

# Dancing sprites

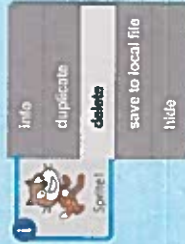
Use costumes to animate a sprite, and set its moves to music.

Different versions of the same sprite are called **costumes**. You can view all of a sprite's available costumes by clicking the **Costumes** tab (above the block menus).



## Bring a dinosaur to life

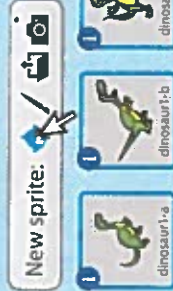
**1** Start a new project by clicking on 'File - New' (in the grey bar). Then right-click on the cat and choose 'delete' to clear the stage.



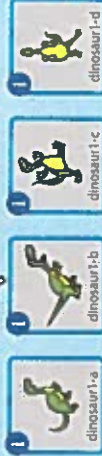
Most sprites come with a few costumes. You can also create new ones - find out how on page 29.



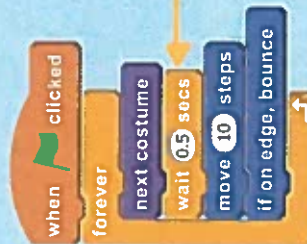
**2** Go to 'New sprite' above the **sprite area** and click on the picture of a sprite to open the **Sprite Library**. Double-click on a sprite to select it - we chose 'dinosaur1'.



The dinosaur has 7 costumes altogether. Here are a few.

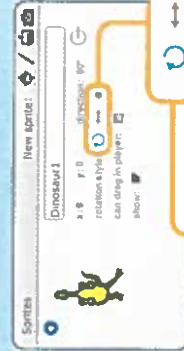


**3** Create this script to make the dinosaur keep changing costume. Click on the green flag above the stage to run it.



The dinosaur starts to move. But if it bounces off the edge, it flips upside down! To keep it on its feet, you need to set the **rotation style...**

**4** Select the dinosaur in the **sprite area** and click the 'r'. This brings up a set of options in the **sprite area**.



**5** Click on one of these buttons to select a **rotation style**. Try them all and see what happens.

Lets the sprite spin around.

Changes direction, but keeps the sprite upright.

Keeps the sprite exactly the same.

## ANIMATIONS

All animations work by stitching together still pictures like this. The more gradual the changes between pictures, the smoother the effect.

