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
Q2. How do I use an object marker?

- Use it just like a camera marker.
- Bunny moveAndOrientToObject markerBunny

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?
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.
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 4 is due Thursday, Oct 31
   • Videos and online quiz for Thursday
Class Today

• Make a simple game