

Tutorial to make an animation on Alice



The Alice App

- Alice is an innovative block-based programming software that makes it easy to create animations, build interactive stories, or program simple 3D games.

My program on Alice

- This is my program

this addSceneActivationListener

declare procedure **sceneActivated**

do in order

- this.ghost** setOpacity **0.0** add detail
- this** myFirstMethod
- this.loki** say **hello** add detail
- this.loki** moveTo **this.coconut**, duration **6.0**, animationStyle **BEGIN_AND_END_GENTLY**, pathStyle **BEE_LINE**
- this** setFogDensity **0.3**, animationStyle **BEGIN_AND_END_GENTLY** add detail
- this.ghost** setOpacity **0.4** add detail
- this.ghost** floatingPose
- this.ghost** move **FORWARD**, **10.0**, animationStyle **BEGIN_AND_END_GENTLY**, duration **10.0** add detail
- this.ghost** setOpacity **0.0** add detail
- this.loki** turn **LEFT**, **0.25** add detail
- this.loki** turn **RIGHT**, **0.5**, animationStyle **BEGIN_AND_END_GENTLY** add detail
- this.loki** turnToFace **this.coniferTree2**, duration **1.0** add detail
- this.loki** turnToFace **this** add detail
- this.thor** moveTo **this.coconut2**, duration **6.0**, animationStyle **BEGIN_AND_END_GENTLY**, pathStyle **BEE_LINE**
- this** setFogDensity **0.0**, animationStyle **BEGIN_AND_END_GENTLY** add detail
- this.thor** pointAt **this.docks** add detail
- this.loki** setOpacity **0.0** add detail
- this.thor** turnToFace **this.coconut3** add detail
- this.thor** moveTo **this.coconut3**, duration **1.0**, animationStyle **BEGIN_AND_END_ABRUPTLY**, pathStyle **BEE_LINE**

Explanation

1. After creating your world, you can move on to animating your characters and your environment.
2. To create a new animation you just have to click on the "file" button at the top left and choose on which base you want to start. (several sounds available, I personally choose earth. I recommend this base for my tutorial).
3. Attention each of the available actions will be available on the left side of your screen.
4. Attention to animate a character or modify the environment you will have to select the object in question.

Explanation block by block



- Here we start by selecting the character and giving it an opacity of zero,
- It is then invisible on the screen,



- This block designates the sky which is in normal mode. It is blue without obstruction

Explanation block by block



A Scratch code block with a light blue background. It starts with a small icon of a character's head. The text inside the block is "this.loki" followed by "say", then "hello" in a yellow speech bubble, and finally "add detail" with a dropdown arrow.

- In this block we ask the Loki characters to say "hello",



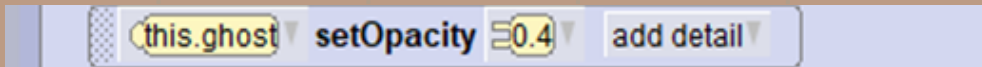
A Scratch code block with a light blue background. It starts with a small icon of a character's head. The text inside the block is "this.loki" followed by "moveTo", then "this.coconut", then "duration" followed by "6.0" in a yellow box, then "animationStyle" followed by "BEGIN_AND_END_GENTLY" in a yellow box, and finally "pathStyle" followed by "BEE_LINE" in a yellow box.

- The character is on a pontoon,
- We ask the Loki characters to move towards the coconut for a duration of 6 seconds by starting gently and ending their movement gently by going straight

Explanation block by block



- Here we set an opacity in the sky, a fog with a density of 0,3 which arrives in a subtle way.



- Here we ask for a previously invisible ghost to appear with an opacity of 0.4.

Explanation block by block

`this_ghost` floatingPose

- In this block we ask the ghosts to move into a floating pose.

`this_ghost` move FORWARD , 10.0 , animationStyle BEGIN_AND_END_GENTLY , duration 10.0 add detail

- Then he is asked to move forward for a period of 10 seconds, starting slowly and ending his trajectory slowly.

Explanation block by block



- After its displacement we ask the ghost to disappear again giving it an opacity of zero.



- Then we ask the Loki characters to turn right for a duration of 0.25 seconds. It will stop after the action.

Explanation block by block

`this.loki` turn RIGHT , 0.5 , animationStyle BEGIN_AND_END_GENTLY add detail

- Then we ask the character to turn right again for 0.5 seconds starting at the action slowly and ending it slowly. It will stop after the action.

`this.loki` turnToFace `this.coniferTree2` , duration 1.0 add detail

- Finally we ask the characters to orient themselves towards the tree number 2 in 1 second for a fast movement. (His gaze is directed towards the place where the ghost appeared).

Explanation block by block



- In this block we ask the Loki characters to orient his head towards the sky.



- We ask Thor characters to move towards coconut number 2 for a duration of 6 seconds in a slow way and ending their action in a slow way. It performs its action in a straight line.

Explanation block by block



A Scratch code block with a blue background. It contains the text "this" in a yellow box, followed by "setFogDensity" in black, then "0.0" in a yellow box, a comma, "animationStyle" in black, then "BEGIN_AND_END_GENTLY" in a yellow box, and finally "add detail" in a small grey box.

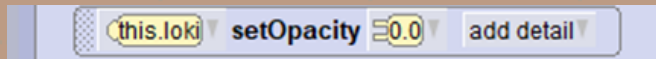
- We remove the fog present in the sky by putting a density of 0. The fog disappears in a subtle way.



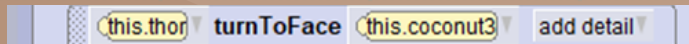
A Scratch code block with a blue background. It contains the text "this.thor" in a yellow box, followed by "pointAt" in black, then "this.docks" in a yellow box, and finally "add detail" in a small grey box.

- In this block if we ask the Thor characters to orient themselves towards the pontoon where the Loki character is.

Explanation block by block



- Then we set the character of Loki to an opacity of zero. This causes it to disappear.



- There we ask the characters of Thor to turn towards the coconut number 3. (This is not displayed but it turns slowly).

Explanation block by block

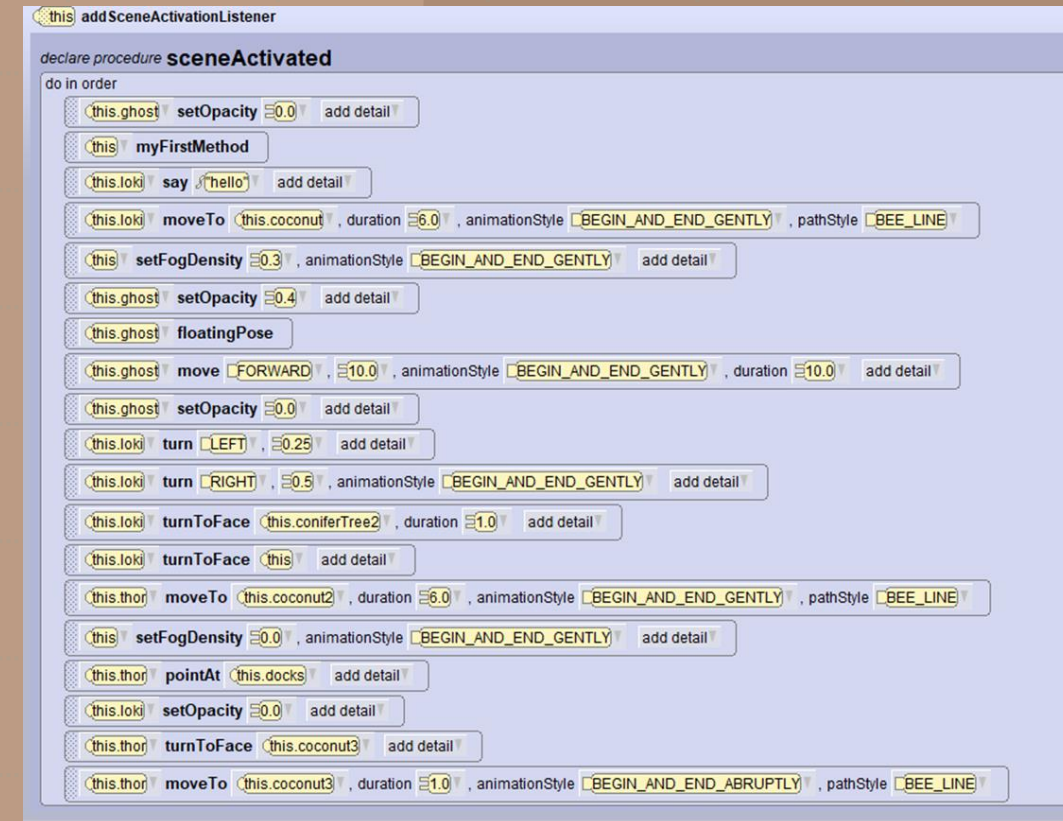
A screenshot of an animation block from a software interface. The block is light blue with a darker blue border. It contains the following text: 'this.thor' followed by a dropdown arrow, 'moveTo' followed by a dropdown arrow, 'this.coconut3' followed by a dropdown arrow, ', duration' followed by a dropdown arrow showing '1.0', ', animationStyle' followed by a dropdown arrow showing 'BEGIN_AND_END_ABRUPTLY', and ', pathStyle' followed by a dropdown arrow showing 'BEE_LINE'.

```
this.thor moveTo this.coconut3 , duration 1.0 , animationStyle BEGIN_AND_END_ABRUPTLY , pathStyle BEE_LINE
```

- Finally to end the animation we ask the characters of Thor to move towards the pot number 3 in a period of one second and by doing this action in a brutal way and he performs this action in a straight line. Doing this gives him the impression of running fast.

The final result

- After following the entire tutorial, we get this code which is the final code.
- It will allow you to get the same animation as me



The result in video



Thank you for following this tutorial to
the end.