



## **Custom Images and Sounds**

By Sanjay and Arvind Seshan



## **BEGINNER PROGRAMMING LESSON**

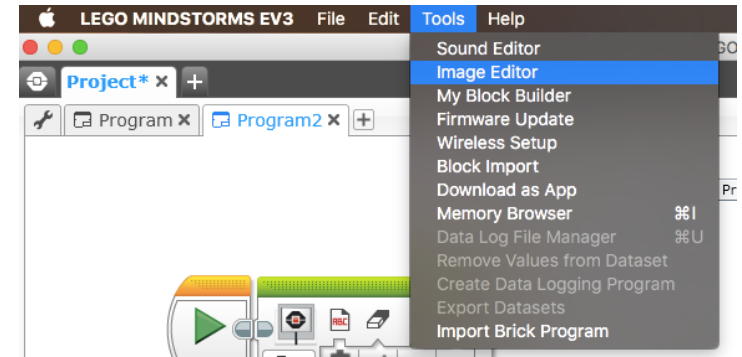
# LESSON OBJECTIVES

1. **Learn to use the Display Block and Sound Block to add your custom images and sounds to the EV3**

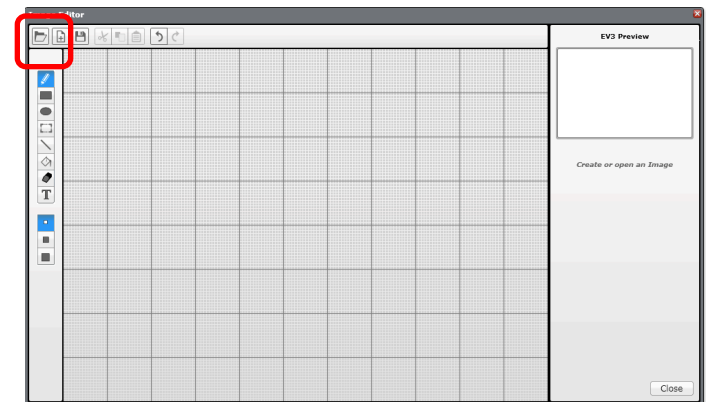
# ADDING CUSTOM IMAGES

## STEP 1: Select Image Editor from the EV3 Menu Note:

The Image Editor can open .rgf, .jpg, .png, and .bmp files. Color images are automatically converted to monochrome images. The .rgf file extension is what LEGO uses.

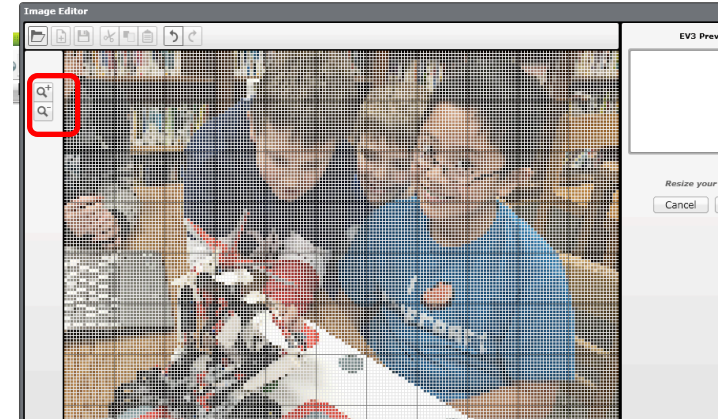


## STEP 2: Open your image

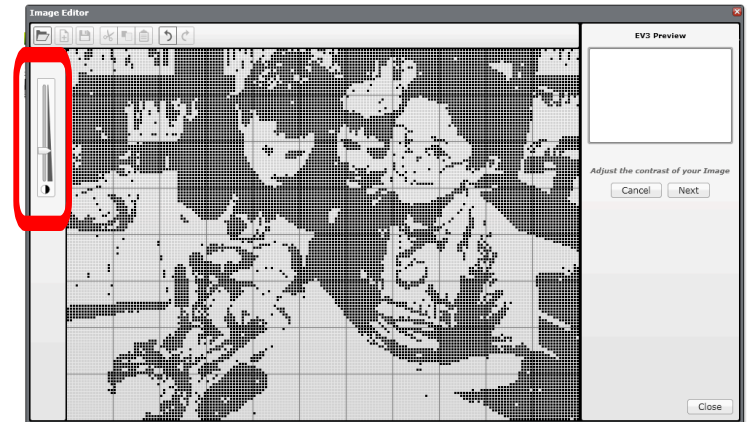


# ADDING CUSTOM IMAGES

**STEP 3: Change its size using the buttons and change the placement by selecting and moving the entire image around**

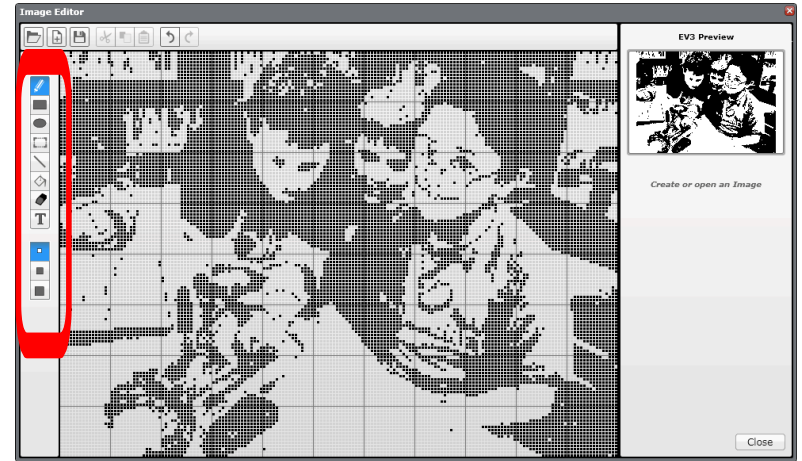


**STEP 4: Adjust the contrast**

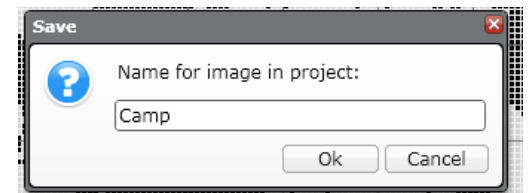
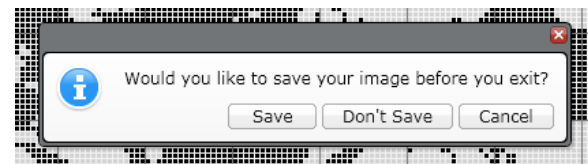


# ADDING CUSTOM IMAGES

**STEP 5: Edit the image, using the tool palette to the left of the editing screen.**

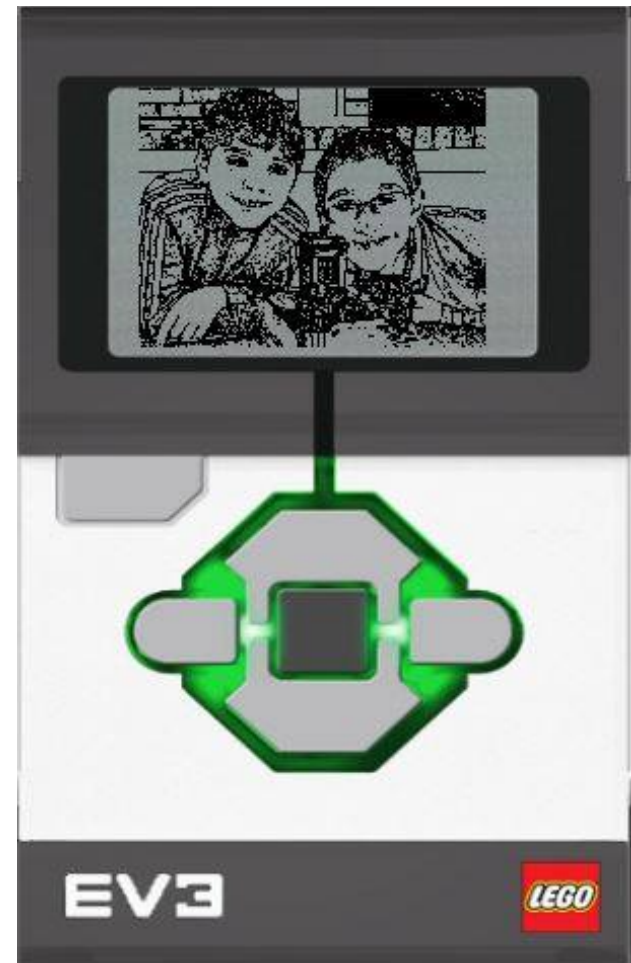


**STEP 6: Save the image**



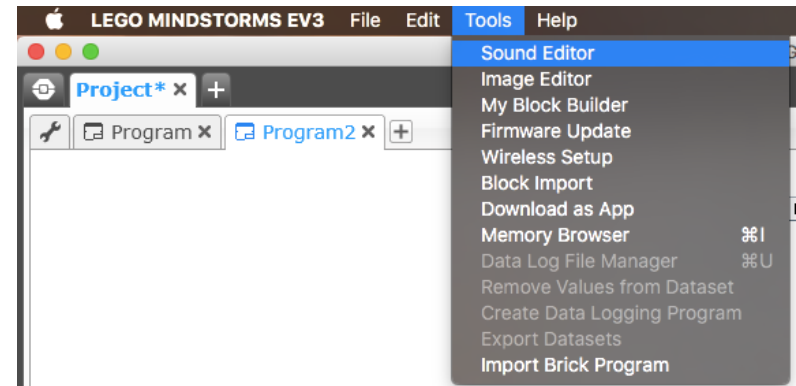
# ADDING CUSTOM IMAGES

**STEP 7:** This image is now ready to use in your display block

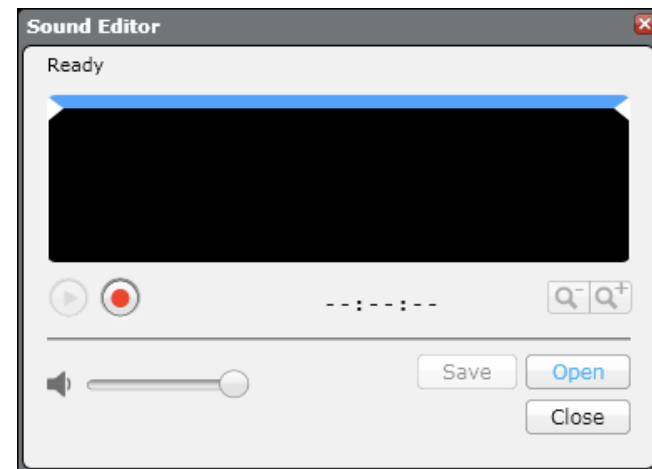
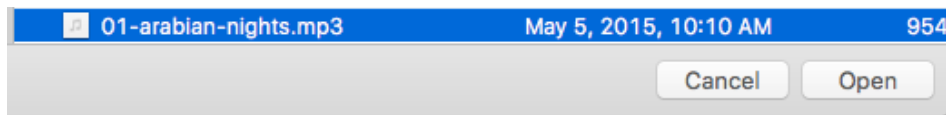


# ADDING CUSTOM SOUNDS

**STEP 1: Select Sound Editor from the Tools Menu**

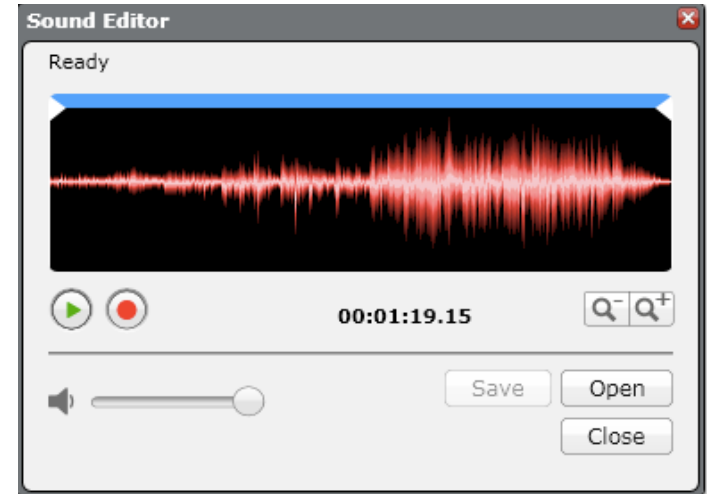


**STEP 2: Click on Open and select a sound file or record your own using the red button**

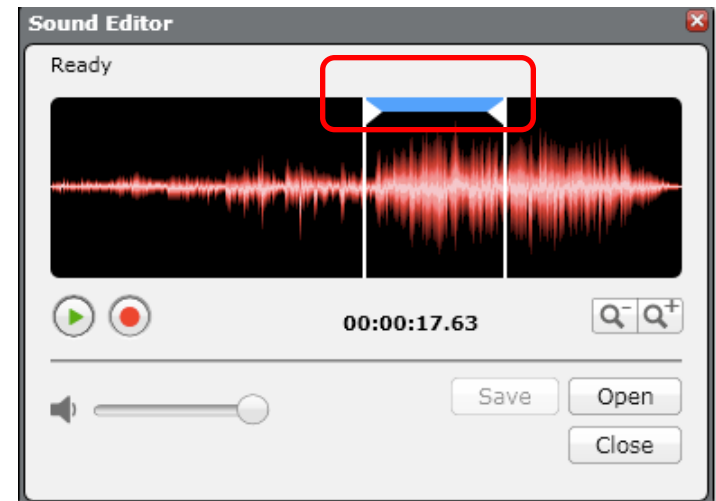


# ADDING CUSTOM SOUNDS

**STEP 3: The sound you selected will appear in the editor**



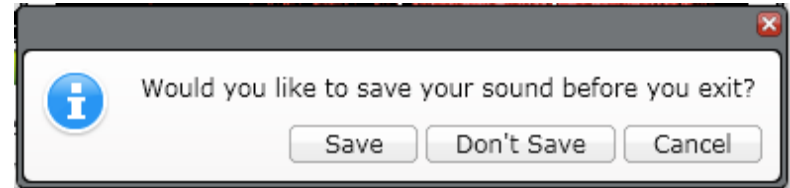
**STEP 4: Move the blue bar to change the size of the clip**



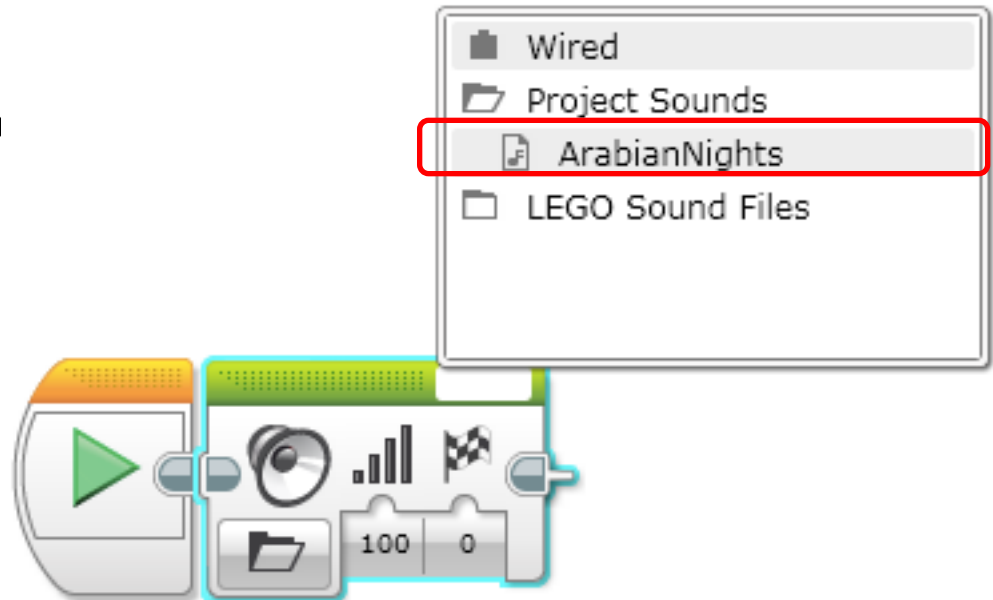


# ADDING CUSTOM SOUNDS

**STEP 5: Save the file**



**STEP 6: The sound will appear in the sound block**



# CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at [www.ev3lessons.com](http://www.ev3lessons.com)



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