

## How to Save and Retrieve Your World

You will be prompted automatically to save your world every 15 minutes. Or you can simply go to File> Save World As and name it something appropriate in the pop up box.

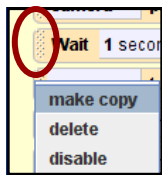
Retrieve your world in either the Recent Worlds or Open a World tab in the opening screen.



## How to Undo and Delete Objects and Commands

If your ground suddenly disappears, use the Undo button next to the Play button at the top left to restore it. You can Undo several changes.

Right mouse click on an object and select Delete. Or, you can drag it to the Trash Can at the top of the screen.



Code can be copied, deleted or disabled by right clicking in the dotted area to the left of the command and making a selection.

More options are available for some commands.

## Animation Using Alice 2.2



## Quick Reference Guide

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## What is Alice?

Alice is a free animation program that allows users to create a 3-D world in 2 dimensions and then use object-oriented programming to bring it to life with movement, dialogue and sound.

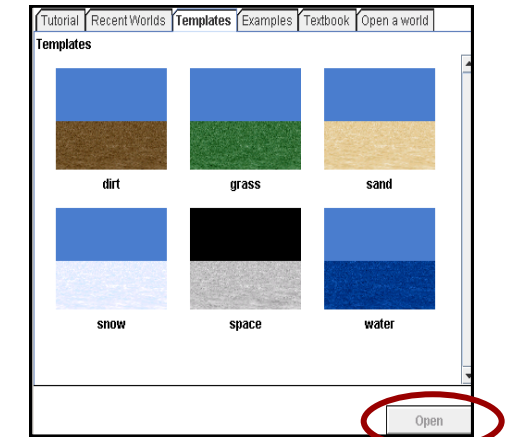
Although Alice was originally created for use by college students, it has been used successfully with elementary, middle school, high school and special education students.

**Alice is made available, free of cost, courtesy of Carnegie-Mellon University.**

To learn more about Alice and to find tutorials and teaching materials, visit <http://www.alice.org/> or <http://www.cs.duke.edu/csed/alice/aliceInSchools/>

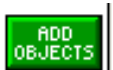
## Getting Started

Decide what kind of world you want to create. Dirt, grass, sand, snow, space or water, then click Open.



Click the green Add Objects button.

Decide what objects you want in your world. All Objects— people, animals and things— are grouped into galleries like Animals, Egypt, Fantasy, High School, People, Special Effects, Space, etc.



Move between the LOCAL or WEB gallery by clicking on the Home key.



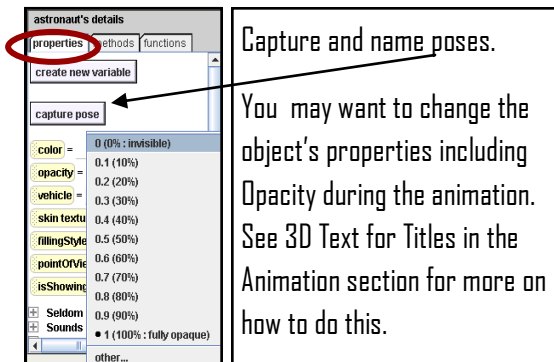
## Setting up Objects

Use He-builder and She-builder at the end of the People gallery to create custom characters with enhanced functionality. These have additional code already programmed for actions such as happy, angry, walk and confused that can be used in animations.

Use the control keys on the top right to move and resize the objects in your world. Objects can be turned, raised or lowered, etc. If you click the "affect subparts" box, you can set the pose of your people and animals.



Use the Properties tab to make objects invisible, change their color, capture poses, etc.



## Adjusting the Camera

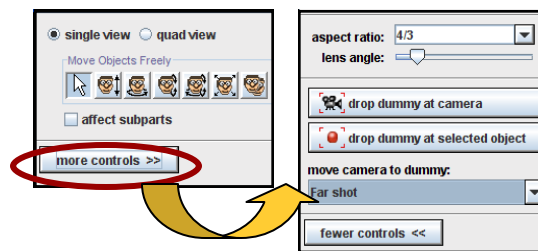
Adjust the camera as needed by using the arrow keys. Objects can 'pass through' your world and begin and end out of sight. Use the camera adjustments to position objects, then set the camera to frame the scene as you want the viewer to see it. Meanwhile, your objects are just outside the viewing area, ready to make their entrance, or for the camera to move to them.



Click Done when you are ready to move on.

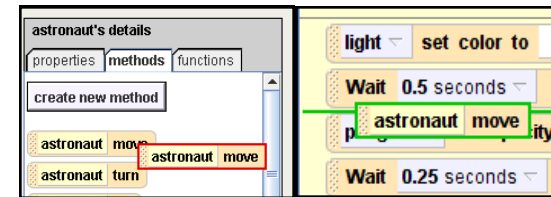
## Advanced Camera Techniques: Camera Angles and Dummies

Think of the camera as something to be moved, just like a character. Drop 'Dummies' as place markers for the camera to go.

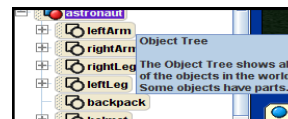


## Animation and Sound

Click on the name of the object you want to animate in the upper left hand side in the Object Tree area (just under the Play button). This opens a whole list of instructions below that can be used to animate an object. Drag the instruction from the left side (starts in red) to the area on the right (turns green when it is in the right area.)



Click on the + to break an object into parts.



Individual parts can be animated.

Press Play to view, and then debug, small sections of your movie. Continue once it is working properly.

Add more detail to commands by pressing the More button at the end of commands.

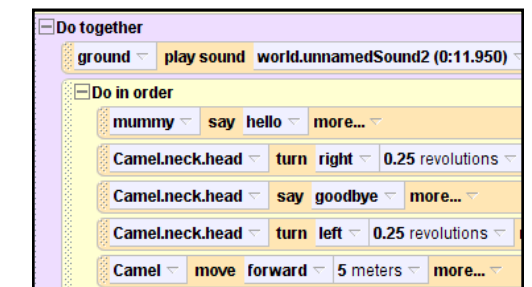


Details about how the action takes place can be modified, including: AsSeenBy, Style and Duration.

## Animation and Sound

Add sound by using the Play Sound command. Several options are here--record or import sound files. Use a program like Audacity to convert to a .wav file if they are in another format.

Add complexity by grouping commands. For example, the character can have dialogue appear on the screen at the same time as an audio recording of the sound, or a sound effect can occur at the time it should. Pull up the Do Together command from the bottom of the screen and drag any commands that should occur simultaneously. Also, parts of objects can move together using this command-for example: both sides of a gate can open.



Add 3D Text for Titles, and Credits. Use the Opacity selection in the Property area to make objects to appear ghostly, appear or disappear. Drag the new Opacity code to the instruction box.

