

Savilia  
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TSTI2D

# Alice 3 Tutorial



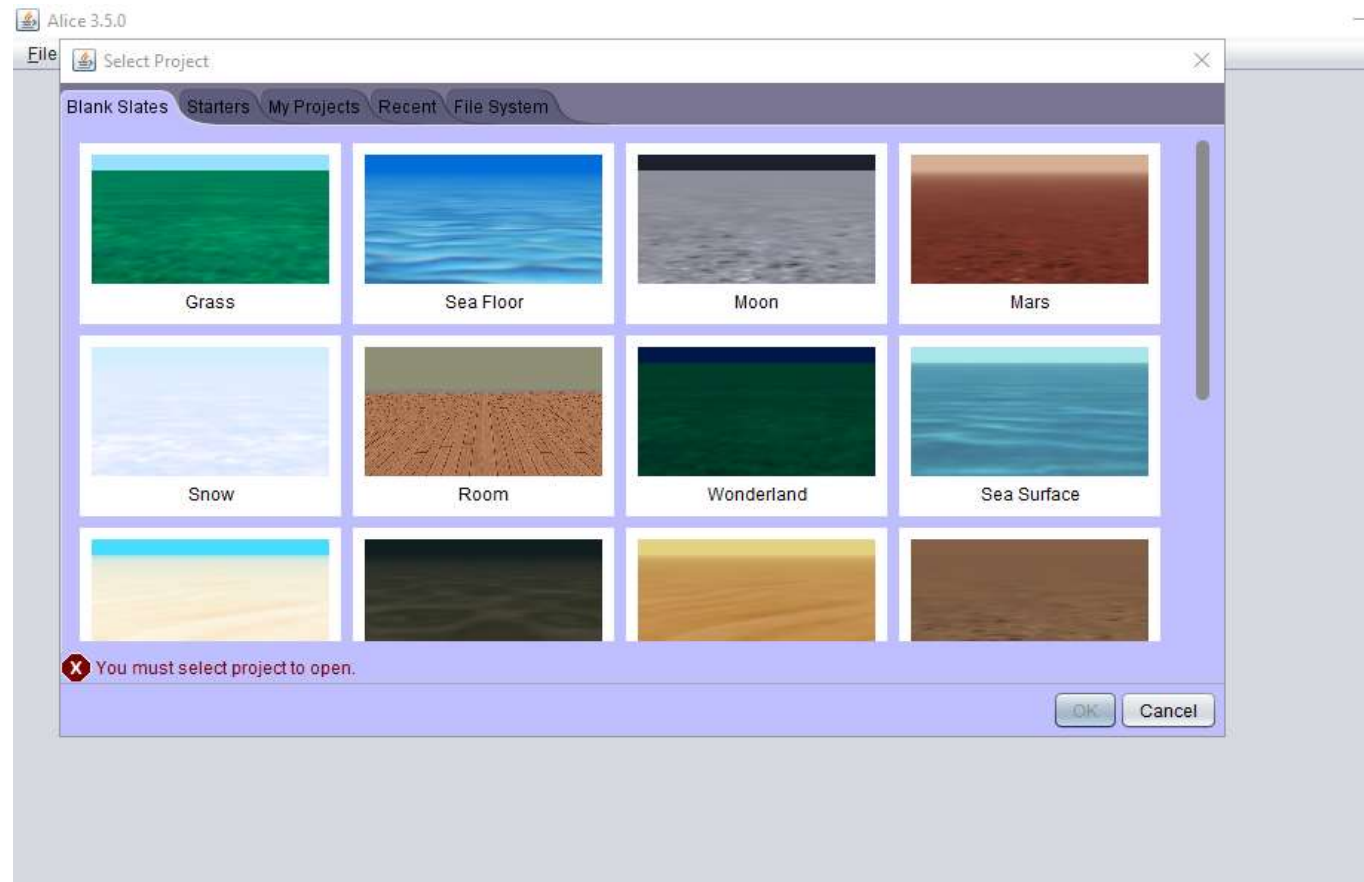
# Path to the Alice site

First of all we have to go to the little magnifying glass in the taskbar, or by going to the STI2D folder then alice will be the 3rd software offered.



Accès rapide		Nom	Modifié le	Type	Taille
1sti2d\$	★	ADA 307	10/01/2013 14:10	Raccourci	2 Ko
rsavilia\$	★	aiStarter	13/10/2020 16:02	Raccourci	2 Ko
Desktop	★	Alice 3	13/10/2020 11:32	Raccourci	2 Ko
Documents	★	Alice.exe	04/09/2012 11:30	Raccourci	1 Ko
Downloads	★	App inventor	23/03/2018 10:46	Raccourci	2 Ko
Images	★	ArchiWIZARD v7	08/01/2019 16:12	Raccourci	2 Ko
data		Arduino 1.6.4	29/06/2017 17:40	Raccourci	2 Ko
Devoirs		Arduino	13/10/2020 09:08	Raccourci	2 Ko
Devoirs		Audacity 1.2.6	14/02/2012 15:27	Raccourci	1 Ko
potentiometre_r		Autodesk CFD 2019 ADMIN	29/09/2020 15:40	Raccourci	2 Ko
OneDrive		Autodesk CFD 2019	12/10/2020 17:07	Raccourci	2 Ko
		Autodesk Design Review 2013	13/03/2015 09:23	Raccourci	3 Ko
		Autodesk Desktop App	25/06/2018 14:53	Raccourci	2 Ko
		Autodesk Dynamo Sandbox 0.9.1	26/03/2018 14:31	Raccourci	2 Ko

# 1. Launch of Alice



After launching the site and saving as we arrive on this page where we choose the wallpaper for our scene.

# The procedures

To begin, we will talk about the blocks named by "Procedures" which are used to do many actions in this software.



# Characters

To find the tab with the characters it's not complicated because we just went to the small rectangle below the large window which is used to run our program at the very top left.

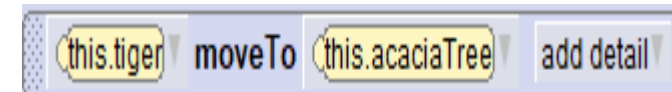
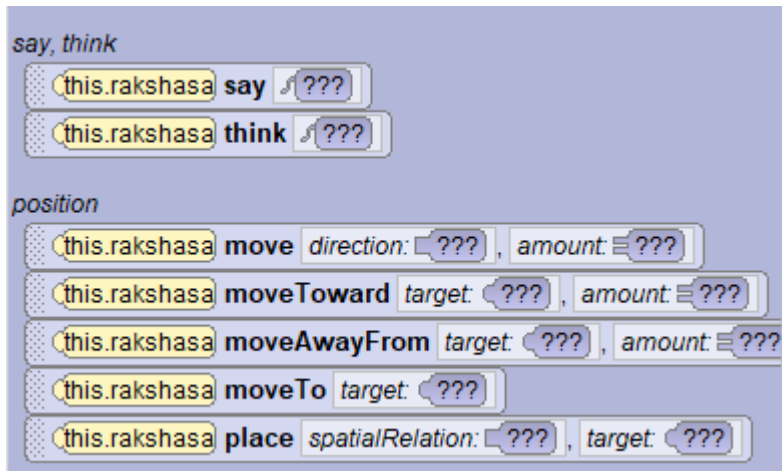


The example we can see that it is the character RAKSHASA which is used in the gray rectangle.

# Elements composing the procedures

There are different blocks in the procedures such as making his character speak or making him think aloud or moving him from point a to point b or from point a to a very specific point.

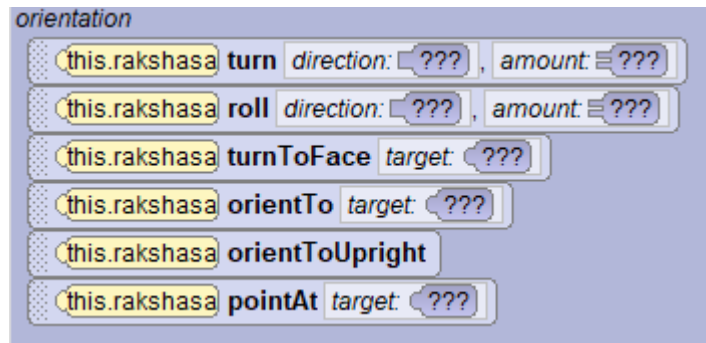
Then you have to choose the character who will do the action and the second character when you have to move it to another.



We can therefore see that the tiger will move towards the acacia.

# Orientation

There are also many blocks to choose the orientation of our camera during the actions that will be done in the run.



We can therefore see with this screen that we can orient the camera, point it at something precise, raise the camera etc...

### 3. The run of our code



We must therefore press RUN to launch the rendering of our program which is at the top left of our screen and at the top right of the rectangle which represents our code.



To conclude, The run of the code is used to be able to see our code through a video that we can open at the top left of the screen, on mine we can see stone walls, arches, trees, an elephant, a tiger and a king. The run therefore shows us where our code is in video virtual reality.



the final code

this is the code you will have when you finish my tutorial, so finish the code and check it little by little with the run.



box move to start

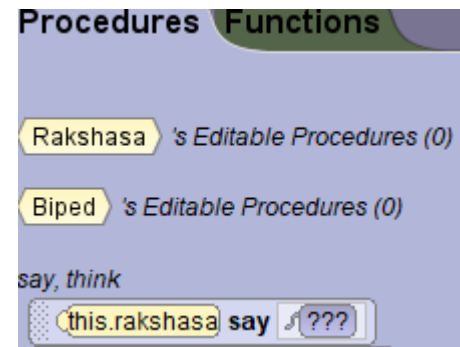
position

this.rakshasa	move	direction: ???	amount: ???
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So to find the MOVE box we have to go to the character procedures and it is therefore the 3rd box.

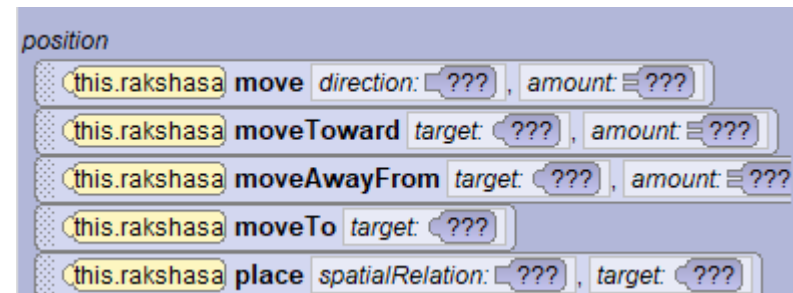
then the say box

For the box say it's all the  
same it's the first box of  
the character's procedures



# Case move To

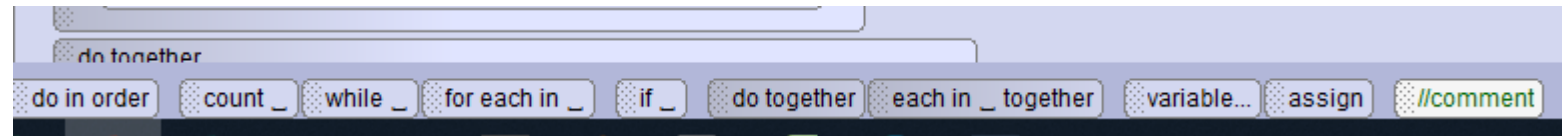
The move to square will be the n4 square of the positions of the character's procedures.



you have to use the n6 here

# statement do together

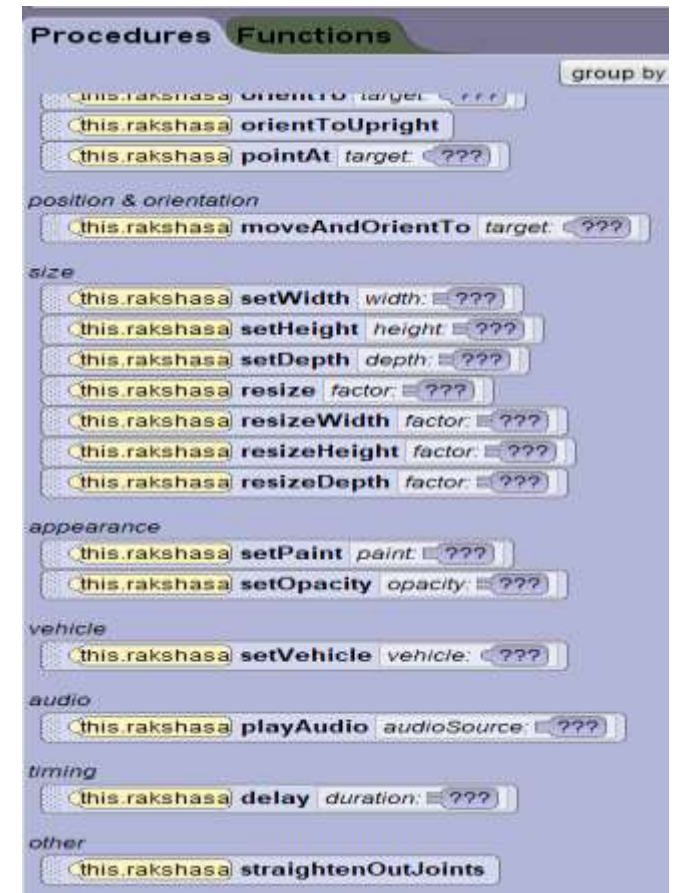
then there are the instructions at the bottom of the screen which are used to perform simultaneous actions, especially the one I use twice.



you have to use the n6  
here.

# It remains to use the audio play box

The audio play box is the penultimate box of the character's procedures, so it's at the very bottom.



## continuation of the audio command

to use this command, you must put it in your code then use the import audio box at the bottom.

After clicking on import audio you must choose between 1 of these 3 boxes then you choose your sound after among all these choices.

The example I chose in background music the sound "shark attack" which is number 9.

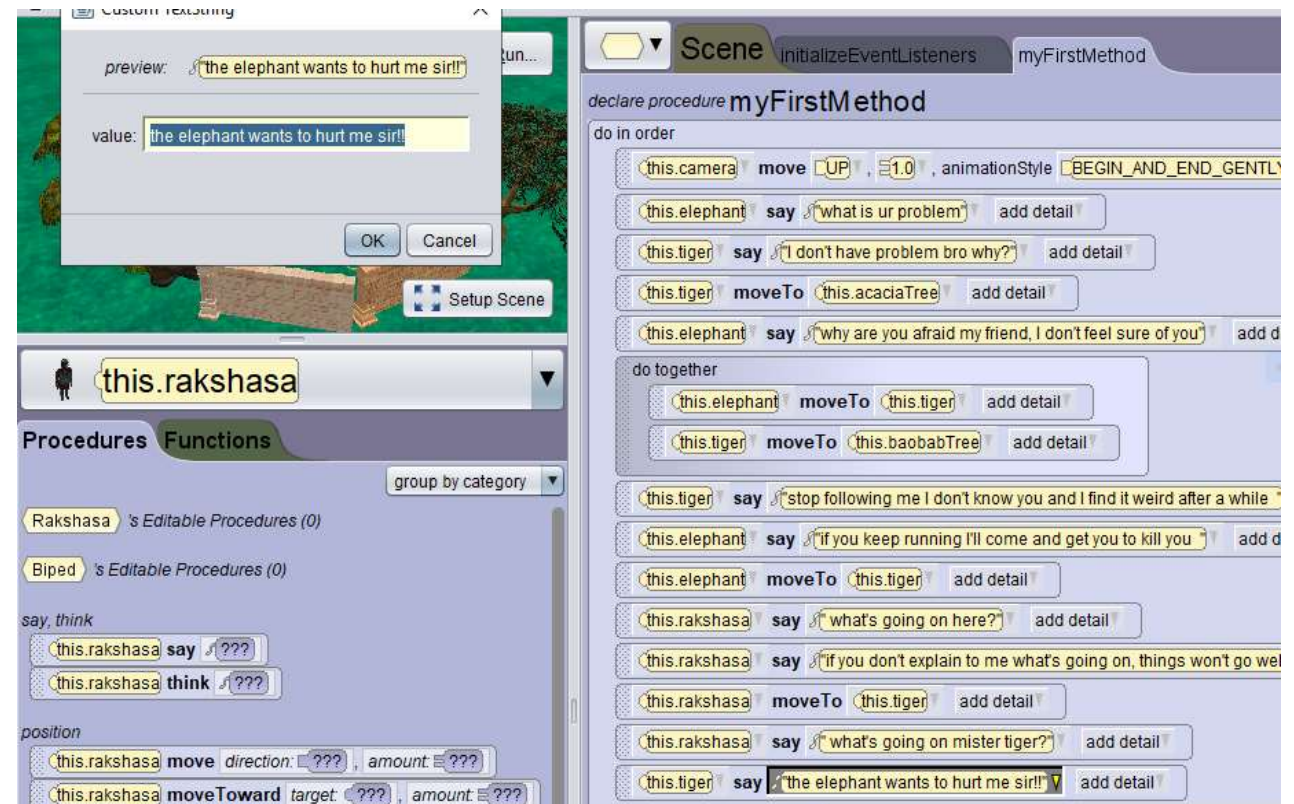
Background Music	13/10/2020 11:31	Dossier de
Musical Cues	13/10/2020 11:31	Dossier de
Sound Effects	13/10/2020 11:31	Dossier de

Nom	N°	Titre
action		
aquarium		
big_band		BigBandLoop
carnival		carnival
dance		dance
epic		EpicTofuLoop
party		
pirates		
shark_attack		
spooky		
suspense		
western_showdown		bgm_western_showdown



succeed in writing inside a box.

Last part on how to put text inside a say. So we must click on the box after the say then Custom Texting then write its text then in the small square on the left then click on OK.





# Last thing

To choose the move to  
so to say where the  
character should go  
click here

moveTo this.tiger ▼



# Finish

Here is my tutorial is now finished, good continuation, I hope this will help you, Sincerely, Robin.