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.
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.

**Step 2: Dropping Dummy Objects**

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**.
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.
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.
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.
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.

**Step 6: New View**

- **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.
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!