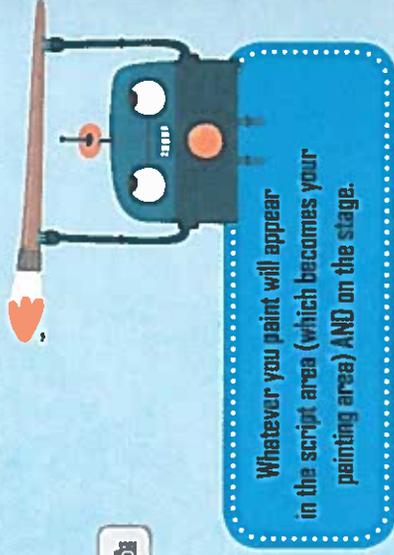# Painting sprites

You can create your own sprites using the painting tools. Here's how to do it.

Starting to paint

Start a new project and delete the cat. Click on the paintbrush button in the **sprite area** to make the **painting tools** (see below) appear.

New sprite:

Select the tool you want by clicking on it. Then click in the **script area** to start painting.

Whatever you paint will appear in the script area (which becomes your painting area) AND on the stage.

Changing modes

Scratch has two painting modes...

Bitmap mode (which it starts in) is good for painting freehand.

Vector mode makes it easier to create smooth lines and neat shapes.

To switch mode, click the **CONVERT BUTTON.**

Bitmap Mode
Convert to vector

Vector Mode
Convert to bitmap

BITMAP TOOLS
Appear on the left of the painting area

- Make a line with the mouse
- Make a straight line
- Make a rectangle
- Make a round shape
- Write text
- Fill an area with colour
- Erase
- Select an area
- Copy an area

VECTOR TOOLS
Appear on the right of the painting area

- Select an object
- Reshape an object (by dragging out points)
- Make a line with the mouse
- Make a straight line
- Make a rectangle
- Make a round shape
- Write text
- Fill an area with colour
- Copy an area

MORE VECTOR TOOLS
Extra tools appear when you start painting.

- Forward a layer
- Back a layer
- Group