## PROGRAMMATION WITH ALICE 3D



# THE DÉCOR

Part 1: Choose the background when opening the application After , choose the new Toddler in biped class

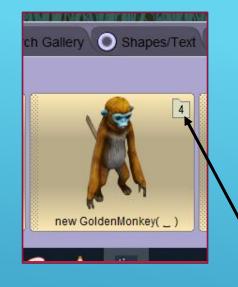
choose child in life stage, the outfit with pink shorts without t-shirt and hair of mowgli





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

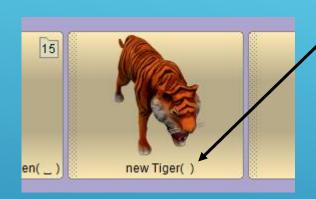


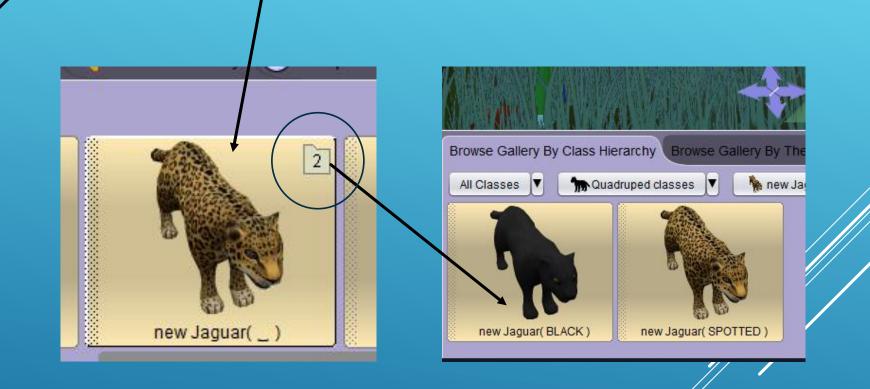




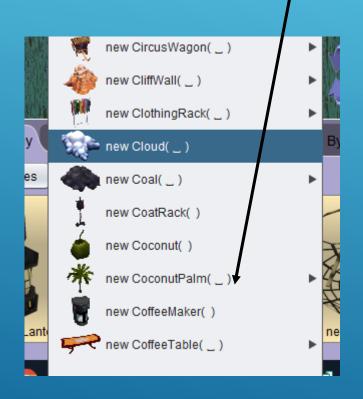
new GoldenMonkey(BLACK) 📝 new GoldenMonkey(BROWN ) 👔 new GoldenMonkey(GOLD ) 👔 new GoldenMonkey(SNOW )

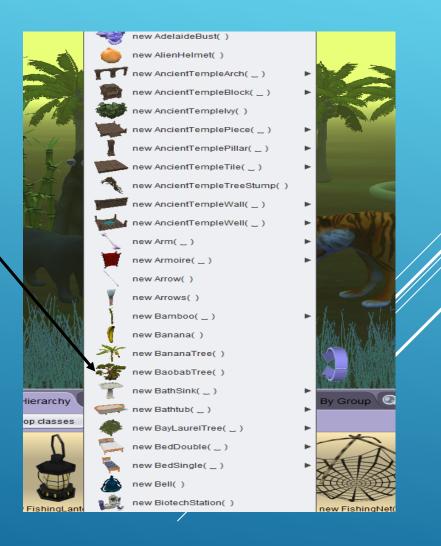
#### In setup Scene Choose tiger and new jaguar (black) in quadruped class



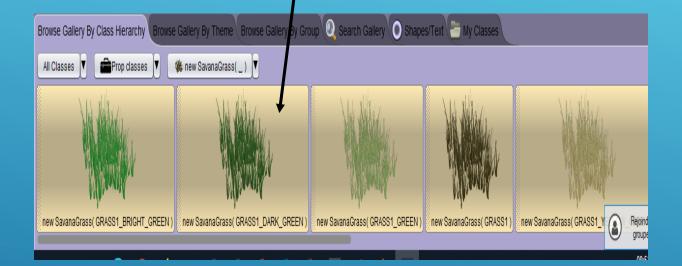


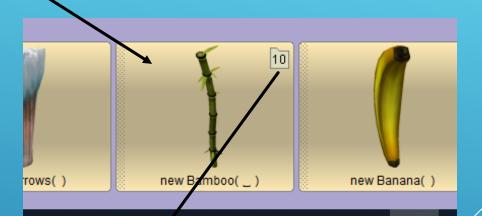
#### Choose coconut palm , and bayLaureTree in prop class





#### Choose the savanaGrass and bamboo





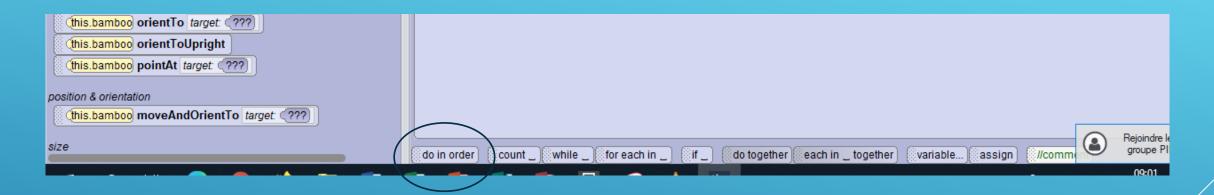


## **PART 2**:

## **Edit Code**

▶ <u>R</u> un	Scene initializeEventListeners myFirstMethod
	declare procedure myFirstMethod
	do in order
ARRENA LIT Y	do together
	(Chis.mowgl) getLeftShoulder turn [BACKWARD], 50.25 add detail
	(this.mowgli) * say /[Look a tiger!] *, textScale 10 *, bubblePosition [LEFT] *, duration 10 * add detail
Setup Scene	(his.tigre) say /[Grrrr] , textScale =1.0 , duration =2.0 , bubblePosition [RIGHT] add detail
	do in order
🝿 (this.bamboo	(this.tigre) moveToward (this.mowgli) , 20.5) add detail
	(this baguera) say (Get Back Mowgli and run) add detail
Procedures Functions	(this baguera) moveToward (this tigre), 20.25) add detail
group by category	(this balou   moveToward (this tigre  , 21.0   add detail)
Bamboo) 's Editable Procedures (1)	
edit (Cthis.bamboo setBambooResource bambooResource	(this.balou) getRightShoulder turn [BACKWARD], 5025 add detail
Prop) 's Editable Procedures (0)	(this.balou) say /Run Mowgli !) , bubblePosition [EFT] add detail
say, think	this.mowgil orientTo this.camera add detail
(this.bamboo) say (???)	(his.mowgi) moveTo (his.bamboo) add detail
(this.bamboo) think (???)	
position	
(this.bamboo move direction: ???), amount ???	
(Chis.bamboo moveToward target: (???), amount (???)	
(this.bamboo) moveAwayFrom target: (???), amount =(???)	
(this.bamboo)         moveTo         target: ??</td (this.bamboo)         place         spatialRelation:          ????	
orientation	
(this.bamboo) turn direction: □???), amount □???)         (this.bamboo) roll direction: □???), amount □???)	
(this.bamboo turnToFace target: (???)	
(this.bamboo) orientTo target: (???)	
(this.bamboo) orientToUpright	
(this.bamboo pointAt target ???)	
position & orientation	
(this.bamboo moveAndOrientTo target: (???)	
size	do in order count while for each in find of the seach in together wariable. Sassign ///comm
1 2 H O O 🛀 🕅	do in order   count _ while _ for each in _ if _ do together each in _ together   variable   assign   //comm

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



it is used to group actions

	Scene InitializeEventListeners myFirstMethod
	declare procedure myFirstMethod
	do in order
A A A A A A A A A A A A A A A A A A A	do together
	(this.mowgli getLeftShoulder turn BACKWARD , 20.25 add detail
	(this.mowgli) say /Look a tiger !) , textScale (1.0), bubblePosition (LEFT), duration (1.0) add detail
Setup Scene	this tigre v say (Grm , textScale 1.01, duration 2.01, bubblePosition RIGHT) add detail

#### 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



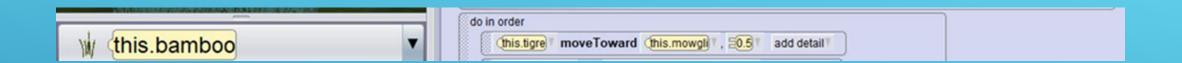
### TO MAKE MOWGLI SPEAK WE MUST SELECT "SAY" AND ADD OUR TEXT



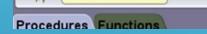
### DO THE SAME FOR THE TIGER

this.bamboo	do in order  this.tigre * moveToward (this.mowgli *, =0.5 * add detail *
Procedures Functions	Chis.baguera T say J Get Back Mowgli and run T add detail
group by category	(this.baguera)* moveToward (this.tigre)*, =0.25* add detail*       (this.balou)* moveToward (this.tigre)*, =1.0* add detail*
Bamboo) 's Editable Procedures (1)  edit (this.bamboo) setBambooResource bambooResource	(this.balou getRightShoulder) turn BACKWARD , 2025 add detail
(Prop) 's Editable Procedures (0)	(this.balou) say (Run Mowgli !) , bubblePosition LEFT add detail
say, think (this.bamboo say 1???) (this.bamboo think 1???)	(this.mowgli)* orientTo       (this.camera)* add detail*         (this.mowgli)* moveTo       (this.bamboo)* add detail*

### IN FIRST USE « DO IN ORDER »

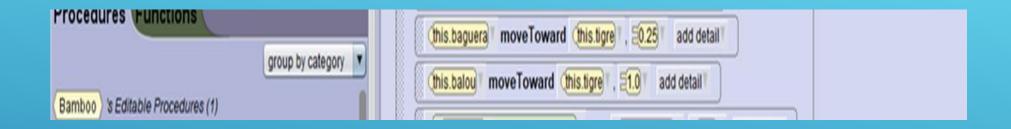


#### THEN ADD MOVE TOWARD AND 0.5 THE TIGER SO THAT IT MOVES IN THE DIRECTION OF MOWGLI



(this.baguera) say & Get Back Mowgli and run add detail

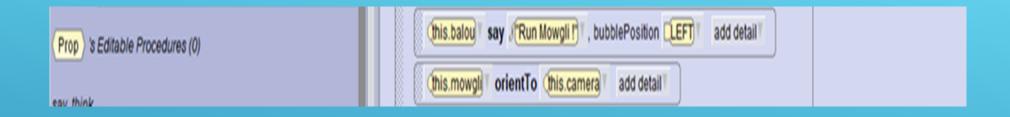
## ADD A WORD TO THE PANTHER AND ADD THE TEXT



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

Bamboo) 's Editable Procedures (1)		8	Cana Daron Inove Loward Cana Daron - Erro, and deran	
edit	(this.bamboo setBambooResource bambooResource		(this.balou getRightShoulder) turn BACKWARD , 20.25 add detail	

#### 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

