# Sprite, our new friend!

By Vineet Srivastava

#### In this lesson, we will ...

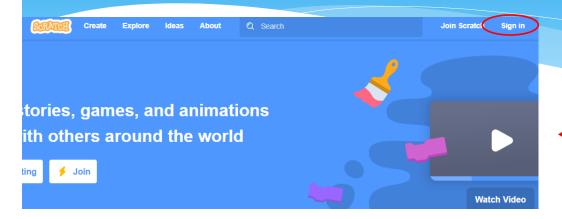
- \* Learn to launch scratch.
- \* Meet our new friend the 'cat' sprite.
- \* Learn how to change the backdrop.
- \* Learn how to add another sprite to be our cat's friend
- \* Learn how we can get sprite and its friend to also talk and create an animated comic.

Note:

Youtube video of our class: https://youtu.be/4u8SVp5J2Dc



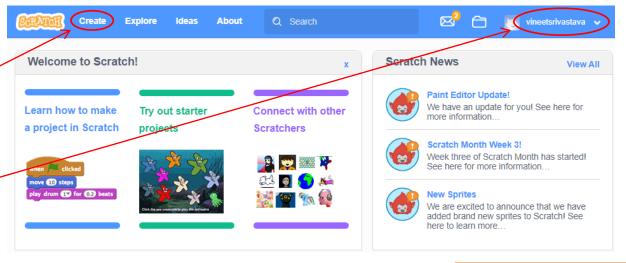




sign in at scratch.mit.edu

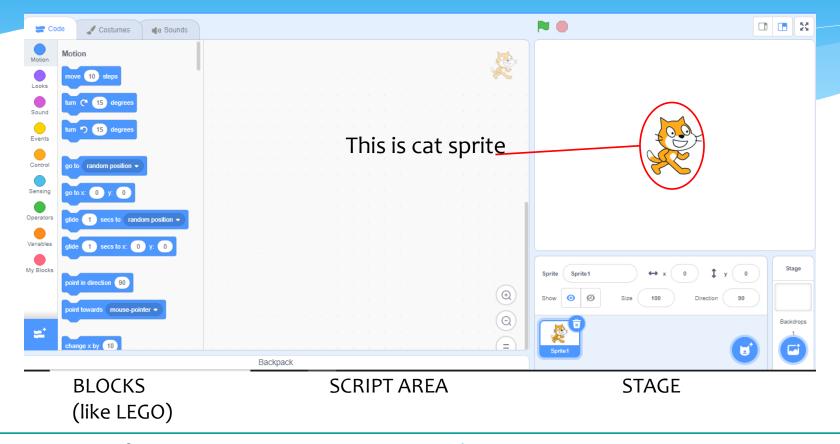
Click create after signing in.

Make sure your username is visible here





#### Here is our friend, cat sprite!



We drag code from the **blocks pallate** to the **script area** to tell sprite what to do. Sprite performs these actions on the **stage**.

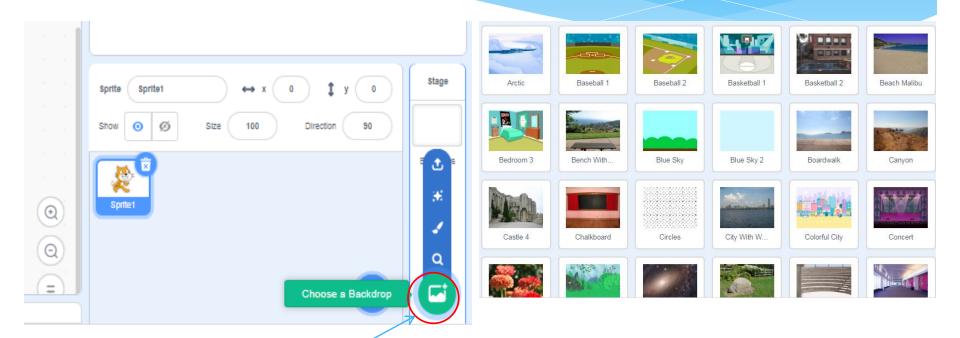


#### Changing the backdrop

- \* You have (at least) three options:
  - \* Use the preset backdrops (easiest)
  - \* Upload a backdrop of your choice from file
  - Create a new backdrop by drawing



## Backdrop from scratch presets

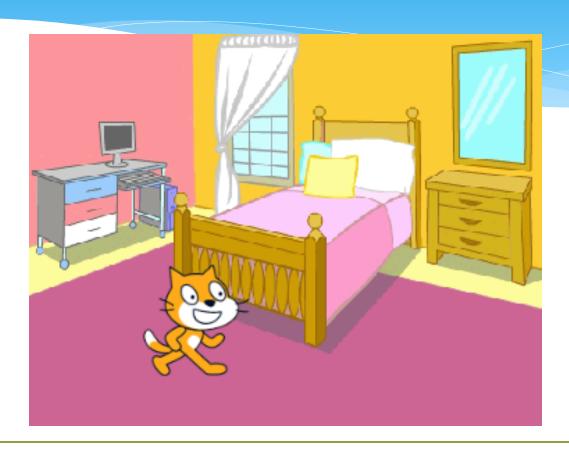


Click Here, and then the 'lens' icon above

Choose the Backdrop you like.



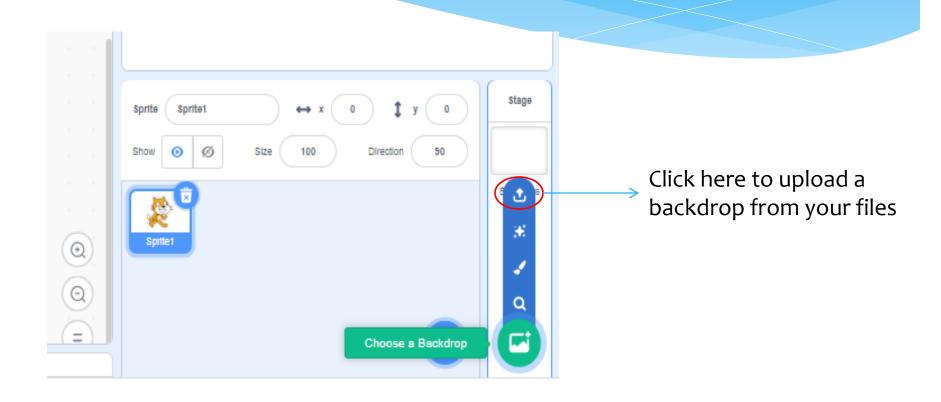
### A Bedroom Stage



I chose 'bedroom'. You should try a few others. They are fun!

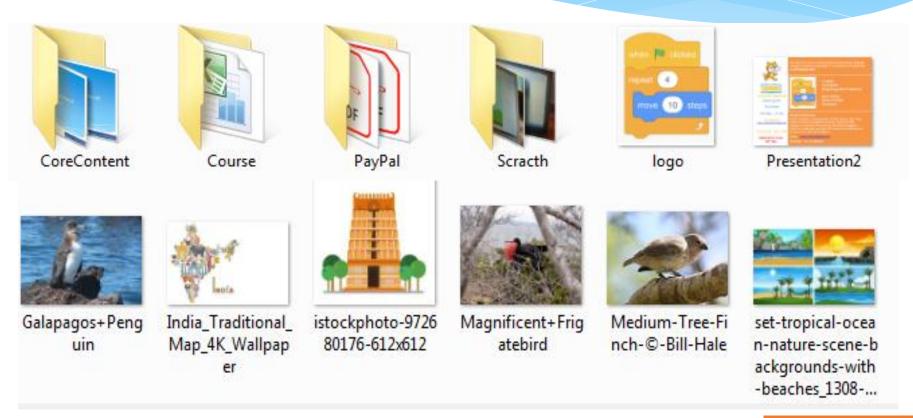


#### Uploading backdrop from a file





## Choose an image from file explorer

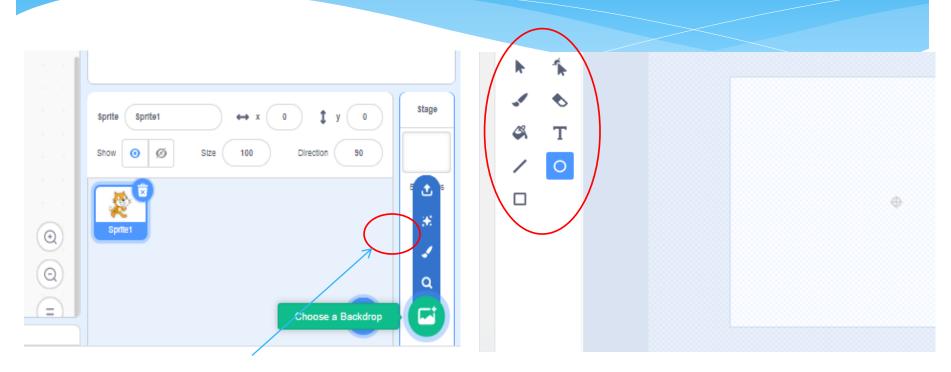




# My uploaded backdrop



#### Paint your own backdrop



Click here to paint your own backdrop

Draw whatever you want your backdrop to be using the circled tools.

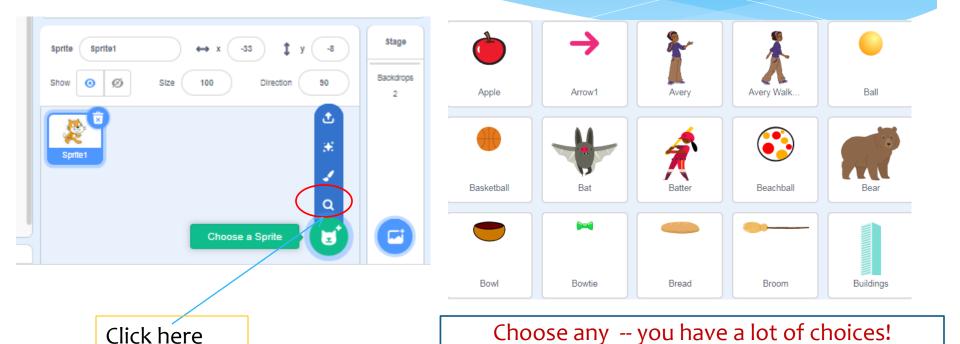


#### Adding a new sprite

- \* You have (at least) three options:
  - Choose from existing sprites (easiest)
  - Upload a sprite of your choice
  - \* Create a new sprite
- \* The last two are exactly the same as in the case of backdrops!

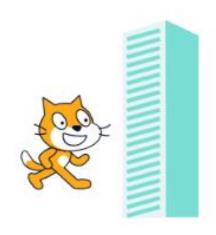


### Choose from existing sprites

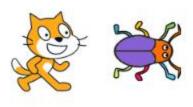


Click here

#### Cat is no longer alone ©



With a building



With a beetle

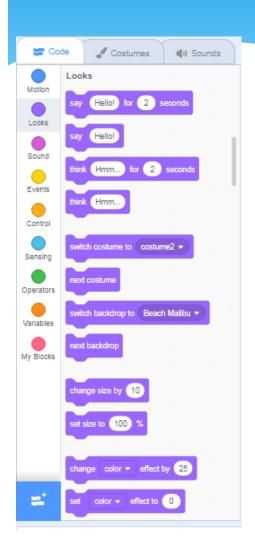


### Now the most amazing thing

- \* We can tell 'each' sprite that is, the original cat sprite and any other sprite that we add their own instructions!
- \* For example, you can get them to talk!
- \* Let us make a small animated comic named, Cat and Beetle on a beach.
- \* But before that, let us see the 'SAY' and 'THINK' blocks under Looks.



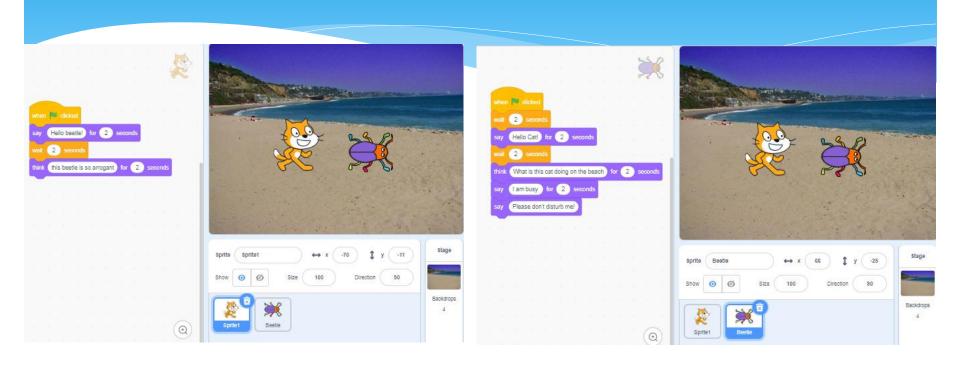
#### SAY and THINK



- \* Say and think appear just like they do on comics!
- \* You can also control for how long they appear.
- \* If no time is specified, they appear forever.
- \* Best to learn from examples by adding them into code.



#### CAT and BEETLE on a beach!



Write code for 'Cat' sprite by clicking 'Cat'

Write code for 'Beetle' sprite by clicking 'Beetle'



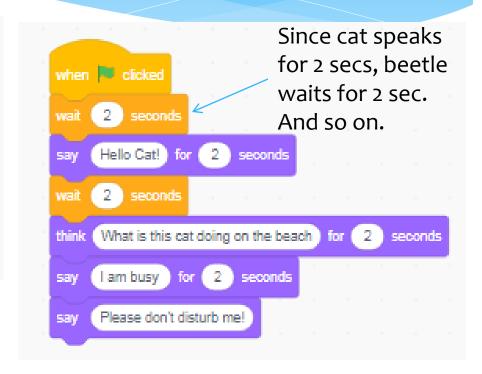
#### Let's see our codes carefully

#### **CAT CODE**



Do you see how we are using the 'wait' statement to synchronize the two sprites. Later we will learn 'BROADCAST' for this purpose.

#### **BEETLE CODE**





### Alright, you are all set!

- \* In this class, we learnt how to add a new backdrop, and a new sprite.
- \* We also learnt how to give each sprite their own code.
- \* You are all set for your independent activity, which is an animated comic!
- \* Come on, unleash your creativity.

