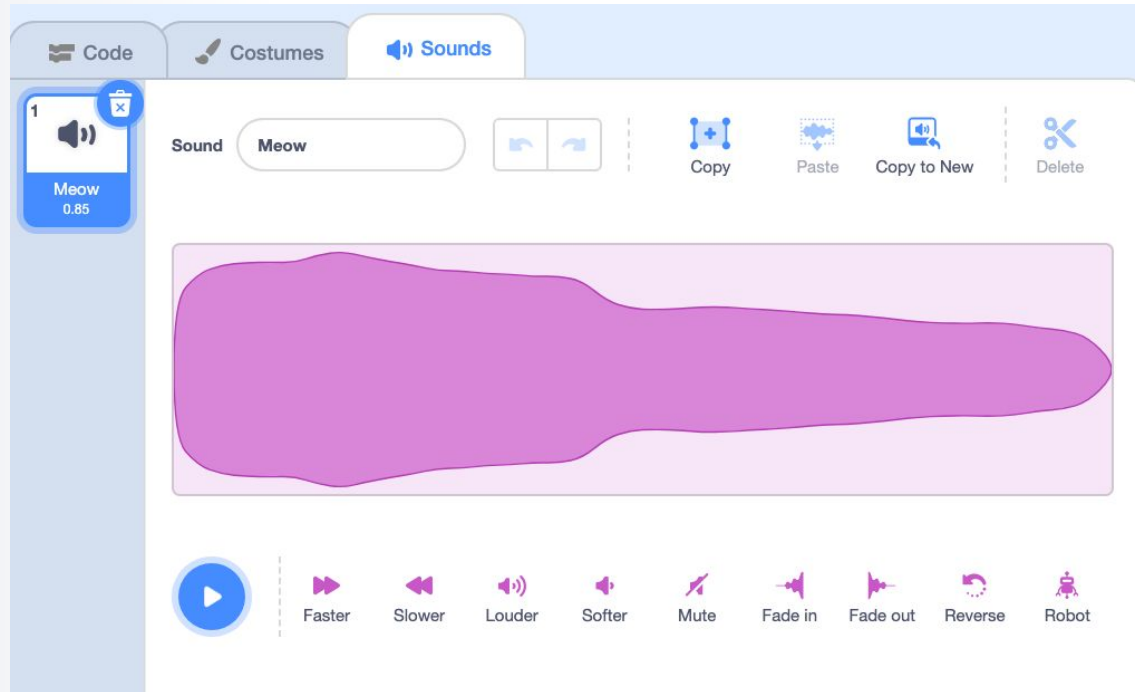


Project 4: **Name Animation**

Blocks Needed

Sounds

- Tab

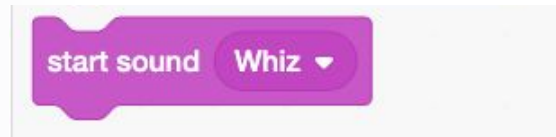


Sounds

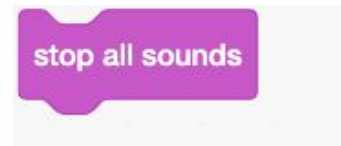
- Playing



- Starting

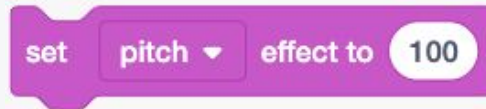
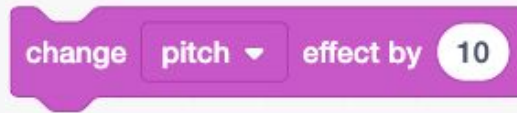


- Ending

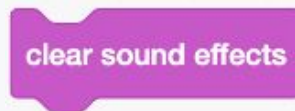


Sounds

- Pitch

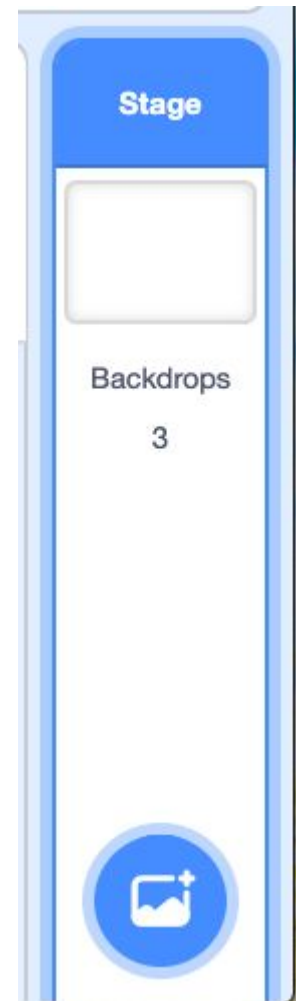
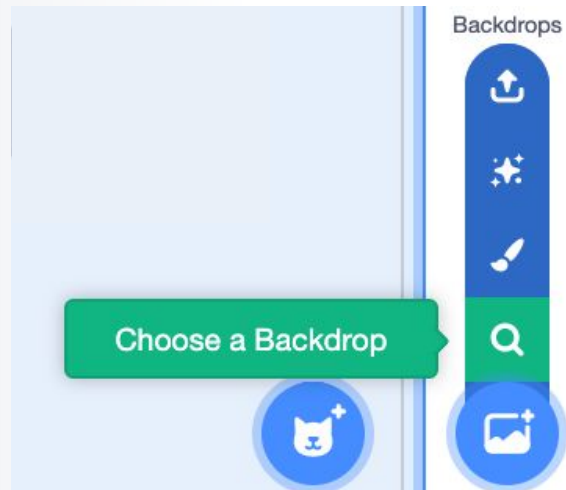


- Clear



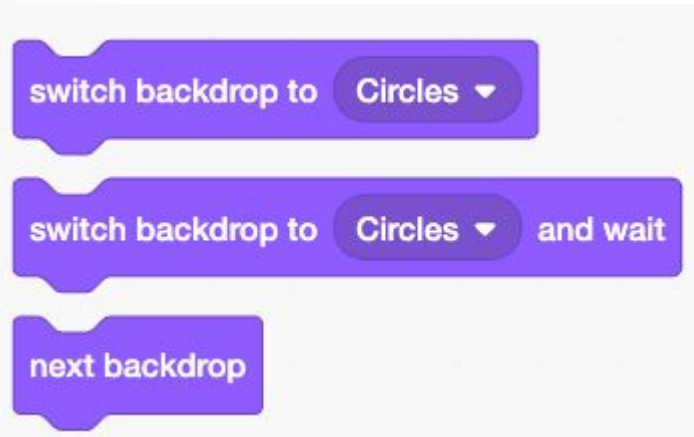
Backdrops

- Coding



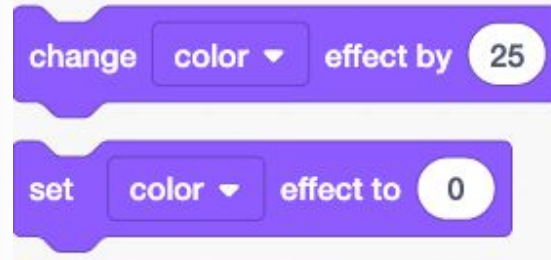
Backdrops

- Looks

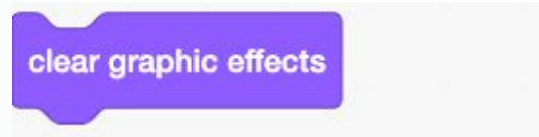


Backdrops

- Color



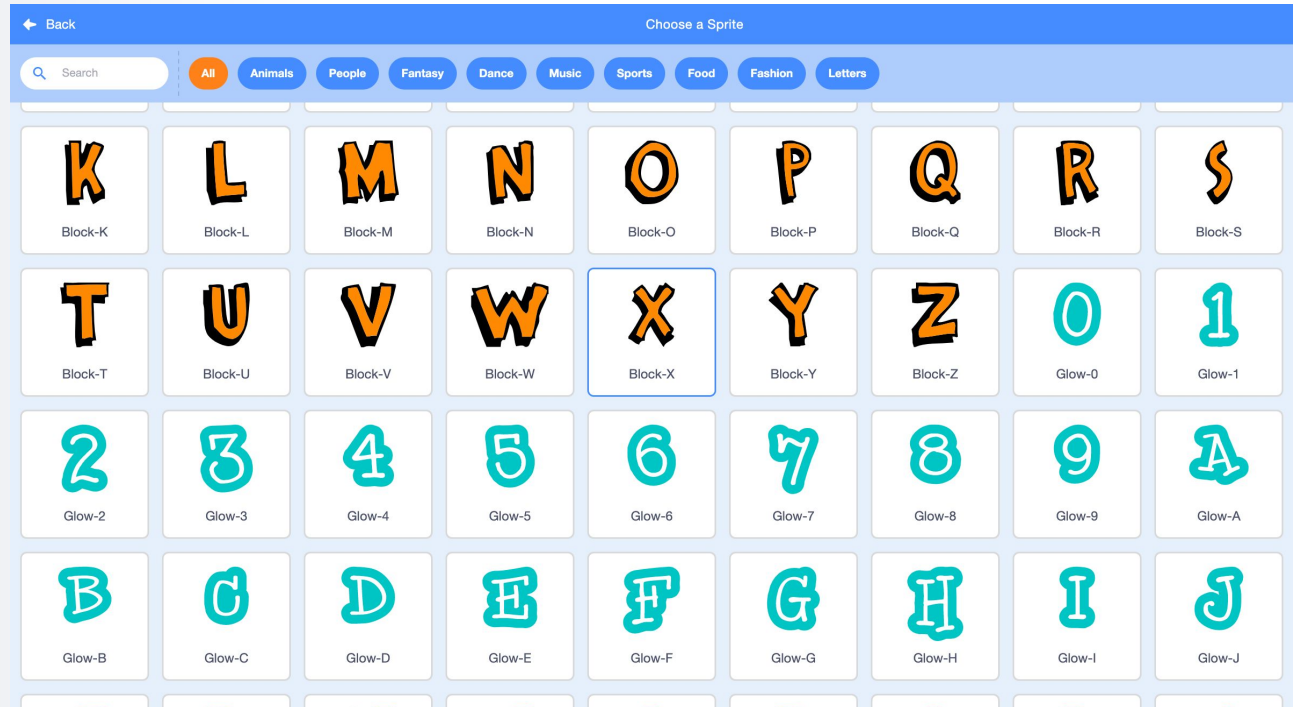
- Clear



Project 4: **Name Animation**

Actual Project

Letter Animation: Add Sprite!



First Letter

- Set First Position

The image shows the Scratch code editor interface. The script area contains the following blocks:

- when green flag clicked
- go to x: -209 y: 73
- point in direction 90

The stage shows a yellow letter 'S' with a mouse pointer over it. The sprite properties panel at the bottom right shows the following settings:

- Sprite: Block-S
- x: -181
- y: 67
- Show: eye icon
- Size: 100
- Direction: 90

The left sidebar shows the code editor with various categories like Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The top bar includes the Scratch logo, File, Edit, Tutorials, Untitled-4, Share, See Project Page, Save Now, and a user profile for hicskitty.

Math Break: Circle Angles



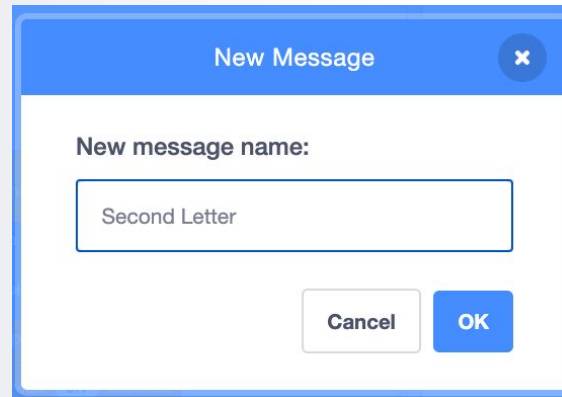
First Letter

- Animating Movement



First Letter

- Broadcasting the second letter

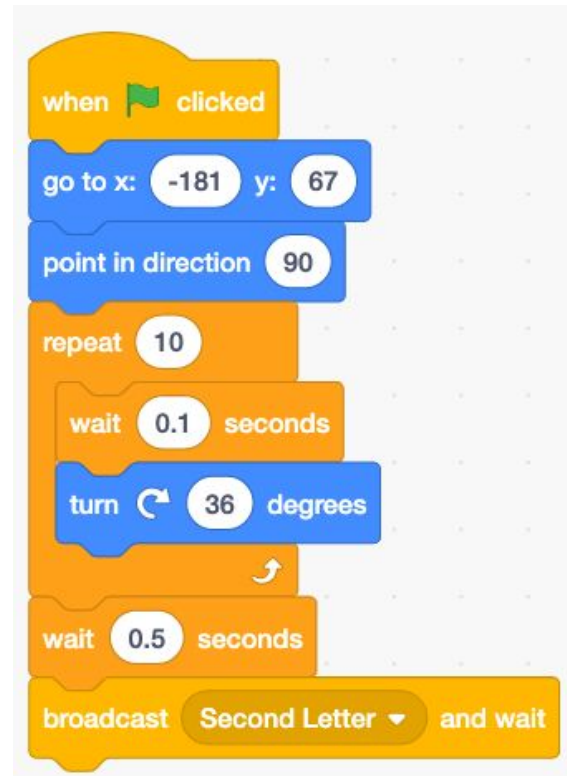


New Message

New message name:

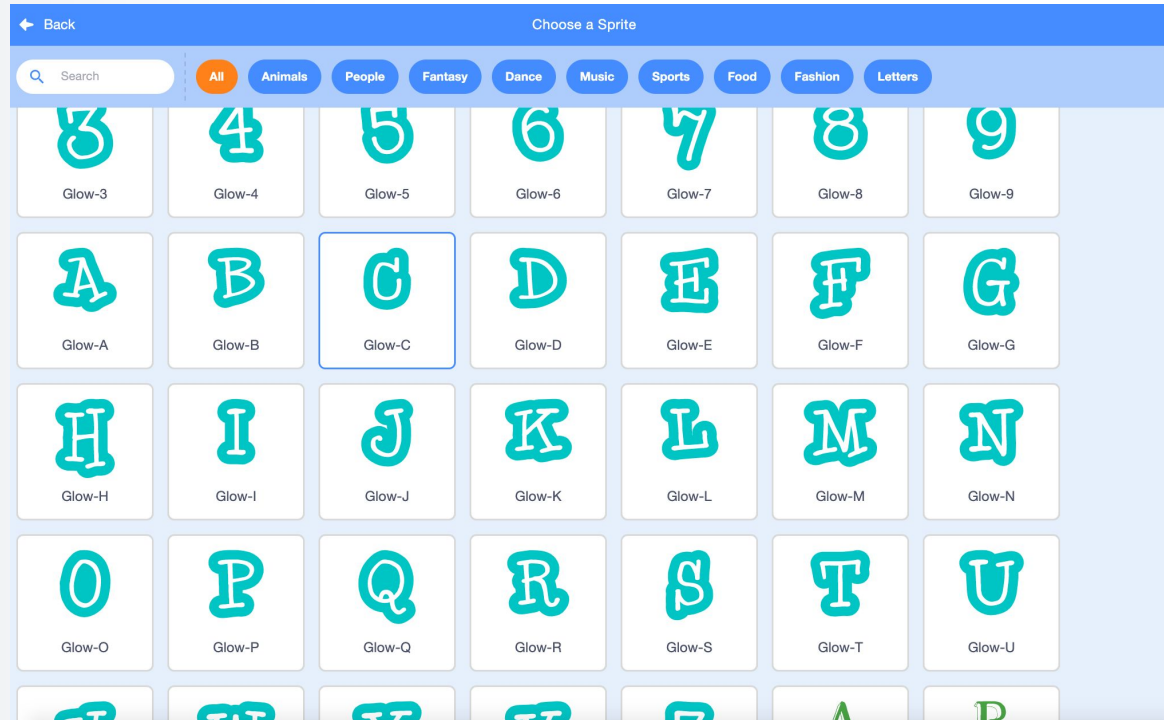
Second Letter

Cancel OK



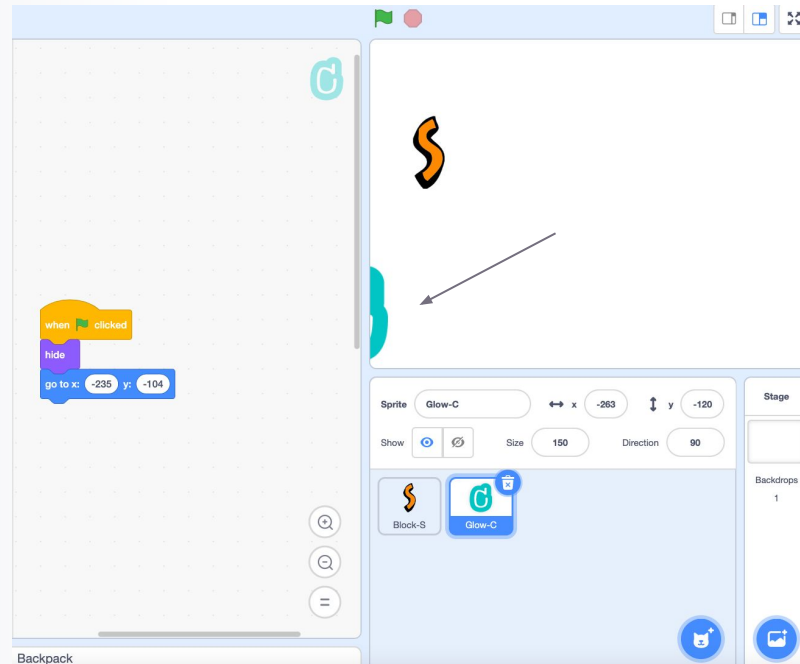
```
when green flag clicked
go to x: -181 y: 67
point in direction 90
repeat 10
  wait 0.1 seconds
  turn 36 degrees
wait 0.5 seconds
broadcast Second Letter and wait
```

Letter Animation: Add Sprite!



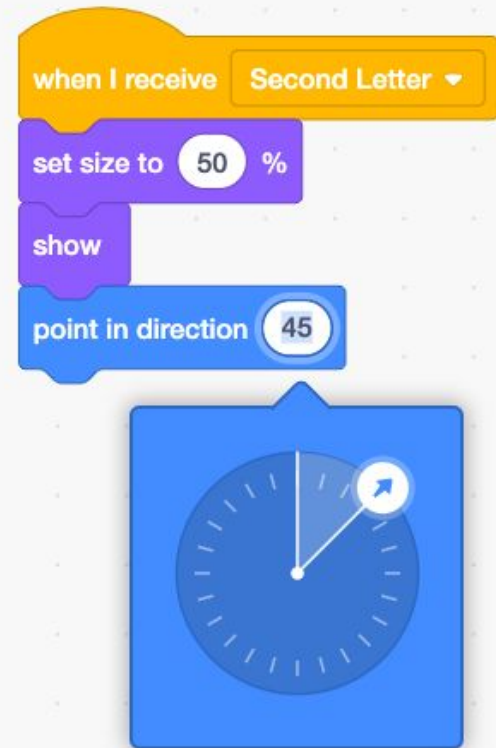
Second Letter

- Start near bottom



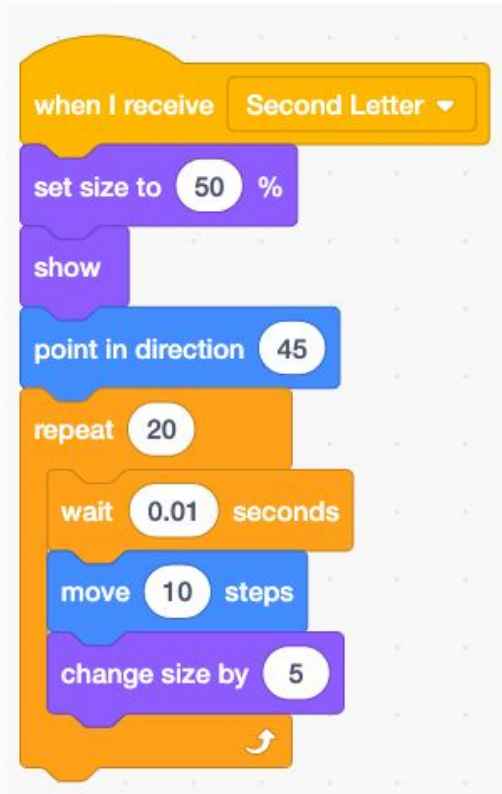
Second Letter

- Appear



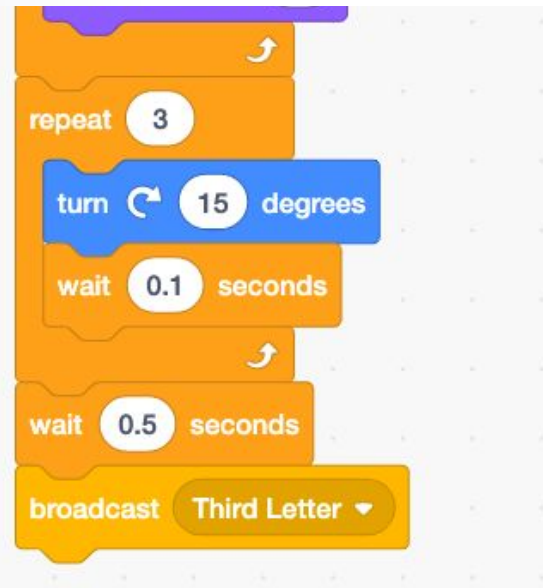
Second Letter

- Moving towards position



Second Letter

- Rotate to Normal!
























Letter Animation: Add Sprite!

← Back Choose a Sprite

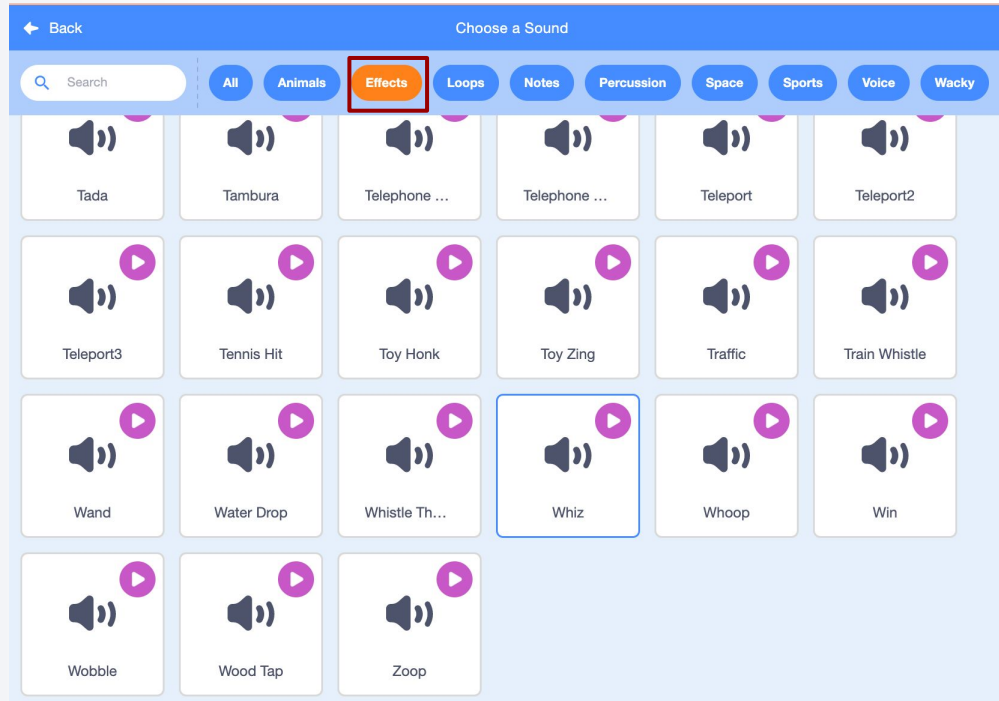
Search

All Animals People Fantasy Dance Music Sports Food Fashion Letters

 Story-F	 Story-G	 Story-H	 Story-I	 Story-J	 Story-K
 Story-L	 Story-M	 Story-N	 Story-O	 Story-P	 Story-Q
 Story-R	 Story-S	 Story-T	 Story-U	 Story-V	 Story-W
 Story-X	 Story-Y	 Story-Z			

Third Letter

- Add Sound



Third Letter

- Setup

The image shows a Scratch workspace with a script area on the left and a stage on the right. The script area contains the following code:

```
when green flag clicked  
go to x: -60 y: 79  
hide
```

The stage displays three letters: a black 'S', a cyan 'C', and a green 'R'. The 'R' is currently hidden, as indicated by the 'hide' block in the script. The Scratch interface at the bottom shows the 'Story-R' sprite selected, with its position set to x: -2 and y: 69. The 'Block-S', 'Glow-C', and 'Story-R' sprites are visible in the sprite palette.

Third Letter

- Sound!

```
when I receive Third Letter
  show
  repeat 3
    play sound Whiz until done
    change pitch effect by 10
    next costume
  stop all sounds
  wait 0.5 seconds
  broadcast Fourth Letter
```

The image shows a Scratch script for a 'when I receive' event triggered by 'Third Letter'. The script consists of the following blocks: a 'show' block, a 'repeat' loop with a count of 3. Inside the loop, there are three blocks: 'play sound Whiz until done', 'change pitch effect by 10', and 'next costume'. After the loop, there is a 'stop all sounds' block, a 'wait 0.5 seconds' block, and finally a 'broadcast Fourth Letter' block.

Letter Animation: Add Sprite!

← Back Choose a Sprite

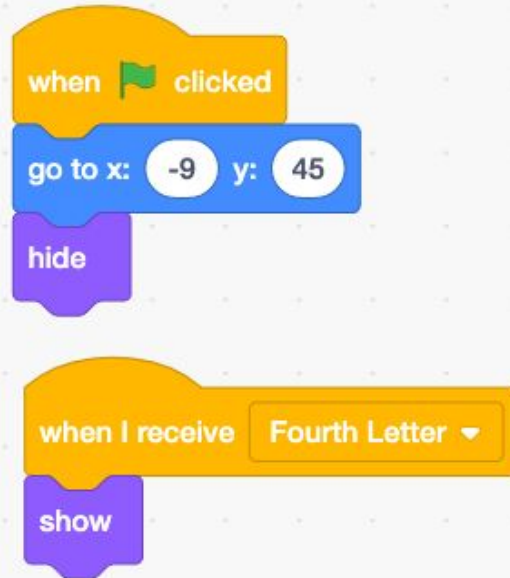
Search

All Animals People Fantasy Dance Music Sports Food Fashion Letters

 Wizard	 Wizard Girl	 Wizard Hat	 Wizard-toad	 Zebra	 Block-A
 Block-B	 Block-C	 Block-D	 Block-E	 Block-F	 Block-G
 Block-H	 Block-I	 Block-J	 Block-K	 Block-L	 Block-M

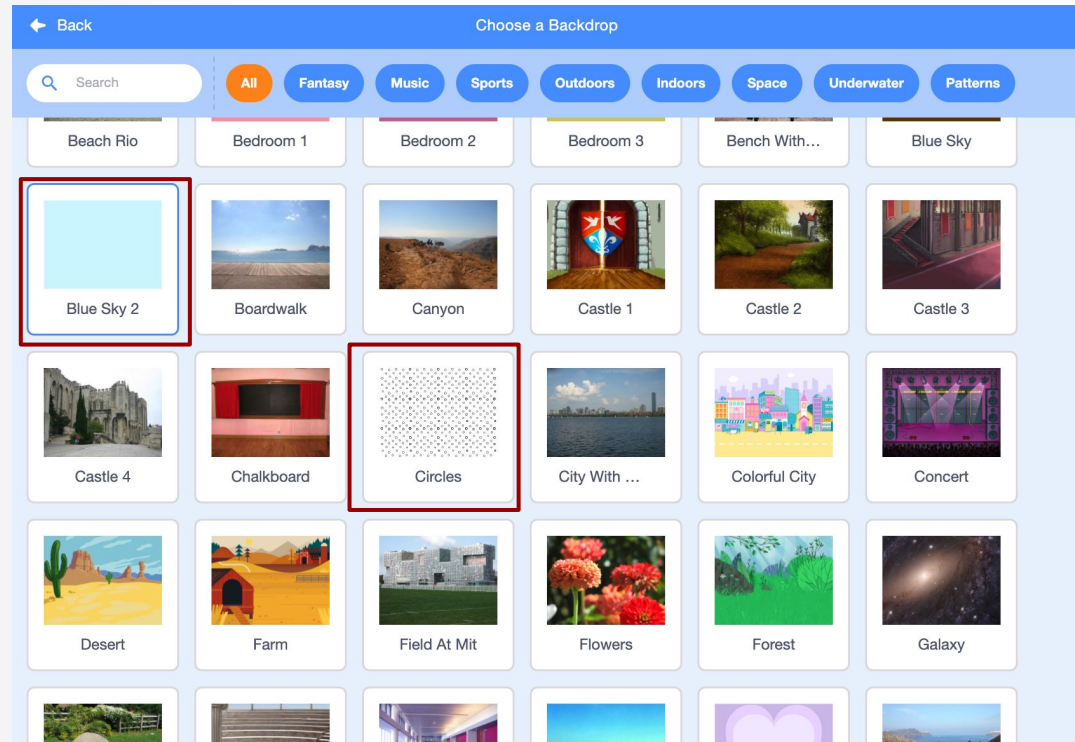
Fourth Letter

- Setup



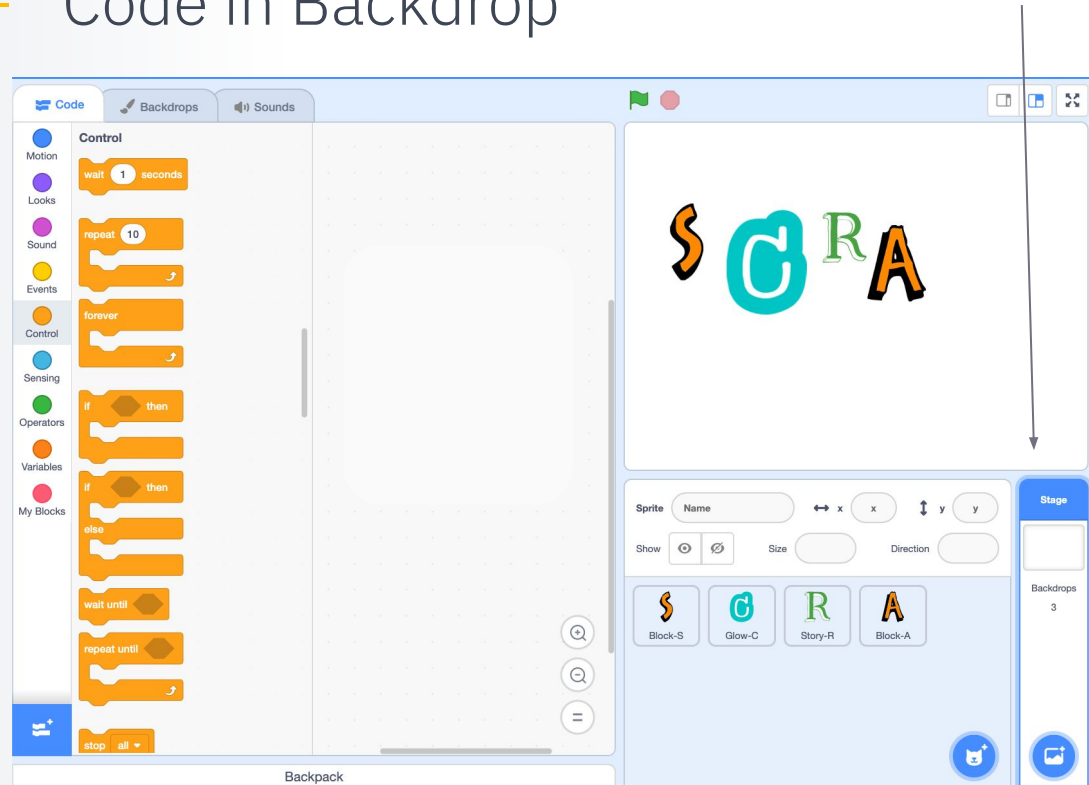
Fourth Letter

- Backdrops!



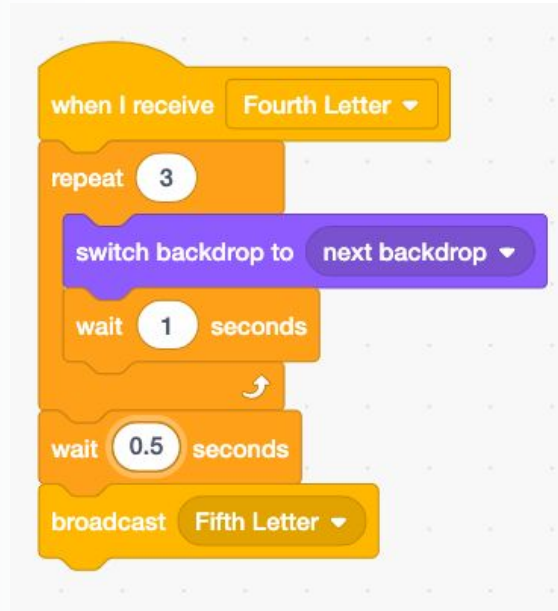
Fourth Letter

- Code in Backdrop

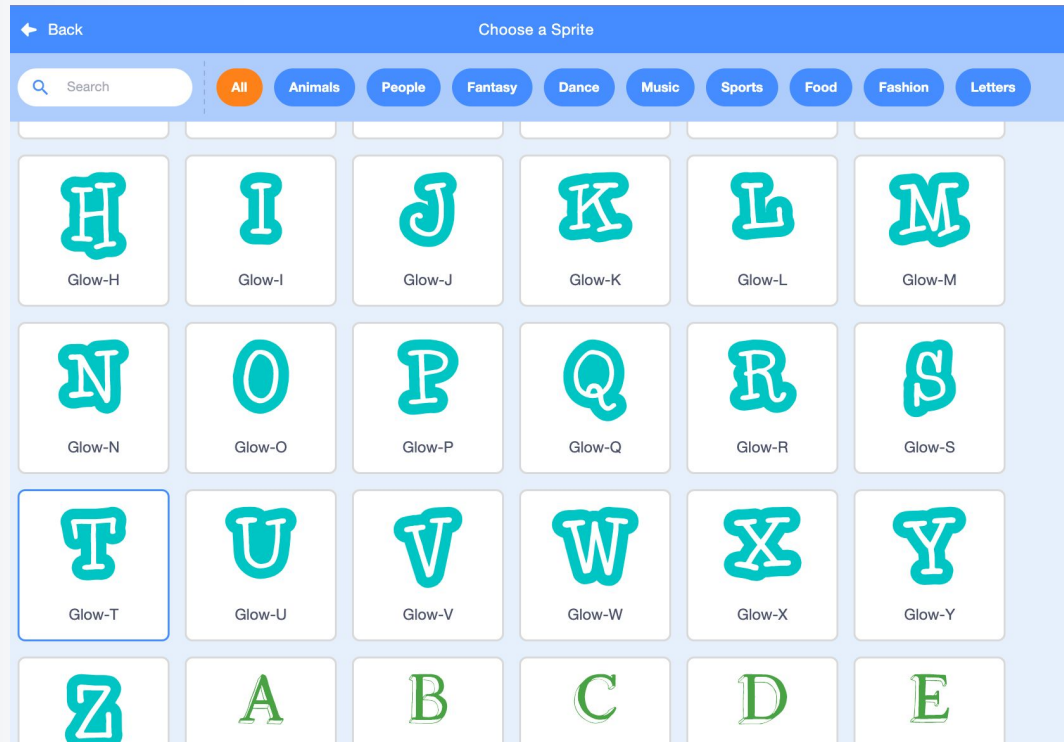


Fourth Letter

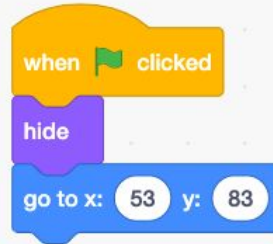
- Code in Backdrop



Letter Animation: Add Sprite!



Fifth Letter



```
when green flag clicked
hide
go to x: 53 y: 83
```



```
when I receive Fifth Letter
show
repeat 10
  change color effect by 25
  wait 0.3 seconds
clear graphic effects
```

Letter Animation: Add Sprite!



Sixth Letter

```
when green flag clicked
  go to x: 109 y: 7
  hide

when I receive Sixth Letter
  repeat 3
    play sound B Trumpet until done
    change volume by -10
    wait 0.5 seconds
  clear sound effects
  wait 0.5 seconds
  broadcast Last Letter and wait
```



















The image shows two Scratch scripts on a grid background. The first script starts with a yellow 'when green flag clicked' block, followed by a blue 'go to x: 109 y: 7' block, and a purple 'hide' block. The second script starts with a yellow 'when I receive Sixth Letter' block, followed by an orange 'repeat 3' block containing three purple blocks: 'play sound B Trumpet until done', 'change volume by -10', and 'wait 0.5 seconds'. Below the repeat block is a purple 'clear sound effects' block, followed by an orange 'wait 0.5 seconds' block, and finally a yellow 'broadcast Last Letter and wait' block.

Letter Animation: Last Letter

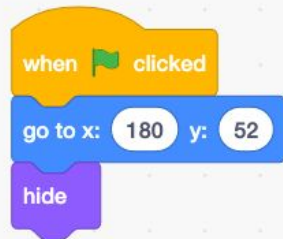
← Back Choose a Sprite

Search

All Animals People Fantasy Dance Music Sports Food Fashion

Glow-B	Glow-C	Glow-D	Glow-E	Glow-F	Glow-G
 Glow-H	 Glow-I	 Glow-J	 Glow-K	 Glow-L	 Glow-M
 Glow-N	 Glow-O	 Glow-P	 Glow-Q	 Glow-R	 Glow-S
 Glow-T	 Glow-U	 Glow-V	 Glow-W	 Glow-X	 Glow-Y

Last Letter!



```
when clicked
go to x: 180 y: 52
hide
```



```
when I receive Last Letter
show
repeat 3
  turn 15 degrees
  wait 0.3 seconds
  turn 15 degrees
  turn 360 degrees
  wait 0.5 seconds
```

Name
Animation
Finished!