The Alice Scene Editor

Provide Definitions of the Following

Programming Terms

Virtual World
Scene
Class
Object
Class Hierarchy

Alice Terms

Scene Editor
Gallery
Properties Panel
Object Tree
Mouse Handles
Camera Controls
Camera Viewpoint Menu

Camera Markers
Pivot Point
One-shots
Joint
Sub-parts
Orientation

Questions

1. What are the six directions an Alice object can move?

2. What is the difference between an object and a class?

3. What is meant when it is said that an Alice object moves, turns, or rolls according to its own “point of view”?

4. Explain the Alice Gallery hierarchy.

5. Describe the location and purpose of an object’s pivot point.

6. Describe the relationship between an object’s joints and its subparts.

7. Complete the Alice Scene Editor Map (attached).
8. Create a new scene of your own design, or choose one of the scenes described in the Exercise / Projects section of the web site.

**Scene Editor Map**

*Place the appropriate letter next to the listed element of the Alice 3 Scene Editor*

<table>
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<th>Camera View Panel</th>
<th>Properties Panel</th>
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