

Class Starts in December 2008!

Creating Animations Using Alice

Create animations, interactive games, and videos to share on the web using the 3D drag-and-drop Alice programming environment created by Carnegie Mellon University. This course is a fun and exciting first programming experience!

- For Beginners – no programming experience necessary
- Create a virtual world
- Add 3-D people, animals and other objects
- Create programs to animate your world
- Online lessons, self-grading quizzes and gradebook

Experience a “Creating Animations” Lesson at:

www.highschoolelearning.com



High School
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Alice

Week1 - Lesson 2

In Chapter 1 you learned how **3D models** are used in Alice to create **objects**. An object is anything that can be identified as unique from other things.

What makes an object unique?

- Its **name**
- Its **properties** (for example: width, height, color, location)
- Actions it can perform (the object's **methods**)



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Creating Animations Using Alice Topic Outline

- Introduction to Alice
- Using Alice 2.0
- Program Design & Implementation
- Built in Functions & Expressions
- Simple Control Structures
- Class, Objects, Methods & Parameters
- Interaction: Events & Event Handling
- Boolean Functions
- If/Else Statements
- Random Numbers & Random Motion
- Definite & Conditional Loops
- Recursion
- Lists & List Searches
- Variables
- Arrays
- Inheritance
- Debugging
- Using Alice 2.2 to export videos



\$99 1 year online access

Course Requirements

Windows, Mac, or Linux operating system

Windows requirements:

- Windows Vista, XP, or 2000
- Intel Pentium II or equivalent processor
- VGA graphics card-high (16 bit) color and 1024x768 (3D video card recommended)
- 512MB of RAM (1GB recommended)

(For other operating system requirements, visit www.alice.org)

A sound card; Internet Access; Printer Recommended

Textbook

(purchase separately at our Online Bookstore)

Learning to Program with Alice, 2nd Edition (Includes CDs with Alice 2.2 and 2.0 –Windows, and MAC)

Authors: Wanda P. Dann, Stephen Cooper, Randy Pausch

Publisher: Pearson-Prentice Hall