CompSci 94
Setting up a Scene
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Prof. Susan Rodger

Class Today
- Setting up a scene with objects
- Classwork – build a scene, then add code for a simple animation
- Be sure to check off 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

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" -30.25 add detail
- "this tiger" move "BACKWARD" -30.25 add detail
- "this tiger" say "Now move boat" add detail
- "this woodenBoat" move "FORWARD" 2.0 add detail
- "this tiger" say "reset tiger vehicle properly to this" add detail
- "this tiger" setVehicle "this"
- "this woodenBoat" move "FORWARD" -25.0 add detail
- "this tiger" playAudio new (AudioSource) "dragon_growl_01.mp3" add detail
- "this tiger" putHead "LEFT" -30.25 add detail
- "this tiger" move "DOWN" -10.0 add detail