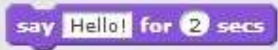

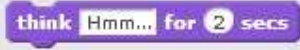



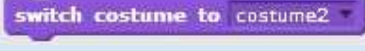
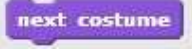
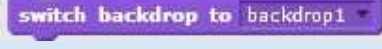

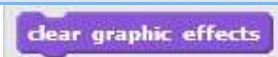
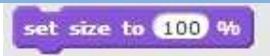






## Looks Blocks (Changing Object Appearance)

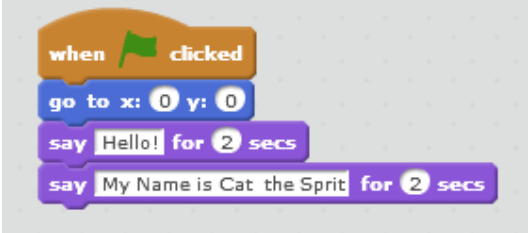
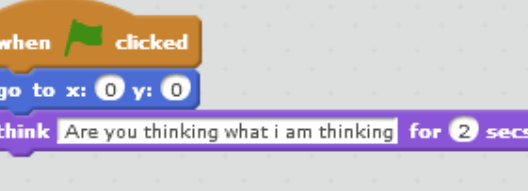
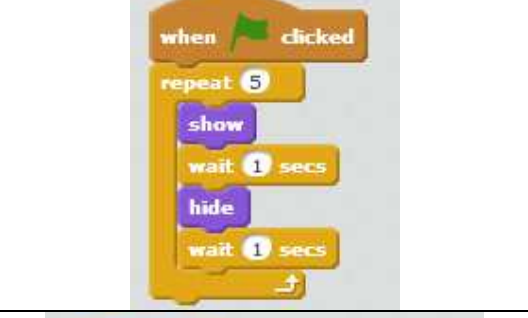


Looks blocks modify sprite and background appearance and display text within popup bubbles. Looks blocks are coloured purple. There are looks blocks that let you modify sprite costumes and colours. There are also blocks that let you modify a sprite's size and control whether a sprite is visible on the stage.

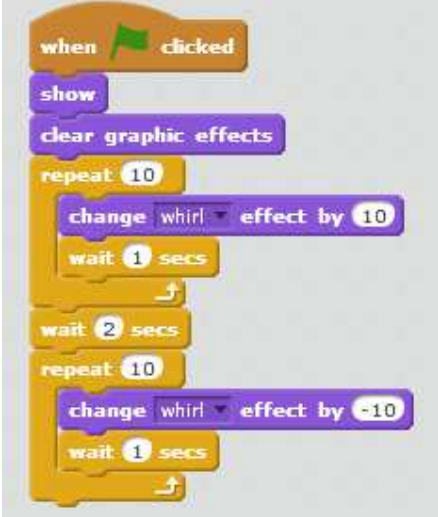


Sprite and background appearance and behavior can be controlled using looks code blocks. Looks code blocks can be used to affect sprite appearance through the application of special effects, to make sprites visible or invisible as applications execute, and even to change sprite costumes and stage backgrounds.


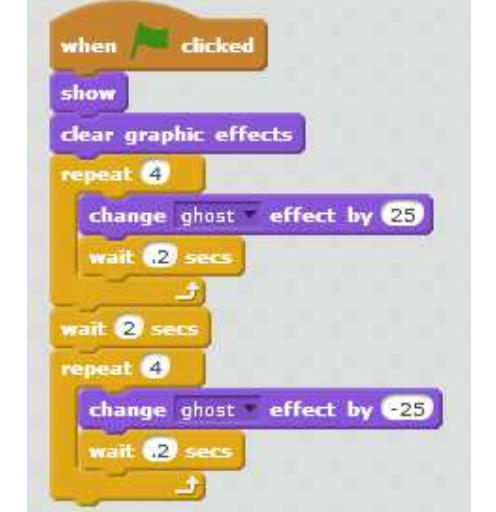
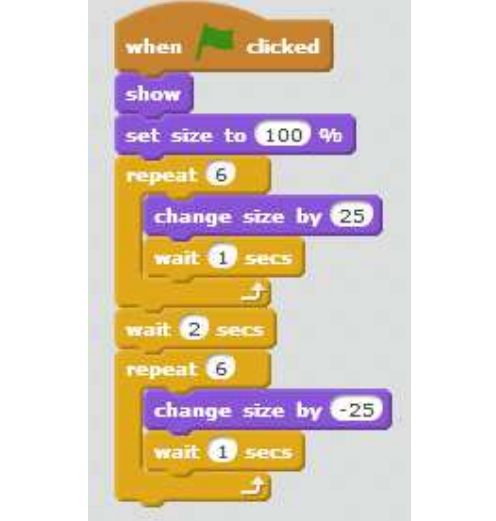
Looks Block	Description
	Displays a text message in a speech bubble for a specified number of seconds.
	Displays a text message in a speech bubble or removes the display of a speech bubble when no text is specified.
	Displays a text message in a thought bubble for a specified number of seconds.
	Displays a text message in a thought bubble or removes the display of a thought bubble when no text is specified.
	Tells Scratch to display a sprite.
	Suppresses the display of a sprite on the stage, preventing it from interacting with other sprites.
	Changes a sprite's costume, modifying its appearance.
	Changes a sprite's costume to the next costume in the sprite's costume list, jumping back to the beginning of the list when the end of the list is reached.
	Alters the stage's appearance by assigning it a different background.

	Modifies a sprite's appearance by applying and modifying a special effect (color, fisheye, whirl, pixelate, mosaic, brightness, or ghost) by a specified numeric value.
	Applies a special effect (color, fisheye, whirl, pixelate, mosaic, brightness, or ghost) to a sprite by a specified numeric value.
	Restores a sprite to its normal appearance, removing any special effects that may have been applied.
	Modifies the size of a sprite by a specified numeric amount.
	Sets a sprite's size to a percentage of its original size.
	Places a sprite on top of other sprites, placing it on the top layer and ensuring its display.
	Moves a sprite back a specified number of layers, allowing other sprites to be displayed on top of it.
	Retrieves a numeric value representing a sprite's current costume number.
	Retrieves a numeric value representing the background number of the stage's current background.
	Retrieves a percentage value representing a sprite's current size when compared to its original size.

## Looks Blocks - Activities

Sl.NO.	Activity Name	Activity Image
1	Meet the cat	 <pre> when green flag clicked   go to x: 0 y: 0   say Hello! for 2 secs   say My Name is Cat the Sprit for 2 secs </pre>
2	Think	 <pre> when green flag clicked   go to x: 0 y: 0   think Are you thinking what i am thinking for 2 secs </pre>
3	Hide and show	 <pre> when green flag clicked   repeat 5     show     wait 1 secs     hide     wait 1 secs </pre>
4	Color Change effect	 <pre> when green flag clicked   clear graphic effects   repeat 10     change color effect by 25     wait 1 secs </pre>
5	Fisheye effect	 <pre> when green flag clicked   show   clear graphic effects   repeat 3     change fisheye effect by 10     wait 1 secs   wait 2 secs   repeat 3     change fisheye effect by -10     wait 1 secs </pre>

6	Whirl effect	 <pre>when green flag clicked show clear graphic effects repeat 10   change whirl effect by 10   wait 1 secs wait 2 secs repeat 10   change whirl effect by -10   wait 1 secs</pre>
7	Pixelate effect	 <pre>when green flag clicked show clear graphic effects repeat 10   change pixelate effect by 25   wait 1 secs wait 2 secs repeat 10   change pixelate effect by -25   wait 1 secs</pre>
8	Mosaic effect	 <pre>when green flag clicked show clear graphic effects repeat 10   change mosaic effect by 10   wait 1 secs wait 2 secs repeat 10   change mosaic effect by -10   wait 1 secs</pre>

9	Brightness effect	 <pre>when green flag clicked show clear graphic effects repeat 10   change brightness effect by 10   wait 1 secs wait 2 secs repeat 10   change brightness effect by -10   wait 1 secs</pre>
10	Ghost effect	 <pre>when green flag clicked show clear graphic effects repeat 4   change ghost effect by 25   wait 0.2 secs wait 2 secs repeat 4   change ghost effect by -25   wait 0.2 secs</pre>
11	Grow and Shrink	 <pre>when green flag clicked show set size to 100 % repeat 6   change size by 25   wait 1 secs wait 2 secs repeat 6   change size by -25   wait 1 secs</pre>

12	Shrink and Grow	The code starts with a 'when green flag clicked' event. It then shows the object and sets its size to 100%. A 'repeat' loop with 6 iterations follows, containing 'change size by -25' and 'wait 1 secs' blocks. After the loop, there is a 'wait 2 secs' block, followed by another 'repeat' loop with 6 iterations containing 'change size by 25' and 'wait 1 secs' blocks.
13	Change Costume (Animation)	The code starts with a 'when green flag clicked' event. It shows the object, clears graphic effects, and enters a 'forever' loop. Inside the loop, it uses 'next costume' and 'wait 1 secs' blocks.
14	Changing Backdrops	The code starts with a 'when green flag clicked' event. It shows the object and enters a 'repeat' loop with 2 iterations. Each iteration contains a 'switch backdrop to bedroom1' block, a 'wait 3 secs' block, a 'switch backdrop to bedroom2' block, and another 'wait 3 secs' block.

TIPS FOR SELECTING GRAPHIC EFFECT VALUES	
<b>color</b>	<ul style="list-style-type: none"> <li>• <b>Change the hue of the sprite.</b></li> <li>• positive values change the color in the following order green → blue → purple → pink → red → orange</li> <li>• negative values reverse the order from orange to green</li> <li>• explore the effect by changing the value by 20 or -20 each time</li> <li>• color changes depend on the original color- if the value is 25, a blue sprite will change to purple; whereas a pink sprite will change to red</li> </ul>
<b>fish-eye</b>	<ul style="list-style-type: none"> <li>• <b>Bulge or shrink part of the sprite.</b></li> <li>• positive values expand the sprite to make it bulge</li> <li>• negative values contract the sprite to make it shrink</li> </ul>
<b>whirl</b>	<ul style="list-style-type: none"> <li>• <b>Twist the shape of the sprite.</b></li> <li>• positive values twist the sprite to the left</li> <li>• negative values twist the sprite to the right</li> </ul>
<b>pixelate</b>	<ul style="list-style-type: none"> <li>• <b>Divide the sprite into colored squares.</b></li> <li>• greater values display the sprite as a few big squares</li> <li>• lesser values display the sprite as many tiny squares</li> </ul>
<b>mosaic</b>	<ul style="list-style-type: none"> <li>• <b>Display multiple copies of the sprite in an array pattern</b>, such as 4 x4.</li> <li>• greater values have bigger arrays with many duplicates of the sprite</li> <li>• lesser values have smaller arrays with a few duplicates of the sprite</li> </ul>
<b>brightness</b>	<ul style="list-style-type: none"> <li>• <b>Lighten or darken the sprite.</b></li> <li>• positive values increase the brightness</li> <li>• 100 turns a sprite into a white silhouette</li> <li>• negative values decrease the brightness</li> <li>• -100 turns a sprite into a black silhouette</li> </ul>
<b>ghost</b>	<ul style="list-style-type: none"> <li>• <b>Make a sprite transparent or see-through.</b></li> <li>• values can be between 1-100</li> <li>• 100 is fully transparent and removes the sprite from view</li> <li>• 1 is opaque which means it is solid</li> </ul>