CompSci 94
Making Procedures Flexible, Camera Controls
September 17, 2019

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Parameters

• What is the difference between a parameter and an argument?

• Can you send different arguments when you use a procedure?

• Does the type of the argument matter?
Parameters/Arguments

• Consider:

• What are the parameters in it?

• What are the arguments in it?
Parameters/arguments

– What type of procedure is Mystery?

– What type of parameter is phrase?

– What type of parameter is animal?

– What type of parameter is forward?

– What are the arguments?
Camera Views

• How do I line up the animals in the front in a line? How do I make sure the animal behind the ogre is directly behind it?
Setup Scene

• What other views can you use beside Starting Camera View?
Camera Markers

• How does one create a camera marker?

• How does one use a Camera Marker during animation?
Setting up a CameraMarker

- How does one setup camera for side view?

  - Using one-shots, have camera move to hare.
  - Then upright camera,
  - Move up 1.0
  - Move right 6.0
  - Turn left 0.25
  - Use purple arrows to adjust view.
More on Camera markers

• When do you add Camera markers?

• What do these buttons mean?
Announcements

• Assignment 3 out on Thursday
• Next time – procedures for classes of objects, and properties.
• QZ7 due Thursday by class time
Class Today

- Writing procedures with parameters
- Moving between camera views