Parameters

• What is the difference between a parameter and an argument?
  – A parameter is a placeholder for a value
  – An argument is a value that can be used in place of a parameter

• Can you send different arguments when you use a procedure?
  – Yes!

• Does the type of the argument matter?
  – Yes, it must be the same type as the parameter

Parameters/Arguments

• Consider:

• What are the parameters in it?

• What are the arguments in it?
Parameters/Arguments

• Consider:

• What are the parameters in it?
  – Direction and amount

• What are the arguments in it?
  – Right, 2.0

Parameters/arguments

– What type of procedure is Mystery?
  • Mystery is a bunny procedure

– What type of parameter is phrase?
  • Phrase is a textString parameter

– What type of parameter is animal?
  • Animal is an object parameter

– What type of parameter is forward?
  • Forward is a direction parameter

– What are the arguments?
  • “Welcome”, hare, and FORWARD

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?
Use 2D sideview for both
- Line up animals
- Move marchHare close to Ogre

Setup Scene
- What other views can you use beside Starting Camera View?
  - 2D TOP view
  - 2D SIDE view
  - 2D FRONT View
  - Layout Scene View

Camera Markers
- How does one create a camera marker?
- How does one use a Camera Marker during animation?
Camera Markers

• How does one create a camera marker?
  – Move camera to location.
  – Click on **add camera marker** in scene setup
  – Give camera marker a name.

• How does one use a Camera Marker during animation?
  – Use camera with **moveAndOrientTo** instruction to change a scene.

Setting up a CameraMarker

• How does one setup camera for side view?
  – Using one-shots, have camera **move to** hare.
  – Then camera **orientToUpright**
  – Camera move up 1.0
  – Camera move right 6.0
  – Camera 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?
More on Camera markers

• When do you add Camera markers?
  – LAST, after the objects are placed
• 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