Jurassic Park Animation Tutorial

Alice 3

Create an Amazon jungle scene step by step with dinosaurs, bananas, a vehicle, and dialogue.

Follow the numbered steps and use the screenshots as a visual guide.



What you are going to create

Follow the steps in order: setting → objects → code → dialogue.

01 • Prepare the scene

Choose the Amazon setting and check that the scene displays correctly.

02 • Add the objects

Find the bananas, Utahraptors, and military vehicle in the gallery.

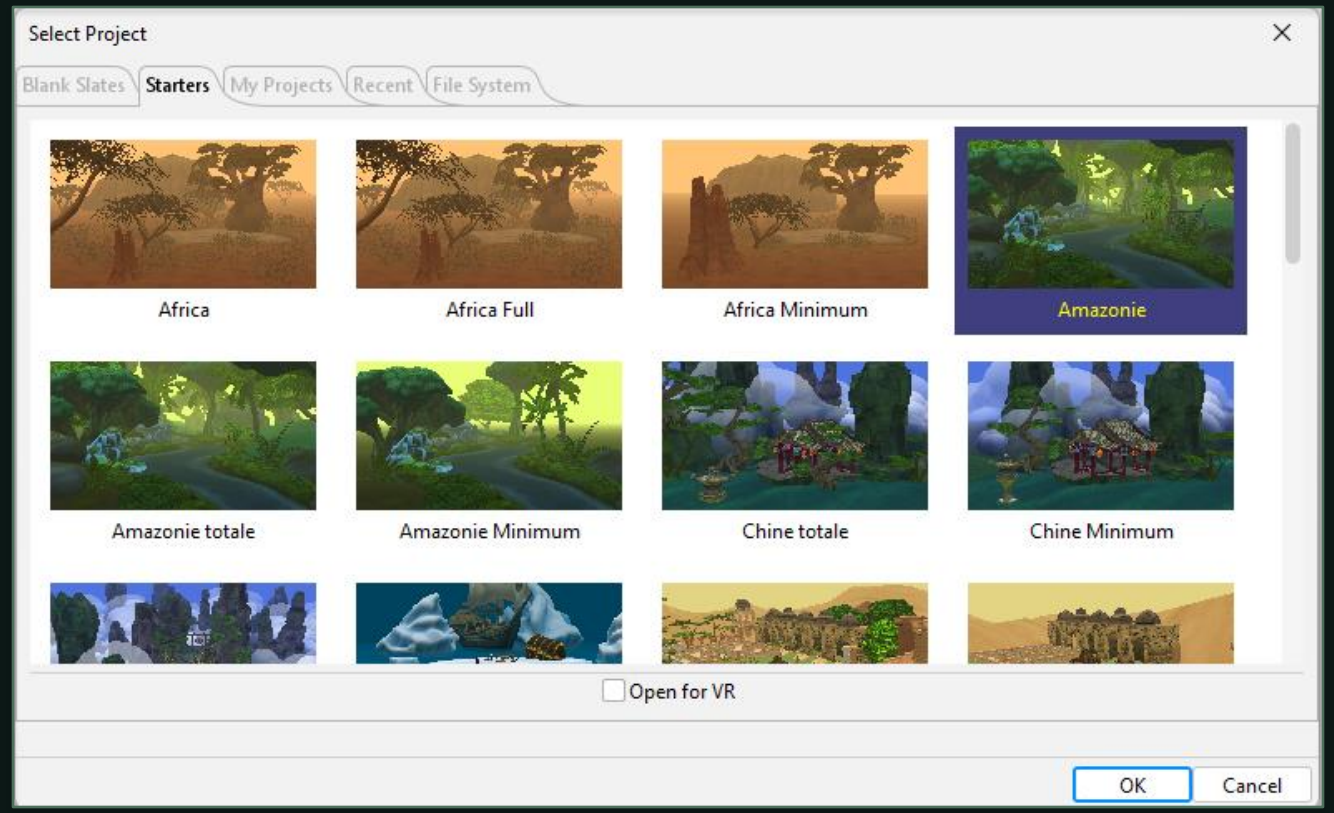
03 • Program the animation

Create the movement instructions, then add the dialogue.

Tip: save your project regularly. Exact object names may vary depending on the installed library.

1. Open Alice 3 and choose the Amazon setting

The setting provides the environment for the entire animation.



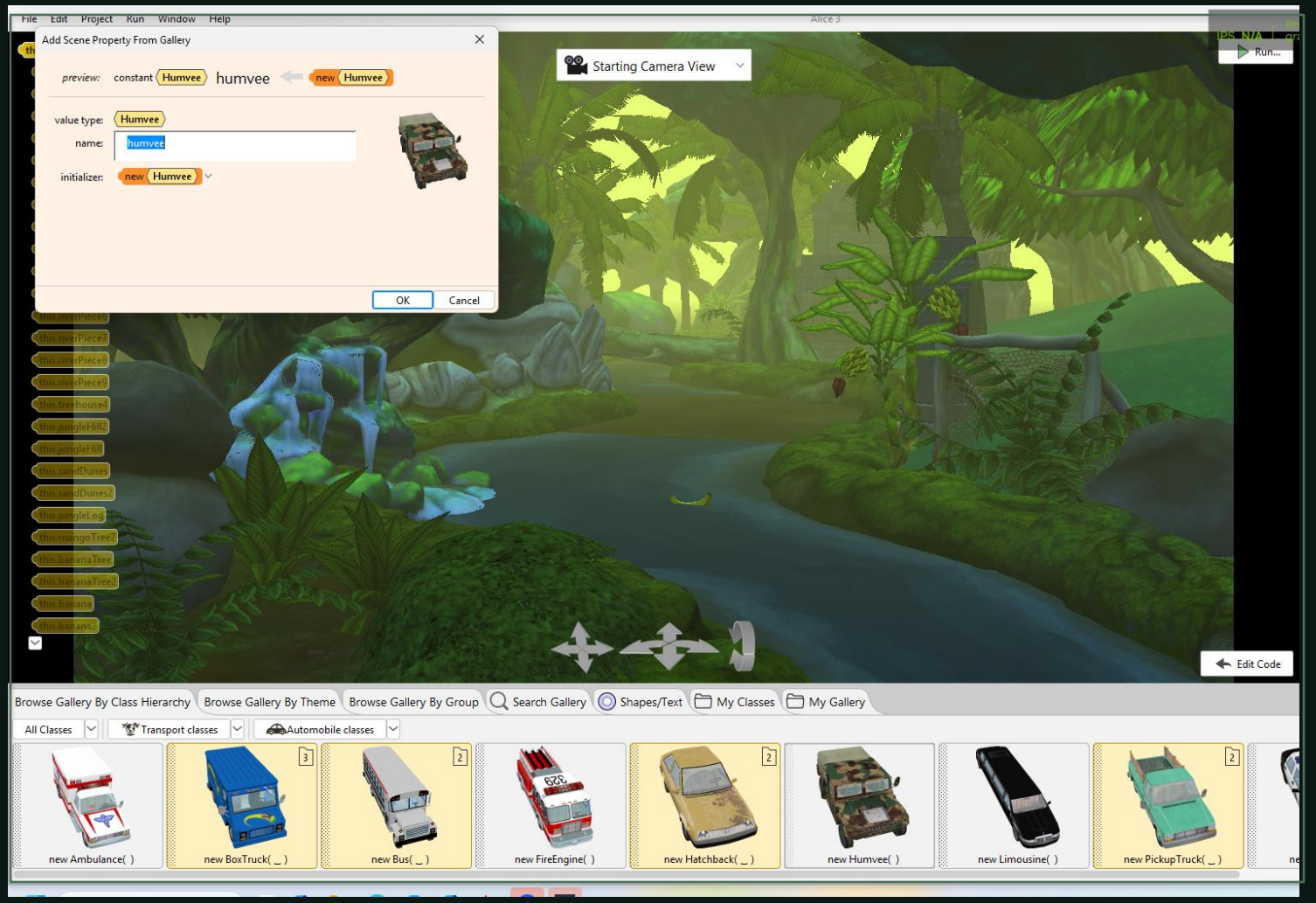
- Launch Alice 3, then create a new world/project.
- In the scene selection window, open the environments category.
- Select "Amazon".

Check

The 3D view should display a jungle environment.

2. Load the scene and locate the gallery

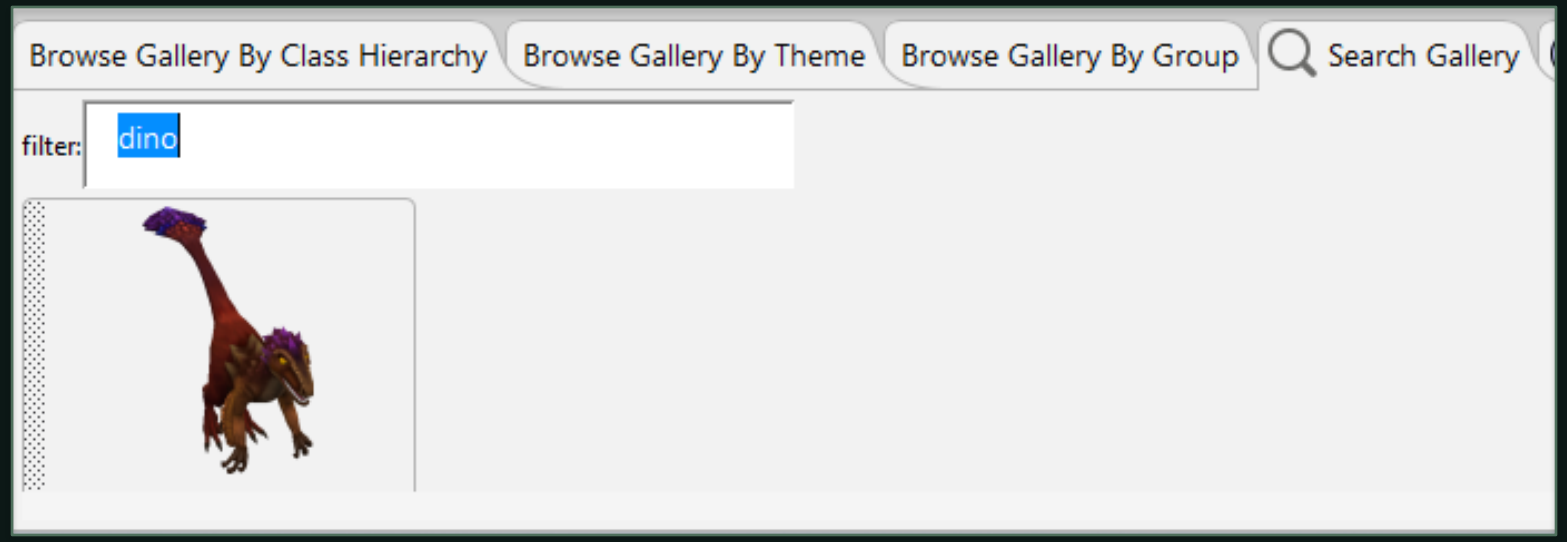
The gallery lets you search for objects to add to the setting.



Important: select the object in the results, not just the search text.

3. Search for an Utahraptor

Start by adding the dinosaur to the scene.



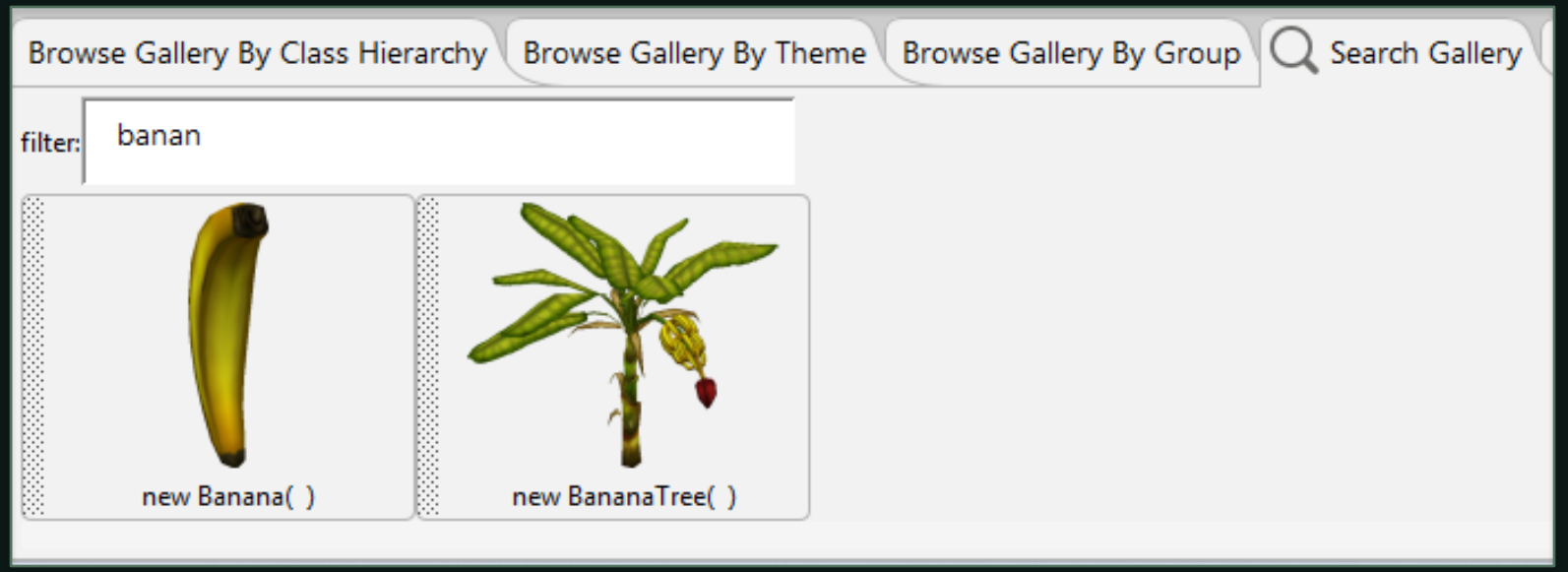
- Click in the gallery search field.
- Type the name of the dinosaur, as in the screenshot.
- Click on the model that appears in the results.
- Repeat adding until you have a total of 3 Utahraptors.

Tip

If the search returns no results, try a similar spelling or browse the gallery by category.

4. Search for and add bananas

The bananas are objects that the characters can approach or look at.



• Clear the previous search in the gallery.

• Type "banana" (or "banane"), depending on the available names. • Select the banana model (not necessarily the banana tree).

• Add 3 bananas to the scene.

Note: a banana and a banana tree are two different objects. Make sure you choose the right one.

5. Place the objects in the jungle

Arrange the objects so they are visible and the animation is easy to follow.



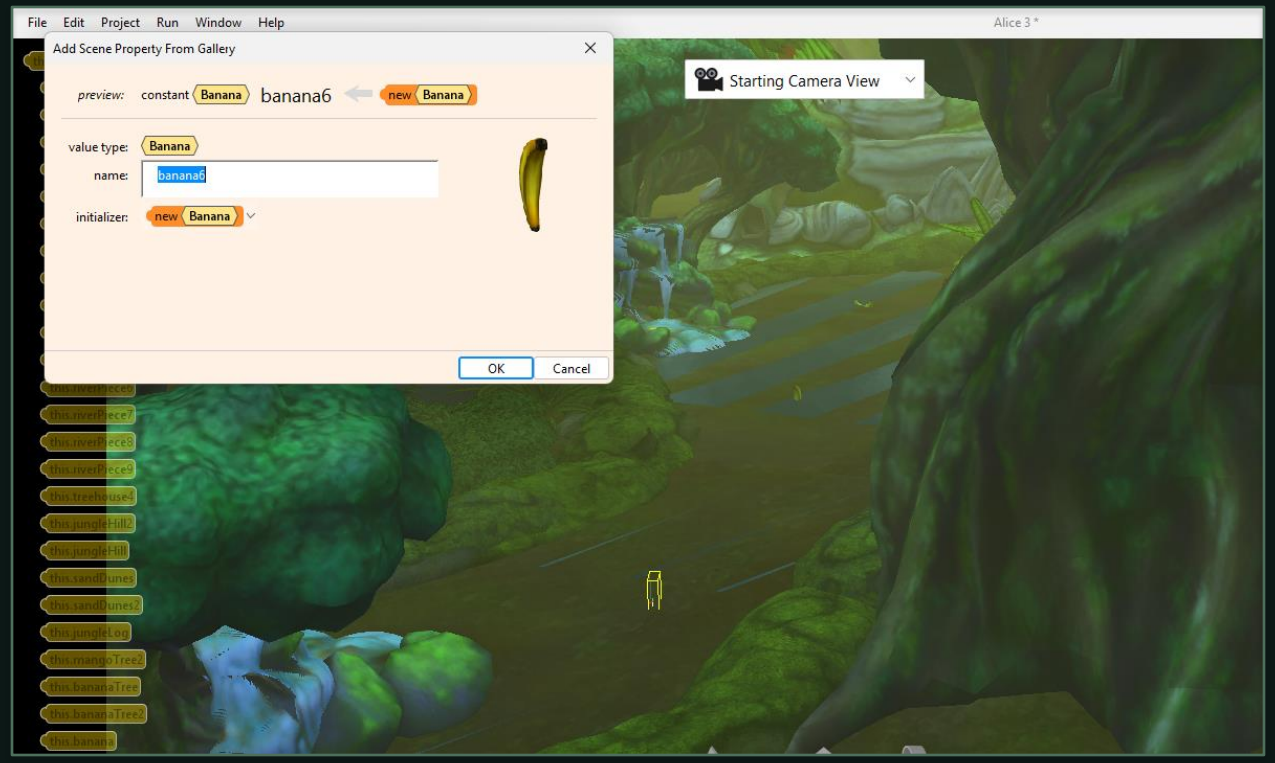
View with the object list

Scene screenshot

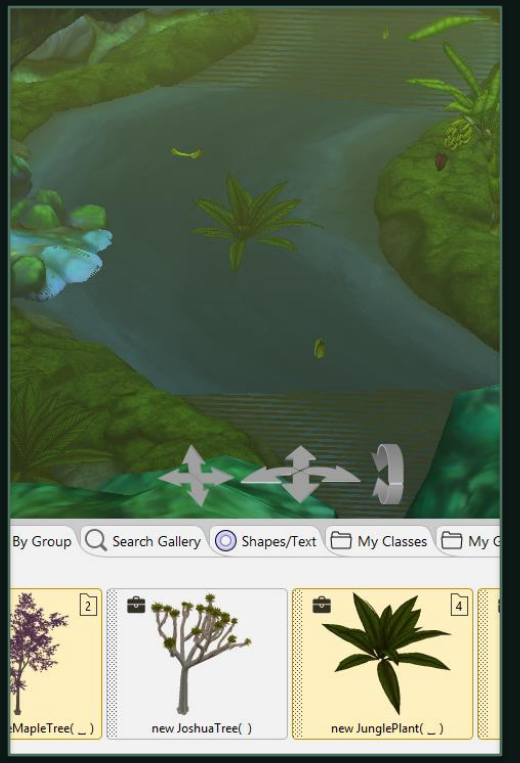
Check that there are 3 bananas and 3 Utahraptors. Then add the military vehicle.

6. Add the military vehicle and check the scene

Before coding, make sure all the required elements are present.



Add a 4th banana along the path, and place a jungle plant between the 2nd and 3rd bananas.



Checklist

- □ 4 bananas
- □ 3 Utahraptors
- □ 1 car
- □ 1 plant of the jungle
- □ Décor Amazonie

The exact positions can be adjusted later. The important thing is that every object is present and identifiable.

7. Understand the animation code

In Alice 3, instructions are assembled in blocks and run in order.

The code panel

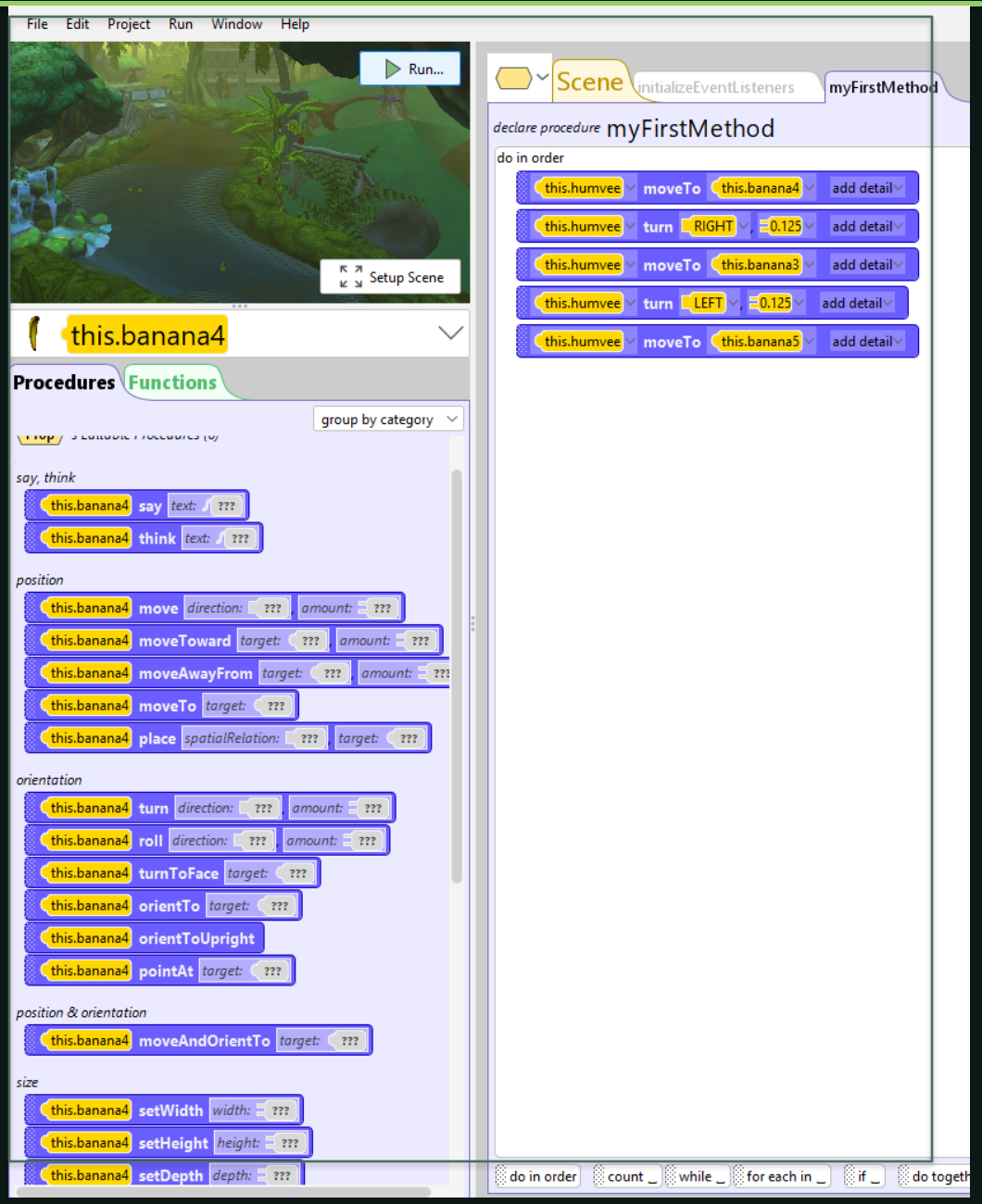
The left side contains the available methods and objects. The right side contains the instructions.

Order matters

Blocks at the top run before those below them. Move or rearrange the blocks if necessary.

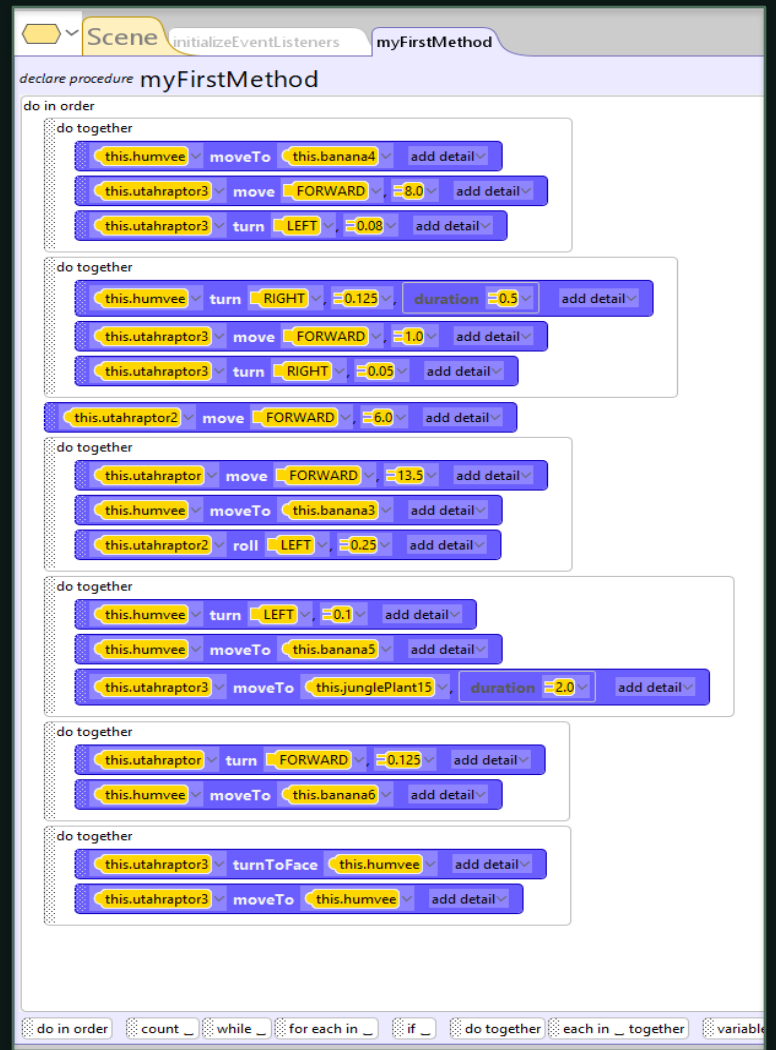
Work step by step

Add a few instructions, preview the animation, and make corrections before continuing.



8. Build the movement step by step

Use the blocks shown in your screenshots as a model, and select the correct object before each instruction.

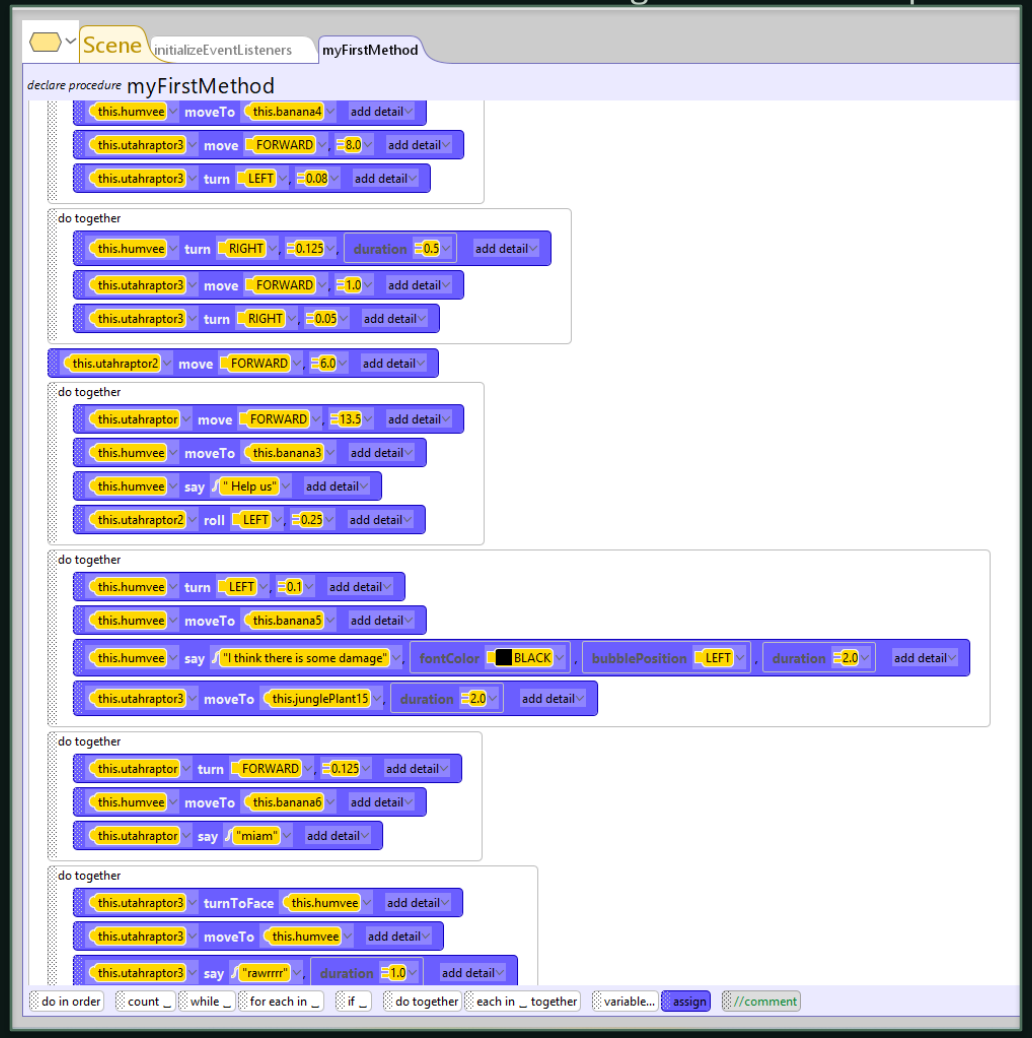


- Select the character or object to program.
- Add the movement instructions to the corresponding method.
- Adjust the values specified by the blocks (e.g., duration or distance) to match your model.
- Keep the instructions in the same order as shown in the screenshot.
- Test the animation after adding each group of blocks.

Do not change several settings at once. This makes errors easier to identify.

9. Complete the animation code

The next screenshot shows the remaining instructions. Reproduce every block.



- Continue below the initial blocks, without removing the instructions

already validated.

- Check which object each block is associated with.

- Follow the sequence of actions: a misplaced instruction can

alter the result.

- Run the preview and observe whether the characters and the car

move as expected.

- If something isn't working, first check the selected object

10. Add dialogue during the animation

Dialogue makes the scene more lively. It should appear at the right moment.



- In the code, locate the method that controls the character’s action.
- Add the dialogue/speech block suggested by Alice 3.
- Type the sentence to be displayed or spoken into the designated field.
- Place the dialogue at the desired point in the sequence of instructions: before,

during, or after the movement.

Tip: keep sentences short so the audience has time to read them.

11. Test, correct, and save

Do one final check before presenting your animation.

Scene

- □ The Amazon theme is cluttered
- □ The objects are visible
- □ The elements are well-placed

Animation

- □ The blocks are in the correct order
- □ Movement works
- □ No objects disappear from view

Dialogue

- □ The lyrics are readable
- □ They appear at the right time
- □ The project is saved

To fix a problem, return to the relevant step, change one thing, then preview the animation again.

You now have a complete method for recreating the Jurassic Park animation in Alice 3.