



CALIFORNIA SCIENCE & ENGINEERING FAIR 2018 PROJECT SUMMARY

Name(s) Madalynn L. Hein	Project Number J0807
Project Title Animated Storytelling with Alice 3 Programming	
<p style="text-align: center;">Abstract</p> <p>Objectives/Goals The purpose of this project is to learn to create animation using the Alice 3 programming language to create 3D figures that represents and demonstrates a story.</p> <p>Methods/Materials Computer and Alice 3 Programming IDE Create some basic animation to learn how to use the Alice programming tool and language. Write a story I want to animate. Write code to animate the story and show to others to get feedback. Update as needed to make the story/animation better and repeat until finishes product matches the outlined story.</p> <p>Results Initial feedback was to have more of the story in the beginning to get background information earlier, the text displayed longer to make sure viewers have time to read all the text, something stated at the end as a "lesson learned" story, and different views of the character for the walking scenes. I updated the program based on this feedback and the result was a much better animated story.</p> <p>Conclusions/Discussion I learned how the Alice 3D animation programming language works. I also learned about the different animation orders and programming logic. The entire code by default goes in order so I had to add a "do at the same time" logic for certain parts such as walking. I learned a story can be animated but the length of the story needs to match the amount of time you have to create the animation for it. I had to shorten my story I wanted to animate in order to finish my project in time.</p>	
Summary Statement I learned to use the Alice programming tool and logic loops to design and program a 3D animated story.	
Help Received I learned how to use the Alice programming tool on my own. I created the code myself but did need to look at examples posted by Anuka Dewahga for how to get characters to walk correctly. My mom also gave me feedback on the flow of the animation.	