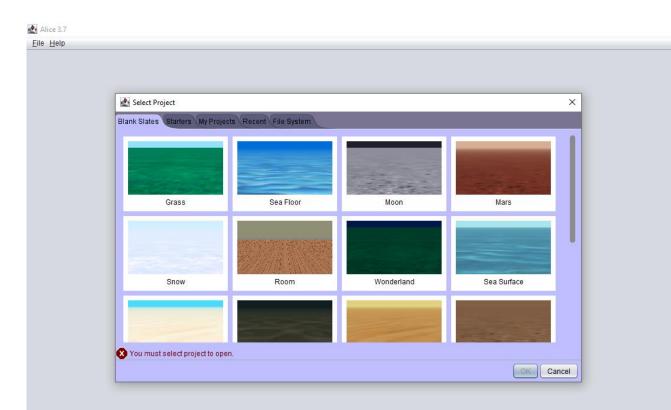
### ETLV – Tutorial Creation Alice 3



## <u>De Stefano Joshua</u> <u>TSTI2D</u>



First of all, you need to select your « blank states » that means, the « ground » where your scene gonna be built.

If you already have a project in progress, you can go in « My Projects » or « File System » and select it (in .a3p).

Then click on « Grass » and « OK ».

- The new window that just opened is your work space:

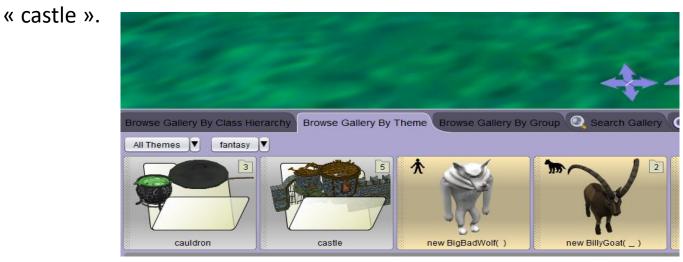
1) Click on « initializeEventListeners » tab. This is where you'r gonna place your procedure blocs.

Scene initializeEventListeners 23 myFirstMethod				
(this add SceneActivationListener				
declare procedure sceneActivated				
do in order				
Add Event Listener V				

#### 2) Click on « Setup Scene ».

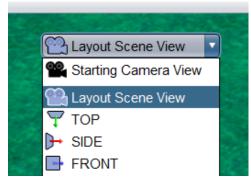


#### 3) Now, click on « Browse Gallery By Theme », « fantasy » and



- Now, you need to place elements:

4) You will hold click on the element you want to place, drag it to wherever you want, and release the click.Or, you can just click on it and click "ok" to place it directly.



To have a wider view, click on "Starting Camera View", then click on "Layout Scene View"





To control the camera more precisely you can use these arrows.

Ð

X

▶ <u>R</u> un	handle stree	
	□ use snap ► Snap details	W
		са
		ro
	one shots V	sh
	this's Properties	it.
	Atmosphere Color =	
	Above Light Color =	
	Below Light Color = BLACK	
Second States	Fog Density = 🗐 00	

When you select a object, you can choose these buttons to rotate it, move it (arrows will show on the object) or resize

#### 5) Now, place theses elements in approximately the same place as in this photo:



Watch out for the skull

For the tree, go in « Search gallery » and type « peridexion » And choose « (TALL) ».



- You'r gonna place some caracters of the scene:

6) Go in « Search gallery » and type « skeleton », select and place the skeleton (WITH\_HAT).



7) You need to place a bunch of skeletons (minimum 5), the first five needs to be around the tree (near the tree), like this image:



8) Now, place a UFO in the sky like this:



9) Now, you click on « Layout Scene View » and select« Starting Camera View » position the camera at this angle, as shown in the photo below:



10) Now, click on « Edit Code » bottom right.



My Gallery

- Now you're going to put blocks of procedures to control the elements of the scene:

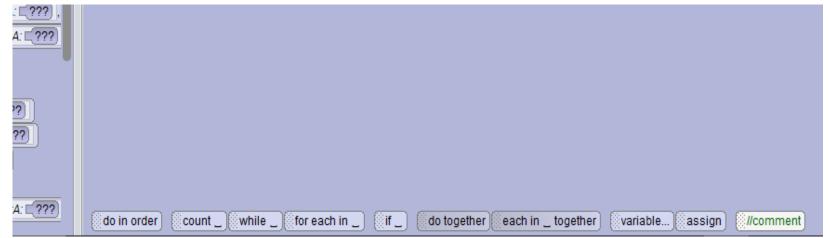
#### Normally there should be these blocks there in "initializeEventListeners".

2D\ETLV\tutorial creation\iin tuto\tuo.a3p

▶ <u>R</u> un	Scene initializeEventListeners 3 myFirstMethod
	(This) add SceneActivationListener
	declare procedure sceneActivated
	do in order
and the second second	this myFirstMethod
Martine	
A REAL PROPERTY AND ADDRESS OF	
Setup Scene	Add Event Listener V
and the second se	
<b>v</b>	
by category 💌	

There are some blocs here that you can click and drag to place, they are use to control how the blocs gonna be executed.

You can delete the bloc "this myFirstMethod", because it call the procedure "myFirstMethod" but we don't use it.



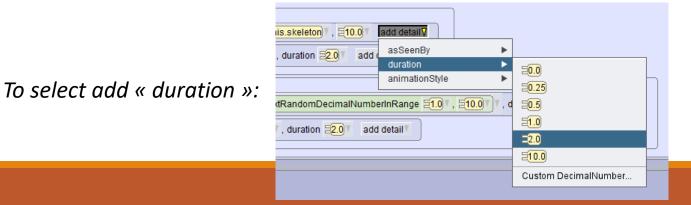
You can click on the tab below the setup scene, to select which element you'r gonna control in the procedure.



11) Select, this (the scene) in the tab and add a delay at the beginning of the scene. Add 2 « do together » blocs one inside the other.

12) Select, in the tab, this.skeleton (the first skeleton placed) and add these blocs in the second « do together »:

(this) add SceneActivationListener
declare procedure sceneActivated
do in order
this T delay =1.0 T
do together
do together
(this.skeleton) moveAwayFrom (this.ground T, =10.0 T, duration =2.0 T add detail
(this.skeleton) move CUPT, E10.0 , duration E2.0 add detail

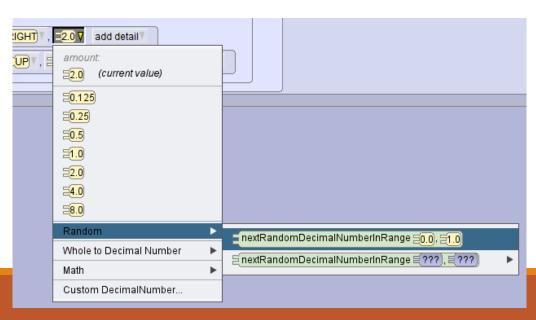


13) Add a third « do together » to control the second skeleton, we make him turn to change the way he goes up:

do together
do together
this.skeleton▼ moveAwayFrom this.skeleton▼, ≘10.0▼ add detail▼
this.skeleton T move CUPT, E10.0 T, duration E2.0 T add detail T
do together
(this.skeleton2) turn [RIGHT], EnextRandomDecimalNumberInRange E1.07, E10.07], duration E2.07 add detail
(this.skeleton2) move CUPT, E10.07, duration E2.07 add detail

To copy and paste blocs, hold « Ctrl » and drag somewhere else the blocs.

To select a « random » number between 1 and 10:



15) You can place these blocs, in this order to move the fourth et fifth skeletons.

do together
(this.skeleton4) move CUPT, E10.0 add detail
(this.skeleton4) turn [RIGHT] , E1.0 add detail
do in order
do together
(this.skeleton5) turn [FORWARD] , 20.25 T add detail
(this.skeleton5)* turn [FORWARD]*, 20.25)* add detail*   (this.skeleton5)* move [BACKWARD]*, 210.0*, duration 22.0*
turn CLEFTY, 20.1257 add detail

16) Now, select « this.camera » and make it turn, to see the sky.Dont forget to put it outside the main « do together »:

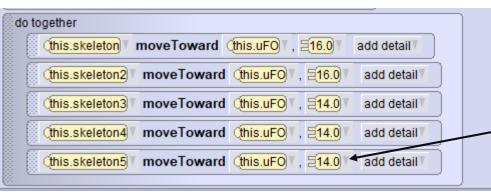
do in order
(this)▼ delay ⊒1.0▼
do together
do together
(this.skeleton   moveAwayFrom (this.ground   , E10.0   add det
(this.skeleton T move CUPT, E10.0 T, duration E2.0 T add detail
do together
(this.skeleton2) turn CRIGHT , EnextRandomDecimalNumberInRa
(this.skeleton2) move CUPT, E10.07, duration E2.07 add detai
do in order
do together
(this.skeleton3 turn [BACKWARD], 20.25 add detail
(this.skeleton3 move [FORWARD T, E10.0 + E2.0 T) T,
drop statement here
do together
(this.skeleton4) move [UP], [10.0] add detail
(this.skeleton4) turn [RIGHT], E1.0) add detail
do in order
do together
(this.skeleton5) turn [FORWARD], 20.25 add detail
(this.skeleton5 move DBACKWARD , E10.0 , duration E2.0
(this.skeleton5) turn [LEFT], 50.125) add detail
(this.camera) Turn DBACKWARD T, 20.125 add detail

16) Click « Run » to see the scene taking life.





17) Then, make the skeletons move toward the UFO:



If it doesnt go toward the UFO correctly (too low or too high), you can change this using « Custom Decimal Number ». 18) Now, you can set the opacity of the skeletons:

d	do together							
		(this.skeleton)	setOpacity	≣ <mark>0.0</mark> ▼,	duration	≡ <mark>2.0</mark> ▼	add detail 🖷	
		(this.skeleton2)	setOpacity	y ⊒ <mark>0.0</mark> ▼	, duration	≣ <mark>2.0</mark> ▼	add detail	]
		(this.skeleton3)	setOpacity	y ⊒ <mark>0.0</mark> ▼	, duration	≣2.0▼	add detail 7	]
		(this.skeleton4)	setOpacity	y ≡ <mark>0.0</mark> v	, duration	≣ <mark>2.0</mark> ▼	add detail 7	]
		(this.skeleton5)	setOpacity	y ⊒0.0 ▼	, duration	≣2.0▼	add detail T	]

19) And finally, you can make the UFO go out and set the fog density and change the atmosphere color:

do together				
(this.uFO T move [LEFT T, 20.0 T, duration 21.0 T add detail T				
this setFogDensity =0.9 add detail				
this setAtmosphereColor				

# The tutorial is now finish!