Alice Programming Assessment:

Texture Maps

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This assessment is designed to test the concept of “Texture Maps” in Alice.

In order to prepare for this assessment complete the “Creating Simple Objects with Shapes and Textures: Texture Maps” tutorial
1. After importing a new Texture Map, where can it be found?
   a. It will appear as an Object in the Object Tree
   b. It will appear in the world
   c. It will appear in the Ground’s Properties Tab under Texture Maps
   d. It will appear in the World’s Properties Tab under Texture Maps

2. Which property should be changed in order to apply the new texture map?
   a. [Vehicle]
   b. [Skin Texture]
   c. [Filling Style]
   d. [Color]

3. If a picture named “polkadots” is imported to an Alice World how will the image name appear when you attempt to change the texture?
   a. polkadots.world
   b. Alice.polkadots
   c. polkadots.ground
   d. world.polkadots

4. Setting a character named “Bob” as the vehicle of a cell phone object does what?
   a. Sets Bob’s texture to be the texture of the cell phone
   b. Turns the cell phone to face Bob
   c. Assures that when Bob moves, the cell phone moves with him
   d. Sets the cell phone’s texture to be the texture of Bob
5. What will happen in the world if “igloo.igloo” is selected in this image?

(These are the gazebo’s properties)

a. The gazebo object will change into an igloo object
b. The igloo object with change into a gazebo object
c. The gazebo will be given the same skin as the igloo
d. The gazebo will disappear