First program

Background

Actors and objects

Tap "+" to add actors or objects

CARDS

This is the correct sequence of the cards for this tutorial:

Create a new Object

Ways to Create

Finish

In this tutorial, you will learn how to create a new object in your project and the different possibilities you have for this.

To do this, you should already have downloaded the Pocket Code app and know how to create a new project. If you need assistance with this, feel free to have a look at the **'New Project'**-tutorial.

Create a new Object
Open your project and create a new object.

1

At first, you need to open your new project.
You will find it on the homescreen of the Pocket Code app. If you have more than one project, you can click on "Projects on device". Then select your new project. If you have not created a new project or need further information how to do that, have a look at the **'New Project'**-tutorial.

2

Now you are ready to create a new object. To do that just click on the yellow plus-button on the bottom right corner. You will see a new window giving you seven possibilities to choose from.

CATROBAT
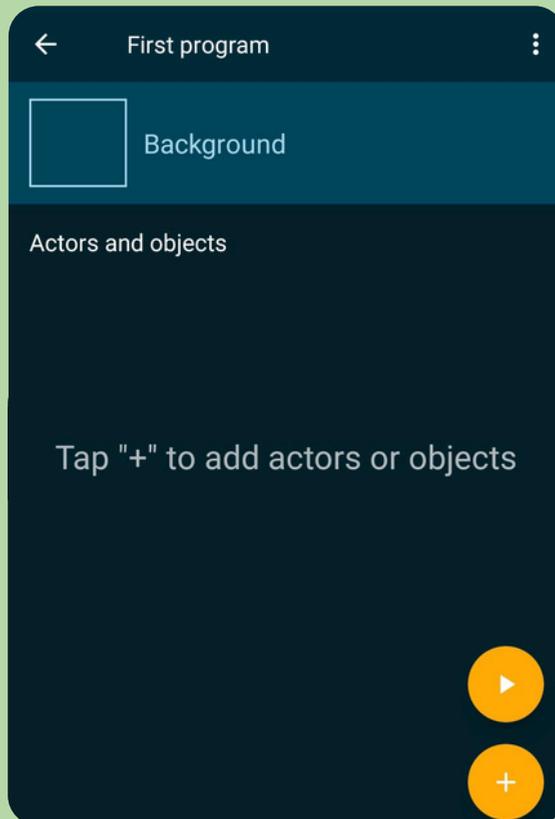
Draw image
If you select the first one you get to Pocket Paint. Here you can easily paint your own objects.
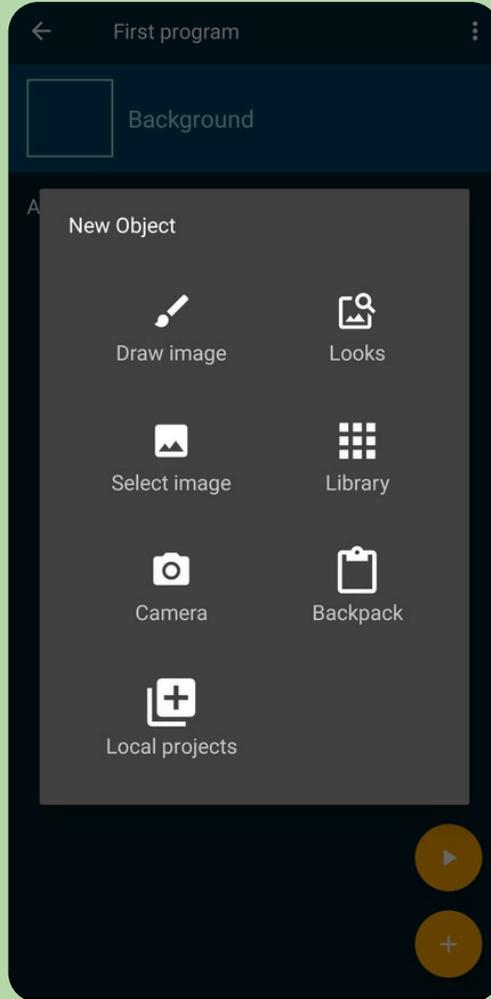
Select image
There you can select an image out of your gallery from your phone. Take a photo in advance or download a picture you would like to work with in Pocket Code.

Camera
Here you can access the camera of your phone to take a photo and implement it instantly.

Local projects
You can import objects from existing local projects.

Looks
This button takes you to the Share where you can download existing looks, like animals, people, figures, clothing and shoes, nature, things, game control elements, embroidery, fantasy and much more.

Library
"Library" lets you download several things from the Share.

Backpack
The "Backpack" is something useful where you can store existing objects from other projects to quickly implement in a new project.

← First program ⋮

Background

A

New Object

Draw image   Looks

Select image   Library

Camera   Backpack

Local projects

▶

+

1 To make it as easy as possible for the beginning, we want to use the "Draw image" function and just draw a dot. When you have drawn the dot with Pocket Paint you can quit it (by going one step back).

2 Now you have to give your picture a name.

3 After that you have to place it visually by shifting it to the left/right or up/down with your finger. You have to save it with the button in the top right corner.

← Place visually ✓
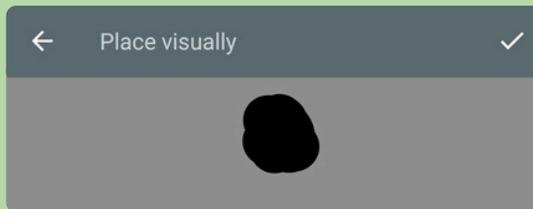
4 You made it! You created your own new object.

Now you have a project with an object that you can program!

To do this, you should know what brick are available. The **'First Bricks'**-tutorial gives you a good overview of the different categories of bricks. However, you can also start directly with your first project. Choose a suitable tutorial from the Beginner series.