Using Costumes
Costumes

A costume changes the way a sprite looks.

By using costumes, you can continue to control a sprite using the same scripts but you can also change its appearance.
Adding Costumes

To add costumes for a sprite, click on “costumes” then click “paint” or “import”.

You can import some costumes that have already been made in Scratch, or you can paint a brand new one that looks like whatever you want.
Changing Costumes

Blocks to change a sprite’s costume can be found in the “Looks” tab.

The “switch to costume” block will make the sprite change to a specific costume you choose.

The “next costume” block will make the sprite change to whatever costume is next in its list of costumes.