# Tutorial creation :

#### With Alice 3



BARBEL Elya TSTI2D

### <u>Step 1 :</u>

- First of all, you need to open the software

## <u>Step 2 :</u>

- And then, you have to choose a project

		124	States 1	
Grass	Sea Floor	Moon	Mars	
Snow	Room	Wonderland	Sea Surface	

## <u>Step 3 :</u>

Alice 3.5.0	- σ	~
Bie Edit Project Bun Window Help	- 0	^
Das Fox Dalari Bau Wassen Bagb		
	Scele returned were severe of residential	-
Setup Scene	(Stip statement here	
this.camera		
Procedures Functions group by category		
Ostion (his camera) move direction ((???) amount ((???)		
This camera move direction: (1972), amount (1972) (this camera moveToward target (1972), amount (1972)		
This camera moveAwayFrom target (777), amount (777)		
(his camera moveTo target (???)		
(his camera place spatialRelation (2777), target (2777)		
prientation		
(his.camera turn direction: 1(???), amount 1(???)		
This camera roll direction (1999), amount (1999)		
(his camera turnToFace sayet (???) (his camera orientTo target (???)		
Chis.camera orientToUpright		
This camera pointAt tarper (???)		
position & orientation		
Tis.camera moveAndOrientTo target (???)		
Inis.camera moveAndOrientToAGoodVantagePointOf entty:		
rehicle		
(his.camera) setVehicle vehicle: (???)		
ລແຫ່ດ		
(his.camera) playAudio audioSource: (1999)		
Iming		
(his.camera) delay duration: 1(???)		
	do in order   count while for each in if do toouther each in together variable assign if rommunt	

- First you will get on this page
- Than you have to click on "Setup Scene"

### <u>Step 4 :</u>



- And you will get on this other page
- And now you have to choose an character

#### <u>Step 5 :</u>



- So you have a lot of categories
- You can choose what you want an select one

## <u>Step 6 :</u>



### <u>Step 7 :</u>

 And then you have to click on « ok »

- This window will open
- You can rename your character or not

### <u>Step 8 :</u>



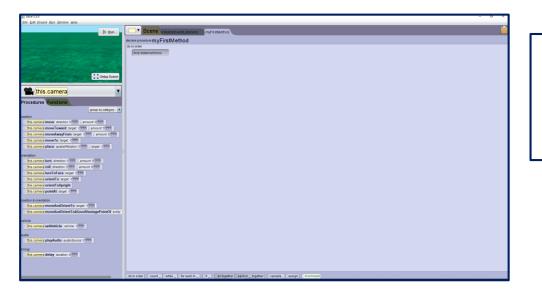
 Once you press "ok", your character will appear in the background

### <u>Step 9 :</u>



 Then you can add everything you want to do your film

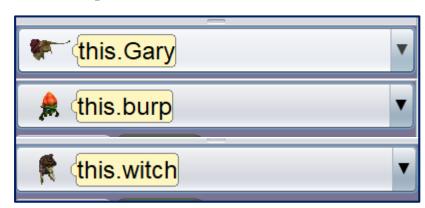
### <u>Step 10 :</u>



 You have to return to this page by clicking on the « Edit Code »

botton

#### Step 11 :



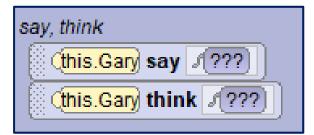
- Then you have to choose the character you want to code

### <u>Step 12 :</u>

Procedures Functions
group by category
(LongNeckSnail) 's Editable Procedures (0)
(Slitherer)'s Editable Procedures (0)
say, think
(this.Gary say / ???)
(this.Gary think /???)
position
(this.Gary move direction: 2???), amount 2???)
(this.Gary moveToward target (???), amount (???)
(this.Gan) moveAwayFrom target (???), amount (???)
(this.Gary moveTo target (???)
(this.Gary place spatialRelation: ???), target ???)
orientation
(this.Gary turn direction: € ???), amount € ???)
(this.Gary roll direction: 2???), amount 2???)
(this.Gary turnToFace target (???)
(this.Gary orientTo target (???)
(this.Gary orientToUpright
(this.Gary pointAt target (???)
position & orientation
this.Gary moveAndOrientTo target (???)
size
(this.Gary setWidth width: =???)
this.Gar setHeight height =???
this.Gar setDepth depth = ???
this.Gary resize factor = ???

- Now, you have to create the code
- For that you have a lot of choices

### <u>Step 13 :</u>



- First of all, you will make the character of your choice speak or think
- For that you have to use the « say, think » fonctions

#### <u>Step 14 :</u>

position
this.Gary move direction: ⊑???), amount: ≡???
( this.Gary moveToward target: ?? , amount ≡??? )</td
this.Gary moveAwayFrom target: ???, amount =???
(this.Gary moveTo target: (???)
(this.Gary place spatialRelation: ???), target: ???)

- Next, you will make your character move where you want in the decor
- For that you have to use the « position » fonctions

### <u>Step 15 :</u>

orientation
(this.Gary turn direction: □???), amount ≡???)
(this.Gary roll direction: ⊑???), amount: ≡???)
(this.Gary turnToFace target: ???)
(this.Gary orientTo target: (???)
(this.Gary orientToUpright)
(this.Gary pointAt target: (???)

 Next, you will orient your character where you want, whith the « orientation » fonctions

### <u>Step 16 :</u>

size
(this.Gary setWidth width: E???)
(this.Gary setHeight height =???)
(this.Gary setDepth depth: ≡???)
(this.Gary resize factor: ≡???)
(this.Gary resizeWidth factor: =???)
(this.Gary resizeHeight factor: E???)
(this.Gary resizeDepth factor: =???)
appearance
(this.Gary setPaint paint: [???]

vehicle
(this.Gary setVehicle vehicle: (???)
audio
this.Gary playAudio audioSource: 2??
timing
this.Gary delay duration: =???
other
(this.Gary straightenOutJoints

(this.Gary setOpacity opacity: =???)

 You can also change the size of your character, or his appearance, or add an audio or somthing else

### <u>Step 17 :</u>



osition

rientation

position & orientation

vehicle

audio

iming



-

#### Step 18 :

(this.camera move direction: (???), amount (???)) (this.camera moveToward target (???), amount (???)

(this.camera moveTo target: (???)

(this.camera) moveAwayFrom target: (???), amount =???)

 (his.camera
 turn
 direction: [???], amount [???]

 (his.camera
 roll
 direction: [???], amount [???]

 (his.camera
 turnToFace
 target (???)

 (his.camera
 orientTo
 target (???)

 (his.camera
 orientToUpright)

 (his.camera
 pointAt
 target (???)

(this.camera moveAndOrientTo target: (???)

(this.camera setVehicle vehicle: (???)

(this.camera delay duration: =???)

(this.camera playAudio audioSource: ???)

(this.camera moveAndOrientToAGoodVantagePointOf entity



- For that, you have to select the camera

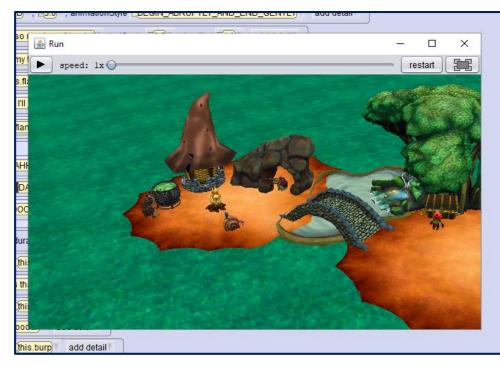
Now, you have to create the code with this fonctions

### <u>Step 19 :</u>

10 in order
turnToFace (this.witch) add detail
this.witch say /mmmh I need to be focused , duration 1.0 add detail
(his.camera) turnToFace (his.Gar) add detail
(his.Gan) think /(miss my old friend) textScale (15) duration (10) add detail
(this.Gar) move [FORWARD], 3.07, animationStyle [BEGIN_ABRUPTLY_AND_END_GENTLY] add detail
(his.Gar) say (Tmiss you so much my friend) , textScale 20.5 , duration 21.0 add detail
(this.burp) say (AHAHAHA my treasure), textScale 20.5 , duration 21.0 add detail
(this.Gar) turnToFace (this.flames) add detail
this.Gary say Joan't worry, I'll join you't, textScale 10 add detail
this.Gar) moveTo (this.flames) getFlameBase) add detail
do together
This Gar) say (AAAAAAHHHHH), textScale 10 add detail
(this.Gar) * setPaint DARK_GRAY * add detail *
(this witch) say (NOOOOOOOO IIIII) , duration 10 add detail
(his.Gar) resize 2025 , duration 20.5 add detail
turnToFace (this.burp add detail)
this.burp think /What was that ?!!) , duration 20 add detail
(this.camera) turnToFace (this.witch) add detail
this.witch say (My snail, nooo !!") add detail
turnToFace (this.burp) add detail
this.burp * say J mmmh never mind *, duration =1.0 * add detail *

- Now, you have to create your scenario by coding all your characters and your camera

## <u>Step 20 :</u>



- To finish, you just have to launch your movie by clicking on the
  - « run » button



- Then a window will appear, and to put it in large screen you must

press this button

