



Looking Glass 101

Telling Stories with Looking Glass

An Introduction to Programming

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LOOKING GLASS - TELLING STORIES

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INTRODUCTION

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ABOUT LOOKING GLASS

Looking Glass is a 3D interactive story telling application developed at Washington University in St. Louis. With the Looking Glass software, kids build short-animated movies while also learning basic programming skills. In today's technology-driven world, programming experience is a highly valuable skill to have. Programming is an application of computational thinking, which is a creative and useful problem-solving skill in school, jobs, and everyday life. Looking Glass provides a fun and engaging environment that allows kids to express themselves through stories while also teaching them how to program.

If you have not already done so, you will need to make sure that Looking Glass has been loaded onto your machine. (See [Download and Install Looking Glass](#))

TRAINING PHILOSOPHY

Looking Glass helps you create your own movies. Elements to creating a movie include having the following items planned out:

1. The story
2. The settings/scenes
3. The characters

While children are naturally curious and learn from exploration, they do best when there is a starting point. The challenge in this curriculum is how to engage the young student and give them direction, while encouraging their creativity. When looking at how musicians, dancers and gymnasts are trained, they are started with very simple tasks that they need to master before they move on.

This is the philosophy we will use here. We will start with some basic instructions and then give a chance to explore the concept more on their own. We will:

- Introduce the concept
- Explain how the concept is incorporated in Looking Glass
- Give step-by-step instructions
- Let them Explore More of the concept with more choices



LOOKING GLASS - TELLING STORIES COURSE GOALS

COURSE GOALS

This course is designed as an introduction to using Looking Glass software. It can be used in a classroom, in a homeschooling environment or as a project for a group such as a Scouting pack. It will introduce basic programming concepts by telling a short story (movie) with 3 dimensional animations. At the end of this course, you will be able to perform the following tasks in Looking Glass:

- Create a simple Looking Glass World (animated 3d movie).
- Understand basic programming principles.
- Incorporate complicated command sequences from other Worlds into your own story.

This course includes exercises to apply concepts and reinforce learning.

DOWNLOAD AND INSTALL LOOKING GLASS

If you have not already done so, you will need to download and install Looking Glass.

1. Open a web browser and go to <https://lookingglass.wustl.edu/downloads>
2. Download the appropriate version
3. Follow the instructions

LOOKING GLASS - TELLING STORIES
ADVENTURE 1: GETTING STARTED WITH LOOKING GLASS

ADVENTURE 1: GETTING STARTED WITH LOOKING GLASS

In Looking Glass, stories or movies are called Worlds. There are many ways to start a World with Looking Glass. Before you dive in, you will look at what others have done and what is possible.

Once you start Looking Glass you will see a panel with several options. The Templates area has a list of Templates that are full stories and other items that are just the beginning picture.



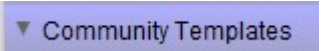




To get started we will review a fully developed existing story and explore some of the first tools you can use as you create your own stories.

GOALS OF THE ADVENTURE


- Open a Sample World
- Watch what Looking Glass is and can do
- Create a World
- Save a World

OPEN A SAMPLE WORLD

The best way to understand some of what Looking Glass can do is to examine a World (story) that has already been created.

1. Open **Looking Glass**  icon.
2. Click the **Templates**  tab.
3. Click the **Community Templates**  link.
4. Scroll **down**  in the list to find **the story of the three little pigs told...**
5. Double click **the story of the three little pigs told...**  picture.
6. The world will open showing a picture on the top right and lists of instructions in the right pane.
Note: It sometimes takes a few moments for the template to load.
7. Click the **Play**  button (on top).
8. Click the **expand**  button. (Top right of that window.)


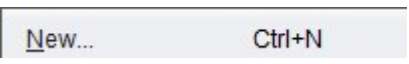

LOOKING GLASS - TELLING STORIES
ADVENTURE 1: GETTING STARTED WITH LOOKING GLASS

9. Watch the movie through. (About 3 minutes.)
10. Close  the Play window.

CREATE A NEW WORLD

The program should be displaying code in several places. Now that you have seen an example World, we will start with a simple World and discuss what can be done. We will start with the story of the *“Tortoise and the Hare”*.


Remember, we will start with specific instructions, and later, you can explore these areas more on your own. Here you will choose a scene (template) and the main characters.

1. Click the **World**  menu.
2. Click the **New...**  option.
3. Click the **Blank Templates**  option. (On the bottom left.)


4. Double click the **GRASS**  template.

5. Click the **Edit Scene**  button.

6. Click the **Search Gallery**  tab.

7. Click in the **filter** field and start to type the text **tortoise**. 

Notice: The number of characters goes down to 2 kinds of turtles (tortoises).


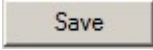
8. Click on either **Tortoise** icon.
9. You can leave the name or type your own.
10. Click the **OK**  button.

LOOKING GLASS - TELLING STORIES

ADVENTURE 1: GETTING STARTED WITH LOOKING GLASS

SAVE YOUR WORLD

The program should be displaying code in several places. Now that you have seen an example World, we will start with a simple World and discuss what can be done. We will start with the story of the “*Tortoise* Now, you will add the hare (also known as a rabbit)

1. You will now save your work.
2. Click the **Save**  button.
3. File name = **TurtleHare-1**
4. Click the **Save**  button.

CHECK IN



Let your instructor know you are done.
Discuss the following questions.

- What Worlds did you see?
- What stories do you think you could work with?
- Do you have any of your own stories you would like to tell?

EXPLORING ON YOUR OWN

If you have time, on your own, explore some of the Worlds other people have created. Go to:
<https://lookingglass.wustl.edu/worlds>