SCRATCH Lizard Mosaic

Register/login at https://scratch.mit.edu

*Learn how to use the **mosaic** effect.*
A mosaic is an image made from tiles.

1) Download the image from:
   https://codeclub67.github.io/images/lizard104.gif

2) Create a new sprite with lizard104.gif

3) Set the size of the sprite to 50%

The sprite is like a jigsaw piece. The sides interlock with each other.

4) Duplicate the sprite so you have **four** of them.

5) Drag the sprites so they interlock like jigsaw pieces as in the picture below.

You can make a sprite tile all by itself.

6) Save your project and create a new one.

7) Download another image from:
    https://codeclub67.github.io/images/mosaic104.gif

8) Create a new sprite with mosaic104.gif

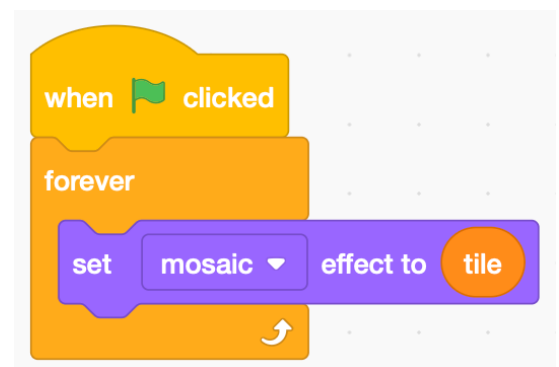9) Create a new variable called **tile**

10) Click the checkbox next to the variable to show it.

11) Right-click on the variable on the screen to turn it into a slider.

12) Add this code to set the **mosaic** effect using the tile variable.

13) Click on the green flag to run it.

*When you increase **tile**, the image shrinks and repeats.*
First 2x2, then 3x3, 4x4, 5x5, and so on…

*This example is based on **Lizard (№ 104)** by artist M.C. Escher.*

*Remember to **Save** your code with a good name.*
File > Save now