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 item kicked 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
Review

Defining instruction, Calling instruction

• Defining the instruction

• Calling the instruction in myFirstMethod, pass arguments to parameters
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?

• How does one use a Camera Marker during animation?
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?

• What do these buttons mean?

A) 

B) 

C)
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)
Q5. Setting up a CameraMarker

• How does one setup camera for side view?
  – Using one-shots, have camera move to hare.
  – Then camera orientToUpright
  – Camera move up 1.0
  – Camera move right 6.0
  – Camera turn left 0.25
  – Use purple arrows to adjust view.
Class Today

• Continue writing procedures with parameters
• Moving between camera views