



# **Welcome to Mission Mars**

## **Sound Module – Part 2/3**



MODULE 5



## **Making Our Own Libraries**

mBlock allows us to make our own libraries for:

- Sprites.
- Backgrounds.
- Sounds, including adding of music & recordings.



## **Procedure for making Own Libraries**

**Procedure for making sprite & background library is absolutely same.**

**Procedure for sound library is slightly different and more involved.**

**We shall start with the procedure for Sprites & Backgrounds.**

**Thereafter, we shall learn the procedure for Sound library.**





# **Making our Own Sprite Library**



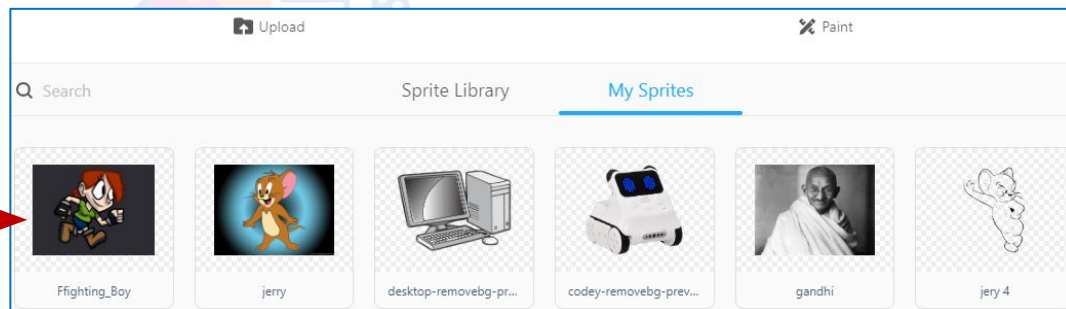


To create your own sprite library:

Open the sprite library as explained in lesson 1.

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

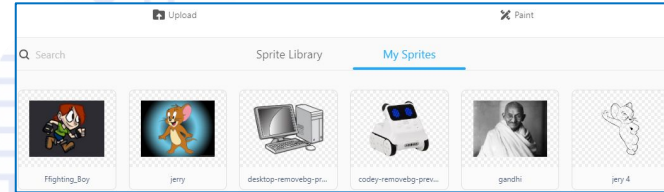
Window containing  
My Sprites will open.





**This has all the sprites that we have made for earlier projects & saved on our PC.**

**Those we make, but do not save will not be available to us later.**

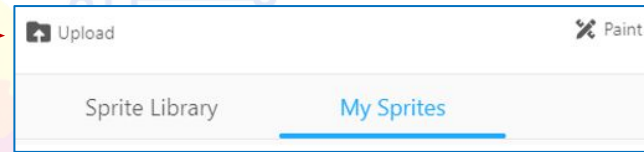


**Thus, saving of sprites we make in [My Sprites](#) is a good idea. The sprite library must keep growing with us.**



**mBlock 5 offers two options for making our own sprites:**

- 1. Upload (left top).** →
- 2. Paint (right top).**



**Let us learn about them.**





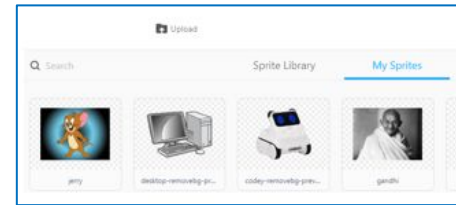
## Project 01

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

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

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

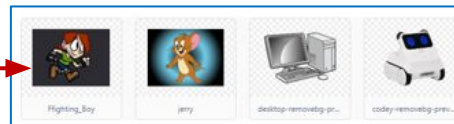
- Select My Sprites.
- Existing My sprites library will open.







- 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 a matrix of six sprites per row.



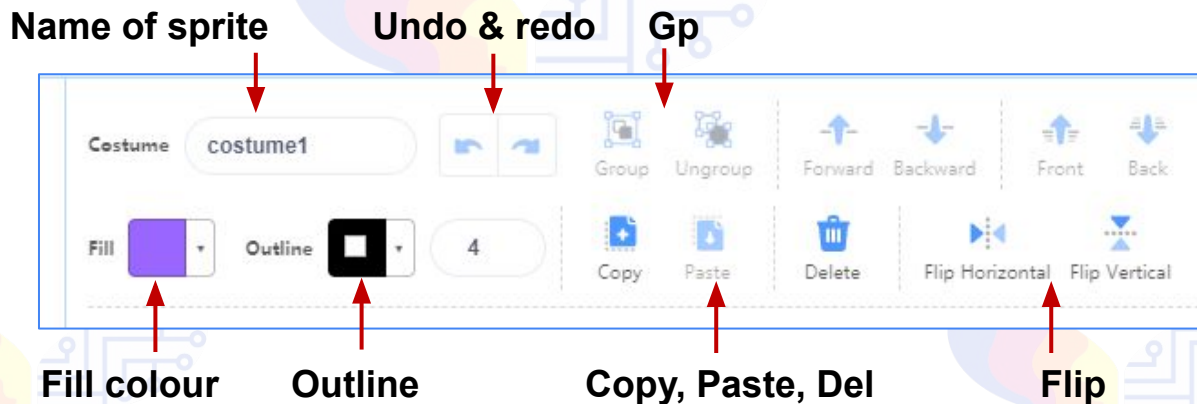
**To consolidate, create a library of any 2 images**





## Procedure for Using Paint Option

1. Select Paint.
2. Paint editor of mBlock opens. Important areas of this are:





**Available Tools for Painting.**  
These are standard paint editor tools.



**Painted sprite appears:**  
**On stage**

**& next to it**



**To learn/consolidate**  
**paint one simple Sprite & add to My Sprite library**



To Exit Paint  
Click on X





# **Making our Own Background Library**

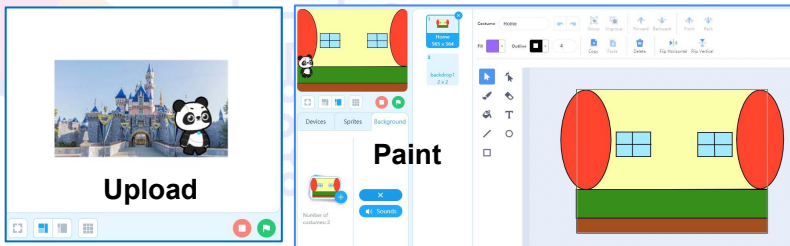




**Methods of making backgrounds are similar to sprites.**

**We have two options:**

- **Upload.**
- **Paint.**



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



# **Making our Own Sound Library**





## **Making My Sounds Library**

**Like for sprite library & the background library, we have two options to make My Sounds Library.**

**These are:**

- **Upload.**
- **Record.**





## **Upload a Sound**

**To upload a sound to the library:**

- **Download the desired sound from the internet in a folder on your PC.**
- **Open sound library & select My Sounds.**
- **Select upload. It will ask for the folder.**
- **Open the folder in which sound is stored.**
- **Select the sound you want to add to the library & click ok.**
- **Sound gets added to My Sounds library.**

**To practice create a library of a two sounds of your choice.**



## **Record**



**It is used to add recorded sounds, music, songs & voice recordings to code.**

**It could be done to:**

- **Make a voice bubble audible.**
- **Add a song to be sung by a sprite on the stage.**
- **A musical background to the entire code similar to an image background.**

**All three require the sound to be first recorded, & then added to the [My Sounds](#) library**

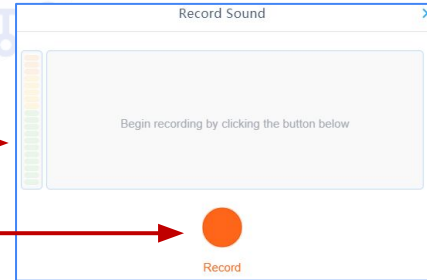




## Recording a Sound

To record a sound:

- Open library, select my Sounds.
- Select record.
- Record window opens.
- Click on red circle to record.





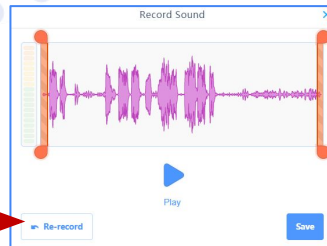
The recording window opens.

In this window:

- Start recording. The volume & pitch appear as a graph & a bar display.
- Use Stop Recording option to stop.



- The screen changes to:
- Use play to play.

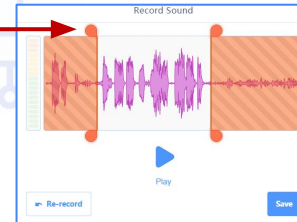


- Use Re-record to record again.



## Trimming the Recording

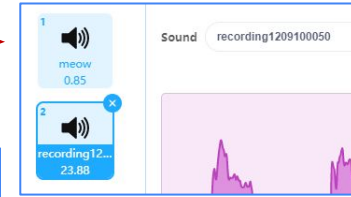
- Move orange bars to left or right to crop beginning or ends.
- Once edited, Click on Save.



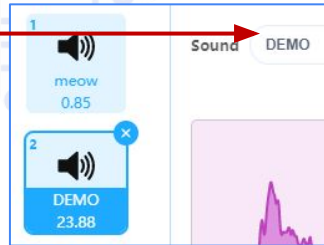


## Saving the Recording

On selecting Save, this window opens.



In this, give recording a name (say Demo).



The sound Demo appears here.

It can now be selected & used in the current project.



## Understanding Other Sound Block

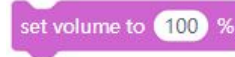




## 1. Volume

By default Scratch plays at full (100%) volume.

To set volume in percentage use



To reduce in steps, use







## 2. Effect

Has two options – Pitch & Pan left/right.



## 3. Pitch

Here use of positive number in roundel will increase pitch.  
Use of negative number will decrease.





#### 4. Pan

This applies to stereo headphones & speakers.

- In pan, use of a positive number will pan (send) the sound to the right speaker, & a negative number to the left.
- Thus at -100 we will hear only through left speaker & at +100 we will hear only through right.

We can **use this in animation** to associate sound to a sprite moving across the screen.



Code Karega India Badhega