

Lesson 1.4

3.7.2020

Creating Advanced Projects

DAILY OBJECTIVE

In this lesson, we'll learn how to create new interactions and animations using a new object in Wick Editor called a Clip!

DEFINITIONS

Here are a few terms that you might find useful today.

1. **Clip:** An animated or interactive object in the Wick Editor. Clips have their own timelines, which allows them to have their own custom state in a project.
2. **Clip's Timeline:** The timeline belonging to the clip in question.
3. **Button:** A special type of Clip that has a special timeline with only three states "Up", "Over" and "Down" that allow it to animate in accordance with user interaction.
 - The frame in the "Up" position will display when a mouse is not hovered over the button.
 - The frame in the "Over" position will display when a mouse is hovered over the button.

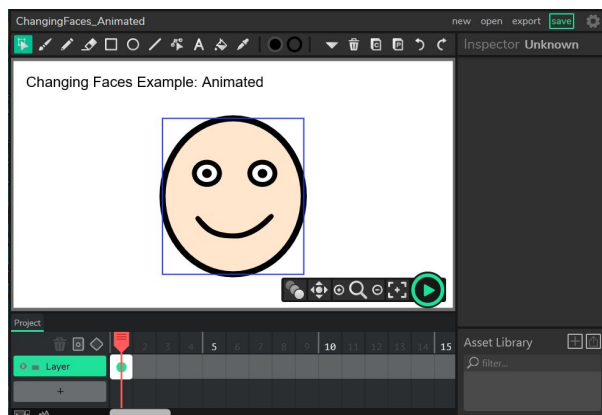
Section 1: Exploring Two Examples

In this section, we'll take a look at two examples that utilize some more complex features in the editor. These features will be used to create your games, and remix the Wick Editor Azure Examples in the next lesson!

1.1 An Animated Character in One Frame

The class will review an example of a clip-based animated character.

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Download Link	TODO: Add Download Link



KEY NOTES

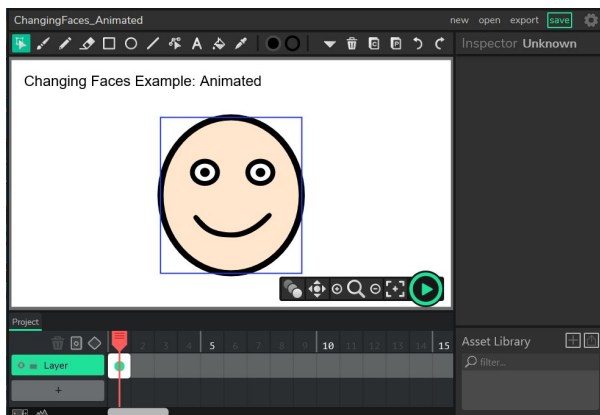
Changing Faces - Animated

1. Clips have their own timelines that run in sync with the main timeline.
2. Creators can freely move between timelines.

1.2 A character with controllable emotions

The class will review an example of a clip-based character that can be manipulated with interactive buttons.

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Download Link	TODO: Add Download Link



KEY NOTES

Changing Faces - Interactive

1. Clip timelines can be controlled with code from the main timeline.
2. We can use timeline code within clips to control clip's timeline (like the `stop()` command).

Section 2: Recreating Clip Based Projects

Now, you'll create your own versions of the projects we just saw!

2.1 Challenge - Creating an animated character

C **1** **The Animated Character**

Create an animated character with a main timeline that has only one frame.

Requirements:

1. You must use a Clip to achieve the animation.
2. The Clip should have at least 3 frames.
3. At least one frame should have a different emotion to the example project.

2.2 Challenge - Creating an interactive character

C **2** **The Interactive Character**

Create an interactive character that changes when buttons are pressed on the main timeline.

Requirements:

1. You must use a Clip to create your interactive character.
2. The Clip should have at least 3 frames.
3. At least one of these frames should show a different emotion to the example project!
4. There should be interactive buttons, or elements, that allow you to change the character's state to show each emotion.

2.3 Bonus Challenge - Upgrade your buttons

C **3** **Upgrading Buttons**

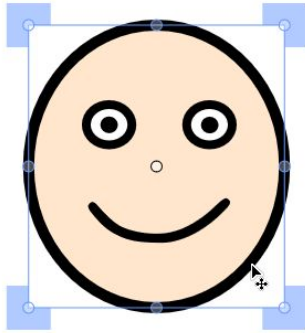
Edit the "Up", "Over" and "Down" frames on the timelines of your interactive buttons so they react to user interaction! The simplest way to do this, is by changing color from frame to frame on the button's timeline.

PROCESS GUIDE

How to Create a Clip

Use these instructions to create an animated clip.

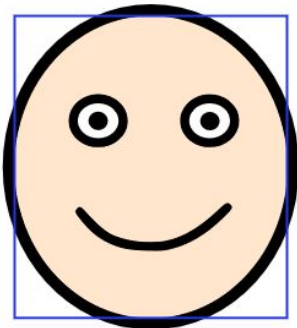
1. Select the element on the canvas you want to turn into a clip.



2. Select the “Make Clip” option



3. When the clip is not selected, you should see a blue box around it. This lets you know it is a clip!

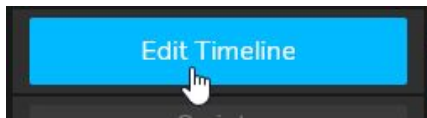


PROCESS GUIDE

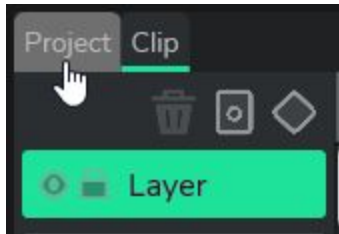
How to Enter and Exit a Clip

Use these instructions to move around clip timelines.

1. Select the clip and use the “Edit Timeline” button to enter the clip.



2. When inside the clip, press the “project” tab on the timeline to return to the main timeline.

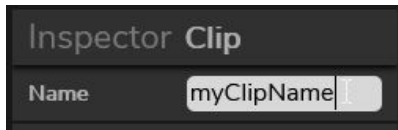


PROCESS GUIDE

Using code to control a Clip's timeline

Use these instructions to add code that controls a clip's timeline.

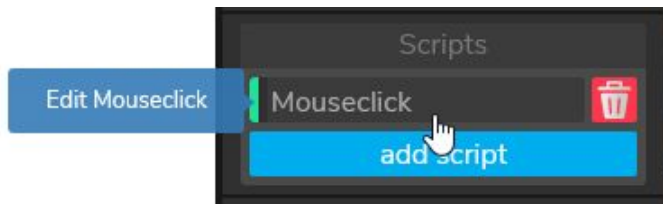
1. Name your clip in the Inspector.



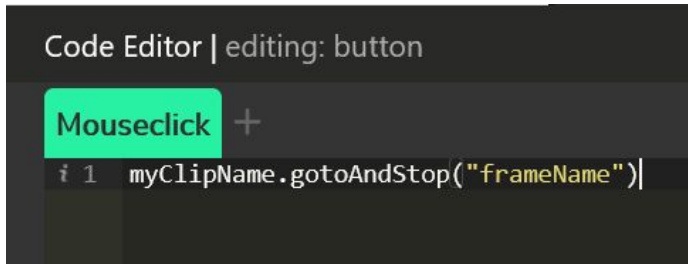
2. Create an interactive button.



3. Open the "mousedown" code tab of that button.



4. Add the code "myClipName.gotoAndStop("frameName")" to the tab.



Now when playing the project, you should be able to navigate to the frame "frameName"! Make sure to name the frames on the Clip's timeline as well!