

An Animated Scene

In this project, you create a simple animated scene with graphics, a bit of text, a simple animation and some music. Click on the Steps below and be creative!

Remember: if you must leave your activity before you are finished, jump directly to Step 8 to learn how to save your project.

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Step 1: Create a background

Start with a background for a street scene. Click on the Painting/Clipart button on the Toolbar to get the Painting tools:



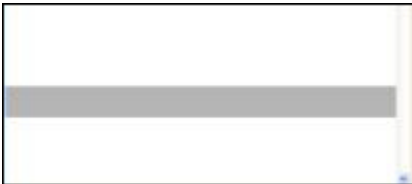
Pick a color for the street.



Then click on the Solid rectangle tool:



Click along the left edge of the page and draw a flat rectangle all across the page.



Then select a light blue color and select the Paint can:

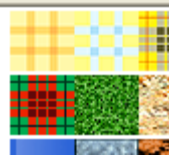


Click above the "street" (the gray line) to paint the sky.

If you fill the entire page by mistake:

- Choose **Undo** from the Edit menu (or press Ctrl-Z).
- Select the color you used for the street again. Then select the Solid rectangle tool
- Fill in any "holes" in the street by making sure that the "street" reaches completely from one end of the page to the other end.
- Then fill the sky again with light blue.

Next, pick a shade of green and fill the bottom of the page. If you prefer, you can select the "grass" pattern in the Pattern selector.



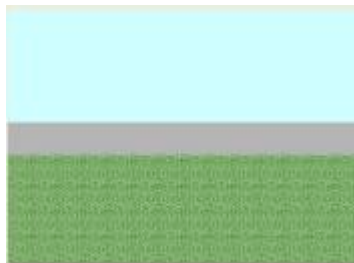
You can control the opacity of each color. The opacity slider sets how solid or transparent a color will be. Set it to a lower opacity level:



Then use the Paint can to fill the lower part of the page with grass.



Your page probably looks something like this:



Step 2: Add some shapes from the library

Now add some houses and trees to your street. In the Painting/Clipart palette, click on either the Singles shapes button:



Or the Animation shapes button:



You'll see a collection of object shapes and object shape sets. Scroll through either palette and find a house shape. Click on it and drag the shape to the page.



Next, drag the house to an appropriate location on the far side of the street. When you're sure the house is where you want it, stamp the shape.

Important: If you change your mind about a library shape that you have put on the page, it is much easier to remove it before you stamp it on the background.

To remove it, right-click on the shape and choose **Cut** from the pop-up menu.

Once the shape is stamped, it is part of the background, and the only way to get rid of it is to draw over it using the Painting tools.

There are two ways to stamp a shape:

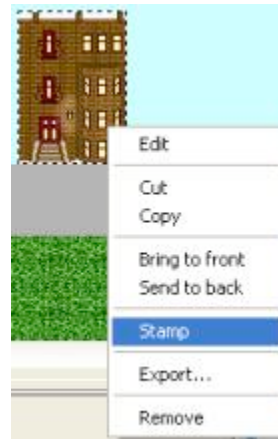
1. Click on the Stamper icon in the Toolbar:



Then, click on the shape with the Stamper.

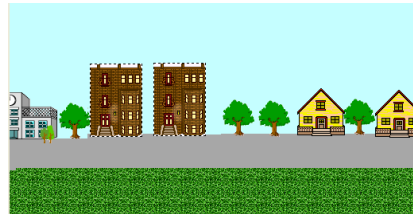
Or....

2. Right-click on the house and choose **Stamp** from the menu:



The house is now part of the background.

Place several other houses and some trees, all on the other side of the street. (You'll see why soon.)

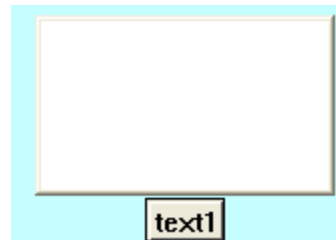


Step 3: Add text

To add some text to your page, you must first create a text box. Click on the Text tool in the Toolbar:



Click on the page.



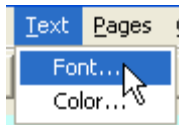
A blank text box appears. Type something in the text box:



Not your style? Select your text (click at one end and drag along to the other end, holding the mouse down):

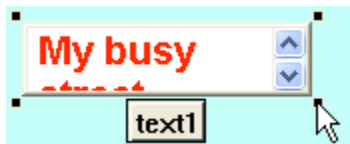


Then, choose **Font...** in the Text menu:

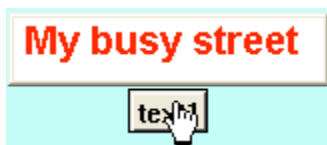


Select a font, a font style, and a font size in the dialog box. Click OK to see the results. You can reopen the Font dialog box and try other settings. Also, you can select **Color...** in the Text menu and change the color of your text.

If the box is too small for your title, select the box by clicking just outside the text box and dragging the mouse over the text box or by pressing CTRL and clicking on the text box. Its four "handles" appear. Drag one of the handles until the box is large enough.



If you need to relocate the box, drag it by its label (**text1**):



When you're happy with how the text looks and where it is, right-click inside the text box and select **Transparent** in the pop-up menu:



Your page may look something like this:



Step 4: Add some animation

Now, time for some action. The car or motorcycle or bicycle that you are about to add to your page cannot be like the other graphics. It has to move on the page. You need a turtle to help you.

Hatch a turtle using the Turtle tool in the Toolbar:

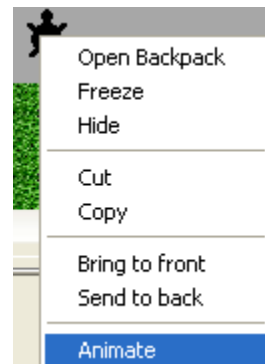


Click anywhere on the page:



A turtle can wear different shapes, including the shape of a car or motorcycle. But, before giving the turtle a shape, check to see how it moves.

Right-click on the turtle and choose **Animate** in the pop-up menu:



See it glide? But it's going in the wrong direction for this picture!

Click on the turtle again to stop it, or, if the turtle is going too fast, click on the Stop All button in the Toolbar:



Now, depending on the shape you are about to use (you can look at the shapes in the Clipart library to decide) you must get the turtle to face either left or right. Click on its nose and spin it so it faces the correct direction.



Click on the turtle again to animate it and again to stop it (or use Stop All). Ready for a shape?

Make sure the Painting/Clipart palette is open. Click on the Singles shapes button:



Click on the shape of a car or motorcycle.



Click on the turtle. You must click directly on the turtle. It should look like this



If you miss and don't click directly on the turtle, the shape appears on the background and looks like this:



If this happens, right-click on the car shape and select cut in the pop-up menu. Then try again.

If the car is too small or too big, pick one of the Magnifier tools in the Toolbar:



Then click on the turtle as many times as you want to make the turtle (the car) the size you want it to be.

Before going any further, get rid of the Magnifier tool by clicking on the Arrow pointer tool in the Toolbar:



Now, click again on the turtle to get it moving.

Can you add more vehicles?

Step 5: Front and back

Notice how the turtle glides "in front" of all the houses? Try this neat trick to make it move "behind" some other houses.

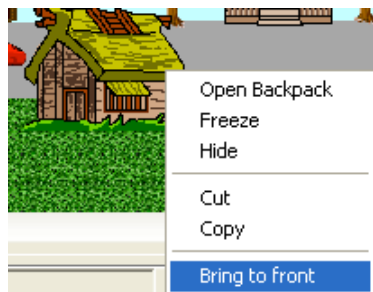
Pick the Turtle tool again and hatch another turtle, this time on the near side of the road.



Now give it the shape of a house.



See how the second turtle (the house) appears in front of the first one (the car)? If this is not what you see, right-click on the house and choose **Bring to Front** from the menu.



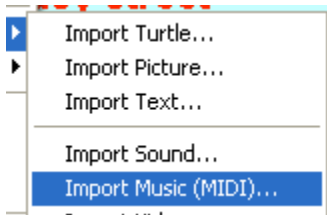
Put some more houses, trees, or other objects on this side of the road.



Step 6: Add some music

A picture this nice deserves some music.

Select **Import** in the File menu. In the submenu, select **Music (MIDI)**:



A dialog opens. Locate the Music directory within the LCSi and MicroWorlds EX directory.

Select a tune and click Open. A Music icon appears on your page:



Drag the icon to an appropriate place, and click on it to hear the music. Click on it again to stop it before the end if you wish. There you go!

Step 7: Finishing touches

Before showing your scene to your friends, add some finishing touches.

First, stamp the text box for your title (Iowa) so the text won't move. Select the Stamper in the Toolbar and stamp the text box. The text is stamped on the background, but the text box is still there. You can now delete the text box by right-clicking on the text box and selecting **Remove**.

Next, click on the **Presentation Mode** icon in the Toolbar:

The screen now looks like this:

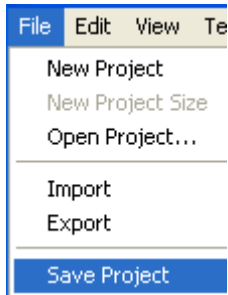


Click on your animated turtles and on your music icon to start the show.

Double-click anywhere outside your page or press ESC to return to the normal view.

Step 8: Saving your work

This scene is worth saving, right? Choose **Save Project** in the **File** menu:



In the Save dialog box, choose the appropriate directory, give a name to your project and click on **Save**.

If you have to stop in the middle of the tutorial and you wish to save your work, click on the **Back to Welcome Screen** icon on the Toolbar. MicroWorlds EX asks if you want to save your work.

Click **Yes**.

Then, use the Save dialog box to save your project.

The next time you start using MicroWorlds EX, choose Tutorials from the Welcome Screen, if it isn't already selected. In the menu, double-click on the icon for this Tutorial. Once the Tutorial's opening screen appears, click on the Step on which you had been working.

Next, in the **File** menu, select **Open project....**

The Open dialog box appears. Select the project that you had previously saved.