

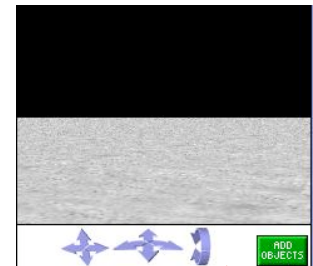
# Greek Philosophers – Alice 3D Project Directions

## Before Creating Your Own Greek Philosophers World

1. Read the Plato and Aristotle handout.
2. View the teacher's Point of View file, and discuss.
3. View the sample Greek Philosophers Alice World.
4. Write your Alice world script on the Primary Sources sheet.

## How to Create Your Greek Philosophers World (PC directions)

1. Double click on the Alice application. On the "Welcome to Alice!" screen, choose the space template, and click Open. In the top left window, click the green button that says "ADD OBJECTS".



2. The Local Gallery opens at the bottom of the page. Locate the horizontal blue scroll bar on the bottom, and slide it to the right until you see a file called Greece. Double click on this folder to view the pictures inside of it. These are objects you can place in your 3D world.
3. Locate the question mark labeled GreekScene. Click and hold your mouse on it as you drag it up to the space scene above the gallery. Next, drag the Sunnysky to your scene.
4. Using the blue scroll bar, drag the bar to the left and find the pictures of Socrates, Plato and Zeus. For the Greek Philosophers world, you are going to create an animation of Plato and Aristotle. Use either the Socrates or the Zeus objects as your Aristotle character. Click and hold your mouse on one of either Zeus or Socrates, and drag it this object into your scene. Finally, drag the object of Plato into your scene. If you need to enlarge the GreekScene, Click and hold down the mouse while pulling the mouse toward you. The scene will enlarge. To move Plato and Aristotle closer to the front of the scene, click and hold the mouse on the character, and slowly drag the mouse toward you.

5. Now you need to pose Aristotle and Plato so that they can talk to each other. First, click on the character that will represent Aristotle. A yellow box should appear around him. When the yellow box appears, locate and click on the rectangle box with faces in the top right corner. Click on the square that says tumble objects. Click and hold your mouse on Aristotle, and slowly move your mouse so that Aristotle faces Plato. Do the same with Plato. You can also click the arrow key to move objects in your scene. Try clicking the arrow, then click on a character, hold the mouse, and drag the mouse either toward you or away from you. Also, if you'd like, you can drag a cloud or two into your scene.

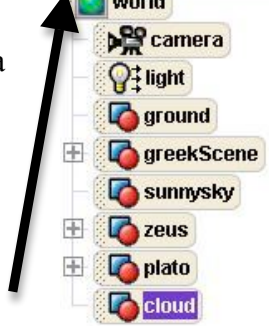
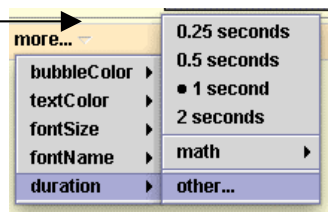


6. Click the different blue arrowheads beneath your scene window to see how they affect your scene.



7. As with any project, save often. Stop now, go to the File menu and pull down to SaveWorldAs and click. In the box that says File Name: type in your first name using a capital letter, then lowercase letters, and then type Greece. Do not leave a space between any words. For example, if your name is Fred, the new file name would be FredGreece.

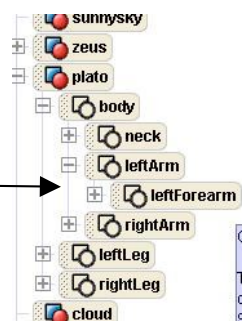
Save the file where your teacher tells you to save it (i.e. Desktop, so you can find it easily). Occasionally the Alice program will remind you to save your scene. Save it to the same place every time, using Save As.

8. Click the green Done button. Notice that the scene gets smaller, and the gallery of objects on the bottom is replaced with what looks like a file folder named world.my first method.
  9. Go to the top left of the screen to locate a list of objects called the Object Tree. The first item on the list is world. The last object you brought into your Alice 3D world is the last item on the list. Click on the entire world so that the world “**World**” is **highlighted**.
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10. Now you are going to make Plato say something. To do this, you will create what is called a Method for your world. Make sure the world is clicked at the top of the Object Tree, then click the gray button below the Object Tree – in the details area – that says “create new method.” A new box appears called “New Method”. Give your method a name, such as PlatoSpeaks1, and click OK. Do not put spaces between words in your method name. Start each new word with a capital letter. Notice that you now have two tabs in the middle of the screen. The first says world.my first method, and the second is the new method you just created, world.PlatoSpeaks1. You can click back and forth between the two. Make sure the new method you just created is highlighted. If you think of your Alice world as a book, the methods are like file folders holding short chapters of your book.
  11. In the Object Tree, find the rectangle that says plato. Notice that it looks somewhat like a band-aid. Click and hold your mouse on the left side of Plato’s band-aid and drag it to the area under the scene that says Do Nothing. A list of possible actions will appear. Move your cursor’s pointer to the line in the list that says plato **say**. This should be about the fifth line on the list. When this line is highlighted, a new list will drop down to the right. Pull your cursor’s pointer down to the line that says other.
  12. Click on the word: other. A box will appear that says Enter a string. Type in text that you want Plato to say. Choose from the quotes on the Plato and Aristotle Primary Sources sheet. You can always edit this text later. This information will then pop into what looks like a file folder for the new method you created. Do not make your text longer than 10-12 words.
  13. Find the word more... at the end of the text you typed, and click the downward-pointing triangle that appears after the word more.... Click the triangle, then pull down to the word duration; then slide to the right to the word that says other.
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14. Click on the word other, and a calculator will appear. Type in the number 5 on the calculator, then click okay. This will make your text stay on the screen for five seconds, giving your readers enough time to read the text. If you think it will take longer than five seconds to read the text, type in the number of seconds you think it will take.

15. Now look at the top of the screen and locate where it says Events – create new event. Underneath this, find the area that says When the word starts, do world.my first method. Notice that world.my first method looks like a band-aid. Click the triangle to the right, and then move your cursor to the drop-down menu area that says plato. Then move your cursor to the area that says PlatoSpeaks1 and click on it. Now the area should say When the word starts, do plato.PlatoSpeaks1.
16. Click the play button at the top left of the screen to watch your scene. Click the stop button when finished.
17. Now create a new method to make Aristotle speak. First, make sure to click the top object in the Object Tree that says **world**. Then click the Create new method box again, and create a method called AristotleSpeaks1.
18. Remember that your Aristotle character will either be called Zeus or Socrates. Let's change this character's name to Aristotle in the Object Tree. Locate your second character's name in the Object Tree, and right click on it. Pull down to the third item that says rename, and click. Type in aristotle and enter.
19. Repeat steps 10-14 above for Aristotle's response to Plato.
20. Click the world again in the Object Tree and create a new method to have Plato speak again, and call it PlatoSpeaks2. Continue this process until you have finished a conversation between Plato and Aristotle that will help listeners understand their differences. Don't forget to create a duration for each text of speech.
21. When you have finished creating your dialog, notice that there are a list of "band-aids" under the Object Tree, representing the different Methods you have created for each character's dialog. Now look at the middle of your screen, and find the tab that says world.my first method. Click on this tab. This tab, or "file folder", will act as your "Table of Contents". Drag each of the method band-aids on the left into the box that says Do Nothing. Drag them in order: PlatoSpeaks1, then underneath this, drag AristotleSpeak1, and so on. Once the "band-aids" are placed in world.my first method, they can still be rearranged by dragging them above or below each other.
22. When all of the conversations have been dragged into world.my first method, go back to the top of the screen underneath Events. In the blue rectangle that says When the world starts, do...., click the triangle to the right so that when the world starts, it will play world.my first method. Click the play button, and watch your conversations play out. Time the speech bubbles and change durations as needed. Save.

### How to Make Characters Move

23. Open your PlatoSpeaks1 method by clicking the tab at the top, or the method edit button on the left. Click on Plato's name in the Object Tree, then click the plus + sign to see his body, then his leftArm. Be sure to click on the circle so that leftArm is highlighted.
24. Drag the "band-aid" of Plato's leftArm from the Object Tree into the PlatoSpeaks1 method and drop it underneath plato say. A green line will appear above where you want to release the mouse. When you release, a drop-



down menu appears. Pull the mouse down until you find “leftArm **turn**”, then slide the mouse over until you find “direction” and pull down to “right”, then slide the mouse to “amount”, and pull down to “other” and click. A calculator appears. Type in .4 and click okay. This will turn Plato’s arm 40% up, so that he is pointing towards the sky. You probably want him to move his arm up slowly as he speaks, so click the triangle next to more, then make the duration about 3-4 seconds.

25. Click play. Notice that first, the text bubble appears, then Plato points. To make both events happen at the same time, find the purple “Do together” band-aid at the bottom. Click on the left of the bandaid and hold down the mouse as you drag the Do together under leftArm turn, then release the mouse. Now, drag the say command and the leftArm turn command into the Do together box. When you click play, these actions will happen at the same time. Make sure you save after each new addition.
26. You will probably want to also lower Plato’s arm. You don’t want to put this command in the Do together box with the command to raise his arm. Put it at the beginning of the method that calls for Aristotle to speak. Click on your second method, AristotleSpeaks1. From the Object Tree, pull over Plato’s band-aid for leftArm and drag it above the first Aristotle “band-aid” in AristotleSpeaks1, and choose turn left .4, and give it a duration.
27. Now follow similar steps to move parts of Aristotle’s body as he talks to Plato in your AristotleSpeaks1 method. Then go through the rest of your methods and add other movements.

**Extras:**

To add narration sound, your computer must have a microphone. To make Plato talk out loud, click open his method, PlatoSpeaks1, inside world.my first method. Then click the plus sign on Plato’s character in the Object Tree. Keep clicking parts of Plato in the Object Tree unto you click head. Then look below the Object Tree in the details window and click on the band-aid that says head play sound. Drag this “band-aid” to the right, inside the Do together box for PlatoSpeaks1 method. When the drop-down menu appears, pull down to record new sound. Give the sound a name, such as Plato1, then click record sound. When finished, click okay.

If you have a .wav or .aif sound stored on your computer that you want to insert into your world, instead of pulling down to record new sound, pull down to import sound file, and then navigate to the sound file and click import.

To add background music to play underneath your narrations, and to make it play through more than one method, click on the world in the Object Tree, then create a method called Music. In the method, drag in an object from the Tree, such as the ground, light, or sky to the method box. Pull down to the object’s “play sound” command and pull down to aristotlePlatoMusic, or import sound. In the duration box, pull down to Full Length. In volumeLevel, choose other, then try .35. Click play. If the music is louder than your narration, choose a lower number, such as .25. If it’s too soft, try a higher number. In Events at the top of the screen, click the “create new event” button. Pull down to When the world starts. In the new “band-aid”, locate the read Nothing, click the triangle on the right, and pull down to Music.

### To Create More Than One Scene:

Click on the world.my first method tab. Click the ADD OBJECTS button under the scene window, then click on the “more controls” button on the right. Click drop dummy at camera, then click Done. The scene doesn’t look different, but there is a new object in the Object Tree called Dummy Objects. Click the plus + button to the left of Dummy Objects and the object called “dummy” appears. You have dropped a dummy object at the beginning of scene 1 as a sort of “bookmark”.



Next, create a new method called Scene2 by clicking on the world, then click the “create new method” button and name it Scene2. If you want to add any new objects to Scene2 (such as a girl or guy from the Greece gallery to represent yourself), create them now while the camera is still in its first position. Once you move the camera, it is often hard to find new objects. Click ADD OBJECTS and choose the object from the gallery. Place the character somewhere in the background, then click DONE.

After adding any new objects, and with the Scene2 method open, click on the blue-arrowed camera control keys under the scene window and move your camera to a new scene location with a good view of your new character. When you have arrived at your new location and have arranged your new objects, click ADD OBJECTS/more controls, and drop another dummy at camera. Click Done. Go back to the object tree and click and hold on the camera in the Object Tree and pull it into Scene2. Pull down to “camera set point of view to”, then pull over to Dummy Objects/dummy2”, and click. Click on “more”, and choose how many seconds it will take the camera to move to the new scene.

Right click on a character’s body part in the Object Tree and pull down to methods to set their beginning positions. Then, in Scene2, make your new character speak and move, explaining whether you agree with Plato or Aristotle, and why. When finished, click ADD OBJECTS, then, on the right, click “move camera to dummy: dummy”. Now the scene will start at Scene 1, not Scene2. These are your scene “bookmarks.” Click DONE.

Click on the world in the Object Tree, then click on the tab for world.my first method. Pull Scene 2 over to the bottom of the list in world.my first method. Now, when your animated world arrives at this point, the camera will move to your new scene location. Click play to test your animations.

### Rubric for the Greek Philosophers World

Grade	Criteria
5	3-5 objects used in the world (no more than 5). Each object relates to the scene. All narration supports the points of view illustrated in the scene. The scene clearly illustrates both Plato’s and Aristotle’s philosophies. All spelling and grammar is correct.
3-4	3 or more objects are used in the world, and most of the objects relate to the scene. Most of the narration supports either Plato and /or Aristotle’s views. Most of the spelling and grammar is correct.
2	1 or more objects are used in the world, but many do not relate to the scene. The narration only shows either Plato or Aristotle’s views, but not both. Some of the spelling and grammar is correct.
0-1	1 or more objects are used in the world, but many do not relate to the scene. The narration doesn’t clearly support either point of view. The text has many spelling and grammar errors, making it difficult to understand what is being said.