

# SCRATCH PHOTO-FACE

45-60 MINUTES



In this project you'll be able to bring new tools into Scratch by importing a photo of yourself, then animate it using the Scratch graphic effects blocks in the **Looks** section of the Scratch programming blocks.



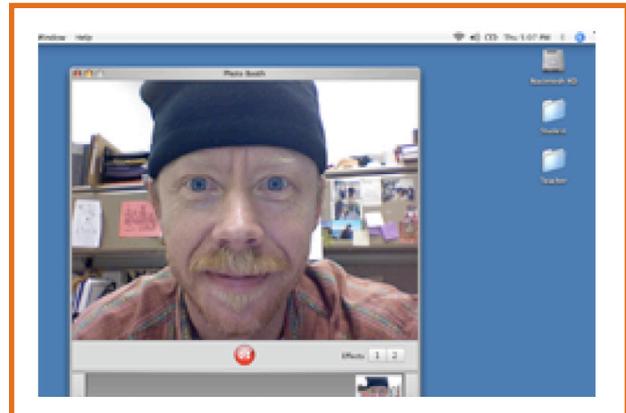
## LEARNING GOALS

Photoface works great with a range of ages of youth - who often are more comfortable than adults in altering and sharing digital images of themselves. One of the ideas that is integrated into the Scratch application is that its made to be a tool for expression – that Scratch helps the learner to transform their personal experiences through media, using computer programming.

## GET STARTED

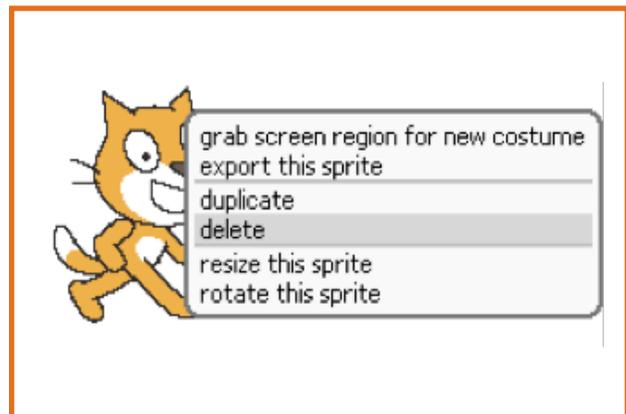
1

Using a built-in webcam or digital camera, take a picture of yourself and save it on the desktop of your computer.



2

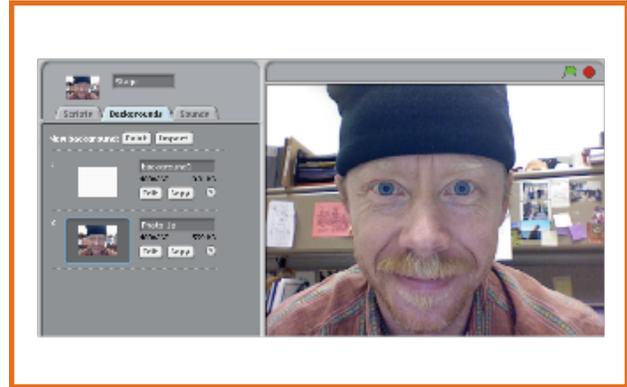
Open the Scratch program. Scratch starts with a new blank file with a cat **sprite** already created. We're going to make our own characters, so with your mouse, right-click (or on a Mac, 'control-click') on the cat sprite and click delete to remove it.



## IMPORTING YOUR PHOTO

3

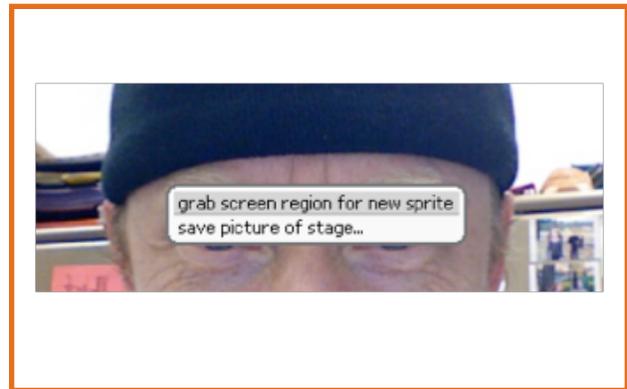
Click on the **stage** in the **sprite** list, then the **Backgrounds** tab. Click the **import** button, then your user-name, and desktop folder to open the desktop... where your image is. Click on your image to import. An image of yourself should now fill the background.



## CREATE AND EDIT YOUR SPRITE

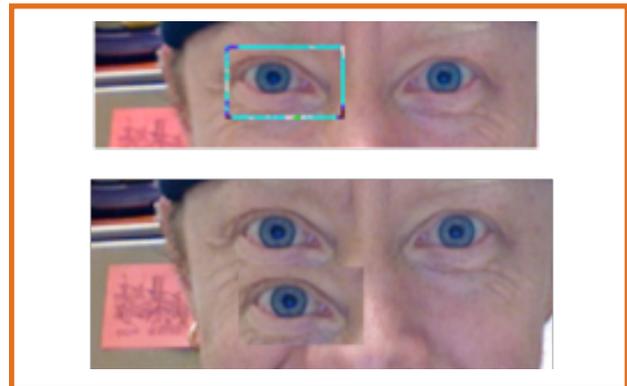
4

Right-click on the background, select *grab screen region to make new sprite* to get cross-hairs which will let you grab a section of the background and create a new sprite at the same time.



5

Drag cross-hairs over one eye. As soon as you let go you'll have a new sprite – your eye! Move the new eye sprite around to line it over the background.



## EXPERIMENT WITH PROGRAMMING BLOCKS

**6** Click on **Scripts** tab, then on the next window over click on the **Looks** button and drag out the **change size by 10** block. Double-click on the block repeatedly and the “eye” sprite will get bigger). Reset the “eye” sprite to its original size, by dragging out the **set size to 100 %** block (make sure its 100%) and then double-click it to reset.

## CREATE A SCRIPT

**7** Click on the **Control** button and drag out a *repeat* block to the script area, then go to the **Motion** blocks and drag and attach the *change size by* block inside the *repeat* block.

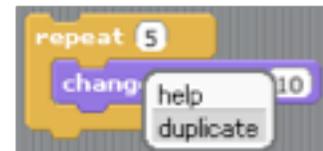


Look for the glue (white line) to appear when trying to insert a block into another block. To reset the size, double-click the *set size to 100%* block.

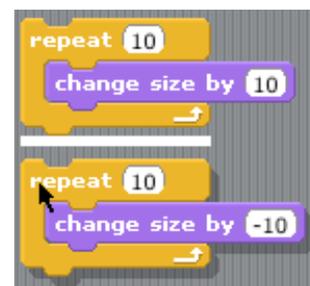


**8** Copy the entire script by right-clicking on the *repeat* block. Select **duplicate**

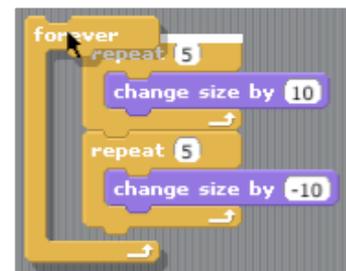
Drag and snap it under the first set like this... Look for that glue!



Add a minus (-) symbol to alter the *change size by 10* block to make it to a negative number so the eye will shrink by the same amount it grows



**9** Drag a *forever* block near the script, it will open-up and surround it.



## PROGRAM YOUR SPRITE

10

Drag out a *when green-flag clicked* block. Snap it on top of your script.

Click the **green-flag** button. Your eyes should grow and shrink!



11

## Try animating other features of your face!

Photoface is an easy starting point for introducing and integrating additional tools into your Scratch world. Try incorporating media created in other software and tools into your photoface project. Use a program like Audacity (sound editing and recording software) to create sounds to import into your project.

CHECK IT OUT!

This document is supported in part by a grant from the Institute for Museum and Library Services. Any views, findings, conclusions or recommendations expressed in this document do not necessarily represent those of the Institute for Museum and Library Services.



Charlotte Mecklenburg Library • Free Library of Philadelphia •  
Memphis Public Library • Seattle Public Library • Wilmette Public Library