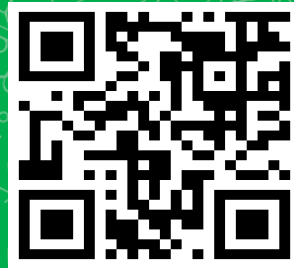


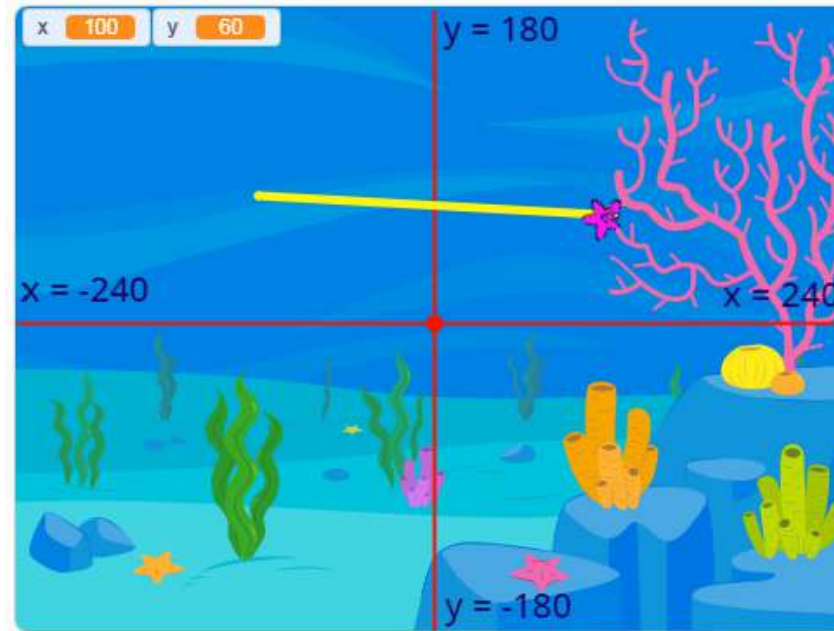
D·BIC

Code Their Dreams

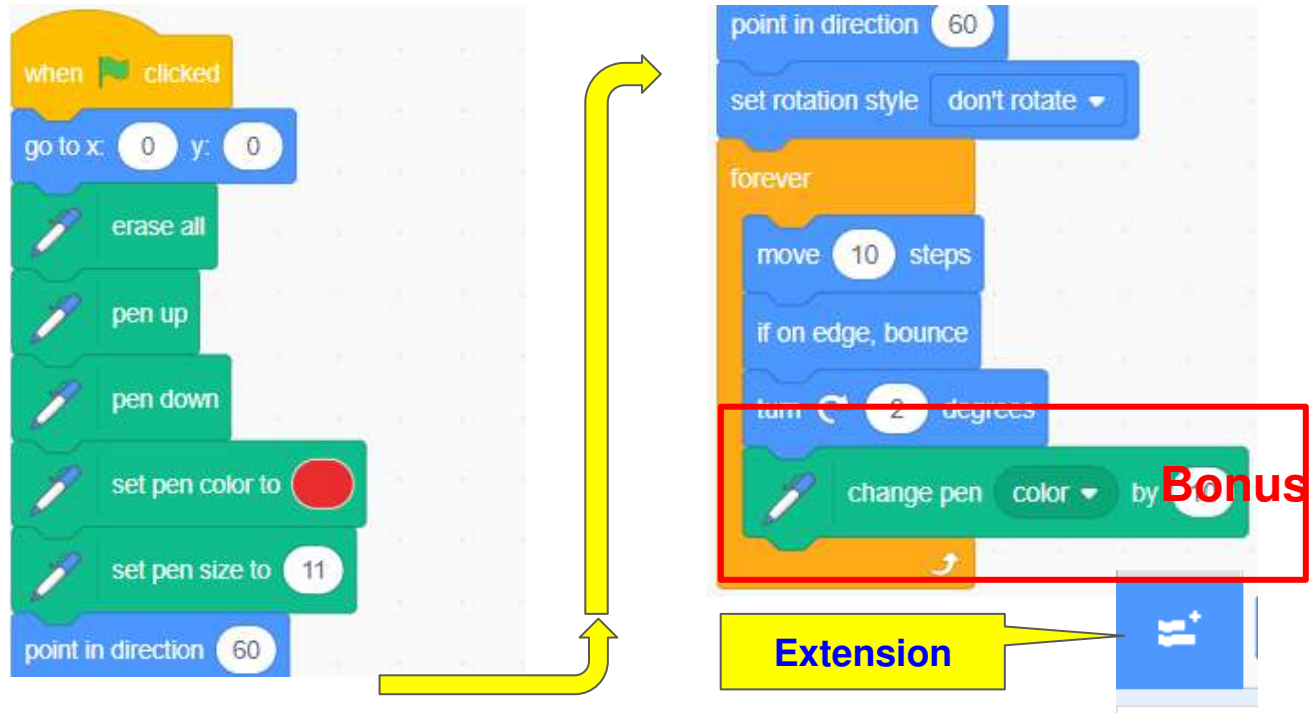
Unit 4: Our Game



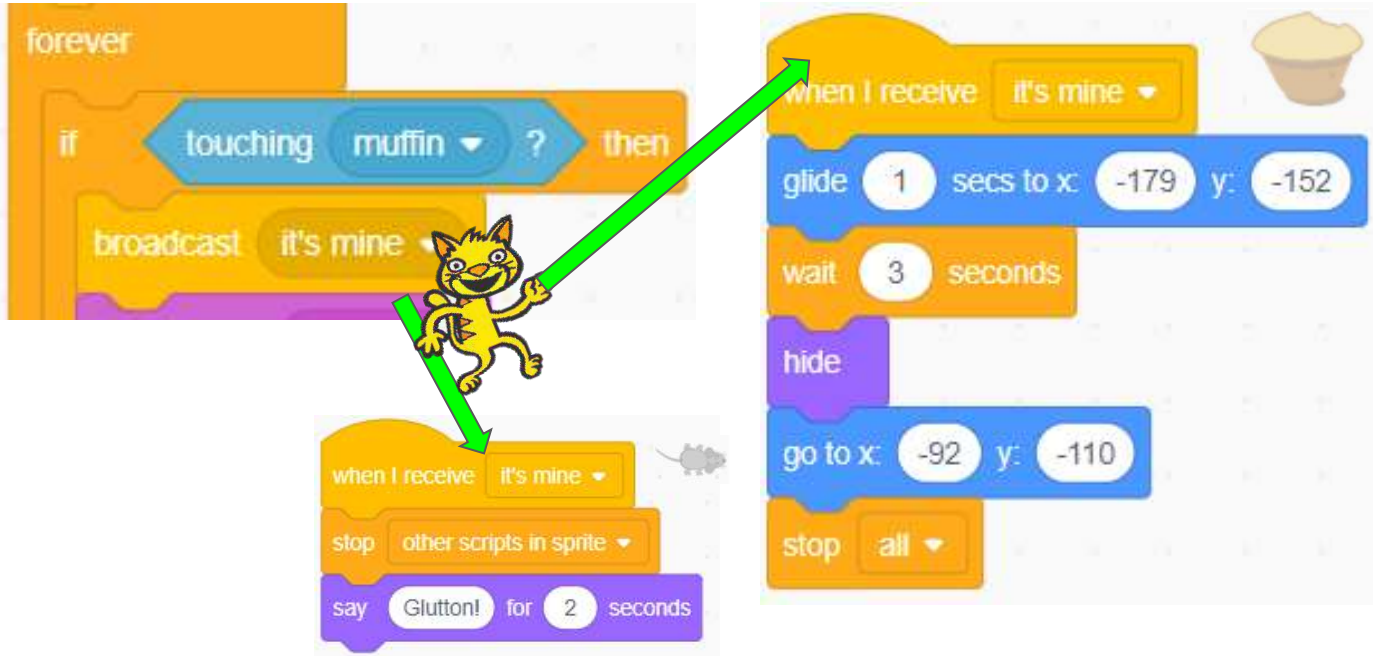
Let's practice to determine coordinates



Pen. Working with a pen



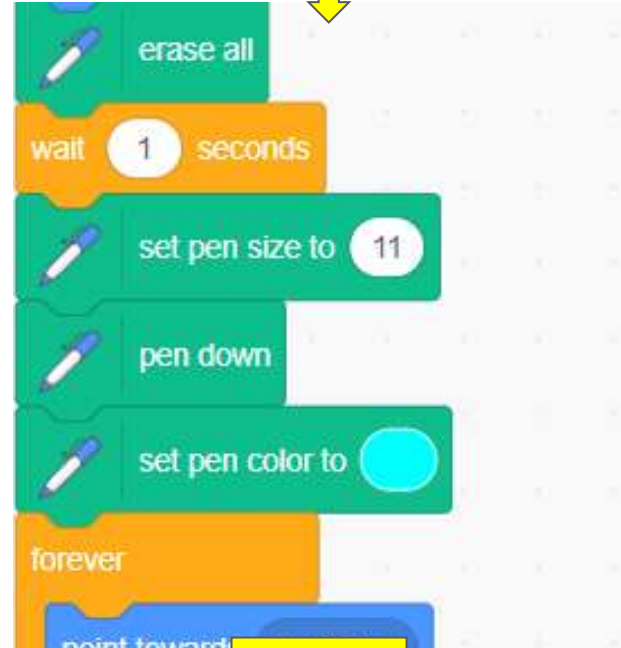
The cat gave orders



The cat had missed



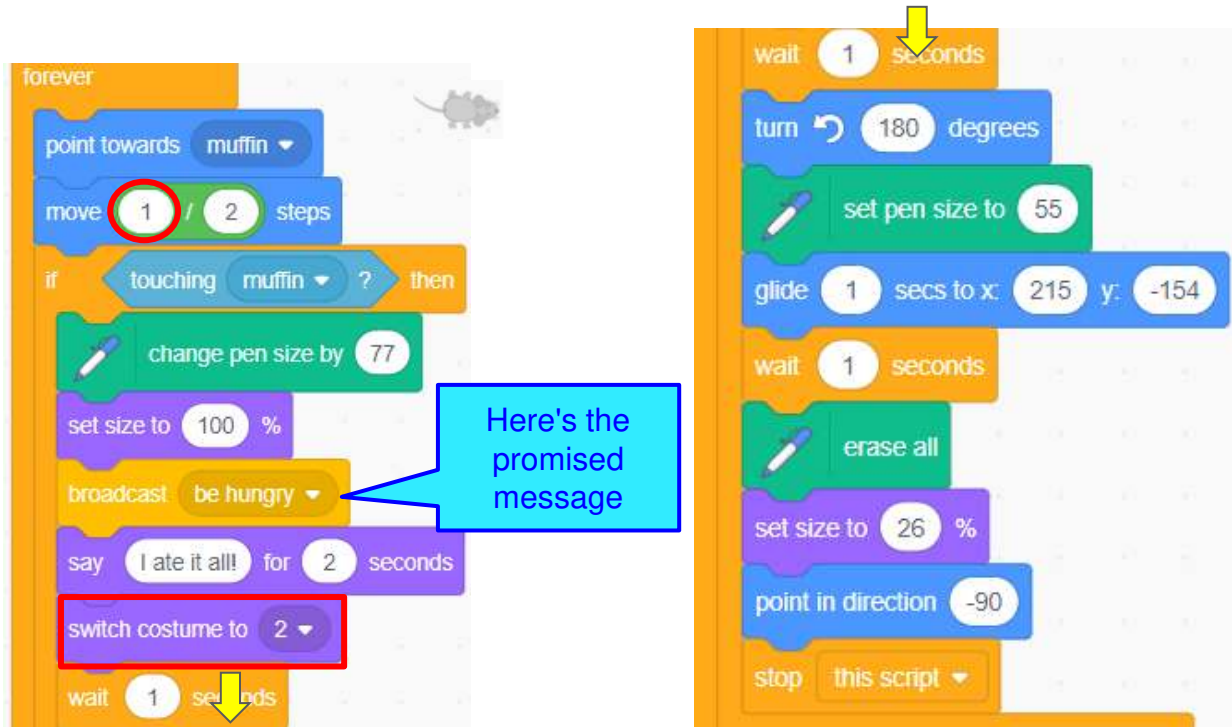
Mouse Script. Initial conditions



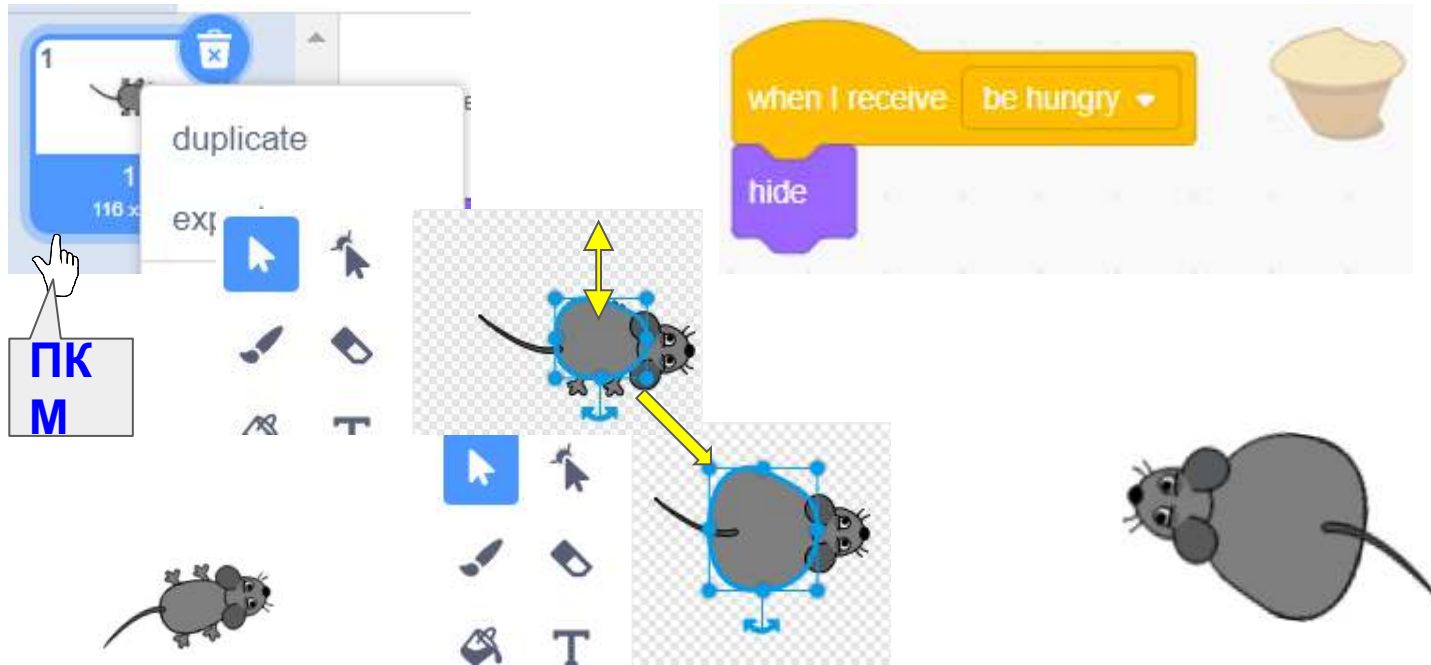
Slide 7



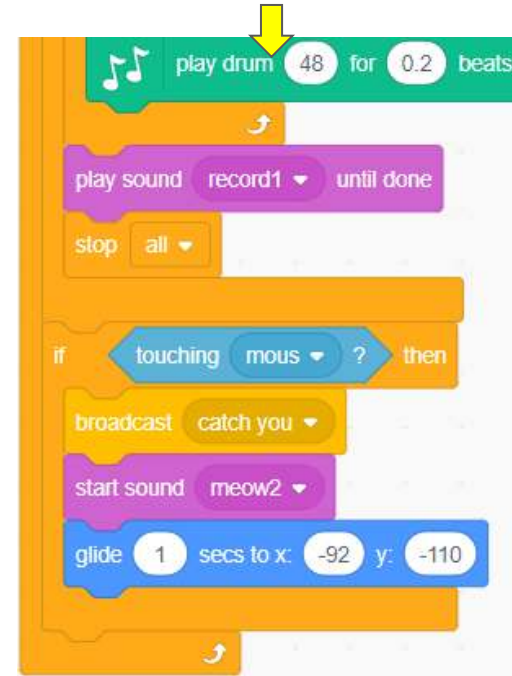
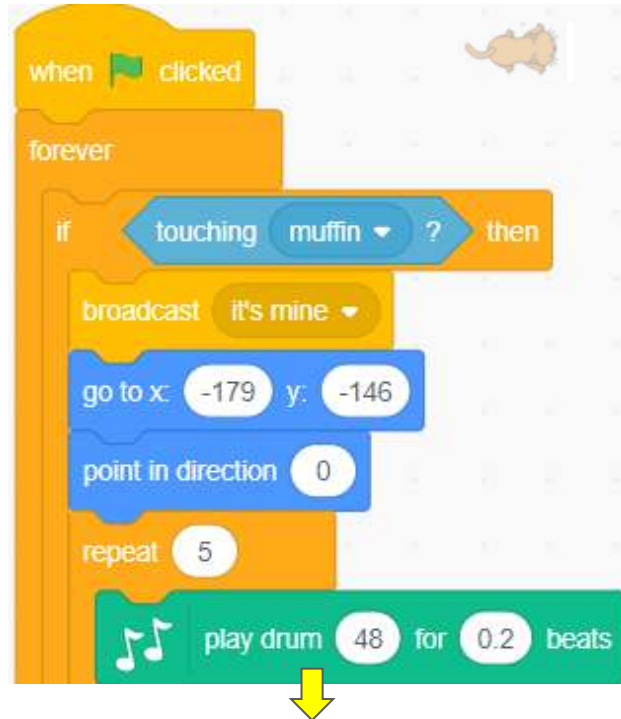
Mouse Script. Continuation



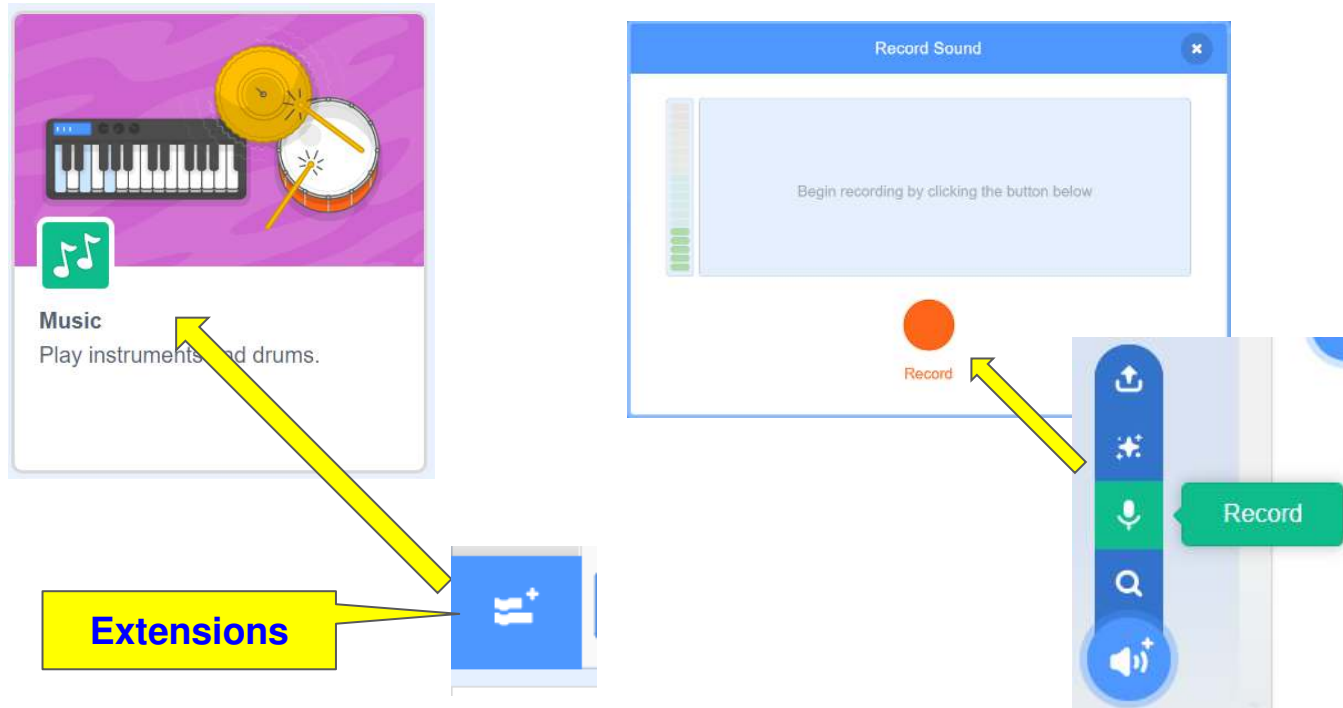
Mouse's costumes: don't eat too many muffins!



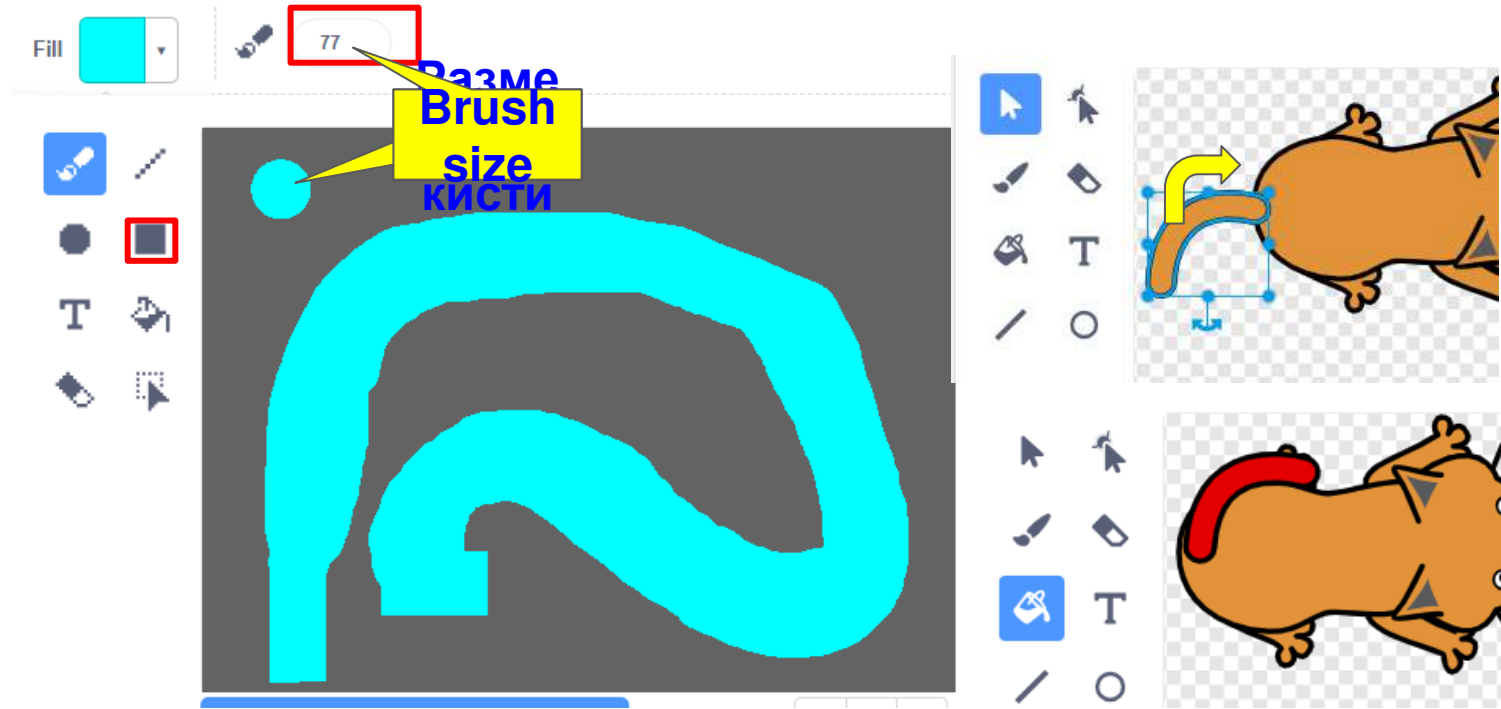
Let's continue to voice the Cat



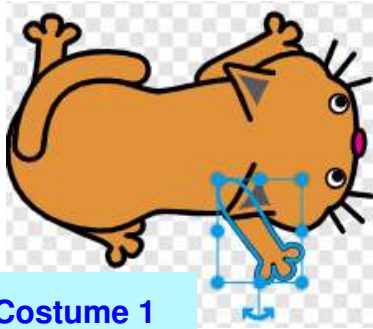
Music and microphone



Second level. Labyrinth. Tail



Second level. Animation



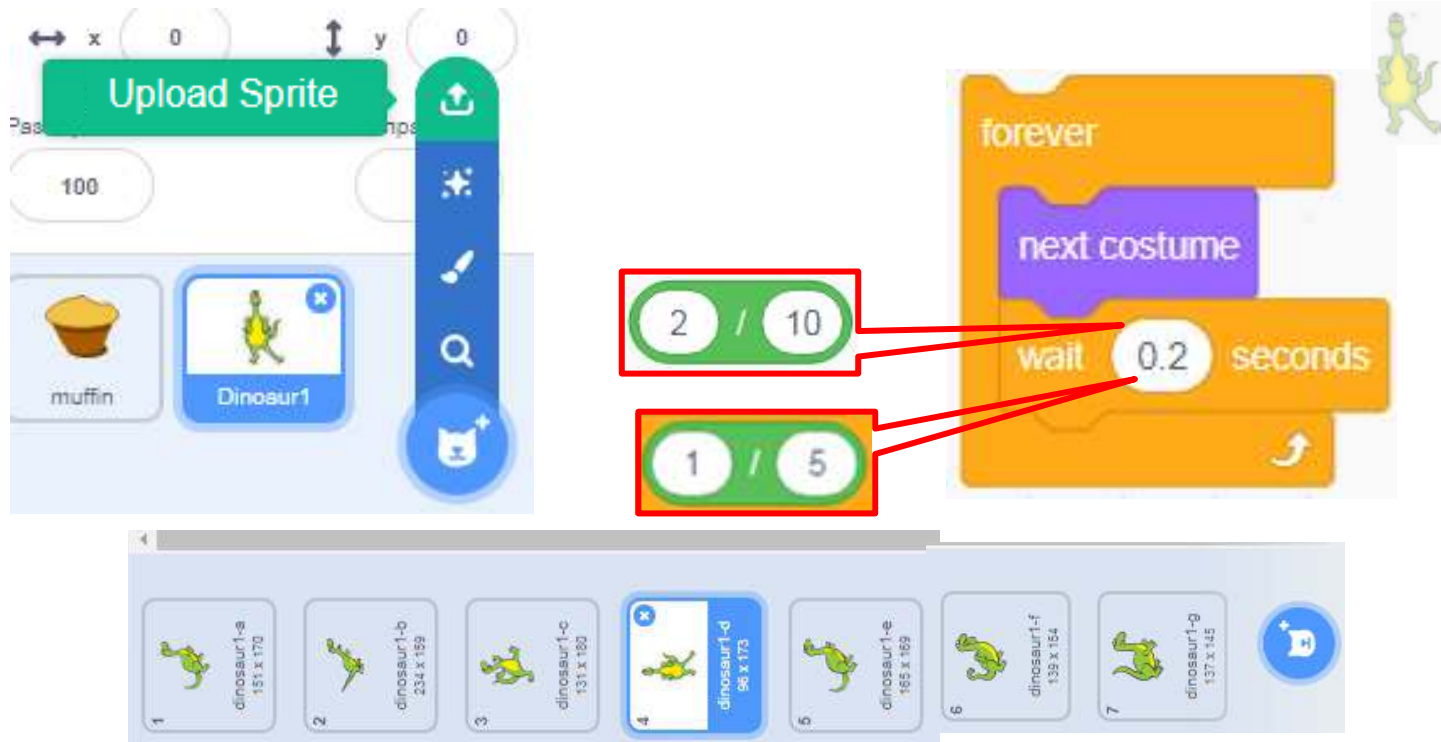
Costume 1



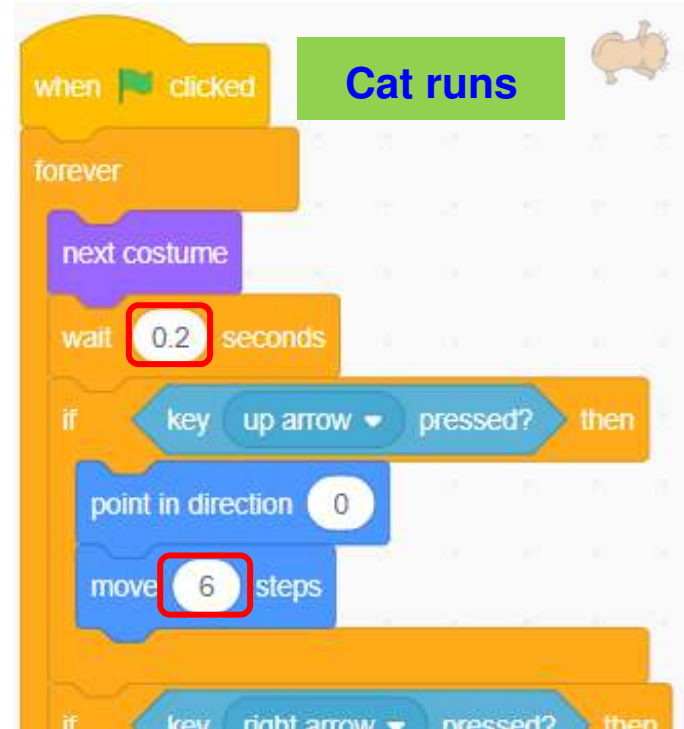
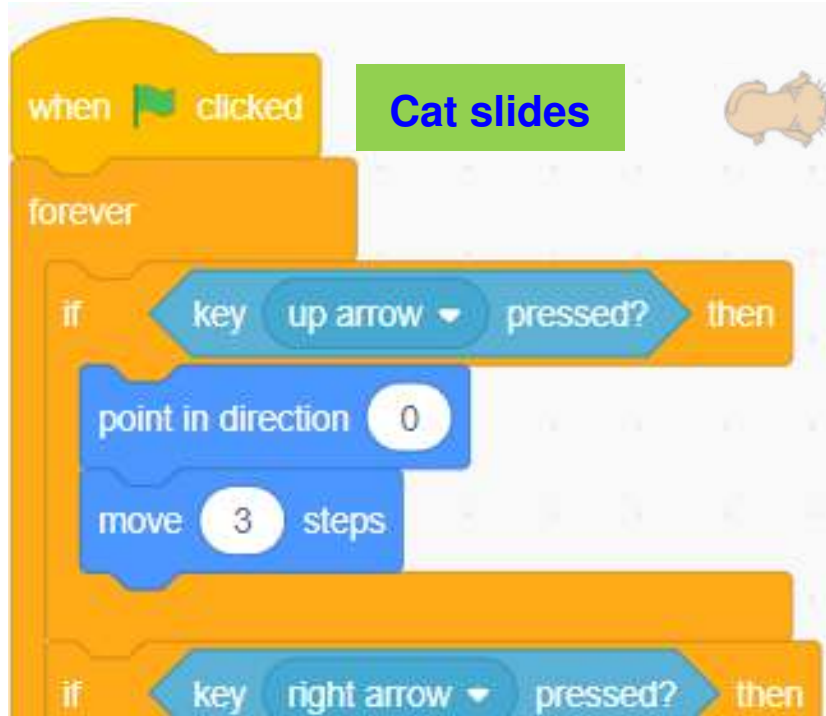
Costume 2



Second level. Animation 2



Mouse Script. Initial conditions



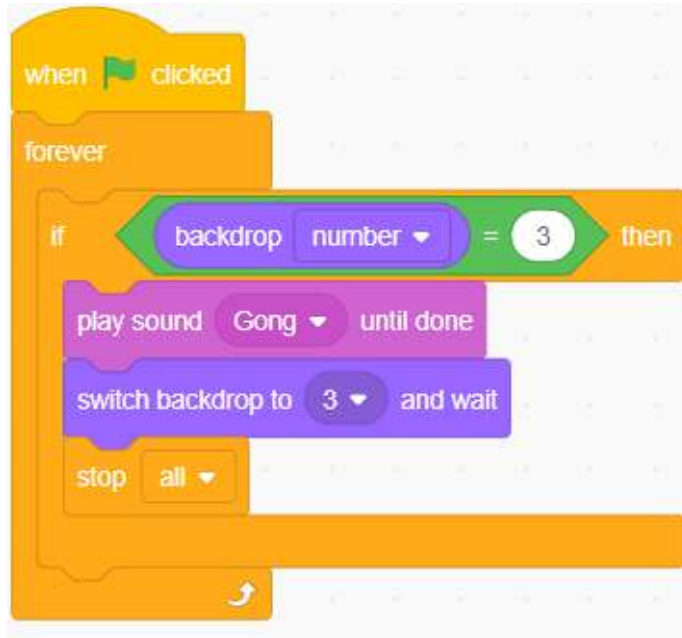
Second level. Mouse script



If you use animation



Second level. The end



Second level. Sound editor

The screenshot shows the Sound editor interface. A sound clip named 'Gong' with a duration of 3.57 is shown in the top left. The main editing area displays a waveform of the 'Gong' sound. A yellow callout points to the 'Cut' button in the top toolbar. Another yellow callout points to the 'Delete' button in the bottom toolbar, with a red box around it and the text 'This will be deleted'. A yellow callout points to the waveform, stating 'Gong sound duration > 16 seconds'. A purple callout points to a 10-second segment of the waveform, labeled '10 sec'. A yellow double-headed arrow indicates a segment of the waveform.

Cut

This will be deleted

Gong sound duration > 16 seconds

10 sec

Delete



Warm up

