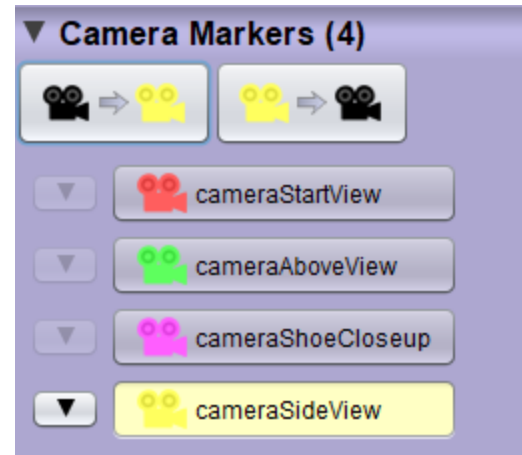


# CompSci 94

## Camera Controls

September 12, 2024



Prof. Susan Rodger

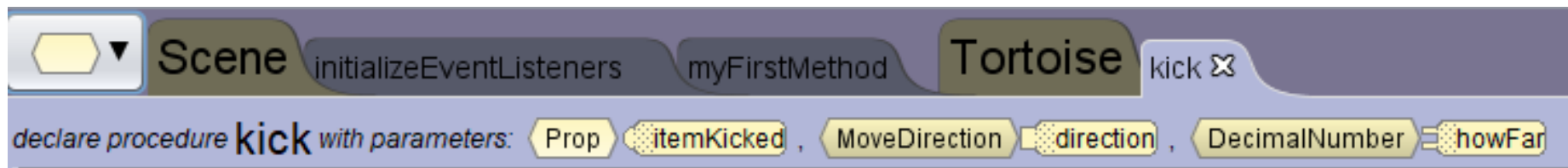
# Announcements

- 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

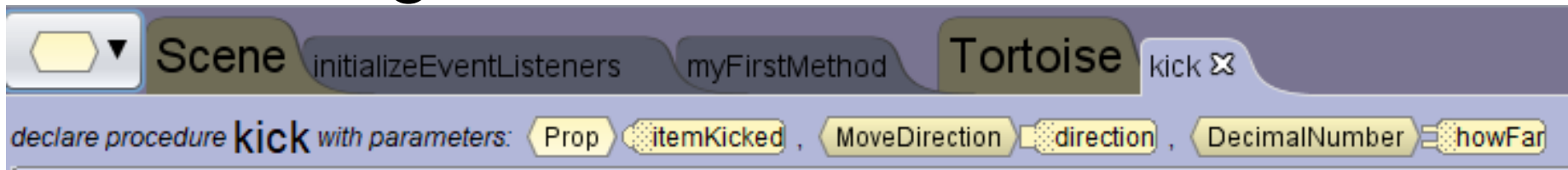
- It has three parameters
  - **itemKicked** of type **Prop** – the item to kick
  - **direction** of type **moveDirection** – the direction for the **itemKicked** object to move
  - **howFar** of type **DecimalNumber** – the distance for the item kicked to move



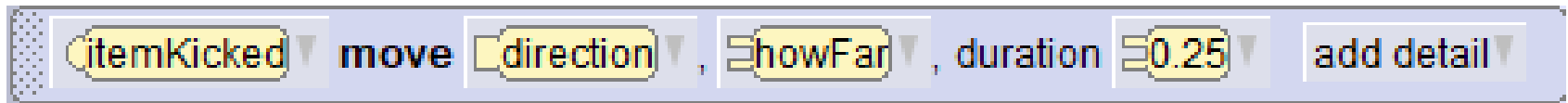
# Review

## Defining instruction, using parameters

- Defining the instruction



- Using the parameters in the kick code



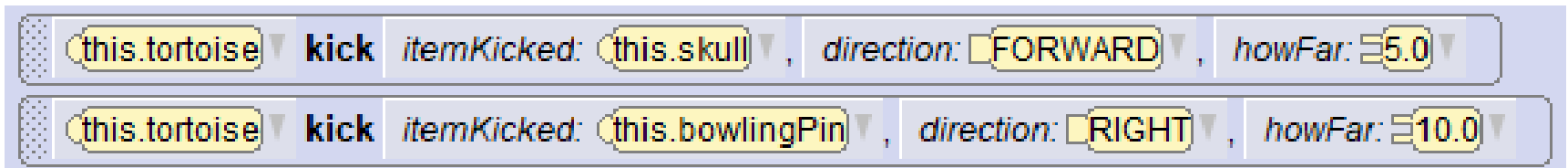
# Review

## Defining instruction, Calling instruction

- Defining the instruction



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



# 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?

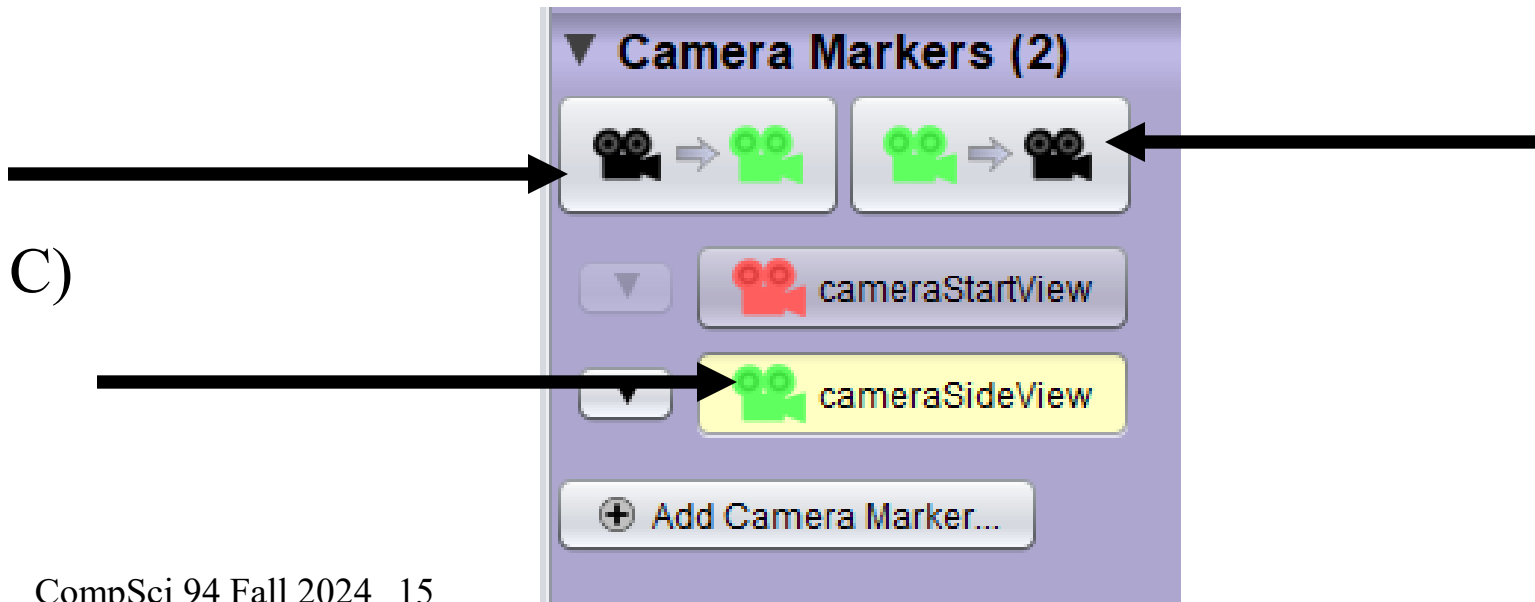


# Q4. More on Camera markers

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

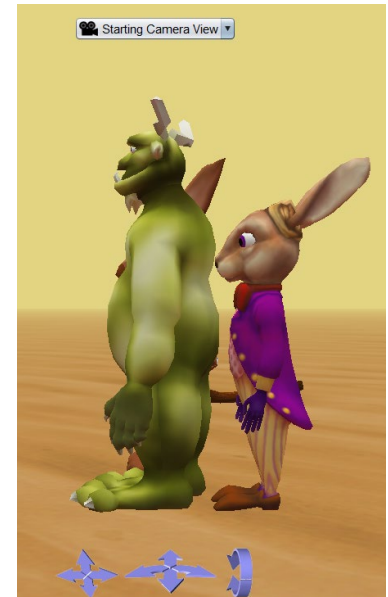
A)

B)



# 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

