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?
Q2. Setup Scene

• What other views can you use beside Starting Camera View?
Q3. Camera Markers

• How does one create a camera marker?

• How does one use a Camera Marker during animation?
Q4. More on Camera markers

• When do you add Camera markers?

• What do these buttons mean?

A)

B)

C)
Q5. Setting up a CameraMarker

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

![Diagram showing camera movement steps]
Class Today

- Continue writing procedures with parameters
- Moving between camera views