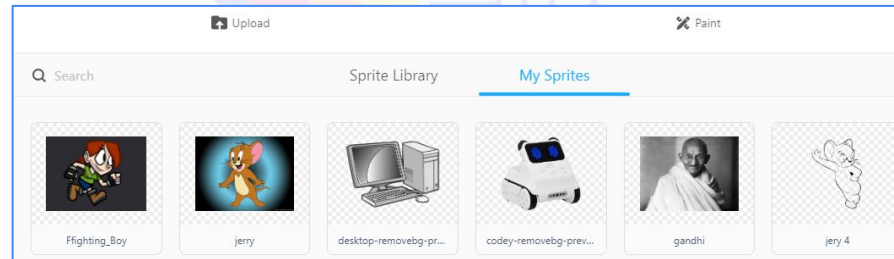


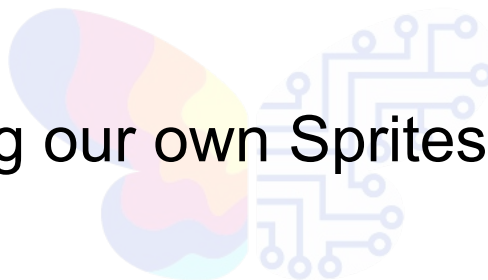


## Lesson 9 – Making Own Sprites & Background Libraries





# Making our own Sprites Library



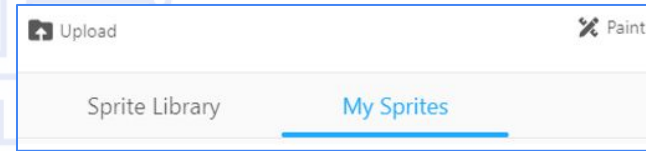


**To create own sprite library:  
Open the sprite library as explained in project 7, lesson 7.**

**In the window that opens select My Sprites.**

**Besides opening the My Sprite library  
it gives two options:**

- Upload (left top).
- Paint (right top).



**Kindly note sprites you make will be available only to you or those you share with.**



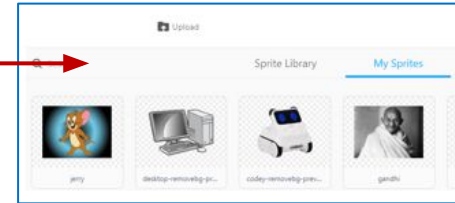
## Project 21

**“Upload a image of a fighting boy from the internet”.**

To do this, first Select & download image from internet to your PC.

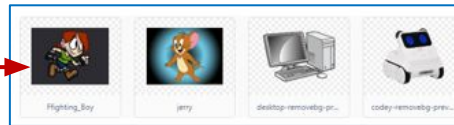
Now, to add this to my sprite library, follow following steps:

- Select My Sprites.
- Existing My sprites library will open.





- In My sprites library, select upload (top Left).
- It will ask for folder in which it should be saved.
- Select the folder.
- Now, select image & click ok.
- It gets added to My Sprites library. It has six sprites per row.



**To consolidate, create a library of 12 images (two rows of six each)**



## Using Paint Option

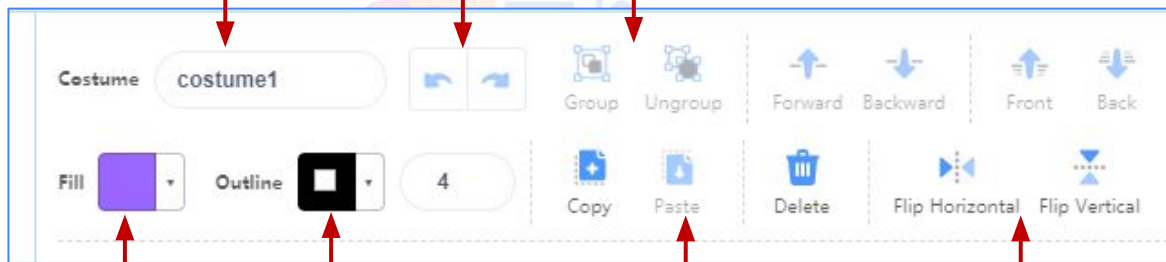
Select Paint.

Paint screen opens. Important areas of the paint editor are:

Name of sprite

Undo & redo

Gp



Fill colour

Outline

Copy, Paste, Del

Flip



## Tools for Painting.

These are standard paint editor tools.

Painted sprite appears:

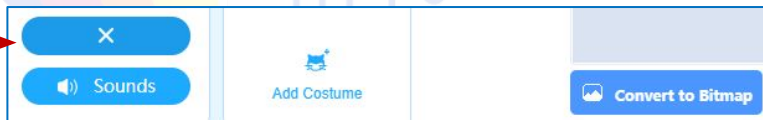
- on stage
- & next to it



**To learn/consolidate paint six Sprites & add to My Sprite library**



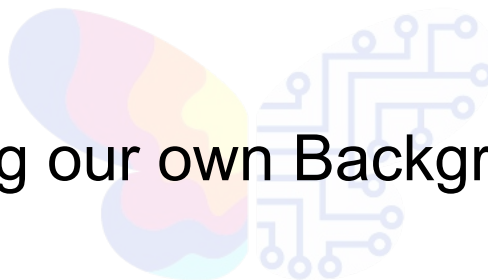
**To Exit Paint  
Click on X**





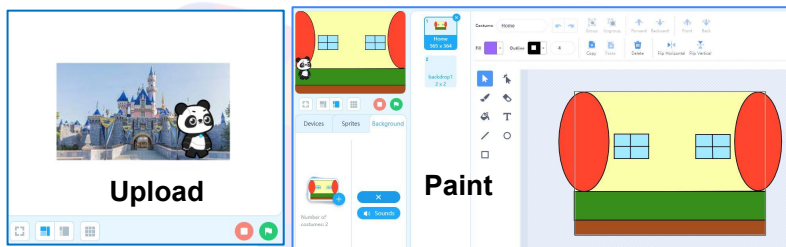


# Making our own Background Library





**Methods of making backgrounds are similar to sprites**



**To learn & Practice, make a My Background library of three background using each method.**

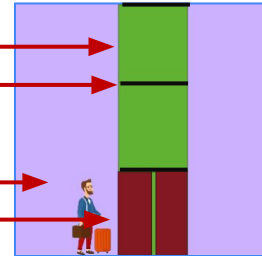


## Project 22

**“A man is outside a lift and has to go to the second floor. Both his hands are full. He cannot press the buttons. Convert this manual lift into a Sound Operated Automatic lift, & show him going to the second floor”.**

**The thought process** of this code starts with making a backdrop that shows:

- The lift's well.
- The floor markings.
- A man as our sprite.
- The door of the lift (brown).



It's made using the **paint option** under My Backgrounds.



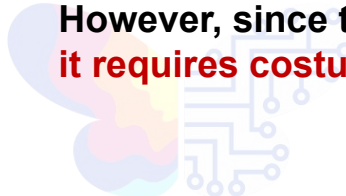
## Concept of Costumes in Coding

Before going further let us understand the concept of costumes in Coding.

A costume is one out of many different frames (pictures) of a sprite or a backdrop.

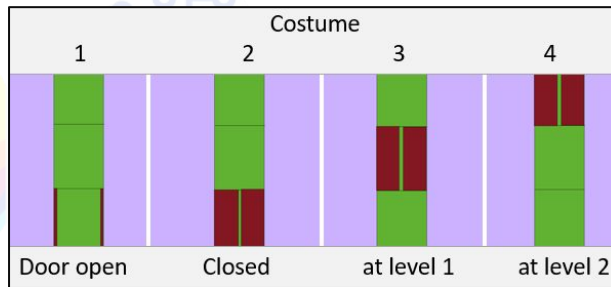
Since in this code the sprite is not changing, it does not require any costumes.

However, since the **door is changing** - opening, closing, going up, coming down, it requires costumes that depict these changes or actions.





**In this project, in addition to the main backdrop, we need four more backdrops that appear as costumes of the main backdrop to show these four actions.**





## Procedure of Making Costumes

Costumes are made using the paint editor of My Background library.

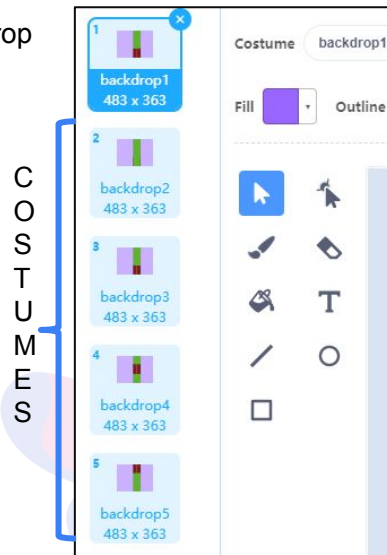
Main backdrop

It starts with the original backdrop

Then we make the four costumes as shown above.

These get saved as costumes the library in the same way as the main background was made.

They appear on the mBlock screen between the stage & paint area as shown.





## Video of the Running of the Code





**End of Lesson 9**



**Code Karega India Badhega**