**AP Stats -Introduction to Alice Name:  
Scene Change Assessment**

**Goal:** The goal of this assessment is to create a world that has 3 separate scenes and uses the camera fade in and out object.

**Starter World:** Open *sceneChangeChallenge.a2w.* You will see there are already 3 objects in the world along with 3 dummy camera positions.

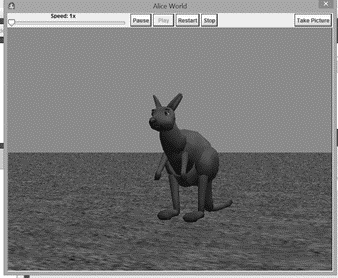
**Objective:** Your objective is to create *separate methods* for each of the 3 scenes. In each method, the world should:

1. Start faded out
2. Fade in
3. Fade out
4. Shift camera to next scene

**Fader Object:** You will need to import *fader.a2w.* To do this, download the file from the Alice page of mayomath.weebly.com to your desktop. Then in your Alice world, use File <Import>. This will create a fader object in the object tree. If you click on the fader object in the object tree, you will see on the methods tab, two methods: fade\_out and fade\_in. You will use these objects to fade your scenes inside of your methods.

**Check**: When you think you have completed this task, call me over and I will check it.

* Imported *fader.a2w*
* 3 methods
* Proper use of fades
* Proper use of camera moves

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