




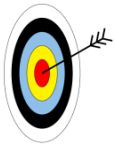
Graphic and Appearance





Worksheets provide guidance throughout the program creation.

Mind the following symbols that..

- ✖ structure your work progress and show subgoals. 
- ✖ provide help, mark and explain challenging and important notes 
- ✖ include assignments and activities. 



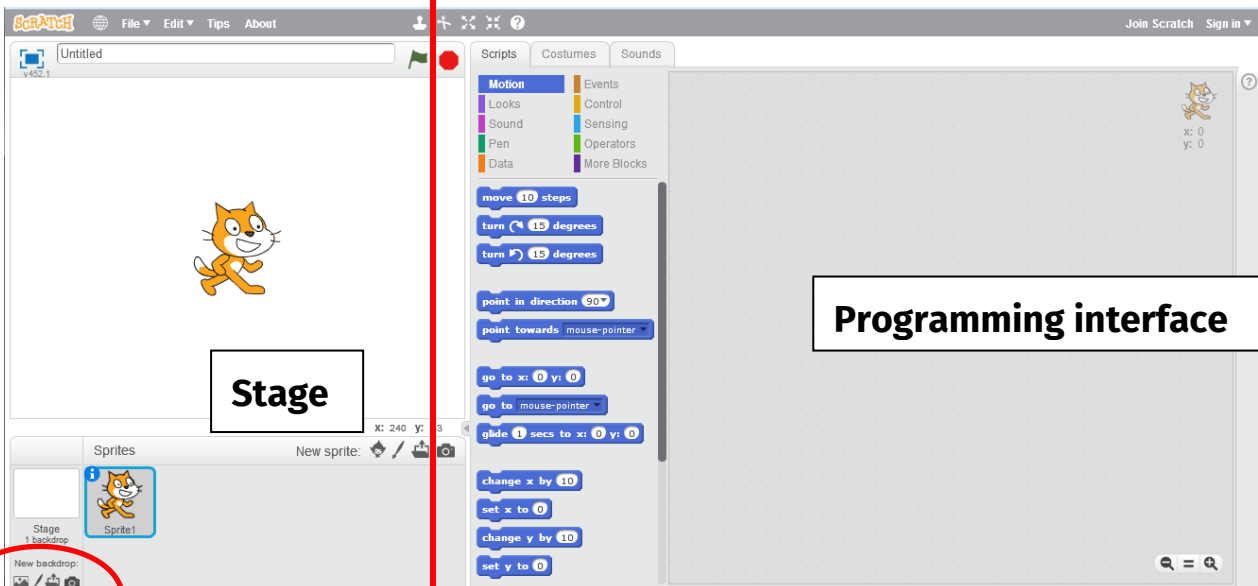
Jigsaw Method: Graphic und Control

In this sections of  you will learn how to create **background areas** and **characters** (for example the ), that can be controlled by the keyboard. Are you curious? Let's get started!



Creating a background:

For this purpose, click on this button:

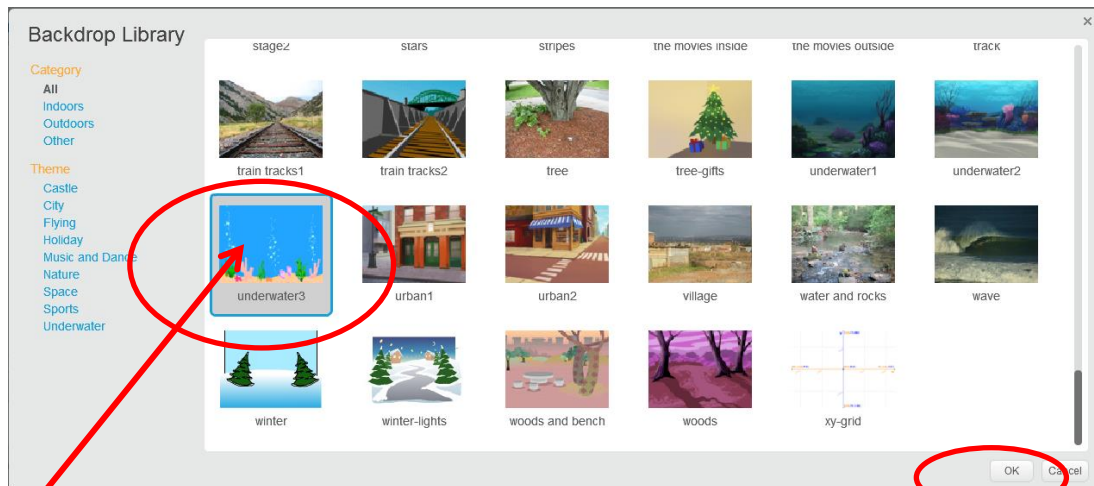


Graphic and Appearance



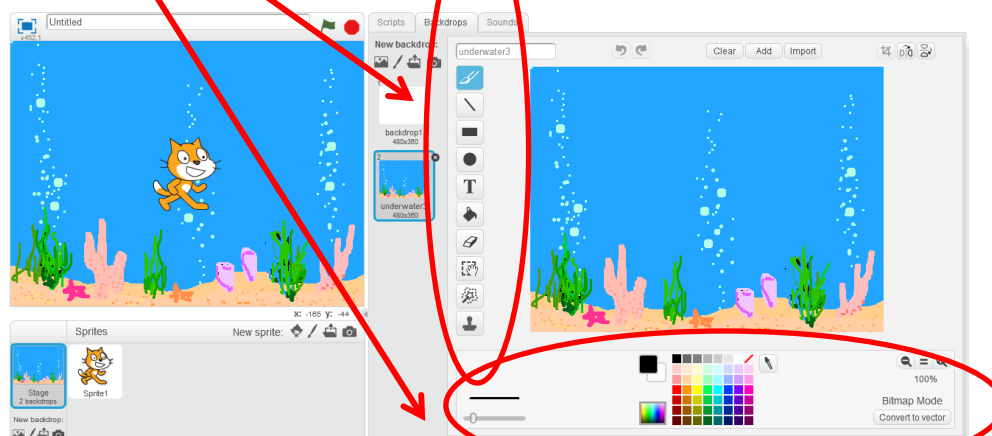
Now the **stage set library** opens.

Browse the stage library and choose a background by clicking the left mouse button.



Confirm your selection with a *double click*, or click the "**OK**" button.

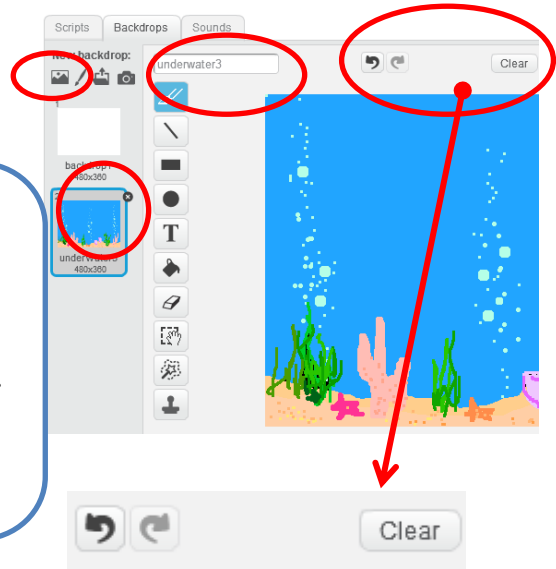
You will automatically enter the editing mode and you can now use the **drawing tools**. Set your creativity free and try it out!



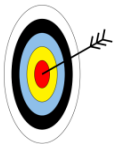
Graphic and Appearance

If you choose the function **“stage pictures”** all your stage backgrounds are shown in miniature format. You can **rename**, **delete**, or **add** completely new sets.

If you click on a miniature stage, it will be framed in **blue** and displayed to you as a **stage** ready for editing. You can now switch between your stage pictures.



Use the **arrows** to **undo** or **restore** your stage artwork. With **“delete”** you delete all changes including pictures.

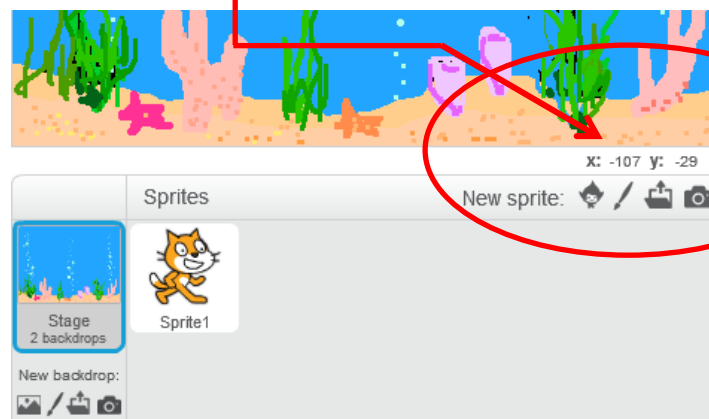


Create characters:

In consistency with your new stage images, it is now necessary to create new **characters**.



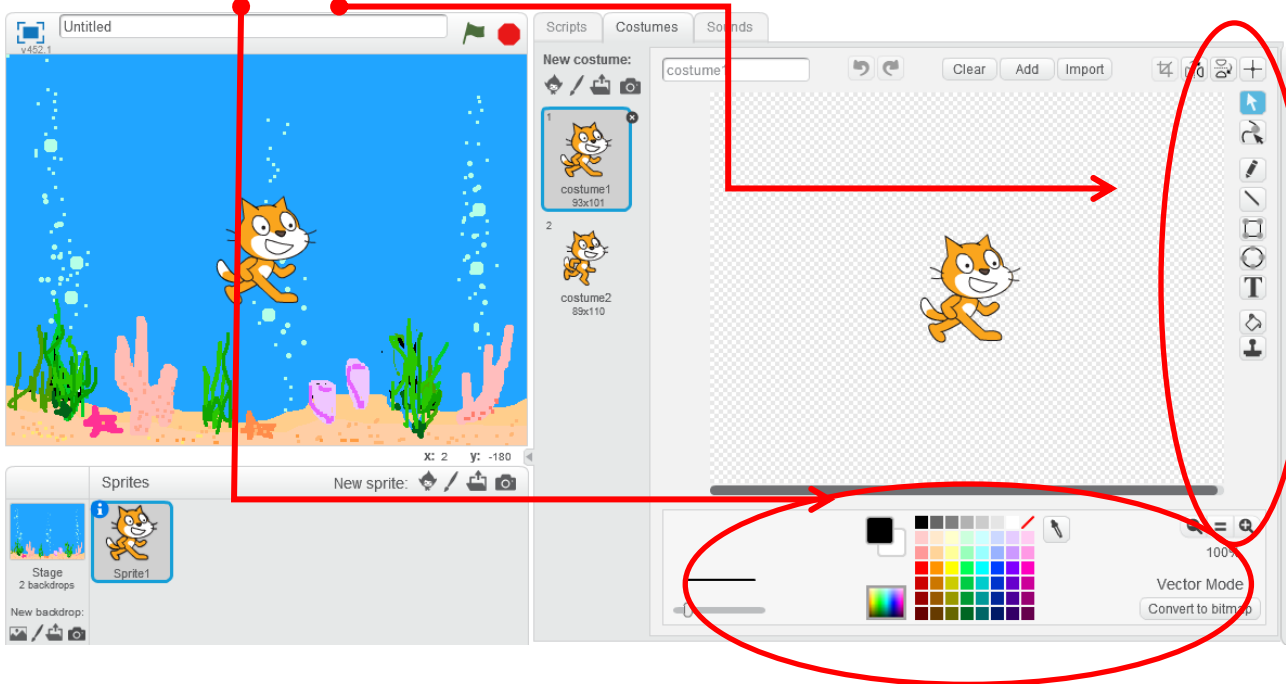
For this purpose, simply click the *new character* button. Now select any character from the **character library**.



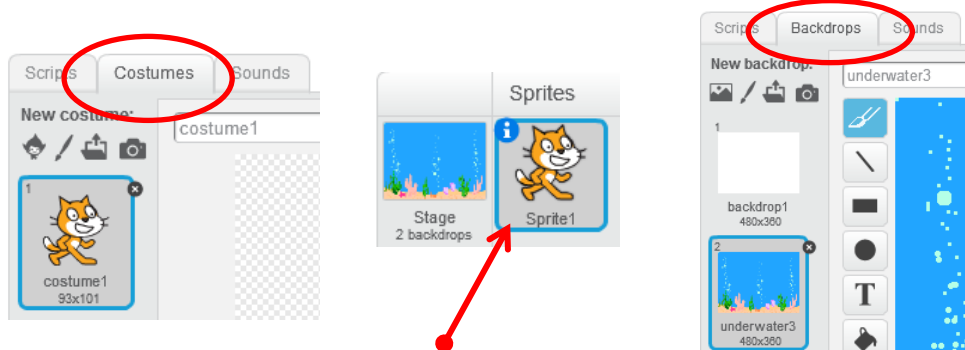
Graphic and Appearance



Once you have chosen a character from the **character library**, you can change it (as you did before with the stage images) with the help of the drawing tools.



Watch out! Your menu changes depending on whether you want to edit a stage or a character!

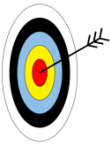


You can switch between the menus by clicking on your desired option under the stage. The mark shows you in which menu you are.

Great! The first half is done!

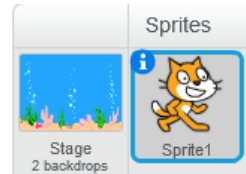
Let's have a short break and then move on!

Graphic and Appearance

**Change of costume:**

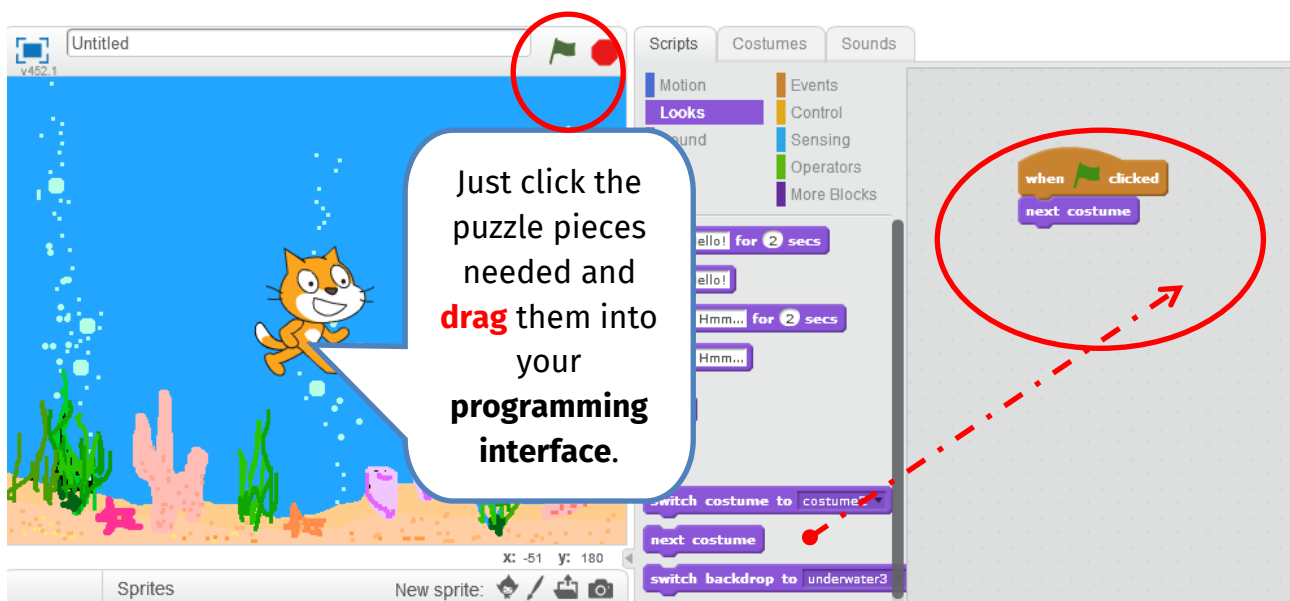
Your character is now to change its appearance - the **costume** - and, at the same time, its **physical attitude**.

The necessary functions can be found in your menu **costume** as well as **scripts**. Make sure that your character is marked, otherwise the functions “scripts” are not available.

**Make a costume change:**


First, choose another costume in the menu **costume** and thus a further *posture* for your character.

Then go to the menu **scripts**. In this section you can choose the functions **Events** and **Appearance**. You can use simple function statements to indicate when the costume change should start and how quickly the change will take place.



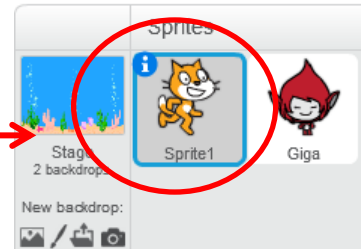
Graphic and Appearance



- Try other puzzle pieces of the **Appearance** function.
- Experiment with the puzzle pieces from **Control** e.g.
- Create a program for each of your characters.
- Test your program now. 



The puzzle pieces can only be activated, when your character is marked.



You can already change my body posture/ costume..



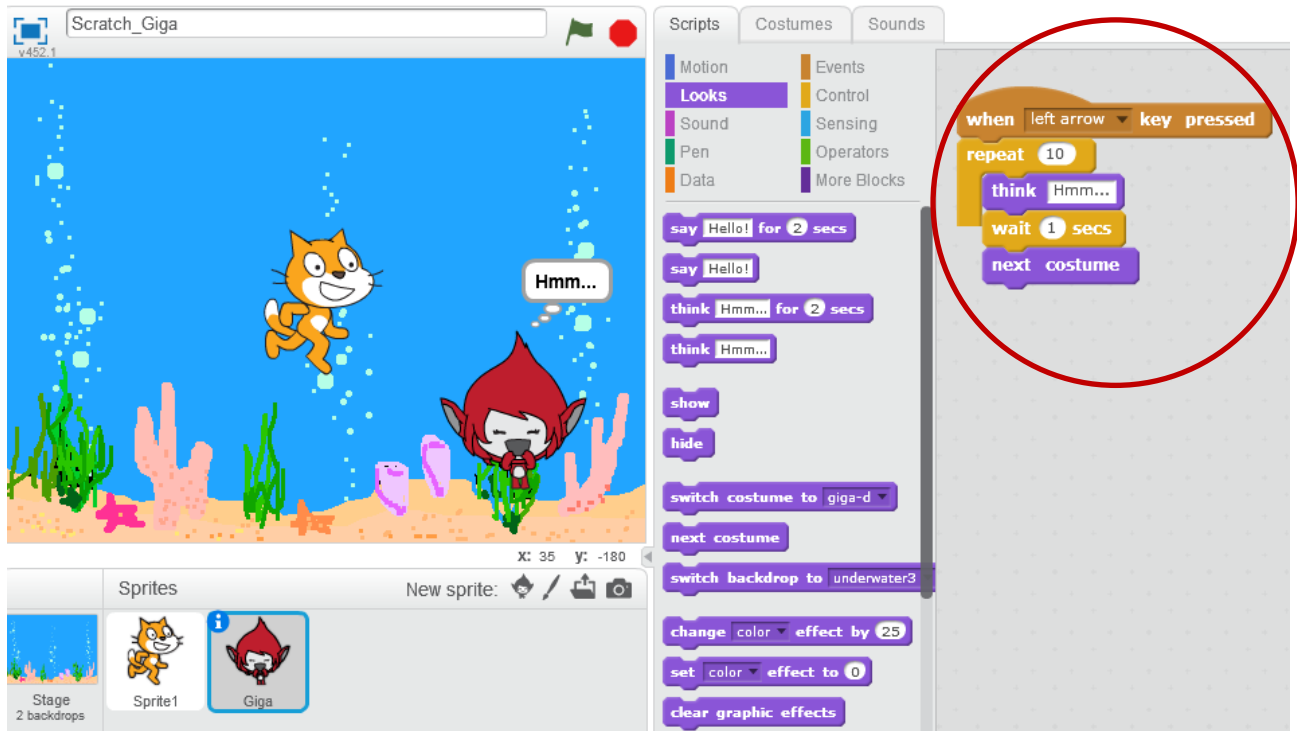
- Try to make me or one of my friends **think!**
- Think about what **scripts** you need to use now!
- Then create a new program and test it!



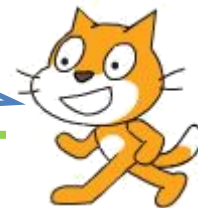
Graphic and Appearance



Have you made me think? Or one of my friends...?



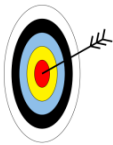
What exactly does Giga do according to the program above?
Describe it in your own words!



Graphic and Appearance



Do not forget the graphical elements, e.g. color change, size change, or shape change for your characters to create individual effects.



Additional task:

You can also change your stage image within a program sequence. Try it!
And if you have trouble while doing so, ask your supervisor 😊

***Congratulations,
you have reached your goal!***

