Getting Started with Alice Demo

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Demo

• This is a fast paced beginner demo to illustrate many concepts in Alice to get you started on building an Alice world
• This demo includes setting up and moving objects, using real people, changing the scenery, creating interaction.

• More tutorials can be found here:
• www.cs.duke.edu/csed/alice/aliceInSchools
Setup

• First start Alice and select the Sand ground
Adding a person

- Alice has a library of 3D objects you can add into your virtual world. We will first add in cinderella into our world

Click on the green “add objects” button
Alice Local Library

• You will see the Alice local library of folders

• Scroll to the right to find the people folder
Finding “Walking” Cinderella

• Find the “Walking People” folder and click on it

• Then click on Cinderella
Add cinderella to your world

- Notice that when you add cinderella, she is now listed as one of the objects in your world
- Click Done
Let’s get cinderella moving

1. Click on the word cinderella
2. Drag and drop methods
3. Click Play
How do we get her to flip?

- No “flip” method, so we make one:
  - Create new method

- Then use the flip method in my first method
Add Horse and Chicken

- Add objects -> “animals” folder
- Use controls to place chicken on horse facing Cinderella
  - Don’t use the last control (COPY)!
“Glue” the chicken to the horse

• Click on chicken, properties
• Drag the vehicle in and set the chicken’s vehicle to the horse – when the horse moves, the chicken will “ride” with it.
Move the horse

- Add move and turn commands to have the horse move forward, turn around and move away.
Was the chicken really on the horse?

- Use quad view to make sure objects are where they are suppose to be from all camera angles.
Make a Billboard from a picture

• Let’s create a forest background from the picture forest.jpg
• Click on “File”, then “Make Billboard”
• This turns a 2D picture into an object (a billboard)
• “forest” is also in our list of objects
Enlarge the Forest for background

• You will need to resize, turn and push the forest picture back
Import dirt texture

• Another thing you can do with pictures is import them to replace the texture of an object
• Import the dirt texture, and we will replace the ground’s sand look with this darker texture.
• NOTE: This is different than making a Billboard!
  – When you import the picture is not an object, but you can use it.
• To import – File, import, DirtTexture.png
  – You may have to find it in the folders: Alice 2.3, Required, textureMap
Make the forest picture invisible

• Make the forest invisible as its default
• Click on “forest”
• Click on the value of “isShowing” and change to “false”
Now have the forest and dirt appear at the same time

- Add the following code:

- Use “Do together” for methods that should happen at the same time.
Change Cinderella into you

- Make a Billboard of a headshot of you or someone and replace her head with the headshot. Be sure to “glue” the picture on to her old head.
- Make her old head (face) invisible
Get the horse back

• Add code to have the horse just come back on screen.
Add Interactivity - move Cinderella

- Click on “create new event”
Move Cinderella, and Add a Sound

• When the action stops, click and drag Cinderella (not her head) and she can move around!

• Let’s record a sound of the horse.

• Click on the horse in the object tree, then “properties” tab, then Sounds, then “record sound” Make a neigh sound and name it “neigh”
Add more events

• Press T - Cinderella turns around
• Press N – the horse neighs

• Play the world and try pressing “T” and “N” (but not while Cinderella is moving)
• Next add an event to have the horse neigh when Cinderella is close to it.
Create new event “While something is true”

• Then right click on it and change it to “when something becomes true”

• Click on Cinderella “functions” tab and drag over “cinderella is within threshold of object”

• Add instructions. Then Play, press T and N and move Cinderella close to the horse!