Q1: Review: Camera Markers
• When do you set up camera markers?

• I want to create three camera markers: initialView, topView, rightSideOfPigView. Which one do I create first?
Q2: Review: Camera Markers
• Why is it important to save the initial camera location before moving the camera?
  – The camera is facing the center of the virtual world. When you add objects by double clicking on them, they are always put in the center of the virtual world.
  – Camera markers can freeze your scene!
  – Setup a camera marker BEFORE moving the camera so you can get back to the initial view.

Q3: Classes and Objects
• Which one is the object?
  – object
  – class
  • An object is an instance of a class
  • The class defines the object
  • Then you can make lots of objects with the class.
Q4: Inheritance

• Which is a superclass of the other?
  – Quadruped or Bear?

  – Quadruped is a superclass – Bear, cow, etc are subclass of quadruped

• If you write a quadruped procedure, who can use it?
  – Any quadruped

• If you write a Bear procedure, who can use it?
  – Only a bear

Class Today

• Creating class procedures