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:

  ![Image of a bunny moving right with a distance of 2.0]

- 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 can you say about this call and its parts?
  
– Mystery is a bunny procedure
– Phrase is a textString parameter
– Animal is an object parameter
– Forward is a direction parameter
– “Welcome”, hare, and FORWARD are 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?
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?
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?

![Diagram of Camera Markers]

Move camera to Camera marker
Select camera marker
Move camera marker to camera

Announcements

- Assignment 3 due Tuesday
- Next time – procedures for classes of objects, and properties.
- RQ7 due Tuesday by class time

Class Today

- Writing procedures with parameters
- Moving between camera views