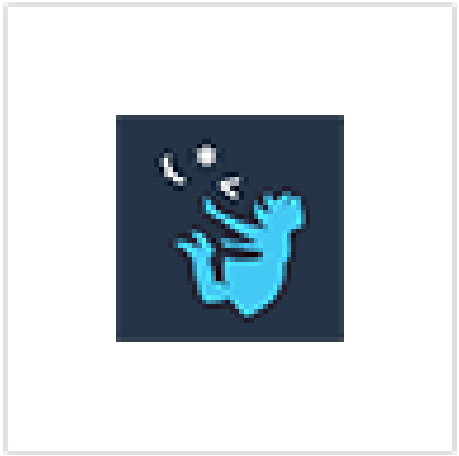

Alice
Loading...
version 3.4.0.0+build123

Program Alice za izradu 3D animacija



Alice 3.exe

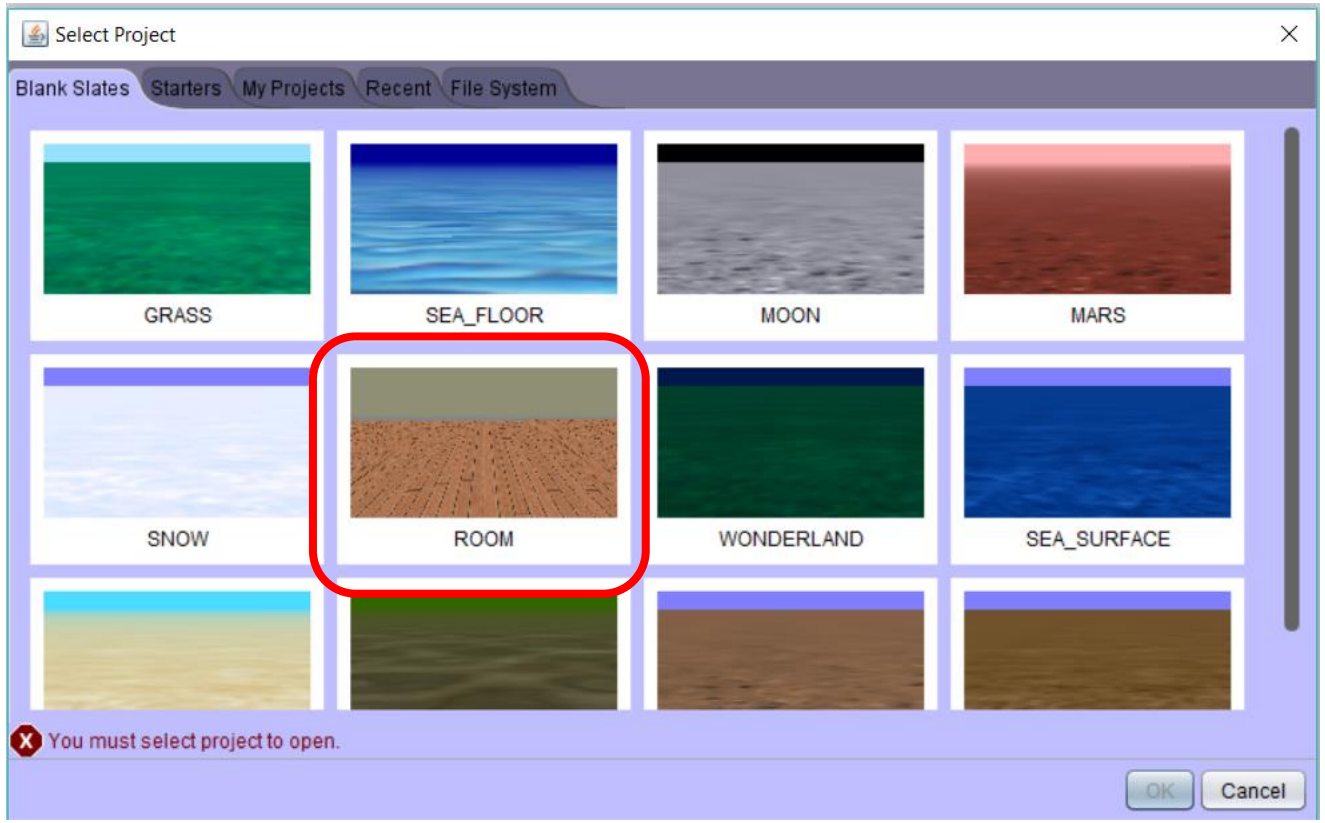
www.alice.org

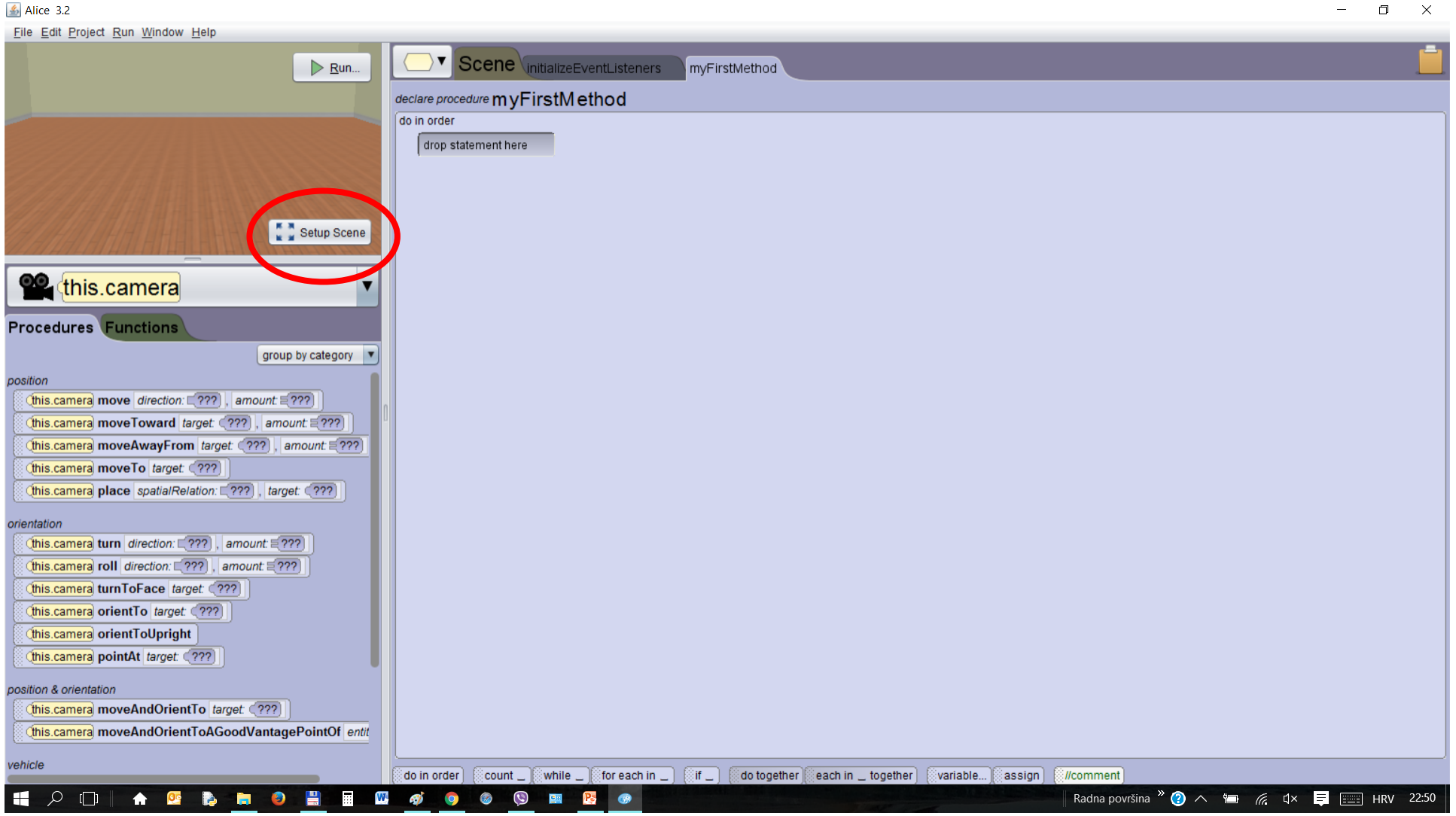
Pogledajmo primjer programa u Alice

SortiranjeHRV.a3p

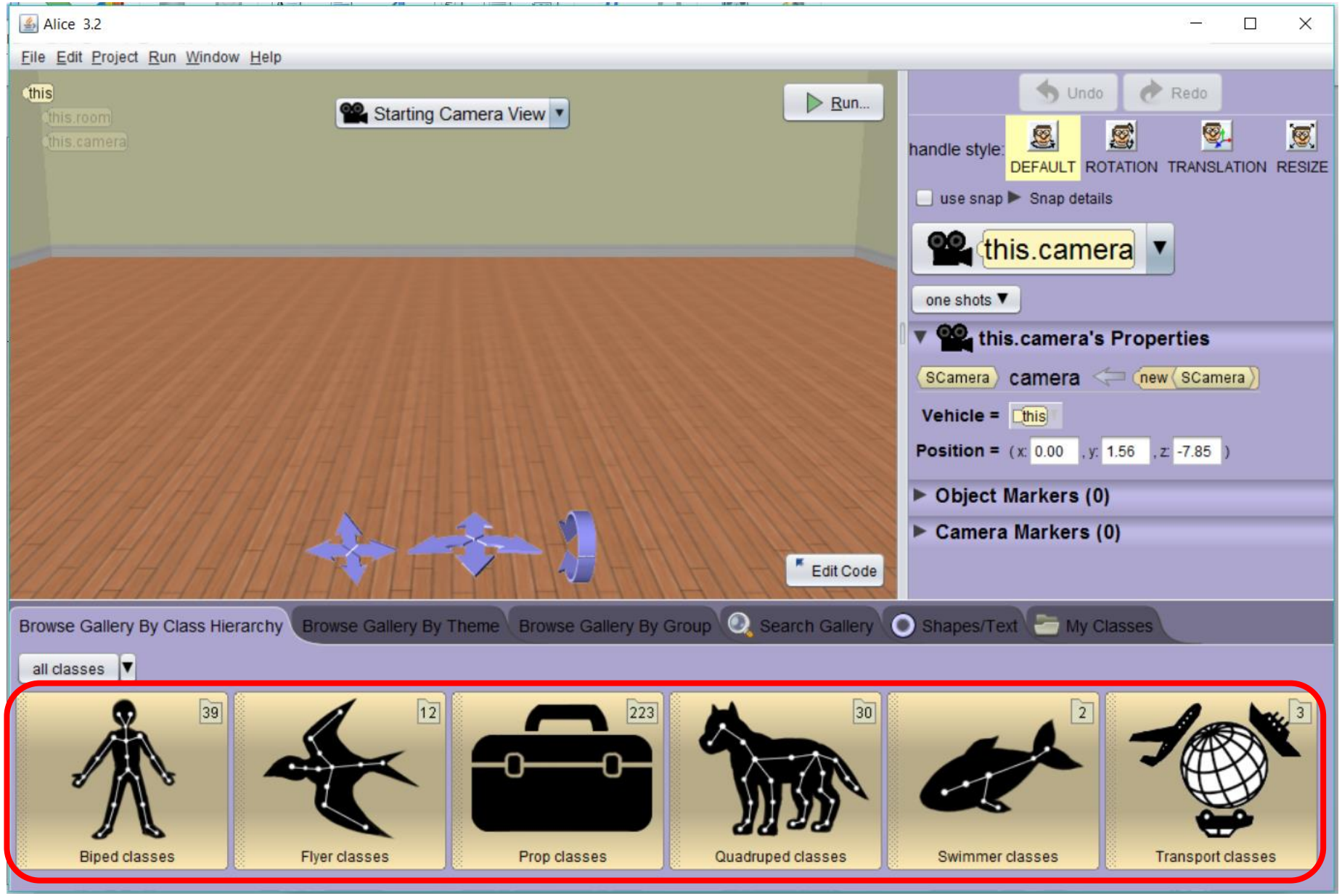
Namještanje i organizacija scene

Na početku rada odabiremo vrstu pozadine našeg projekta:




Alice 3.2
File Edit Project Run Window Help
Run...
Setup Scene
this.camera
Procedures
Functions
group by category
position
this.camera move direction: ??? , amount: ???
this.camera moveToward target: ??? , amount: ???
this.camera moveAwayFrom target: ??? , amount: ???
this.camera moveTo target: ???
this.camera place spatialRelation: ??? , target: ???
orientation
this.camera turn direction: ??? , amount: ???
this.camera roll direction: ??? , amount: ???
this.camera turnToFace target: ???
this.camera orientTo target: ???
this.camera orientToUpright
this.camera pointAt target: ???
position & orientation
this.camera moveAndOrientTo target: ???
this.camera moveAndOrientToAGoodVantagePointOf entit
vehicle
Scene
initializeEventListeners
myFirstMethod
declare procedure myFirstMethod
do in order
drop statement here
do in order
count _
while _
for each in _
if _
do together
each in _ together
variable...
assign
//comment
Radna površina
HRV
22:50

U scenu umećemo statične i dinamične objekte iz izbornika na dnu:

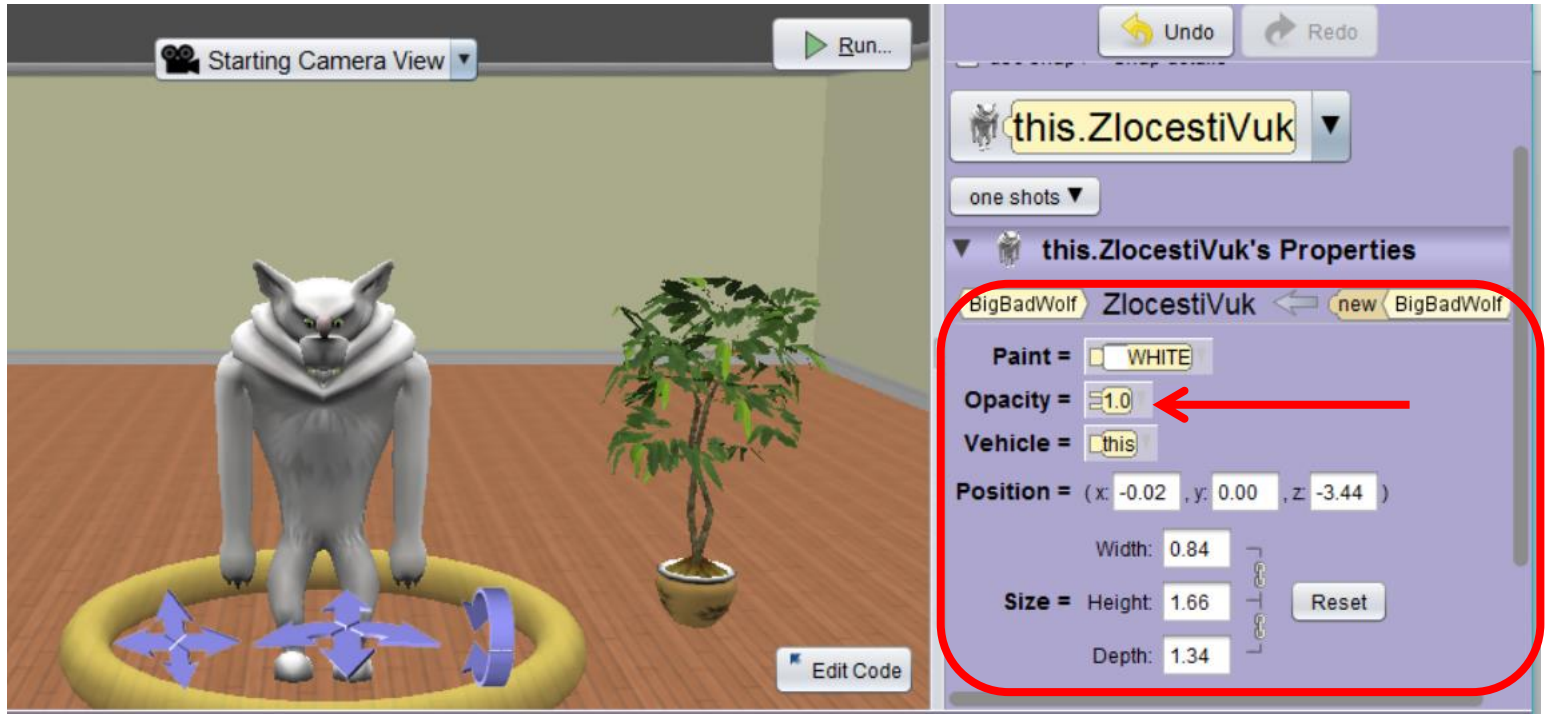


Umetanje objekata

Objekt možemo umetnuti na dva načina:

1. ***dvoklikom*** (dolazi u centar scene i dajemo mu JEDINSTVENO ime)
2. ***povlačenjem*** na mjesto na sceni (i davanjem JEDINSTVENOG imena)


Starting Camera View
Run...
Undo
Redo
handle style:
DEFAULT
ROTATION
TRANSLATION
RESIZ
this.Fikus
one shots
this.Fikus's Properties
FigTree
Fikus
new
FigTree
Paint =
WHITE
Opacity =
1.0
Vehicle =
this
Position =
(x: -1.70 , y: 0.00 , z: -2.99)
Width:
1.04
Edit Code

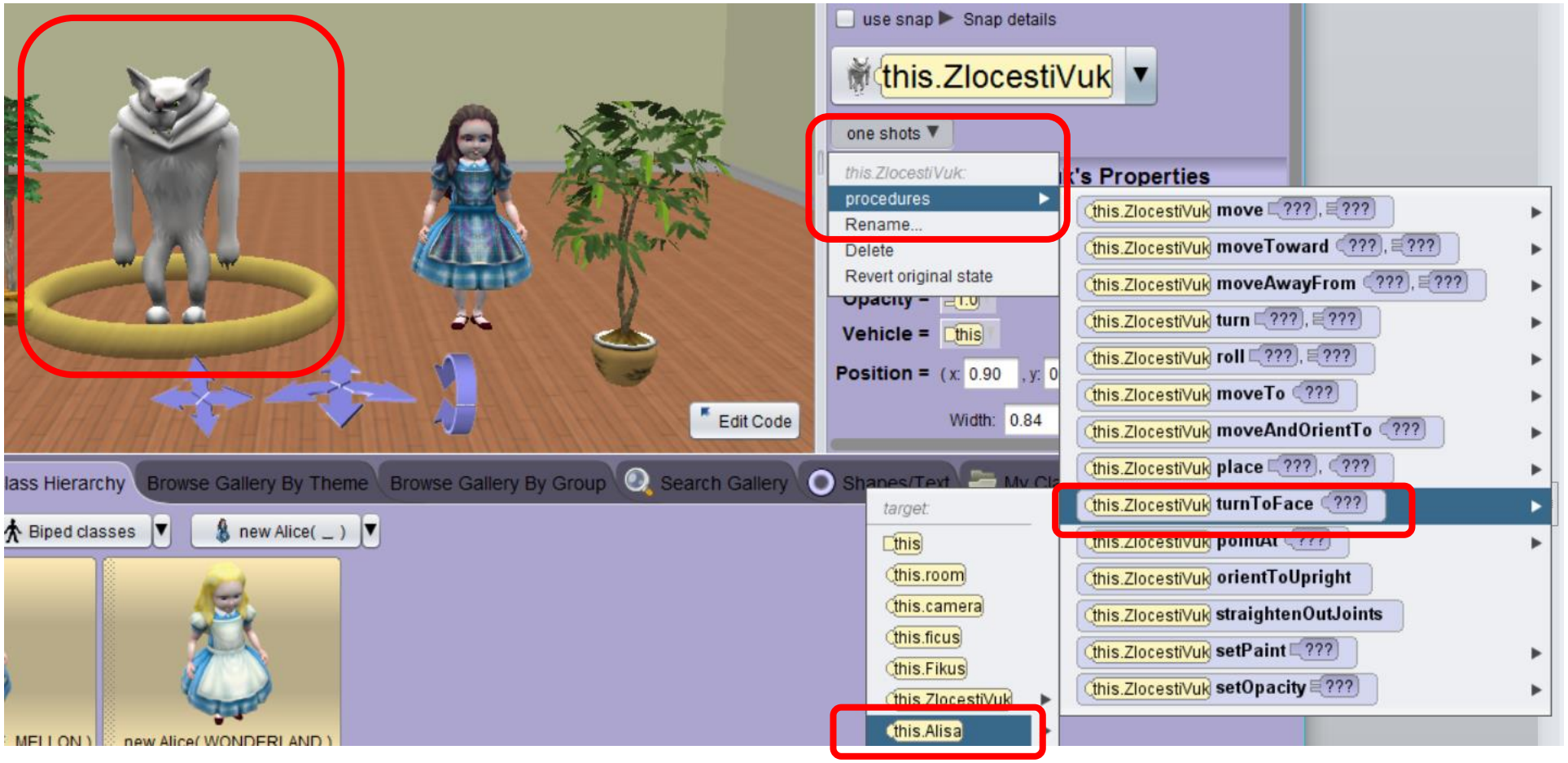


Spremajte često!

Pogledi kamere:

Vuk se okreće i gleda u Alisu:

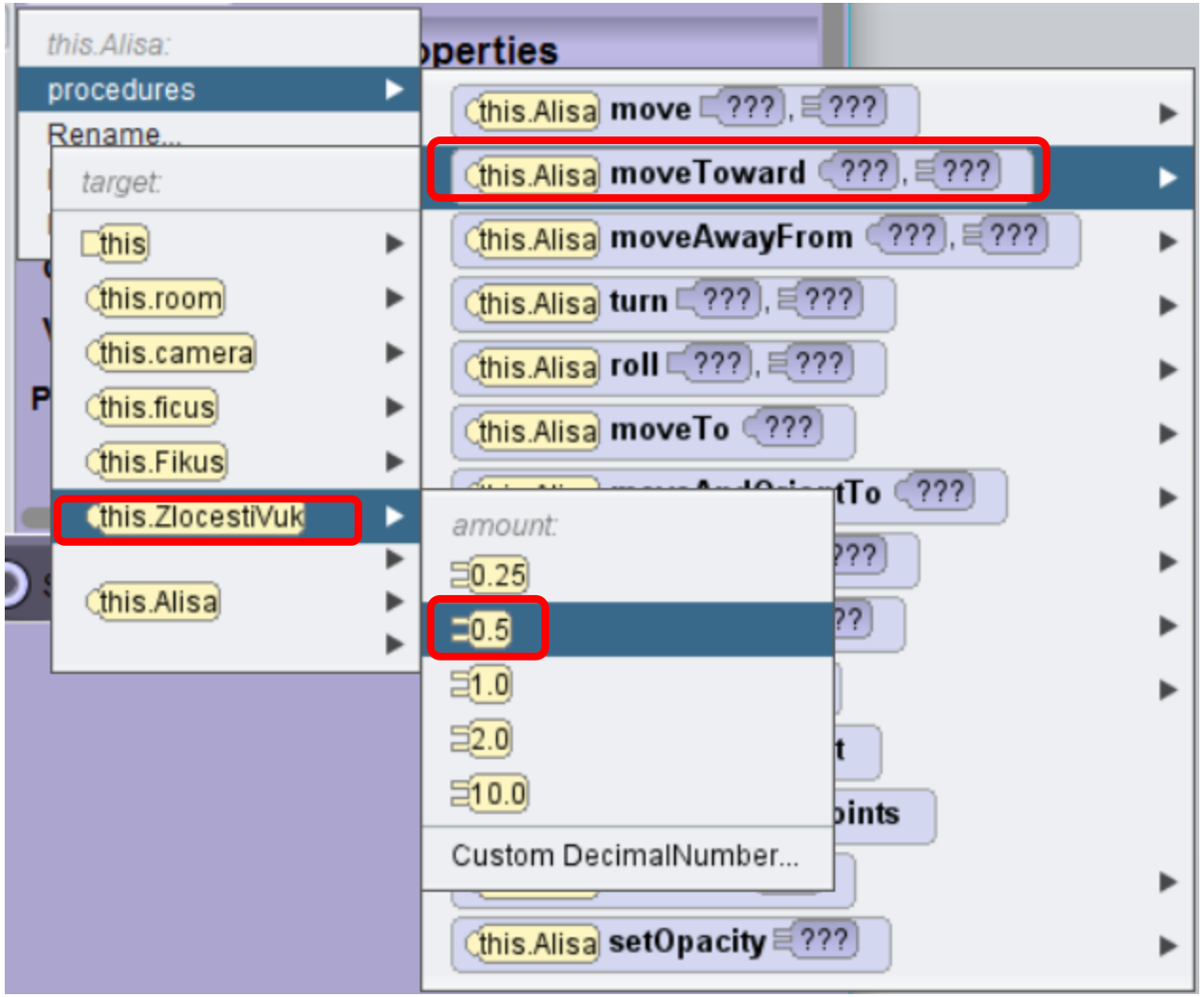
one shots procedure služe za namještanje scene




this
this.room
this.camera
this.ficus
this.Fikus
this.ZlocestiVuk
this.Alisa
Starting Camera View
Run...
Edit Code

Okrenite Alisu prema vuku:

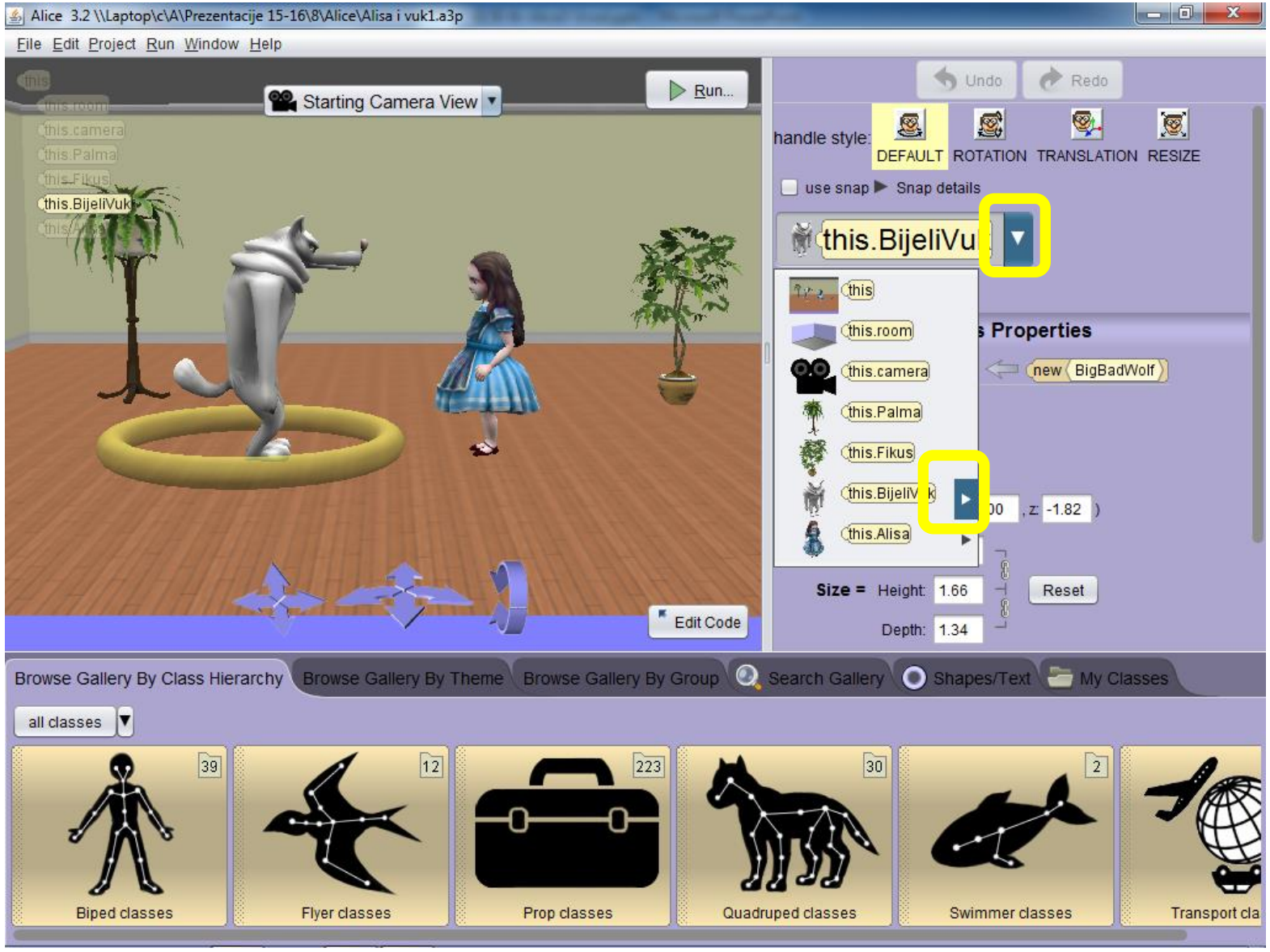
Približite Alisu pola koraka prema zločestom vuku:

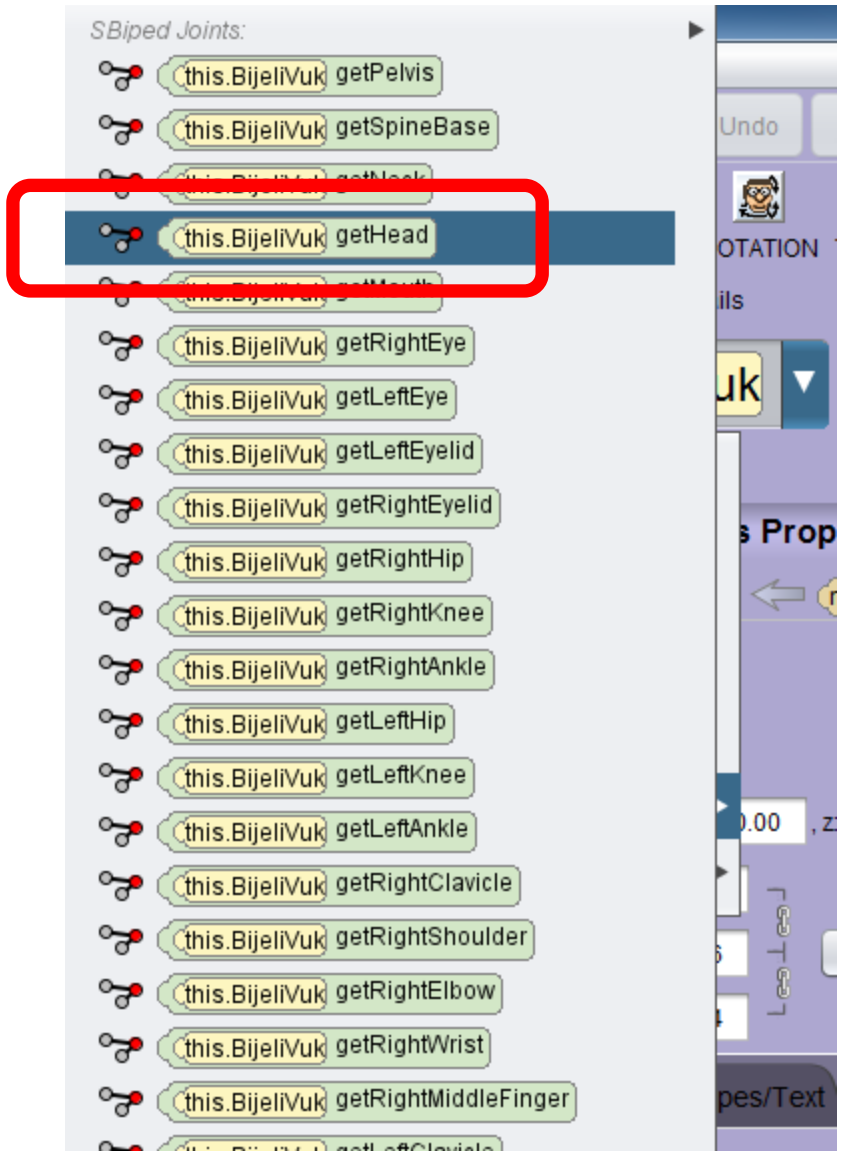

this.Alisa:
procedures
Rename...
target:
this
this.room
this.camera
this.ficus
this.Fikus
this.ZlocestiVuk
this.Alisa
amount:
0.25
0.5
1.0
2.0
10.0
Custom DecimalNumber...
this.Alisa move ??? , ???
this.Alisa moveToward ??? , ???
this.Alisa moveAwayFrom ??? , ???
this.Alisa turn ??? , ???
this.Alisa roll ??? , ???
this.Alisa moveTo ???
this.Alisa setOpacity ???

Rukovanje:

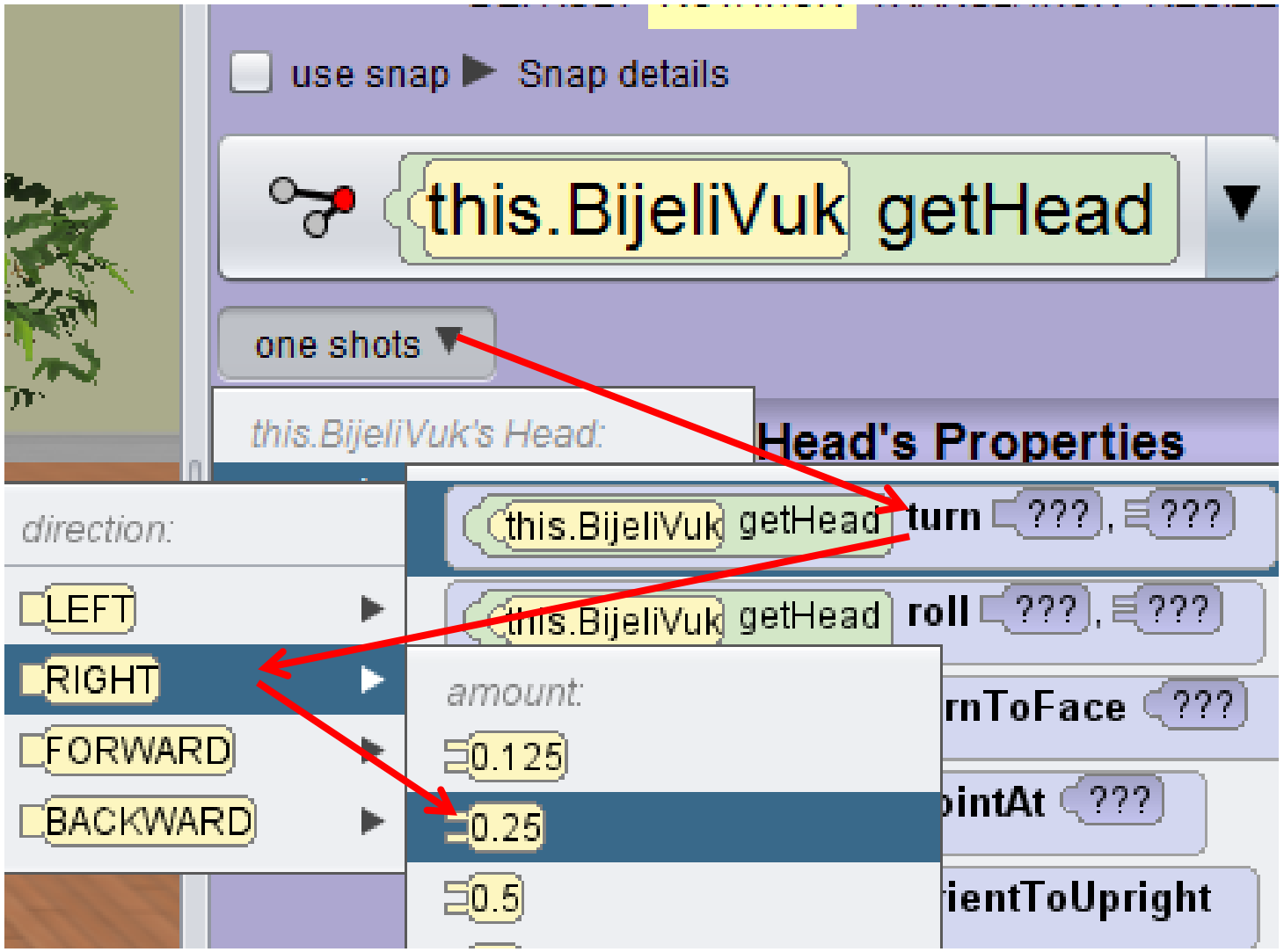
getRightShoulder - turn left 0.125

Vuk okreće glavu prema nama:




SBiped Joints:
this.BijeliVuk getPelvis
this.BijeliVuk getSpineBase
this.BijeliVuk getHead
this.BijeliVuk getRightEye
this.BijeliVuk getLeftEye
this.BijeliVuk getLeftEyelid
this.BijeliVuk getRightEyelid
this.BijeliVuk getRightHip
this.BijeliVuk getRightKnee
this.BijeliVuk getRightAnkle
this.BijeliVuk getLeftHip
this.BijeliVuk getLeftKnee
this.BijeliVuk getLeftAnkle
this.BijeliVuk getRightClavicle
this.BijeliVuk getRightShoulder
this.BijeliVuk getRightElbow
this.BijeliVuk getRightWrist
this.BijeliVuk getRightMiddleFinger
Undo
OTATION
ils
uk
s Prop
pes/Text


Alice 3.2 \\Laptop\c\A\Prezentacije 15-16\8\Alice\Alisa i vuk1.a3p
File Edit Project Run Window Help
Starting Camera View
Run...
this.BijeliVuk
Undo
Redo
handle style:
DEFAULT
ROTATION
TRANSLATION
RESIZE
use snap
Snap details
this.BijeliVuk getHead
one shots
this.BijeliVuk's Head:
Head's Properties
this.BijeliVuk getHead turn ???, ???
this.BijeliVuk getHead roll ???, ???
this.BijeliVuk getHead turnToFace ???
this.BijeliVuk getHead pointAt ???
this.BijeliVuk getHead orientToUpright
Edit Code
Browse Gallery By Class Hierarchy
Browse Gallery By Theme
Browse Gallery By Group
Search Gallery
Shapes/Text
My Classes
all classes
39
Biped classes
12
Flyer classes
223
Prop classes
30
Quadruped classes
2
Swimmer classes
Transport cla

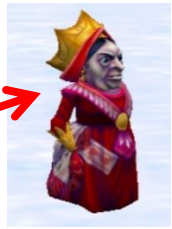

use snap
Snap details
this.BijeliVuk getHead
one shots
this.BijeliVuk's Head:
Head's Properties
direction:
LEFT
RIGHT
FORWARD
BACKWARD
this.BijeliVuk getHead turn ??? , ???
this.BijeliVuk getHead roll ??? , ???
rnToFace ???
ointAt ???
ientToUpright
amount:
0.125
0.25
0.5

Dijelovi tijela se mogu pomicati u početni položaj i pomoću miša i krugova za rotaciju:

move – up down left right forward backward – **objekt se POKREĆE**
turn – left right forward backward – **objekt ne mijenja mjesto (stajalište) – okreće se i naklanja**

CRVENO
turn
forward - backward

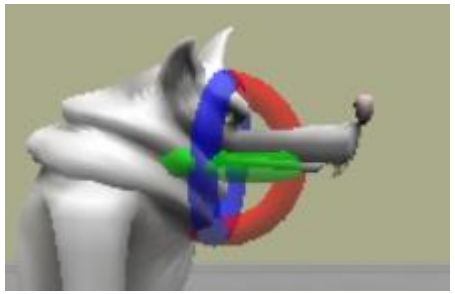
ZELENO
turn
left - right



PLAVO
roll
left - right

roll – left right – **objekt ne mijenja mjesto ni usmjerenje**

Vuku se mogu otvoriti usta:

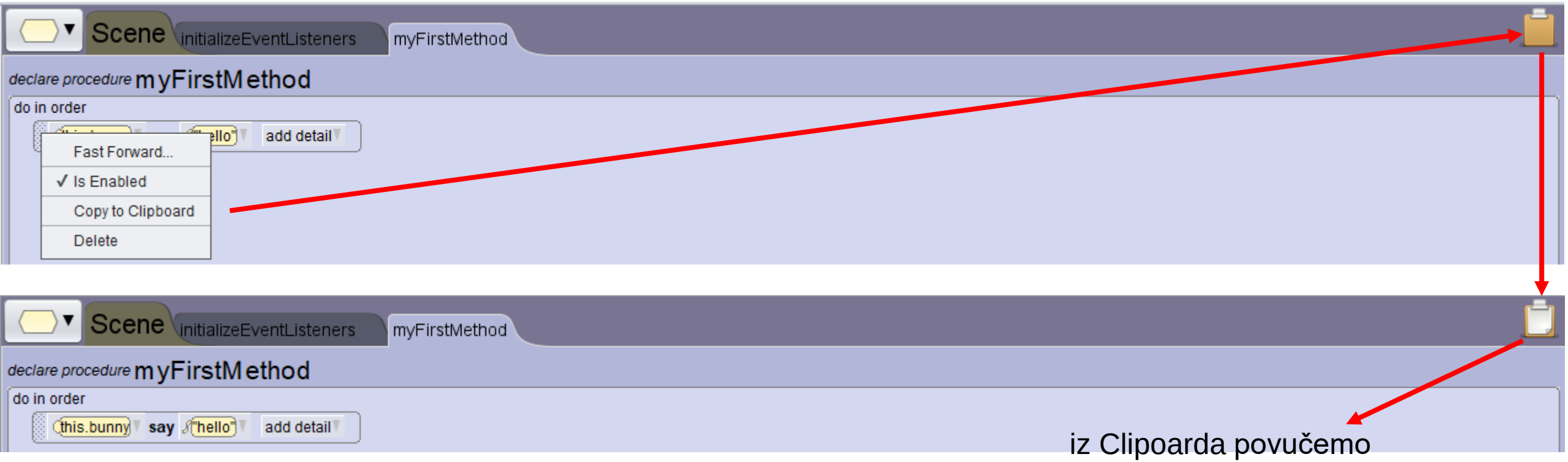


turn forward 0.125

Kopiranje naredbi

Kopiramo naredbu tako da pritisnemo na tipkovnici Ctrl i istovremeno povučemo naredbu za točkice na drugo mjesto.

Drugi način kopiranja je desnim klikom na točkice i Copy to Clipboard:

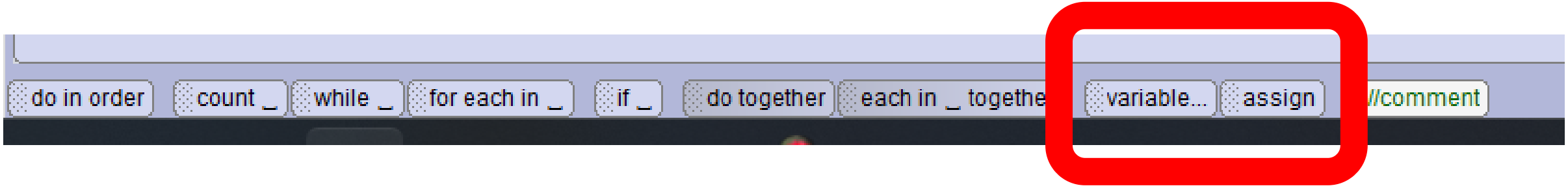


iz Clipoarda povučemo kamo želimo kopirati

Varijable

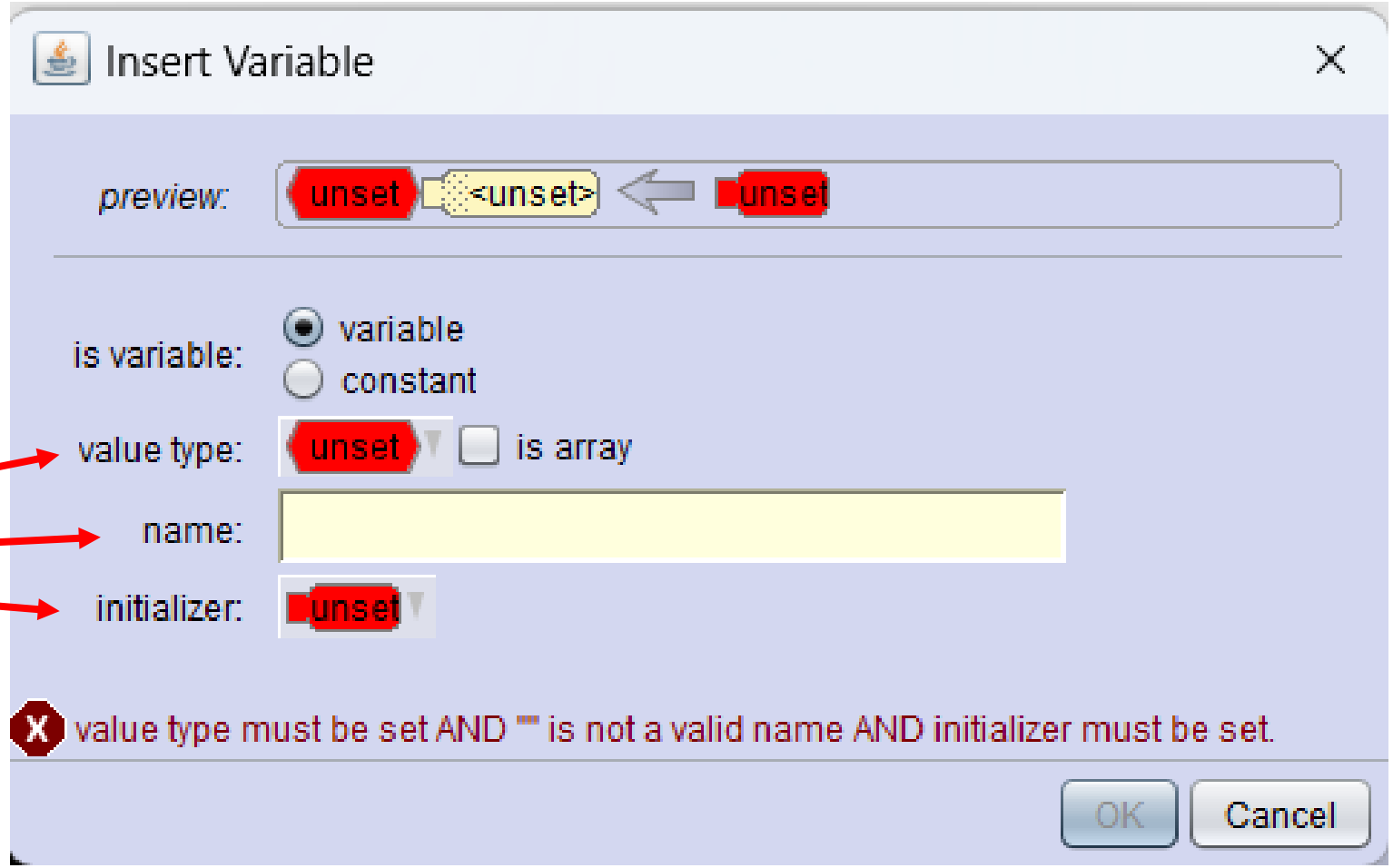
Rezervirana mjesta u memoriji (rezervirate ih tako da im odredite ime). Na početku se definira vrsta varijable (cjelobrojna, decimalna, tekstualna) i početna vrijednost.

Za varijablu koristimo naredbe na dnu ekrana:



Naredbe za varijable:

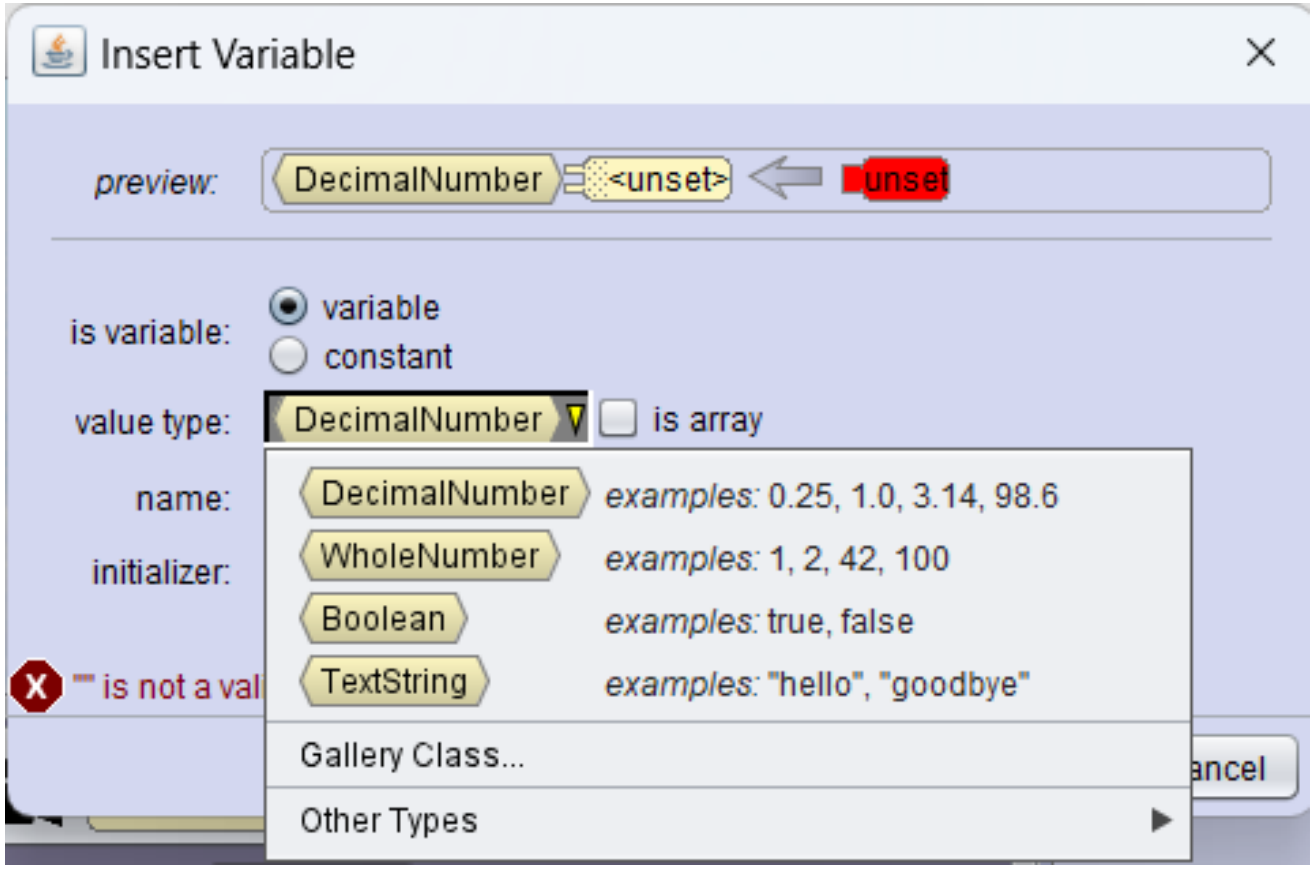
Naredbu **variable…** koristimo za definiranje **vrste, imena i početne vrijednosti** varijable:



VRSTA VARIJABLE

Vrsta varijable može biti:

- decimalni broj
- cijeli broj
- true/false
- tekst



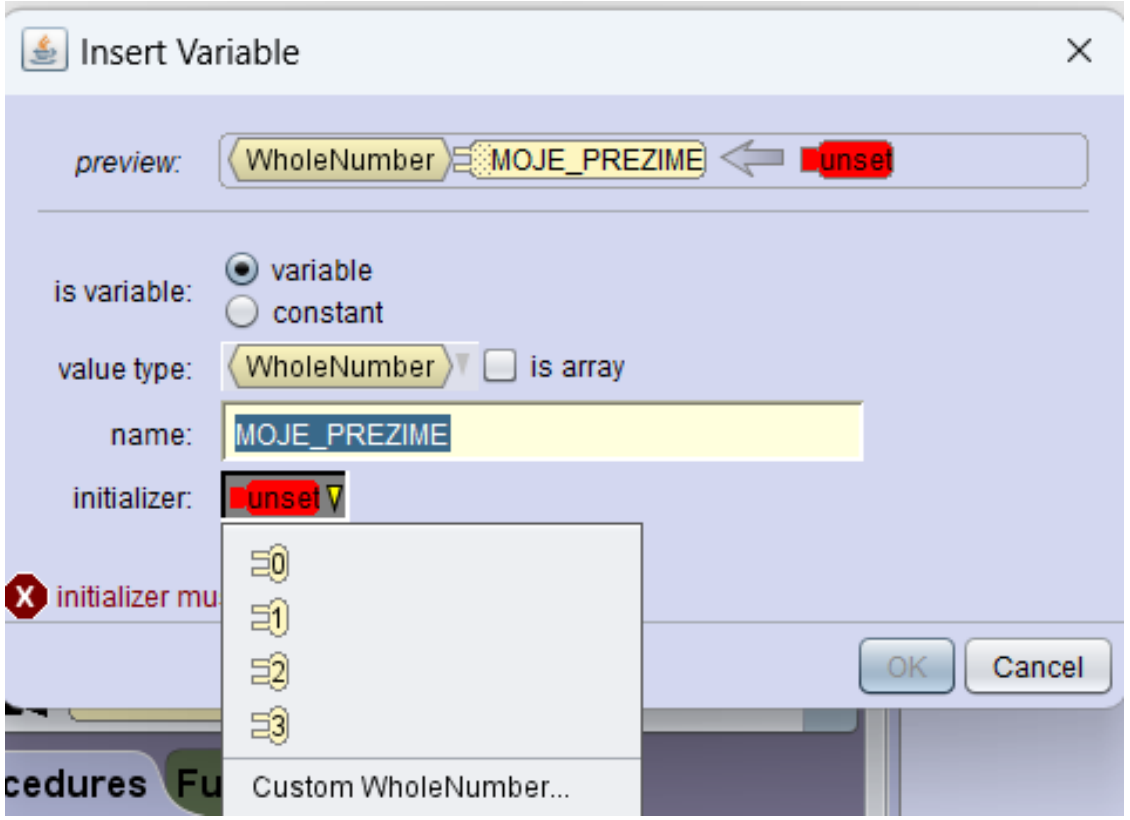
IME VARIJABLE

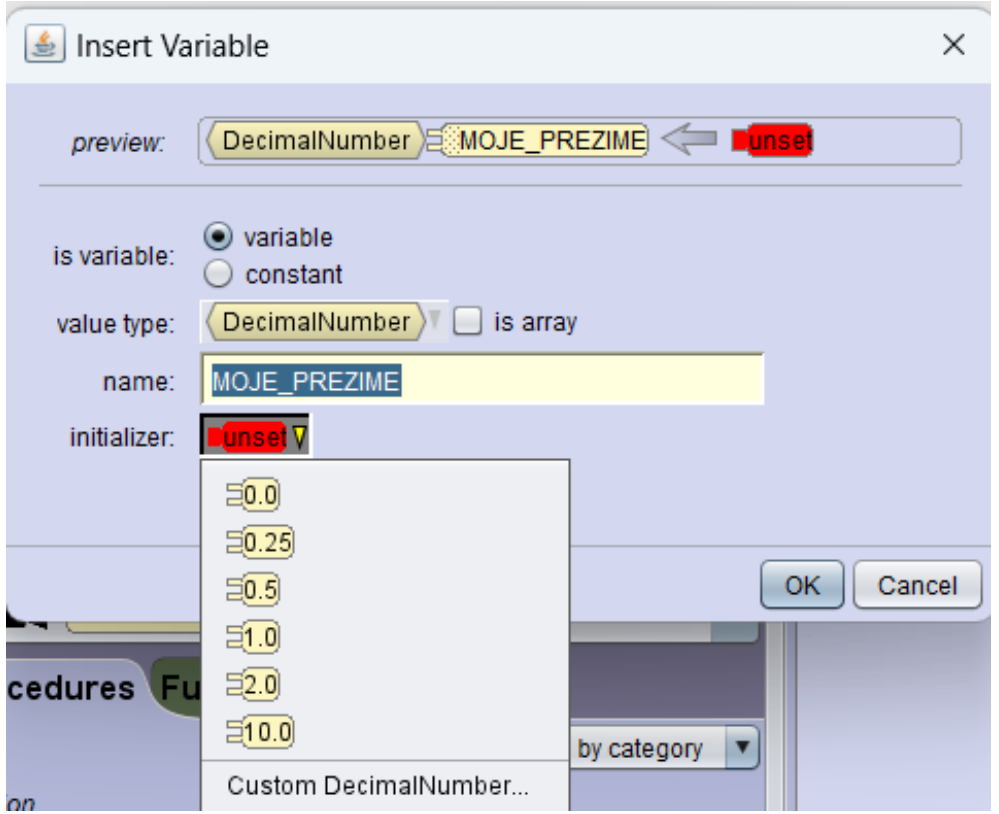
Ime varijable mora biti JEDNA RIJEČ i ne smije sadržavati naša slova:

DA	NE
x	Žaba
ime	i m e
moje_ime	moje ime
primjer_Mojeg_Imena	Marko Markic

POČETNA VRIJEDNOST

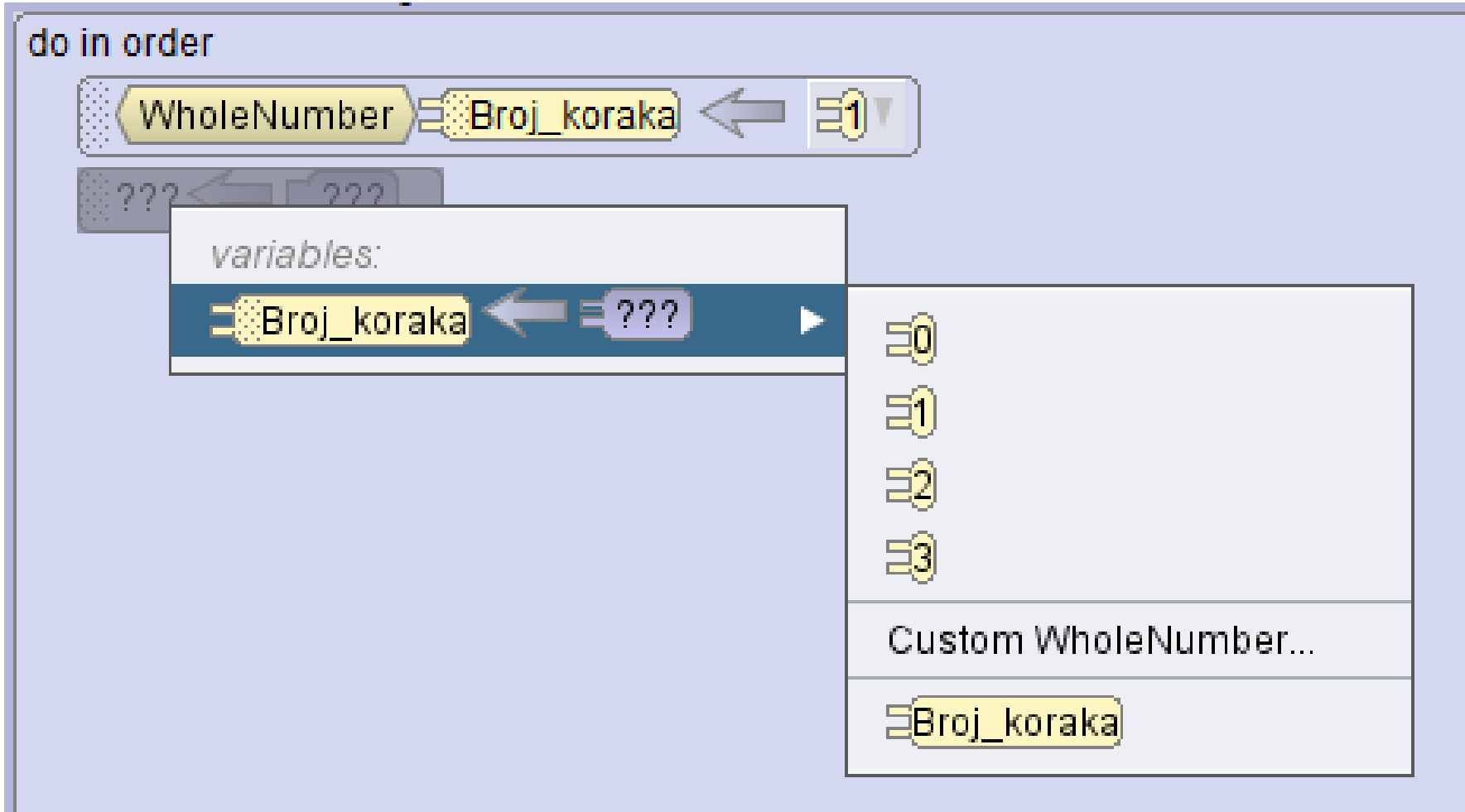
Početna vrijednost ovisi o tome što ste definirali kao vrstu varijable:





Naredbe za varijable:

Naredbu **assign** koristimo da bi u programu promijenili vrijednost varijabli:



Funkcije i varijable

Nekim funkcijama možemo dodijeliti varijablama vrijednosti.

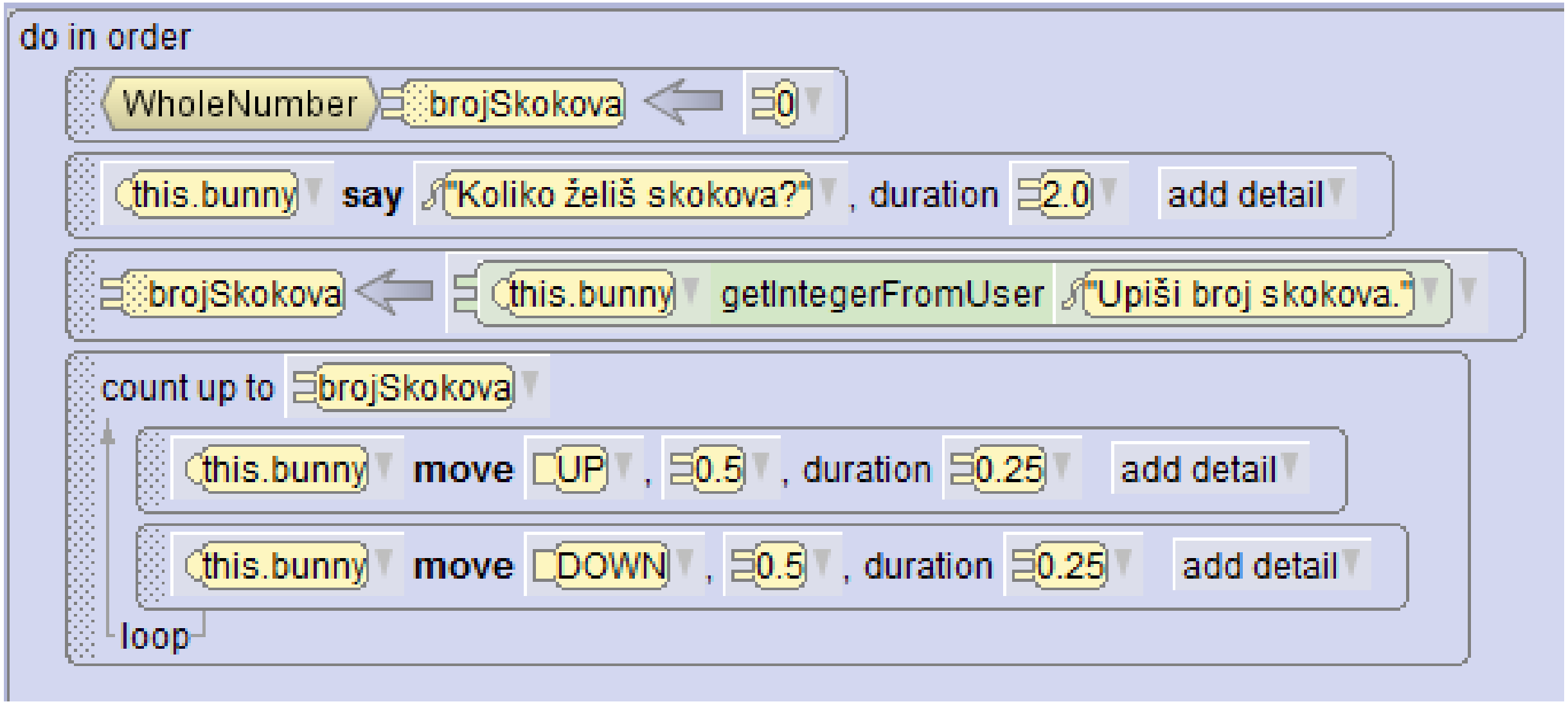
Na primjer, funkcija `getIntegerFromUser` nam omogućava upis broja preko ekrana.

Pogledajmo kroz primjer:

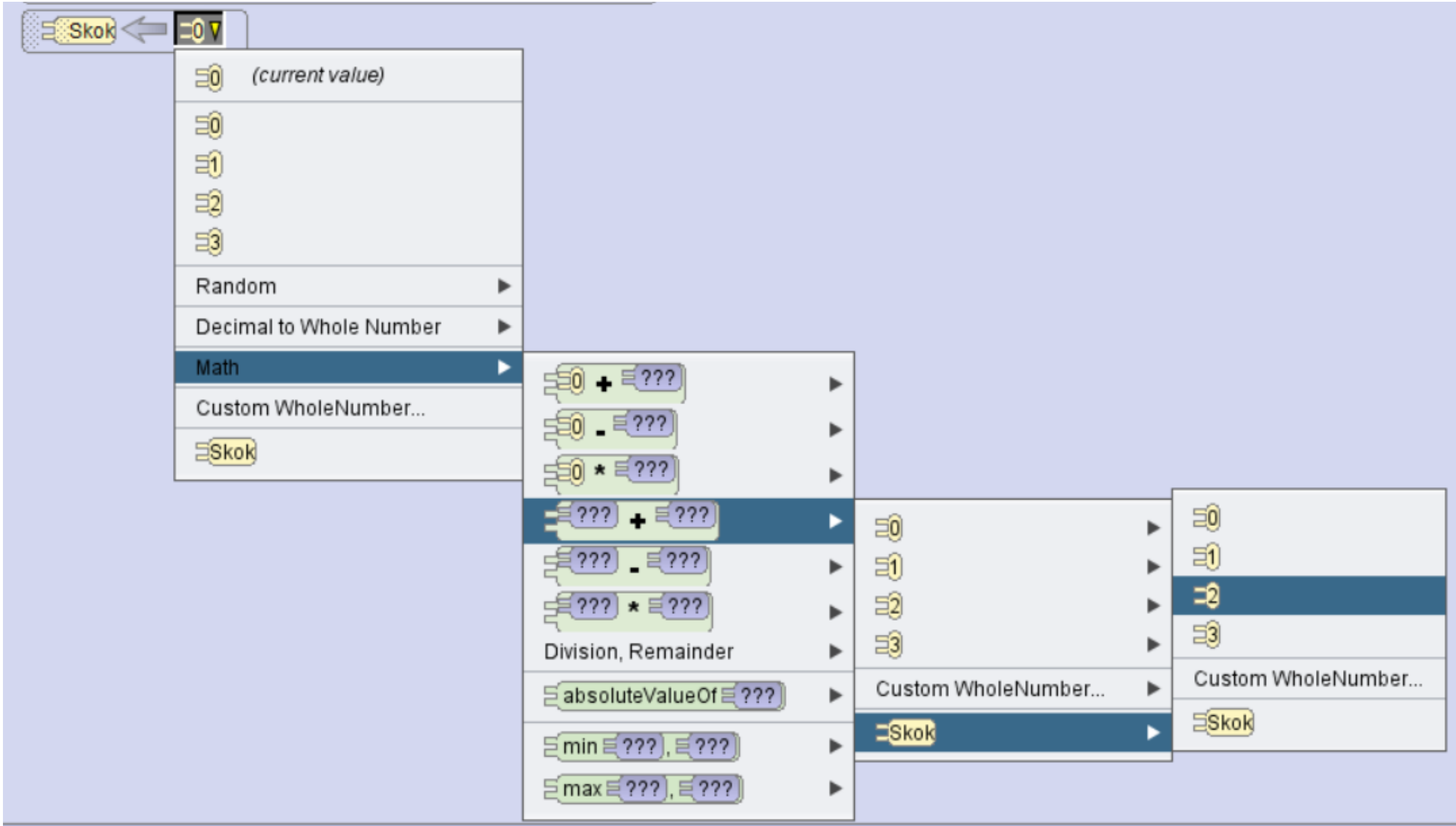
Zeko skače

Odabiremo scenu sa zecom gdje upisujemo koliko će puta skočiti:

Kod

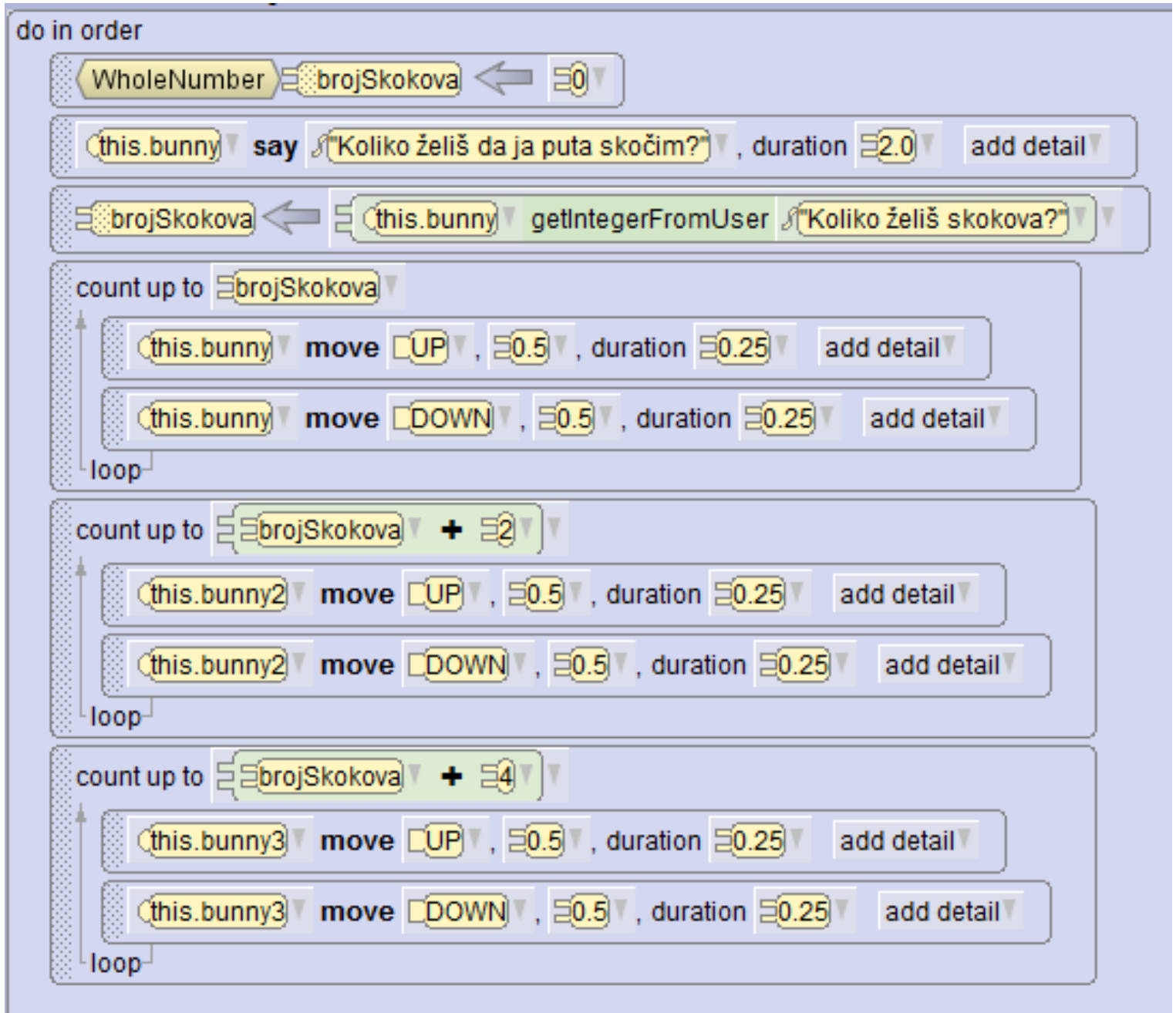

do in order
WholeNumber
brojSkokova
0
this.bunny
say
"Koliko želiš skokova?"
, duration
2.0
add detail
brojSkokova
this.bunny
getIntegerFromUser
"Upiši broj skokova."
count up to
brojSkokova
this.bunny
move
UP
, 0.5 , duration
0.25
add detail
this.bunny
move
DOWN
, 0.5 , duration
0.25
add detail
loop

Tri zeca skaču, svaki dva skoka više od susjeda


Skok
0
(current value)
0
1
2
3
Random
Decimal to Whole Number
Math
Custom WholeNumber...
Skok
0 + ???
0 - ???
0 * ???
??? + ???
??? - ???
??? * ???
Division, Remainder
absoluteValueOf ???
min ??? , ???
max ??? , ???
0
1
2
3
Custom WholeNumber...
Skok
0
1
2
3
Custom WholeNumber...
Skok


do in order
WholeNumber skok 0
skok this.bunny getIntegerFromUser "Koliko želiš skokova?"
count up to skok
this.bunny move UP , 0.5 add detail
this.bunny move DOWN , 0.5 add detail
loop
skok skok + 2
count up to skok
this.bunny2 move UP , 0.5 add detail
this.bunny2 move DOWN , 0.5 add detail
loop
skok skok + 2
count up to skok
this.bunny3 move UP , 0.5 add detail
this.bunny3 move DOWN , 0.5 add detail
loop

ili


do in order
WholeNumber brojSkokova 0
this.bunny say "Koliko želiš da ja puta skočim?" , duration 2.0 add detail
brojSkokova this.bunny getIntegerFromUser "Koliko želiš skokova?"
count up to brojSkokova
this.bunny move UP , 0.5 , duration 0.25 add detail
this.bunny move DOWN , 0.5 , duration 0.25 add detail
loop
count up to brojSkokova + 2
this.bunny2 move UP , 0.5 , duration 0.25 add detail
this.bunny2 move DOWN , 0.5 , duration 0.25 add detail
loop
count up to brojSkokova + 4
this.bunny3 move UP , 0.5 , duration 0.25 add detail
this.bunny3 move DOWN , 0.5 , duration 0.25 add detail
loop

Yeti i varijabla

Zadatak:

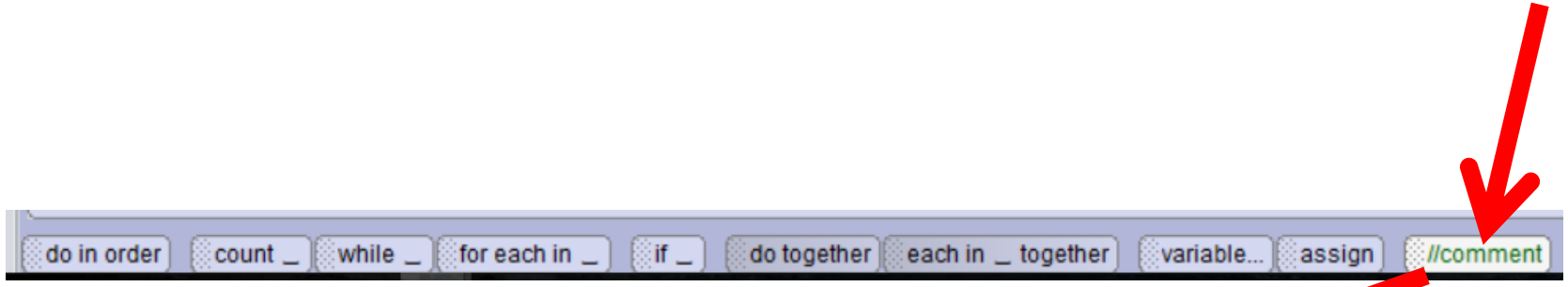
1. Na početku se Yeti predstavlja svojim imenom.
2. Zavrti se tri puta oko sebe.
3. Postavi pitanje „Kako se ti zoveš?”
4. Kaže da je upisano ime jako lijepo.
5. Pita „Koliko želiš okretaja?”
6. Zavrti se toliko puta koliko je upisano.

Kod

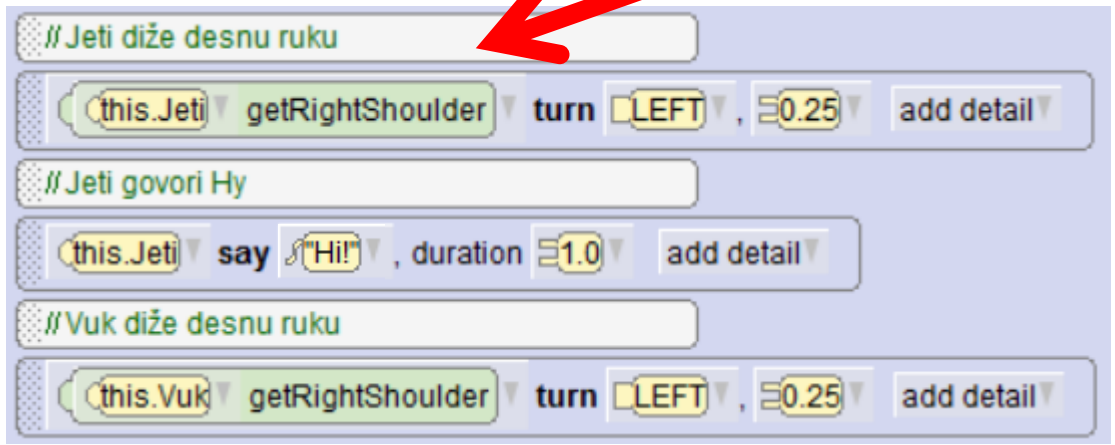

do in order
TextString pricanjeLika "Hej, ja sam Max!"
DecimalNumber brojOkretaja 3.0
this.yeti say pricanjeLika add detail
this.yeti turn LEFT , brojOkretaja add detail
// assign za sadržaj varijable
pricanjeLika "Kako se zoveš?"
this.yeti say pricanjeLika add detail
// assign pa funkcija getStringFromUser
pricanjeLika this.yeti getStringFromUser "Kako se ti zoveš?"
this.yeti say pricanjeLika + " je jako lijepo ime!" add detail
pricanjeLika "Koliko ću se puta okrenuti?"
this.yeti say pricanjeLika add detail
this.yeti turn RIGHT , this.yeti getIntegerFromUser pricanjeLika add detail

Umetanje komentara

Za opis programa možemo koristiti komentare koji opisuju što u programu slijedi



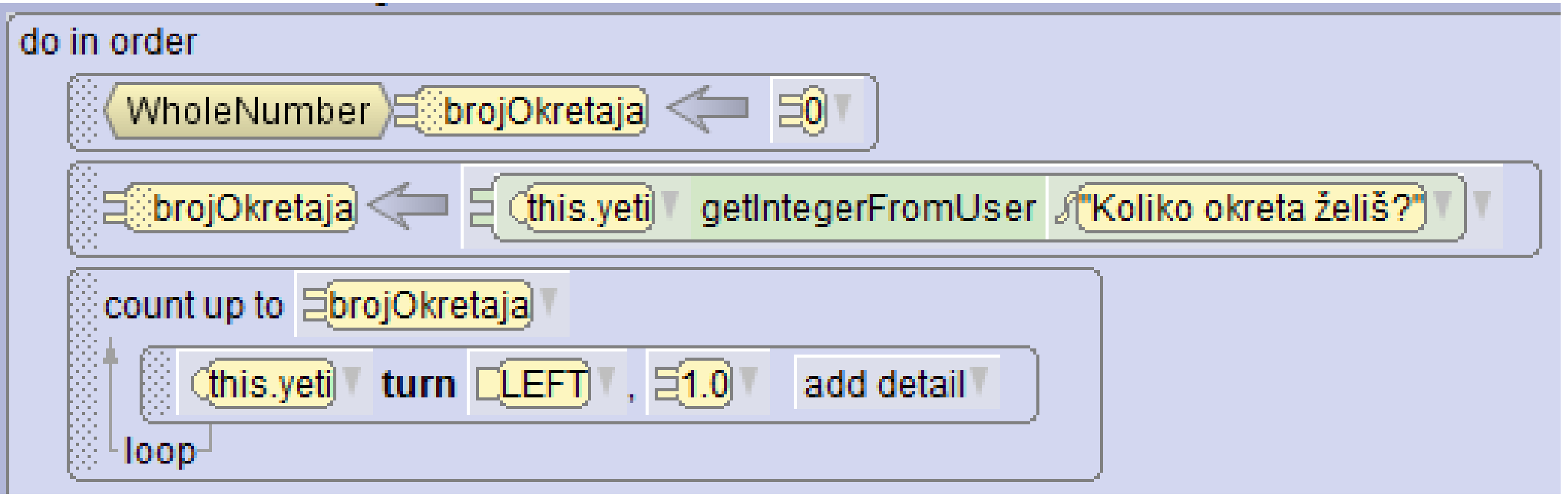
umećemo povlačenjem



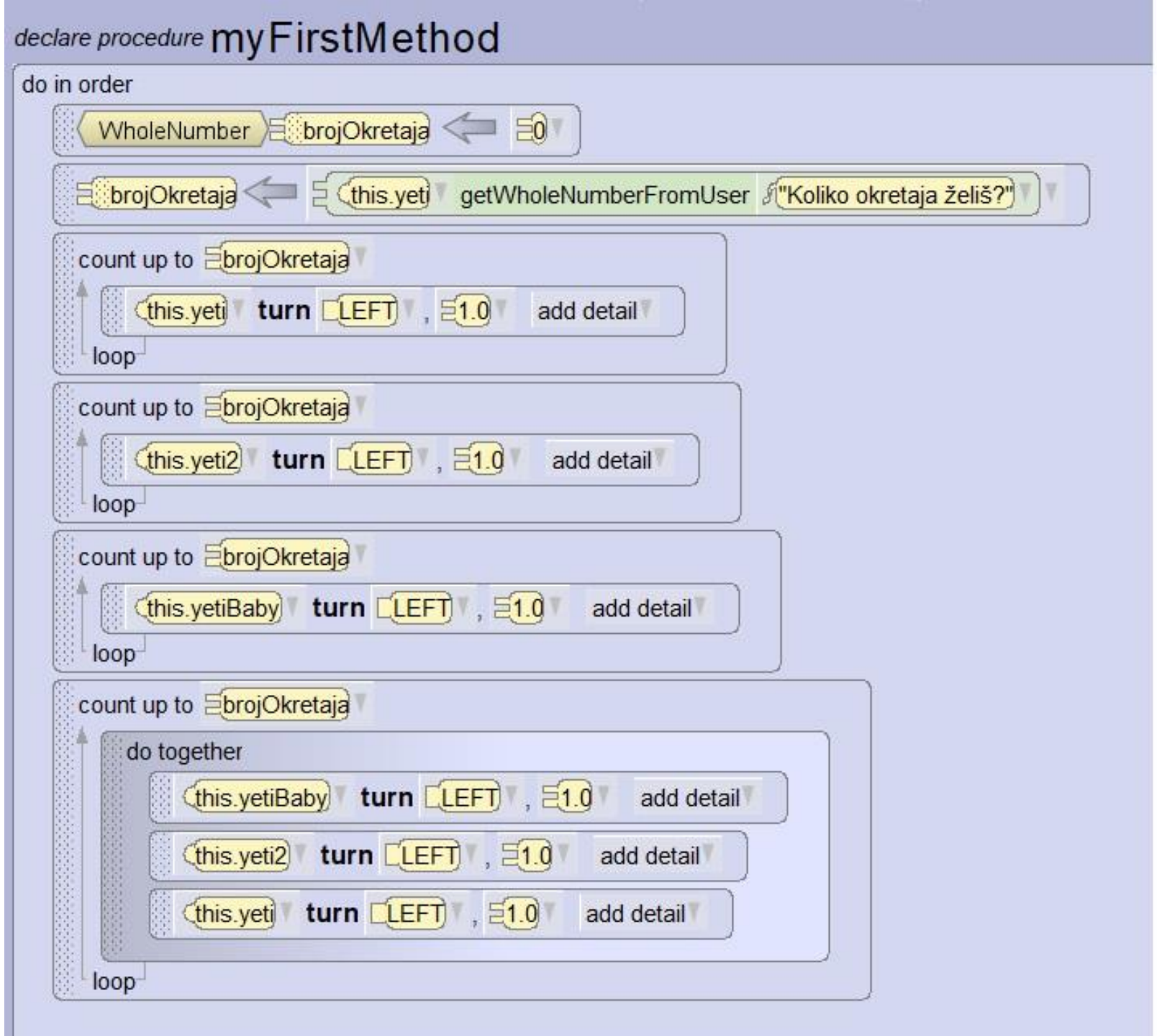
Komentari ne utječu na rad programa i mogu se umetnuti u bilo koje mjesto u programu!


declare procedure myFirstMethod
do in order
// Definira se vrijednost tekst varijable
TextString pricanjeLika "Hej, ja sam Max!"
// Definira se vrijednost cjelobrojne varijable
WholeNumber brojOkretaja 3
// Jeti priča tekst iz tekstualne varijable
this.yeti say pricanjeLika add detail
// Jeti se okreće za broj okretaja spremljen u cjelobrojnoj varijabli
this.yeti turn LEFT , brojOkretaja add detail
// Vrijednost tekst varijable promijenimo
pricanjeLika "Kako se ti zoveš?"
// Jeti govori novi tekst
this.yeti say pricanjeLika add detail
// Jeti pita Kako se zoveš i odgovor se sprema u varijablu pričanje
pricanjeLika this.yeti getStringFromUser "Kako se ti zoveš?"
// Jeti kaže da je upisano ime jako lijepo
this.yeti say pricanjeLika + "... je jako lijepo ime!" add detail
// Mijenjamo vrijednost varijable za pričanje
pricanjeLika "Koliko puta želiš da se okrenem?"
// Jeti kaže novi sadržaj varijable
this.yeti say pricanjeLika add detail
// Jeti se okrene u desno onoliko puta koliko upišemo
this.yeti turn RIGHT , this.yeti getIntegerFromUser pricanjeLika add detail

Napravite sami Yetija
koji se okreće oko sebe
onoliko puta koliko upišete


do in order
WholeNumber
brojOkretaja
0
brojOkretaja
this.yeti
getIntegerFromUser
"Koliko okreta želiš?"
count up to
brojOkretaja
this.yeti
turn
LEFT
1.0
add detail
loop

Dodajte mu još dvojicu sa strane koji se vrte po redu i onda svi zajedno.


declare procedure myFirstMethod
do in order
WholeNumber brojOkretaja 0
brojOkretaja this.yeti getWholeNumberFromUser "Koliko okretaja želiš?"
count up to brojOkretaja
this.yeti turn LEFT , 1.0 add detail
loop
count up to brojOkretaja
this.yeti2 turn LEFT , 1.0 add detail
loop
count up to brojOkretaja
this.yetiBaby turn LEFT , 1.0 add detail
loop
count up to brojOkretaja
do together
this.yetiBaby turn LEFT , 1.0 add detail
this.yeti2 turn LEFT , 1.0 add detail
this.yeti turn LEFT , 1.0 add detail
loop

Vaš je zadatak sljedeći:

1. Umetni Orcu na scenu.
2. Neka se predstavi i pita vas za ime (varijabla!).
3. Neka komentira vaše ime. (imaš lijepo ime ili tako nešto)
4. Dok priča otvara i zatvara usta (getMouth FORWARD 0.125)
5. Pita vas koliko puta će se okrenuti.
6. Kad mu kažete, to i napravi.

Kod


declare procedure myFirstMethod
do in order
TextString prica "Dobar dan, ja sam Šark!"
DecimalNumber okret 2.0
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
this.orca turn FORWARD , okret add detail
prica "Kako se ti zoveš?"
this.orca say prica add detail
prica this.orca getStringFromUser "Kako se ti zoveš?"
this.orca say prica + " je jako lijepo ime!" add detail
prica "Koliko okreta želiš?"
this.orca say prica add detail
this.orca turn LEFT , this.orca getIntegerFromUser prica , duration 5.0 add detail


do in order
TextString prica "Dobar dan, ja sam Šark!"
DecimalNumber okret 2.0
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
this.orca turn FORWARD , okret add detail
prica "Kako se ti zoveš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
prica this.orca getStringFromUser "Kako se ti zoveš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica + " je jako lijepo ime!" add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
prica "Koliko okreta želiš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
this.orca turn LEFT , this.orca getIntegerFromUser "Koliko okreta želiš?" , duration 5.0 add detail

Procedure i funkcije

(metode)

Procedura je dio programskog koda koji definira kako bi se objekt trebao ponašati.

Funkcija je dio programskog koda koji nadopunjava odabranu proceduru (namješta i određuje vrijednost).

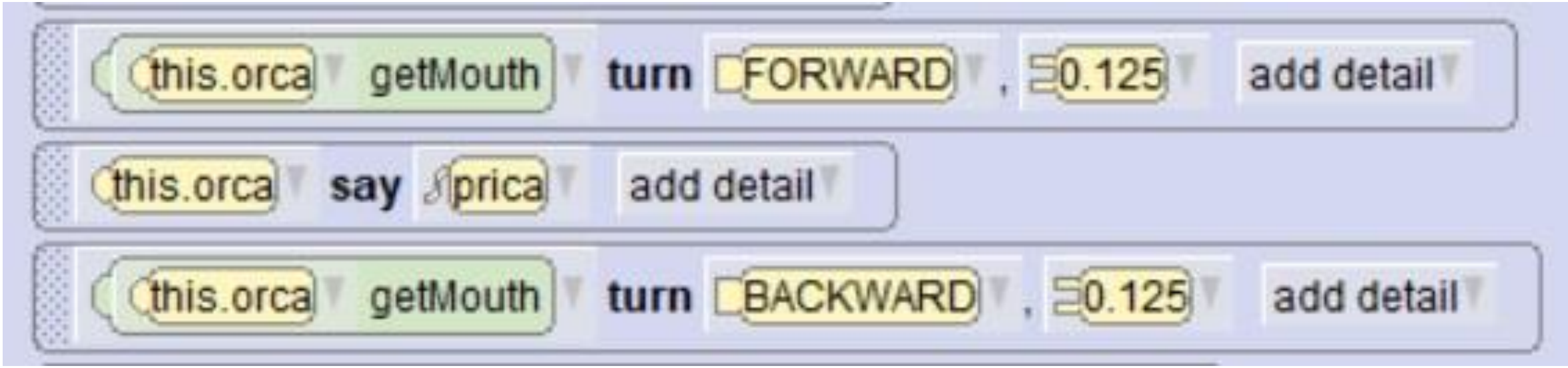
Otvorite vaš program od prošlog puta
Orca priča
pa ga dopunite
otvaranjem i zatvaranjem usta (ako niste)


do in order
TextString prica "Dobar dan, ja sam Šark!"
DecimalNumber okret 2.0
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
this.orca turn FORWARD , okret add detail
prica "Kako se ti zoveš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
prica this.orca getStringFromUser "Kako se ti zoveš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica + " je jako lijepo ime!" add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
prica "Koliko okreta želiš?"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail
this.orca turn LEFT , this.orca getIntegerFromUser "Koliko okreta želiš?" , duration 5.0 add detail
prica prica + " je jako lijepo ime!"
this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica add detail
this.orca getMouth turn BACKWARD , 0.125 add detail

Otvaranje usta, pričanje i zatvaranje usta se PONAVLJA!

Napravit ćemo PROCEDURU koja će to raditi, pa ćemo samo na mjestu gdje ona priča, pozvati tu proceduru!!!

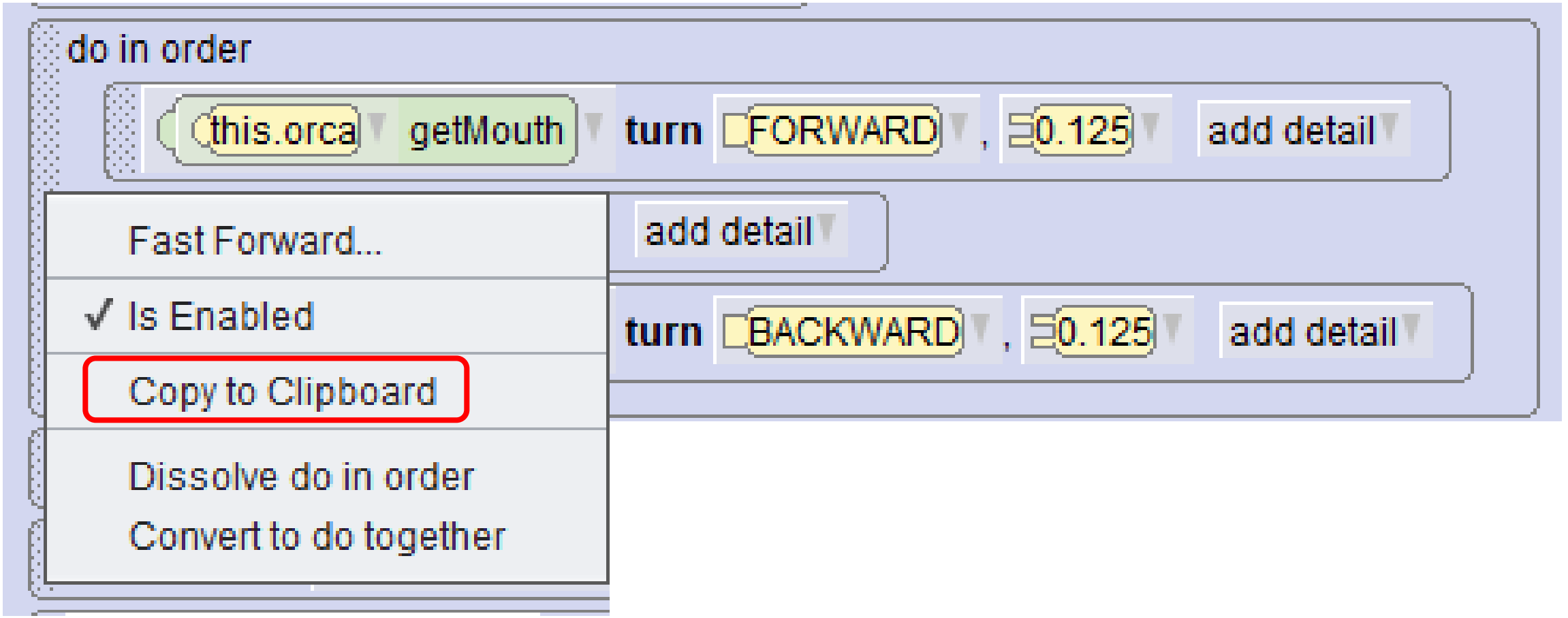
Priča:



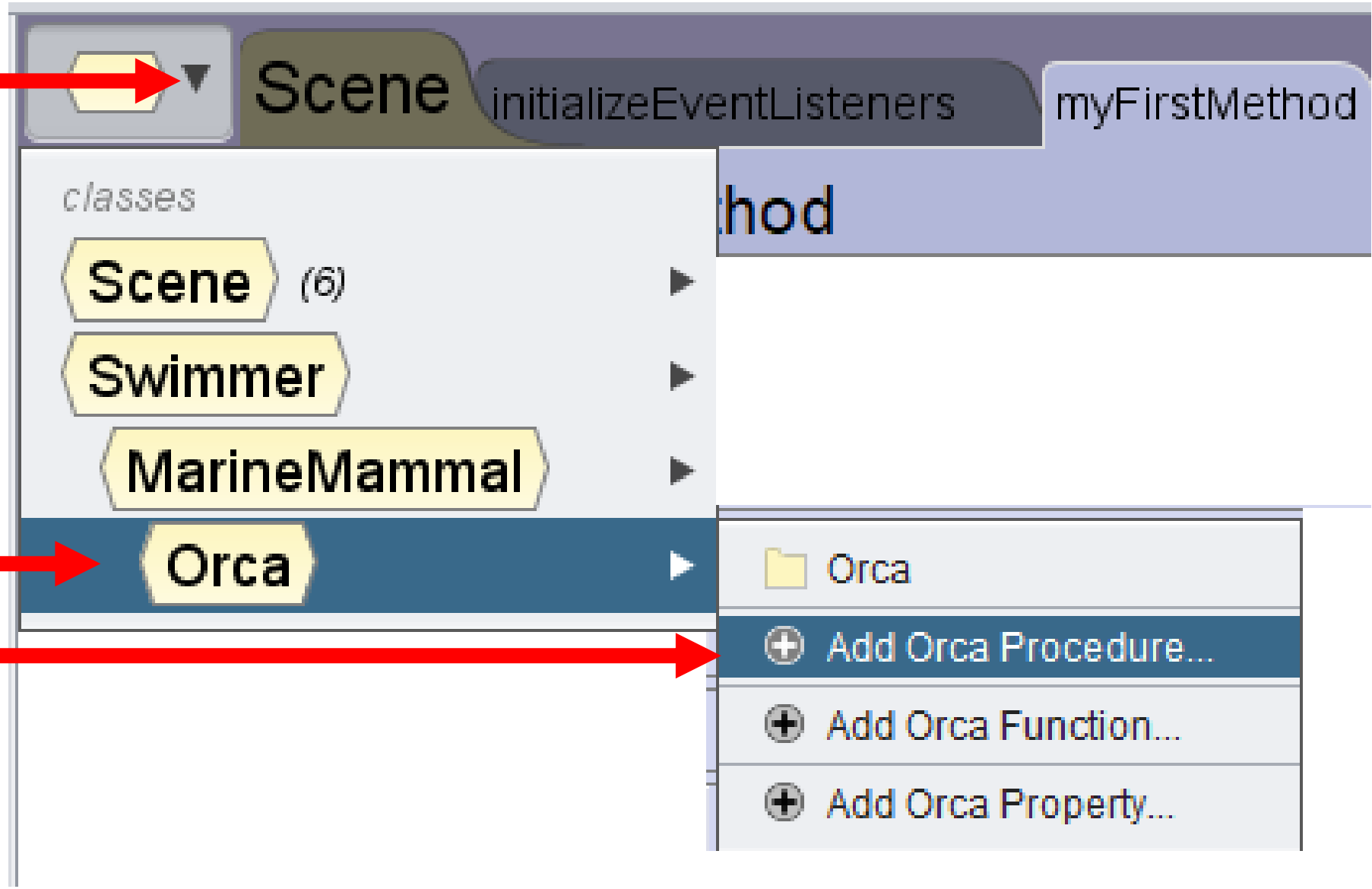
KORACI IZRADE PROCEDURE

Koraci:

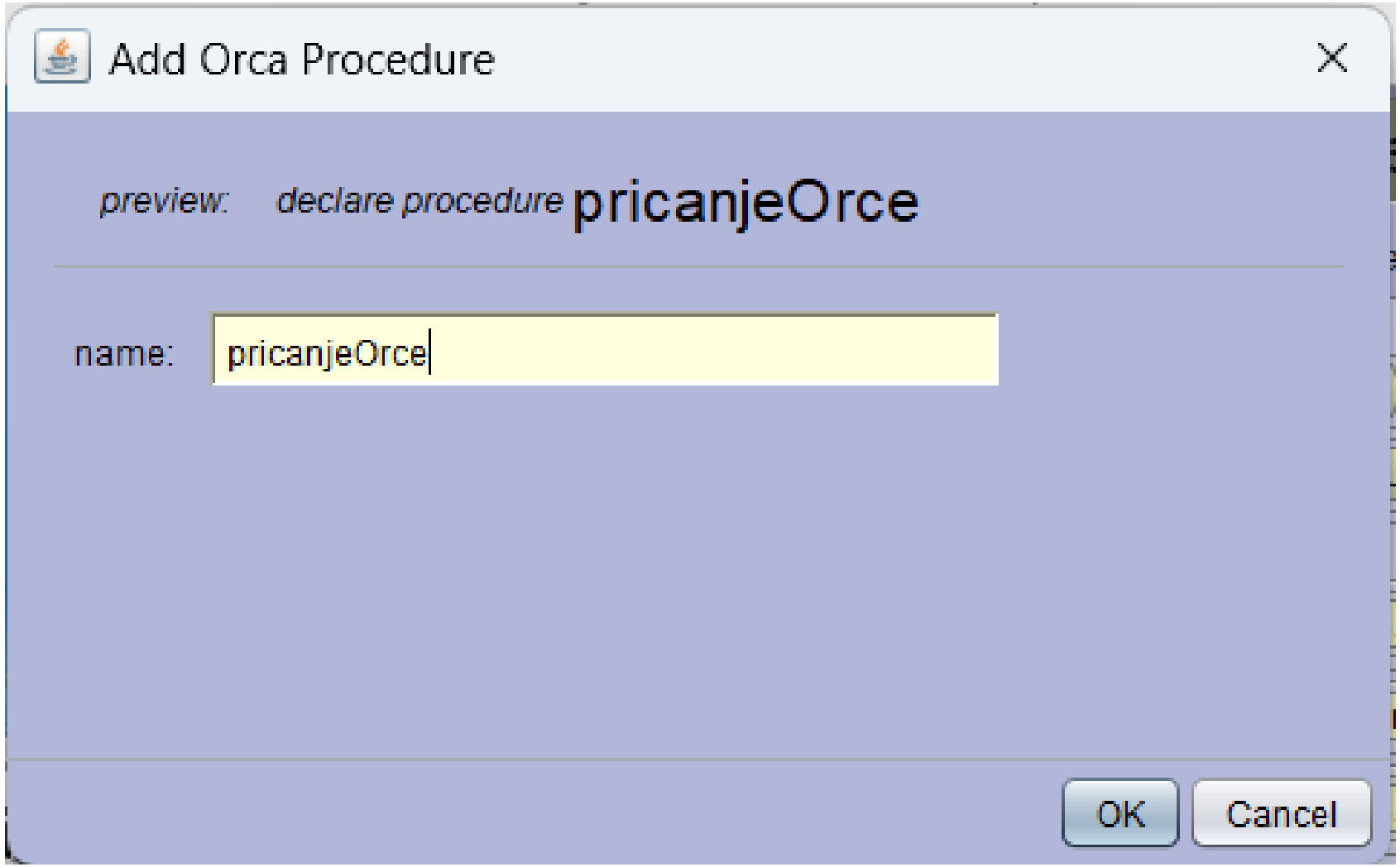
Kopiramo naš dio programa u Clipboard (desni klik na točkice):



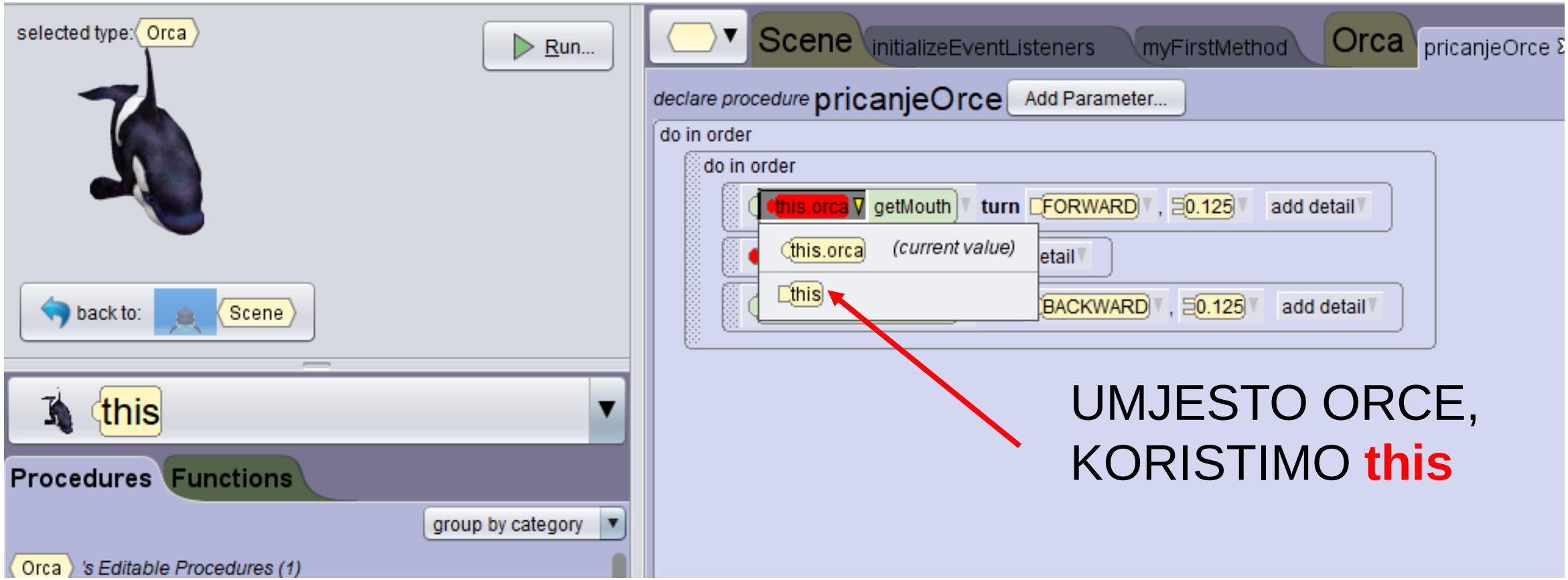
Kliknemo na


Scene
initializeEventListeners
myFirstMethod
classes
Scene (6)
Swimmer
MarineMammal
Orca
Orca
Add Orca Procedure...
Add Orca Function...
Add Orca Property...

Upišemo ime pricanjeOrce



Kopiramo:



Ili napišemo proceduru u taj prozor.

File Edit Project Run Window Help

this.orca

Procedures Functions

group by category

Orca 's Editable Procedures (1)

edit this.orca pricanjeOrce

Swimmer 's Editable Procedures (0)

say, think

this.orca say text: ???

this.orca think text: ???

Scene initializeEventListeners myFirstMethod Orca pricanjeOrce

declare procedure myFirstMethod

do in order

TextString prica "Dobar dan, ja sam Šark!"

DecimalNumber okret 2.0

this.orca pricanjeOrce

this.orca turn FORWARD , okret add detail

prica "Kako se ti zoveš?"

this.orca pricanjeOrce

prica this.orca getStringFromUser "Kako se ti zoveš?"

this.orca getMouth turn FORWARD , 0.125 add detail

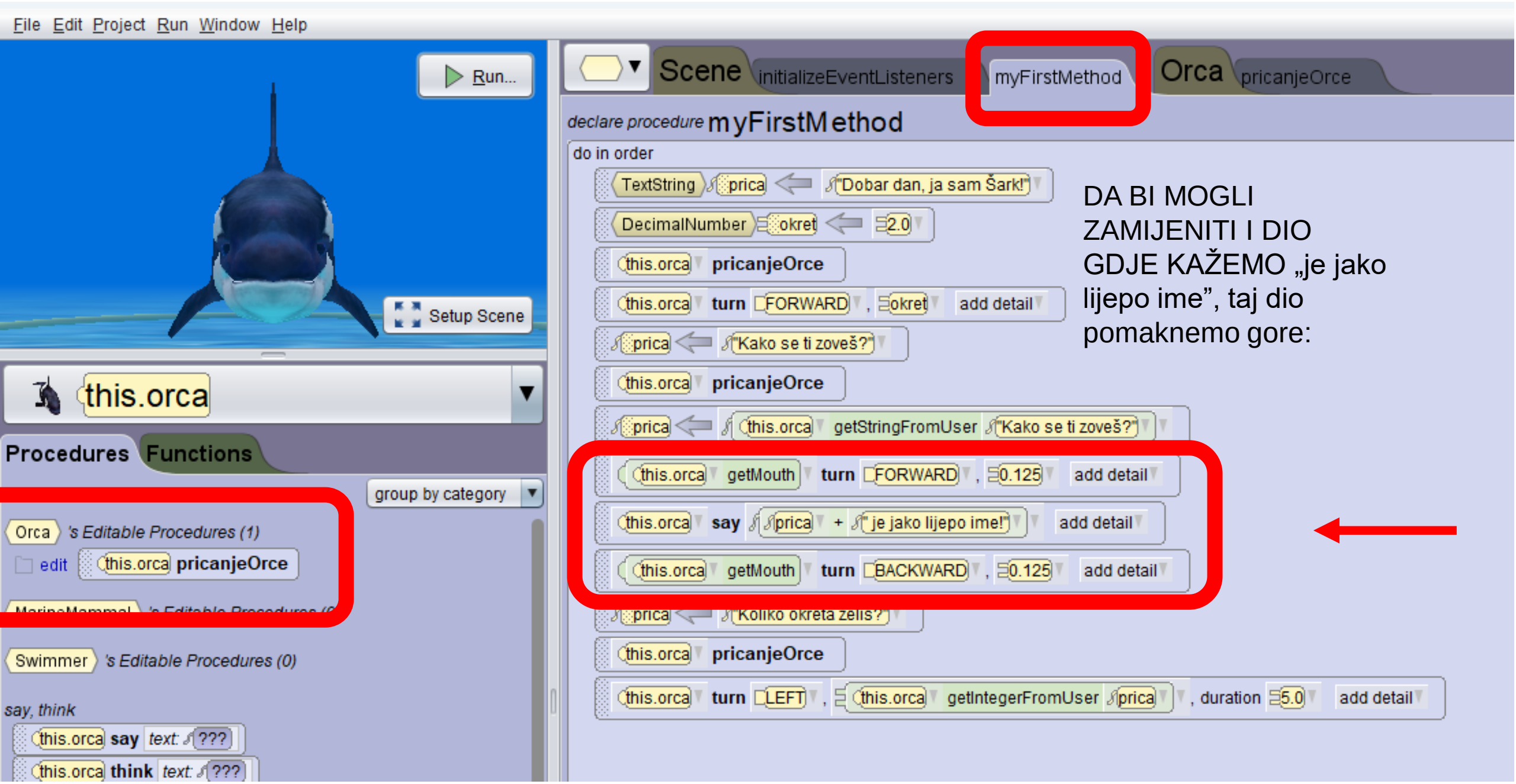
this.orca say prica + " je jako lijepo ime!" add detail

this.orca getMouth turn BACKWARD , 0.125 add detail

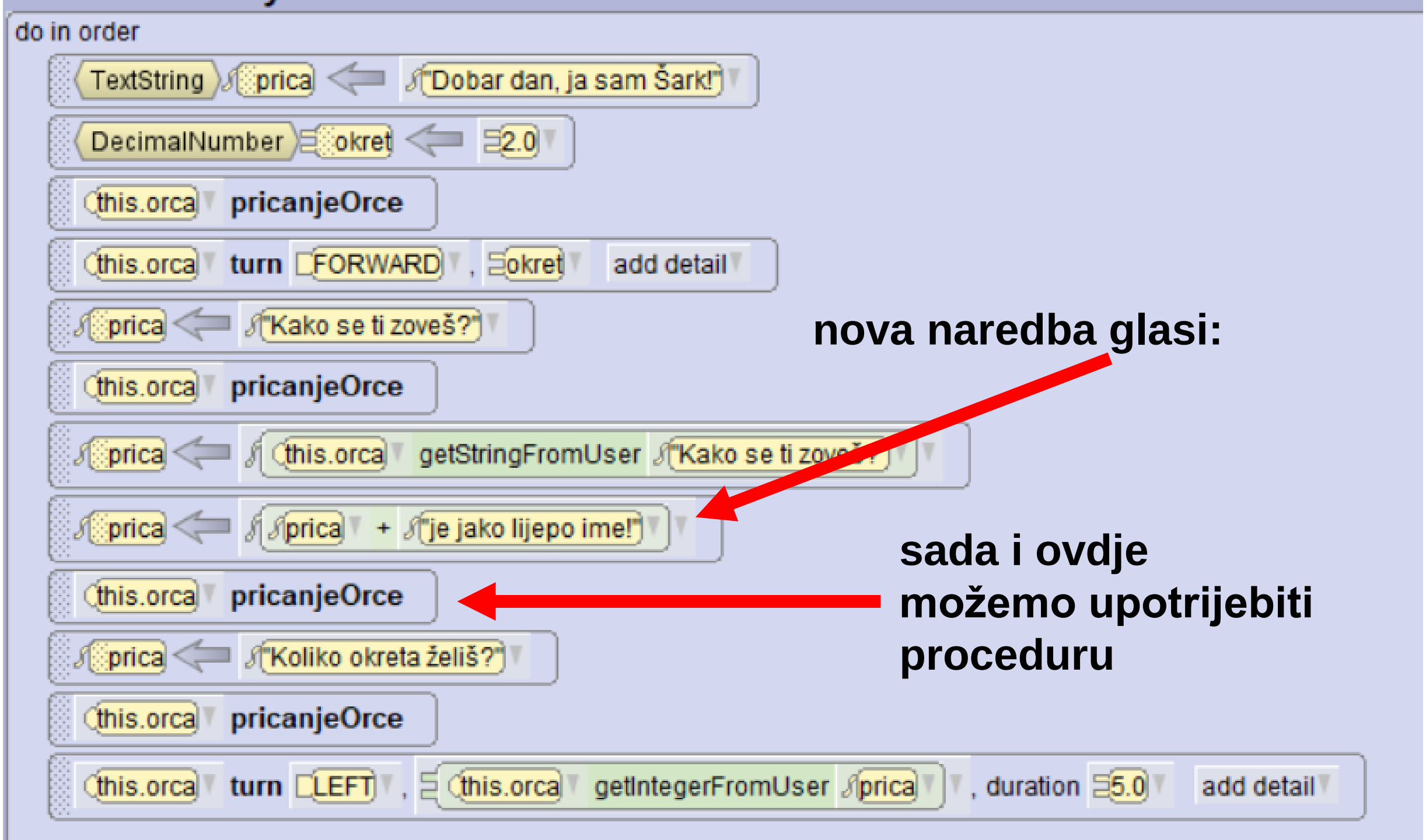
prica "Koliko okreta želiš?"

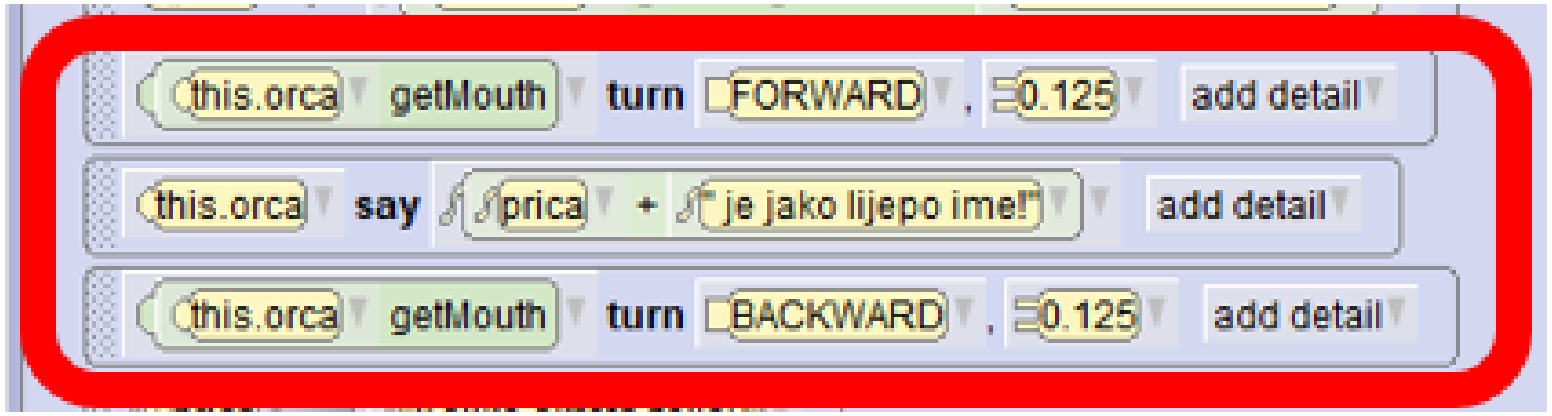
this.orca pricanjeOrce

this.orca turn LEFT , this.orca getIntegerFromUser prica , duration 5.0 add detail



DA BI MOGLI ZAMIJENITI I DIO GDJE KAŽEMO „je jako lijepo ime”, taj dio pomaknemo gore:


do in order
TextString prica "Dobar dan, ja sam Šark!"
DecimalNumber okret 2.0
this.orca pricanjeOrce
this.orca turn FORWARD , okret add detail
prica "Kako se ti zoveš?"
this.orca pricanjeOrce
prica this.orca getStringFromUser "Kako se ti zoveš?"
prica prica + "je jako lijepo ime!"
this.orca pricanjeOrce
prica "Koliko okreta želiš?"
this.orca pricanjeOrce
this.orca turn LEFT , this.orca getIntegerFromUser prica , duration 5.0 add detail
nova naredba glasi:
sada i ovdje
možemo upotrijebiti
proceduru


this.orca getMouth turn FORWARD , 0.125 add detail
this.orca say prica + " je jako lijepo ime!" add detail
this.orca getMouth turn BACKWARD , 0.125 add detail


prica prica + "je jako lijepo ime!"
this.orca pricanjeOrce

Pogledajmo program

Ples gladnog morskog psa

Izradimo ga sami!

Odaberemo za pozadinu
morsko dno
Sea floor

Napravimo scenu:

blueTang, clownFish, pajamaFish, carp, shark

shark je na početku na x=0.0 y=-2.00 z=0.0

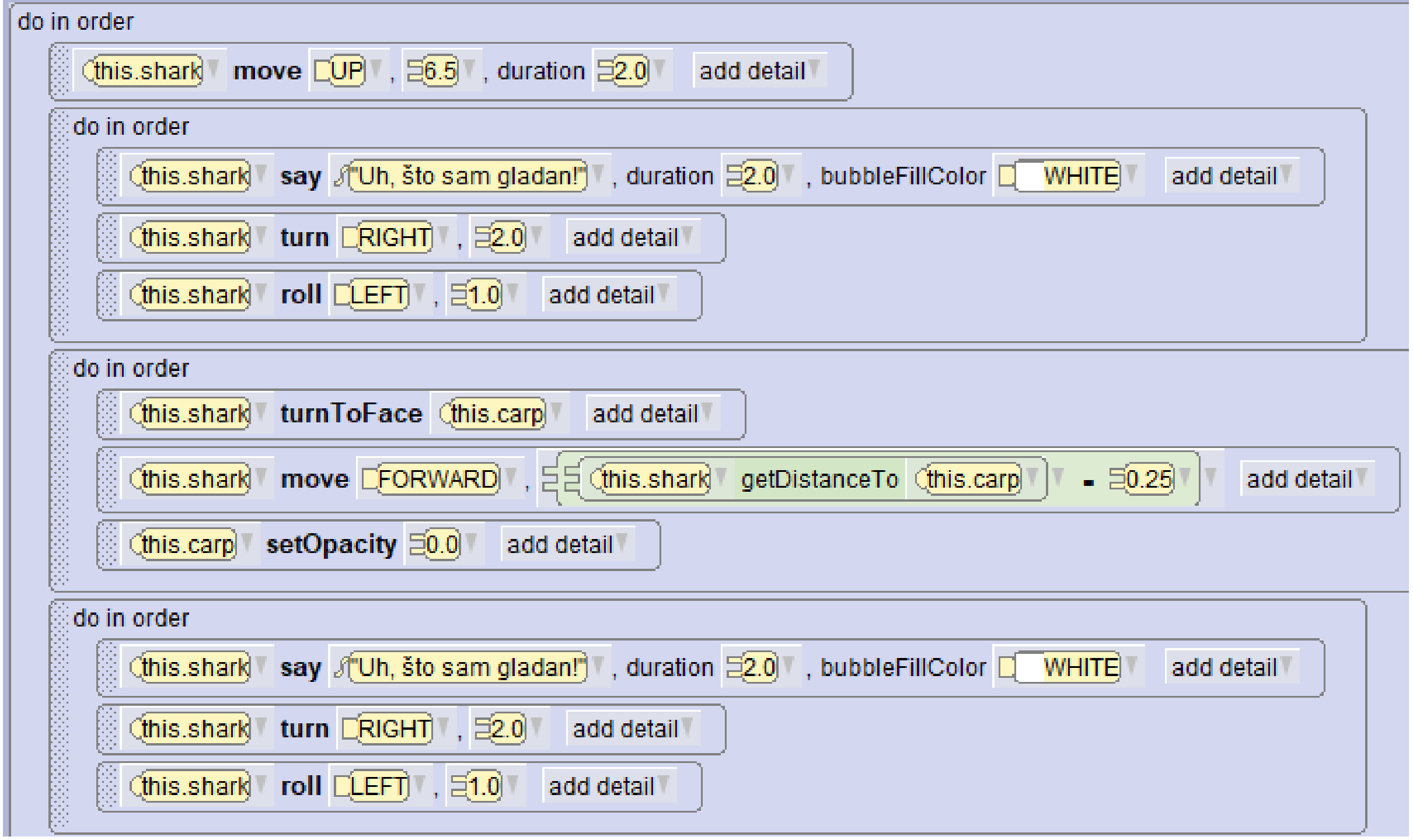
Ribe namjestite na pozicije:

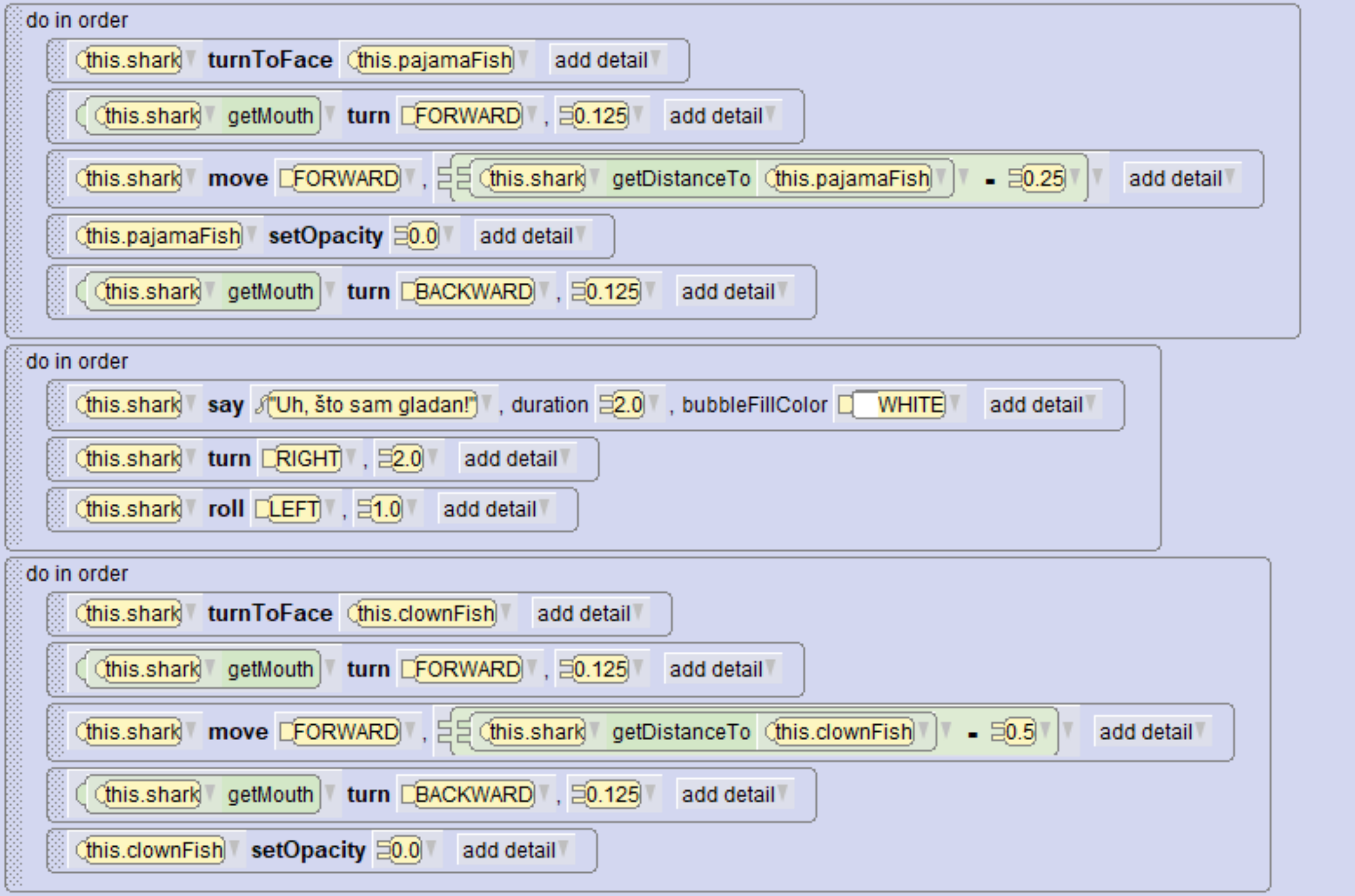
blueTang **x=5.8 y=4.00 z=3.0**

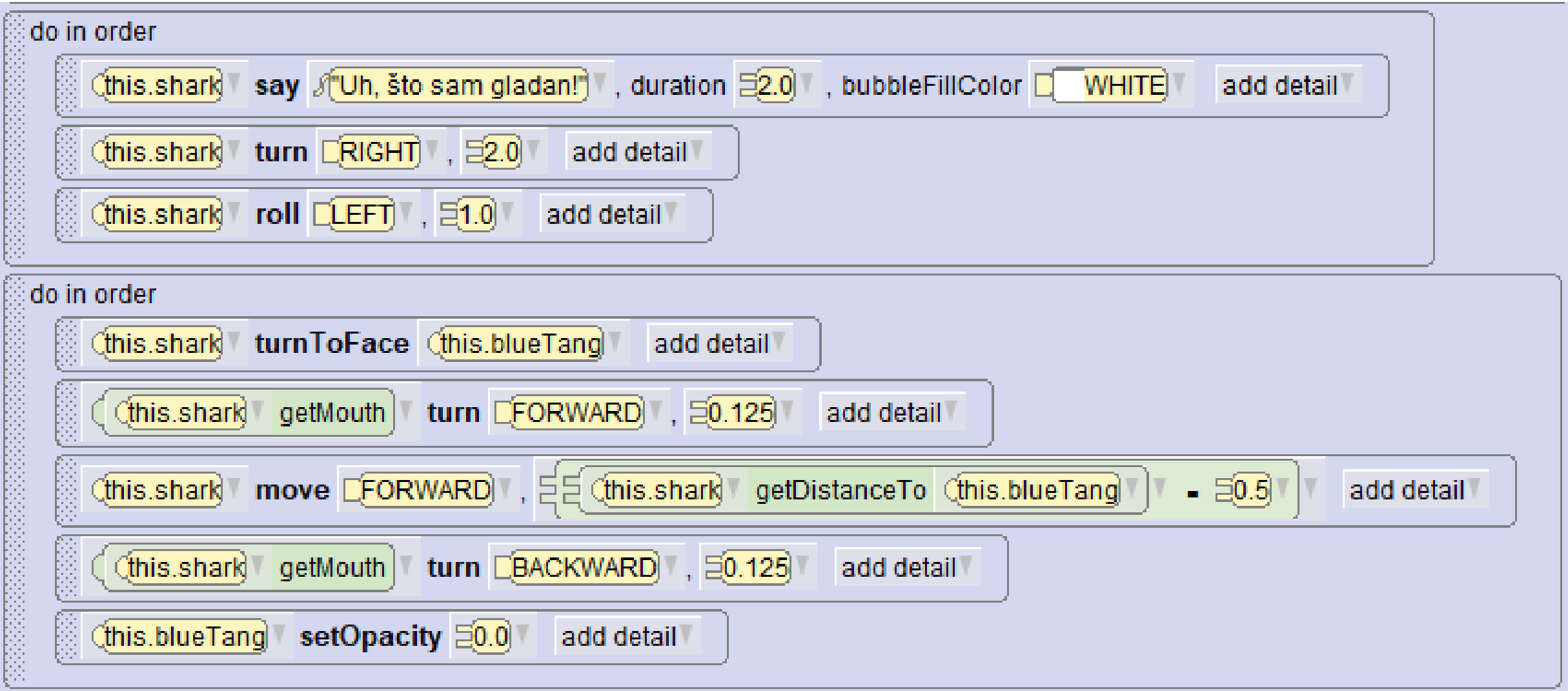
clownFish **x=5.11 y=4.00 z=15.1**

pajamaFish **x=-6.75 y=4.00 z=10.8**

carp **x=-3.42 y=4.00 z=17.2**


do in order
this.shark move UP , 6.5 , duration 2.0 add detail
do in order
this.shark say "Uh, što sam gladan!" , duration 2.0 , bubbleFillColor WHITE add detail
this.shark turn RIGHT , 2.0 add detail
this.shark roll LEFT , 1.0 add detail
do in order
this.shark turnToFace this.carp add detail
this.shark move FORWARD , this.shark getDistanceTo this.carp - 0.25 add detail
this.carp setOpacity 0.0 add detail
do in order
this.shark say "Uh, što sam gladan!" , duration 2.0 , bubbleFillColor WHITE add detail
this.shark turn RIGHT , 2.0 add detail
this.shark roll LEFT , 1.0 add detail

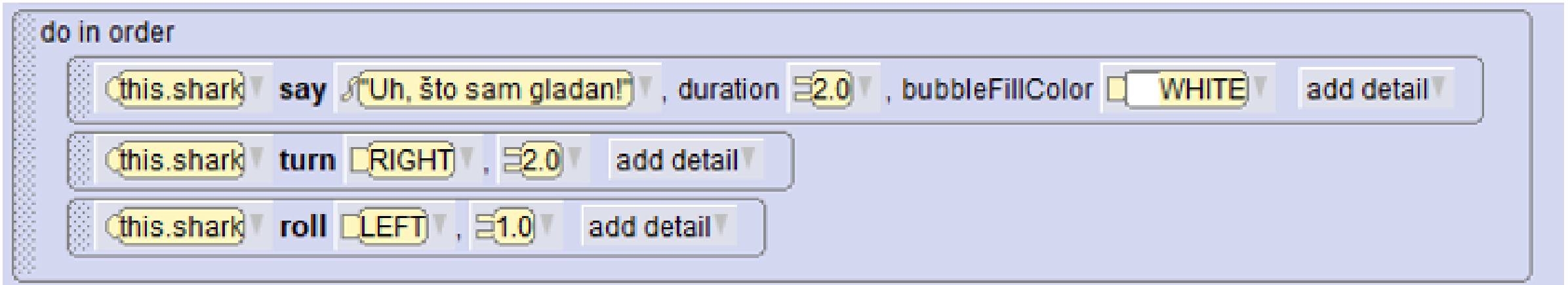

do in order
this.shark turnToFace this.pajamaFish add detail
this.shark getMouth turn FORWARD , 0.125 add detail
this.shark move FORWARD , this.shark getDistanceTo this.pajamaFish - 0.25 add detail
this.pajamaFish setOpacity 0.0 add detail
this.shark getMouth turn BACKWARD , 0.125 add detail
do in order
this.shark say "Uh, što sam gladan!" , duration 2.0 , bubbleFillColor WHITE add detail
this.shark turn RIGHT , 2.0 add detail
this.shark roll LEFT , 1.0 add detail
do in order
this.shark turnToFace this.clownFish add detail
this.shark getMouth turn FORWARD , 0.125 add detail
this.shark move FORWARD , this.shark getDistanceTo this.clownFish - 0.5 add detail
this.shark getMouth turn BACKWARD , 0.125 add detail
this.clownFish setOpacity 0.0 add detail


do in order
this.shark say "Uh, što sam gladan!" , duration 2.0 , bubbleFillColor WHITE add detail
this.shark turn RIGHT , 2.0 add detail
this.shark roll LEFT , 1.0 add detail
do in order
this.shark turnToFace this.blueTang add detail
this.shark getMouth turn FORWARD , 0.125 add detail
this.shark move FORWARD , this.shark getDistanceTo this.blueTang - 0.5 add detail
this.shark getMouth turn BACKWARD , 0.125 add detail
this.blueTang setOpacity 0.0 add detail

Ples morskog psa se PONAVLJA!

Napravit ćemo PROCEDURU koja će to raditi, pa ćemo samo na mjestu gdje on pleše, pozvati tu proceduru!!!

Ples:

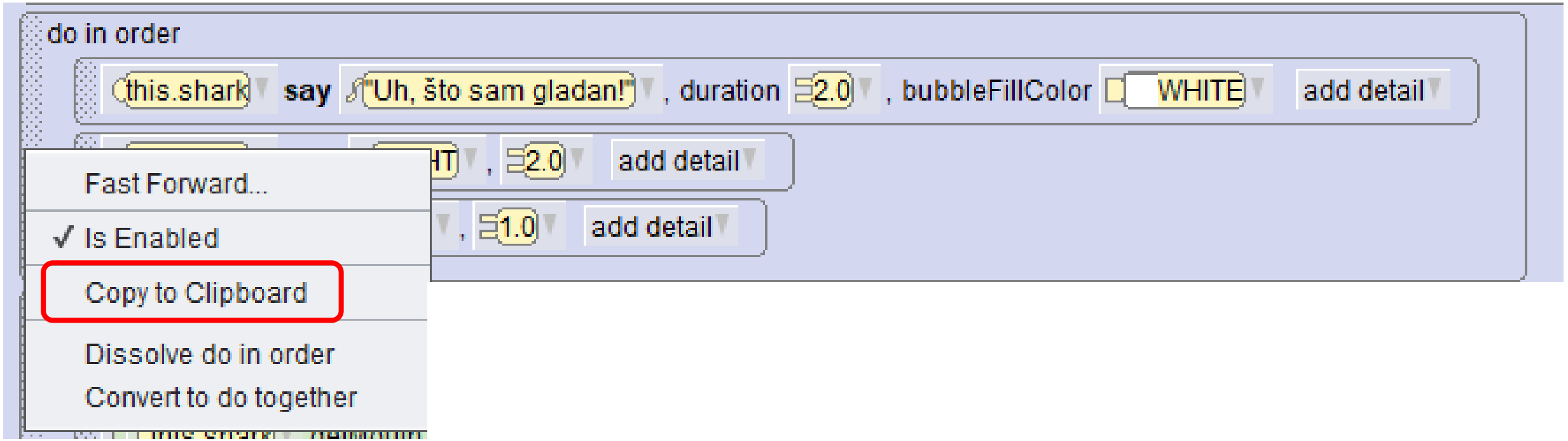


Kako izraditi proceduru?

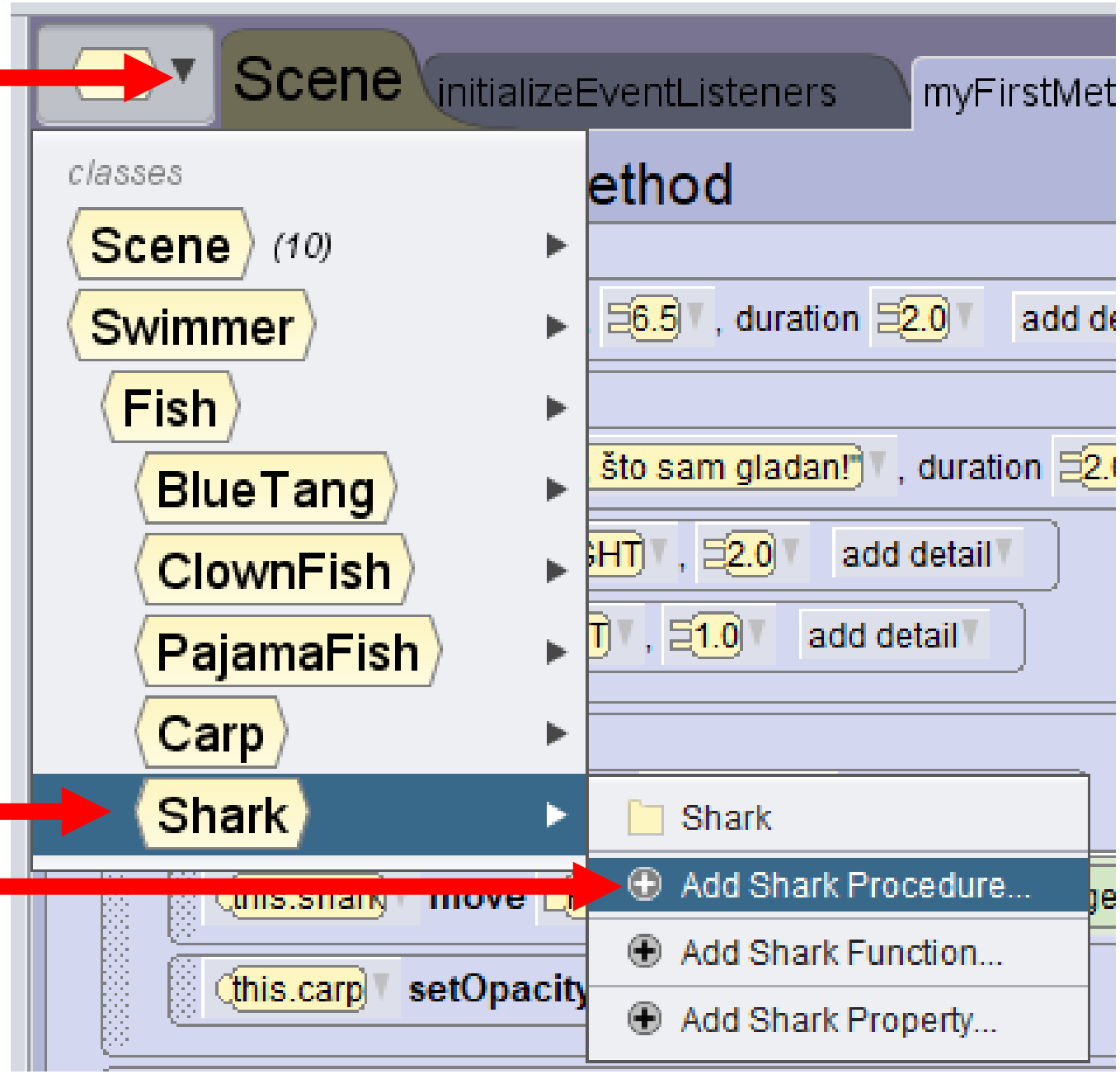
Naša procedura će se zvati **gladniPles** i pozivat ćemo je po potrebi:

Koraci:

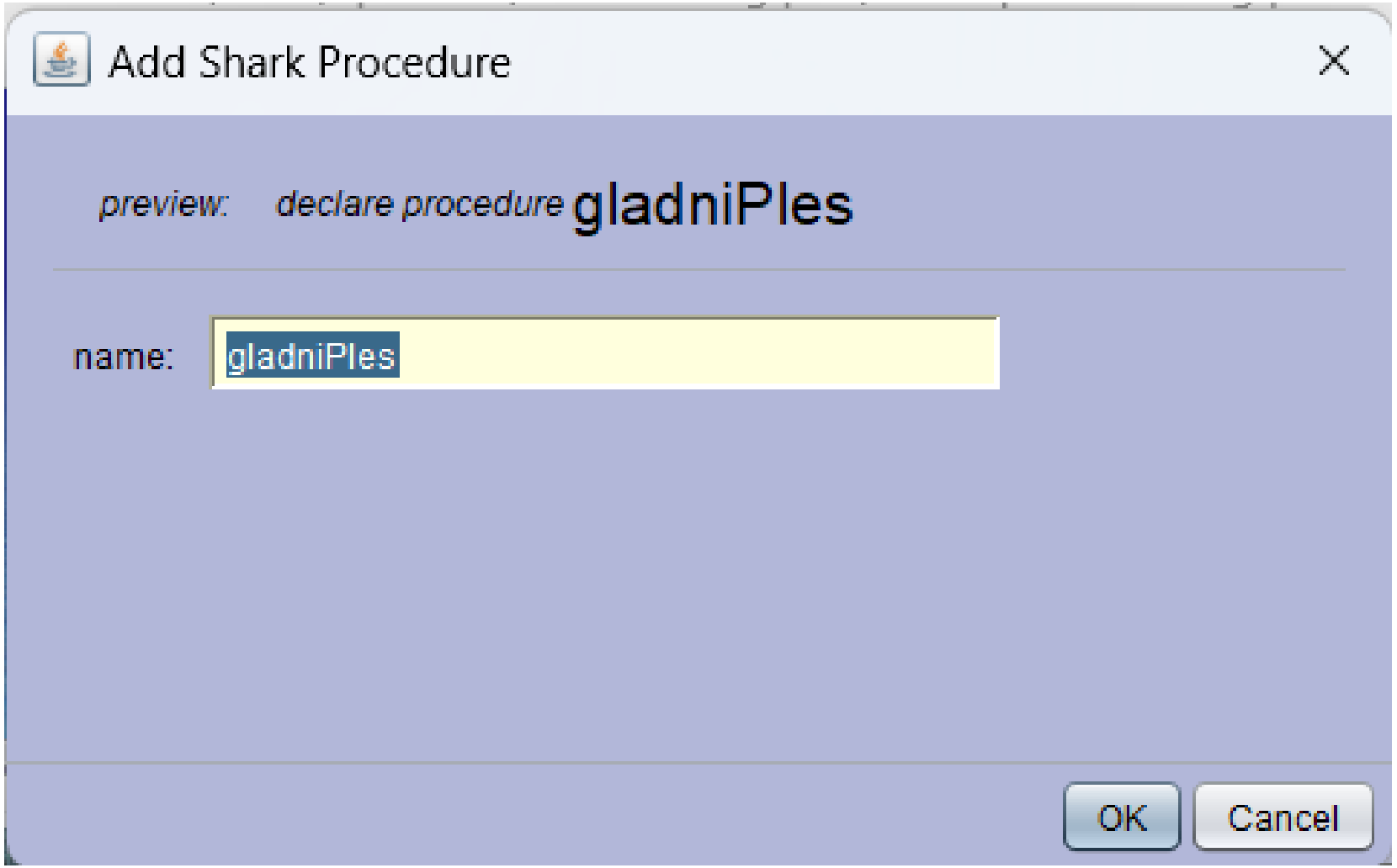
Kopiramo naš dio programa u Clipboard (desni klik na točkice):



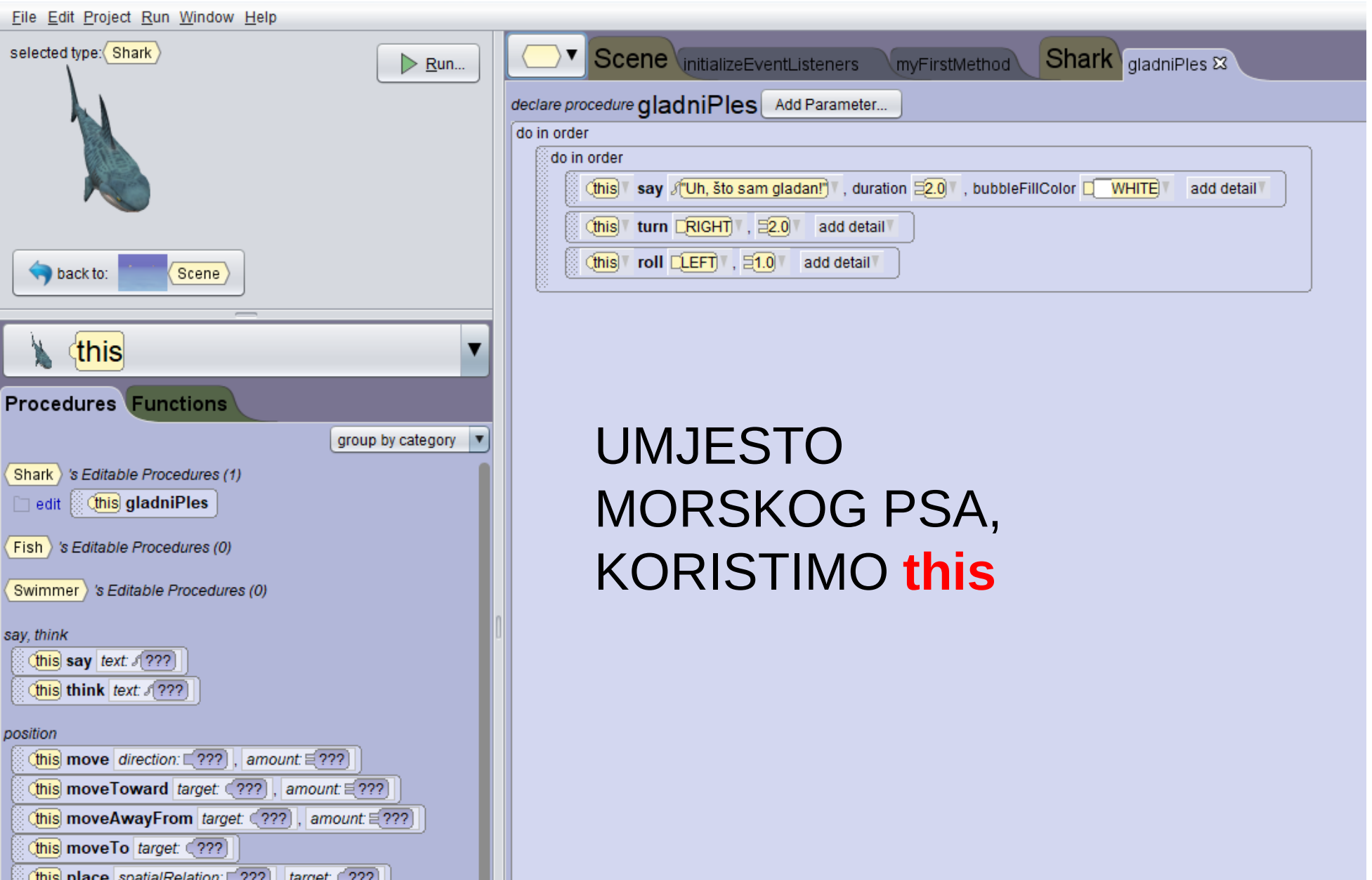
Kliknemo na


Scene
initializeEventListeners
myFirstMet
classes
ethod
Scene (10)
Swimmer
Fish
BlueTang
ClownFish
PajamaFish
Carp
Shark
6.5
, duration
2.0
add de
što sam gladan!"
, duration
2.0
add detail
1.0
add detail
this.shark
move
this.carp
setOpacity
Shark
Add Shark Procedure...
Add Shark Function...
Add Shark Property...

Upišemo ime gladniPles

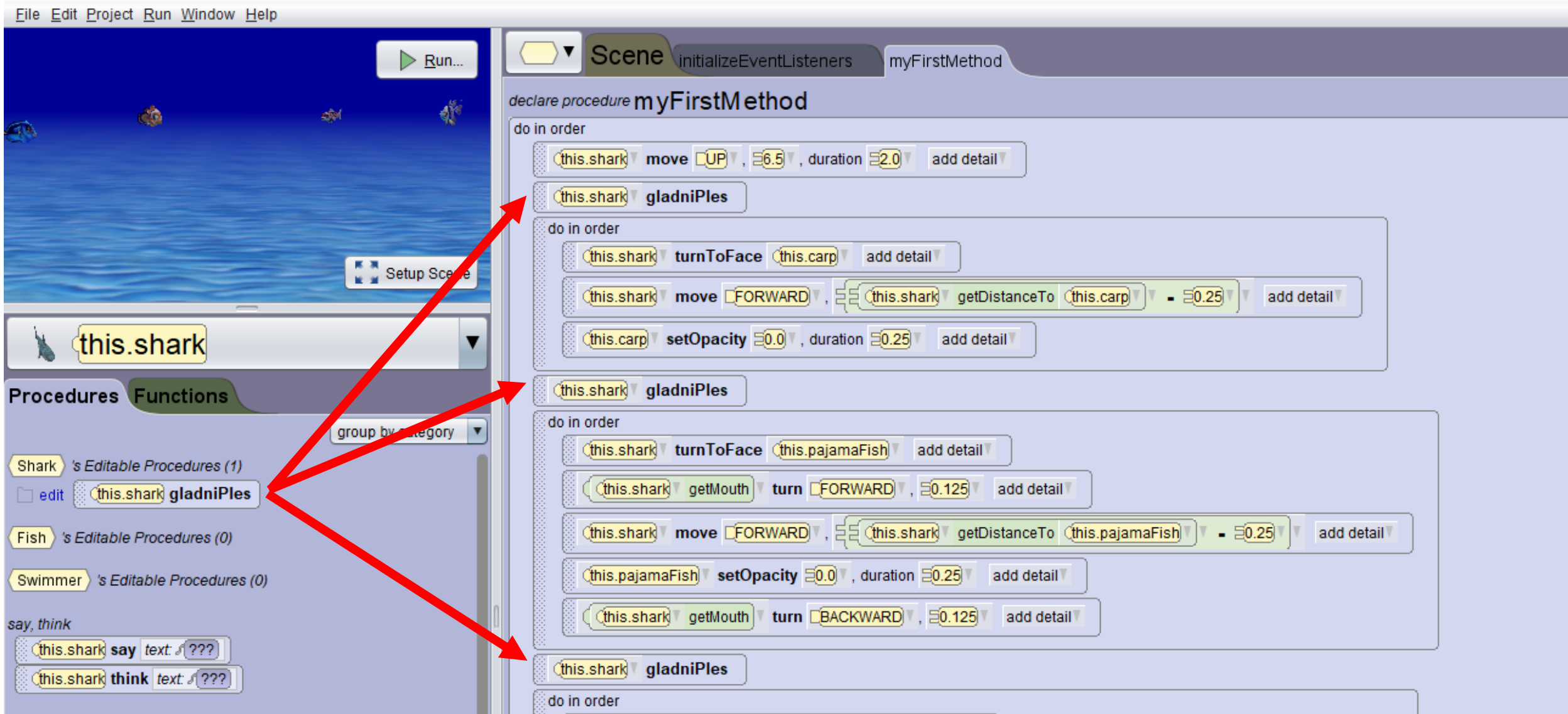


Napišemo proceduru:

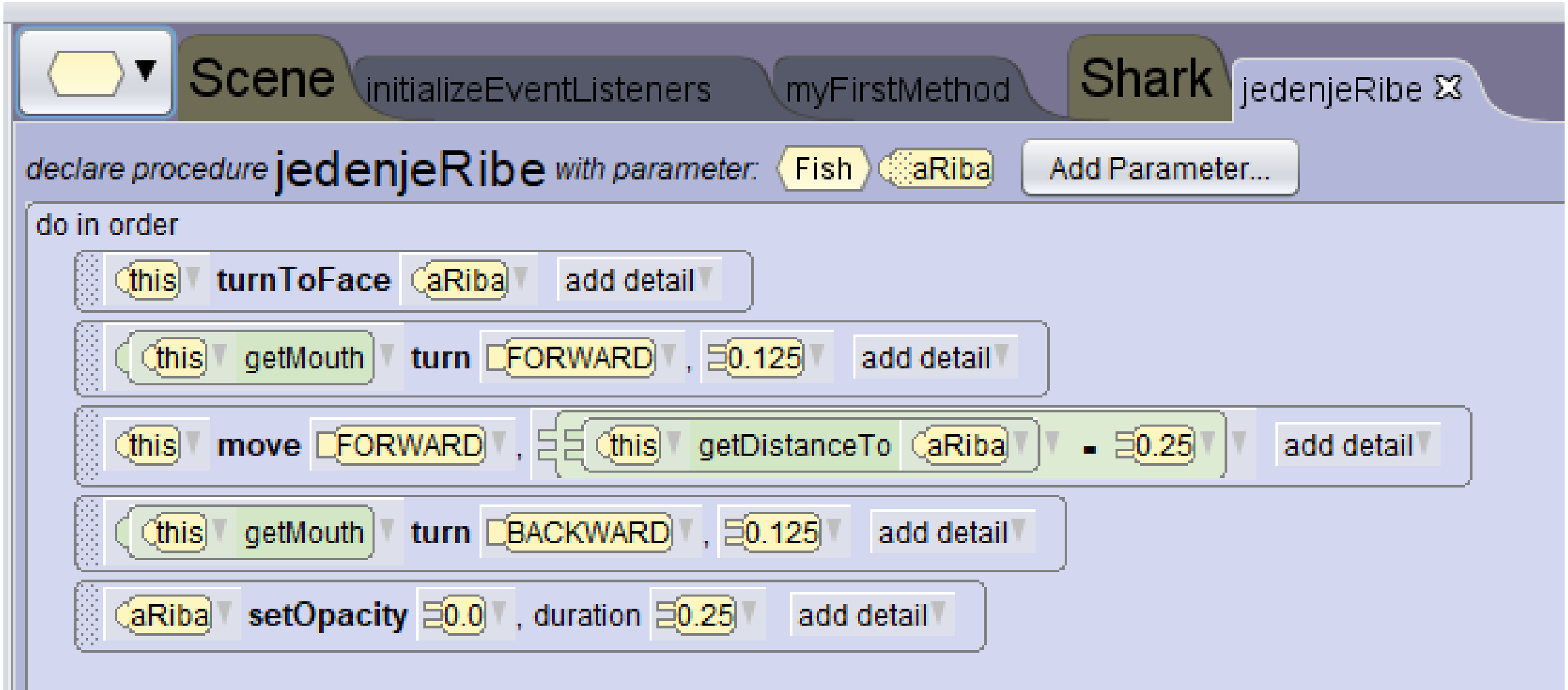


UMJESTO
MORSKOG PSA,
KORISTIMO **this**

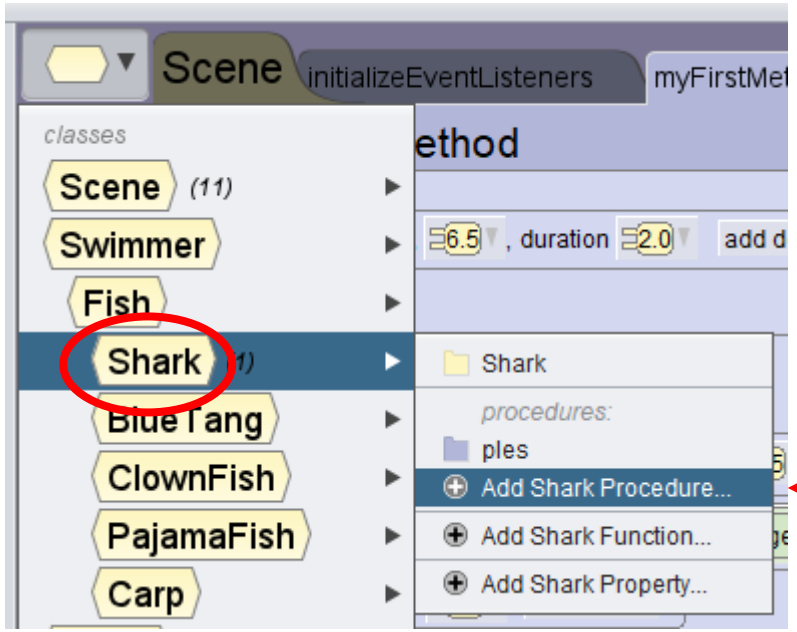
Sad kad odaberemo morskog psa, imamo za odabir proceduru gladniPles:



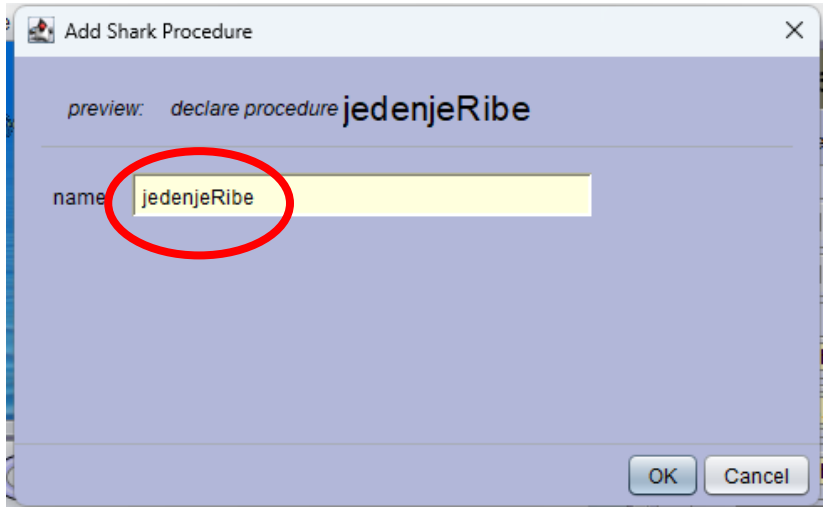
Program se može još pojednostaviti s procedurom u kojoj samo biraš ribu (procedura jedenjeRibe):



Definicija parametra aRibe



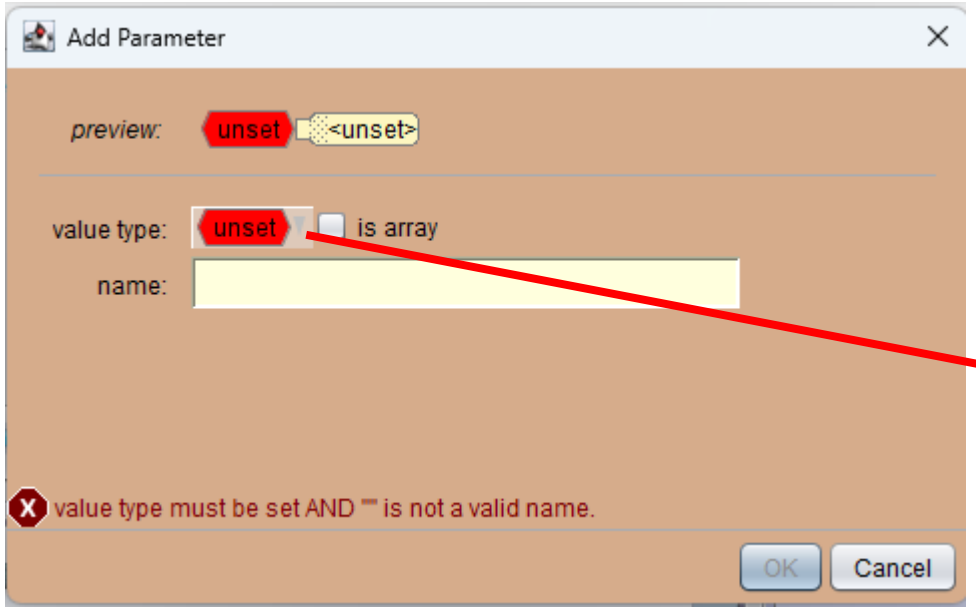
1. dodajemo Shark-u novu proceduru

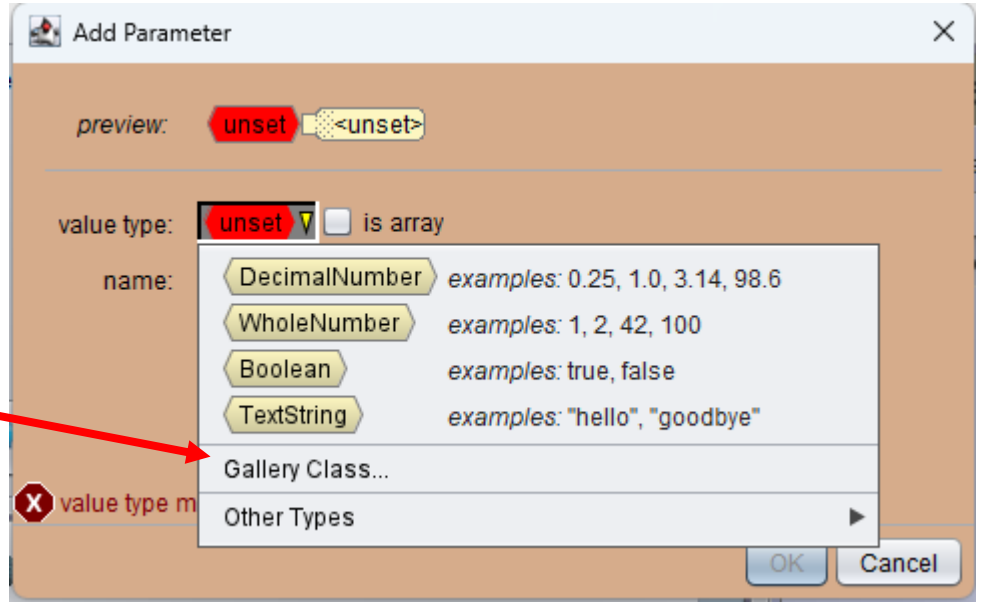


2. nazovemo je jedenjeRibe

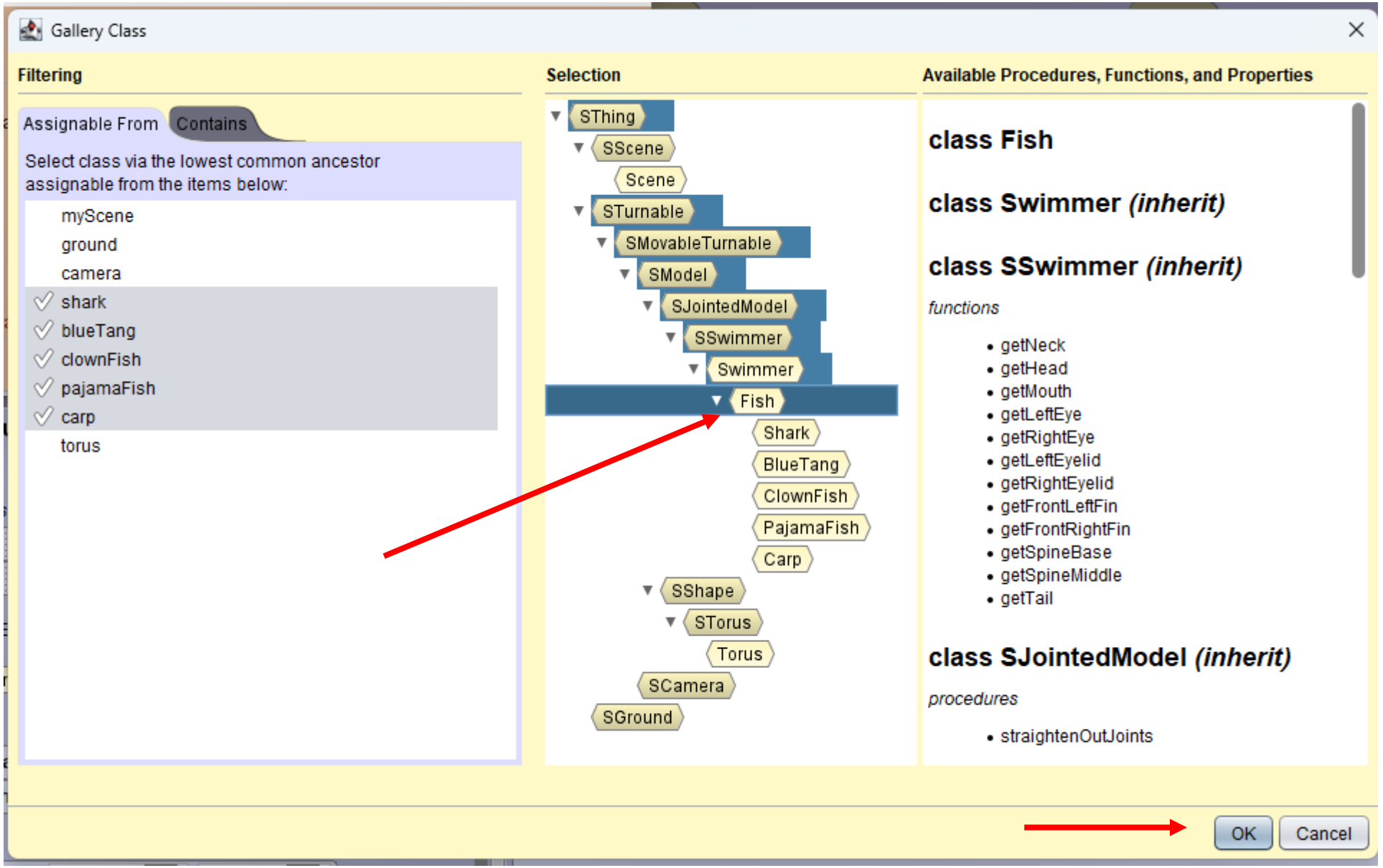
3. dodajemo parametar u proceduru

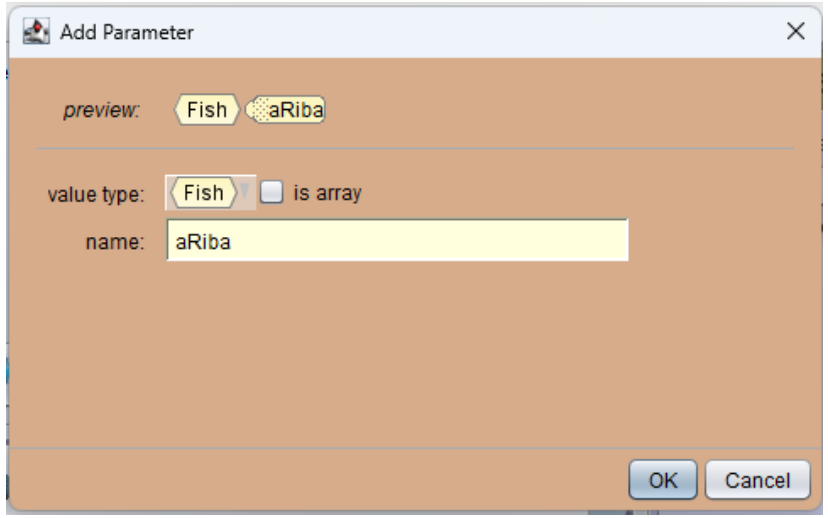
4. unset stavljamo u Gallery Class…



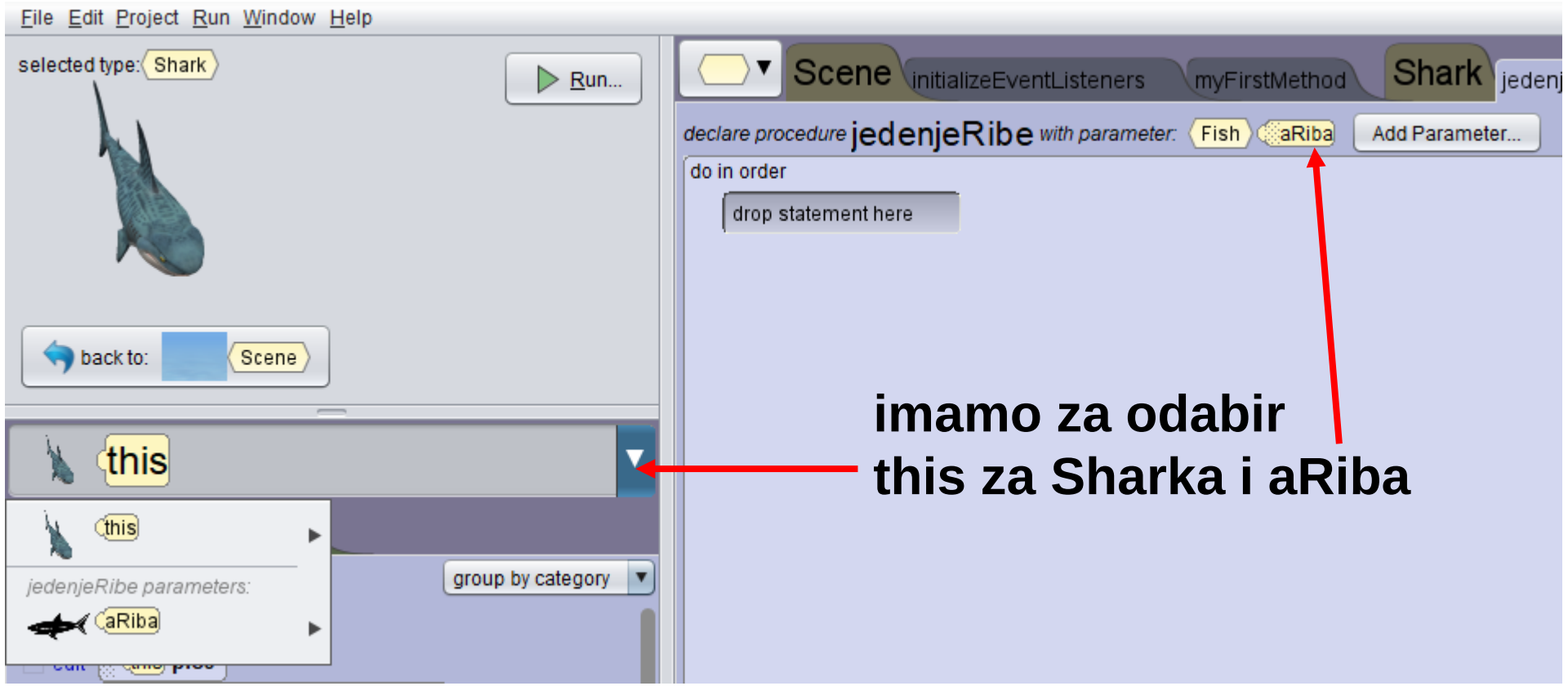


5. odaberemo Fish

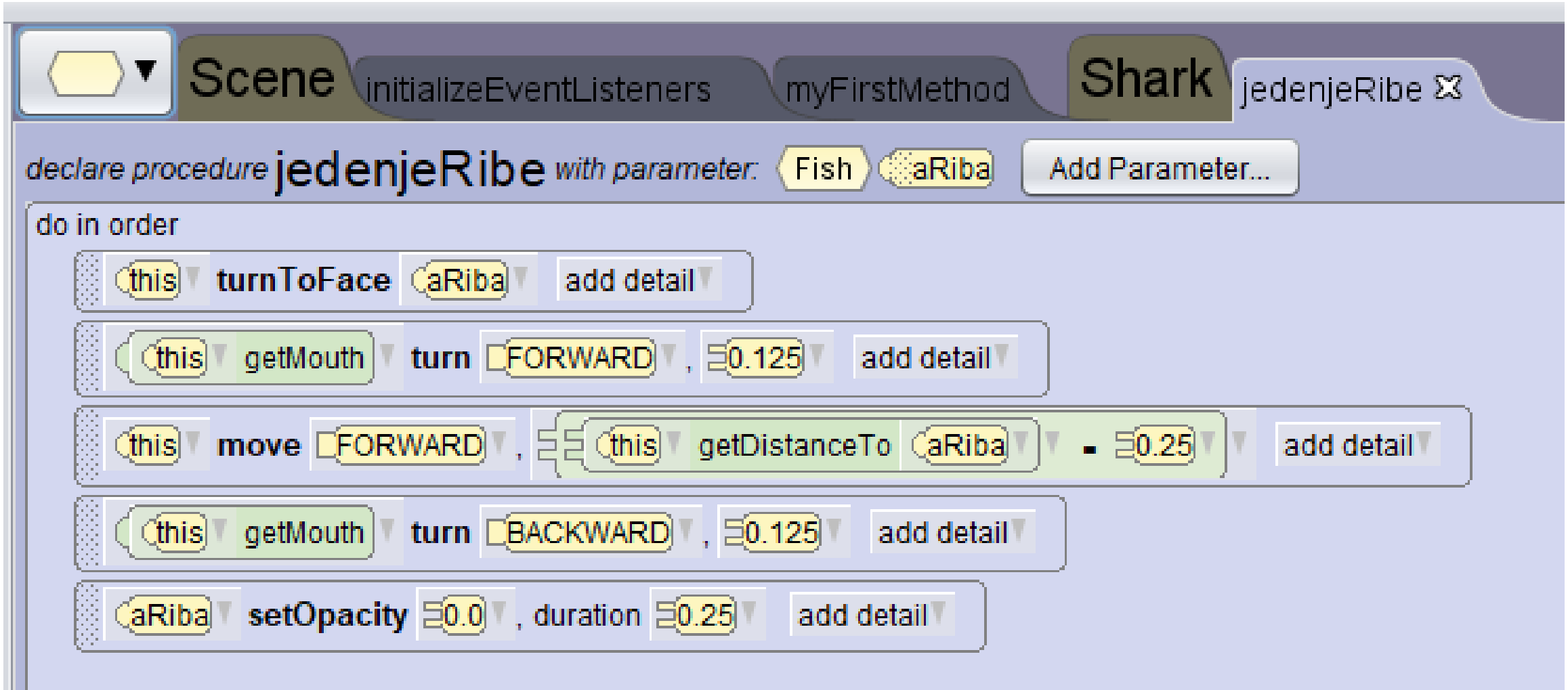


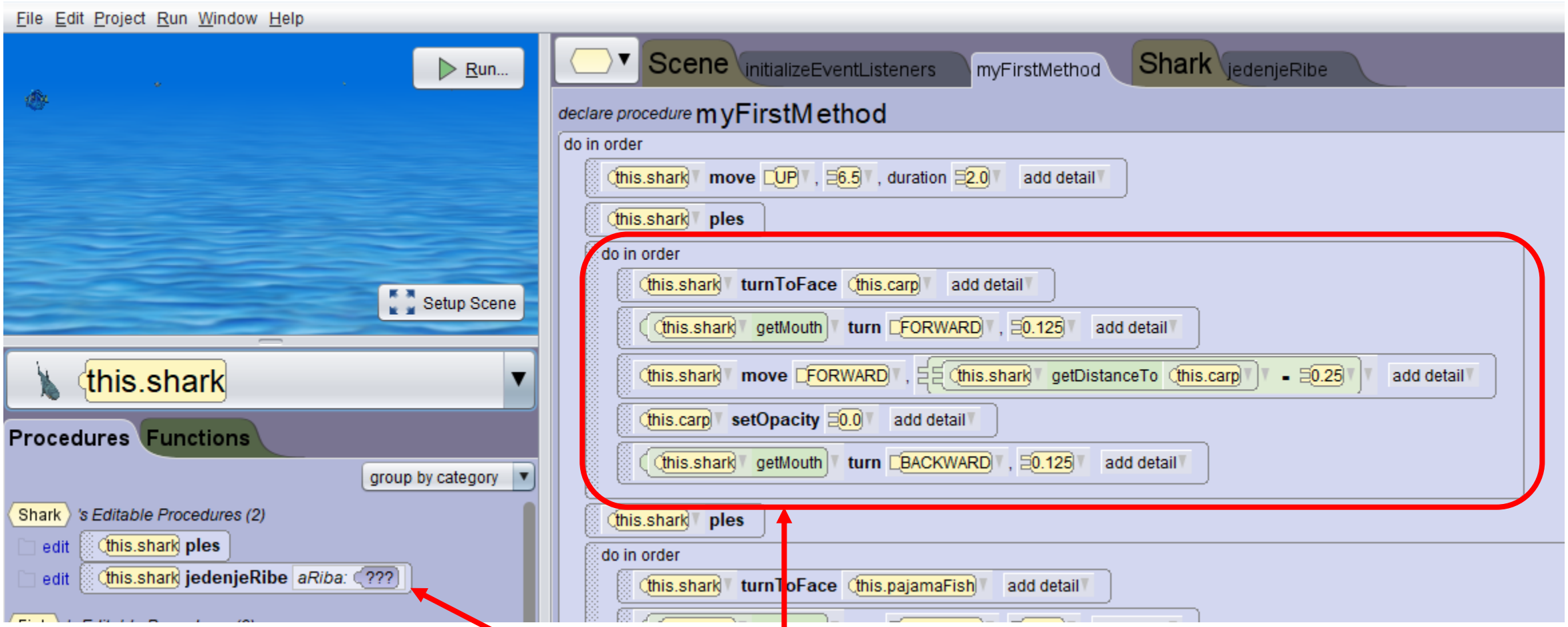


6. parametar nazovemo aRiba



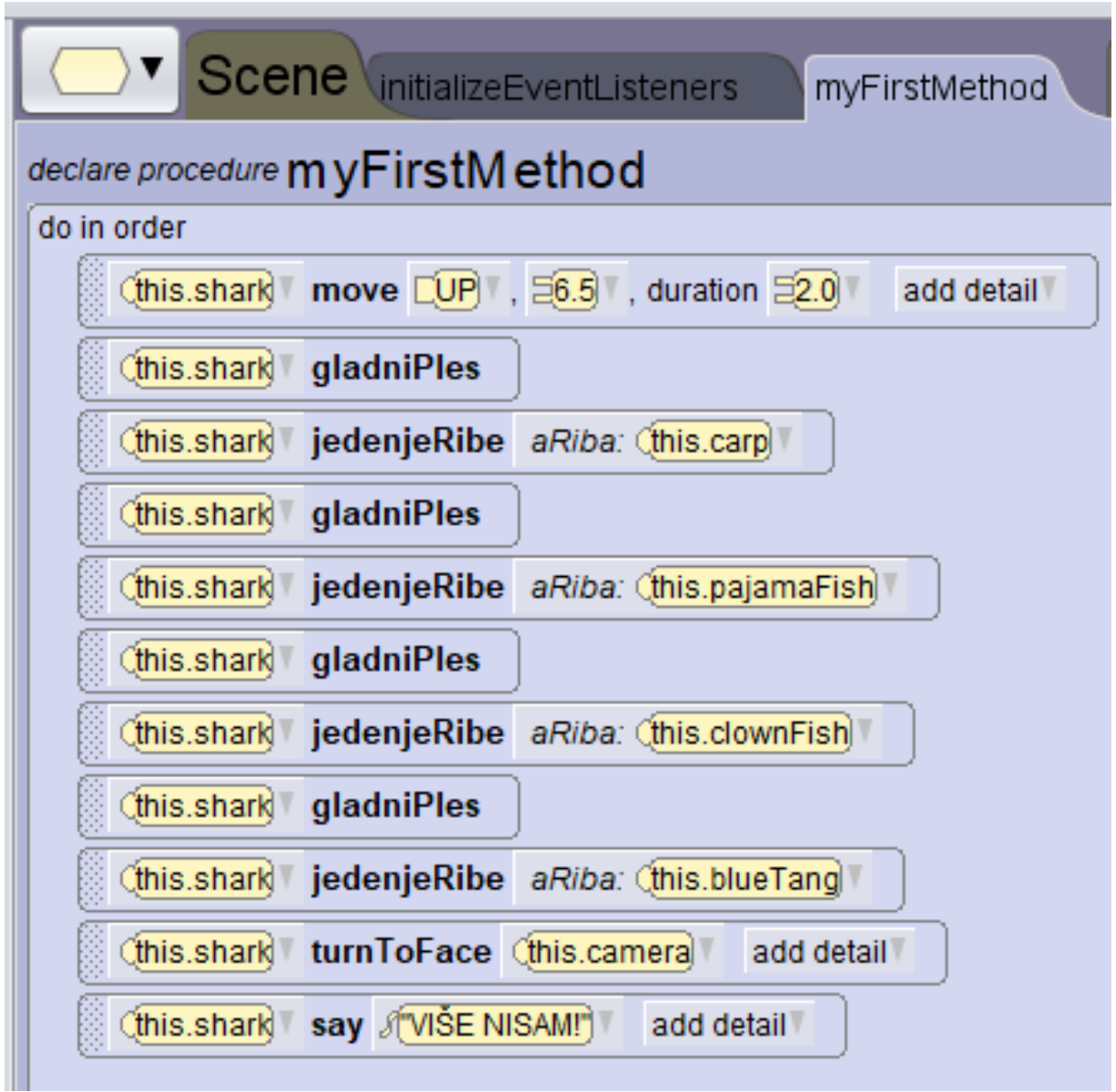
Procedura jedenjeRibe:





ovo baciš **u smeće** i odabereš proceduru **jedenjeRibe** i za **aRiba** uzmeš **this.carp**

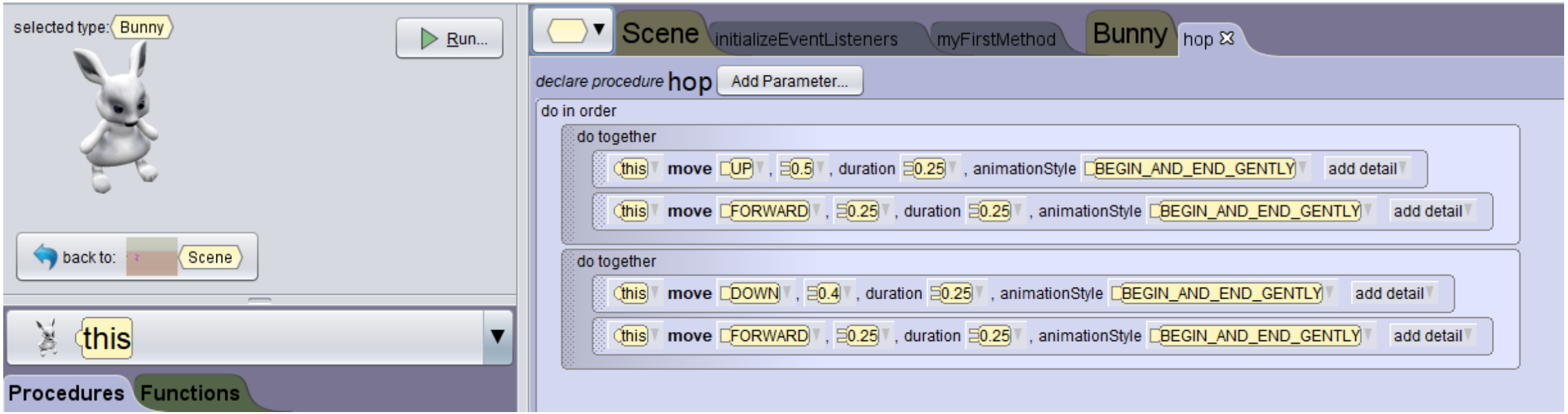
Svaki se puta odlučiš za ribu koja je na redu:



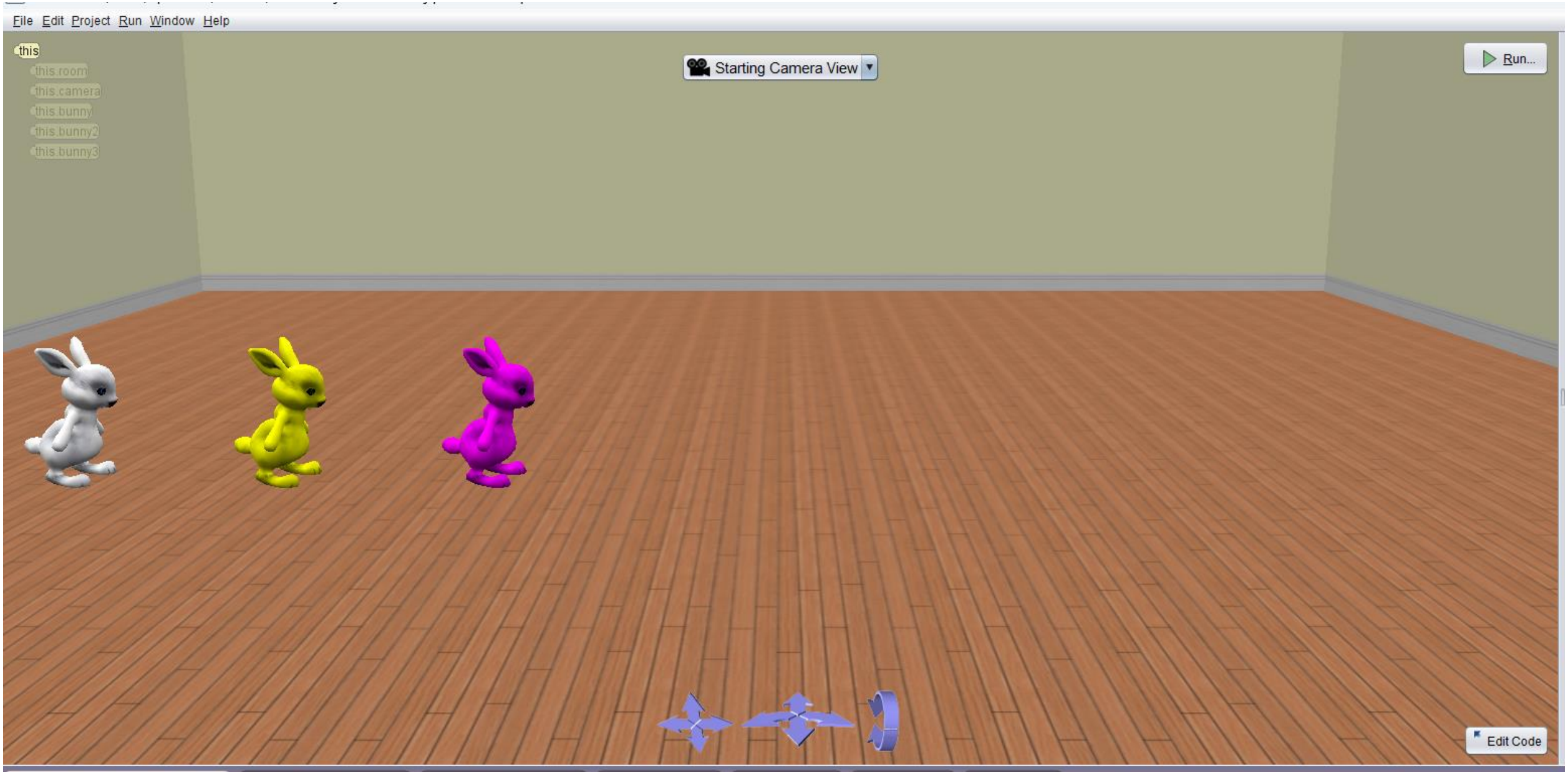
aRiba je parametar koji obuhvaća sve ribe odjednom!

Vaš današnji zadatak:

Napravite **program sa tri zeca** i proceduru **HOP**, tj. u kojoj se zeko zajedno: SKOČI U ZRAK, ODE NAPRIJED ZA 0.25, pa zajedno: SPUSTI SE I ODE NAPRIJED ZA 0.25:



Scena:


File Edit Project Run Window Help
this
this.room
this.camera
this.bunny
this.bunny2
this.bunny3
Starting Camera View
Run...
Edit Code

A program izgleda: