

# Sprite wants to dance!

By Vineet Srivastava

# In this lesson, we will learn ...

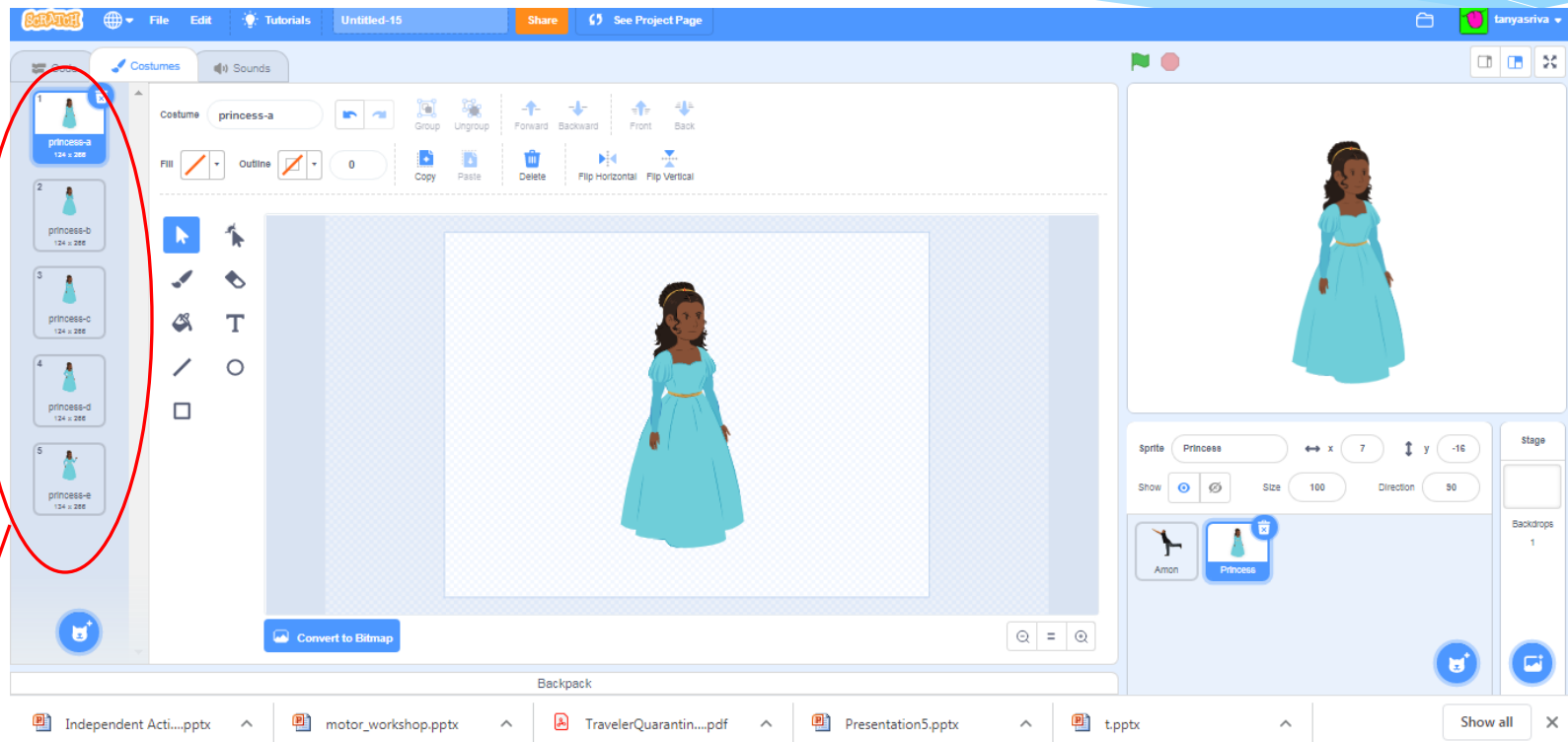
- \* More about costumes and backdrops.
- \* How to create dance moves using costumes and motion blocks.
- \* How to add sounds and music to our animations.
- \* How to change backdrops when the code is running and the 'when backdrop changes' event.
- \* Put all of this together to create a dance studio.

# What are costumes?

- \* In simple words, different looks for a same sprite.
- \* Take for example, the PRINCESS SPRITE. It has 5 different costumes.
- \* To see these, go to the costume editor. (See next slide).

# How can I see the costumes?

Go to costumes Editor. Click on sprite and then COSTUMES on top left.

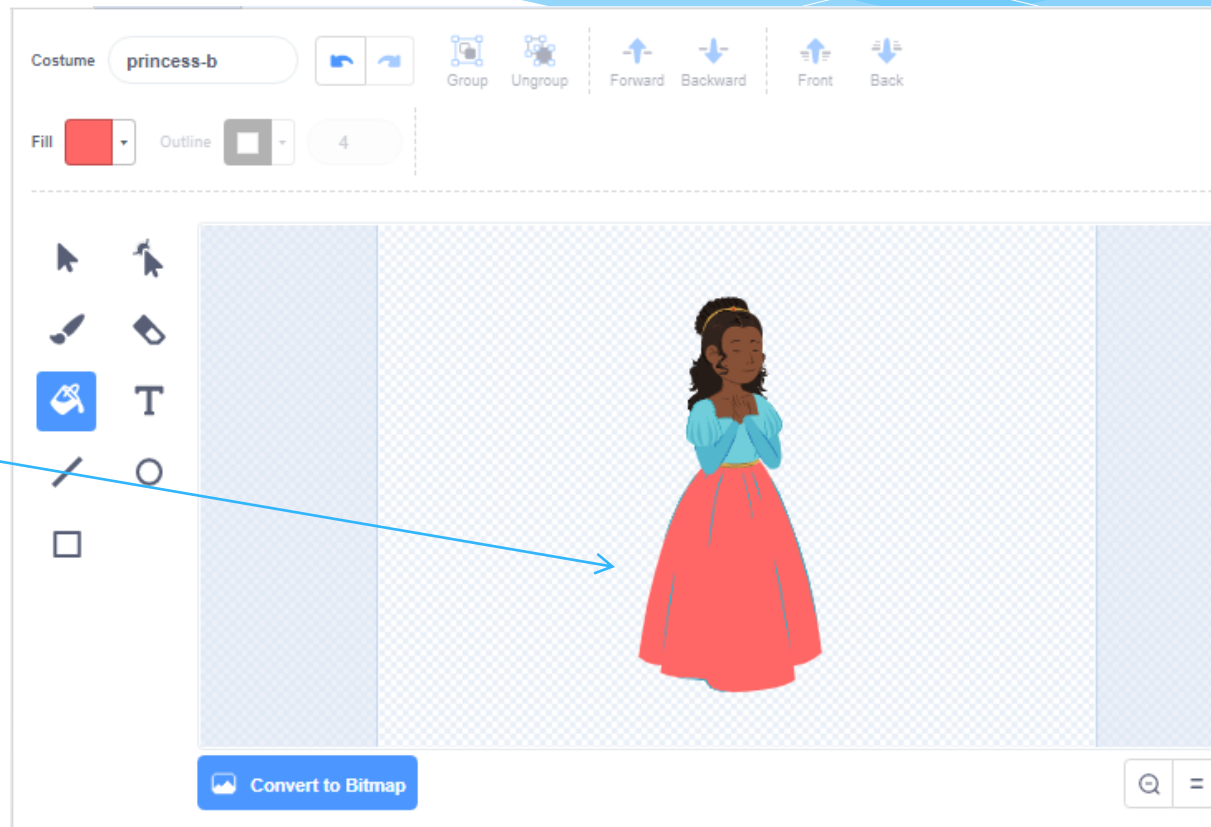


Costumes

# To quickly see the costumes of a sprite

- \* When you select a sprite, hover the mouse over it. You will see all the costumes that the sprite has.

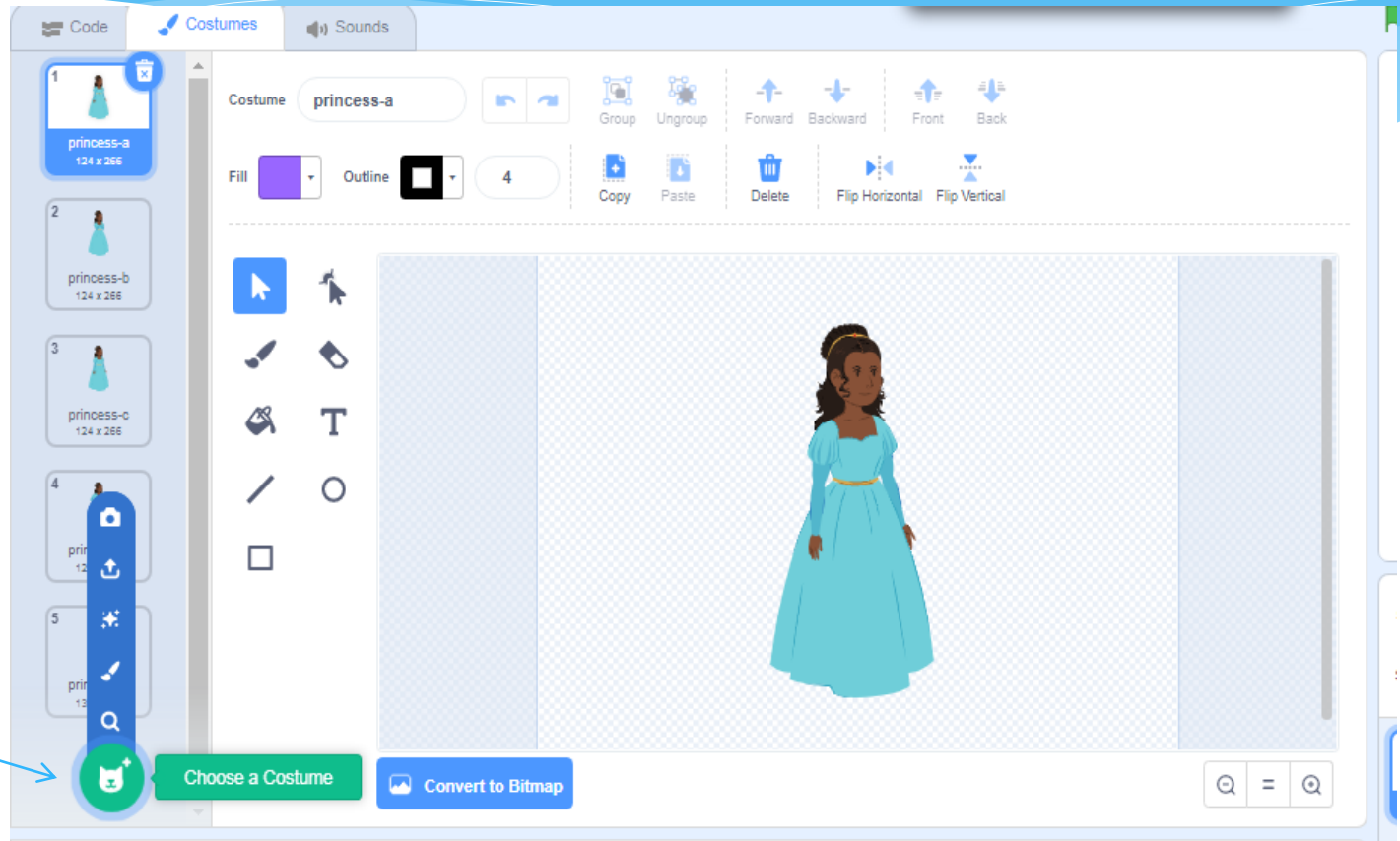
# We can modify any costume too



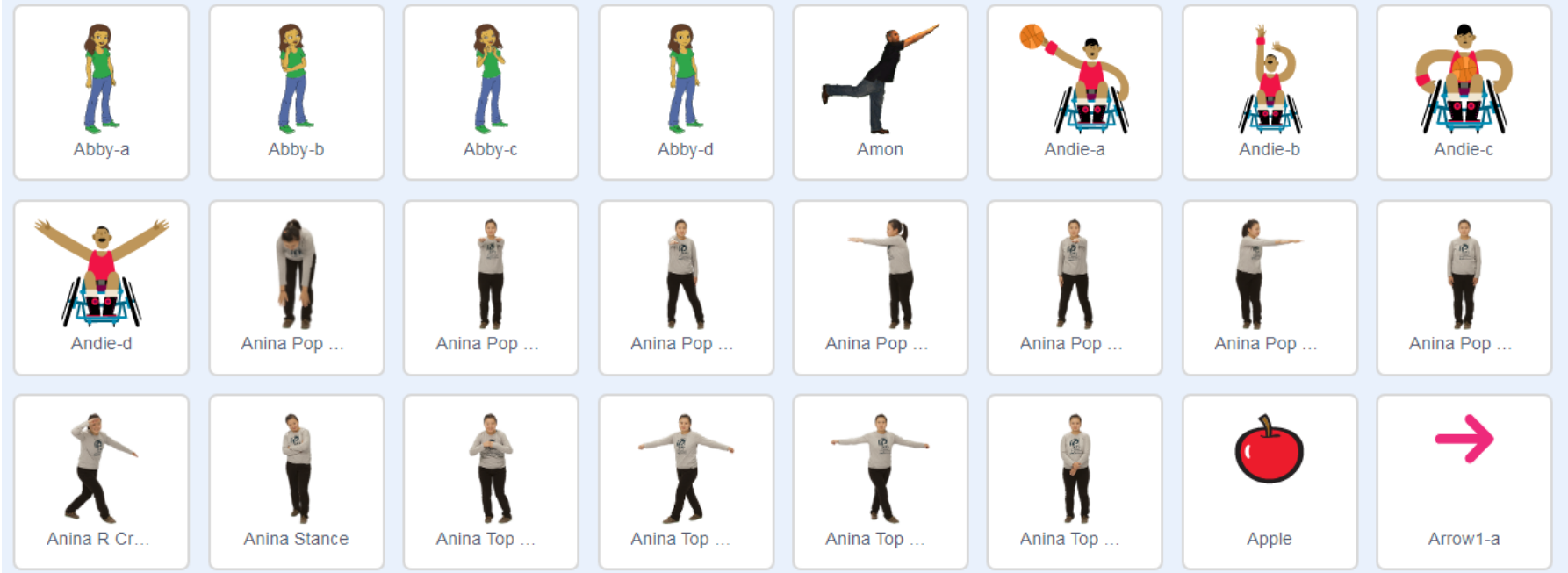
Notice, we filled the 'dress' with a different colour

# Adding a new costume

Click on this 'Choose a costume' button and all the options come up



# Choose a costume

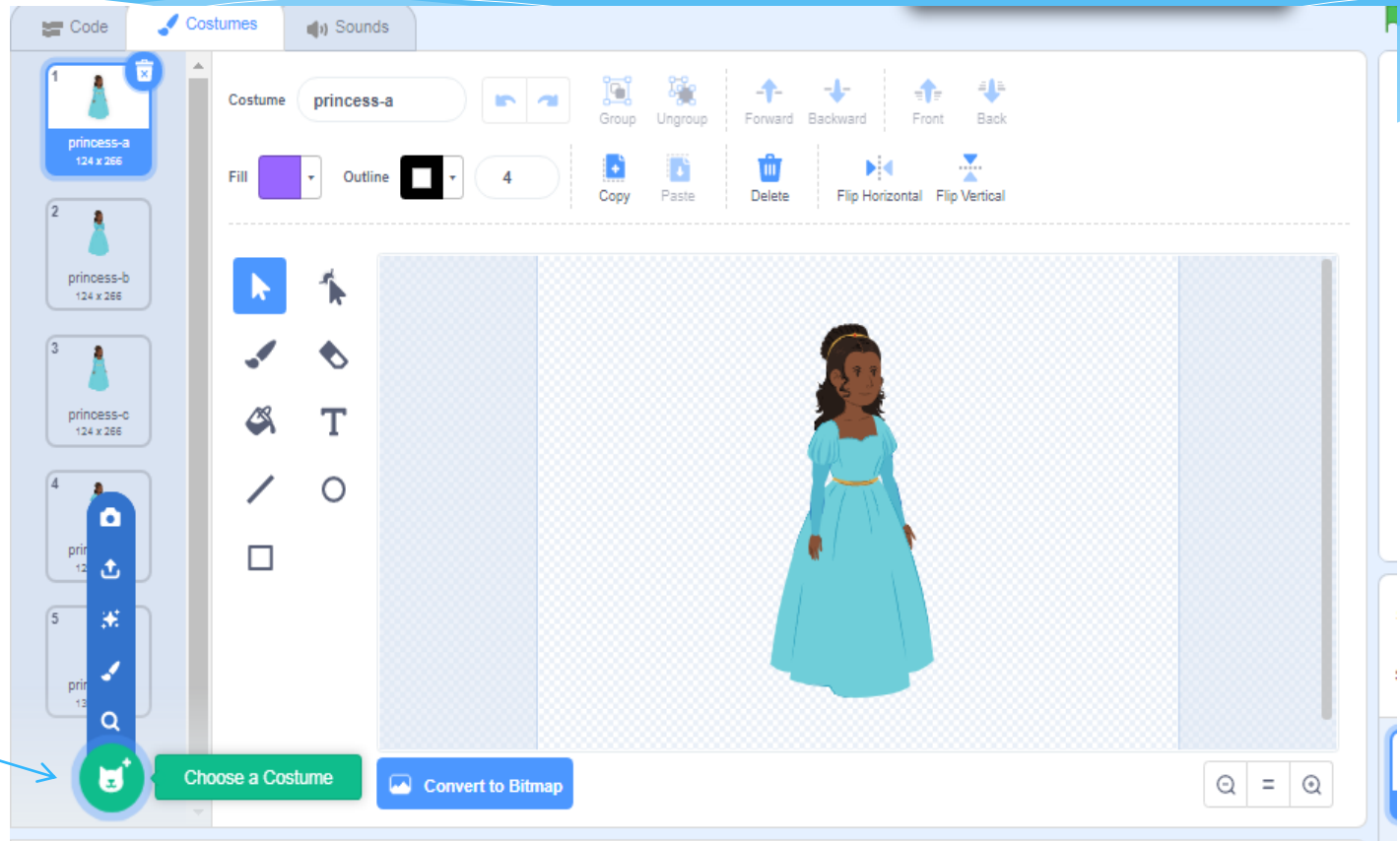


You get a choice of ALL the costumes that Scratch has. This will be very very useful later on when we make more complicated programs and duplicate sprites.



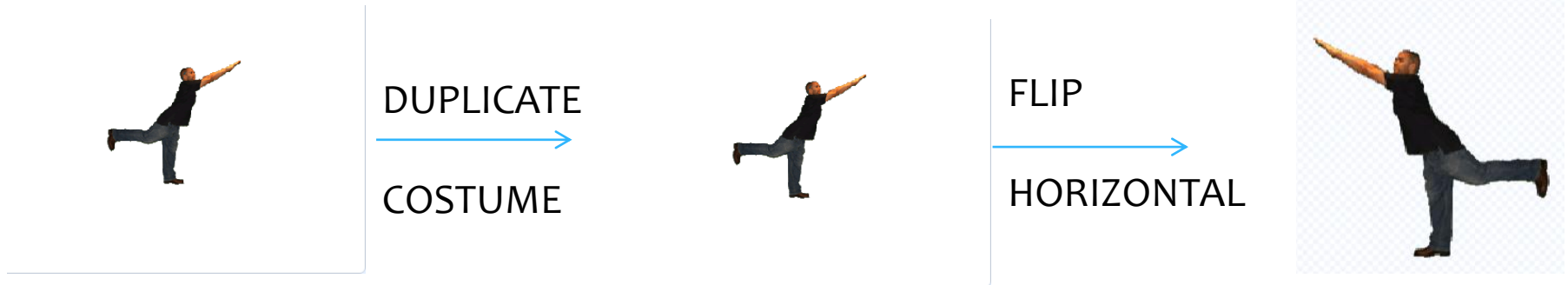
# Drawing/Uploading a new costume

We can also draw our own costume, or upload a costume



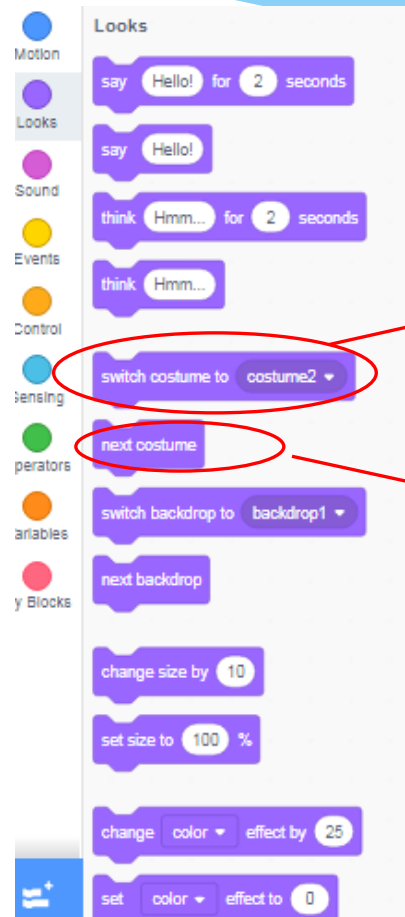
# Using Existing costumes to create new costumes?

- \* Absolutely, in the costume editor. Let's take an example. The AMON sprite.



Note-This is one way of making your own costume, you can edit costumes in more innovative ways too.

# Switching between costumes

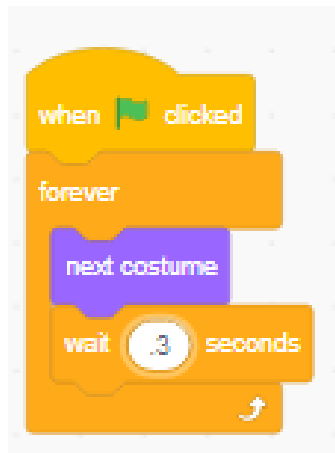


This is the switch costume block in the LOOKS block

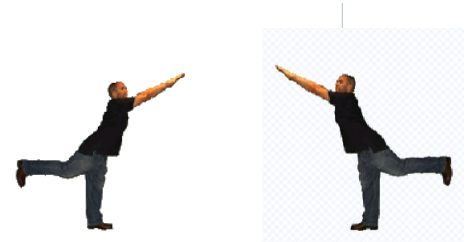
This is the next costume block

# Dance moves by switching costumes (AMON)

- \* We can have sprite keep changing costumes, forever, to make it appear like a dance move. Just wrap 'FOREVER' around the 'next costume'.

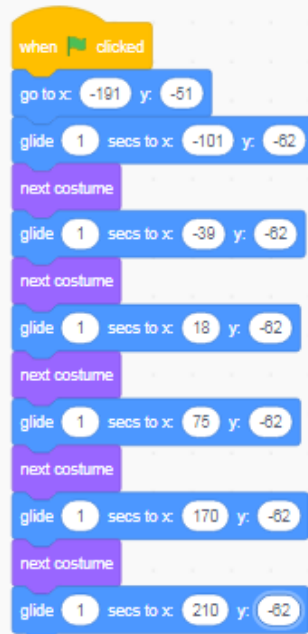


With this code, the spriti keeps changing costur every 0.3 seconds! Forever! Try this with Amon's new costume,.



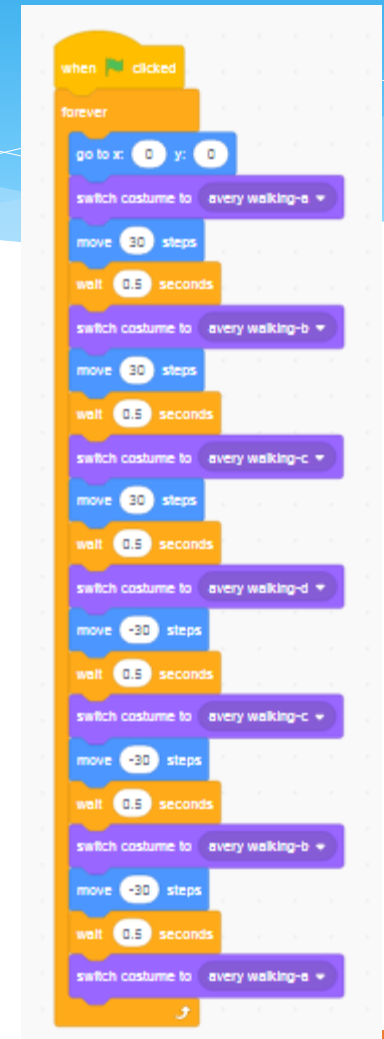
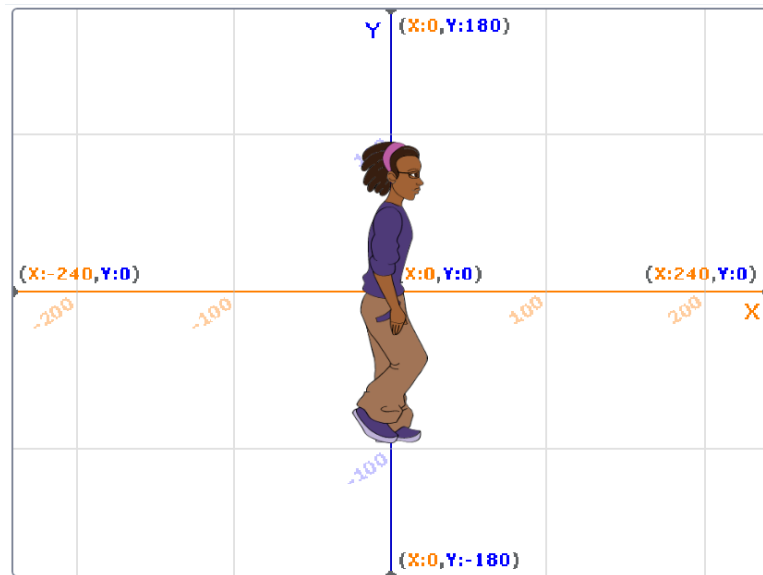
# Dance moves with Glide (BALLERINA)

- \* Dance moves can also be created by combining motion and looks blocks . For example the code shown below.  
<https://scratch.mit.edu/projects/399430352/>



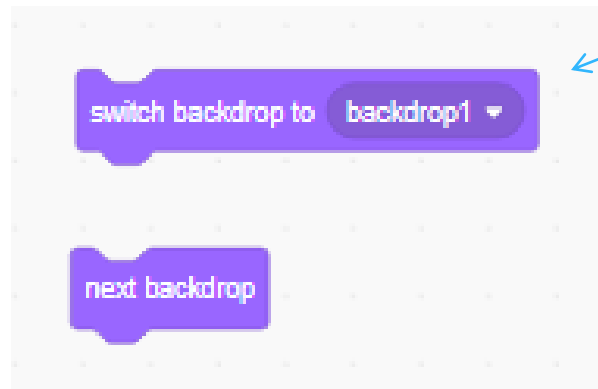
# Dance moves with just walking (AVERY WALKING)

- \* Dance moves can also be created by using the 'go to' block for some sprites like the 'AVERY WALKING' sprite.



# Switching Backdrops during the program!

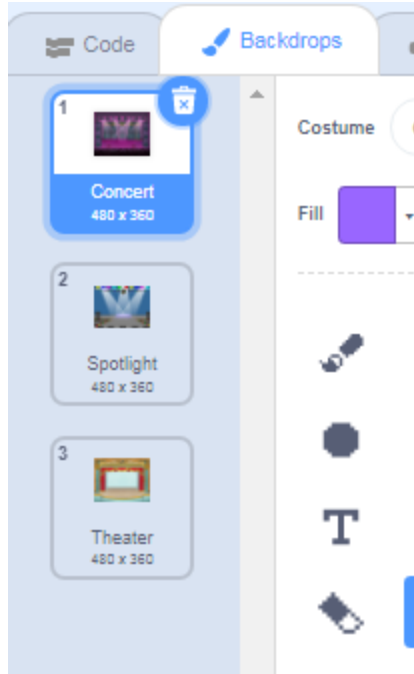
- \* Just like costumes, we can also change the backdrops as the program runs. For this, try the following blocks from the Looks section:



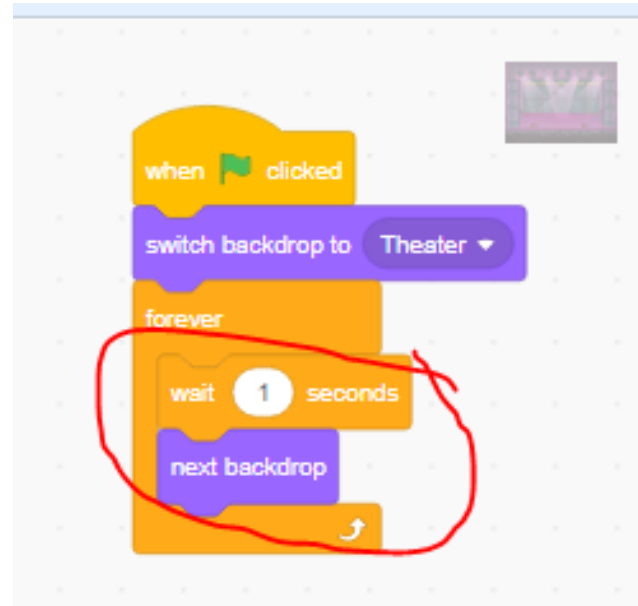
We can select any backdrop from the dropdown list

# An example of switching backdrops

Say we added three backdrops



In this code below, When FLAG is clicked, we get a backdrop 'THEATER' and then every one second, the backdrop keeps changing.

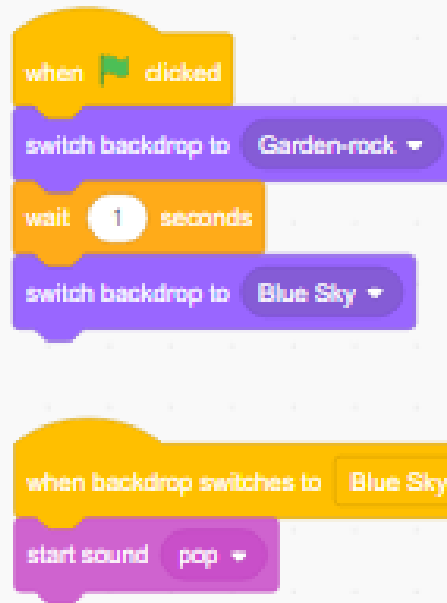




# When Backdrop switches

- \* Scratch also has a an 'event' in the events block to trigger an action when the backdrop changes. For example:

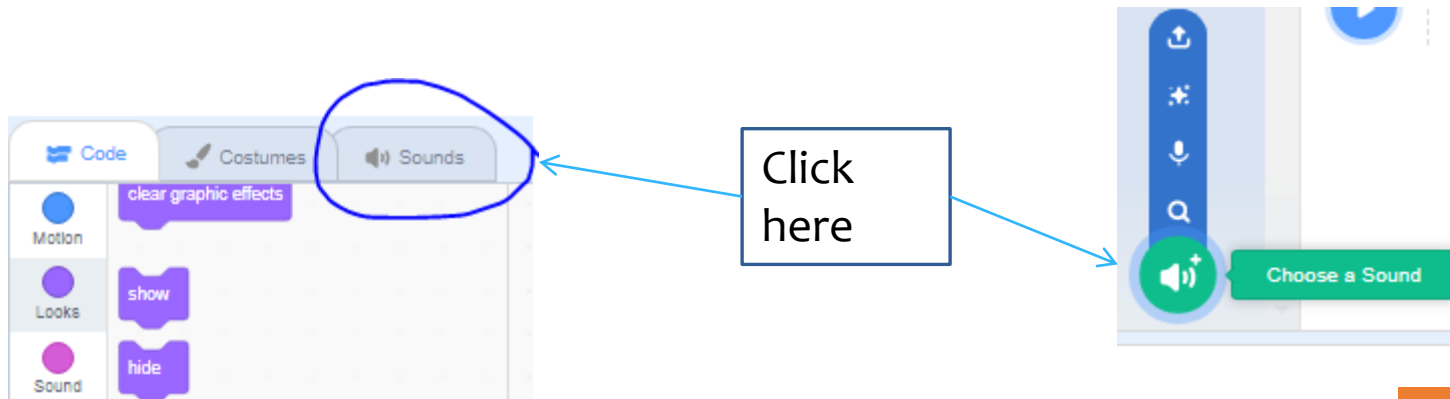
Play a sound when the backdrop changes.



We can choose which backdrop results in this behavior.

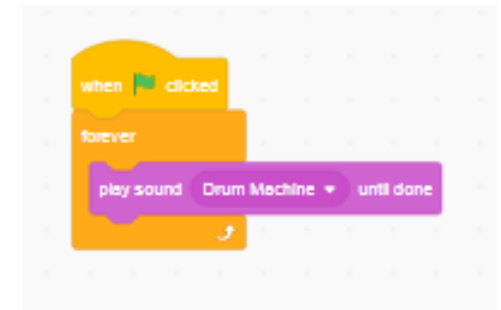
# Adding music

- \* Scratch gives a lot of options for the background music.
- \* To add music, navigate to the SOUNDS tab on top left.
- \* Next, to see the library of sounds in scratch, click on the 'speaker' icon (bottom left) and search. You can also upload sounds or even record clips if you want.



# Music for AVERY WALKER

- \* After selecting the music clip, we can add it to the code as shown.
- \* Notice, we used a **separate** forever loop for this. Can you guess why? Try and experiment to find out.
- \* Add this code in ONLY 1 sprite or in the background code.



# You are all set!

- \* You are ready for your 3<sup>rd</sup> independent activity – The Dance Studio!
- \* Enjoy!