

# 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) Hide the four sprites by clicking on the crossed-out eye for each 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**

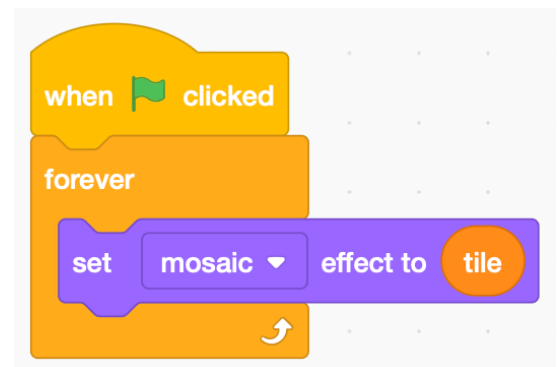
10) Click the checkbox next to the variable to show it.



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 (No 104)** by artist M.C. Escher.*

*Remember to **Save** your code with a good name.*

**File > Save now**