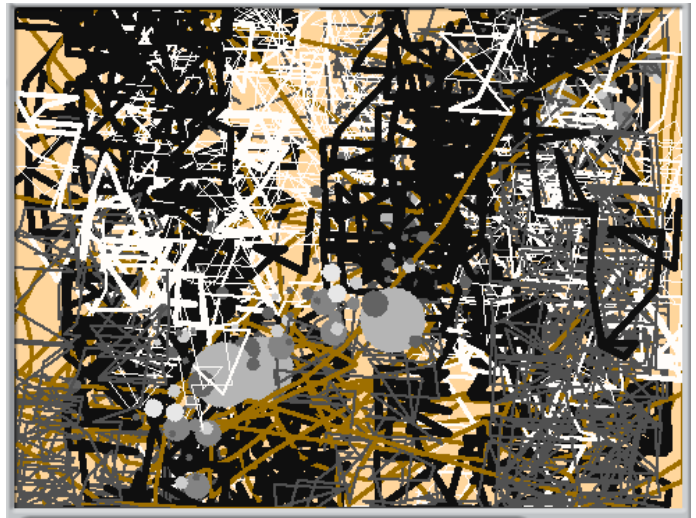


Make a Pollock

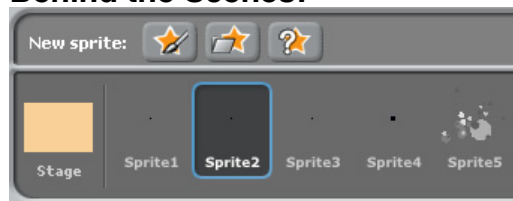
objective: use previously learned and unlearned blocks to create a digital painting inspired by Jackson Pollock's works



Jackson Pollock's "One: Number 31", painted 1950.



Behind the Scenes:



sprite1: simple, a dot works

sprite2: simple, a dot works

sprite3: simple, a dot works

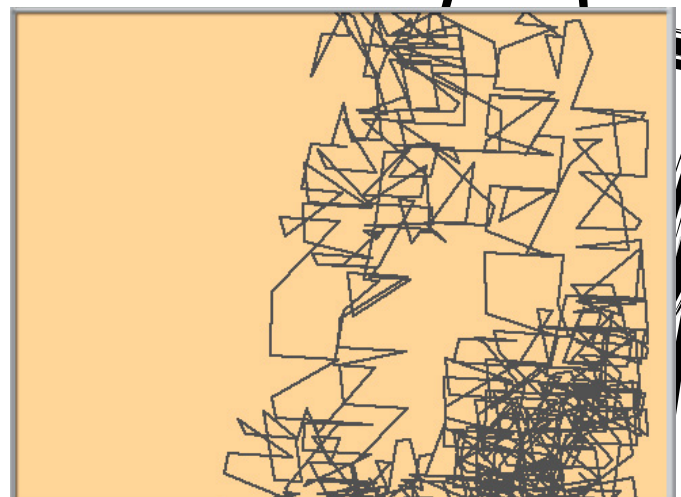
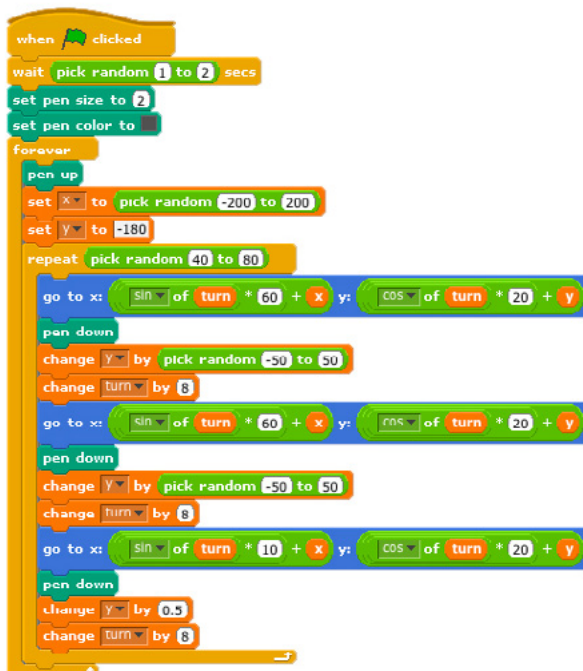
sprite4: simple, a dot works

sprite5: a group of gray dots of different shades, this can be created by "painting a new sprite"

stage: light orange/tan background



Sprite1: continuous black line (thin)



Sprite2: continuous black line (thick)

```

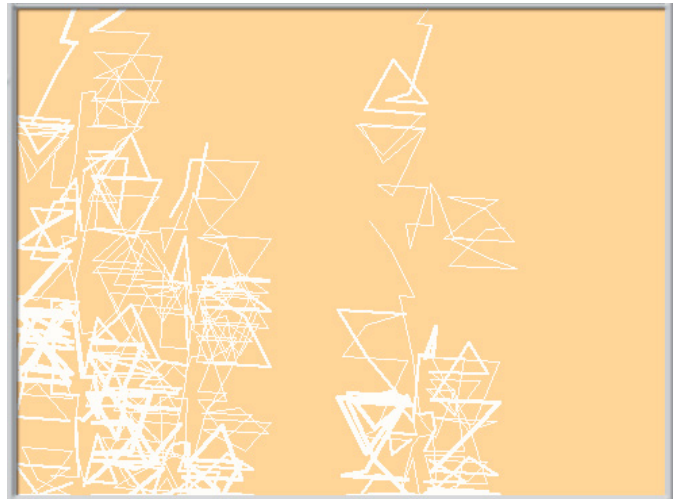
when clicked
wait pick random 1 to 2 secs
set pen size to 5
set pen color to black
forever
pen up
set x to pick random -200 to 200
set y to 40
repeat pick random 40 to 80
go to x: sin of turn * 60 + x y: cos of turn * 20 + y
pen down
change y by pick random -50 to 50
change turn by 8
go to x: sin of turn * 60 + x y: cos of turn * 20 + y
pen down
change y by pick random -50 to 50
change turn by 8
go to x: sin of turn * 10 + x y: cos of turn * 20 + y
pen down
change y by 0.5
change turn by 8
    
```



Sprite3: continuous white line

```

when clicked
wait pick random 1 to 2 secs
set pen size to 2
set pen color to white
forever
pen up
set x to pick random -200 to 200
set y to 70
repeat pick random 40 to 80
go to x: sin of turn * 60 + x y: cos of turn * 20 + y
pen down
change y by pick random -50 to 50
change turn by 8
go to x: sin of turn * 40 + x y: cos of turn * 20 + y
pen down
change y by pick random -50 to 50
change turn by 8
go to x: sin of turn * 10 + x y: cos of turn * 20 + y
pen down
change pen size by pick random 2 to 1
change y by 0.5
change turn by 8
    
```



Sprite4: mouse-pointer brown line Sprite5: gray splatters

```

when clicked
forever
set pen size to 3
pen down
set pen color to brown
go to mouse-pointer
    
```

```

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

