

Claymation Quick Start

Build this script:

Instructions inside this block will repeat forever.

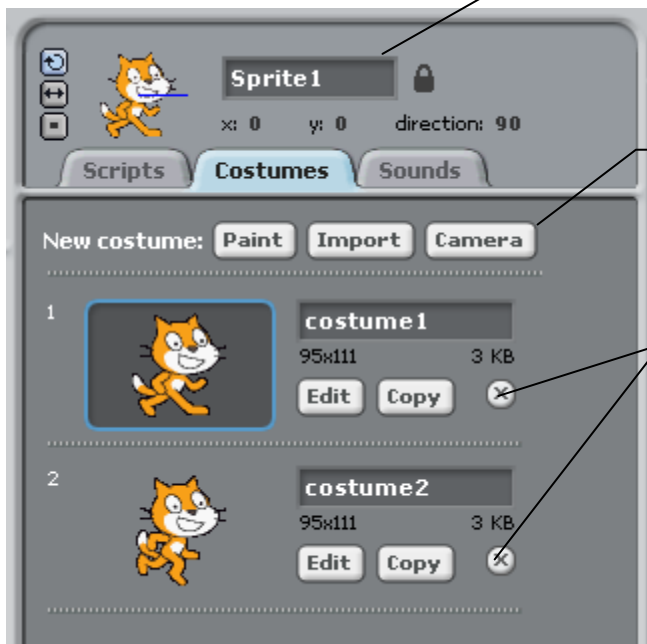


Tells the script to start when the green flag is clicked.

Tells the sprite to change to its next costume. Small fast changes create the illusion of movement.

Pauses the script for a tenth of a second before starting over. Try different numbers here to change the speed of your animation.

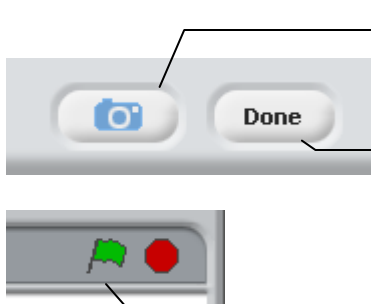
Get your own costumes:



Type the name of your shot here.

Take pictures using your webcam.

Delete the cat after you take your new pictures.



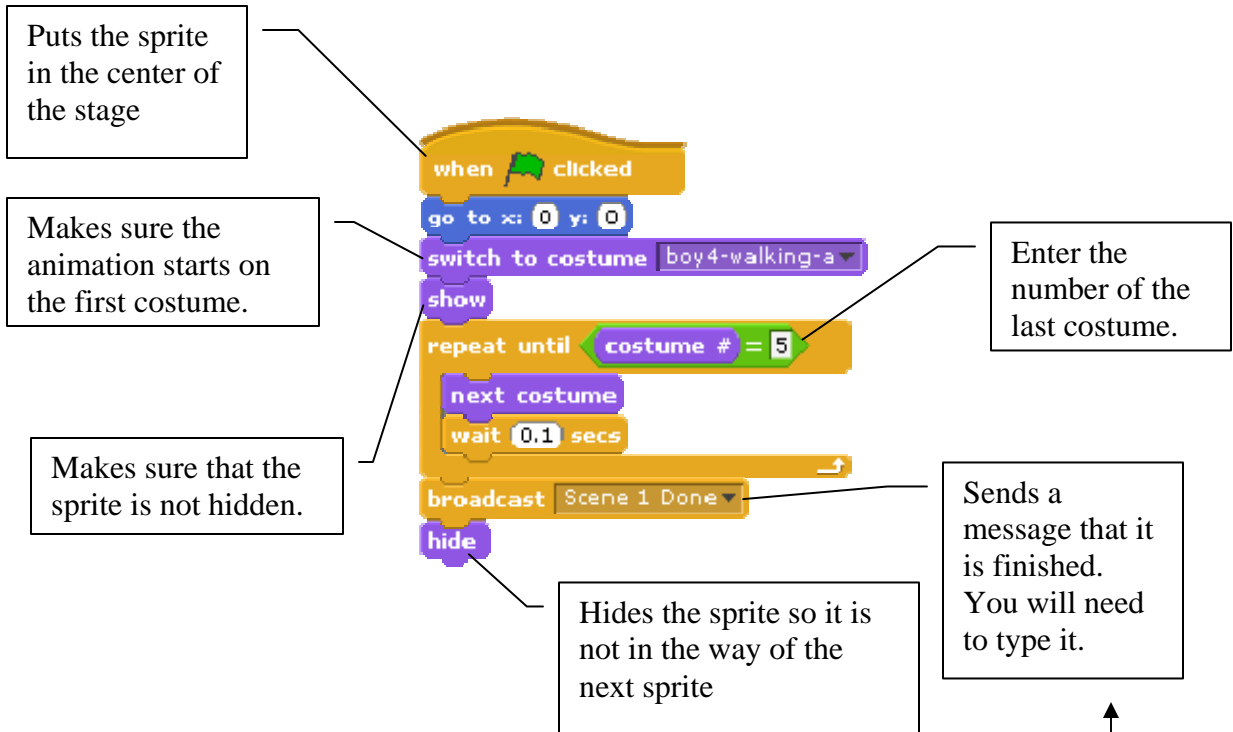
Take a picture then make a small change to your scene and take another picture.

When you are finished getting your shot, click done.

Click the green flag to see your new animation.

Basic Claymation Script

Use this script for the first scene in your animation:



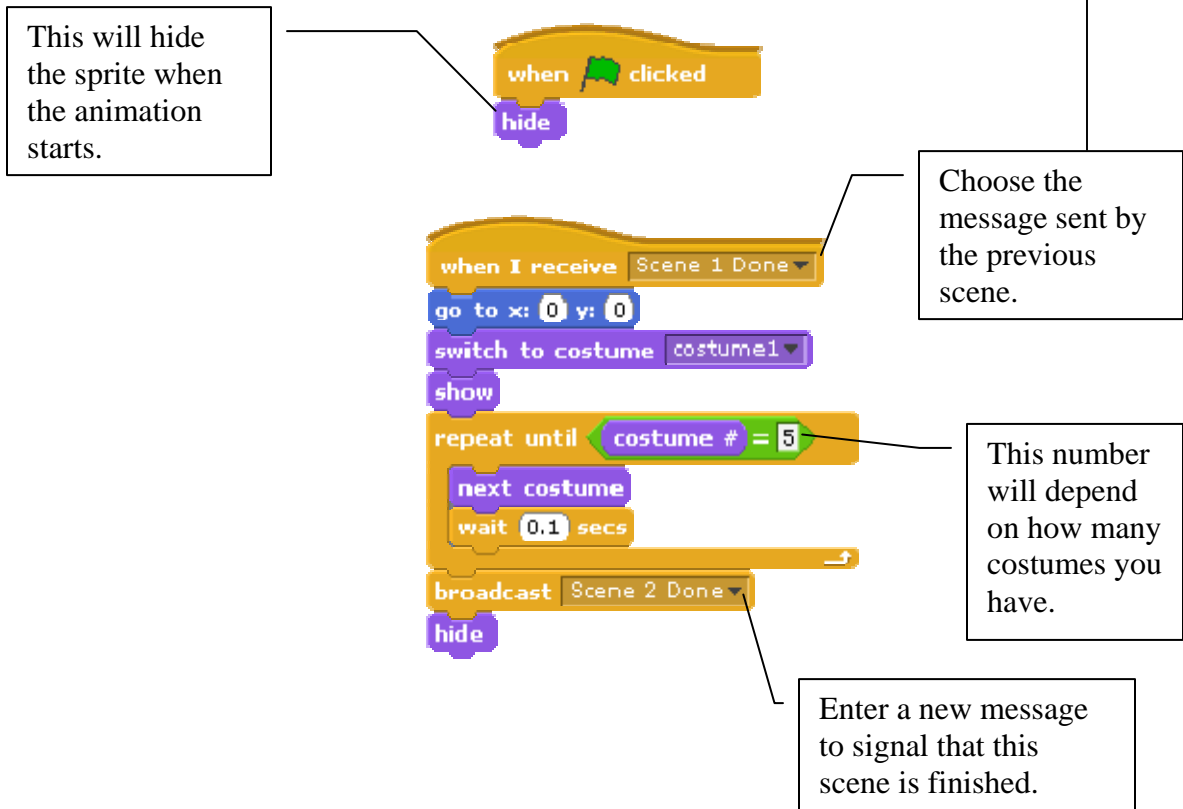
The script for the first scene consists of the following blocks:

- when clicked** (orange)
- go to x: 0 y: 0** (blue)
- switch to costume** (purple) with dropdown set to "boy4-walking-a"
- show** (purple)
- repeat until** (orange) with dropdown set to "costume # = 5", containing:
 - next costume** (purple)
 - wait 0.1 secs** (yellow)
- broadcast** (orange) with dropdown set to "Scene 1 Done"
- hide** (purple)

Annotations:

- "Puts the sprite in the center of the stage" points to the **go to x: 0 y: 0** block.
- "Makes sure the animation starts on the first costume." points to the **switch to costume** block.
- "Enter the number of the last costume." points to the dropdown in the **repeat until** block.
- "Makes sure that the sprite is not hidden." points to the **show** block.
- "Hides the sprite so it is not in the way of the next sprite" points to the **hide** block.
- "Sends a message that it is finished. You will need to type it." points to the **broadcast** block.

Use these two scripts for the rest of your scenes:



The first script for subsequent scenes is:

- when clicked** (orange)
- hide** (purple)

The second script for subsequent scenes is:

- when I receive** (orange) with dropdown set to "Scene 1 Done"
- go to x: 0 y: 0** (blue)
- switch to costume** (purple) with dropdown set to "costume1"
- show** (purple)
- repeat until** (orange) with dropdown set to "costume # = 5", containing:
 - next costume** (purple)
 - wait 0.1 secs** (yellow)
- broadcast** (orange) with dropdown set to "Scene 2 Done"
- hide** (purple)

Annotations:

- "This will hide the sprite when the animation starts." points to the **hide** block in the first script.
- "Choose the message sent by the previous scene." points to the dropdown in the **when I receive** block.
- "This number will depend on how many costumes you have." points to the dropdown in the **repeat until** block.
- "Enter a new message to signal that this scene is finished." points to the dropdown in the **broadcast** block.