Classwork today

- We will setup a scene for today using the 2D camera scenes
- We will write two procedures with parameters and write the story
- Then we will add in some camera markers and add different camera views to the story

1) Setting up the scene

- Choose the **desert** ground cover
- Drag in these objects so they are in positions similar to the pictures on the next 4 pages
  - Biped: tortoise, yetiBaby, yeti
  - Props: gopherHole, gardenGnome, iceskate

From the 2D FrontView

Don’t move the camera (black object)!
YetiBaby is at Yetis feet
2) Write the tortoise kick procedure

- It has three parameters
  - itemKicked of type prop – the item to kick
  - direction of type moveDirection – the direction for the itemKicked object to move
  - howFar of type DecimalNumber – the distance for the item kicked to move
2) Tortoise **kick** (continued)

- The tortoise should kick its right leg once (at the knee – use `getRightKnee`) in three motions shown here from left to right:

  ![Kick Motion Images]

- Note with the last motion the object moves at the same time.
- Test out kick in `myFirstMethod`

3) Write the **tortoise jump** procedure

- It has four parameters:
  - `obstacle` of type `SJointedModel` – the object the tortoise will jump over
  - `howHigh` of type `DecimalNumber` – how high to move up
  - `distance1` of type `DecimalNumber` – how far for the obstacle to move the first time
  - `distance2` of type `DecimalNumber` – how far for the obstacle to move the second time

3) Tortoise **jump** (continued)

- Here is how the jump works:
  - There are just two movements
  - At the same time, the tortoise goes straight up and the obstacle moves towards the tortoise the first distance, likely stopping directly below the tortoise
  - At the same time, the tortoise goes back down and the obstacle moves the second distance
  - See pictures on the next page

- From left to right here is the jump
- Be sure to test the jump out in `myFirstMethod` with the `gardenGnome`
4) Put the story together
• Delete any testing code you have in myFirstMethod
• Put in a do in order tile
• Here is the story:
  – The tortoise turns to face the skate, moves over to it and kicks it, it moves to the hole and then drops down into the hole.
  – The tortoise turns to face the gardenGnome, moves over to it and kicks it. The gardenGnome moves and then it falls over backward. The tortoise moves up to it again, kicks it and this time it moves off screen.
• (continued)

(continued)
• The baby yeti approaches. The tortoise jumps over the babyYeti as it passes by the tortoise.
• The babyYeti reaches the hole and drops underground.
• Next the yeti approaches. The tortoise says something like “Whoa, another”
• The tortoise jumps over the Yeti as it passes by. The yeti drops through the hole.
• The tortoise faces front and says “The end”

5) Add four camera markers
• It is important to add camera markers last, or your setup scene may freeze and you cannot click on objects and move them.
• Drop a camera marker before moving the camera for the cameraStartView
• Then add three more camera markers described on the next few pages.

Add a close up view of the skate – cameraShoeCloseup
• Be sure to see the hole and also the tortoise’s legs
Add a top view – cameraAboveView

- Try moving the camera to the tortoise, upright it, then move the camera up and turn it to look down. Try this with one shots.
- You can see the shoe cameraMarker

6) Add camera views to the story.
- Start in the cameraStartView
- Change to the cameraShoeCloseup when the tortoise faces the shoe
- Change back to the cameraStartView after the shoe disappears
- Change to the cameraAboveView after the gardenGnome falls over
- Change to the cameraStartView after the gardenGnome goes off screen.
  (continued)

Add the side view camera marker

- Put the camera back to the cameraStartView and start from there with oneShots

6) Add camera views (cont.).
- Change to the cameraSideView after the yetiBaby falls through the hole
- Change to the cameraStartView after the yeti falls through the hole