Exercise 1, Day 3

• Set the scene
  – Princess
  – Knight
  – Sword
  – Camera
  – Dummy object(s) or invisible object(s)

• Position the objects
  – Put two objects (knight and princess) at same place then move them 10 meters apart
  – Put the sword in the knight’s hand
  – Use quad view
Exercise 1, Day 3

• Set up continued
  – Set the sword’s vehicle to be the hand of the knight
    • Properties tab of the sword
    • Drop down menu of the vehicle property: choose the hand of the knight
Exercise 1, Day 3

• Methods to write
  – Princess - make sure to click on princess before creating method
    • Curtsy
    • Flip
  – Knight – click on knight first before creating method
    • Jump and shake sword
    • Bow
    • Jump over princess
Exercise 1, Day 3

• Tools to use
  – Camera view
  – Princess height built-in function
  – Use quad view to get sword in hand