

Tutorial creation :

With Alice 3

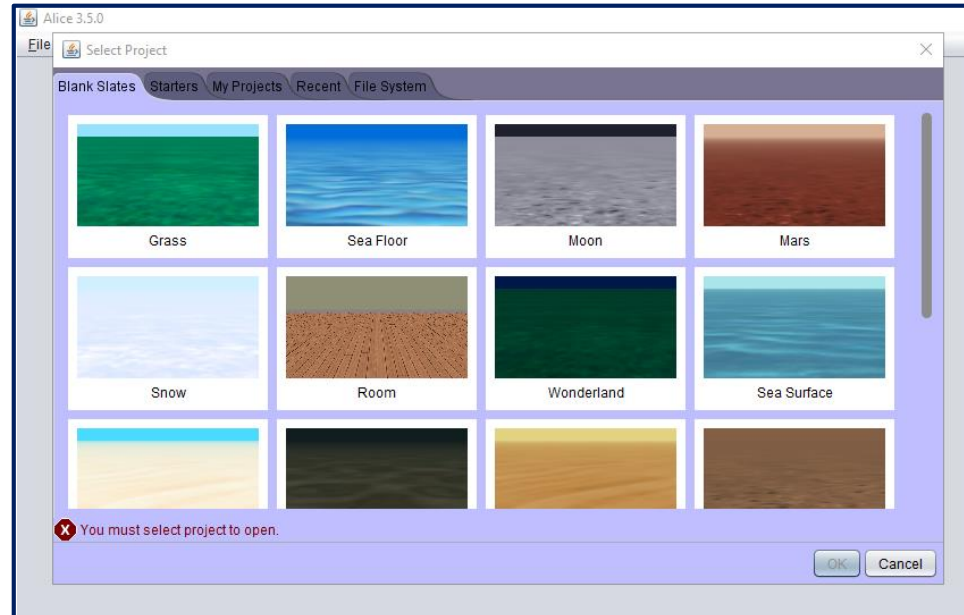


Step 1 :

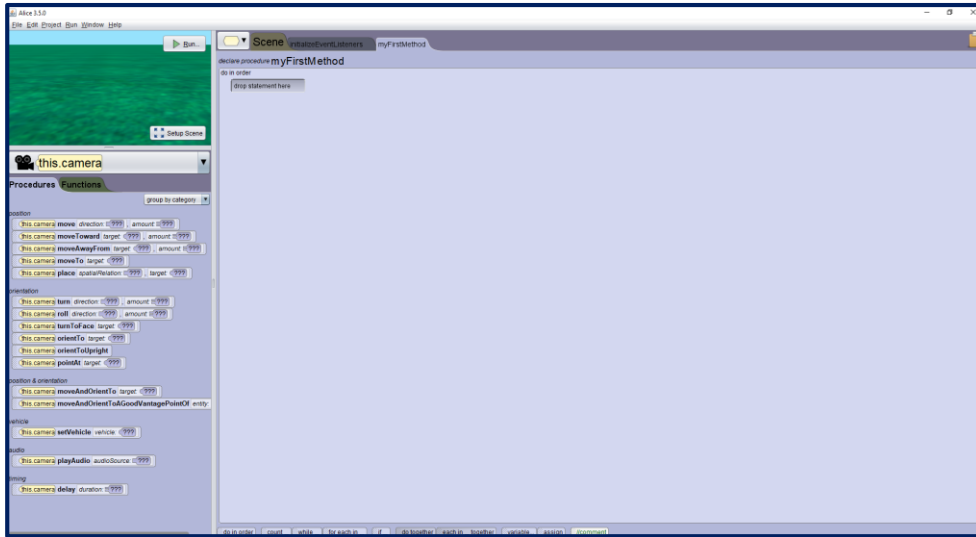
- First of all, you need to open the software

Step 2 :

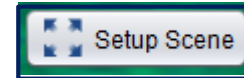
- And then, you have to choose a project



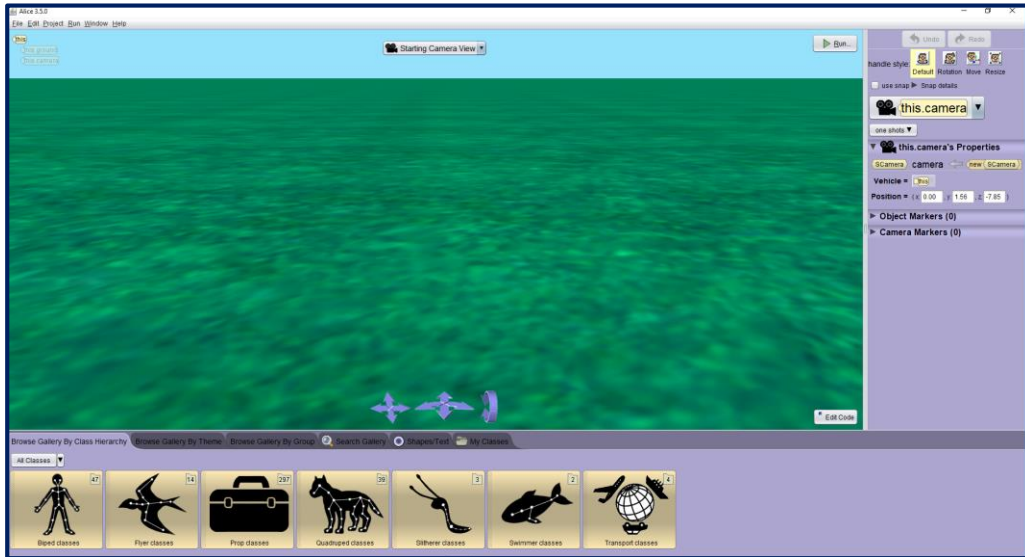
Step 3 :



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



Step 4 :



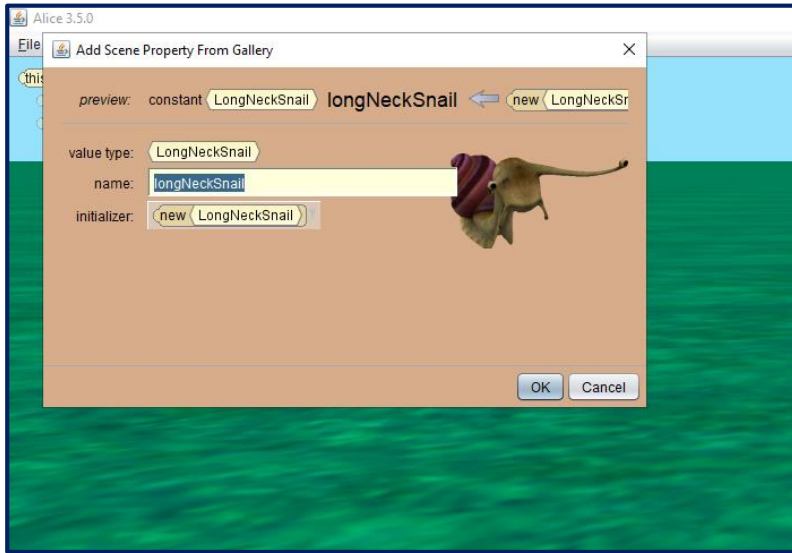
- And you will get on this other page
- And now you have to choose an character

Step 5 :



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

Step 6 :



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

Step 7 :

- And then you have to click on « ok »

Step 8 :



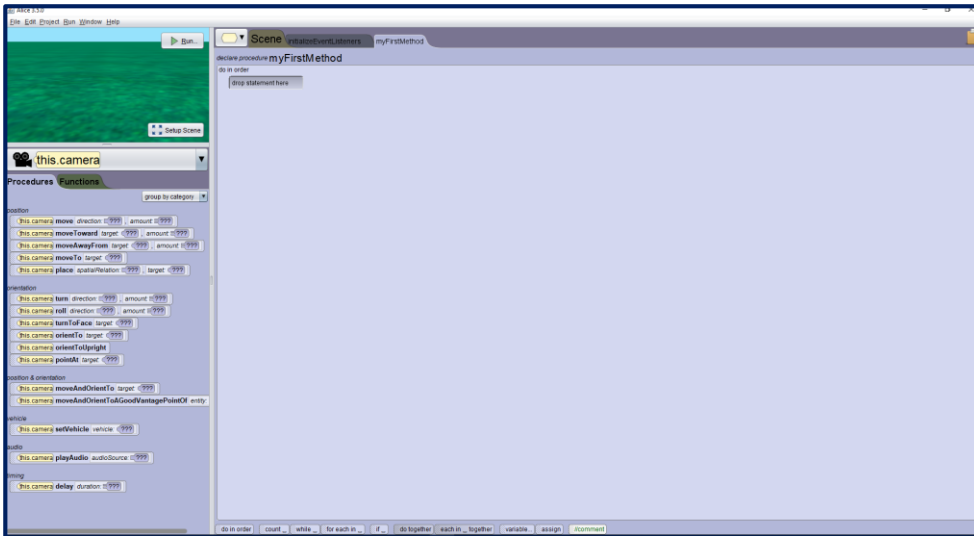
- Once you press "ok", your character will appear in the background

Step 9 :

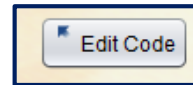


- Then you can add everything you want to do your film

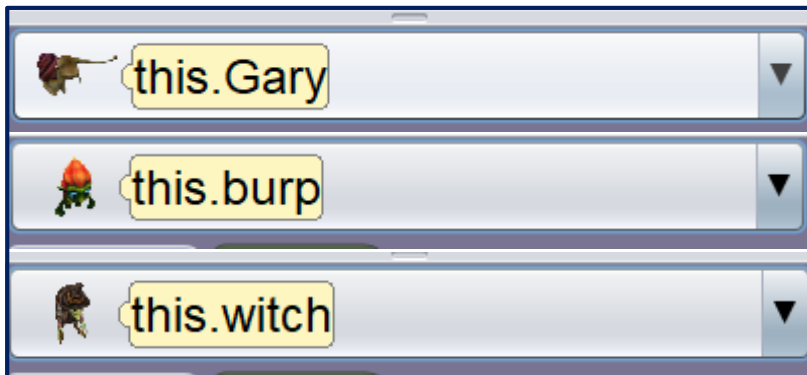
Step 10 :



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



Step 11 :



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

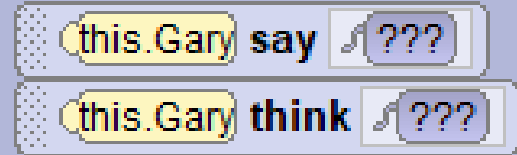
Step 12 :



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

Step 13 :

say, think

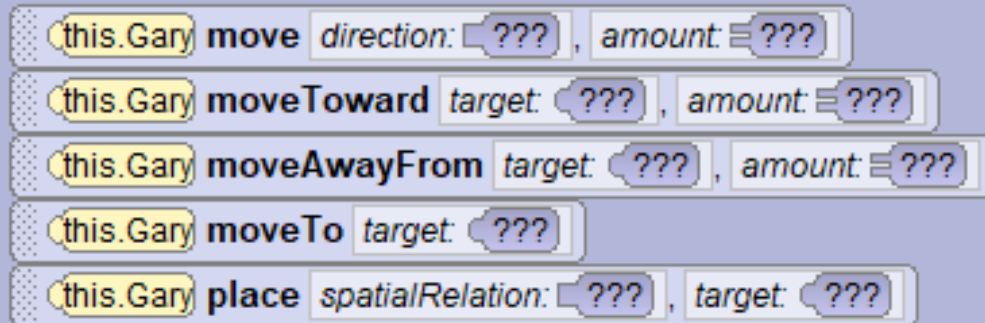
Two Scratch code blocks are shown. The first block is a 'say' block with 'this.Gary' in the character field and '???' in the text field. The second block is a 'think' block with 'this.Gary' in the character field and '???' in the text field.

`this.Gary say ???`
`this.Gary think ???`

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

Step 14 :

position

Five Scratch code blocks are shown. The first block is a 'move' block with 'this.Gary' in the character field, 'direction' in the direction field, and 'amount' in the amount field. The second block is a 'moveToward' block with 'this.Gary' in the character field, 'target' in the target field, and 'amount' in the amount field. The third block is a 'moveAwayFrom' block with 'this.Gary' in the character field, 'target' in the target field, and 'amount' in the amount field. The fourth block is a 'moveTo' block with 'this.Gary' in the character field and 'target' in the target field. The fifth block is a 'place' block with 'this.Gary' in the character field, 'spatialRelation' in the spatialRelation field, and 'target' in the target field.

`this.Gary move direction: ??? , amount: ???`
`this.Gary moveToward target: ??? , amount: ???`
`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

Step 15 :



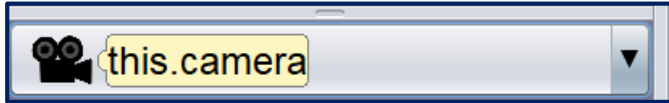
- Next, you will orient your character where you want, with the « orientation » functions

Step 16 :



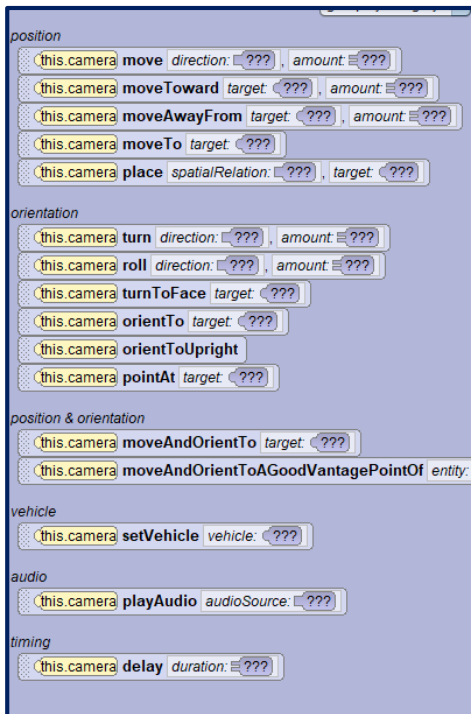
- You can also change the size of your character, or his appearance, or add an audio or something else

Step 17 :



- Next, you have to code the camera
- For that, you have to select the camera

Step 18 :



- Now, you have to create the code with this functions

Step 19 :



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

Step 20 :



- 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

