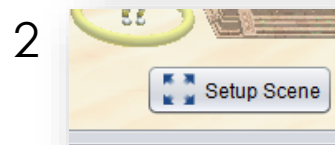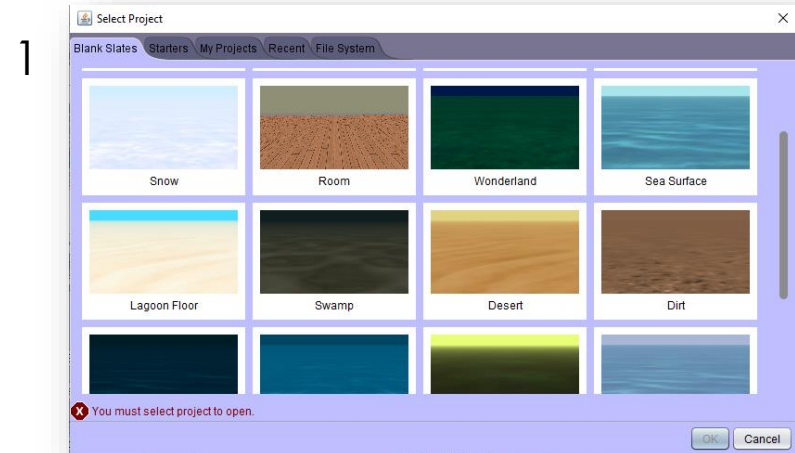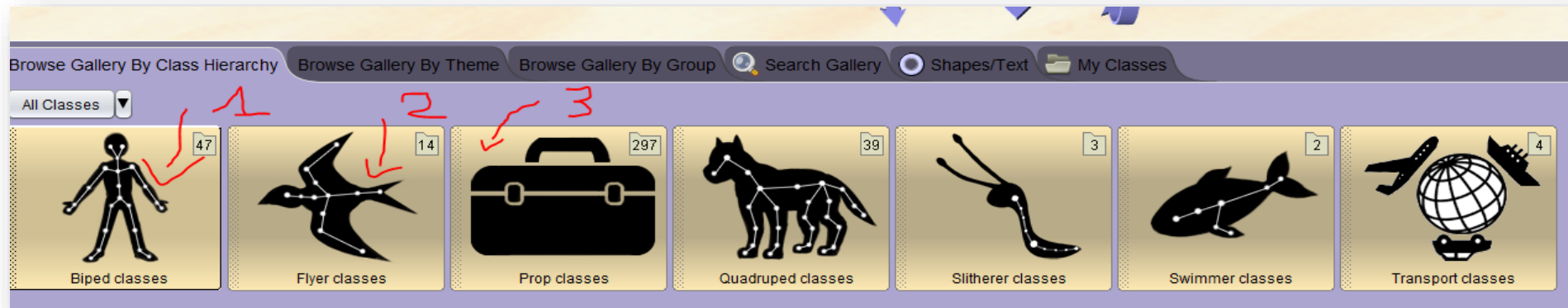# Alice 3 tutorial

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,

1

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".

new BigBadWolf( )

new Chicken(_)
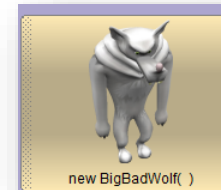
Step 3 : (decors)

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

new AncientTemplePiece(_)   new AncientTemplePillar(_)   new AncientTempleTile(_)   new AncientTempleTreeStump( )   new AncientTempleWall(_)   new AncientTempleWell(_)

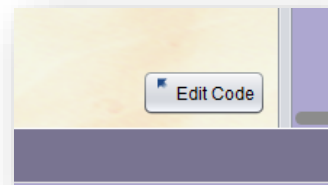(It is necessary to change the color of the buildings)
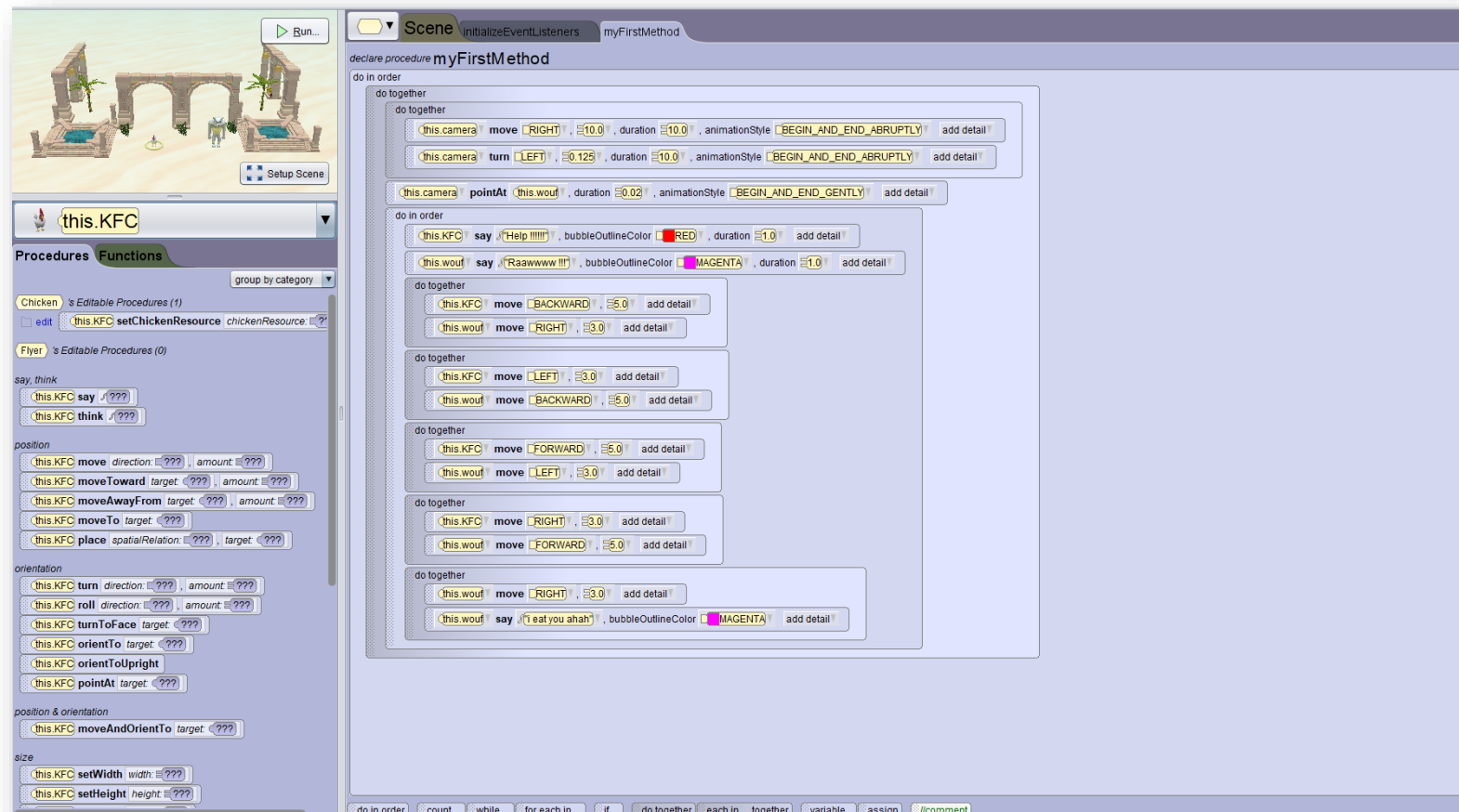
Step 4 : Animation principle

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.
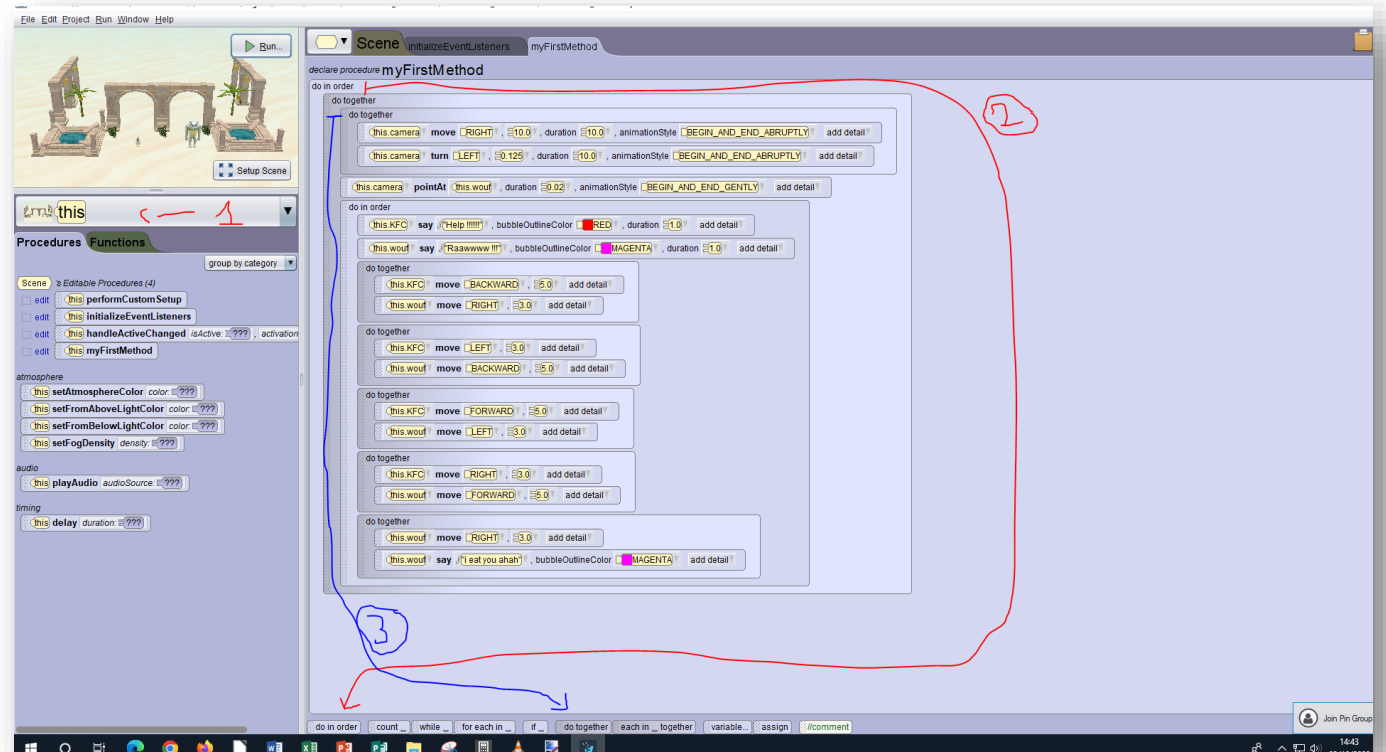
After that go to :

Edit Code

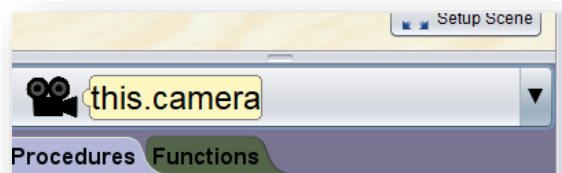# Step 5 : The entire code

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.
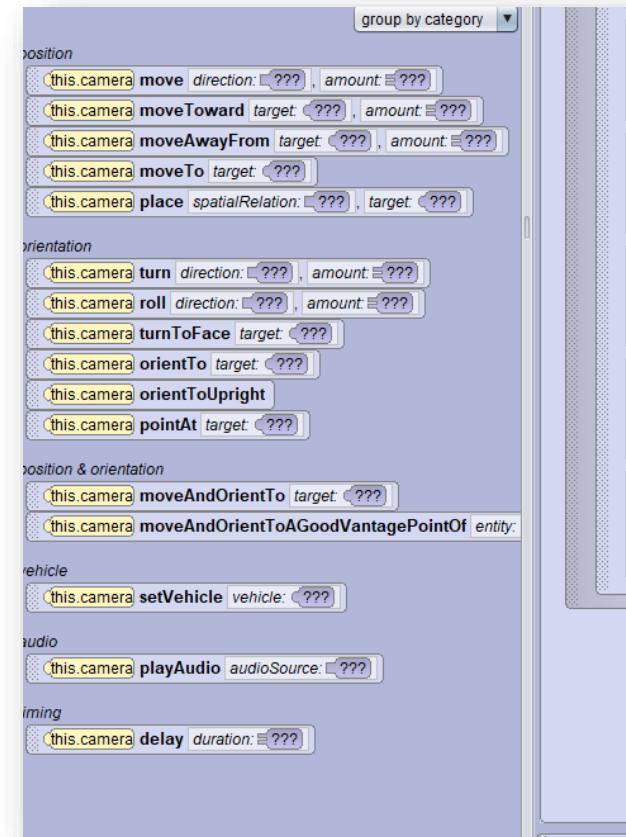
- For the number 1 go to step 7.

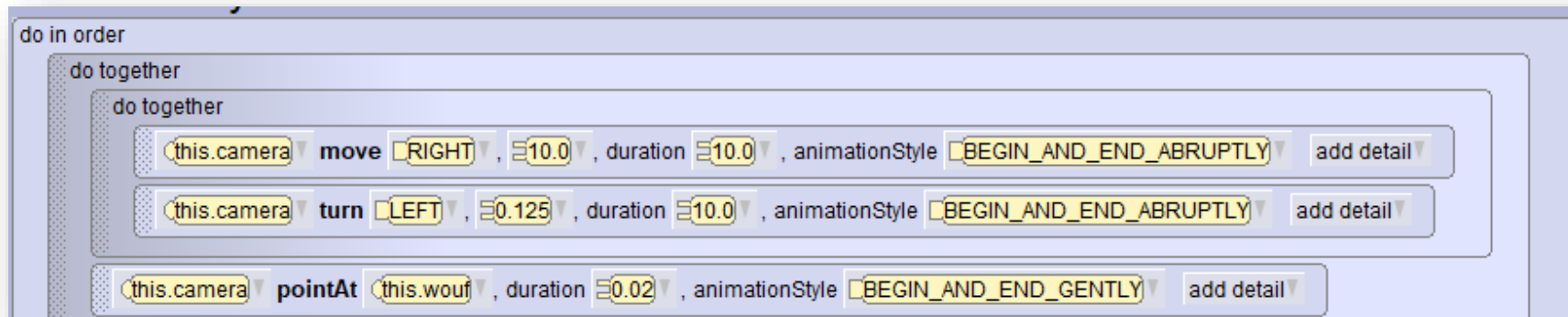# Step 7 : Choose code for an character

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

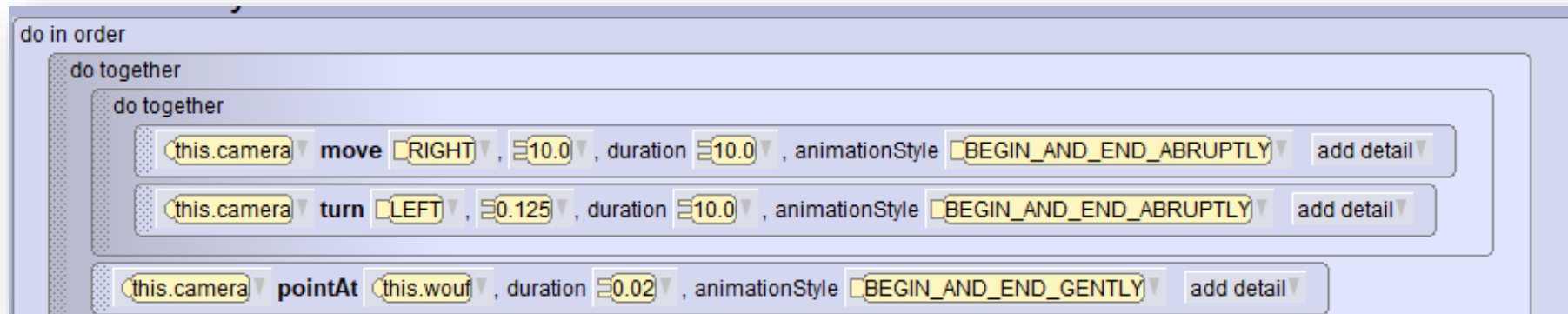- After that, just below you will find all the functions to code your character :

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) ;)

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".

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.

Step 12 : End

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