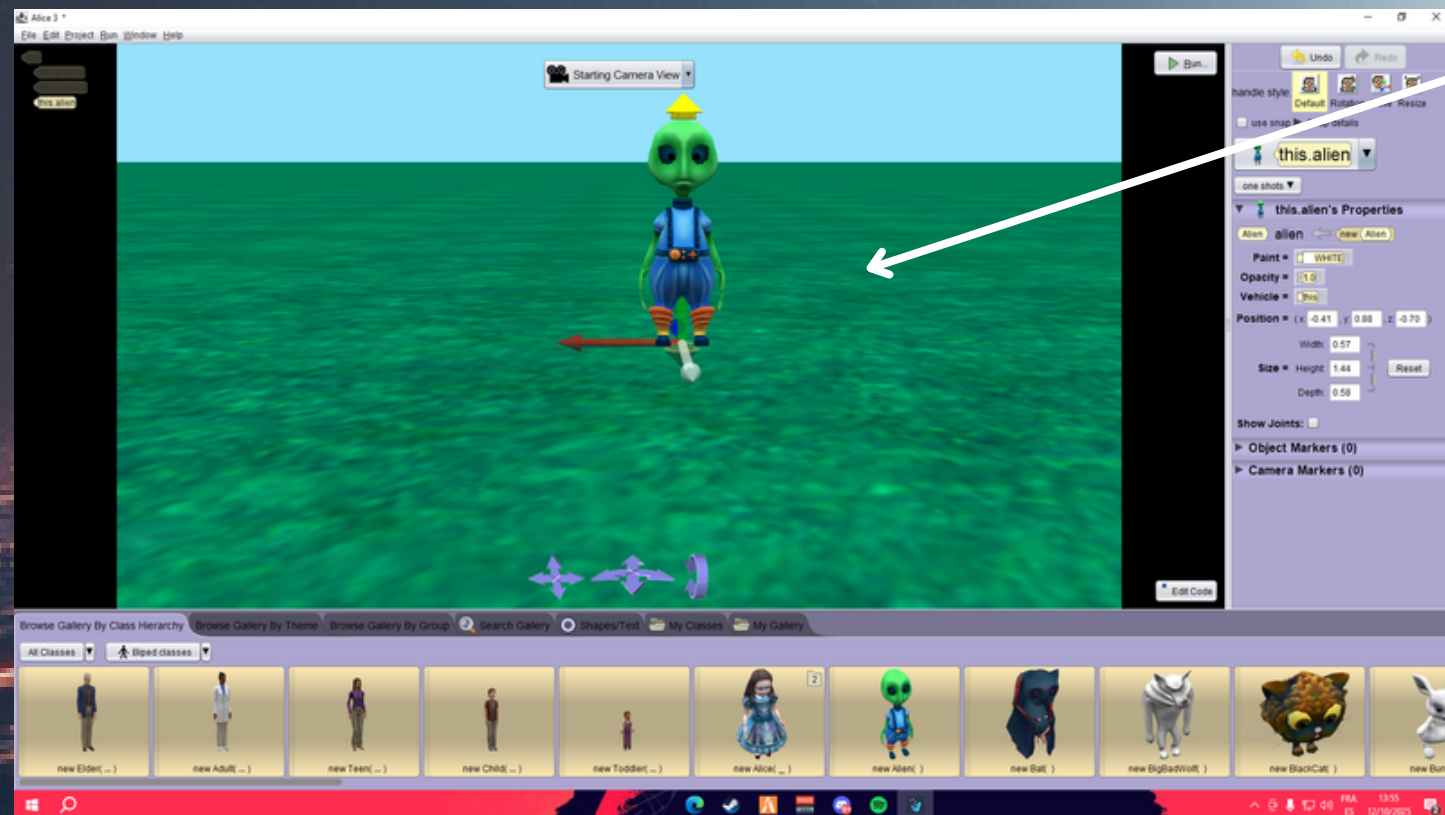


you can switch between setup scene and edit code with this 2 button

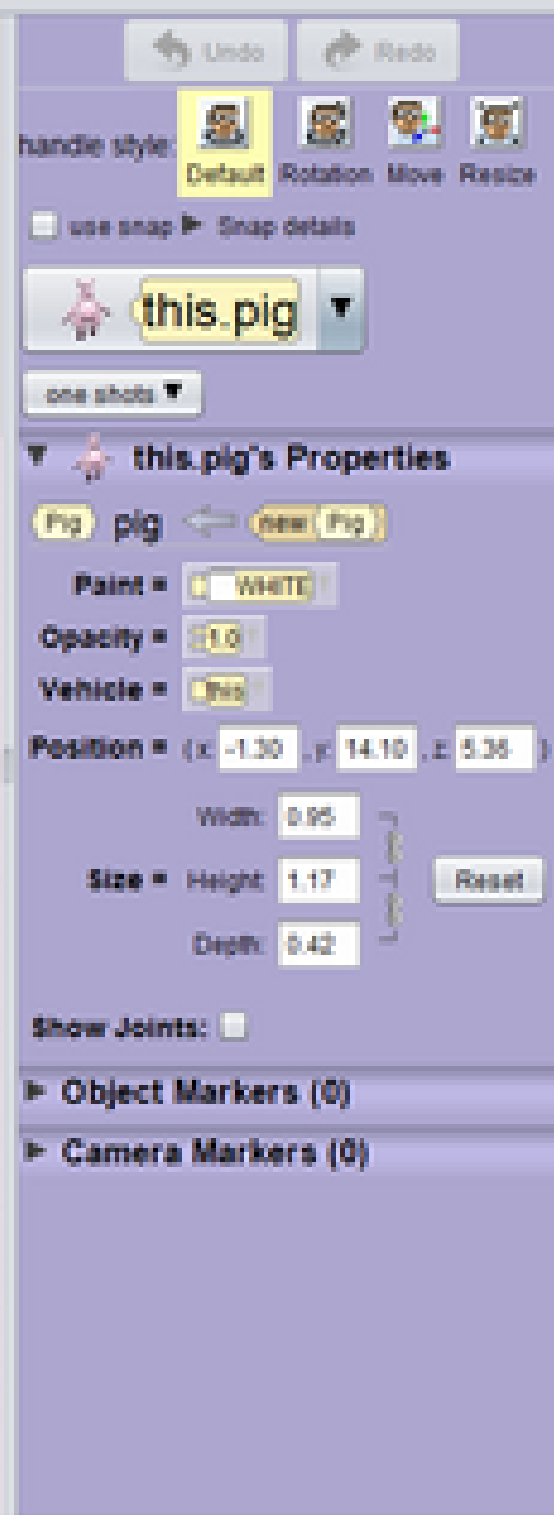
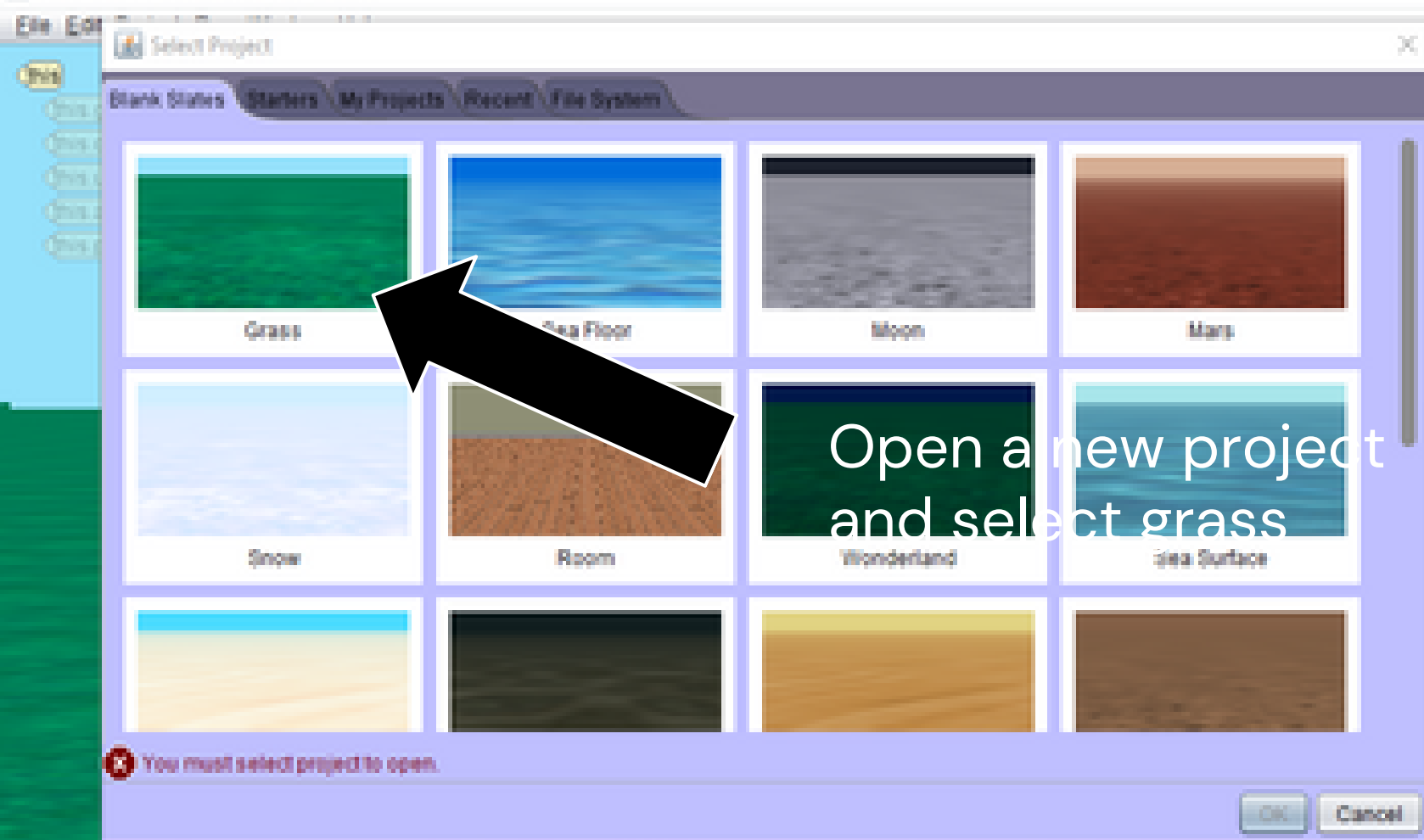




You can move your object by clicking on the objet



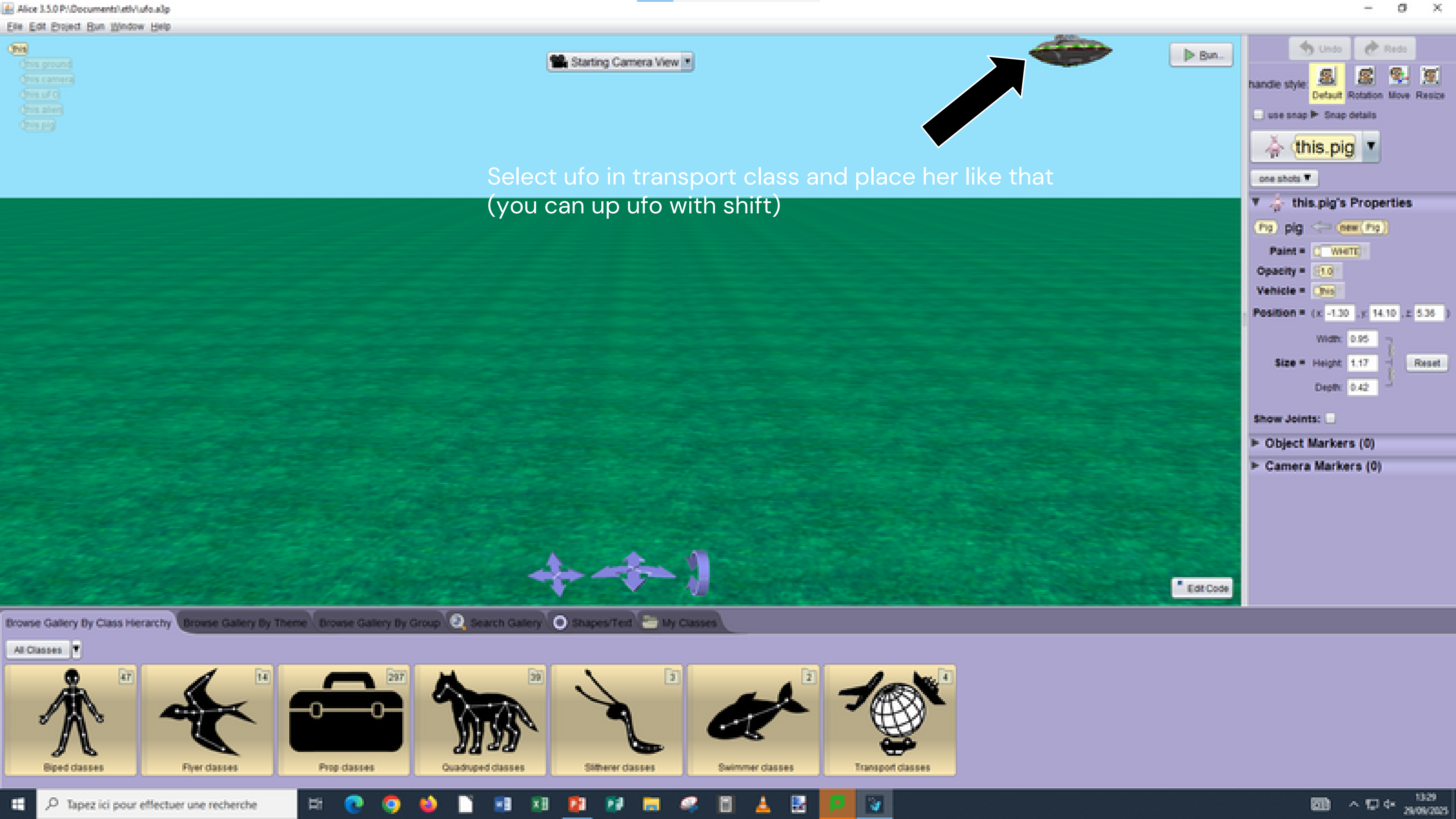
You can move your object up and down with shift+click on the objet



Browse Gallery By Class Hierarchy Browse Gallery By Theme Browse Gallery By Group Search Gallery Shapes/Text My Classes

All Classes

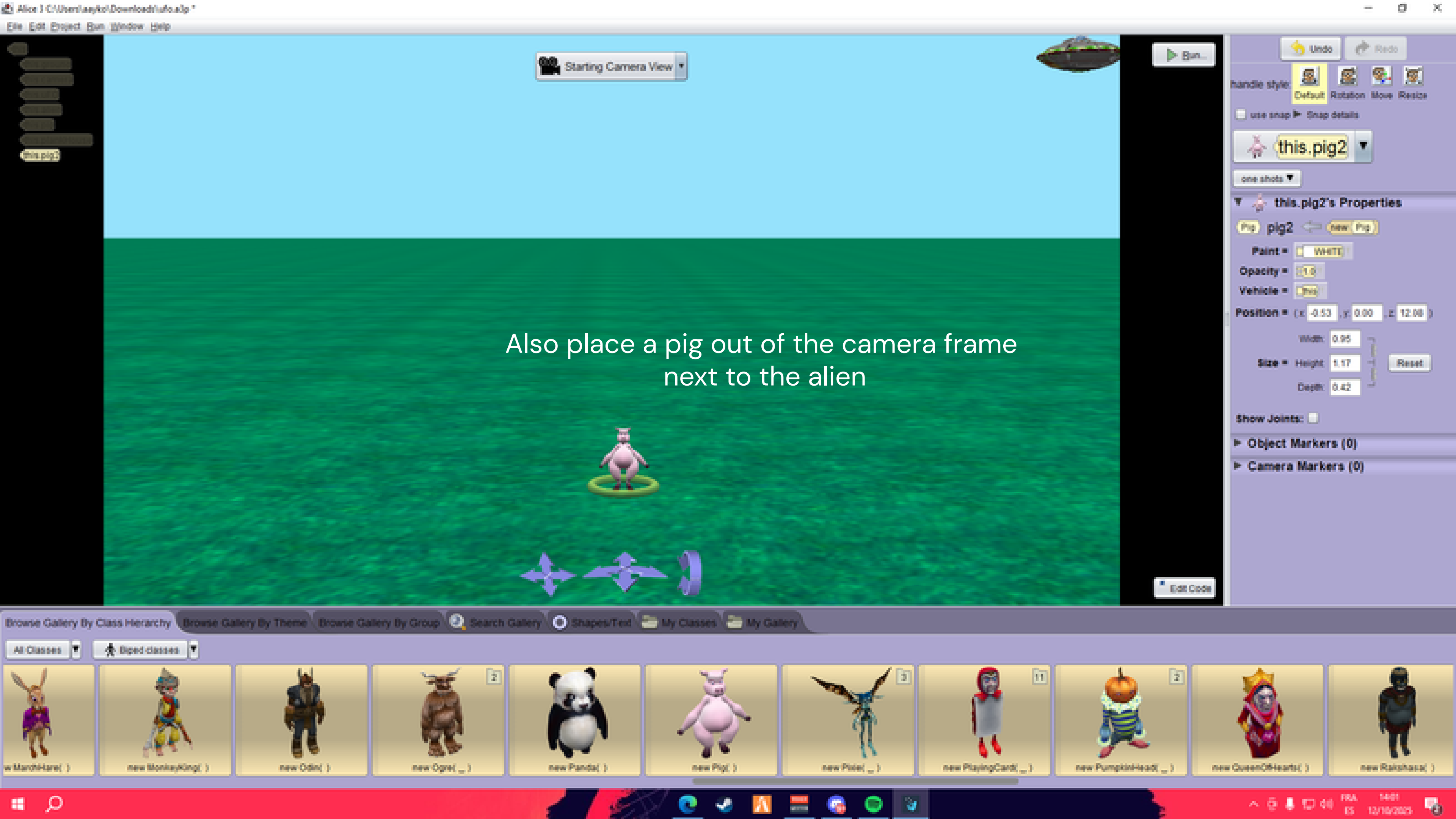




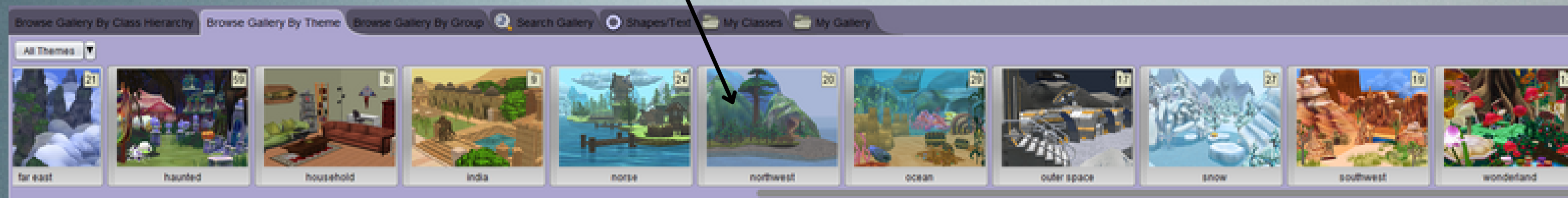
Select ufo in transport class and place her like that
(you can up ufo with shift)



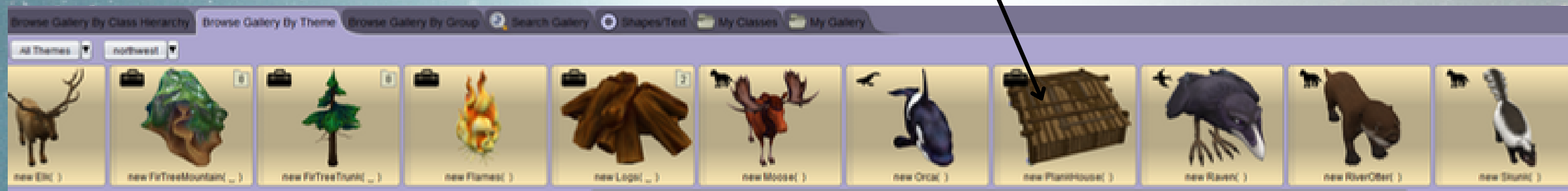
Place an alien, then move it out of the camera's frame.

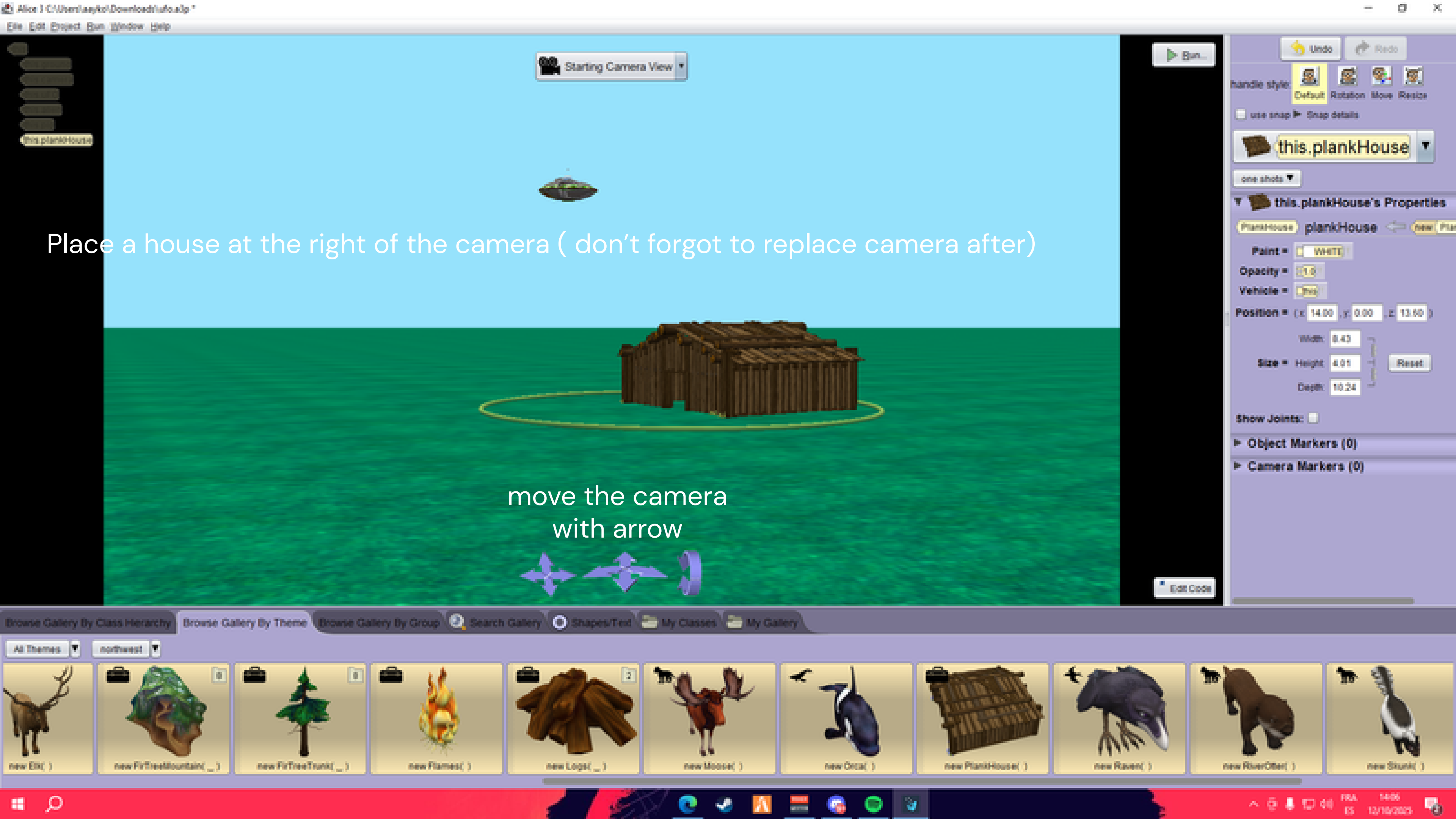


Select northwest in gallery by theme



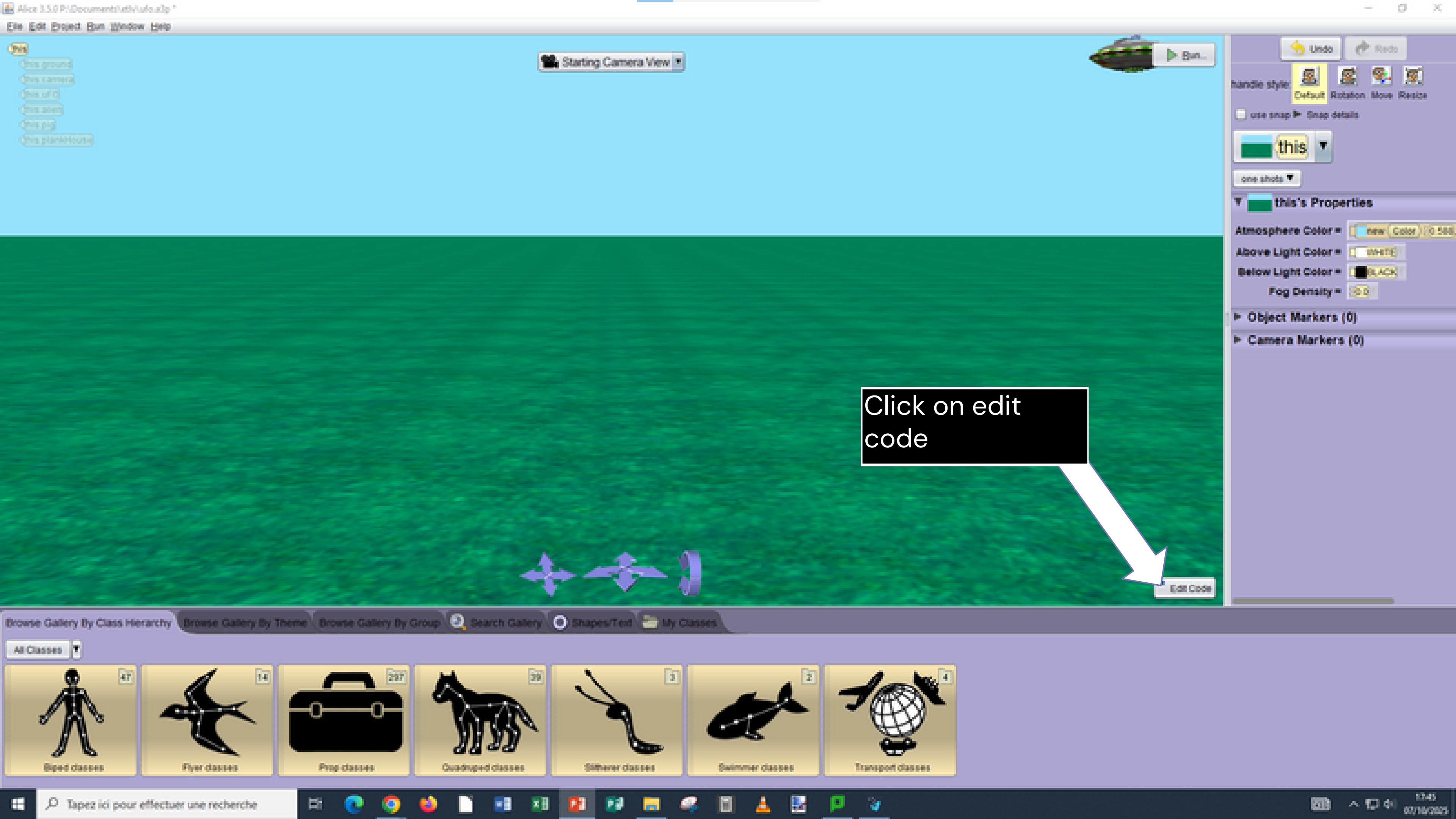
Select this house

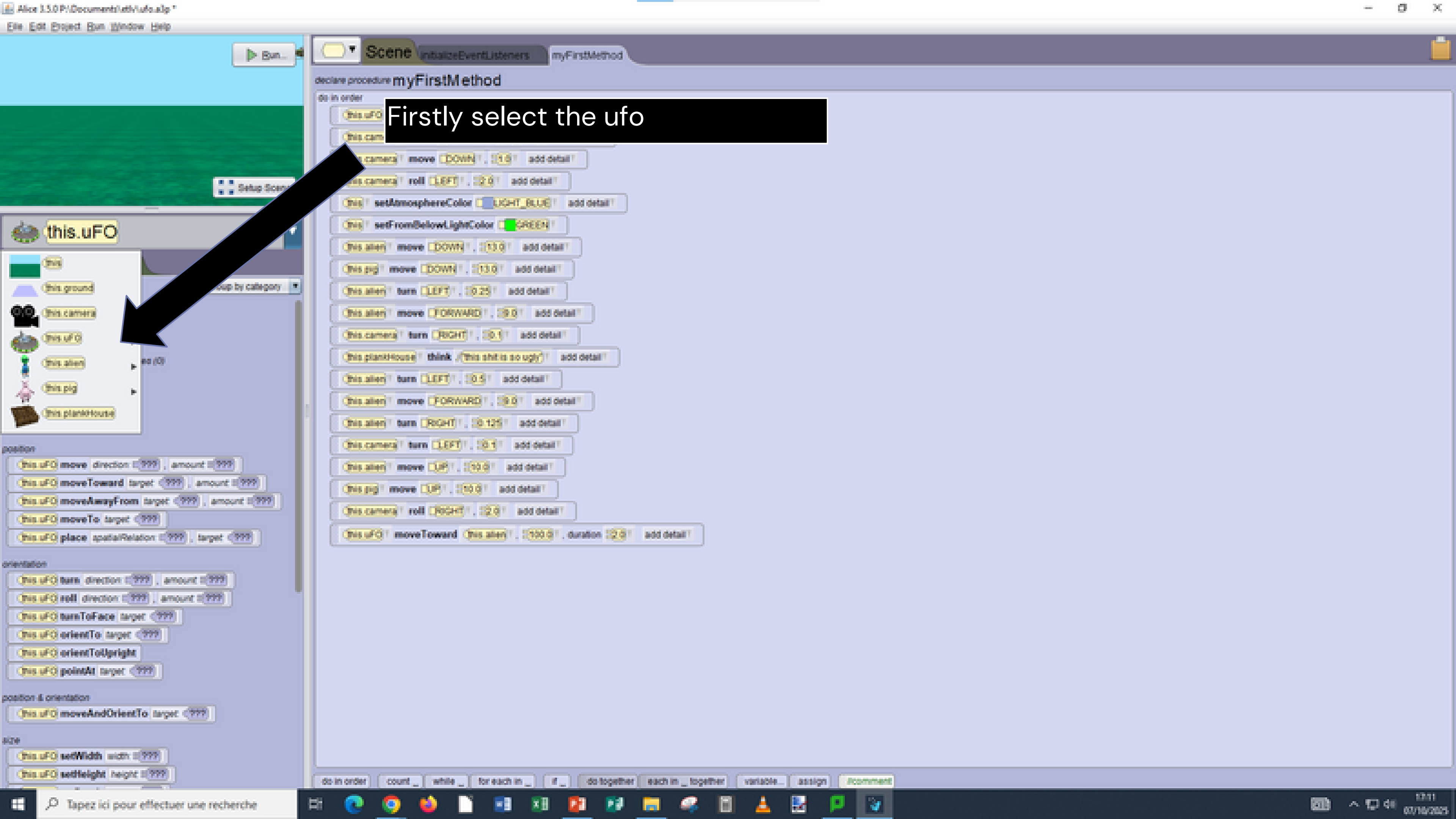




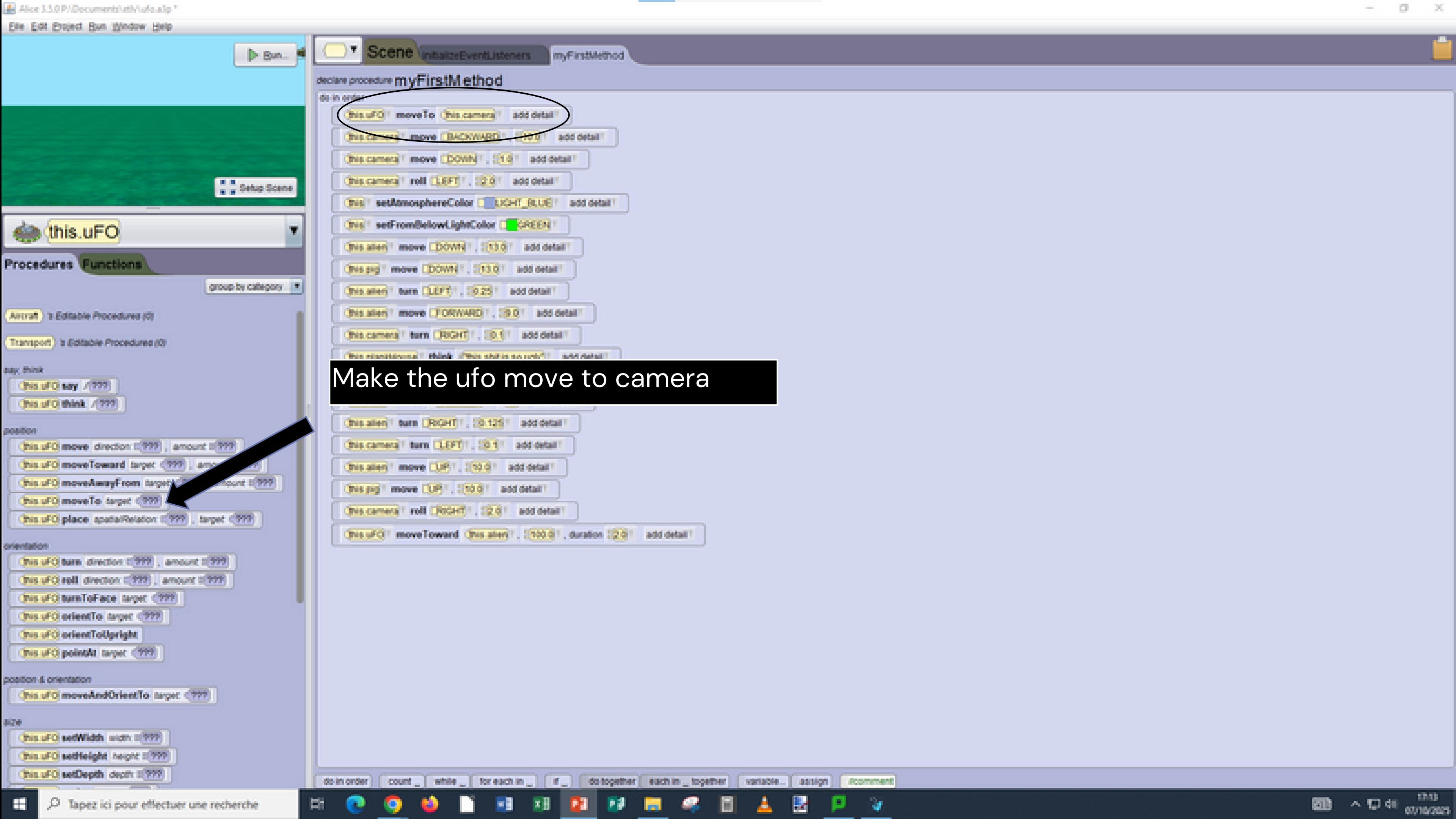
Place a house at the right of the camera (don't forgot to replace camera after)

move the camera
with arrow

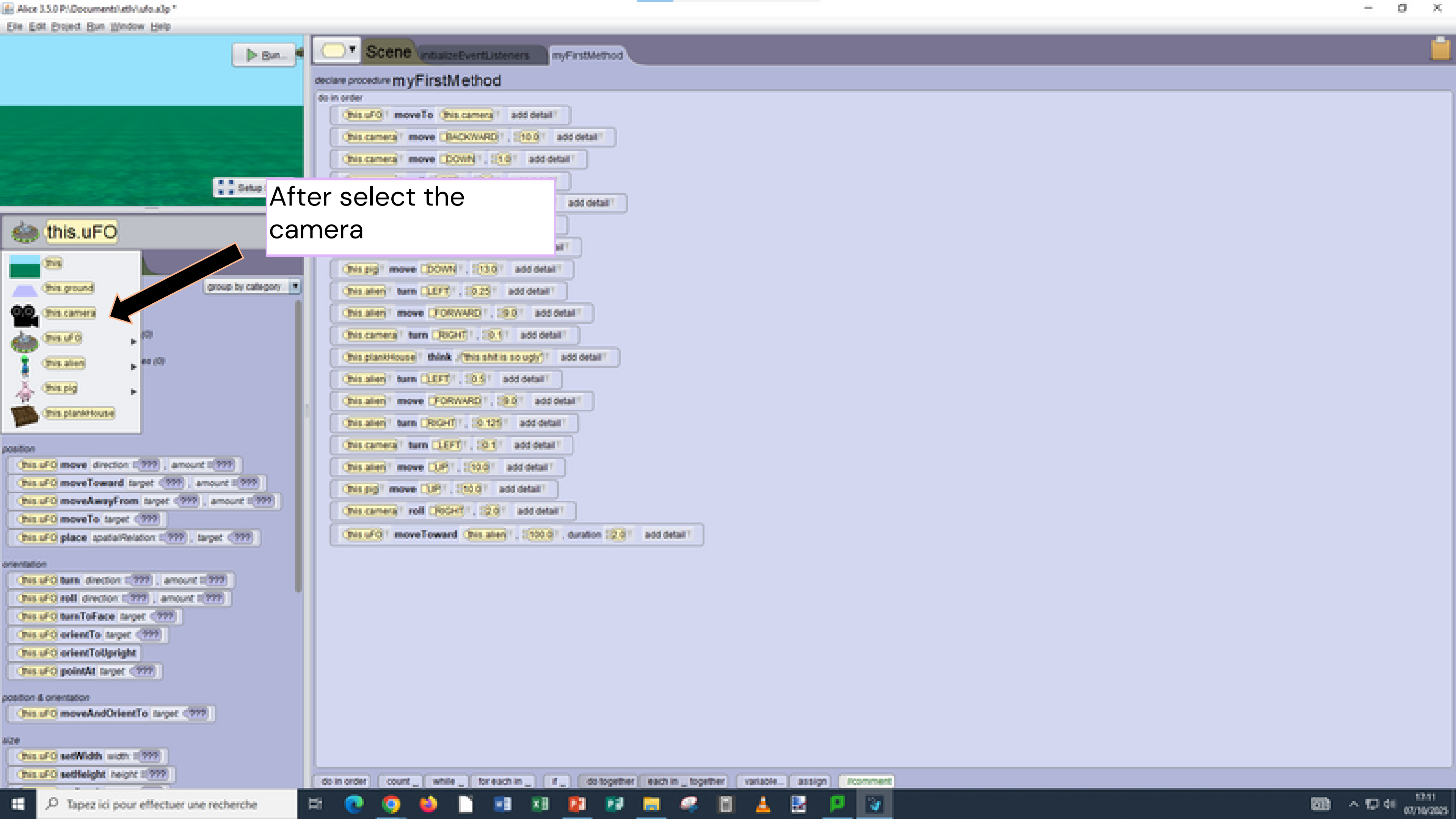




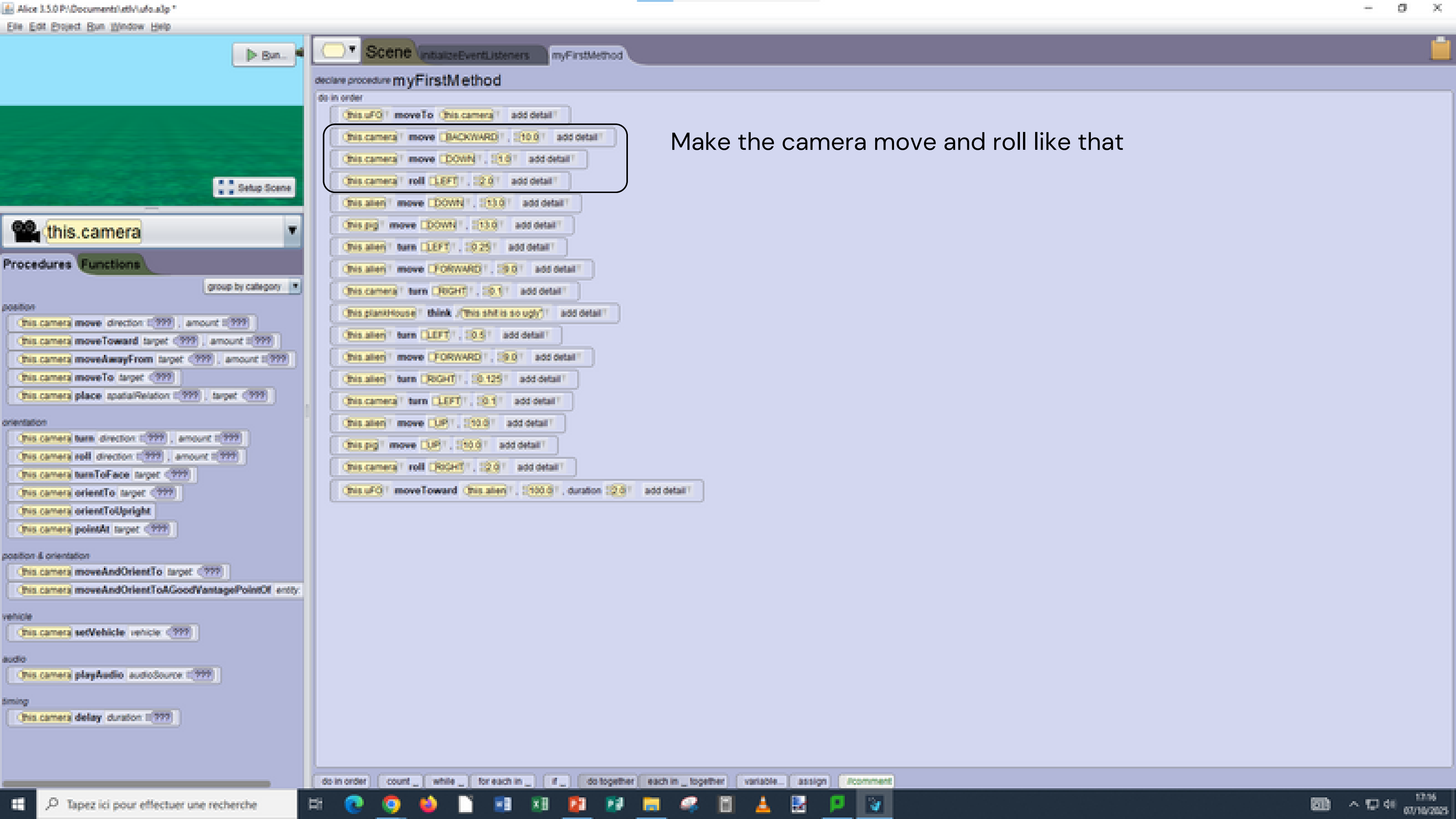
Firstly select the ufo



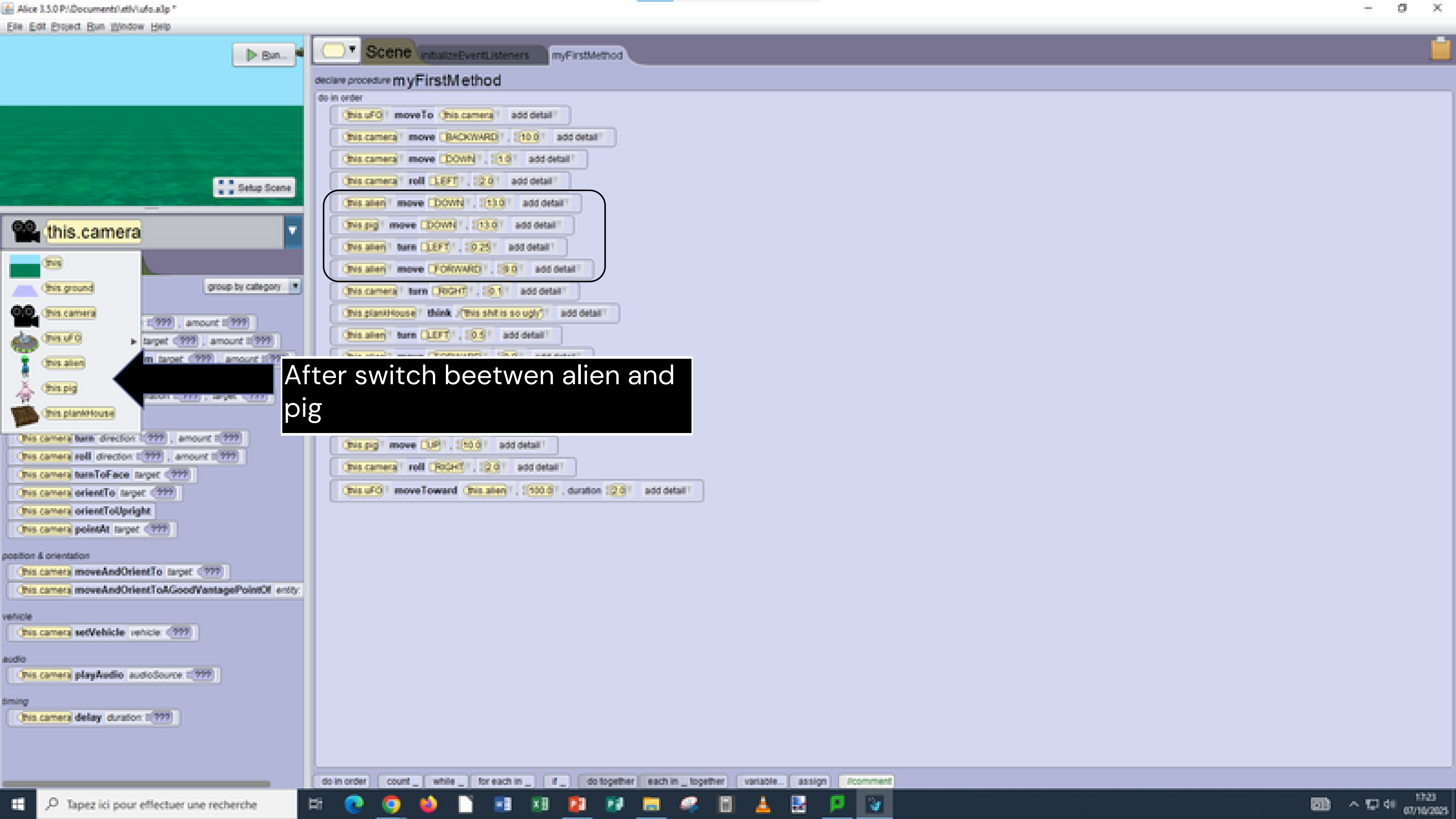
Make the ufo move to camera

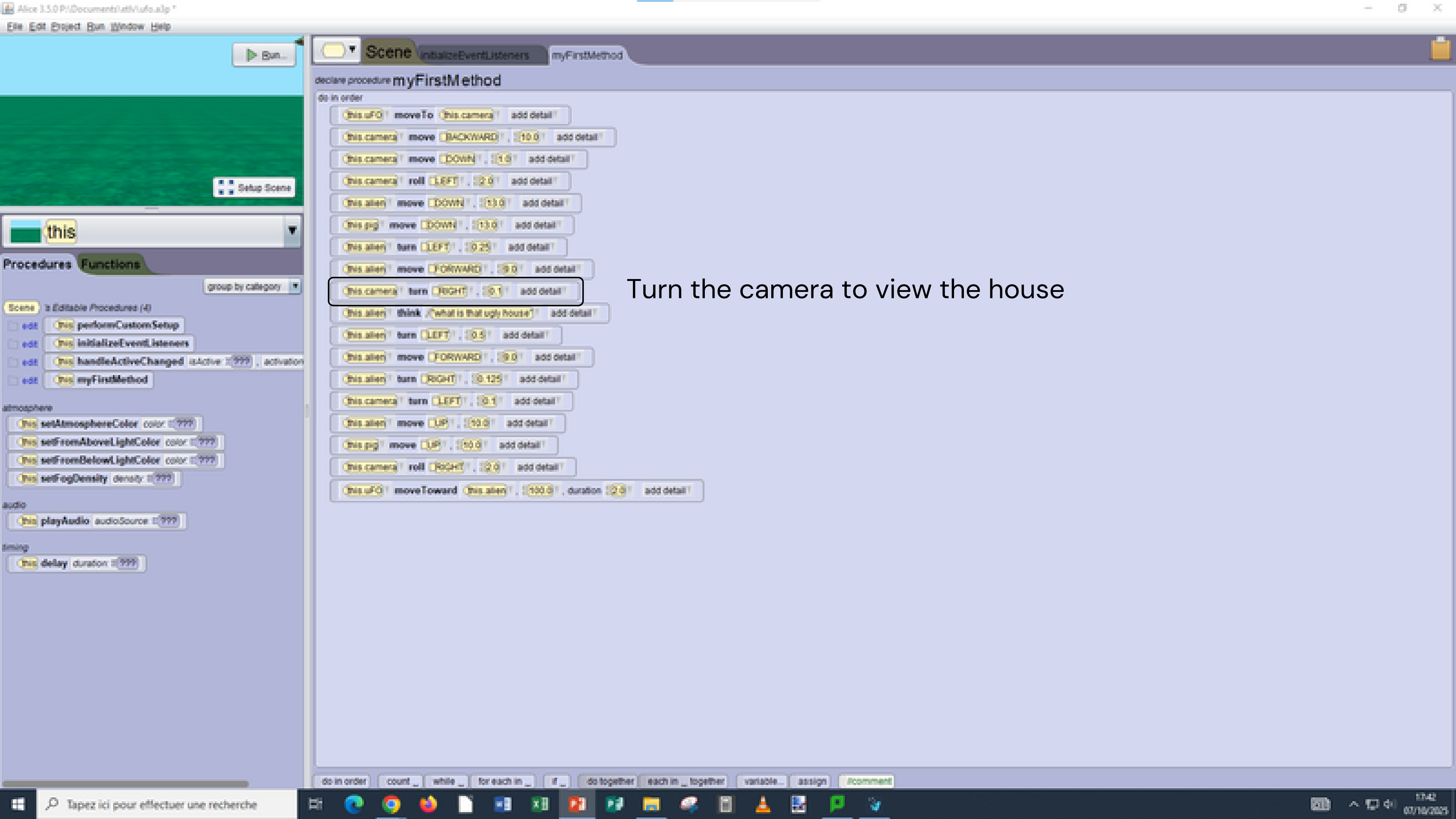


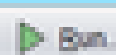
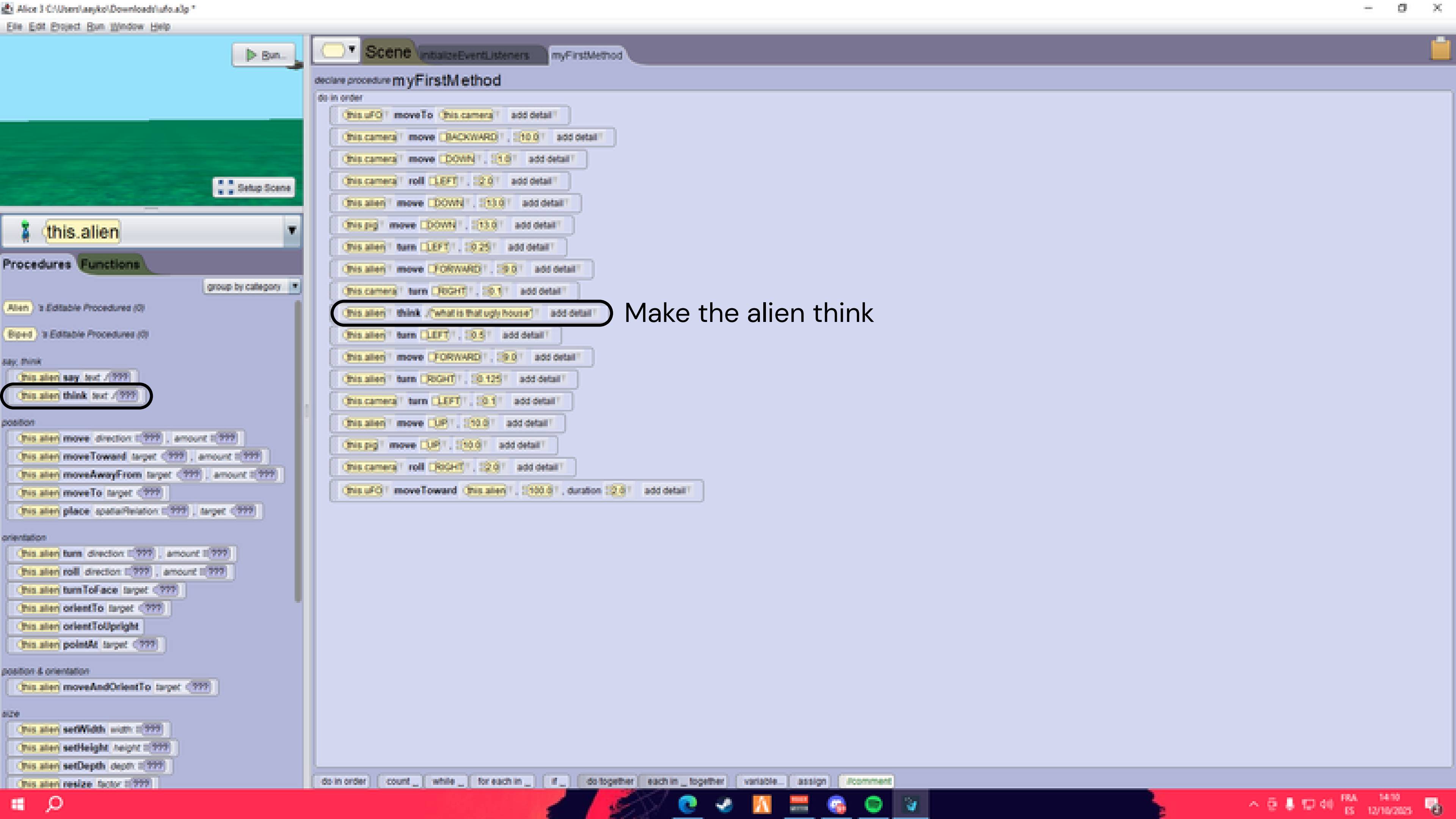
After select the camera



Make the camera move and roll like that







Run...



Scene

initializeEventListeners

myFirstMethod



declare procedure myFirstMethod

do in order

```
this.ufo | moveTo | this.camera | add detail |
this.camera | move | BACKWARD | 10.0 | add detail |
this.camera | move | DOWN | 1.0 | add detail |
this.camera | roll | LEFT | 0.0 | add detail |
this.alien | move | DOWN | 13.0 | add detail |
this.pg | move | DOWN | 13.0 | add detail |
this.alien | turn | LEFT | 0.25 | add detail |
this.alien | move | FORWARD | 5.0 | add detail |
this.camera | turn | RIGHT | 0.1 | add detail |
this.alien | think | "what is that ugly house" | add detail |
this.alien | turn | LEFT | 0.5 | add detail |
this.alien | move | FORWARD | 5.0 | add detail |
this.alien | turn | RIGHT | 0.125 | add detail |
this.camera | turn | LEFT | 0.1 | add detail |
this.alien | move | UP | 10.0 | add detail |
this.pg | move | UP | 10.0 | add detail |
this.camera | roll | RIGHT | 2.0 | add detail |
this.ufo | moveTo | this.alien | 100.0 | duration 2.0 | add detail |
```

Make the alien think

Procedures Functions

group by category

Alien | Editable Procedures (0)

Space | Editable Procedures (0)

say, think

this.alien | say | text | ???

this.alien | think | text | ???

position

this.alien | move | direction | ??? | amount | ???

this.alien | moveTo | target | ??? | amount | ???

this.alien | moveAwayFrom | target | ??? | amount | ???

this.alien | moveTo | target | ???

this.alien | place | spatialRelation | ??? | target | ???

orientation

this.alien | turn | direction | ??? | amount | ???

this.alien | roll | direction | ??? | amount | ???

this.alien | turnToFace | target | ???

this.alien | orientTo | target | ???

this.alien | orientToUpright

this.alien | pointAt | target | ???

position & orientation

this.alien | moveAndOrientTo | target | ???

size

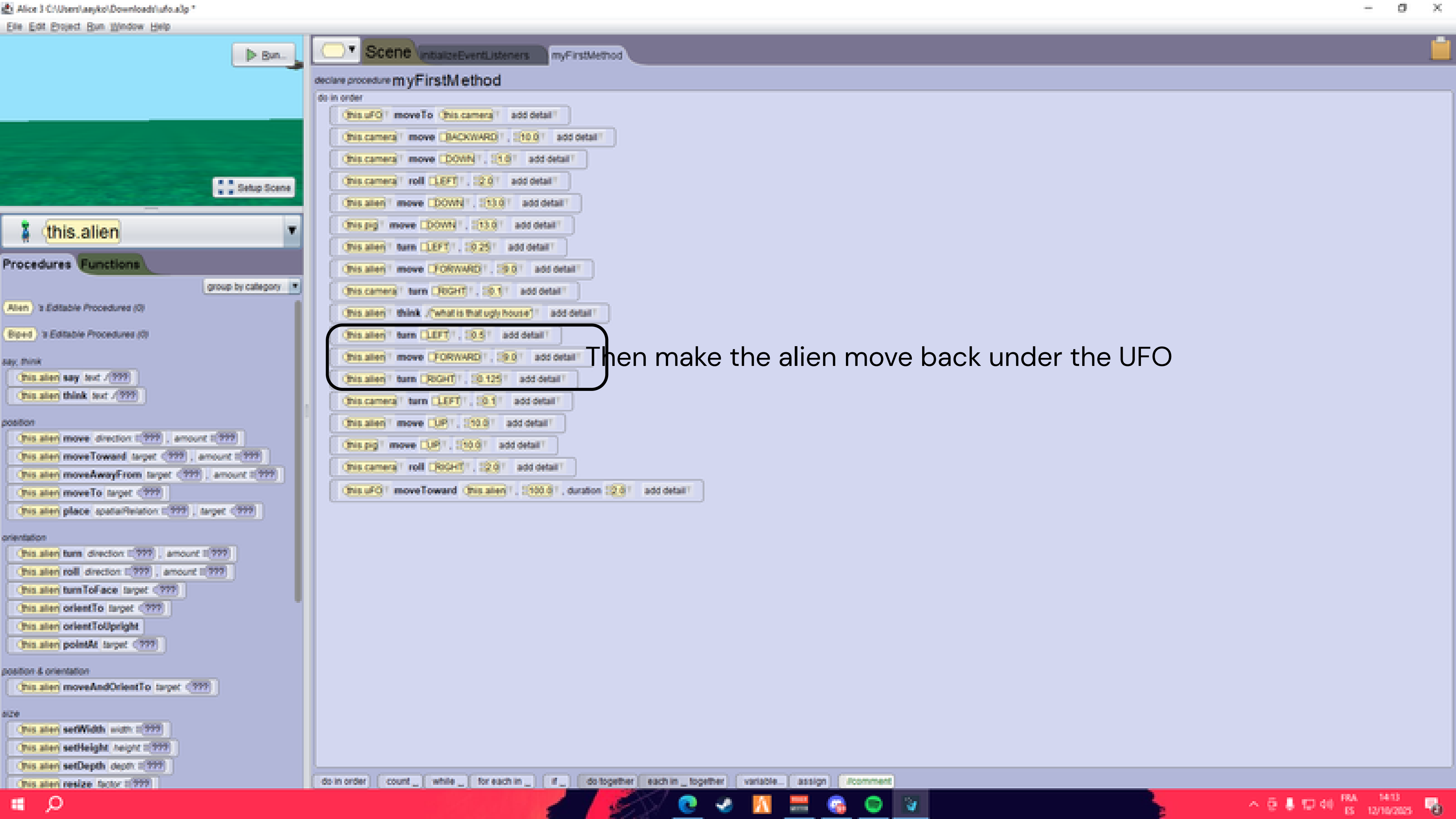
this.alien | setWidth | width | ???

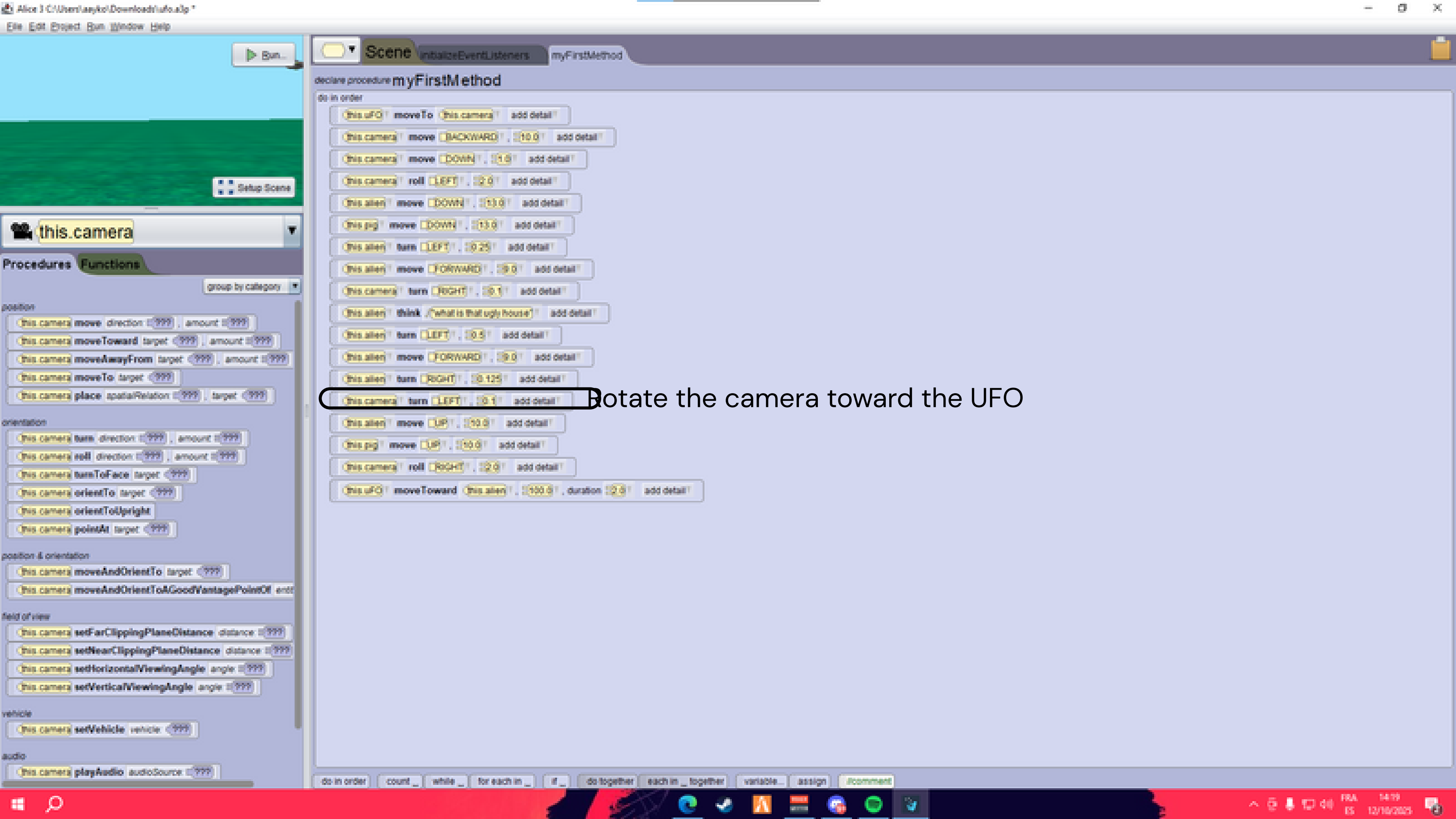
this.alien | setHeight | height | ???

this.alien | setDepth | depth | ???

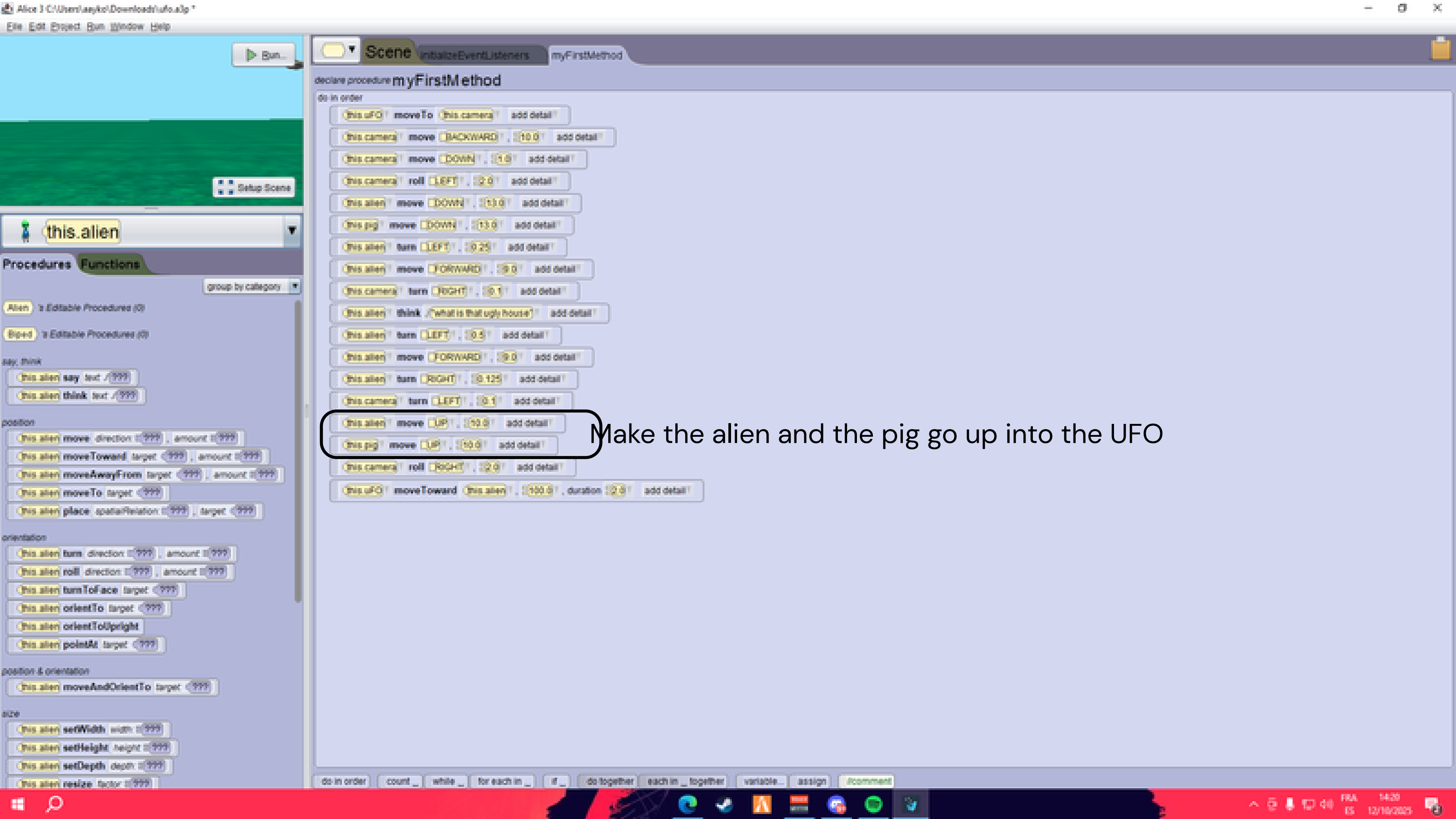
this.alien | resize | factor | ???

do in order | count | while | for each in | if | do together | each in | together | variable | assign | comment

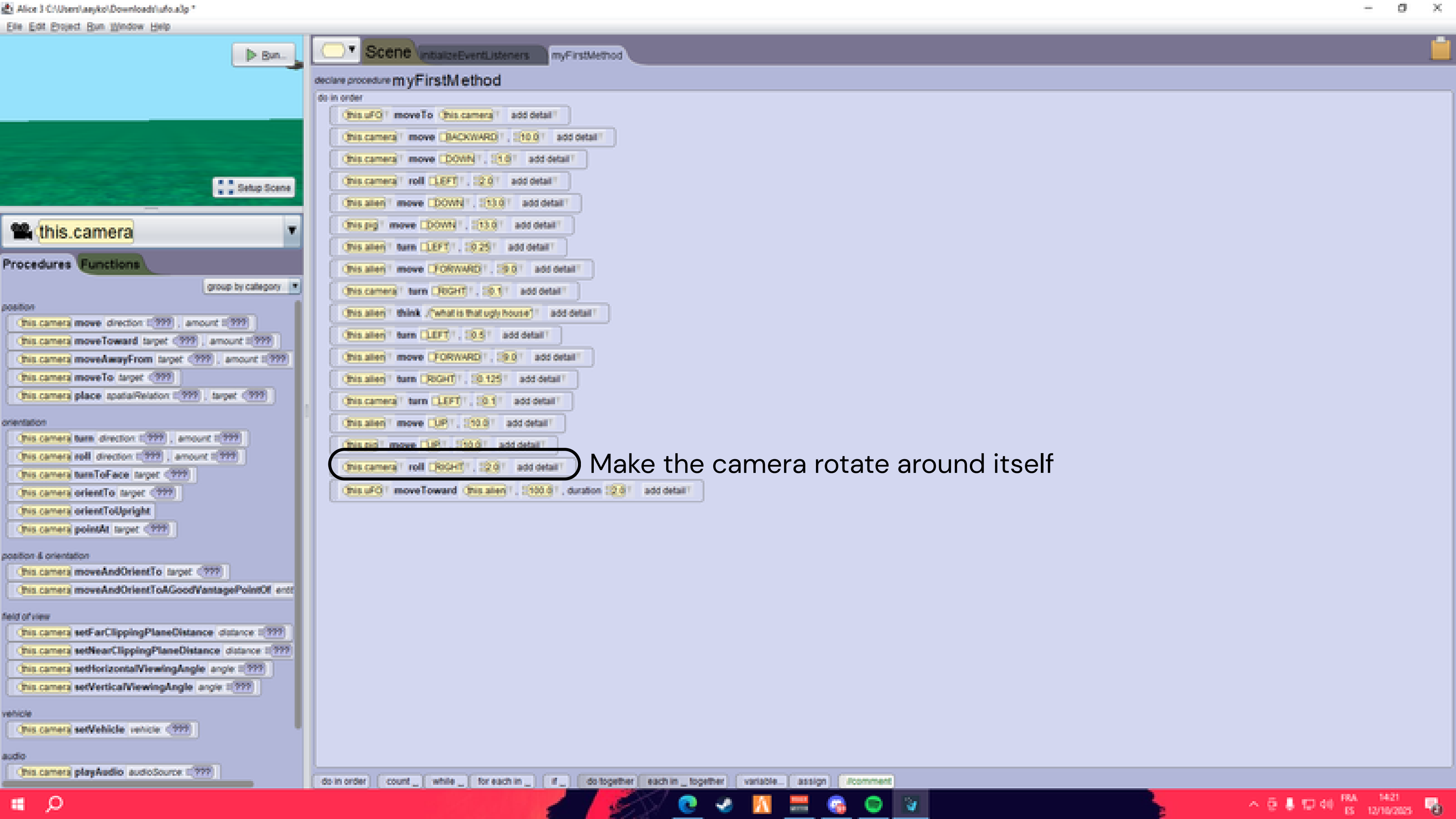


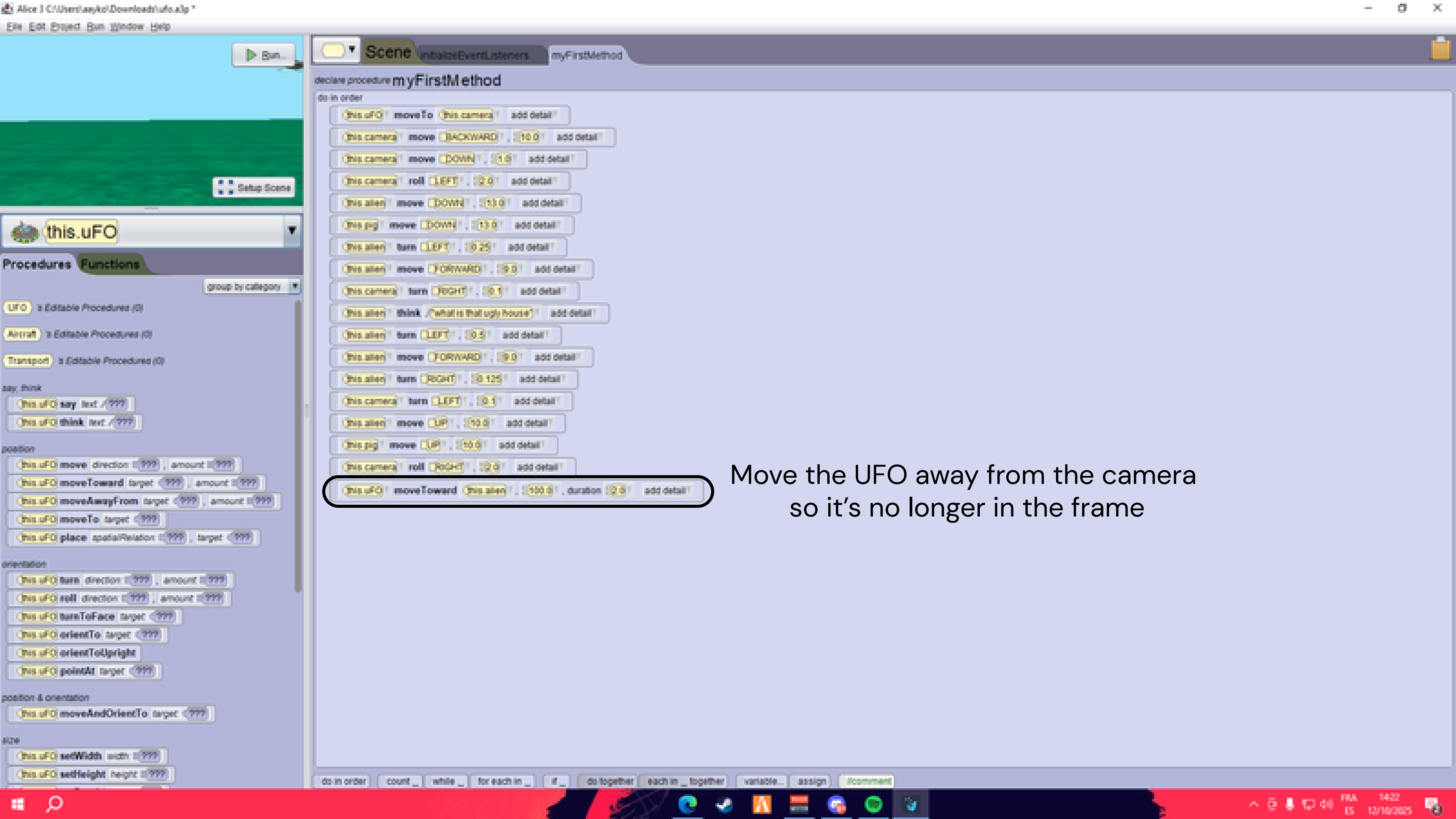


Rotate the camera toward the UFO



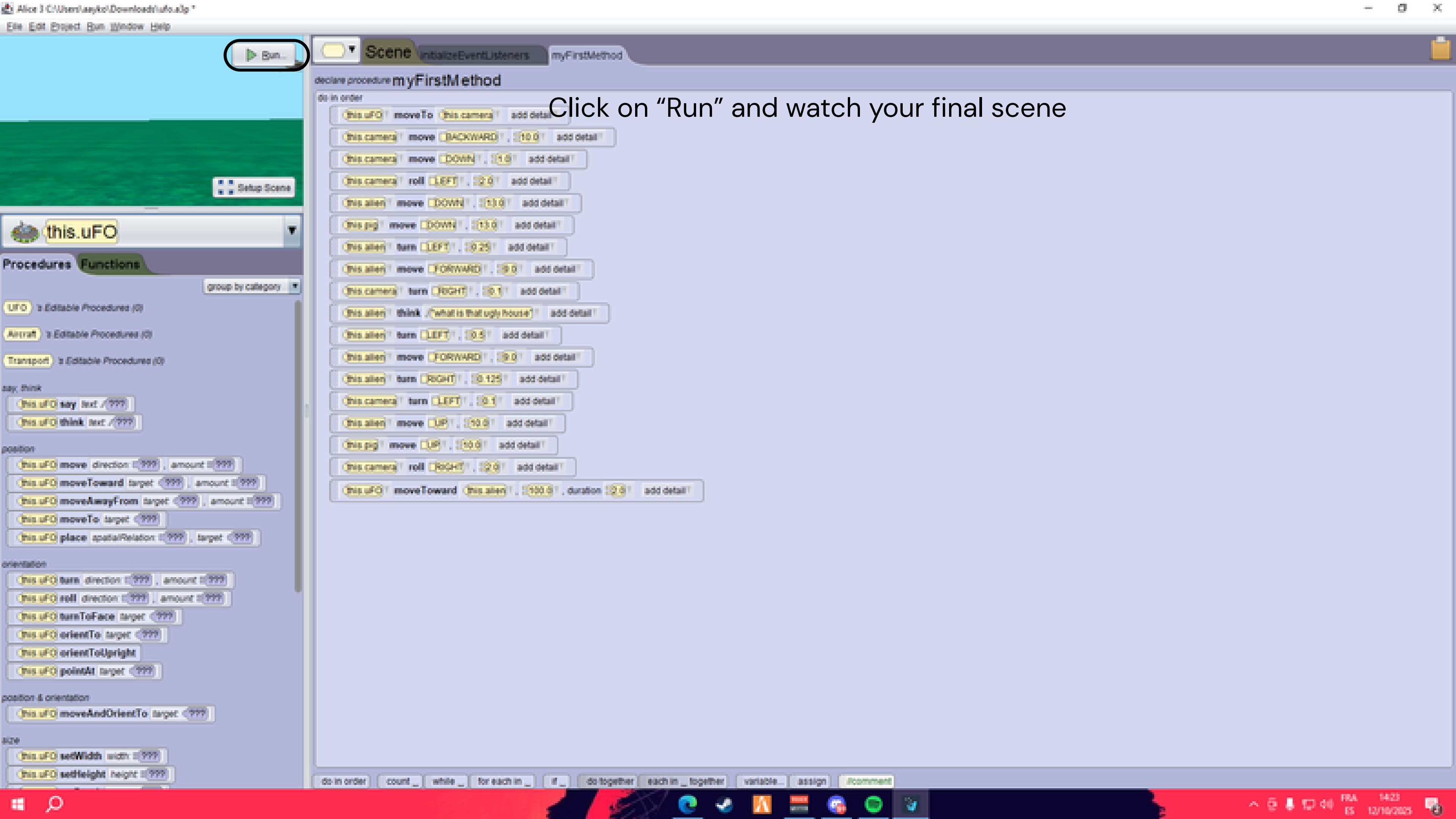
Make the alien and the pig go up into the UFO





`this.uFO moveToward this.alien 100.0 duration 2.0 add detail`

Move the UFO away from the camera
so it's no longer in the frame



Click on "Run" and watch your final scene



THANKS

I HOPE THIS LITTLE TUTORIAL CAN HELP YOU