

# CREATE YOUR FIRST ANIMATION WITH ALICE



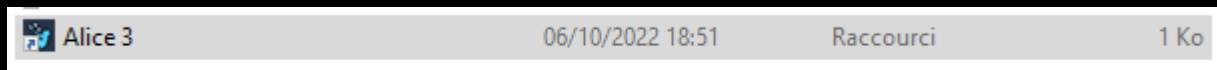
# HELP

- in case you are blocker or need to see how I do it, there a usb key on the prof desk in sin class, copy is folder and return the usb as is place so other can use it(sorry for the quality, I made a mistake and I don't have time to fix it, I hope it will still be use full)
- Some shortcut:
- if you press ctrl and click to move a block it will copy it
- If when you setup all of the décor and move one just press ctrl + Z
- If you want to rotate a piece of the décor you can press ctrl

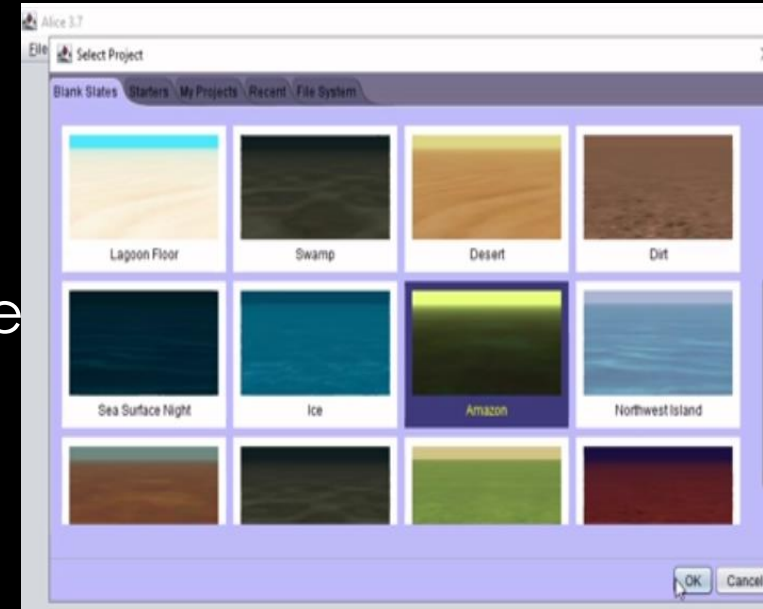
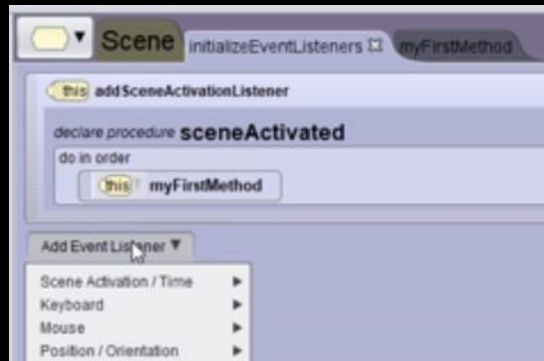
The background features a solid black field. At the top, there is a horizontal band of vibrant, wavy colors. From left to right, the colors transition from a bright yellow-orange, through a deep red, into a dark green, and finally into a light cyan/blue at the far right edge. The colors are blended and have a soft, flowing appearance.

LETS CREATE THE PREPARATION

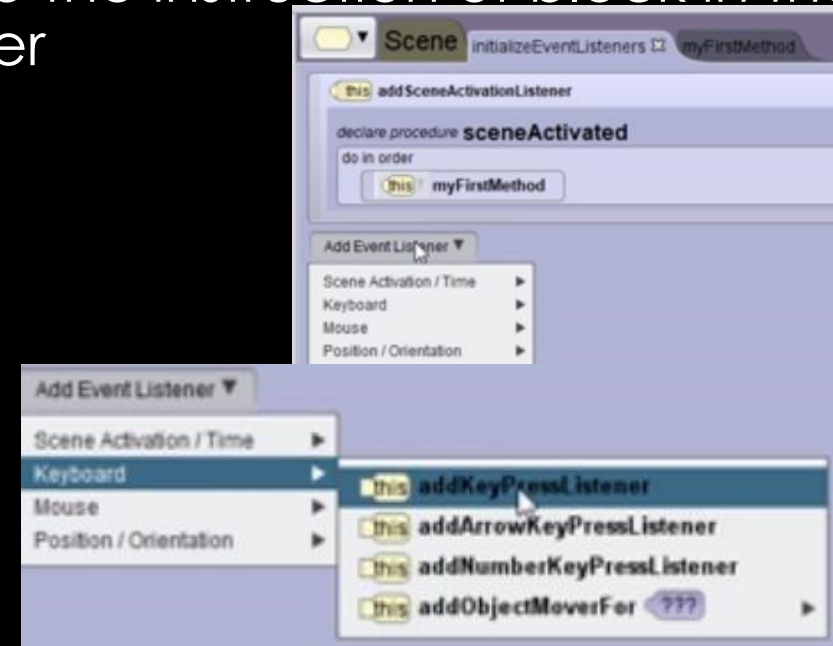
- First launch alice



- Then select amazon in the categorise blank state
  - save your project
  - After saving go to select InitializeEventListeners
- On the top



- You can delete the first scene by moving it to the instruction of block in the bottom-left corner and add you event listener
- And add 2 Key press listener



- Place the exact same numbers and same order of block like this:

If you want to go faster you can select a block already place and push you ctrl key (copy)

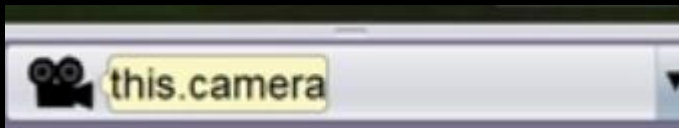
The image displays two screenshots of a block-based programming environment, likely Scratch. The left screenshot shows the 'do in order' block selected in the palette. The right screenshot shows a 'keyPressed' procedure with a complex nested structure of 'do in order' and 'do together' blocks, including a 'count up to' block with a loop.

```
declare procedure keyPressed
do in order
  do in order
    drop statement here
  do together
    drop statement here
  do together
    drop statement here
  do together
    drop statement here
  do together
    drop statement here
  do in order
    drop statement here
  do in order
    do together
      do together
        count up to 50
        drop statement here
        loop
      drop statement here
    drop statement here
  drop statement here
```



## 4- LETS ADD A LITTLE MUSIC

- Then select this button:



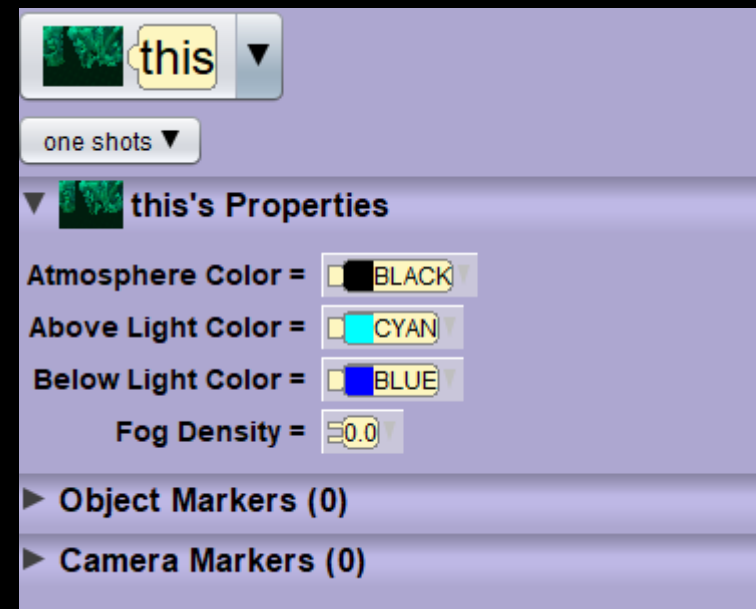
- And chose this
- After this manip select block play audio and place it in our second key pressed
- Import audio from background music -) suspense



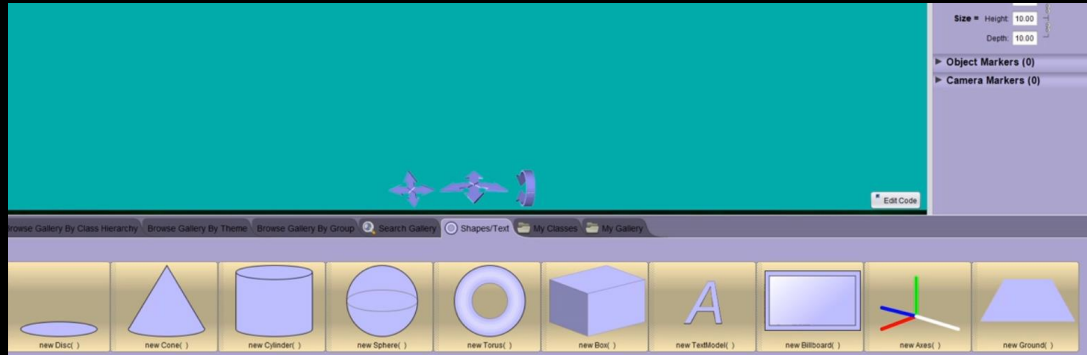
- 
- now that we have prepared our animation, let's give him a decor because an animation without decor, it's like a friend passing you an empty drink



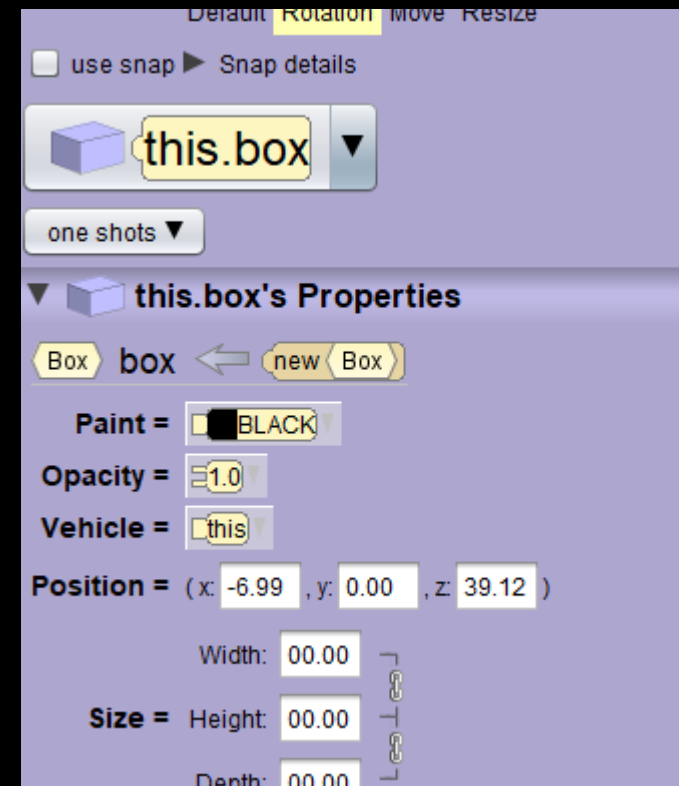
- So now lets setup the decor
- So clic on the button setup scene
- First set the propriety of this:



- Create a cube by selecting the bottom menu and go to shapes/text



- Make it black and set his size 100 everywhere



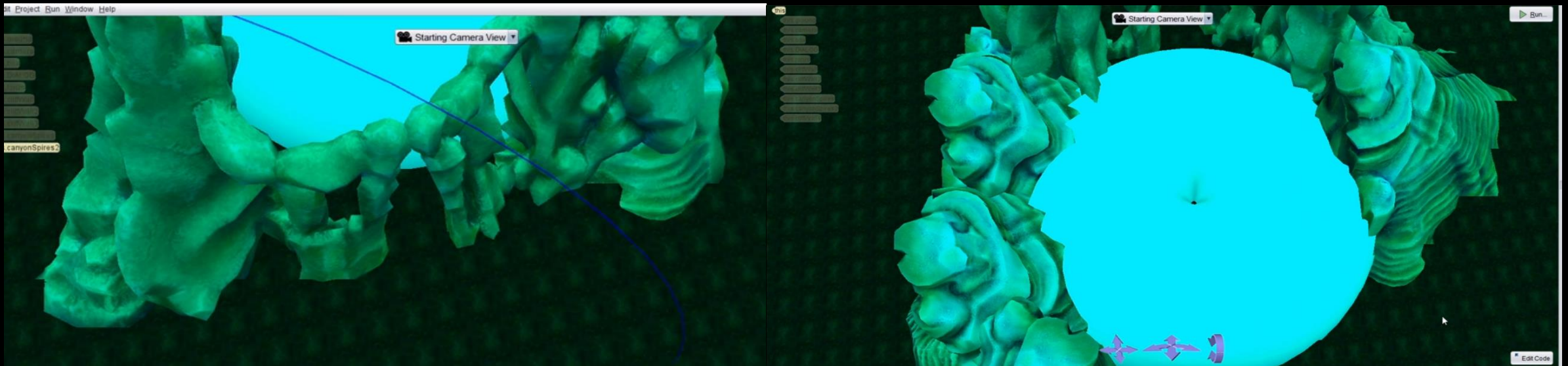
- Create a black sphere inside the black cube and name it dialog
- Make its radius 5



- Go away from the box and create a torus with a outer radius of 50

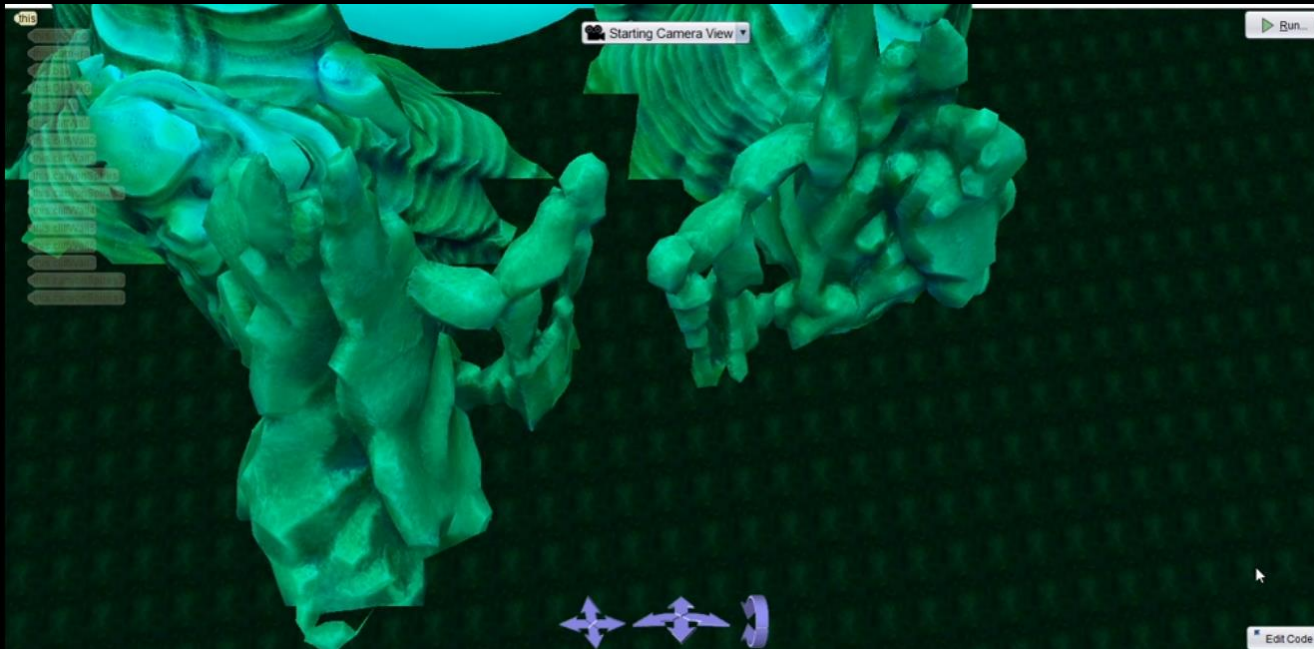


- Inside the menu of the bottom go to search gallery and type cliffwall used the non mars and set his width to 100 and place it on the outer ring (with the rotation you want) and repeat the proces create a circle with one side missing (right picture) if you want you can use canyon spires with a height 87 to create the scene





- With the side missing create a path with 2 cliff wall on the side and 2 canyon spires at the end to create a gate like this



- Move away the torus
- And place down a palm tree (cocunt), a cauldron and a CedarTree like this:

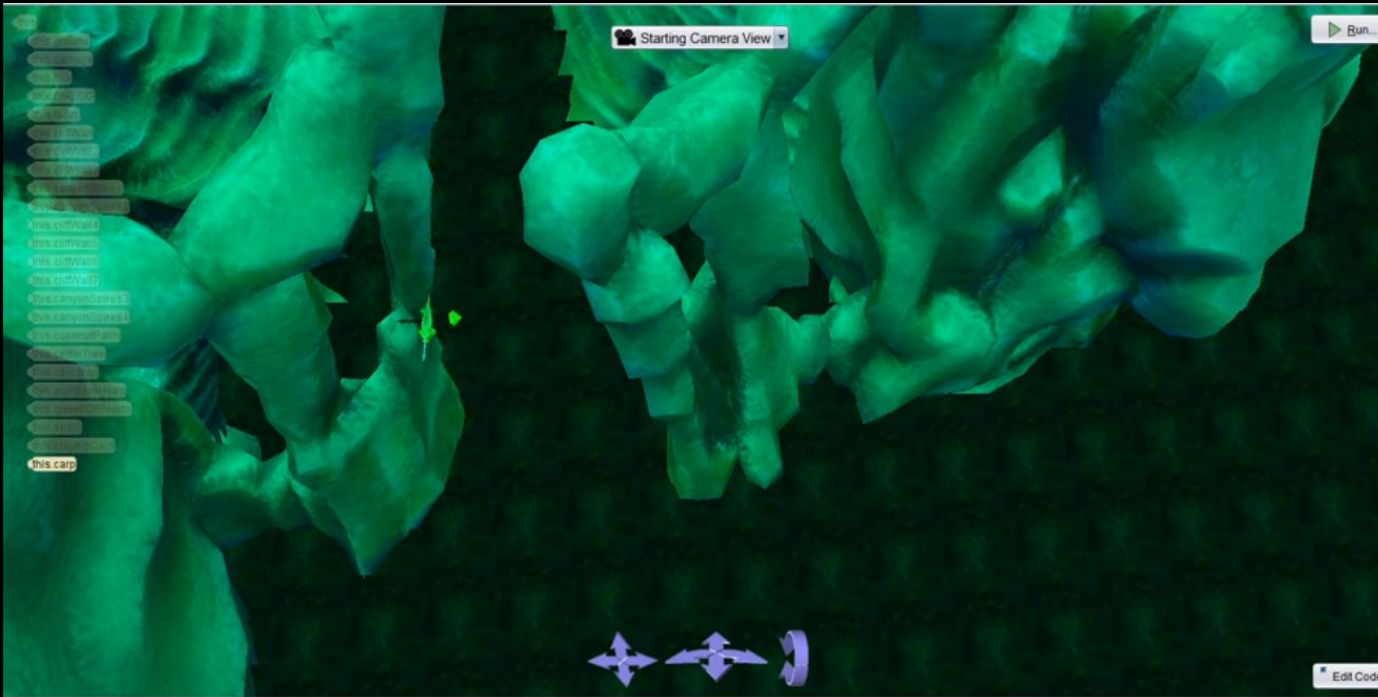




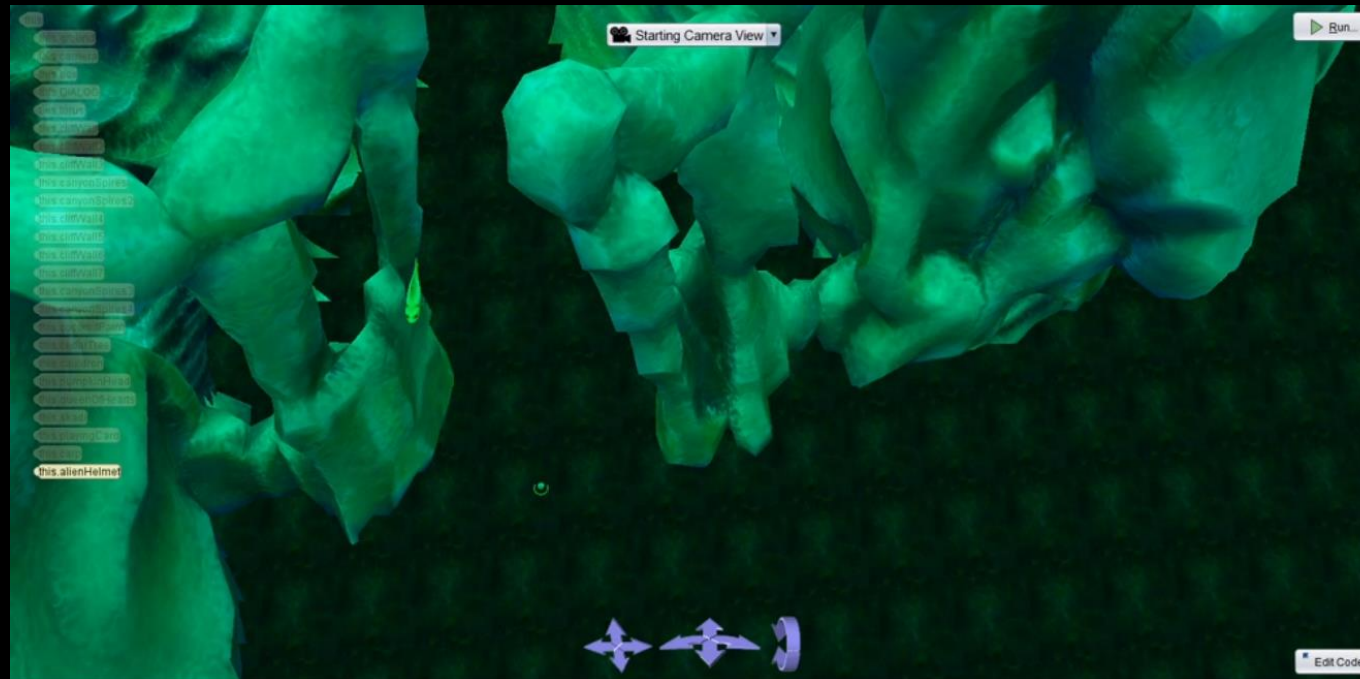
Place a skadi, a playing card, a queen of heart and a pumking head like this:



- Go to your gate at the end of your path and place a carp and set his y coordinate to 100 (its placement: don't worry, just make sure the fish is outside the gate)



- Place a alienhelmet outside the gate with is coorodonates at y=20, make its closer and set is size to 0,01 (so we don't see him)





# CODAGE

- Now that we have ready our animation, and the decoration. We may begin coding the animation.

Place it inside the first do in order

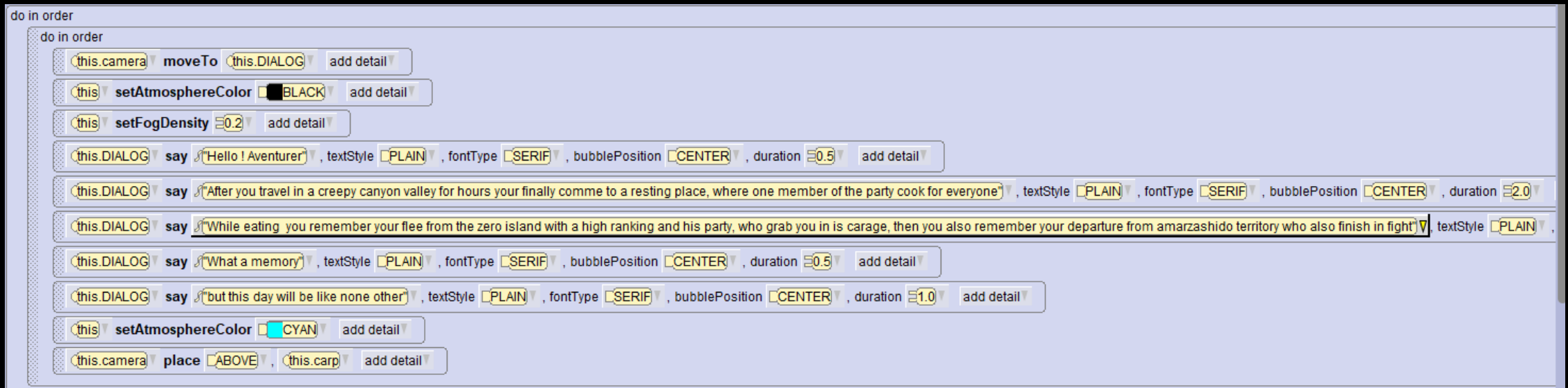
15

- Click on the edit button and select the camera
- Make it move to this, DIALOG (our sphere)
- Select this and set AtmosphereColor to black
- Set the FogDensity to 0,2
- Add this setFromAboveLightColor to black
- Then select this, DIALOG and place This, DIALOG say « message » and add detail: text style plain, front style serif, bubble position center and duration
- Then copy to have 5 times Dialog say
- To change the text click on it and select custom textString
- Text will be display on the next page



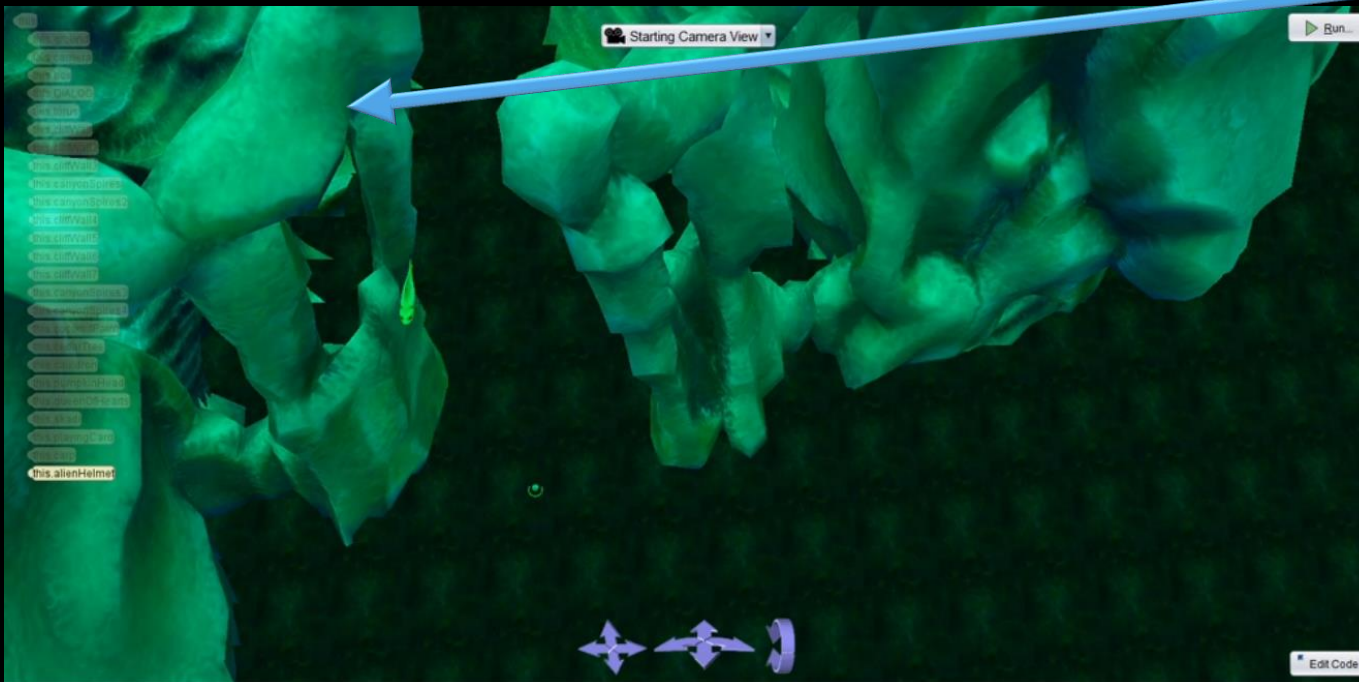
duration	text
0,5	Hello ! Aventurer
2	After you travel in a creepy canyon valley for hours your finally come to a resting place, where one member of the party cook for everyone
3	While eating you remember your flee from the zero island with a high ranking and his party, who grab you in his carage, then you also remember your departure from amarzashido territory who also finish in fight
0,5	What a memory
1	but this day will be like none other

- Then select this and set the atmosphere color to cyan
- And select this,camera then this,camera place above this,carp
- You should have somethink like this

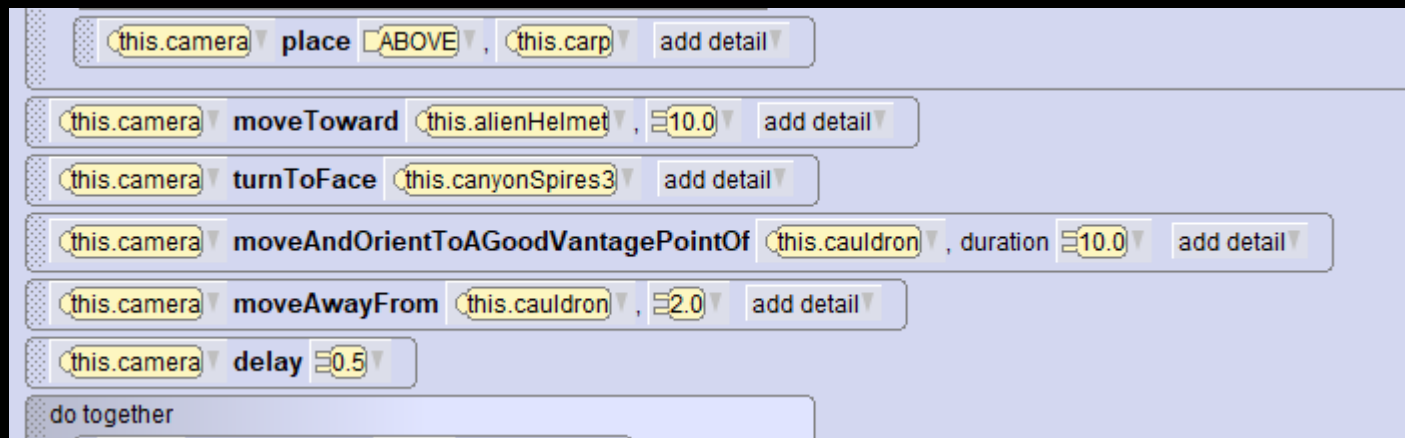




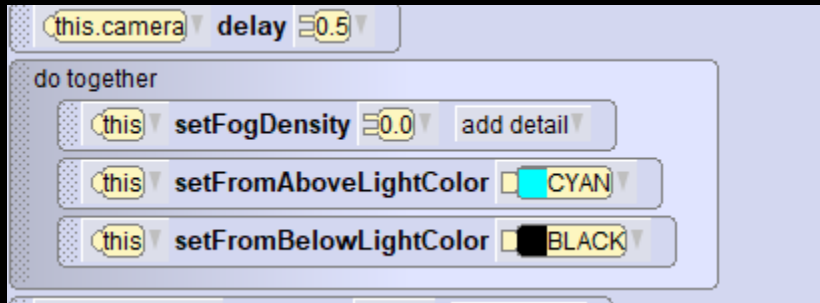
- Between do in order and before do together
- Add this, camera moveToward this, alienhelmet with a duration of 10
- Add this camera turnToFace this, canyonSpires(?)



- Place this,camera moveAndOrientToAGoodVantagePointOf this,cauldron duration 10
- Add This,camera moveAwayFrom this,cauldron ; 2
- And add this,camera delay 0,5
- You should have somethink like this




- Select this, then place the following block Inside the do together
- Add this setFogDensity to 0
- Add this setFromBelowLightColor to black
- Add this setFromAboveLightColor black

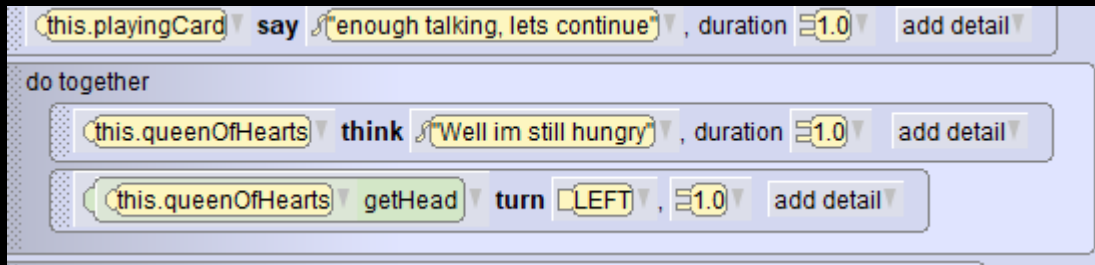


- Before the next do together
- Select this cauldron and add this,cauldron setHeight 2
- Add this,cauldron setWidth 2
- Select this,skadi and add this,skadi say « You where true this lunch were truely execptional” duration 2
- Select this,pumpkingHead and add this, pumpkingHead say «absolutely” duration 1
- Select this,playingCard and add this, playingCard say «enough talking, lets continue” duration 1
- You should have somethinks like this

A Scratch script editor window with a light blue background. The script consists of the following blocks:

- setFromBelowLightColor** block: The target is `this`, the color is `BLACK` (represented by a black color swatch).
- setHeight** block: The target is `this.cauldron`, the value is `2.0`, and there is an `add detail` button.
- setWidth** block: The target is `this.cauldron`, the value is `2.0`, and there is an `add detail` button.
- say** block: The target is `this.skadi`, the text is `"You where true this lunch were truely exeptional"`, the duration is `2.0`, and there is an `add detail` button.
- say** block: The target is `this.pumpkinHead`, the text is `"absolutelly"`, the duration is `1.0`, and there is an `add detail` button.
- say** block: The target is `this.playingCard`, the text is `"enough talking, lets continue"`, the duration is `1.0`, and there is an `add detail` button.
- do together** block: An empty block at the bottom of the script.

- Inside the do together
- Select this,queenOfHearts and add this,queenOfHearts think « Well im still hungry » duration 1
- Then select this,queenOfHearts but go on the  and select this,queenOfHearts getHead and add this,queenOfHearts getHead turn left ;1



- Inside the 3 do together add:
- this,queenOfHearts getHead roll left 0,25
- this,queenOfHearts getHead turn left 0,25
- Outside of the do together select this and add this delay 0,25
- should have something like this:





- Inside the 4 do together
- Select this,skadi and add this,skadi moveAwayFrom this,queenOfHearts; 10
- Repeat
- Select this,pumkinHead and add this,pumkinHead moveAwayFrom this,queenOfHearts; 10
- Repeat
- Select this,playingCard and add this,playingCard moveToward this,pumkingHead; 10
- You should have this:

**this** delay 0.25

do together

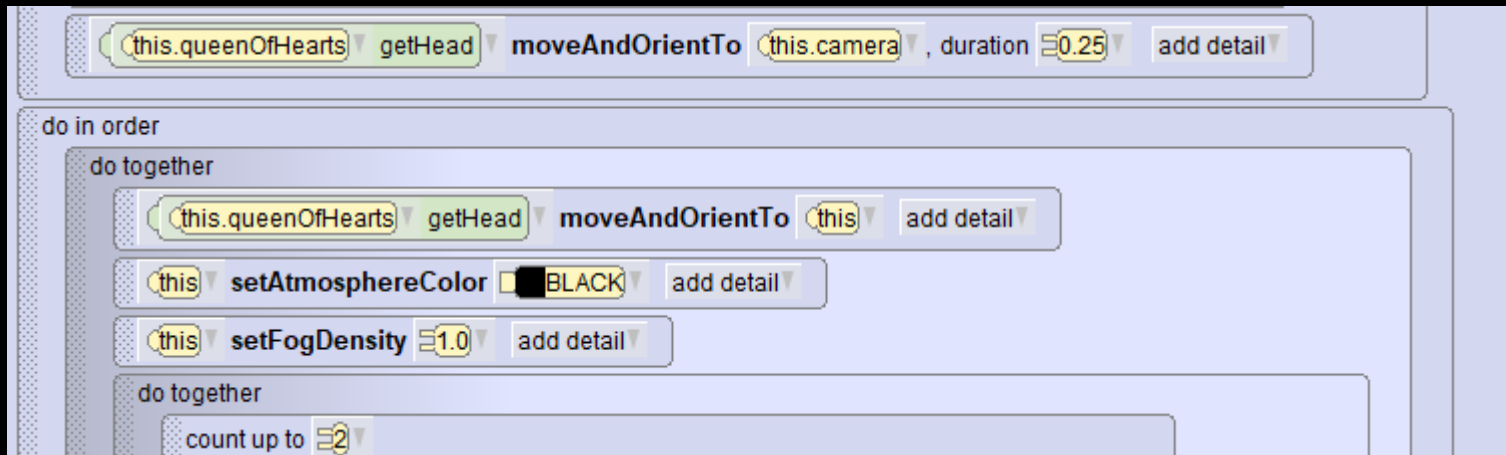
- this.skadi** moveAwayFrom **this.queenOfHearts**, 10.0 add detail
- this.skadi** moveAwayFrom **this.queenOfHearts**, 10.0 add detail
- this.pumpkinHead** moveAwayFrom **this.queenOfHearts**, 10.0 add detail
- this.pumpkinHead** moveAwayFrom **this.queenOfHearts**, 10.0 add detail
- this.playingCard** moveToward **this.pumpkinHead**, 10.0 add detail

do in order

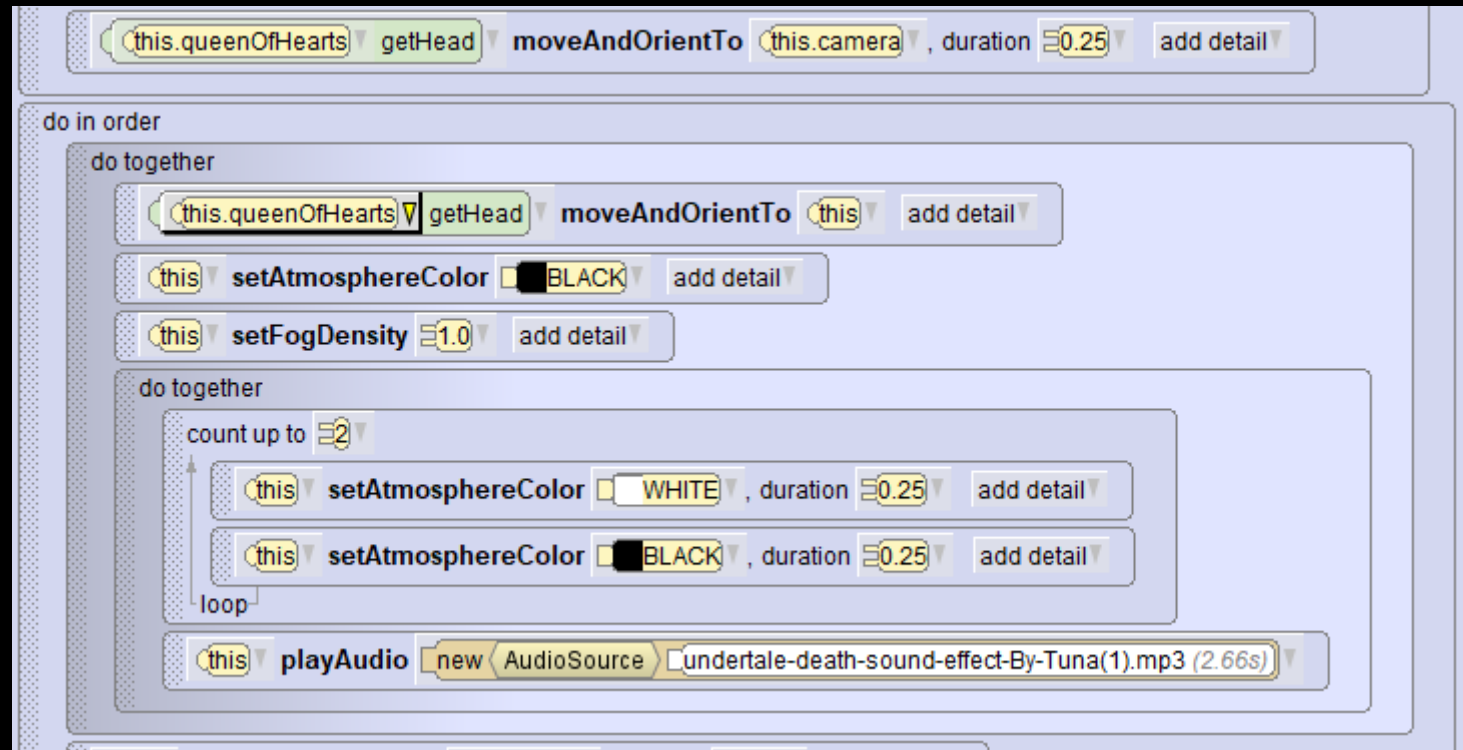
- Inside the do in order
- Select this,queenOfHearts getHead and add this,queenOfHearts getHead moveAndOrientTo this,playingCard duration 0,25
- Copy and change this,playingCard to this,pumkingHead ; this,skadi and this,camera
- You should have this:



- Inside the first do together:
- Add this,queenOfHearts getHead moveAndOrientTo this
- Select this and add this setAtmosphereColor black
- Add this setFogDensity 1



- Inside count up to 2:
- Add this setAtmosphereColor white duration 0,25
- Add this setAtmosphereColor black duration 0,25
- After count up to 2 but in the same do together add this playAudio undertale-death-sound-effect from this site:  
<https://tuna.voicemod.net/sound/ef9fc860-a097-4d36-a139-f9dbb1681fc6>
- If not work come to the sin class i will left a usb with the effect on, copy it on the computer and after place the usb were you found it
- You should have something like this:

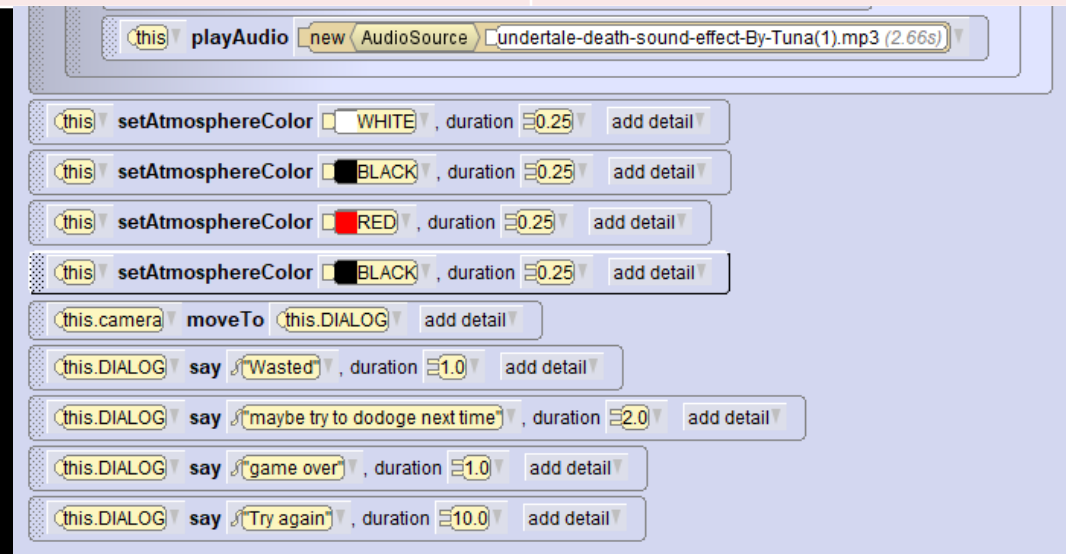


## 31 (NEARLY THEIR)

- Add after all everything this setAtmosphereColor white duration 0,25
- Add this setAtmosphereColor black duration 0,25
- Add this setAtmosphereColor red duration 0,25
- Add this setAtmosphereColor black duration 0,25
- Then Select this,camera and add this camera moveTo this,DIALOG
- Select this,DIALOG and add 4 time this,DIALOG say « text »
- Text on the next page



duration	text
1	Wasted
2	Maybe try to dodge next time
1	Game over
10	Try again



- If the animation inside the canyon is not really working then try to move the carp or the alienhelmet

An abstract graphic at the top of the slide featuring a series of overlapping, wavy bands of color. From left to right, the colors transition from a warm orange-red to a bright yellow, then to a vibrant green, and finally to a cool cyan-blue. The waves create a sense of movement and depth against the solid black background.

# THANK YOU

I hope you enjoyed it  
Have a good day