

# The Alice Scene Editor

## Provide Definitions of the Following

### Programming Terms

Virtual World  
Scene  
Class  
Object  
Class Hierarchy

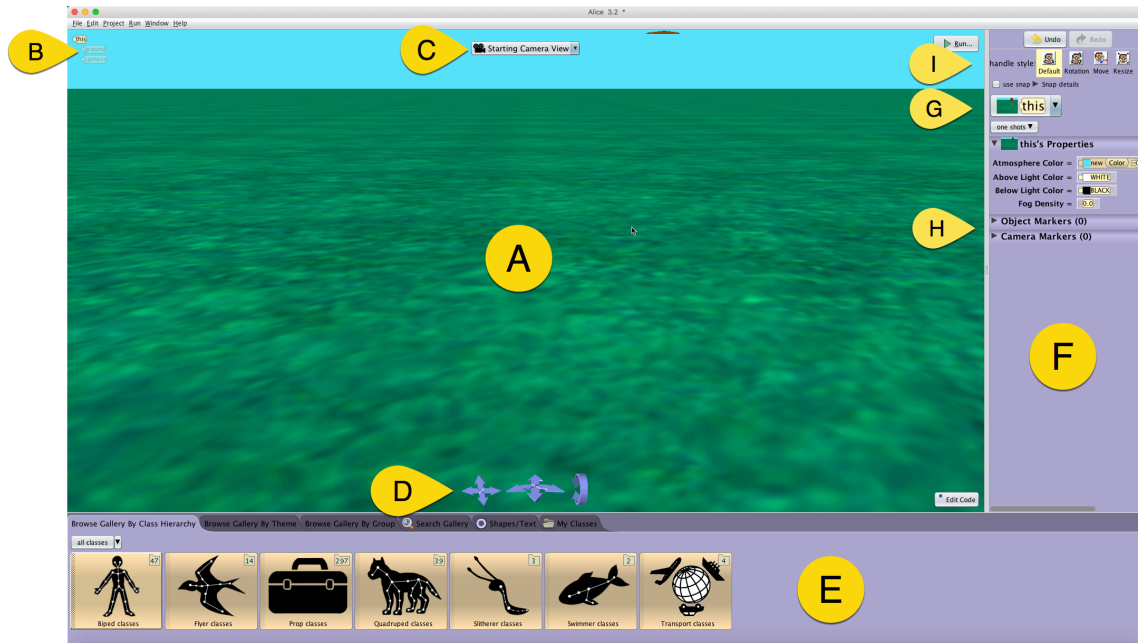
### Alice Terms

Scene Editor	Camera Markers
Gallery	Pivot Point
Properties Panel	One-shots
Object Tree	Joint
Mouse Handles	Sub-parts
Camera Controls	Orientation
Camera Viewpoint Menu	

## 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*

	Camera View Panel		Properties Panel		Gallery
	Camera Controllers		Mouse Handles		Object Tree
	Object Menu		Camera View Menu		Markers Section