

# 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