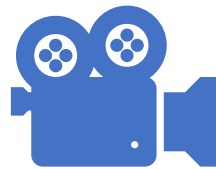


# Created your movie supper



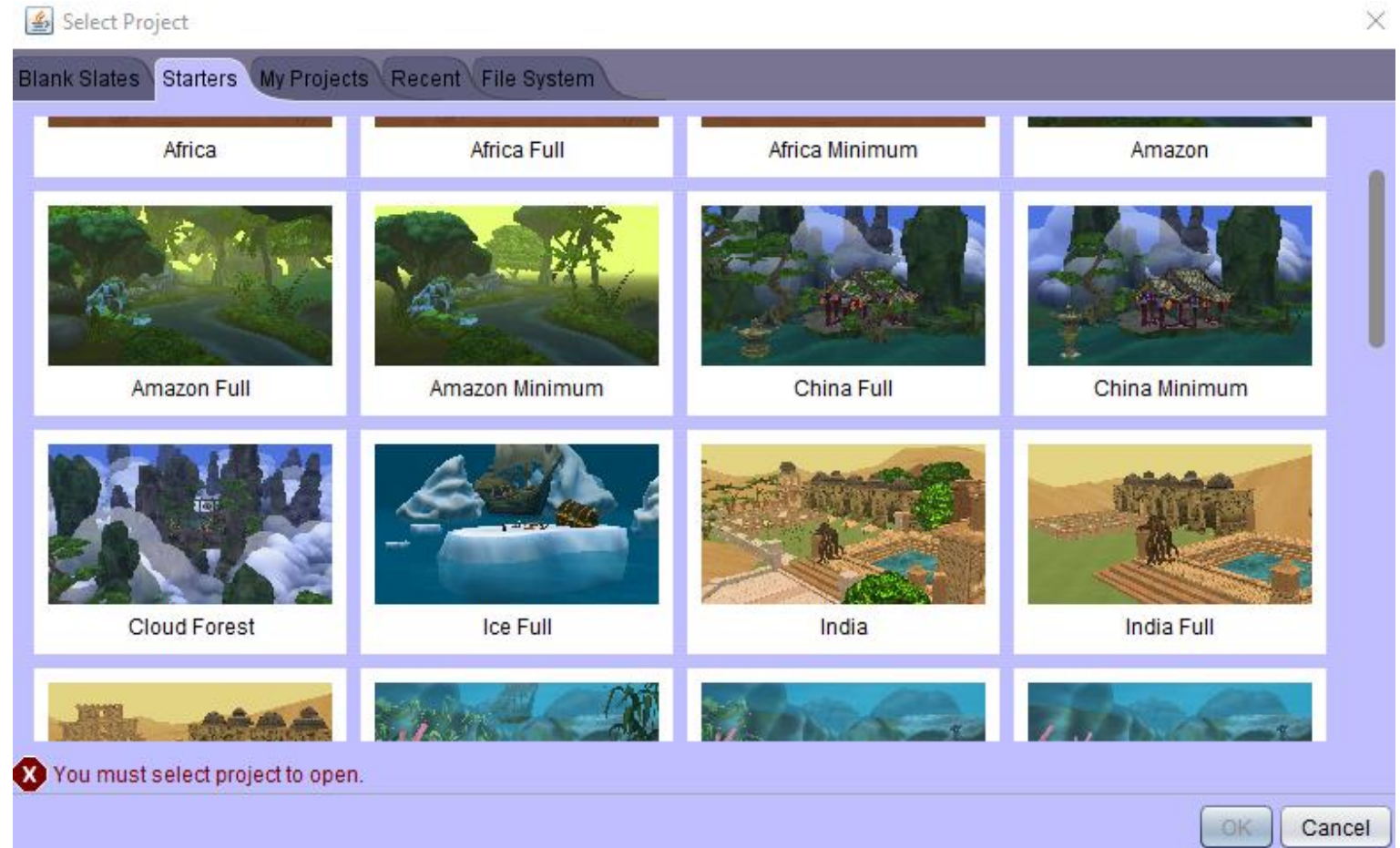
# Go to Alice 3

- Alice is in a file STI2D



# Chose your place

In first ,Go in Starter and chose Pacific Northwest.



# To put a Ship



- transport
- watercraft classes
- new PirateShip





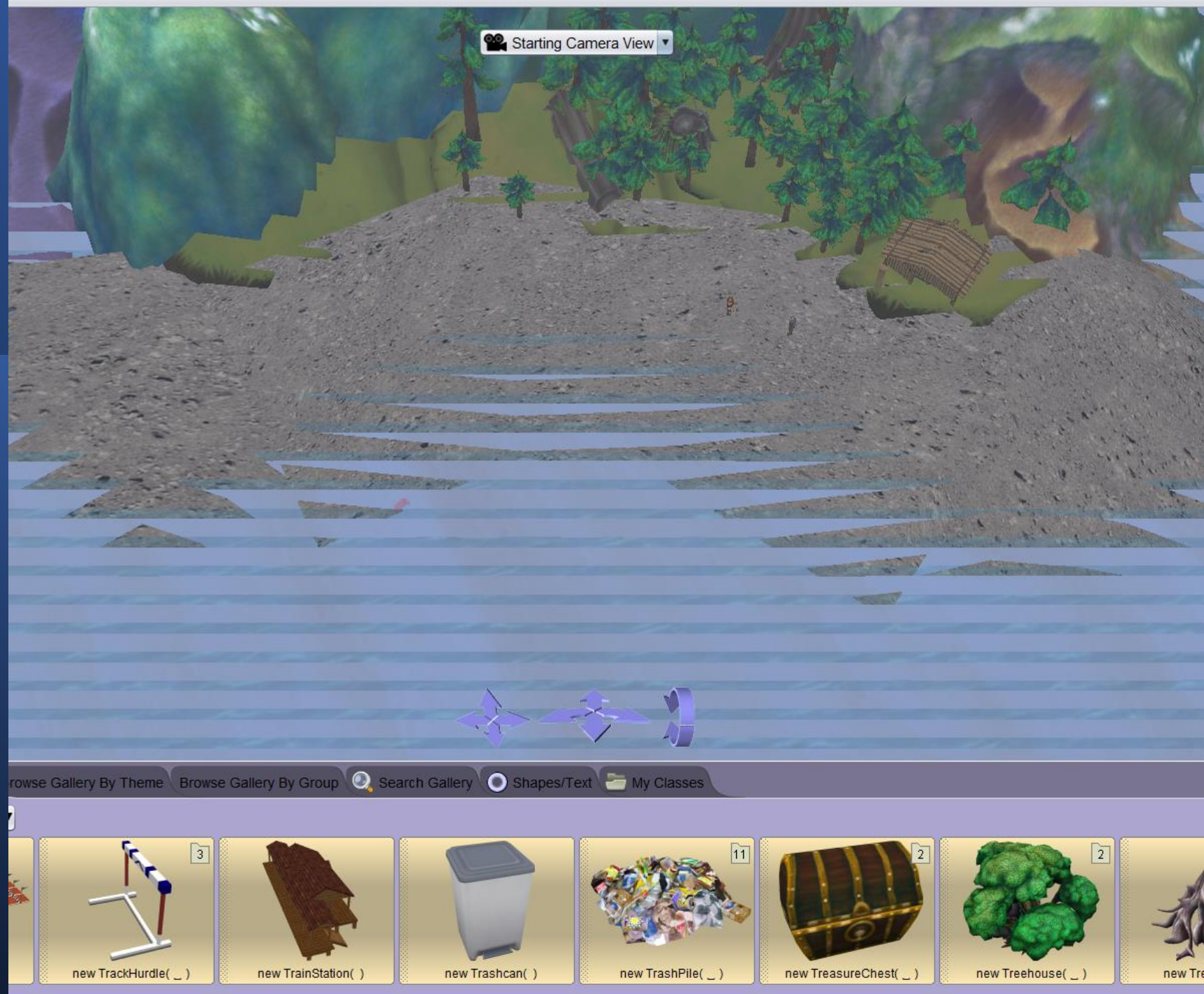
# To put a man

- →biped classes→new Thor and new Odin



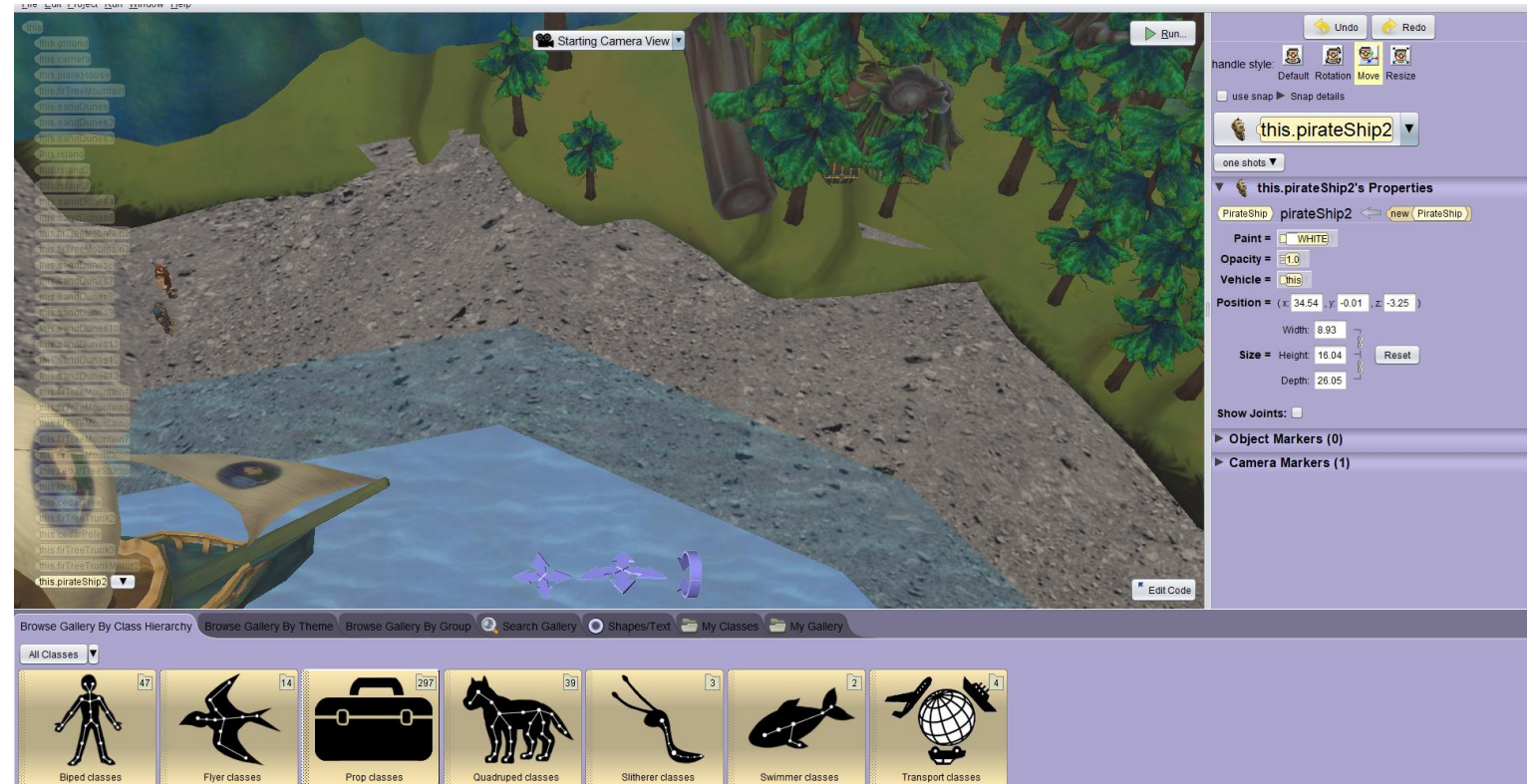
To put a  
object

Prop classes →  
new treasure  
chest → take the 2  
sort of chest

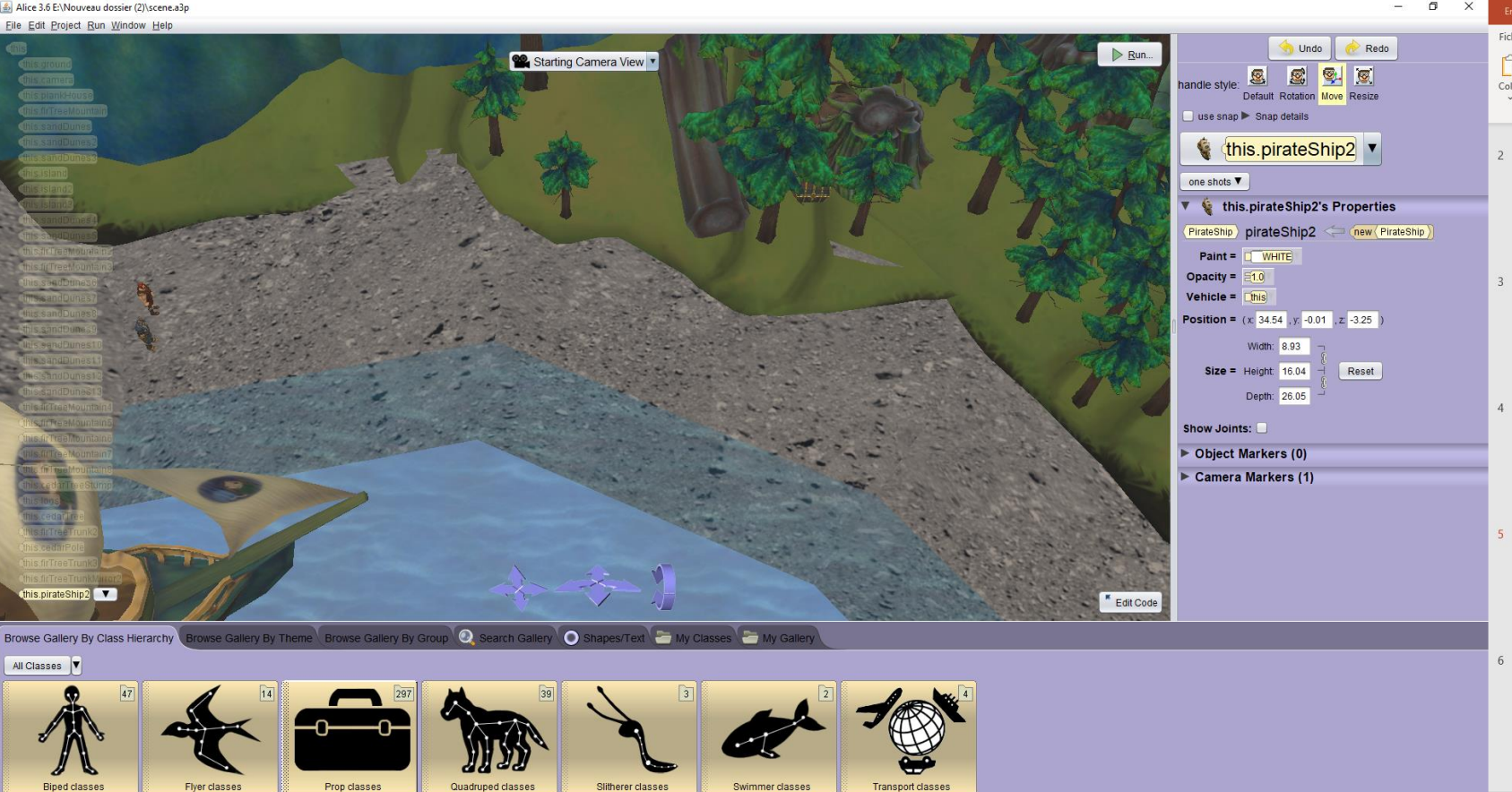


# Positioning of ship

Place ship juste like this picture

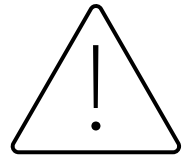






Place man juste like this picture

ATTENTION !!!

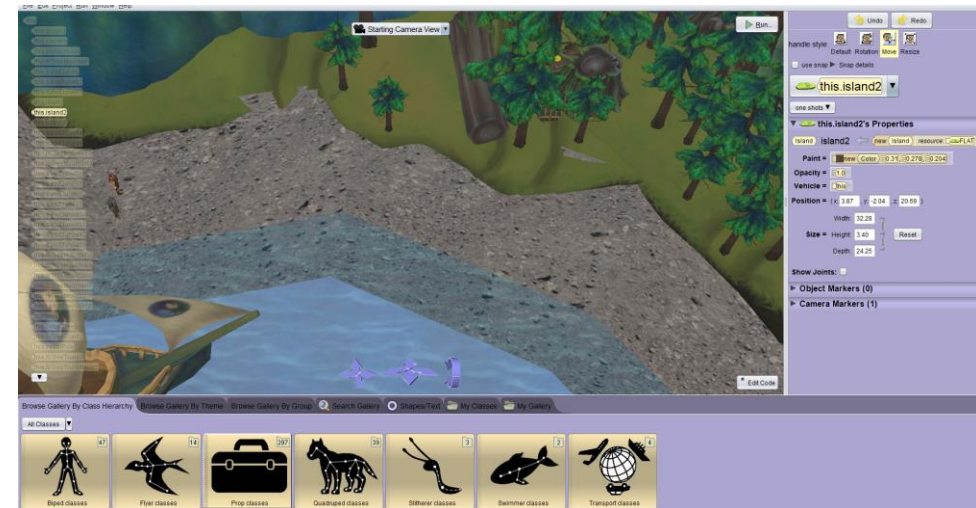
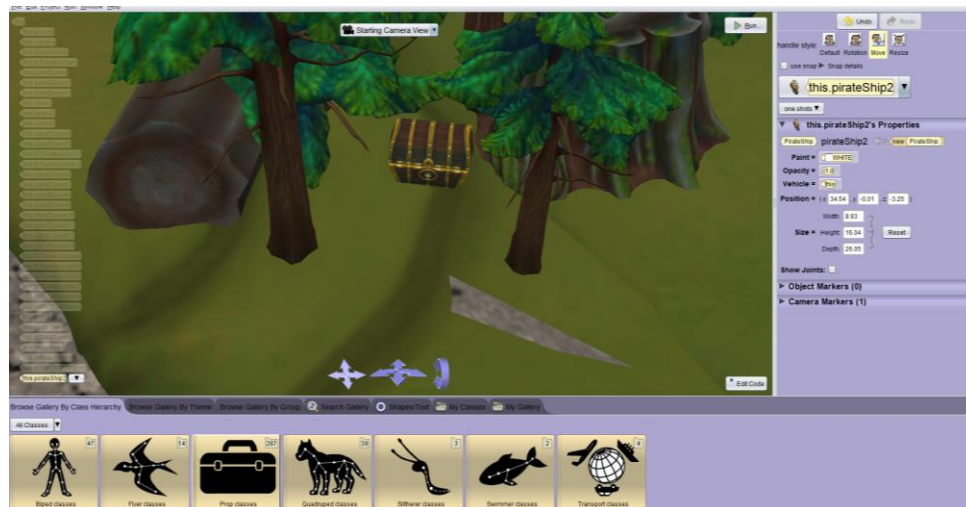


Look at a men touch the floor

Positioning of man



# Positioning of a chest



- Place a chest just like this picture
- **ATTENTION !!!** A new treasureChest(TREASURE\_CHEST\_OPEN) is below a new treasureChest(DEFAULT)

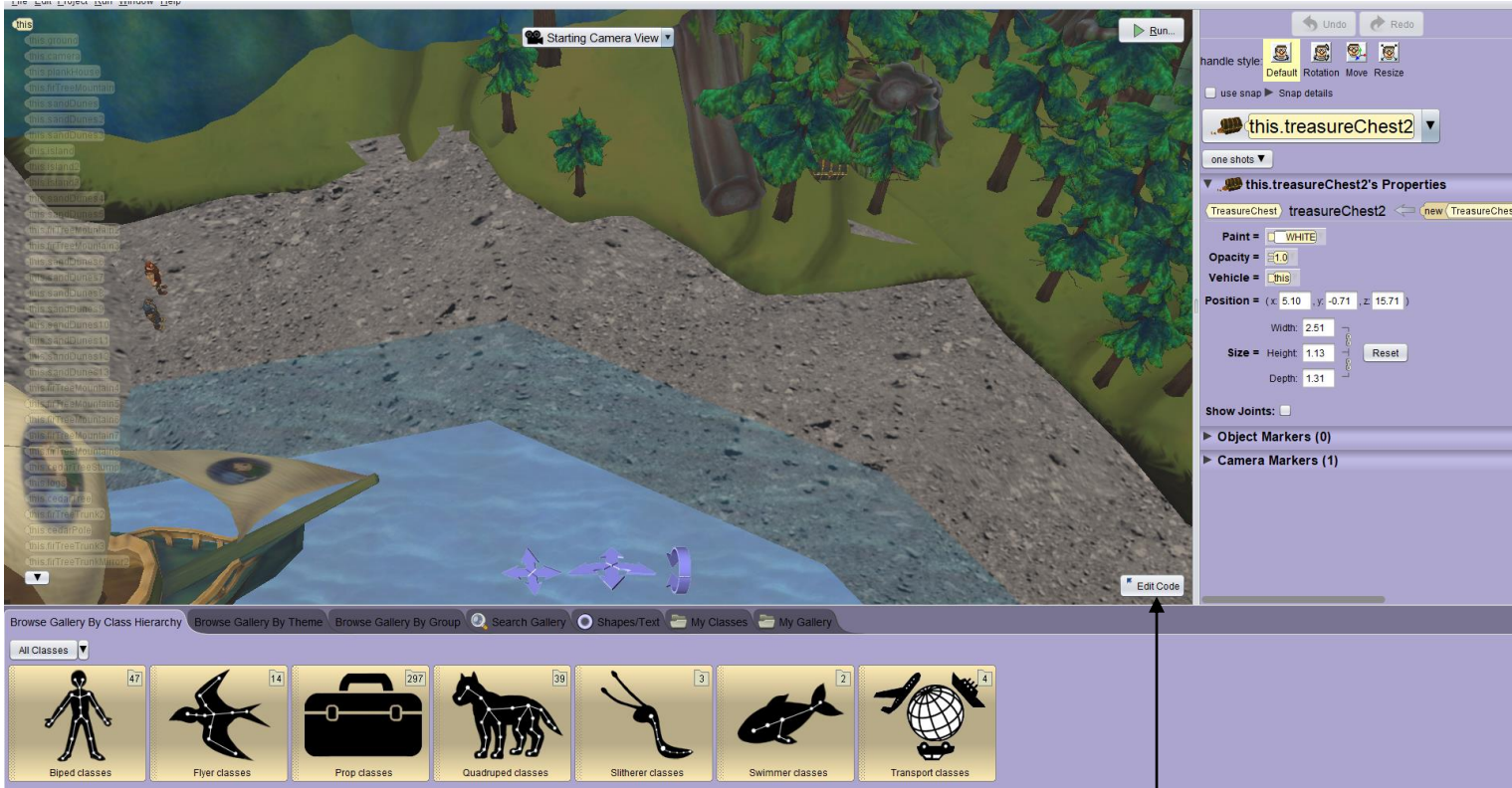




- The point of view in setup scene is a point of view for a camera for a film

Position of camera

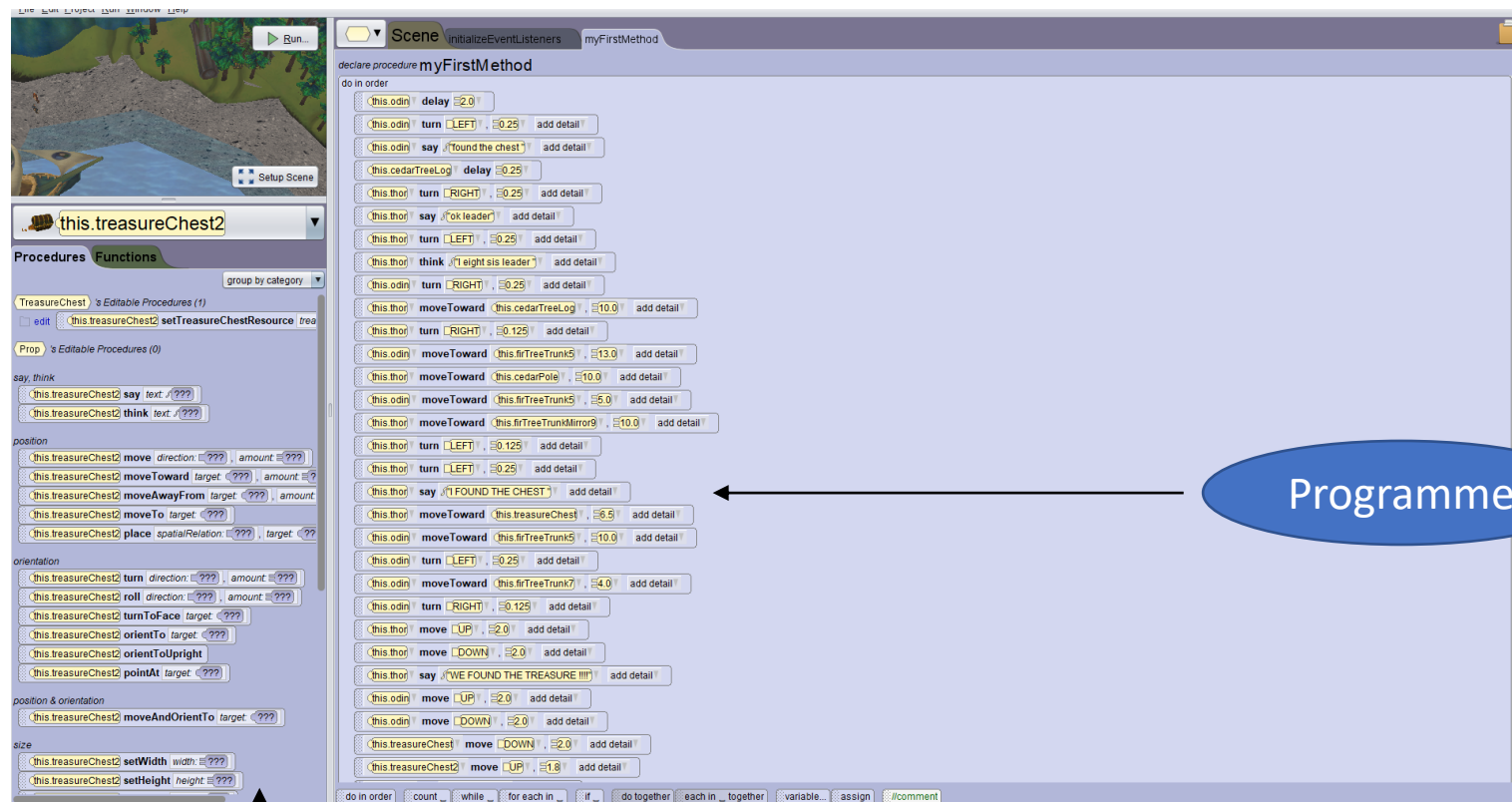
# Go programming



# Go to programming



# Programming



# Programming

Chose your  
object or men

Object or  
men

Value or  
direction

**Procedures** **Functions** group by category ▼

TreasureChest's Editable Procedures (1)

- edit this.treasureChest2 setTreasureChestResource trea

Prop's Editable Procedures (0)

say, think

- this.treasureChest2 say text: ???
- this.treasureChest2 think text: ???

position

- this.treasureChest2 move direction: ???, amount: ???
- this.treasureChest2 moveTo target: ???, amount: ???
- this.treasureChest2 moveToward target: ???, amount: ???
- this.treasureChest2 moveAwayFrom target: ???, amount: ???
- this.treasureChest2 place spatialRelation: ???, target: ???

orientation

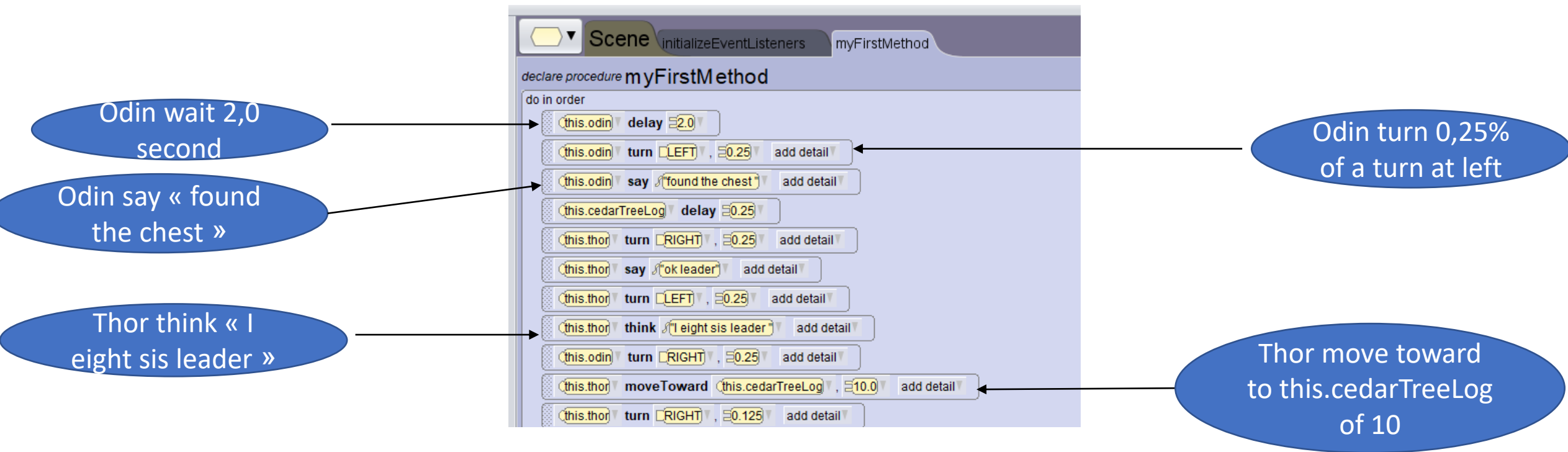
- this.treasureChest2 turn direction: ???, amount: ???
- this.treasureChest2 roll direction: ???, amount: ???
- this.treasureChest2 turnToFace target: ???
- this.treasureChest2 orientTo target: ???
- this.treasureChest2 orientToUpright
- this.treasureChest2 pointAt target: ???

position & orientation

- this.treasureChest2 moveAndOrientTo target: ???

size

- this.treasureChest2 setWidth width: ???
- this.treasureChest2 setHeight height: ???



The start of  
programme



This is for create a  
Impression that  
Odin shift

Odin move  
to up of 2

Odin move  
to down of 2

```

this.odin moveToward this.firTreeTrunk5 , 13.0 add detail
this.thor moveToward this.cedarPole , 10.0 add detail
this.odin moveToward this.firTreeTrunk5 , 5.0 add detail
this.thor moveToward this.firTreeTrunkMirror9 , 10.0 add detail
this.thor turn LEFT , 0.125 add detail
this.thor turn LEFT , 0.25 add detail
this.thor say "I FOUND THE CHEST" add detail
this.thor moveToward this.treasureChest , 6.5 add detail
this.odin moveToward this.firTreeTrunk5 , 10.0 add detail
this.odin turn LEFT , 0.25 add detail
this.odin moveToward this.firTreeTrunk7 , 4.0 add detail
this.odin turn RIGHT , 0.125 add detail
this.thor move UP , 2.0 add detail
this.thor move DOWN , 2.0 add detail
this.thor say "WE FOUND THE TREASURE !!!" add detail
this.odin move UP , 2.0 add detail
this.odin move DOWN , 2.0 add detail
this.treasureChest move DOWN , 2.0 add detail
this.treasureChest2 move UP , 1.8 add detail
this.thor say "We are rich" add detail
this.odin say "No, I am rich" add detail

```

End of a  
programme

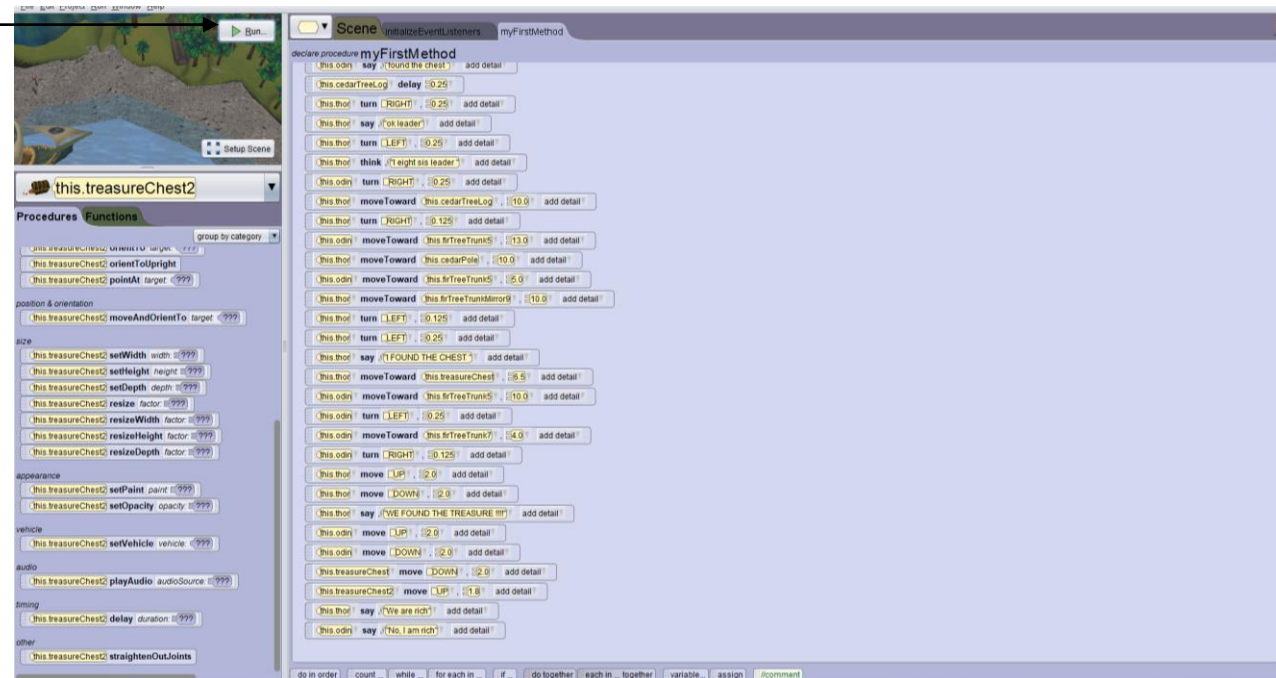
# Programme

- **ATTENTION !!!**

The value can is not good  
in function of you place a  
object en men in start



Test your  
programme



Test