

Exploring Alice

PRACTICALS



1 Practical 1: Scene Setting

In this practical, you will be setting a scene of a park similar to the one below.



- a) Open a new project, and choose the blank slate Grass.
- b) Go to Setup Scene
- c) Set a camera marker
- d) Save the project as Prac1. Remember to save often as you work, so that if you make a big mistake and want to go back, you can. Remember you can always use Undo to go back one or more steps.
- e) Search the gallery for 'pond', and add one.
- f) Browse the gallery by group and choose Plants
- g) From there, add a Japanese Cypress tree, a Japanese Maple tree, and some CatTail grass as shown in the picture.
- h) Use the default, move and rotate handles to arrange the objects as shown. You can also use OneShots and properties for more precise movements.
- i) Search the gallery for 'trampoline', and add one. Position it as shown in the picture. This position will be important for the action you will be coding in the next practical.
- j) Browse the gallery by class hierarchy, and choose Flyers
- k) Add a falcon, and position him as shown. Hint: you may find the positioning easier if you use One Shots to position him above the Japanese Cypress. Then use Properties to adjust his position as needed.
- l) Add a baby ostrich (it's a subclass of Ostrich). Increase his size slightly by setting the width property to 0.3. Place him as shown, and use the rotate handle to have him facing as you see in the picture.
- m) Adjust the scene if you need to, to get it looking the way you want. Save your project. If you have time, you can choose and add a few more objects if you want to, but don't make the scene too cluttered, because you'll be adding some action to it in the next practical.

2 Practical 2: Adding Actions

In this exercise, you will create a short animated story using the scene from Practical 1.

The story goes like this!

- The baby ostrich says, 'I wish I could fly like you. Can you teach me?'
- The falcon says, "Shouldn't be difficult. Why don't you just try flapping your wings and jump?"
- The baby ostrich jumps and spreads his wings twice



- The baby ostrich says, 'Nothing happens'
- The falcon says, 'Hmm. Climb up the tree and then try.'
- The baby ostrich climbs a little way up the tree.
- He flaps his wings and jumps
- He falls down onto the trampoline, and bounces back up
- He says, 'Whee, I can fly!'
- He falls in the pond
- He says 'Gulp! Maybe I should learn to swim instead.'

You will need to code the story, finding the right actions from each of the objects for each step. Code a few steps, run it, iron out any problems, and repeat. Save often. Make use of the clipboard when you need to.

Some hints:

Begin by opening the project you saved for practical 2, and use Save As to save it as Prac3.

For the baby ostrich jumps, each jump will need him to spread his wings, move up, fold his wings then move down. Since his wings are tiny, you may have to adjust his rotation slightly if you can't see the wings when you run the program.

To make him climb the tree:

- First move him towards the tree – you will have to experiment to get the right amount to move him by.
- Turn him slightly backwards (try about 0.05) so he is at the same angle as the tree trunk
- Move him forward until he is more or less above the trampoline – again experiment with the amount of the move.
- Turn him to face the trampoline.

For his flight:

- Move him to the trampoline
- Move him up by about 2
- Move him towards the pond – use a duration of about 2
- Place him above the pond – use a duration of about 2
- Move him to the pond (this last movement should have a short duration, as if he is falling.)

Once all of this is working, try adding some sound when he falls into the pond – check what's available in the Sound Effects and also in the Sound Expansion Pack.