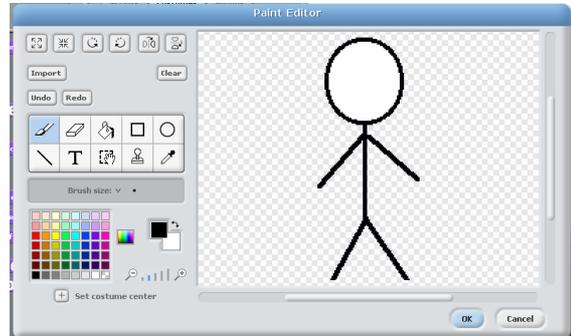


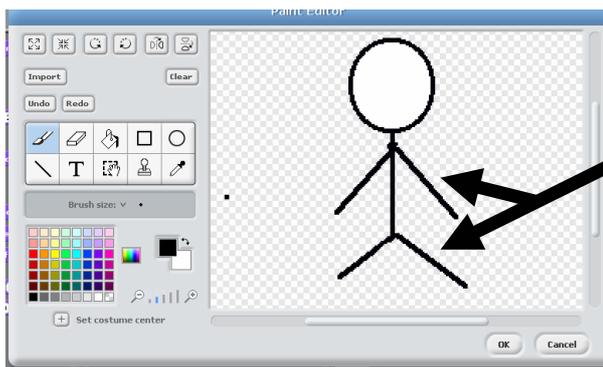
## Assignment 9: Animation

Animation is a bit trickier than in assignment 9. With animation, you need to be careful to change your drawing only a little bit with each costume. We can combine this with our dance game made in assignment 8 to make our figure do more complicated moves.

- 1) Draw a stick figure costume (or another drawing of your own making).
- 2) Copy your costume to make a second costume

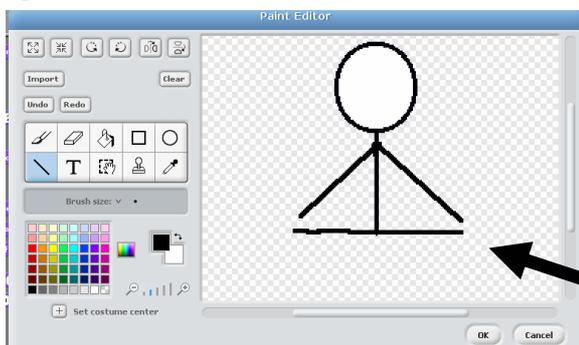


- 3) Change your costume only a very little bit. You need to think about what your goal is. Do you want to make your stick figure jump? Run? Or do a fancy dance move? In my example, I am going to make my stick figure jump in the air. I will raise his legs a little bit.



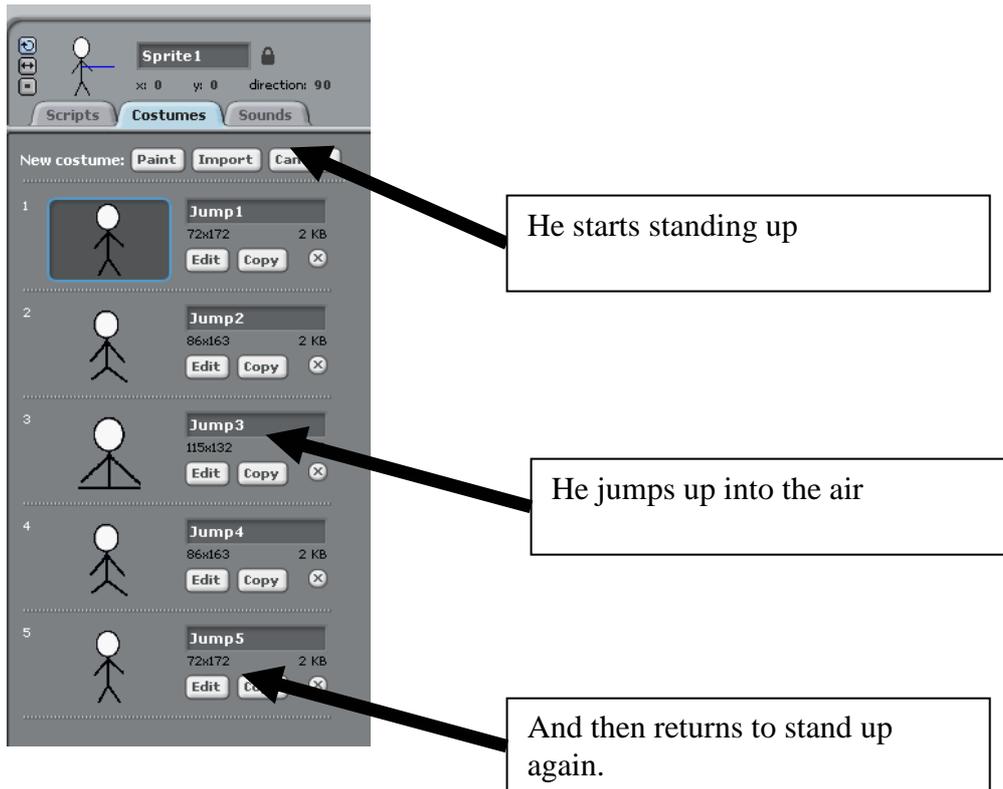
Here, I erased the arms and the legs and redrew them in a slightly different location. The arms are a bit lower, and the legs are a bit higher.

- 4) Copy your drawing from step 3, and then make another small change. Remember, the smaller the change that you make, the smoother the animation will be. Be patient! If you do small changes it will take time, but the result will look very good!



Here, I made the legs even farther up than before. He is almost touching his toes!

5) The end result of my animation looks like this:



6) Add the following script to your stick figure:

7) Save your work as 9-animation



### **Challenge:**

- 1) Add a couple of fancy dance moves to your game in assignment 8. Have different keys do various complex moves.
- 2) Add a way to keep score. Fancier moves earn more points.
- 3) A very difficult challenge would be to allow you to move your character around the screen and create a fighting game, but you would need to know about collision detection which will be discussed on the next assignment.

