

- ペンタブ（ペンタブレット）
 - ー持ってきておいてください
 - ー番号はどれでもいいです

いろいろなスクリプト

ペントタブを使おう

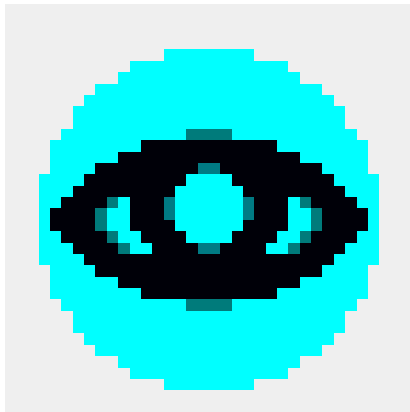
- 少し浮かしてペンを動かす
⇒ポインタを動かす効果
- ペンを付けて動かす
⇒ドラッグの効果

ペントタブでヤドカリを描こう

ビューワを開こう

- ビューワでは、部品の観察やスクリプトの作成ができる
- スクリプトを作れば、部品をスクリプト通りに動かすことができる

まっすぐ進む 回転する 消える シャベる



←これをクリック

ビューワの見方

ビューワの表示と
非表示

表示カテゴリを
変更する

行動系タイル
!を押すとその行動
を1回行う

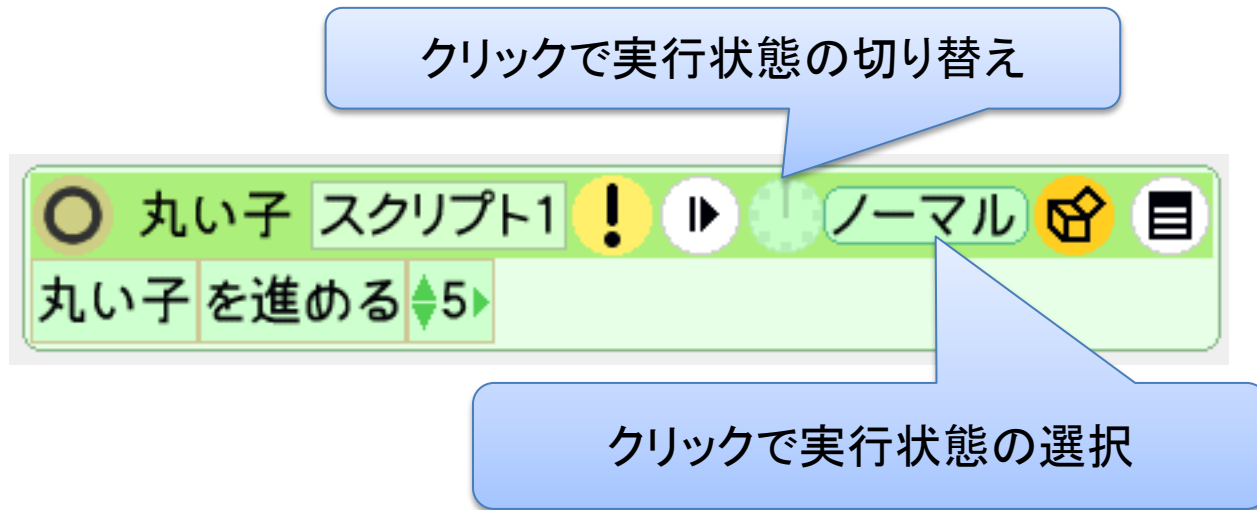
状態系タイル
数字で状態を管理で
きる

The interface is divided into several sections. At the top, there are three circular buttons: 'スケッチ' (Sketch), '探す' (Search), and '基本' (Basic). To the right of these buttons are three icons: a checkmark, a list icon, and a plus sign. Below the buttons is a search bar. The main area contains two rows of tiles. The first row, highlighted with a red border, contains three action tiles (indicated by exclamation marks) and three state tiles (indicated by list icons). The second row contains three state tiles. The third row contains three state tiles. The fourth row contains three state tiles. The fifth row contains three state tiles. The sixth row contains three state tiles. The seventh row contains three state tiles. The eighth row contains three state tiles. The ninth row contains three state tiles. The tenth row contains three state tiles. The eleventh row contains three state tiles. The twelfth row contains three state tiles. The thirteenth row contains three state tiles. The fourteenth row contains three state tiles. The fifteenth row contains three state tiles. The sixteenth row contains three state tiles. The seventeenth row contains three state tiles. The eighteenth row contains three state tiles. The nineteenth row contains three state tiles. The twentieth row contains three state tiles. The twenty-first row contains three state tiles. The twenty-second row contains three state tiles. The twenty-third row contains three state tiles. The twenty-fourth row contains three state tiles. The twenty-fifth row contains three state tiles. The twenty-sixth row contains three state tiles. The twenty-seventh row contains three state tiles. The twenty-eighth row contains three state tiles. The twenty-ninth row contains three state tiles. The thirtieth row contains three state tiles. The thirty-first row contains three state tiles. The thirty-second row contains three state tiles. The thirty-third row contains three state tiles. The thirty-fourth row contains three state tiles. The thirty-fifth row contains three state tiles. The thirty-sixth row contains three state tiles. The thirty-seventh row contains three state tiles. The thirty-eighth row contains three state tiles. The thirty-ninth row contains three state tiles. The fortieth row contains three state tiles. The forty-first row contains three state tiles. The forty-second row contains three state tiles. The forty-third row contains three state tiles. The forty-fourth row contains three state tiles. The forty-fifth row contains three state tiles. The forty-sixth row contains three state tiles. The forty-seventh row contains three state tiles. The forty-eighth row contains three state tiles. The forty-ninth row contains three state tiles. The fiftieth row contains three state tiles. The fifty-first row contains three state tiles. The fifty-second row contains three state tiles. The fifty-third row contains three state tiles. The fifty-fourth row contains three state tiles. The fifty-fifth row contains three state tiles. The fifty-sixth row contains three state tiles. The fifty-seventh row contains three state tiles. The fifty-eighth row contains three state tiles. The fifty-ninth row contains three state tiles. The sixtieth row contains three state tiles. The sixty-first row contains three state tiles. The sixty-second row contains three state tiles. The sixty-third row contains three state tiles. The sixty-fourth row contains three state tiles. The sixty-fifth row contains three state tiles. The sixty-sixth row contains three state tiles. The sixty-seventh row contains three state tiles. The sixty-eighth row contains three state tiles. The sixty-ninth row contains three state tiles. The seventieth row contains three state tiles. The seventy-first row contains three state tiles. The seventy-second row contains three state tiles. The seventy-third row contains three state tiles. The seventy-fourth row contains three state tiles. The seventy-fifth row contains three state tiles. The seventy-sixth row contains three state tiles. The seventy-seventh row contains three state tiles. The seventy-eighth row contains three state tiles. The seventy-ninth row contains three state tiles. The eightieth row contains three state tiles. The eighty-first row contains three state tiles. The eighty-second row contains three state tiles. The eighty-third row contains three state tiles. The eighty-fourth row contains three state tiles. The eighty-fifth row contains three state tiles. The eighty-sixth row contains three state tiles. The eighty-seventh row contains three state tiles. The eighty-eighth row contains three state tiles. The eighty-ninth row contains three state tiles. The ninetieth row contains three state tiles. The ninety-first row contains three state tiles. The ninety-second row contains three state tiles. The ninety-third row contains three state tiles. The ninety-fourth row contains three state tiles. The ninety-fifth row contains three state tiles. The ninety-sixth row contains three state tiles. The ninety-seventh row contains three state tiles. The ninety-eighth row contains three state tiles. The ninety-ninth row contains three state tiles. The hundredth row contains three state tiles.

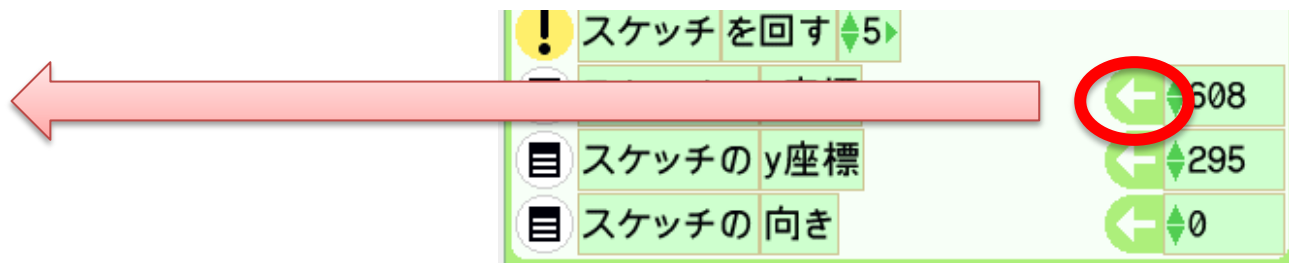
Category	Item	Value
Action	スケッチ が音を鳴らす	ゲコゲコ
Action	スケッチを進める	5
Action	スケッチを回す	5
State	スケッチの x座標	608
State	スケッチの y座標	295
State	スケッチの 向き	0

スクリプトにする

- タイルを引っ張りだすと、スクリプタに変身する

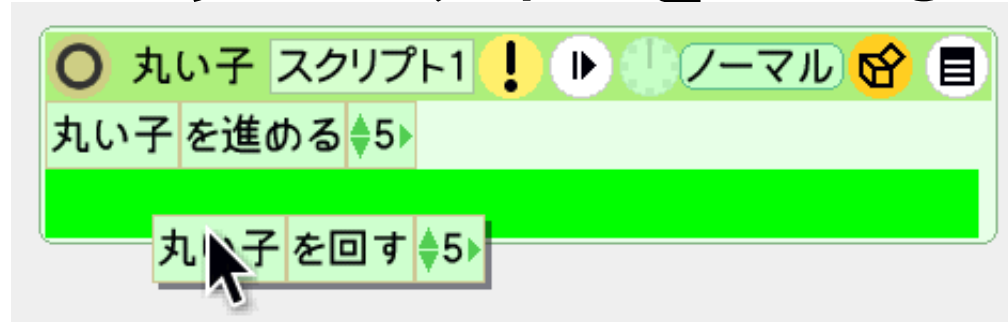


- 状態タイルは矢印部分から引っ張りだす



動きを複雑にする

- スクリプタには2つ以上のタイルをはめることもできる



- 条件分岐で行動を分けることもできる



スクリプトを作ってみよう

- プリントを見ながらいろんな動きをする生物を水槽に追加しよう！
 - ヤドカリ(砂の上を歩くように)
 - 魚(水中をふわふわ泳ぐように)
 - わかめ(ゆらゆらと揺れるように)
 - 水車(ぐるぐると回転する)