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: search entire gallery

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.

arce s.o ((dc1=0210000c(againands)(D)Cd11ents(arce.asp		
Select Project	Х	
Blank Slates Starters My Projects Recent File System		R
MyProjects directory is empty		
You must select project to open.		
OK Canc	el	
	_	

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.

handle style:					
📃 use snap 🕨 Snap details					
this.coffeeTable					
one shots V					
this.coffeeTable's Properties					
CoffeeTable CoffeeTable CoffeeTable resource					

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

Paint =						
Opacity =	⊇1.0 ™					
Vehicle =						
Position =	(x1.83 , y. 0.00 , z1.75)					
	Width: 0.80					
Size =	Height: 0.23					
	Depth: 0.34					
Show Joints:						

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

Scene initializeEventListeners 🛛
(this) add SceneActivationListener
declare procedure sceneActivated
do in order drop statement here
Add Event Listener V

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

say,	think			
	this.coffeeTable say text: /???)			
	this.coffeeTable think text /???			
posi	tion			
	this.coffeeTable move direction: [???], amount [???]			
	target: (???), amount error amount target:			
	this.coffeeTable moveAwayFrom target: (???), amount =?			
	this.coffeeTable moveTo target (???)			
	this.coffeeTable place spatialRelation: ???), target: ???			
orier	ntation			
	this.coffeeTable turn direction: [???], amount [???]			
	this.coffeeTable roll direction: (???), amount (???)			
	this.coffeeTable turnToFace target: (???)			
(this.coffeeTable) orientTo target (???)				
	this.coffeeTable orientToUpright			
	this.coffeeTable pointAt target: (???)			
position & orientation				
posi	tion & orientation			

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

this add Scene Activation Listener	
declare procedure sceneActivated	
do in order	
(this.loki) move FORWARD , 2.0 , duration 20.25 , asSeenBy (this.ground) add detail	
Add Event Listener V	

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 !

