

Animate a Character



Bring characters to life
with animation.



Animate a Character Cards

Try these cards in any or-

- Move with Arrow Keys
- Make a Character Jump
- Switch Poses
- Glide from Point to Point
- Walking Animation
- Flying Animation
- Talking Animation
- Draw an Animation

Move with Arrow Keys

Use the arrow keys to move your character around.



Move with Arrow Keys

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GET READY



Choose a backdrop.



Choose a character.

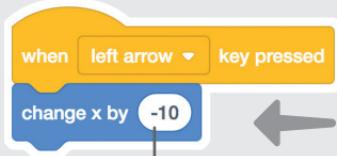
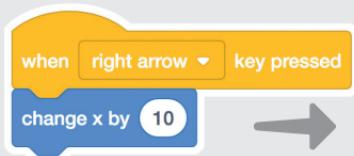


Pico Walking

ADD THIS CODE

Change x

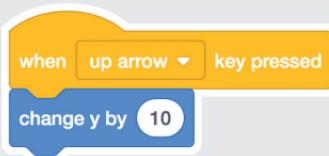
Move your character side to side.



Type a minus sign to move left.

Change y

Move your character up and



Type a minus sign to move down.

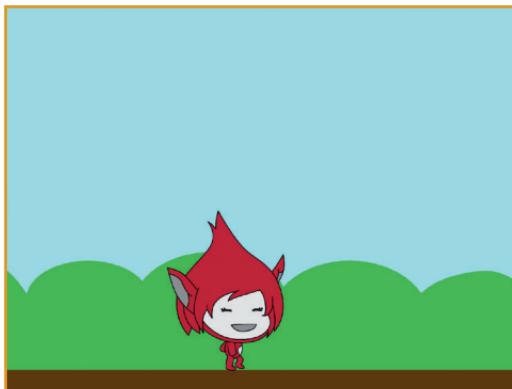
TRY IT



Press the arrow keys on your keyboard to move your character around.

Make a Character Jump

Press a key to jump up and down.



Make a Character Jump

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GET READY



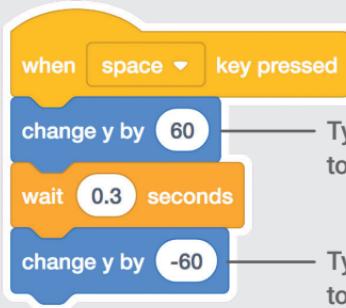
Choose a back-



Choose a character.



ADD THIS CODE



Type how high to jump.

Type a minus sign to go back down.

TRY IT



Press the space key on your keyboard.

Switch Poses

Animate a character
when you press a key.



Switch Poses

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GET READY

Choose a character with multiple costumes, like Max.



Scroll over sprites in the Sprite Library to see if they have different costumes.

Costumes



Click the Costumes tab to view all of your sprite's costumes.

ADD THIS CODE

Code

Click the Code tab.



Choose a costume.

Choose a different costume.

TRY IT



Press the space key on your keyboard.

Glide from Point to Point

Make a sprite glide from point to point.



Glide from Point to

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GET READY



Choose a backdrop.



Nebula

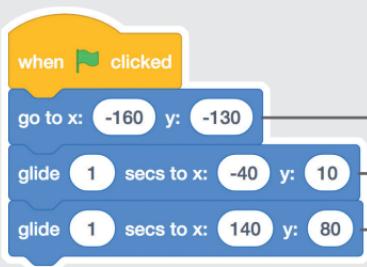


Choose a character.



Rocketship

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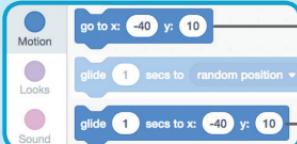
Set the starting point.

Set another point to glide to.

Set the end point.

TRY IT

Click the green flag to start.



When you drag a sprite, its x and y positions will update in the blocks palette.

Walking Animation

Make a character walk or run.



Walking Animation

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GET READY



Choose a backdrop.



Jungle

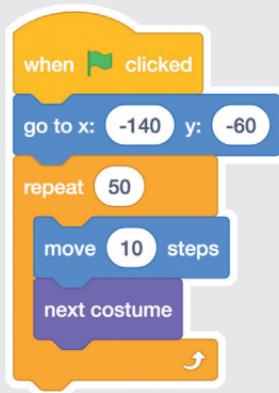


Choose a walking or running sprite.



Unicorn Running

ADD THIS CODE



TRY IT



Click the green flag to start.

TIP



If you want to slow down the animation, try adding a wait block inside the repeat

Flying Animation

Have a character flap its wings as it moves across the stage.



Flying Animation

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Choose a backdrop.



Canyon



Choose Parrot
(or another flying sprite).



Parrot

ADD THIS CODE

Glide across the screen

Set the starting point.
Set the end point.

```
when green flag clicked
go to x: -170 y: 120
glide (1) secs to x: 150 y: 50
```

Flap the wings

Choose one costume.
Choose another.

```
when green flag clicked
repeat (5)
  switch costume to [parrot-a v]
  wait (0.1) seconds
  switch costume to [parrot-b v]
  wait (0.1) seconds
```

TRY IT

Click the green flag to start.



Talking Animation

Make a character talk.



Talking Animation

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GET READY



Choose Penguin 2.



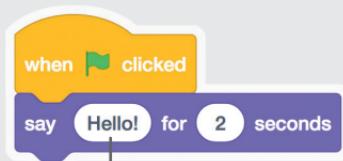
Costumes

Click the Costumes tab to view the penguin's other costumes.

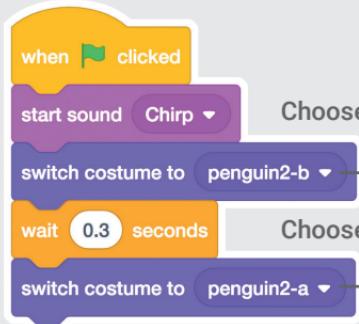
ADD THIS CODE

Code

Click the Code



Type what you want your character to say.



Choose one costume.

Choose another.

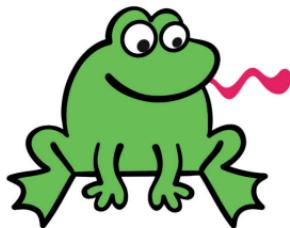
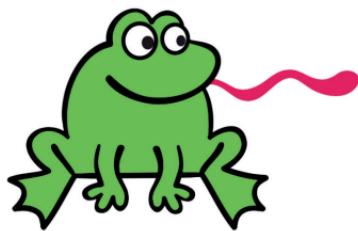
TRY IT

Click the green flag to start.



Draw an Animation

Edit a sprite's costumes to
create your own animation.



Draw an Animation

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GET READY



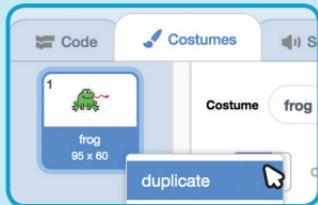
Choose a character.



Frog

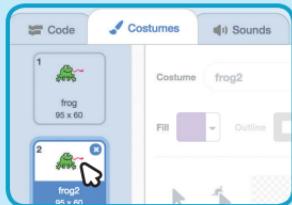


Click the Costumes tab.



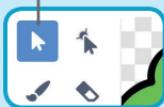
Right-click (on a Mac, control-click) a costume to duplicate it.

Now you should have two identical costumes.



Click a costume to select and edit it.

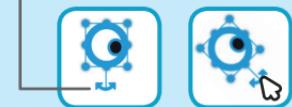
Click the Select tool.



Select a part of the costume to squeeze or stretch it.



Drag the handle to rotate an object you've selected.



ADD THIS CODE



Click the Code

Use the **next costume** block to animate your character.

TRY IT



Click the green flag to start.