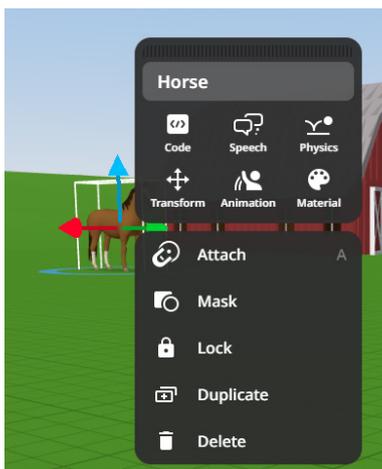# CoSpaces Tutorial
Customising and Moving Objects

When building your CoSpace world, you can enrich your world by customising your objects and making them move. There are different ways you can do this. In this tutorial, you will find some ideas and tips.

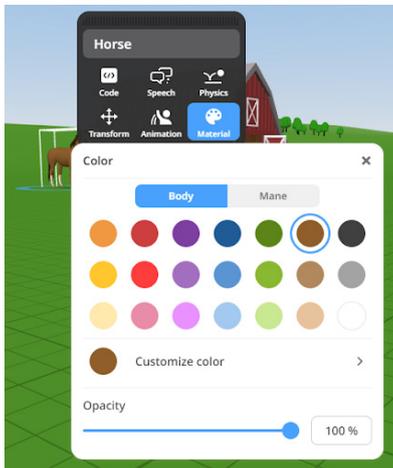SCAN QR CODE TO OPEN
cospaces.io/edu/

Options in CoSpaces

To find the options for customisations and movement, double click or double tap your object. The following options will be displayed:

- **Top space** - You can change the name of your object in this space. Especially handy if you have several of the same objects in your world. Changing the name will help you to distinguish between them.
- **Code** - For enabling your object to be coded in CoBlocks
- **Speech** - For adding speech or thought bubbles to your object.
- **Physics (Pro only)** - This will enable you to apply real life physics rules to your object.
- **Transform** - Changing your object's location/placement
- **Animation** - For adding movement to your object.
- **Material** - For customising colours and opacity of your object.
- **Attach** - For attaching objects to each other.
- **Mask** - For masking your object.
- **Lock** - To help you fix your object to a point/position
- **Duplicate** - For creating copies of your object.
- **Delete** - For removing your object from the CoSpace world.

Customising Your Object

If your object has customisation options, you will find these in the 'Material' section. In this example, we can see that the horse has two possible customisation options: Body and Mane. You can then choose or change its body and mane here. You can also choose your object's opacity in this section:
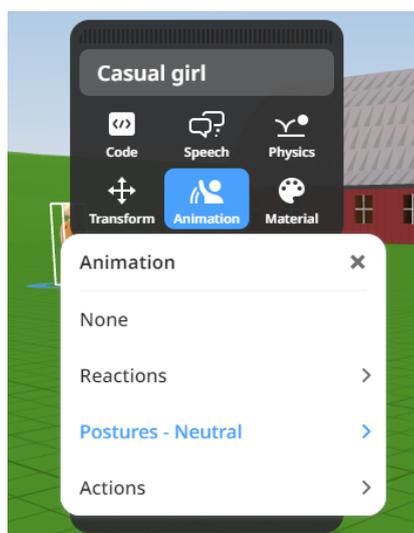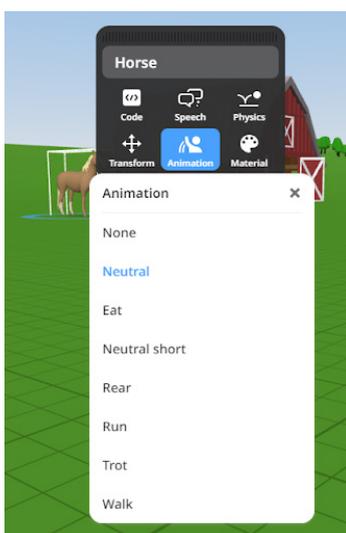

Please note: Most imported objects cannot be customised. However, if you import your Tinkercad creation in a single colour, you can still customise it on CoSpaces.
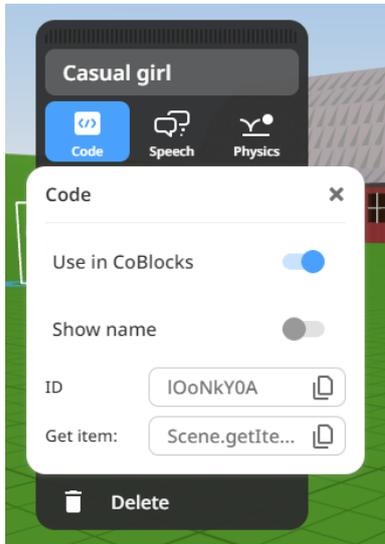
Animating Your Object

Many objects from the CoSpaces Library may be animated. To do so, click or tap on the 'Animation' section of your object. The animation options for each object vary.

For this example, you can see the horse has Neutral, Ear, Neutral Short, Rear, Run, Trot, and Walk as animation options. Human characters usually have three different types of Animations - Reactions, Postures, and Actions.
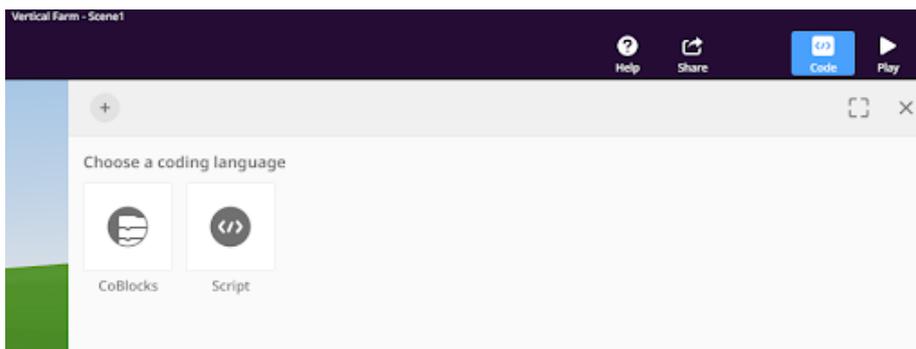
Coding your object

01
To add more customisation and movement to your objects, you will need to code them. In order for your object to be coded in CoBlocks, make sure you slide the 'Use in CoBlocks' option under the 'Code' section.

02
To get started with coding in CoBlocks, go to the 'Code' section in the main building area of your CoSpace world:
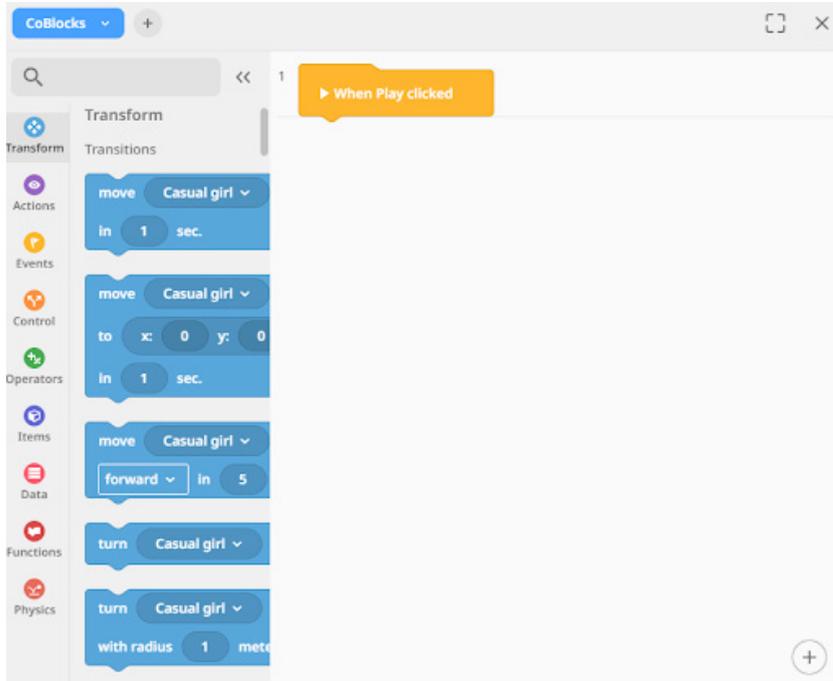

03
If you have the Pro version, you will get the option to choose a coding language - CoBlocks (block coding) and Script (text-based coding). If you have the Basic version, you will only get the CoBlocks option.

04

In CoBlocks, you will find various options to code your object. If you're familiar with other block coding programs like Scratch, you might find this interface familiar. In our next tutorial, we will go through some of the basics of coding your object in CoSpaces.

Have fun experimenting with customising and moving your objects in CoSpaces!

Support

We're here to help you get the most out of your lesson plans and tutorials. If you have any issues or questions, please get in touch.

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