

Hi,

My name is Michelle Ng. I would like to welcome you to Splash and specifically, to the Alice 3D Animation course.

During the beginning of class, I will ask you about your thoughts on animation. So please think about your favorite animated movies / games and be ready to share with our class.

For this course, I would like give an overview of how to use Alice to apply your creativity and learn problem solving skills. Of course, we will be working on creating animations too.

Given the short period we have for this class, I will not be able to teach you everything. I hope to give you an introduction such that it will hopefully spark your interest to learn more about computer programming, animation and problem solving.

Please note that Section 1 of this course does NOT take place in a computer lab. And therefore, it is absolutely REQUIRED that you each bring a laptop with Alice installed to class on Saturday. Please contact me ASAP if you have questions or concerns with this requirement.

I would like to ask each of you to read this email carefully. Please follow the instructions below to download, install and test Alice on your laptops. Once you have completed the tasks, please send me an email to confirm that you are able to bring a laptop with a working version of Alice to class.

I would like to receive an email from you by 6pm Friday, 11/21. If you cannot get Alice to work on your laptop, please see if you can obtain another laptop to bring with you.

Unfortunately, no lab space is available for this section (I have tried my best to arrange for one but could not). Due to the popular request for this course, I am committed to teach additional students as long as you have the interests and means to learn Alice.

So before you arrive campus for Splash, please ask your parent/guardian or other trusted adults to help you download AND installed Alice on your laptop.

Alice is freely available for download here:
http://www.alice.org/index.php?page=downloads/download_alice

To navigate through Alice, please do the following:

Note: The attached screenshots are examples on my machine, you may see something very different but the same concepts apply.

- 1) Once Alice is installed, open the Alice application
- 2) Go to File > Open World, click on the Sample World tab
- 3) Select one of the world to open, Alice will take some time to render all the objects.
- 4) Once the world is set, you should see the world displayed (first screenshot attached - all objects are shown in the middle top panel). The actual program "code" is shown in the middle panel - feel free to take a look but don't worry about not understanding it right now. That's the main purpose of the class on Saturday.
- 5) Click on the "Add Objects" button, you will see that the local gallery objects are available (second screenshot attached). Try adding one of the animals into the world by dragging say a bunny into the middle panel.

Please click on the navigation buttons and test out the functions of moving an object around. These buttons have faces under "Move Objects Freely". And each button tells you what changes you should expect. When you are done, click on the "Done" button.

- 6) Click on the "Play" button on the upper left corner. You should see a new window pop up to run the animation (third screenshot attached). Try using the "Resume" "Pause", "Restart", "Stop" buttons. Adjust the speed bar to see whether it changes the speed of the animation. In some cases, you can use the arrow keys or move the mouse move the camera in the world.

- 7) Please also try working with the "Tutorials". Go to File > Open World, click on the Tutorials tab. Choose a tutorial to work with to get more familiar with the Alice interface.

Please feel free to play with Alice as much or as little as you can. I just need to know that you have a working laptop with you on Saturday. Hopefully, you will enjoy your experience and see the similarity between your creation of Alice to other animations.

Again, I am sorry about the mix up. Please let me know if you have any questions.

I can't wait to hear about your thoughts on animation and the Alice software. See you Saturday!

PS - Please also remember to bring your power cord so that you can keep your laptop charged and not run out of power!

Sincerely,
Michelle