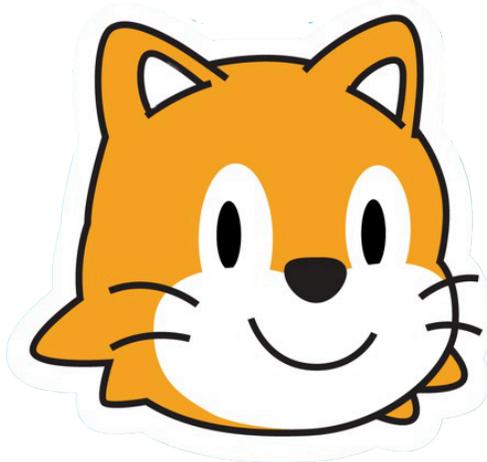




Custom Characters



Created by DevTech Research Group
Directed by Marina Bers

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Overview

In this brief tutorial, we will guide you through how to add custom characters into ScratchJr using the paint editor and the camera tool. For safety reasons, ScratchJr does not allow you to import outside images, but you can use the camera! Bring stuffed animals, book characters, everyday objects, or even yourself to life on ScratchJr with these quick steps.

Learning Objectives

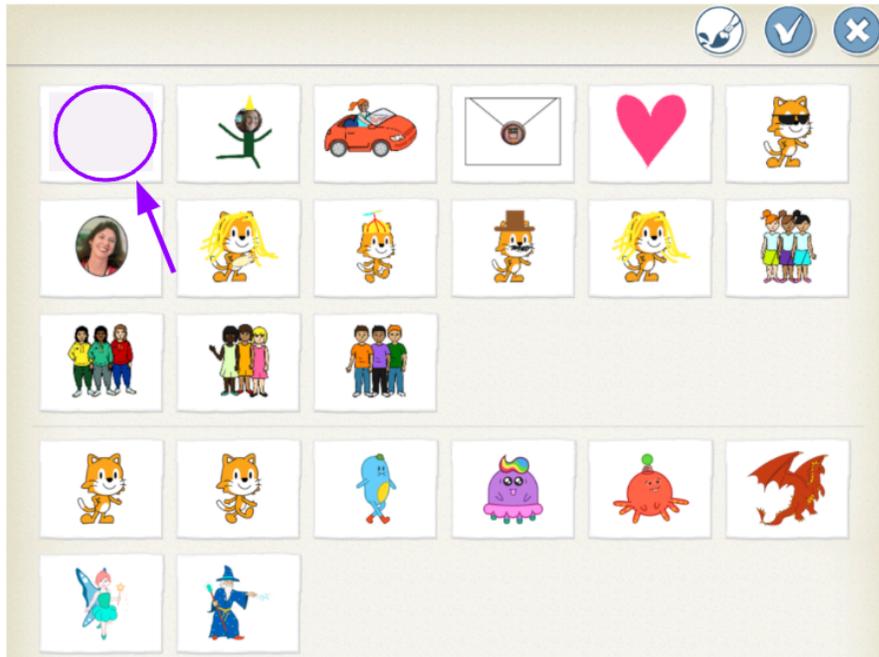
- Practice advanced project design skills in the paint editor including camera and reshape
- Create meaningful projects by incorporating personal interests using the camera feature

Steps

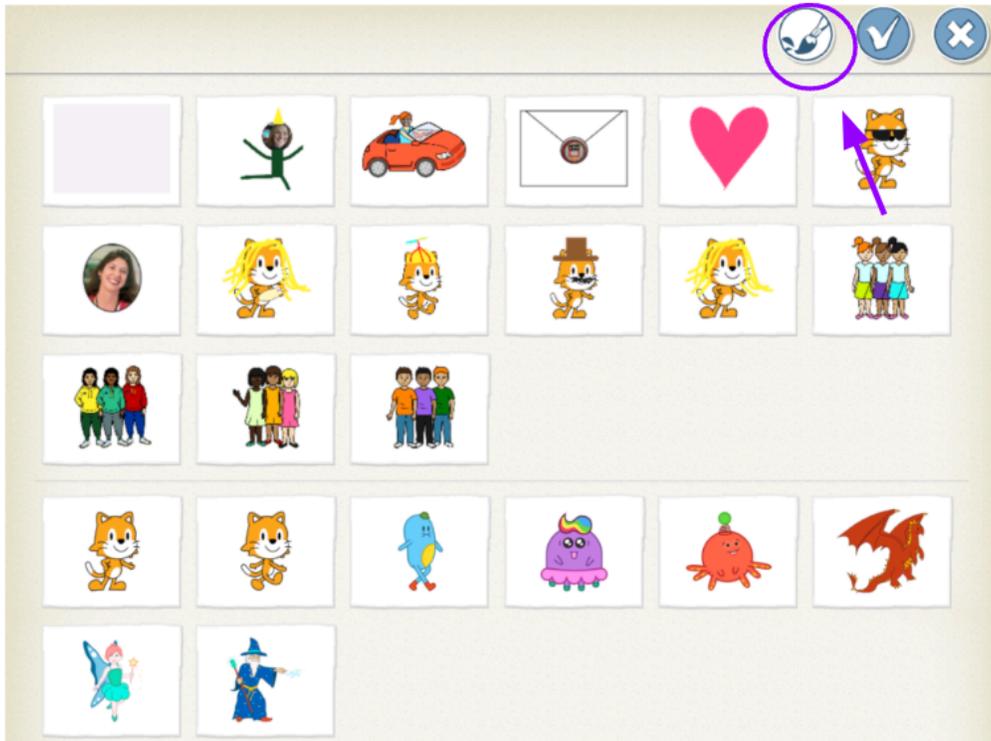
1. Choose an image, object, or face you'd like to turn into a ScratchJr character!
2. Add a new character



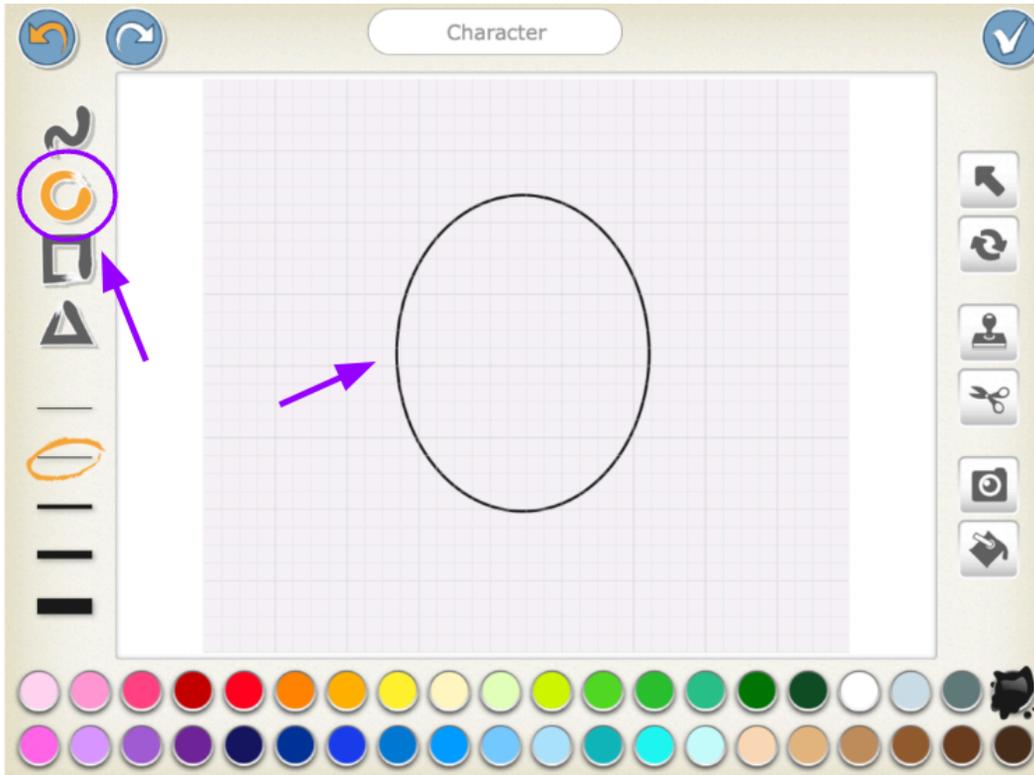
3. Select the blank character option



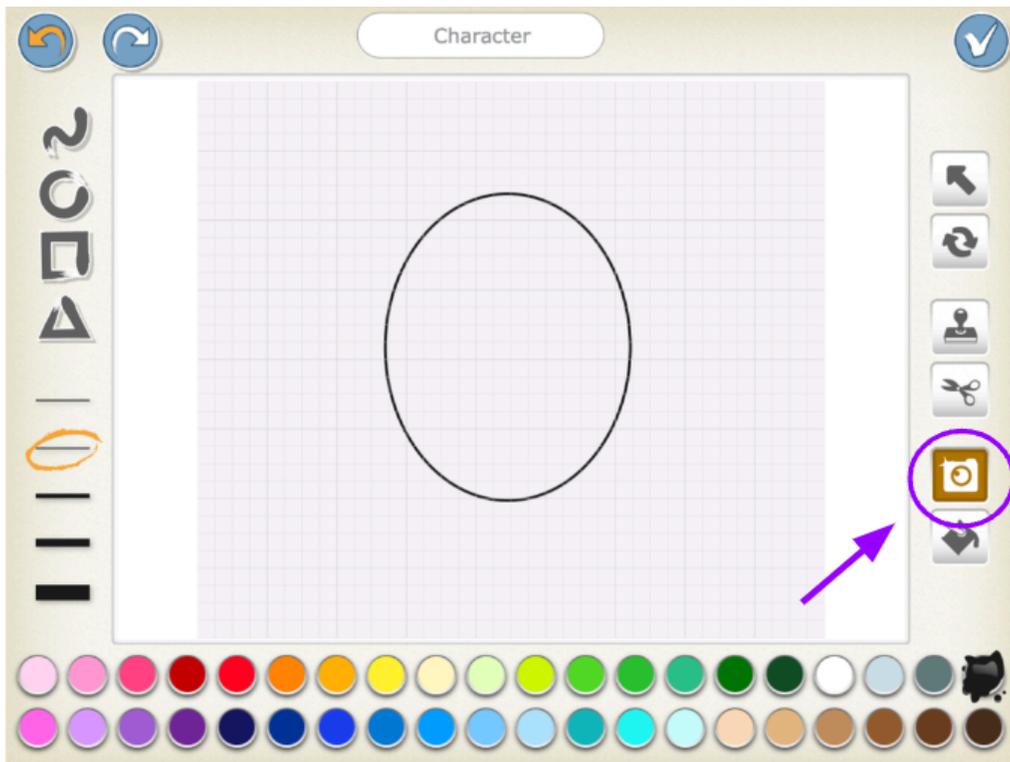
4. Open the paint editor



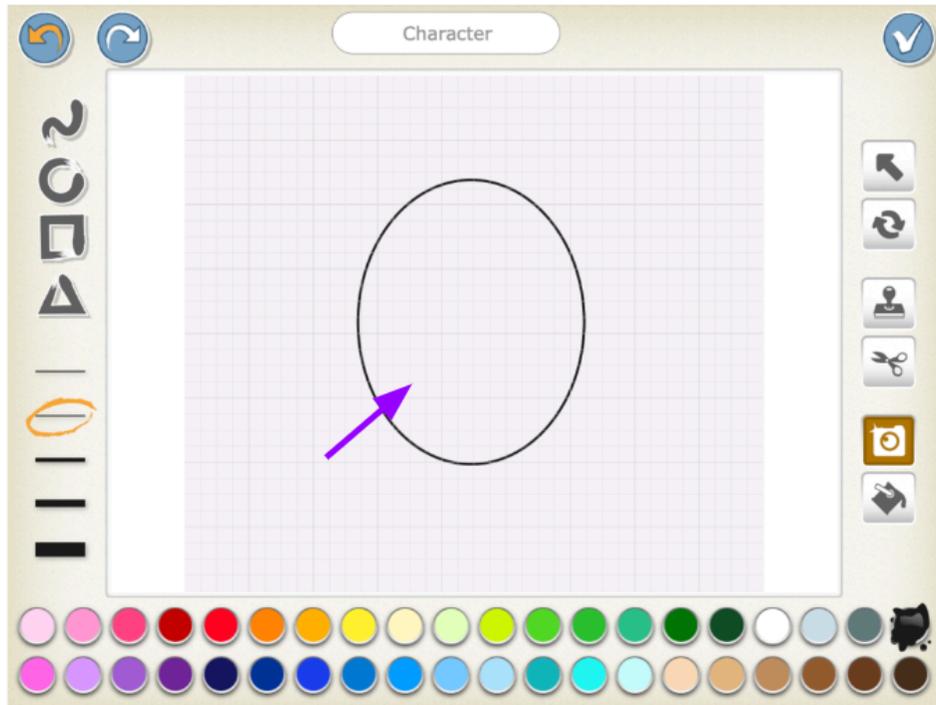
5. Using the shape tools, create an empty shape (circle is recommended!)



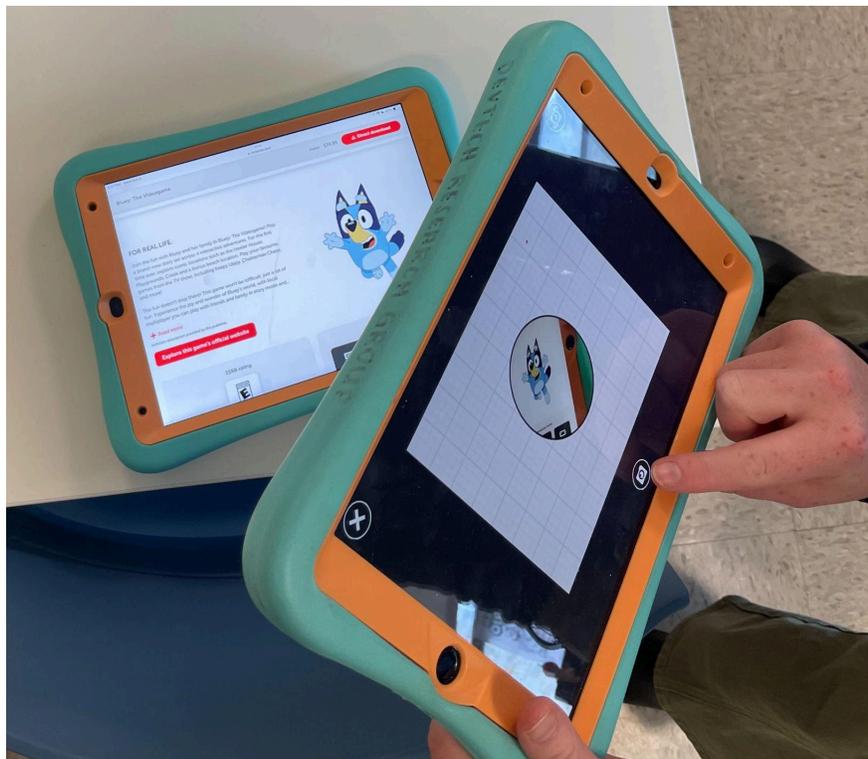
6. Click on the camera tool

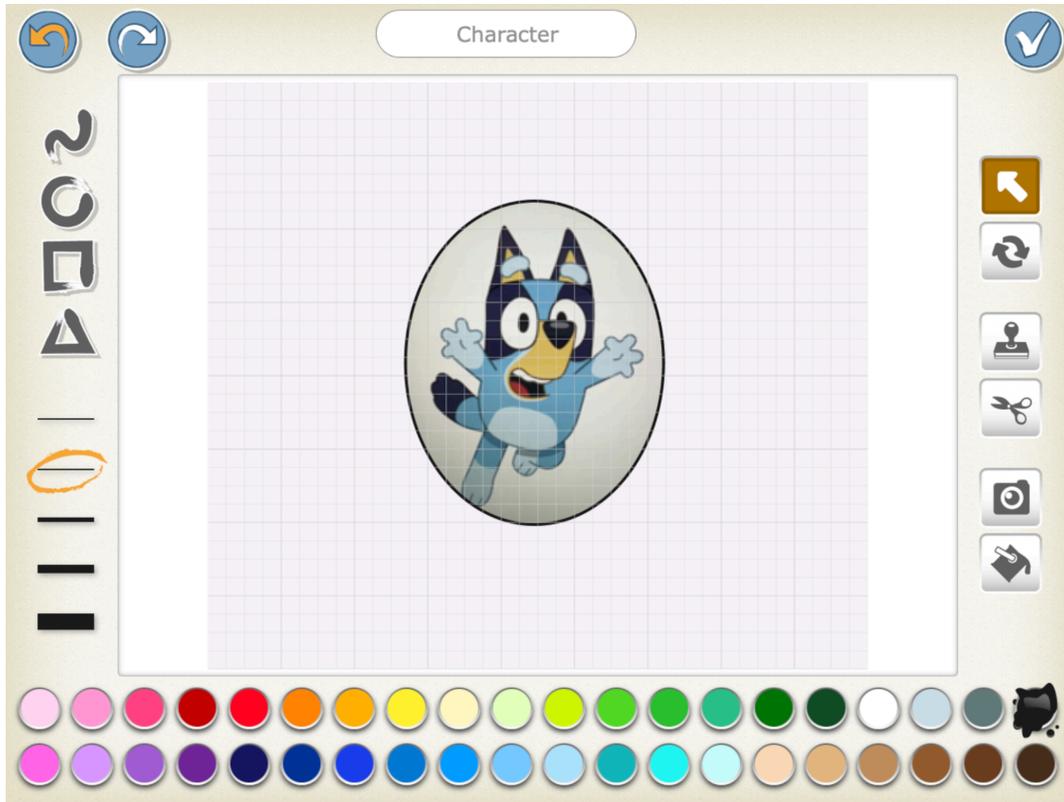


7. Tap in the shape

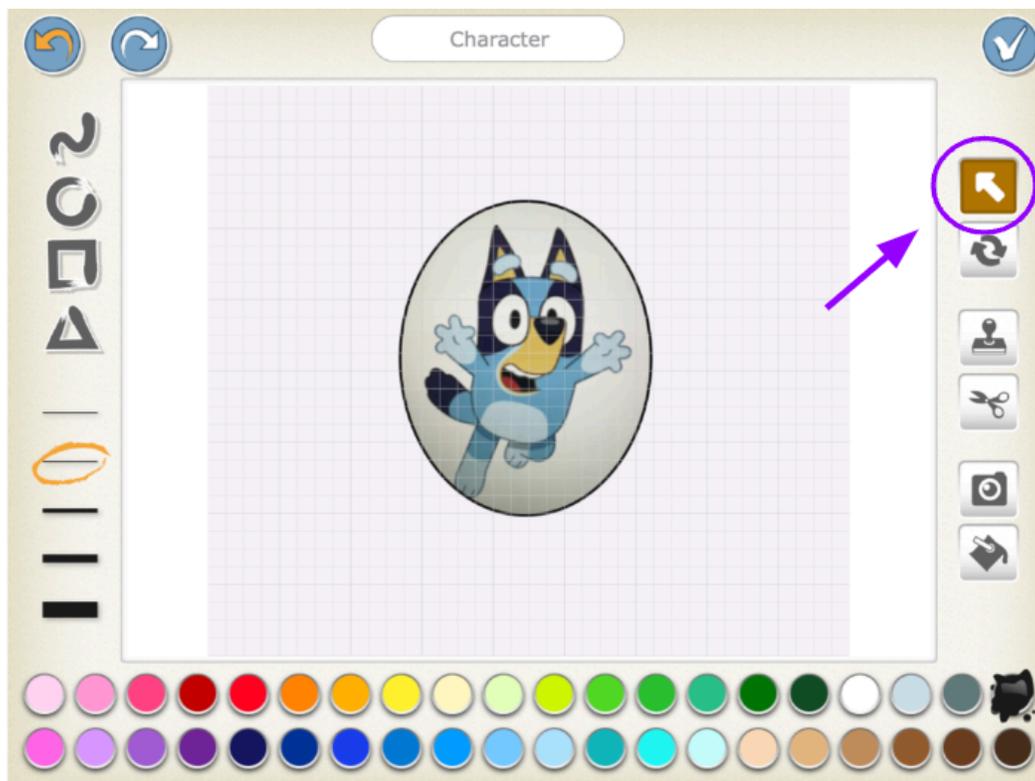


8. Take an picture of your the image, object or face you'd like to add into the project

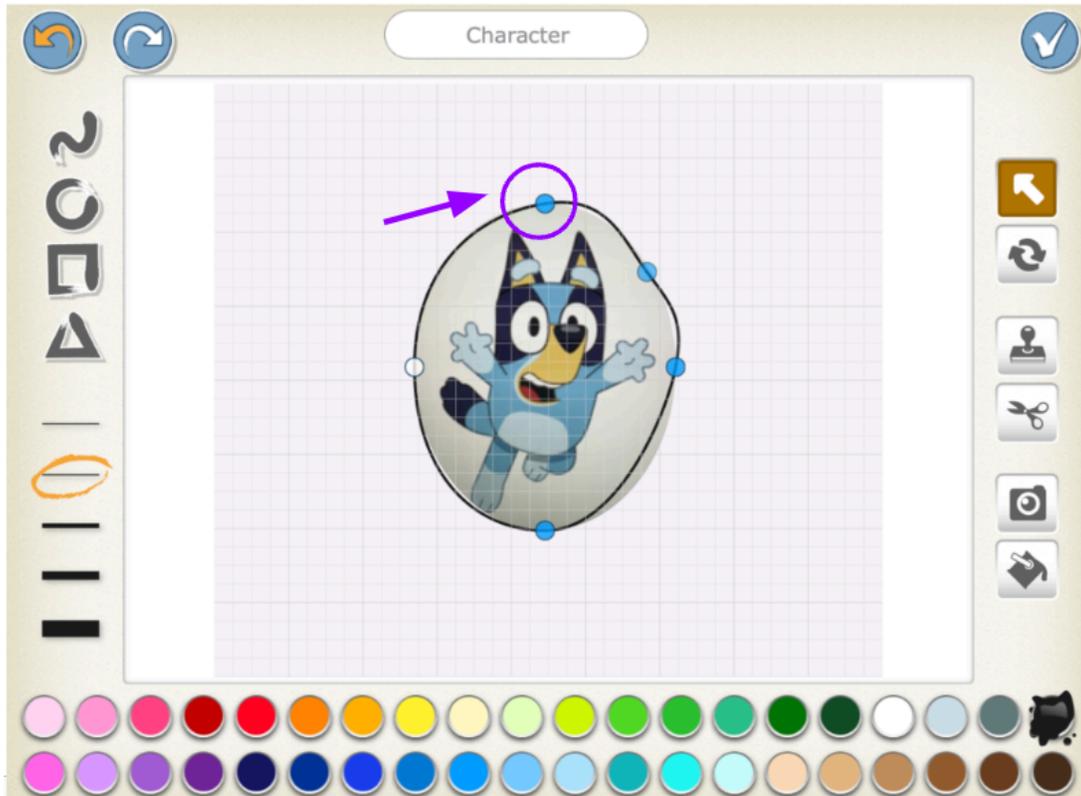




9. Click on the "move" tool



10. Double tap the edges of the shape

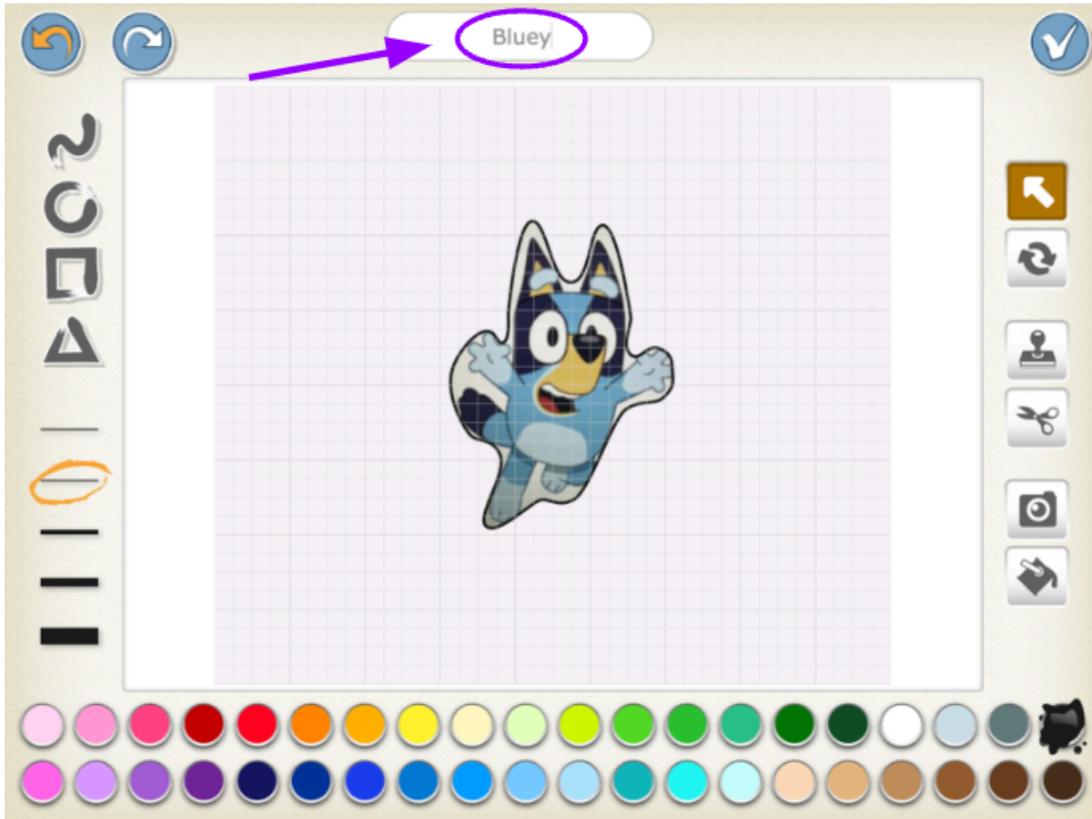


11. Use the dots that appear to drag the edges of the shape to fit the outline of your image

12. Continue to tap on the edges of the shape to create more points on the edges that can be moved



13. When happy with the character, rename it by tapping on the name on top of the paint editor



14. Return to the project editor and bring your character to life!

