Custom Images and Sounds

By Sanjay and Arvind Seshan

BEGINNER PROGRAMMING LESSON
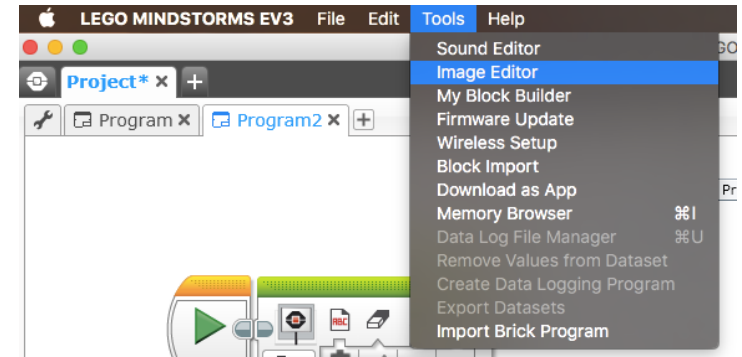
LESSON OBJECTIVES

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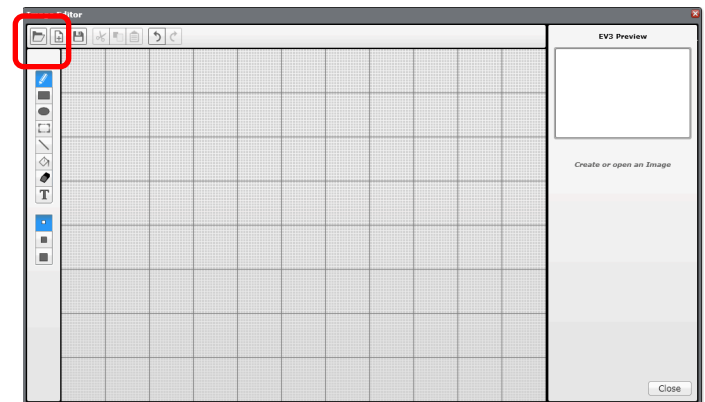
ADDING CUSTOM IMAGES

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.
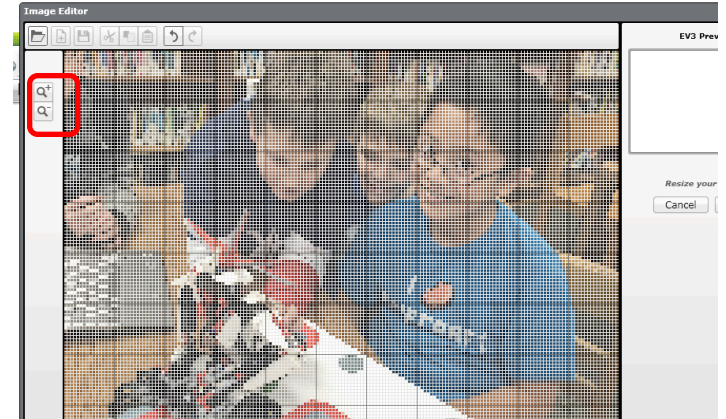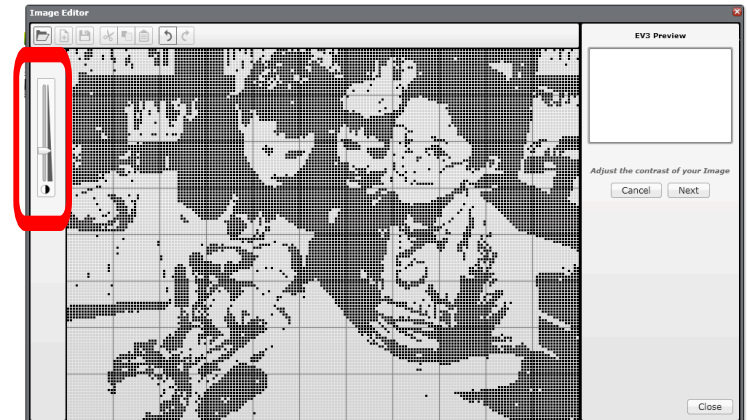

STEP 2: Open your image

ADDING CUSTOM IMAGES

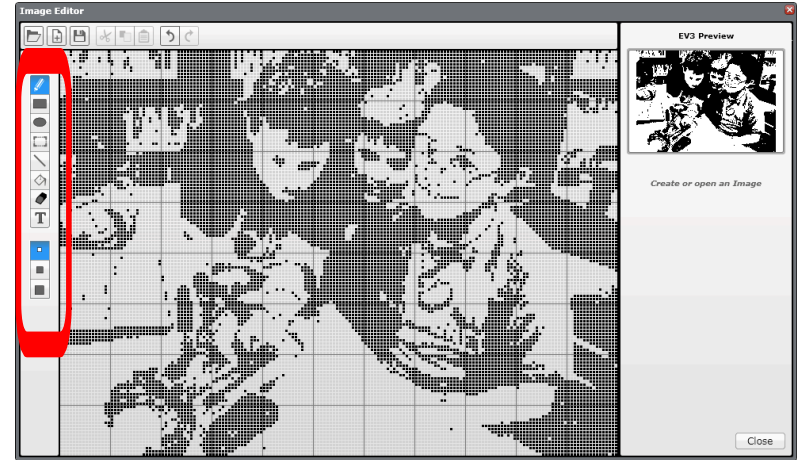**STEP 3: Change its size using the buttons and change the placement by selecting and moving the entire image around**
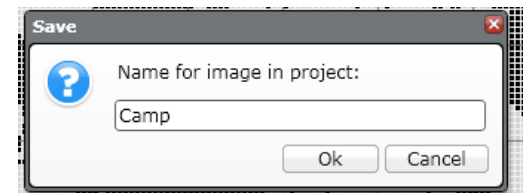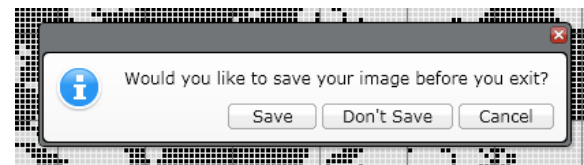
STEP 4: Adjust the contrast

ADDING CUSTOM IMAGES

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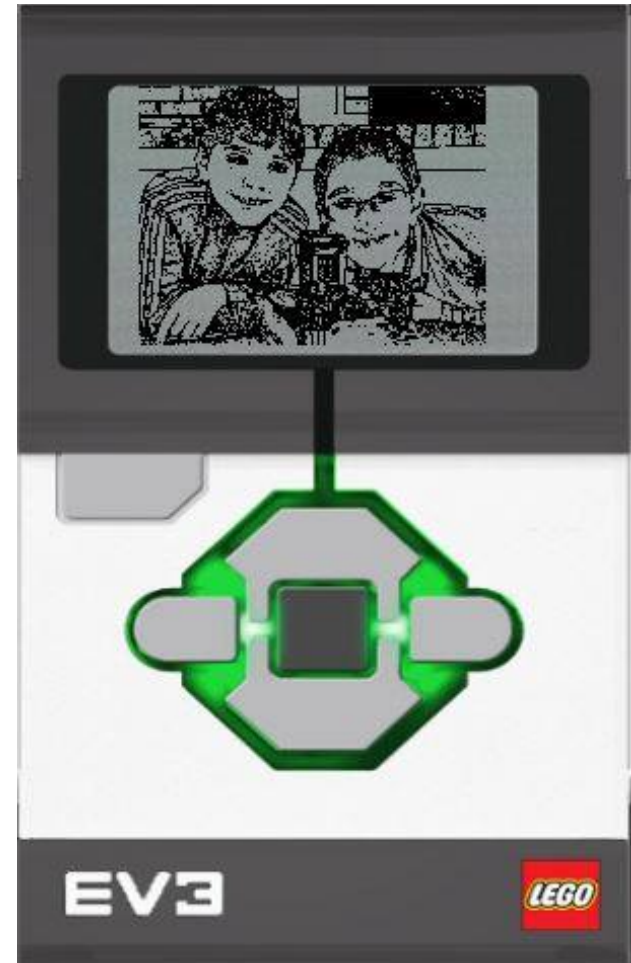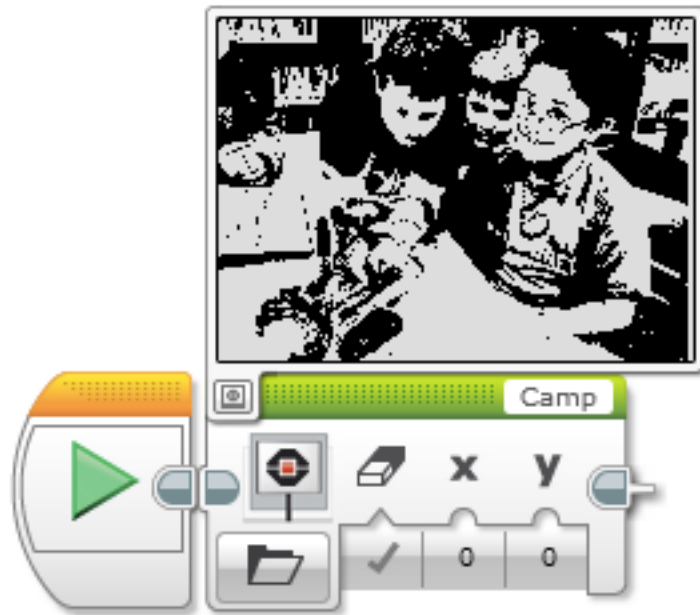

STEP 6: Save the image

ADDING CUSTOM IMAGES

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

SHARING YOUR RGF FILE

- **Click on the wrench tool in your project**

- **Select the Images Tab**

- **Click on the .rgf file**

- **Click on Export and save the file**

- **You can now send this file to anyone you want to**

- **If you want to add a .rgf file sent to you to your project, simply choose Import instead**
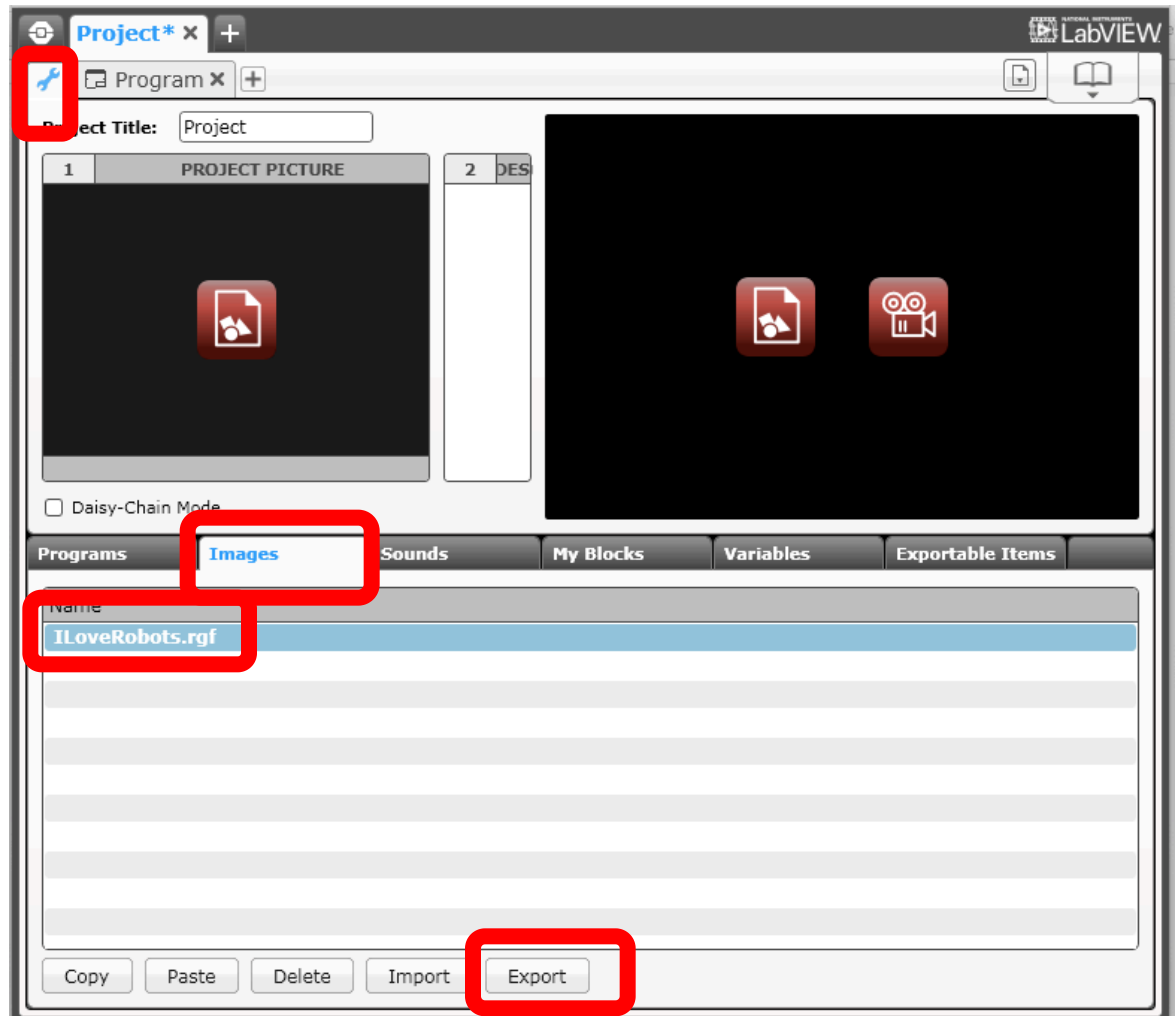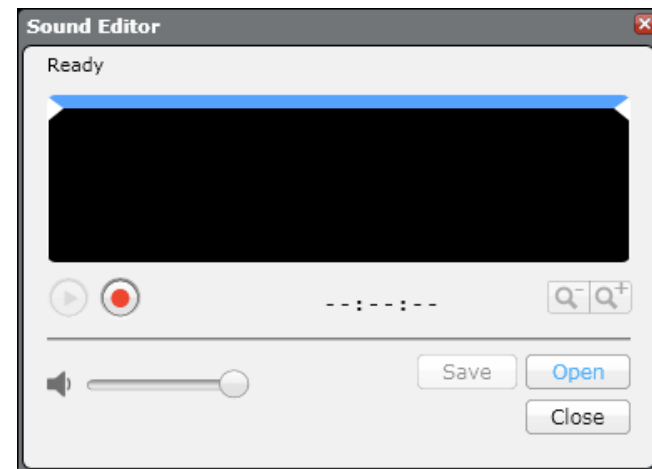
ADDING CUSTOM SOUNDS
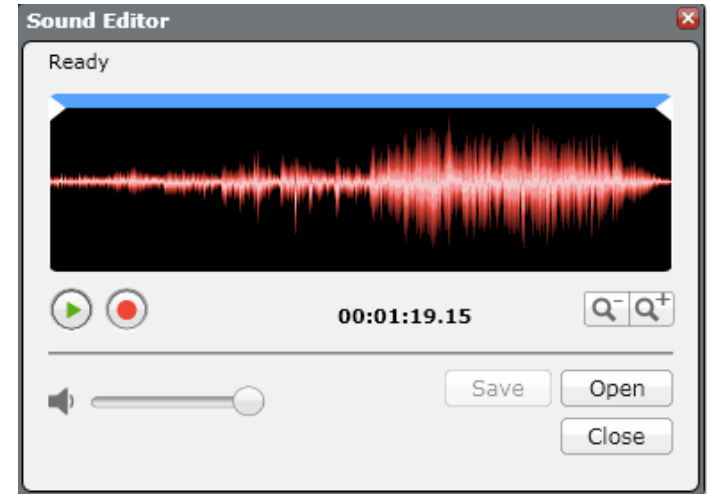
STEP 1: Select Sound Editor from the Tools Menu
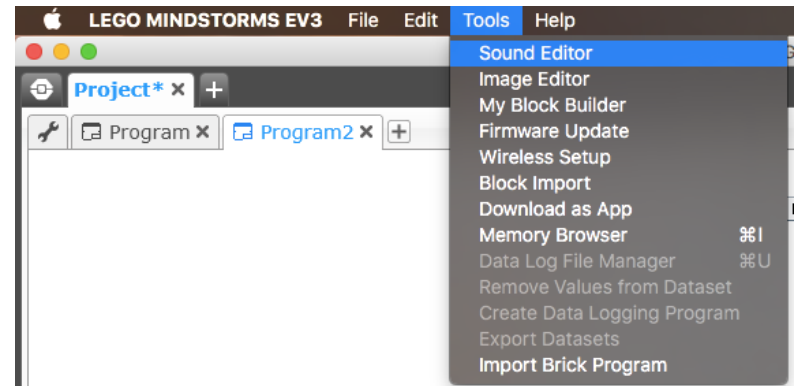
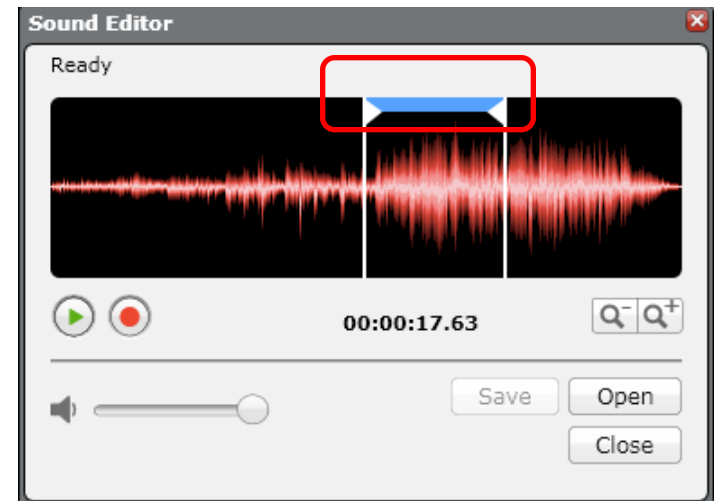**STEP 2: Click on Open and select a sound file or record your own using the red button**

ADDING CUSTOM SOUNDS
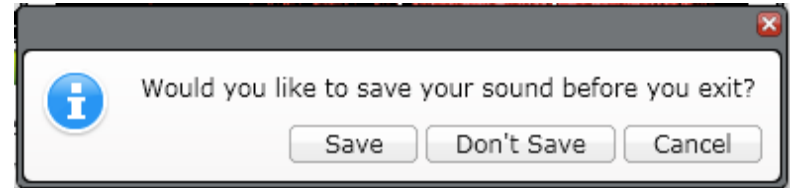
STEP 3: The sound you selected will appear in the editor
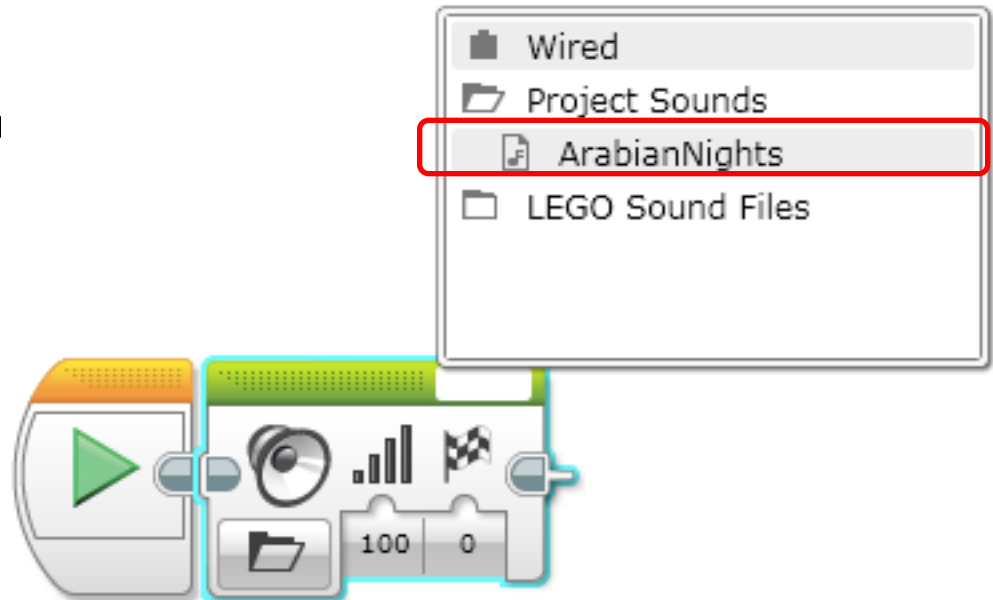
STEP 4: Move the blue bar to change the size of the clip

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**

- **More lessons are available at www.ev3lessons.com**