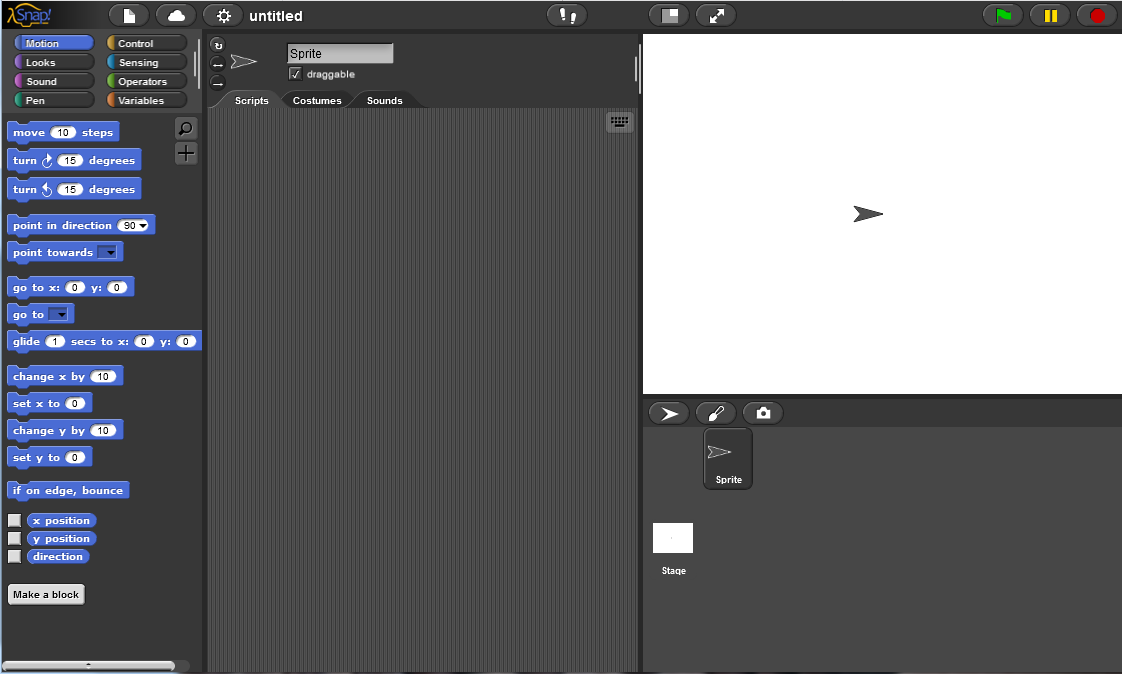
# **Scenario 1 - Introduction to Snap! interface**

When you start Snap! you see the following interface:

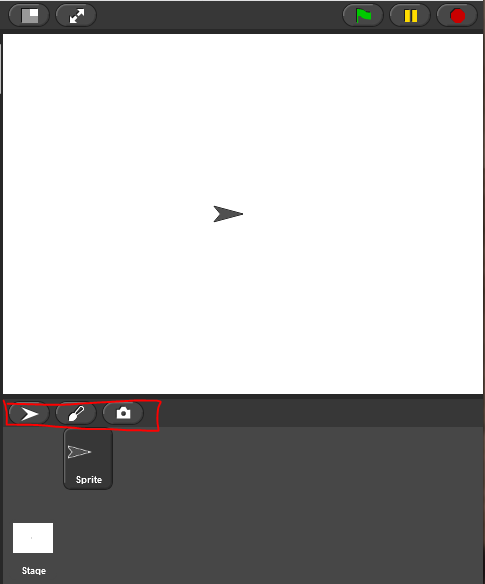


We will look into different parts of interface step by step, starting with the right side of the window.

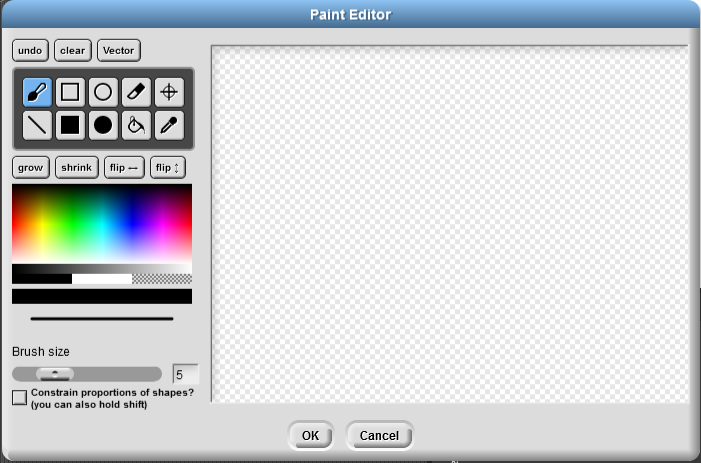
On the right side we can find a stage with a sprite on it. In the beginning the stage is plain white and the default sprite is a Turtle in shape of an arrow.

# Task 1: Create a new sprite

To create a new sprite you will have three options: to add a new Turtle sprite (arrow icon), to paint a new sprite (paintbrush icon) or to take a camera screenshot and import it as a new sprite (camera icon). You can find these icons just under the stage as shown in picture.

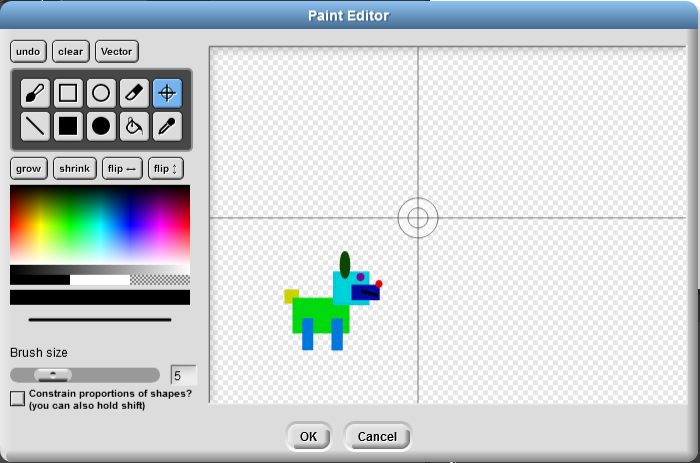
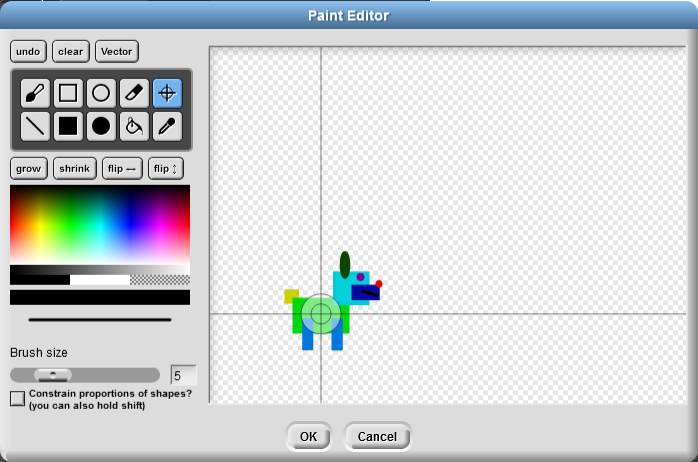


At the moment you would like to paint a new sprite, therefore click on the paintbrush icon. When you click it, the following paint editor opens:



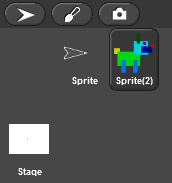
As you can see, the paint editor has an option of freehand drawing, drawing a straight line, drawing a rectangle or a circle (which can be filled with colour or not), erasing, filling a region, picking up a colour anywhere on the screen. Try it out and create your own sprite.

When you are done drawing use a special feature  that enables you to set the rotation centre of your sprite. If needed move it so take it is not outside of your sprite:

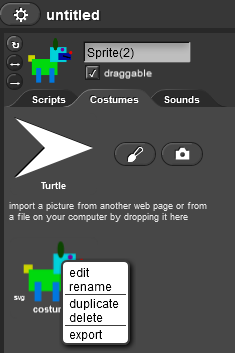
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Click OK to save it.

If you still have to edit your sprite, make sure your sprite is chosen.



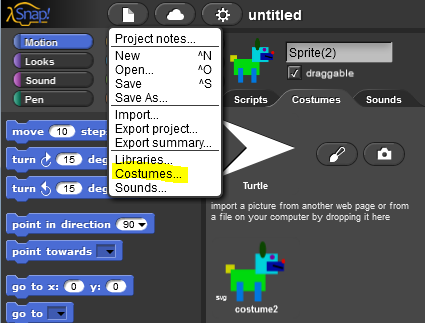
Then click on the Costumes tab below the sprite name, right-click on the costume you want to edit and chose edit to reopen the paint editor with your costume.



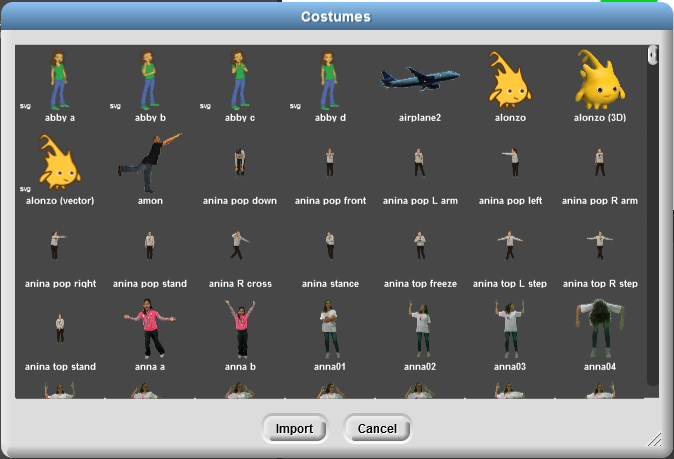
Every sprite can have one or more costumes. You can add a new one by clicking on a paintbrush icon to draw a new one or right-click an existing one and choose duplicate and then edit it for changes.

Costumes can also be exported if you need them in another project.

If you are not so much into drawing, you can import a costume by drag-and-dropping an existing picture from your hard drive to the Snap! or choosing a costume from existing ones. For the later you click on the icon that looks like a piece of paper, and choose Costumes… as shown on the picture.



This opens a window with different costumes to choose from and import into your program.

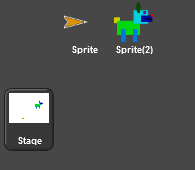
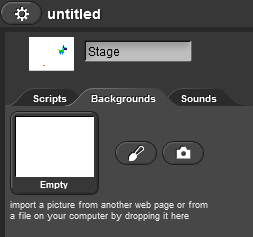


To delete a costume, right-click on it and choose delete. If you want to delete a sprite, right-click on it and choose delete.

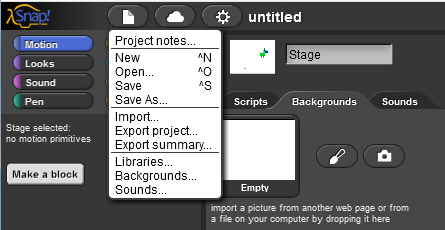
# Task 2: Create a stage background

To edit or add a new a background, you first have to click on the Stage and select Background tab.

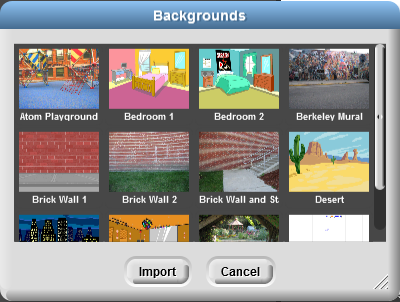
 

To draw a new background, choose the paintbrush and the Pint editor opens. You can now draw your own background. Don’t forget to click OK when you finish.

To import an existing background drag-and-drop it into Snap! or click on the icon that looks like a piece of paper, and choose Backgrounds…



This opens another window with existing backgrounds.



Editing backgrounds is similar to editing sprites: you right-click on it and choose edit.