CompSci 94
Camera Controls
September 9, 2021

Camera Markers (4)

cameraStartView
cameraAboveView
cameraShoeCloseup
cameraSideView
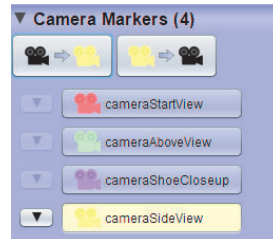
Prof. Susan Rodger

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
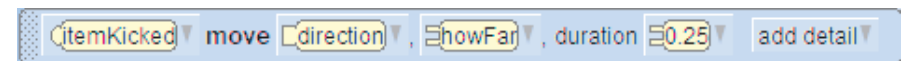 - **howFar** of type **DecimalNumber** – the distance for the item kicked to move

Scene   initializeEventListeners   myFirstMethod   Tortoise   kick ⊠

declare procedure kick with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

---

Review
Defining instruction, using parameters

- Defining the instruction

Scene   initializeEventListeners   myFirstMethod   Tortoise   kick ⊠

declare procedure kick with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

- Using the parameters in the kick code

itemKicked move direction , howFar , duration 0.25   add detail

Review
Defining instruction, using parameters

- Defining the instruction

Scene initializeEventListeners myFirstMethod Tortoise kick ⊠
declare procedure **kick** with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

- Using the parameters in the kick code

itemKicked move direction , howFar , duration 0.25 add detail

Review
Defining instruction, Calling instruction

- Defining the instruction

Scene initializeEventListeners myFirstMethod Tortoise kick ⊠
declare procedure **kick** with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

- Calling the instruction **in myFirstMethod** pass arguments to parameters

this.tortoise kick itemKicked: this.skull , direction: FORWARD , howFar: 5.0
this.tortoise kick itemKicked: this.bowlingPin , direction: RIGHT , howFar: 10.0

Review
Defining instruction, Calling instruction

- Defining the instruction

Scene initializeEventListeners myFirstMethod Tortoise kick ⊠
declare procedure **kick** with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

- Calling the instruction **in myFirstMethod**, pass arguments to parameters

this.tortoise kick itemKicked: this.skull , direction: FORWARD , howFar: 5.0
this.tortoise kick itemKicked: this.bowlingPin , direction: RIGHT , howFar: 10.0

Review
Defining instruction, Calling instruction

- Defining the instruction

Scene initializeEventListeners myFirstMethod Tortoise kick ⊠
declare procedure **kick** with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar

- Calling the instruction **in myFirstMethod**, pass arguments to parameters

this.tortoise kick itemKicked: this.skull , direction: FORWARD , howFar: 5.0
this.tortoise kick itemKicked: this.bowlingPin , direction: RIGHT , howFar: 10.0

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?
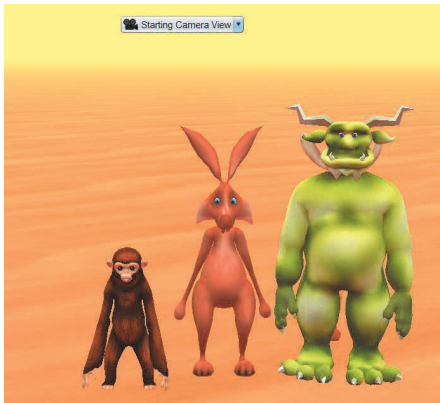
Q2. Setup Scene
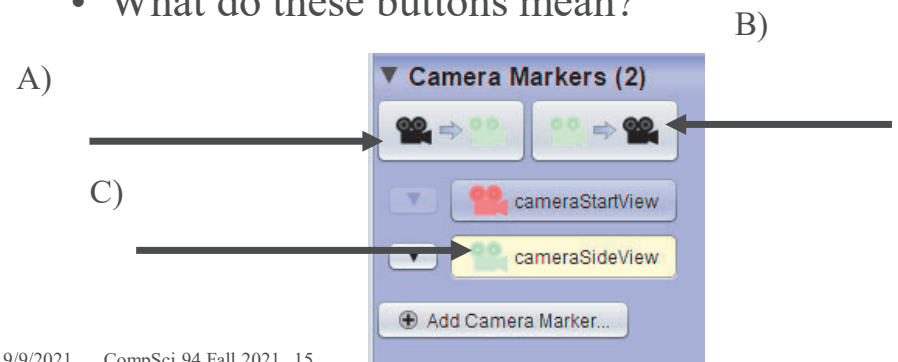
- What other views can you use beside Starting Camera View?

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)

Class Today

- Continue writing procedures with parameters
- Moving between camera views