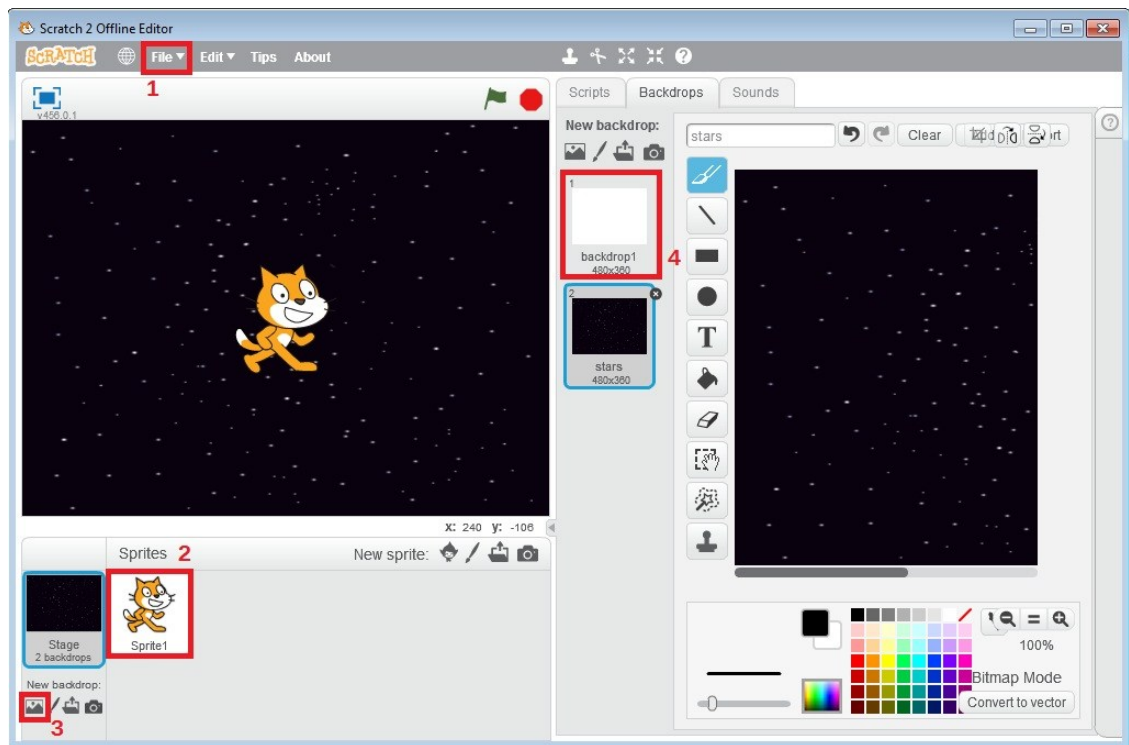


Lesson 1. Lost in Space

Task: Create animation of a space trip

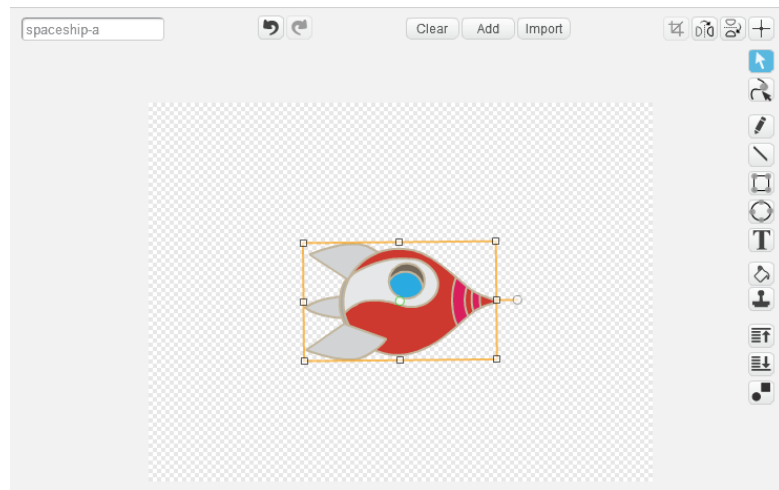
Step 1: Preparation

1. Create a new project (“Create” -> menu “File” -> “New”);
2. Delete default sprite (right-click, “delete”);
3. Add new backdrop (“New backdrop:” -> Choose backdrop from library -> Space -> Stars);
4. Delete default backdrop (right-click, “delete”).

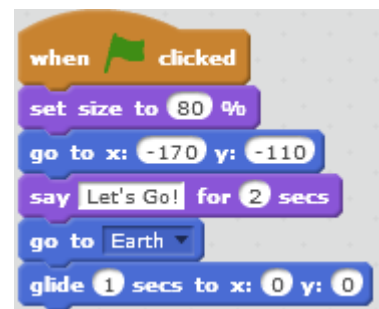


Step 2: Creation of a spaceship

1. Add new sprite of a spaceship (Category “Transportation”, sprite “Spaceship”);
2. Go to “Costumes” tab, choose spaceship icon and rotate it as shown in the picture below;



3. Create a script in order to place the spaceship in the left bottom corner and make it move toward the center of the scene.



Step 3: Creation of the Earth

1. Create a new sprite (Category "Things", sprite "Earth");
2. Create a script for the Earth which moves the sprite in the right top corner of the scene and sets its size to 150%.

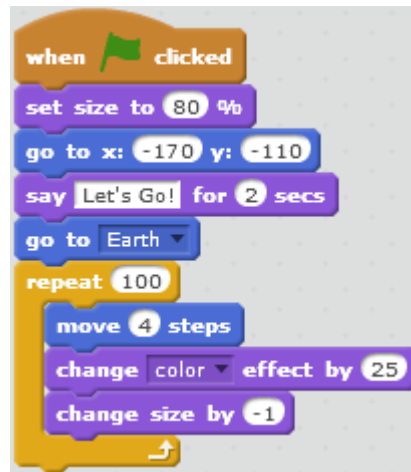


Step 4: The spaceship is flying to the Earth

1. Remove a "Glide" command from the spaceship's script;
2. Add commands to the main script in order to make the spaceship fly to the Earth;



3. Add animation of the spaceship's color and size changing while distance increases;



Step 5: Creation of the astronaut that was lost in Space

1. Add a new sprite of the monkey astronaut (Category "Animals", sprite "Monkey1");
2. Draw a space suit for our astronaut using the "Ellipse" instrument;
3. Create a script that will define our astronaut's movement in Space.

