CompSci 4
Introduction to Programming
Animation and Virtual Worlds

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What Will We Do in CompSci 4?

• Web pages/html (one week)
• Learn to program with Alice (mostly)
• Research study
How This Class Will Work

• In Class
  – Lecture/demos
  – Tutorials
  – Classwork (in pairs)

• Outside of class
  – Complete work not finished in class
  – Reading
  – Assignments
What Is Alice?

• A modern programming tool
  – 3-D graphics
  – 3-D models of objects
• Animation
  – Objects can be made to move around virtual world (a simulation or video game)
What does Alice run on?

• Alice is written in Java – should run on many systems
  – Right now, supports only PC version
  – Mac and Linux versions are to be released soon, keep checking the web site
Fast Start Up

• Can quickly learn to create
  – A simple animation in a few minutes
  – A non-trivial animation in a few class periods

• Can learn to use the Alice interface in after a few more class periods
The Power of Alice

• Automatically keeps track of 3-D objects
  – What objects are in the virtual world
  – Types of objects
  – Positions of objects in the world
Objects in Alice

- Objects already exist
- Objects have parts
Program an Object
Class Today

• Demo of Alice
  – Skater, hair, chicken
• Go over syllabus, web page
• Group Activity
• Assignment