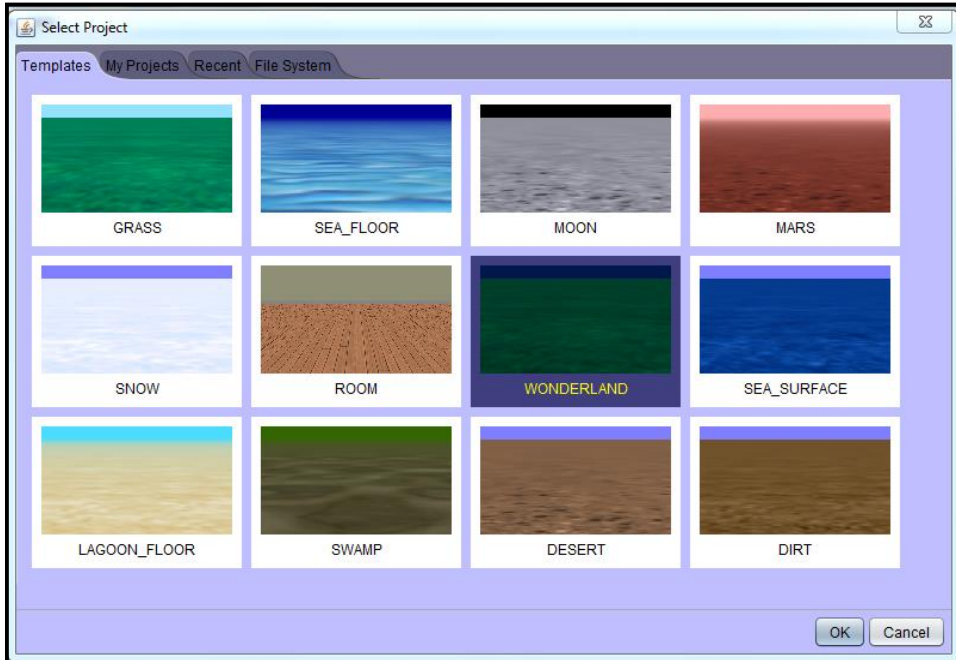


Alice in Wonderland Mad Tea Party Scene Setup

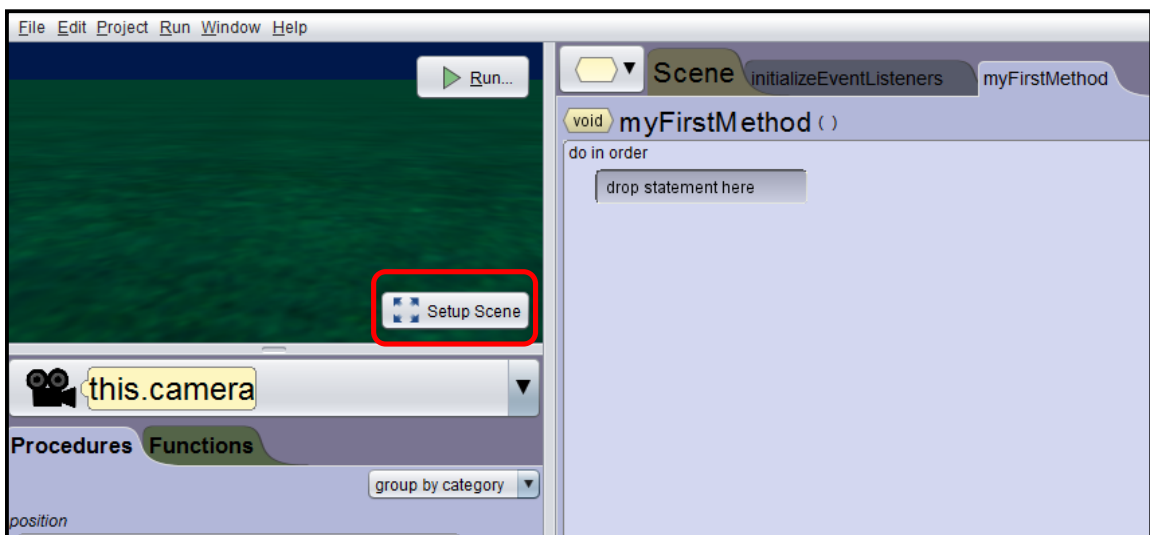
1. Open up Alice3. You will need to find the installed Alice3 folder and double click on the **Alice3.bat** batch file (alice3.sh for the Mac). A black window with command line will appear on your screen and should remain open (can be minimized) while Alice3 software is running.
2. The first step in programming is understanding the problem. We would like to create a trimmed version of the Alice in Wonderland unbirthday tea party. Once you understand the problem, you setup the scene and create a storyboard for animating the scene.
3. Our goal for the scene setup is to have the following characters: Alice, Mad Hatter, and the March Hare. We will also add some objects to make the scene more interesting: a table, chairs, a tea pot, tea cups, and a birthday cake. When we are finished it should look similar to the following:



4. Select the **wonderland** template:



5. Select **File** from the menu, then **Save As**. Save this file as **TeaParty**. Please get in the habit of capitalizing the first letter of every word in your filename and do not use spaces when naming your files. You should save your work often. You can click Save from the File menu from this point on.
6. Click on **Setup Scene** button.



7. We are going to add a table to the scene for the characters to gather around. There is a tea table specifically designed for Alice in Wonderland. Click on the tab called **Browse Gallery By Class Hierarchy**.



8. Click on the **Prop classes** category. Scroll to the end (they are in alphabetical order) until you see the **TeaTable** class. You could have used the *Search Gallery* tab to find the table as well.

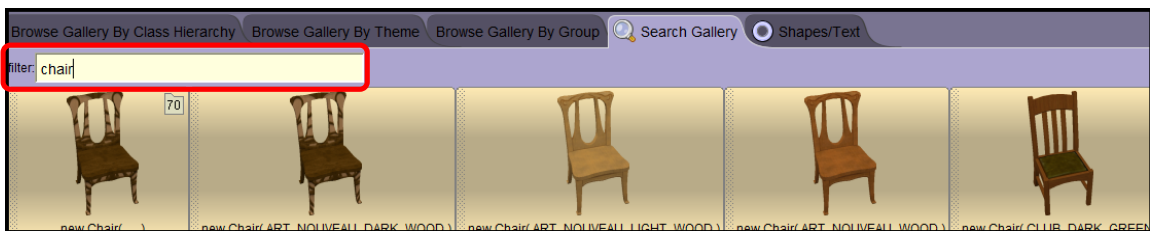


9. Click on the **TeaTable** class to add a tea table to your world or hold down your left mouse button and drag this object to wherever you would like to place it in your scene. If you choose to click on the TeaTable class, the new object will be placed automatically in the center of the scene.

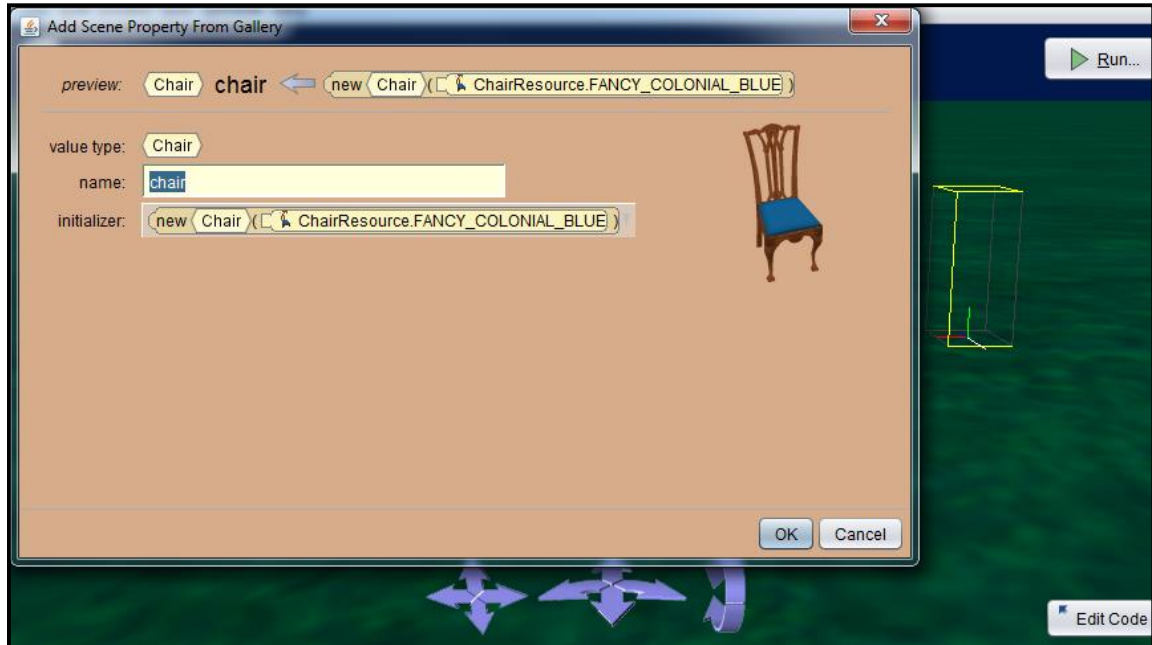
10. When you click on the class it will ask you for a name for the object. You can leave the name teaTable or rename if you want. Do not put spaces in your object name and the first letter of your object name should begin with a lowercase letter and the first letter of the second word should be a capital letter.



11. Next, we are going to **add a chair**. Now we can test out the search feature in Alice by typing chair into the search box. You will have a list of all the chair models. Please choose the chair that you like.



12. Drag the chair that you want onto the scene where you want it by holding down the left mouse button and dragging from the class that you are choosing to add. You will see a yellow bounding box that shows you where your new object will be placed. When you get the object where you want it, release and it will ask you for a name for the object.



You should name this object something simple. Let's call it **chair**.

13. We should resize the chair so that it matches the size of the table. To do this, you will need to select the chair and then click on the **resize** button from the handle style choices. When you click on the button, an arrow will appear above the chair. Holding down your left mouse button on the arrow and move your mouse up and down to resize the chair.



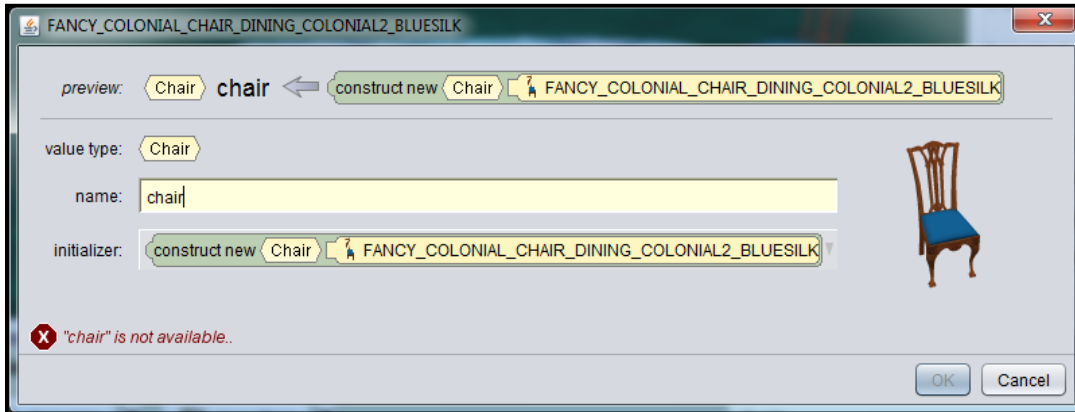
14. To rotate the chair, click on the **rotation** button from the handle style choices. If you hold down the left mouse button on the bottom ring and drag to the right and left, it will spin the chair around so that you can have it faces the table.



15. To move the chair, click on the **translation** button from the handle style choices. If you hold down your left mouse button on the arrow on top of the chair and drag up and down, the chair will move up and down. The arrow in the front will move the chair forward and backward. The arrow to the right will move the chair left and right.



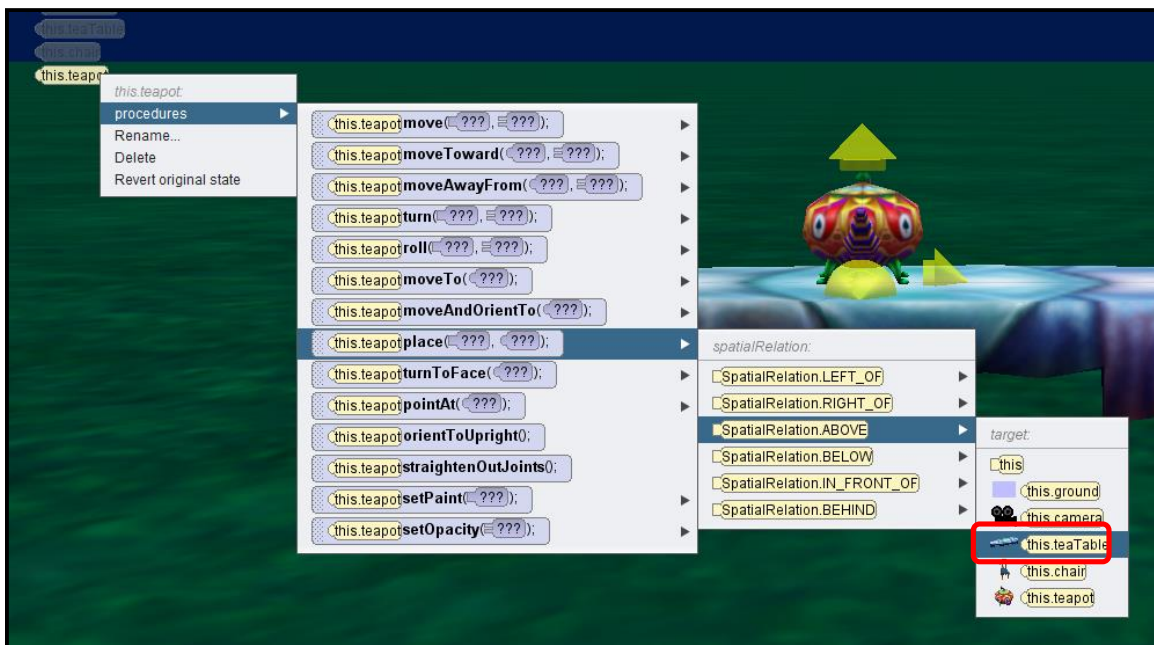
16. **Add 3 more chairs** to the scene around the table. Be careful not to give the chairs the same name. You will see the following error if you try to name your objects the same name. You can call the other chairs: chair2, chair3, and chair4. Do not put spaces in your names. The Alice software will not allow you to name your objects with spaces and this is because the Java language does not allow you to have spaces when naming.



17. It should look similar to the following:



18. Next, we need to **add some teacups and a teapot onto the table**. If you search for tea in the gallery, you will be given the teapot, teacups, saucers, etc. I would like to start with the teapot. When you create the teapot, you can use the default name. We can play with trying to get this teapot onto the table, but this would take a while and there is an easier way. If you **right click on the teapot**, select **procedures**, **teapot place...**, **above**, and **teaTable**, it will place the teapot on top of the table for you.



19. **Add a few teacups onto the table** and adjust them how you want them. *Be careful not to give 2 teacups the same name.*

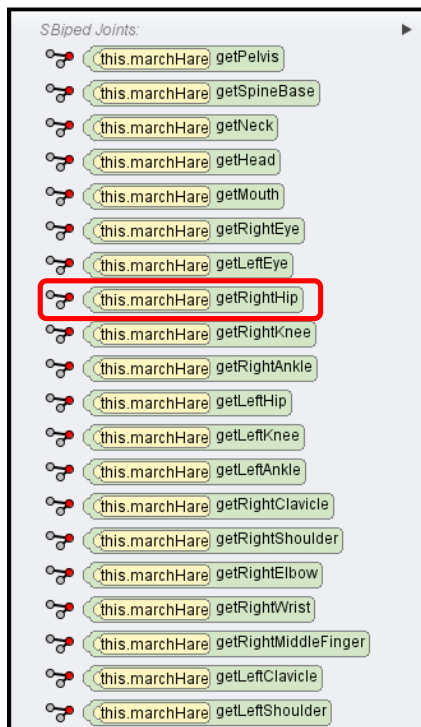
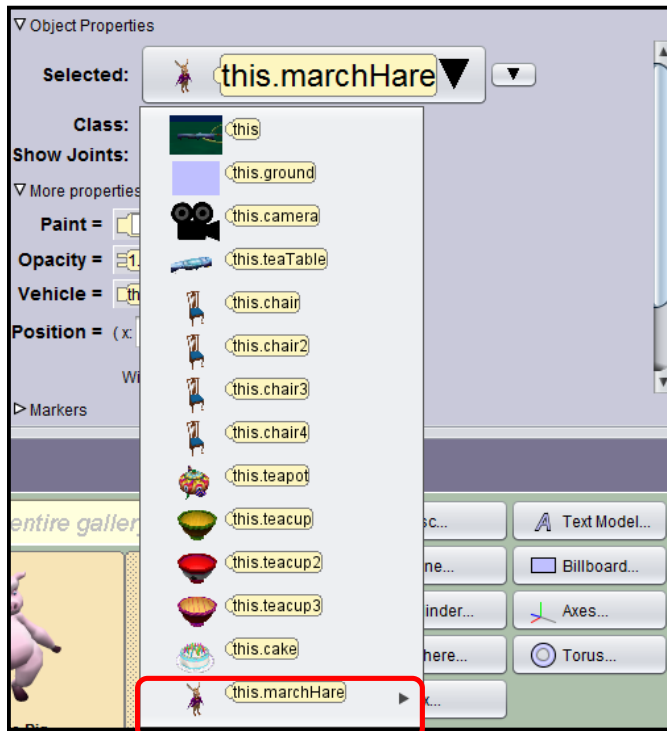
20. **Add a birthday cake onto the table** and readjust the items on the table. It should look similar to the following.



21. Next, we are going to add the characters. The characters can be found in the biped folder in the gallery. Let's add the March Hare first. Place him directly in front of one of the chairs. It doesn't matter which chair you choose. You will need to rotate him so that he lined up with the chair. We are going to make him sit in the chair.



22. To move the marchHare's joints, we will need to select the marchHare and drop down his subparts as shown below. Choose the hare's right hip.



Now, we need to select **ONE SHOT**, procedures, **marchHare.getRightHip.turn...**, **BACKWARD**, and **0.25**



23. Repeat this for the leftHip.

24. Select the **marchHare's rightKnee**, then select **one shots, procedures, turn, forward**, and **0.25**.

25. Repeat this for the leftKnee. You may need to move the entire marchHare back and up to get him onto the chair.



26. Now, let's **add the madHatter** to the scene. Place him next to the marchHare. It doesn't matter which side he is on. You may need to resize, rotate, and move him to get the scene to look the way you want.

