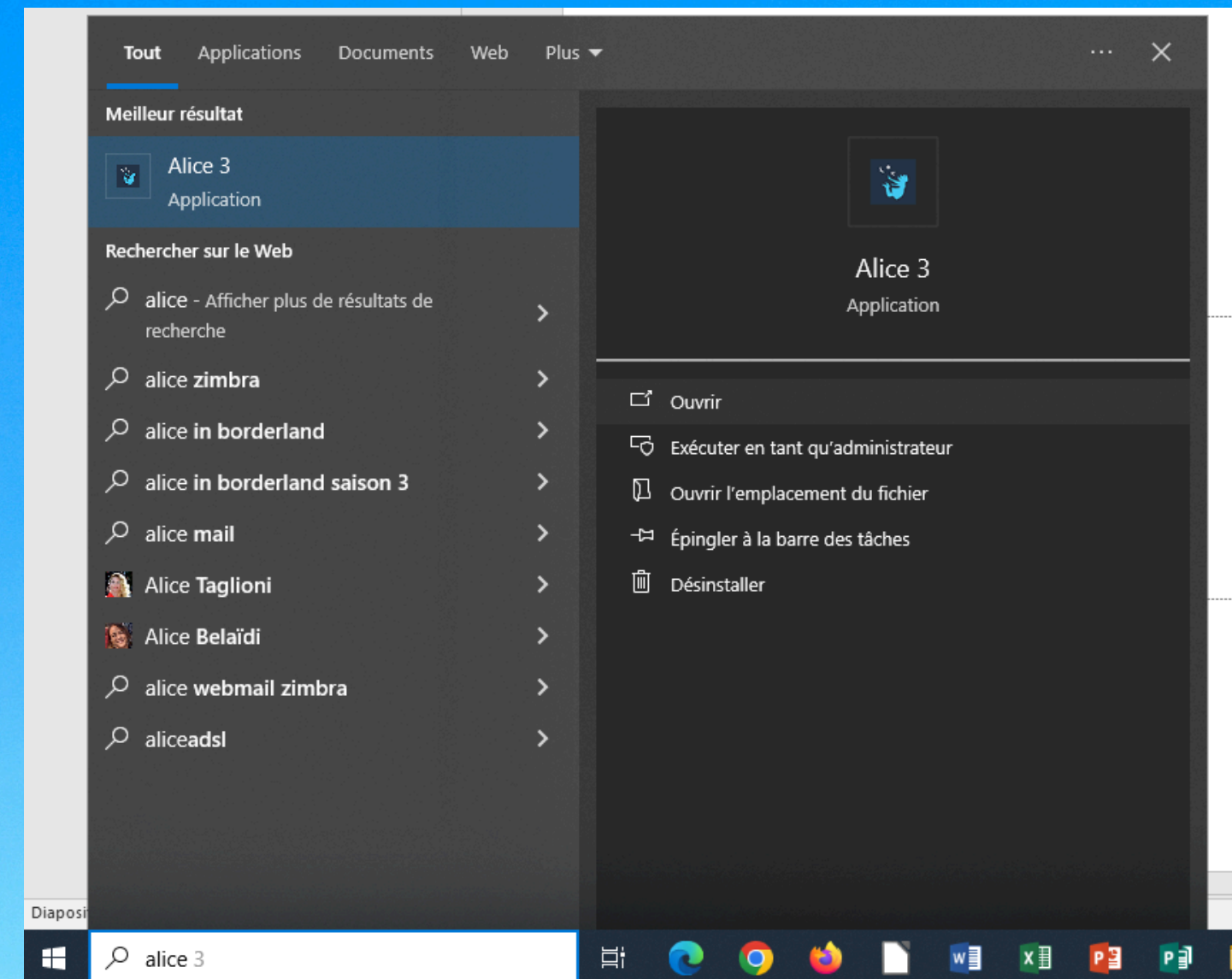


# Start Alice

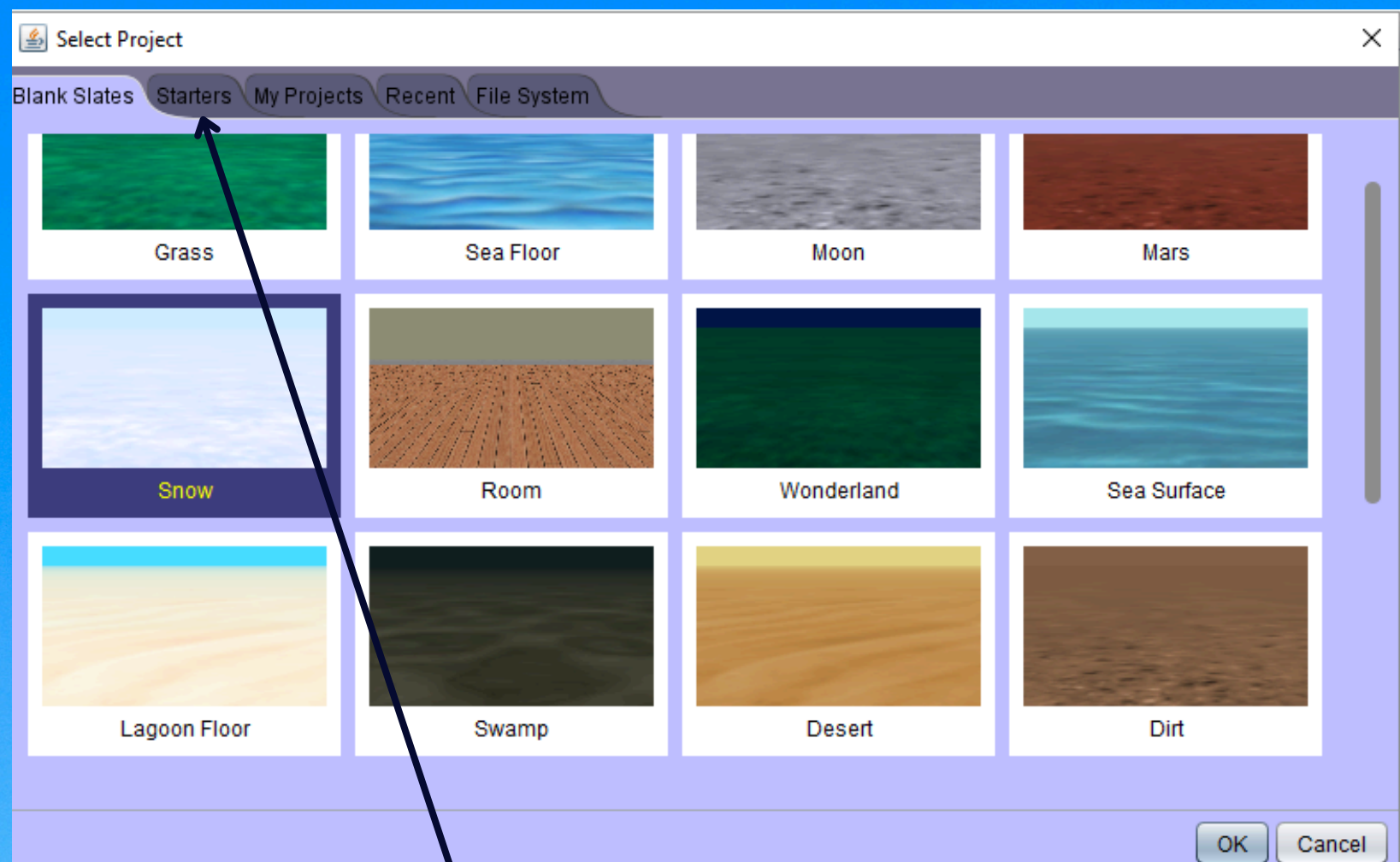
Press the "windows" key  
to display the search bar

Search in the search bar  
for "alice" then open.

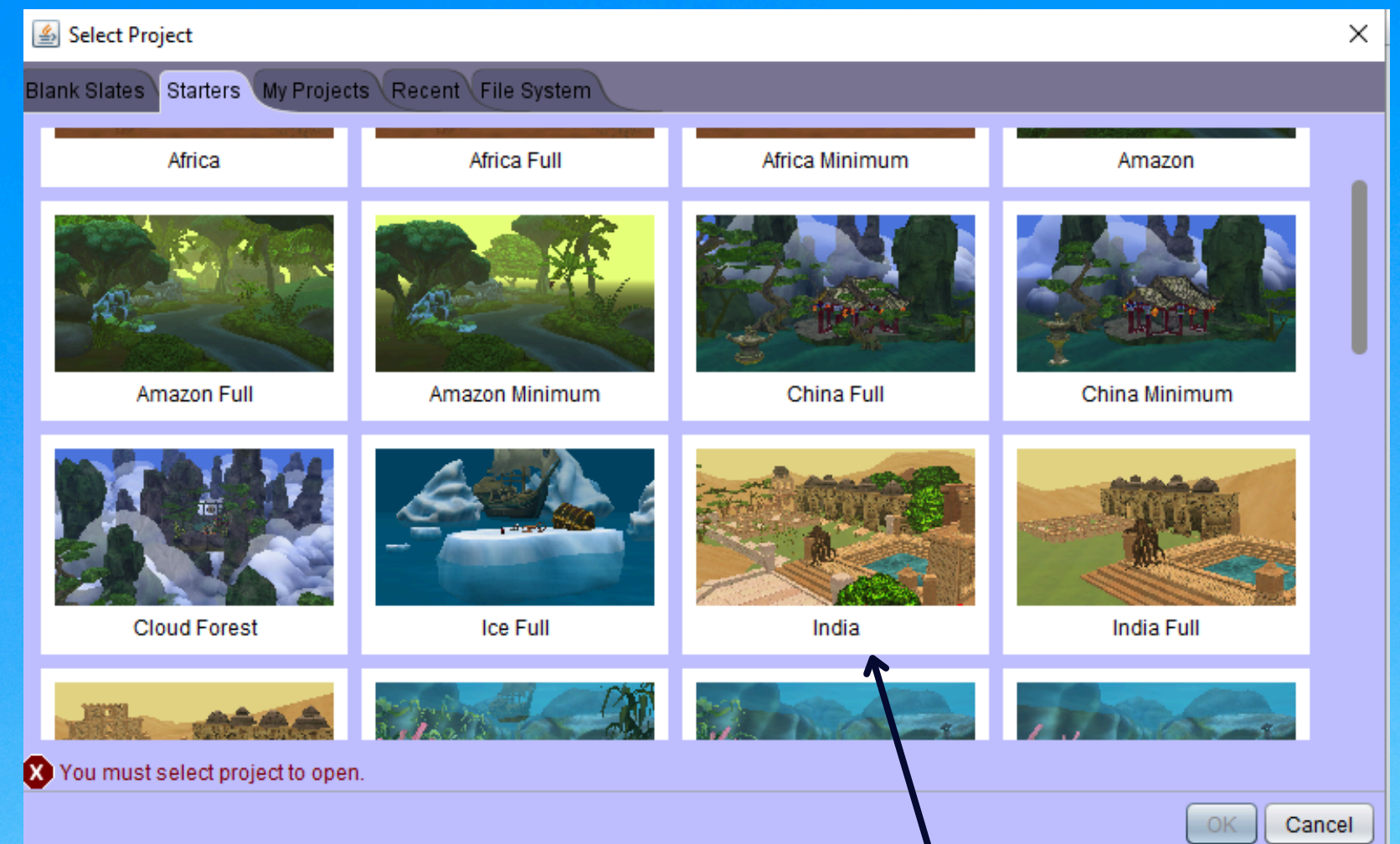




# Choose the departure location

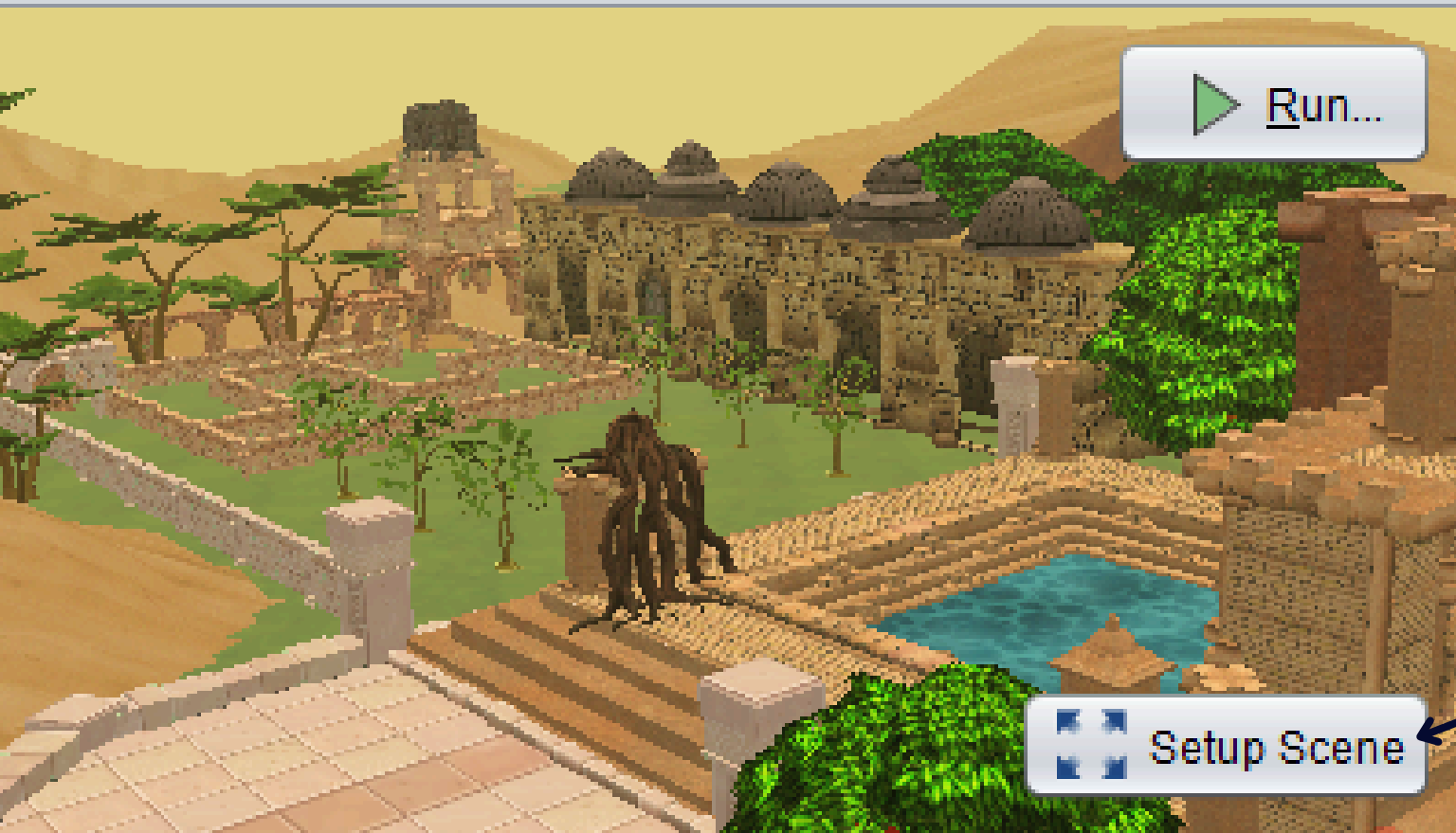


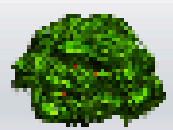
Choose the "starters" option (to start directly with a more complete environment).



Choose the theme of India.





 this.mangoTree7

Procedures Functions

group by category

MangoTree 's Editable Procedures (0)

Prop 's Editable Procedures (0)

say, think

this.mangoTree7 say ???

this.mangoTree7 think ???

position

this.mangoTree7 move direction: ??? , amount: ???

this.mangoTree7 moveToward target: ??? amount: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

drop statement here

CLICK ON "SETUP SCENE"

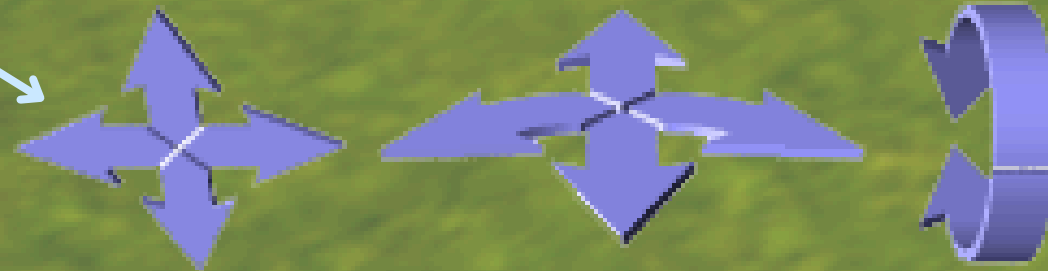
We will modify the scene to add a character.

TO BEGIN, MOVE YOUR CAMERA WITH THESE THREE BUTTONS.

This button moves the camera horizontally.

This button moves the camera vertically.

This button changes the camera angle.



Home

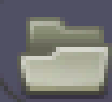
Browse Gallery By Group



Search Gallery



Shapes/Text



My Classes



297



39



3



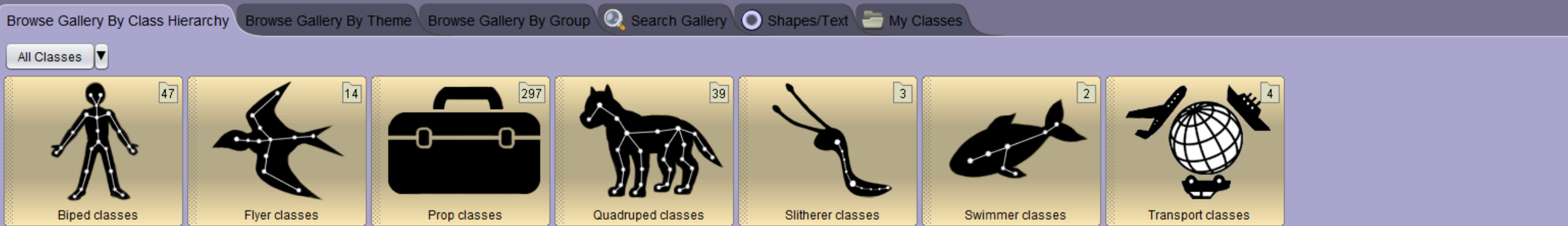
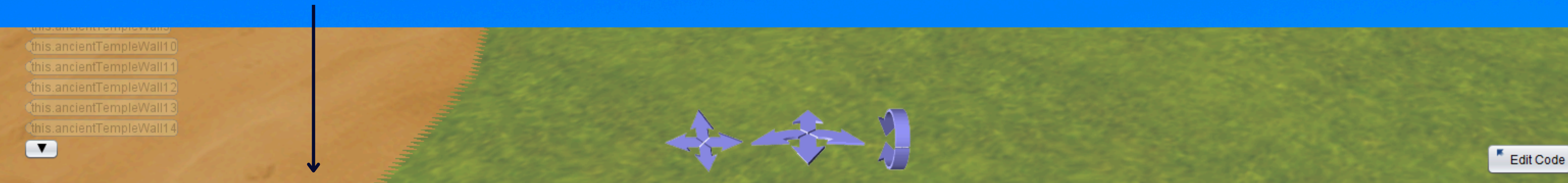
2



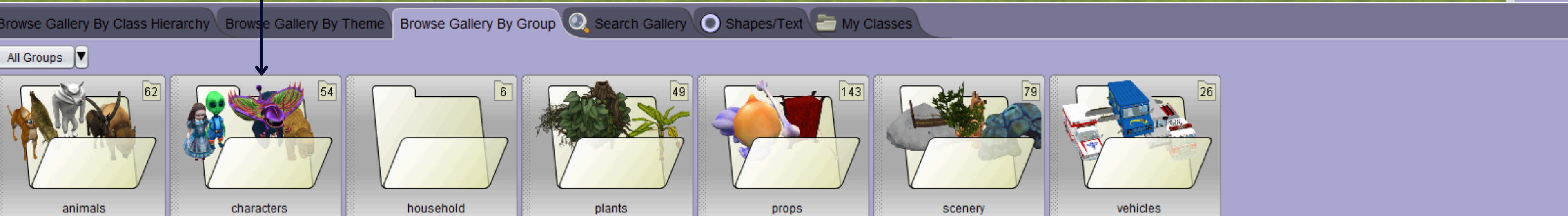
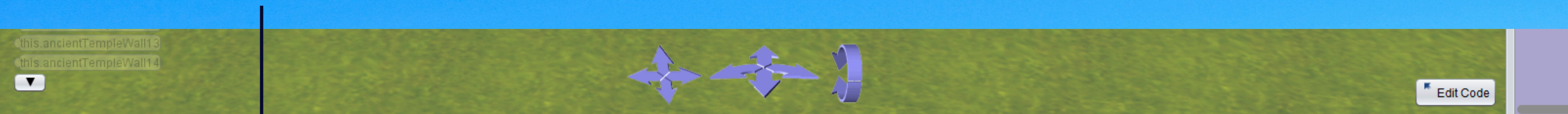
4



CLICK ON "BROWSE GALLERY BY GROUP"



CLICK ON "CHARACTERS"

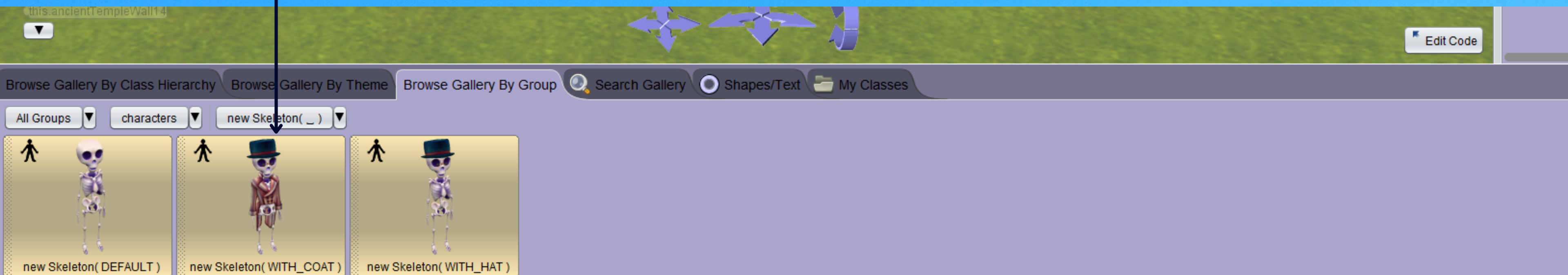




SCROLL DOWN UNTIL YOU FIND THE "NEW SKELETON"



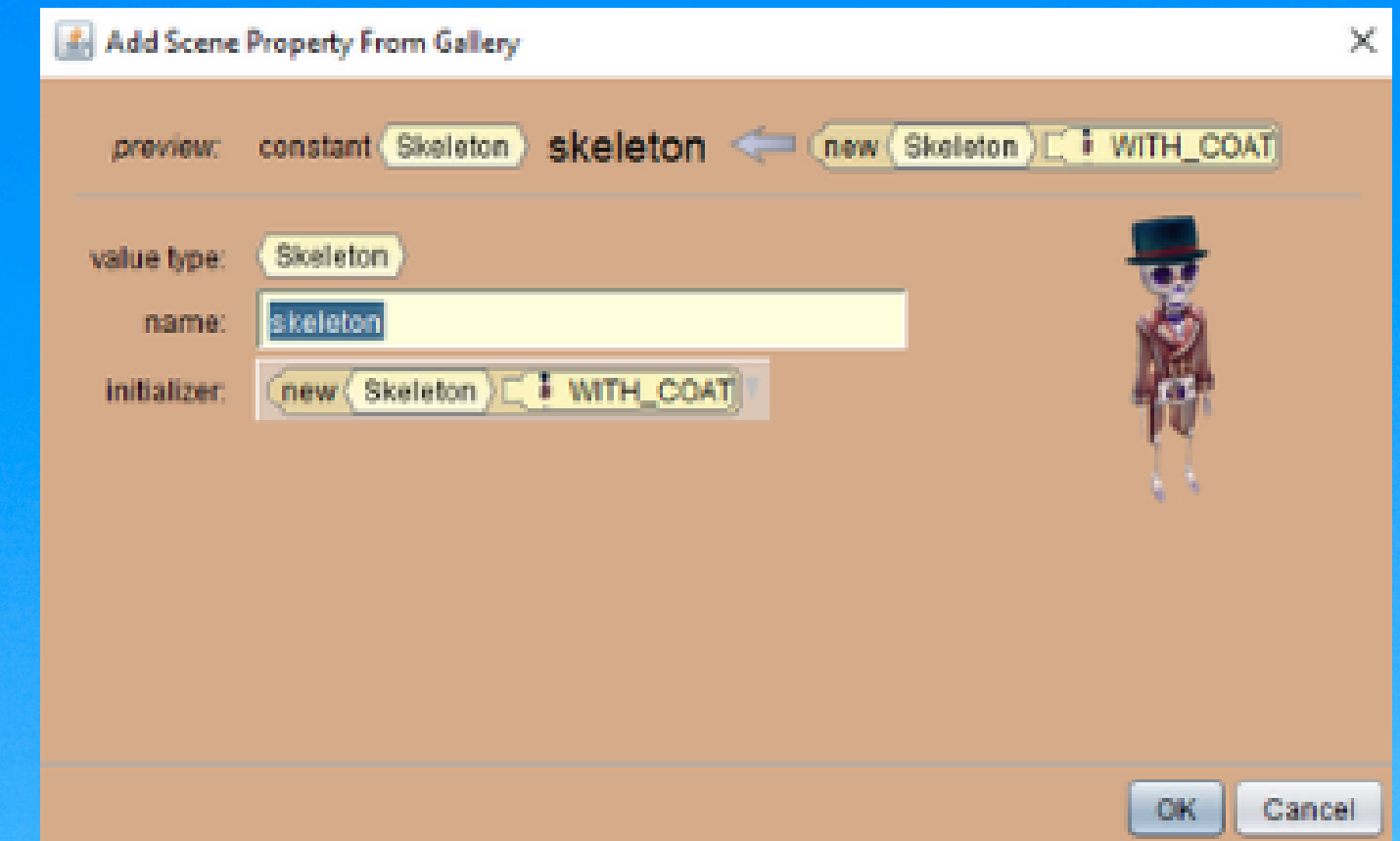
CHOOSE THE SECOND ONE







Slide the skeleton as shown in the picture



ONCE THE SKELETON IS PLACED, CLICK ON "OK"





# NOW WE WILL ADD SOME PROGRAM.

Cliquer sur « edit code »

Edit Code

archy Browse Gallery By Theme Browse Gallery By Group Search Gallery Shapes/Text My Classes My Gallery

new Skeleton( \_ )



new Skeleton( WITH\_COAT )



new Skeleton( WITH\_HAT )

this.skele

one shots

this.skeleton'

Skeleton skeleton

Paint = WHITE

Opacity = 1.0

Vehicle = this

Position = ( x: 56.71 , y:

Width: 0.56

Size = Height: 1.88

Depth: 0.53

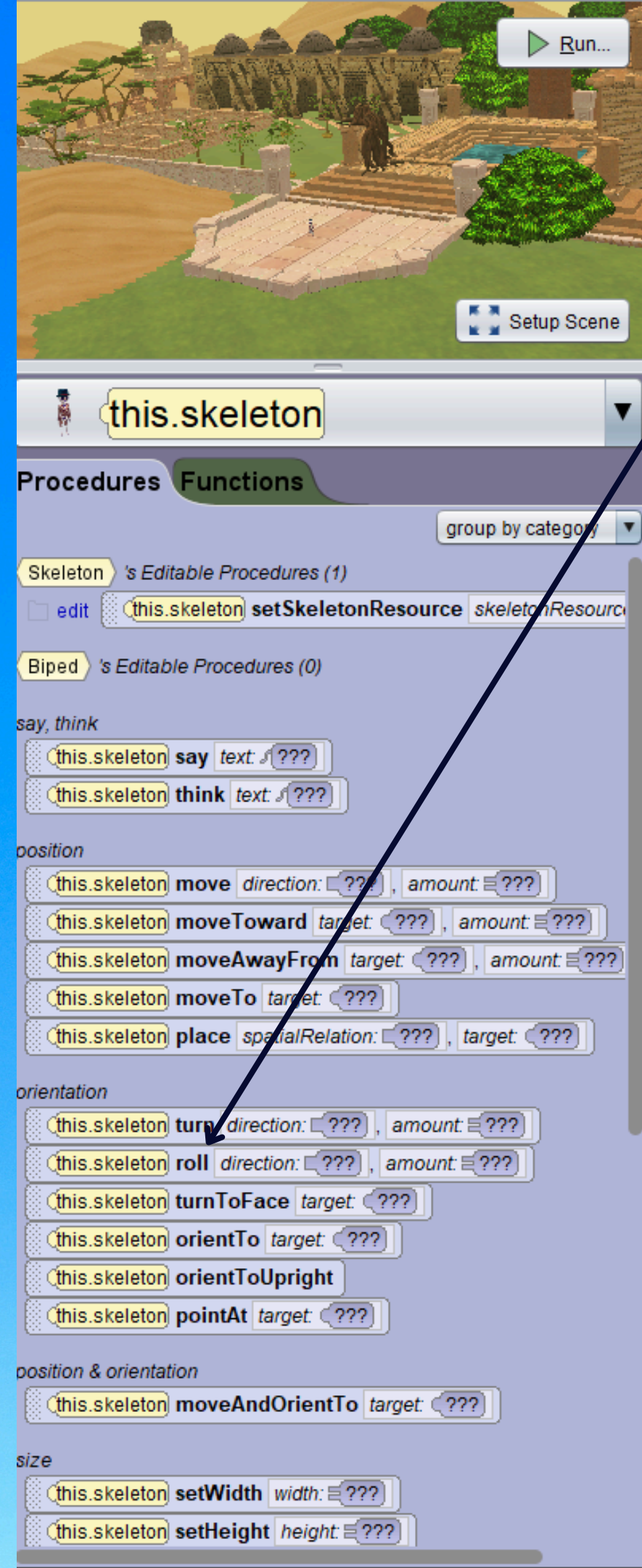
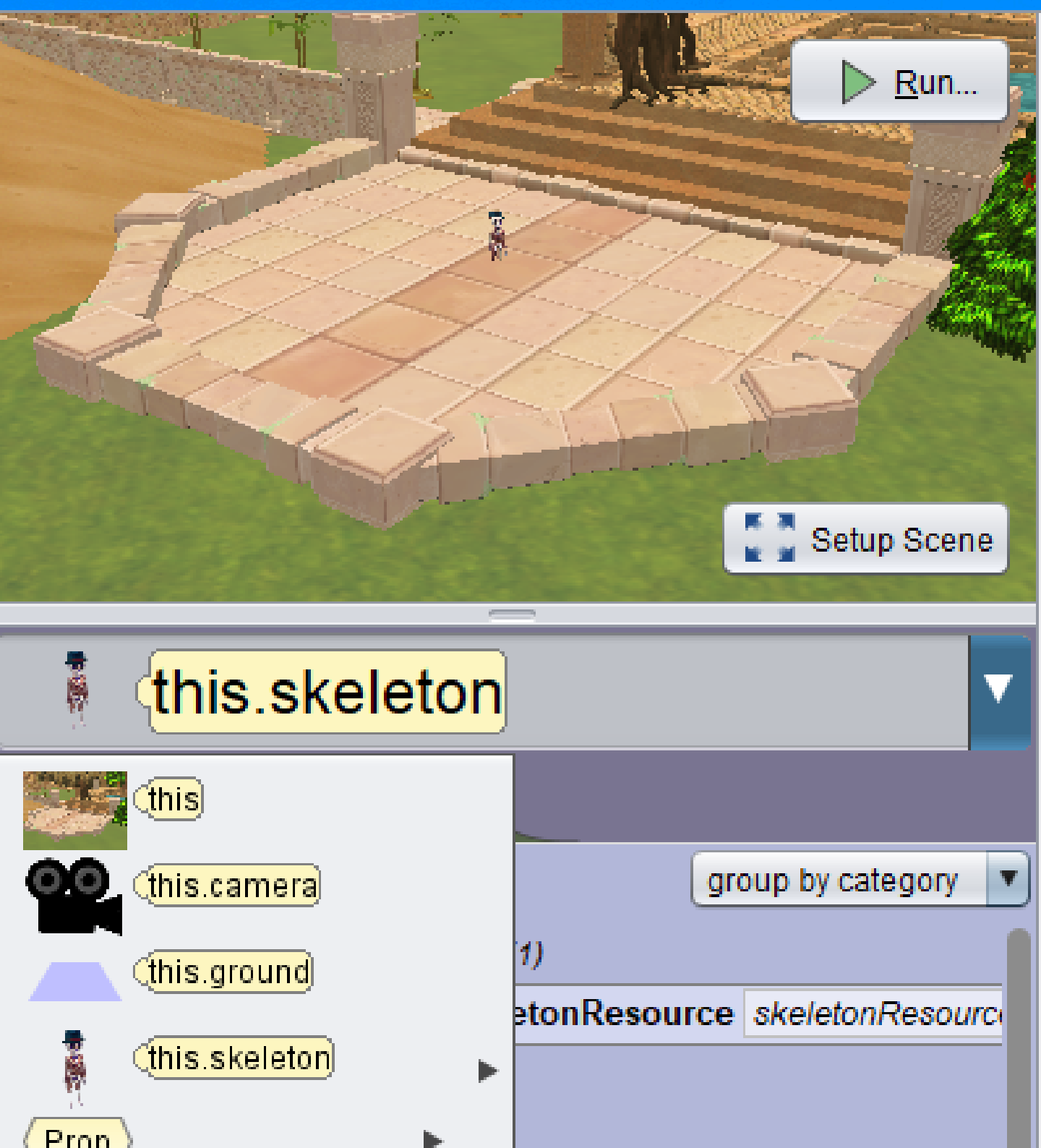
Show Joints: ☐

Object Markers (0

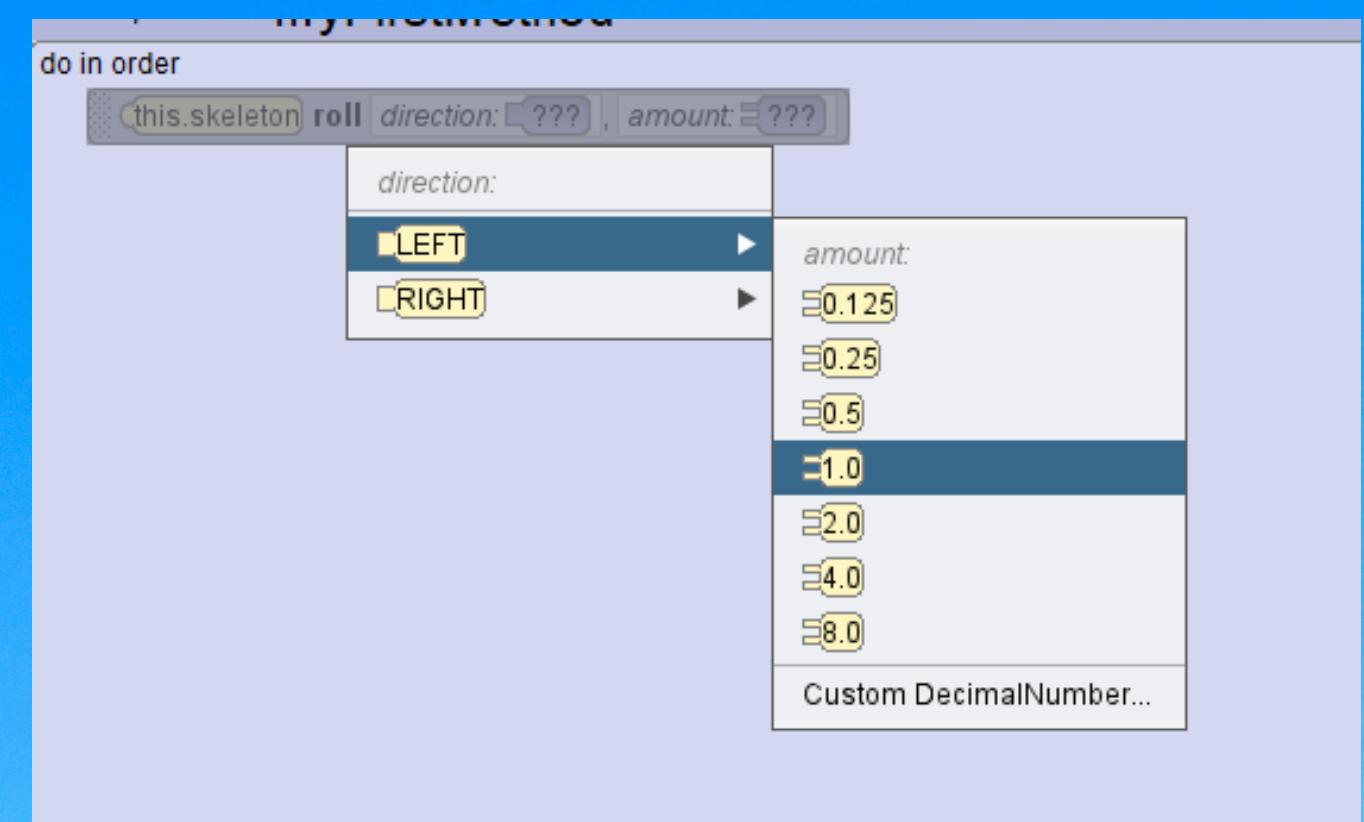
Camera Markers (



Make sure to choose "this.skeleton" so you can add code to the skeleton.



CHOOSE THE "ROLL" PROGRAM THEN SLIDE IT TO THE RIGHT.



choose the left direction and the value "1"



 **this.skeleton**

Procedures Functions

group by category ▼

Skeleton's Editable Procedures (1)

 **this.skeleton** **setSkeletonResource** *skeletonResource*

Biped's Editable Procedures (0)

*say, think*

**this.skeleton** **say** *text* *???*

**this.skeleton** **think** *text* *???*

*position*

**this.skeleton** **move** *direction* *???* *amount* *???*

**this.skeleton** **moveToward** *target* *???* *amount* *???*

**this.skeleton** **moveAwayFrom** *target* *???* *amount* *???*

**this.skeleton** **moveTo** *target* *???*

**this.skeleton** **place** *spatialRelation* *???* *target* *???*

*orientation*

**this.skeleton** **turn** *direction* *???* *amount* *???*

**this.skeleton** **roll** *direction* *???* *amount* *???*

**this.skeleton** **turnToFace** *target* *???*

**this.skeleton** **orientTo** *target* *???*

**this.skeleton** **orientToUpright**

**this.skeleton** **pointAt** *target* *???*

*position & orientation*

**this.skeleton** **moveAndOrientTo** *target* *???*

*size*

**this.skeleton** **setWidth** *width* *???*

**this.skeleton** **setHeight** *height* *???*

Add the "say" program to  
make the character speak.

THEN WRITE "I WANT TO GROW"

 Custom TextString

*preview:* *I want to grow*

*value:* I want to grow

OK Cancel





Setup Scene

 **this.skeleton**

Procedures **Functions**

group by category ▼

Skeleton's Editable Procedures (1)

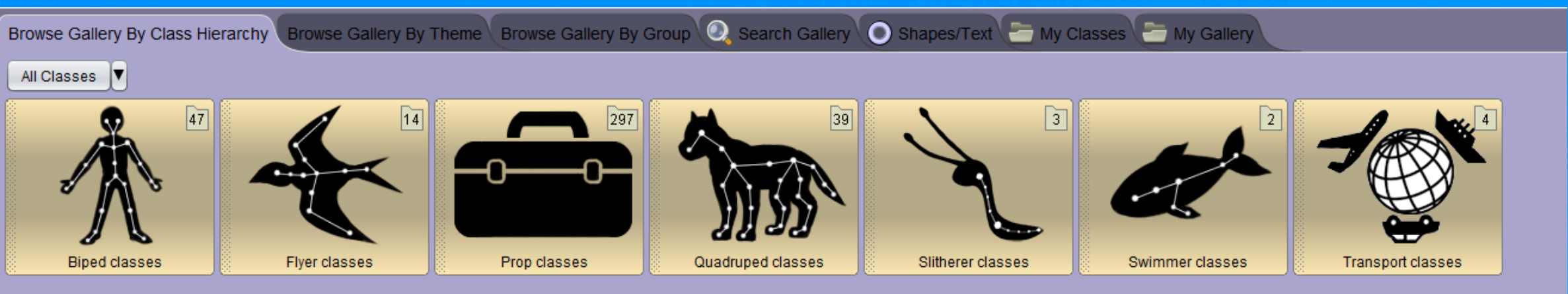
 edit **this.skeleton** setSkeletonResource skeletonResource: ???



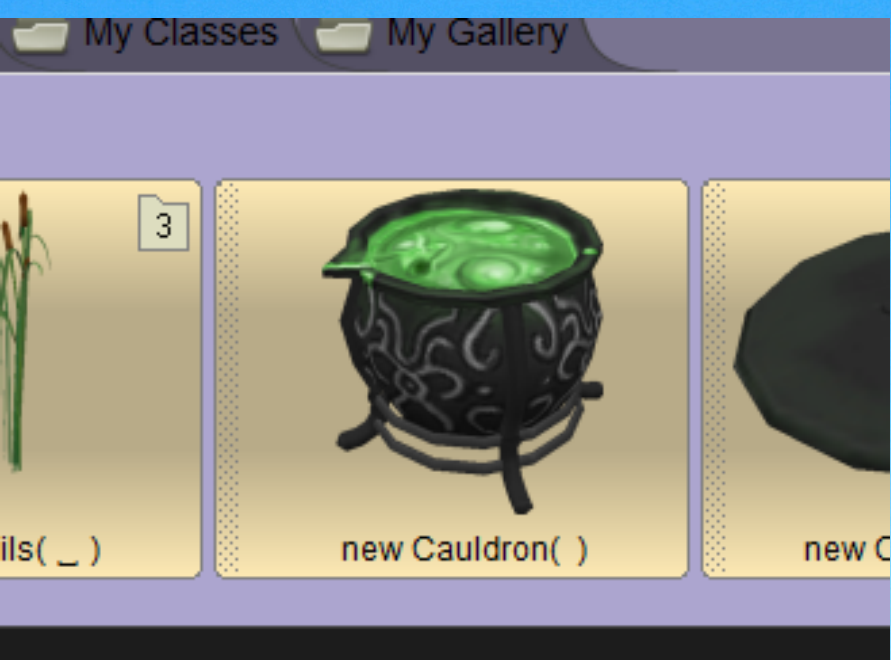
CLICK ON "BROWSE GALLERY BY CLASS HIERARCHY"



CLICK ON "PROP CLASSES"



THEN SCROLL TO THE CAULDRON





PUT THE CAULDRON ON THE SKELETON

Add Scene Property From Gallery

preview: constant Cauldron cauldron1 ← new Cauldron

value type: Cauldron

name: cauldron1

initializer: new Cauldron

OK Cancel

THEN CLICK "OK"

handle style: Default Rotation Move Resize

☐ use snap ▶ Snap details

this.skeleton ▼

one shots ▼

▼ this.skeleton's Properties

Skeleton skeleton ← new Skeleton

Paint = WHITE

Opacity = 1.0

Vehicle = this

Position = (x: 56.71, y: 0.00, z: 5.12)

Width: 0.56

Size = Height: 1.88

Depth: 0.53

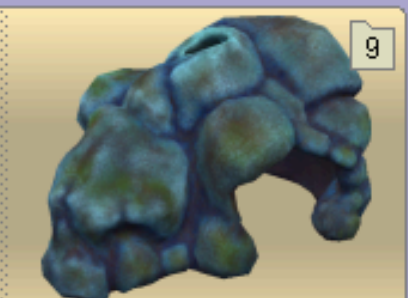
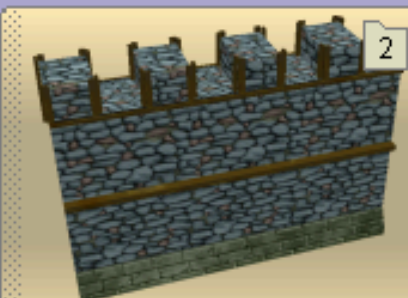
Show Joints: ☐

► Object Markers (0)

► Camera Markers (1)

Edit Code

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





# CHANGE THE HEIGHT OF THE CAULDRON

☐ use snap ▶ Snap details

 **this.cauldron** ▼

one shots ▼

▼  **this.cauldron's Properties**

Cauldron

cauldron ← 

new

Cauldron

Paint = 

WHITE

Opacity = 

1.0

Vehicle = 

this

Position = ( x: 

-57.58

 , y: 

0.00

 , z: 

4.21

 )

Width: 

1.79

Height: 

1.29

Depth: 

1.80

Reset

Show Joints: ☐

▶ Object Markers (0)

▶ Camera Markers (1)

CHANGE "Y" TO "10"

 **this.cauldron** ▼

one shots ▼

▼  **this.cauldron's Properties**

Cauldron

cauldron ← 

new

Cauldron

Paint = 

WHITE

Opacity = 

1.0

Vehicle = 

this

Position = ( x: 

-57.58

 , y: 

10.00

 , z: 

4.21

 )

Width: 

1.79

Height: 

1.29

Depth: 

1.80

Reset

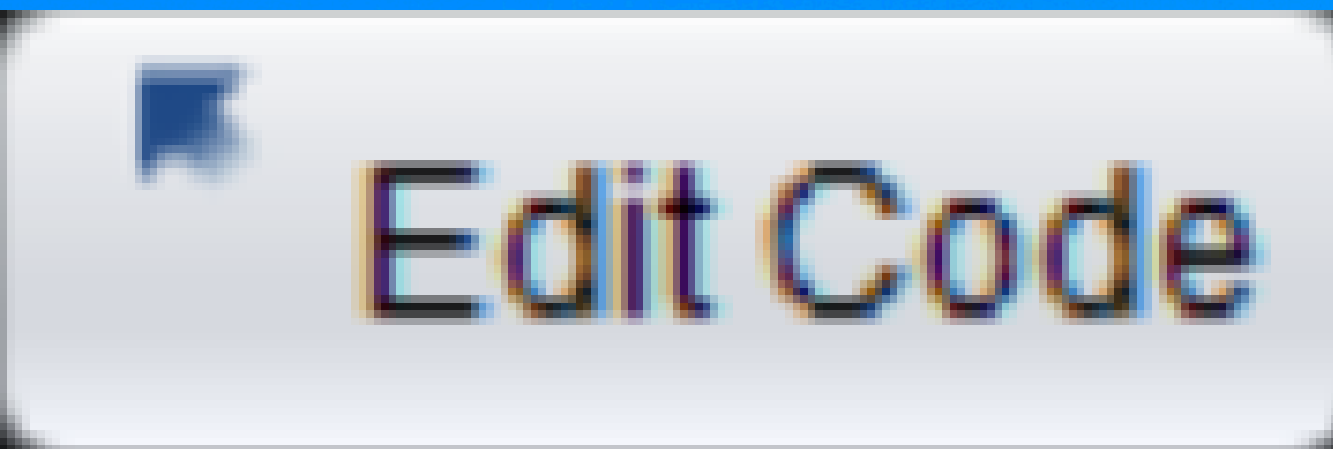
Show Joints: ☐

▶ Object Markers (0)

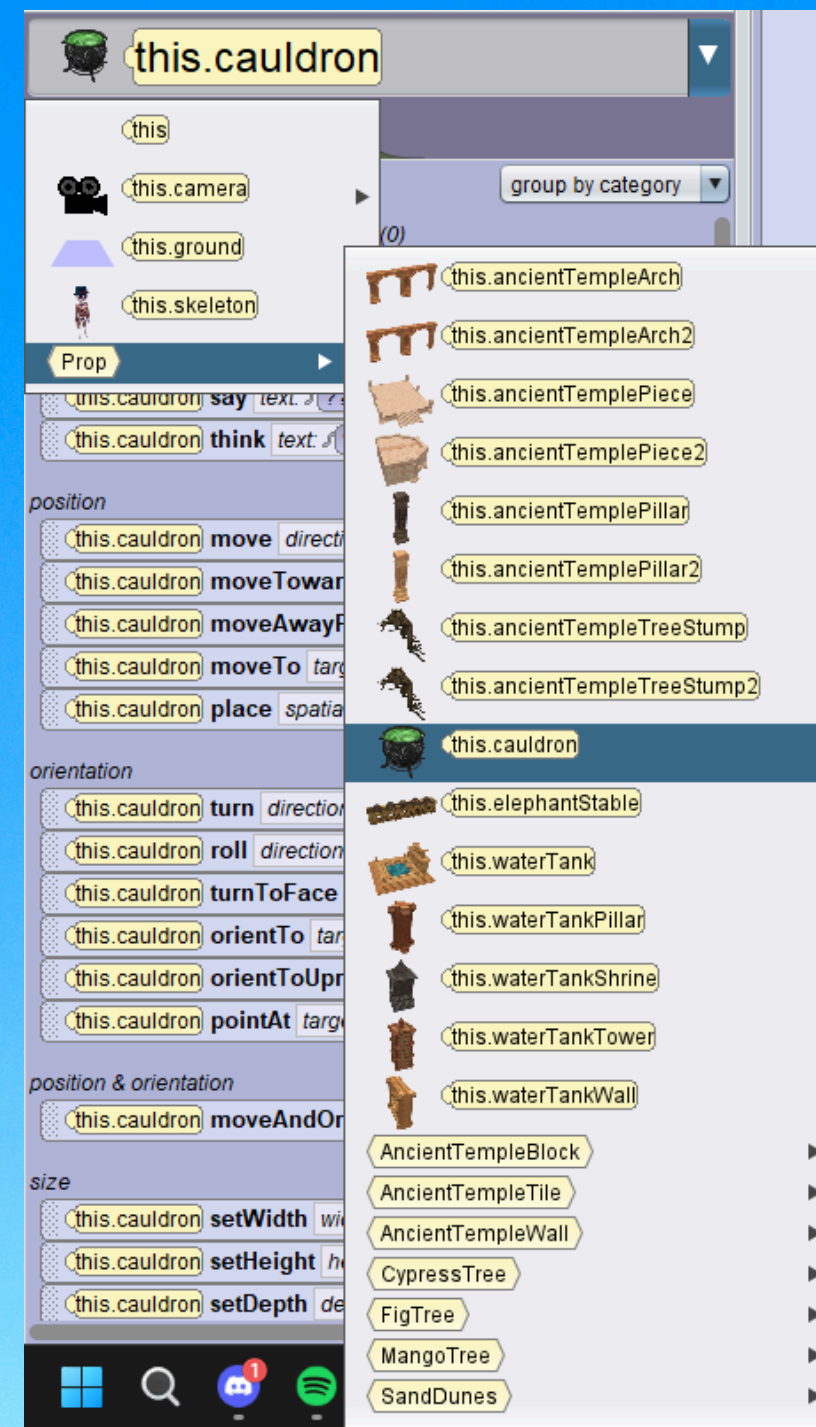


# NOW WE WILL ADD SOME PROGRAM TO THE CAULDRON

CLICK ON "EDIT CODE"



CHOOSE "THIS.CAULDRON"





# ADD THE PROGRAM "MOVE", THEN CHANGE THE DIRECTION TO "DOWN" AND THE VALUE TO "10"

Procedures

Functions

group by category

Cauldron's Editable Procedures (0)

Prop's Editable Procedures (0)

say, think

this.cauldron

say

text: ???

this.cauldron

think

text: ???

position

this.cauldron

move

direction: ???

amount: ???

this.cauldron

moveToward

target: ???

amount: ???

this.cauldron

moveAwayFrom

target: ???

amount: ???

this.cauldron

moveTo

target: ???

this.cauldron

place

spatialRelation: ???

target: ???

orientation

this.cauldron

turn

direction: ???

amount: ???

this.cauldron

roll

direction: ???

amount: ???

this.cauldron

turnToFace

target: ???

this.cauldron

orientTo

target: ???

this.cauldron

orientToUpright

this.cauldron

pointAt

target: ???

position & orientation

this.cauldron

moveAndOrientTo

target: ???

size

this.cauldron

setWidth

width: ???

this.cauldron

setHeight

height: ???

do in order

this.skeleton

roll

LEFT

1.0

add detail

this.skeleton

say

I want to grow

add detail

this.cauldron

move

direction: ???

amount: ???

direction:

LEFT

RIGHT

UP

DOWN

FORWARD

BACKWARD

amount:

0.0

0.25

0.5

1.0

2.0

10.0

Custom DecimalNumber...



# ADD THE "TURN" PROGRAM, THEN CHANGE THE DIRECTION TO "LEFT" AND THE VALUE TO "8"

Procedures Functions

group by category ▼

Cauldron's Editable Procedures (0)

Prop's Editable Procedures (0)

say, think

this.cauldron say text: ???

this.cauldron think text: ???

position

this.cauldron move direction: ???, amount: ???

this.cauldron moveTo target: ???, amount: ???

this.cauldron moveAwayFrom target: ???, amount: ???

this.cauldron moveTo target: ???

this.cauldron place spatialRelation: ???, target: ???

orientation

this.cauldron turn direction: ???, amount: ???

this.cauldron roll direction: ???, amount: ???

this.cauldron turnToFace target: ???

this.cauldron orientTo target: ???

this.cauldron orientToUpright

this.cauldron pointAt target: ???

position & orientation

this.cauldron moveAndOrientTo target: ???

size

this.cauldron setWidth width: ???

this.cauldron setHeight height: ???

this.cauldron setDepth depth: ???

declare procedure myFirstMethod

do in order

this.skeleton roll LEFT, 1.0 add detail

this.skeleton say "I want to grow" add detail

this.cauldron move DOWN, 10.0 add detail

this.cauldron turn direction: ???, amount: ???

direction:

LEFT

RIGHT

FORWARD

BACKWARD

amount:

0.125

0.25

0.5

1.0

2.0

4.0

8.0

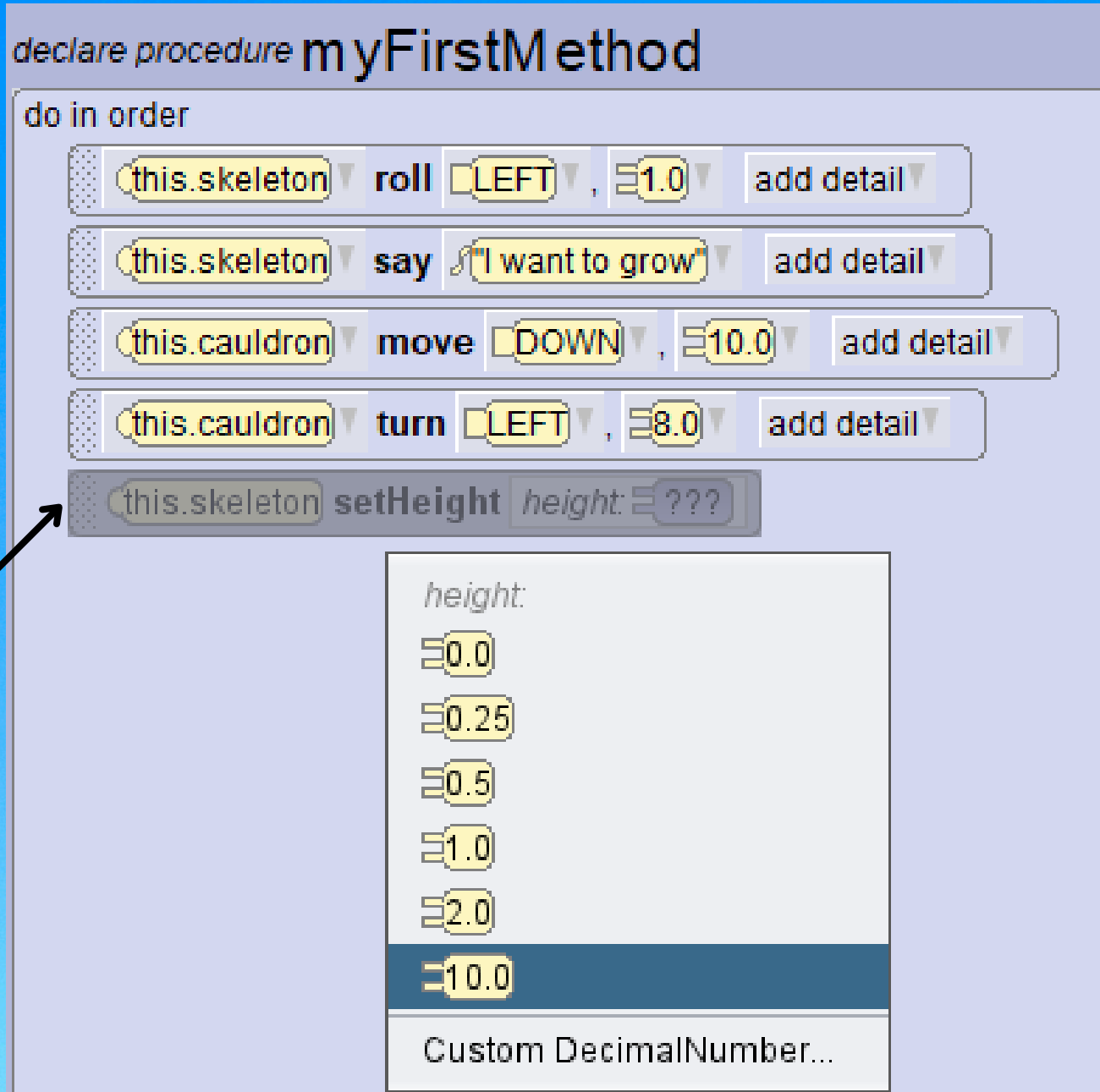
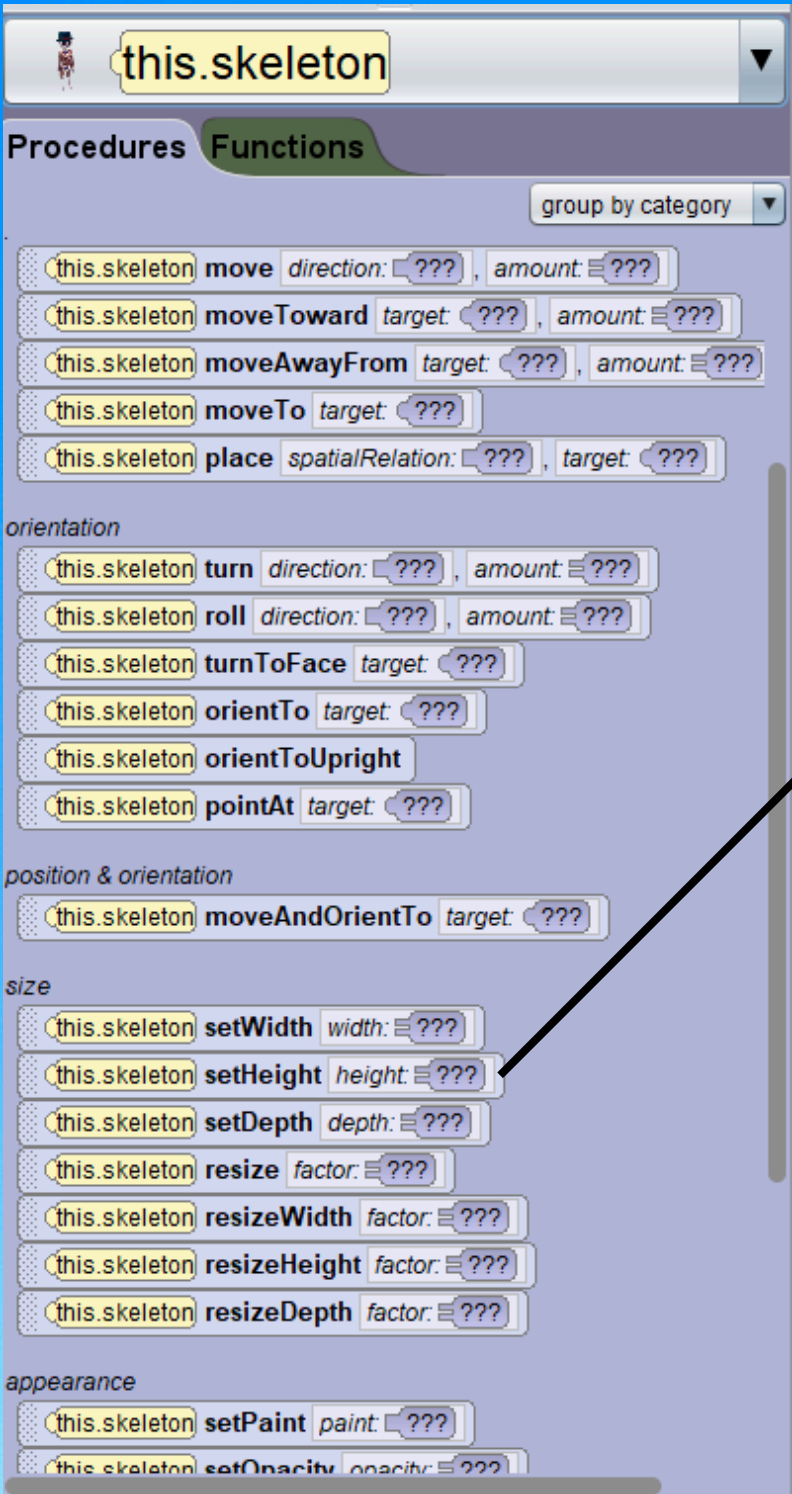
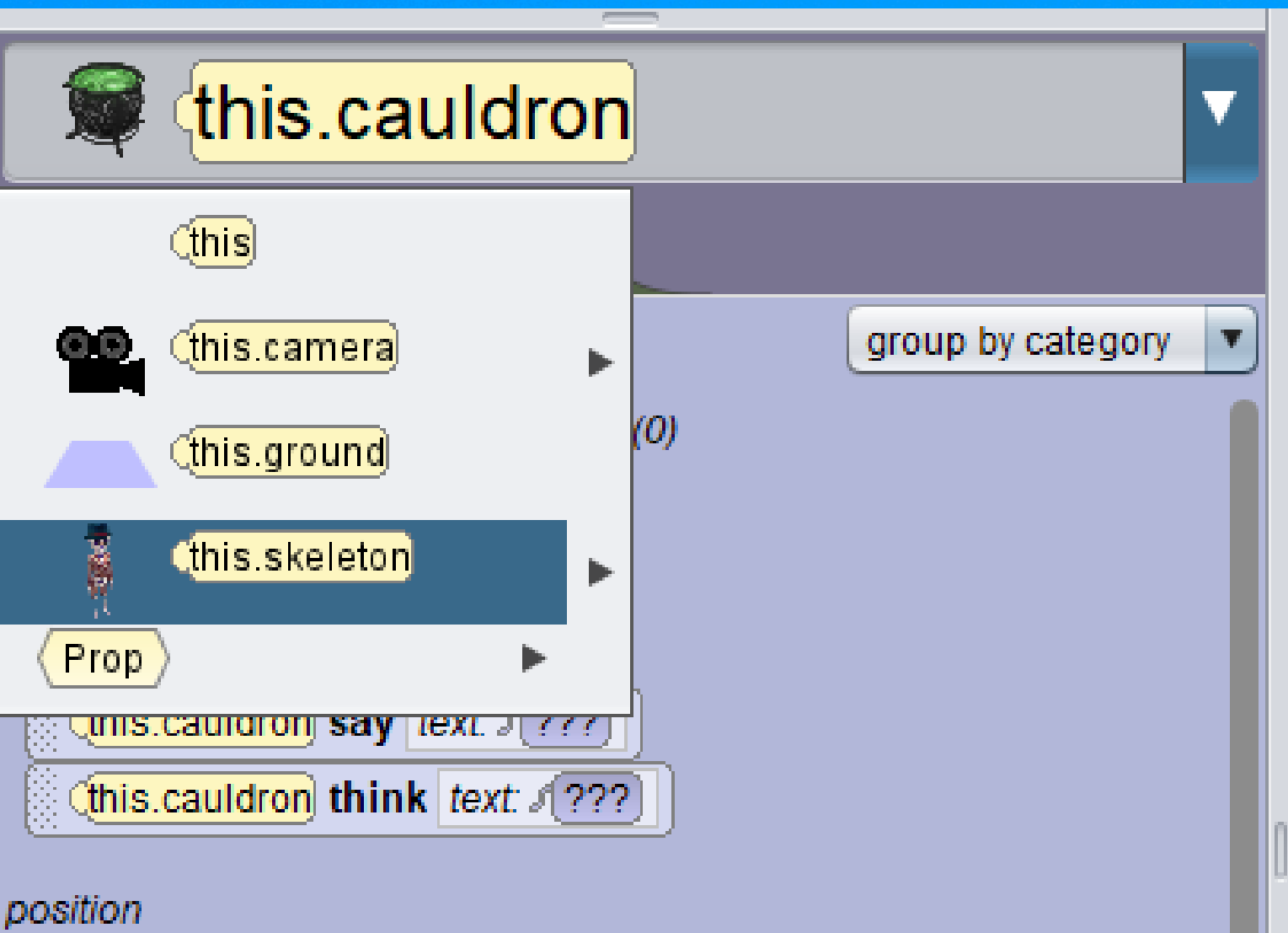
Custom DecimalNumber...



# NOW WE WILL ADD PROGRAM TO THE SKELETON

add the program "set Height", then change the value to "10"

SELECT THE "THIS.SKELETON"





add the program "say", then put the text "now i'm too big"

Interface showing the 'Functions' tab for 'this.skeleton'. The 'say, think' category is expanded, showing the 'say' block with a text input field containing '???'.

Interface showing the 'say' block with a text input field containing '???'.

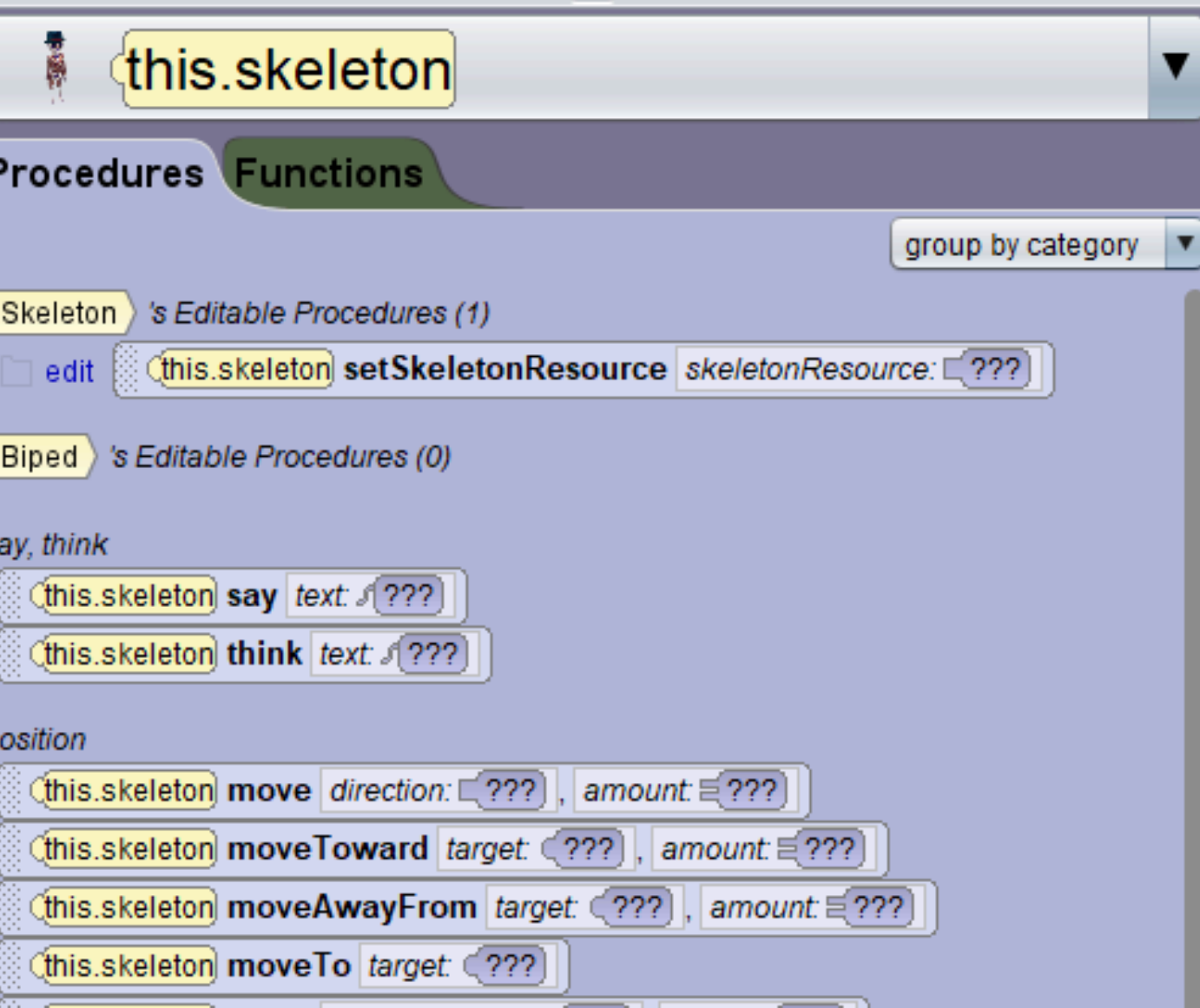
Custom TextString dialog box. The 'preview' field shows 'now i'm too big'. The 'value' field contains the text 'now i'm too big'.

THEN ADD DELAY TO THE VALUE "2"

Interface showing the 'do in order' block with a 'say' block. The 'say' block has a text input field containing 'now i'm too big'. The 'add detail' button is clicked, opening a menu with options: fontType, bubbleOutlineColor, bubbleFillColor, bubblePosition, fontColor, textScale, textStyle, and duration. The 'duration' option is selected, and a dropdown menu shows values: 0.0, 0.25, 0.5, 1.0, 2.0, 10.0, and Custom DecimalNumber... The value 2.0 is selected.



Now you have finished the program.



CLICK ON "RUN" TO START THE CINEMATIC