

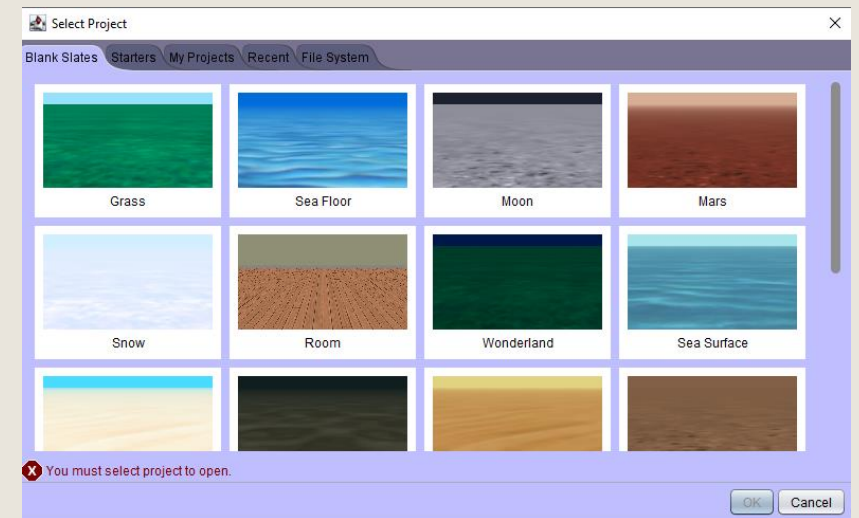
Alice tutorial step by step.

How to program a 3D animation
with Alice ?



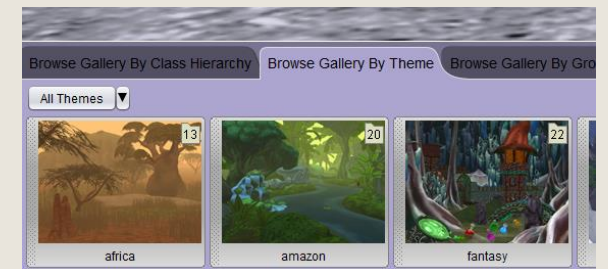
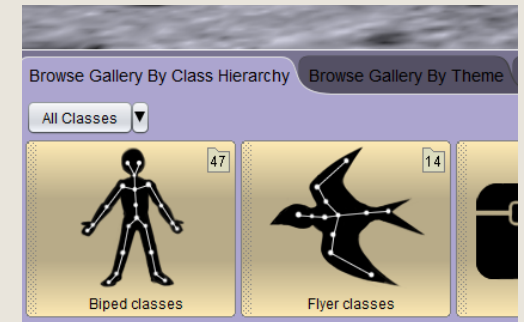
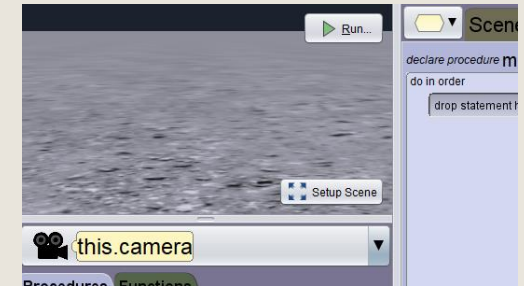
First step : The creation of the project.

- Open the Alice software and in the pop-up page, select the world in which you will create your animation and press « OK ».

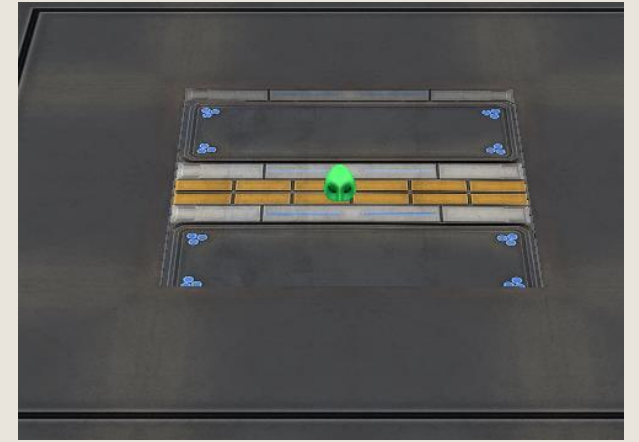


Second step : create the scene.

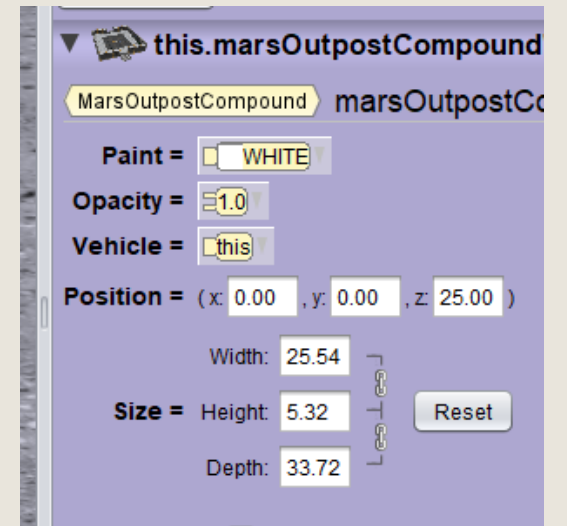
- Now, click on « Setup scene » which can be found in the overview page at the top left.
- Let's start by inserting a character. To do this, click on the "Biped classes" box at bottom left, and choose the character you want. Click on “OK” in the pop-up page.
- Now, to create your decor, go to the section “Browse Gallery By Theme” and choose one of them.



- Take one of the decorative elements you want. If you place the element of decoration on the initial position, the character and the element of decoration will overlap.



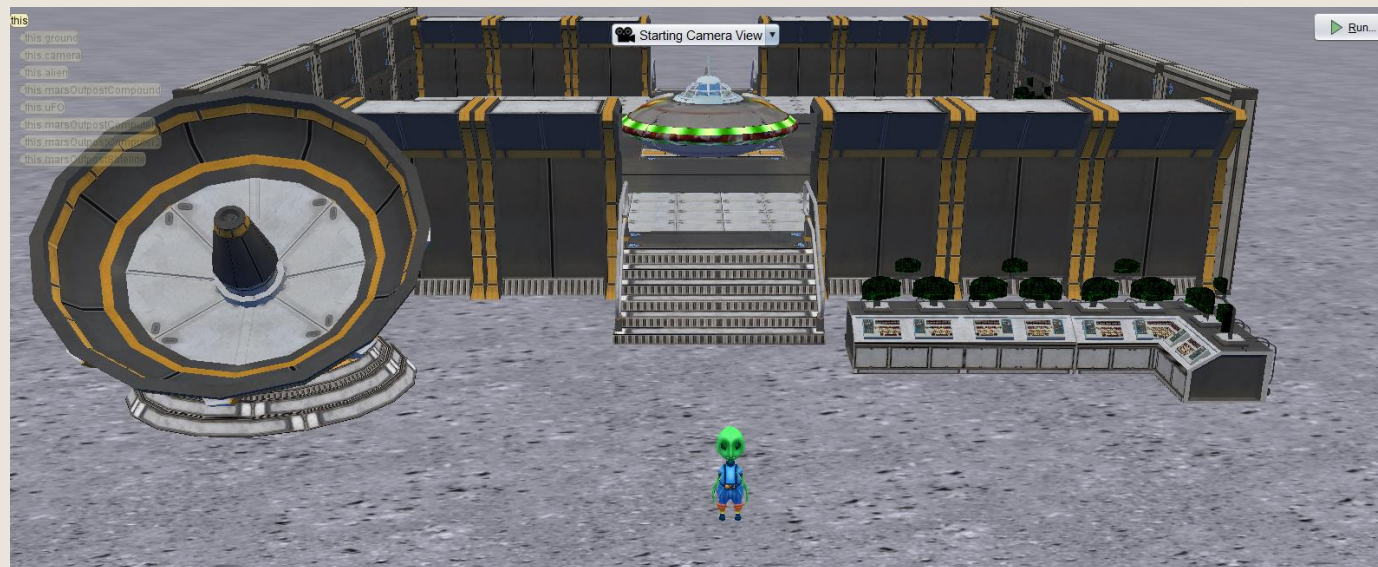
- To solve the problem, click on the decoration element in the scene and move it with your mouse. You can also use the parameter page on the right of the screen, and change the position. (I change de position Z)
- If you want to add other decorative elements, just repeat the process.



- You can now add vehicles in “Browse Gallery By Group” and in “vehicles”. Place it where you want.



- Here is the result you can obtain :



- Go back to the "Edit Code" part at the bottom right of the scene.

Third part: make the coding of the animation

- When you are in « Edit Code », check if in « do in order » « myFirstMethod » is called.
- Go in « myFirstMethod » to start the code.
- On the left, click on your character to create an animation. When the character was selected, you can see a circle yellow.

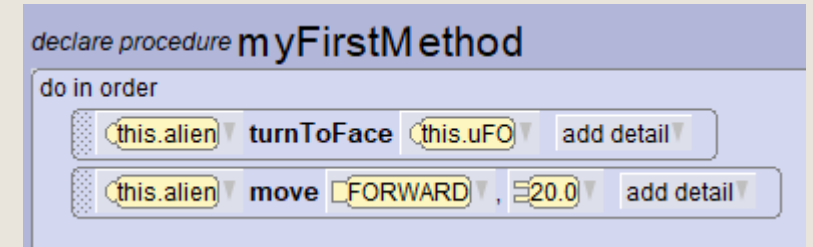


Let's move the character towards the ship :

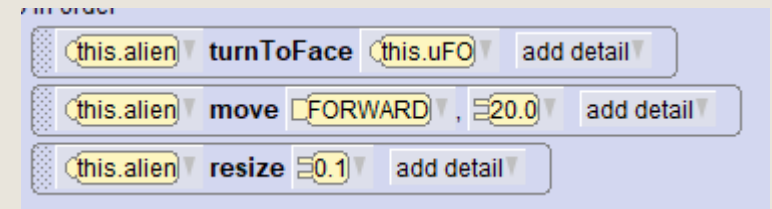
- In first time, select the block : “this.alien turnToFace” and select the object you want to move it to, in orientation section.



- Second part, select “move” and “Forward” and pick a distance you wish to make.

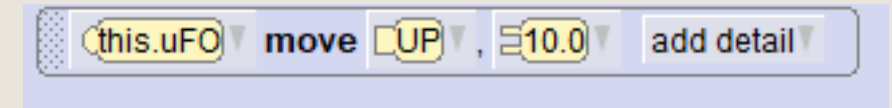


- Knowing that we can't fit the character into the vehicle, we will reduce its size. To do this, take the "resize" block and set the value to 0,1.



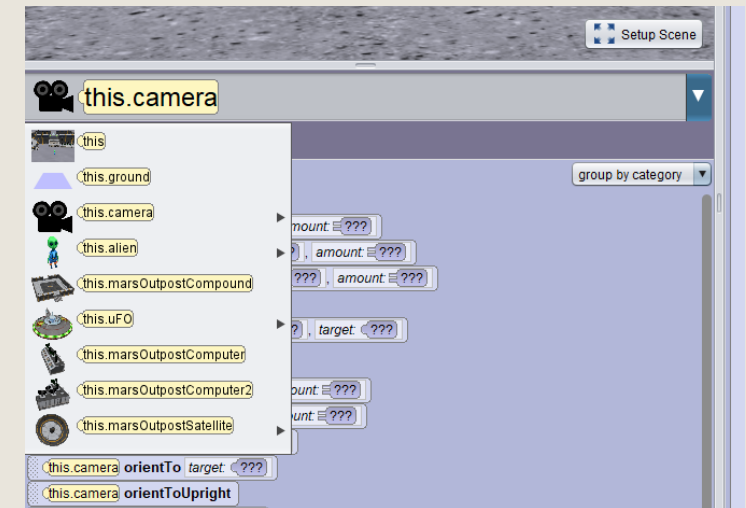
Now let's move the vehicle.

- Select the vehicle in the scene, and take the “move” block. Set the desired direction value, and the value of move.

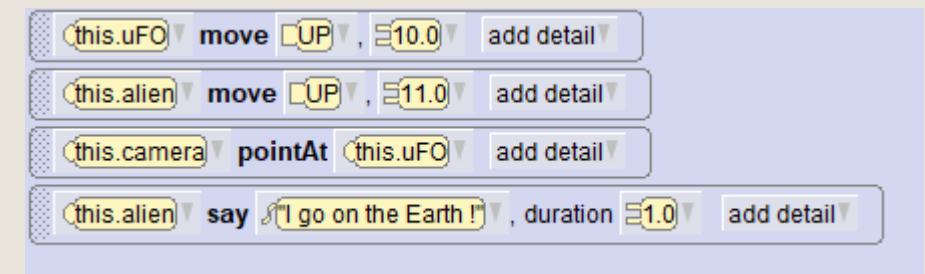


Let's center the camera on the vehicle after the trip :

- Choose “this.camera” in scroll menu and take the block : “pointAt” and choose the vehicle value.



- Make the character follow the vehicle, and put the block "say". When you place the block, choose “Custom TextString” and write a text. You can select a duration of view message in “add detail”.



Here is the result :

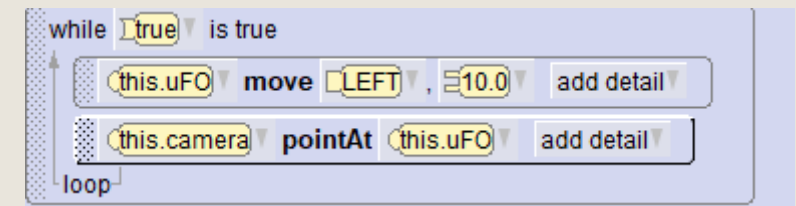


If you want to make this scene more realistic, you can make the objects move.

- Select the object, and choose the block « turn ». Set value you want.



- You can make a loop. In the bottom of your screen, select « while » and choose the « true » value. Now, the camera follow your vehicle in loop.



A dark gray L-shaped frame composed of two thick bars. One bar is horizontal at the top left, and the other is vertical on the right side, extending from the top to the bottom of the frame.

CONGRATULATIONS !

You made your first animation with Alice software !