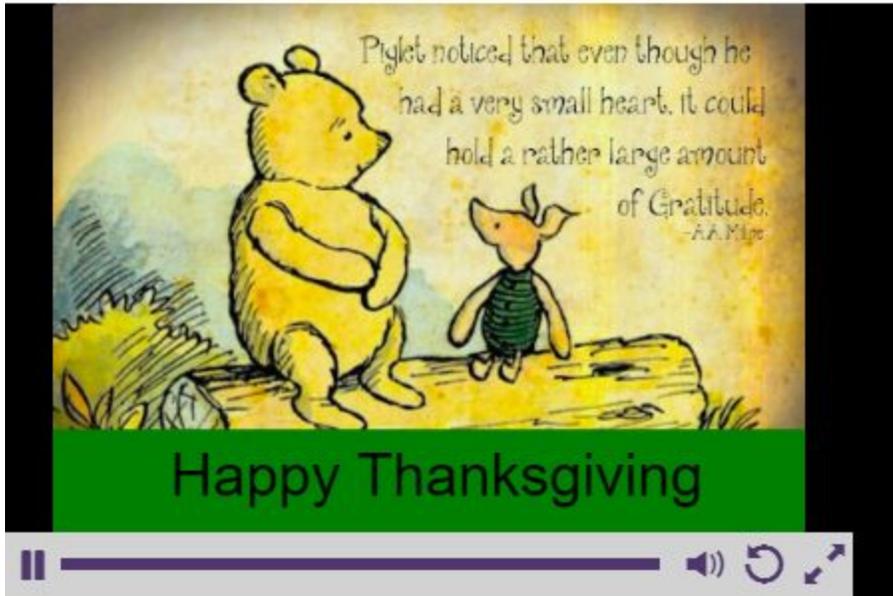


## Introduction to Vidcode Created by Kristin Violette

### Project #1: Greeting Card

<https://www.vidcode.com/share/zTH86jvIaS>



```
1  movie = image();
2  movie.source = "piglet.jpg";
3
4  var my_rect = rect(0, 290, movie.width, 70, "green", "clear");
5
6  var title = text("Happy Thanksgiving");
7  title.color = "black";
8  title.size = 40;
9  title.x = 80;
10 title.y = 295;
11
```

Line1: identifies the background as an image

Line2: identifies the source of the background image

Line4: draws a rectangle(x,y,width, height, background\_color, border\_color)

Line6: establishes a text **variable** and sets the text to a ("**string**")

Line7: sets the color property of the text variable

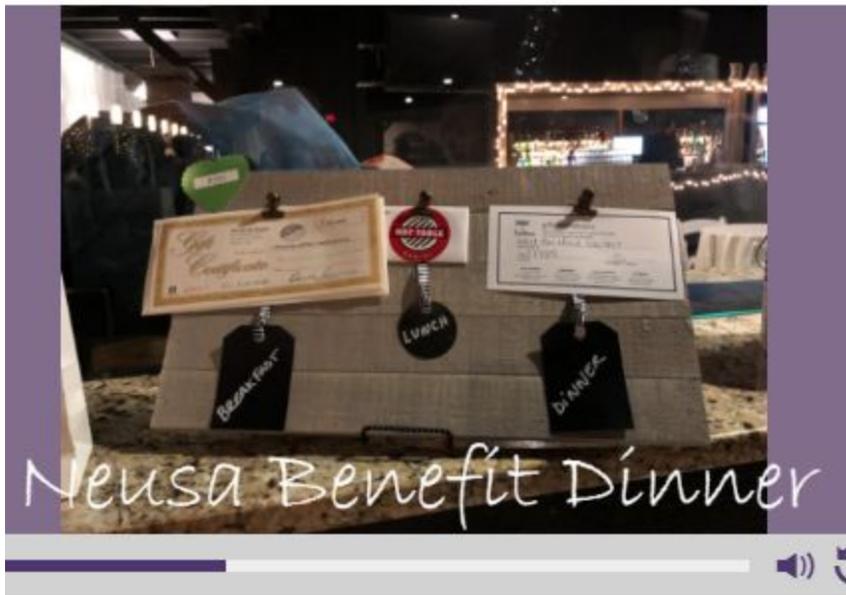
Line8: sets the size color property of the text variable

Line9: sets the horizontal location of the text variable

Line10: sets the vertical location of the text variable

## Project #2: SlideShow

<https://www.vidcode.com/share/tVGwuEBEtc>



```
1  movie = stopmotion();
2
3  movie.frames = ["family101.jpg", "crowd.jpg", "brazilians.jpg",
4                 "venue.jpg", "todd.jpg", "prize3.jpg", "linda.jpg",
5                 "kristinrich.jpg", "neusaa.jpg", "prize2.jpg",
6                 "chip.jpg", "prize2.jpg", "carol.jpg", "chipneusa.jpg",
7                 "prize1.jpg", "neusaa.jpg"];
8  movie.interval = 2000;
9  var my_text1 = text("Neusa Benefit Dinner");
10 my_text1.x = 50;
11 my_text1.y = 280;
12 my_text1.font = "bradley Hand ITC";
13 my_text1.size = 60;
14 my_text1.color = "white";
15
```

Line1: identifies the background as a stop motion (slideshow)

Line3-7: identifies an **array** of images that will be used in the slideshow

Line8: sets the interval for moving through the array of images (speed of the slideshow)

Line9: establishes a text **variable** and sets the text to a ("**string**")

Line10&11: sets the horizontal and vertical location of the text variable

Line12: sets the font style property for text variable

Line13: sets the font size property for text variable

Line14: sets the color property for the text variable

## Project #3: Animation

<https://www.vidcode.com/share/yakc13PSq4>



```
1  movie = image();
2  movie.source = "kristinrich.jpg";
3  |
4  var text1 = text("The future's SO Bright,") ;
5  var text2 = text ("We gotta wear shades!");
6  text1.size = 25;
7  text2.size = 25;
8  text2.y = 30;
9
10 text1.opacity = 0;
11 text2.opacity = 0;
12
13 var glasses = graphic("glasses.png");
14   glasses.x = 65;
15   glasses.y = 0
```

Line1-8: sets the background as an image and identifies a source of the image, sets 2 text variables to strings, sets the text size for each of these text variables, sets the vertical position for the text2 variable

Line10-11: sets both text variables to invisible--so the text is not seen until it is programmed to be seen.

```

16  glasses.scale = .35;
17  glasses.rotation = 4;
18
19  var glasses2 = graphic("glasses2.png");
20  glasses2.x = 133;
21  glasses2.y = 0;
22  glasses2.scale = .30;
23  glasses2.rotation = -11;
24
25  repeat(function() {
26    //replace true with a conditional statement below
27    if (glasses.y < 120) {
28      glasses.y += 10;
29    } else {
30

```

Line13-17: does the same as lines 19-23 (see below) but for the other graphic (glasses)

Lines 19: establishes a variable for the graphic and identifies the source of the variable(glasses2)

Line20&21: sets the starting coordinates (location) of graphic variable

Line22: sets the size of the graphic by scaling it down to 30% (.1-1.0)

Line23: sets the rotation of the graphic

```

30
31     }
32 }, 2)
33
34 repeat(function() {
35     //replace true with a conditional statement below
36     if (glasses2.y<150) {
37         glasses2.y +=10;
38     } else {
39         text1.opacity = 1;
40         text2.opacity = 1;
41     }
42 }, 2)
43
44

```

Lines 25-29: does the same as lines 34-38 (see below) but for the other graphic (glasses)

Line 34: a repeat function (loop) that will be activated if the following condition is met. The final parameter in the loop is the number 2 which can be changed to determine the interval of the repetition.

Line 35: a comment in the code

Lines 36-41: **IF/Else Ladder**: this is a conditional text. **IF** the vertical location of the glasses2 variable is less than 150, then add 10 to the Y property (+= is shorthand for adding a number to itself). **ELSE** (if the vertical location of the glasses2 variable is NOT less than 150) set the opacity of both text variables to 1--in other words, show the text that was hidden in Lines 10&11