

Animation Procedure

- 1) **Rem Animation**
Rem (name & Rm. number)
- 2) Copy and paste entire graphics program into a Word, sticky note, or text document.
- 3) Copy the stationary part of your graphics program into your animation program (All lines of any part of your picture that does not move)
Paste them in after the Rems above.
- 4) a) Find front of object that is going to move and count how many spaces it will move without going off screen. _____
- 5) a) Set up a For...next loop for that number of moves.

Rem Animation Loop

For x = 0 to (put the # of spaces you want your object to move here.)

- 6) c) Look at object that will move and count how many different colors are in that object. _____ (This will be the number of subroutines you will need.)
- 7) Subroutine Names and colors:
Color (put name or number)
Ex. 133 or green
Name (put words that identify all parts of objects that move with that color)
Ex. foothedarms

Subroutines

- 1) Color _____ Name _____
- 2) Color _____ Name _____
- 3) Color _____ Name _____
- 4) Color _____ Name _____
- 5) Color _____ Name _____
- 6) Color _____ Name _____
- 7) Color _____ Name _____

- 8) Start drawing part of animation loop. Set first color. Call subroutine. Set next color. Call that subroutine. Continue until all colors and subroutines are accounted for. (Do only set colors and calls for the colors and subroutines you have.)

Rem Drawing Object that moves

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

- 9) Do erasing part of animation loop. Set color to background color. Write down background color here _____

Rem Erasing Object that moves

Set color (put background color name or # here) _____

- 9) Call all subroutines

Call _____

Call _____

Call _____

Call _____

Call _____

Call _____

10) End loop.

Next x

11) Decide if you want object drawn one last time. If you do, then set each color and call each subroutine. (You can copy and paste the lines in part 8 to save typing

Rem Drawing Object that moves one last time

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

Set color _____

Call _____

12) End main program.

End

13) Make subroutines. For each color you will have a different subroutine.

Warning - **Do not put in colors in subroutines!!!**

Rem Subroutine 1 - color _____ (color of first subroutine)

Sub _____ (name of first subroutine from # 8)

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 1)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

**Rem Subroutine 2 - color _____ (color of second subroutine)
Sub _____ (name of second subroutine from # 8)**

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 2)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

**Rem Subroutine 3 - color _____ (color of third subroutine)
Sub _____ (name of third subroutine from # 8)**

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 3)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

**Rem Subroutine 4 - color _____ (color of fourth subroutine)
Sub _____ (name of fourth subroutine from # 8)**

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 4)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

**Rem Subroutine 5 - color _____ (color of fifth subroutine)
Sub _____ (name of fifth subroutine from # 8)**

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 5)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

**Rem Subroutine 6 - color _____ (color of sixth subroutine)
Sub _____ (name of sixth subroutine from # 8)**

(paste copied lines from original program that will draw the part of object that moves that is the color you selected for subroutine 6)

(add or subtract variable x to each drawing command to make object move the way you want - see hints below)

End sub

Hints on how to move:

Object going to the right:

BOX AREA - add x to first two numbers

BOX CIRCLE - add x to first two numbers

FLOOD - add x to first number

PLOT AREA : - add x to first number of each pair of numbers

PLOT LINES: - add x to first number of each pair of numbers

PLOT - add x to first number of each pair of numbers

Object going to the left:

BOX AREA - subtract x from first two numbers

BOX CIRCLE - subtract x from first two numbers

FLOOD - subtract x from first number

PLOT AREA : - subtract x from first number of each pair of numbers

PLOT LINES: - subtract x from first number of each pair of numbers

PLOT - subtract x from first number of each pair of numbers

Object going on the diagonal:

BOX AREA - add x to all numbers

BOX CIRCLE - add x to all numbers

FLOOD - add x to all numbers

PLOT AREA : - add x to all numbers

PLOT LINES: - add x to all numbers

PLOT - add x to all numbers

Object going up:

BOX AREA - add x to last two numbers

BOX CIRCLE - add x to last two numbers

FLOOD - add x to second number

PLOT AREA : - add x to second number of each pair of numbers

PLOT LINES: - add x to second number of each pair of numbers

PLOT - add x to second number of each pair of numbers

Object going down:

BOX AREA - subtract x from last two numbers

BOX CIRCLE - subtract x from last two numbers

FLOOD - subtract x from second number

PLOT AREA : - subtract x from second number of each pair of numbers

PLOT LINES: - subtract x from second number of each pair of numbers

PLOT - subtract x from second number of each pair of numbers

If you followed these directions, hopefully your object will move. Good luck!