CompSci 94
Camera Controls
September 9, 2021

Prof. Susan Rodger

Announcements
• Assignment 2 due on Tuesday, Sept 14
  – Storyboard
  – Alice program
  – Make a Video – talk about code, run
• How to Submit Assignment 2
  – Storyboard, Alice program, video ➔ Sakai
  – URL for Video ➔ Reflect form
• Coming—procedures for classes of objects, and properties.
• QZ06 due Tuesday by class time

Review – Parameters/Arguments
Write the **tortoise kick** procedure

• It has three parameters
  – `itemKicked` of type `Prop` – the item to kick
  – `direction` of type `moveDirection` – the direction for the `itemKicked` object to move
  – `howFar` of type `DecimalNumber` – the distance for the `itemKicked` to move

Review
Defining instruction, using parameters

• Defining the instruction

• Using the parameters in the `kick` code
Review
Defining instruction, using parameters

- Defining the instruction
- Using the parameters in the kick code

Review
Defining instruction, Calling instruction

- Defining the instruction
- Calling the instruction in myFirstMethod, pass arguments to parameters

Call second time with different arguments!
Q1. Camera Views

• How do you line up the animals in the front in a line?
• How do I make sure the animal behind the ogre is directly behind it?

Use 2D sideview for both

• Line up animals
• Move marchHare close to Ogre

Q2. Setup Scene

• What other views can you use beside Starting Camera View?

Q2. Setup Scene

• What other views can you use beside Starting Camera View?
  – 2D TOP view
  – 2D SIDE view
  – 2D FRONT View
  – Layout Scene View
Q3. Camera Markers

• How does one create a camera marker?
  – Move camera to location.
  – Click on add camera marker in scene setup
  – Give camera marker a name.

• How does one use a Camera Marker during animation?
  – Use camera with moveAndOrientTo instruction to change a scene.

Q4. More on Camera markers

• When do you add Camera markers?
  – LAST, after the objects are placed

• What do these buttons mean?
  A) Move camera to Camera marker
  B) Move camera marker to camera
  C) Select camera marker
Q5. Setting up a CameraMarker

• How does one setup camera for side view?
  – (give all the steps you would do)

Class Today

• Continue writing procedures with parameters
• Moving between camera views