Headshots in Alice 3

This is an modification of the July 2008/June 2014 headshot tutorial by Gaetjens Lezin and Yossra Hamid
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Background

• Before you begin to code your Alice world, you will need three headshots
• Choose three pictures and crop them so that just the person’s head and shoulders are visible
• Save these pictures somewhere you can easily navigate to

Go to setup scene

• Choose three characters from the “biped” category
• If you want your world to be more realistic, you should choose human characters
• If you choose from the first 5 categories (Elder, Adult, Teen, Child, Toddler) you can customize a character

I chose iceSkater, Loki, and Freya
Go to the shapes/text tab

- Select “billboard”
- Under “front paint” select “Import Image”

Positioning the billboard

- In Alice 2, we could make the heads of the characters invisible, but in Alice 3 this is impossible
- Instead, we will move the billboards right in front of their faces
- Use the four positioning buttons to move the billboard in front of the first character’s face
- You will also likely need to resize the billboard

- Choose one of the headshots you saved earlier
- When you click OK, you should see it under the front paint preview

- Your world should look something like this!
- Note: hold down the shift key to move the billboard up and down
Setting the vehicle

- We want the billboard to move with the iceSkater, so we will change the billboard’s vehicle
- Make sure the billboard is selected in the right-hand side panel
- Select “Vehicle” and choose the name of your character

Repeat!

- Repeat this process with two more billboards for your other two characters

Time for code!

- Click on the “edit code” button to get back to the code view
- Make sure you are on the “myFirstMethod” tab
- Select one of your characters from the left-hand dropdown menu— I have chosen the ice skater

- Drag in a move block
- Select UP and 1.0
- Drag in a second block, select DOWN and 1.0
- You can also right click on the UP line and select “copy to clipboard”, and then drag down from the clipboard symbol on the top right
- Change the up to down using the dropdown arrow
Camera movement

• Now select this.camera from the menu, and drag in a turn
• Select RIGHT and .125
• Repeat for LEFT and .125
• Click on the add detail button and select asSeenBy, then choose your middle character

Run your game

• You will notice that we can see the character’s heads behind the billboards
• We want the billboards to turn with the camera

• Drag in two do together blocks, and put each camera command in one
• In the first, select this.billboard and drag in a turn statement
• Select RIGHT and .125, then choose asSeenBy your first character
• Repeat for the second do together block, changing the direction to LEFT
Repeat for the other two billboards

Run your code

- The billboards should now move with the camera!