

Tutorial Alice 3

HOW TO CREATE A SCENE ON ALICE 3

Alice 



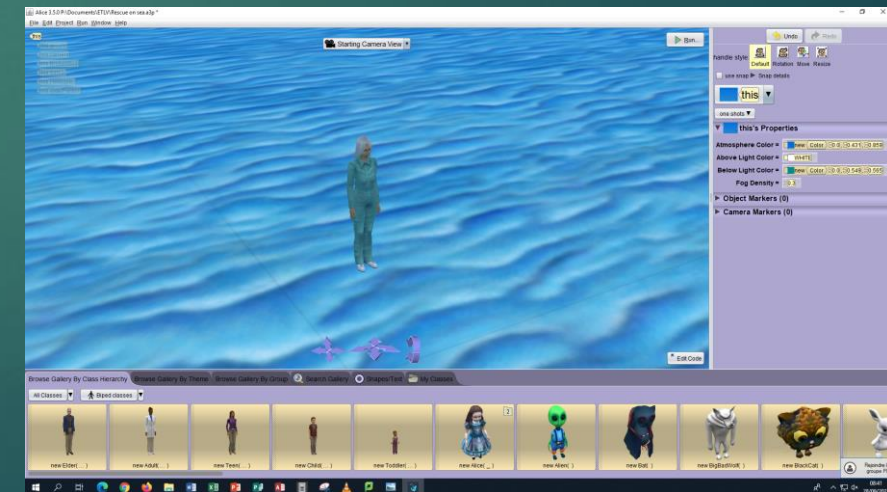
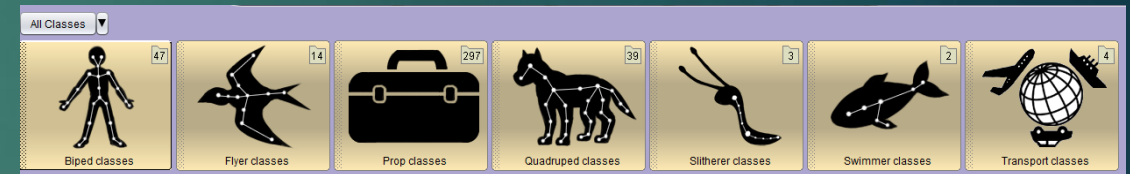
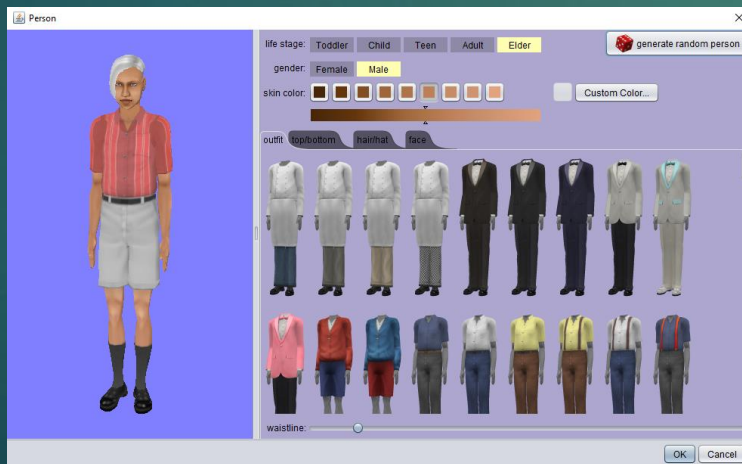
Steps

- ▶ I. The beginning : setup Alice 3 and place items
- ▶ II. The programming : Program the code to move the items and your scene
- ▶ III. The ending : Finalize the project and enjoy it

I. Setup the project

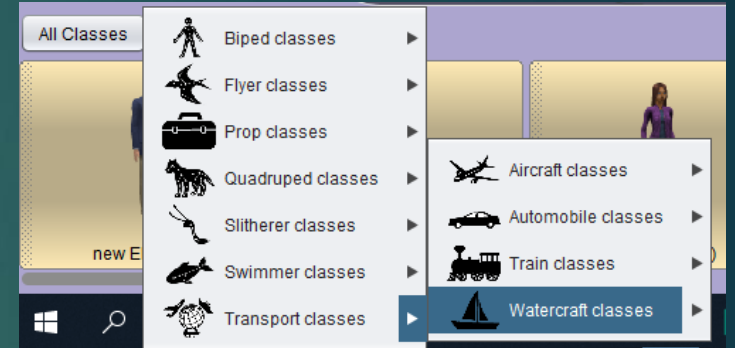
- ▶ Open Alice 3
- ▶ Create a new scene by select a background
- ▶ Now we have to place items to make your project lifefull
To do so, on the bottom of your screen you have different classes where you can find items. One you got a item you enjoy, select it

press ok and it will be appear on the scene



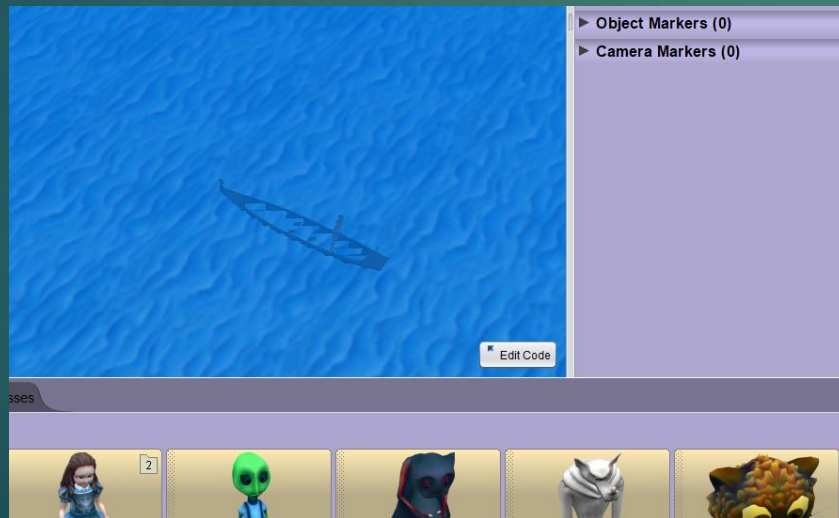
I. Setup the project

- ▶ On my scene, there is a boat, a human character and a helicopter
- ▶ For the boat, i selected transport classes > watercraft classes and i selected the first one
- ▶ I placed the human being on the boat – i personalized it a bit for that he do not look like a generic human. (All classes > Biped classes > first one)



I. Setup the project

- ▶ Once you have all the items you need for the scene (feel free to add some later) – we're going to look at the code. To change the screen, click on « Edit Code » on the bottom right of your scene screen



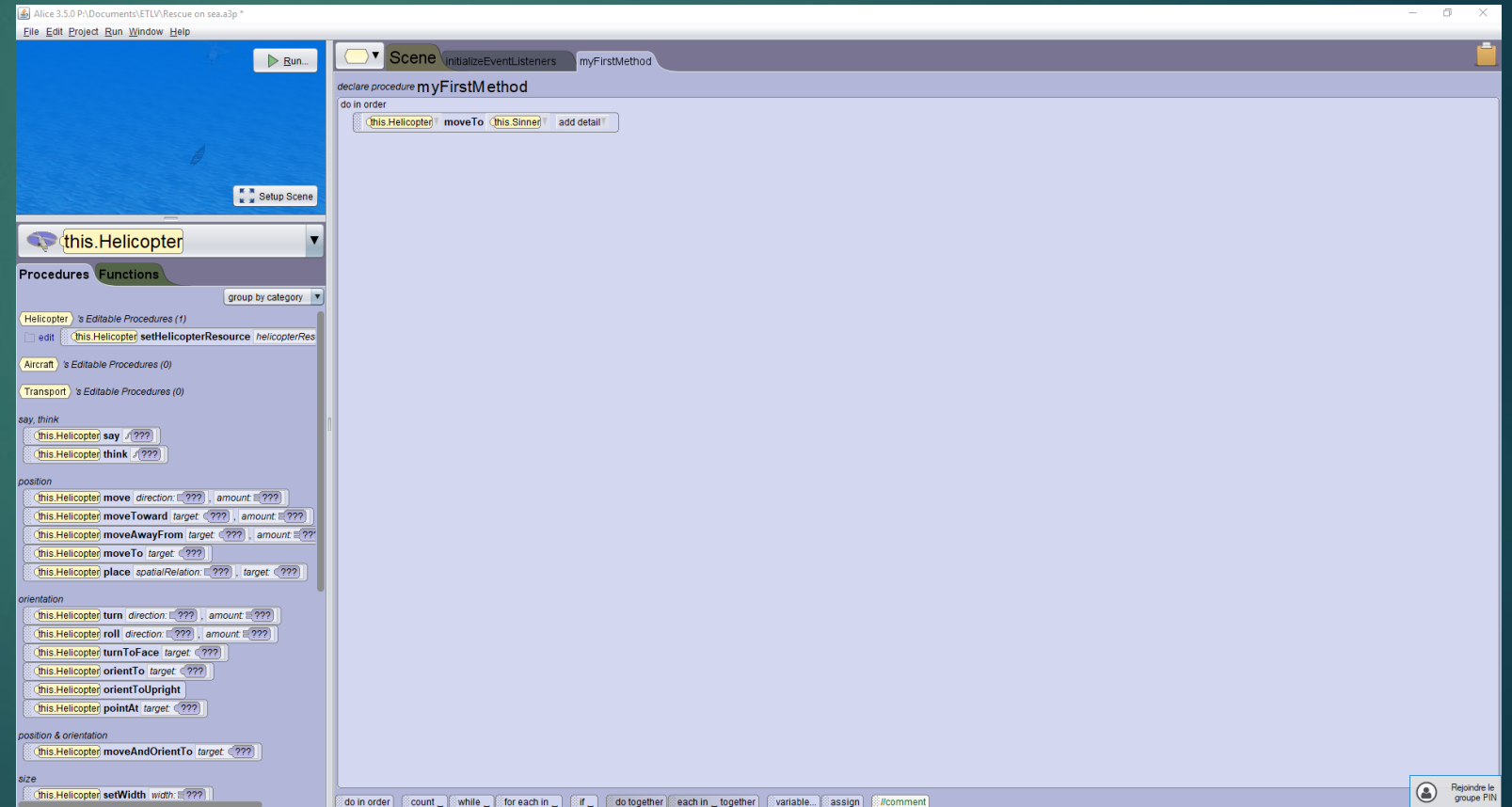
II. Code the project

- ▶ First : What we wanna do? I choose to represent a scene of a sinner that sinks, and we'll be able to see an helicopter that going to rescue him.

So we want that the sinner goes down in the water with the boat to makes to make them sinks, and the rescue helicopter is going to move forward to rescue them.

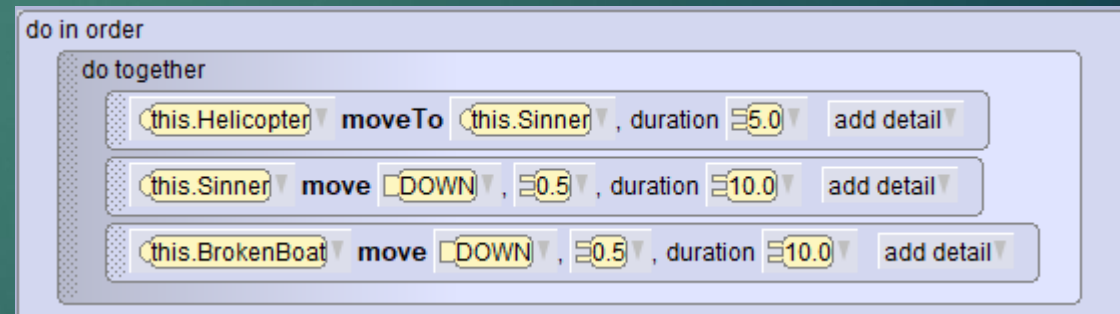
II. Code the helicopter

- ▶ On the left side of your screen, select this.Helicopter under the scene screen, and chose among the option « moveTo » and chose the sinner as a target (« this.Sinner »). Lets add a duration on « add detail » and fix it at 5,0



II. Code the sinner & boat

- ▶ We're gonna add a « do together » and place the 1st task on it, and let's add another variable to make the sinner and the boat sinks.
- ▶ We take « move » set the directions and amount for both of the item and add detail : duration

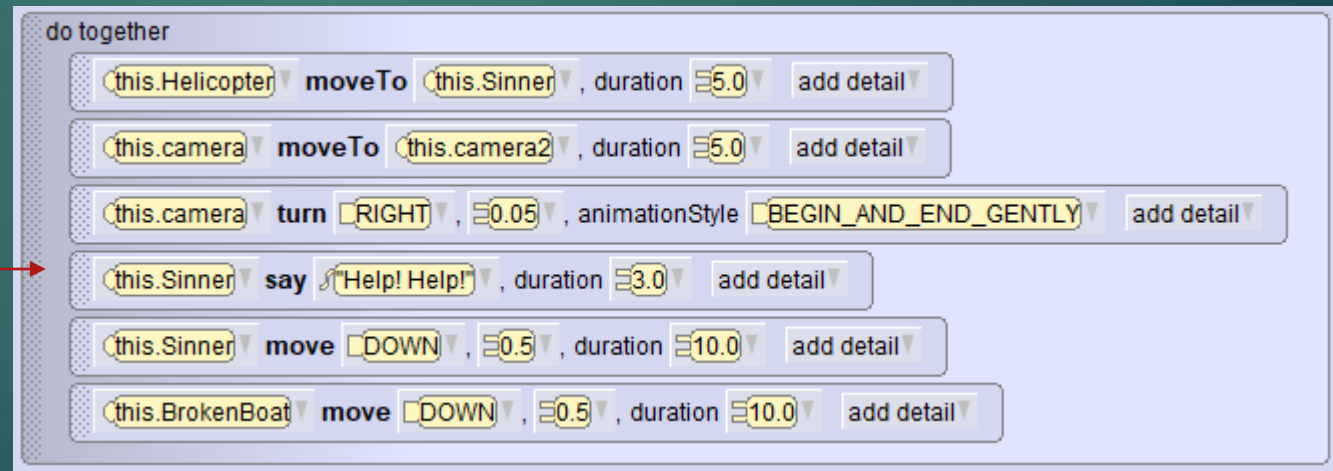


The screenshot shows a code editor interface with a 'do in order' block. Inside this block is a 'do together' block containing three tasks:

- Task 1: `this.Helicopter` moveTo `this.Sinner`, duration `5.0`, add detail
- Task 2: `this.Sinner` move `DOWN`, `0.5`, duration `10.0`, add detail
- Task 3: `this.BrokenBoat` move `DOWN`, `0.5`, duration `10.0`, add detail

II. Code the sinner

- ▶ We want him to yelling for help for more realistic purpose. Choose say, write down a text (I chose « Help! Help! ») and place it on the do together

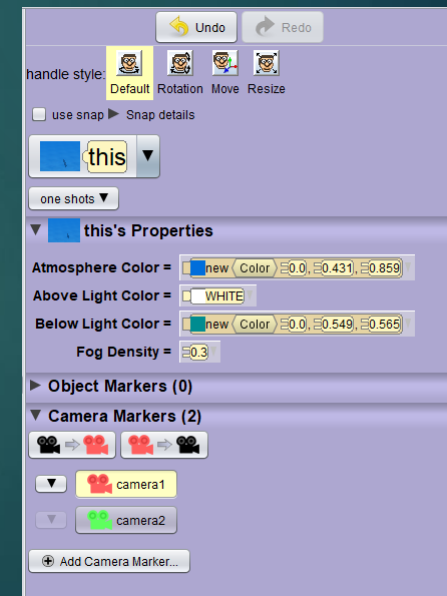


do together

- this.Helicopter moveTo this.Sinner, duration 5.0 add detail
- this.camera moveTo this.camera2, duration 5.0 add detail
- this.camera turn RIGHT, 0.05, animationStyle BEGIN_AND_END_GENTLY add detail
- this.Sinner say "Help! Help!", duration 3.0 add detail
- this.Sinner move DOWN, 0.5, duration 10.0 add detail
- this.BrokenBoat move DOWN, 0.5, duration 10.0 add detail

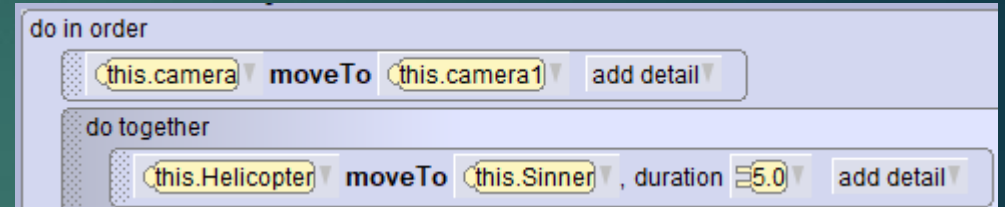
III. Place the camera

- ▶ Now lets look at the camera, on the first place we're gonna place some camera marker on the scene editor.
- ▶ Take a good point of view and click on « add camera marker » on the right side of your screen, then, follow the helicopter and add another marker next to the boat
- ▶ Then, once all your camera are sets up, lets go on « edit code »

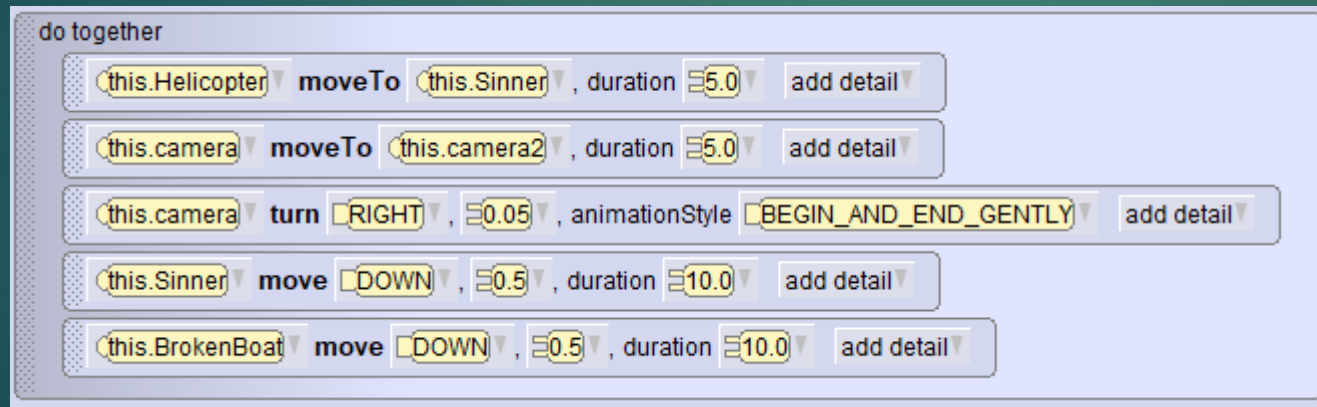


III. Code the camera

- ▶ Select this.camera under the scene screen and we're going to place the first instruction, « moveTo »
That place the camera at the marker 1

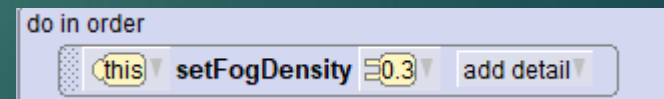


- ▶ Then, on the do together, we would like the camera to move forward with the helicopter add a moveTo camera2 with a duration and correct the angle if you need to with « turn » (add a duration and an animation style to do it smoothly).



III. Play with the weather

- ▶ Let add some fog to make the scene more tense, on edit code, go to « this » under the scene screen (bleu square) and chose « setFogDensity »
- ▶ Place the instruction before everything (I choose 0,3 for the density, your call but i recommand not above 0,4 because you can't see anything after that)



III. Ending

- ▶ Now you can enjoy your scene, and if you want to go further feel free to add some item, play with the camera, or try to move the character into the helicopter!