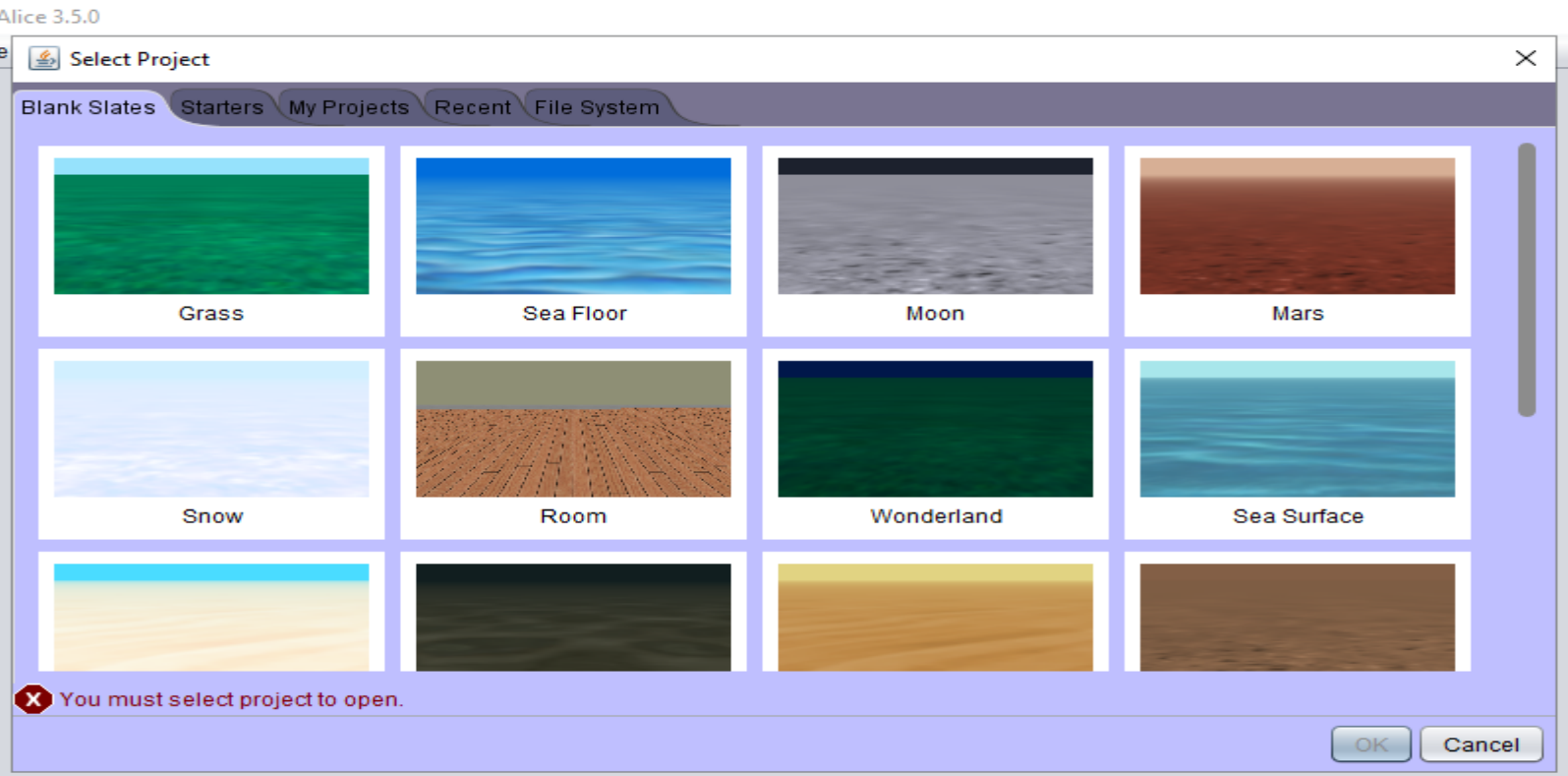
Presentation etlv



When you open alice the site we send on this page and you have to choose the landscape you want.

Alice 3.5.0

File Edit Project Run Window Help

Run...

Setup Scene

this.camera

Procedures Functions

group by category

position

this.camera **move** direction: ??? , amount: ???

this.camera **moveToward** target: ??? , amount: ???

this.camera **moveAwayFrom** target: ??? , amount: ???

this.camera **moveTo** target: ???

this.camera **place** spatialRelation: ??? , target: ???

orientation

this.camera **turn** direction: ??? , amount: ???

this.camera **roll** direction: ??? , amount: ???

this.camera **turnToFace** target: ???

this.camera **orientTo** target: ???

this.camera **orientToUpright**

this.camera **pointAt** target: ???

position & orientation

this.camera **moveAndOrientTo** target: ???

this.camera **moveAndOrientToAGoodVantagePointOf** entity:

vehicle

this.camera **setVehicle** vehicle: ???

audio

this.camera **playAudio** audioSource: ???

timing

this.camera **delay** duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure **myFirstMethod**

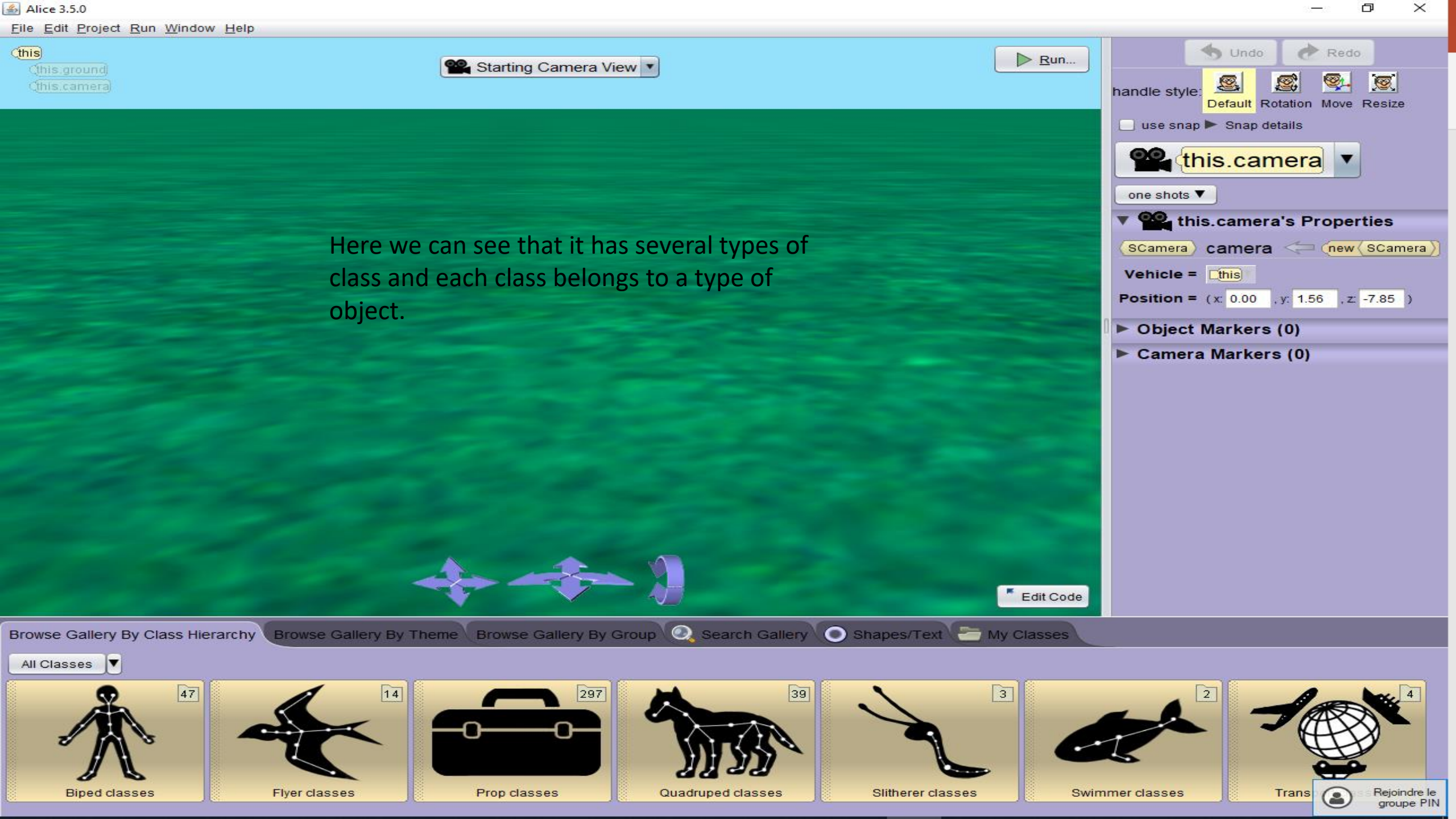
do in order

drop statement here

When you arrive on this page you must click on Setup Scene to be able to set the scenery and the characters you want.

do in order | count _ | while _ | for each in _ | if _ | do together | each in _ together | variable... | assign | //comm

Rejoindre le groupe PIN


Alice 3.5.0
File Edit Project Run Window Help
this
this.ground
this.camera
Starting Camera View
Run...
Undo
Redo
handle style:
Default
Rotation
Move
Resize
use snap
Snap details
this.camera
one shots
this.camera's Properties
SCamera
camera
new SCamera
Vehicle =
this
Position =
x: 0.00
y: 1.56
z: -7.85
Object Markers (0)
Camera Markers (0)
Here we can see that it has several types of class and each class belongs to a type of object.
Edit Code
Browse Gallery By Class Hierarchy
Browse Gallery By Theme
Browse Gallery By Group
Search Gallery
Shapes/Text
My Classes
All Classes
47
Biped classes
14
Flyer classes
297
Prop classes
39
Quadruped classes
3
Slitherer classes
2
Swimmer classes
4
Trans
Rejoindre le groupe PIN

Alice 3.5.0 *

File Edit Project Run Window Help

this
this.ground
this.camera
this.ancientTemplePiece
this.flames
this.flames2

Starting Camera View

Run...

In the class «Prop classes» I chose to put «ancientTemplePiece» and 2 «flames»

Edit Code

Undo Redo

handle style: Default Rotation Move Resize

use snap Snap details

this.flames2

one shots

this.flames2's Properties

Flames flames2 new Flames

Paint = WHITE

Opacity = 1.0

Vehicle = this

Position = (x: -4.08 , y: 0.00 , z: 20.30)

Size = Width: 1.14 Height: 2.53 Depth: 1.28 Reset

Show Joints:

Object Markers (0)

Camera Markers (0)

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

All Classes

47 Biped classes

14 Flyer classes

297 Prop classes

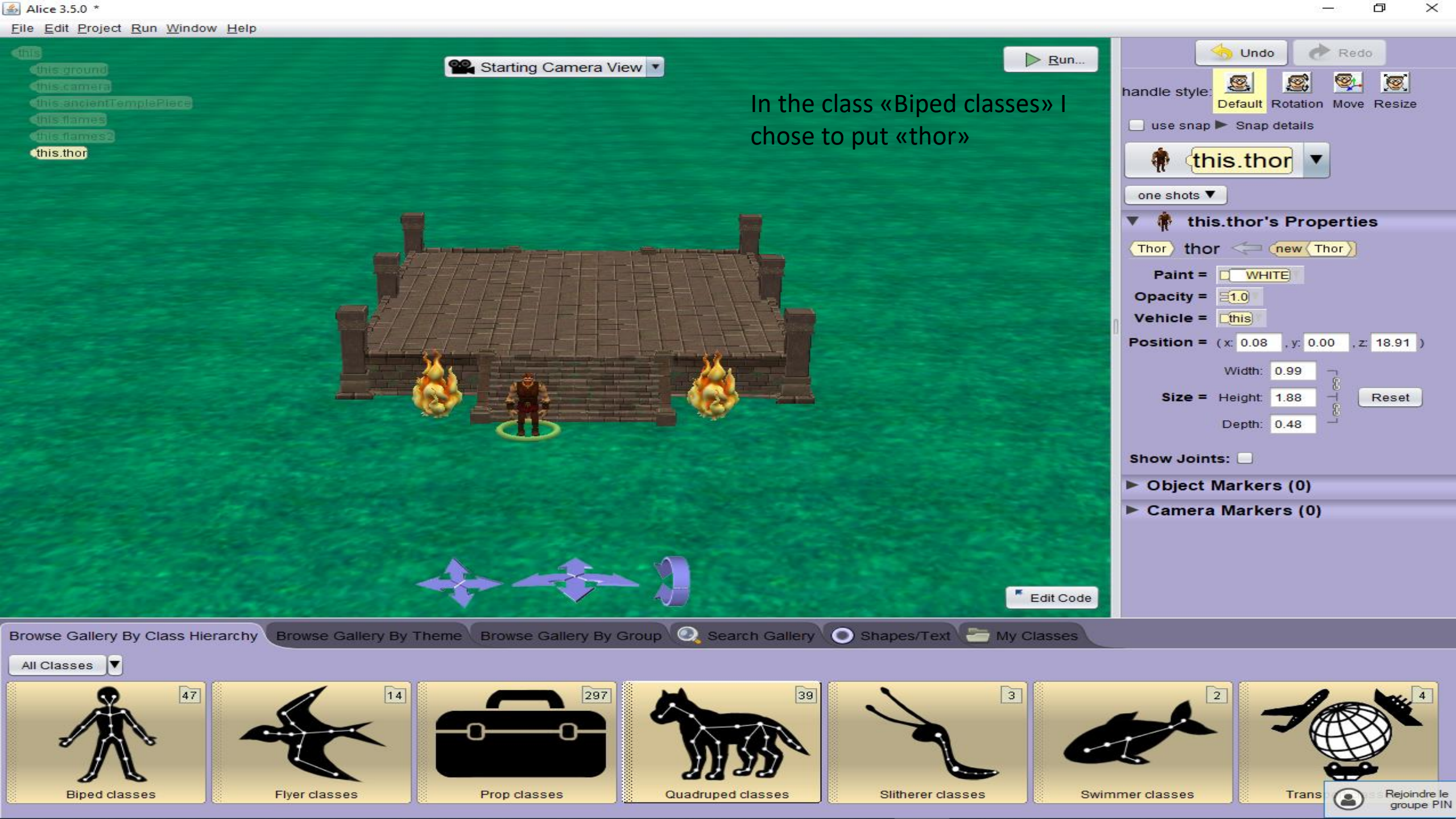
39 Quadruped classes

3 Slitherer classes

2 Swimmer classes

4 Trans

Rejoindre le groupe PIN


Alice 3.5.0 *
File Edit Project Run Window Help
this
this.ground
this.camera
this.ancientTemplePiece
this.flames
this.flames2
this.thor
Starting Camera View
Run...
In the class «Biped classes» I chose to put «thor»
Undo
Redo
handle style:
Default
Rotation
Move
Resize
use snap
Snap details
this.thor
one shots
this.thor's Properties
Thor
thor
new Thor
Paint =
WHITE
Opacity =
1.0
Vehicle =
this
Position =
(x: 0.08 , y: 0.00 , z: 18.91)
Width: 0.99
Size =
Height: 1.88
Depth: 0.48
Reset
Show Joints:
Object Markers (0)
Camera Markers (0)
Edit Code
Browse Gallery By Class Hierarchy
Browse Gallery By Theme
Browse Gallery By Group
Search Gallery
Shapes/Text
My Classes
All Classes
47
Biped classes
14
Flyer classes
297
Prop classes
39
Quadruped classes
3
Slitherer classes
2
Swimmer classes
4
Trans
Rejoindre le groupe PIN

File Edit Project Run Window Help

this
this.ground
this.camera
this.ancientTemplePiece
this.flames
this.flames2
this.thot
this.tiger

Starting Camera View

Run...

In the class «Quadruped classes» I chose to put «tiger»

Edit Code

Undo Redo

handle style: Default Rotation Move Resize

use snap Snap details

this

one shots

this's Properties

Atmosphere Color = new Color 0.588, 0.886, 0.988
Above Light Color = WHITE
Below Light Color = BLACK
Fog Density = 0.0

Object Markers (0)

Camera Markers (0)

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

All Classes

47 Biped classes
14 Flyer classes
297 Prop classes
39 Quadruped classes
3 Slitherer classes
2 Swimmer classes
4 Transport classes

Rejoindre le groupe PIN

File Edit Project Run Window Help

this.tiger

Procedures Functions

group by category

Tiger 's Editable Procedures (0)

Quadruped 's Editable Procedures (0)

say, think

this.tiger say ???

this.tiger think ???

position

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

this.tiger moveToward target: ??? , amount: ???

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

this.tiger moveTo target: ???

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

orientation

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

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

this.tiger turnToFace target: ???

this.tiger orientTo target: ???

this.tiger orientToUpright

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

this.tiger turn LEFT , 0.25 + 0.5 , duration 1.0 add detail

You must select “turn” to “left” up to 0.25+0.5 for 1.0 .

this.tiger

Procedures | Functions

group by category

Tiger 's Editable Procedures (0)

Quadruped 's Editable Procedures (0)

say, think

- this.tiger **say** ???
- this.tiger **think** ???

position

- this.tiger **move** *direction:* ??? , *amount:* ???
- this.tiger **moveToward** *target:* ??? , *amount:* ???
- this.tiger **moveAwayFrom** *target:* ??? , *amount:* ???
- this.tiger **moveTo** *target:* ???
- this.tiger **place** *spatialRelation:* ??? , *target:* ???

orientation

- this.tiger **turn** *direction:* ??? , *amount:* ???
- this.tiger **roll** *direction:* ??? , *amount:* ???
- this.tiger **turnToFace** *target:* ???
- this.tiger **orientTo** *target:* ???
- this.tiger **orientToUpright**

Scene | initializeEventListeners | myFirstMethod

declare procedure **myFirstMethod**

do in order

- this.tiger **turn** LEFT , 0.25 + 0.5 , duration 1.0 add detail
- this.tiger **move** FORWARD , 1.0 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail

Always with the tiger you must use "move" to "forward" up to 1.0 during "begin_gently_and_end_arbuptly".

File Edit Project Run Window Help

this.thor

Procedures Functions

group by category

Thor 's Editable Procedures (0)

Biped 's Editable Procedures (0)

say, think

this.thor say ???

this.thor think ???

position

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

this.thor moveToward target: ??? , amount: ???

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

this.thor moveTo target: ???

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

orientation

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

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

this.thor turnToFace target: ???

this.thor orientTo target: ???

this.thor orientToUpright

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

this.tiger turn LEFT , 0.25 + 0.5 , duration 1.0 add detail

this.tiger move FORWARD , 1.0 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail

You have to change the character and put «thor».

this.thor

Procedures | Functions

group by category

Thor 's Editable Procedures (0)

Biped 's Editable Procedures (0)

say, think

- this.thor **say** ???
- this.thor **think** ???

position

- this.thor **move** *direction:* ??? , *amount:* ???
- this.thor **moveToward** *target:* ??? , *amount:* ???
- this.thor **moveAwayFrom** *target:* ??? , *amount:* ???
- this.thor **moveTo** *target:* ???
- this.thor **place** *spatialRelation:* ??? , *target:* ???

orientation

- this.thor **turn** *direction:* ??? , *amount:* ???
- this.thor **roll** *direction:* ??? , *amount:* ???
- this.thor **turnToFace** *target:* ???
- this.thor **orientTo** *target:* ???
- this.thor **orientToUpright**

Scene | initializeEventListeners | myFirstMethod

declare procedure **myFirstMethod**

do in order

- this.tiger **turn** LEFT , 0.25 + 0.5 , duration 1.0 add detail
- this.tiger **move** FORWARD , 1.0 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
- this.thor **turn** RIGHT , 0.25 , duration 2.0 add detail

You must select “turn” to “right” up to 0.25 for 2.0.

File Edit Project Run Window Help

Run...

Setup Scene

this.thor

Procedures Functions

group by category

Thor 's Editable Procedures (0)

Biped 's Editable Procedures (0)

say, think

this.thor **say** ???

this.thor **think** ???

position

this.thor **move** *direction:* ??? , *amount:* ???

this.thor **moveToward** *target:* ??? , *amount:* ???

this.thor **moveAwayFrom** *target:* ??? , *amount:* ???

this.thor **moveTo** *target:* ???

this.thor **place** *spatialRelation:* ??? , *target:* ???

orientation

this.thor **turn** *direction:* ??? , *amount:* ???

this.thor **roll** *direction:* ??? , *amount:* ???

this.thor **turnToFace** *target:* ???

this.thor **orientTo** *target:* ???

this.thor **orientToUpright**

Scene initializeEventListeners myFirstMethod

declare procedure **myFirstMethod**

do in order

this.tiger **turn** LEFT , 0.25 + 0.5 , duration 1.0 add detail

this.tiger **move** FORWARD , 1.0 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail

this.thor **turn** RIGHT , 0.25 , duration 2.0 add detail

this.thor **move** FORWARD , 2.0 , duration 2.0 add detail

Always with the thor you must use "move" to "forward" up to 2.0 for 2.0.

File Edit Project Run Window Help

this.tiger

Procedures | Functions

group by category

Tiger 's Editable Procedures (0)

Quadruped 's Editable Procedures (0)

say, think

- this.tiger **say** ???
- this.tiger **think** ???

position

- this.tiger **move** *direction:* ??? , *amount:* ???
- this.tiger **moveToward** *target:* ??? , *amount:* ???
- this.tiger **moveAwayFrom** *target:* ??? , *amount:* ???
- this.tiger **moveTo** *target:* ???
- this.tiger **place** *spatialRelation:* ??? , *target:* ???

orientation

- this.tiger **turn** *direction:* ??? , *amount:* ???
- this.tiger **roll** *direction:* ??? , *amount:* ???
- this.tiger **turnToFace** *target:* ???
- this.tiger **orientTo** *target:* ???
- this.tiger **orientToUpright**

Scene | initializeEventListeners | myFirstMethod

declare procedure **myFirstMethod**

do in order

- this.tiger **turn** LEFT , 0.25 + 0.5 , duration 1.0 add detail
- this.tiger **move** FORWARD , 1.0 , duration 0.5 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail
- this.thor **turn** RIGHT , 0.25 , duration 0.5 add detail
- this.thor **move** FORWARD , 2.0 , duration 2.0 add detail

Il faut sélectionné « turn » et lui dire « left »

File Edit Project Run Window Help

this.thor

Procedures Functions

group by category

Thor 's Editable Procedures (0)

Biped 's Editable Procedures (0)

say, think

this.thor **say** ???

this.thor **think** ???

position

this.thor **move** *direction:* ??? , *amount:* ???

this.thor **moveToward** *target:* ??? , *amount:* ???

this.thor **moveAwayFrom** *target:* ??? , *amount:* ???

this.thor **moveTo** *target:* ???

this.thor **place** *spatialRelation:* ??? , *target:* ???

orientation

this.thor **turn** *direction:* ??? , *amount:* ???

this.thor **roll** *direction:* ??? , *amount:* ???

this.thor **turnToFace** *target:* ???

this.thor **orientTo** *target:* ???

this.thor **orientToUpright**

Scene initializeEventListeners myFirstMethod

declare procedure **myFirstMethod**

do in order

this.tiger **turn** LEFT , 0.25 + 0.5 , duration 1.0 add detail

this.tiger **move** FORWARD , 1.0 , animationStyle BEGIN_GENTLY_AND_END_ABRUPTLY add detail

this.thor **turn** RIGHT , 0.25 , duration 2.0 add detail

this.thor **move** FORWARD , 2.0 , duration 2.0 add detail

Once the program is finished we can look at the scene by pressing «run»