CompSci 94
Setting up a Scene
August 30, 2018

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Class Today
• Setting up a scene with objects
• Classwork – build a scene, then add code for a simple animation
• Be sure to checkoff your classwork when done
• Next time – web pages

Setting up and Controlling objects
• UNDO is your friend! (edit → undo)
• Handle styles
  – Default, rotation, move, resize
• One shots
  – Command that happens in place
  – Happens instantly, permanent
  – Not part of your code
• If you don’t like it, undo!

Add in a woodenBoat and then a tiger
• ObjectTree shows objects in the world
• Object highlighted is selected (tiger)
• Add boat first, then tiger, see next slides
Turn Boat in water

- Boat added to world
- Boat turned
- How? Use handles or one shot

Put a tiger in the boat

- Use camera views to make sure in the boat

Want the Tiger to move with the boat when it moves

- Set the Tiger’s vehicle property to the \texttt{woodenBoat}
- Then if the boat moves, the tiger goes with it.
- To turn this off, set the Tiger’s vehicle property to \texttt{This}
Where to change vehicle property

- Change it in scene setup, permanent
  - One shot shown before
- Change it in the code at the appropriate time

Play a sound

- Alice command, select .mp3 sound file
- Shorten the length of the sound - custom

Turn the tiger’s head – manipulating just a part of an object

- You can turn an object or just a part of it
- First put the command in and then change it to just the part
  - To:
- See next slide

Changing to just turn the head
This lecture covered

- Setting up objects with handles vs one shots
- Gluing an object to another with vehicle property – in place and in the code
- Use camera views to tighten up objects in scene
- Manipulating an object vs a part of an object
- Playing sounds and adjusting their length