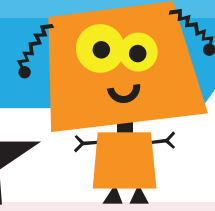


Scratch 2 to Scratch 3: Adding Sprites

Scratch 3 has lots of great new features. But quite a few things have changed. Let's look at how you add sprites.



Library Sprites

In Scratch 2 to add a sprite from the library you had to click this:

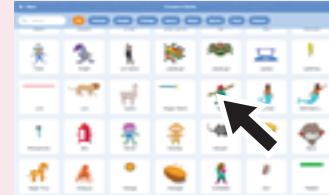


In Scratch 3 you need to click this button:



(second from the right, bottom of the screen).

Then scroll through the sprites and click on the one you want.

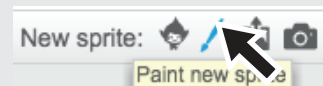


Scratch 2

Scratch 3

Painting Sprites

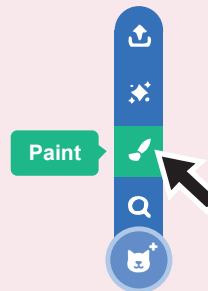
To draw your own sprite in Scratch 2 you had to click this button:



1. In Scratch 3 you need to let your mouse **hover** over this button:



2. Move up to the brush icon:



3. Click the brush icon.



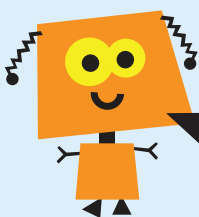
Convert to Bitmap

4. Click 'Convert to Bitmap'.

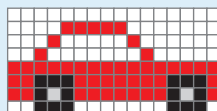
Scratch 2

Scratch 3

Bitmaps and Vector Sprites

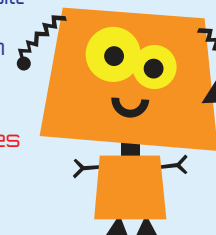


There are two ways to draw sprites in Scratch, using bitmaps or vectors.



Vector graphics are built by combining shapes. They look smooth even when enlarged.

Bitmap graphics are made out of tiny squares called pixels. They are simpler for beginners.



Converting to bitmap will use simpler tools and make it easier to follow the steps in the book.