2.1 First Exploration

Intro

Mike is now good friends with Mike No.1, hence they want to start their first exploration now! However, before setting out, it's necessary for Mike to learn the basic driving skills as preparation. See, Mike is invited to the interior of Mike No.1 for better understanding.
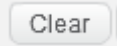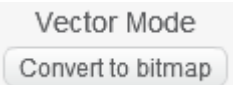
Task

1. Try to change the costume of the sprite using Paint editor.

Start Learning

1. Edit the Costume
Each sprite owns various costumes to enrich its forms while presenting on the stage. First, let's learn the tools for creating costumes.

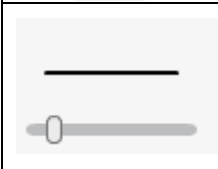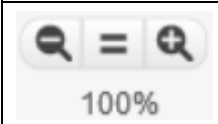| Tool	Explanation
Scripts Costumes Sounds	Choose "Costumes" to enter costume editing mode.
pico-a	Edit the name of different costumes to avoid confusion.
↶ ↷	Undo & Redo. You can undo the previous step or redo the one which you has undone.
Clear	Clear all
Add	Add material from the Sprite Library. After that, you can modify, combine or perform other operation to diversify the sprite.
Import	Import material from local files.
⇄ ⇅	Flip left-right & flip up-down.
＋	Set the costume center. After setting the costume center, the sprite will rotate around this center every time it needs to rotate or flip.
Vector Mode Convert to bitmap	Convert the photo from bitmap to vector diagram or vice versa.

	Edit tool box for bitmap and vector diagram.
	Set the value of line
	Choose color or pick up color you want.
	Adjust the display of current costume

★ Practice

Use Import tool to import "Mike in Spaceship 1.png" and "Mike in Spaceship 2.png" to the costumes.
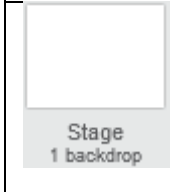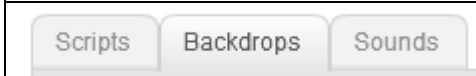
Mike in Spaceship 1.png   Mike in Spaceship 2.png

2. Add a Backdrop
Backdrop is where multiple sprites take actions. One **Stage** can consist multiple backdrops. Different backdrop defines the time, the location, and other info of each sprite to make the whole piece of work clear and complete.

Tool	Explanation
Stage 1 backdrop	Click **Stage**, choose the current object as the stage.
Scripts Backdrops Sounds	Choose "Backdrops"

	Four ways of adding backdrop

★ Practice

Add 2 backdrops for current stage:

1. local file "Take-off.png"

2. "stars" from the Backdrop Library

Additional Training

Try to use materials from the Costume Library to create the following 3 costumes:

What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)