

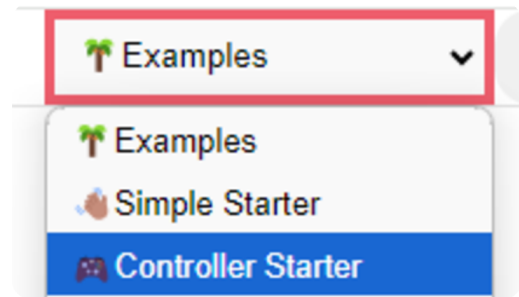
1 Open Flock

- Go to your **browser**
- Type in the website address below

flipcomputing.com/Flock

Tip: If you have used Flock before, press CTRL+SHIFT+R

2 Switch to the Controller Starter




3 Walk around



- Hold the left mouse button to look around
- Use **W** to walk forward
- Use **S** to walk backwards
- Press the **space bar** to jump

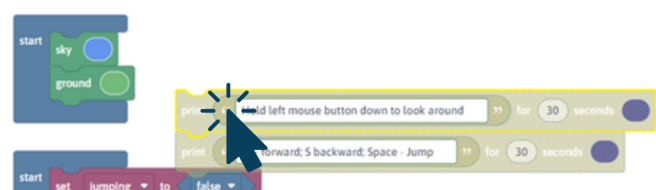
4 Walk off the edge (ground) and then reset

- Walk off the edge of the green floor
- Press the Play button to reset 

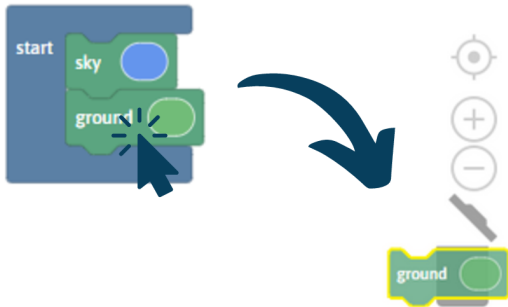
5 Drag the two print blocks to one side



Tip: Click and hold the first print block and the one below will come too.



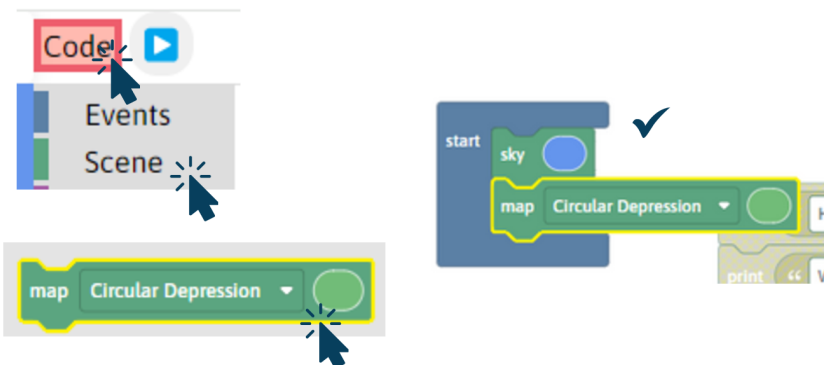
6 Drag the ground block to the bin



Tip: The bin is in the bottom right corner of the screen.



7 Drag a map block from the code block section



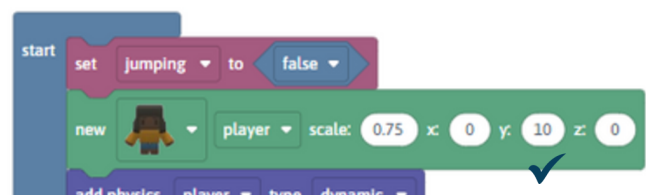
8 Drag the print blocks back



9 Press the Play button to see your new terrain

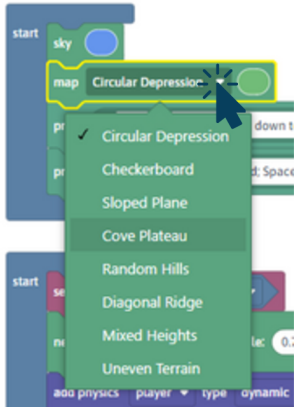


10 Change the height that your character starts from

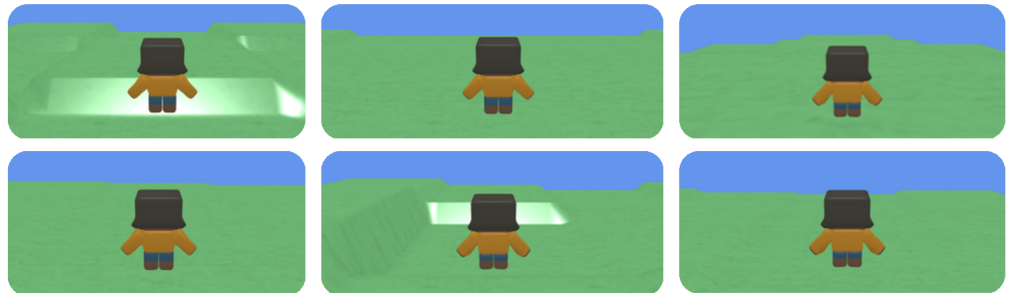


- Change the Y value to 10

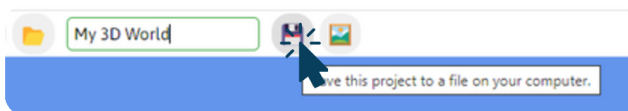
11 Choose a terrain



Tip: Press play after each change to see what it looks like.



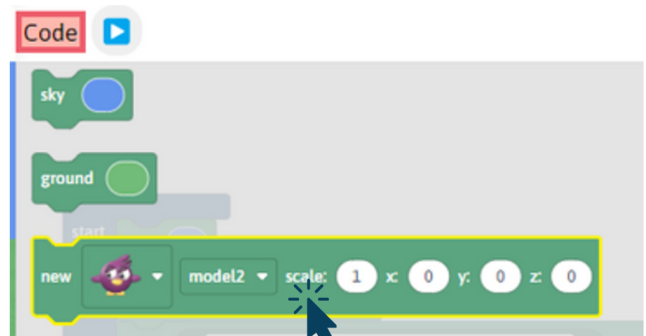
12 Save your world



- Type a name in the box
- Click on the save button

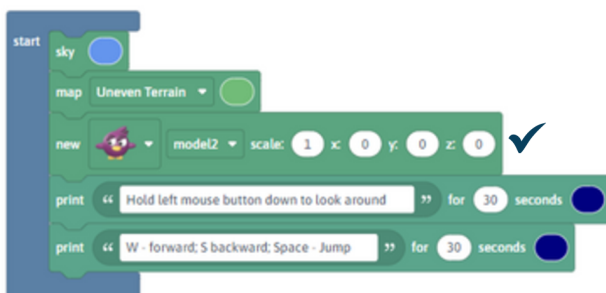
Tip: This downloads a file to your downloads folder. Save regularly!

13 Add a new model block



- Go to Code > Scene > New

14 Place the block



15 Choose a tree



16 Debug your tree!

- Press play to see if your tree appears
- If you can't see your tree then it is probably under the ground!
- Adjust the Y value of the tree until it appears when you press play

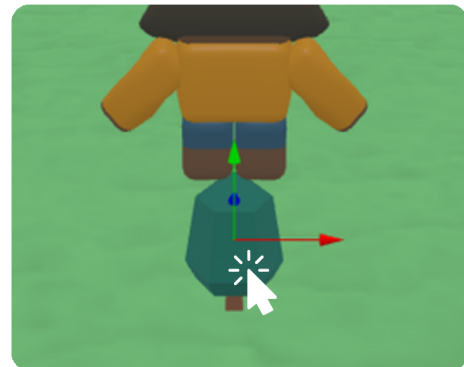


Tip: A 5 or a 10 might work!

17 Click Position



18 Click on the Tree



19 Drag the red (right) arrow to the right



Tip: The red (right) arrow will turn yellow

Tip: Physics might make your character fall!



20 Where is the tree?

- Move around the scene to see where your tree is.



21 Use the three arrows to move your tree to the ground



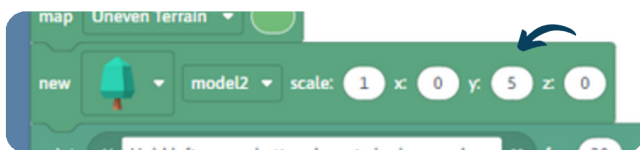
Tip: The arrows move the tree on the X, Y and Z axis of your 3D world



Tip: Be careful not to sink your tree!

? Help! My tree is lost!

- If you have lost your tree then you can manually type in the original X, Y and Z values



22 Scale your tree!

- Increase the scale of the tree
- 3 is a good size
- Press Play to test it



23 Adjust the position and scale as needed

- After scaling, your tree may be floating again. You might need to manually type the Y value (Between 2 and 4 might work)
- Try different scale values
- Try different positions for your tree

24 Add more trees!



- Use the new model block to add more trees
- Remember to debug the position and get it just right!

Pro tips!

Remember to save! 



Tip: Planting trees in groups of three and five look pleasing to the eye

Tip: Try different scales within groups of trees to make it more interesting

Tip: You don't just have to add trees, there are other objects that you can try!

Tip: Every time you **save**, a **new** copy of your 3D world will be downloaded

Inspiration gallery

