

How to change the look of an object

Add the object which you would like to change the look of (in this example we have used the media library characters).



In the objects 'Looks' category, tap '+' and add two more characters



Insert the following bricks into the objects script in order to continually switch it look after one second:

Control = When program started

Looks = Switch to look ___ (first look of the object)

Control = Forever (This will create the "end of loop" brick on the bottom)

Control = Wait 1.0 second

Looks = Next look

End of Loop (will automatically appear)

