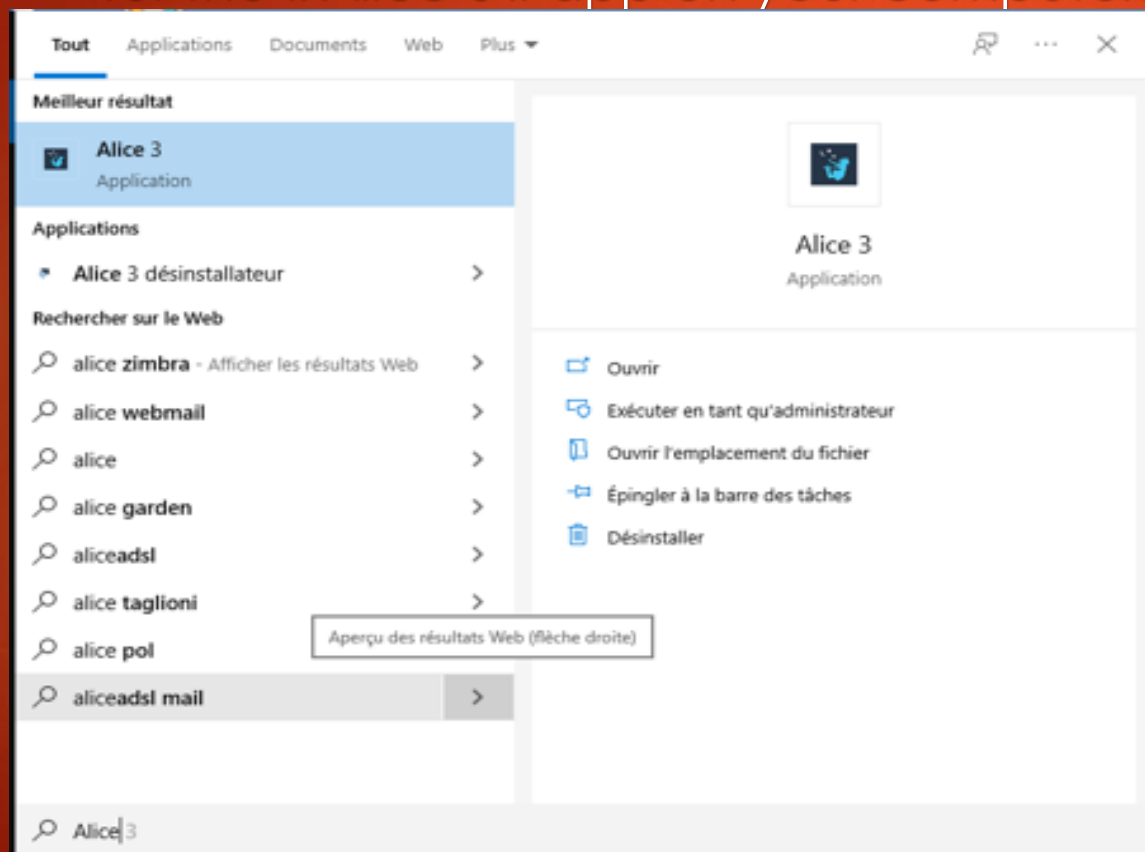


# Tuto : How to do an animation with the Alice software



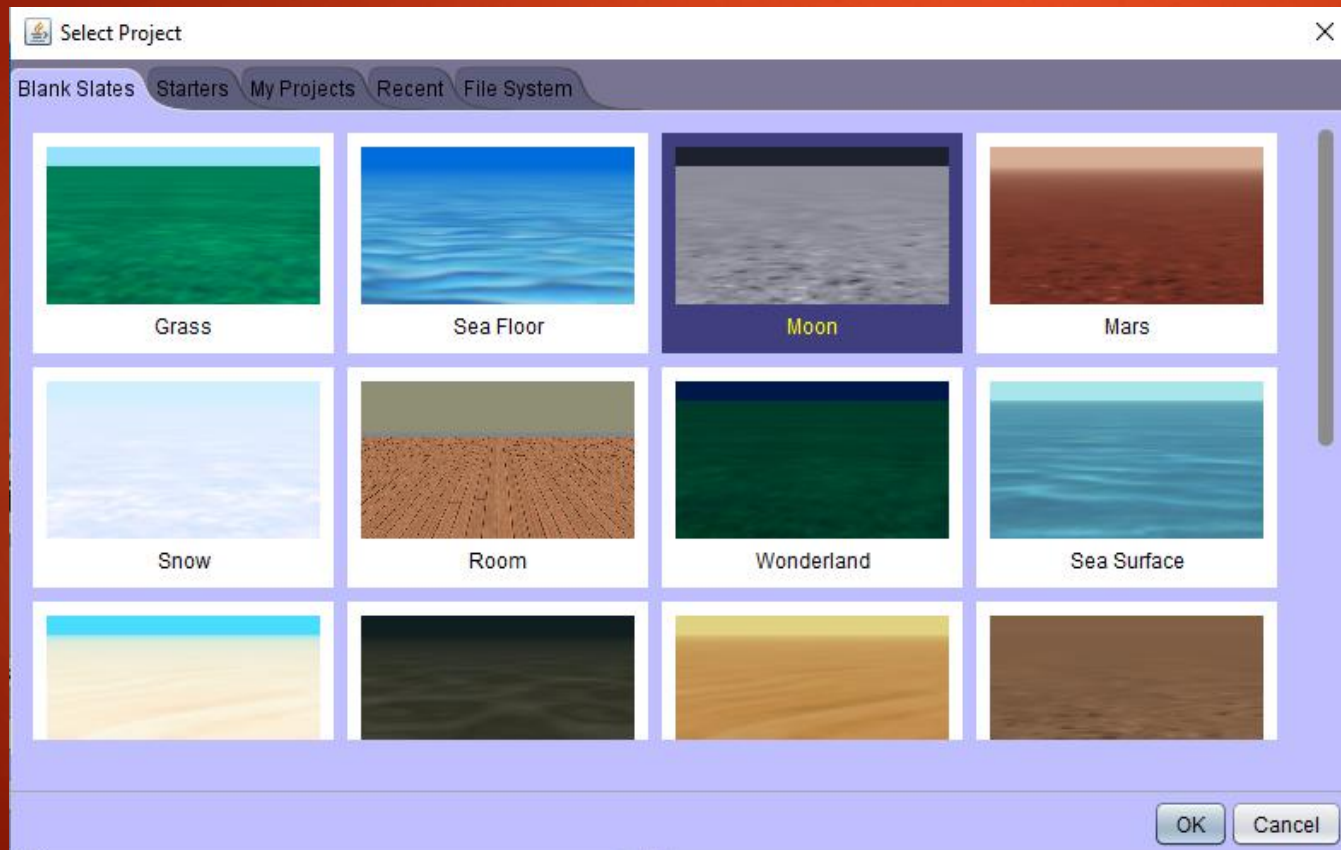
# Step one : Start the software

- For this step, you don't need to be a genius, you just need to search for the « Alice 3 » app on your computer.



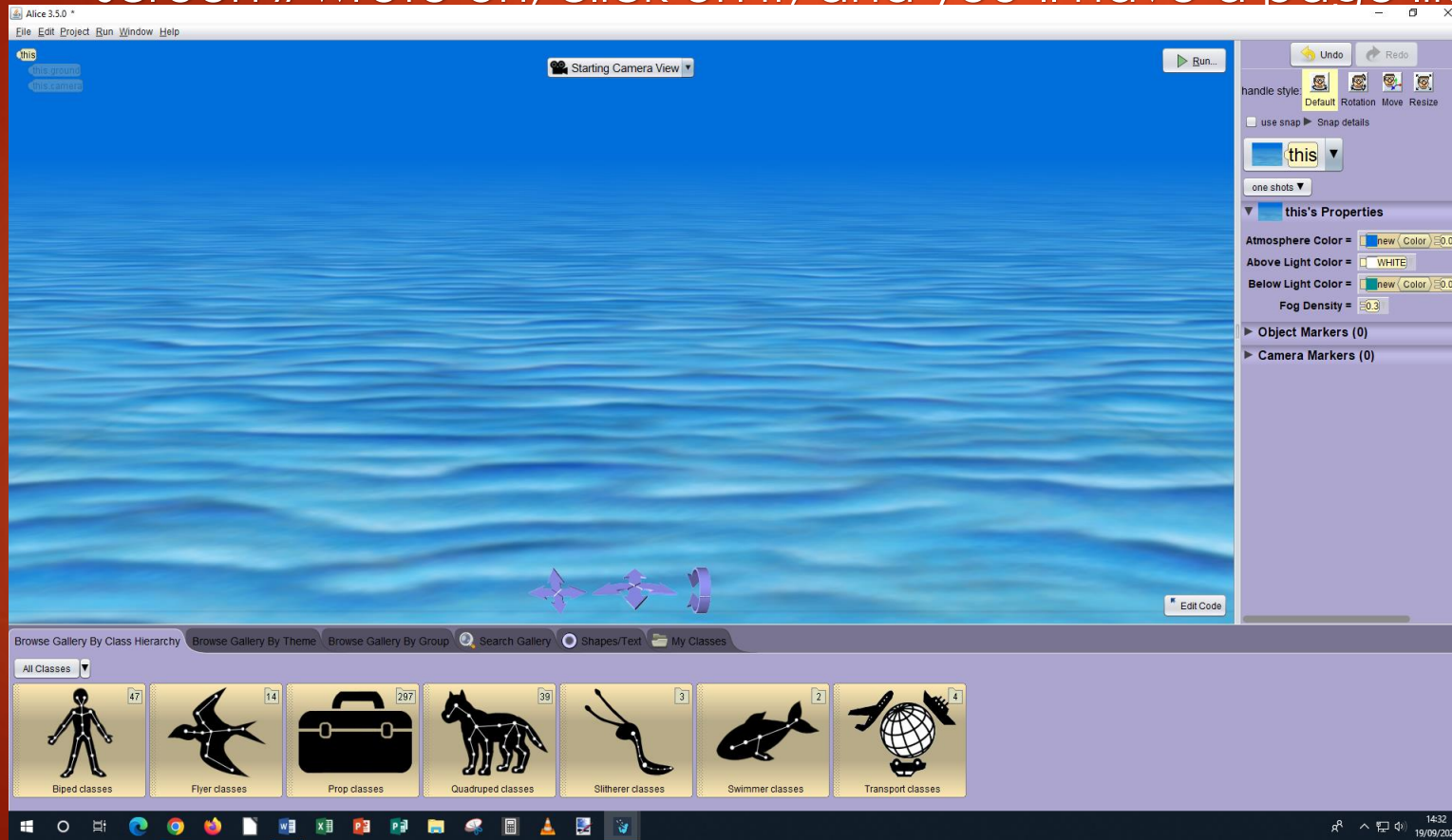
# Step two : Choose your scene

- For this tutorial, we'll take the underwater scene, but nothing stop you to use another one, like the sand, the grass, etc...



# Step three : Find the characters/objects list

- ▶ Next to the big grey/purple screen, there is a button with « setup screen » wrote on, click on it, and you'll have a page like this :



# Step four : Choose your character/object class

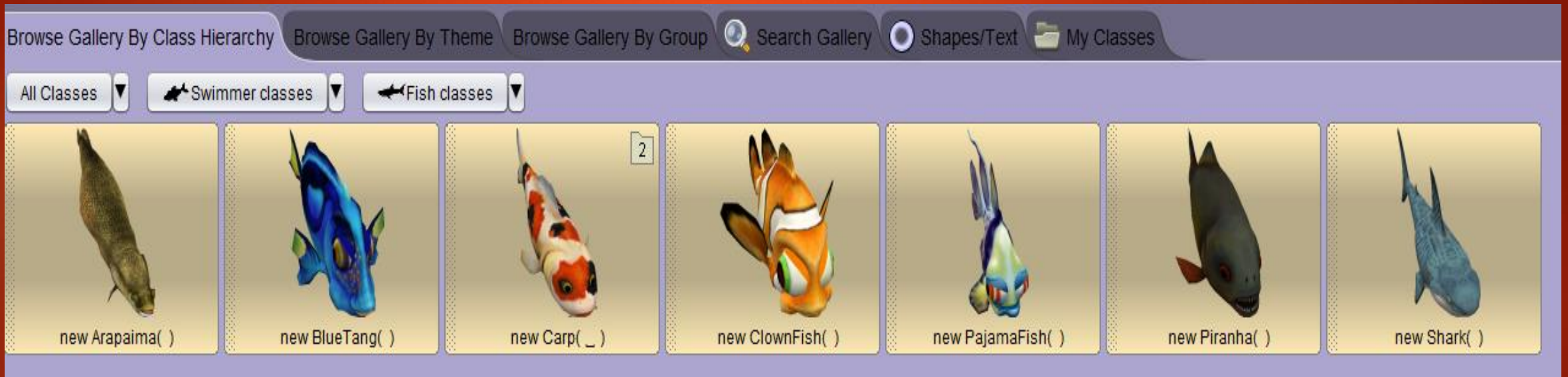
- ▶ On the bottom of your page, you now have different files who are the classes of the entities that you can put on your scene, the class that interest us here is the Swimmer Classes.





# Step five : Find your character/object

- ▶ After you entered the fish class, many 3D models of fishes are available to use, you can choose the one that you want



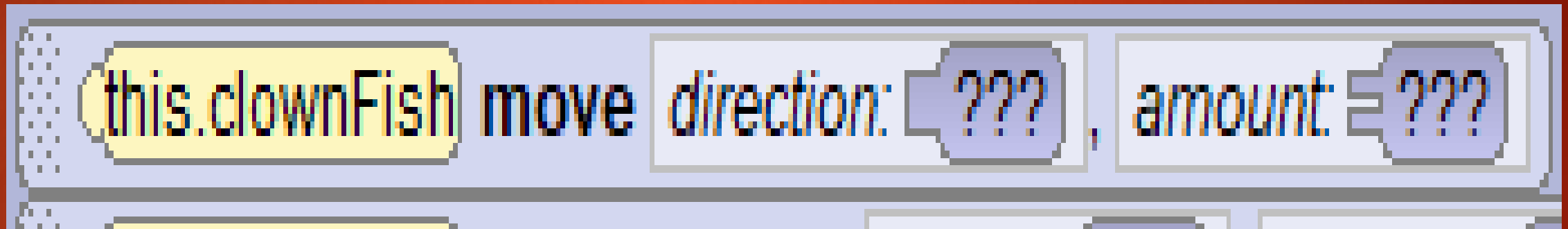
# Step six : Place your character

- ▶ After you choosed, now you have to slide your chosen one on the scene, after youd id that, a new window will appear with informations of the new entity, like its name, its value type and its initializer block for the code. If you don't need to change anything, you can simply click on « OK » and your new character will appear on the scene.



# Step seven : It's alive!

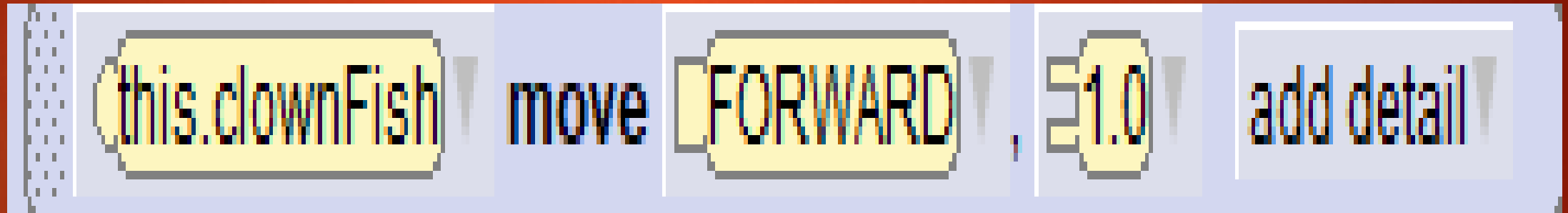
- Now, it's time to get serious with this little guy, we'll know how to make him move forward! For that, you need to click on the « Edit Code » button, and it will bring you back on the code page, where all the magic take place. For the movement, you'll need to take this button and put it on the wide and empty violet screen.





# Step eight : The datas of the movement

- ▶ After you did that, you need to chose the direction and the time the movement will last. Here, our character will move forward for 1 second.



# Step nine : Let him talk

- ▶ This little guy is pretty silent for now don't you think? Let's make him talk by choosing this button and writing « Hello » instead of the « ??? ». You can even add some details like the fontcolor and the duration of the message.



this.clownFish ▼

say

"Hello" ▼

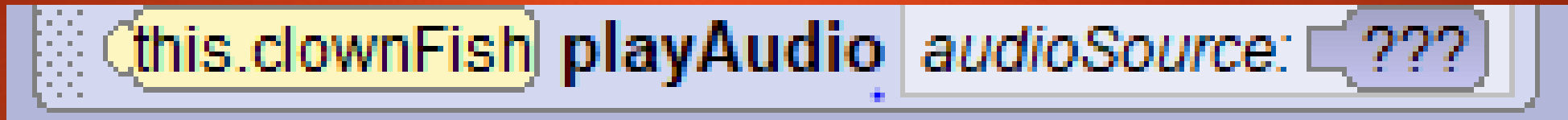
add detail ▼

# Step ten : Our fish in action

- ▶ Now, let's see what he's doing in action. To see it, nothing simpler, you just have to click on « Run », and everything will work.

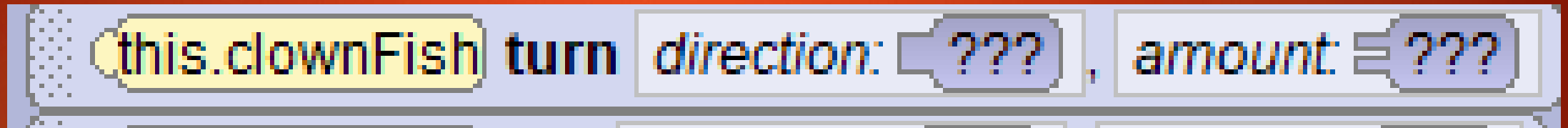
# Step eleven : Jammin' fish

- ▶ You maybe want your little guy to have some ambient music, in order to do it, you have to choose the « playAudio » button and choose a music in the Background musics folder.



# Step twelve : Dancin' fish

- ▶ Now that he's doing some music, maybe he can dance a little, so you have to put 2 « turn » buttons, one who go to the left in 0,125 seconds and one who go to the right in the same amount of time.





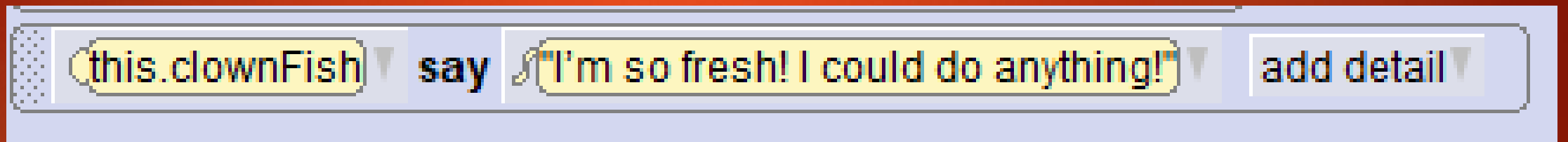
# Step thirteen : Jumpma... Jumpfish!

- ▶ Now, we'll make him jump like a master! To do that, pick the « move » button 2 times and pick the « up » and « down » options, for the times you want.

```
this.clownFish move direction: ??? , amount: ???
```

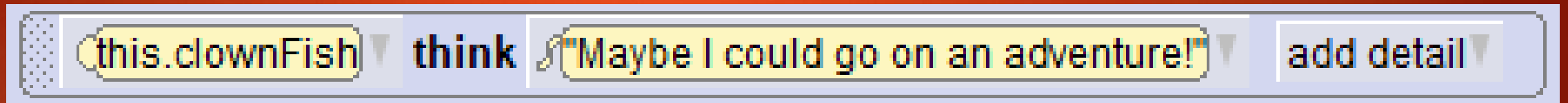
# Step fourteen : Talk again

- ▶ Now, let's make him talk again, but this time, let's make him say « I'm so fresh! I could do anything! »



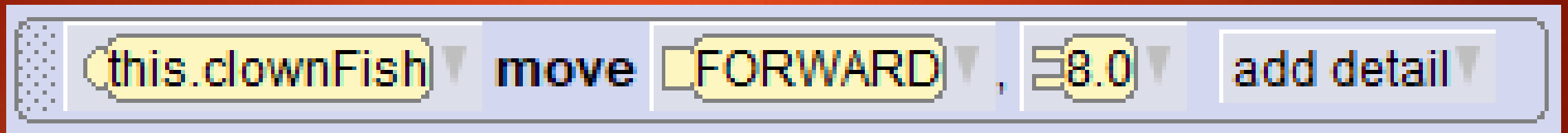
# Step fifteen : Think Fish! Think!

- ▶ Now that he speaks a lot, maybe he could keep something for himself, don't you think? To do that, you have to pick the « think » button and put « Maybe I could go on an adventure! »



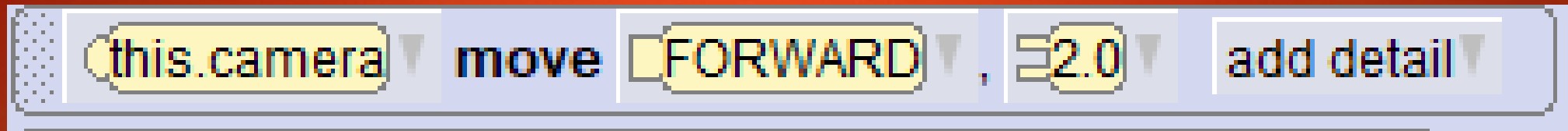
# Step sixteen : Let's go!

- ▶ Now that he want to go, he has to move forward, so use the famous button that we already used.



# Step seventeen : Make the camera move

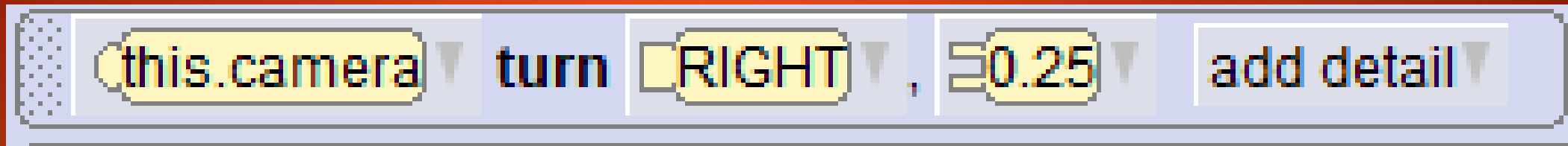
- ▶ Now, to give the impression that the fish is fast, make the camera move forward a little.





# Step eighteen : Look! The fish's gone!

- ▶ Now, to prove that the little boi's gone, we have to turn the camera a little, and magic, he's not there anymore!



# Step nineteen : The entire code

- Now, your code have to approximately look like that :



# Step twenty : Finished!

- ▶ Now, everything is set, you just have to click on « Run » again to see your beautiful work!