

CompSci 94

Introduction to Programming Animation and Virtual Worlds

August 26, 2021



Prof. Susan Rodger

Review : How CompSci 94 Works

- BEFORE CLASS

- Watch Alice videos – 30-60 minutes
 - Build Alice project as you watch
- Take Quiz on Sakai – (turns off when class starts)

- IN CLASS

- Review Content from Videos
- Classwork: Write an Alice program
- Get Classwork checked off

- AFTER CLASS

- Complete work not finished in class – checkoff next class
- Assignments

Practice, Practice, Practice

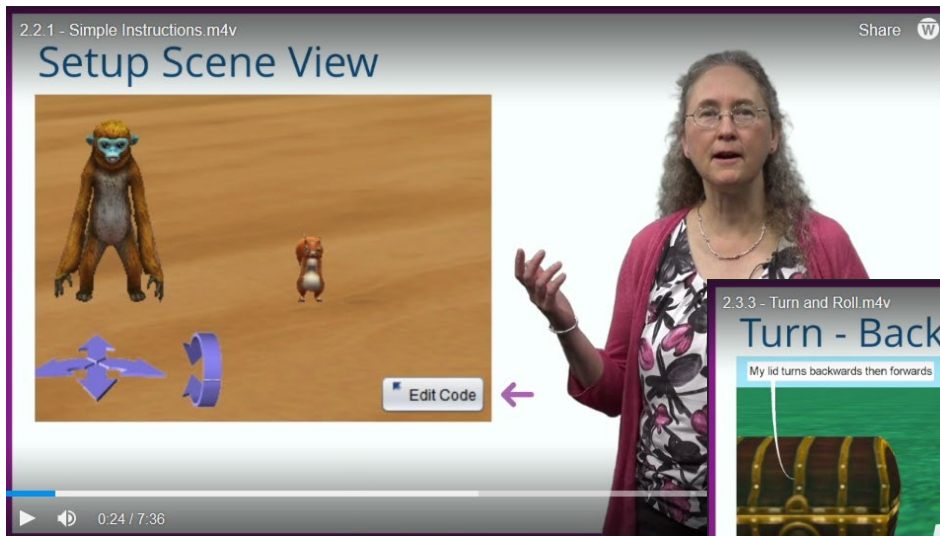
Don't get behind!!!

- Difficult to catch up...

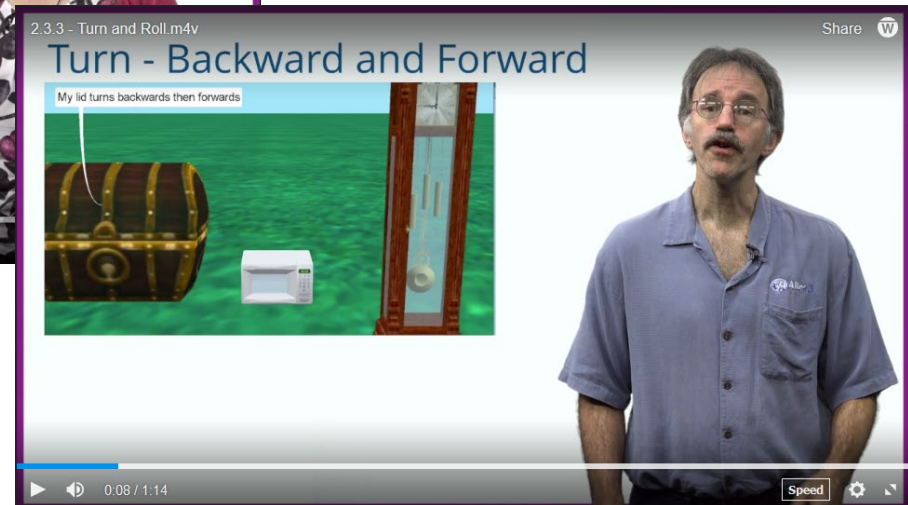
Videos/Quizzes

Don't get behind!

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Video Review

- Where do you find objects in Alice?



- How do you add objects to the scene?
- In which class do you find people?
- In which class do you find eagle?

Video Review

- How do I move/turn the panda with a mouse?



Video Review

- Instructions – what additional info goes with them?
 - Move
 - Turn
 - Say



Video Review

- What is a one-shot?
- Give an example for how a one-shot might be useful.



Video Review – what data types?

DATA

TYPE

- 5.8
- “CompSci 94”
- right
- 6
-



Announcements

- Assignment 1 due Thursday, Sept 2
- Do at least five levels of exercise, submit a picture of how far you got
 - Submit in Saki under Assignments
 - **Fill out reflect form for each assignment**
- Watch videos and take QZ2 for Tuesday
- Classwork today
 - Check off when finished, or check off next time

Class Today

- Build project with panda on the moon

