

IT'S ALIVE!

HOW CAN YOU TAKE AN IMAGE OR A PHOTO AND MAKE IT COME ALIVE?

In this activity, you will explore ways of bringing sprites, images, and ideas to life as an animation by programming a series of costume changes.

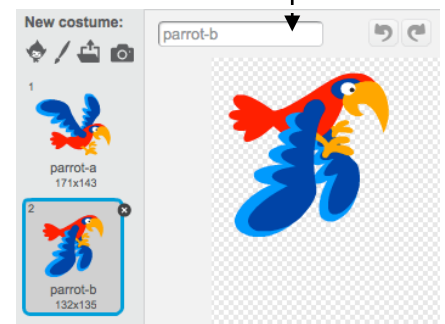
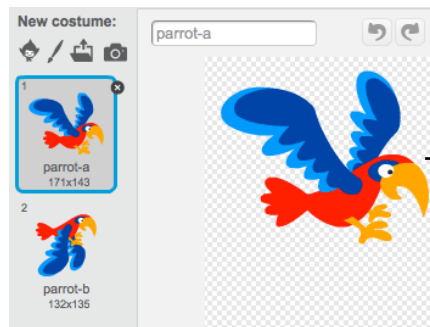


START HERE

- Choose a sprite.
- Add a different costume.
- Add blocks to make the image come alive.
- Repeat!

A Scratch code block starting with "when this sprite clicked", followed by a "repeat 10" loop containing "wait .1 secs", "move 10 steps", and "next costume".

```
when this sprite clicked
repeat 10
  wait .1 secs
  move 10 steps
  next costume
```



THINGS TO TRY

- Try sketching your animation ideas on paper first - like a flipbook.
- Experiment with different blocks and costumes until you find something you enjoy.
- Need some inspiration? Find projects in the Animation section of the Explore page.

FINISHED?

- + Add your project to the It's Alive studio: <http://scratch.mit.edu/studios/475529>
- + Challenge yourself to do more! Add more features to your project to make your animations look even more lifelike.
- + Help a neighbor!
- + Share your project with a partner and walk them through your design process.
- + Find an animated project you're inspired by and remix it!