

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



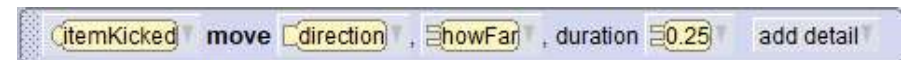
Review

Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



Review

Defining instruction, Calling instruction

- Defining the instruction



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



Q2. Setup Scene

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

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?



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?

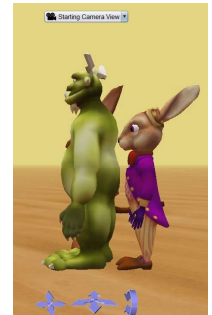
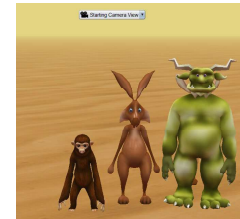
A)



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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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