A screenshot of a computer

Description automatically generated with medium confidenceGraphical user interface

Description automatically generatedA picture containing logo

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Hello Dan!

Today “+CHILDNAME+” got to really delve into 3D scene creation with the Create Studio!

The tool we used this session allowed “+CHILDNAME+” to really stretch “+hisher+” imagination! The Terrain Editor can be used to craft  flat plains, rolling like hills, or mountains, valleys and caves!

Roblox lets us create all these unique terrain features using this tool by morphing the land’s surface - moving it up or down and painting  different materials! We added terrain by sculpting like a paint brush with our mouse onto the scene. Then “+heshe+” manipulated it by clicking, holding, and dragging the mouse. To subtract terrain we used  the same movement with the mouse - click, hold, and dragging to then remove terrain height.  This will remove any terrain that overlaps with our cursor; therefore, lowering mountains or creating valleys!

Finally we investigated how to build new worlds on a smaller scale. So, when building our house, it is important to keep in mind the scale of the player.  You don’t want to get lost in building a house, only to playtest and find the house is tiny compared to the player!  While you can playtest to periodically check the scale, there is a method that lets you compare the scale while building.  You can add a dummy player to your scene!  This adds an avatar, as if it was a part, so it is visible for reference as “+CHILDNAME+” built ! Wooo!

Fantastic work and creativity today superstar!

~ Sensei Chris

Text

Description automatically generatedA picture containing floor

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A living room with a couch and a table

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Hello Dan!

Today “+CHILDNAME+” continued learning the foundations to build their own game. As “+heshe+” has picked up how design a world, building is key, but we can also use the toolbox!

The Toolbox is a fun tool when you can easily and quickly add pre-made models to our scene.  We can use the search bar to find any specific object in the Roblox Library and can incorporate it into our work with one click! The challenge for today's session was to build a dream house, but with a twist! By now “+CHILDNAME+” has plenty of experience with piecing together structures so now the focus was more placed upon adding details either inside and/or outside the house.

After “+heshe+” spent some time designing it, we discussed adding a damage script (very sneaky!). These added tasks enabled us to change the dream house into more of a challenging lair! By inputting more obstacles and tricks to our game “+CHILDNAME+” turned a simple design into a game mode itself. One such cool trap was a dangerous rug! “+CHILDNAME+” coded it with a collision function so that when it's condition was triggered (a players connection) it would enable the fire effect and cause a loss of health!. Very unsuspecting indeed!

This script could be applied to many objects to create hazards, or traps, that the player needs to avoid or else!

Amazing creative vision was displayed by “+CHILDNAME+” today, “+heshe+” is really getting to grips with LUA and the Create Studio!

~ Sensei Chris