Using Scenes

Scenes are the building blocks of an Xpression. By using scenes you can use different worlds as you build a story using animations. Let's create a travel Xpression that includes scenes of different places on a journey. We will use the Airport Xpression as the first scene to represent taking off on the journey.

Naming Scenes

When creating scenes it is important to name them so that you know what each represents.

1 Open your AIRPORT Xpression from your STORAGE folder.

2 Highlight the SCENE1 text at the base of the CAMERA VIEWER and enter:

   Journey Begins

3 Open the SCENES panel and the name of the scene is updated under its thumbnail.

> **NOTE:** **i** **The scene name changes in the SCENE panel when you change the name in the SCENE box.**
>
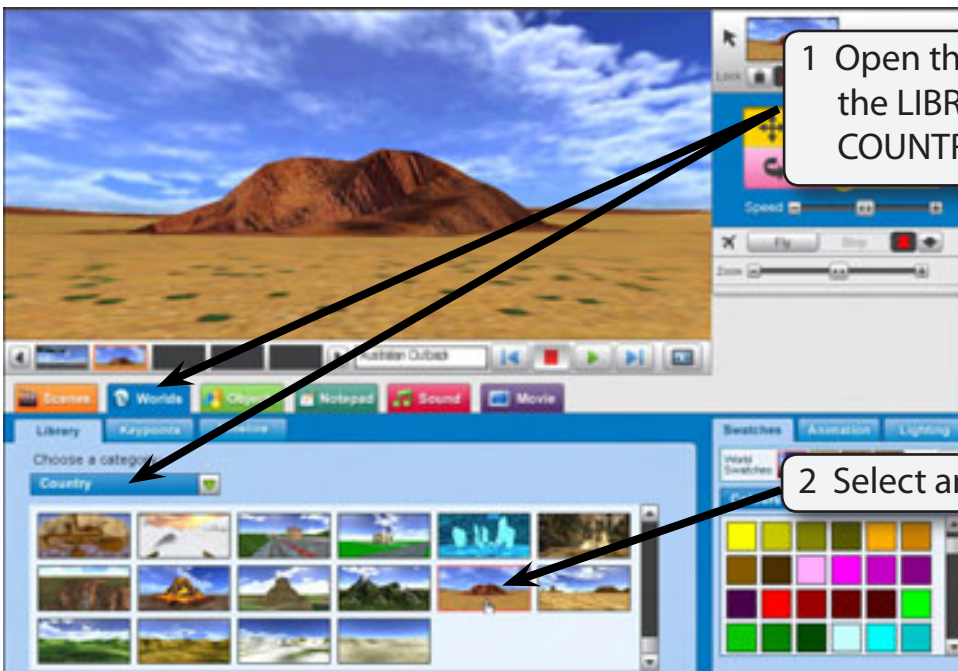> **ii** **You can change the name of a scene whenever you wish to.**

Creating a New Scene

Starting the Scene
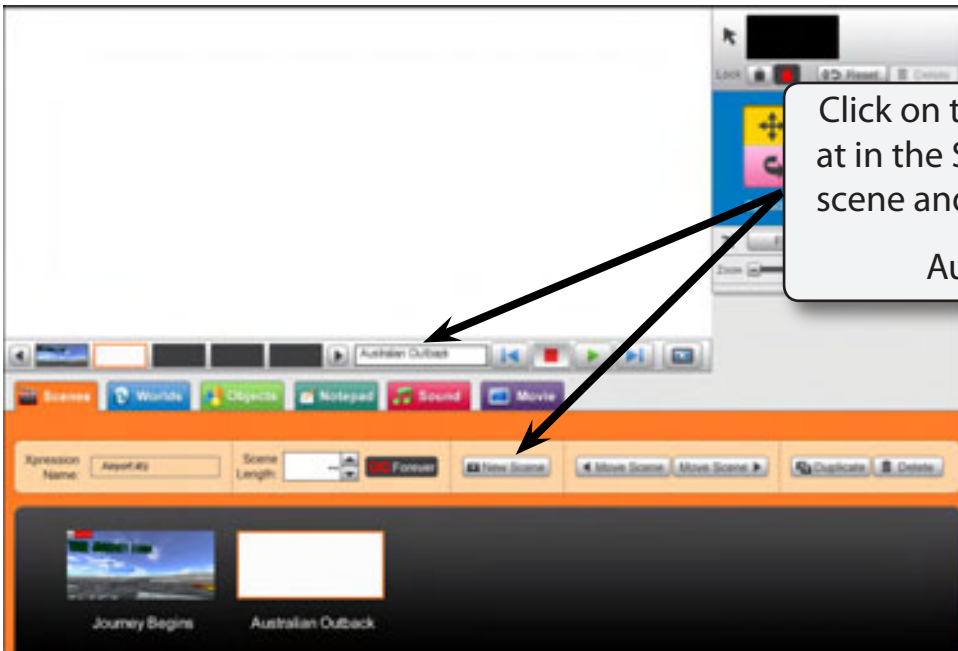
Click on the NEW SCENE button at in the SCENE to start a new scene and change its name to:

Australian Outback

Selecting a World

1 Open the WORLDS tab and In the LIBRARY section open the COUNTRY category.

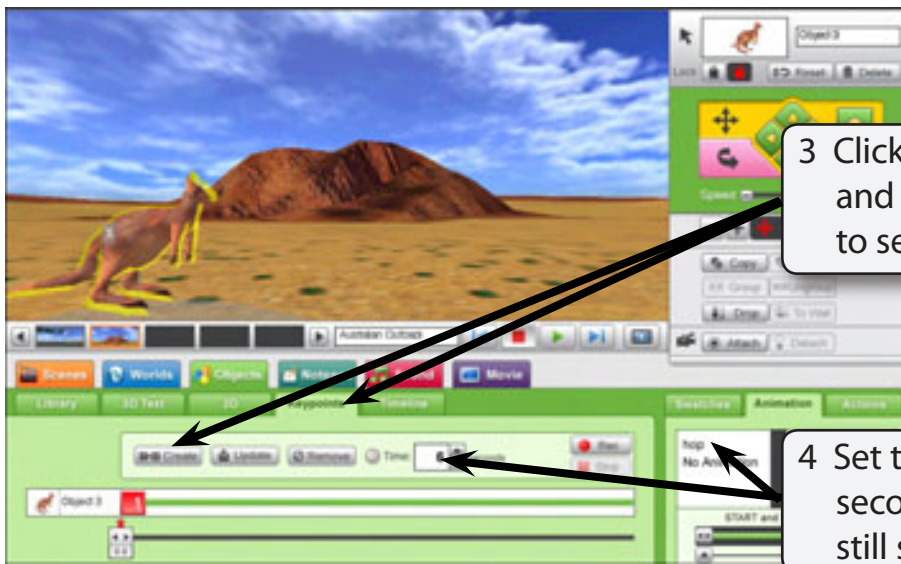2 Select an outback world.

Adding an Object

1 Open the OBJECTS panel and in the LIBRARY section open the ANIMALS category.

2 Double click on the KANGAROO object to add it to the world.

3 Resize the kangaroo and drop it to ground level.

Animating the Object

1 Use the movement and keyboard arrows to move the kangaroo close to the left front of the screen.

2 Open on the ANIMATION panel in the OBJECTS panel and set the kangaroo to HOP.

3 Click on the KEYPOINTS panel and click on the CREATE button to set the first KEYPOINT.

4 Set the animation TIME to 6 seconds and check that HOP is still selected.

5 Rotate and move the kangaroo to the right side of the screen.

6 Click on the CREATE button to create the second KEYPOINT.
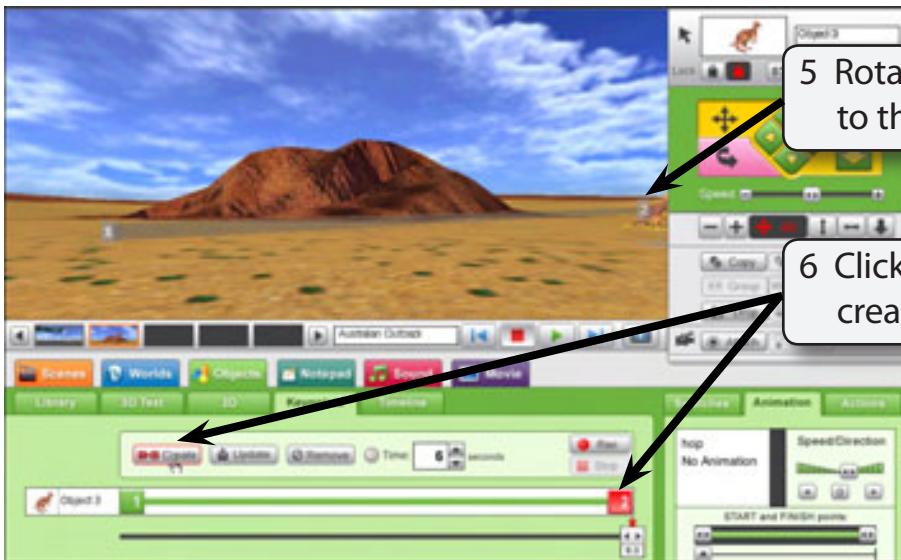
7 PLAY the animation then click on the STOP button.

NOTE: You can adjust the speed of the hop and its start and finish if you wish.