

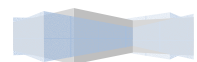
LESSON 8: PROJECT – MANIKIN DANCE



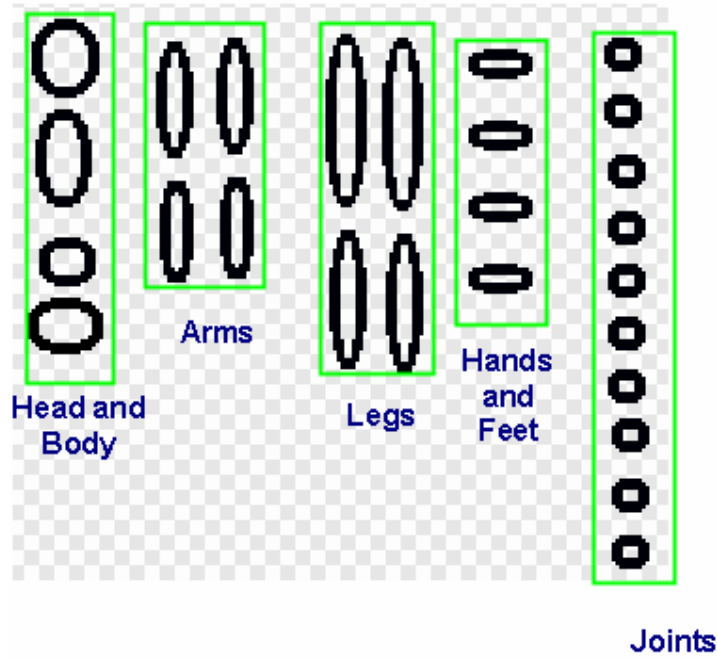
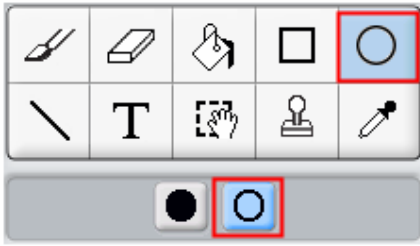
You probably have a wooden manikin in your house or you've seen one in an Art store. Today we are going to create a Scratch manikin and teach him/her to break dance. Why break dance? It's cool and easier to animate.

Step 1: Create the Manikin Parts

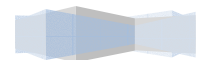
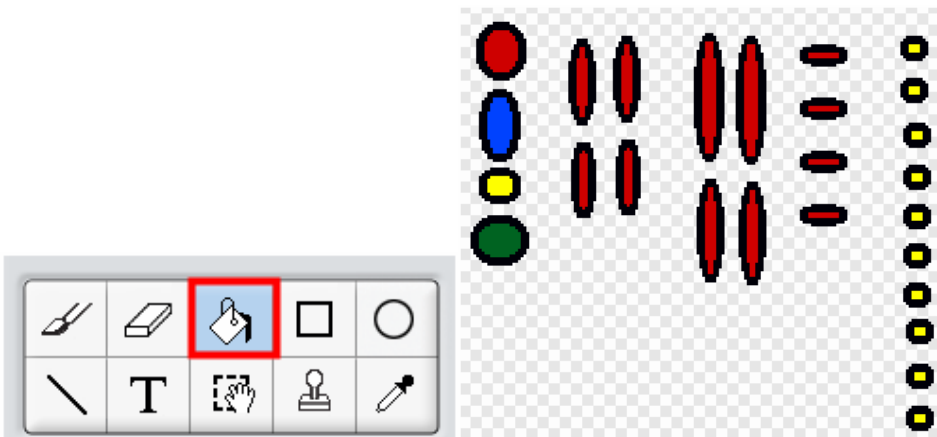
Let's Start! First, create a new Sprite by clicking the "Creating a New Sprite".



Select the Ellipse Tool with Hollow mode. Create circles for different body parts.

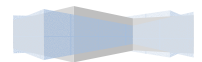
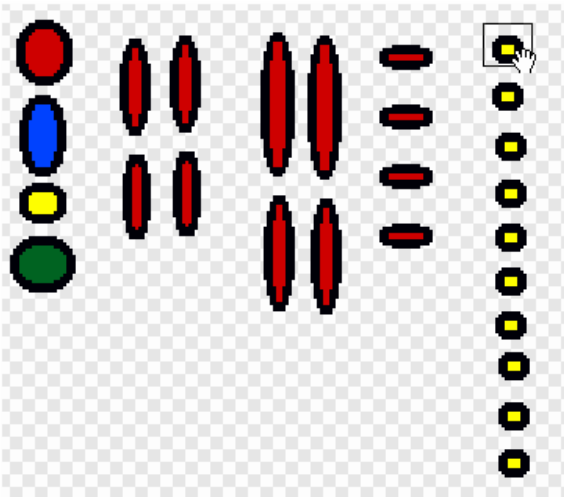


Color each body part using Fill Tool.

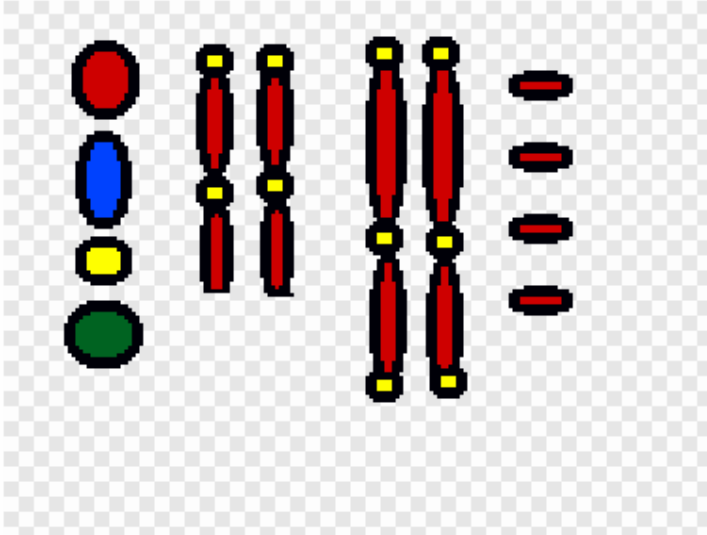


Step 2: Connect Body Parts Together

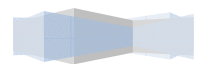
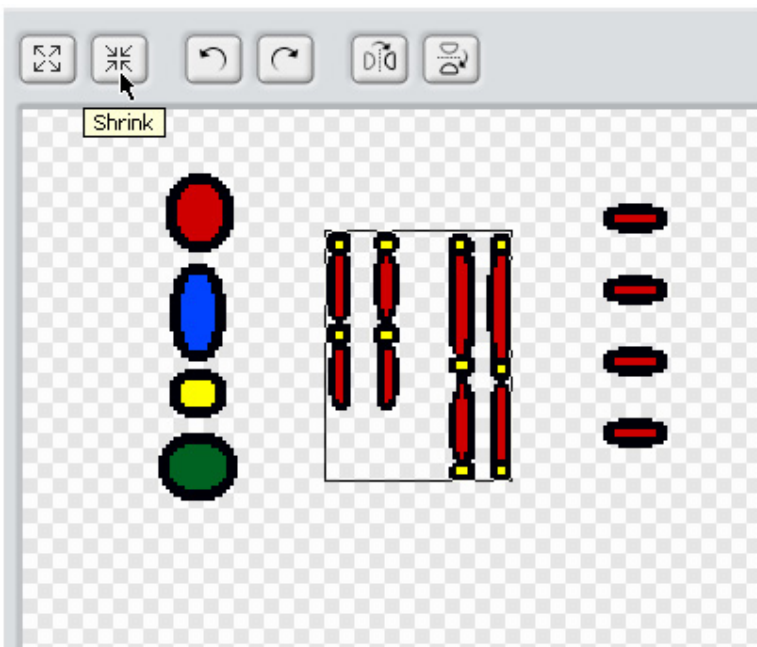
Then use Select Tool to select each body part and connect with each other.



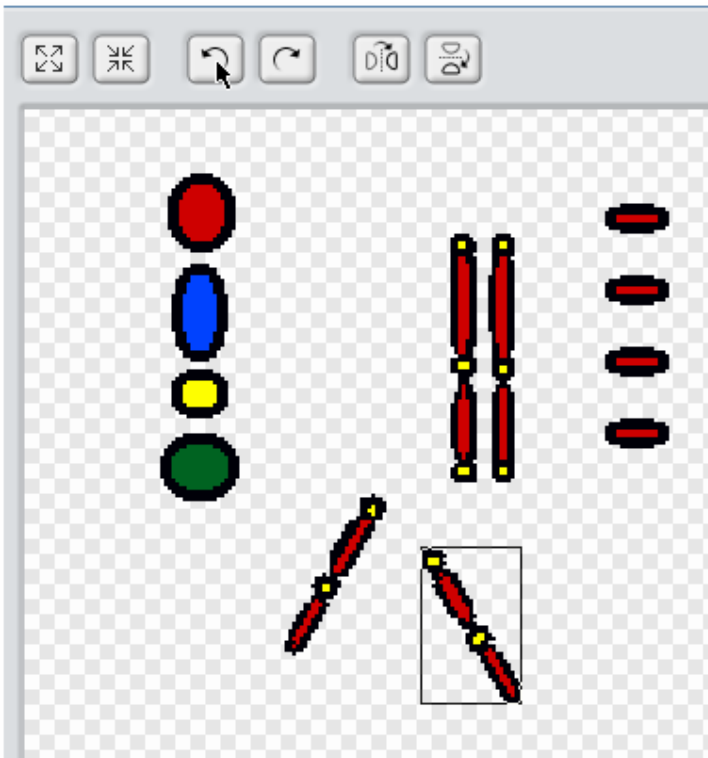
This is the snapshot of arms and legs



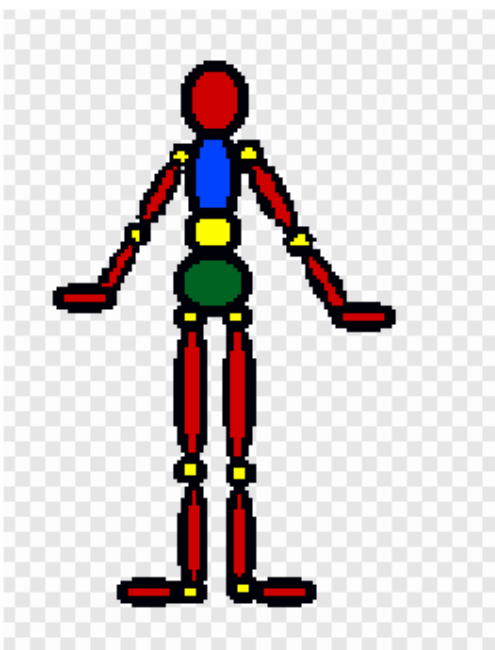
Use Select Tool and Rotation Tool to rotate the body parts and connect them to for a body. You can also Shrink Tool to shrink the arms and legs for better proportion.



Use the Select Tool to first select the arms Rotate Tool to rotate the arms.

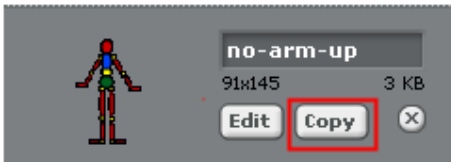


Connect all body parts to form our Manikin!

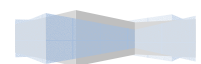
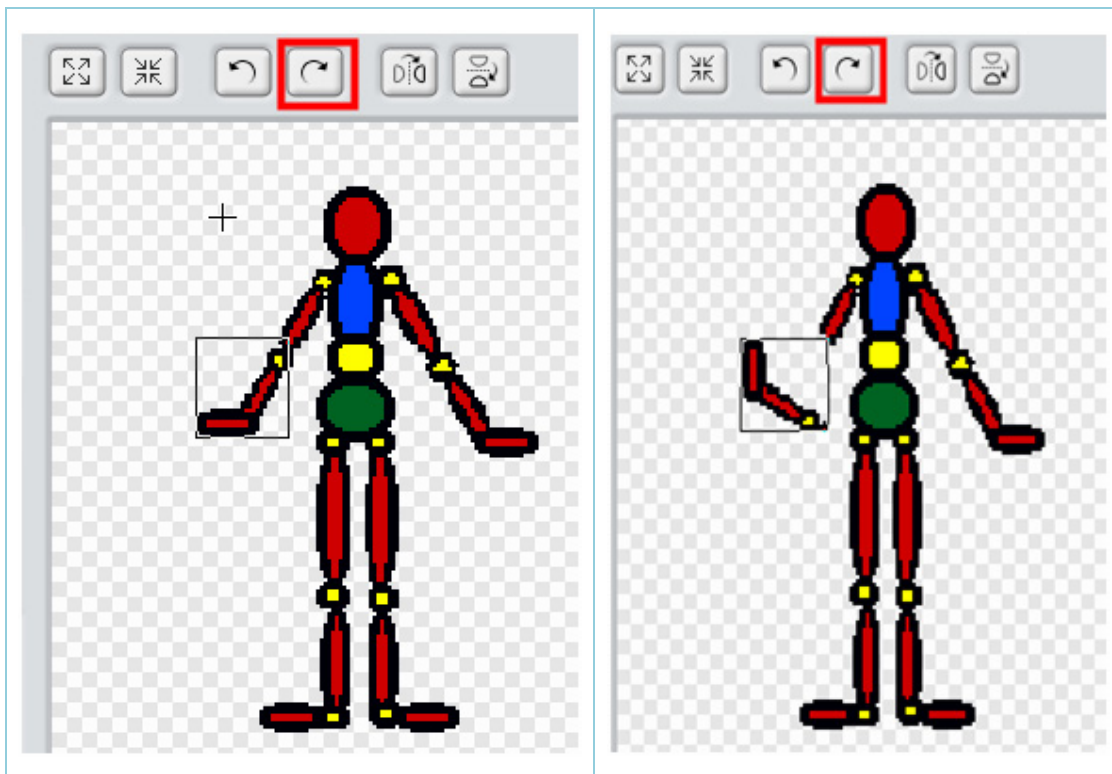


Step 3: Create Multiple Dancing Postures

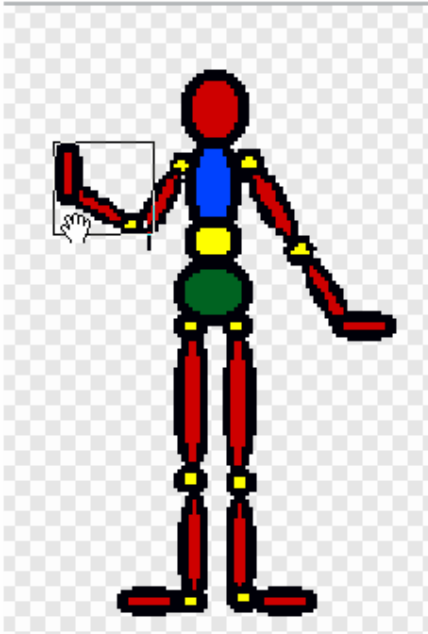
Click OK to save and rename the costume to "no-arm-up".



Use the Select Tool to select the forearm and then use the Rotate Tool to rotate.



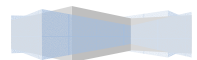
Drag the arm to reconnect it to the body.



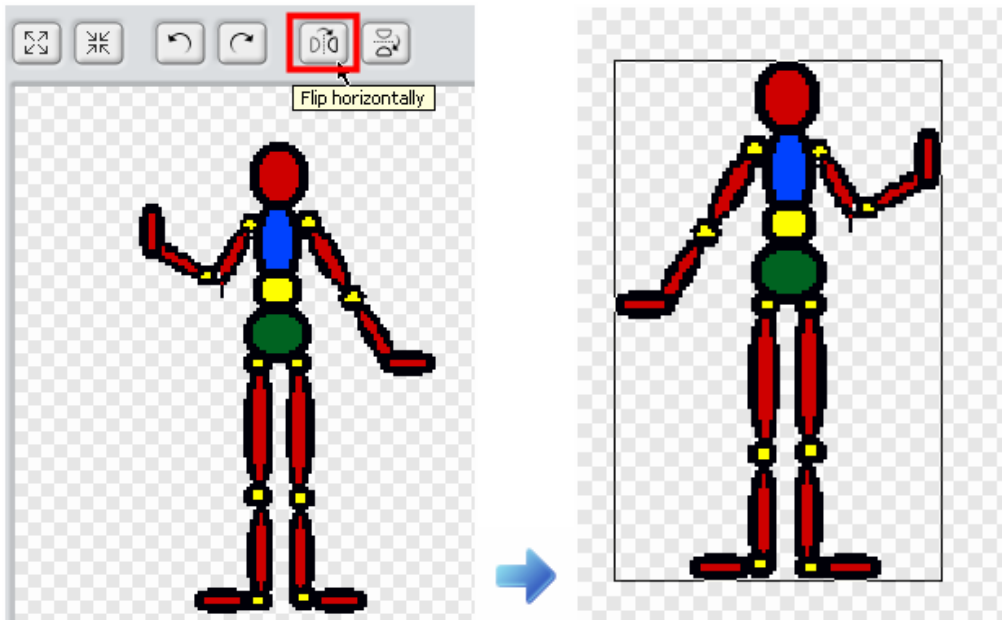
Then rename the costume to "left-hand-up". Click "Copy" to make a copy.



This is for costume "right-hand-up". Click "Edit".



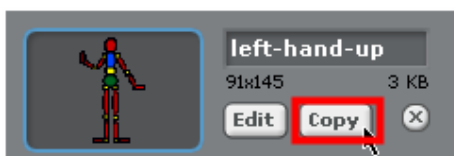
Click the "Flip horizontally" icon to flip the manikin horizontally.



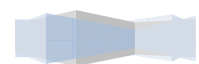
Rename the costume to "right-hand-up".

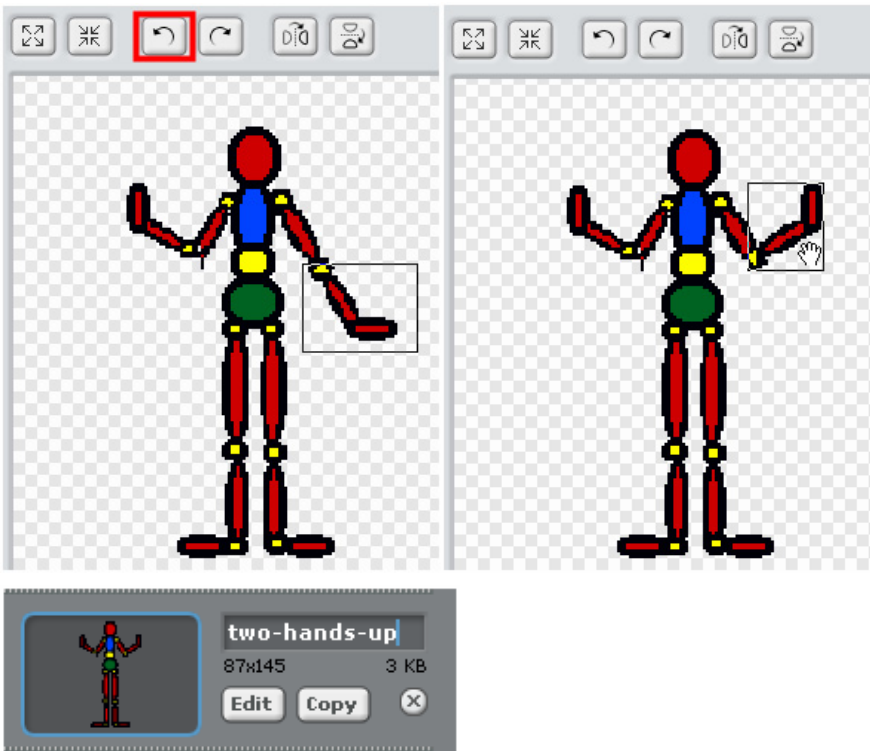


Next, we will create a costume named "both-hands-up".

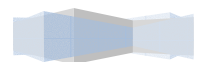
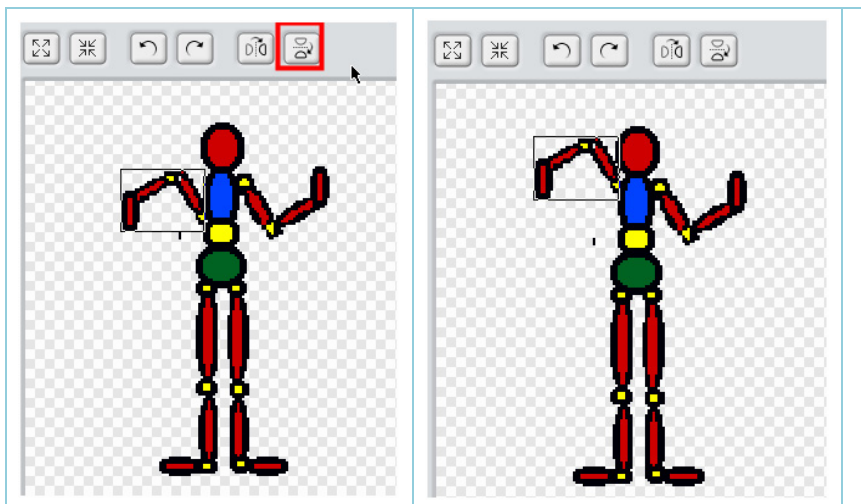


Use Select Tool to select the left arm and then use Rotate Tool to rotate it up. Reconnect the left arm to finish up this costume. Rename the costume to "two-hands-up".





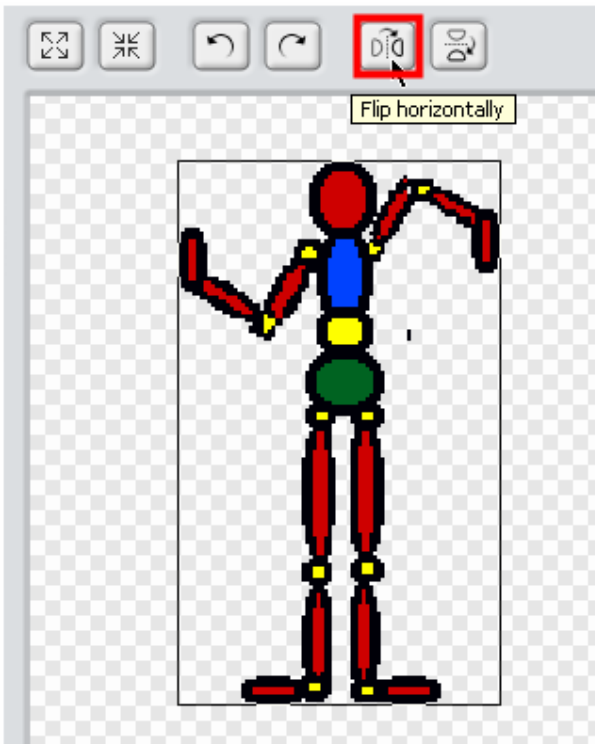
Next, we will create a costume named "right elbow up". Use Select Tool to select and Flip Tool to flip.



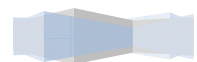
Rename this costume to "one-elbow-up" and then click "Copy" to make another copy.



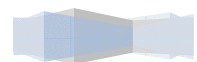
Edit "one-elbow-up2" by clicking the "Edit" button. Then click "Flip horizontally" to flip the manikin.



Then rename this costume to "left-elbow-up".



This is the final lists of costume for the manikin sprite.



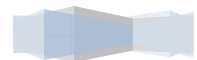
Step 4: Make It Dance

Now we are ready to make it dance!

Drag "when the green flag clicked", "forever", and "wait ? secs" blocks from the Control Tool Kit to the Stage. Then drag "next costume" from the Look Tool Kit to the Stage.



Build the combo block as followed.



Step 5: Test

Ready to dance! Click the green flag to test.

To kick it up a notch, add more dance moves such as handstand or other floor moves.

