1) Setting up the scene
- Add in any ground cover, I picked grass
- Drag in these five objects placed as they look in the next slide:
  - From the prop classes folder:
    - Gong – name it gong
    - gongMallet – name it mallet
    - diningTable - name it table
    - dafodilVase – name it vase
  - From the Biped folder
    - Alice – name her Alice (either of the two Alices is fine)

Scene should look like:

2) Line them up in a line
- Use the controls
- Default should be selected.
- Click and move objects around until they are lined up in a line like the next page
Scene should look like:

- All in a line....

Are they really in a line?

- Default camera view is the starting camera view
- Check out the other four views.
- You can move objects in these other views.

Move objects in side view so they are all on top of each other

3) Moving objects into place

- TODO: put the flower vase on the table, make the mallet bigger and put in Alice’s right hand (see next slide). Also turn the gong so you can see it better and turn Alice to face the gong. When you turn Alice you will want to be able to see her right hand. Then put the mallet into her hand.

Now change back to starting view and they should really be in a line.
Scene should look like this: (see next slide for tips on how to)

Howto’s for scene setup

• Try the handle styles: Default, rotation and Move to see what they do
• Use Resize to make the mallet much bigger
• Try a one shot command to have the mallet move up some amount to get it close to her right hand

4) Glue Mallet to Alice’s right hand – vehicle property

• When Alice moves, want the mallet to move also, stay in her hand.
• Select mallet, change its vehicle property to Alice’s right hand (click on this to change)

Verify Vehicle property works

• When Alice moves the mallet should move with her. Click on Alice and move her around and then put her back where she was. The mallet should move with her.
5) Add one food item

- Put some food on the left side of the table. I put on a banana.
- When the story starts, we want the food off scene.
- Use a one shot to move it off screen.
- Remember how you did that.
- Later do the opposite move to bring the food back in to land on the table.

6) Now code up the following story

- Alice announces dinner is ready. She moves to the gong and hits it twice. She drops the mallet and moves behind the gong and over to the table. She admires the lovely flowers. Then she notices the food is not there. The food flies onto the table and she notes the food arrived quickly.

The ending scene

- Note the mallet is on the ground near the gong (it should not move after Alice drops it)
- The food is on the table now