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

   **C and D are both appropriate answers. When you import a texture map it will be placed in the properties tab of whichever object you imported it to at that time. If you are in the ground’s properties tab and click on “import texture map” under the Texture Maps section, it will import it there. If you are in the World’s properties tab and do the same, it can be found there. This applies for all objects.**

   **However, if using the “import” found in the file menu, the texture map will only go to the World’s Properties Tab!!!!**

2. Which **property** should be changed in order to apply the new texture map?

   a. 
   
   b. 

   c. 
   
   d. 

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.polkadot
   
   c. polkadots.ground
   
   d. world.polkadots

   **This is the only acceptable answer. No matter where you import a new texture, the image name will appear as OBJECT.IMAGENAME. In this case,**
“polkadots” was imported into the world’s properties tab so it’s identified by `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
   
   *When setting the vehicle of an object, that means you want to attach that object to another. If the vehicle moves, then the object moves with it. However, if you move the object, the vehicle won’t necessarily move unless you tell it to. It is like a car, if you are inside a car, when the car moves, you move with it. If you move out of the car, the car won’t move with you!*
   
   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

   This changes the way the gazebo looks. It covers the gazebo with the igloo texture.

d. The gazebo will disappear