Using Your Sprite Packs

As a Scratch Member, you've got exclusive access to sprite packs – .zip files containing .sprite3 files (and sometimes extra surprises like backdrops) that can bring Scratch projects to life! Follow these steps to use your sprites in Scratch.

Unzipping Your File

When you first download your sprite file from your Member homepage, you'll see a .zip folder. Unzip that folder – most devices let you do so by double-clicking, but you may need to right-click on the file and choose "unzip."
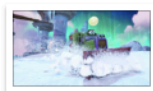
Yooka Replaylee
Sprites...kdrop.zip

< >   **Yooka Replaylee Sprites & Backdrop**

Laylee.sprite3   Yooka.sprite3   backdrop.png ⊠   YookaReplaylee-Items.sprite3

Inside your unzipped folder, you'll see .sprite3 files. This example also contains a Backdrop. These files are ready to be used in Scratch!

Getting Started in Scratch

To start a project, head to https://scratch.mit.edu and click "Create." If you have a Scratch account, be sure to log in so your work is automatically saved. If you are new to Scratch and just getting started, check out our Getting Started Guide (http://bit.ly/Scratch-Getting-Started-Guide) for more information

You can also create a sprite in the offline editor or without being logged in to the online editor, but you'll need to save your project to your computer in order to save your work or share later.

If you already have a project you'd like to use these sprites in, that's great! You can skip this step.

Uploading a Sprite

To upload a file as a sprite, hover over the sprite menu in the lower-right corner of the sprite area and choose "**Upload Sprite**." Then, navigate to the .sprite3 file you unzipped in the last step and double-click it. This will upload:

- Your sprite file
- Any included costumes/poses or sounds
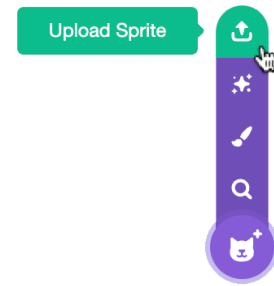
Uploading a Backdrop

Some sprite packs include backdrops to help you visualize the world your project is set in. To upload backdrop files, hover over the backdrop menu (right next to the sprite menu) and choose "**Upload Backdrop**." Then, navigate to the backdrop file in your sprite pack (if applicable).