

CompSci 94

Classwork: Storyboards, Movement

August 25, 2020



Prof. Susan Rodger

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The Story

- The pig turns his head to look at the animal stack and turns it back and says “What’s up with that?” Then the white rabbit straightens up and moves to the ground. Then at the same time, the marchHare straightens up and the whiteRabbit moves over a little towards the pig. Then the marchHare moves to the ground. Then at the same time, the panda straightens up while the marchHare moves over a little. Then panda moves to the ground.
(continued)

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The story (cont)

- The falcon turns and looks at the bluebird. The falcon spreads its wings. At the same time the falcon flies just past the bluebird, the other four animals all turn to look at the tree. Then the falcon turns to the left and flies offscreen. The bluebird says “missed me!”

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1) Draw a storyboard

- Be sure to include a list of the objects in your world.

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2) Setting up the scene

- Pick the ground grassy desert
- Drag in these objects so they are in positions similar to the picture on the next page
 - Biped: pig, panda, marchHare, whiteRabbit
 - Props: bananaTree
 - Flyer: falcon, bluebird
- Put the bluebird near the top of the tree.
- To make the animal stack, you'll need to roll the animals with one-shots

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Here is the scene setup



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3) Code the story

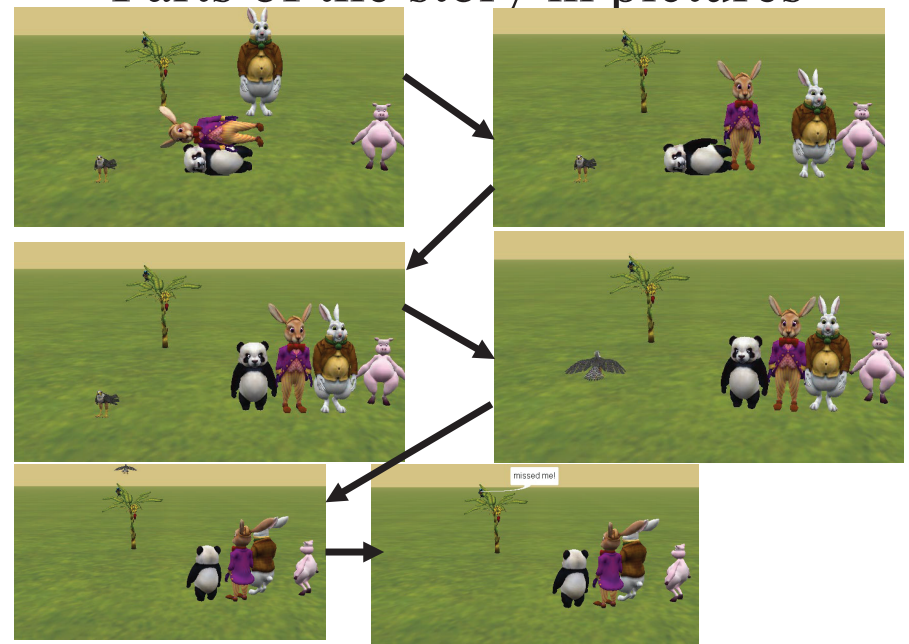
- The new instructions you just learned should be helpful, such as roll, move to, and pointAt.

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Parts of the story in pictures



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