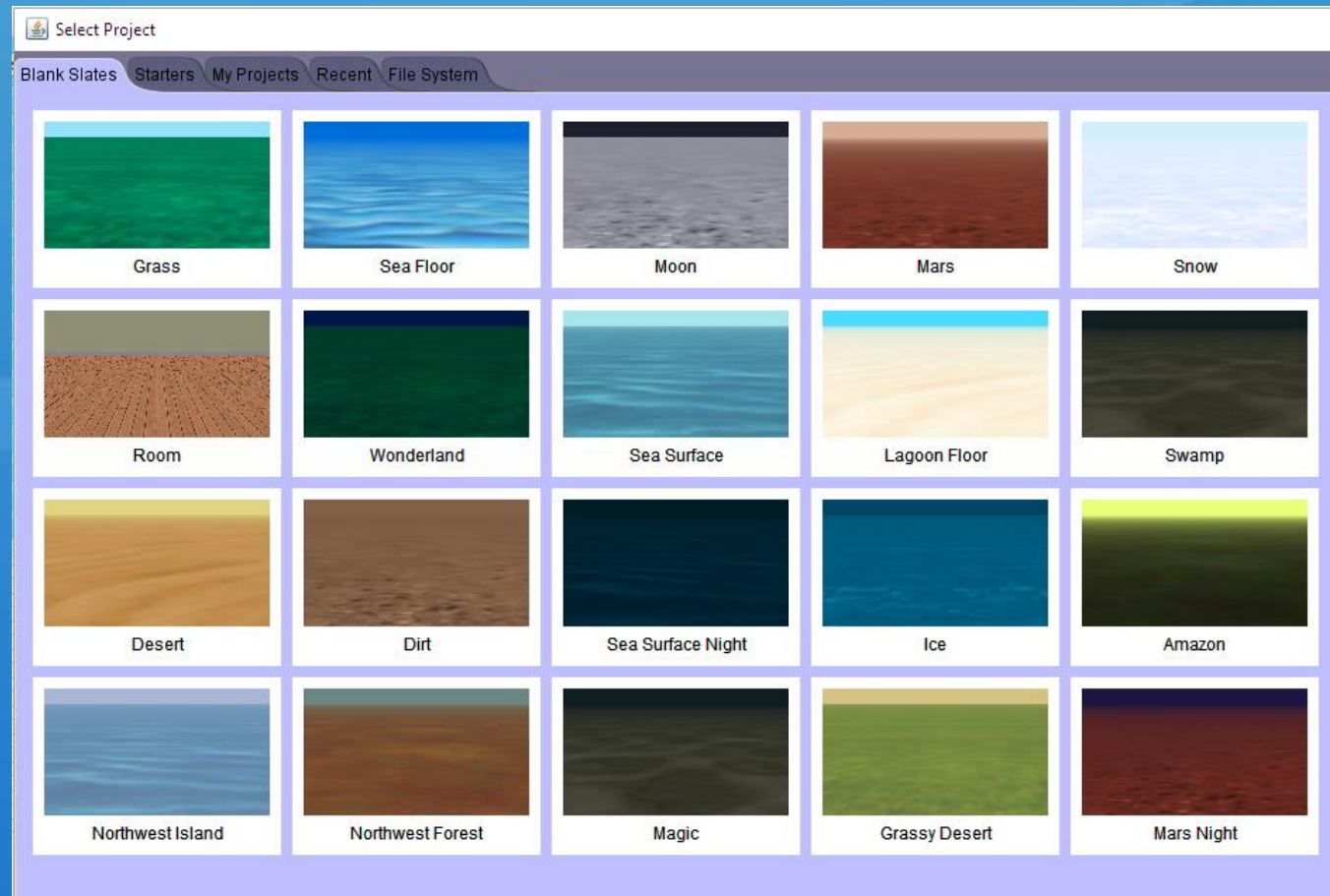
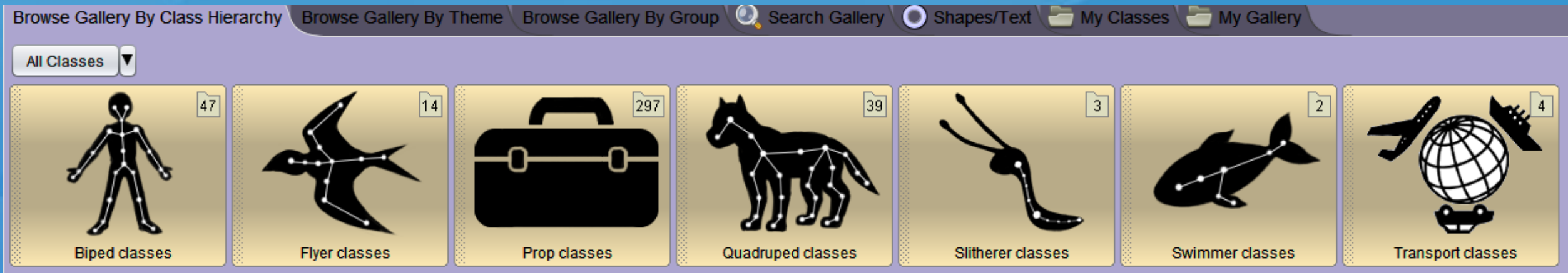


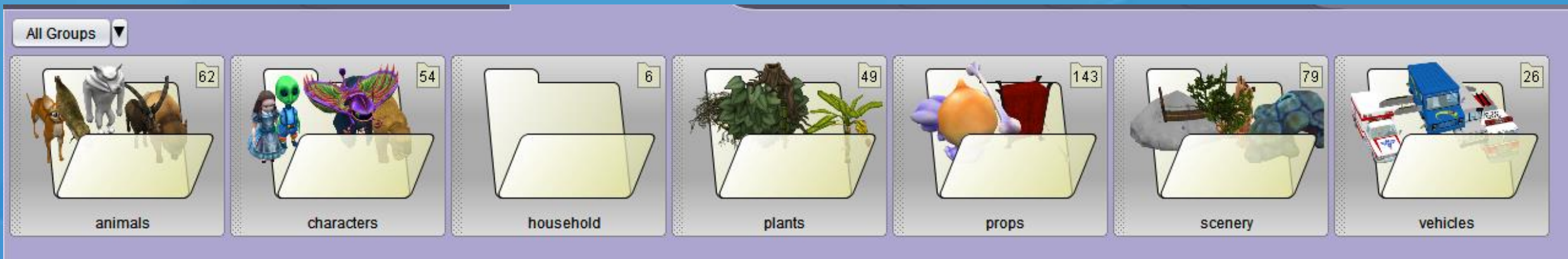
To start to use Alice 3, you have to choose the ground or the world on which you want to create your scene (for example the sea, the moon, the room...)



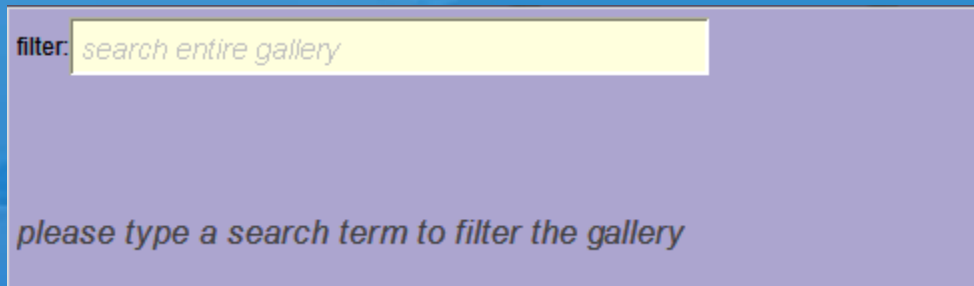
You then find the object classes to put like biped classes or quadrupled classes like dogs, cat...



Here you will find all the objects to put in your scene, they are sorted by categories.



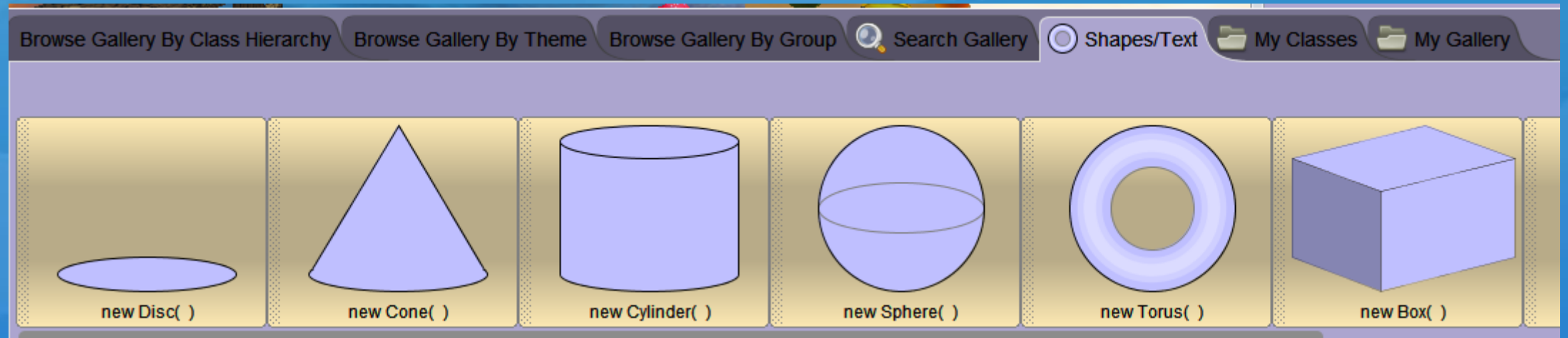
To help you you can directly search for the project, or the thing you want, to avoid looking for it in the places seen previous.



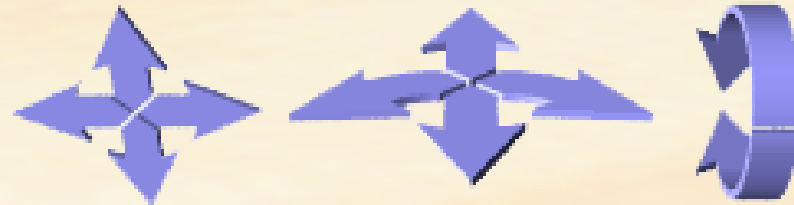
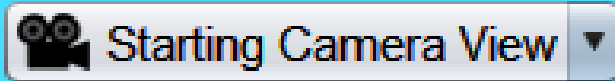
filter:

please type a search term to filter the gallery

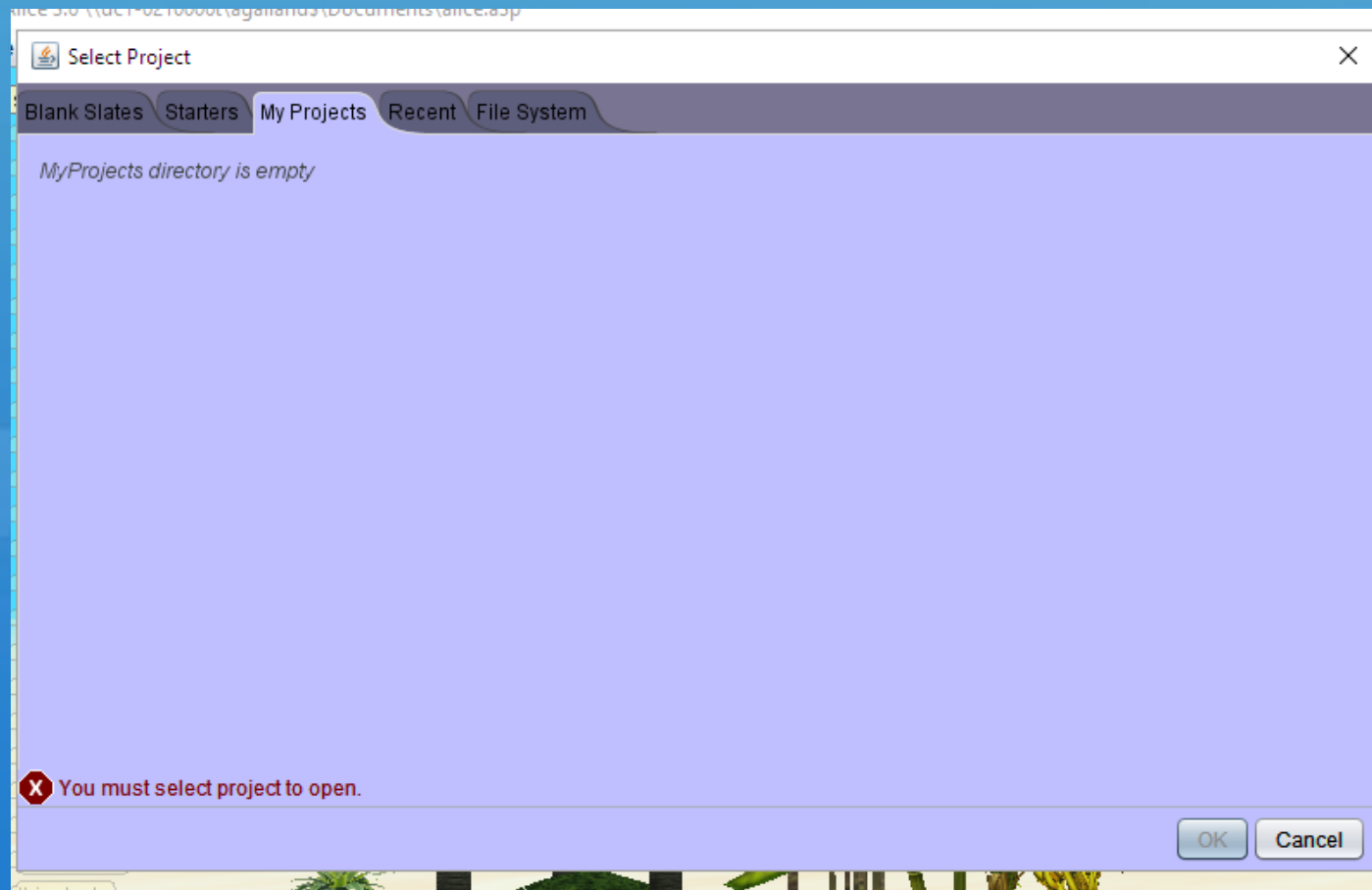
You can also put shapes in your project that you will find at the bottom of the tab « Shapes/Text ».



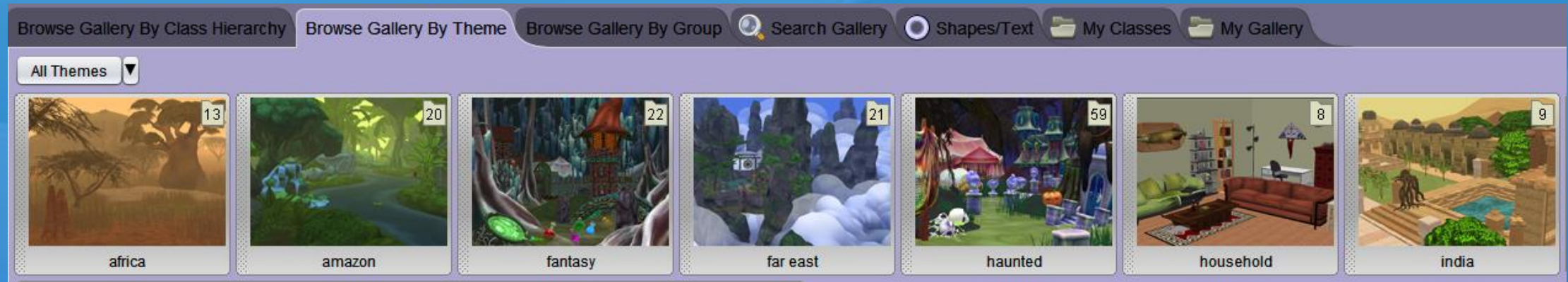
You can move with the wheel of your mouse, but also with the arrows, and the camera mode.



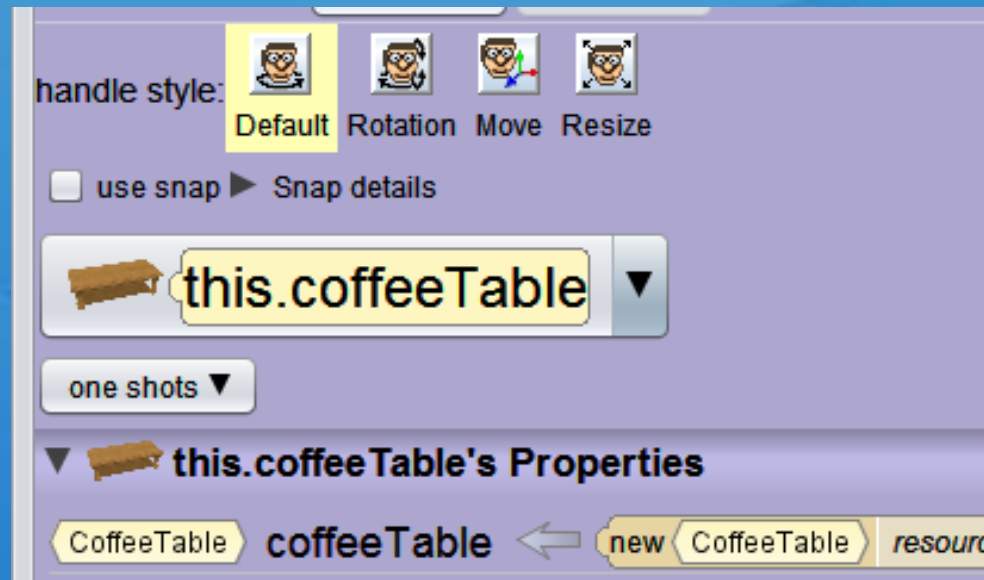
Of course if you already have a project in progress you can find it at the top left at this location.



To avoid creating a whole landscape, you can take a pre- created one.



We arrive at the next part, that of moving, enlarging, making things or characters speak.



It's here that you can change the size, la position, and adjust the paint and opacity.

Paint =

Opacity =

Vehicle =

Position = (x: , y: , z:)

Width:

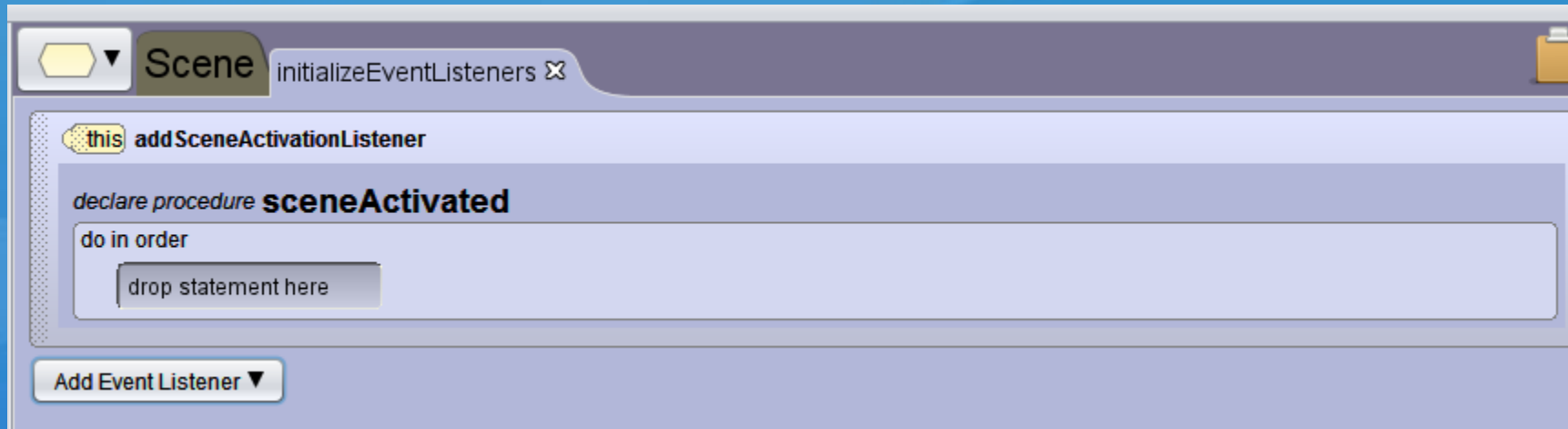
Size = Height:

Depth:

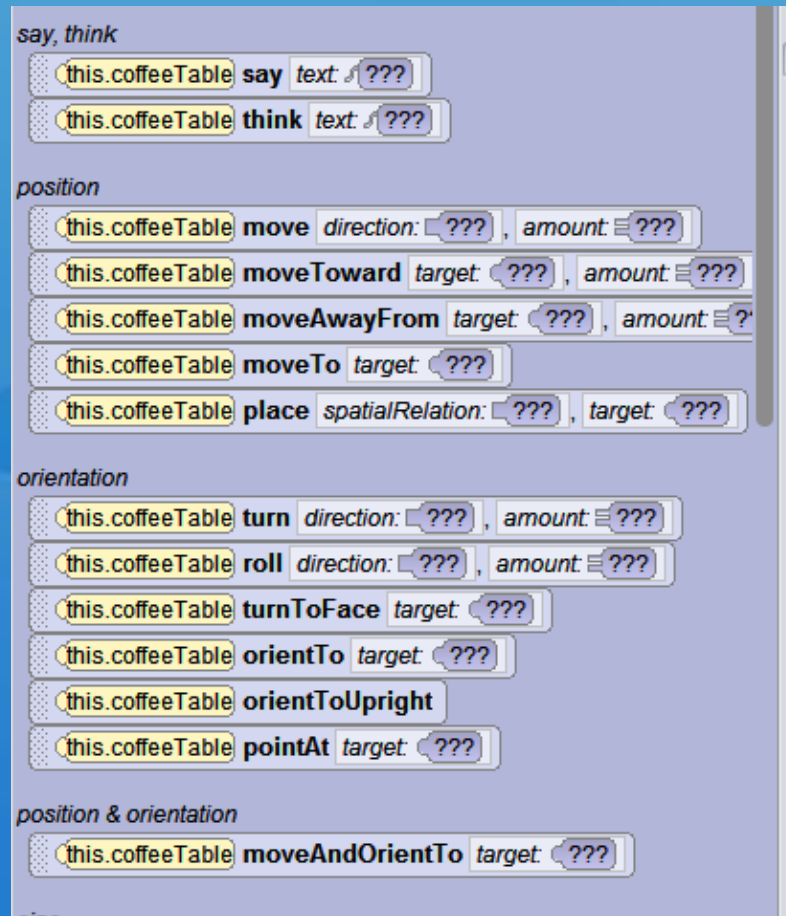
Reset

Show Joints: ☐

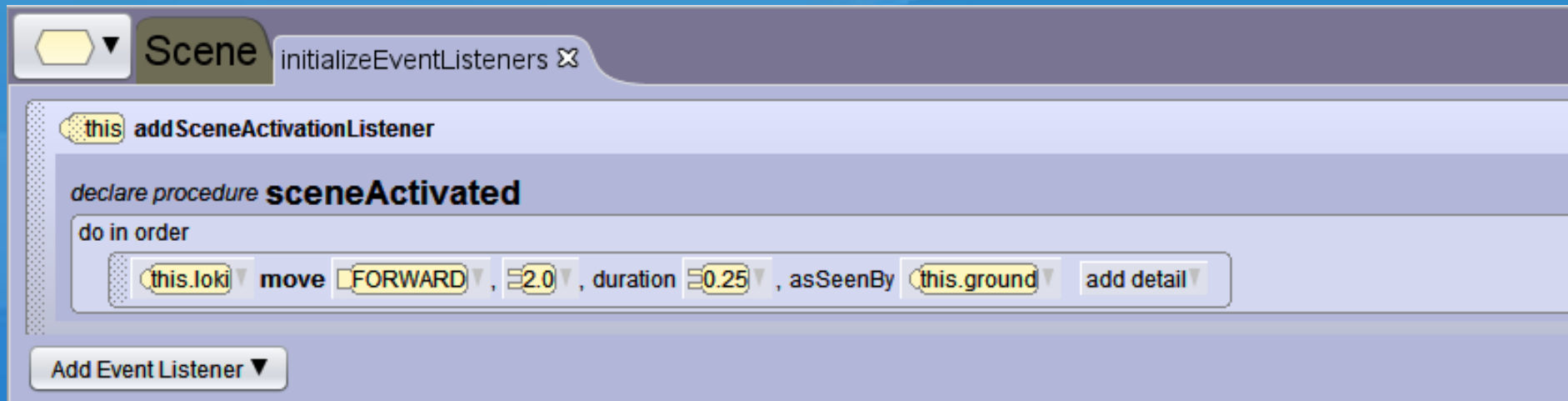
Here is the part of the programming that you will find at the bottom of your landscape.



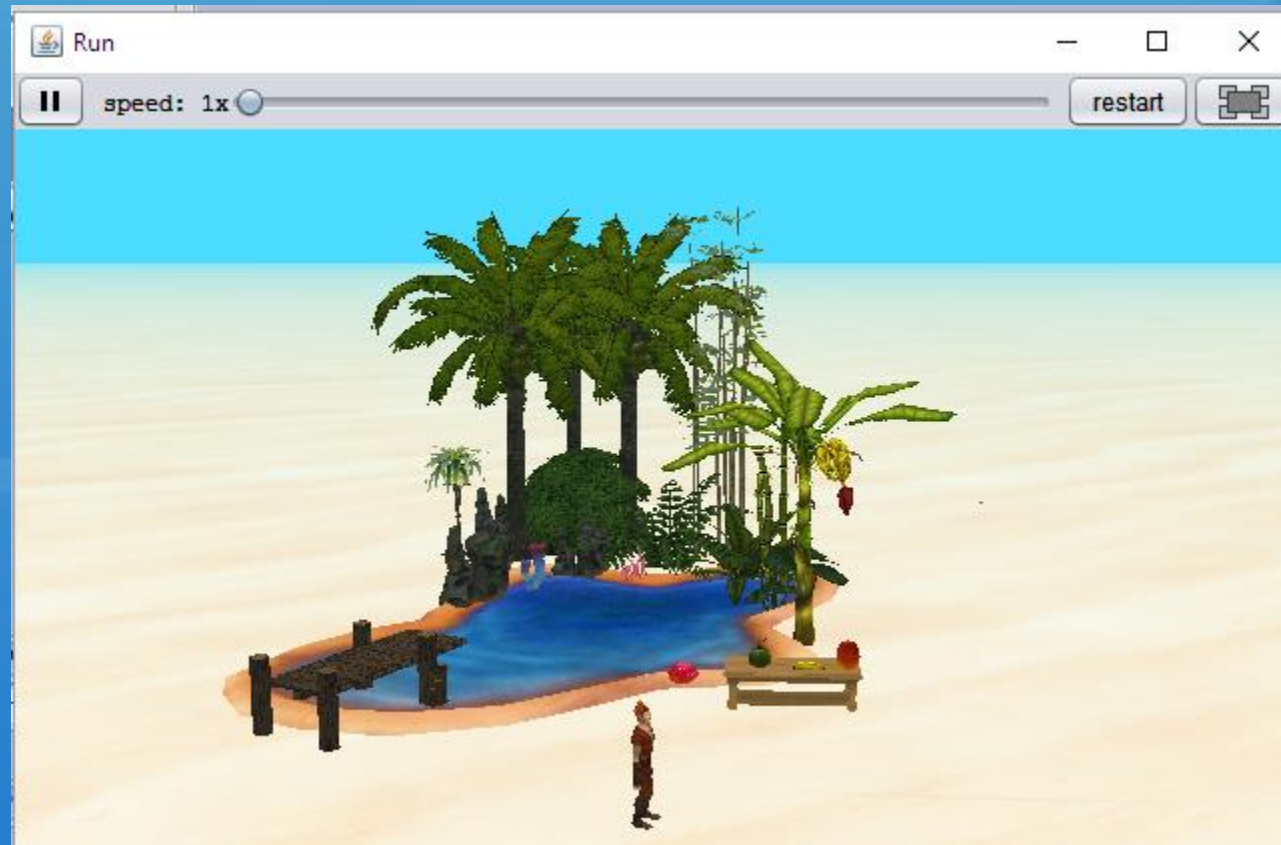
These are the lines to be inserted to create movement, to take one object to another. In other words you can do anything.



This is an example here we asked loki (who is a character) to move forward at a speed of 2, for 0,25 seconds on the ground. You can modify everything.



We can finally see the moment when we test what we have asked to do to a character, or to an object. We can re-watch it several times and of course we can modify it again.



And you have finished !

