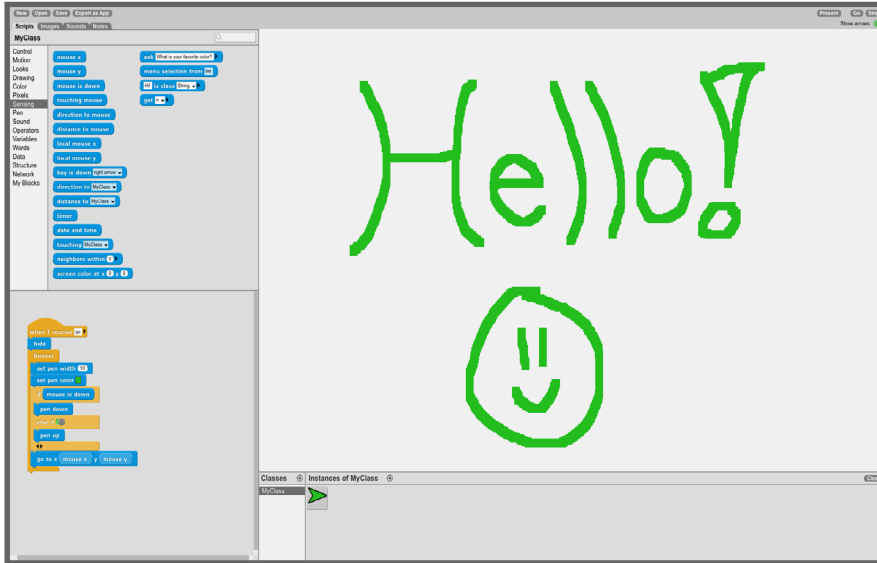




Make Your Own Paint Editor



WHAT TO DO

You will create a simple paint editor and draw with the mouse. First, decide the color and size of the brush. Then, create an if statement to instruct the pen to draw when the mouse is clicked. Once that is complete, check out some ideas for remixing the project and make it your own!

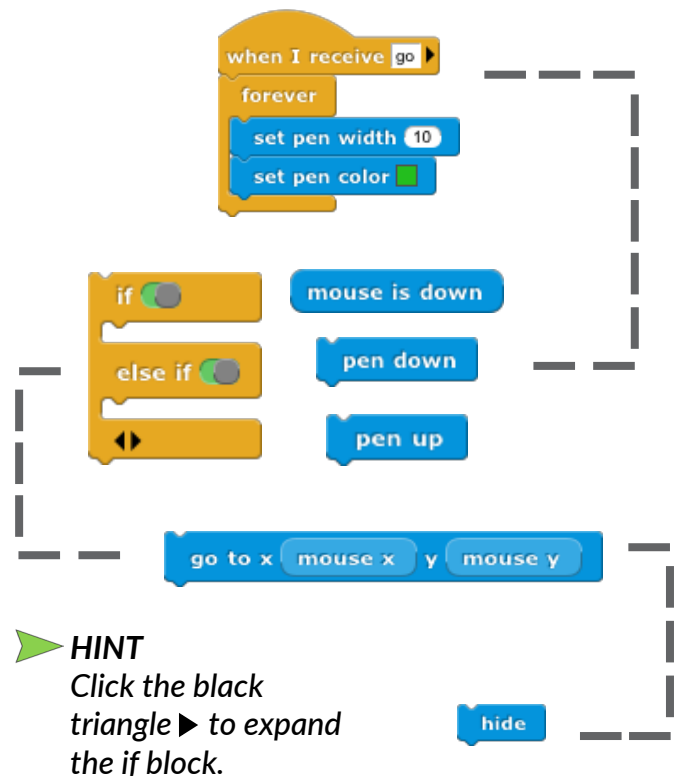
HOW TO DO IT

First, let's get the pen set up. Set the pen color and width - choose any color and thickness you'd like!

To make the paint program, we need to instruct the pen to draw when the mouse is down and not draw when the mouse is up. We'll use an if/else statement and the pen up and down blocks to do this.

Next, the pen needs to follow the mouse - use the **go to x y** block from the motion category and fill it in with **mouse x** and **mouse y** from the sensing category.

Finally, we want to **hide** the pen so it does not cover the drawing.



HINT
Click the black triangle to expand the if block.

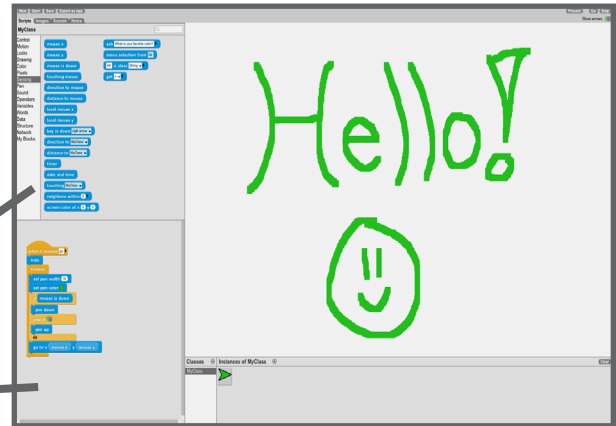
HINT
Use the search bar in the blocks palette to quickly locate blocks.



continued →

GP

```
when I receive go  
hide  
forever  
  set pen width 10  
  set pen color green  
  if mouse is down  
    pen down  
  else if  
    pen up  
  go to x mouse x y mouse y
```



HINT
Turn off **Show arrows:** to paint without the arrows following the mouse.

Remix 1

How might you make the stage clear when a key is pressed?

clear stamps and pen trails

Remix 2

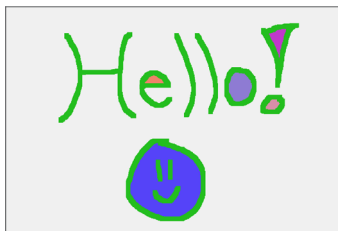
How might you add a background color to fill the stage?

set background color random color



Remix 3

What if you only want part of the drawing to fill with color? How might you create a paint bucket fill tool?



pen fill area at x mouse x y mouse y with random color

What's Next?

How might you use these blocks?

transparent

stamp costume

set costume to GP

snapshot stage

Use the *snapshot stage* block to take a picture of your work and save it in the images tab. Then, export and share your art!