

Learning

to

SCRATCH

Version 1.4



at

Kids Tech University

on


February 25, 2012

Presented by the MyVICE Project
from the Synergy Laboratory

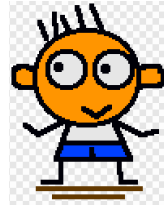
at  **VirginiaTech**
Invent the Future

Lesson 2: Creating Your Sprite

Delete the *cat sprite* by holding down the control key while clicking on *Sprite1* and selecting “Delete”.



Then click the  (“Paint new sprite” button) to open the Paint Editor and create your own sprite.

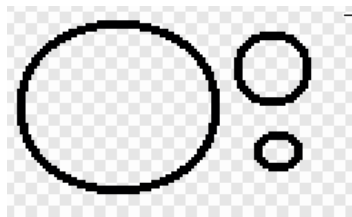
Your goal for this step is to create the following *person sprite*:




using the following tools

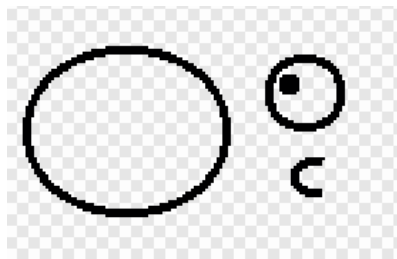



Click the Ellipse Tool () and click hollow mode (). Draw three circles.

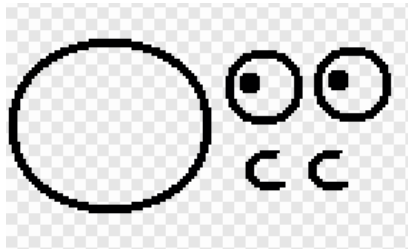



Click the Ellipse Tool () and click solid mode (), draw a little dark solid circle

inside the medium circle, which will be the eye. Use Eraser tool () to trim the smallest circle; this will become the ear of the person sprite.




Click the Stamp Tool () button and select the eyeball to copy. Drag the eyeball copy to where you want the new eyeball to be. Do the same for the ear to make two ears.




Use the Fill Tool () to fill-in the face and the eye ball. Fill the face with any light color of your choice. Fill the eye ball with white color.





Click the Select Tool () button and select both eyes; move them to the face.





Click the Select Tool () button and select left ear; drag it to its place.




Click the Select Tool () button and select the right ear; click  to flip it. Then drag the right ear to its place.

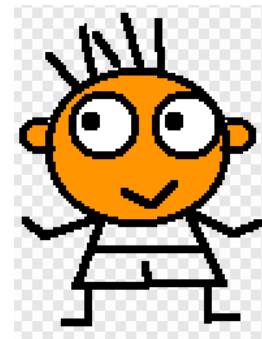



Click the Eyedropper Tool () and click the face to copy the face color.

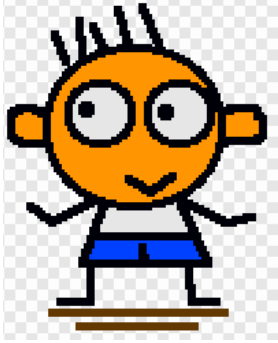
Click the Fill Tool () and fill both ears with the face color.



Use the Line Tool () to add hair, body, arms, legs, and cloth.



Now, color your person sprite with the Fill Tool ().



Once you are happy with your *person sprite*, click OK to save.

To save your project, click “Save” from the File menu at top of the window, enter “Lesson2” as the file name and click OK.