

# Alice project

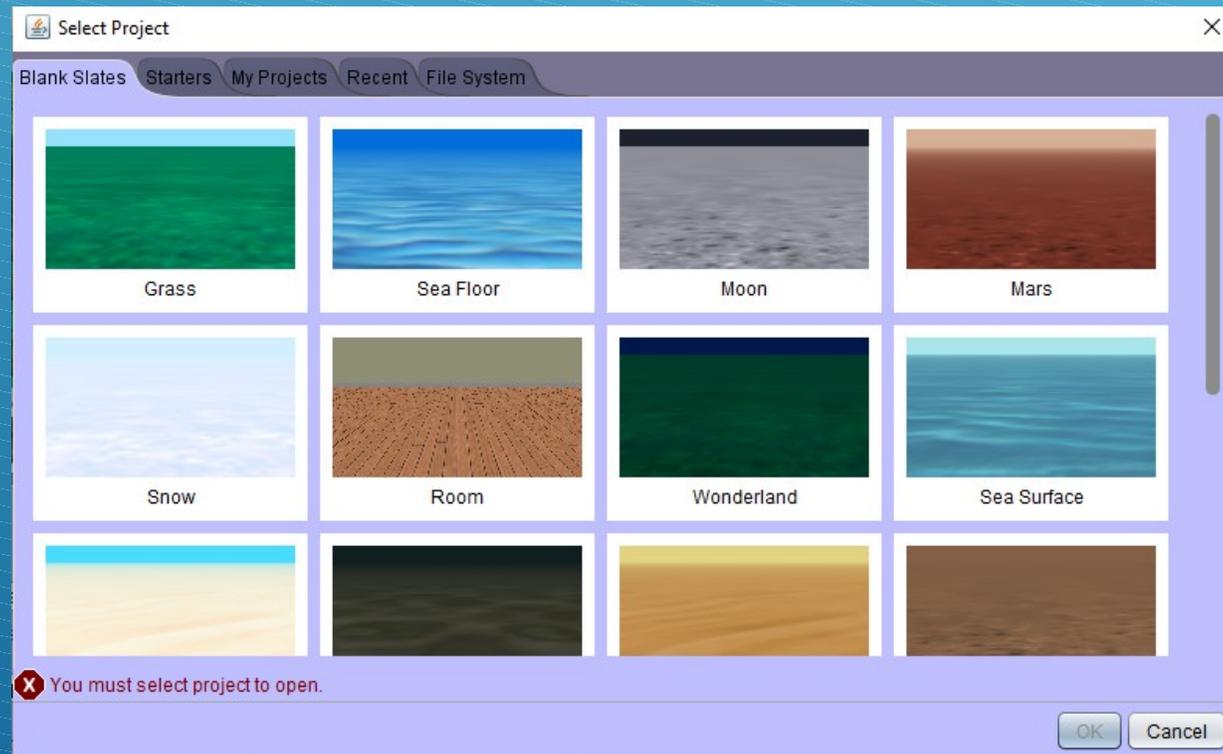
Alice



Alice 3 is a software to create animation 3D.  
Here is a tutorial to create a scene.

# Setup scene :

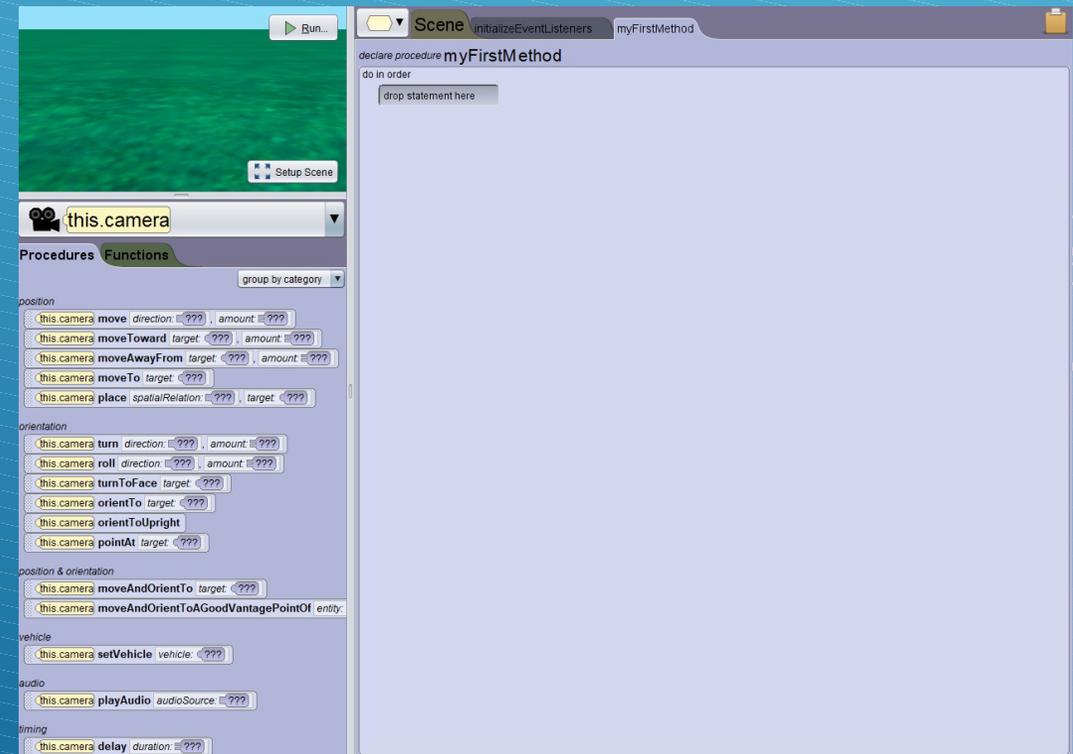
After opening alice you can choose the scenery of your scene :



# Setup scene:

Once chosen, you see its:

- At the bottom right there are the procedures to make your camera character move. . .
- Just above there is the scene you have chosen with “run” which is used to start your created animation
- On the right is here where you will create your programs.



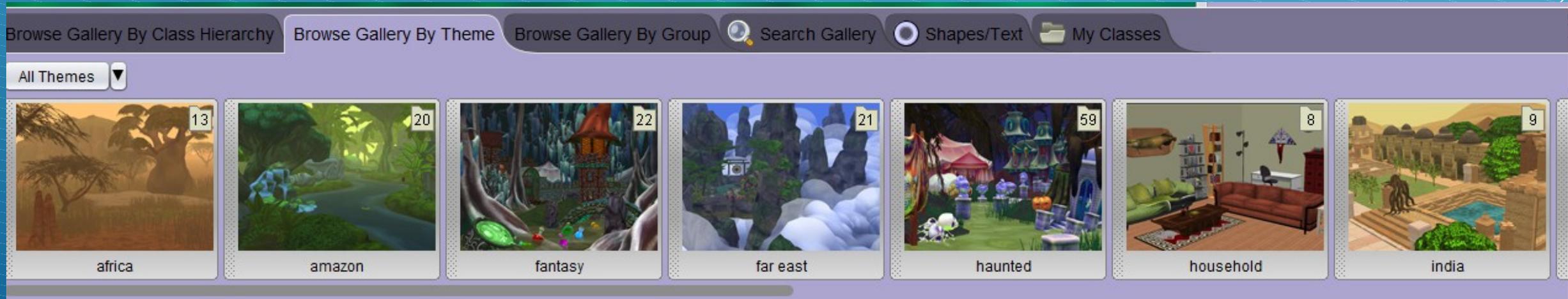
# Create your scene:

Once you have chosen the scene and click on setup scene, you arrive here. This is where you will be able to introduce objects and characters for your animation.



# Decorates it

You can choose your decors :



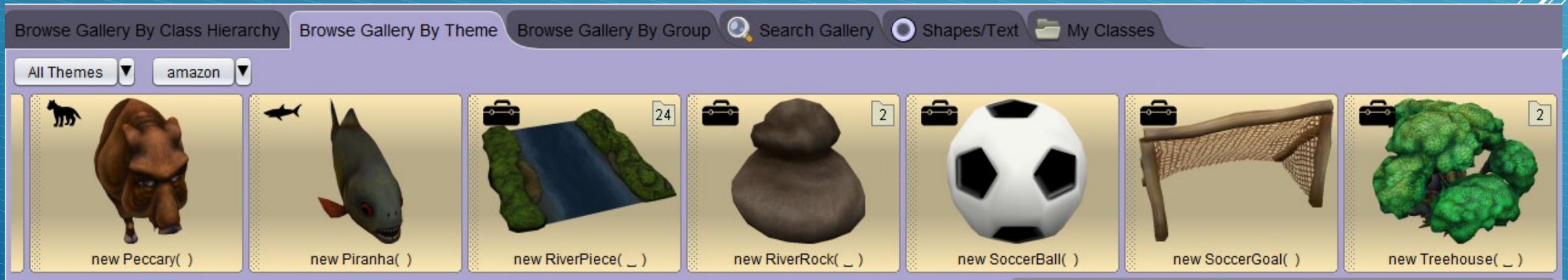
# Characteres for your decors

And you can choose several characteres for your animation.



# Add Objects :

- To add trees for example you have to go to browse gallery by theme and mangothree
- To add more than one multiply the operation.



# Edits codes:

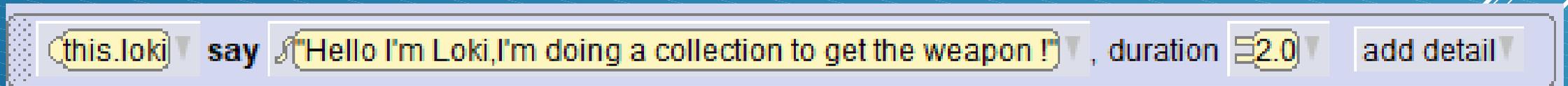
- To make edit codes appear you have to press one of your characteres or objects and go to edits codes.
- In your edits codes you can see:

The screenshot shows the 'this.loki' edit codes interface. At the top, there is a header with a character icon and the text 'this.loki'. Below the header, there are two tabs: 'Procedures' and 'Functions', with 'Functions' being the active tab. A dropdown menu on the right shows 'group by category'. The main area displays a list of edit codes grouped by category:

- Loki's Editable Procedures (0)**
- Biped's Editable Procedures (0)**
- say, think**
  - this.loki say [???]
  - this.loki think [???]
- position**
  - this.loki move direction: [???], amount: [???]
  - this.loki moveToToward target: [???], amount: [???]
  - this.loki moveAwayFrom target: [???], amount: [???]
  - this.loki moveTo target: [???]
  - this.loki place spatialRelation: [???], target: [???]
- orientation**
  - this.loki turn direction: [???], amount: [???]
  - this.loki roll direction: [???], amount: [???]
  - this.loki turnToFace target: [???]
  - this.loki orientTo target: [???]
  - this.loki orientToUpright
  - this.loki pointAt target: [???]
- position & orientation**
  - this.loki moveAndOrientTo target: [???]

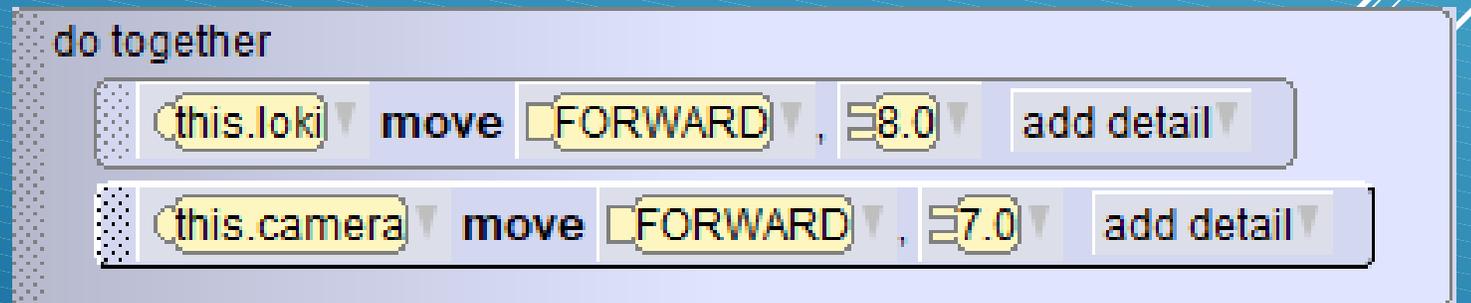
# Edit codes

With edit codes you can make the character or object speak and the duration.



# Edits codes

Thanks to this variable you can do 2 things to your characters the same times.



The image shows a Scratch 'do together' block. The block is light purple with a grey border and a dotted pattern on the left side. It contains two parallel action blocks. The first block is for 'this.loki' and the second is for 'this.camera'. Both blocks have the same sequence of actions: 'move', 'FORWARD', a distance of '8.0' (for the first) and '7.0' (for the second), and 'add detail'. The text 'do together' is written in the top left corner of the block.

```
do together  
  this.loki move FORWARD 8.0 add detail  
  this.camera move FORWARD 7.0 add detail
```

# Edits codes:

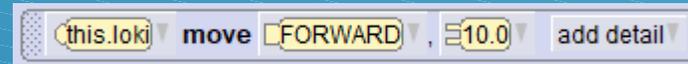
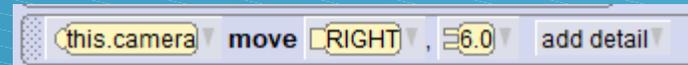
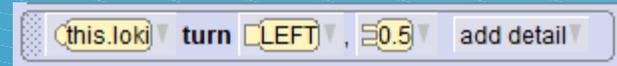
Here you make your characters talk again but you can say 2 sentences one after the other and change the color bubble.

```
this.loki say ⚡⚡"Oh no is a lioness !" + ⚡⚡"I can't fight, I don't have a weapon,I will have to run away !" , bubbleFillColor WHITE , duration 2.0
```

# Edits codes

This edit code is used to make advanced or turned your characters or objects or camera depending on what you chosen to make moved.

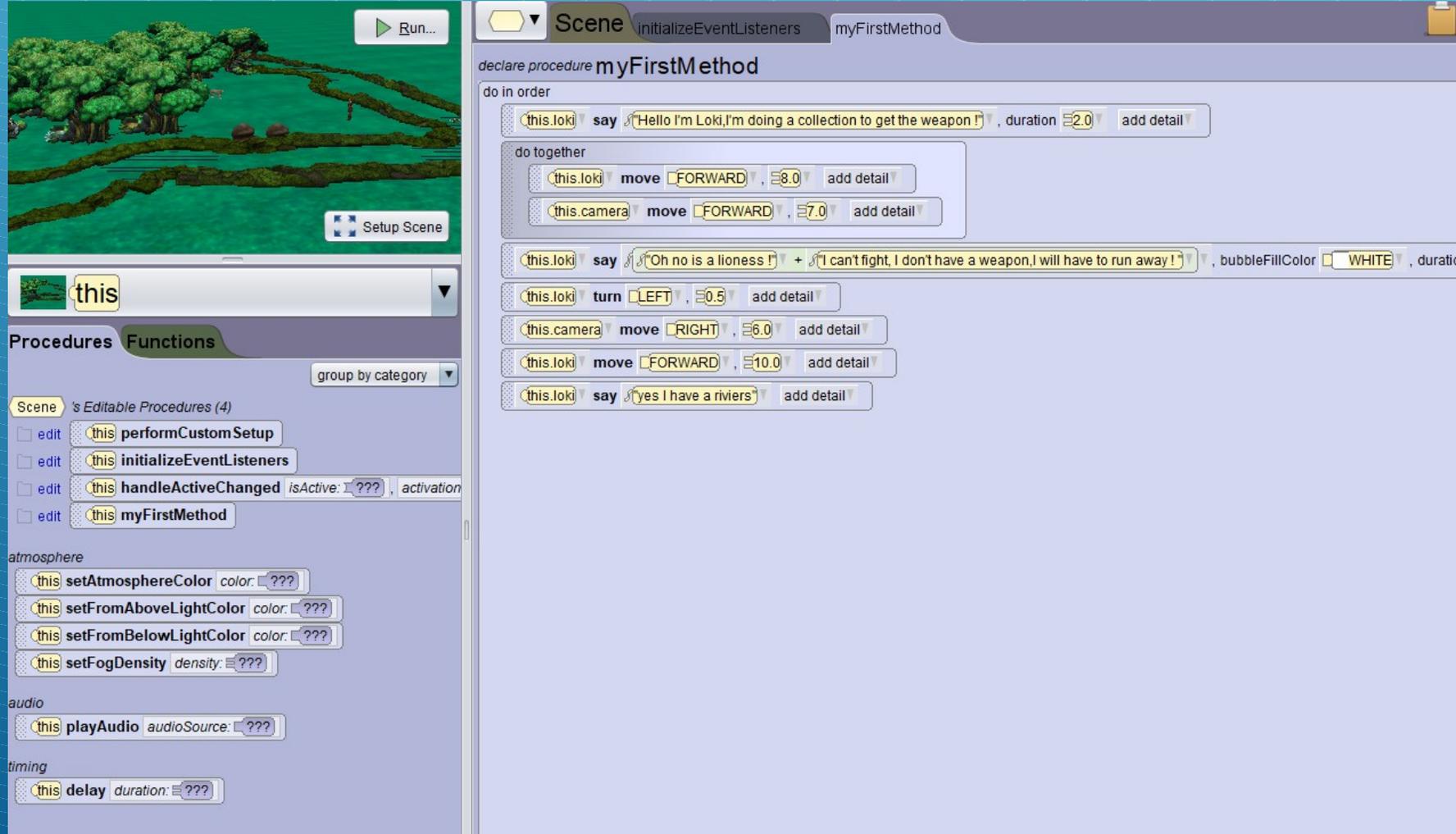
You can choose the distances and which direction (left, right, forward, backward...)



# THIS IS MY SCENE:



# And my edits codes



The image shows a game engine interface with a 3D scene on the left and a code editor on the right. The 3D scene displays a landscape with trees and a path, with a 'Run...' button and a 'Setup Scene' button. The code editor shows a procedure named 'myFirstMethod' with the following code:

```
declare procedure myFirstMethod
do in order
  (this.loki) say "Hello I'm Loki,I'm doing a collection to get the weapon!" , duration 2.0 add detail
  do together
    (this.loki) move FORWARD , 8.0 add detail
    (this.camera) move FORWARD , 7.0 add detail
  (this.loki) say "Oh no is a lioness!" + "I can't fight, I don't have a weapon,I will have to run away!" , bubbleFillColor WHITE , duration
  (this.loki) turn LEFT , 0.5 add detail
  (this.camera) move RIGHT , 6.0 add detail
  (this.loki) move FORWARD , 10.0 add detail
  (this.loki) say "yes I have a riviers" add detail
```

The code editor also shows a list of procedures and functions for the 'Scene' object, including 'performCustomSetup', 'initializeEventListeners', 'handleActiveChanged', and 'myFirstMethod'. There are also sections for 'atmosphere', 'audio', and 'timing' with various methods like 'setAtmosphereColor', 'setFromAboveLightColor', 'setFromBelowLightColor', 'setFogDensity', 'playAudio', and 'delay'.