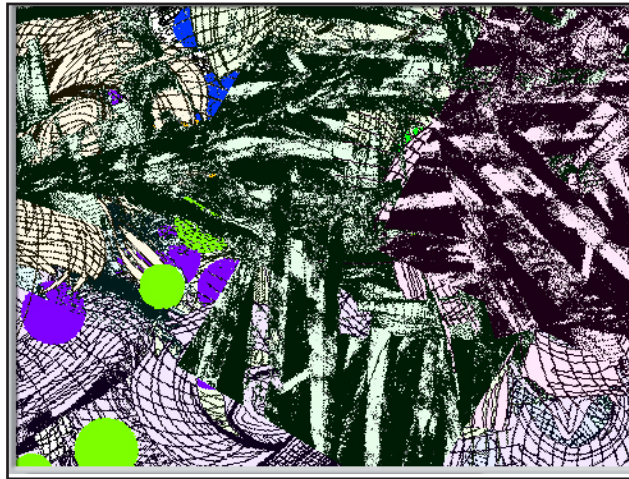# PAINTING WITH WORDS

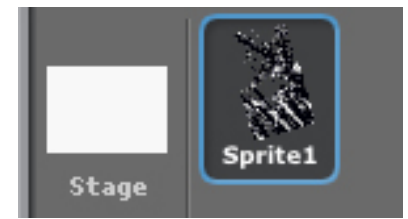**objective:** create an interactive script that creates an image from words you type

Behind the Scenes:

stage: white, no background
the script put in the background can actually be put in any of the sprites' scripts.

the screen is cleared when
the space key is pressed

Sprite 1: using the "paint new sprite" option, create a sprite with any image you'd like or an image you have drawn. three costumes will be made for this sprite (shown in the bottom left image).
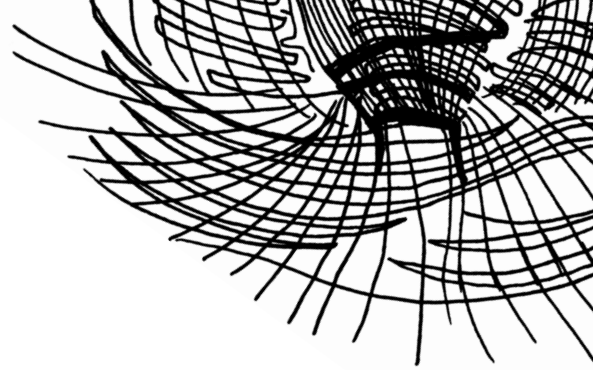
Costumes:

the costumes are what will be used to generate your final image. if you want your image to be more varied you can use more costumes. Costumes 1 and 3 were hand drawn/painted and costume2 was generated by "painting" a new costume.

experiment: try using photos or even text!

Sprite 1*:

*feel free to create as many costumes as you like and to divide the inequalities further

```
when [green flag] clicked
forever
  hide
  ask [Type a word or two or even a phrase!] and wait
  if < length of (answer) < 10 >
    switch to costume [costume1 ▾]
    change [color ▾] effect by (100)
    go to x: (pick random (-250) to (250)) y: (pick random (-180) to (180))
    turn ↻ (pick random (-360) to (360)) degrees
    show
    stamp
    hide
  if < length of (answer) > 10 >
    switch to costume [costume2 ▾]
    change [color ▾] effect by (25)
    go to x: (pick random (-250) to (250)) y: (pick random (-180) to (180))
    turn ↻ (pick random (-360) to (360)) degrees
    show
    stamp
    hide
  if < length of (answer) = 10 >
    switch to costume [costume3 ▾]
    change [color ▾] effect by (100)
    go to x: (pick random (-250) to (250)) y: (pick random (-180) to (180))
    turn ↻ (pick random (-360) to (360)) degrees
    show
    stamp
    hide
```

if the answer is shorter than 10 letters, costume1 will be stamped onto the screen*

gives the costume a random location on screen to be printed

if the answer is greater than 10 letters, costume2 will be stamped onto the screen*

randomly rotates image

if the answer is made up of 10 letters, costume3 will be stamped onto the screen*

randomly changes image color every time