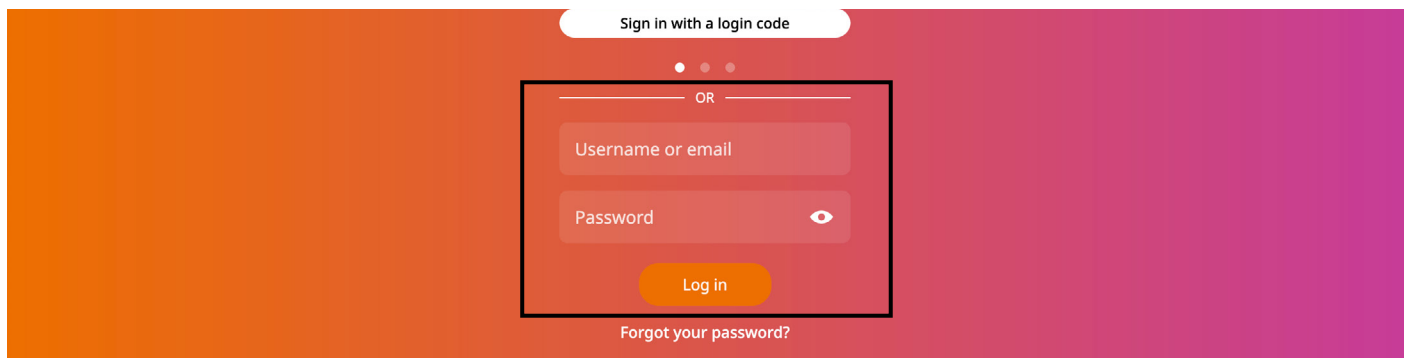
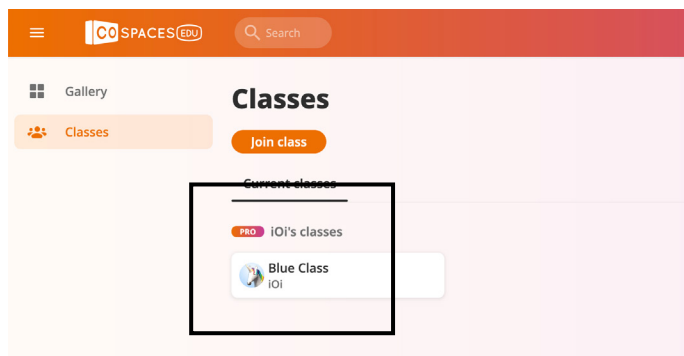




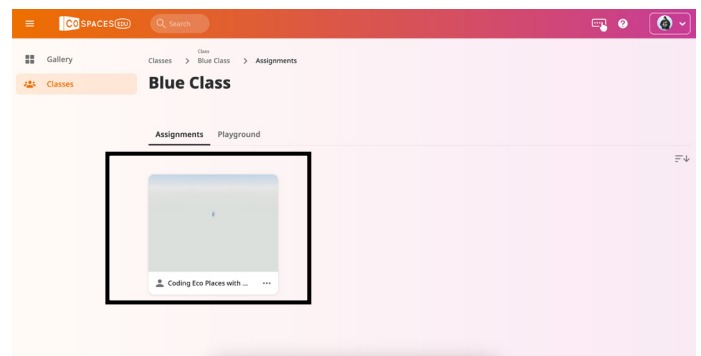
CoSpaces: Log in



1. Go to edu.cospaces.io/Studio/Spaces. Type in the username and password we sent you

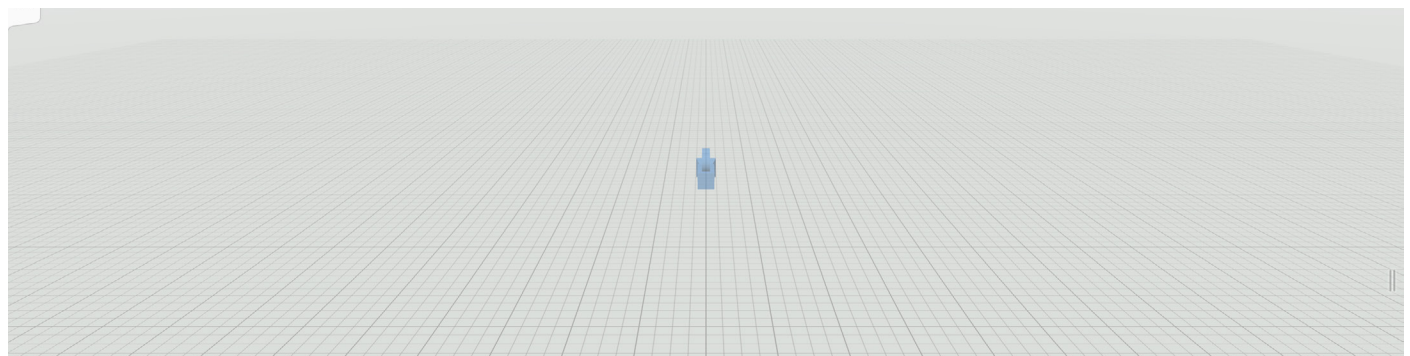


2. Click on the class we assigned you



3. Select assignment *Coding Eco Places with CoSpaces*

CoSpaces: Move around



This is the space in which we are building. We are going to move around it using a mouse and keyboard

- | | | | |
|--|---------------------------------|--|--------------------------------|
| | = Rotate camera view | | = Center in on selected object |
| | = Zoom in/ out | | = View whole scene |
| | = Move camera view | | = Zoom in |
| | = Zoom camera to mouse position | | = Zoom out |

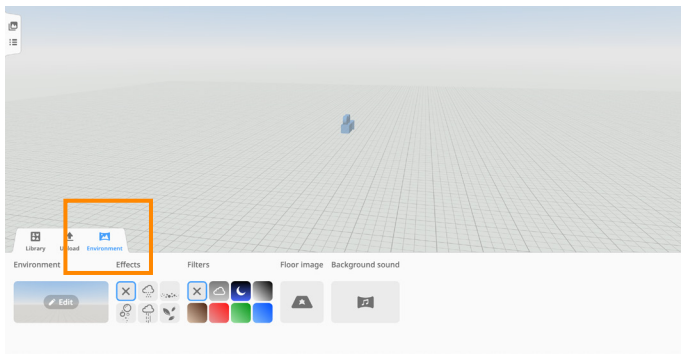
Rotate: Click anywhere and move your cursor to see different angles in the space

Move: Hold down space bar and left mouse key to move across

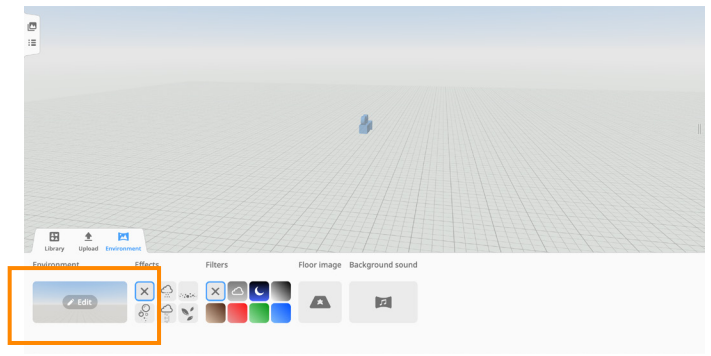
Zoom: Use the keyboard or mouse wheel to zoom



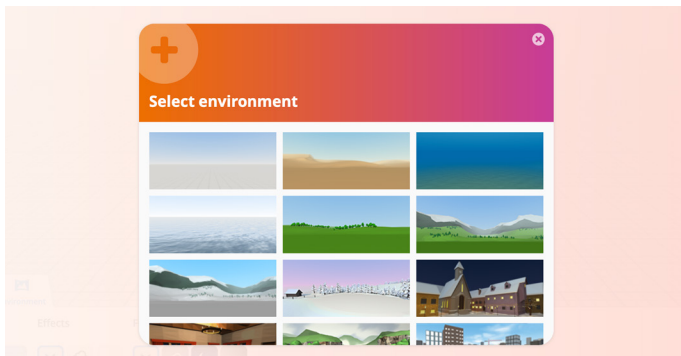
CoSpaces: Environment



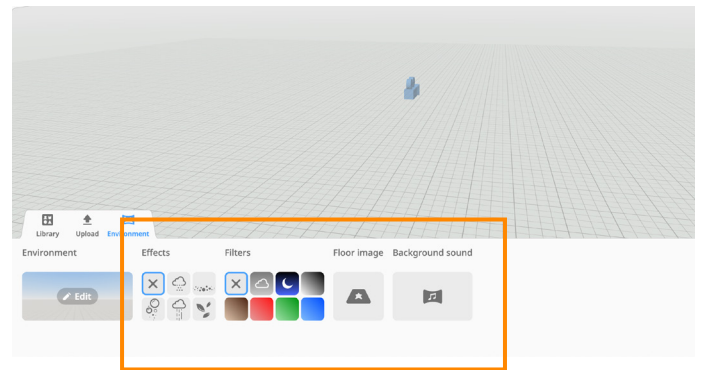
1. To add an environment, go to *Environment*



2. Click on *Edit*

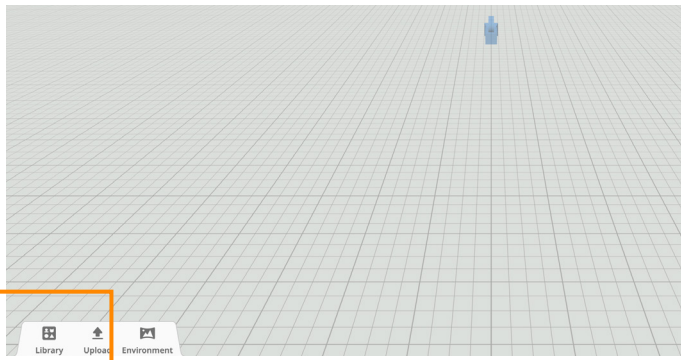


3. Select an environment you like



4. Explore other features to create fun environments

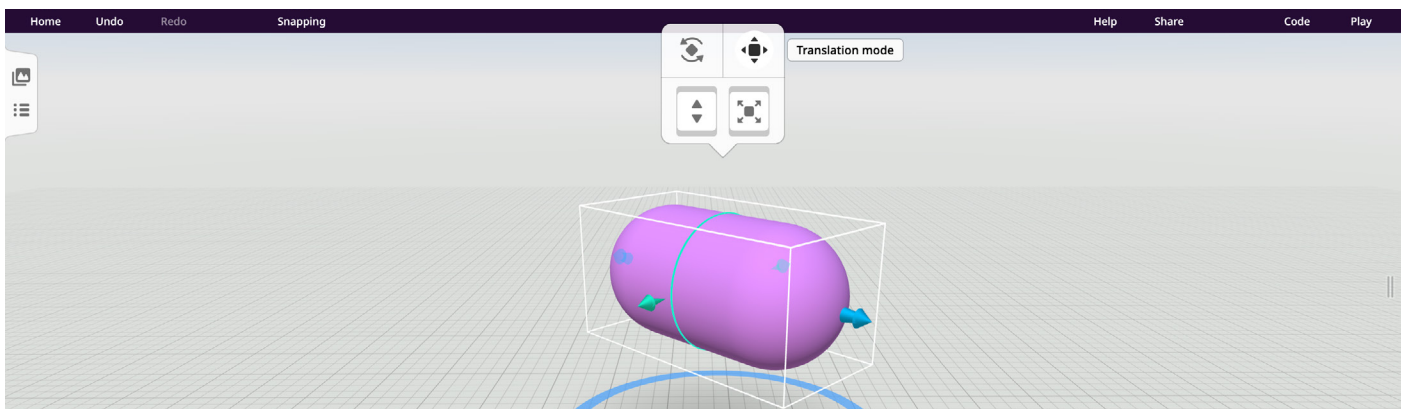
CoSpaces: Add and build objects



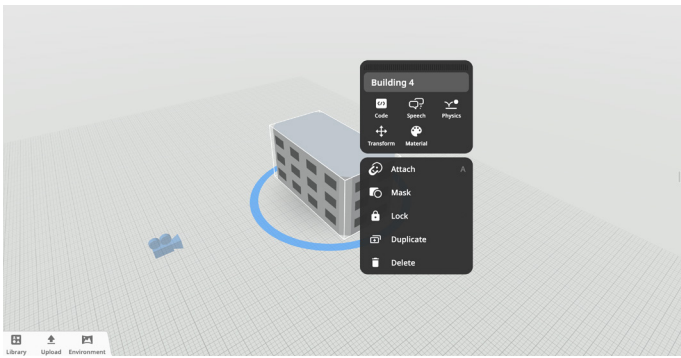
1. To add objects to your scene, go to *Library*



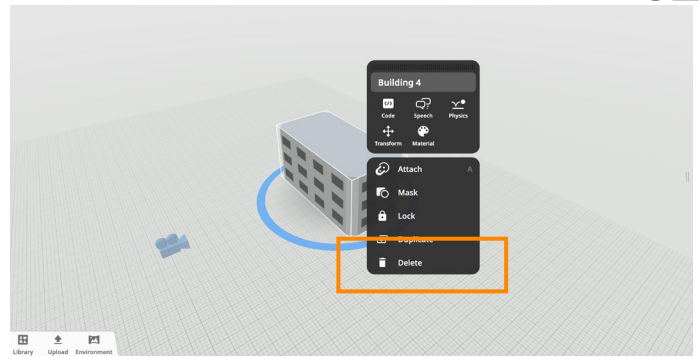
2. Drag out a house from *Housing*. Use the four buttons to rotate, scale or change position of the object



Objects from the *Building* section can be further edited. Drag out an object and click on the *Translation mode* button twice. Use the arrows around the object to change its shape

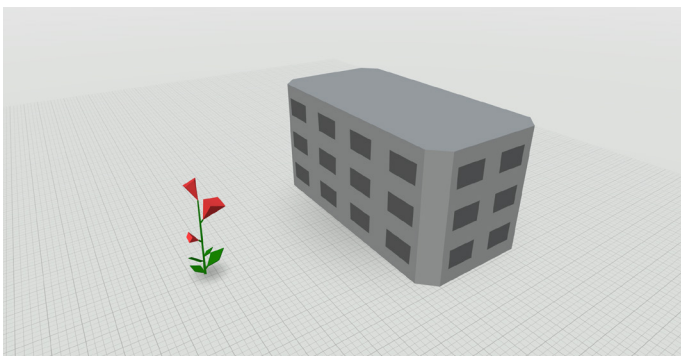


3. Right-click on the object to bring up the pop-up menu. Use this menu to change the material of the object or discover more features. Some objects have fun animations you might want to explore

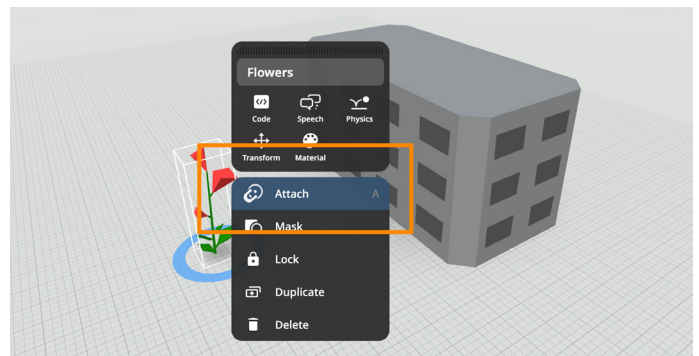


4. To delete an object, use *Delete* from the pop-up menu or select the object and hit *Delete* key on the keyboard

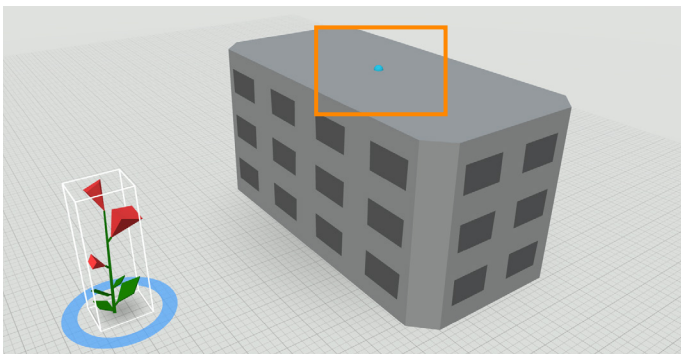
CoSpaces: Attach, duplicate and group objects ● ● ● ● ● ● ● ● ● ● ●



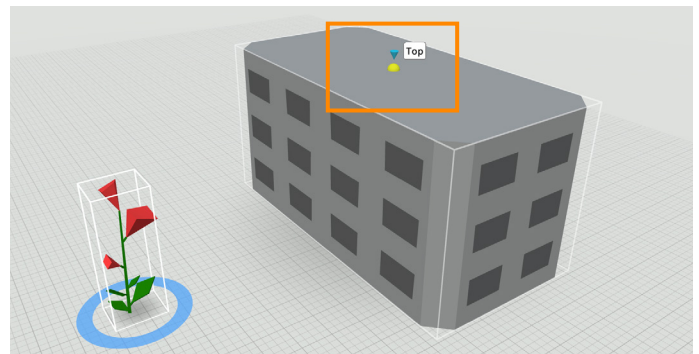
1. Drag out two objects from the *Library*



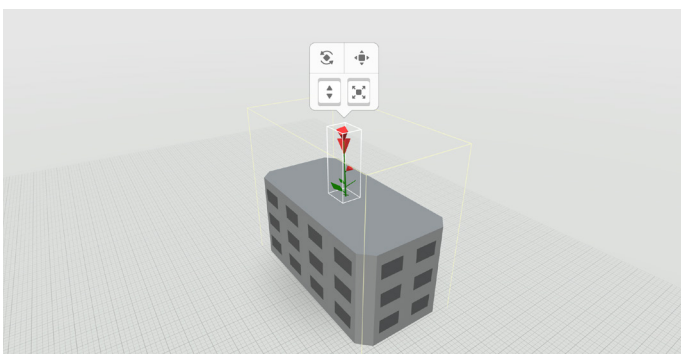
2. Right-click on one object and select *Attach*



3. One or more blue dots will appear on other objects



4. Click on one of the blue dots

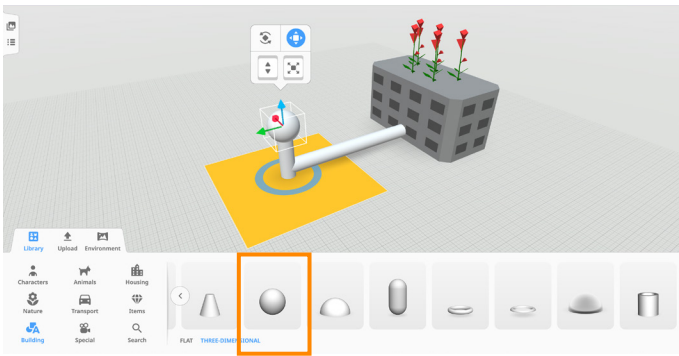


5. Both objects can be further edited independently. Attaching objects is a great way to organise your designs. In this case, moving the building will also move the flower with it

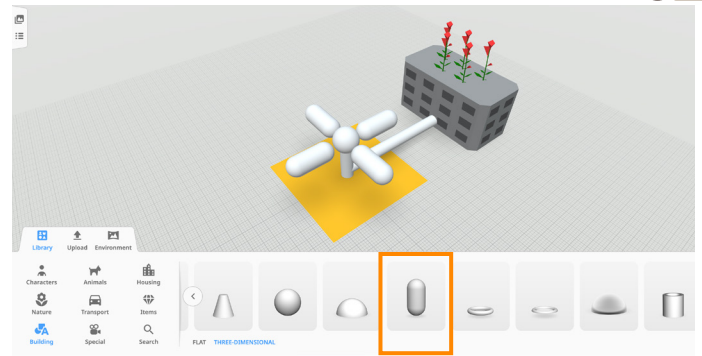


6. To duplicate objects, right-click on the object you want to copy and select *Duplicate* from the pop-up menu

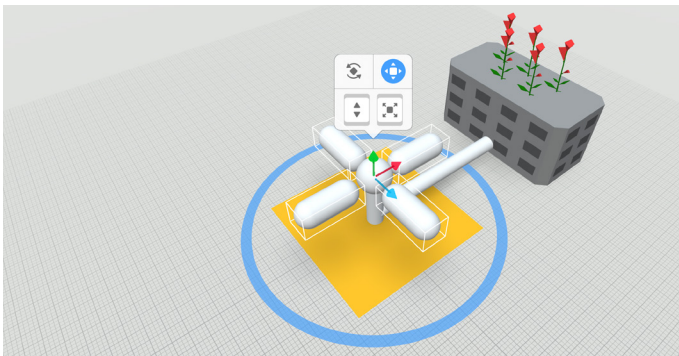
WILD ECO BUILDERS



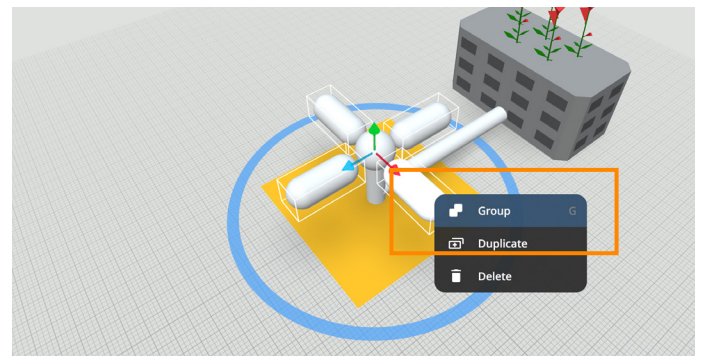
2. Drag out an *Ellipsoid* from the *Building* section, scale it and position it on top of the tube



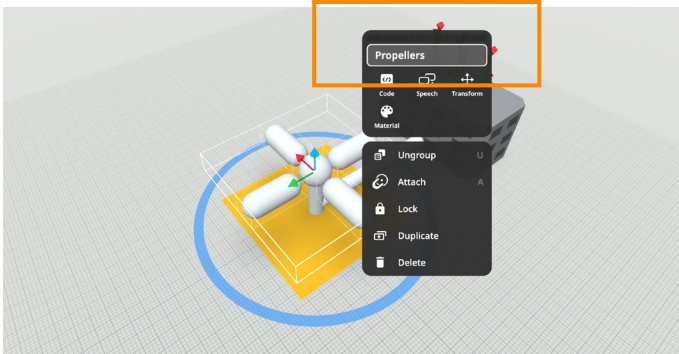
3. Drag out a *Capsule* from the *Building* section. Scale it up and use the *Translation mode* button to make it a bit longer. Now, duplicate it three times. Arrange the four capsules as in the example



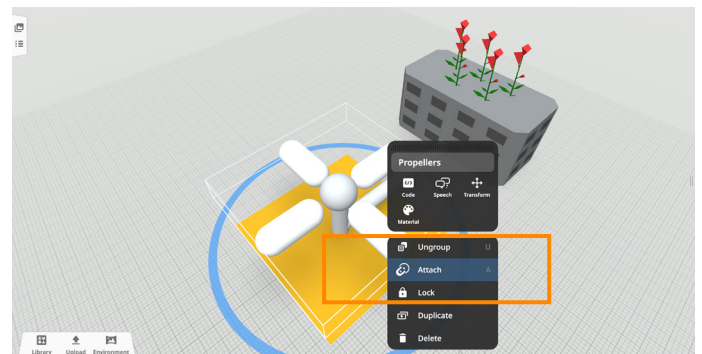
4. Select all four capsules



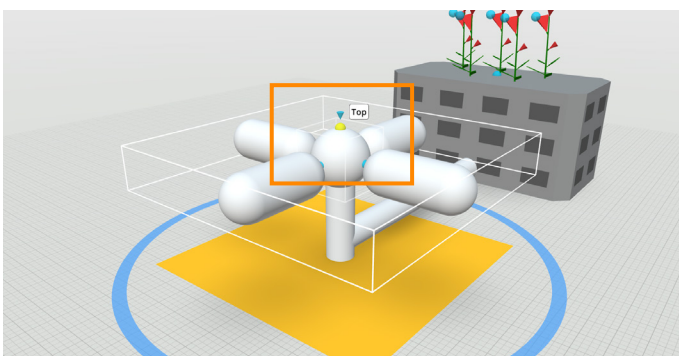
5. Right click and select *Group*



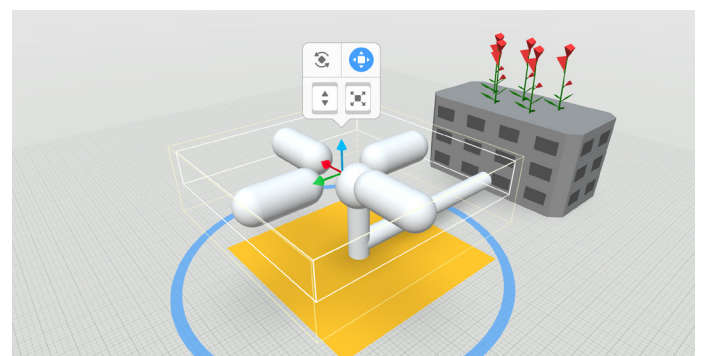
6. Right-click on the group and rename it *Propellers*



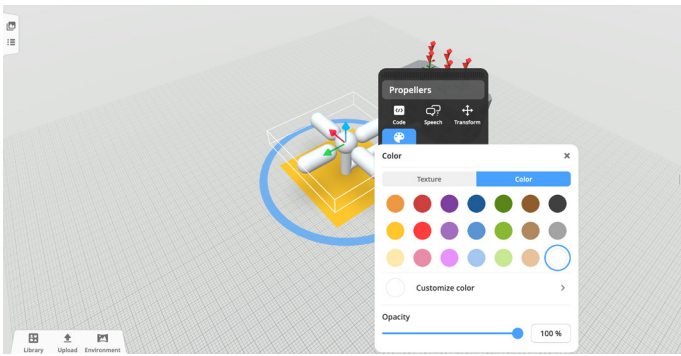
7. Attach the *Propellers* to the *Ellipsoid*. Select *Attach*



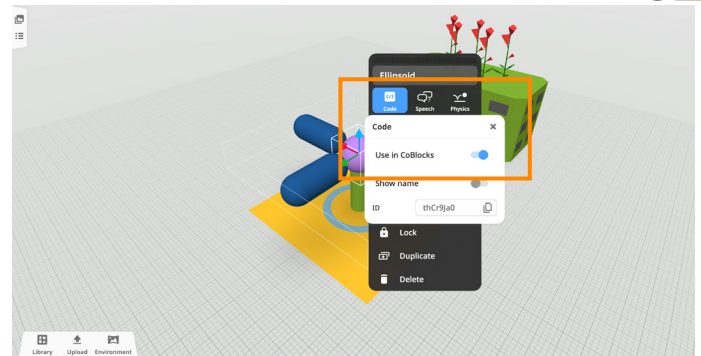
8. Select the top blue dot on top of the *Ellipsoid*



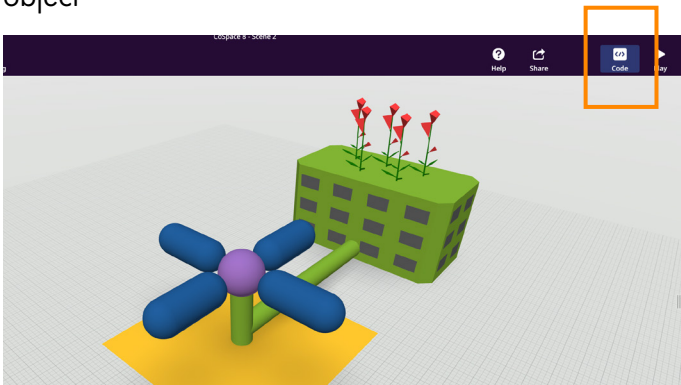
9. Use the *Translation mode* button to reposition the *Propellers* if they moved after attaching. Position the *Propellers* so they surround the *Ellipsoid*



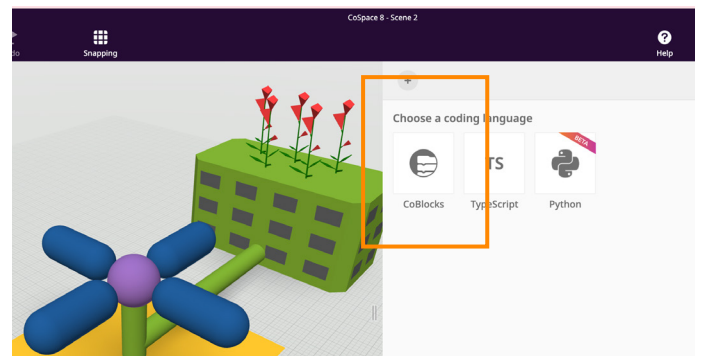
10. Select *Material* and choose colours for each object



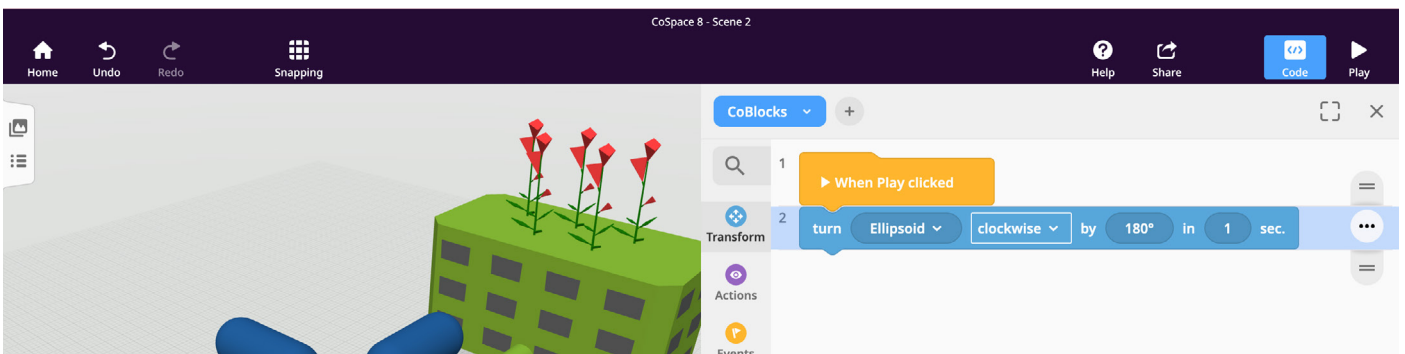
11. To begin to code, right-click on the *Ellipsoid*, select *Code*, then *Use in CoBlocks*



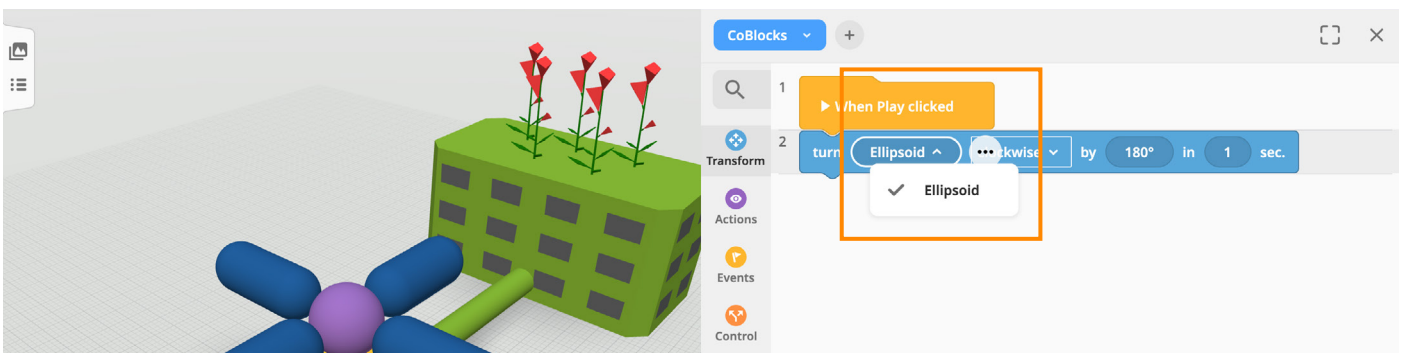
12. Click *Code* at the top right-hand side of the screen



13. Select CoBlocks as the coding language



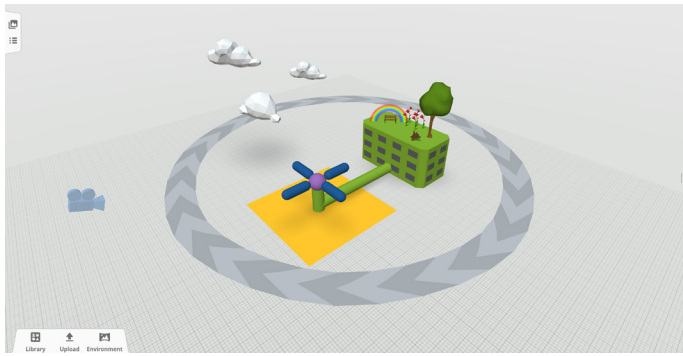
14. In *Transform* section, find a block *turn Ellipsoid clockwise by 180 in 1 sec* and snap it under the yellow *When Play clicked* block



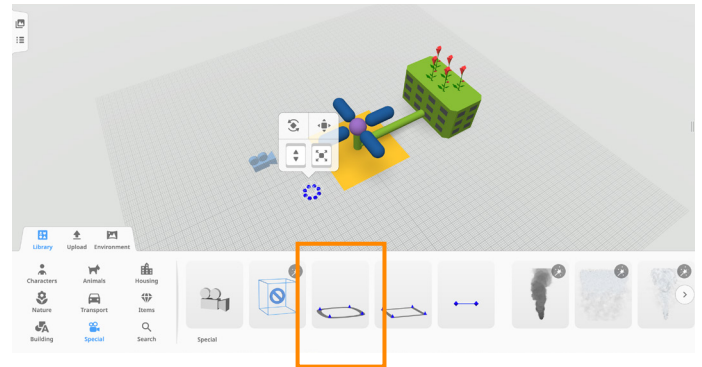
15. If you cannot see *Ellipsoid* mentioned in the block, click on the arrow and check the list of codable objects. If you still cannot see it, make sure *Use in CoBlocks* was enabled on the *Ellipsoid*



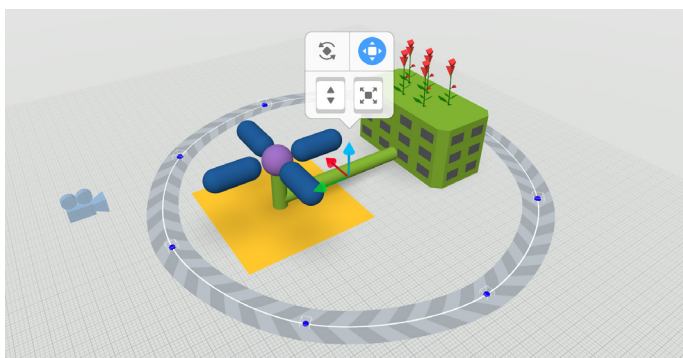
CoSpaces: Coding a Pathway



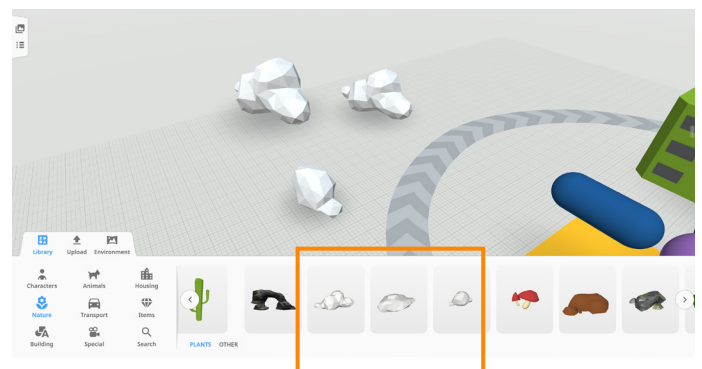
Let's add and code clouds on a pathway in our eco place to make it more fun



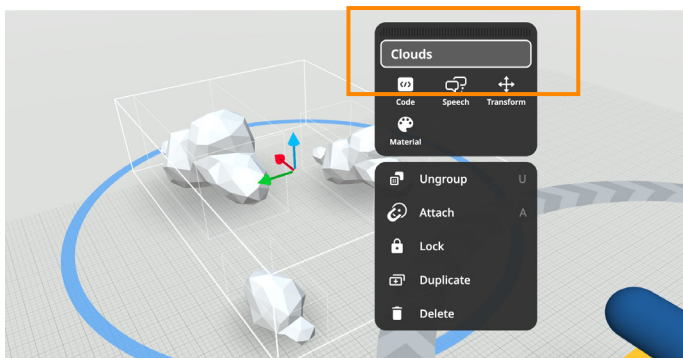
1. In *Library* go to *Special* and drag out *Round path*. Later, take some to further explore and experiment with other types of pathways – square and straight



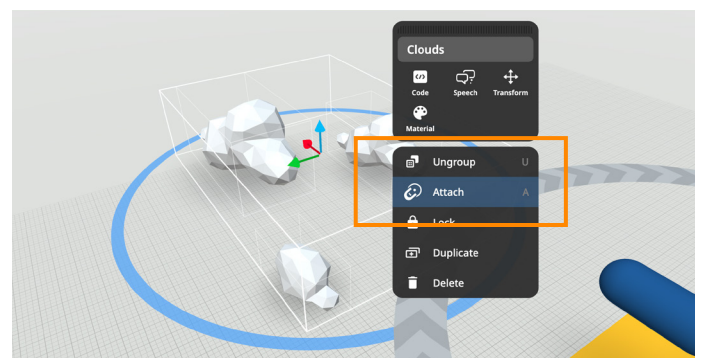
2. Size it up and position it around your scene



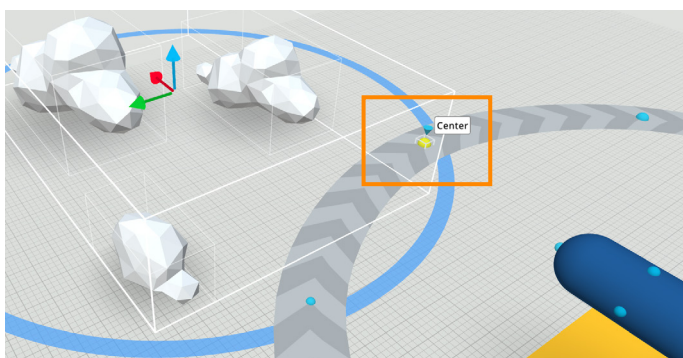
3. Drag our three clouds from the *Nature* section, position and size them up. Now group them



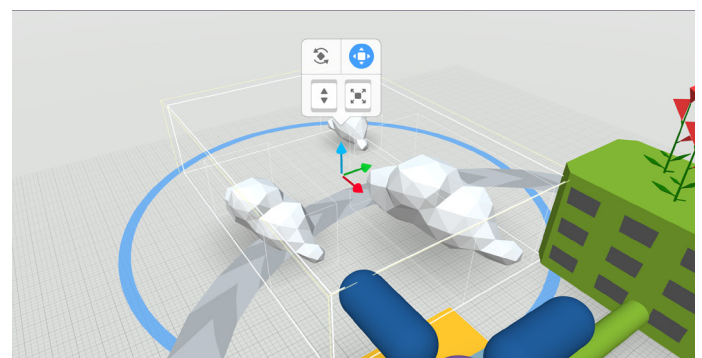
4. Rename your group *Clouds*



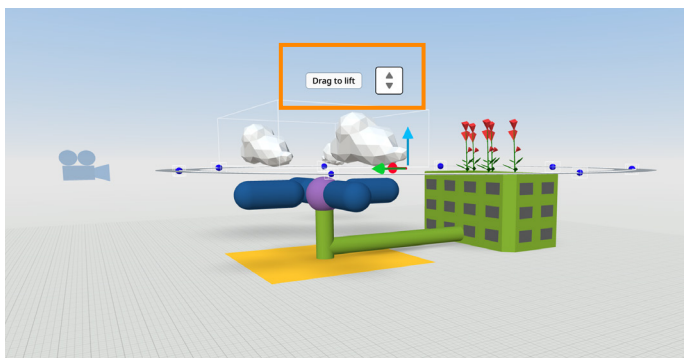
5. *Attach* the *Clouds* to the *Round path*



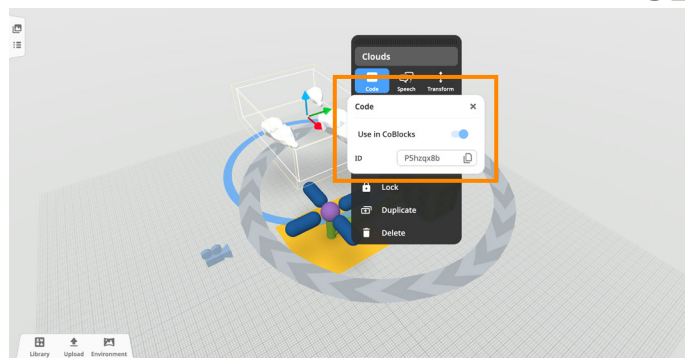
6. Then select one of the blue dots on the path



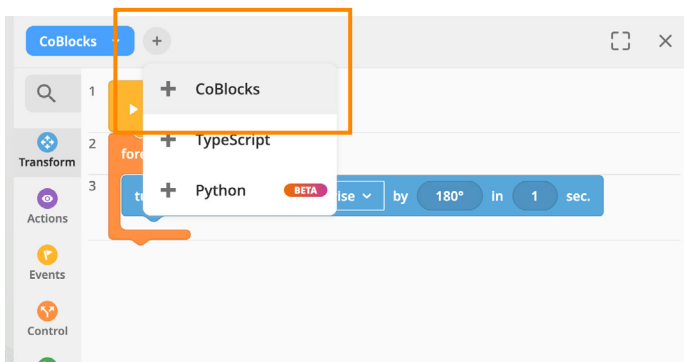
7. Change position, scale or rotation of the clouds if needed



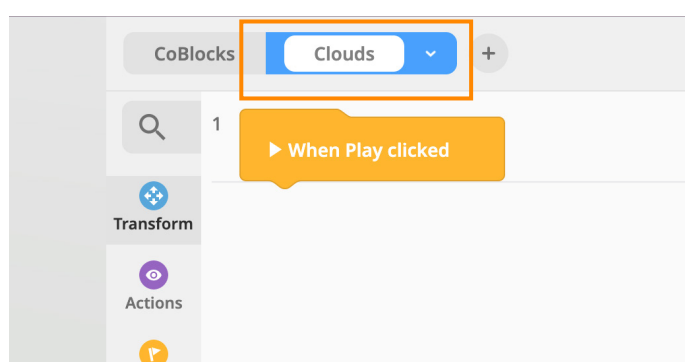
8. To make the clouds fly in the sky, select the *Round path* and use *Drag to lift* button to position it in space



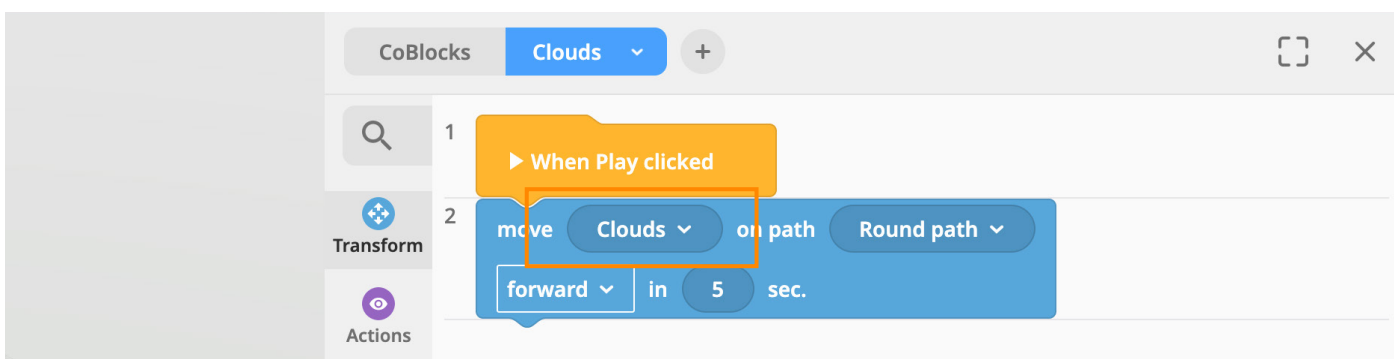
9. Ensure the *Clouds* have *Use in CoBlocks* enabled



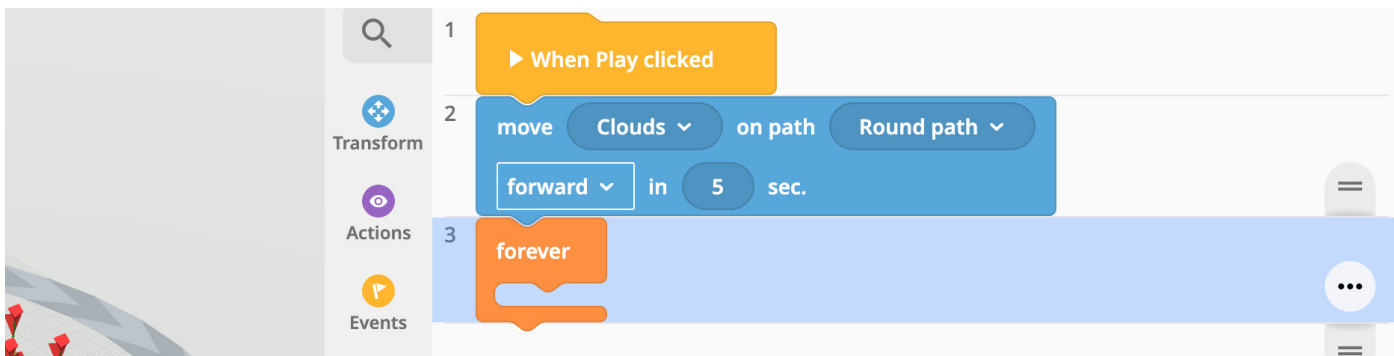
10. Click *Code* and create new *CoBlocks* tab by clicking the + sign



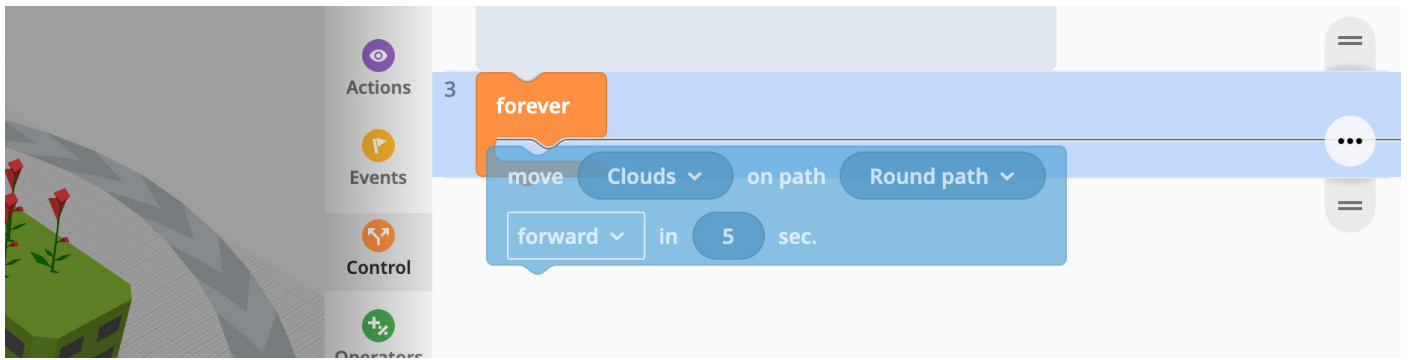
11. Rename the new tab to *Clouds*



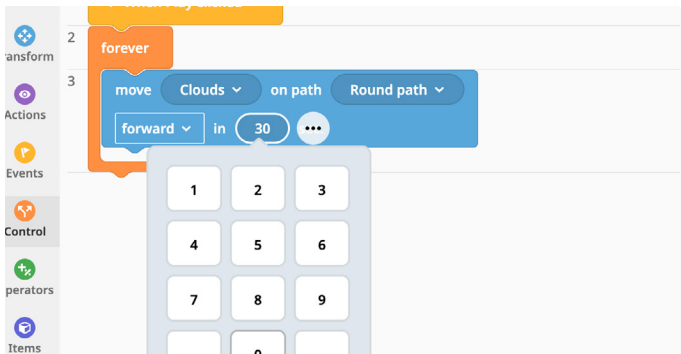
12. From Transform section, drag out *move Clouds on path Round path forward in 5 sec.* If you cannot see *Clouds* mentioned in the block, click on the arrow in the name section and check the drop-down list



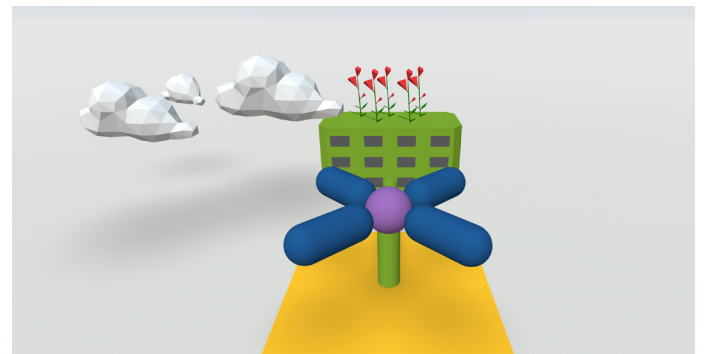
13. From Control drag our forever block and snap it under the blue block



14. Move the blue block inside the *forever* block



15. Change the seconds value to 30

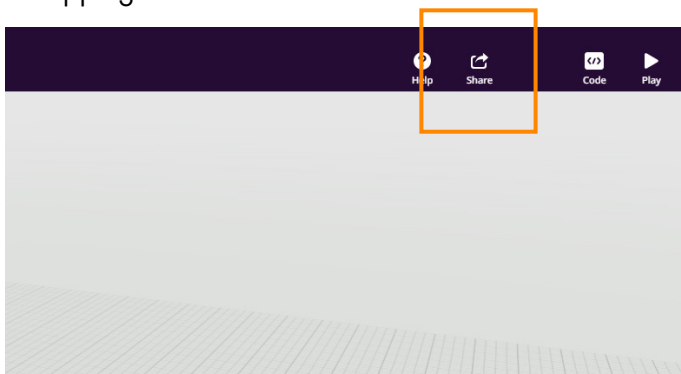


16. Click *Play* and watch your eco place come to life! Now, why not add more objects, change the *Environment* or add special effects?

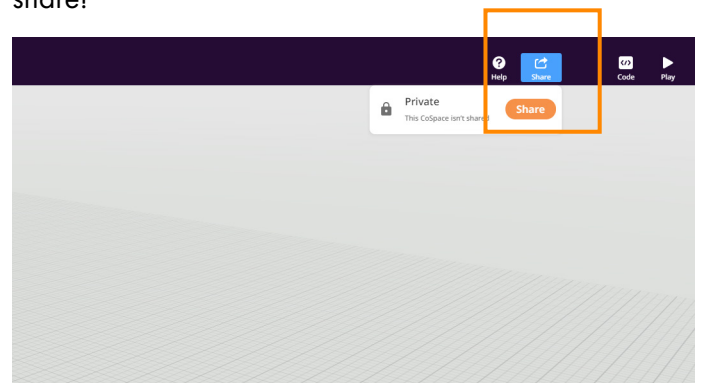
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