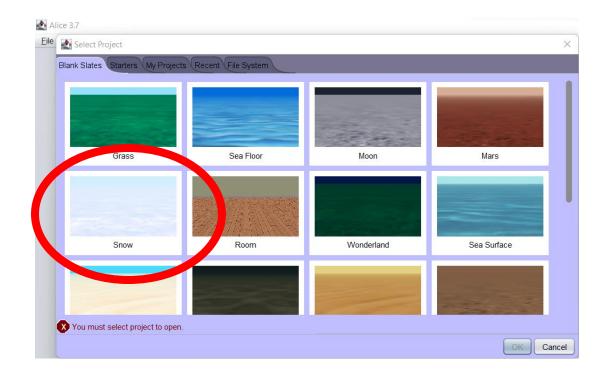
# Tutorial in Alice

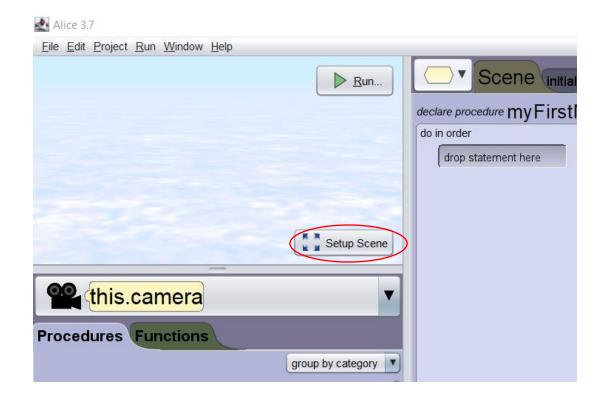
Tutorial for program a 3D animation

Fournier Enzo

## Choice of floor



To achieve the same scene it will be necessary to hang the snow



• Open "setup scene " to be able to place the scenery

#### Adding the background

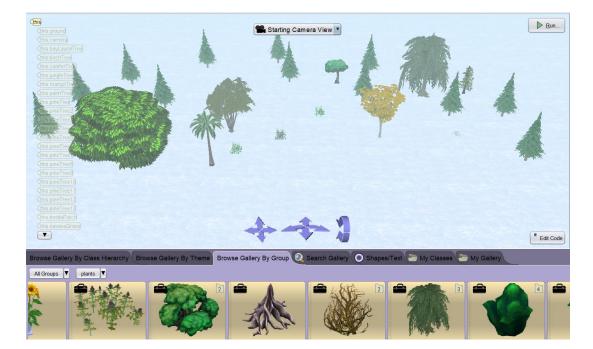


## For the background I have choose plants to recreate a forest





## Inserting a background



• Scatter trees of your choice on the map

#### Insertion of the two main characters



For 2 characters main , I have choose a wolf and a rabbit





#### Arrangement of the two characters



## Place the two characters so as to be opposed with each other

#### Setting up the camera



The procedure allows you to zoom in on the wolf



The procedure makes it possible to orient the wolf facing the rabbit

#### thoughts of the wolf



The procedure allows to display the thoughts of the wolf



## The procedure allows to add a new pansy to the wolf

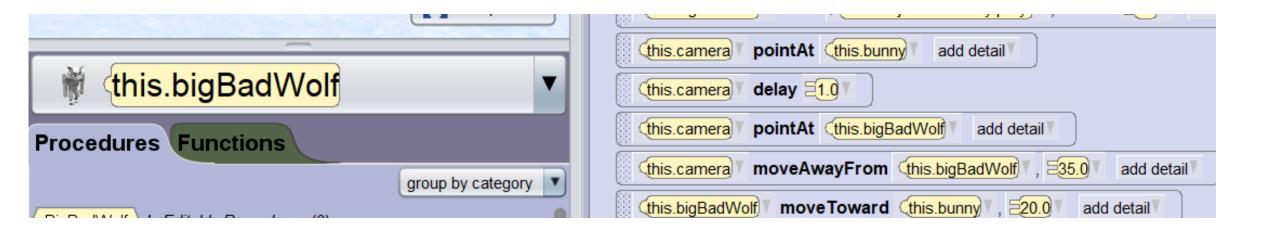
	this.bigBadWolf ▼ think 「yum, i'm hungry" ▼, duration =2.0 ▼ add detail ▼
	turnToFace this.bunny , duration 2.0 add detail
Setup Scene	(this.bigBadWolf) think / think I just found my prey) , duration 2.0 add detail
	this.camera pointAt this.bunny add detail
this.camera ▼	(this.camera) delay =1.0
Procedures Functions	

The procedures allow to rotate the camera towards the rabbit and add a delay of 1s



Run	Scene initializeEventListeners myFirstMethod
	declare procedure my FirstMethod do in order (this.camera) moveToward (this.bigBadWolf), 20.0 add detail (this.bigBadWolf) think (yum, i'm hungry), duration 20.0 add detail (this.bigBadWolf) think (yum, i'm hungry), duration 20.0 add detail
Setup Scene	(this.bigBadWolf) turnToFace (this.bunny) , duration 2.0 add detail   (this.bigBadWolf) think ("I think I just found my prey") , duration 2.0 add detail   (this.camera) pointAt (this.bunny) add detail
this.camera	(this.camera) delay =1.0 T
Procedures Functions group by category <b>T</b>	(this.camera) pointAt (this.bigBadWolf) add detail   (this.camera) moveAwayFrom (this.bigBadWolf) , =30.0    (this.camera) moveAwayFrom (this.bigBadWolf) , =30.0
this.camera place spatialRelation: ??? , target: ???	

The procedure allows to zoom out the camera on the wolf



 The procedure allows to zoom the camera on the rabbit

### Direction of the camera

• The procedure redirects the camera to the rabbit

	this.camera pointAt this.bunny add detail
this.camera	(this.camera) delay =1.0
Procedures Functions	(this.camera) pointAt (this.bigBadWolf) add detail   (this.camera) moveAwayFrom (this.bigBadWolf) add detail
group by category	(this.bigBadWolf) moveToward (this.bunny), 20.0 add detail
(this.camera move direction: ???), amount: ???)	(this.camera) pointAt (this.bunny) add detail

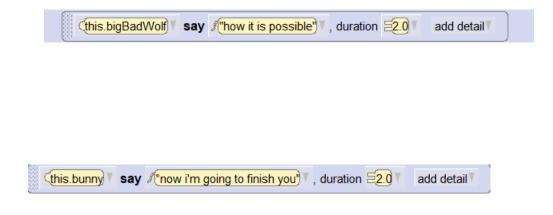


 The procedure allows the rabbit to say "I don't think it's going like that " and the next to say " you will see what I am capable of"

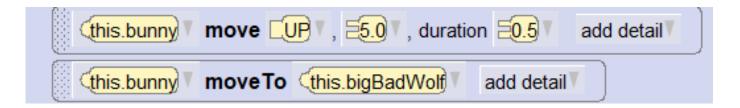
#### Increase the size of the bunny

turnToFace this.bigBadWolf add detail	
this.bunny say / don't think it's going to happen like that' , duration 1.0 add detail	
this.bunny say fyou will see what I am capable of , duration 2.0 add detail	
this.bunny resize add detail	
this.bunny setPaint new Color 1.0, 20.4, 20.4 add detail	

- This procedure allows the rabbit to increase in size
- The second procedure allows to change the color of the rabbit



- Use the wolf procedure which allows the wolf to say the phase "How it is possible »
- Then use the rabbit procedure which allows the rabbit to say the phase " Now I'm going to finish you »

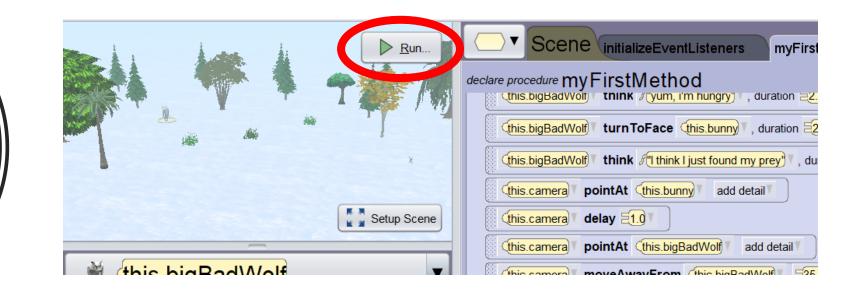


 Use the procedure that allows the bunny to jump in the air and then land on the wolf

#### Last action



• Use the procedure to say "I won"



• With the "run" button, we can execute the program made above

# Launch of the program

# The explanations are finished it's up to you to recreate it

Good luck