Virtual Daily Times

Issue 6, Tuesday June 2 2009
virtual news that’s fit to print

Meet Beat

Sixth Meeting: Alice
The sixth meeting of the summer virtual computer science camp will be held at 7pm MDT (6pm PDT). The session will be held in Second Life, at Clint Jeffery’s Place, Crumbi 234,50.

Putting Alice to Work
Alice is a great tool for thinking about computers keep track of multiple things changing at once. Two of our instructors, Nina and Matt, have generously offered to walk us through some example exercises.

Fifth Meeting: Voip Gone Wild
Our fifth session was one in which working speakers were essential, and a working microphone would be real handy. About half (or more) of the attendees made use of Second Life’s voice feature, and we did our first reading of the play, “The Killer Jackalope”. Dr. J shamelessly tried to steal the show with his jackalope costume, which was purchased from a couple vendors.

CVE Update
Jafar has been hard at work on CVE since the last session. We believe the XP issues are related to OpenGL texture management. We are testing to see if some changes over the weekend will provide some XP relief. We appreciate suggestions from several of you regarding making the quests more fun, and improving the camera control, particularly up and down stairs.

Quest Suggestions
Here is a list of Alice quests you can try out. Alice is popular for a lot of reasons, especially if you are into animation. For most quests in Alice, get credit for your working by posting your .a2w file to the NMSU Virtual CS thread on the Alice Forum.

- Check out Alice’s large list of predefined 3D objects. Make a same .a2w program that uses more than ten different objects. (10)
- Build a “cave” in Alice; decorate the area in front of the cave with lovely bones strewn about (20). Make an object (say, a rabbit) move in and out of the cave a few times. How easy or difficult is it to create landscape features in Alice, or things like buildings? What is the lighting like?
- Attend the meet (60).
- Build an Alice program with at least three objects moving simultaneously. How easy is it to coordinate their “parallel” moves? (20)
- Read Chapter 1 of the Alice book. Prove by doing one or more textbook exercises (10 each; island scene; adding 2 snowmen to snowy scene; tea party with Alice, white rabbit, dining table, teapot; soldiers on deck).
- Read Chapter 2 of the Alice book. Prove by doing one or more textbook exercises (10 each; create a storyboard for the Killer Jackalope; Snowman-gets-stood-up; circling fish; tortoise cookie thief; magneto).