

Alice 3 tutorial

SPACE LAUNCH ANIMATION

Made by Ulysse PINARD in TSTI2D

What is the Alice 3 software ?

Alice 3 is a software that allows you to create simple 3D animation.

In Alice 3, you can build your environment, create characters, stories, and animate all of that using a simple programming language

This programming language is really simple because it's consists of dragging and dropping instructions on top of each other. So no syntax knowledge is required !

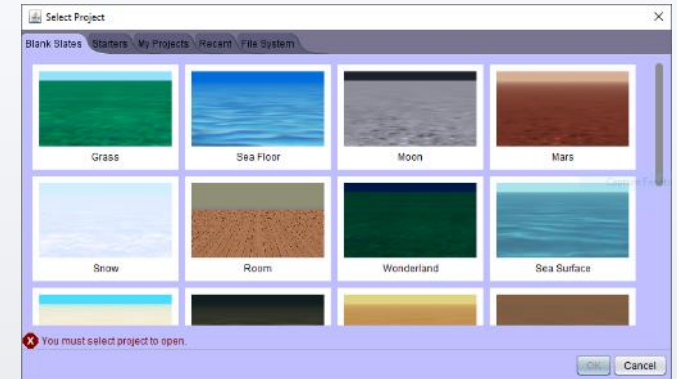
Alice 3 also provide pre-made characters, environments, shapes, and the basic instructions to change the properties of an entity (position, rotation, colors...), to display dialog, to play sound etc...



The user interface : new project

First of all, start [Alice 3](#) animation software

Then, in the project selection popup, start a new project on the « Moon » preset:

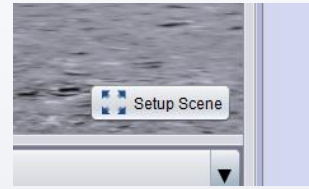


The project is now started, let's see what Alice 3 can do !

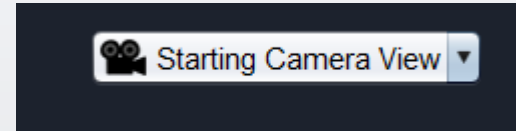
The user interface : setup scene [1]

The first thing we will gonna look at is the « setup scene » tab

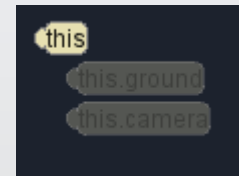
It can be accessed through the « SETUP SCENE » button in the top-left camera view



On the top of the camera view, you can see a drop-down menu where you can select what the camera will refer to. For example, when the drop-down is set to « starting camera view », the current camera view will set the starting point of the animation.

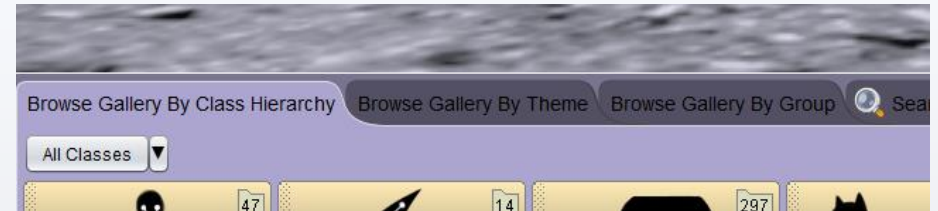


On the top left, you can see the hierarchy. This is a list of all the objects that are in the scene. It can be used to select some objects that are hardly accessible through the camera view

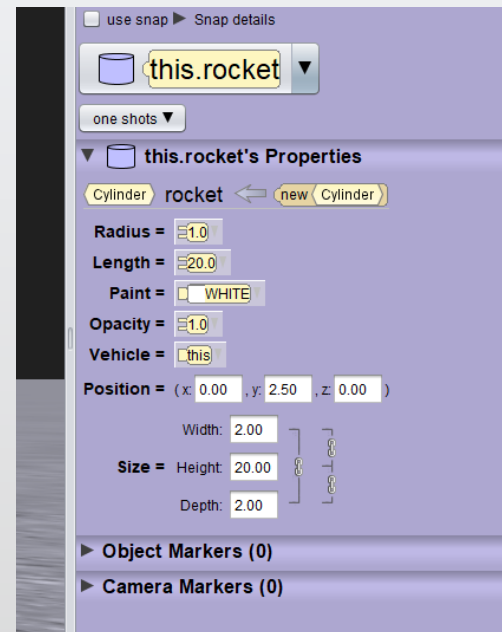


The user interface : setup scene [2]

Then, on the bottom, you can see a tab menu where you can browse through all the objects present in the software (you can sort the objects by classes, by theme, types etc)



Finally, when an object is selected, you can see the properties of the object with the right panel this panel is used to modify the properties of an object (such as his dimensions, opacity, colors positions, rotation, name etc...)



The user interface : edit code

Now you can setup all the scene with different objects and characters, but it's not animated yet. Let's add some life to the scene !

To start with, go to the « Edit code » tab. It can be accessed at the start of the software or through the « EDIT CODE » button.

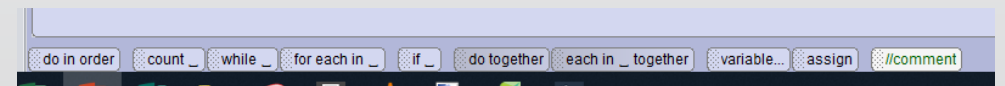
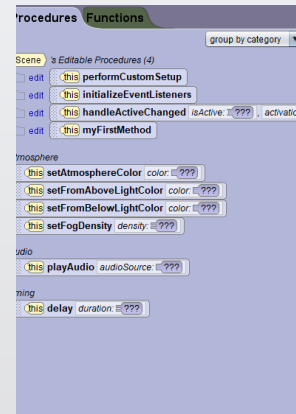
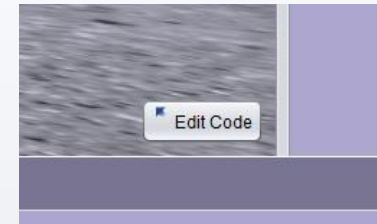
This new window will allow us to code the objects with some basic scripts. To edit a script of an object, select the subject with the dropdown menu below the camera view.

Then, two tabs can be accessed : procedures / functions.

This two tabs contains all the functions of the objects (to move, change the color, change the scale, talk etc...)

Finally, on the bottom of the screen, you can see a list of all the logic blocks (conditions, loops, assignment etc...)

To code an object, you just need to drag-and-drop instruction on the center of the screen (it's the script area)



SPACE LAUNCH TUTORIAL : Rocket's steps

To start with, let's make the rocket.

Put a first cylinder.

Change the position of the cylinder (in the properties panel) to 0; 5; 0

Change the color of the cylinder to a nice glossy white

To make the cylinder the correct shape, change the scale of the object to 2; 25; 2

Now, add a cone to make the nose-cone of the rocket

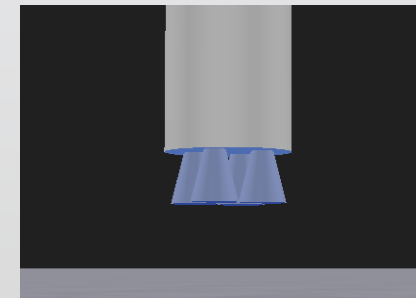
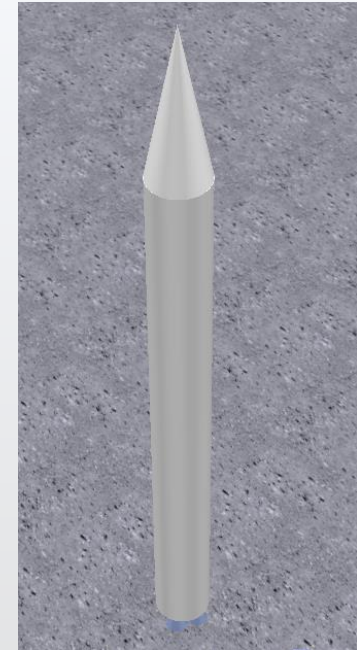
Give the cone the desire shape (a scale of 2; 5; 2)

Make it the same color as the airframe of the rocket (glossy white)

To put it at the top of the airframe, change the position propertie to 0; 30; 0

To add details, place 4 cone on below the airframe with the correct size

Those cone will represent the rocket engines



SPACE LAUNCH TUTORIAL : Launch pad's steps

The rocket is done, but something is still missing : the launch pad !

To make the launch pad, we will add 2 box to the scene

Change the color of the box to orange and gray

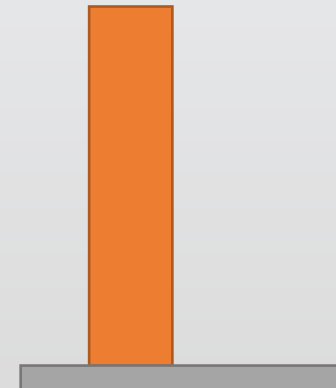
Then, change the scale and position properties of the 2 boxes to match something like this

Finally, align the launch pad with the rocket to have something consistent



All the models and the environment are now done !

Tips : you can add a dark fog in the scene properties, to add some ambient lighting, this will give a nice final touch



SPACE LAUNCH TUTORIAL : Scripting

The scene is completely dead... But fortunately you can add life to it with some code !

The script is pretty simple. It will just consists of a camera movement called a traveling, and of course the rocket movement

This is the logic diagram you will need to reproduce in the scene script, using the embedded instructions

