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?

- Use it just like a camera marker.
- Bunny moveAndOrientTo 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.
Q6 What does this event do?

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

Announcements
- Assignment 4 is due Thursday, Oct 31
- Videos and online quiz for Thursday

Class Today
- Make a simple game