

COLLAGE

objective: approach collaging in a new way by using Scratch to mass generate collaging components



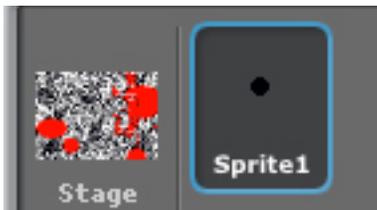
scan of collage

Behind the Scenes:

Component 1

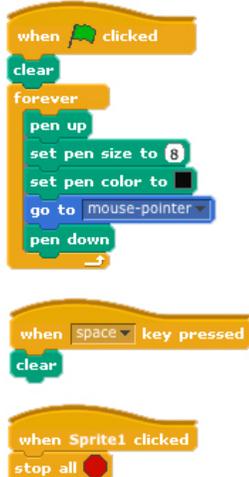
This is the main component of the collage.

Here, we are scripting the image to create a dotted line over your stage based on the movement of your mouse to create a cutting plan for your scissors. This allows for you to experiment with shapes and sizes of your pieces while collaging.

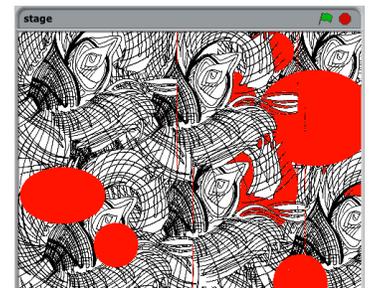


stage: import a background or paint one yourself that you would like to cut up and collage with

sprite1: a simple dot in any color works



1) original stage: your stage should look something like this before you run the script.



2) generate cut plan: run your script and run your mouse over the image. when you are happy with the pattern, right click and "save picture of stage."



3) print component 1: you may wish to convert your image to a jpeg and print it using an image editing program like GIMP. print large and small for variation.



Behind the Scenes (cont):

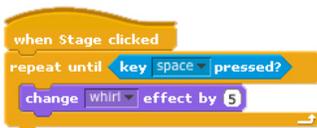
Component 2 and 3

Components 2-4 are additional components created by quickly altering the existing stage or another image you have.

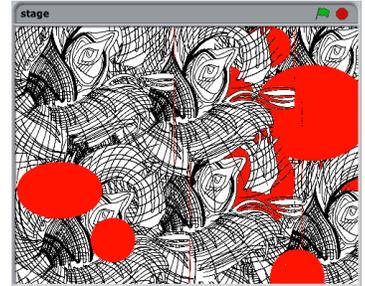
Here, we are scripting a quick and easy way to generate new components based on a color scheme or design pattern that you already have for the collage. This allows for you to experiment with your components in a controlled way.



stage: import a background or use the same stage from Component 1

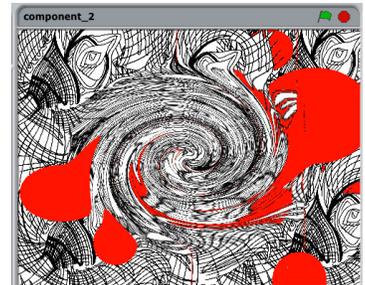


1) original stage: your stage should look something like this before you run the script.

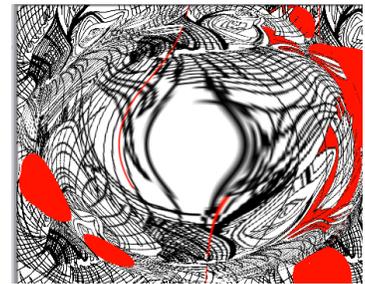


2) run script: run your script by clicking on the stage, when you are happy with what it looks like press the space key and save.

2a) make more: experiment and create other components by changing the "change <whirl> effect by <5>" block (shown in second script on the left)



3) print components: you may wish to convert your image to a jpeg and print it using an image editing program like GIMP. print large and small for variation.



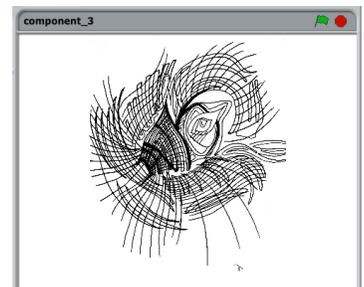
Component 4



stage: import a background or use the same stage from Component 1

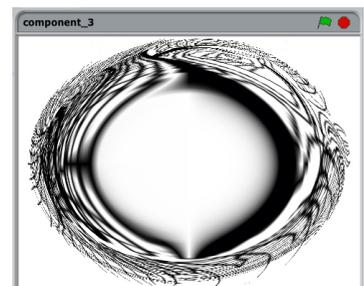


1) original stage: your stage should look something like this before you run the script.



2) run script: run your script by clicking on the stage, when you are happy with what it looks like press the space key and save.

3) print component: you may wish to convert your image to a jpeg and print it using an image editing program like GIMP. print large and small for variation.



Assemble the Collage

Now that you have your components ready, it's time to make something awesome with them!

What you'll need: scissors, sturdy white paper to glue on, and glue (rubber cement or gluestick)

1) print out all your components: print out your components in mass, make sure you have the sizes that you want.



2) cut out your pieces: for component 1, cut along the black dotted line you drew for yourself in Scratch.



3) assemble and glue: assemble the components on a piece of sturdy paper. once you have a formation you like, glue!



4) DONE: you've just created a collage with the help of SCRATCH

