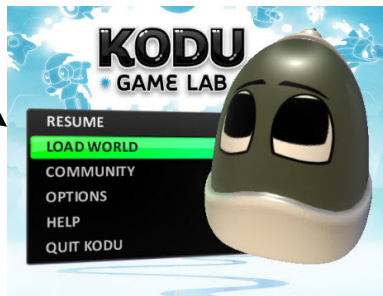


Kodu – Reaching For the Stars Part 1

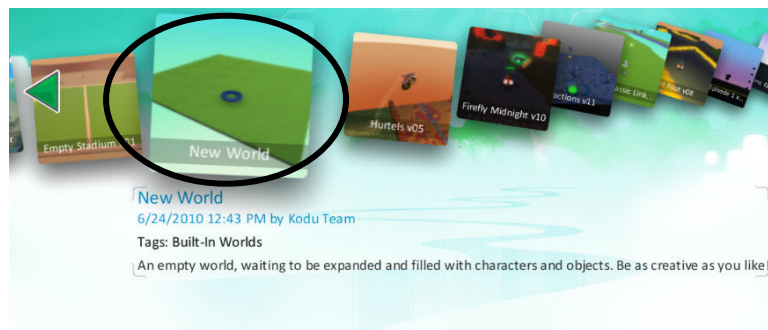
In this tutorial you will be learning how to change your canvas using the *Ground Brush* and alter the sky color using the tool *Change World Settings*. You will also learn how to make objects create other objects by making a *creatable* and changing *object colors*.



1. Launch Kodu
2. Click on *LOAD WORLD*



3. Scroll through to select *New World*, then click *Play*



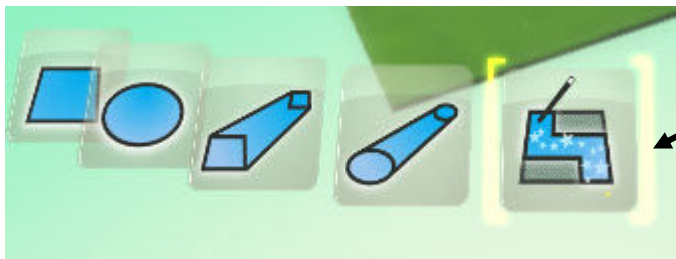
4. Click *esc* to get to edit toolbar and select the *Ground Brush*



5. Next, click on the *terrain options* and scroll to *option #12* and select it.



6. Now choose what brush you would like to use by selecting the *Magic Brush*

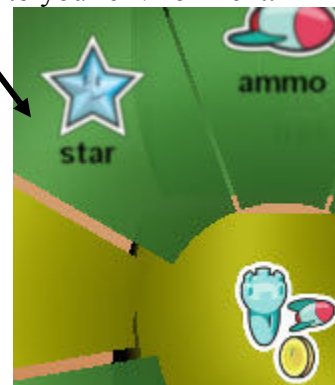


Click on your canvas, and it will change all your grass terrain to the one that you have chosen (#12).

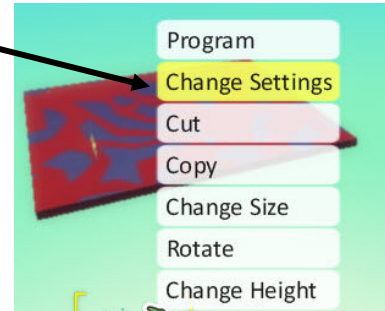
7. Now go to your *Change World Settings* tool. Go use your arrow keys to select *Sky*. Choose *Sky 7*. Click *esc*.



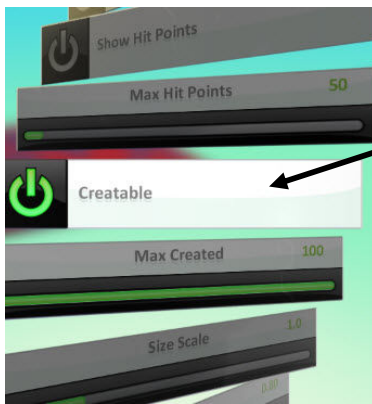
8. Next, click on the *Object Tool*  and add a *star* to your environment.



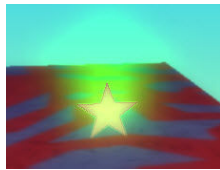
9. Right click on your star and go to *Change Settings*.



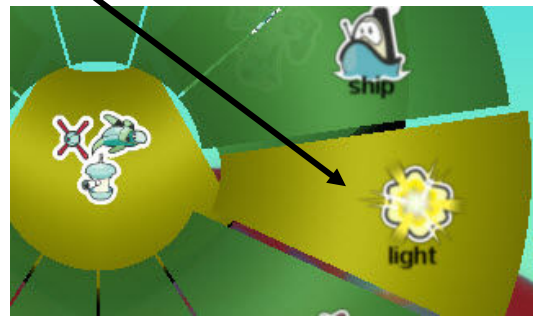
10. Scroll up and down on the options/choices until you find *Creatable*.



Select the power button on the *Creatable* to enable it. Now you will see your *creatable star* glowing



11. Select your *Object Tool* and add a *light*.



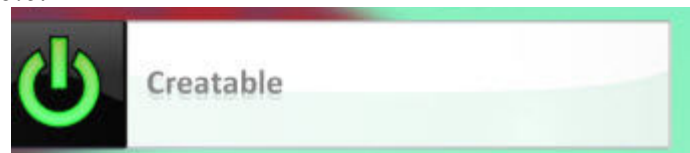
12. Right click on the light and select *Program*. Select *When*, then *timer*, then *5 seconds* and *1 second* to make a total of 6 seconds. Next select *Do*, *actions*, then *create*. Now select that you want it to add a *creatable*, then *star 1*. Your programming should look like this:



13. Go to your *Object Tool*, and add another *star*. This time, change the color of your second star by left clicking on it. Use the arrow keys on the *colors* that appear at the top of the screen to select *black*:



14. Next, right click on that *black star*, and go to *Change Settings*. Enable it to also be a *Creatable*.



Click *esc*

15. Using your *Object Tool*, now right click on the *light*. Select *When* then *timer*, then *5 seconds* and *1 second* to make a total of 6 seconds. Next select *Do*, *actions*, and then *create*. Now select that you want it to add a *creatable*, then select *star 2*. Your programming should look like this:



Save Your Work