Camera Control

- Now that we have a great story written for our characters it would be nice to be able to change camera views.
- This can simplify the story and sometimes add dramatic effect.

- Let's make the Camera zoom in on our first character when she talks and then look at the horse while our second character gets on.
- Click on “camera” in your object tree.
- It should have a regular set of methods.
- Insert code into your first method to have the camera face your character while they talk.
Camera Control

- When your second character gets on the horse, you can have the camera face him.
- Finally, have the camera face the horse and press the “N” key to have your horse say “neigh”.
- Play your world to test it.

Dummy Cameras

- You can use the purple arrows on the bottom of your world to move around the camera.
- You can drop a dummy camera wherever you find a view that needs a snapshot.

Dummy Cameras

- Dummy cameras are used to hold a specific view of your world in place while you move the regular camera around.
- Click the add objects button on your screen.
- Look to the right for a button labeled “more controls”. Click it.

Dummy Camera

- We did this earlier in part one but will now review it in more detail.
- Use the purple arrows to move the screen to a new position on your camera.
- We will call this “Horse Position”.
Dummy Cameras

- Now click on “drop dummy at camera”.
- This will literally drop a virtual camera where your camera currently is.

Now, what if we want to go back to our original position?
- Go over to your object tree
- There should be a folder called “Dummy Objects”.
- Underneath it will be a list of each dummy you have dropped, in the order that they are dropped
- Note that the first Dummy Camera is named “Original Position”. This was from earlier.

Unfortunately all of your dummy cameras are labeled “dummy”.
- You can fix this by right clicking on “dummy” and selecting “rename”.
- You can rename your dummy whatever you would like.
- In this case it is named “Horse Position”.

You can move the camera wherever you would like.
- Now right click on “camera” in your object tree and select methods.
- Click “set point of view to “Dummy Objects/Horse Position”.

• Robot Animation
• Lights
• Dummy Cameras
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Dummy Camera

• Once you select “Horse Position” your screen should return to the position that it was at when you first dropped the Dummy Camera, for horse close up.
• You can use a Dummy Camera anywhere in the world that you would like.

Dummy Cameras

• Changing the Camera View between Dummy Cameras, by right clicking and choosing “Methods” is useful for positioning things in your world, before it starts.
• If you want the camera view to change during your animation you can drag it into your code, from camera methods.

Practicing with Dummy Camera

• Now try to drop a Dummy Camera in another spot and rename it.
• You can incorporate it into your world later.
• Try swapping between views.

Is Showing/Opacity

• Is showing and opacity both change your objects to make them more or less visible.
• Is showing has two settings. Your object is either visible, or its invisible.
• Opacity works by percentages. You can make something 10% visible, 20% visible, all the way up to 100% visible.
Is Showing

• Select the character that you would like to make invisible.
• Under the properties tab there should be a button called “Is showing”.
• If you select “false” your character should become invisible.

Opacity

• Opacity works in a very similar way to “Is showing”, except you can set an object to an in between stage.
  • Try clicking on Opacity and selecting 40%
  • Note that your character is now see through
  • This works really well for ghost worlds!

3D Text

• Go into “Add Objects”
• Click on the “Create 3D text” Object
• Once you click on the 3D text object, a box should pop up to type text into.
  • Type a message
  • Select ok
• Your text should appear in your world like this
• You can use the positioning keys in the right hand corner to position it.

3D Text Continued

• Type a message
• Select ok
3D Text

- This is how your text should look when you are done.
- You can set the “is showing” to false after a few seconds
- 3D text works really well for giving instructions at the beginning of the game.

Finishing up

- Now you know the basics of creating a world
- The concepts learned in this world are simple, but you can use them in any world you decide to create

Problems

- Now its your turn, try completing these things in your world
  - Make an event so that one of your characters becomes invisible.
  - Make an event so that the Horse’s opacity turns to 40%.
  - Drop a Dummy Camera behind your characters and swap between that and Horse Position.