CompSci 94
Setting up a Scene
January 16, 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 $\rightarrow$ 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
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.woodenBoat move FORWARD, 2.0 add detail
  this.tiger say "reset tiger vehicle property to this" add detail
  this.tiger setVehicle this
  this.woodenBoat 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
```