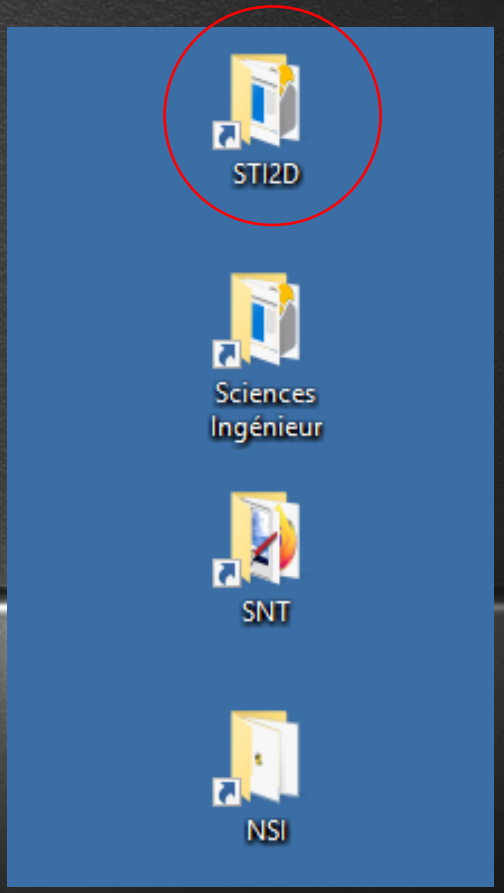
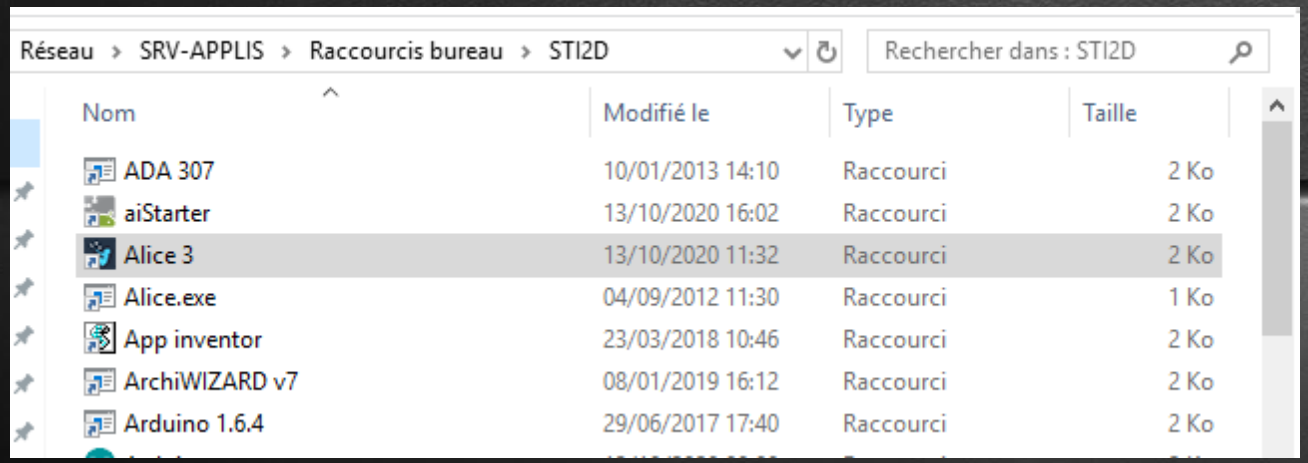
Welcome to a little tutorial to create an animation with Alice3

Open Alice 3

Go to you’r desktop and find the file called « STI2D »



Then find « Alice 3 »

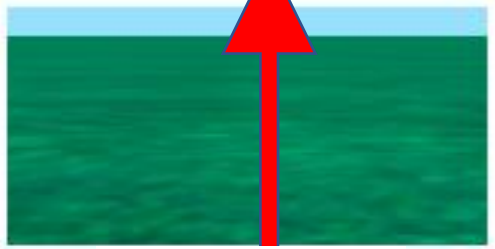


Alice 3.5.0

File

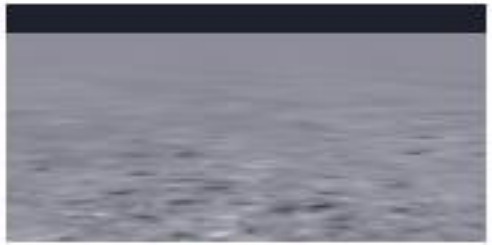
Select Project

Blank Slates | Starters | My Projects | Recent | File System



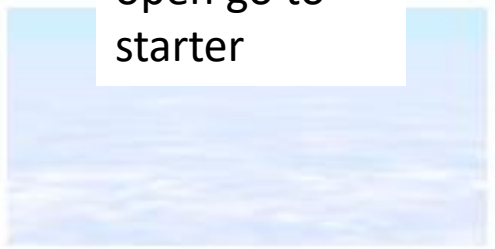
When it's open go to starter

Sea Floor

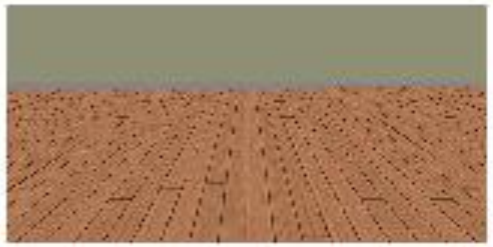


Moon

Mars



Snow



Room

Wonderland

Sea Surface

You must select project to open.

OK | Cancel

Alice 3.5.0

File

And choose whatever you want

Select Project

Blank Slates | Starters | My Projects | Recent | File System

Cloud Forest

Ice Full

India

India Full

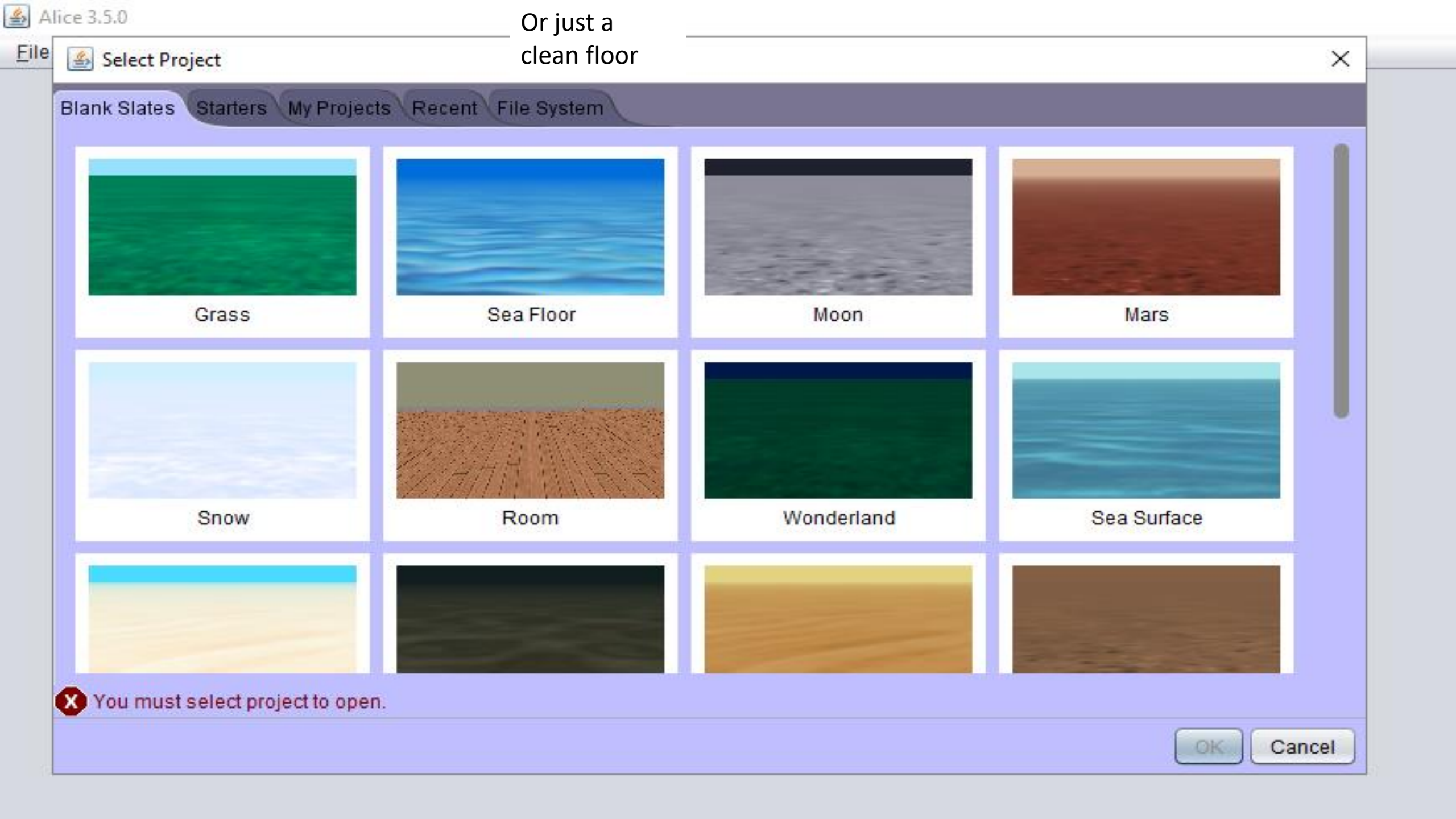
India Minimum

Lagoon

Lagoon Full

Lagoon Minimum

OK | Cancel


Alice 3.5.0
File
Select Project
Or just a clean floor
Blank Slates
Starters
My Projects
Recent
File System
Grass
Sea Floor
Moon
Mars
Snow
Room
Wonderland
Sea Surface
You must select project to open.
OK
Cancel

Alice 3.5.0

File Edit Project Run Window Help

this.peridexionTree19

Procedures Functions

group by category

PeridexionTree 's Editable Procedures (1)

edit this.peridexionTree19 setPeridexionTreeResource

Prop 's Editable Procedures (0)

say, think

this.peridexionTree19 say ???

this.peridexionTree19 think ???

position

this.peridexionTree19 move direction: ??? , amount: ???

this.peridexionTree19 moveToward target: ??? , amount:

this.peridexionTree19 moveAwayFrom target: ??? , amour

this.peridexionTree19 moveTo target: ???

this.peridexionTree19 place spatialRelation: ??? , target:

orientation

this.peridexionTree19 turn direction: ??? , amount: ???

this.peridexionTree19 roll direction: ??? , amount: ???

this.peridexionTree19 turnToFace target: ???

this.peridexionTree19 orientTo target: ???

this.peridexionTree19 orientToUpright

this.peridexionTree19 pointAt target: ???

position & orientation

this.peridexionTree19 moveAndOrientTo target: ???

size

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

drop statement here

When it's done, to add some details go to « Setup scene »

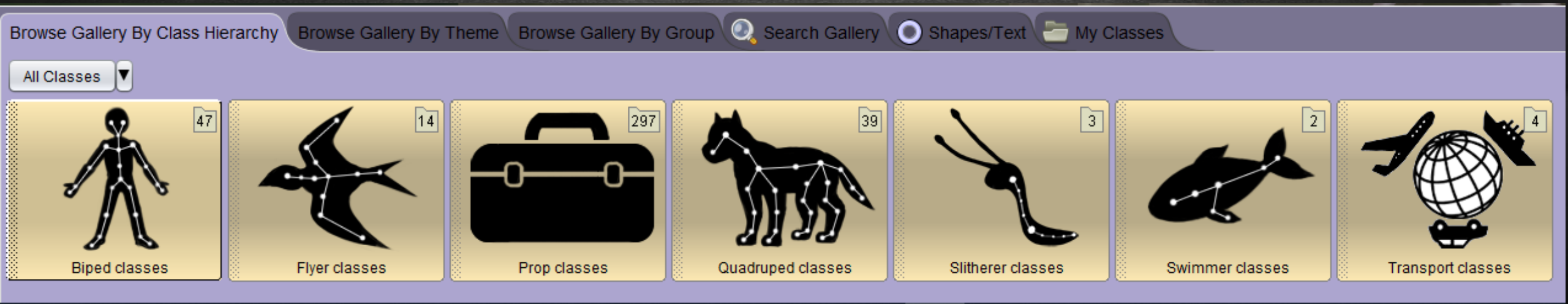
do in order | count _ | while _ | for each in _ | if _ | do together | each in _ together | variable... | assign | //comm

Rejoindre le groupe PIN

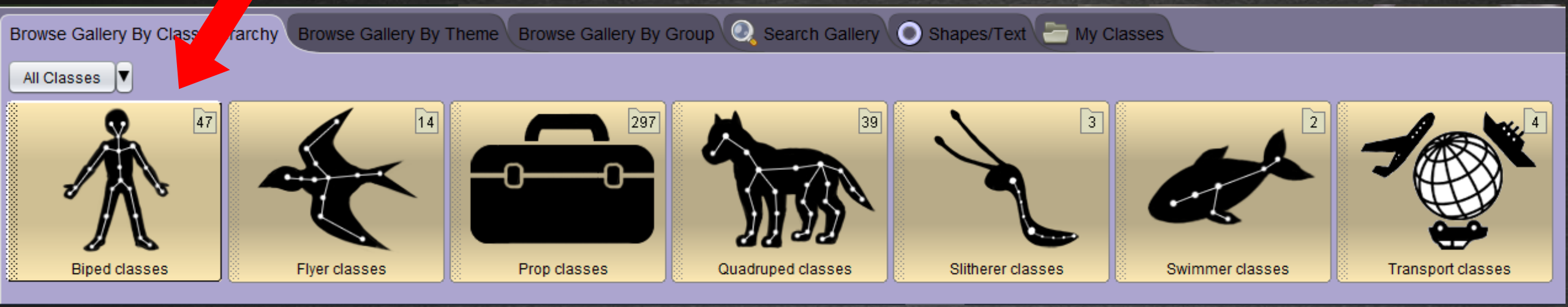
08:43
28/09/2021

A lot of choice for you animation

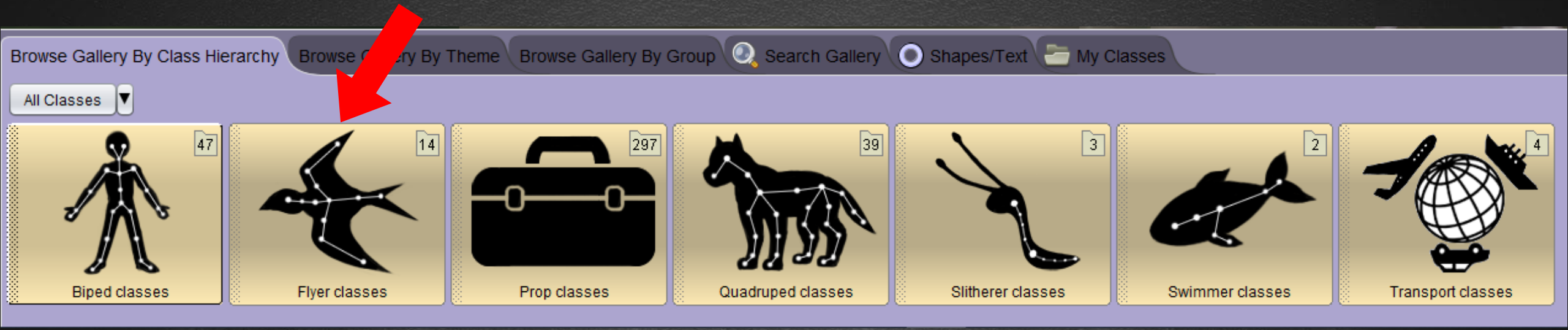
There is a few class to improve you’r environnement with flyer classes or props



If you want to put some humain/monster/ghost go to the biped class



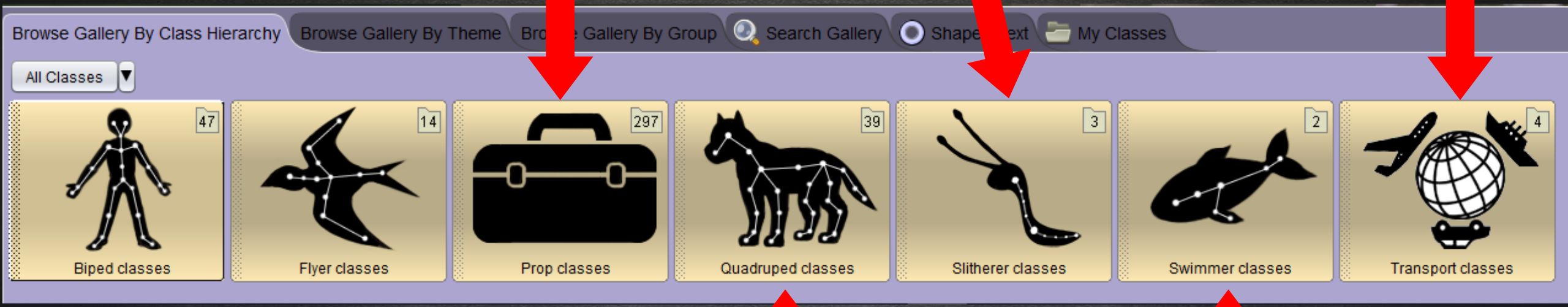
For the flying animal it’s here



Props

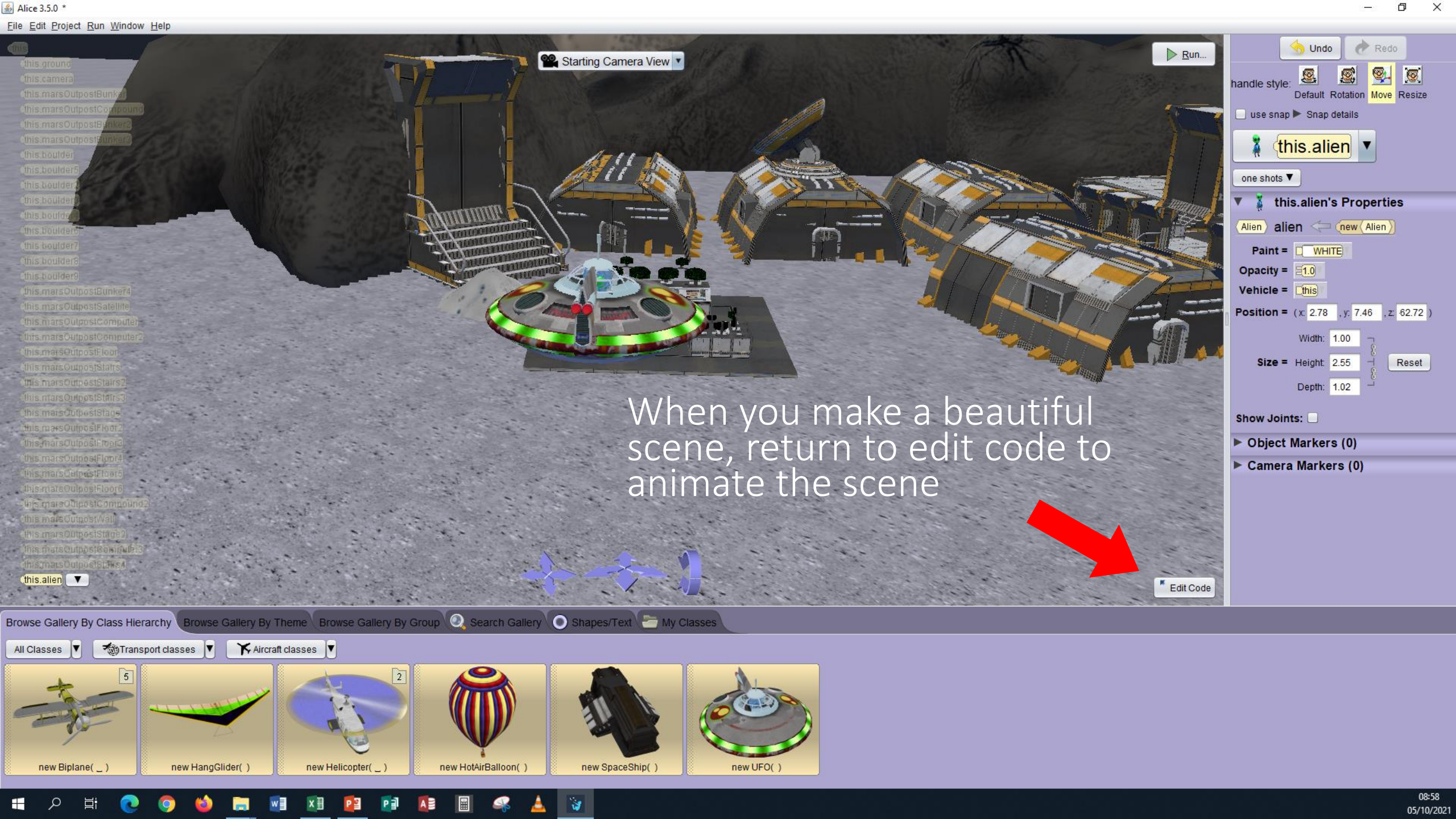
Worms/snail…

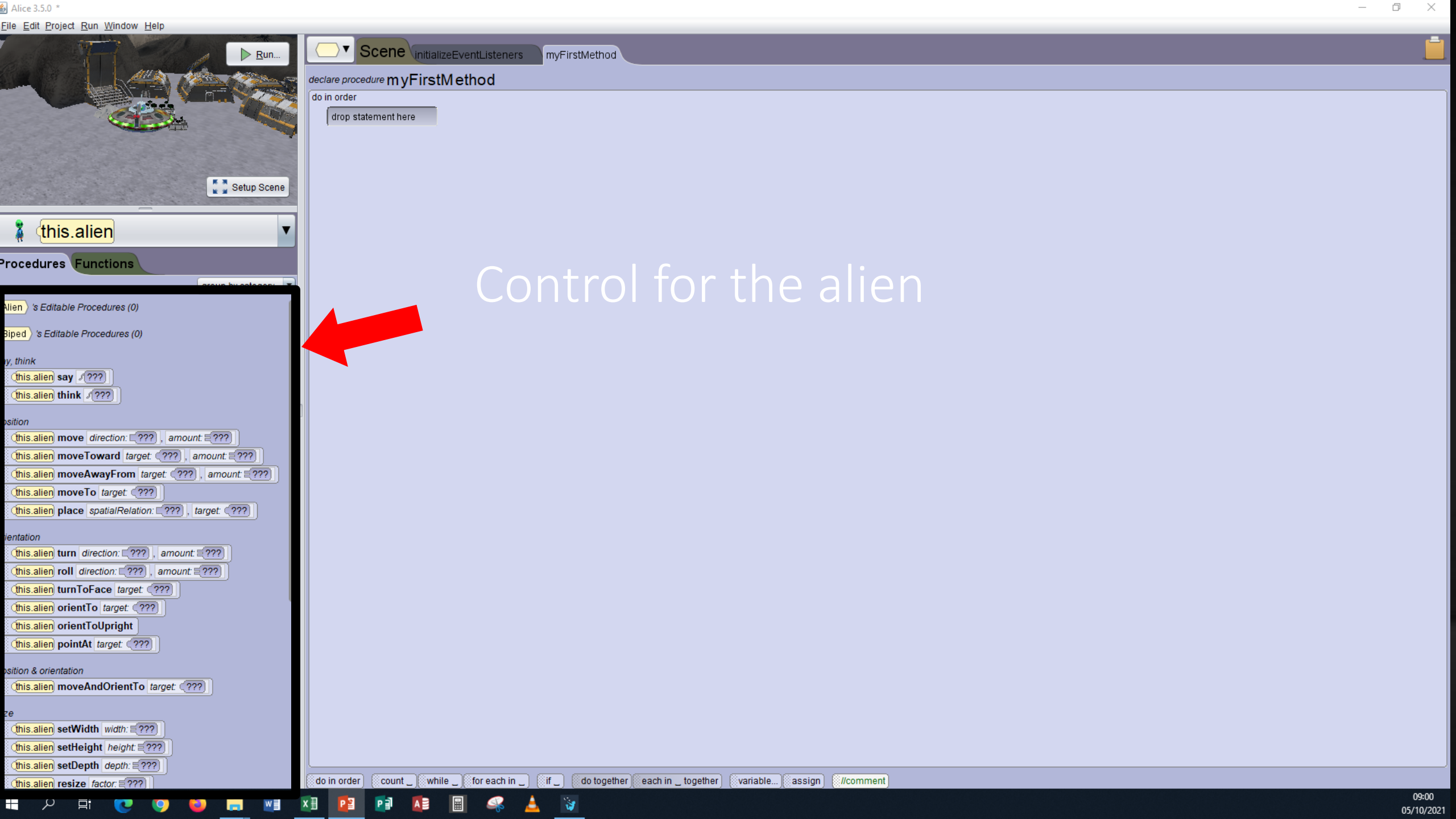
Boat/plane/car…



Horse/bear…

Fish/whale…


Alice 3.5.0 *
File Edit Project Run Window Help
Starting Camera View
Run...
Undo
Redo
handle style:
Default
Rotation
Move
Resize
use snap
Snap details
this.alien
one shots
this.alien's Properties
Alien
alien
new Alien
Paint =
WHITE
Opacity =
1.0
Vehicle =
this
Position =
x: 2.78
y: 7.46
z: -62.72
Width: 1.00
Size =
Height: 2.55
Depth: 1.02
Reset
Show Joints:
Object Markers (0)
Camera Markers (0)
When you make a beautiful scene, return to edit code to animate the scene
Edit Code
Browse Gallery By Class Hierarchy
Browse Gallery By Theme
Browse Gallery By Group
Search Gallery
Shapes/Text
My Classes
All Classes
Transport classes
Aircraft classes
new Biplane(_)
new HangGlider( )
new Helicopter(_)
new HotAirBalloon( )
new SpaceShip( )
new UFO( )
08:58
05/10/2021


Alice 3.5.0 *
File Edit Project Run Window Help
Run...
Setup Scene
this.alien
Procedures
Functions
Alien 's Editable Procedures (0)
Biped 's Editable Procedures (0)
this.alien say ???
this.alien think ???
this.alien move direction: ??? , amount: ???
this.alien moveToward target: ??? , amount: ???
this.alien moveAwayFrom target: ??? , amount: ???
this.alien moveTo target: ???
this.alien place spatialRelation: ??? , target: ???
this.alien turn direction: ??? , amount: ???
this.alien roll direction: ??? , amount: ???
this.alien turnToFace target: ???
this.alien orientTo target: ???
this.alien orientToUpright
this.alien pointAt target: ???
this.alien moveAndOrientTo target: ???
this.alien setWidth width: ???
this.alien setHeight height: ???
this.alien setDepth depth: ???
this.alien resize factor: ???
Scene
initializeEventListeners
myFirstMethod
declare procedure myFirstMethod
do in order
drop statement here
Control for the alien
do in order
count _
while _
for each in _
if _
do together
each in _ together
variable...
assign
//comment
09:00
05/10/2021

Alice 3.6 *

File Edit Project Run Window Help

this

Procedures Functions

group by category

Scene 's Editable Procedures (4)

edit this performCustomSetup

edit this initializeEventListeners

edit this handleActiveChanged isActive: ??? , activation

edit this myFirstMethod

atmosphere

this setAtmosphereColor color: ???

this setFromAboveLightColor color: ???

this setFromBelowLightColor color: ???

this setFogDensity density: ???

audio

this playAudio audioSource: ???

timing

this delay duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

do together

this.alien move DOWN , 2.0 , duration 1.0 add detail

this.camera move DOWN , 10.0 add detail

this.camera move FORWARD , 50.0 add detail

this.camera turnToFace this.alien add detail

Do the task together. You can put want you want

do in order | count _ | while _ | for each in _ | if _ | do together | each in _ together | variable... | assign | //comment

Alice 3.6 *

File Edit Project Run Window Help

this.boulder5

Procedures Functions

group by category

Boulder 's Editable Procedures (1)

edit this.boulder5 setBoulderResource boulderResource:

Prop 's Editable Procedures (0)

say, think

this.boulder5 say text: ???

this.boulder5 think text: ???

position

this.boulder5 move direction: ??? , amount: ???

this.boulder5 moveToward target: ??? , amount: ???

this.boulder5 moveAwayFrom target: ??? , amount: ???

this.boulder5 moveTo target: ???

this.boulder5 place spatialRelation: ??? , target: ???

orientation

this.boulder5 turn direction: ??? , amount: ???

this.boulder5 roll direction: ??? , amount: ???

this.boulder5 turnToFace target: ???

this.boulder5 orientTo target: ???

this.boulder5 orientToUpright

this.boulder5 pointAt target: ???

position & orientation

this.boulder5 moveAndOrientTo target: ???

size

this.boulder5 setWidth width: ???

this.boulder5 setHeight height: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

do together

this.alien move DOWN , 2.0 , duration 1.0 add detail

this.camera move DOWN , 10.0 add detail

this.camera move FORWARD , 50.0 add detail

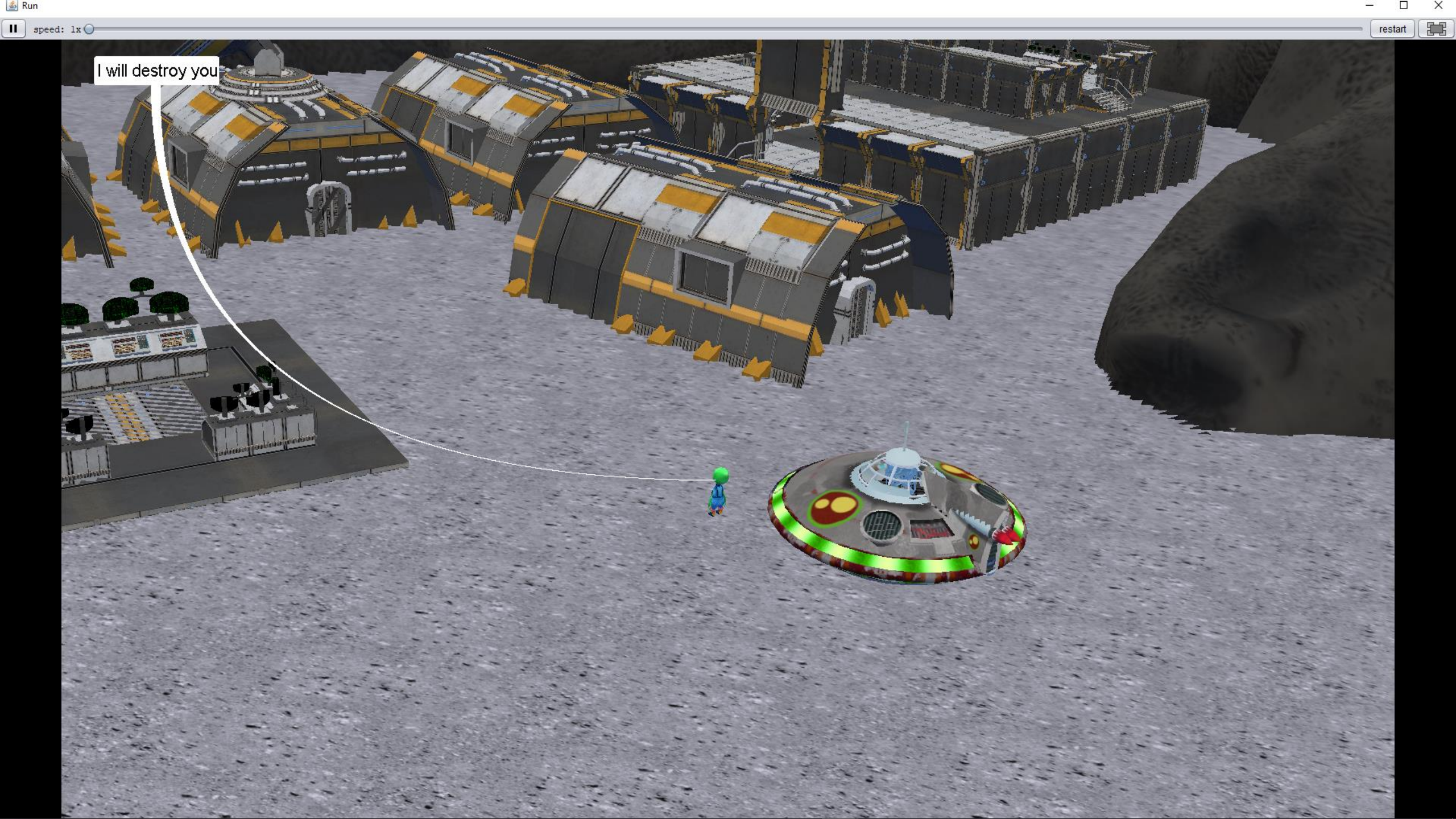
this.camera turnToFace this.alien add detail

this.alien move FORWARD , 7.5 , duration 2.0 add detail

this.alien say "I will destroy you" , bubbleOutlineColor WHITE , bubblePosition LEFT , duration 2.0 , textScale 0.5 add detail

When you finish you'r code click Run and..... Enjoy !!!

do in order | count _ | while _ | for each in _ | if _ | do together | each in _ together | variable... | assign | //comment


Run
speed: 1x
restart
I will destroy you