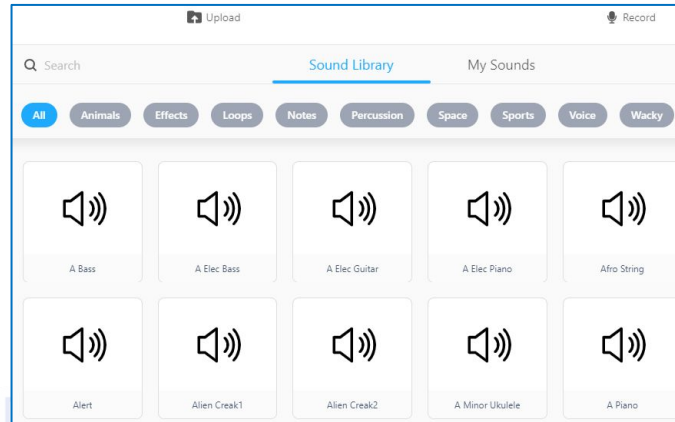




Lesson 8 – In-built Sound Library





Lesson Learning

We shall learn about:

- Adding Sounds using **Sound Blocks**.
- These are magenta coloured.
- We have nine of them.
- We shall initially concentrate on the following block statements only:





Project 15. Playing the default Sound.

“ When sprite is clicked, it moves 100 steps, says Welcome to The World of Cats, Turns 15 degree & plays the default sound Meow”

Before doing this project take your mind back to project 5.

This code has used a new trigger, It has two Motion blocks.

It has also added a simple sound block.

Give a try coding this story yourself.





Project 16. Adding a Sound from the Sound Library.

“When the default sprite is clicked, it moves 100 steps, says Welcome to my Poultry Farm, Plays the sound of a Rooster”

Unlike the sound Meow, sound of a Rooster does not exist in any of the sound blocks. It needs to be added into the sound dropdown using the sound library.

To add sound to the dropdown, click Sounds



This screen will appear.

In this screen:

- To add sound, click on “Add Sound”.
- X is used to exit sound library.





On clicking Add Sound, sound library opens.

Search & select the sound of Rooster & Click ok.

It gets added on this screen as shown.



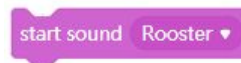
As well as in the dropdown.





To use, drag & drop  into script area.

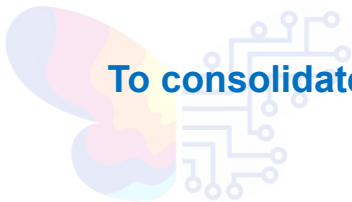
In dropdown, select Rooster. Block statement for Rooster appears.



This can now be used in your code.



To consolidate, add four more sounds in the dropdown





Project 17. Adding Multiple Sounds. *“When green flag clicked, say Welcome to my Poultry Farm, Play sound of a Rooster. Turn 15 degree, play sound Space Ripple, say HOW WAS THAT”*

The code for this is simple. Try it.
You will observe that both the sounds are overlapped.

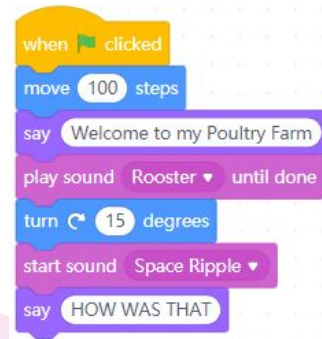
It is similar to the problem of voice bubble.

To solve, use the **play until done** block.



This pauses the first instruction, enabling it to be played out.

Alternately use **wait 1 sec** block.

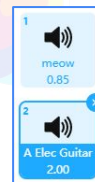




Project 19. Creating effects in added Sounds.

“Take sounds of project 18. Manipulate & see the effects you can create with that sound. Select & save any one effect for each”

To create effects, select the sound in sound bar of library.

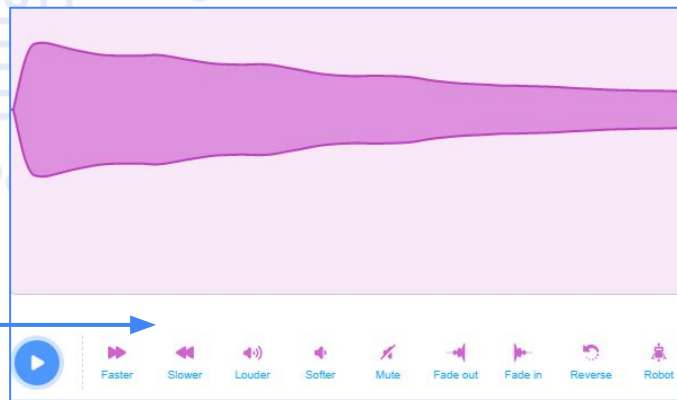


Its sound graph opens:
Play original sound

by clicking this icon:
Nine effect options
appear on its right.

Select these options one
by one & observe the effect.

Use Save icon to save the
sound of effect you want to use.





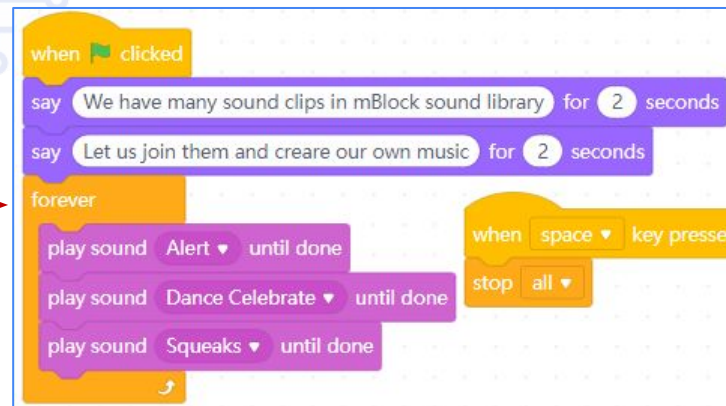
Project 20. Creating Music using Audio Clips.

“Using multiple audio clips of mBlock sound Library, create a new music clip with provision to stop when desired”.

This project involves a child’s imagination in selection of a good backdrop, sprites & three sound clips.

*Then putting them together in **forever block** to create continuous music.*

Will learn about Forever block later.





End of Lesson 8



Code Karega India Badhega