

### 1: Alice (software) - Wikipedia

*This video is part 1 of a basic introduction on how to use functions in Alice 3. (version ). This video is a reprisal of the Alice 2 functions tutorial "How Tall Are You?"*

Downloading, Installing, and Running Alice Using a flash memory stick Alice can even be stored on and run from a mbyte USB flash memory stick if you are inclined to do so. Then you can easily transport it from one computer to the next. Of course, this will slow things down a bit at load and run time. The installation of Alice on a Windows XP computer is very straightforward. No formal "Windows Installation" is required. All you need to do is to download a zip file from the Alice website see Resources and extract its contents into a directory of your choice on your hard disk. Alice for the Macintosh Alice is also available for the Macintosh. If so, then you should be able to use the tutorial lessons in this series to learn programming fundamentals using Alice regardless of your operating system. Once you have extracted the files from the zip file, you double-click on one of two executable files to start Alice running more on this later. As of the time of this writing, you can download Alice 2. Download and save the zip file As of the date of this writing, you will download a file named Alice. However, the size of the downloaded file may change over time as the folks at Carnegie Mellon update the software. Save the file somewhere on your hard disk. Extract the files from the zip file As mentioned earlier, you should extract all of the files from the zip file into a directory of your choice, being careful to maintain the directory structure that is incorporated into the zip file. This will produce a directory tree rooted in a directory named Alice with a total size of about mbytes small enough to fit onto a mbyte USB flash memory stick if you choose to put it there. The directory named Alice will contain at least two files and at least one directory. The name of the directory is "Required". The names of the two files are: My experience with Alice. I finally tracked the problem down to a problem regarding Iomega zip disk software at the following URL: I do have the Iomega software installed on my laptop. When I implement the second workaround described there kill the Imgicon process I am able to run the file named Alice. Start Alice running You will start the Alice programming environment running by double-clicking on one of the two files listed above. As I understand it, the file named Alice. Also see the information about Iomega software in the sidebar. Run one or the other of the two files You should first try double-clicking on the file named Alice. If that seems to work OK, use it. If not, double-click on the file named SlowAndSteadyAlice. That should cause the Alice environment to start running, producing a flash screen showing the Alice image shown in Figure 1. You will need to go to http: Creating an icon on the desktop Once you have determined which of the two startup files is appropriate for your computer, you may want to create an icon on the desktop and link it to that file. From that point forward, you will be able to start Alice running simply by double-clicking the icon. To create the icon on the desktop, right click on the appropriate file in a Windows Explorer window. This should produce a popup menu. Point your mouse at Send To and hover there. This will produce another popup menu. Select Desktop create shortcut from that popup menu. This should cause an icon to appear on your desktop with the face of the image shown in Figure 1. When things go right When things go right when you double-click on the file name or on the icon, you should see a flash screen containing the Alice image shown in Figure 1. Be patient The flash screen may remain on your computer screen for quite awhile, so be patient. After awhile, you should see a screen image similar to that shown in Figure 2 in the center of a full-screen version of the image shown in Figure 3. The Alice development environment screen Figure 3 shows a greatly reduced version of the screen that you will use to develop your Alice programs also known as worlds. This screen is sometimes referred to as the program edit screen, as opposed to the scene edit screen, which you will learn about in future lessons. Stated differently, the Alice development screen can be switched between a program edit mode and a scene edit mode. The Alice development environment screen. Testing your installation When the welcome screen shown in Figure 2 appears, select the Examples tab. This should cause the screen to change to that shown in Figure 4.

### 2: Alice FAQ / Download And Install

*Adventures in Alice Programming. These tutorials are written assuming no previous experience with Alice version 3. There are no pre-requisites to these tutorials.*

Posted by dhemer The Alice 2. The other advantage of these objects is that they include a number of predefined animations, including a walking animation, together with several other animations. The heBuilder and sheBuilder classes can be found in the gallery: The builder classes then enable you to build custom characters, by selecting various features. The interface is fairly straightforward, and is like the character builder for the Wii not as many options though. Once you have created a custom character, you can then make use of the pre-defined methods. The following video tutorial demonstrates how these methods can be used. To get the character to walk forward we combine the walking animation with the move forward method. Walking while key is pressed Programming the character to walk when the key is pressed is fairly straightforward and is described in the video shown above. However programming the character to walk while the key is pressed is not so easy. This is because the while key is pressed event stops executing the code that it executes while the key is pressed as soon as the key is released. This is problematic for the walk method "terminating the method mid-way through leads to this execution. What we need is some way to finish executing the code in the walk method. To do this we introduce a simple two-state finite state machine. The states for this FSM are walking and idle. Whenever the FSM is in the walking state, we run the walking animation. Whenever the FSM is in the idle state the walking animation is not run. To represent the state we use a boolean valued variable, called walking. The variable is true when the FSM is in the walking state and false otherwise. If there were more than two states we would need to represent the state in another way "perhaps using a string. At the beginning of event we change the walking state to true. This triggers the walking animation action. During the key press event the character moves forward. At the end of the key press event the walking state is changed to false. At this point the walking animation action is stopped, but not until the code for the current call is completed, thus avoiding the termination of code mid-way through. Ok, that is probably all a bit convoluted, so lets go to the video.

### 3: Training | Self-Study

*Alice Version 3 Tutorials Summer Note: These are tutorials for Alice Version 3. If you are looking for the tutorials for Alice Version 2, a completely different version of Alice, [click here](#).*

This issue is all about projects kids and anyone with time on their hands can work through to have fun and learn basic computer programming and computer science. Alice is an education programming language which makes it easy for people to create 3D animations and videos as they learn fundamental programming concepts. There are lots of Alice tutorials online and video examples and lessons on YouTube. This short Oracle Academy lesson overview video shows the basics about how to create animations with Alice: The full lesson is linked below and worth time to work through. You can see in this simple Alice tutorial there are no syntax and punctuation rules to hassle with as you create an animation. Yet Alice makes it easy to define all the parameters you would normally define with code. In this way, you get the best of both worlds as you start to learn programming. Alice also makes an interesting contrast with Codea, the iPad application where you create video games through a mix of a professional language Lua , an intuitive code editor, instant feedback to test your code, and lots of tutorials and reference guides to learn more. Alice provides similar capabilities except through a block programming interface where you drag blocks, configure them, then reorder blocks as needed to get your animation to do what you want done. Unlike Codea, however, the Alice interface and Scratch, another block programming language makes it difficult to make mistakes. So Alice is a great stepping stone to Codea which is geared towards people interested in programming, video games, and tinkering with actual code. Alice also has proven to be interesting to young women and under-represented groups in computer science. The focus on storytelling, on a visual interface, on a fairly simple way to set parameters and make Alice work, all of it appeals to people who are shy about using technology. Alice helps people realize computing is more about human creativity and how we interact with people than machine-coding. Then look at tutorials and the user guide on the Alice. Then look at the Oracle Academy course and other tutorials, many linked at the end of this article. Alice is free to download and use. The interface is fairly easy to figure out, especially if you watch introductory videos. To read the full article, subscribe today to read the rest of this article PLUS the links from this story. Subscribers support independent research and writing, as well as daily operations. Subscribers also help keep this magazine free of annoying ads. Did you learn something new about computer science or coding from this article and the links? If so, please subscribe today.

### 4: Alice Programming Tutorial, by Richard G Baldwin

*4th Video in the Alice Classroom Series. This videos covers how to use for loops, A.K.A Count Loops to repeat blocks of code, and create cleaner code. Loops are one of the main techniques in.*

This tutorial is geared for beginners with the software. I will show how to create a model in Maya, export it into 3DS Max for some tweaking, and then import it into Alice. You can create character models in 3DS Max as well - which program you choose to use is a personal preference. Alice can be downloaded for free from [www.alice3d.com](http://www.alice3d.com). In addition to that you will need a 3-button mouse for some of the programs. In Alice, each character has subparts that you can move in an animation. Each subpart is a separate piece of geometry. Here is an image of a wireframe version of that same model. Setting up To start, open up Maya. Make sure you are in Polygons mode before starting. If you do not have the above setup, click on the button on the left panel of the screen. Then click in the middle of the grid in the top viewport and drag to the right. This creates the circumference of your cylinder. Release the click and then click again and drag upwards to give the cylinder its height. This will be the torso of your character. Now go to the attributes editor on the top right of the window and click on the polyCylinder1 tab. Change Subdivision Axis to 8, and Subdivisions Height to 4.

**Navigating Viewports** To make one viewport take up the entire screen, press the spacebar while the mouse is over that viewport. To go back to viewing all 4 viewports, press the spacebar over that viewport again. To move around in a viewport press the alt key with different mouse buttons. Pressing the alt key with the right mouse button will rotate the camera. This can only be done in the perspective viewport. Pressing alt and the middle mouse button will move the camera left, right, up and down, and this can be done in all of the viewports. Scrolling with the middle mouse button will zoom the camera in and out of the viewport. This can also be done in all of the viewports. In addition to moving the camera around, you can change the display of the geometry. Pressing the 4 key will show the wireframe view, pressing the 5 key will show a shaded view, and pressing the 6 key will show textures as well. To unselect everything selected, click off of the selection.

**Manipulating geometry** To move the cylinder, press the w key, then click and drag on the cylinder. It will move according to the viewport you click in – if you move it in the top viewport, it will move on the xz plane. If you move it in the front viewport, it will move it in the yz plane. And if you move it in the side viewport, it will move it in the zy plane. If you move it in the perspective viewport, you will move it in the plane perpendicular to the direction of the camera. In order to scale the geometry, press the r key. Notice a different gizmo appears on it. To scale the object, click and drag on one of the boxes. If you click on the green box, it will scale it in the y direction, the blue box will scale it in the z direction, and the red box will scale it in the x direction. The box in the middle will scale it in all 3 directions, and after clicking on a box it will turn yellow. To rotate the geometry, press the e key. Rotating is similar to scaling and moving, just click on a colored line and drag it to rotate the object. In addition to manipulating the geometry itself, you can manipulate the vertices in the geometry using the same shortcut keys. To do this click on the subobject button at the top and make sure the vertex button is pressed. Now the pink things on the cylinder are the vertices. You can select them by clicking on them or dragging a box around them to select multiple. Note that if two vertices lie on top of each other with respect to your viewing angle, if you drag a box around them then both will be selected while if you click on one of them only the top one will be selected. Now scale the object up in the y direction and down in the z direction by going back into object mode and scaling it. Next move the vertices to give it a shapely figure. You can do this by going back into subobject mode and dragging boxes around rows of vertices, then scaling them inward. Scale the vertices toward the center of the cylinder inwards. The end result should look like this. Now the torso is modeled. Next create legs in a similar way. Set the Subdivision Axis to 10 in this one and Subdivisions Height to 3 the same way you did for the torso. Move it around so it is in the correct spot of a leg, then scale the vertices so it takes the shape of a leg. You may need to move the individual vertices at the top so it matches up with the torso. Putting the perspective view in shaded mode press 5 while mouse is over view may help while doing this. The bottom portion of the leg is modeled similarly. Create a cylinder, move it, then move the vertices so it takes the correct shape. Set the Subdivision

Axis to 10 and the Subdivisions Height to 3 in this one as well. Next create the arm. Set the Subdivision Axis to 10 and the Subdivisions Height to 3 and make sure the top vertices match up with the top of the torso. Create it in the top viewport in the Attributes Editor, click on the polyCube1 tab and change the Subdivisions Width to 3 and the Subdivisions Depth to 2. Next go to subobject mode and move the vertices to resemble a foot like so: Next place it where the foot should be. To create the hand, you can duplicate the foot and change the vertices to resemble a hand. The duplicate will appear in the same spot as the original so you will need to move it to reshape it. Next place it and the result should look like this To create the neck, create a cylinder with Subdivision Axis set to 6 and Subdivision Height set to 2. Scale in the middle set of vertices and move it to the top of the torso. Also, shape the top of the torso so it has a rounded top for the shoulders. Make sure the Subdivision Axis is set to 10 and the Subdivisions Height is set to 6. Rotate it so that the pole is in the position of where the nose should be and move the vertices so it roughly has this shape. To give her hair, select the bottom back faces of her head and extrude them. To do this, go into subobject mode and instead of having the vertex button pressed, click on the face button. Now all of the faces on the object selected, the head, will have a blue dot on them. Notice there is a blue circle sticking out of the gizmo, click on that. This changes the orientation of the extrude from local to global coordinates. Next move them down and away from the head by clicking on the arrows. Now you can shape the head to accommodate the hair better by moving the vertices. We are almost done modeling the character. The only thing left is to put spheres at the end of the joints so when the character moves the joints there will be no holes and to then mirror the arm and leg.

### 5: ietha blog: PEMBUATAN 3D ANIMASI DENGAN ALICE

*Edited for Alice 3 use and Part 3,4 added by Anh Trinh July Introduction and Set-up This tutorial will demonstrate how to create a simple quiz using the three different.*

You have learned the basic movements in the Begin to Program tutorial Now we will see some more procedures available under the methods panel. You can also make custom procedures using these built-in methods. Here we have the object cheshireCat selected in the object tree. The turn procedure turns the objects on their center point to left, right, forward and backward. When turn procedure is used, the object sense of forward will change accordingly. The roll procedure rotates or rolls the objects on their center point to left or right ie. See the turn procedure used below to turn the boy to face the girl. A full turn of degrees can be achieved by providing the value 1. Both the turn and roll procedures can be applied to an entire object or a part of the object. Both these procedures will look similar to the turnToFace procedure if you try it with two objects at the same level. The difference will more clear in a scenario given below where we have applied both turnToFace and pointAt to the body part - right shoulder. Say is used to show the objects speak. A speech bubble will appear with the text you have provided. Think works similarly, but a thought bubble will appear with the given text. Resizing an object The objects can be resized at runtime using the following procedures. When you set any of the three dimensions, the object will be resized proportionately. The size boy in our example above can be increased by the following procedure. Vehicle Property or setVehicle Procedure Any object in Alice can be set to act as the vehicle of another object. When you set an object as the vehicle of another object both objects are synchronised and when the vehicle moves the other object will follow the same movement. An object cannot act as a vehicle for itself and two object cannot have a reciprocal vehicle relationship. The vehicle property will be useful in the scenarios like a person riding a vehicle or horse or a pet follows its master. An object can be set as the vehicle of the camera so that the camera will follow the object when it moves. Practice these procedures to get an idea of how they work.

### 6: Alice – Tell Stories. Build Games. Learn to Program.

*Tutorials for Grades NOTE: These tutorials are OLD. The new tutorial page with example worlds, tutorials and videos is here. These tutorials were developed from an Alice workshop held in summer*

While you can still download Storytelling Alice at <http://www.cmu.edu/~alice>: You can download the most recent version of the Alice software and access the latest tutorials at <http://www.cmu.edu/~alice>: Storytelling Alice from Carnegie Mellon University is an exciting 3-D computer programming environment that allows you to create your own animated stories and video games which you can share with your friends and family. If you can use your mouse to drag and drop objects on the computer screen, you can create a computer program to animate characters on the screen. This help guide will walk you through how to download Storytelling Alice, as well as how to use many of the features you will need to create your own animations. The Storytelling Alice files are compressed zipped into a small file, so you must "unzip" the files so you can access them all. You should be able to right-click and find a command to unzip the files such as "extract to". If you are unfamiliar with zipped files, have an adult help you with this step. Once the files are unzipped, click on the Alice icon. This launches the Storytelling Alice 3-D programming environment. You will get a pop-up that asks you to run Storytelling Alice. Click on the Run button. Be patient, you might have to wait about 10 seconds for Storytelling Alice to launch. Once the environment is launched, a Welcome to Alice panel will appear on the screen see Figure 1. Close this panel by hitting the Close button, located to the lower right. You will now see just the Storytelling Alice interface, shown in Figure 2. The Welcome to Alice introductory panel. The Storytelling Alice interface. See Figure 3 to look at the different areas. Table 1 below describes each area in more detail. The five areas in the Storytelling Alice interface. Areas in the Storytelling Alice Programming Environment Available Actions in Each Area Objects Area Contains a list also referred to as the Object Tree of the character objects, scenery objects, and camera positions that are available in the scene that you can choose in the Scenes window. The tree starts with all of the objects in the world. You can click on an object from the world if you wish to get more details about that object. Scenes Area Shows the different scenes of the animation and your world. If your animation has several scenes, you can access all of the scenes from this area. By clicking on the green Add Objects button not the "add new objects" button in the Objects area, you can add characters also called objects to your scene from an online gallery and manipulate their positions. Events Area Tells Storytelling Alice which part of your animation to execute or run. It also allows events or actions to execute based upon user input, such as clicking the mouse on an object or character in your scene. When you click on an object in the Object Tree, the actions or methods that object can perform are listed here. Editor Area Allows you to put together what you want to have happen in your animation or movie in Storytelling Alice. This is where you will add the instructions to create your animation. The name of the main tab in the editor area is "World. Each area of the Storytelling Alice environment is described above. To learn more about these five areas, and to learn how to get started creating your animation, run all three of the tutorials that are available to you in Storytelling Alice. You should first go through the tutorials in order. But once you have gone through all three and as you want more information on a certain topic, you can pick the tutorial that you would like to review. To get to the tutorials, click on the Help menu, located at the upper left of the screen on the toolbar, as shown back in Figure 2. Then click on Tutorials. This will get you back to the Welcome to Alice panel shown in Figure 1, above. Click on the tutorial that you wish to view. Once you have finished the tutorials, try to make a quick and simple animation to get an idea of how Storytelling Alice functions. First choose the world in which your animation will be set. Go back to the Help menu on the toolbar and click on tutorials again. This will bring you back to the Welcome to Alice panel. Click on the Templates tab. You will see the panel shown in Figure 4. For a quick example, click on the dirt scene, then click Open. This scene will be the world in which this first simple animation will be set. Pick a scene from this panel. Now you have an empty background for your animation. Time to add characters and scenery! Click on the green Add Objects button to add scenery objects and character objects to the dirt scene. You will have a choice of entering the character gallery and the scenes gallery. Click on the scenes gallery and look through the choices. In Figure 5, you can see mixed and matched

scenery objects from the Egypt scene Sphinx and pyramid and from the City scene buildings. For example, if you need to turn your character object around, then click on the third button from the left the face with the arrow going around it and then go back to the Scenes window and click and drag on the object until you have it positioned to your liking. The start of a new animation in Storytelling Alice. Go to the character gallery and choose the Big Bad Wolf from the Scary characters. The Big Bad Wolf will then drop into the scene. You can use the buttons to the right of the Scene Window to position him. Once you are done adding objects to the scene, go ahead and click the Done button located toward the right of the screen. This will get you back to the Storytelling Alice interface. You can go back and add objects to your world by clicking on the green Add Objects button at any time during the creation of your animation. Notice that all of the character objects and scenery objects in your world are listed in the Object Tree, located at the top left of the interface. This list describes all of the actions or methods that the Big Bad Wolf can perform or execute. This line of instruction in the editor area is called a method call. Once you drop it into the editor area, you will be asked to choose what the Big Bad Wolf should say. You can choose from "Hello," "Goodbye," or something of your own choosing. You can also choose the font size, the font color, and the duration length of time the text will appear on the screen by clicking on the "more" button. Figure 6 depicts a Big Bad Wolf method call that is in place in the editor area, with two drop-down menus. Dragging and dropping a Big Bad Wolf method. A method can be a single method or it can be a group of methods strung together that get an object to perform an action. A method call is when you direct a character to perform a method or action. To execute the method calls that are in the editor area, simply click on the Play button located at the top left, just below the toolbar. A separate window will open and executes the list of method calls from the editor area in order. Close the window when the animation is complete and then go on to the next step. Add more method calls to the editor area to see how your objects act. As you drag and drop methods to the program, you will notice a green line in the editor area that denotes the location of where you are dropping the method. Use the line to make sure that the method is going in at the correct location. Figures 7 and 8 show the results of a slightly more complex list of method calls. A more complex list of methods is shown in the editor area. This pop-up window shows that the Big Bad Wolf huffed and puffed and the pyramid starts tumbling over! At this point, you have enough information to start on your own animation. The list of method calls shown in the editor area in Figure 8 show a Do Together construct and a Loop construct. You can access these constructs, as well as others, from the toolbar just below the editor area. Simply drag and drop them where you need them in the editor area. Table 2 below describes all of the available constructs. This can be used to create complicated actions like blinking. Do Together Allows you to have Storytelling Alice perform two or more method calls at the same time. To learn more about the Do Together construct, refer back to tutorial 2 with Trevor and the Ogre. Using "If," if a certain condition is true or false, depending on how you set up the construct, then Storytelling Alice will perform the method call s that you request. Using "Else," if the condition is false or true, depending on how you set up the construct, then different method call s will be performed. You can choose to have no method call s listed in the Else part of the construct. Loop Allows you to have an object perform one or a list of method calls repeatedly for a specified number of times. In the example shown in Figure 7, the Big Bad Wolf object performs the huffandpuffandBlow method three times using the Loop construct. Refer to the first example, basketball, to learn more about loops. See step 20, below, to learn how to access the Storytelling Alice examples. While Keeps executing a method call or a block of method calls while a condition is true or false depending on how the condition is written.

### 7: Alice Character Tutorial

*Alice also makes an interesting contrast with Codea, the iPad application where you create video games through a mix of a professional language (Lua), an intuitive code editor, instant feedback to test your code, and lots of tutorials and reference guides to learn more.*

Merupakan contoh "contoh hasil dari pembuatan program alice - Open a world: Merupakan tool untuk membuka program yang sudah pernah dibuat dan disimpan dari alice Contoh salah satu pembuatan program dengan alice: Objek yang berhubungan dengan Taman Hiburan o Animals: Objek yang berhubungan dengan Hewan o Beach: Objek yang berhubungan dengan Pantai o Buildings: Objek yang berhubungan dengan Bangunan o City: Objek yang berhubungan dengan Kota o Controls: Objek yang berhubungan dengan Kontrol o Egypt: Objek yang berhubungan dengan Mesir o Environment: Objek yang berhubungan dengan Lingkungan o Fantasy: Objek yang berhubungan dengan Fantasi o Farm: Objek yang berhubungan dengan Pertanian o Furniture: Objek yang berhubungan dengan Furnitur o High School: Objek yang berhubungan dengan Sekolah o Holiday: Objek yang berhubungan dengan Liburan o Japan: Objek yang berhubungan dengan Jepang o Kitchen: Objek yang berhubungan dengan Dapur o Lights: Objek yang berhubungan dengan Lampu o Math: Objek yang berhubungan dengan Matematika o Medieval: Objek yang berhubungan dengan Abad pertengahan o Musical Instruments: Objek yang berhubungan dengan Alat " alat musik o Nature: Objek yang berhubungan dengan Alam o Object: Objek yang berhubungan dengan Samudera o Old West: Objek yang berhubungan dengan cowboy o Park: Objek yang berhubungan dengan Taman o People: Objek yang berhubungan dengan Orang o Roads and sign: Objek yang berhubungan dengan Robot2 o Shape: Objek yang berhubungan dengan Bentuk o Skate Park: Objek yang berhubungan dengan Taman Skate o Space: Objek yang berhubungan dengan Ruang angkasa o Special Effect: Objek yang berhubungan dengan Efek Khusus o Spooky: Objek yang berhubungan dengan hantu o Sports: Objek yang berhubungan dengan Olah raga o Vehicles: Objek yang berhubungan dengan Kendaraan o Visualizations: Objek yang berhubungan dengan Visualisasi o Create 3D Text: Membuat tulisan 3D Berikut tampilan objek2 yang tersedia di program alice: Masukkan objek dengan di drag objek2 yang diinginkan ke template, lalu klik DONE seperti tampilan berikut: Lalu untuk objek tersebut digerakkan, klik objek yang dituju, maka akan tampil metode untuk menggerakkannya. Menggerakkan Alice, klik alice, lalu di methods, pilih metode yang diinginkan.

### 8: How to Get Started Downloading and Using Storytelling Alice

*7/3/ 3 5 The Alice Tutorials (continued) Go through the tutorials to learn the basics of Alice Alice in Action with Java 6 Program Design.*

Whether you want to play an interactive game, tell a compelling story or prepare a video for the Web, Alice is all you need. The program is meant for people interested in learning the basic concepts of object-oriented programming. If you want to train as an animation designer, then this is the tool you need for your initial exposure because it will make the learning process simple and enjoyable. Using Alice The Welcome dialog box allowed us to choose a template for our project scene. Once we had chosen our preferred scene, it was displayed on the upper left corner of the program window while the Code editor panel was on the right. The Control tiles panel and Methods panel were on the lower right and lower left of the display respectively. All the tiles in the Methods panel represent methods, which are actions an object performs. The methods for display are grouped into three tabs: Procedures Functions Properties On the other hand, the tiles in the Control panel represent statements used to organize and manage information and instruction. The tiles generally specify the appropriate order of performing methods. We found it convenient to use the comment and variables tiles. We created statements for programs by dragging control tiles and methods into the Code editor. The programs are what animate objects. Clicking the Setup Scene button allowed us to access the Scene editor, which displayed the Gallery and Scene Setup panels. That was where we added and arranged objects in our scenes. The Gallery contained many 3D models that we selected to create desired objects while the Scene Setup panel enabled us to change various object properties such as color and size and then position them in the scene. Alice makes it easy to toggle between Scene and Code editors because each displays a button for the other editor. Setting Preferences Alice disables nearly all preference options at first, with only the first two preference items in the Gallery being enabled. The code editor displayed only one tab when we first launched the program. However, we had the option to set our own preferences by selecting the Preferences tab under the Window menu. We could even set a combination of preferences to suit our needs. The settings chosen determine the appearance and feel of the 3D programming environment. Verdict Alice provides an intuitive 3D programming environment that makes it easy to create simple video games and animated movies. It allows users to create programs that animate desired objects. We found that creating a program was as easy as dragging blocks of code and piecing them together, which removes technical hurdles that many new programmers struggle with. While the user interface may appear sketchy for experienced users, it actually makes things simple for learners. Research shows that many people are visual learners, and Alice provides a unique opportunity to learn programming visually. Whether you want to be a professional animation designer or create animations for fun, Alice will fulfill your needs. Although Alice started as a PC-only program, it is currently also compatible with both Linux and Mac. Software Product Description Alice is an innovative 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web.

### 9: Alice Tutorials: Computer Programming in 3D: Alice Tutorial Part 5: More Programming in Alice

*Alice Tutorial 3. Opening Tutorial3.a2w. Please follow your tutor's instructions for opening Tutorial 3. Now that you have opened Tutorial 3 you can see a familiar face as well as a new one.*

*Great casseroles! Soldiers and Sailors Civil Relief Act and veterans reemployment rights The Poems And Plays Of William Vaughn Moody Modelling database dynamics Introduction vii Christopher Columbus Bile acids and oesophageal adenocarcinoma (OA) House for pigs and people = Reflections on womens crime and mothers in prison : a peacemaking approach Polly F. Radosh Memperkecil ukuran size Sightings of Loretta Night of the Comanche Moon 9-12 months: exploring new tastes The untethered soul book Unraveling of America Glow in the Dark Sex Coupons Educating homeless children The gift of a lowly thorn Managing People (Managing Universities Colleges: Guides to Good Practice) Contemporary Germany. Sample of a business plan for a restaurant Inverse laplace transform tutorial Heart of Darkness (Large Print Edition) Shining star intro book Boolean algebra cheat sheet The boy from the basement Echoes from Theocritus. A measure of fame Modicon tsx micro manual Impoundment control-Presidents second special message for FY 1994] The weasels adventure MasteringAutoCAD2005 and AutoCAD LT2005 The nature of the temptations A double-barrelled ghost Exploring the Fingerboard The place of art in art criticism. Water cooled condenser design Tallgrass Prairie National Preserve U.S. border security Abnormal psychology the science and treatment of psychological disorders A vegetarian sourcebook*