

Alice 3.4.0 C:\Users\penelopever\Documents\ALICE\MyProjects\gumnastiki - PERSON_1.a3p

Run Window Help

Run...

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

count up to 50

do together

- this.adultPerson.getRightShoulder turn BACKWARD, 0.25 add detail
- this.adultPerson.getLeftShoulder turn BACKWARD, 0.25 add detail

do together

- this.adultPerson.getRightHip turn RIGHT, 0.1 add detail
- this.adultPerson.getLeftHip turn LEFT, 0.1 add detail

this.adultPerson.getSpineBase turn FORWARD, 0.25 add detail

this.adultPerson.straightenOutJoints, animationStyle BEGIN_AND_END_GENTLY, duration 2.0

loop

adultPerson

Functions

group by category

Editable Procedures (1)

The screenshot displays the Alice 3.4.0 software interface. On the left, a 3D scene shows a character standing on a brown ground plane. A 'Run...' button is visible in the top right of the scene area, and a 'Setup Scene' button is in the bottom right. Below the scene is a 'Functions' panel with a dropdown menu set to 'adultPerson' and a 'group by category' button. The right side of the interface is a procedural programming editor for a procedure named 'myFirstMethod'. The code is structured as follows: a 'do in order' block containing a 'count up to 50' loop. Inside the loop, there are two 'do together' blocks. The first 'do together' block contains two 'turn' actions: 'this.adultPerson.getRightShoulder turn BACKWARD, 0.25 add detail' and 'this.adultPerson.getLeftShoulder turn BACKWARD, 0.25 add detail'. The second 'do together' block contains two 'turn' actions: 'this.adultPerson.getRightHip turn RIGHT, 0.1 add detail' and 'this.adultPerson.getLeftHip turn LEFT, 0.1 add detail'. Below these are two more actions: 'this.adultPerson.getSpineBase turn FORWARD, 0.25 add detail' and 'this.adultPerson.straightenOutJoints, animationStyle BEGIN_AND_END_GENTLY, duration 2.0'. The entire loop is enclosed in a 'loop' block.

The screenshot displays the Alice 3.4.0 software interface. The main window shows a 3D scene with a character on a brown ground. A 'Run...' button is visible in the top right of the scene area. Below the scene, there is a 'Setup Scene' button. The interface is divided into several panels:

- Scene Panel:** Shows the 3D environment with a character and a 'Run...' button.
- Procedures Panel:** Lists available procedures for the character 'this', including 'performCustomSetup', 'initializeEventListeners', 'handleActiveChanged', and 'myFirstMethod'.
- Procedure Editor:** Shows the 'myFirstMethod' procedure being edited. It includes a 'do in order' block with the following steps:
 - count up to 3
 - do together:
 - this.adultPerson.getRightShoulder.turn.BACKWARD, 0.25, add detail
 - this.adultPerson.getLeftShoulder.turn.BACKWARD, 0.25, add detail
 - do together:
 - this.adultPerson.getRightHip.turn.RIGHT, 0.1, add detail
 - this.adultPerson.getLeftHip.turn.LEFT, 0.1, add detail
 - this.adultPerson.getSpineBase.turn.FORWARD, 0.25, add detail
 - this.adultPerson.straightenOutJoints, animationStyle.BEGIN_AND_END_GENTLY, duration 2.0
 - this.adultPerson.getHead.turn.RIGHT, 0.25, add detail
 - this.adultPerson.getHead.turn.LEFT, 0.25, add detail
 - this.adultPerson.getHead.turn.LEFT, 0.25, add detail
 - this.adultPerson.getHead.turn.RIGHT, 0.25, add detail
- loop:
 - this.adultPerson.moveToward.this.camera, 2.0, add detail

