Announcements

• Assignment 4 is due tonight!
• Videos and online quiz for Tuesday
Q1. How do I setup an object marker for the bunny?

• Go to scene setup
• Select the bunny first!
• Add objectMarker
• Should see it on the bunny
Q2. How do I use an object marker?

• Use it just like a camera marker.
• Bunny moveAndOrientTo objectMarkerBunny
Q3. Consider the following

- Have 3 animals in an array named animals, and three object markers in an array called objectMarkers. They are in the order in the array as shown from left to right.
Q3: Suppose the animals have moved as shown. What does the mystery procedure do?
Q4. What does the following code do?

```
do in order
  this.panda move RIGHT, 1.0 add detail

do together
  this.panda move LEFT, 1.0 add detail
  this.panda delay 2.0

  this.panda turn RIGHT, 0.5 add detail
```
Q5 - How do you fix the code below so you only click on cow and moose for them to turn around?

- A scene has bear cub, cow, dalmatian and moose.
Q6 What does this event do?

- Every other time you click on the dalmatian, it says hello.
Class Today

• Make a simple game