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 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 supposed 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:

```
Do together

forest.setShowing to true
ground.setSkinTexture to world.dirtTexture
```

- 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.

```
cinderella.say Where did that horse go? more...
horse.turn right 0.5 revolutions more...
horse.move forward 2 meters duration = 3 seconds
```
Add Interactivity - move Cinderella

- Click on “create new event”

Add more events

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

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!

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”