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 wooden Boat 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
Boat turned with 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 woodenBoat
• Then if the boat moves, the tiger goes with it.
• To turn this off, set the Tiger’s vehicle property to 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
Final Code

declare procedure myFirstMethod

do in order

- this.tiger say "move tiger" add detail
- this.tiger move FORWARD, 0.25 add detail
- this.tiger move BACKWARD, 0.25 add detail
- this.tiger say "Now move boat" add detail
- this.waoddenBoat move FORWARD, 2.0 add detail
- this.tiger say "reset tiger vehicle property to this" add detail
- this.tiger setVehicle this
- this.waoddenBoat move FORWARD, 5.0 add detail
- this.tiger playAudio new AudioSource dragon_growl_01.mp3 (2.56s),
- this.tiger getHead turn LEFT, 0.25 add detail
- this.tiger move DOWN, 10.0 add detail
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