TUTORIAL • 20 STEPS

Recreate the King Kong scene in Alice 3

Create a 3D scene, program simple actions and understand the basics of event logic.

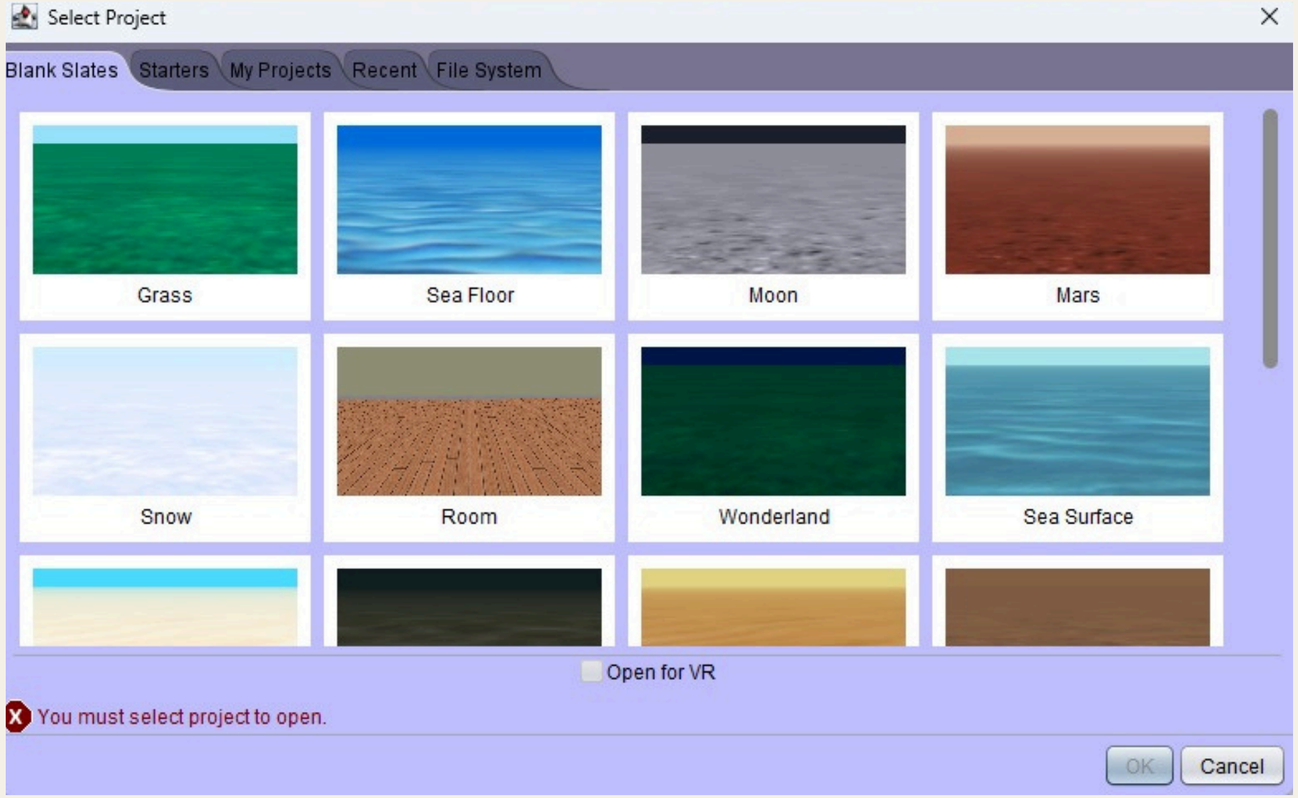
For programming beginners



01

Discover the workspace

Identify the three essential areas: the 3D scene, the object library, and the method editor. Alice 3 transforms programming logic into easy-to-manipulate visual blocks.

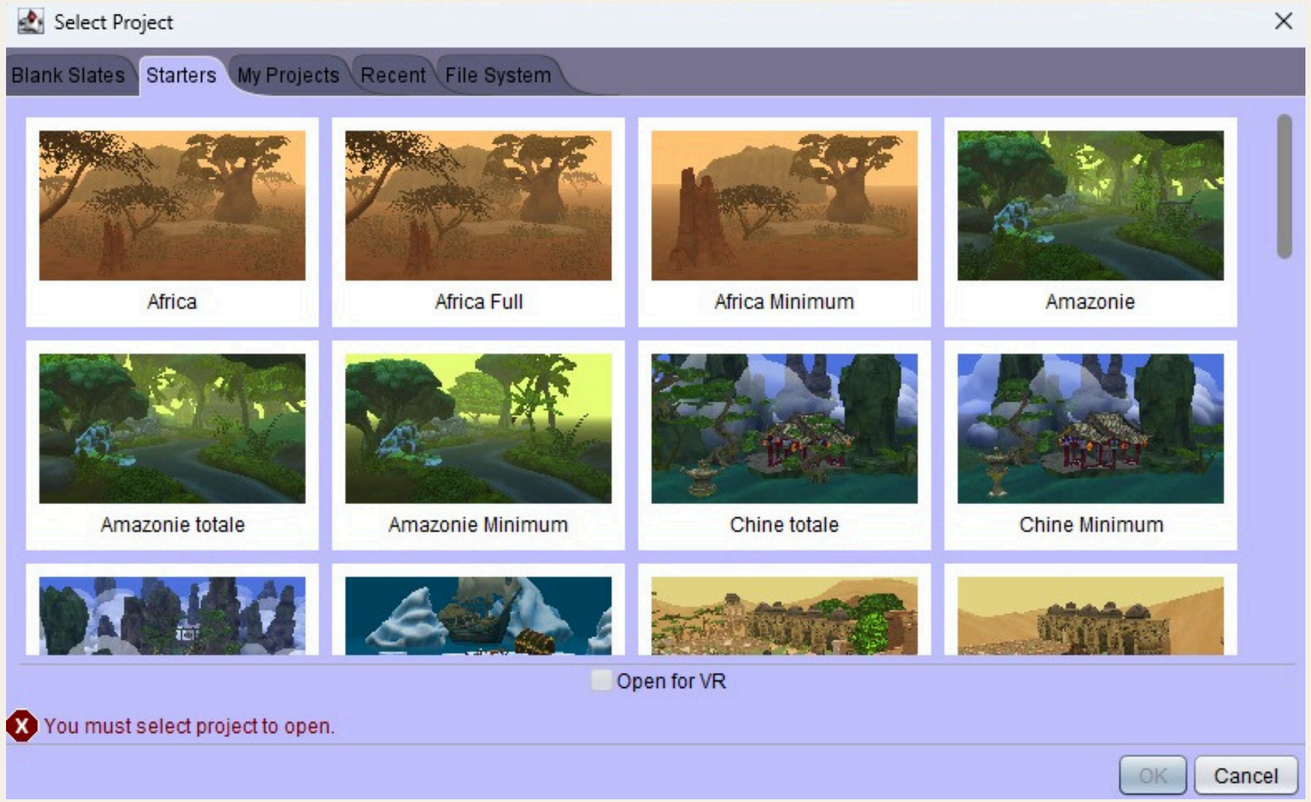


VISUAL
REFERENCE POINT

02

Create a new project

Open Alice 3, choose the basic Amazon scene, then immediately save the file under an explicit name, for example "Scene_KingKong_v1".

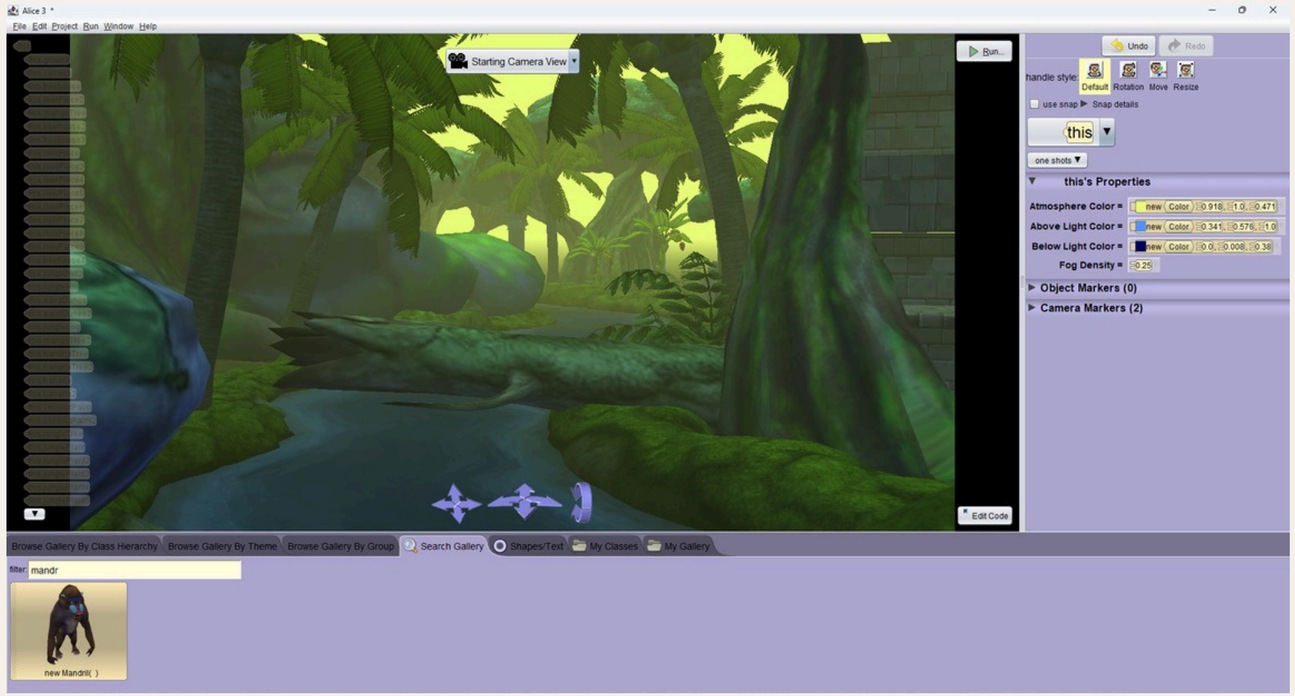


VISUAL
REFERENCE POINT

03

Add the main character

In the library, find the mandril. Drag it into the scene, then place it in the foreground, on the right, behind the tree. Leave space in front of it for movement.



VISUAL
REFERENCE POINT

04 Build the set

Move the tree. Vary the sizes and rotations slightly to create a believable environment.



VISUAL
REFERENCE POINT

05

Position with precision

Use the movement handles to position the characters on the branch. Control the height, orientation, and foot contact from multiple angles.

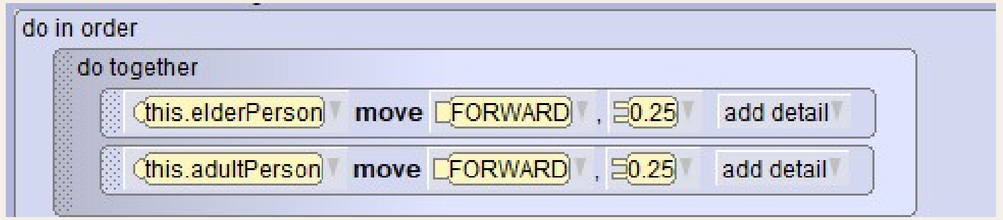


VISUAL
REFERENCE POINT

06

Create depth

Place the "do together" option and configure two moves for the two characters.



VISUAL
REFERENCE POINT

07

Adjust the camera

Move and rotate the camera to frame the characters, the branch, and the depth of the scenery. Try a low-angle shot to give the hero more power.



VISUAL
REFERENCE POINT

08

Start the first conversation

Add these four configured functions, such as the photo, to create the first conversation.

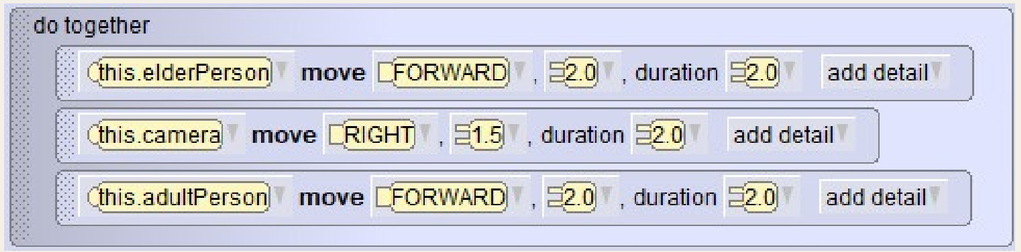


VISUAL
REFERENCE POINT

09

Program a movement

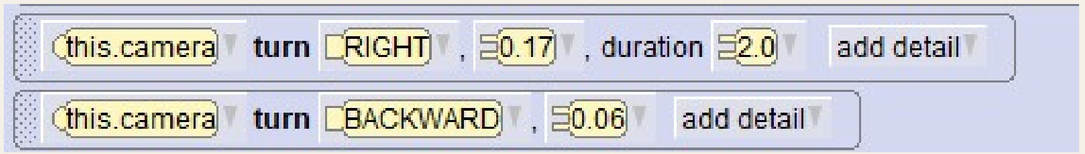
Add this block, then adjust the distance and duration. Run the scene: if the character goes beyond the branch, reduce the distance before continuing.



VISUAL
REFERENCE POINT

Add a rotation

Place a rotation block for the camera after the movement. The order of the blocks matters: Alice performs the actions from top to bottom, like a recipe.

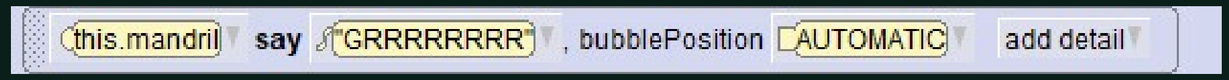


VISUAL
REFERENCE POINT

11

Triggering King Kong's speech

Place this block to make King Kong speak.

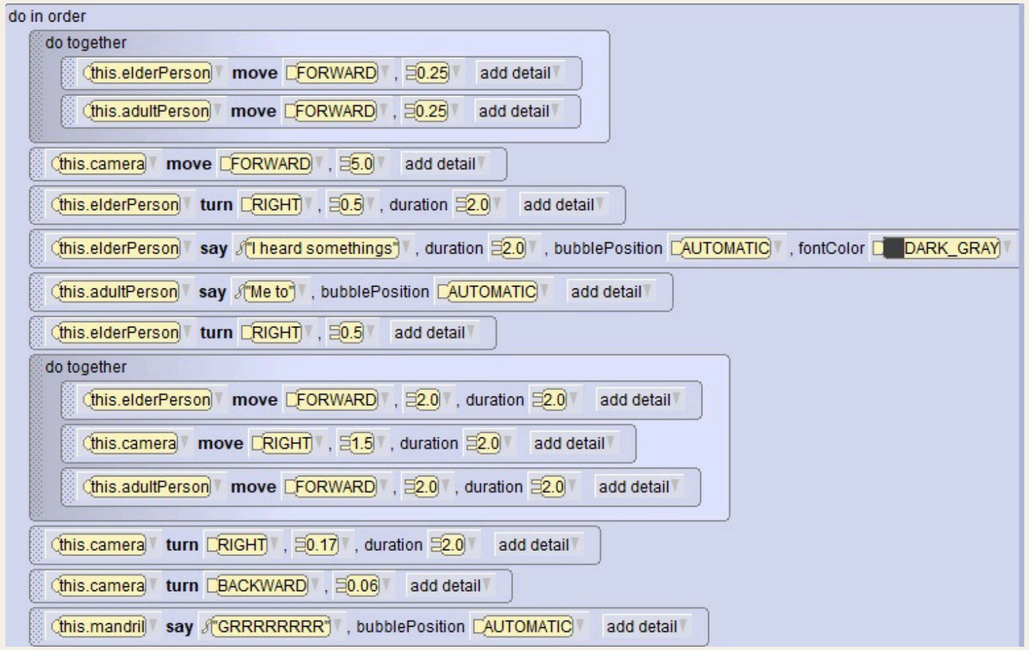


VISUAL
REFERENCE POINT

12

Test, observe, correct

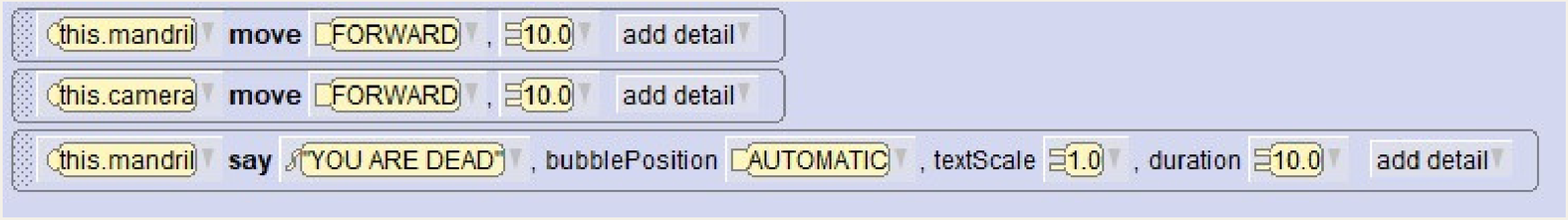
Play the scene through to this point. Observe the speed, trajectory, and final pose. Note only one adjustment at a time, modify it, and then play again.



VISUAL
REFERENCE POINT

Enrich with an ending

Build to the final scenes

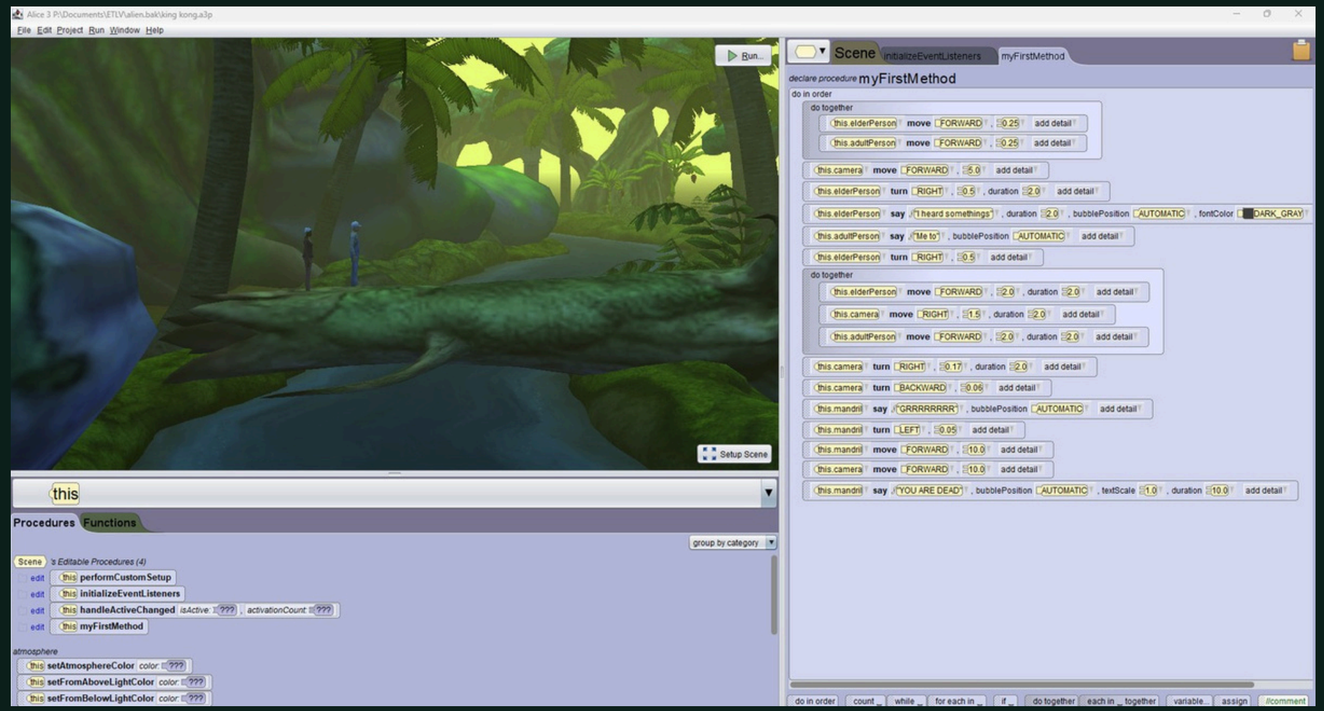


VISUAL
REFERENCE POINT

15

Test the full scene

Once the scene is finished, test and adjust if necessary.



VISUAL
REFERENCE POINT

SCENE ENDED

Bravo !

You have recreated the King Kong scene and programmed actions in Alice 3.

It's up to you to experiment: change the setting, the gestures, the rhythm or the point of view.

