HOW TO MAKE A SHORT MOVIE WITH ALICE

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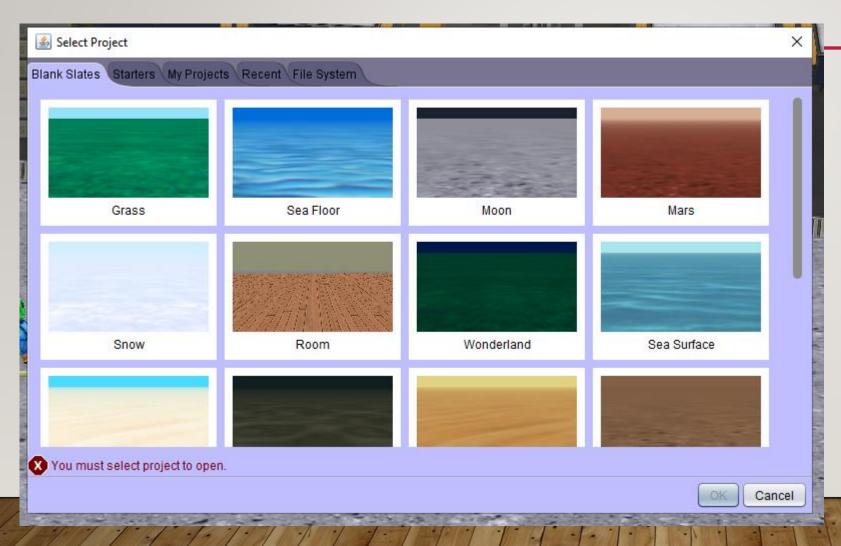
HOW WORK ALICE

• Alice is a simple software to make 3d animation with programation

You have a lot of posibility to make your own movie

You can custom a lot of part of the setting, the character and the objet

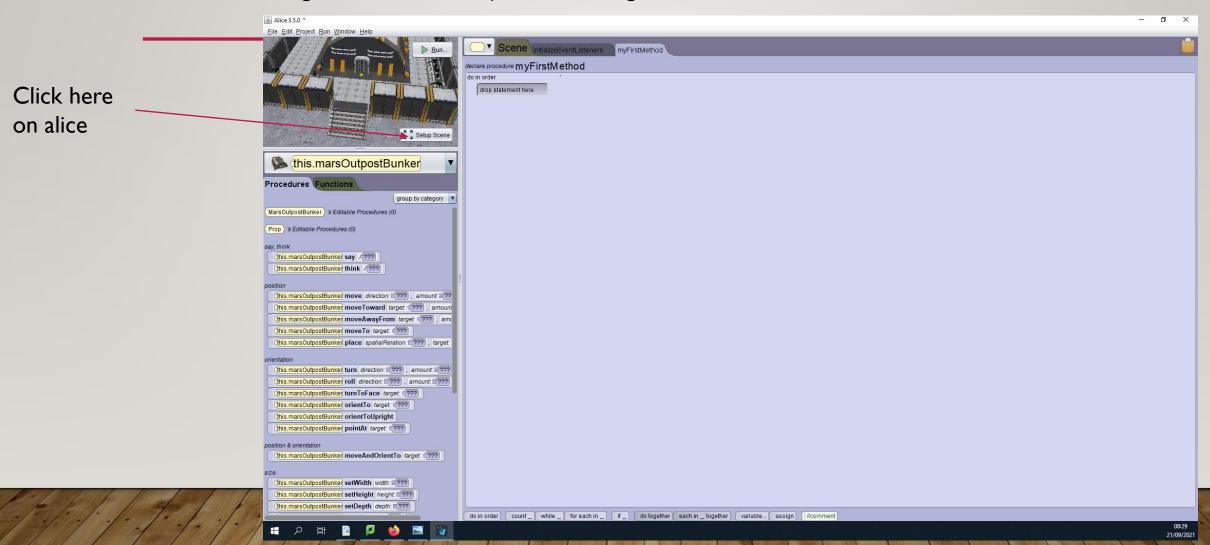
LET'S START THE ANIMATION: 1ST STEP



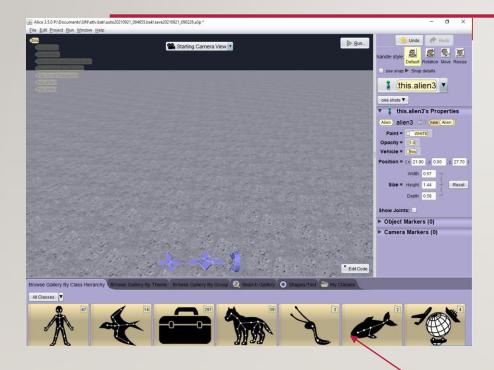
When you start alice your going to see this screen. You can choose your landscape.

In this tutorial were gonna choose the moon

We can see screen. It's useful to programmed your movie but we don't have anythings to move so were gonna add some object to the stage



We can this the stage but it's avoid So were gonna add some objet

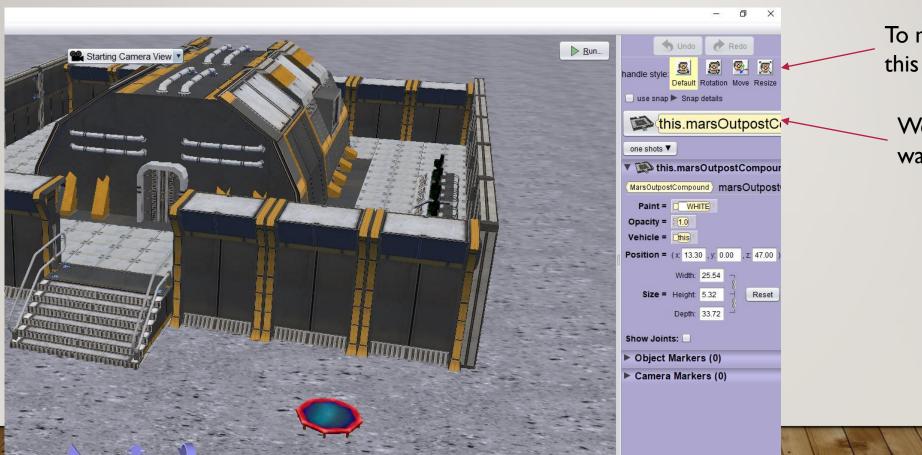


With this you can add a lot of character, objet, vehicle.



In this tutorial were gonna place two alien, two building

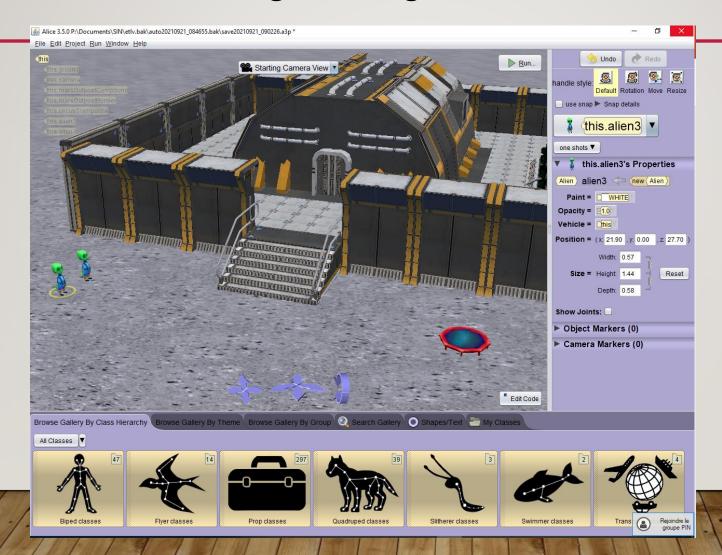
MOVE THE OBJET TO MAKE A MOON BASE



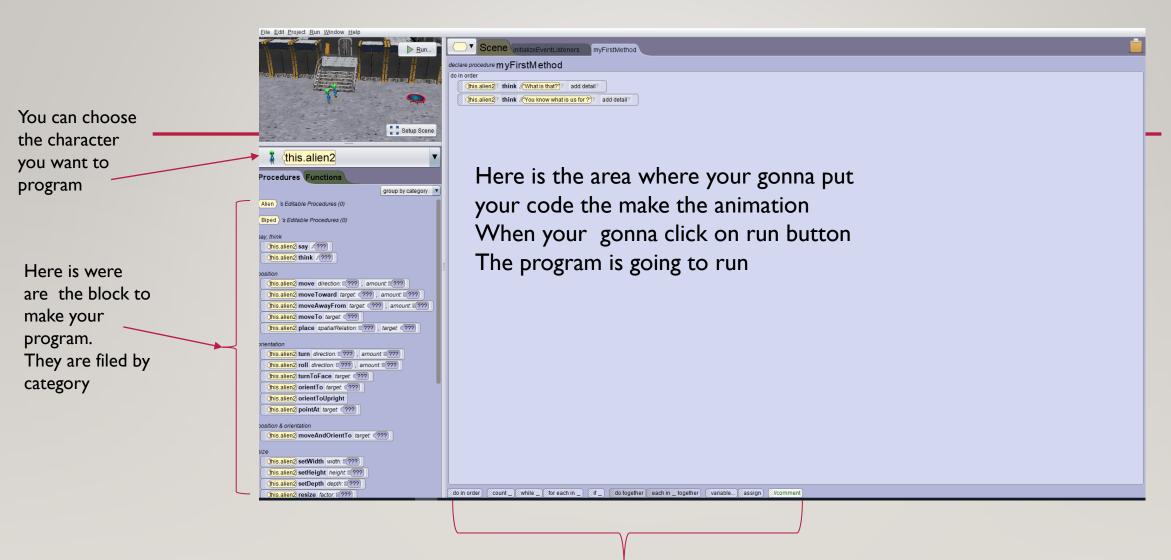
To move the object we use this

We select what we want to mye here

Let's make somethings looking like this

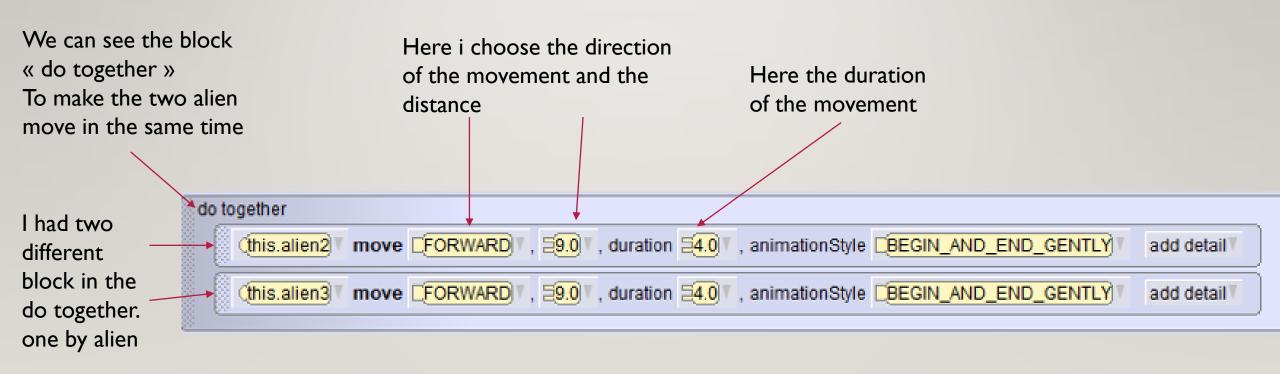


Let's start the programation but first im gonna explain the command and how the software work



Here you have instruction like loop or do together

TO BEGIN THE SCENE I MOVE THE TWO CHARACTER FORWARD



NOW I START A DIALOG BETWEEN THE ALIEN

We can see a lot of block
The scene is going to run in the order of the block

We can custom the text in the speech bubble

We use this block to make a speech bubble

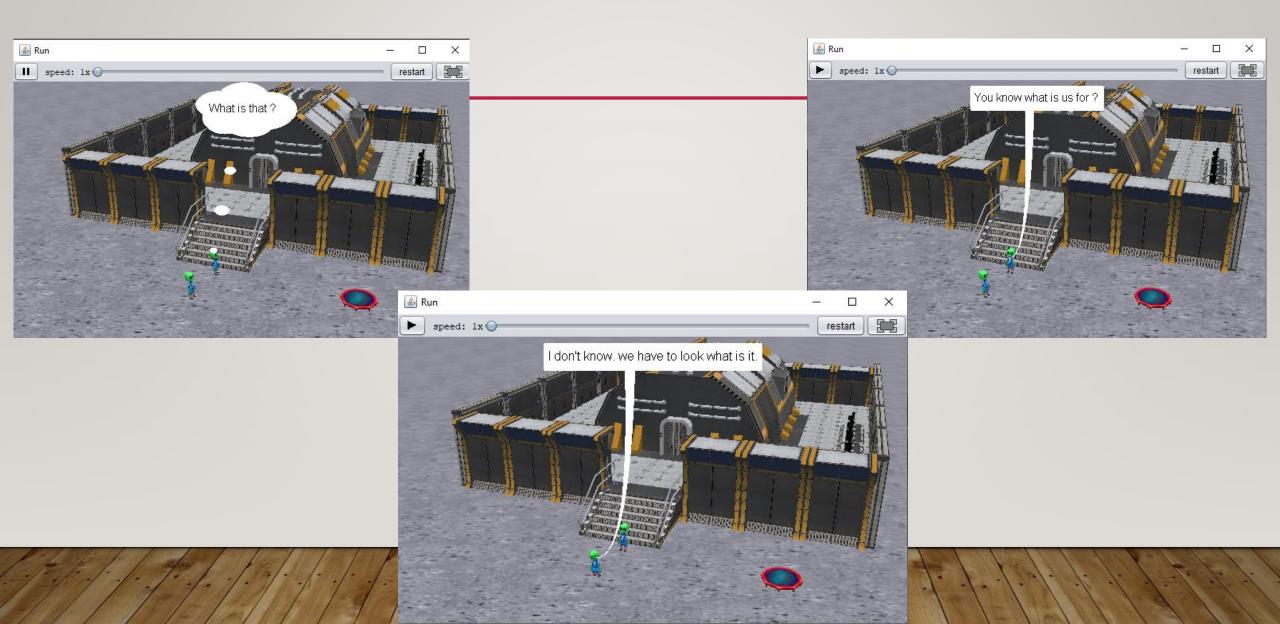
I use this block to turn the alien 2 in front of alien 3

I had an other speech bubble but to talk

I use this block to turn the alien 3 in front of alien 2

```
think / What is that ? , duration 2.0
this.alien2
                                                          add detail
this.alien2
             turnToFace (this.alien3)
                                           add detail
             say √You know what is us for ?" , duration \( \frac{1}{2.0} \)
(this.alien2)
                                                                     add detail
             turnToFace (this.alien2)
(this.alien3)
                                            add detail
             say √1 don't know, we have to look what is it. 7 , duration =3.0
(this.alien3)
                                                                                 add detail
             say √OK , duration €1.0
this.alien2
                                              add detail
```

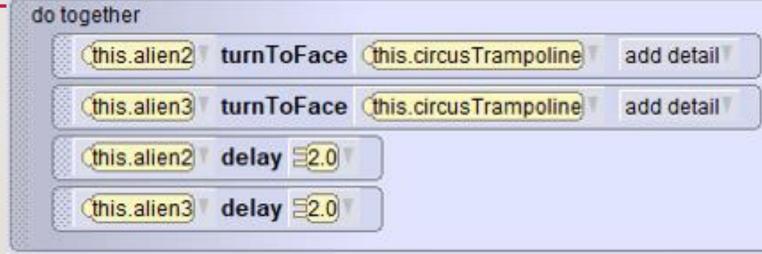
RESULT: THE CHARACTERS HAD A DIALOGUE

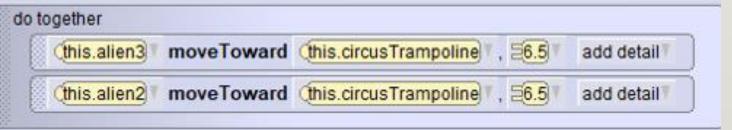


MAKE A ANOTHER MOVEMENT

Had again a do together

We turn the alien in front of the trampoline and had a delay of 2 second





Move the alien to the trampoline in 605 second

I make a block for the alien go on the trampoline

I had a loop to make the alien jump on the trampoline (you can custom th duration to make something funny or realistic

```
this.alien2
            think I'll don't look dangerous"
                                            add detail
do together
    (this.alien2 move UP , 50.5
                                      add detail
    (this.alien2) move [FORWARD], 50.5
                                            add detail
 (this.alien2) move FORWARD , 21.0
                                         add detail
 this.alien2 say fit's look like bouncing
                                         add detail
count up to 5
    (this.alien2 move CUP , 2.0
                                      add detail
    (this.alien2 move [DOWN], [2.0], duration [2.0]
                                                         add detail
 loop
```

MAKE THE ALIEN 3 GO ON THE TAMPOLINE AND THE ALIEN 2 GO DOWN OF

The first alien go down of is place and the second go on the trampoline

I move the alien down and forward of is position

In the same time i move the alien 3 up and forward

```
this.alien3 say fi want to try MOVE! add detail

do together

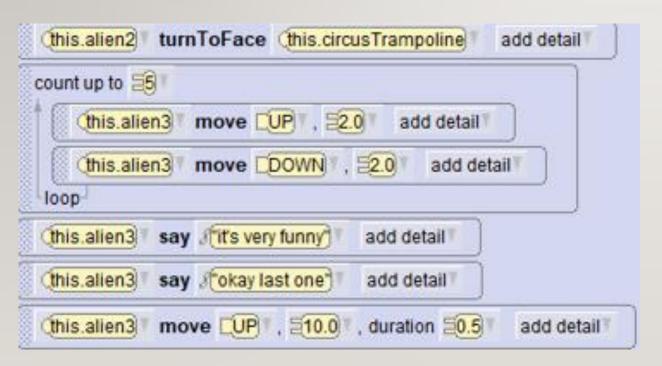
this.alien2 move DOWN , 0.5 add detail

this.alien3 move UP , 0.5 add detail

this.alien3 move UP , 2.0 add detail

this.alien3 move FORWARD , 2.0 add detail
```

TH JUMP OF THE ALIEN 3



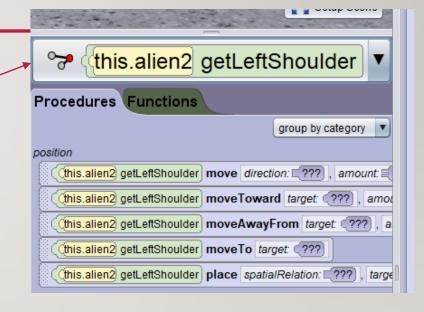
I turn the alien 2 in the direction of the trampoline

I make an another loop to make the alien jump

I Finish the animation with the alien make a very fast big jump

NOW MAKE SIMPLE MOVEMENT FOR THE ALIEN

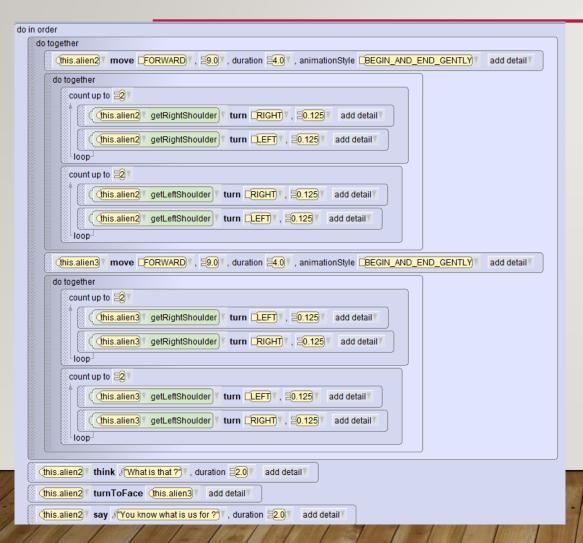
We go here to select what memebers we want to move here is the shoulders





I turn the arm of the alien to make something like in the real life
I make a do together to make the two arme move in the same time and i put a loop to make the movement

I HAD THE MOVEMENT INSTRUCTION IN THE PROGRAM FOR THE MOVEMENT OF WALK

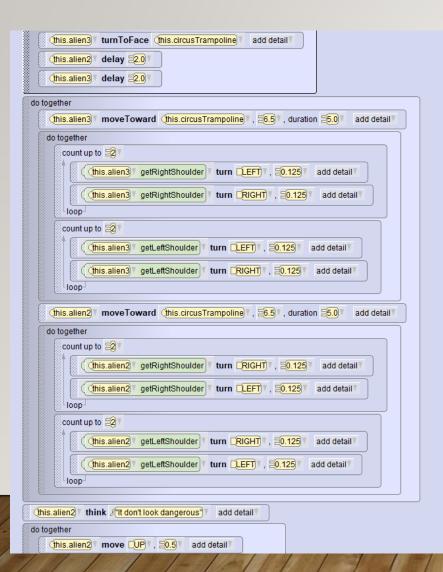


It's looking like that:

I had the instrucion in the first do together to make the movement just for this movement because the duration of the walk isn't the same for all

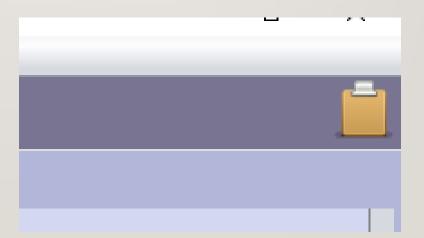
I make two program for the two alien

THE OTHER MOVEMENT



Do the same thing for the movement to go in front of the trampoline

In alice you can't make a copy paste but with right click you can copy to the clipboard and at the up right you can see this



After make slide what you copy in your programm

THE RESULT

