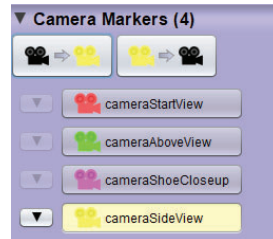


# CompSci 94

## Camera Controls

September 15, 2022



Prof. Susan Rodger

## Announcements

- Assignment 2 due on Tuesday, Sept 20
  - 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 8:30am

## 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



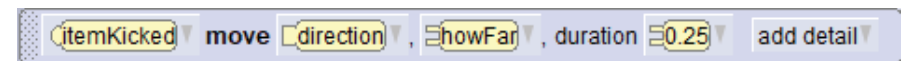
## Review

### Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



## Review

### Defining instruction, Calling instruction

- Defining the instruction

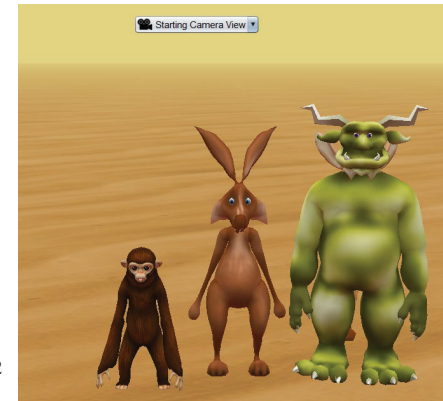
```
Scene initializeEventListeners myFirstMethod Tortoise kick ⌘
declare procedure kick with parameters: Prop itemKicked, MoveDirection direction, DecimalNumber howFar
```

- 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
```

## 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?

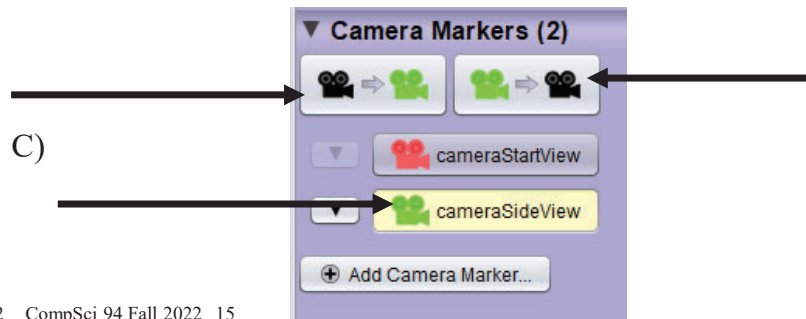
## Q3. Camera Markers

- 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?

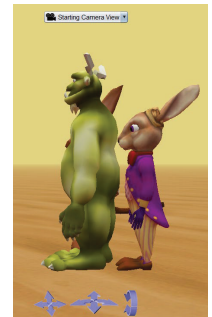
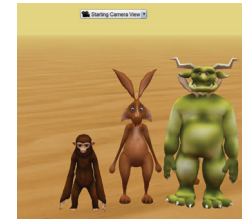
A)



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## Q5. Setting up a CameraMarker

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



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## Class Today

- Continue writing procedures with parameters
- Moving between camera views



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