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”

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

• 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!