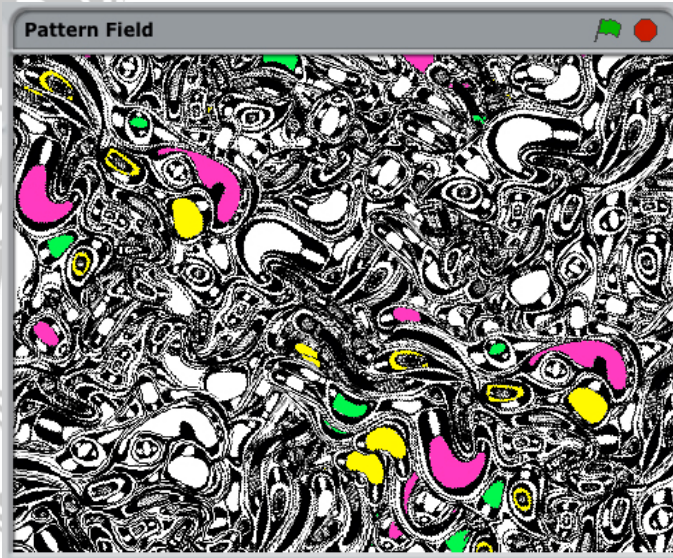
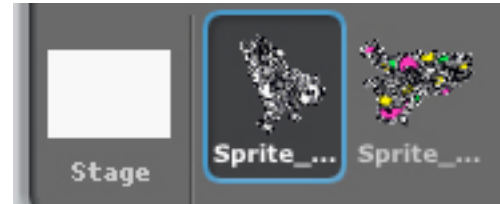


# Pattern Field

**objective:** create a partly interactive pattern field based on repeating units



## Behind the Scenes:



**stage:** no scripts, no background

**sprite 1:** a found or hand drawn image with a striking pattern, preferably with interesting large spaces

**sprite 2:** an edited version of sprite 1 with some of the large spaces filled with bright color

*the image will be half interactive and half automatic, therefore, two sprites will be made*

## Sprite 1

```
when clicked
hide
wait 1 secs
forever
show
go to mouse-pointer
turn pick random 1 to 360 degrees
wait 1.5 secs
stamp
```

ensures the stage will be blank when you start out

image will follow your pointer

sprite will rotate before it's stamped, for variation

so that the patterns "print" on the stage ever 1.5 seconds



example Sprite 1

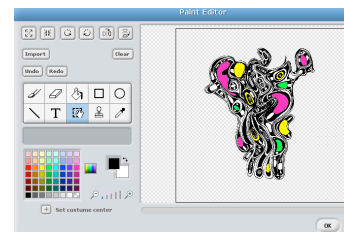
```
when space key pressed
hide
clear
```

the pattern field is cleared when the space key is pressed

## Sprite 2

```
when clicked
hide
wait 1 secs
forever
go to x: pick random -250 to 250 y: pick random -180 to 180
turn pick random 1 to 360 degrees
show
wait 3 secs
stamp
```

sprite moves to a random position (numbers used here are based on approx. size of stage)



Sprite 2 made by editing Sprite 1 in Scratch

```
when space key pressed
hide
clear
```