

ARYAMAN MISHRA

19BCE1027

Link:

<https://drive.google.com/file/d/1y8J90ff-6LjCdpmCw64xDgc-UuRfY94j/view?usp=sharing>





Scene initializeEventListeners ✕ myFirstMethod

this addSceneActivationListener

declare procedure **sceneActivated**

do in order

do together

this myFirstMethod

this playAudio new AudioSource epic.mp3 (66.67s)

Add Event Listener ▼



this.dragon ▼

Procedures Functions

group by category ▼

Dragon's Editable Functions (10)

edit this.dragon getLeftWingBase

edit this.dragon getLeftWingClavicle

edit `this.dragon` `getLeftWingElbow`

edit `this.dragon` `getLeftWingWrist`

edit `this.dragon` `getRightWingBase`

edit `this.dragon` `getRightWingClavicle`

edit `this.dragon` `getRightWingShoulder`

edit `this.dragon` `getRightWingElbow`

edit `this.dragon` `getRightWingWrist`

Quadruped's Editable Functions (0)

Scene initializeEventListeners myFirstMethod Dragon FlyingMotion ✕

declare procedure FlyingMotion Add Parameter...

do in order

count up to 3

do together

- `this` `getLeftWingShoulder` roll LEFT, 0.125, duration 0.25 add detail
- `this` `getRightWingShoulder` roll RIGHT, 0.125, duration 0.25 add detail

do together

- `this` `getLeftWingShoulder` roll RIGHT, 0.25, duration 0.25 add detail
- `this` `getRightWingShoulder` roll LEFT, 0.25, duration 0.25 add detail

do together

- `this` `getLeftWingShoulder` roll LEFT, 0.125, duration 0.25 add detail
- `this` `getRightWingShoulder` roll RIGHT, 0.125, duration 0.25 add detail

loop

declare procedure myFirstMethod

do in order

// start the scene from an overhead camera marker

this.camera moveAndOrientTo this.cameraA , animationStyle BEGIN_AND_END_GENTLY , duration 0.25 add detail

this.dragon2 delay 1.0

// all of the dragons make a sound and one flaps wings and changes pose slightly

do together

this.dragon2 FlyingMotion

this.dragon2 playAudio new AudioSource beast_growl_03.mp3 (1.41s)

this.dragon4 playAudio new AudioSource dragon_snarl.mp3 (2.27s)

this.dragon4 delay 0.1

this.dragon3 playAudio new AudioSource dragon_snarl.mp3 (2.27s)

this.dragon2 dancingPose

// dragon leader speaks and flaps wings

do together

this.dragon2 say [Dragon kin, gather our armies!] , duration 2.0 add detail

this.dragon2 FlyingMotion

this.dragon4 playAudio new AudioSource dragon_snarl.mp3 (2.27s)

this.dragon2 say [We must have revenge!] , duration 3.0 add detail



