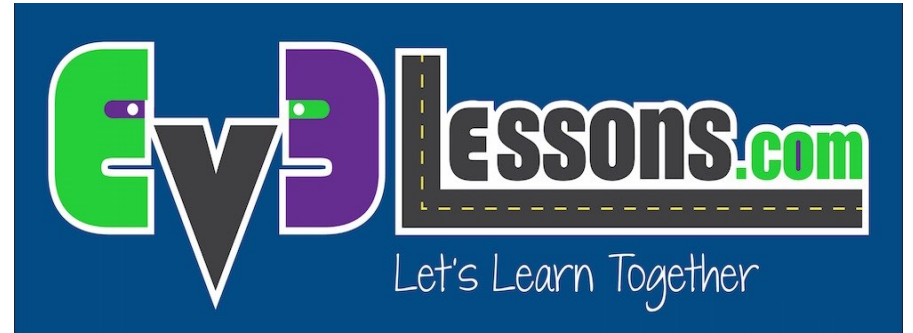
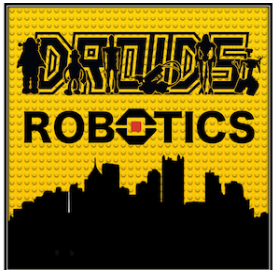


BEGINNER EV3 PROGRAMMING LESSON



Topics Covered:
Custom Images and Sounds



By: Droids Robotics

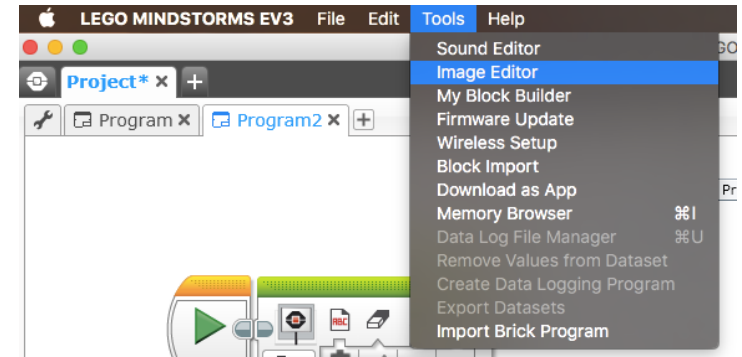
LESSON OBJECTIVES

1. **Learn to use the Display Block and Sound Block to add your custom images and sounds to the EV3**

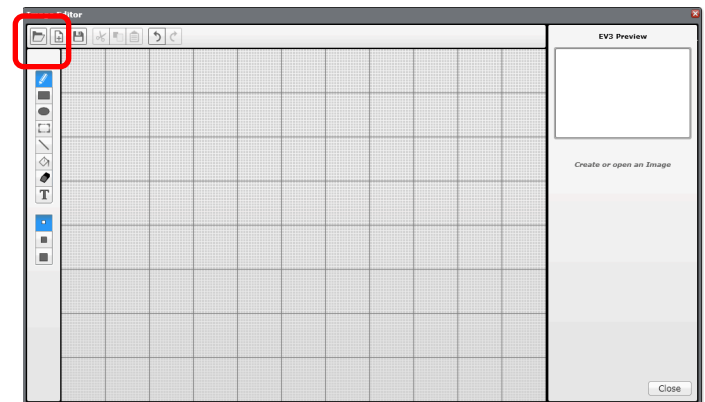
ADDING CUSTOM IMAGES

STEP 1: Select Image Editor from the EV3 Menu Note:

The Image Editor can open .rgf, .jpg, .png, and .bmp files. Color images are automatically converted to monochrome images. The .rgf file extension is what LEGO uses.

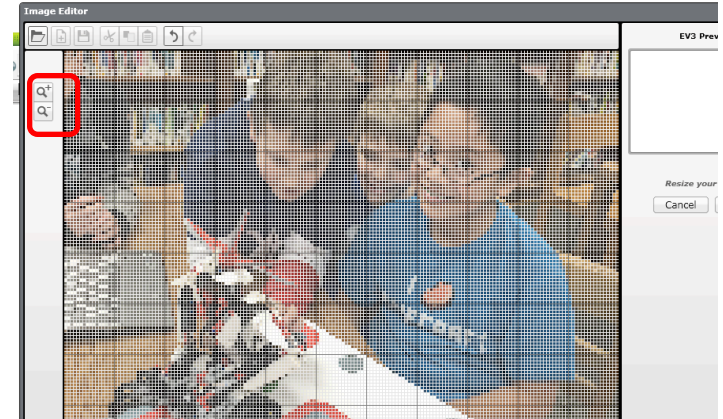


STEP 2: Open your image

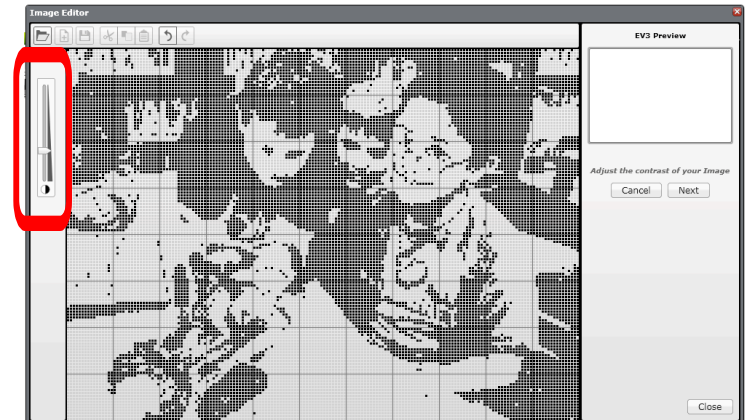


ADDING CUSTOM IMAGES

STEP 3: Change its size using the buttons and change the placement by selecting and moving the entire image around

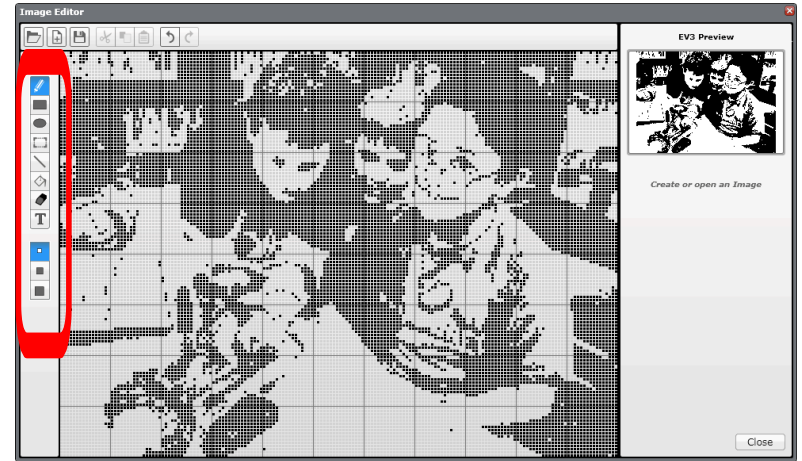


STEP 4: Adjust the contrast

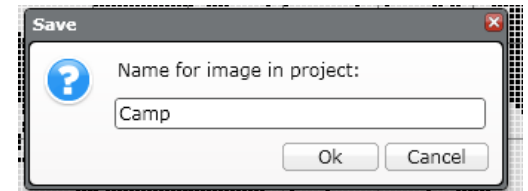
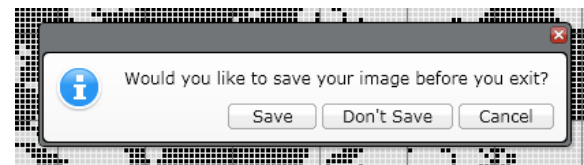


ADDING CUSTOM IMAGES

STEP 5: Edit the image, using the tool palette to the left of the editing screen.

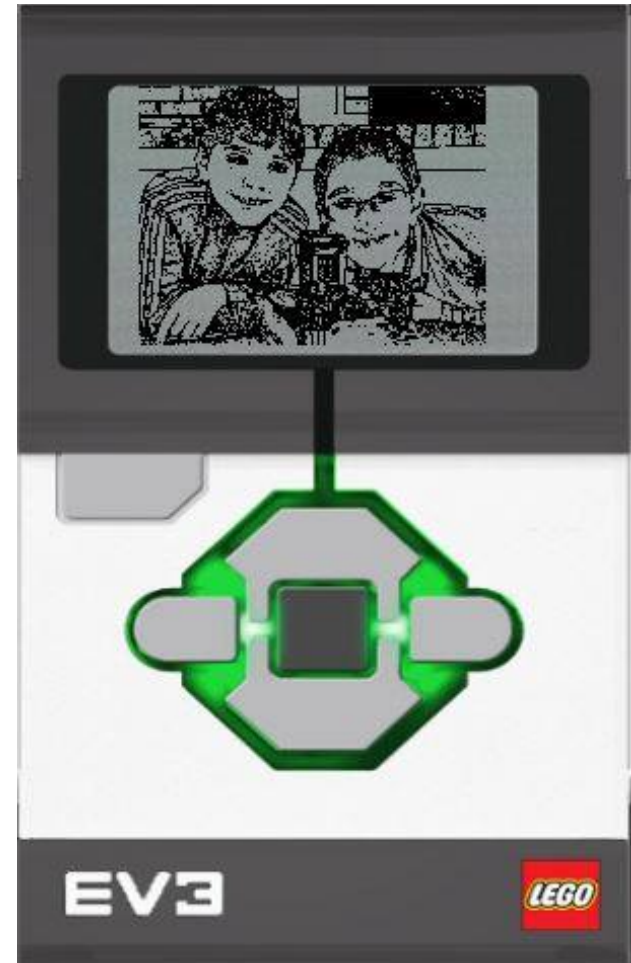
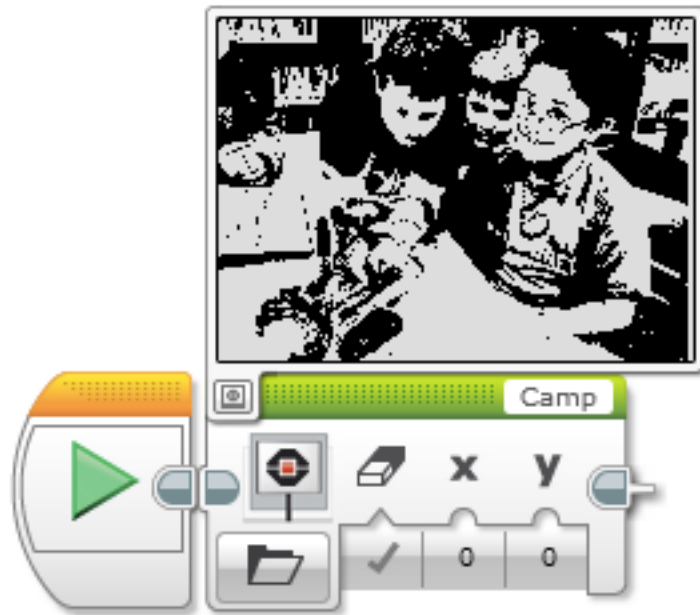


STEP 6: Save the image



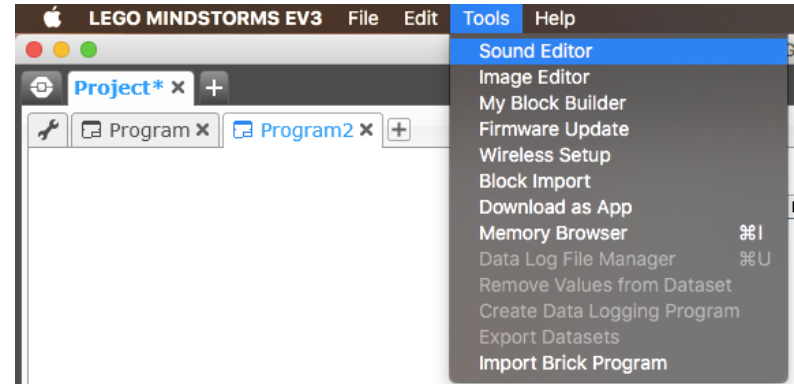
ADDING CUSTOM IMAGES

STEP 7: This image is now ready to use in your display block

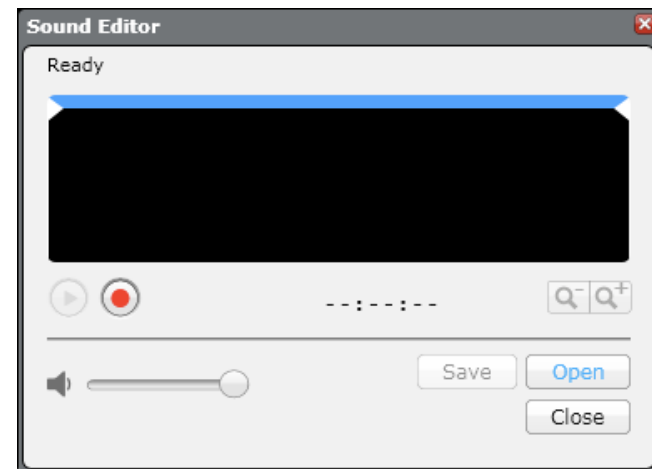
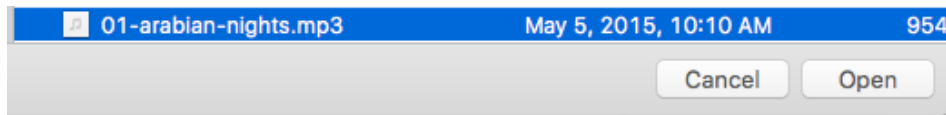


ADDING CUSTOM SOUNDS

STEP 1: Select Sound Editor from the Tools Menu

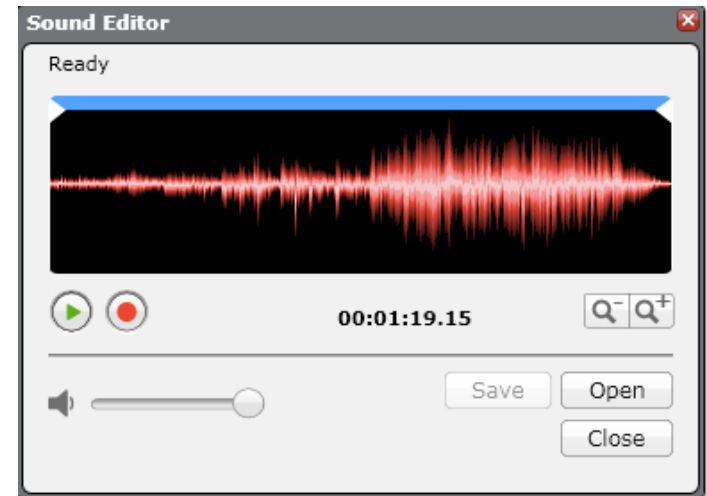


STEP 2: Click on Open and select a sound file (e.g. mp3)

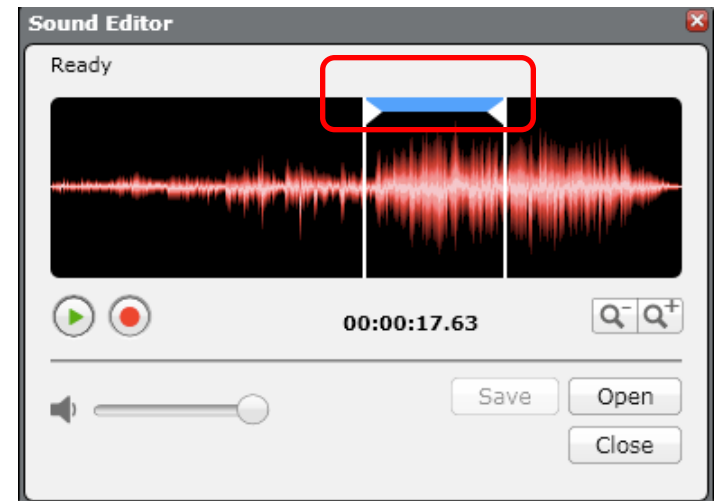


ADDING CUSTOM SOUNDS

STEP 3: The sound you selected will appear in the editor

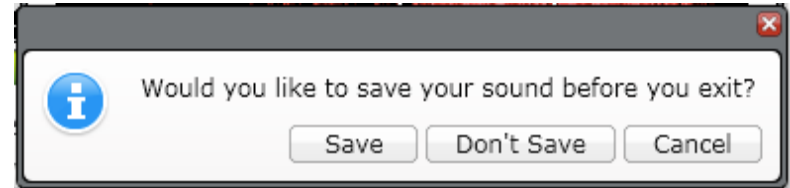


STEP 4: Move the blue bar to change the size of the clip

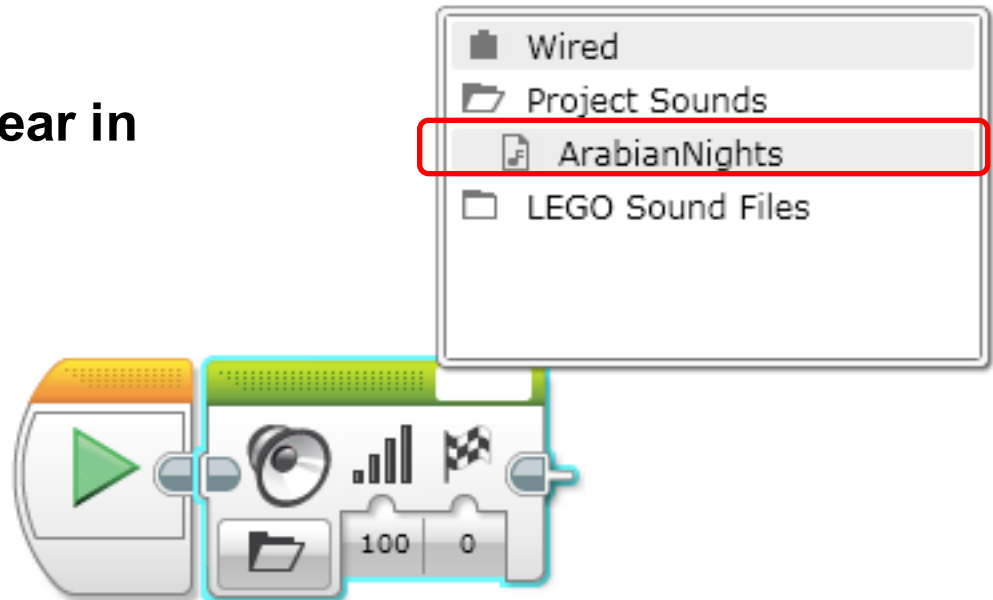


ADDING CUSTOM SOUNDS

STEP 5: Save the file



STEP 6: The sound will appear in the sound block



CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan from Droids Robotics.
- More lessons are available at www.ev3lessons.com
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