



Custom Characters

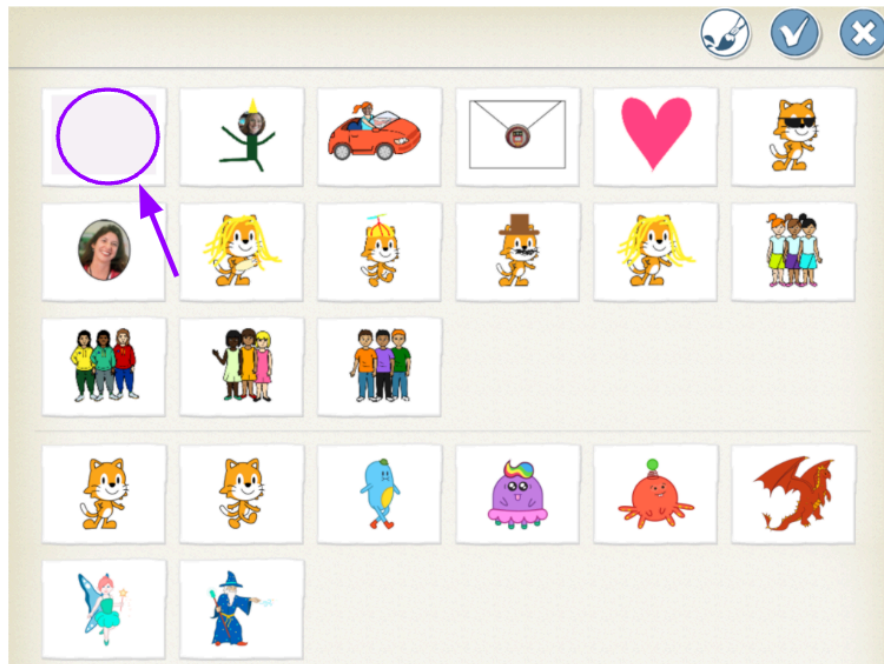


Steps

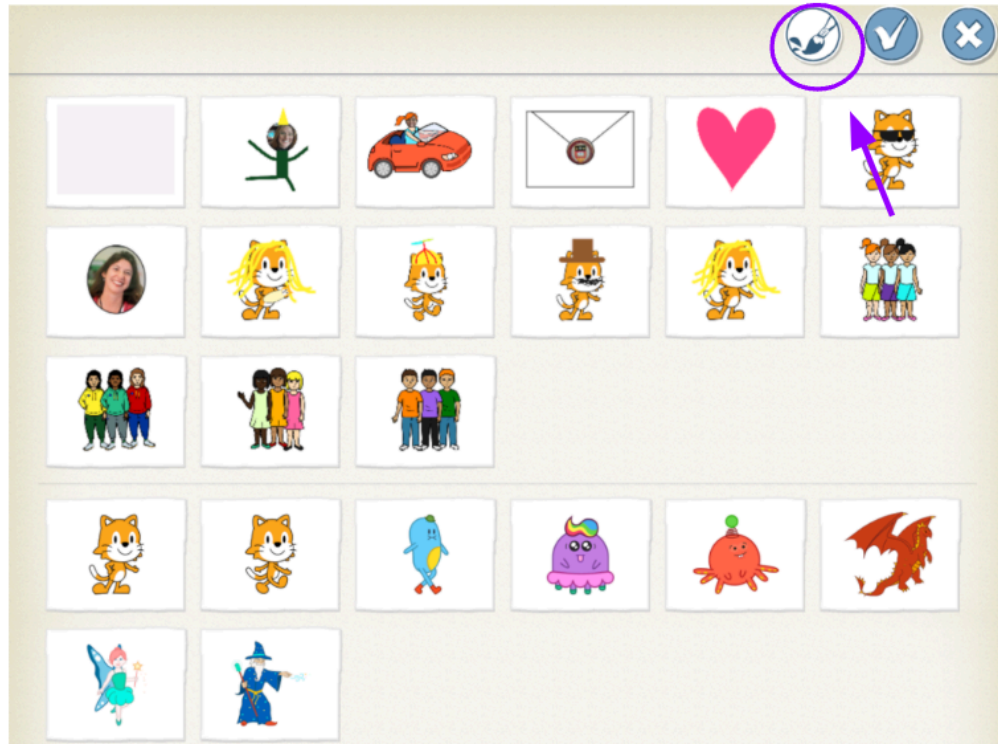
1. Choose an image, object, or face you'd like to turn into a ScratchJr character!
2. Add a new character



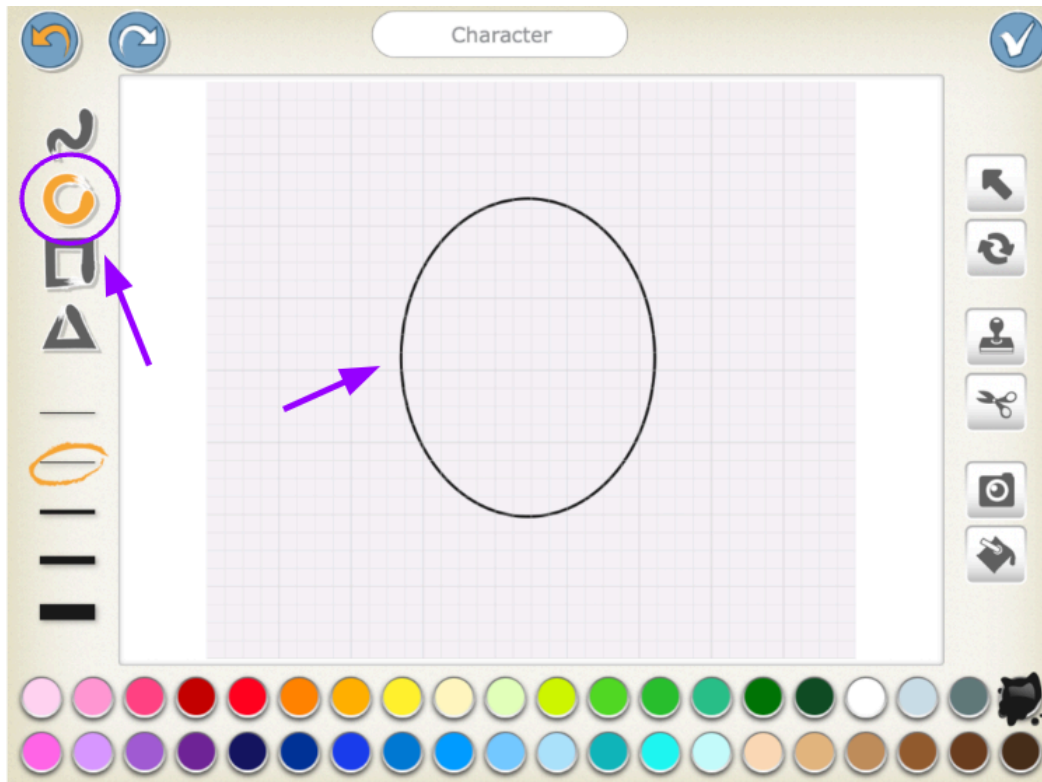
3. Select the blank character option



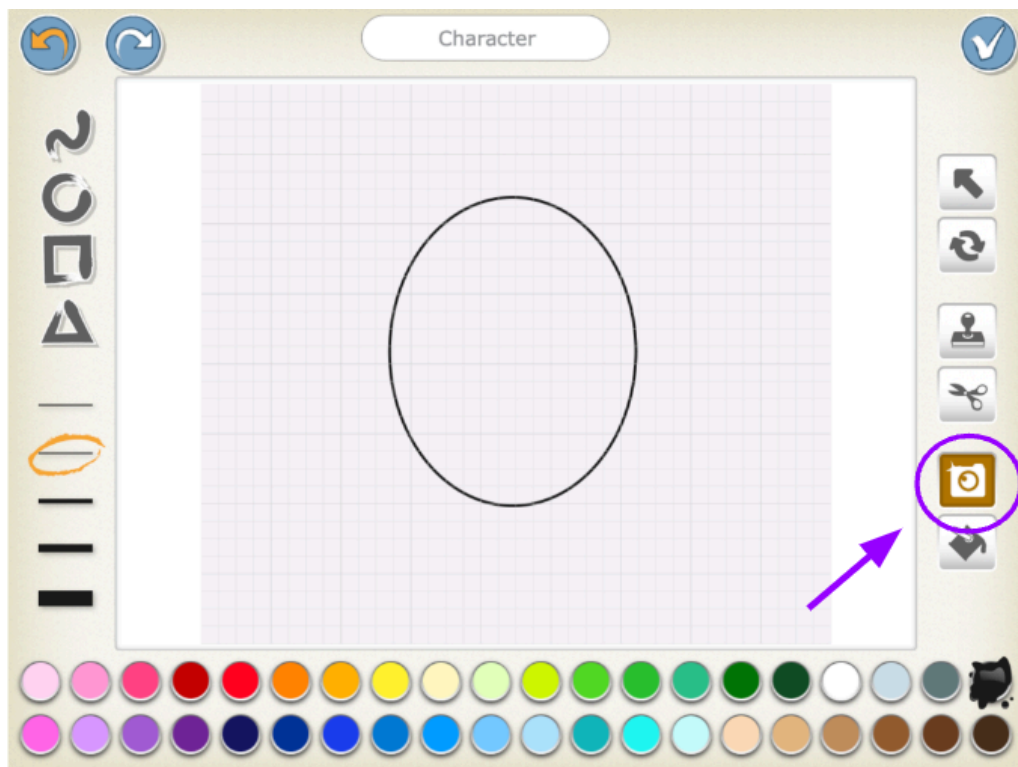
4. Open the paint editor



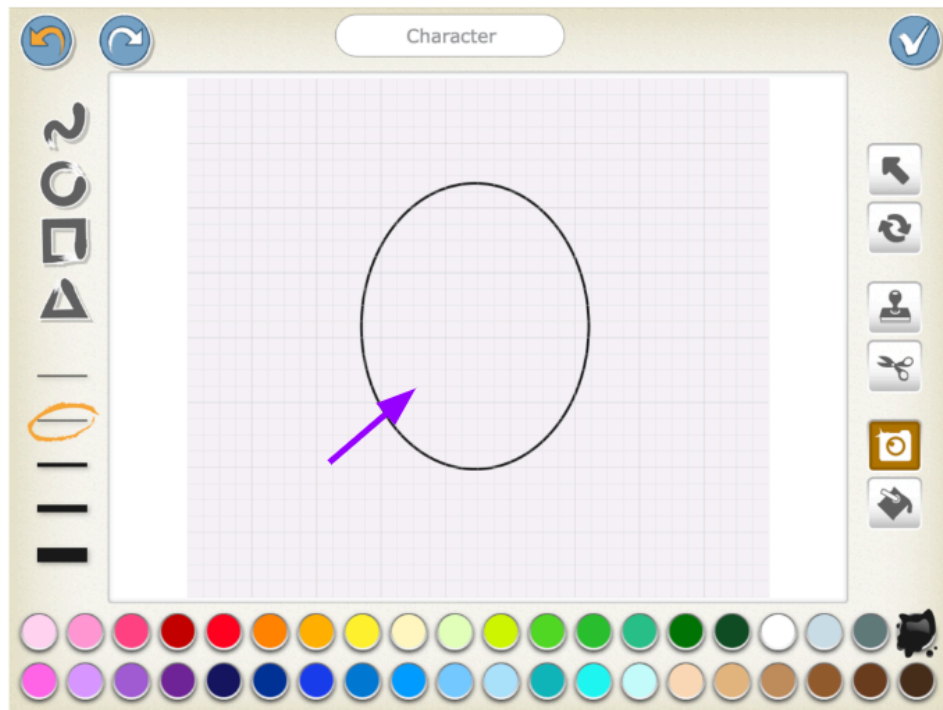
5. Using the shape tools, create an empty shape (circle is recommended!)



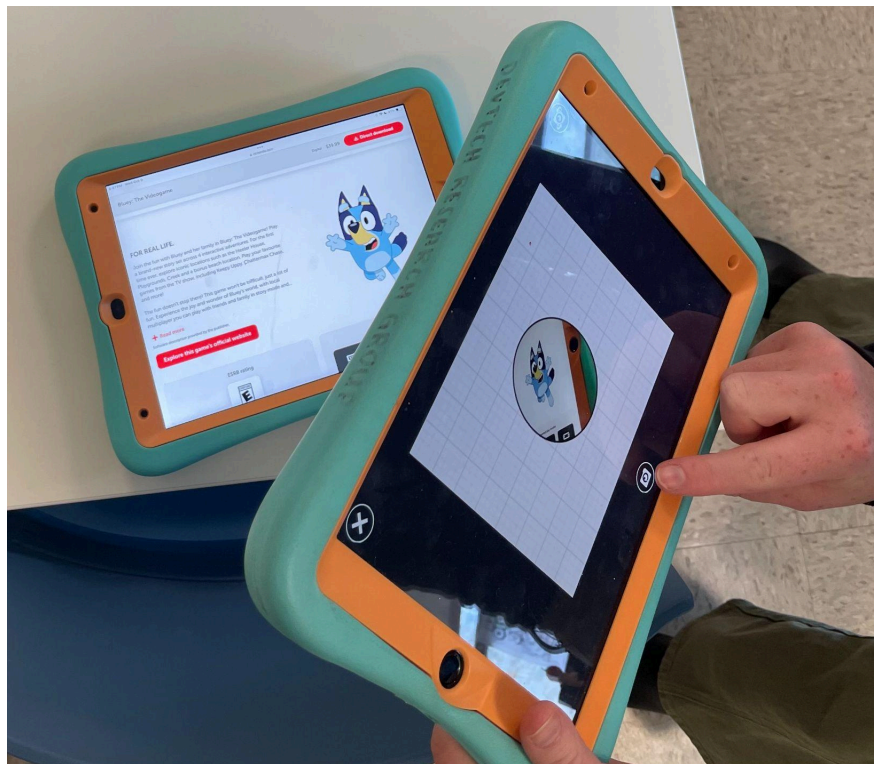
6. Click on the camera tool

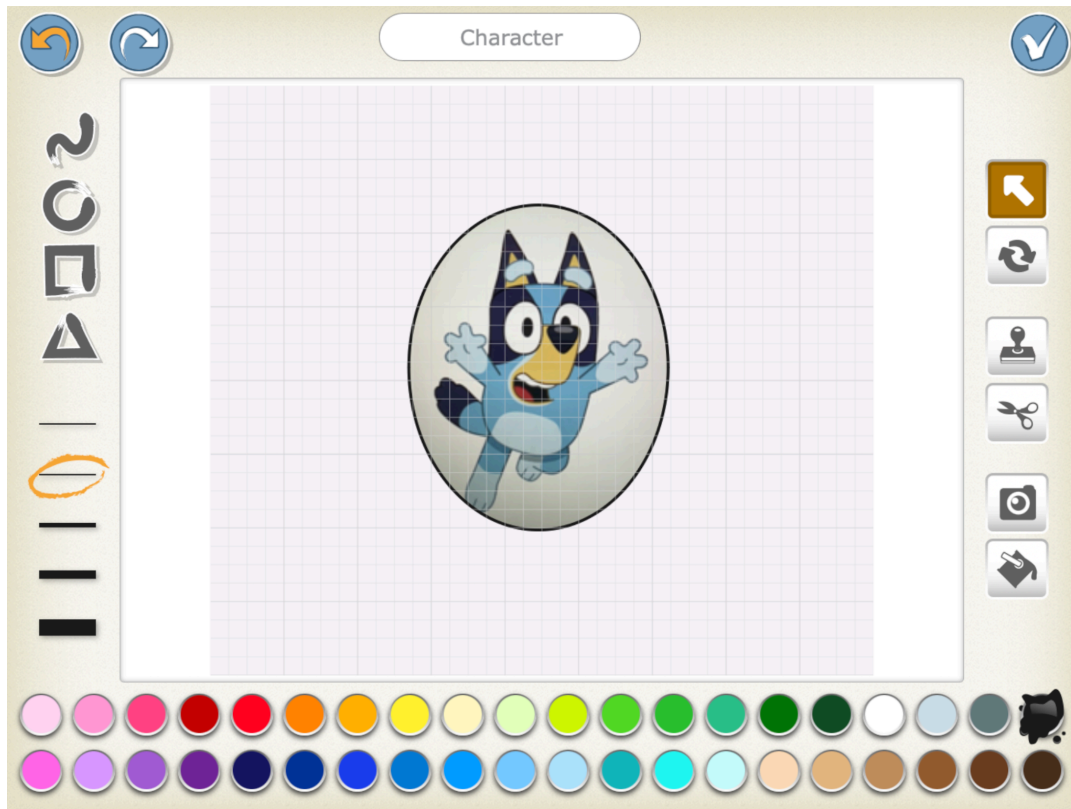


7. Tap in the shape

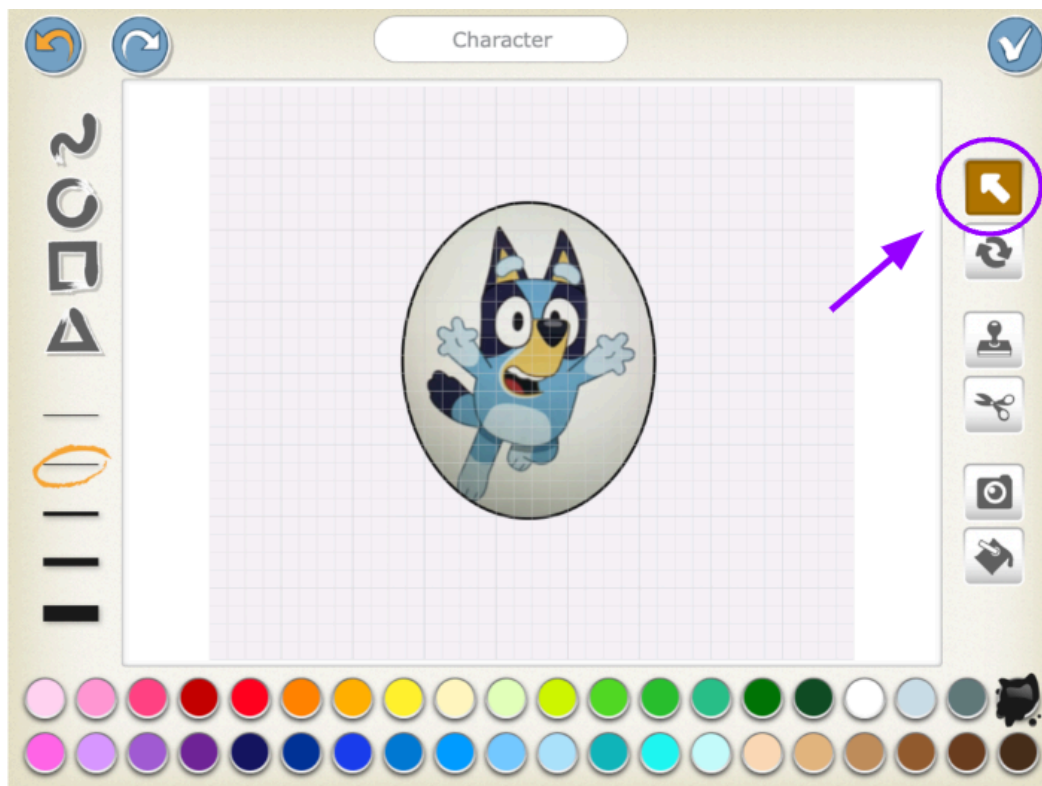


8. Take an picture of your the image, object or face you'd like to add into the project

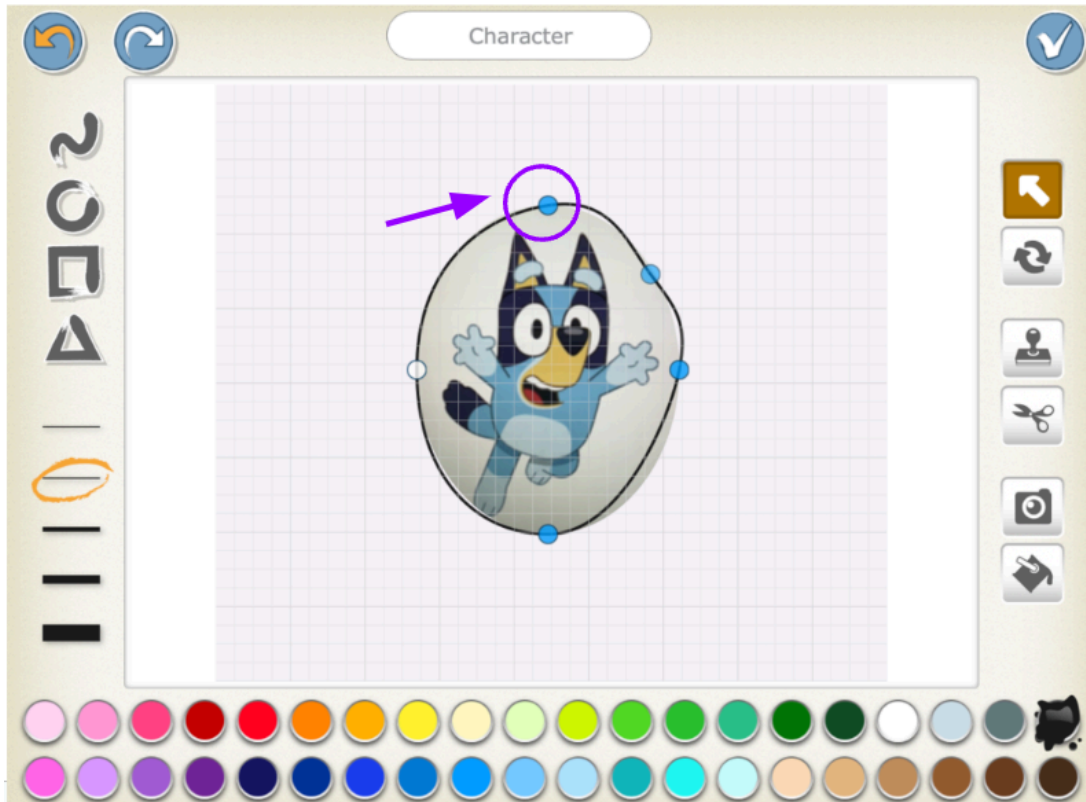




9. Click on the “move” tool



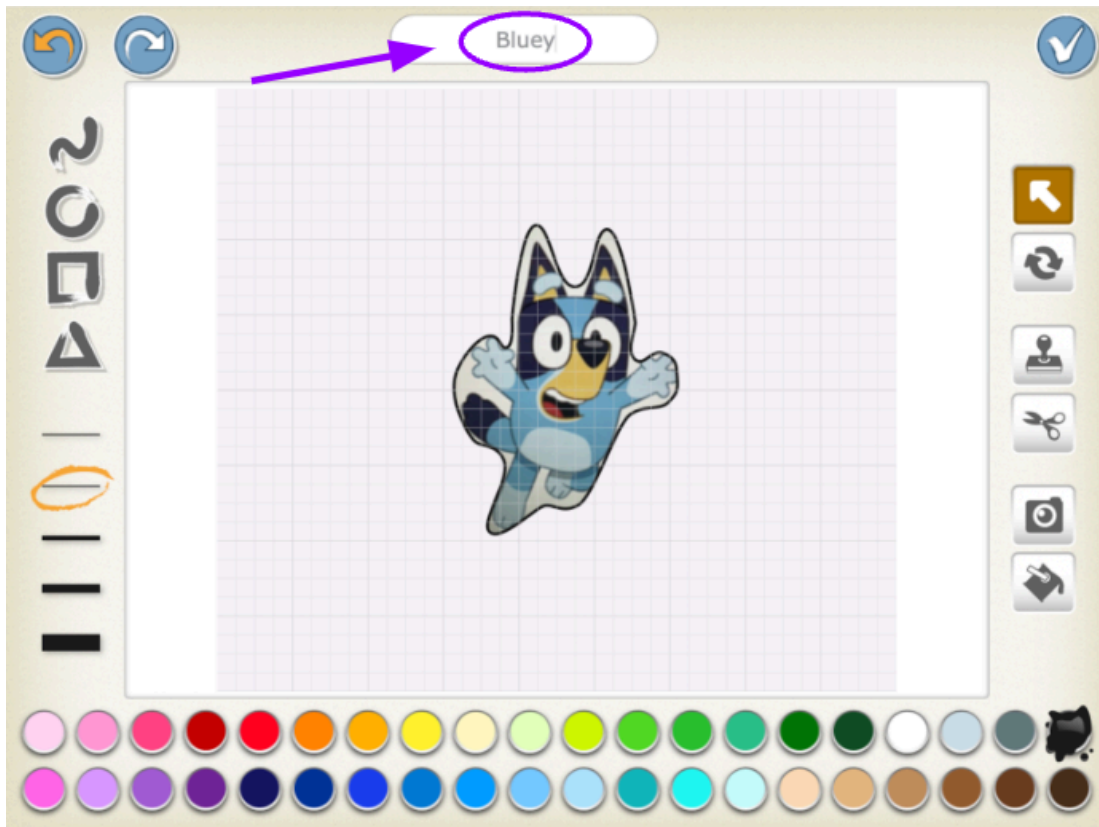
10. Double tap the edges of the shape



11. Use the dots that appear to drag the edges of the shape to fit the outline of your image
12. Continue to tap on the edges of the shape to create more points on the edges that can be moved



13. When happy with the character, rename it by tapping on the name on top of the paint editor



14. Return to the project editor and bring your character to life!

