

Alice 3 tutorial

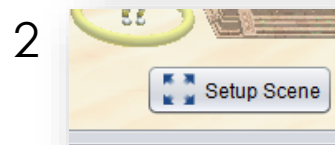
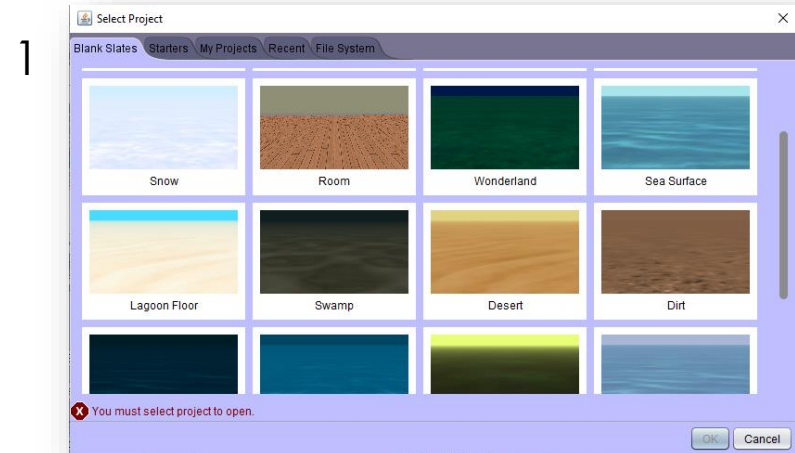
FOURMONT—ROSA KYLIAN

TSTI2D

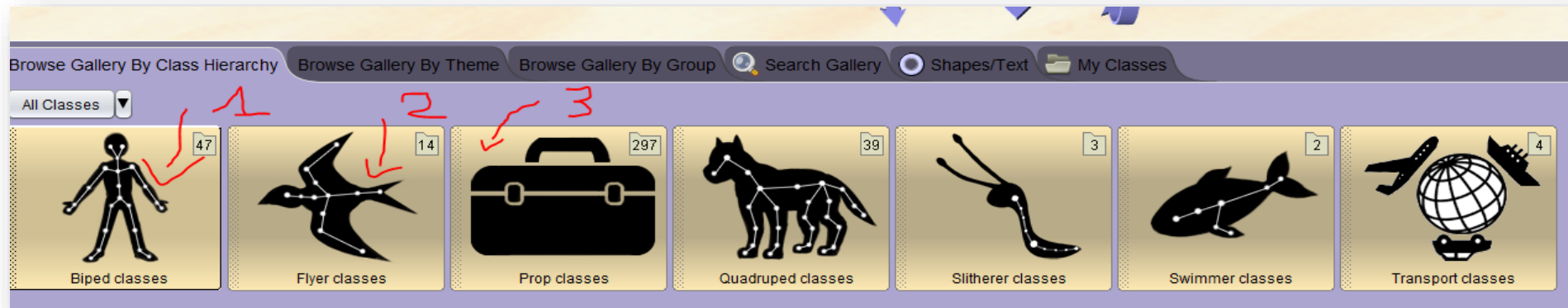


Step 1 :

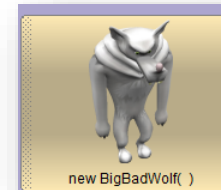
- First, select projet(1) : choose a setting like on the picture. For example I chose the Lagoon Floor.
- Ps : remember to save every 10 minutes your project.
- Then, click on “Setup Scene”(2) and go to step 2,



Step 2 : (decors : character)



- For the character one : click on « Biped classes » and choose the Wolf :
- For the second character click on « Flyer classes » and look for the chicken :
- For the decor in the step 3 you will have to go to "Prop classes".



Step 3 : (decors)

- The crosses are the buildings to be found in the "Prop classes" and position them as follows :



(It is necessary to change the color of the buildings)

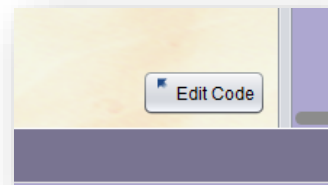


Step 4 : Animation principle

The scenario :

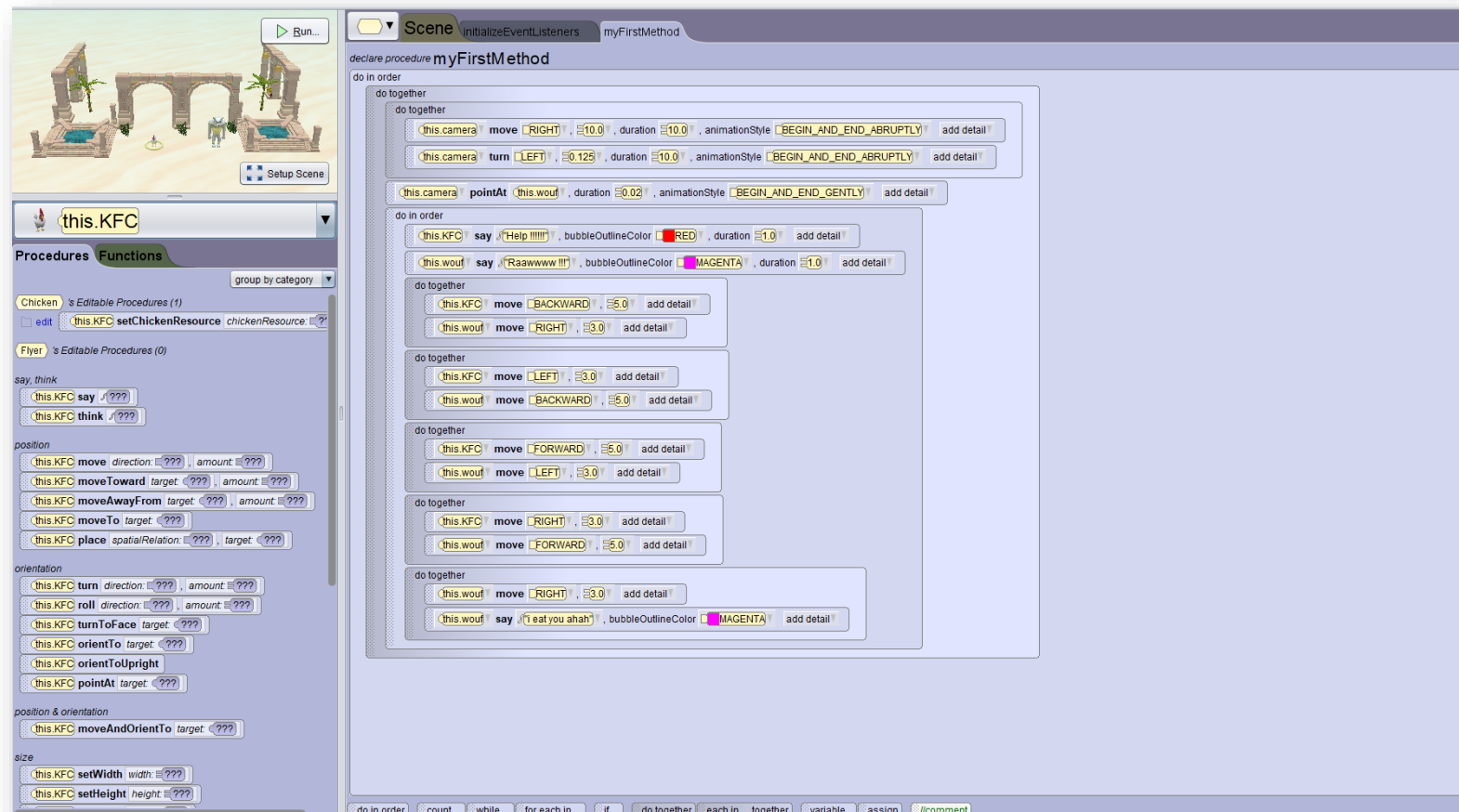
- ▶ The principle of the animation is that the wolf chases the hen around the structure.
- ▶ The chicken will start to run to avoid the wolf by turning around the structure.
- ▶ But unfortunately the wolf will end up catching him.

After that go to :



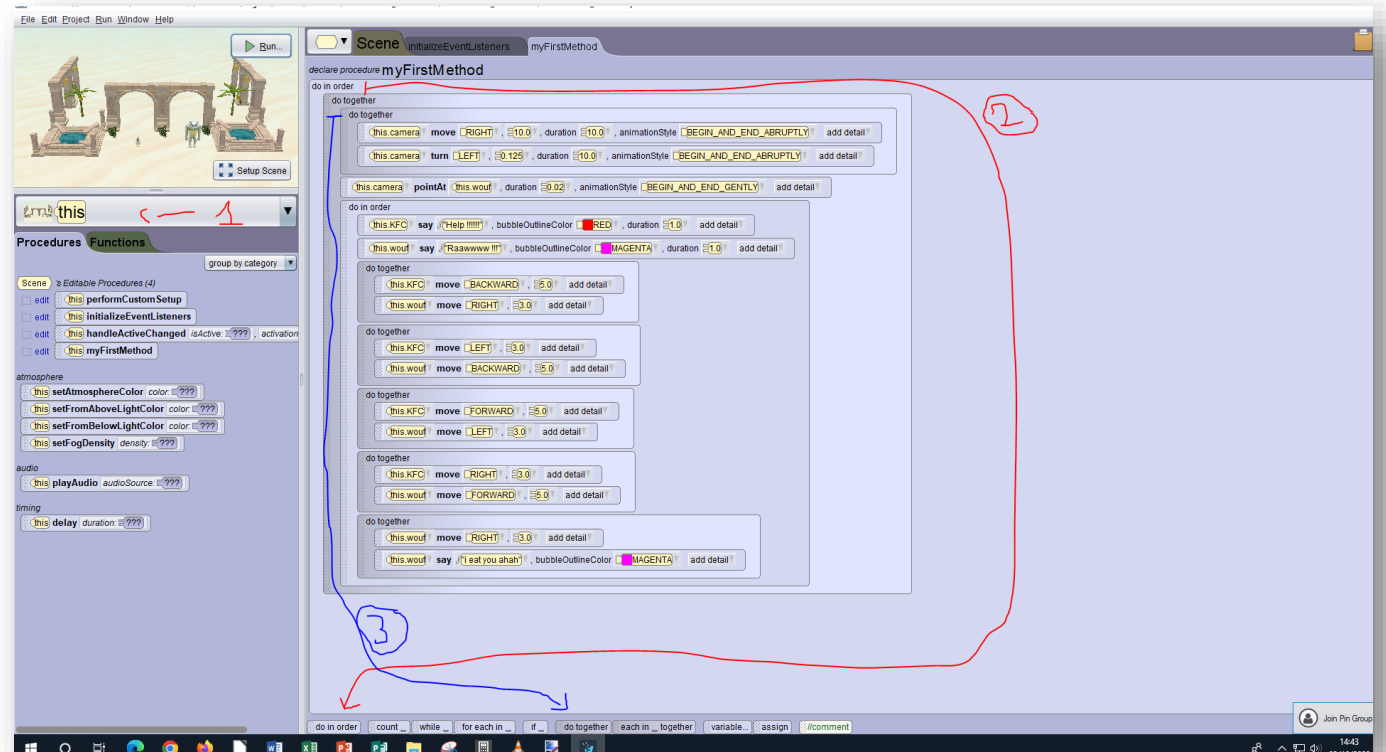
Step 5 : The entire code

All code :



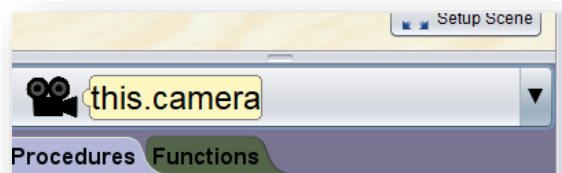
Step 6 : Information

- The numbers 2 and 3 represent the functions :
 - 2 : do in order
 - 3 : do together
- The "do together" is used to do 2 actions at the same time.
- The "do in order" is used to do the actions in order.
- For the number 1 go to step 7.

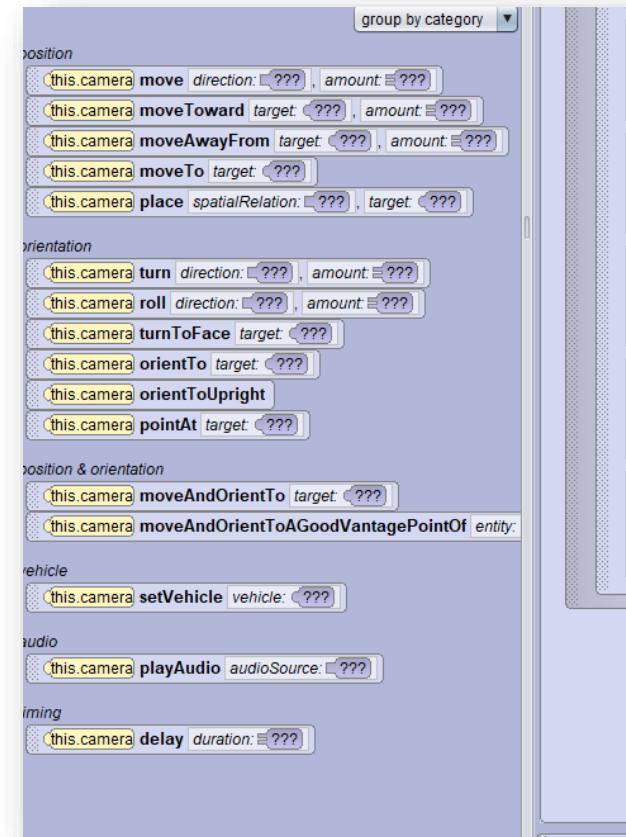


Step 7 : Choose code for an character

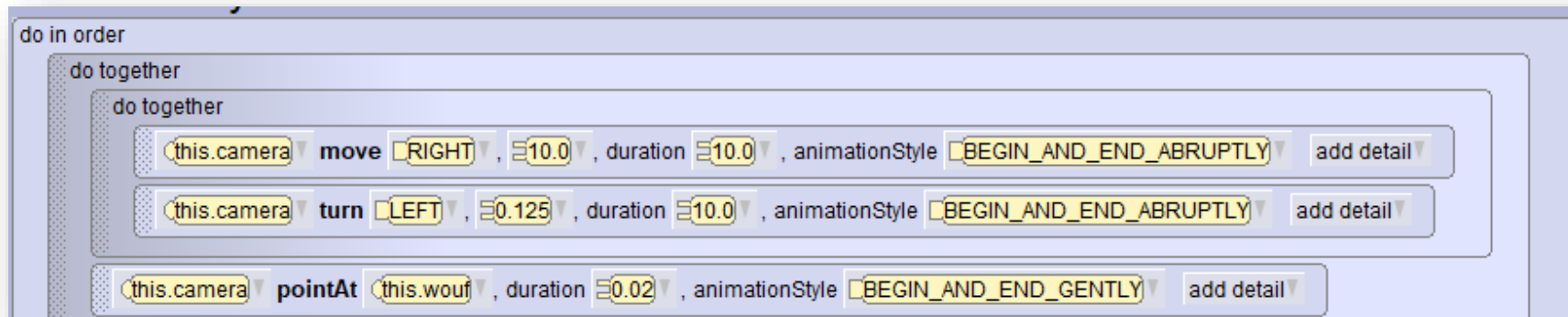
- Click on the arrow to choose the character you want to code :



- After that, just below you will find all the functions to code your character :

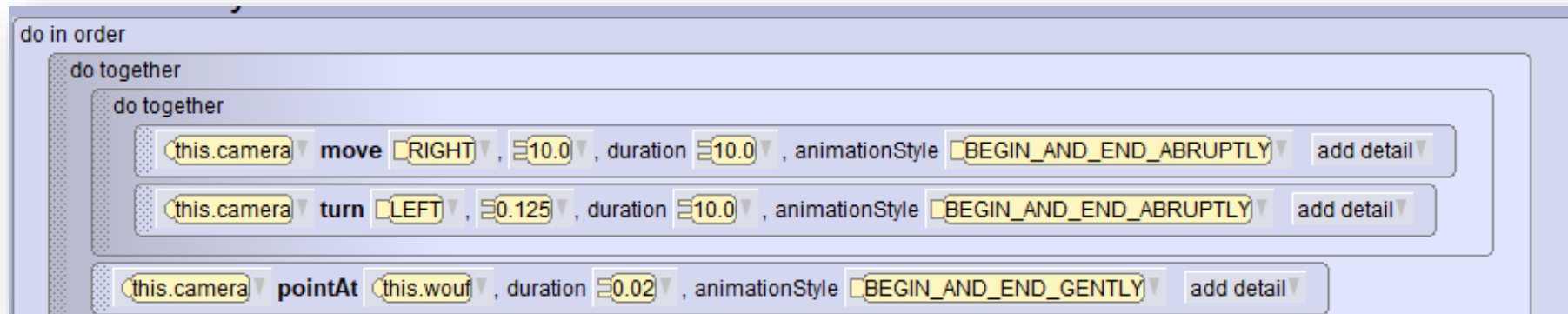


Step 8 : Part of code 1 : Camera



- This is the part of the code for the camera.
- In the big function "do in order" we put the function "do together" with inside an other function "do together" and in this : 2 actions which are the movement of the camera and the rotation that it will make.

Step 9 : Next



- Under the second "do together" the "pointAt" action is used to put the camera on the wolf and is the center of rotation.
- Do the same and to add a detail click on "add detail".
- (the shares are on the left so don't get confused) ;)

Step 10 : Part of code 2 : Scenario

1 : In this "do in order" there are 2 actions that serve to make the 2 characters talk : the first one (chicken) will say "Help" and the wolf will say "Rawwww".

The screenshot shows a Scratch script editor with a 'do in order' loop containing the following actions:

- this.KFC** say *Help !!!!!* , bubbleOutlineColor **RED** , duration **1.0** add detail
- this.wouf** say *Rawwww !!!* , bubbleOutlineColor **MAGENTA** , duration **1.0** add detail
- do together**
 - this.KFC** move **BACKWARD** , **5.0** add detail
 - this.wouf** move **RIGHT** , **3.0** add detail
- do together**
 - this.KFC** move **LEFT** , **3.0** add detail
 - this.wouf** move **BACKWARD** , **5.0** add detail
- do together**
 - this.KFC** move **FORWARD** , **5.0** add detail
 - this.wouf** move **LEFT** , **3.0** add detail
- do together**
 - this.KFC** move **RIGHT** , **3.0** add detail
 - this.wouf** move **FORWARD** , **5.0** add detail
- do together**
 - this.wouf** move **RIGHT** , **3.0** add detail
 - this.wouf** say *i eat you ahah* , bubbleOutlineColor **MAGENTA** add detail

Handwritten annotations on the right side of the script include a blue '1' with an arrow pointing to the first two 'say' actions, and a red '2' with an arrow pointing to the final 'do together' block.

Step 11 : Next

- The 5 "do together" will be used to make the movement of the 2 characters.
- Example : The first "do together" consists of 2 actions : the first is that the character (KFC) : the chicken moves backwards for 5 seconds and at the same time the wolf moves to the right.
- For the other "do together" it's the same thing, you just have to change the direction so that the characters follow each other characters.

The screenshot shows an animation software interface with the following structure:

- do in order**
 - this.KFC** say "Help !!!!!" , bubbleOutlineColor RED , duration 1.0 add detail
 - this.wolf** say "Raawwww !!!" , bubbleOutlineColor MAGENTA , duration 1.0 add detail
- do together**
 - this.KFC** move BACKWARD , 5.0 add detail
 - this.wolf** move RIGHT , 3.0 add detail
- do together**
 - this.KFC** move LEFT , 3.0 add detail
 - this.wolf** move BACKWARD , 5.0 add detail
- do together**
 - this.KFC** move FORWARD , 5.0 add detail
 - this.wolf** move LEFT , 3.0 add detail
- do together**
 - this.KFC** move RIGHT , 3.0 add detail
 - this.wolf** move FORWARD , 5.0 add detail
- do together**
 - this.wolf** move RIGHT , 3.0 add detail
 - this.wolf** say "I eat you ahah" , bubbleOutlineColor MAGENTA add detail

Handwritten annotations on the right side:

- A blue "1" with a horizontal line through it, positioned next to the first two actions in the "do in order" container.
- A red arrow pointing from the first "do together" container to a red "2" on the right.

Step 12 : End

- ▶ Normally if you have followed the tutorial correctly the animation should work.