CompSci 94 Introduction to Programming Animation and Virtual Worlds August 29, 2024





Prof. Susan Rodger

CompSci 94 Fall 2024

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 Class Participation!
 - Classwork: Write an Alice program
 - Get Classwork checked off
- AFTER CLASS
 - Complete work not finished in class checkoff next class
 - Assignments

Review: How CompSci 94 Works

BEFORE CLASS

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 - Build Alice project as you watch

Sometimes we will check you are writing on lecture notes

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- IN CLASS
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Practice, Practice, Practice

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Practice, Practice



Practice results in Success

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Practice results in Success











Don't get behind!!!

• Difficult to catch up...

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Don't get behind!!!

• Difficult to catch up...





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Videos/Quizzes Don't get behind!



Video Review

- Where do you find objects in Alice?
 - Go to scene setup
 - Search through class folders
- How do you add objects to the scene?
 - Drag objects in or double click on them
 - People builder
 - Make person toddler to elder
- In which class do you find people?
 - Biped folder
- In which class do you find eagle?
 - Flyer folder CompSci 94 Fall 2024

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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?



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Video Review

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



Video Review

- How do I move/turn the panda with a mouse?
 - Click and drag
 - Move left/right and forward/backward
 - Hold shift key down and drag
 - Move up/down
 - Hold control/CTRL key down and drag
 - Turning



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Video Review

- Instructions what additional info goes with them?
 - Move
 - Direction, how far
 - Turn
 - Direction, how much of a rotation (e.g, 0.25)
 - Say
 - TextString phrase



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Video Review

• What is a one-shot?

• Give an example for how a one-shot might be useful.



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Video Review

- What is a one-shot?
 - In setup scene, execute an instruction and it happens instantly
- Give an example for how a one-shot might be useful.
 - In setup know how far an object is from another object
 - In setup place object then move off screen with one-shot, so you know how far to bring it in



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Video Review – what data types?

DATA

TYPE

- 5.8
- "CompSci 94"
- right
- 6

•



Video Review – what data types?

DATA

- 5.8
- "CompSci 94"
- right
- 6



TYPE

- Decimal number
- TextString
- Direction
- Whole number
- Object

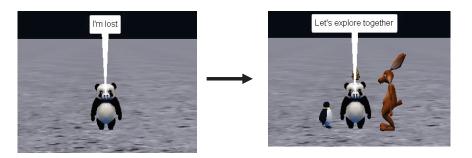
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Announcements

- Assignment 1 due Thursday, Sept 5
 - Do at least five levels of exercise, submit a picture of how far you got
 - Submit in Canvas 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



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