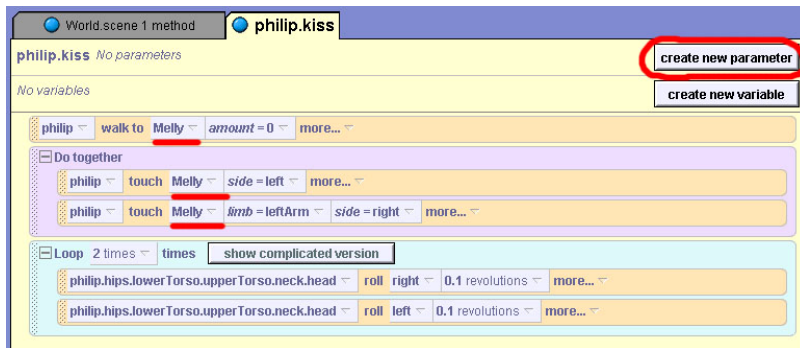


## Teaching Philip to Kiss Part 4: Kissing Anyone!

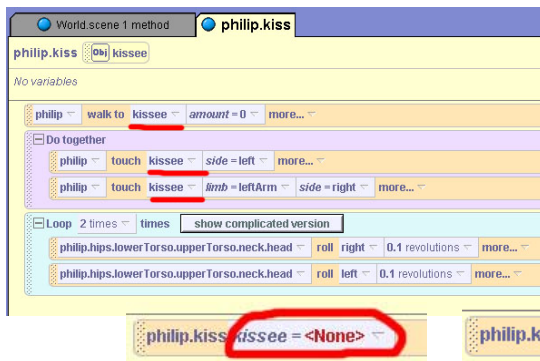
If you walked up to a friend named Philip at school and said “Philip kiss.” He would probably say “Kiss who?” Right now when we say “Philip kiss,” Philip will always go kiss Melly. But, wouldn’t it be cool if he could kiss anyone? Then we’d be able to say “Philip kiss Melly.” But we could also say “Philip kiss Teacher” or “Philip kiss Ogre.”

Let’s look at our current Philip.kiss. We need to replace the places where it says Melly (they’re underlined) with something like “the person you’re going to kiss.” In Alice, you can do this by creating something called a parameter. A parameter allows you to say, “Philip this is how you kiss



someone and I’ll tell you who that’s going to be later.” To create a parameter, click on the “create new parameter” button, call the parameter “kissee” and make sure it’s an “object” not a number.

When you’ve created your parameter, you should get a little tile at the top of your method. Drag this tile and drop it on all the Mellys to replace them.



Now, Philip.kiss should look like this.

In your story, where you called Philip.kiss you now need to choose who Philip should kiss.

## Creating Animated Movies in Storytelling Alice



[www.alice.org](http://www.alice.org)

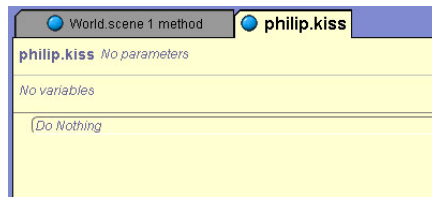
## Teaching Philip to Kiss Part 1: First Steps



Suppose that you are telling a story about a boy named Philip and a girl named Melly falling in love. In one scene, Philip needs to kiss Melly.

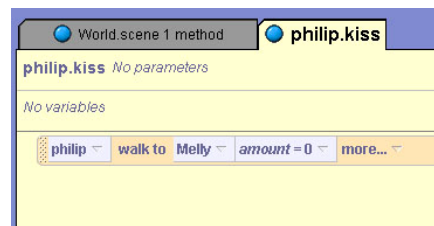
But, when you go and look at what Philip knows

how to do, you discover that Philip doesn't know how to kiss. In Alice, you can teach your characters to do new things by creating new methods for them. To create a new method for Philip, select Philip in the object tree and then click on his "create new method" button, give your animation a new name (like "kiss") and press the OK button.

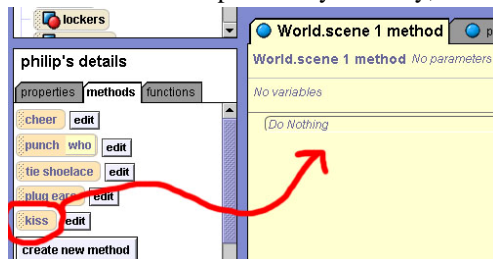


Alice will open a new method editor for Philip.kiss. In this new editor, you can teach Philip how to kiss.

The first step in kissing someone is probably walking up to that person. Since, this story is about Philip and Melly, we'll have Philip walk up to Melly. Since they're supposed to kiss, use the "more" menu to set the amount (distance between them) to 0.



Obviously, we'll need to add some more details to Philip's kiss. But, go ahead and add Philip.Kiss to your story, so that you can see how to use it.



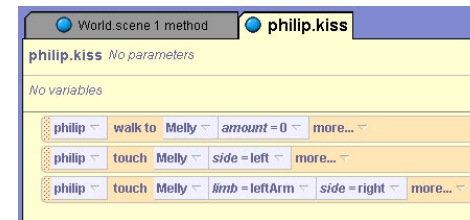
If you look at the methods that Philip knows how to do, you'll find that there's a new tile called "kiss." Drag this into your main story (not Philip.kiss) and hit the play button. Philip should walk to Melly.

## Teaching Philip to Kiss Part 2: Embracing Melly

The next step in getting Philip to kiss Melly is to have him put his arms around her. We can use the touch method to get Philip to touch the left and right sides of Melly.



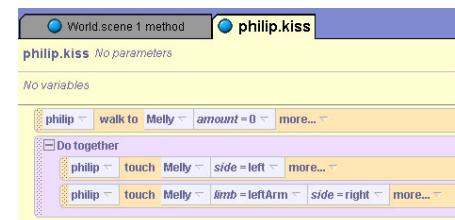
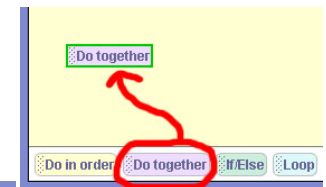
You'll need to use the more menu to set which *side* of Melly Philip will touch and which *limb* (right arm or left arm) he will use.



Then, we might end up with a Philip.kiss that looks like this. Try playing this to see what it looks like.

It looks a little awkward because Philip raises his hands one at a time. We can use something called a "Do together" to make the two touch animations happen at the same time.

To add a "Do together" to your Philip.kiss, drag the "Do together" tile from the bottom of the method editor and drop it at the end of Philip.kiss.



Do togethers do all the animations inside them at the same time. Since we want the two touch animations to happen at the same time, drag those inside the "Do together." Now, Philip.kiss

should look like this.

If you play Philip.kiss, Philip will walk over to Melly and put his arms around her.

You can use "Do togethers" anytime you have multiple animations that you want to have happen at the same time

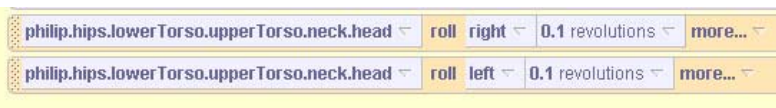


## Teaching Philip to Kiss Part 3: The Kiss!

Now that we've got Philip standing in front of Melly with his arms around her, let's get him to tilt his head back and forth a bunch of times to kiss her. The first thing we'll need to do is figure out how to get him to tilt his head. To do this, we'll need to find the tile that represents Philip's head. You can see Philip's body parts by clicking on the "+" sign next to his tile. You may have to open up some of Philip's body parts to find his head.



When you find Philip's head, click on it to see what methods it can do. When you want to move a body part around, you'll want to use either turn or roll. In this case we want roll which will make Philip tilt his head left and right.

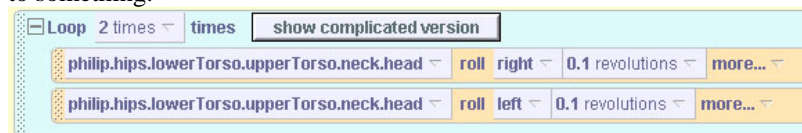


If you drag in Philip's "head turn" tile, you can add these two animations to the bottom of Philip.kiss.

If you play this, you'll see that Philip now kisses Melly by tilting his head right and left once. But, we'd really like him to do tilt his head right and left multiple times. To do this, we can add something called a Loop. Loops do all the animations inside them multiple times.



Add a loop to the end of Philip.kiss and move Philip's two head rolls inside of the loop. The end of Philip. Kiss should look something like this. You can change how many times the loop happens by changing "2 times" to something.



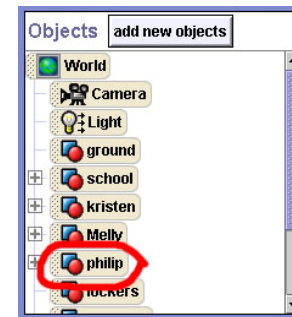
You can use loops any time you want Alice to do an animation or a list of animations multiple times in a row.

## Basic Alice Programming

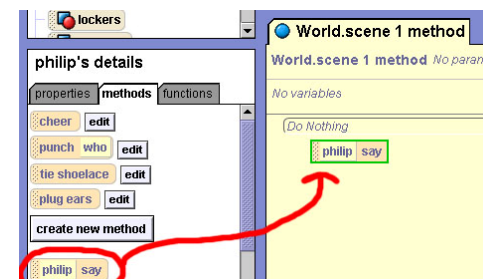
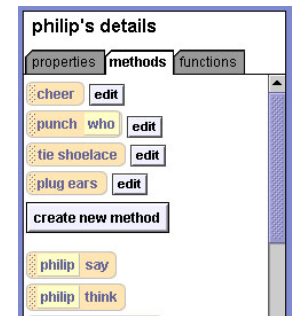
Once you've got a scene laid out in Alice, you'll probably want to animate it.



Every character and object in your Alice scene also has a tile in the object tree. If you want to know what methods Philip can do, click on the "Philip" tile in the object tree.

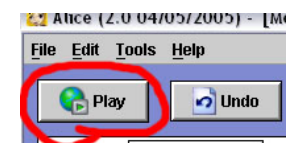


Then, you'll see a list of the methods that Philip knows how to do.



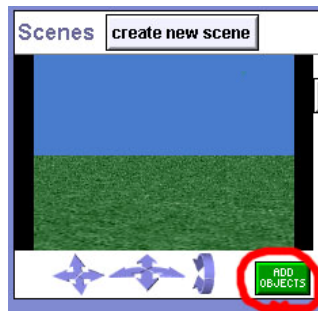
To add an animation for Philip, drag and drop the animation tiles into the method editor.

When you've added some animations, you can hit the "Play" button to see what your Alice program looks like.



## Alice Basics

### Adding Objects and Navigating the Gallery



*Getting to the Alice gallery:*

To add characters and scenery to your Alice world, click on the add objects button.



### *Adding Objects:*

Once you're in the Alice gallery, you can add characters and scenery to your Alice world by dragging cards into your scene.

### *Getting Back to the Main Gallery:*

To get back to the main gallery click on "Local Gallery." From the local gallery, click on the "Characters" and "Scenes" folder to see the characters and scenes you can use in your stories.



### Positioning Objects

To move characters or objects around in your Alice worlds, you can click on them and drag them around the scene. This will move them around on the ground plane.

You can change the mouse so that it moves objects up and down, turns them to face another direction, copies them, or resizes them, you can use the controls on the right.



To change what the mouse does, click one of the buttons on the right. Then, you can click and drag objects in the scene like you do to move them around the scene.

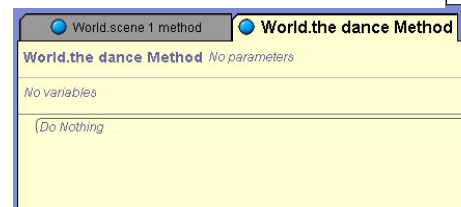
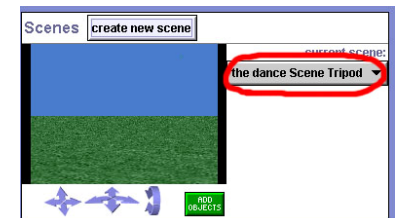
To make the mouse move objects over the ground again, select the arrow button above. Then, you can click and drag objects in the scene again.

## Creating New Scenes

Often, you'll find that you need multiple locations in your story. For example, one part of your story might take place in a classroom and another part might take place in a garden. In Alice, we call these locations scenes. To create a new scene, click on the "create new scene" button. Give your new scene a name and choose what kind of ground you want. Then press "OK."

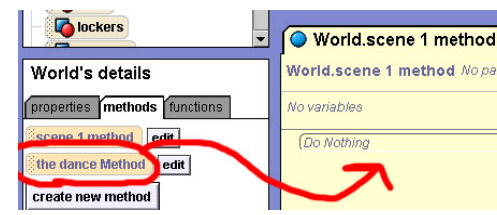
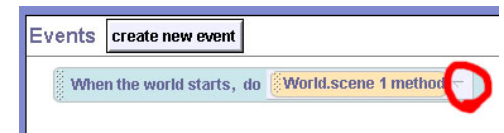


Alice will create a new blank scene for you to put your characters and scenery into. You can use the "current scene" drop down to choose which scene you want to look at.



Since you'll probably want to watch your scenes one at a time, Alice will also make a new method and open an editor where you should put the action for your new scene.

When you press the Play button, Alice looks at the events area to figure out which animations it should play. If you've created a new scene called "the dance," you'll want to change what method Alice plays when the world starts to be "the dance Method" by clicking on the triangle on the right side.



If you click on "World" in the object tree, you will find that there's a new tile for "the dance Method" that you can drag in to your story (although you'll need to put some action into it first!)