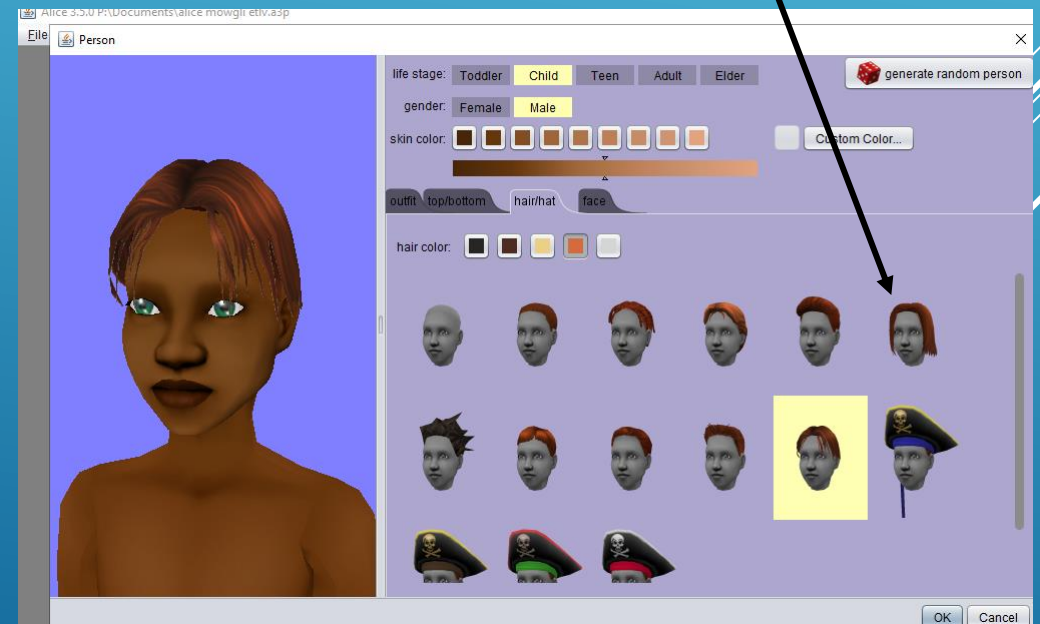
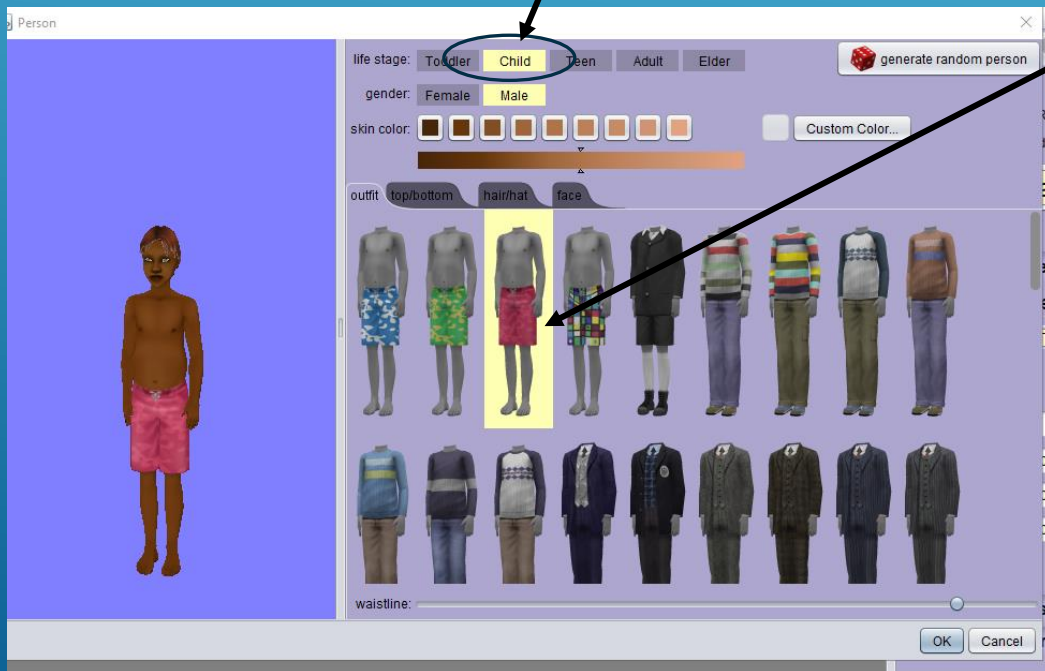


PROGRAMMATION WITH ALICE 3D

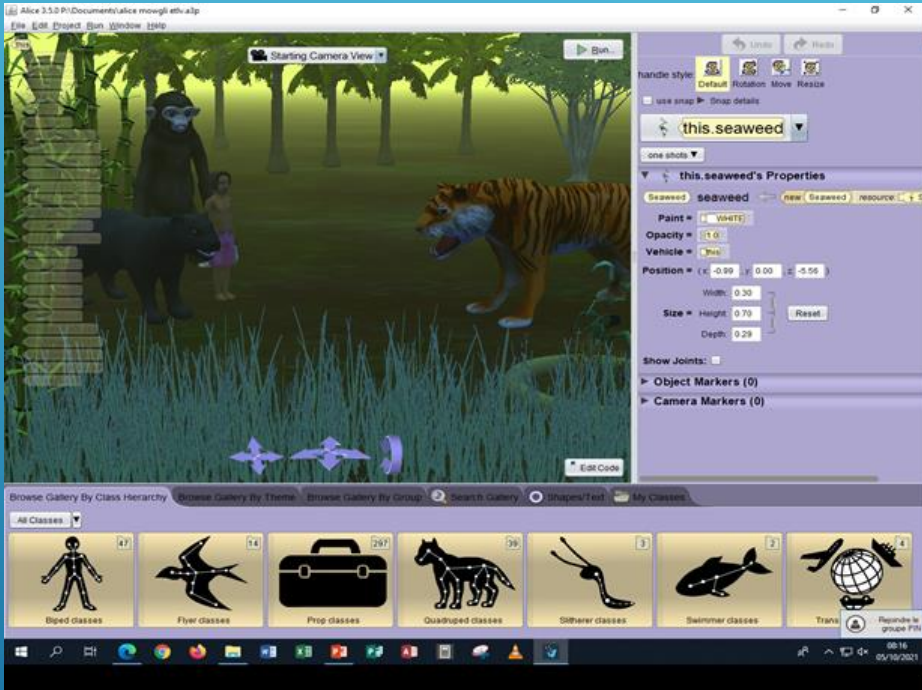


THE DÉCOR

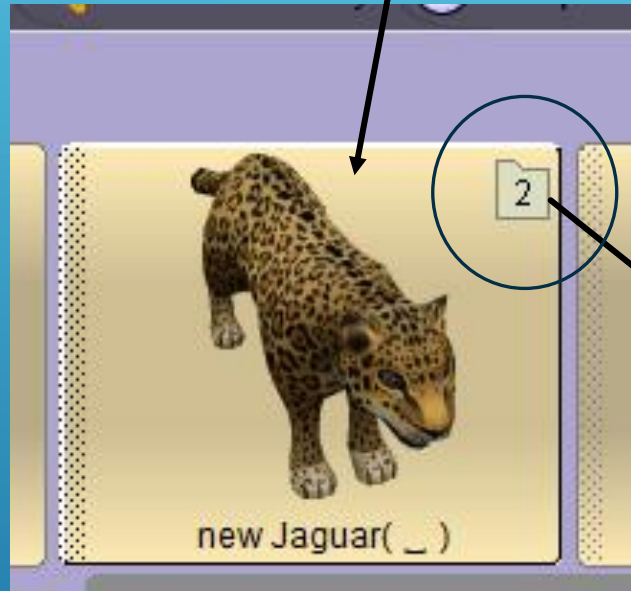
Part 1: Choose the background when opening the application
After , choose the new Toddler in biped class
choose child in life stage , the outfit with pink shorts without t-shirt and hair of mowgli



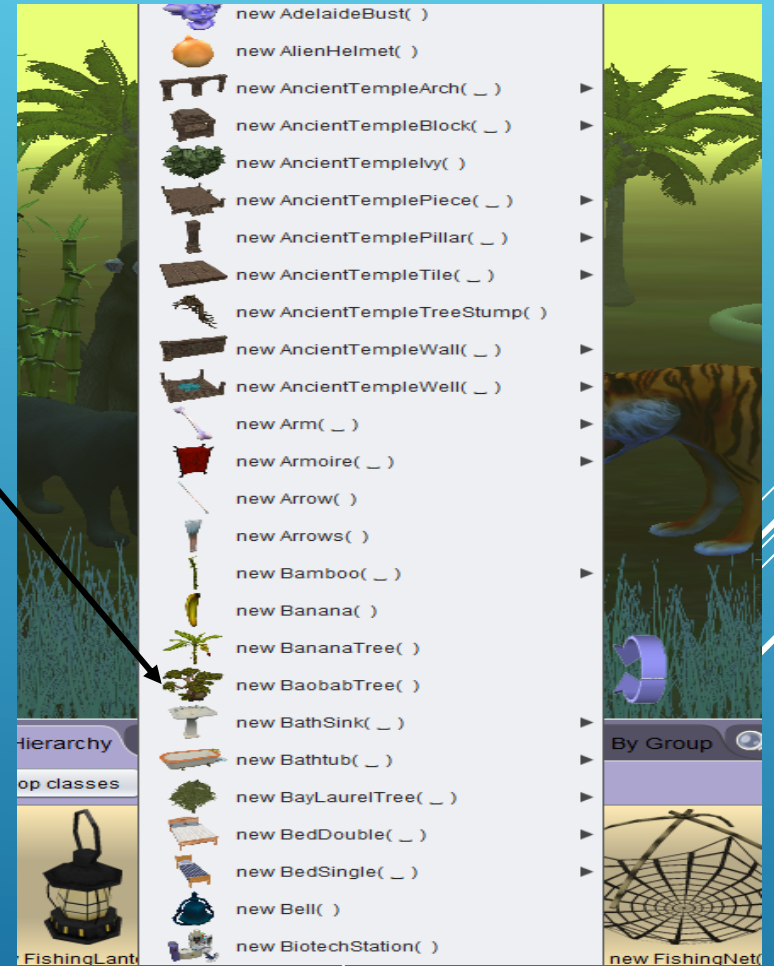
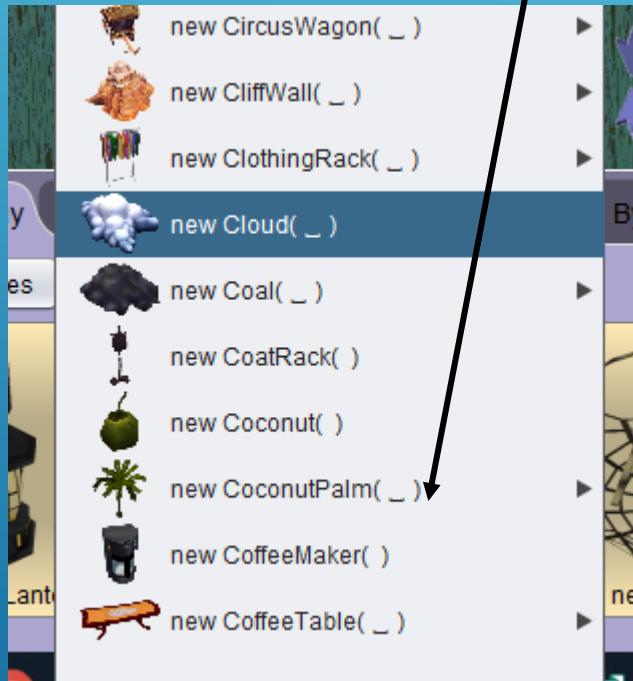
- ▶ In setup scene choose the monkey (black) in biped class



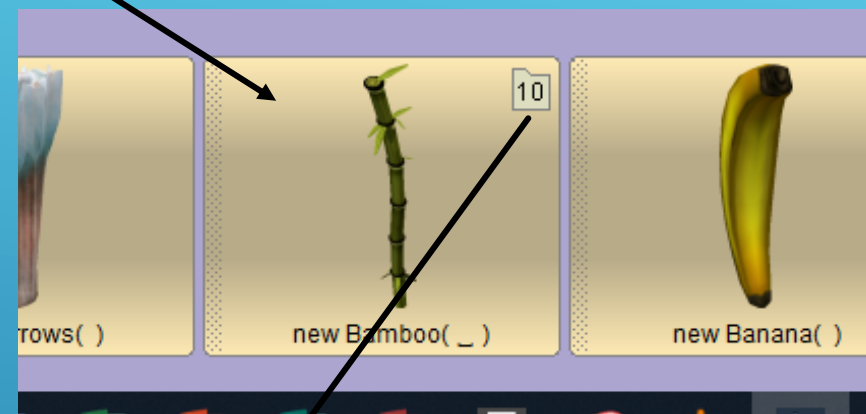
- ▶ In setup Scene Choose tiger and new jaguar (black) in quadruped class



- ▶ Choose coconut palm , and bayLaureTree in prop class



Choose the savanaGrass and bamboo



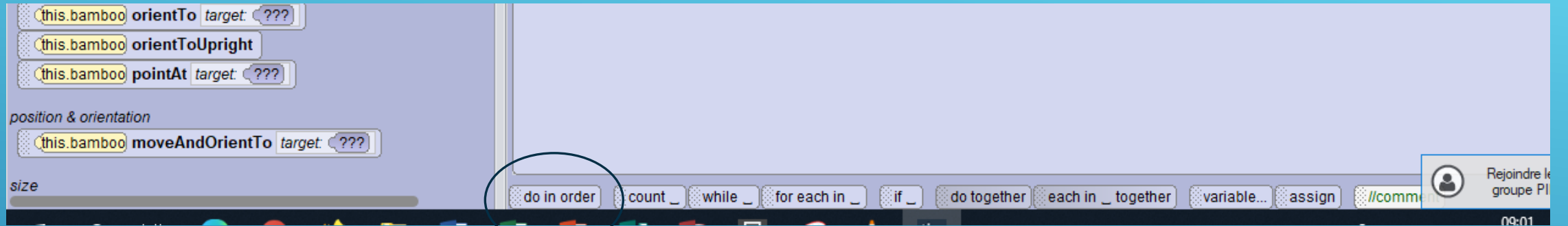
PART 2 :

Edit Code

The screenshot displays the Scratch IDE interface. On the left, a scene is visible with a tiger and a character in a forest. Below the scene, the 'this.bamboo' object is selected. The 'Procedures' panel shows a list of editible procedures for 'Bamboo' and 'Prop'. The 'Functions' panel is active, showing various methods for 'this.bamboo' such as 'say', 'think', 'move', 'moveToward', 'moveAwayFrom', 'moveTo', 'place', 'turn', 'roll', 'turnToFace', 'orientTo', 'orientToUpright', 'pointAt', and 'moveAndOrientTo'. The main code editor shows a procedure named 'myFirstMethod' with the following code:

```
declare procedure myFirstMethod
do in order
do together
  (this.mowgli) getLeftShoulder turn BACKWARD , 0.25 add detail
  (this.mowgli) say "Look a tiger" , textScale 1.0 , bubblePosition LEFT , duration 1.0 add detail
  (this.tigre) say "Grrrr" , textScale 1.0 , duration 2.0 , bubblePosition RIGHT add detail
do in order
  (this.tigre) moveToward this.mowgli , 0.5 add detail
  (this.baguera) say "Get Back Mowgli and run" add detail
  (this.baguera) moveToward this.tigre , 0.25 add detail
  (this.balou) moveToward this.tigre , 1.0 add detail
  (this.balou) getRightShoulder turn BACKWARD , 0.25 add detail
  (this.balou) say "Run Mowgli" , bubblePosition LEFT add detail
  (this.mowgli) orientTo this.camera add detail
  (this.mowgli) moveTo this.bamboo add detail
```

choose do in order at the bottom of the screen to be able to add multiple actions



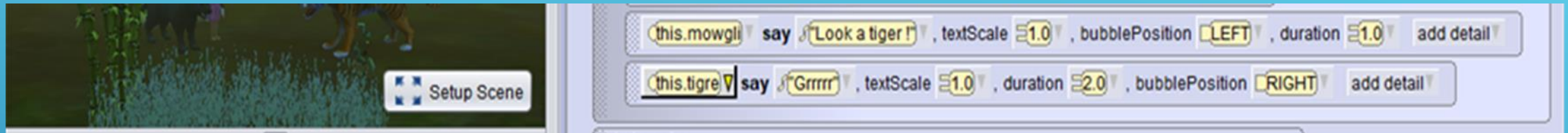
it is used to group actions



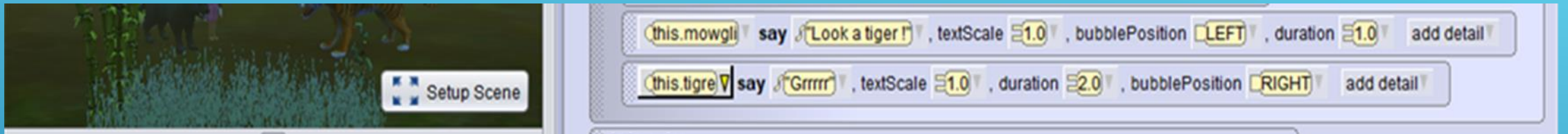
TO GIVE A MOVEMENT TO THE CHARACTER JUST ADD A BODY MOVEMENT YOU CHOOSE AND THEN SELECT THE CHARACTER



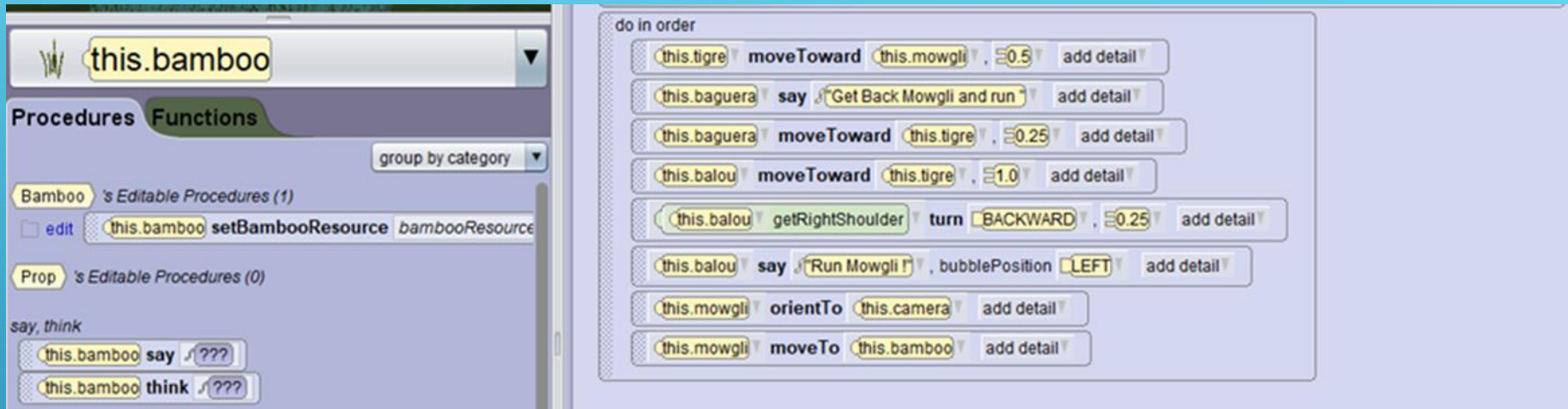
MOWGLI MUST RAISE HIS ARM TO 0.25 TO SHOW THE TIGER



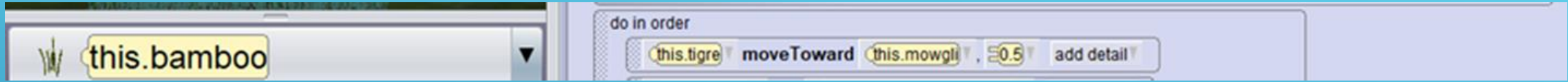
TO MAKE MOWGLI SPEAK WE MUST
SELECT "SAY" AND ADD OUR TEXT



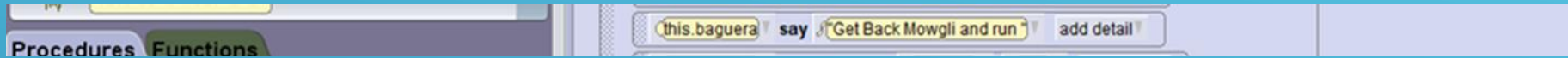
DO THE SAME FOR THE TIGER



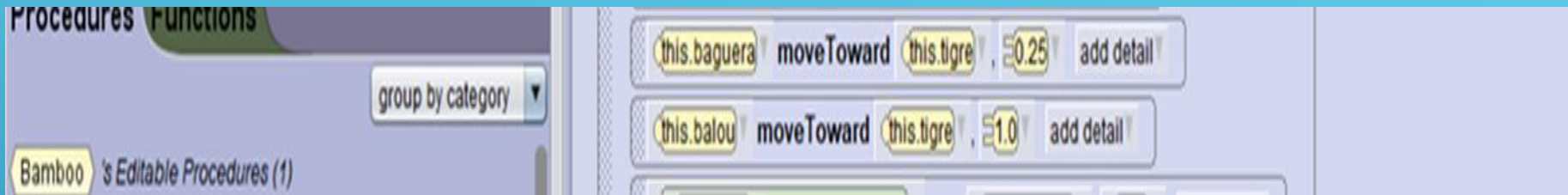
IN FIRST USE « DO IN ORDER »



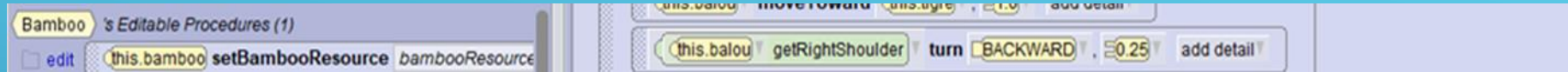
THEN ADD MOVE TOWARD AND 0.5 THE
TIGER SO THAT IT MOVES IN THE DIRECTION
OF MOWGLI



ADD A WORD TO THE PANTHER AND
ADD THE TEXT

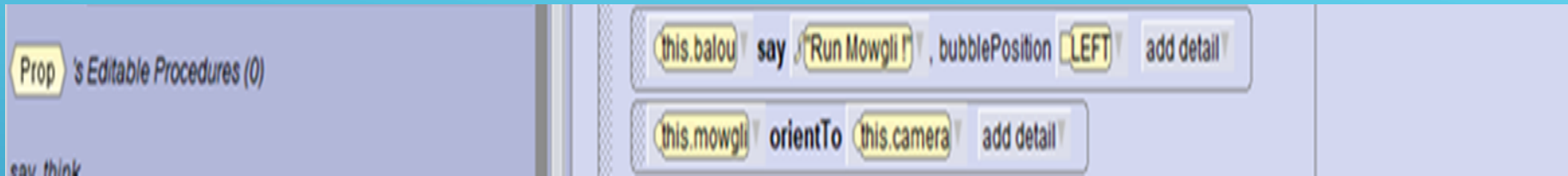


ADD A MOVE TOWARD OF BAGUERA TO
THE TIGER OF 0.25 THEN A MOVE TOWARD
OF BALOO OF 0.5 TO THE TIGER



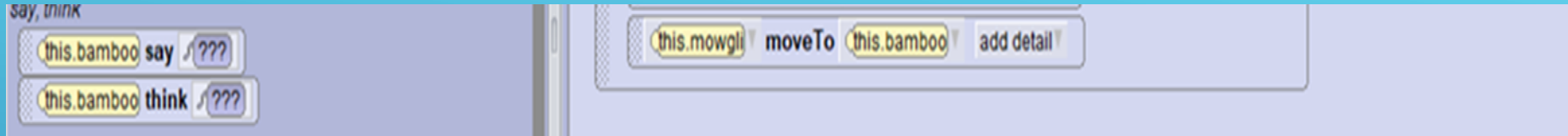
add a get right shoulder a baloo
from 0.25 backward





HAVE THE TEXT SAID A BALOO AND POSITION THE BUBBLE ON THE LEFT

have mowgli oriented to the camera



to finish move mowgli
to bamboo



THE END

Congratulations you
have finished the
tutorial

