Part A  This part of the lab asks you to create two simple worlds. Create the background and add the objects (ground first, sky second, objects third). Use the quad view and single view to size the objects and position them as shown below. As you complete each scene get the instructor's "checkoff".

1.  25 pts  Create a winter scene. Use a winter backdrop and position a snowwoman directly on top of a snowman as shown below. The snowwoman should be turned at a right angle from the snowman.

Completed _________

2.  25 pts  Create a scene with Alice and a variety of objects in the scene as shown below. There should be a table with a jar, a bowl of grapes a candlestick, two stools and Alice. Put the 3-D lettering above the scene. Make all sizes realistic. You may need to search the web gallery as well as the local gallery to find the objects.

Completed _________
Part B  Create two scenes with simple animation as described below.

3.  25 pts Create the scene below with a tortoise, a stool and a cookie on the stool (the cookie may be hard to see in the picture below). Then create the following animation using the methods of the tortoise.
   - Make the tortoise "turn to face" the stool
   - Make the tortoise "move" 1 meter toward the stool (use move not move toward)
   - Make the tortoise raise his arm toward the stool (try turn backward)
   - Make the tortoise think "yum" or "yum yum" in a balloon
   - When this works, get a microphone, record the word "yum" or "yum yum", and have the tortoise talk while the words are printed in the think balloon. ("Do together" ???)

4.  25 pts Create the scene shown below with an ocean, an island, a frog on the island and a shark in the water. Then create a simple animation. Create a method for the shark called “swim” which consists of swimming back and forth in front of the island. Start by making the shark swim a bit to the left of the island, turn around, swim to the right of the island and turn around again. When this works drag a "loop" structure into the shark.swim and drag your simple animation into the loop structure and make the shark swim this loop 5 times. Finally, in the event window choose for the event “When the world starts” shark.swim instead of World.myFirstMethod so the swimming begins as the animation starts. It might be fun to have the frog hop upwards each time the shark passes, but this is not required.