An Introduction to Alice 3.1

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Starting Off

• Our first step is to choose a background.
• When you open Alice 3, a box will pop up that has different choices of background. It looks like the box to the right.
• Select the MOON background, because our world will be in space.
• Click on MOON and then click OK.

Hello! I’m Alice, and I’m going to teach you how to use the Alice 3.1 program. With Alice, you can make your own animations, using tons of different characters.

After you click OK, your screen will look like this:
Saving your world

• Before we do anything else, let’s save our world. You should also always do this before you close out of Alice.

• Click on File at the top left-hand corner of your screen, and then click on Save As.

Adding objects to your world

• Now, we will add some objects to the world.

• In the Scene View, click on the Setup Scene button.
Adding objects to your world

A new screen will appear, on which there is a selection of objects below the MOON screen that you can add into your world. This is called the **Gallery**.

**SAVE OFTEN!!!**

Adding objects to your world

• In the list provided, select the Transport classes

• Select the **Automobile classes**.

• Click on the new **Humvee**.

**SAVE OFTEN!!!**

Adding objects to your world

• On the box that pops up, you may change the name. Be sure to use unique names if you are going to add more than one instance of the same object.

• Click OK to add the instance to the MOON scene.

• The humvee will appear in the center of the MOON scene. Yes, humvees can drive on the MOON.

**SAVE OFTEN!!!**

Adding objects to your world

The humvee takes up most of your screen, but we will re-size it.
Adding objects to your world

• The humvee takes up most of your screen, but we will re-size it.
• Select the RESIZE button on the right-hand side of the screen.
• Move the cursor to the humvee and click and drag to make it larger or smaller. In this case, make it smaller, we need more space on the MOON.

Adding objects to your world

• The humvee is not facing in the direction we need it to face.
• Select the ROTATION button on the right-hand side of the screen.
• Move the cursor to the humvee and click and drag to turn the vehicle from the bottom circle..

Adding objects to your world

• Next, we are going to add an astronaut.
• Click on the All Classes button on the Gallery section.
• Select Biped classes.

Adding objects to your world

• In the window that appears, you will need to build your astronaut. You may even make it look like you...
• Adjust life stage, gender, skin color, outfit should be astronaut suit, hair and face.
• One issue, which has been mentioned to the creators of Alice 3, is that there is no space helmet for the astronaut outfit. Let’s pretend you can now breathe on the MOON.
• Click OK button when done.
Adding objects to your world

This window will appear, and you may rename the instance. Remember, if you are using more than one (maybe you’ve been cloned), name each with a unique name. Click OK when done.

Adding objects to your world

You will need to resize the astronaut to fit the window and have size continuity with the humvee. Just as you did with the humvee, select the RESIZE button and click and drag to the size desired. And then, if necessary, select the ROTATION button and rotate the astronaut as needed. Use the DEFAULT button to move the object around the screen. *Should look similar to the image below.*

Review on positioning and adjusting instances in the scene

- Within the scene, select the object you want to position or adjust.
- The DEFAULT handle style allows you to move the instance on the screen.
- The ROTATION handle style allows you to rotate the instance on the given axis.
- The TRANSLATION handle style allows movement up or down and forward or backward in the scene.
- The RESIZE handle style allows you to make the instance larger or smaller.
Review on positioning and adjusting instances in the scene

- You may also Position the instance by setting the X, Y, and Z points.
- Reminder, on the Mac, all three points needed to be set before click on Enter/Return button.
- You may also adjust the size of the instance by adjusting the Size: Width, Height, and Depth.
- Again, on the Mac, I had to remain in the size field selected and press the Enter/Return key.

The Undo button is your friend!

- What if you make a mistake, like accidentally clicking on something and moving it or resizing it?
- You can click on the **Undo** button above the Code Editor to undo the last thing you did.
- Use this button whenever you mess up, or want to get rid of something you just did. I think this is redundant.

The Camera Markers

- **A Camera marker** is a bookmark location to save the location of your camera view. This way, if you move your camera around, you can always get back to a certain position by moving to the Camera marker location.
- Look to the right side of your screen, and find the Camera Markers arrow. Click the arrow to reveal the Add Camera Marker button.
The Camera Markers

• Alice has only one camera in a scene. The camera is moved around and repositioned for close-up views and special effects. Because moving the camera is a common action when setting up a scene in the Scene editor, Alice provides a way to mark a camera position so as to create known camera positions in the scene.

• Each scene and camera angle is setup and rehearsed until you are happy with the arrangements. The camera positions (location and orientation angle) are marked before any actual filming begins. Below is an example of the camera position as set for the initial scene.

• It is highly recommended marking the starting location of the camera before moving the camera around in the scene. The camera can then be moved freely around the scene and can always be returned to its original position, using the marker.

• To create a starting location camera marker click on the Add Camera Marker button. A dialog box will pop up. Enter a meaningful name for the marker, for example startView.

• When a name is entered, press OK and Alice will automatically create a camera marker object at the current location of the camera. The marker remembers not only the location but also the camera’s orientation (the direction and angle at which it is pointed). This information is commonly known as the camera’s viewpoint. Also, color coded.

Moving the Camera

• Let’s try moving the camera to get a close up of the astronaut.

• Under your viewing screen, you should see a bunch of blue arrows.

• If you click on the arrows and drag your mouse in different directions, the camera will move in different ways. Use small adjustments. I found that the trackpad on the Mac works also...

The Camera Marker

• Move your camera until it is close to the astronaut’s face. Use the Undo button if you make any mistakes or don’t like the result. Not too close...

• Let’s drop another Camera marker at the camera’s new position, using the same steps as before, and label it Astronaut HeadShot.
The Camera Marker

- Add another Camera Marker for the humvee.
- Move the cameras so you can only see the humvee in the camera.
- Add another Camera Marker and name it `humveeView`.

![Camera Marker Interface]

**Camera Marker Conclusion**

- Now, right click on camera in the object list and set its view back to `startView`. Yes, that was mentioned on the previous slide.
- As the camera moves back into the start position, you can see the other camera placements. And they are color coded as they are in the Camera Marker window.

![Camera Interface]

**The Camera Markers**

- To move from one camera view to the next using the Camera Marker Window...
- As you can see they are color coded.
- Click on the view you want to go to and click on the left camera button at the top left of the window. Then, click on the color of the camera view. Practice a few times and then return to the `startView`.

![Camera View Selection]

Now that we are done setting up our cameras, we can start to animate the characters in the world!
Methods/Procedures

• Click on the Edit Code button.
• It should bring you to the main windows.

Selecting the object

• The method editor is where you can get the pre-existing procedures and functions to make your characters do things.

Adding Methods/Procedures

• To tell your astronaut to do something, click on one of these methods, hold down your mouse button, and drag and drop the procedure into your Coding Editor.

• Click and drag the astronaut (this.adultPerson) ‘say’ procedure to the drop statement here position. Select ‘hello’ as the default.

• Add a move and set it for up 1 meter.
• Add a turn right 1.
• Add a move down 1 meter.
• Press the Run button.

See the sample programming statements in the Code Editor
Adding an astronautWave Procedure

• Click on the Class Tab.
• From the list, select the AdultPerson, which in this case is the astronaut.
• Click on the Add AdultPerson Procedure.

Adding an astronautWave Procedure code

1. From the Procedure tab under the Methods panel, click and drag ‘this turn...’ to the Code Editor
   • From the ‘this’ click and locate the getRightShoulder, and
     • set the direction to Left at .4 meters.
     • Set the duration to 1 second and
     • set the animation style to Begin and End Gently.

2. From the Procedure tab under the Methods panel, click and drag ‘this turn...’ to the Code Editor
   • From the ‘this’ click and locate the getRightWrist, and
     • set the direction to Forward to .25 meters.
     • Set the duration to 1 second and
     • set the animation style to Begin and End Gently.

Adding an astronautWave Procedure code

3. From the Procedure tab under the Methods panel, click and drag ‘this turn...’ to the Code Editor
   • From the ‘this’ click and locate the getRightWrist, and
     • set the direction to Backward at .25 meters.
     • Set the duration to 1 second and
     • set the animation style to Begin and End Gently.

4. From the Procedure tab under the Methods panel, click and drag ‘this turn...’ to the Code Editor
   • From the ‘this’ click and locate the getRightShoulder, and
     • set the direction to Right at .4 meters.
     • Set the duration to 1 second and
     • set the animation style to Begin and End Gently.
Adding an astronautWave Procedure code

You should now have 4 programming statements in the Code Editor.

```plaintext
true
```

Select the myFirstMethod tab at the top of the Code Editor panel.

Adding an astronautWave Procedure

- Above the Methods panel, you should see the panel with ‘this’ in it.
- Click on the down arrow and select this.adultperson from the list.
- You should now see the astronautWave method now listed under the Procedure tab.

Adding Keyboard Controls

- Now we want to add keyboard controls to control the action in the animation.
- The first keyboard to add is for when the SPACE bar is pressed, the astronaut will perform the astronautWave procedure.
- To start, click on the initializeEventListeners tab at the top of the Code Editor panel.
- Click on the Add Event Listener tab.
Adding Keyboard Controls

• Select Keyboard and then addKeyPressListener.

• The window should look like the one below.

Adding Keyboard Controls

• Click and drag an If statement to the Drop Statement Here area.
  • Select true as the placeholder.

Adding Keyboard Controls

• Click and drag the Custom Key… and then press the SPACE bar to add it.
  • The SPACE bar will be pressed for the astronaut to wave.
Adding Keyboard Controls

- Click on the ‘this’ just above the Methods Panel and click the drop down arrow to select `this.adultPerson`.

Add float Methods/Procedure

- Let’s write another method. This method will have the astronaut go up in the air and then float in a circle around the humvee.

  - From the Class drop down menu, select ‘Scene’. It is the area where we need to build the float procedure.

- Select Add Scene Procedure from the list.

- Name the new procedure `float`.

Adding Keyboard Controls

- You should now see the astronautWave procedure listed.

  - Click and drag the astronautWave procedure into the spot in the If (top) drop statement here area.

  - Should look like the image to the right. Test your program. Click Run and then press the SPACE bar.
Add float Methods/Procedure

• Click and drag the `this.adultPerson` move programming statement into the Code Editor panel.

• Set the direction as Up 1.0 meters, duration to 1 second, and the animation style to Begin and End Gently.

• Drag a Do Together from the bottom panel below the Code editor and place it below the this.adultPerson move line.

Add float Methods/Procedure

• For the last line of code for the float procedure, click and drag a `this.adultPerson` move statement below the Do Together in the Code Editor.

• Set the direction as Down 1.0 meters, animation style as Begin and End Gently.

• The coding should look like the image below.

Add float Methods/Procedure

• In the Do together click and drag a `this.adultPerson` say statement. Type in “Wheeeee!!!” using a custom string. (no quotes)

• Click and drag a `this.adultPerson` turn statement from the Methods panel under the Orientation section.

• For the turn, set the direction to Left 1.0 meters, asSeenBy click and select `humvee` from the list, and set the animation style to Begin and End Gently.

Add float Methods/Procedure

• Click on the myFirstMethod tab at the top above the the Coding Editor.

• To add the float procedure to the myFirstMethod panel, go to the drop down panel above the Methods Panel and select ‘this’ from the list.

• You should see the float procedure listed. Click and drag it to the Code Editor under the last line of code.

• Test your animation, press Run.
Add a rideHumvee Method/Procedure

• Just like we did with the float procedure, we are going to add procedure for the astronaut to get into the humvee to get ready to ride in it.

• From the Class drop down menu, select ‘Scene’. It is the area where we need to build the rideHumvee procedure.

• Select Add Scene Procedure from the list.

• Name the new procedure rideHumvee.

Add a rideHumvee Method/Procedure

• From the ‘this’ drop down menu, select this.adultPerson from the list.

Add a rideHumvee Method/Procedure

• Click and drag the this.adultPerson moveTo programming statement into the Code Editor. See settings below.

• Add a this.adultPerson move statement under the previous moveTo statement and use the settings listed below.

• Add another move statement and use the settings below.

• Add a this.humvee getFrontLeftDoor turn statement and use the settings below.

• Check your coding, it should look like the image below.

Add a rideHumvee Method/Procedure

• Add a Do Together as shown below. This part of the procedure will have the astronaut getting into the humvee. You may need to adjust the settings in order to get the astronaut driver in place.
Add a rideHumvee Method/Procedure

• These last lines of code close the door to the humvee, and set the vehicle to the astronaut so when the humvee moves, the astronaut moves with it, thus making the procedure complete.

• Full code should look like the image below:

| This.venue | Procedure | Turn | Direction | LEFT | -0.25 | Turn | animationStyle | '00000000' | END | GENTLE | | addText | |

Add the rideHumvee Procedure

• Click on the myFirstMethod tab at the top above the the Coding Editor.

• To add the rideHumvee procedure to the myFirstMethod coding panel, go to the drop down panel above the Methods Panel and select ‘this’ from the list.

• You should see the float procedure listed. Click and drag the rideHumvee to the Code Editor under the last line of code.

• Test your animation, press Run.

Pulling it all together – Add arrow keys to move humvee around the scene

• To add the arrow keys to move the humvee around the scene.
• Click on the Initialize Event Listener tab above the Code Editor panel.
• Click on the Add Event Listener button.
• Select Keyboard and then addObjectMoverFor and humvee from the list.
• This adds the ability to move the humvee around the scene using the arrow keys.

Pulling it all together – Add arrow keys to move humvee around the scene

• Before we run our animation, we need to have the camera stay with the humvee as it moves.

• From the ‘this’ menu, click the down arrow and select this.camera from the list.
Pulling it all together – Add arrow keys to move humvee around the scene

• Find the vehicle section in the Method Editor panel, and click and drag `this.camera setVehicle` statement to the Code Editor panel just above the `rideHumvee` code.

• Select `this.humvee` from the list to set the camera’s vehicle to the humvee.

• Now, test your animation, press the `run` key.

Check your work

• Your final code for `myFirstMethod` should look like this:

```
this.adultPrint: say("Hi, hello, move me before..."); sayDuration("2.0"); adddetail();
```

Press Run again to test out your world.

Pulling it all together – Adding instructions

• Now, drag an `astronaut say` method at the bottom of your code and just above the `rideHumvee` programming statement. Select and click on Custom `textString`. Type in, “Now press the arrow keys to see me move, and to drive me around.” You may change the text as long as it give the correct instructions. Change the duration on the command to make the speech stay on the screen longer. To do this, click on `add detail`... on the `astronaut say` line of code, then choose `duration`, `other...`, and then type in 4 or 5.

Notes for later

• If you later want to unglue the astronaut from the humvee, set the `vehicle` property of the astronaut from humvee back to ‘this’. Don’t forget to make the astronaut stand back up. Just reverse the coding you used to make the astronaut sit in the first place.

• If you later want to un-glue the camera from the humvee, also set its `vehicle` property back to ‘this’.

• Adding `delay statements` helps control the flow of the animation. Sometimes it just needs to slow down a bit.
And now for some fun...

• Let’s make a new introduction for our animation...

• First, you will need to have a 15 – 20 second mp3 audio file ready to go. Download one legally from the Internet. Have it ready on your desktop.

• Click on the myFirstMethod tab.

• From the ‘this’ drop down menu above the Methods panel, be sure to select ‘this’ from the menu.

• From the Control Tiles below the Code Editor, click and drag a doTogether command to the top of the coding in the code editor.

SAVE OFTEN!!!
And now for some fun...

• Your introduction code should look like the following:

```java
ThreadUtilities.doTogether (i-> {  
  this.playAudio (new (AudioSource) (Opening_Remastered.mp3), 5.0); 
  if (i == 0) 
    this.camera.moveAndOrientTo ((this.astronautHeadShot) (add detail!)); 
    this.camera.moveAndOrientTo ((this.astroshuttle) (add detail!)); 
    this.camera.moveAndOrientTo ((this.humveeView) (add detail!)); 
    this.camera.moveAndOrientTo ((this.startView) (add detail!));
});
```

Congratulations! You have just made your first Alice world. There are many more things that you can do with Alice, so keep exploring it!