

3-D Graphics Movies & Games



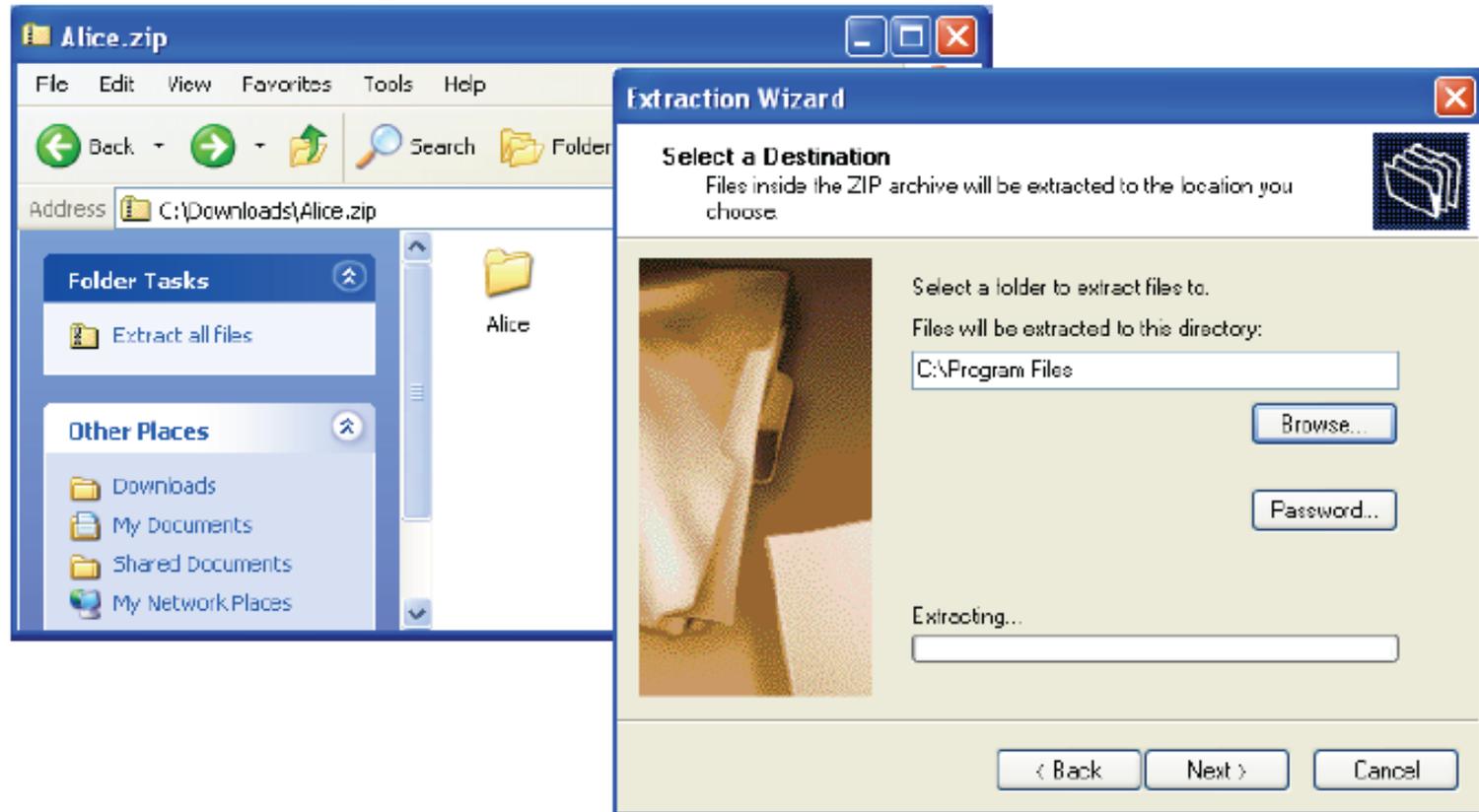
Jump In!

- Go to www.alice.org and download Alice 2.0 for your machine



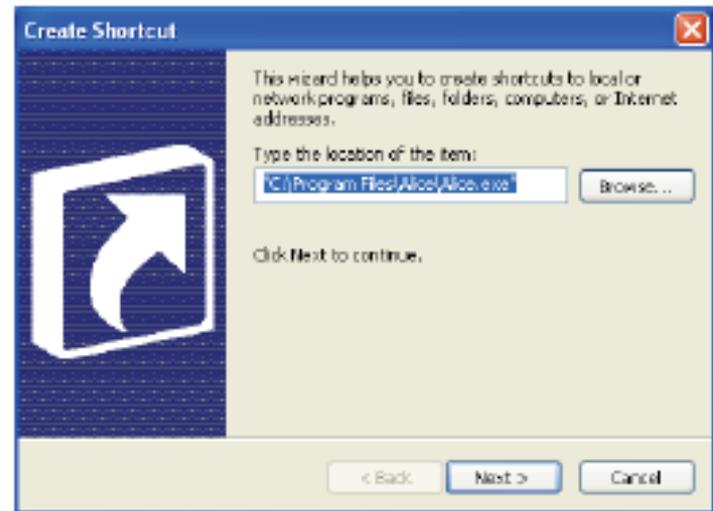
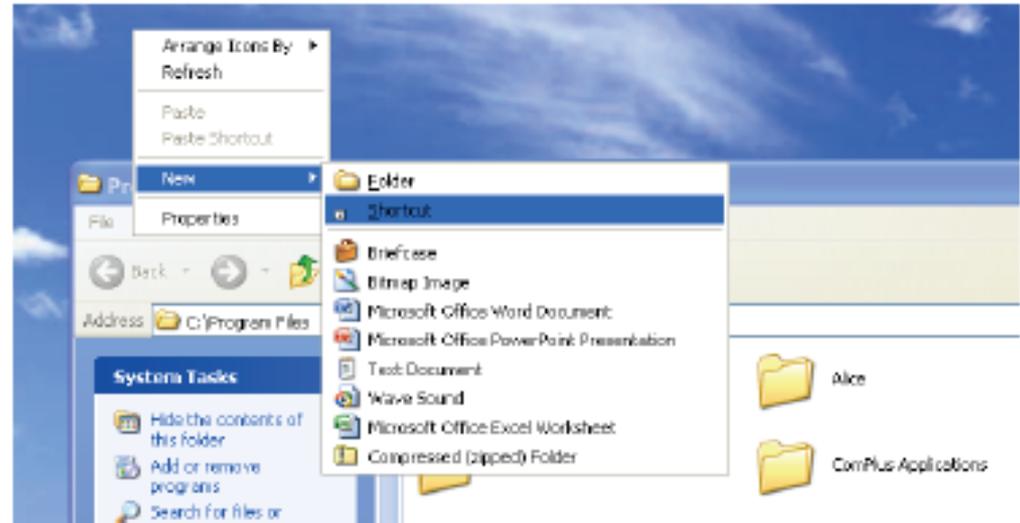
Feeling sleepy and stupid...

- Extract the Alice from the zip archive and copy it to C:\Programs.



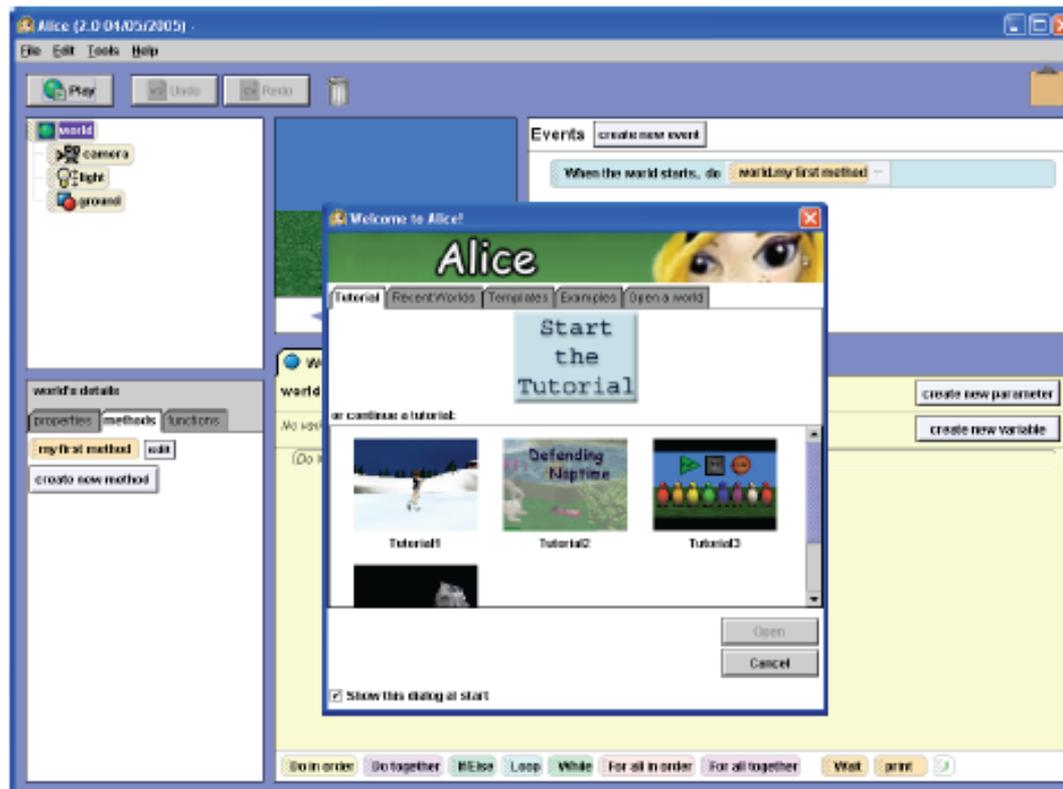
A Link on Your Desktop

- This step is optional, but doing it will make your life easier later on
- Click on an empty area of your desktop and choose "New|Shortcut"
- In the dialog that pops up, browse to C:\Program Files\Alice, find Alice.exe, select it, choose "Next", and then "Finish" on the next dialog.



Down the Rabbit-hole

- Now click on the link (or otherwise start Alice)
- Choose "Start the Tutorial"



The Pool of Tears

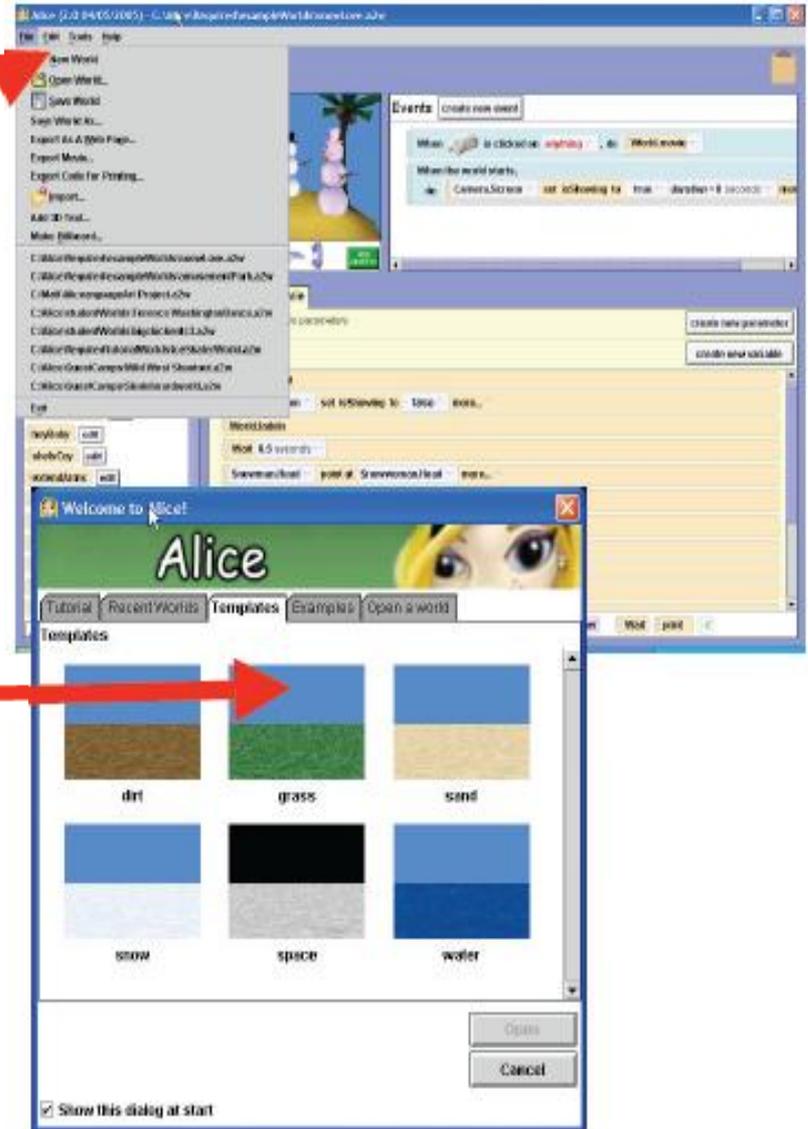
- Now do the 2nd Tutorial
- When you are done you have a good feeling of what Alice is all about



Creating Your Own Movie

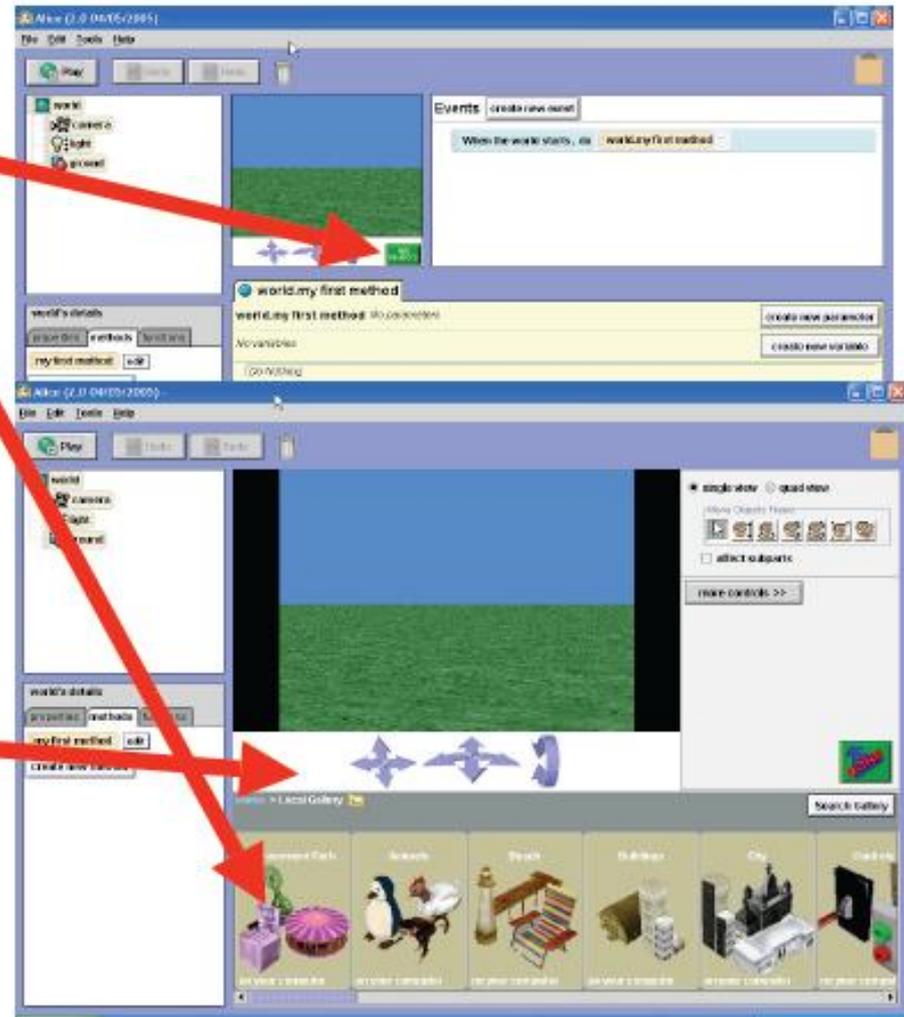
- Click on File
- Then New World

- Click on a template.
- Background and ground type



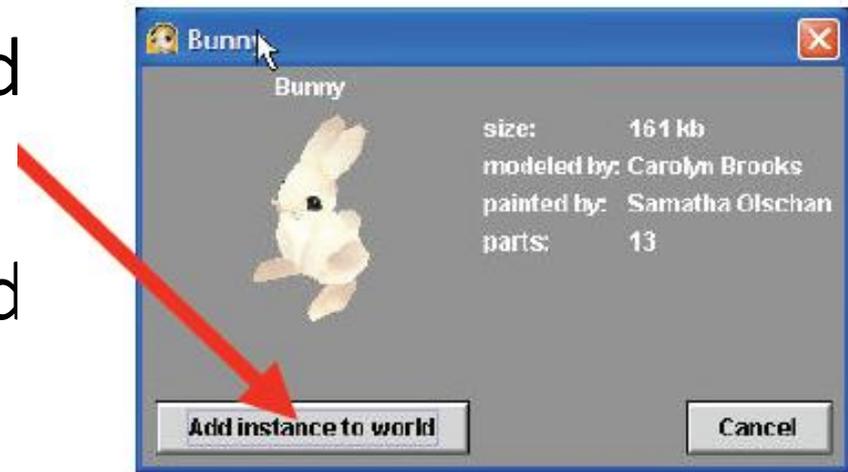
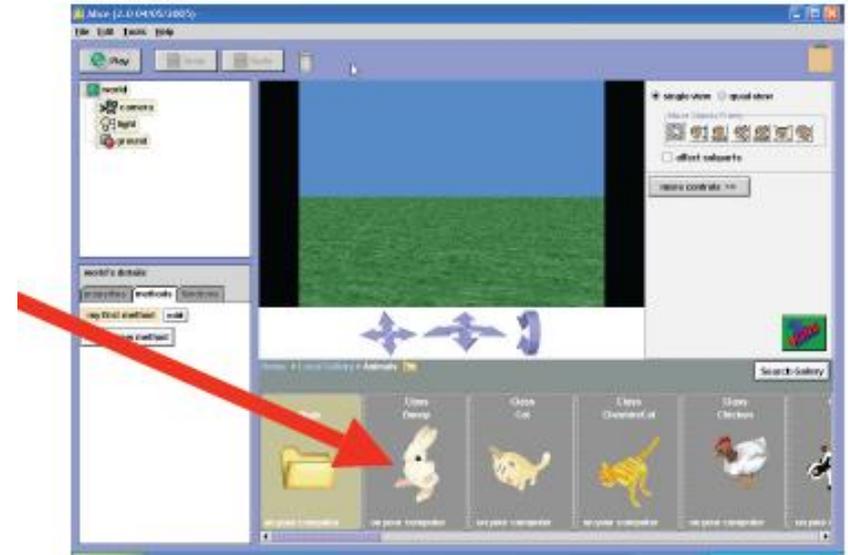
Add Objects To the World

- Click the Add Objects button
- Select an Object Category from the Local Gallery
- Select Local Gallery to get back from a category
 - To the list of categories



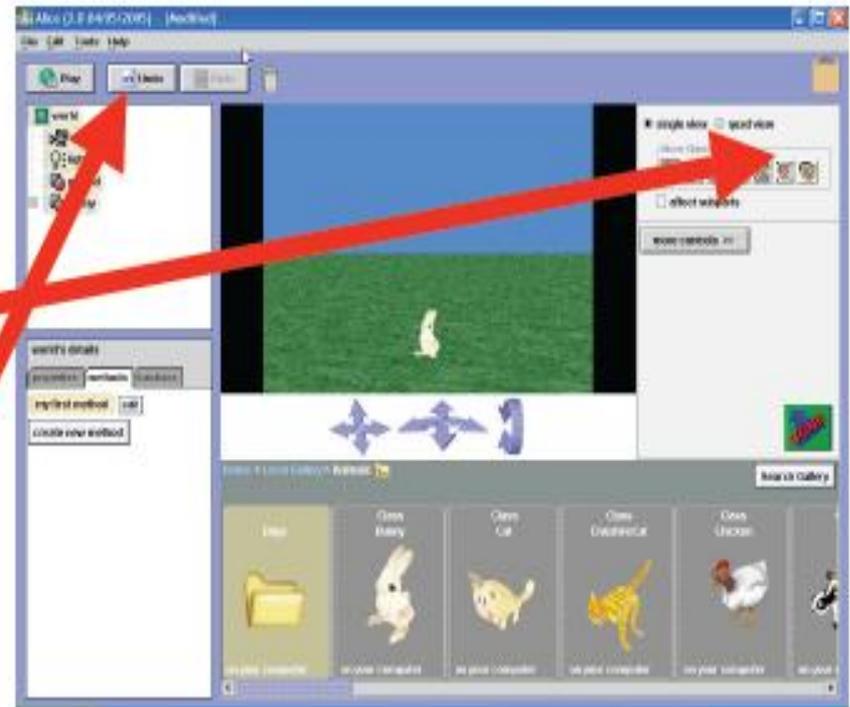
Add Objects to the World

- Select an object to add
 - Click on object to select
- Click Add Instance to world Button
 - Or drag the object and drop it into position somewhere in the world



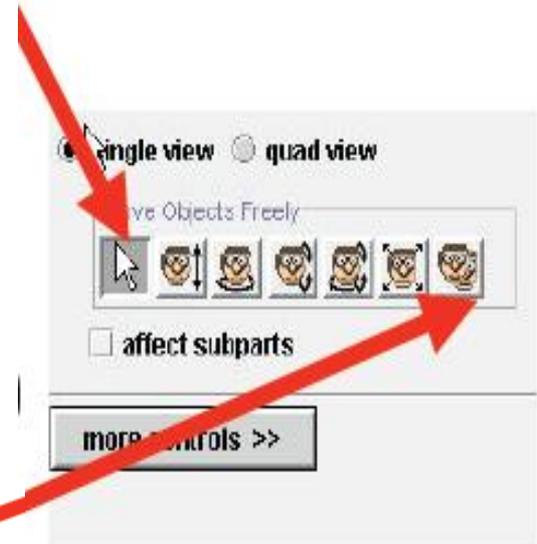
Position an Object in the World

- Once the object is in the world
 - You can move it by
 - Dragging it with the mouse
 - Or using the mouse controls
- Click the Undo button to undo the last action



Mouse Controls

- Use mouse control buttons (from left to right)
 - To move object left, right, forward, back
 - Up and down
 - Turn left or right
 - Turn forward or backwards
 - Tumble the object (free rotation)
 - Resize object
 - Copy the object



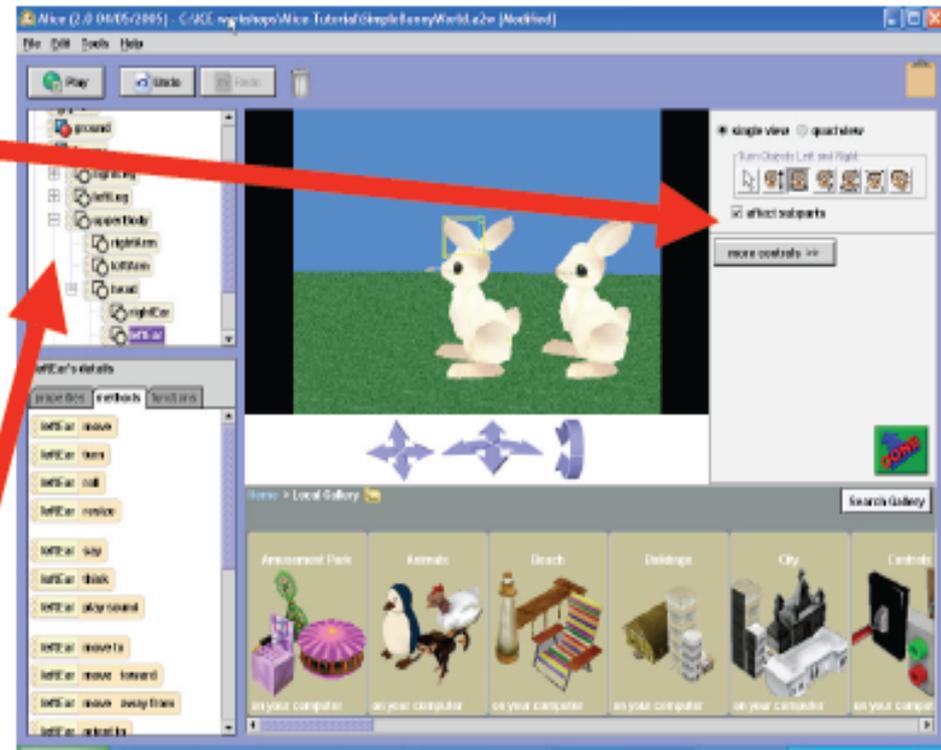
Deleting an Object

- Click on the object you want to delete
 - The object will be displayed with a bounding box around it
- Click the right mouse button
 - Select delete from the pop-up menu



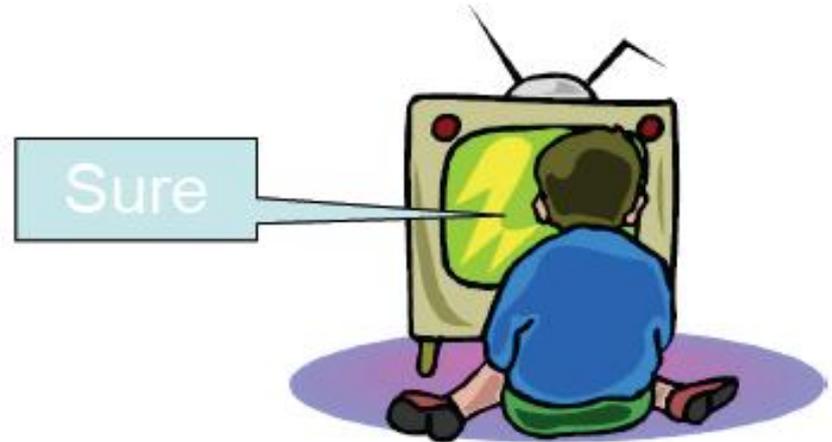
Posing an Object

- You can move just a part of an object
 - Click affect subparts box under mouse controls
- Select a part to move with the mouse
 - Mouse controls will affect just that part
- Or use the object tree
 - To pick the part to move



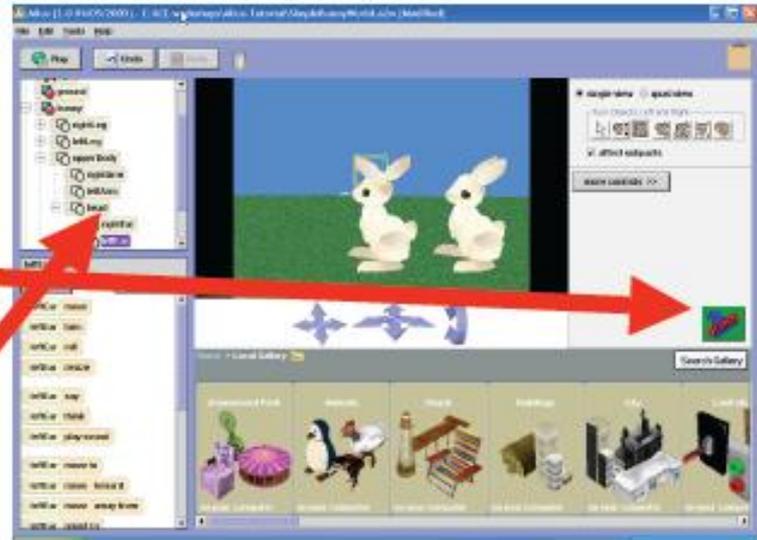
Objects do Things in Methods

- In object-oriented programming we ask objects to do things
 - They are born 'knowing' some things
 - We can teach them new things
- In Alice we will do this in a method
 - A named set of requests to objects
 - The play button executes
 - world.my first method



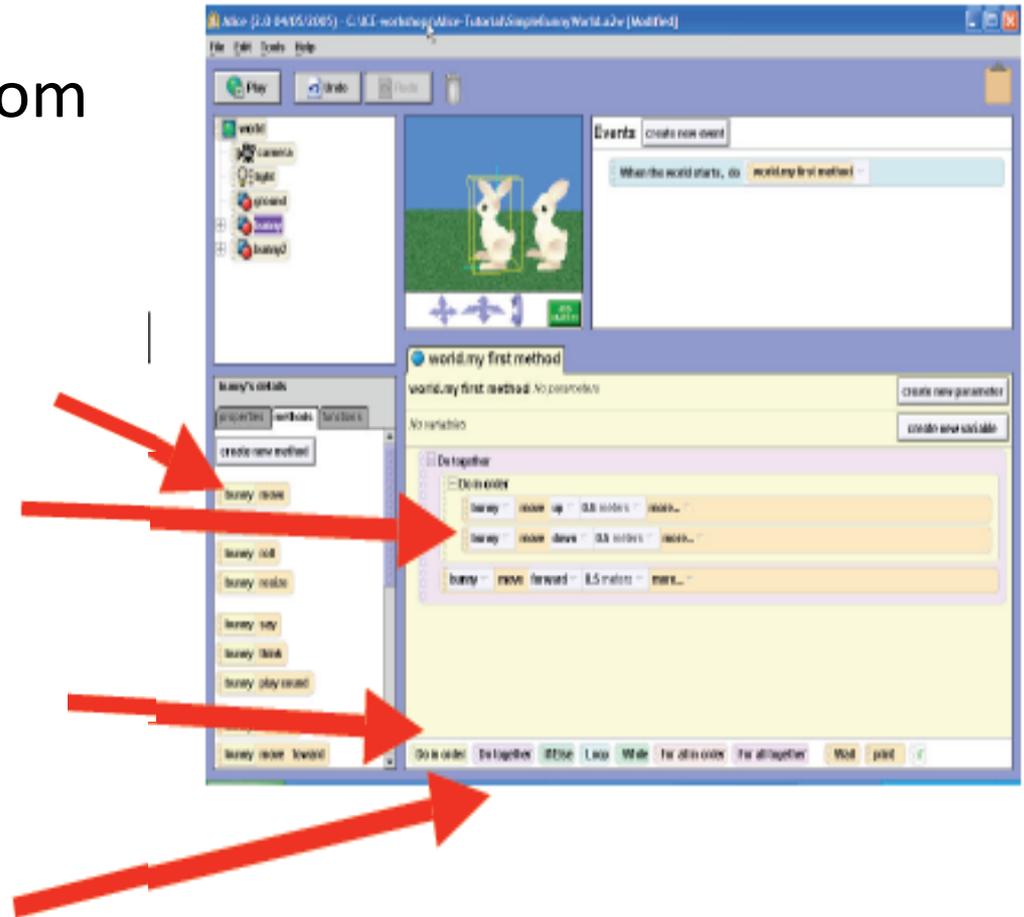
Viewing Methods

- Click the Done button to stop adding objects to your scene
- Click the object that you want to do something
 - In the object tree
- Click on the Methods tab
 - To see the methods this object already knows



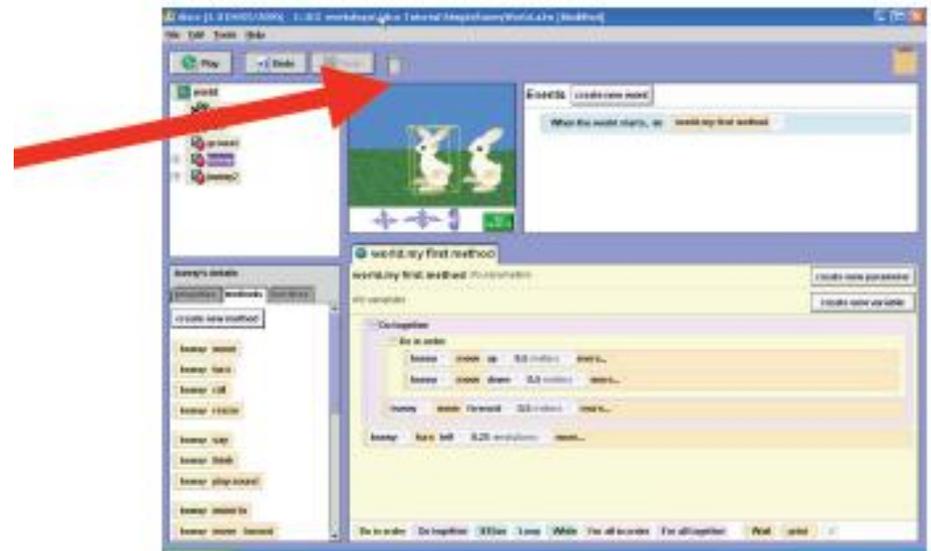
Use Methods

- Drag method names from the details window Methods area
 - to world.my first method
- Can Group Methods
 - Do in order
- One after the other
 - Or Do together
- At the same time



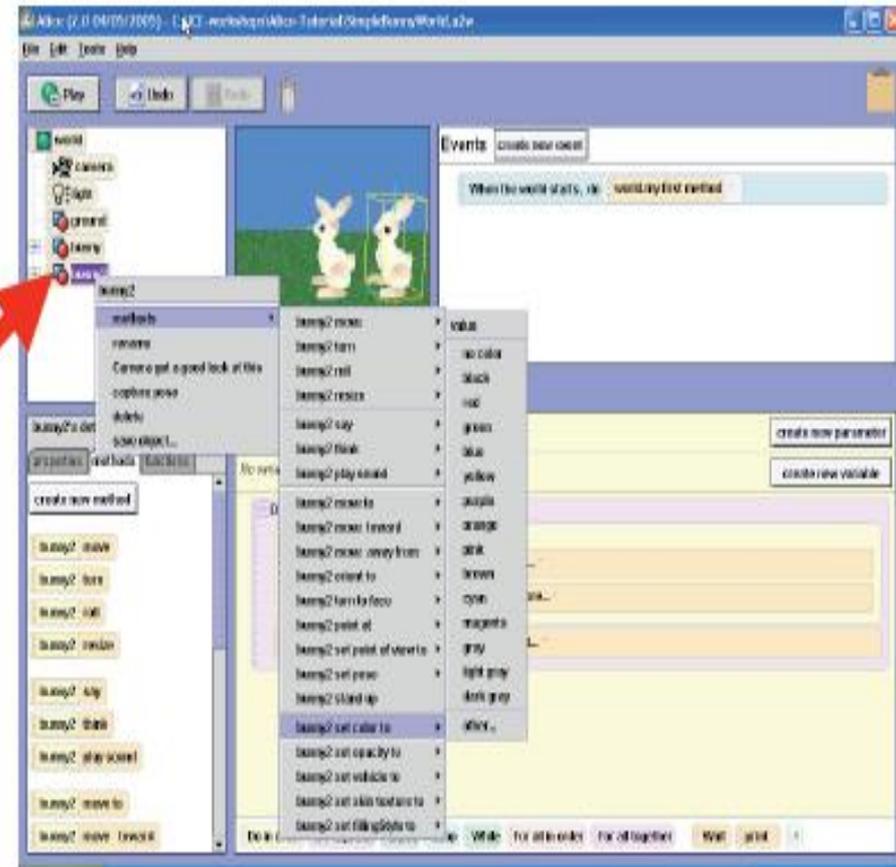
Moving and Deletina a Method

- You can pick up a method and move it
 - Click on left (dotted) edge and drag it
 - Legal places to drop it will have a green line
- To delete move to the trash can
 - Or right click and pick delete from the popup menu



Posing an Object using the Menu

- You can also use a popup menu to pose an object
 - Right click on an object in the object tree to bring up the methods
 - Select a method to execute it
 - Click on the Undo button to undo this action



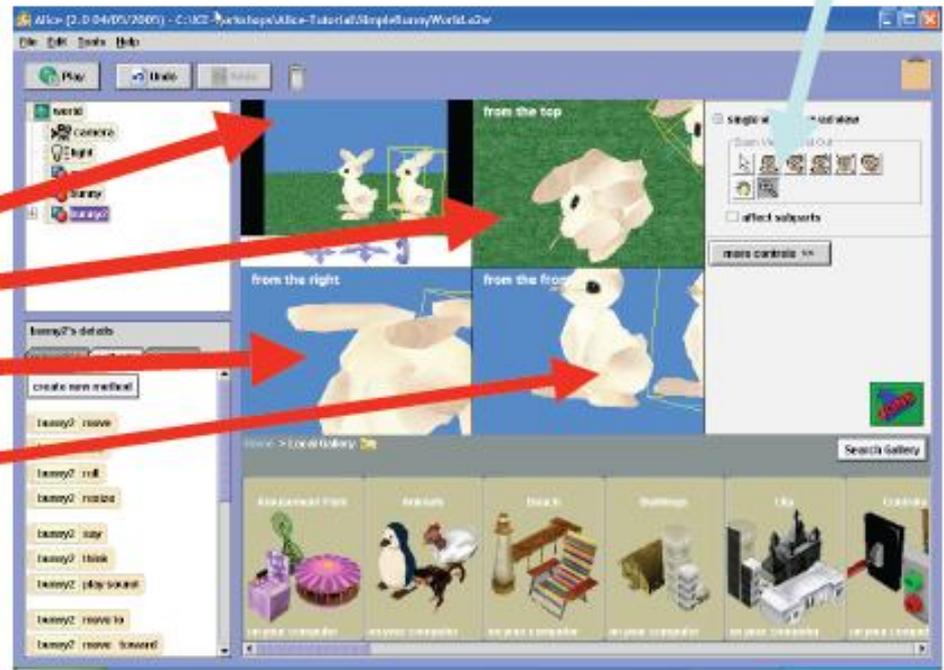
Quad View

- Use the Quad View to get multiple views of your objects

- Normal camera view
- From the top
- From the right
- From the front

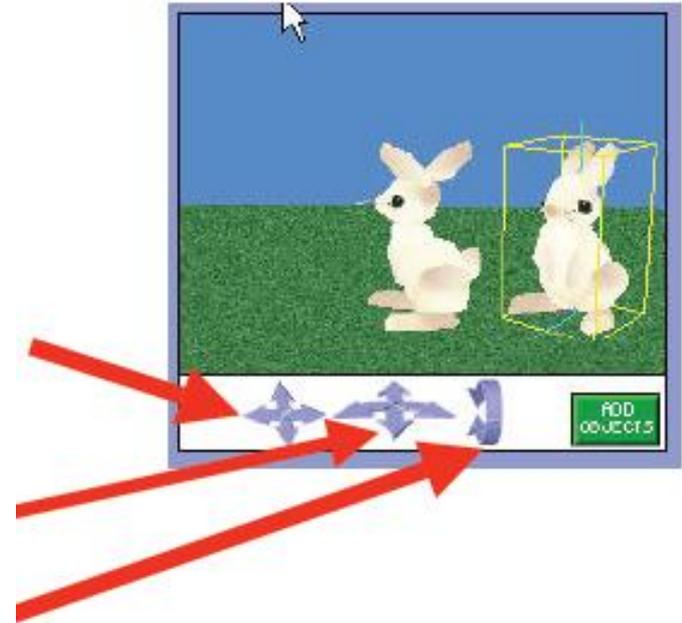
- Can zoom
- And move the view

Click here to see Quad View



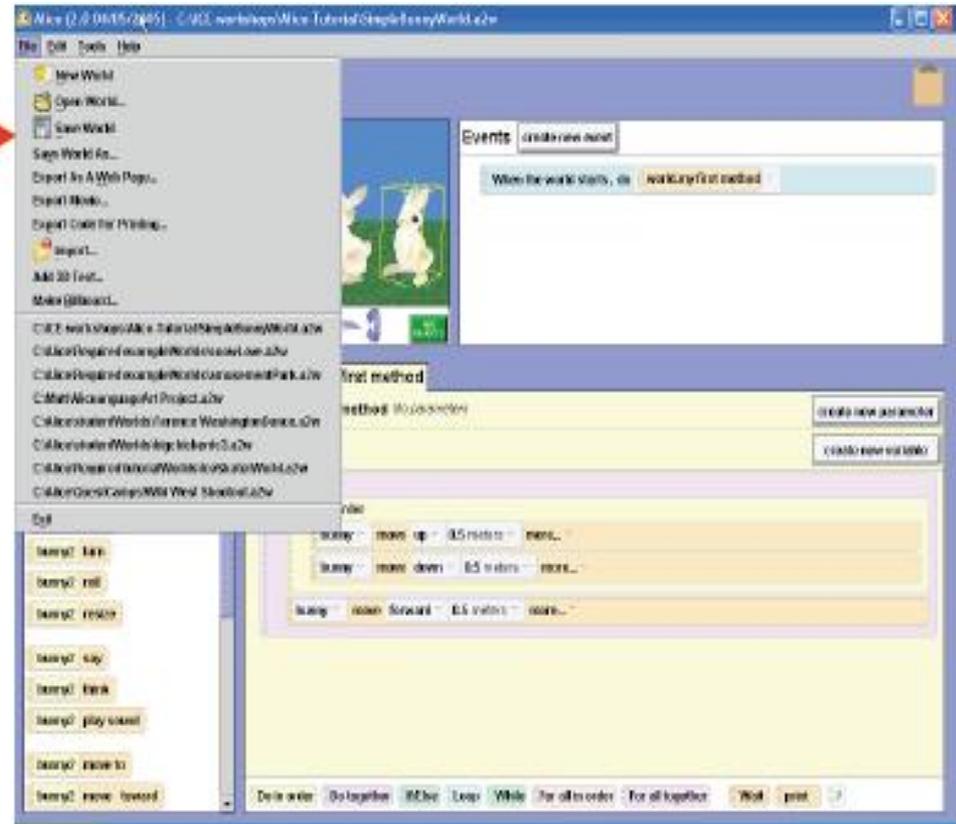
Camera Controls

- Use camera controls to change the starting camera view
 - Move up, down, left, right
 - Drive forwards, backwards, rotate left, rotate right
 - Tilt (rotate) camera forwards or backwards



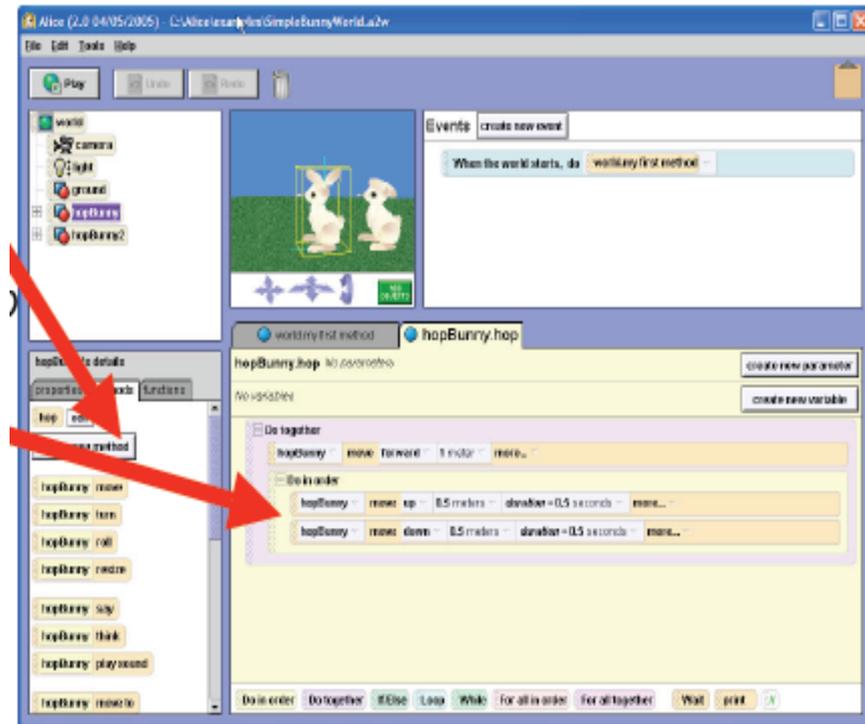
Saving a World

- Click on File and Save World
- Tell it where you want to save it
 - Give it a name
- To open a saved world
 - Click on File, Open World
 - Pick the saved world



Creating a Method

- To teach an object to do a new thing
 - Create a new method
 - Name the method
 - Drag other methods into the new method
 - When you are done use the new method in world.my first method

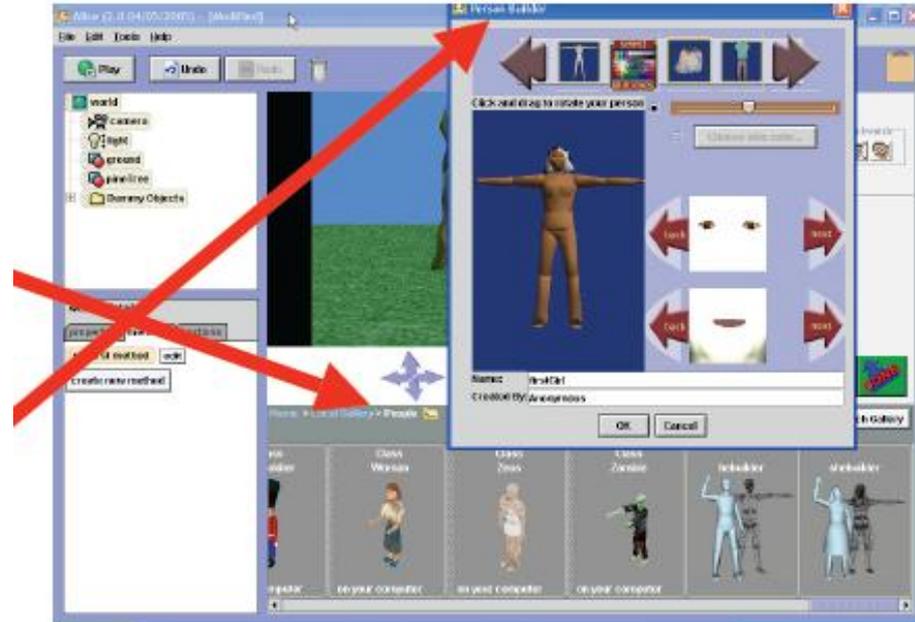


Creating a Class

- A class can 'inherit' from an existing class
 - Right click on object in object tree and rename it
 - Right click and select save object (really save class)
 - Create copies of the object using mouse controls
 - Know the same methods
 - To make the methods work on any object of the class
 - Add a parameter for the object that it is invoked on
 - To move sub-parts need part named function
 - Be careful typing the name of the part
 - » Case sensitive

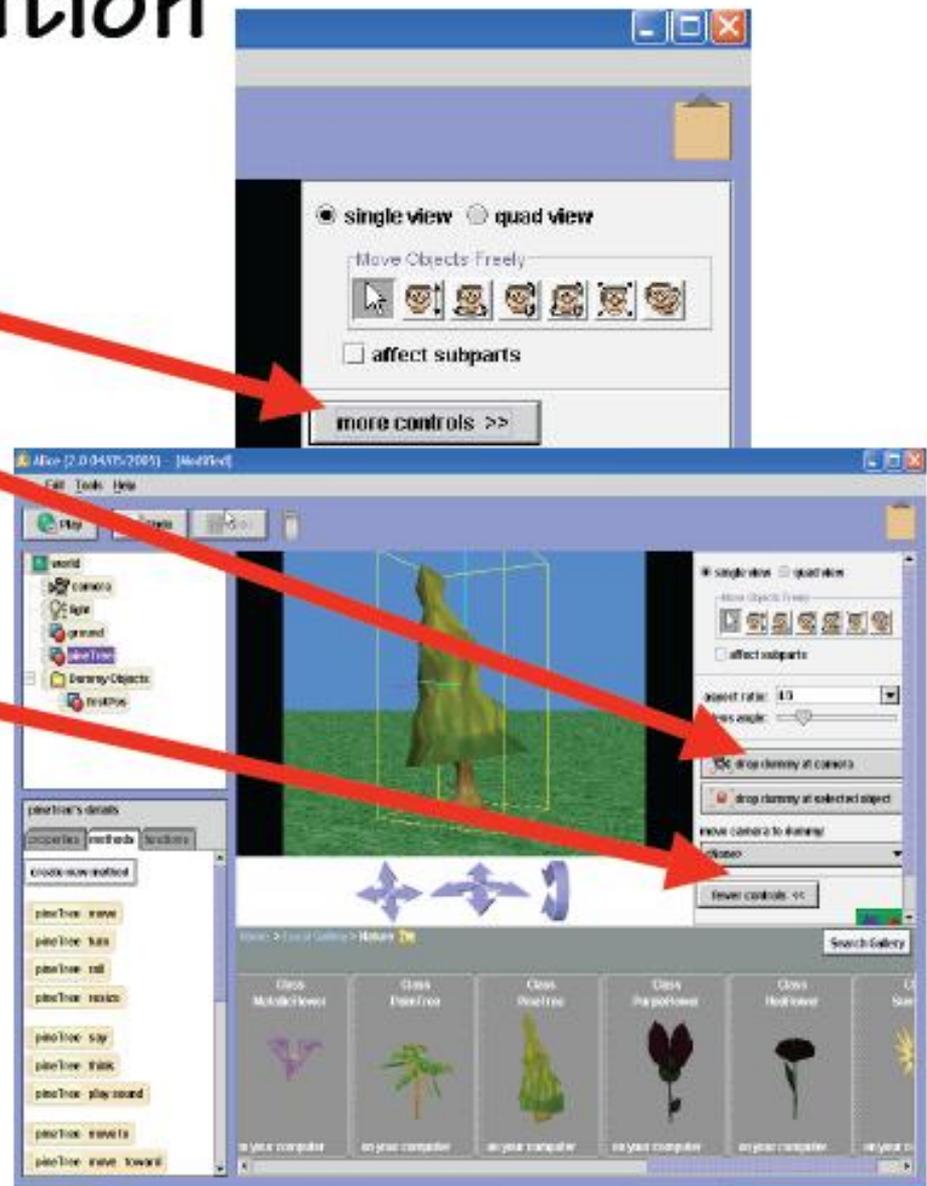
Creating People

- You can use the she builder and he builder to build custom people
 - In the people category
 - Control the skin color, hair, eyes, body, and clothes



Saving a Position

- Click the more controls button
- Drop a dummy
 - At the camera
 - Or at an object
- Can move the camera to a dummy
- Can set an object to the dummy's position



Threads that Bind Us

- I encourage you to learn more about Alice's inspirational architect-- Prof. Randy Pausch

