



# Scratch Programming

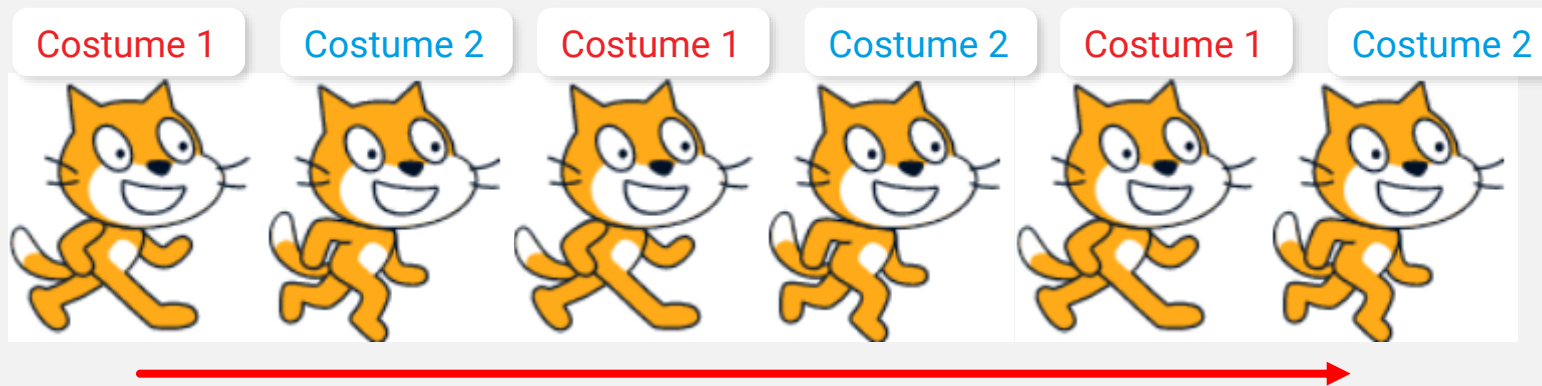
## Lesson 3

# Create Animation

Presented by Advaspire Team



# Concept of Adding animation to a Sprite

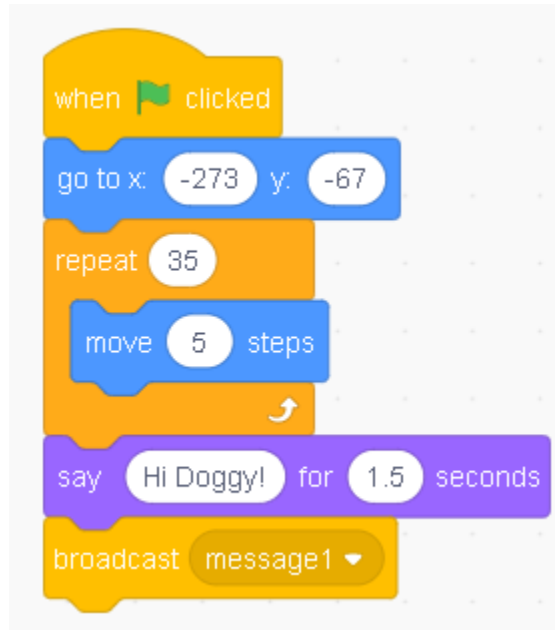
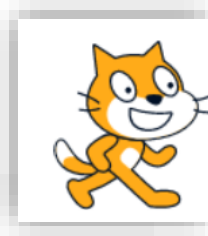


We keep switching the costume with repeat block when we move the cat into the scene, this is how we script animation for the sprite.

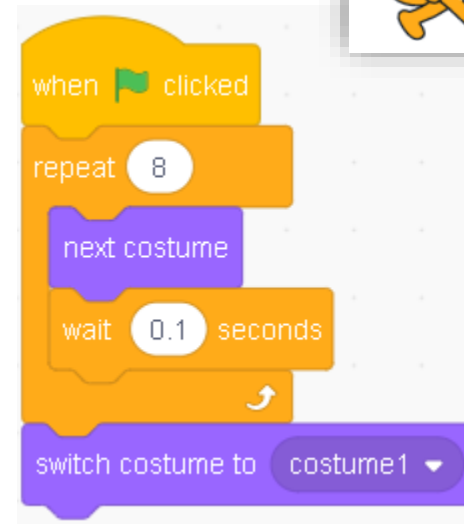


# Review - Adding animation to the Cat

## Script:



**Motion**



**Animation**

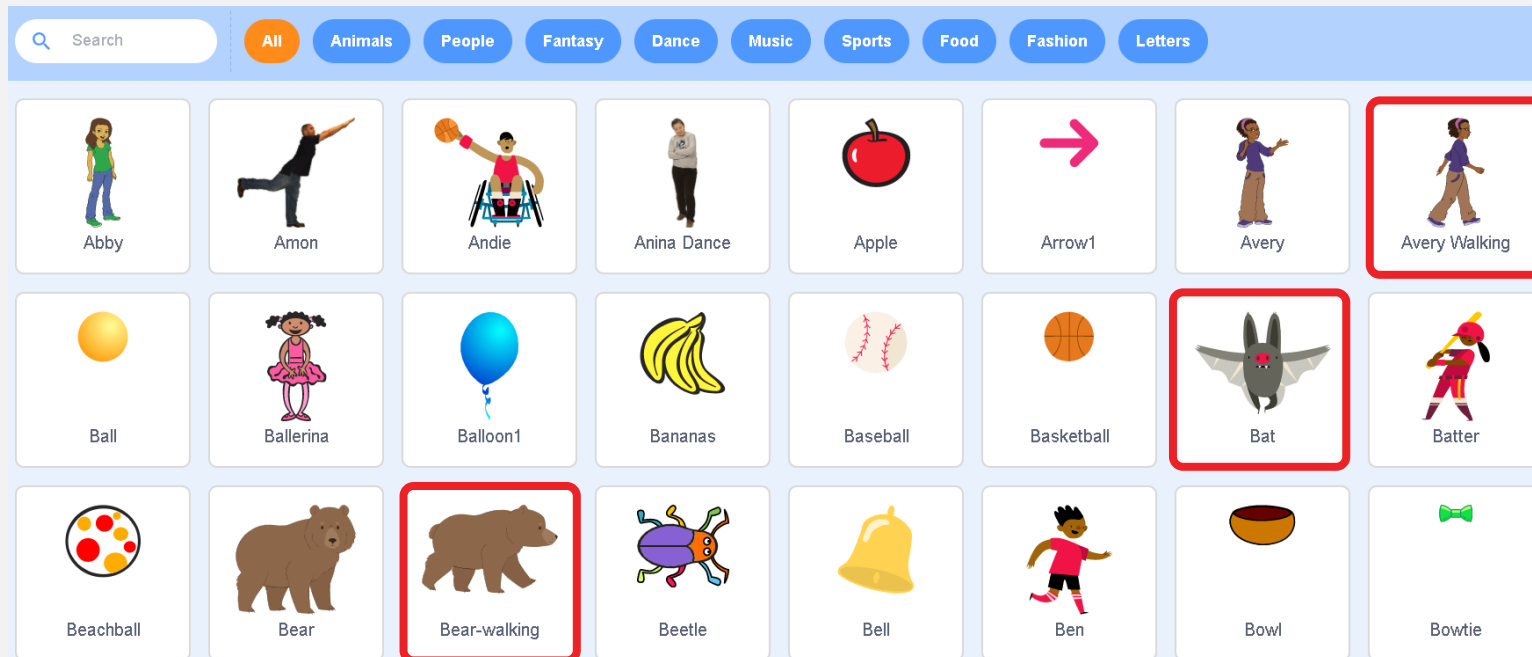
I will add another event next to the first event, which is to animate the cat.

This is like making the frames of animation and make the cat like moving its leg, and here I want to make sure the last frame stops at costume 1.





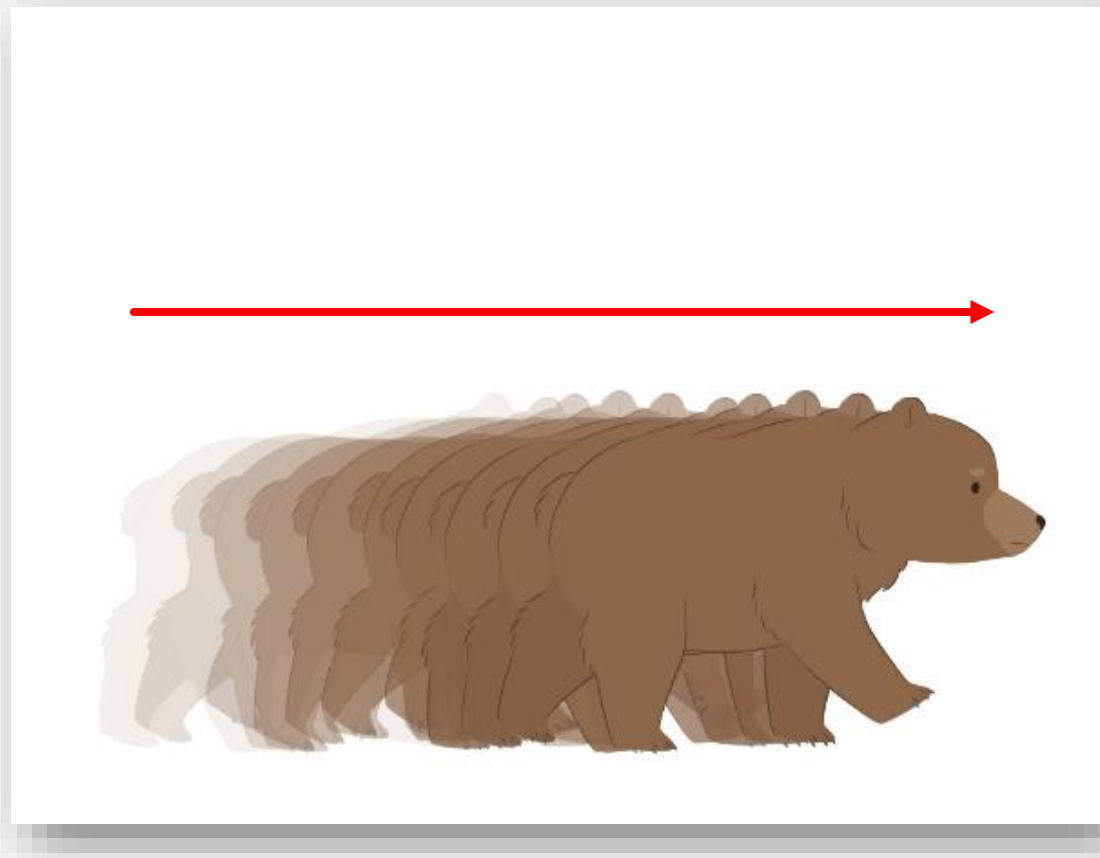
# Switching Costumes



We can go add some free sprites to do animation for them.  
Let's choose 1 out of these 3 sprites (bear, bat and Avery Walking) to try.



# Setup the sprite and animate it

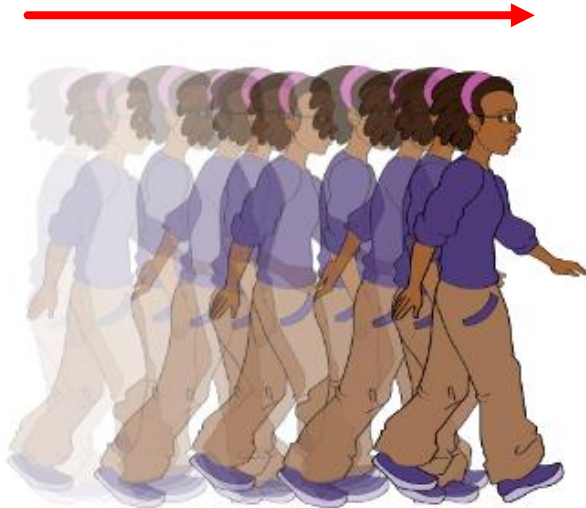


Let's import a bear and make it move forward to the right with animation.

Pull your sleeves up and put your hands on to work on this.



## Challenge II – Avery Walking

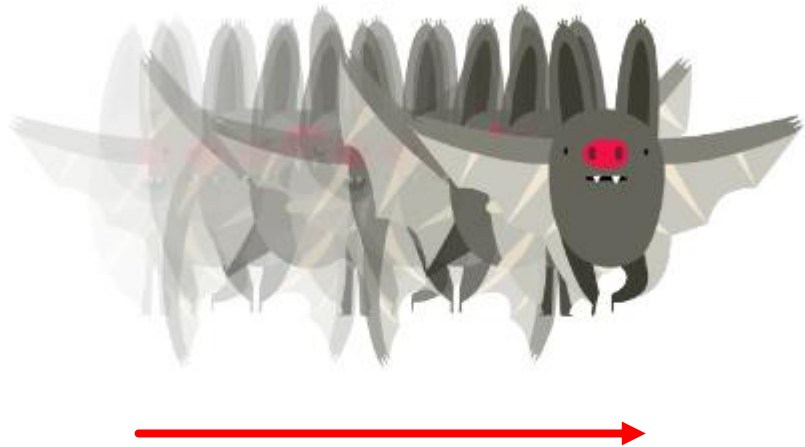


Now let's try Avery Walking.

Make it walk from left to right with animation.



## Challenge III – Bat Moving

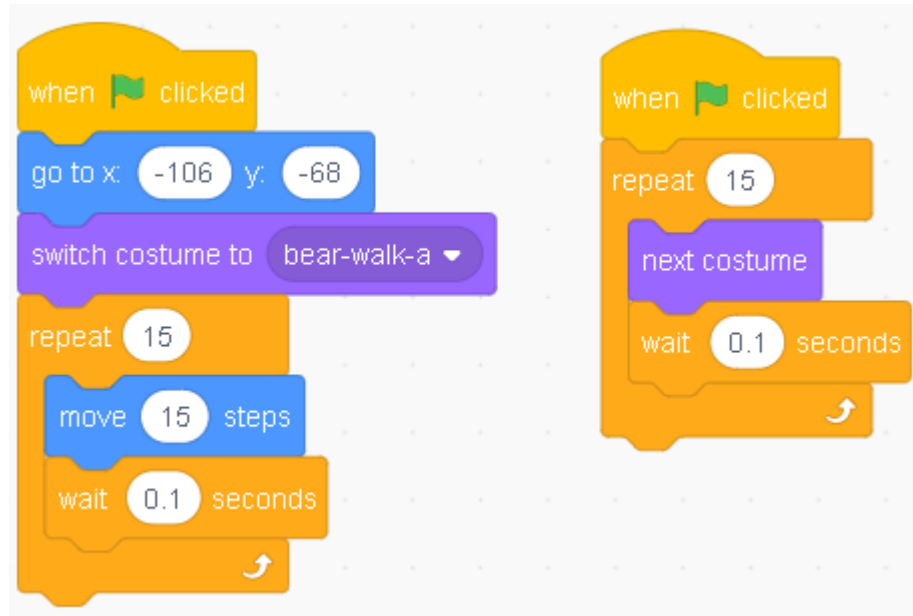


Let's try the bat.



# Solution I – Bear Walking Animation

## Script:

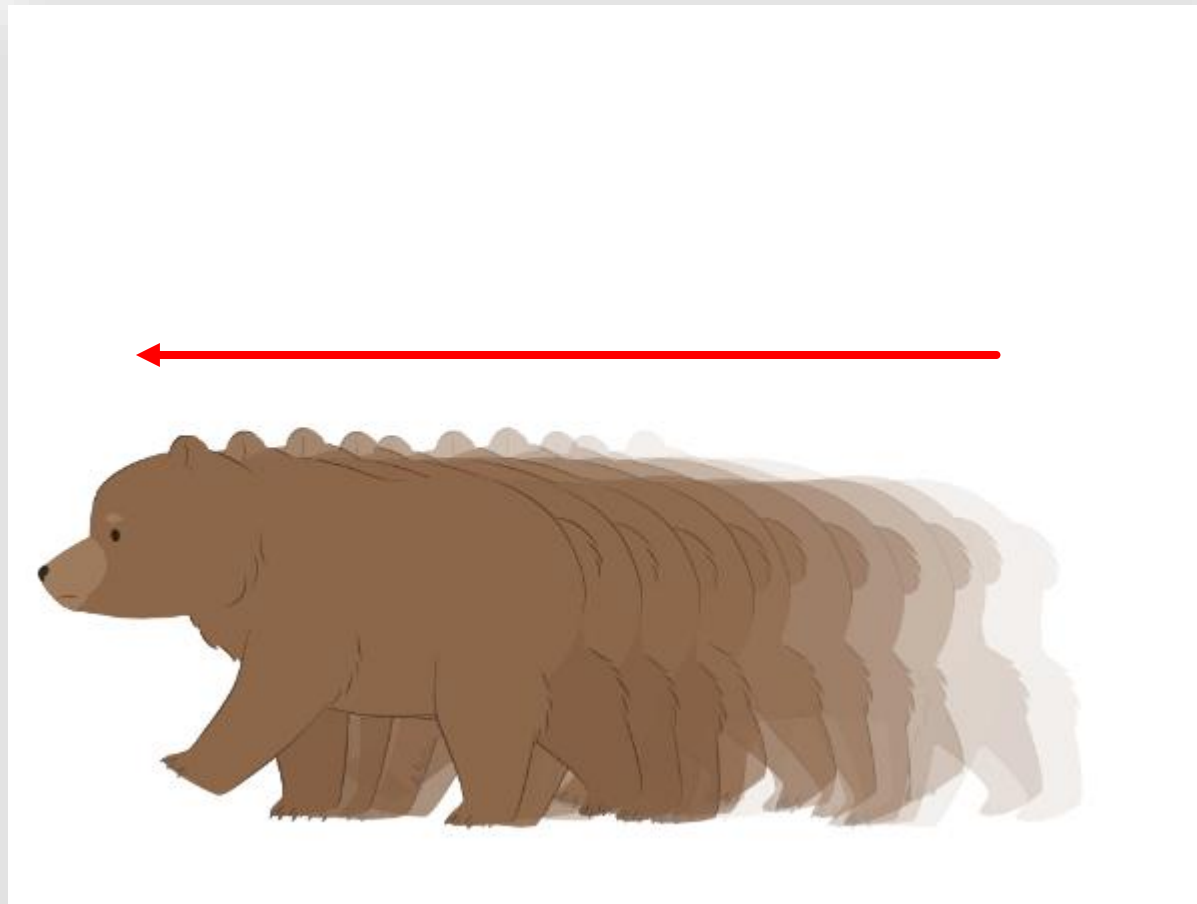


This is the solution for bear walking animation.





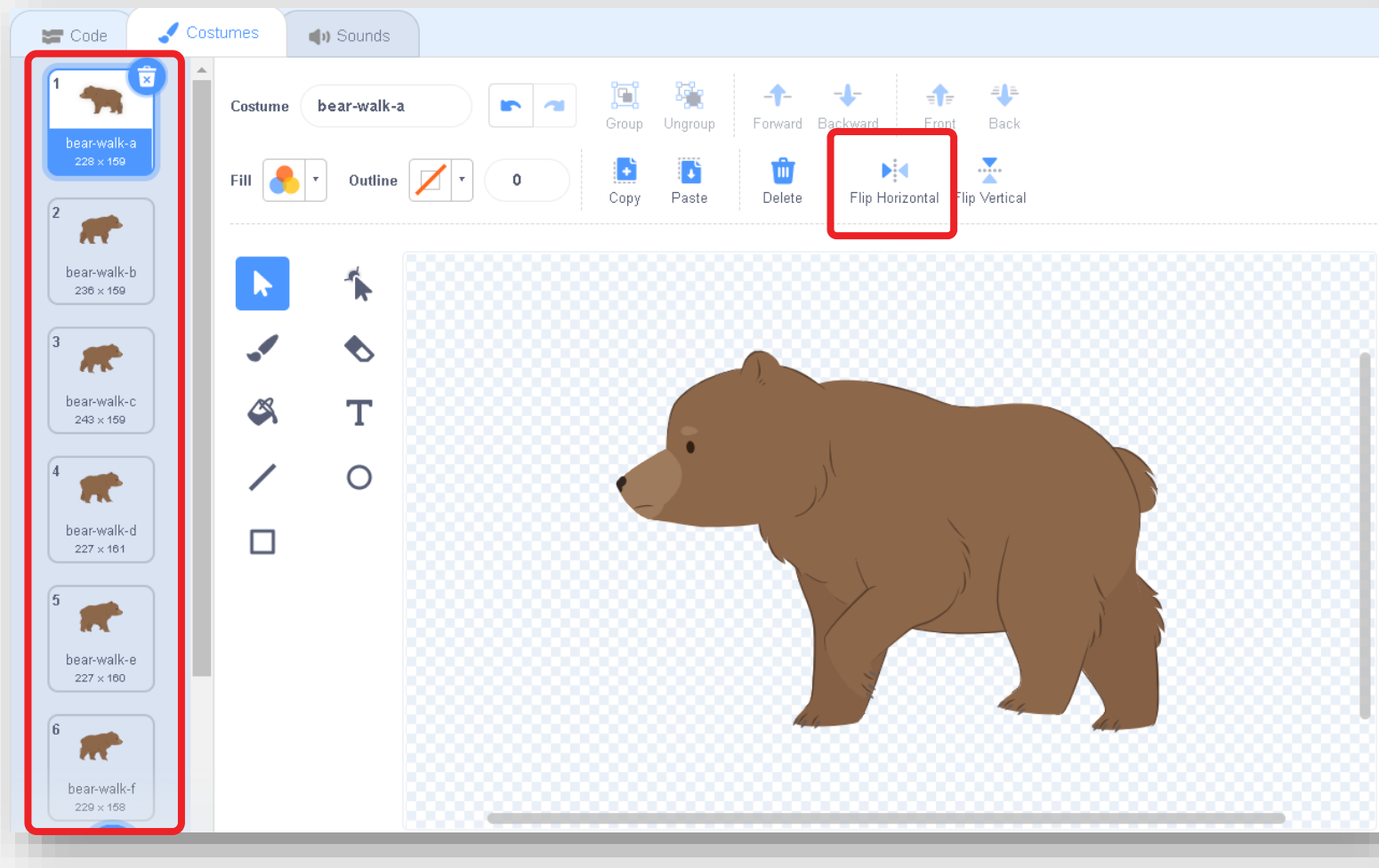
# Make the bear walk to the left



How do we make the bear walk from right to left?



# Solution 1 – Flip all costumes



One of the solutions is that you can flip each of the costumes in the bear to make it face to the left.

Then code it to start at the right and move to the left with switching costumes.



## Solution 2 – Set Rotation Style



We have 1 motion block that can set the rotation style of the sprite to left-right only.

This means that even if you turn the bear to -90 degree, it won't be outside down.

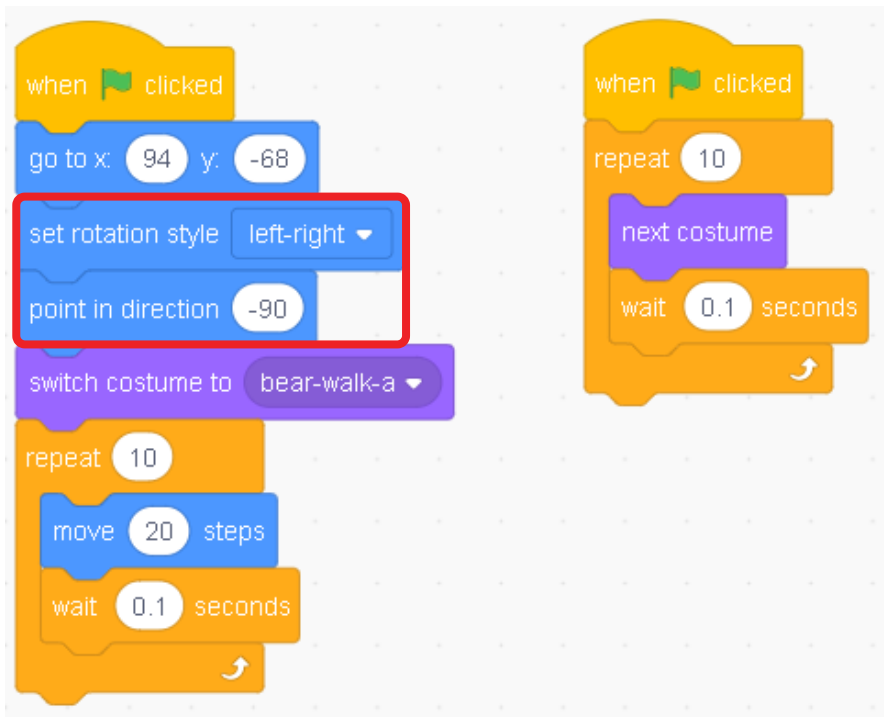
Then this will be the way to make the point in direction of the bear to -90 at start.

Move 10 steps will make the bear to move in pointing direction (to the left).



## Solution 2 – Set Rotation Style

### Script:



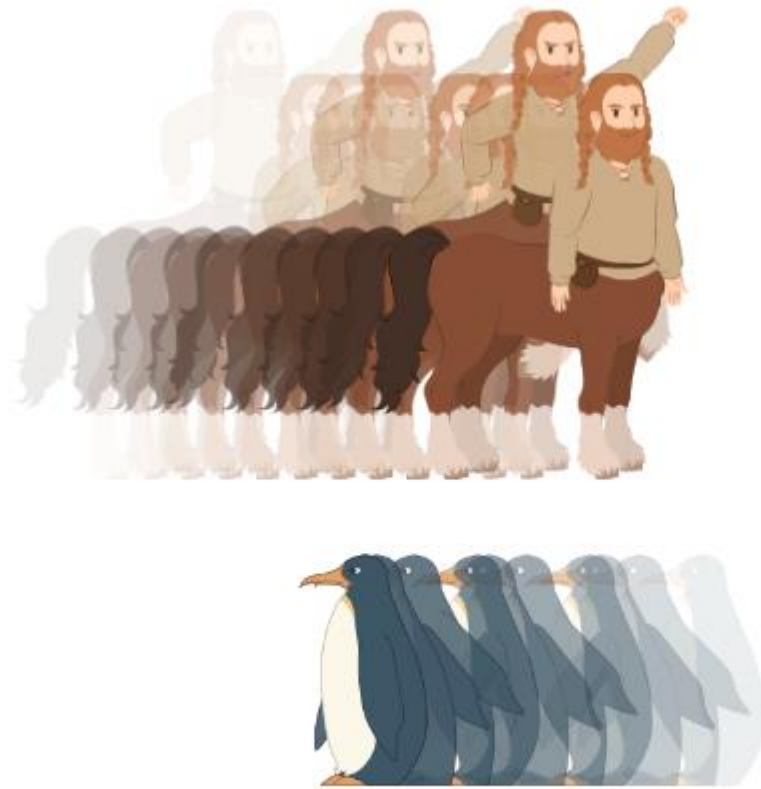
The easier solution will be this, set rotation style to left-right, then set point in direction to -90 degree.

And make the bear move from right to left.



# ASSIGNMENT *for*

## *Lesson 3*



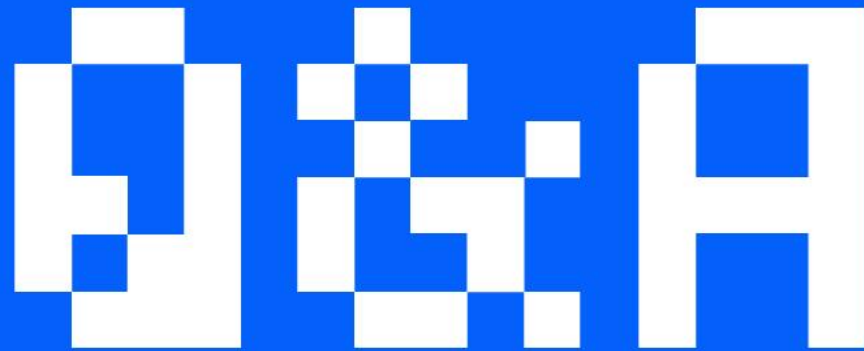
## L3 – Mission

Let's add 2 sprites on the screen:

1. First character move from left to right
2. Second character move from right to left
3. Add animation for both of them



You can direct message your teacher and ask your question through [Slack Robotene Community](#) or arrange a [One-to-One Consultation](#) with your teacher.



# Any Questions?



Thank you :)