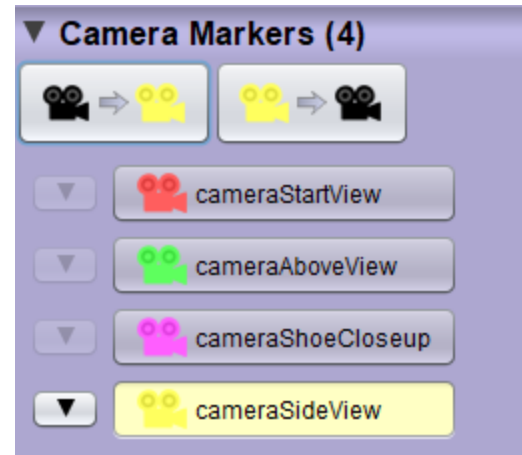


CompSci 94

Camera Controls

September 12, 2024



Prof. Susan Rodger

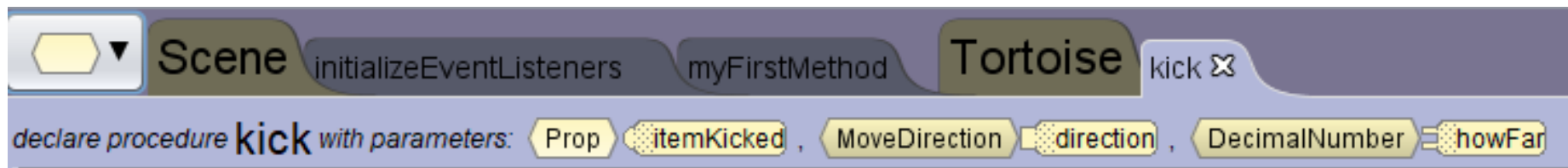
Announcements

- Assignment 2 due on Tuesday, Sept 17
 - Storyboard
 - Alice program
 - Make a Video – talk about code, run
- How to Submit Assignment 2
 - Storyboard, Alice program, video → Canvas
 - URL for Video → Reflect form
- Coming— procedures for classes of objects, and properties.
- QZ06 due Tuesday by 10:05am

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



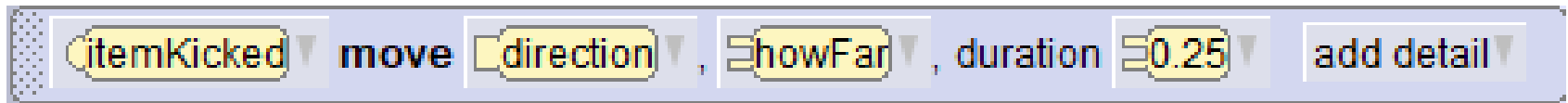
Review

Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



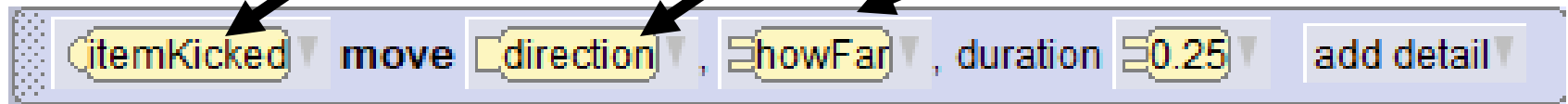
Review

Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



Review

Defining instruction, Calling instruction

- Defining the instruction



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



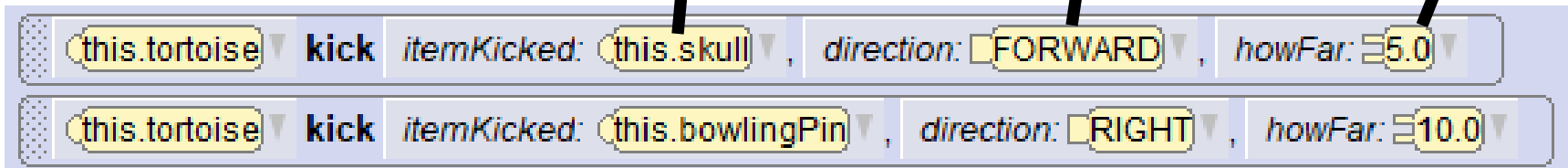
Review

Defining instruction, Calling instruction

- Defining the instruction



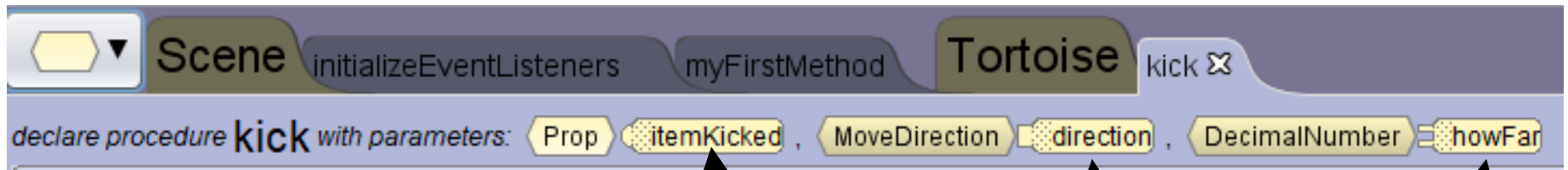
- Calling the instruction in **myFirstMethod**, pass arguments to parameters



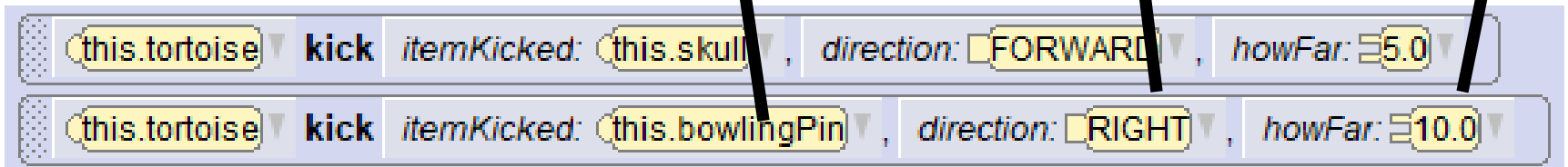
Review

Defining instruction, Calling instruction

- Defining the instruction



- Calling the instruction in myFirstMethod, pass arguments to parameters



Call second time with different arguments!

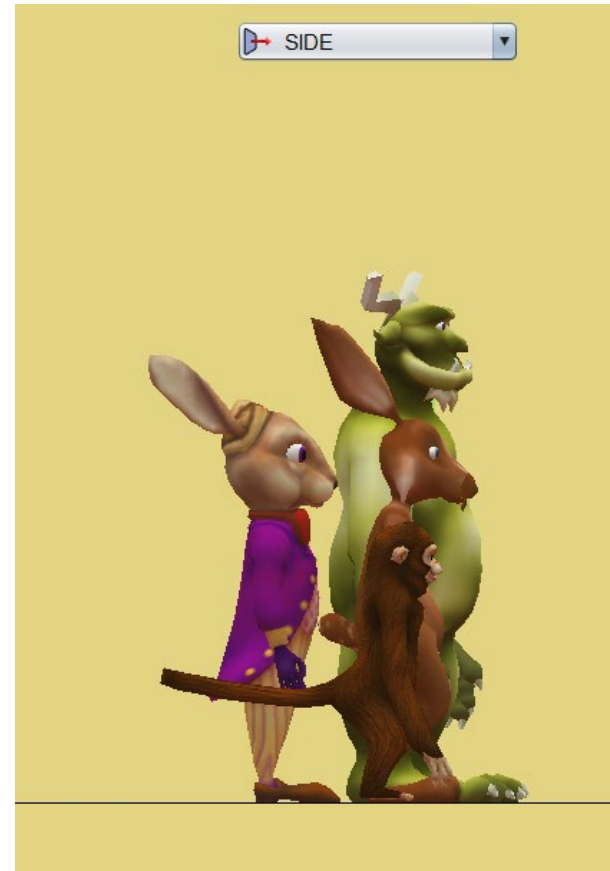
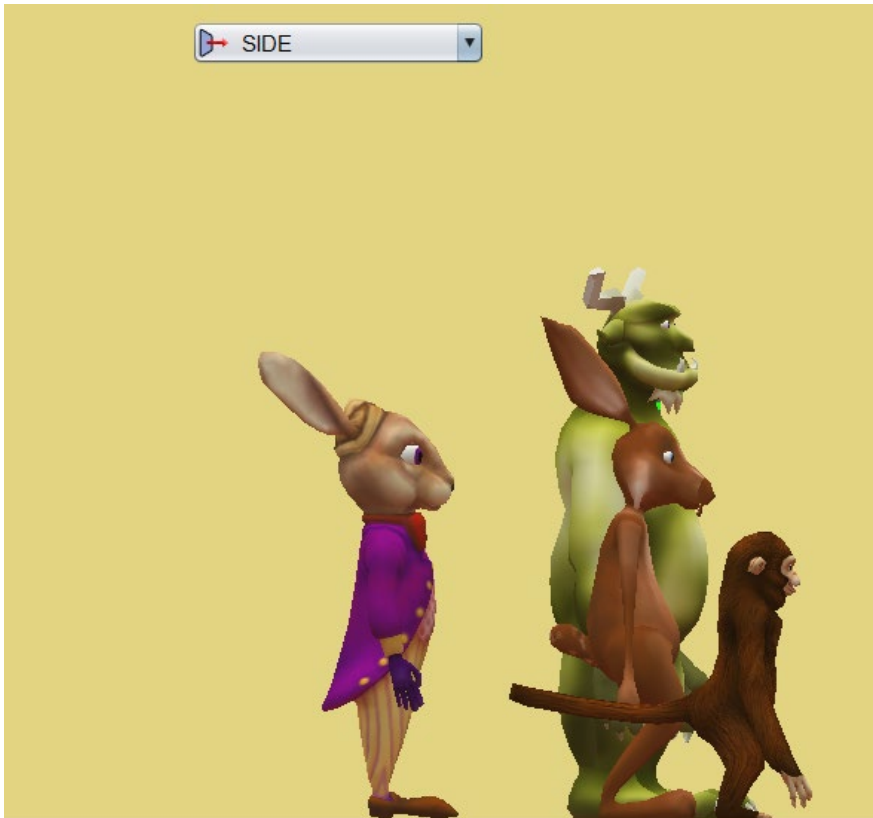
Q1. Camera Views

- 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?



Use 2D sideview for both

- Line up animals
- Move marchHare close to Ogre

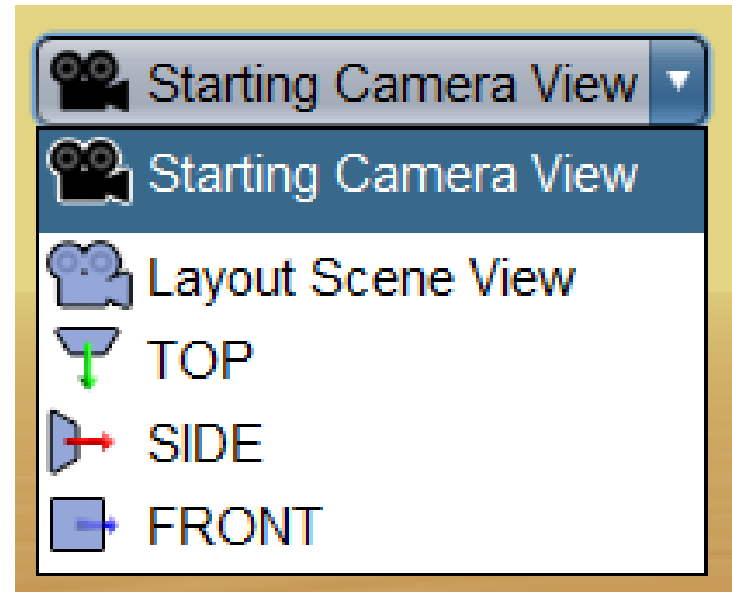


Q2. Setup Scene

- What other views can you use beside Starting Camera View?

Q2. Setup Scene

- What other views can you use beside Starting Camera View?
 - 2D TOP view
 - 2D SIDE view
 - 2D FRONT View
 - Layout Scene View



Q3. Camera Markers

- How does one create a camera marker?
- How does one use a Camera Marker during animation?

Q3. Camera Markers

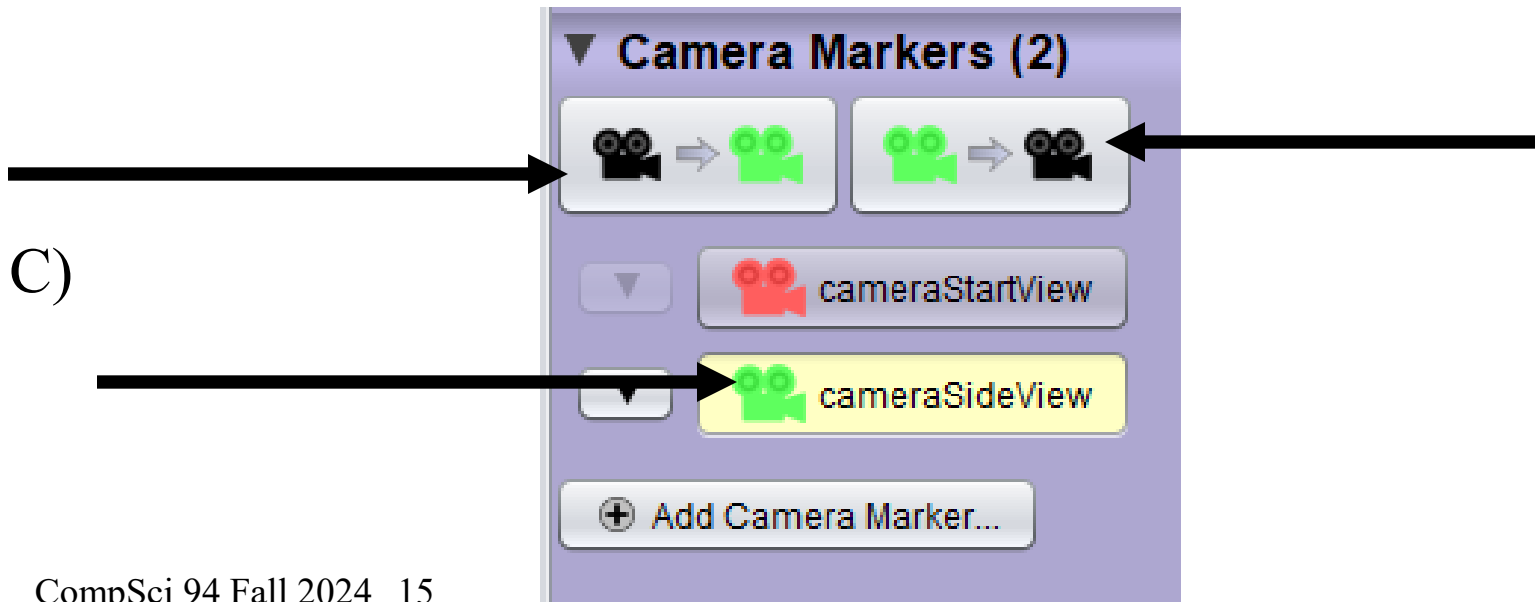
- How does one create a camera marker?
 - Move camera to location.
 - Click on **add camera marker** in scene setup
 - Give camera marker a name.
- How does one use a Camera Marker during animation?
 - Use camera with **moveAndOrientTo** instruction to change a scene.

Q4. More on Camera markers

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

A)

B)



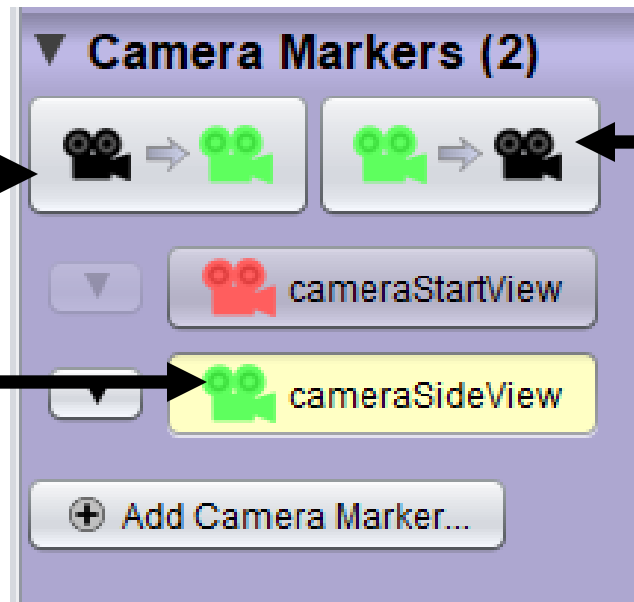
Q4. More on Camera markers

- When do you add Camera markers?
 - LAST, after the objects are placed
- What do these buttons mean?

A) Move camera to
Camera marker

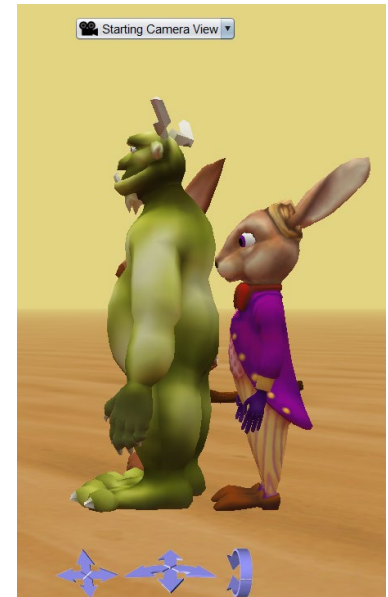
B) Move camera
marker to
camera

C) Select camera
marker



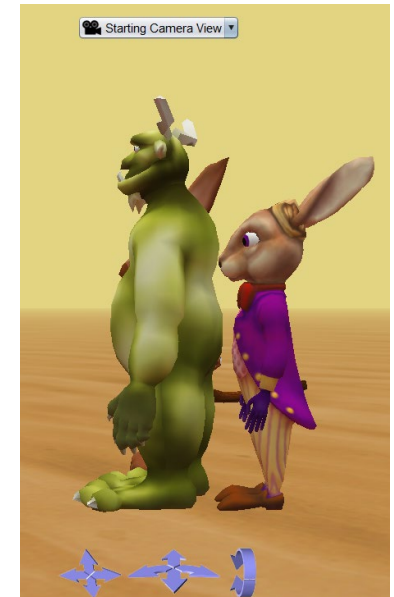
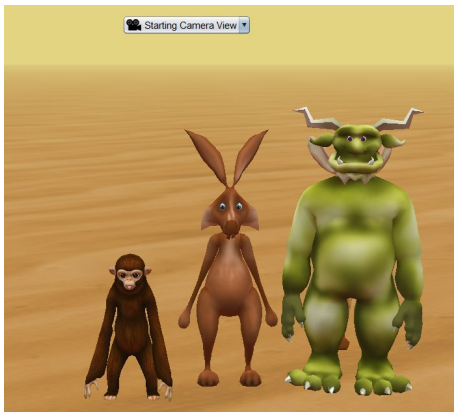
Q5. Setting up a CameraMarker

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



Q5. Setting up a CameraMarker

- How to setup camera marker for side view?
 - Using one-shots, have camera **move to** hare.
 - Then camera **orientToUpright**
 - Camera move up 1.0
 - Camera move right 6.0
 - Camera turn left 0.25
 - Use purple arrows to adjust view.



Class Today

- Continue writing procedures with parameters
- Moving between camera views

