Lights Camera Action!
Part 1: Camera Control in Alice

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Step 1: Building the World
This tutorial will go through different ways of using the camera in Alice, such as changing and saving camera positions. First we need to build it with objects that our camera will look at.

Start with a new world in Alice with the grass template. Click on “add objects” and scroll to the right until you find the “Medieval” folder. Find the dragon, knight, troll, and wizard and add an instance of each of these to the world.

Step 2: Dropping Dummy Objects
To save a camera position in Alice, you use something called a dummy object, which is just an invisible object that is placed at your camera’s exact position, and stays there even if you move your camera around.

To drop a dummy object, first click on the more controls button on the right hand side of your screen, under the object-controlling buttons. More controls should appear on the screen.

Click the drop dummy at camera button. This will make a new folder appear on your object tree, called Dummy Objects.

Click on the plus sign next to the folder to see your new object, named Dummy.

Step 3: Camera Control Arrows
Now try moving setting your camera to a different position using the camera control arrows, under the viewing screen. Controlling the camera using these blue arrows helps you set up your camera to get the perfect shot.

Use the camera control arrows to move your camera to a new position.

Move the camera view up, down, left and right.

Drive the camera forward, backward, left and right.

Tilt the camera forward and backward.

These controls can be very useful for creating new camera positions to drop dummies at, and also to get different views of objects when trying to position them in your world. We will then show you how to get your camera back to its original position.
Step 4: Changing Point of View

To return the view back to the original position right click on camera in the object tree, and then select methods, then set point of view to, then dummy objects, then dummy.

Step 5: Renaming Dummy Objects

Whenever you create a dummy object in Alice, it is automatically named Dummy. To remember which position each dummy holds, you should re-name them to something more meaningful.

Right click on Dummy in your object tree and select rename to do this. We’ll rename ours Original Position.

Step 6: New View

Now we want to use the camera control arrows to get an overhead view of our four characters, so we can place them in a diamond shape.

Tilt the camera forward until you are looking at the ground straight on.

Move the camera view up to zoom out.

Drive the camera until it is over your characters.

Step 7: Moving Objects

First, drop a dummy object at your camera. Name it something like overhead view. Then, using your object positioning buttons, arrange your characters in the shape of a diamond.

Note: You may need to zoom in with the camera a bit to make sure the objects are all facing forward.
Now set your camera back to original position to check out what your characters look like from the front. Use the techniques you have learned in this tutorial to position objects and save camera positions in your future Alice worlds!