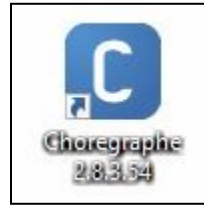




Robots Special Effects



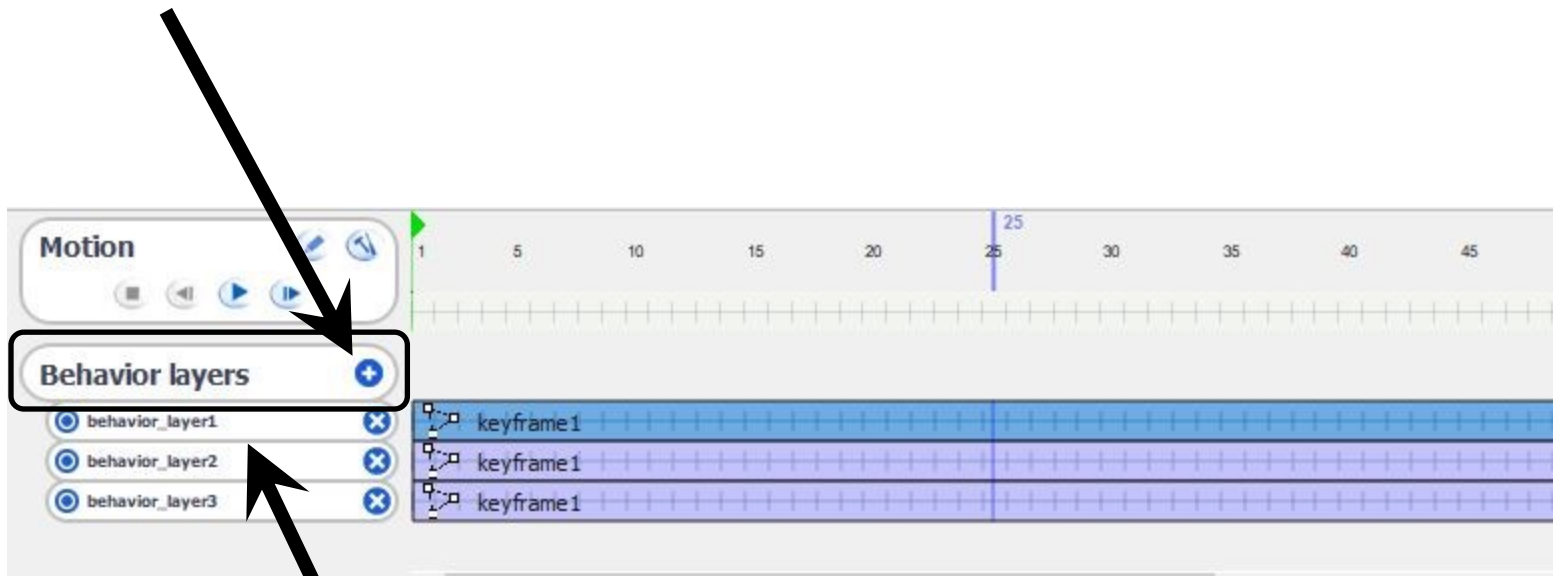
Goals for this session:

- Begin to understand behavior layers
- Create and save a Behavior Layer within Timeline with LED light effects and music/sound.

* Remember that it's good practice to start each program with a "Stand Up" box and continue programming from there.

Now that you know the basics of getting the robot to move in timeline, let's add some lights and music using Behavior Layers.

If a behavior layer hasn't been automatically given to you, click the plus sign to make one appear. It's good practice to name the behavior layer, as generally you will be working with more than one.

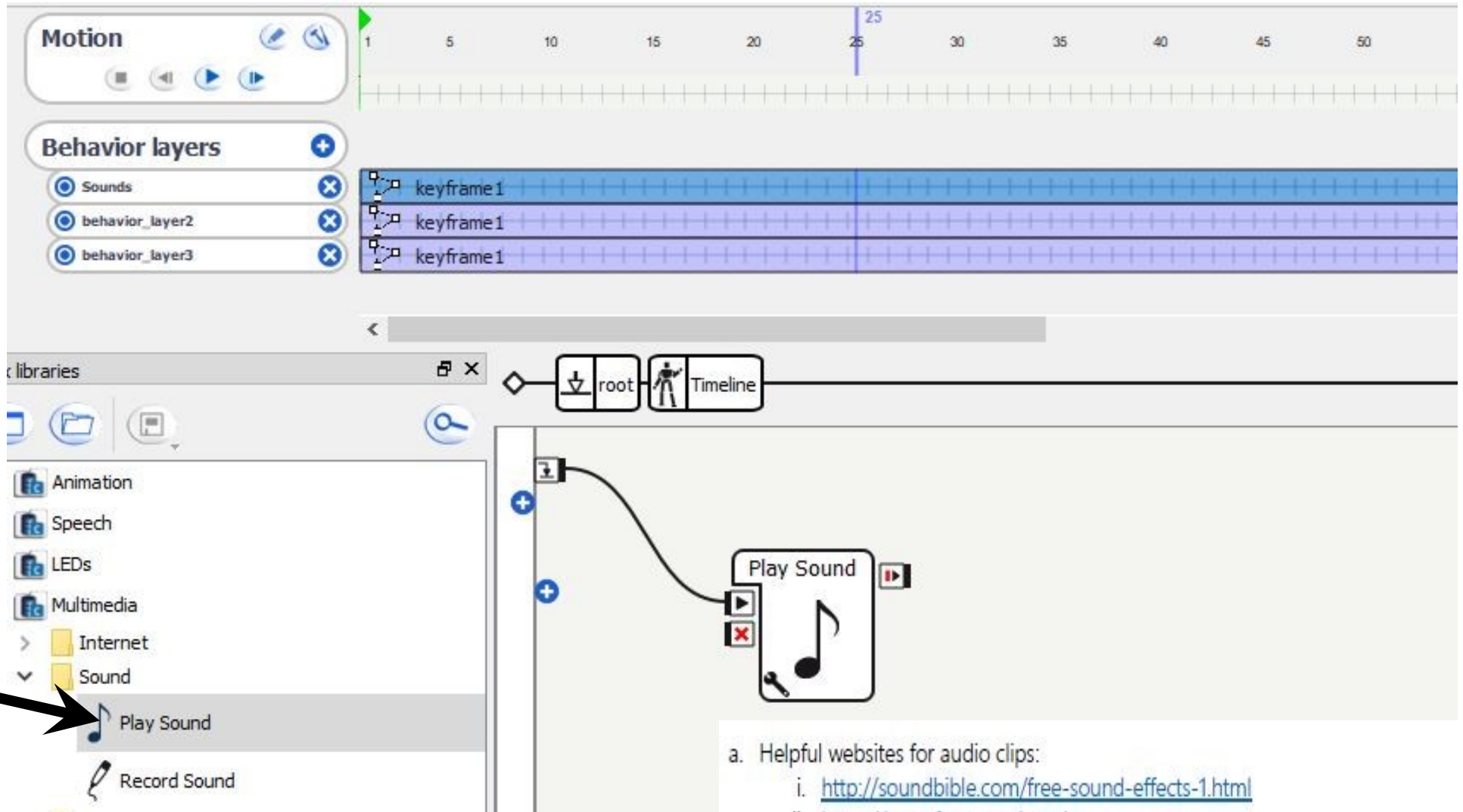


Rename the behavior layers.

The Behavior Layer you are working on will highlight blue.

Navigate to "Multimedia" > "Sound" and drag the "Play Sound" box onto your workspace and connect it to start with a noodle. Do NOT connect it to the end.

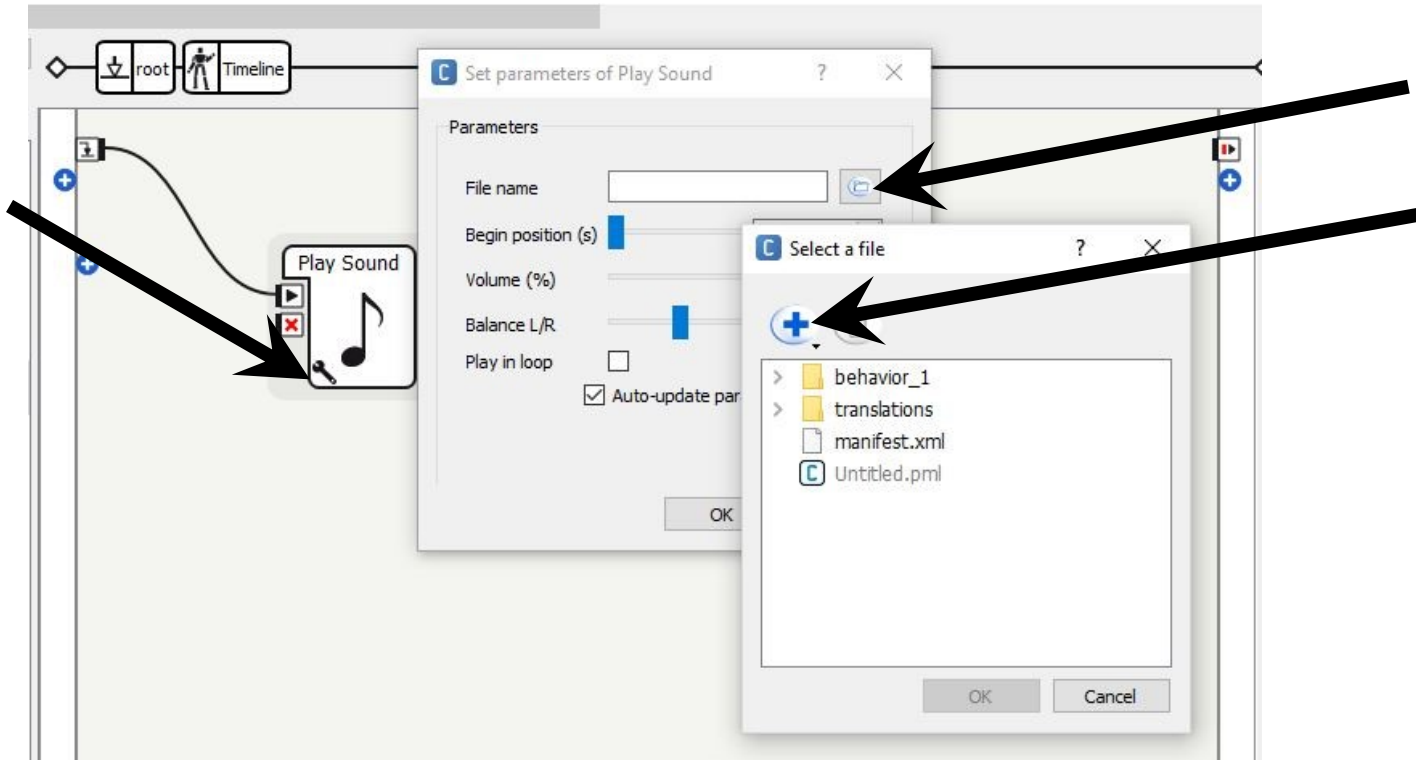
Save the program, minimize Choregraphe, and open the internet. Search for an MP3 sound effect or song. Download it to your desktop so it's ready to add to your "Play Sound" box.



a. Helpful websites for audio clips:

- i. <http://soundbible.com/free-sound-effects-1.html>
- ii. <https://www.freesound.org/>

Freesound.org requires a login. Username: abisset. Password: robot.



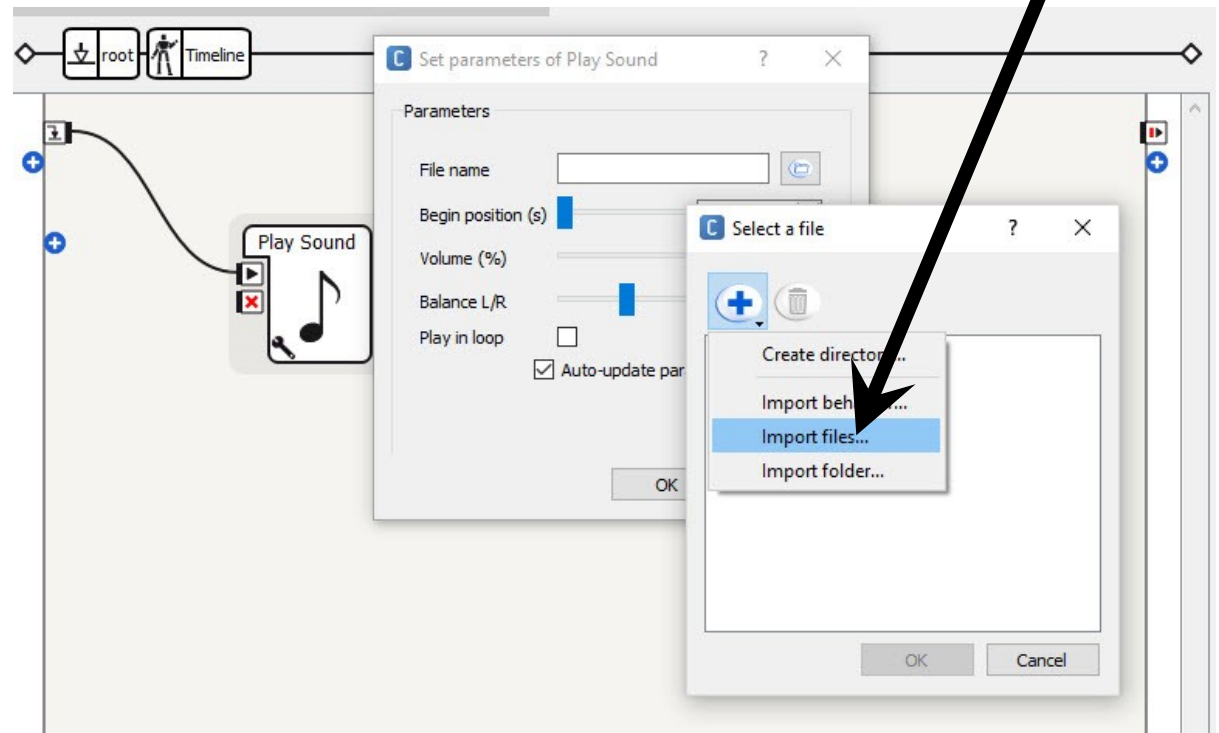
Click on the wrench in the corner of the "Play Sound" box.

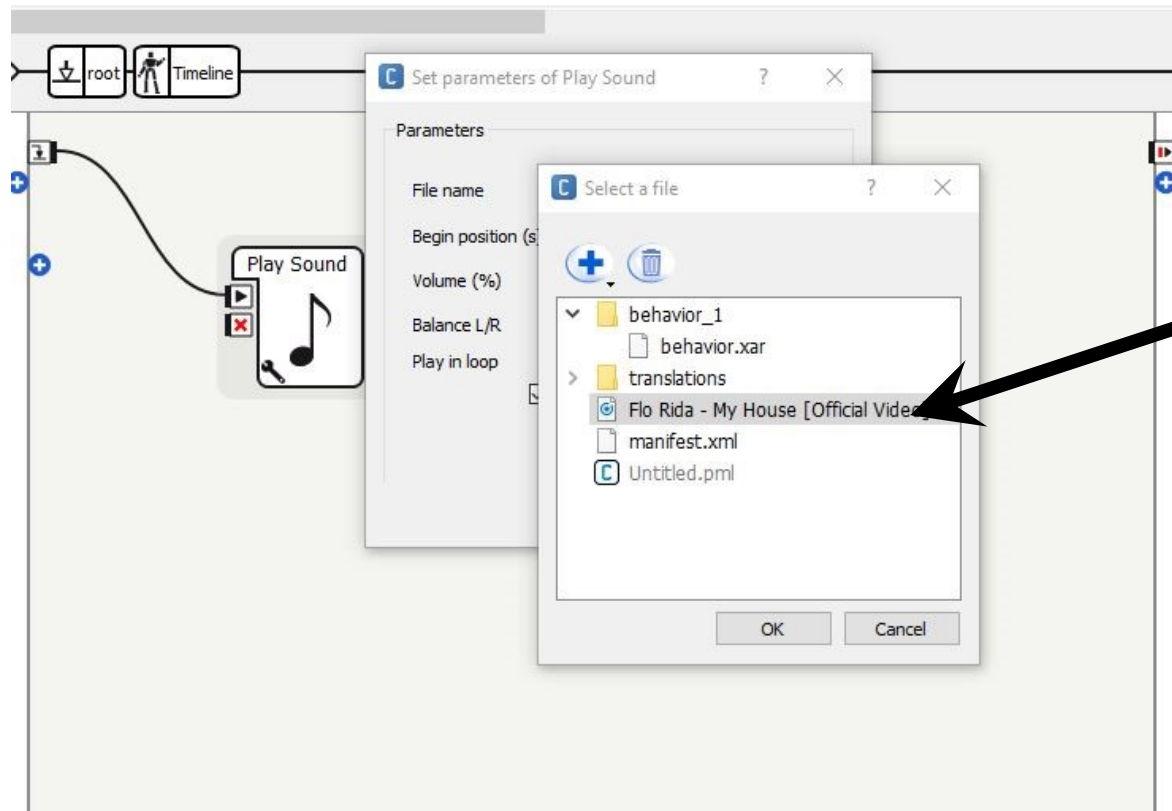
Click on the File Folder symbol.

Click on the + symbol.

Click on "Import Files"

Pick the sound effect or song you have previously downloaded to the desktop



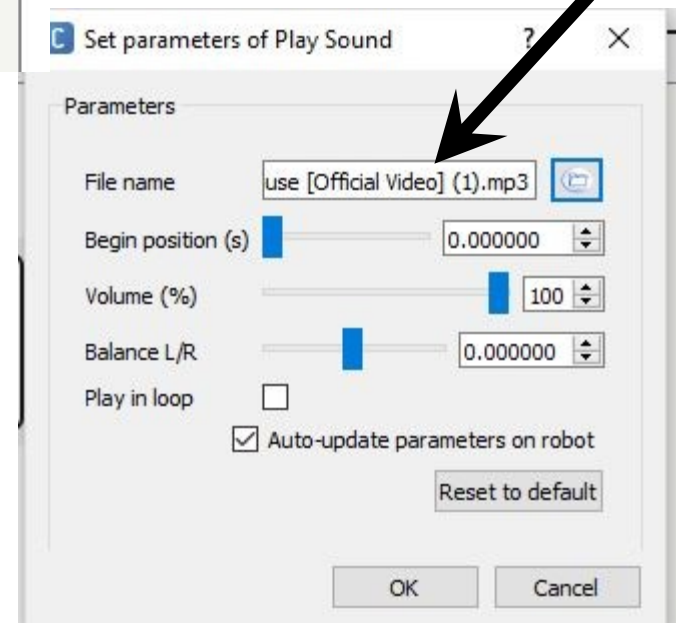


The file should now appear in your program file.

Click "Okay".

The file should now show up in the "Play Sound" box

Click "Okay" to close.



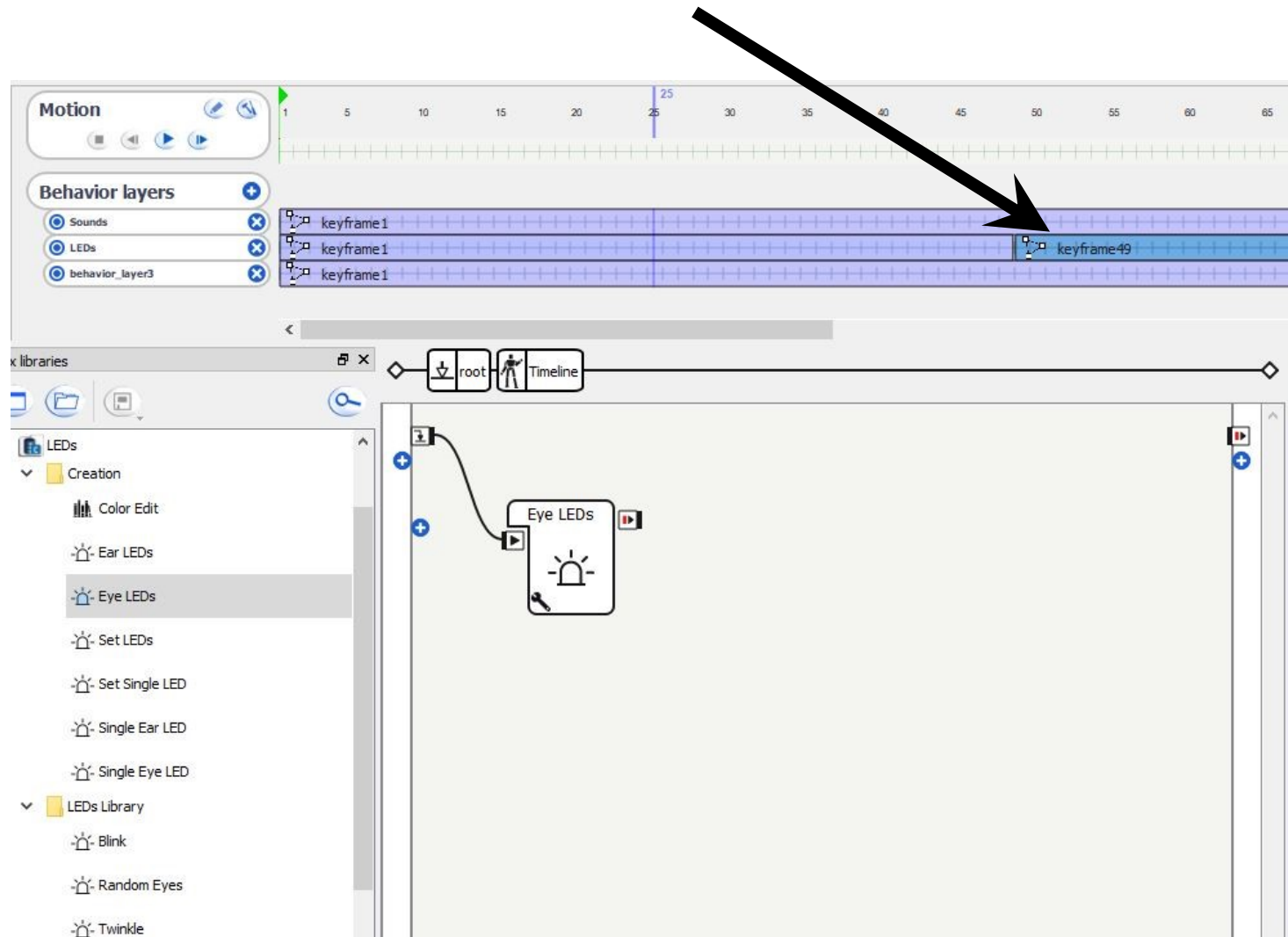
Lets add some eye LEDs.

Click on a new behavior layer behavior layer so it highlights blue.

Right click on the new behavior layer around the 50 mark. (In the picture we have already relabeled it "LEDs")

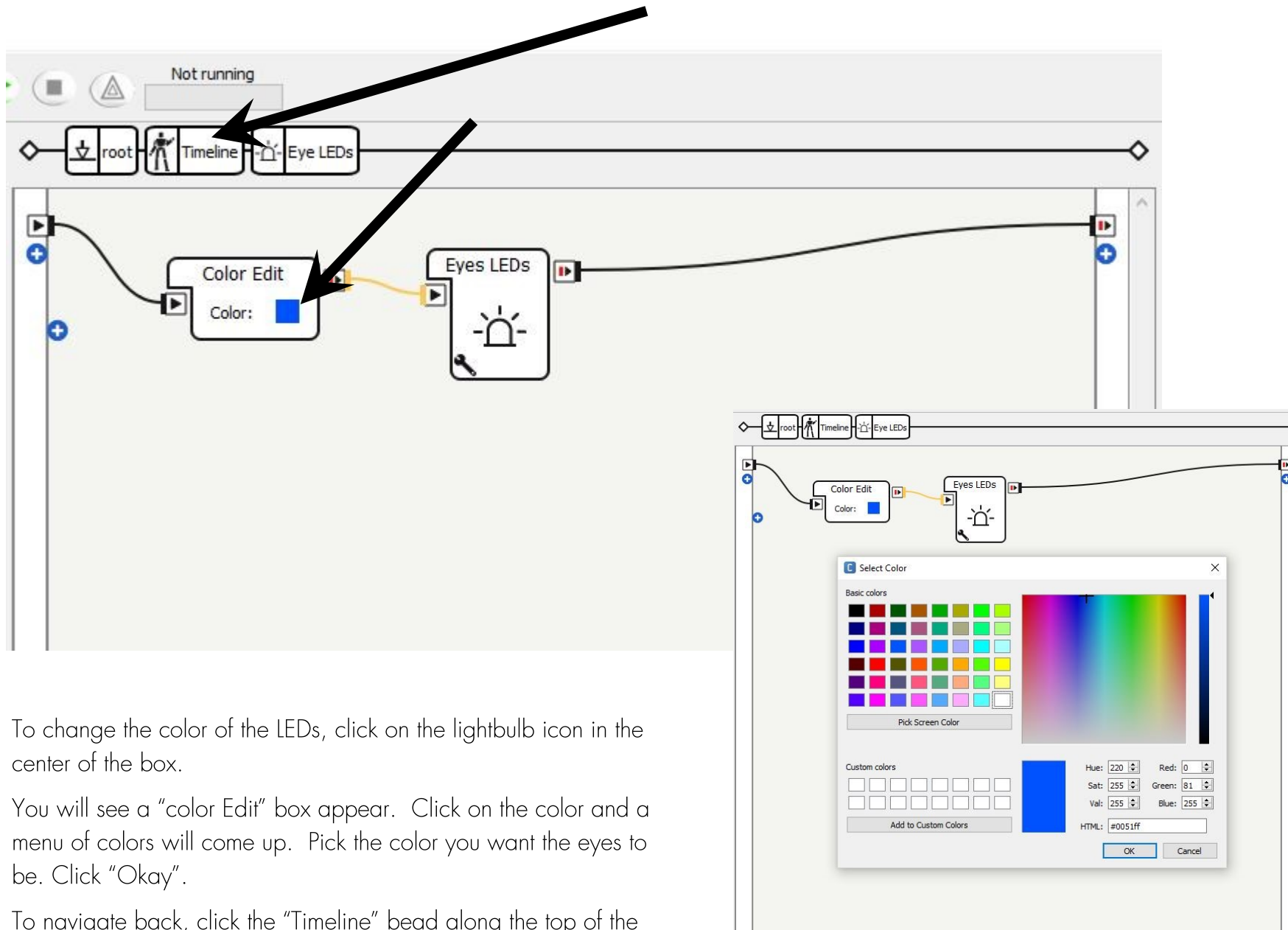
Click "Insert Keyframe"

Navigate to "LEDs" > "Creation" and drag the "Eye LEDs" box onto the workspace. Connect the start arrow to the box but don't connect to the end arrow.



The Behavior Layer is now divided into two parts. The part you are working on is blue. The part you are not working on is purple. As you toggle back and forth between them, the "Play Sound" box will appear and disappear,

It's good practice to rename the different Behavior Layers. If you haven't already, right click on the part of the Behavior Layer you want to rename. Pick "Edit Keyframe" from the drop down menu. Label the part with the sound "sounds". Label the part with the LEDs "LEDs"



To change the color of the LEDs, click on the lightbulb icon in the center of the box.

You will see a "color Edit" box appear. Click on the color and a menu of colors will come up. Pick the color you want the eyes to be. Click "Okay".

To navigate back, click the "Timeline" bead along the top of the workspace.

Click on the wrench in the corner of the "Eye LEDs" box. This will give you a choice of having both eyes change color or just one eye. It also lets you decide how long the color change will last. It defaults to 1/10th of a second.

If you want, connect a series of "Eye LEDs" boxes to create a series of color changes. The last color you choose will remain until another command tells the LED to change color.

Save your program on your flash drive and bring it to the teacher for testing.

