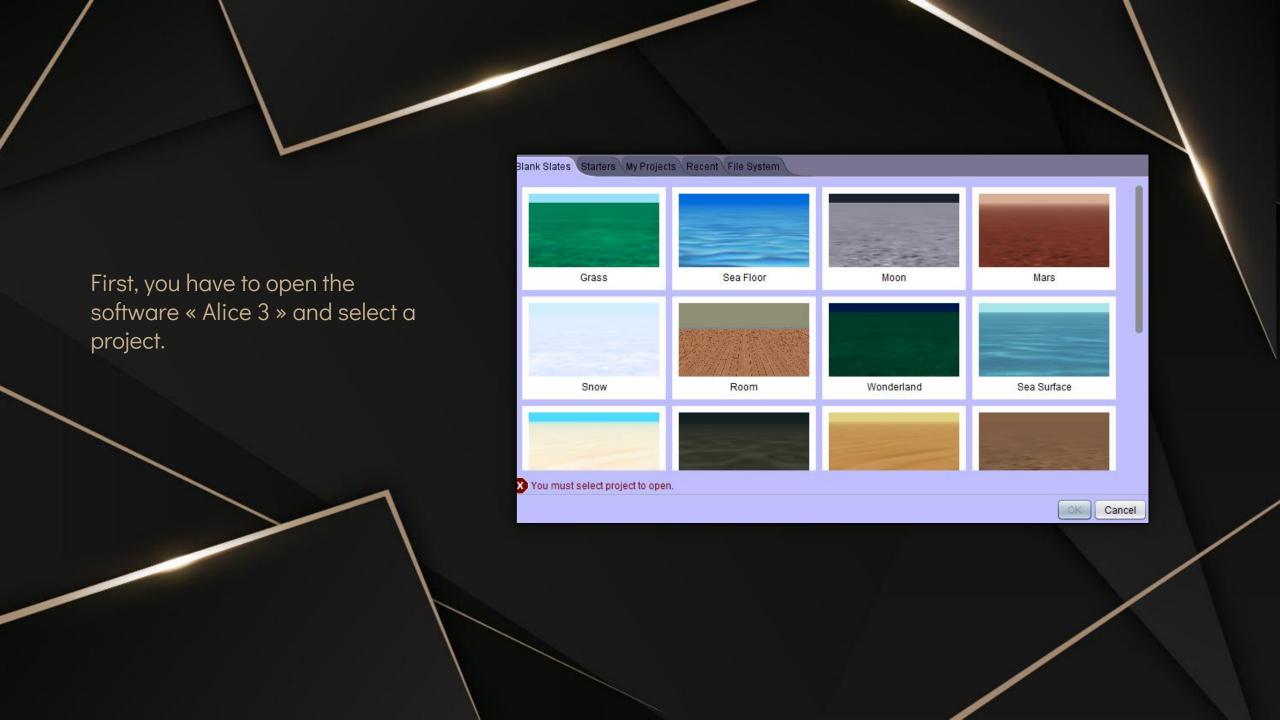
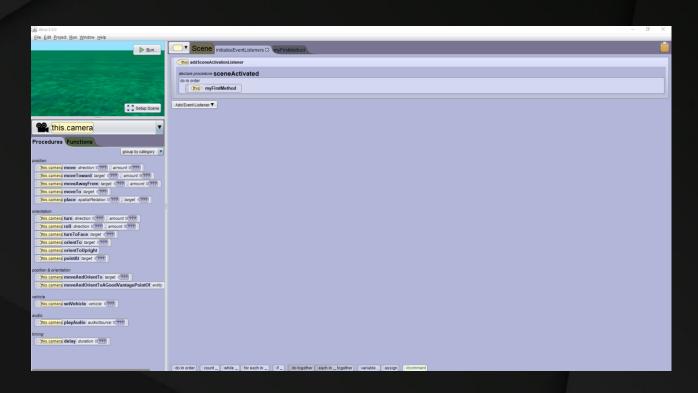
Tutoriel Alice 3





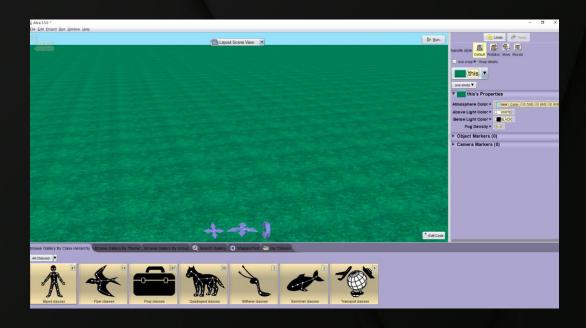
You will appear here



Click here to go on the view

Now you can start to place some elements





Try to do something like this with the following menu:





By clicking here you can see what element you have to place





Here you can choose all the character ----



Here you can find all the props to do
the small city

And here, somes groups of item to help you to find the good one





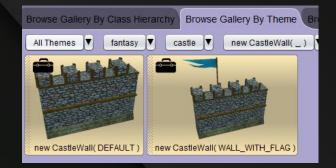
To find castle element go in fantasy, and go in the folder named « castle »





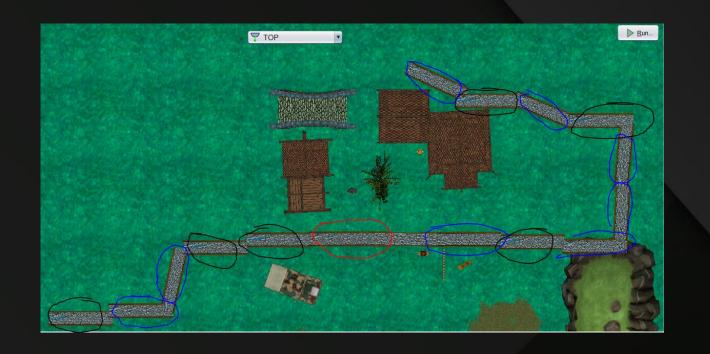
In the « castle » folder you will find all this elements





In the schema:

- -Black circle → Wall with the flag
- -Blue circle → Wall without flag
- -Red circle → castle gate



Now, to place the houses go in the folder * norse * \rightarrow

Then go here →



Place thoses houses like this with the following colors



Take this tree and put it at the middle of the houses

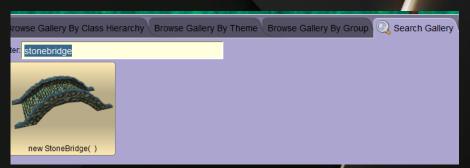
owse Gallery By Class Hierarchy Browse Gallery By Theme Browse Gallery By Group 🔍 Search Gallery 🔘 Shapes/Text



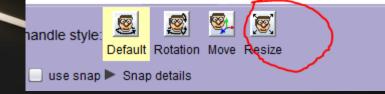


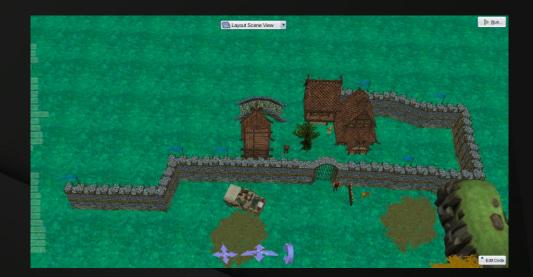
Finally to place the bridge go in « Search gallery » and type « stonebridge », then put it like the plans

All Themes ▼



Find the others éléments and place them like this, for the mountain, u can enlarge them with this tool:





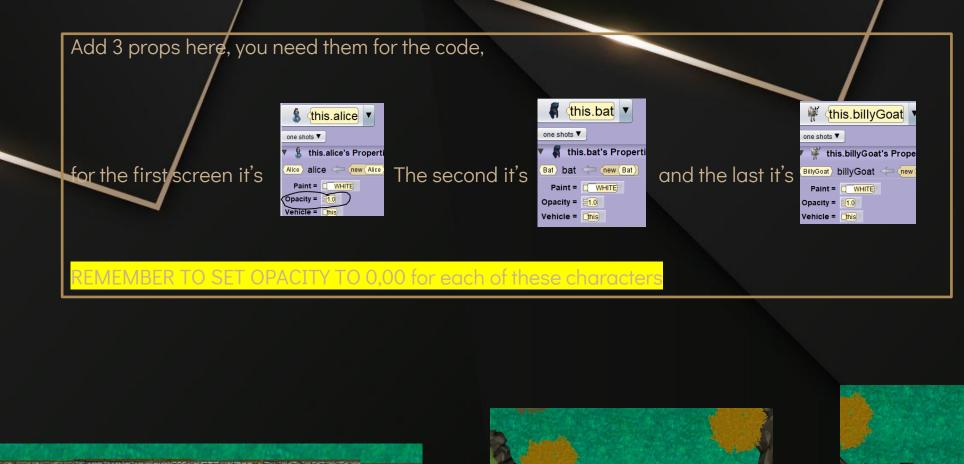


Next step, select this view

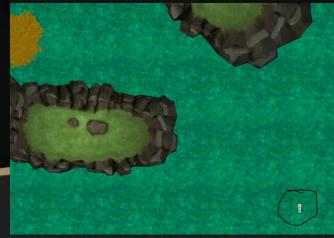


Now move in the map with this view to obtain the same field of view



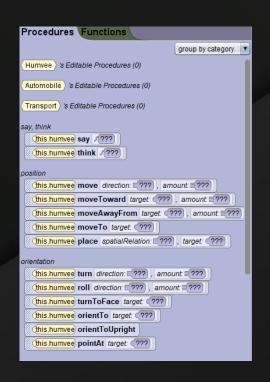


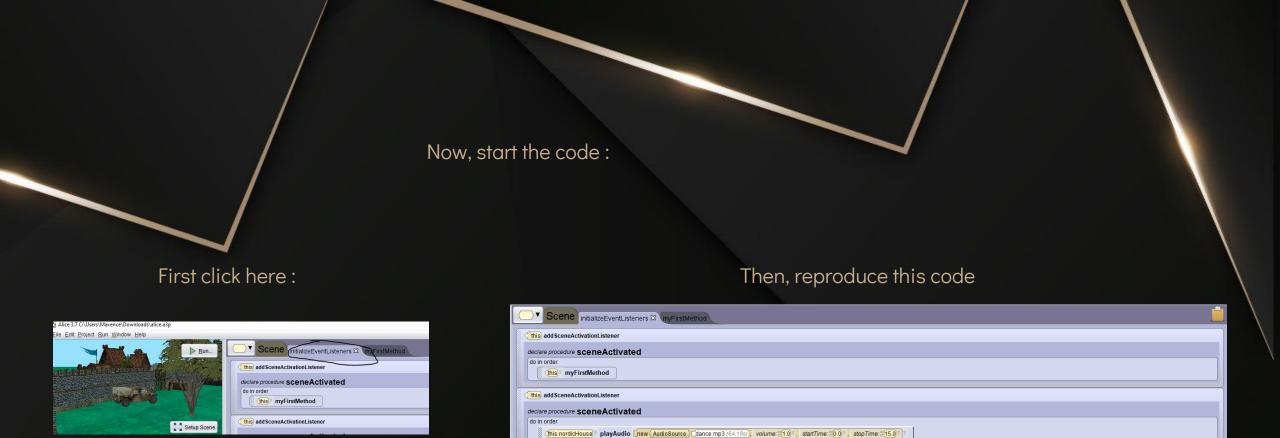




To do the code you will need this instructions:

```
oosition & orientation
   (this.humvee) moveAndOrientTo target: (???)
   (this.humvee) setWidth width: €???)
   (this.humvee) setHeight | height: €???)
   this.humvee setDepth depth: 2???
   (this.humvee resize factor: €???)
   (this.humvee) resizeWidth factor: €???)
   (this.humvee) resizeHeight factor: €???)
   this.humvee resizeDepth factor: = ???
appearance
   (this.humvee) setPaint paint: [???]
  (this.humvee setOpacity opacity: €???)
vehicle
   (this.humvee setVehicle vehicle: (???)
   (this.humvee) playAudio audioSource: (???)
   (this.humvee) delay duration: €???)
   (this.humvee) straightenOutJoints
```





After this, click here and reproduce the same code



```
do in order
    do together
        this.camera move FORWARD, 510.0, duration 55.0 add detail
        (this.camera ™ move RIGHT ™, 58.0 ™, duration 55.0 ™ add detail ™
     this.camera pointAt this.thor, duration 1.0 add detail
        (this.Mango) say /MIAOUUUUU , duration 2.0 add detail
         this.Mango resize 2.0 , duration 2.0 add detail
        this.Mango v turn LEFT v, €1.0 v, duration €2.0 v add detail v
         (this.Mango) playAudio new AudioSource Caragon_growl_02.mp3 (1.82s)
        this.Mango setPaint BLACK, duration 2.0 add detail
     this.thor orientTo this.thor add detail
     (this.thor) say ("AHAHHHHHH I'm scared") add detail
     this.thor move FORWARD, 51.0 add detail
    do together
         (this.camera) ▼ pointAt (this.humvee) ▼, duration (1.0) ▼
        (this.thor turnToFace (this.humvee) add detail
        (this.thor) moveAwayFrom (this.Mango), =10.0, duration =2.0, add detail
     this.thor setOpacity =0.0 add detail
    do together
        (this.humvee) playAudio new (AudioSource) rec 1 supra.mp3 (6.94s), volume: $\frac{1.0}{2.0}\], startTime: $\frac{10.0}{2.0}\], stopTime: $\frac{10.0}{2.0}\]
       do in order
            this.humvee pointAt this.billyGoat, duration 1.0 add detail
            (this.humvee) moveTo (this.billyGoat), duration 3.0 add detail
       do in order
           (this.camera ▼ delay ⊇2.0 ▼
            this.camera moveTo this.alice, duration 50.0 add detail
            (this.camera pointAt (this.bat), duration ≡0.0 add detail
```

WELL PLAYED, YOU FINISHED THIS TUTO

Your short film is now finished and ready to be seen!

I hope it helped you! ©