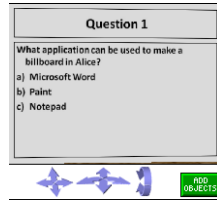


Making Billboards



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Loading the World

- Open a new world, with any template
- Save it in a directory that you can find again, and then start Alice and open the world.
- NOTE: You cannot double-click the file to open it
- Windows will not know what to use, and even if you select Alice from a list of programs, the loading will fail.


Loading (cont 1)

- First: It is always a good idea to drop a Dummy Camera in the original position. After you have opened the file, and set up your world, go into the "Layout" mode by clicking on the green button **Add Objects** (toward the middle of screen)
- Click **more controls**. Click **drop a dummy at the camera**. Rename the dummy 'originalPosition.' To leave the layout mode, click **done**

Use of a Billboard

- Billboards can be used to add text to your world
- They can be made in
 - Paint
 - Power Point
 - Or any other tool that can have text and graphics and saved as an image file

In Paint

- Open up a paint document
- Click on the A to add text 
- Type the following into your text box:

Instructions:

- Press the Up arrow to move forward
- Press the space bar to jump
- Press i to show the instructions or make them disappear

Paint: Increasing the size

- Your text might be really small.
- To increase the size:
 - Click on the View
 - View text toolBar
 - Increase the size to 18 or how every big you want

Instructions

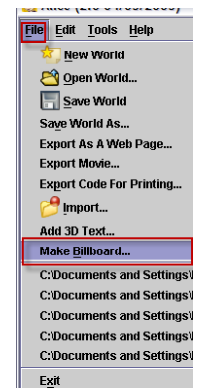
- Press the Up arrow to move forward
- Press the space bar to jump
- Press i to show these instructions or make them disappear

Adding Graphics

- We just added text to our instructions but feel free to use the graphics in paint to draw shapes such as circles or rectangles for legends

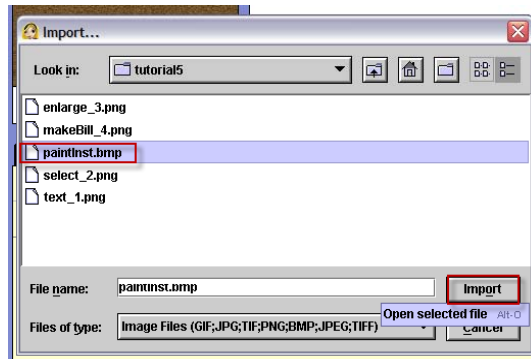
Save Paint & Open Alice

- Now, save your document as an image type such as .png, .jpg, .bmp, etc.
- In your Alice world, click on the file menu and select **Make Billboard**



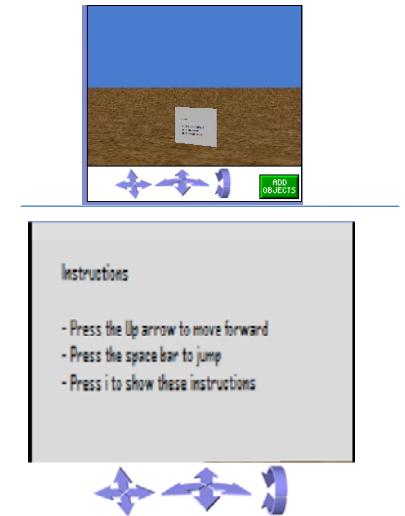
Import paint billboard

- Find your paint document in the directory that you saved it in
- Click import



Reposition the billboard

- Now, the billboard has appeared in the world:
- Click on the **Add Objects** button
- Enlarge the billboard with the **resize** button
- Use the **left/right** to make the billboard face the camera
- And use the **mouse** to bring it forward

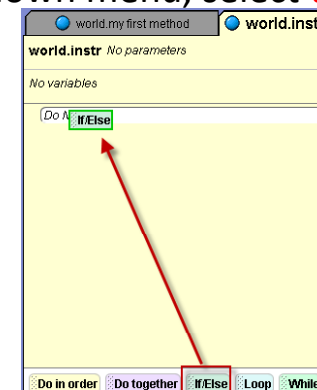


Create a world method

- Let's write a method to make the instructions either visible or invisible:
- Click on the **world** in the object tree
- Select the **method** tab
- Click **create new method**
- Name it **instr**

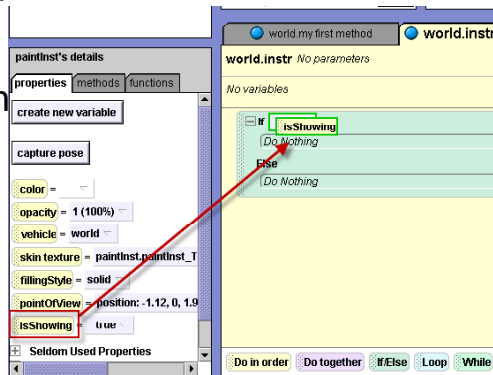
Writing instr

- Click on **if/else** and drag it into your method
- In the drop down menu, select **true**



Write Instr (cont 1)

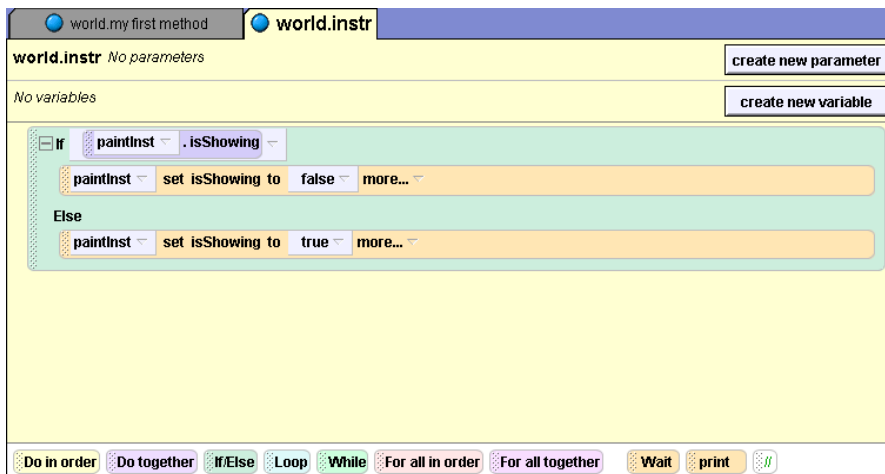
- Click on your billboard in the object tree
- Click on the properties tab
- Drag **isShowing** into **world.instr** on top of **true**



Write instr (cont 2)

- Then, drag **isShowing** into the method again, on top of the first **Do Nothing**. In the drop down menu, select **false**.
- Drag **isShowing** into the method again, on top of the **Do Nothing** that is underneath **else**. In the drop down menu, select **true**.
- See the screenshot on the next slide for an illustration of what your method should look like now

Complete Instr Method



Create new event

- Click on the **create new event**
- Select when a **key is typed**
- Click on **any key**.
Select **letters**, and select **i**




Create new event (cont 1)

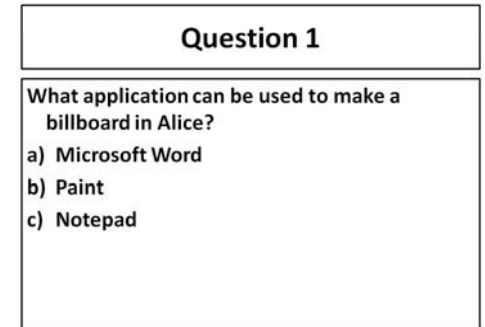
- Click on **Nothing** and select **instr**



- Play your world. Press i to make the billboard disappear and reappear

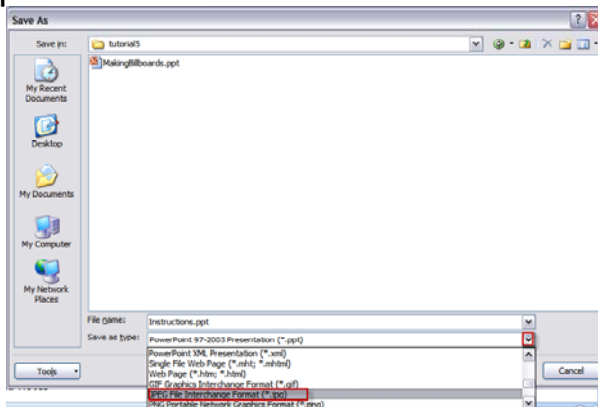
In Power Point

- You can also use Power Point to make a billboard
- Open up a Power Point document
- Make one slide. type the text until your slide looks like this 
 - I've added a border around the text



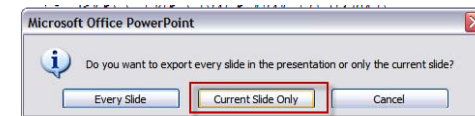
Saving the power point

- When you save the Power Point, select the file type: **.JPG**



Saving the power point

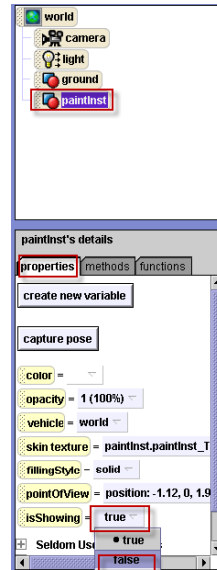
- Click save (in a directory you can find again)
- When this window pops up,




- Click on **current slide only**
- In order to import a file as a billboard, it must have an image file extension

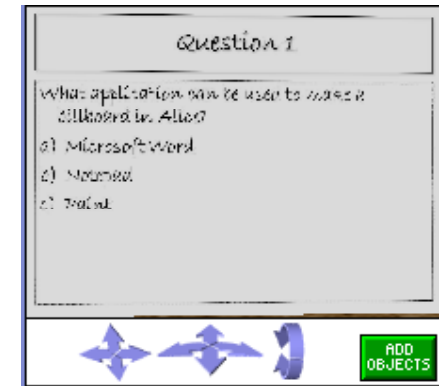
Make Paint Billboard invisible

- Click on your paint billboard in the object tree.
- Click on the **properties** tab and set **isShowing** to false.



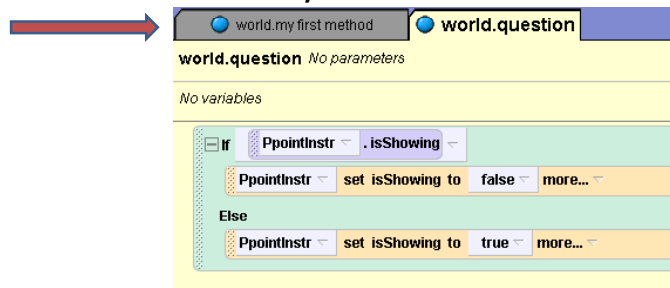
Import power point billboard

- Now in your Alice world, go to the file menu and select **Make Billboard**
- Find your power point slide and import it into your world
- Move and resize your billboard until it looks like this: 



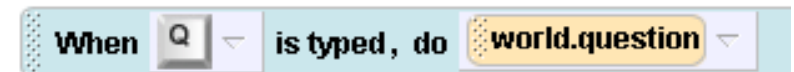
Write a method

- In World details, **create a new method**
- Name it question
- Drag in the if statement and the **isShowing** instructions until your method looks like this:



Create a new event to alternate between the billboards

- Now, create a new event, **when a key is typed**
- Select the letter **q**; then select **question**
- Your event should look like this



- Now, play your world. Press i and q to alternate between the two billboards

Recap

- You can make a billboard to give the user instructions, ask multiple choice questions, etc
- Use either paint or power point to make the billboards
- It is helpful to use an event to give the user the choice of making billboards appear or disappear
- But, you can also just set **isShowing** to true or false in your method at the appropriate time