The purpose of this tutorial is to give an introduction to the types of light that Alice can manipulate.

Getting Started

- Lets start with a blank world.
- Snow is easiest to use for this because it reflects light so well.
- Open a new world to begin

Creating the Sky

- Go to world and select properties.
- Select “Atmosphere Color” and change it to black.
- Note that this will change the sky to black.
- While you are here, try changing the sky to other colors.
Creating the sky continued

- Now right below it there is a setting called “Ambient Light Color”, set it to black.
- It should set a shade over your entire world.

Your world should now look like this

Fog makes your world look fuzzy

- Now go to “fog style” and select “distance”
- Be careful not to select “density” under “Fog style”
- “density” will make your world invisible
- You can control your density level in the “Fog density” tab below “fog Style.”

Environment concluded

- Finally, go to the subcategory of world called “light”
- Scroll down to properties/color and select light gray
- This should make your world look very dark

Getting started with specific light

- Lets add some characters to our world as reference points for our light.
- Add one person and one object of your choice to your world
Specific Lighting

- Now, go into “add objects” again and scroll to the folder called “light”
- There should be an object called “Stage Spotlight”
- Import two of them into your world
- Your lights should appear beside your person.

Spotlights

- Each Stage light has two components
  - The stage light: which is the actual physical object that you can drop in.
  - And the Light: which shines on the world
  - Play around with the positioning until you get the lights right

Stage light continued

- Now click on stage spotlight and set “Is showing” to false.
- The physical object should become invisible but the light should still be there.
- Your world should now look like this

Light as a vehicle

- Now, try setting the stage lights as vehicles to your person.
- Move your person around and see if the light follows them.
- Once you are done, set both of the lights as vehicles to the gate
Light bulbs

- Now go into “add objects” again, under the “lights” folder and add a “light bulb” to your world.

Light bulb continued

- Note how the light bulb has the same features as the stage light.
- There is a physical object and an area of light.
- Just like the stage light, we can set “is showing” to false for the physical light bulb, but the ambiance of the light will still be there.

Light bulb continued

- Now, try clicking on the properties from the light bulb and changing the color.
- The ambiance of the light should change.

- Note the green hue that is now on our person.

Light bulb continued

- Now set the light bulb as a vehicle to your person.
- Have her move around, and see if the green light follows her.
- You can turn the light on and off or have it stationary or following a character, simply by using the vehicle and “is showing” properties.
Opacity

- Opacity works much the same way that “is showing” works.
- However, Opacity can be measured in gradations, while “is showing” is (fittingly) either showing or not.

Opacity continued

- Try changing the opacity of your person. You should notice that the smaller the percentage, the more your person seems see through or invisible.

Looping Opacity

- Now create a new method for your opacity changing code.
- Loop it.
- Now call it in a “when the world starts” event.
Creating the Dawn

- The Dawn is created in a world level method.
- It is a series of color changes, placed in a “Do in Order” method.
- Color changes can be found under World Properties.

Dawn continued

- If you do not wish to use the colors in the main column you can click on “other” at the bottom of the list.
- This should give you a rainbow of shades to choose from.

Dawn Continued

- Once you are done choosing your colors you should have a list like this.
- Set the duration for each color to several seconds.
- Finally set “style” to “abruptly”.
- This will make the colors fade in and out instance of roughly changing.

Dawn Conclusion

- Now set your Dawn method as an event for “when the world starts” so that it will play in the background of your world.
- Now your world should slowly shift to the Dawn as the world plays.
Conclusion

By combining the things that you have learned in this tutorial, in a variety of ways, you can create many new possibilities for your worlds.

And that’s all folks!!!!!!!!!