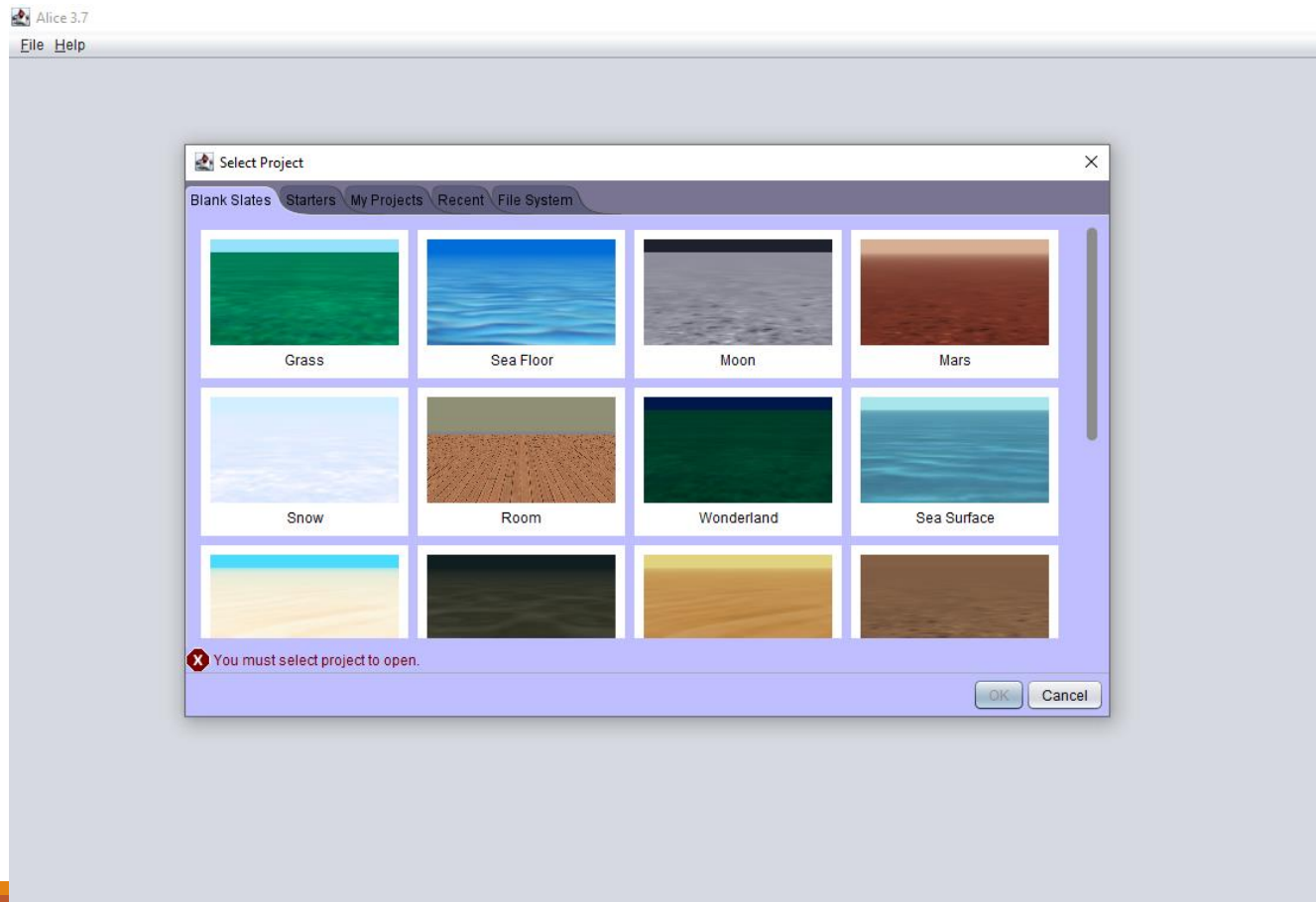


ETLV – Tutorial Creation

Alice 3



De Stefano Joshua
TSTI2D



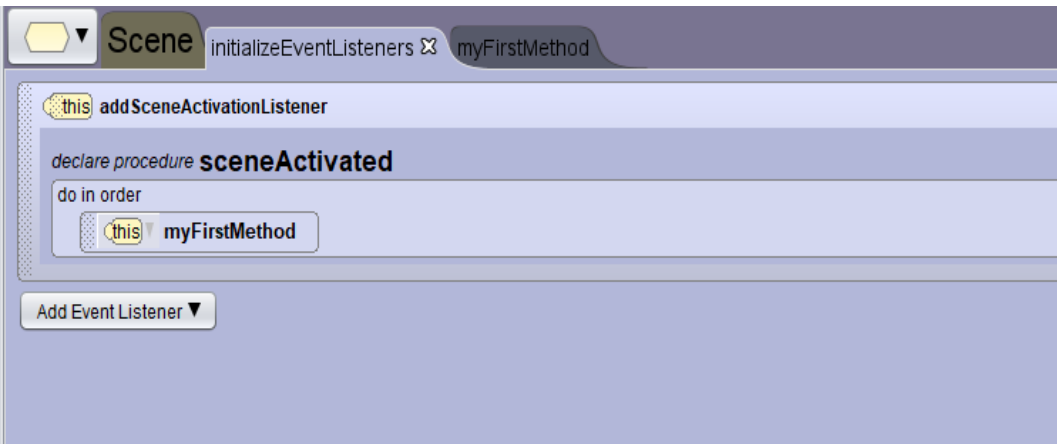
First of all, you need to select your « blank states » that means, the « ground » where your scene gonna be built.

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

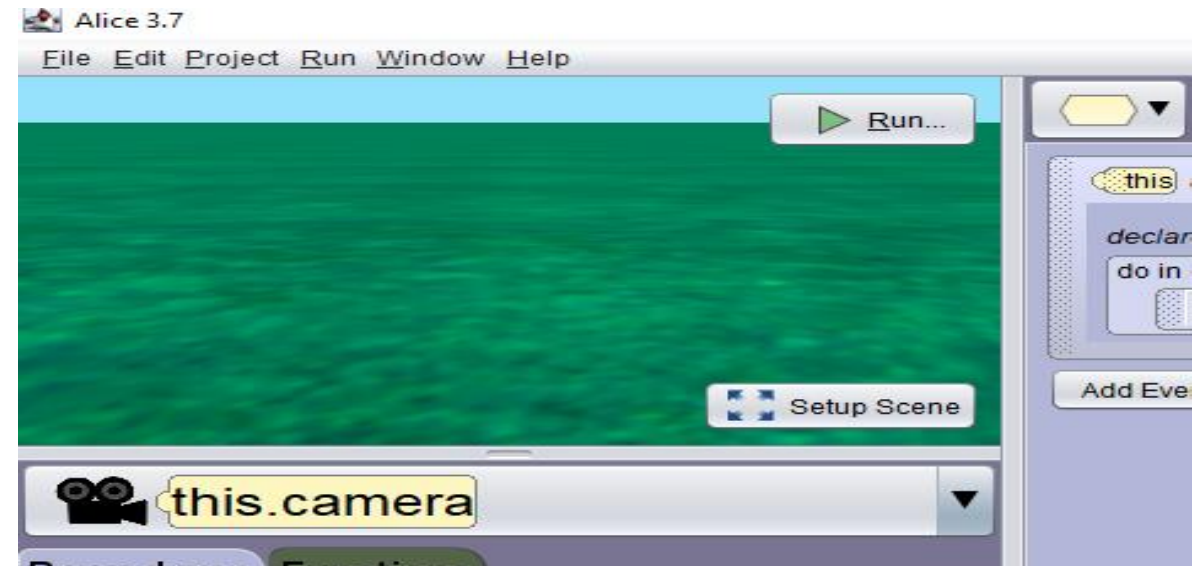
Then click on « Grass » and « OK ».

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

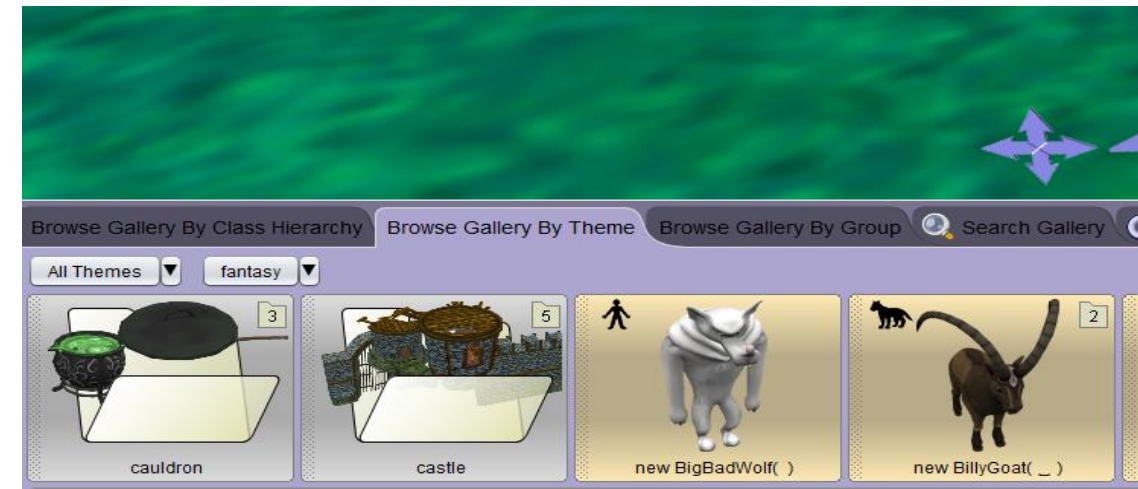
1) Click on « initializeEventListeners » tab.
This is where you'r gonna place your procedure blocs.



2) Click on « Setup Scene ».

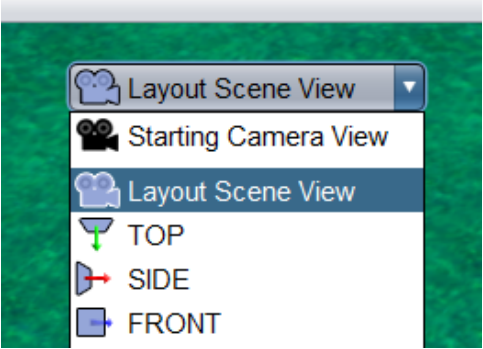


3) Now, click on « Browse Gallery By Theme », « fantasy » and « castle ».



- Now, you need to place elements:

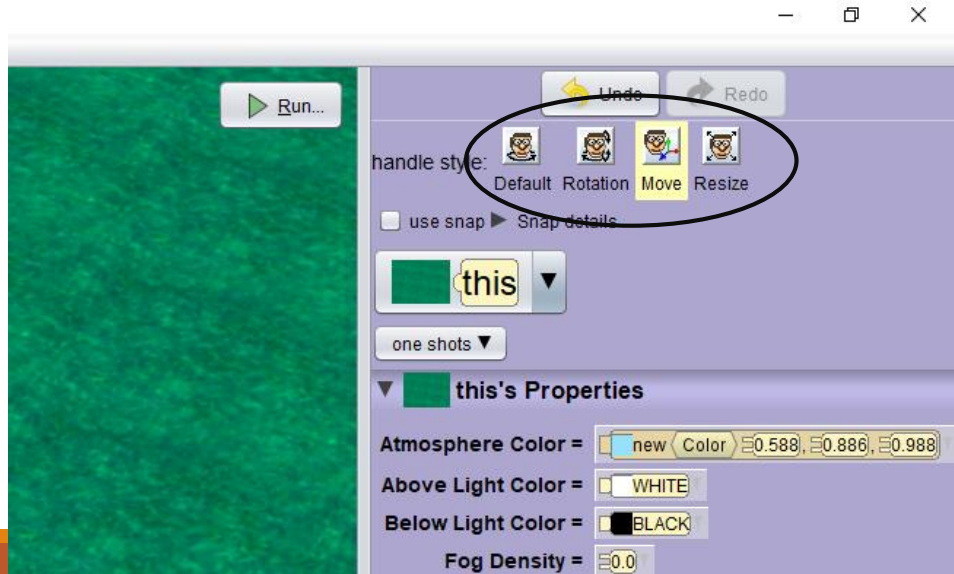
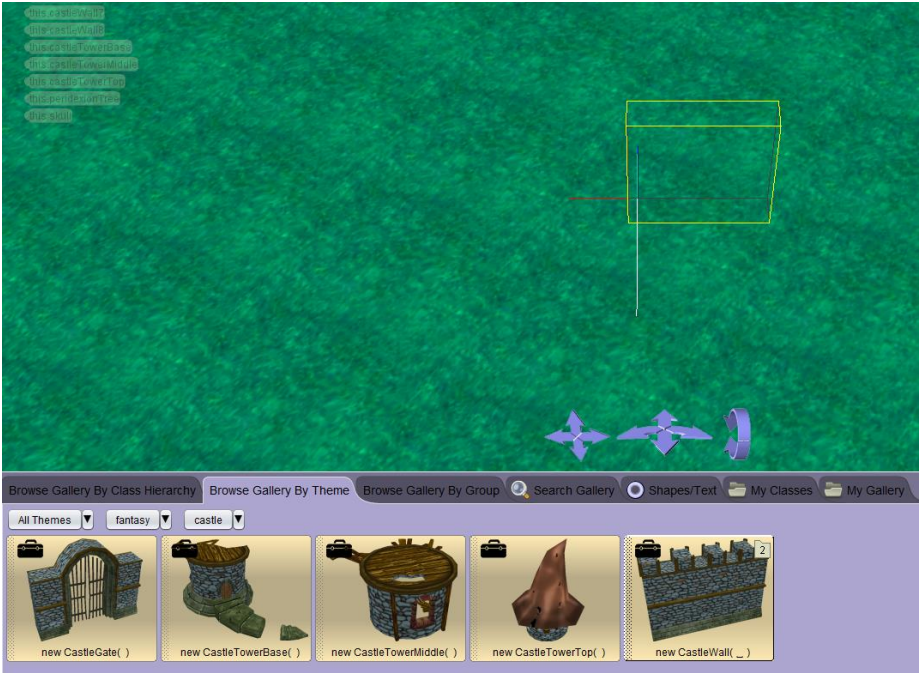
4) You will hold click on the element you want to place, drag it to wherever you want, and release the click.
Or, you can just click on it and click “ok” to place it directly.



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.



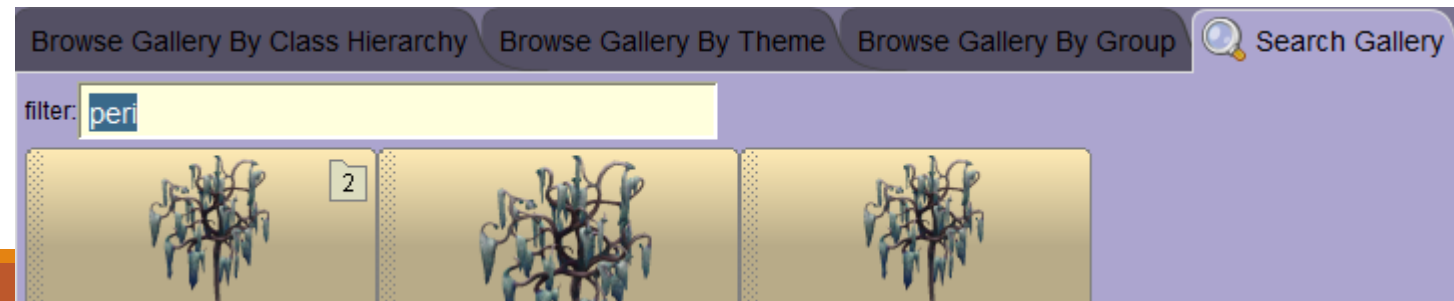
When you select a object, you can choose these buttons to rotate it, move it (arrows will show on the object) or resize it.

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



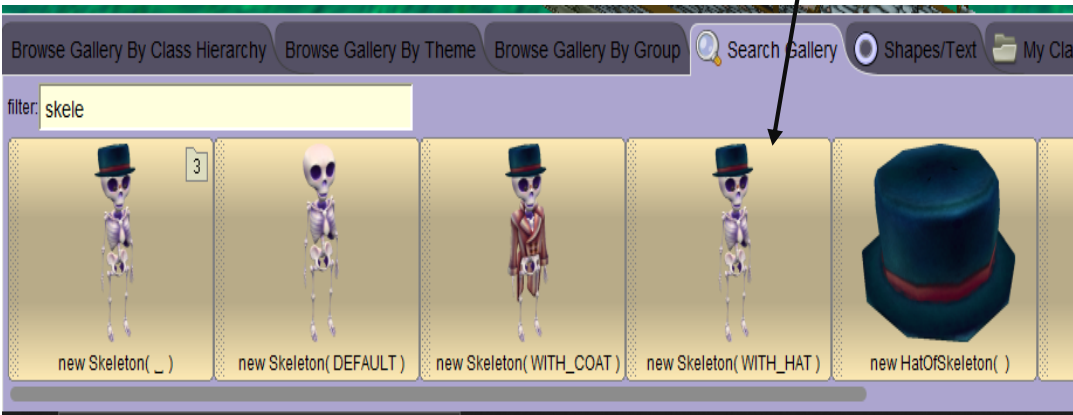
Watch out for the skull

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

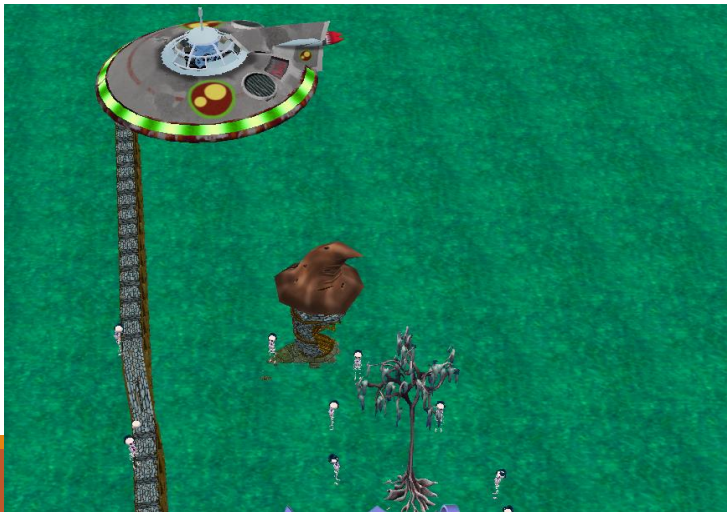


- You'r gonna place some characters of the scene:

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



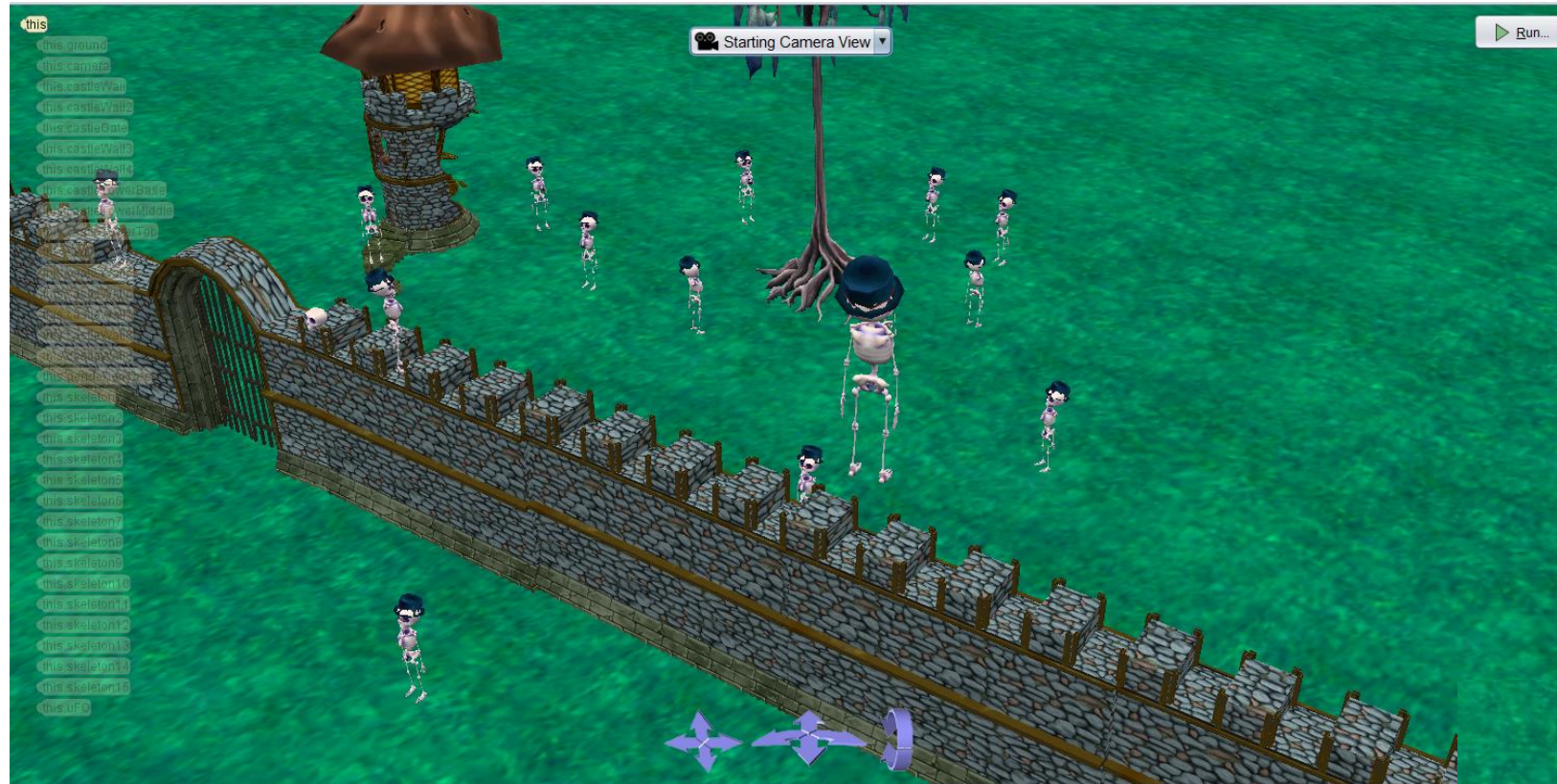
8) Now, place a UFO in the sky like this:



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:



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.



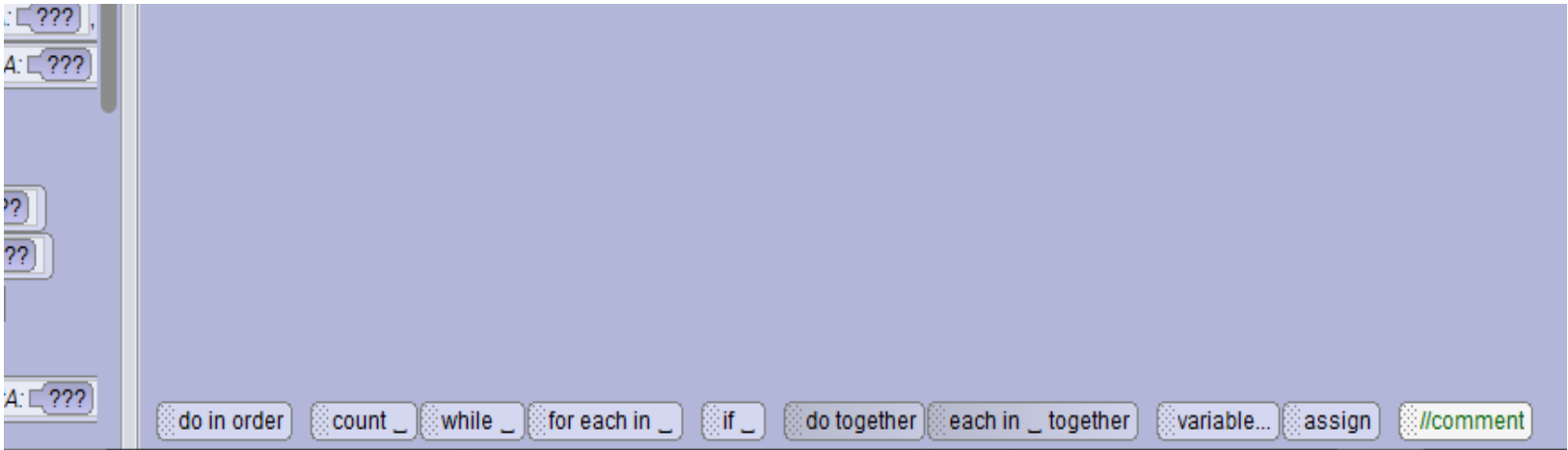
- Now you're going to put blocks of procedures to control the elements of the scene:

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



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

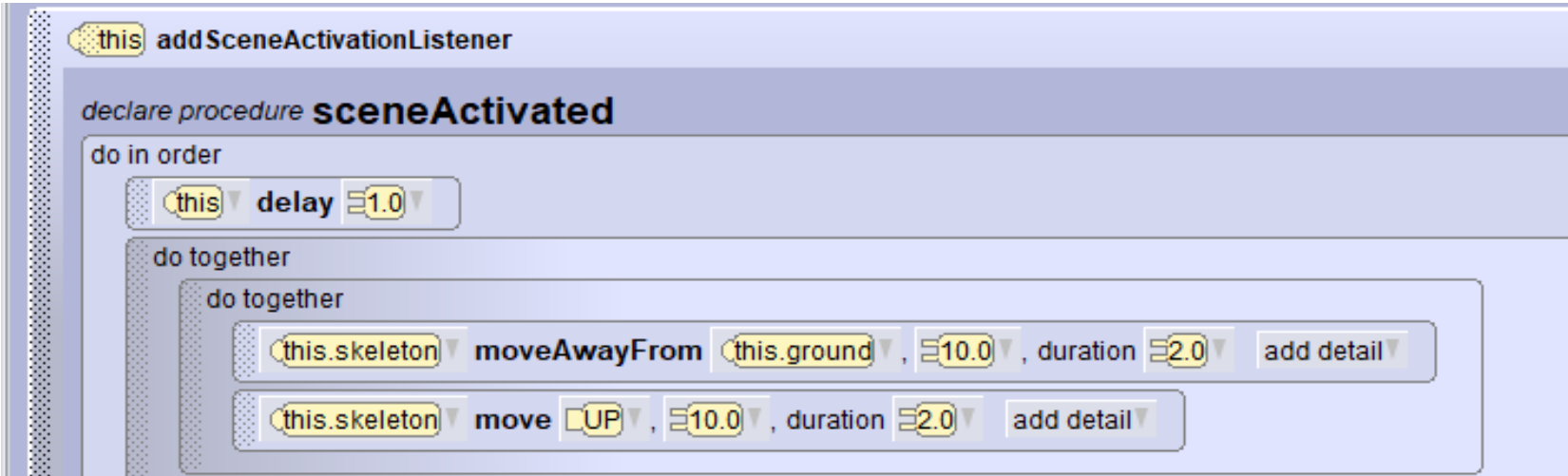
You can delete the bloc “this myFirstMethod”, because it call the procedure “myFirstMethod” but we don’t use it.



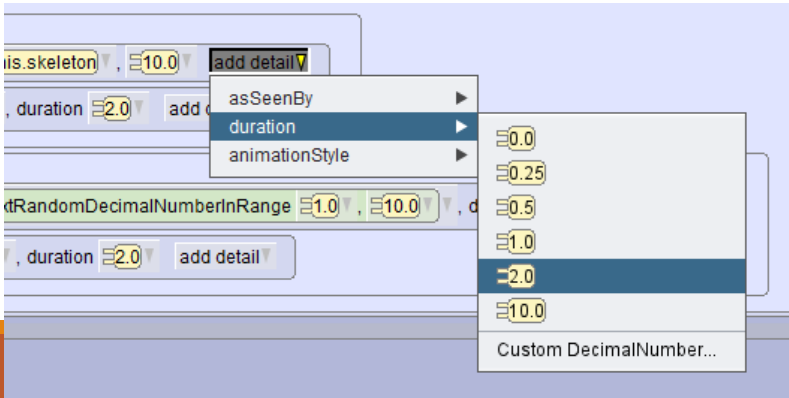
You can click on the tab below the setup scene, to select which element you'r gonna control in the procedure.

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 » :

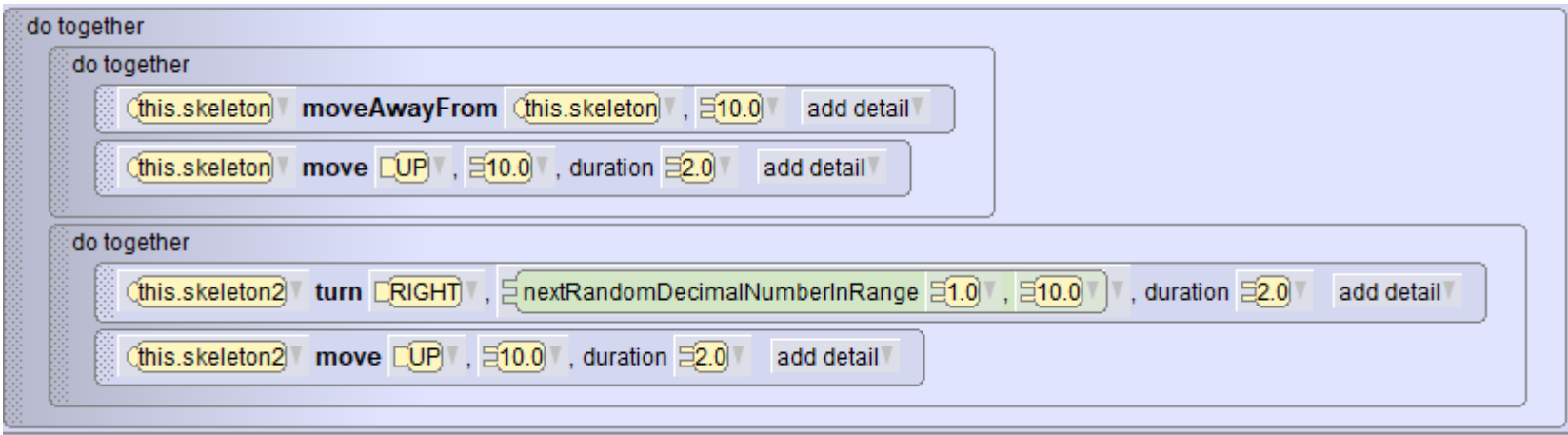


To select add « duration » :

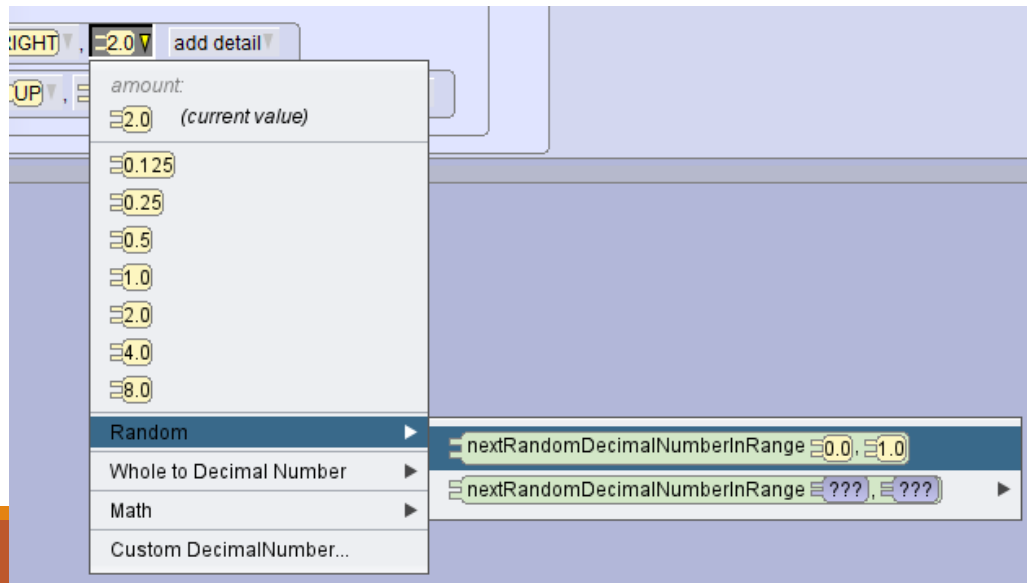


13) Add a third « do together » to control the second skeleton, we make him turn to change the way he goes up:

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



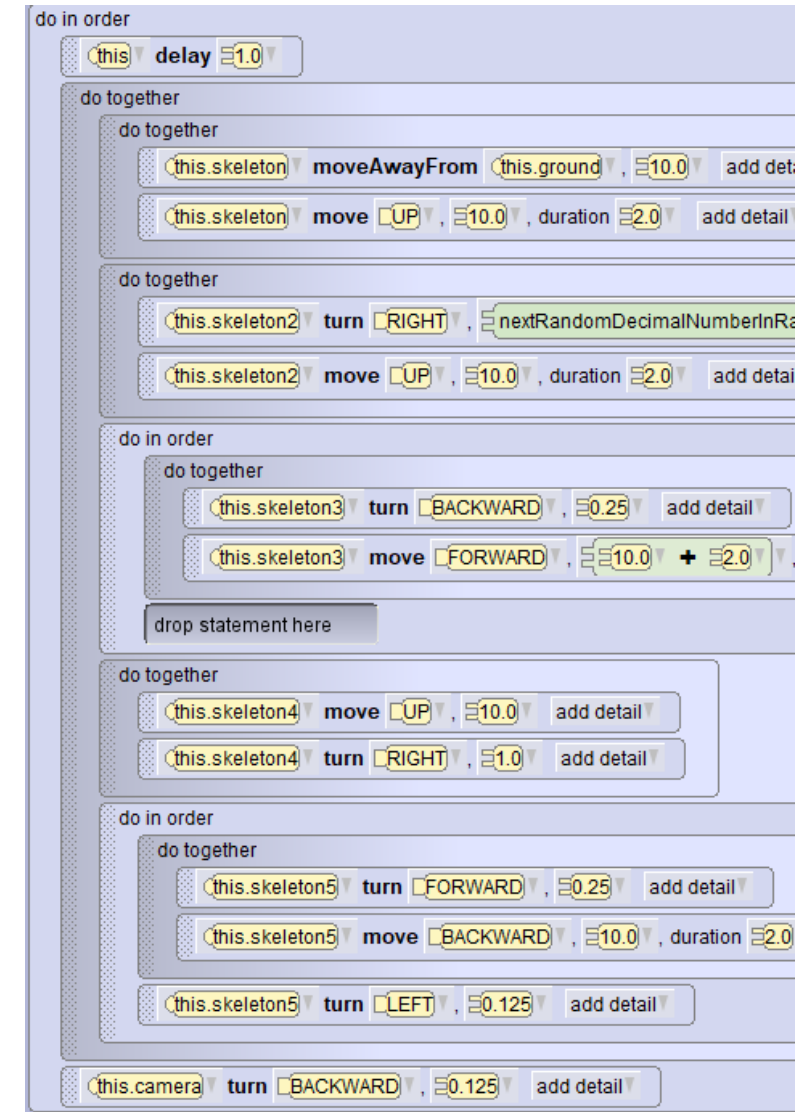
To select a « random »
number between 1 and 10:



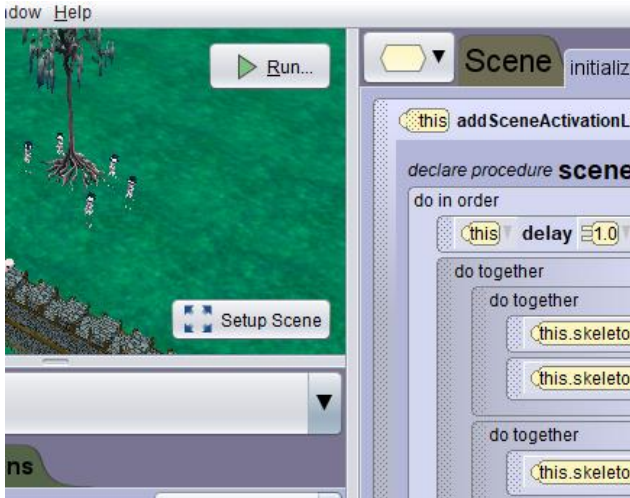
15) You can place these blocs,
in this order to move the fourth
et fifth skeletons.



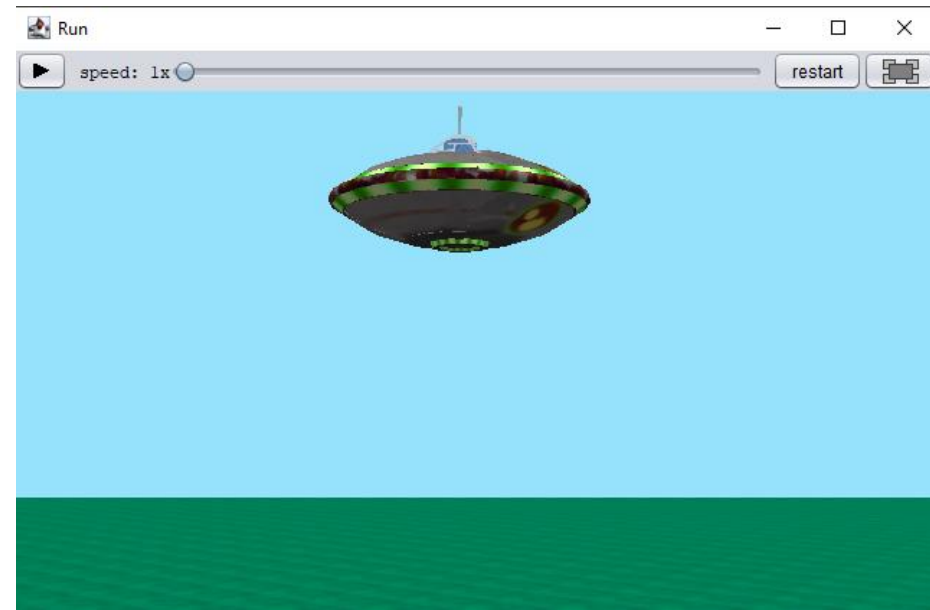
16) Now, select « this.camera » and make it
turn, to see the sky.
Dont forget to put it outside the main « do
together »:



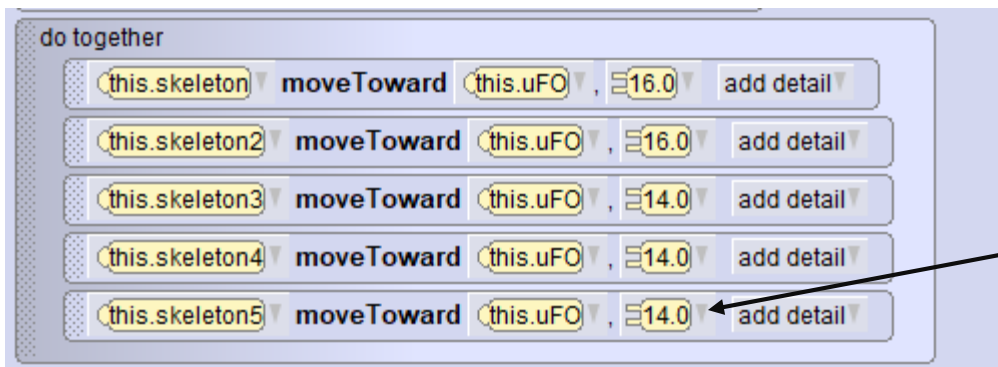
16) Click « Run » to see the scene taking life.



At the end, we should see
this:
If the UFO isn't at a good
height you can move it.

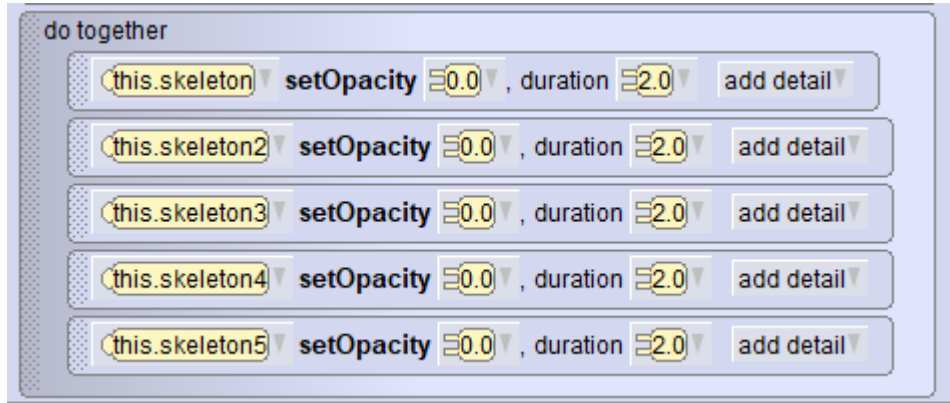


17) Then, make the skeletons move toward the
UFO:

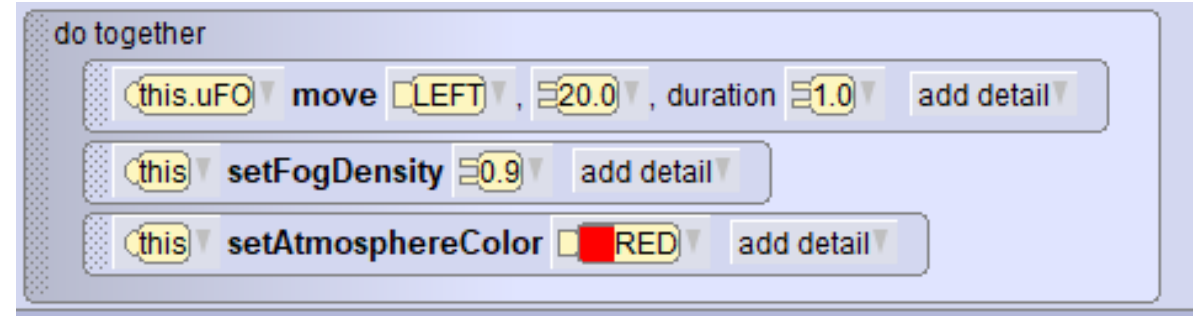


If it doesn't go toward the UFO correctly (too low or too high),
you can change this using « Custom Decimal Number ».

18) Now, you can set the opacity of the skeletons:



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



The tutorial is now finish!