Q1. How do I setup an object marker for the bunny?

• Go to scene setup
• Select the bunny first!
• Add objectMarker
• Should see it on the bunny

Q2. How do I use an object marker?
Q2. How do I use an object marker?

• Use it just like a camera marker.
• Bunny `moveAndOrientToObject` `objectMarkerBunny`

Q3. Consider the following

• Have 3 animals in an array named `animals`, and three object markers in an array called `objectMarkers`. They are in the order in the array as shown from left to right.

Q3: Suppose the animals have moved as shown. What does the mystery procedure do?

• It moves the animals back to their original position and orientation.
Q4. What does the following code do?

• Panda moves right, then panda moves left
• Then there is a delay of 1 sec, the doTogether has to finish.
• Then the panda turns.

Q5. How do I click on only cow and moose for them to turn around?

• A scene has bear cub, cow, dalmatian and moose.

• Add Detail – Visual array of cow and moose
Q6 What does this event do?

• Every other time you click on the dalmatian, it says hello.

Announcements

• Assignment 5, A simple Quiz, is due March 26
• Videos and online quiz for Thursday

Class Today

• Make a simple game