

Scene Change - Starter World



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About the world

- This is a starter world. You can modify this world to create a story with multiple scenes. There are 7 different scenes positioned in the world. You will be able to replace the ground and objects in each scene with your own objects.
- The code already has set up to play scene one and switch to scene two. We have only implemented the fade in and fade out after scenes 1 and 2. You can add in the extra scenes if you need or want more scenes.
- Play the world to watch what happens!

Details - Scenes

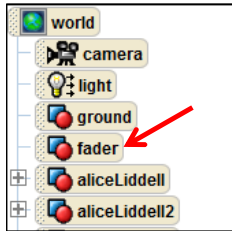
- Scene 1 is the OASIS
- Scene 2 is the Island
- Scene 3 is the Desert
- Scene 4 is the Pond
- Scene 5 is the Park
- Scene 6 is the Beach House
- Scene 7 is the Barn

Details – Invisible Objects

- In each scene there is a “hidden” or “invisible” Alice already placed somewhere in the scene. In the object tree you will see several “aliceLiddell” objects.
- All of the invisible Alice objects correspond to their scene number. For example “aliceLiddell2” is found in scene 2.
- All of these hidden Alice objects will help you move `aliceLiddell8` into the appropriate scene and position. **You can also replace `aliceLiddell8` with other characters!**

Details – Fader Object

- In My First Method the fader object is used to store the world's initial properties and fade in and out between scene changes. The fader object can be found in the object tree



Details – Fader Object

- The fader object comes with **“storeAtmosphereColor”** and **“storeAmbientLightColor”** Variables.
- Along with **“fade out”** and **“fade in”** methods!



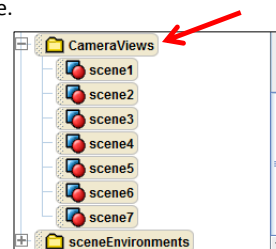
NOTE: This is the same fader object that is available for download on the Duke Alice In Schools tutorial website

Details – Scene Methods

- In the starter world there are two scene methods: Scene1 and Scene 2.
- In these methods aliceLiddell8 is moved to the position of the hidden Alice and then she says a short statement.
- You should create similar methods for scenes 3-7!

Changing Scenes – Step 1

- In order to change scenes the first step is the change the camera view to that specific scene.
- There are 7 camera views already setup in the world. They can be found in the “CameraViews” folder in the Object Tree.



Changing Scenes – Step 2

- The next step is determining whether or not you need a new ground texture. If your previous scene was in water, but your next scene should be grass, change the ground texture from water to grass.
- Use the **“ground set skin texture”** method to change the ground texture.
- It is found in the ground methods tab.
- Select “ground” in the object tree then navigate to methods and drag in the “set skin texture” method

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Changing Scenes – Step 3

- The last step is to fade in, play the scene and then fade out.
- As said before, fade in and fade out come from the fader object’s methods. You can set the time or “how long” variable to what you think is best.
- You can drag your scene methods into the editor between the fade in and fade out

Start coding!

- **Although there are 7 scenes you don’t have to use all 7 scenes in your story!**
- **We hope you will enjoy having this scene change starter world and it makes it easier to get started on an animation with multiple scenes! 😊**