

# Visionaire Basics for beginners

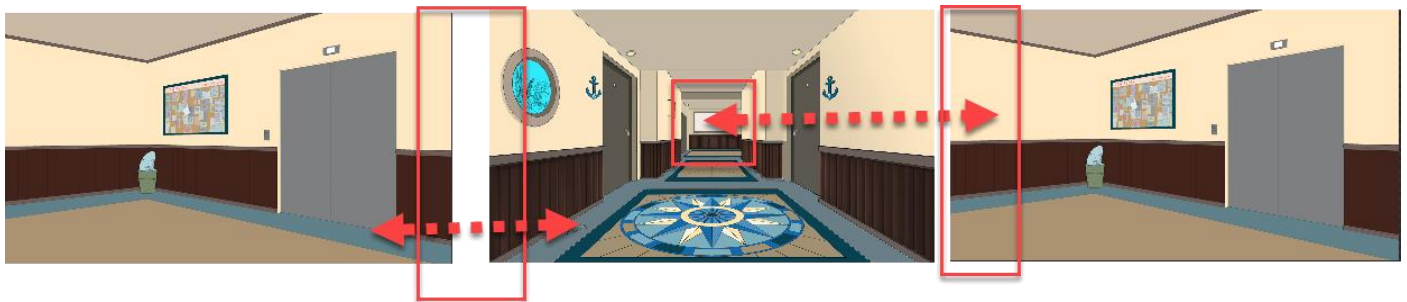
## Video 8 – Changing scenes

### Introduction

In this section we will discuss how to have our character move between screens.

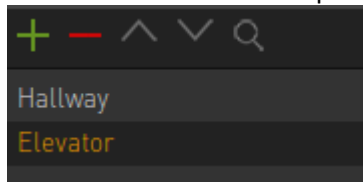
### Setting up

First we need at least two scenes to move between. Our two scenes can be navigated in a circular fashion by the player. The player will be able to move from the end of the hallway to the left side of the elevator scene and back again.

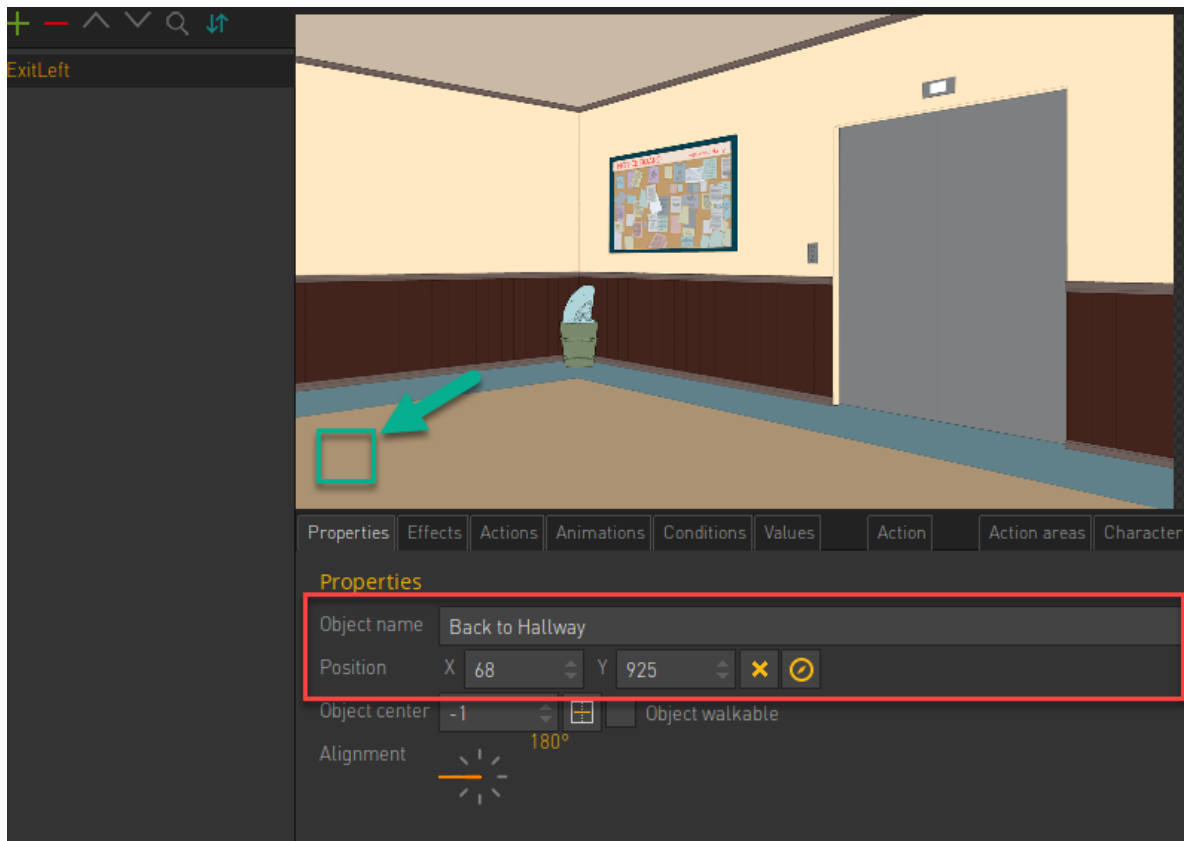


So let's do this;

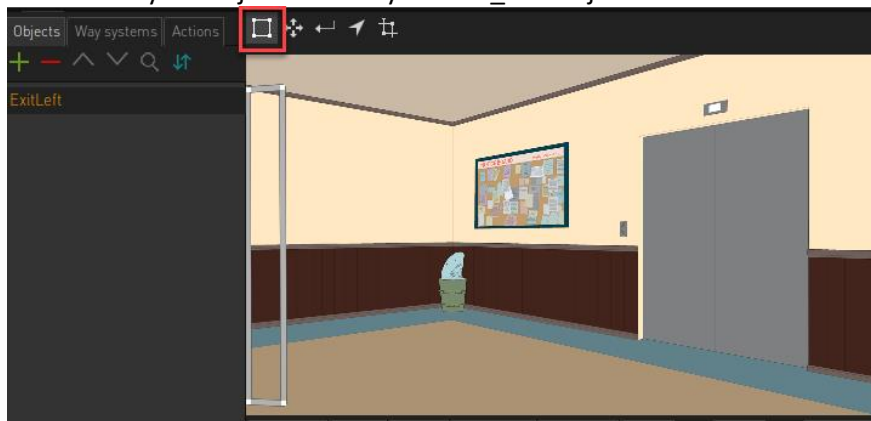
1. First take note of our setup. We have two scenes available.



2. We need to ensure that in both scenes we have the exit and entry point. This can take the form of an already created object (like a door or hallway exit).
3. Open the Elevator scene and create a new object. Call this new object Exit\_Left.
4. Set the object name and position on your object. The position needs to be placed on the left side of the screen. This indicated in the screenshot below within a green box. This is where our player will appear when we enter this scene.

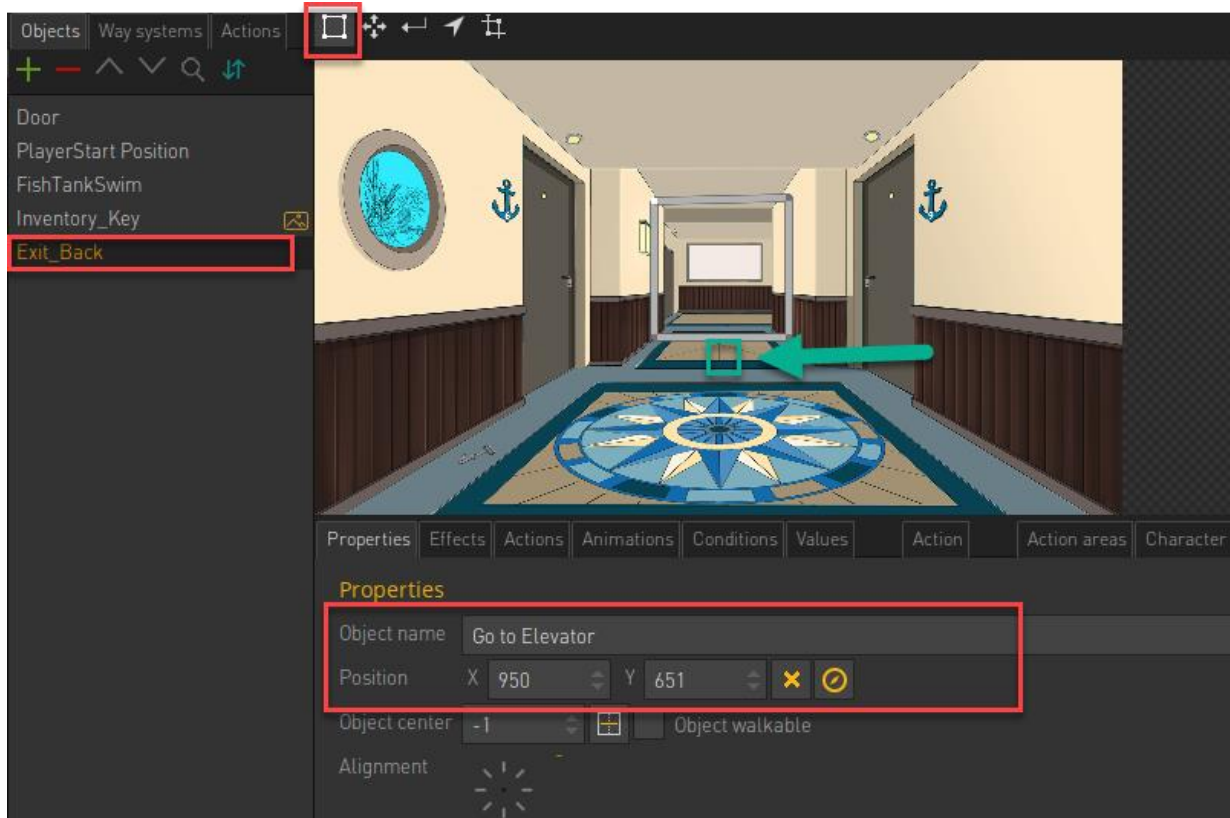


5. Also create your object area on your Exit\_Left object.

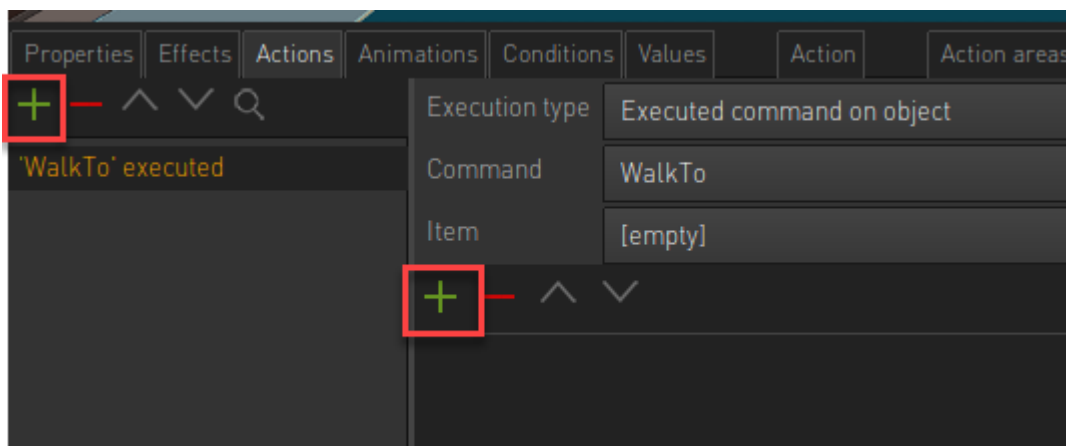


6. Open your Hallway scene and create a new object called Exit\_back.

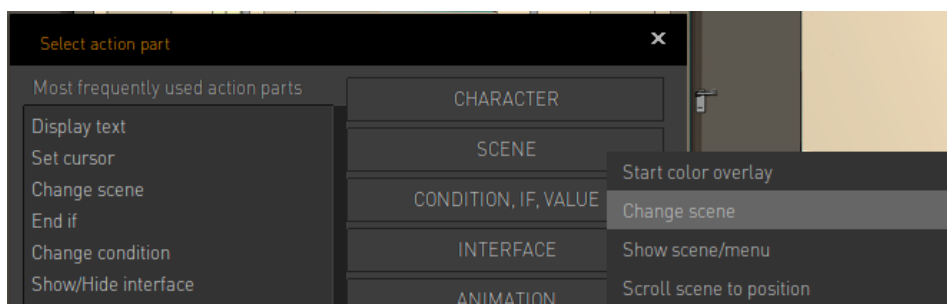
7. Perform the same steps like we did for the Elevator scene. This means creating an object area, entering an object name and setting the position.



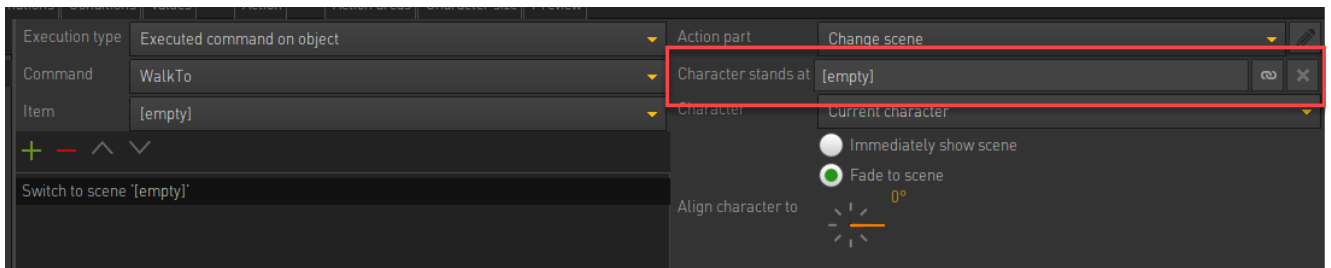
- When we 'WALK TO' this object we want the scene change to occur. So add a new Action and Action using the green plus icons. So add a new Action and Action part (for this new action) using the green plus icons.



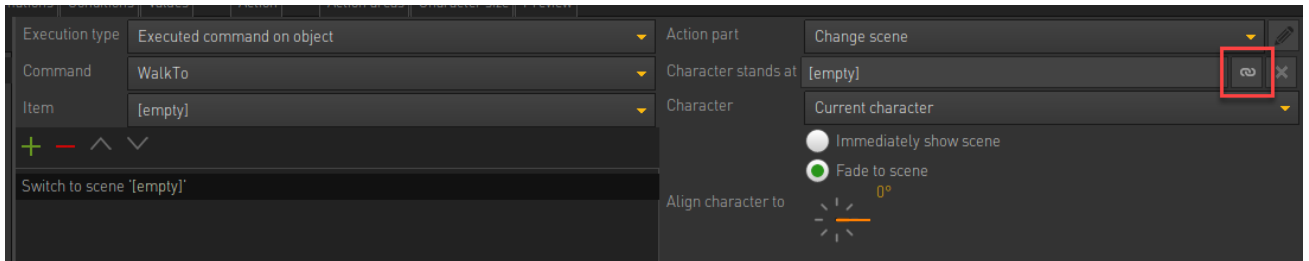
- Choose the CHANGE SCENE action part



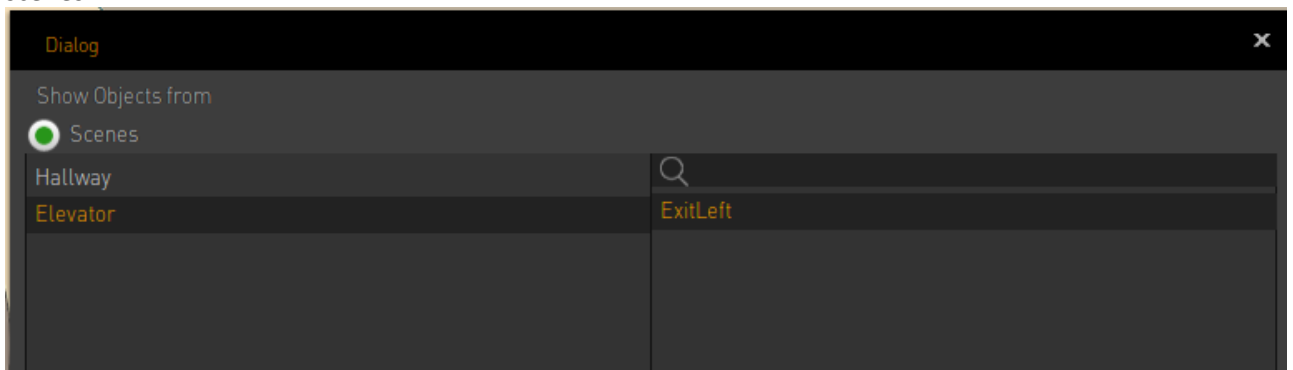
- The action part will be added and now we need to define the parameters. We specifically need to set the destination where our character will appear, both the scene and the position in the scene.



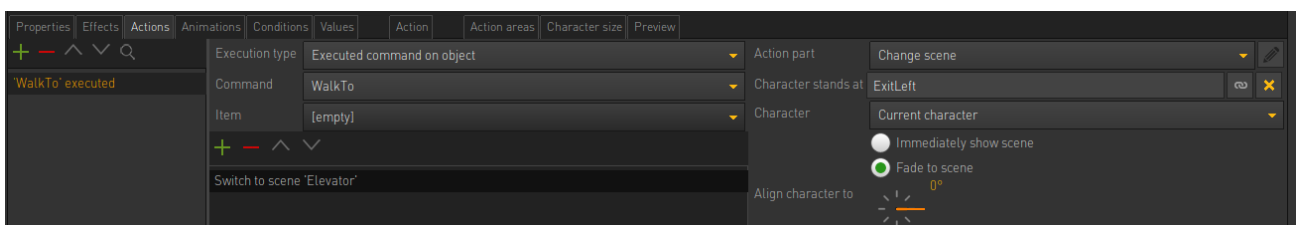
11. To define the new scene and location in the new scene click on the icon below.



12. In the new screen that appears, choose the scene and the location your character will appear when changing scenes



13. Your action part should look as follows;

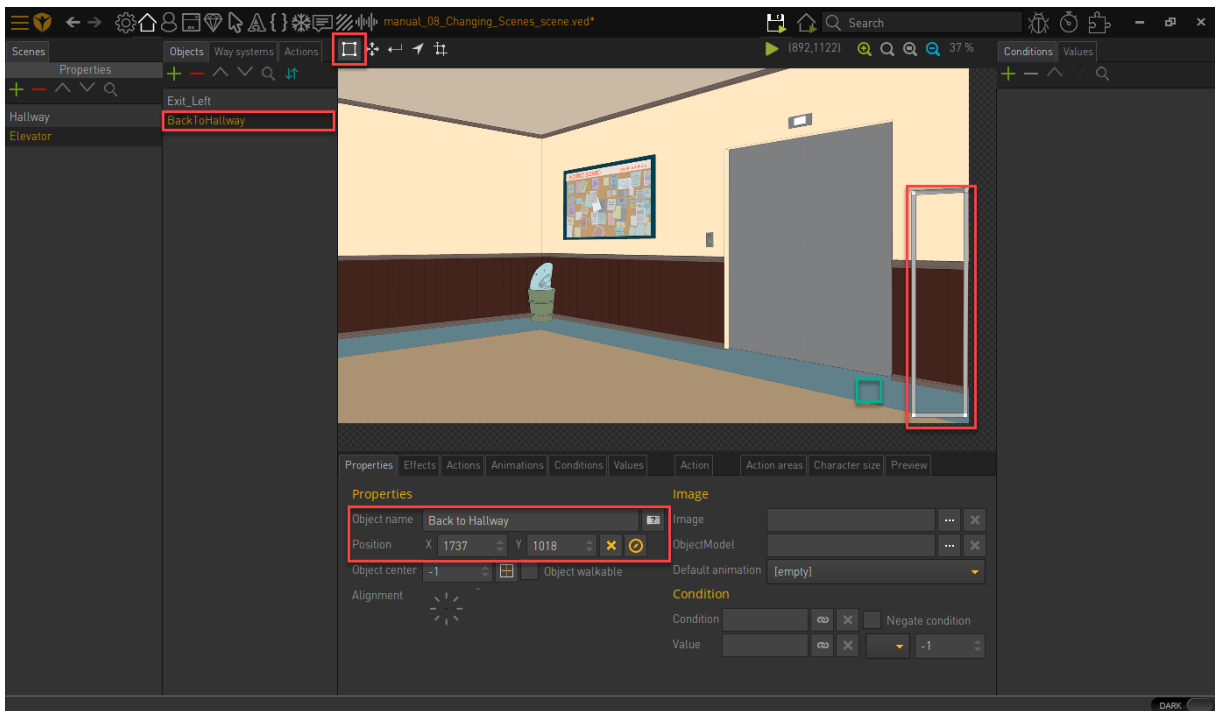


14. Now play your scene and 'WALK TO' the back area. Note if the scene changes.

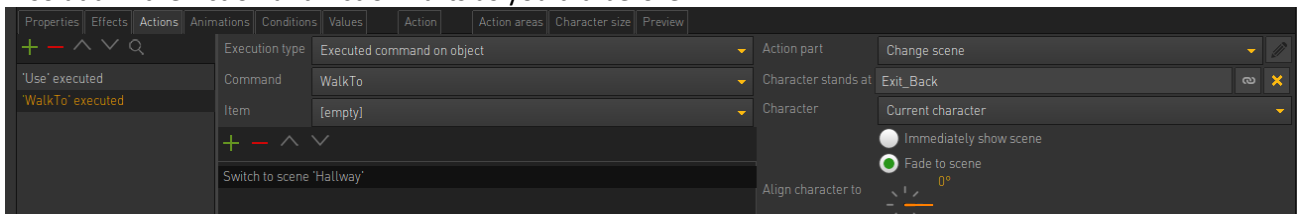
15. Note that we cannot move back to the first screen once we are in the second screen. Let's fix this.

16. Create a new object in the Elevator scene and call it Back To Hallway.

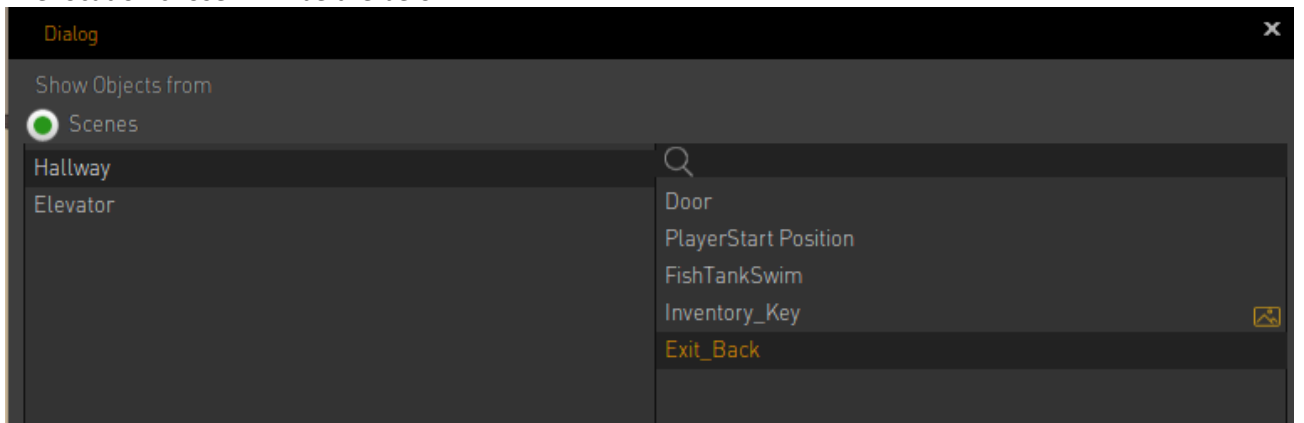
17. Set the object area for this to the right of the screen and add the Object Name and Position value.



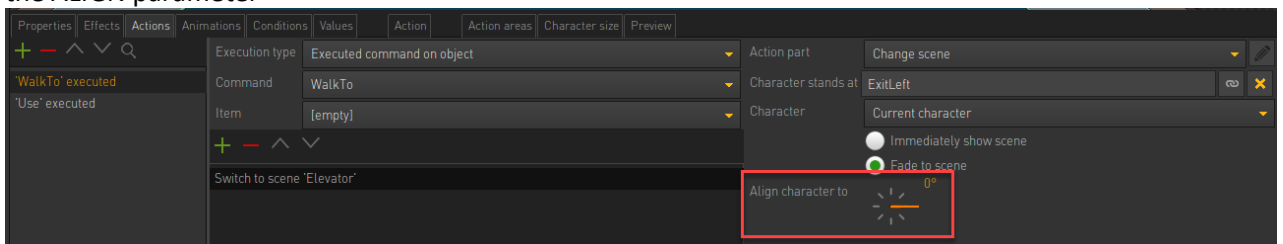
18. Also add in the Action and Action Parts as you did before.



The location chosen will be the below.



19. You also need to keep in mind where the character will be facing when the new scene loads. This is set under the ALIGN parameter



20. As an added exercise see if you can set it up that it works in a circular fashion as shown in image below. Check the project files as this has been implemented there.

