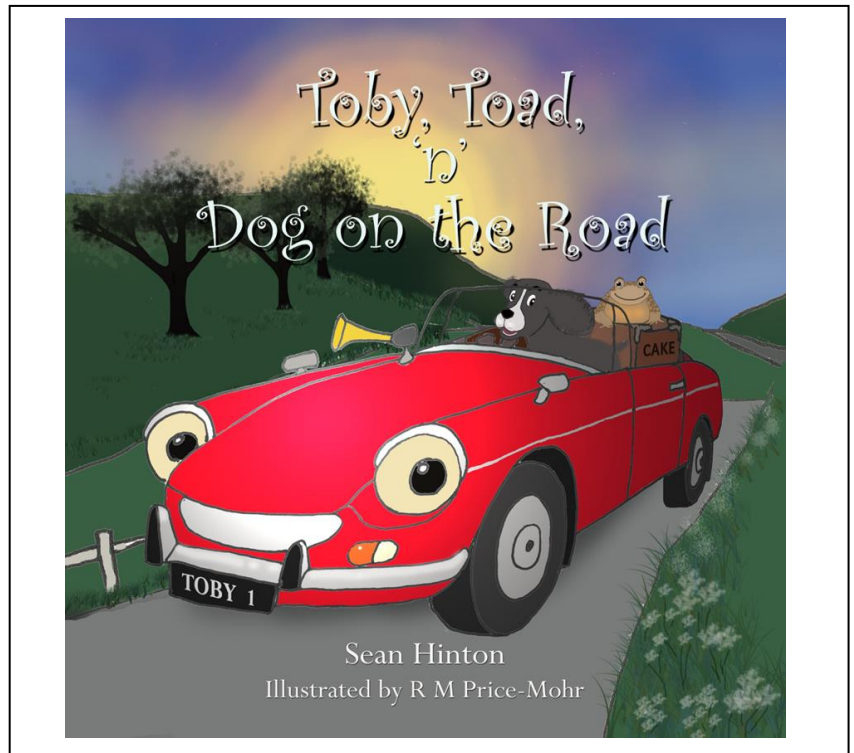




WeeBee Coding a Published Story



Background. This comes mostly from the assignment brief.

You will be presented with an illustrated story “Toby Toad ‘n Dog on the Road” by Sean Hinton, published by Crossbridge Books (2023). Your task is to create an animated version of the story using the WeeBee engine.

You will be provided with all the graphical assets from the book (characters, objects, background, etc.) and the full API for the WeeBee Engine.

You will be expected to deploy the API to successfully “tell the story” and you will be encouraged to emphasise relevant detail provided in the book or bring to life elements of the story beyond those obvious in the book.

You should use the API functions in a structured and efficient way (e.g., develop a particular way of rendering the story text on-screen or as a sound file). Also, you will be able to identify limitations of the API you encounter and suggest improvements. Where possible, these will be implemented for you.

Getting Started.

Perhaps the best way to get started is to explore the WBE API using the built-in characters Grog, Pip, Mop etc just to get a feel of how the Engine works. The hardest point to understand is how to code so that two or more actors can execute *concurrent* or *synchronous* behaviour.

Or you could do this using the ‘Sci-Fi’ assets (created for UoW undergrads by a Disney graphical artist).

You could then think of how to use the API in ways for which it was not designed, e.g., how to create the illusion that the ‘background’ is moving.

One very important function call is **flyto3D(x,y,endScale)**; which is crucial in obtaining perspective motion, e.g., getting Toby (the car) to move realistically down a road.

Then you should read the story and decide who is going to move where and when. Create your animation in ‘scenes’ as suggested, perhaps, by the storyboard.