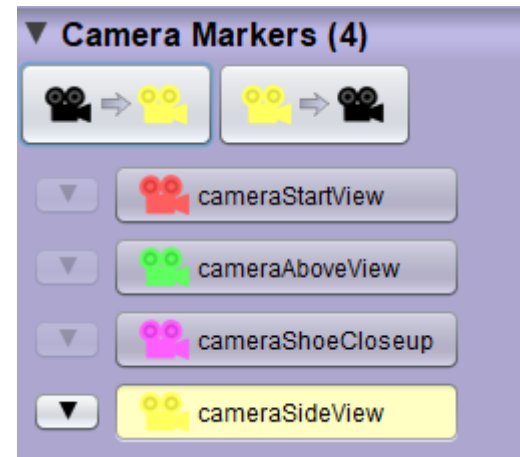


CompSci 94

Camera Controls

September 15, 2022



Prof. Susan Rodger

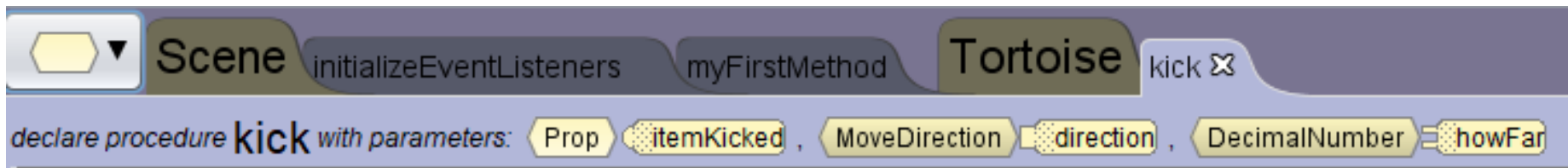
Announcements

- 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

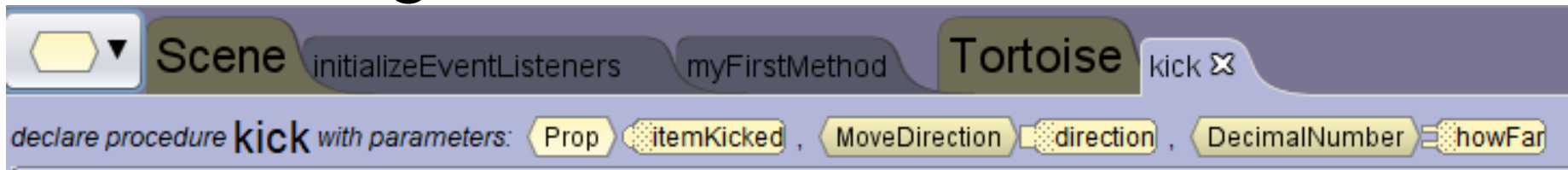


```
declare procedure kick with parameters: Prop itemKicked , MoveDirection direction , DecimalNumber howFar
```

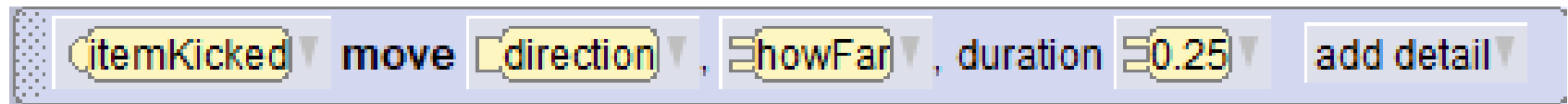
Review

Defining instruction, using parameters

- Defining the instruction



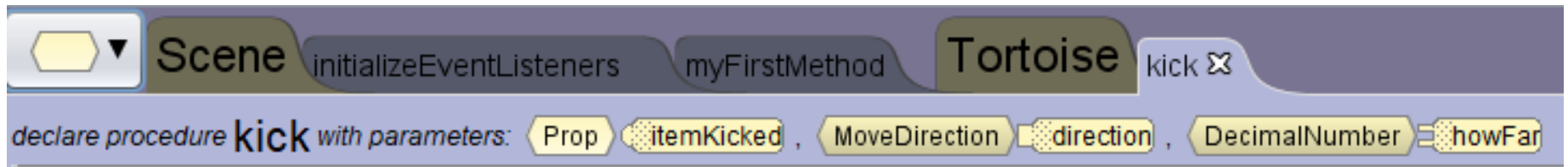
- Using the parameters in the kick code



Review

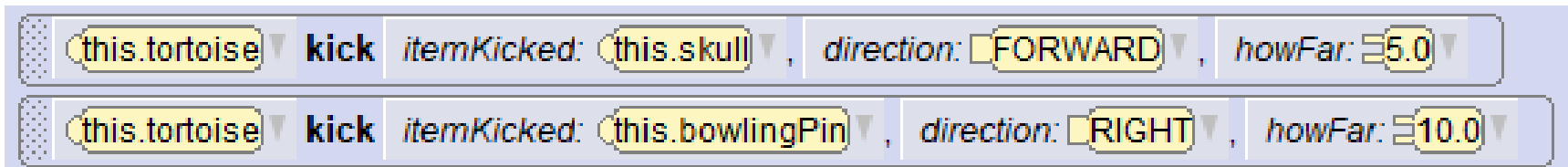
Defining instruction, Calling instruction

- Defining the instruction



The screenshot shows a code editor with two tabs: 'Scene' and 'Tortoise'. The 'Tortoise' tab is active and contains the following code: `declare procedure kick with parameters: Prop itemKicked, MoveDirection direction, DecimalNumber howFar`. The code is displayed in a light blue background with yellow and grey buttons for each parameter name.

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



The screenshot shows two lines of code in a light blue background. The first line is: `this.tortoise kick itemKicked: this.skull, direction: FORWARD, howFar: 5.0`. The second line is: `this.tortoise kick itemKicked: this.bowlingPin, direction: RIGHT, howFar: 10.0`. Each parameter name is highlighted with a yellow button.

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?

Q4. More on Camera markers

- When do you add Camera markers?
- What do these buttons mean?

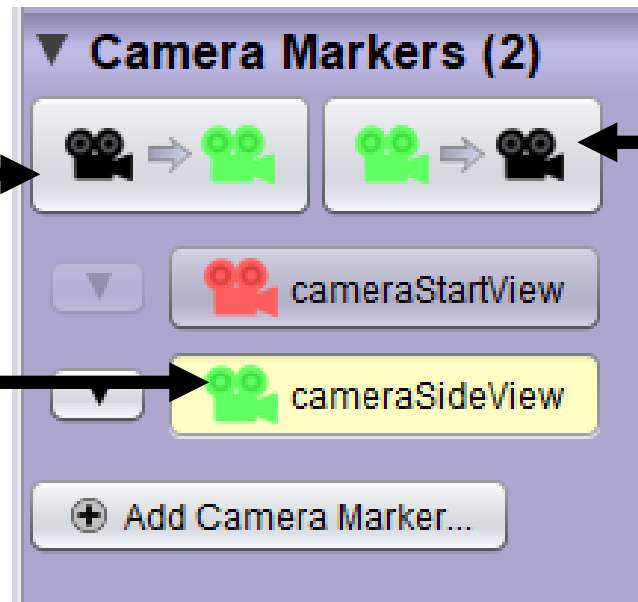
A)



B)

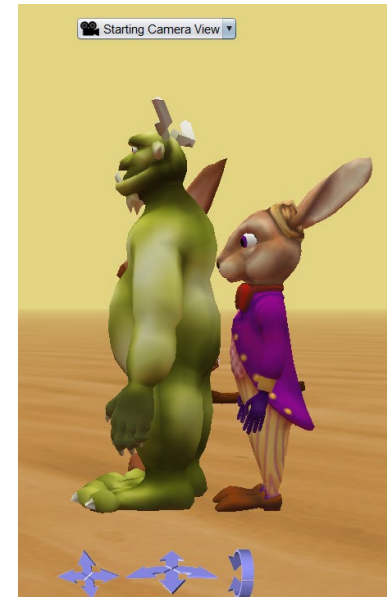


C)



Q5. Setting up a CameraMarker

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



Class Today

- Continue writing procedures with parameters
- Moving between camera views

