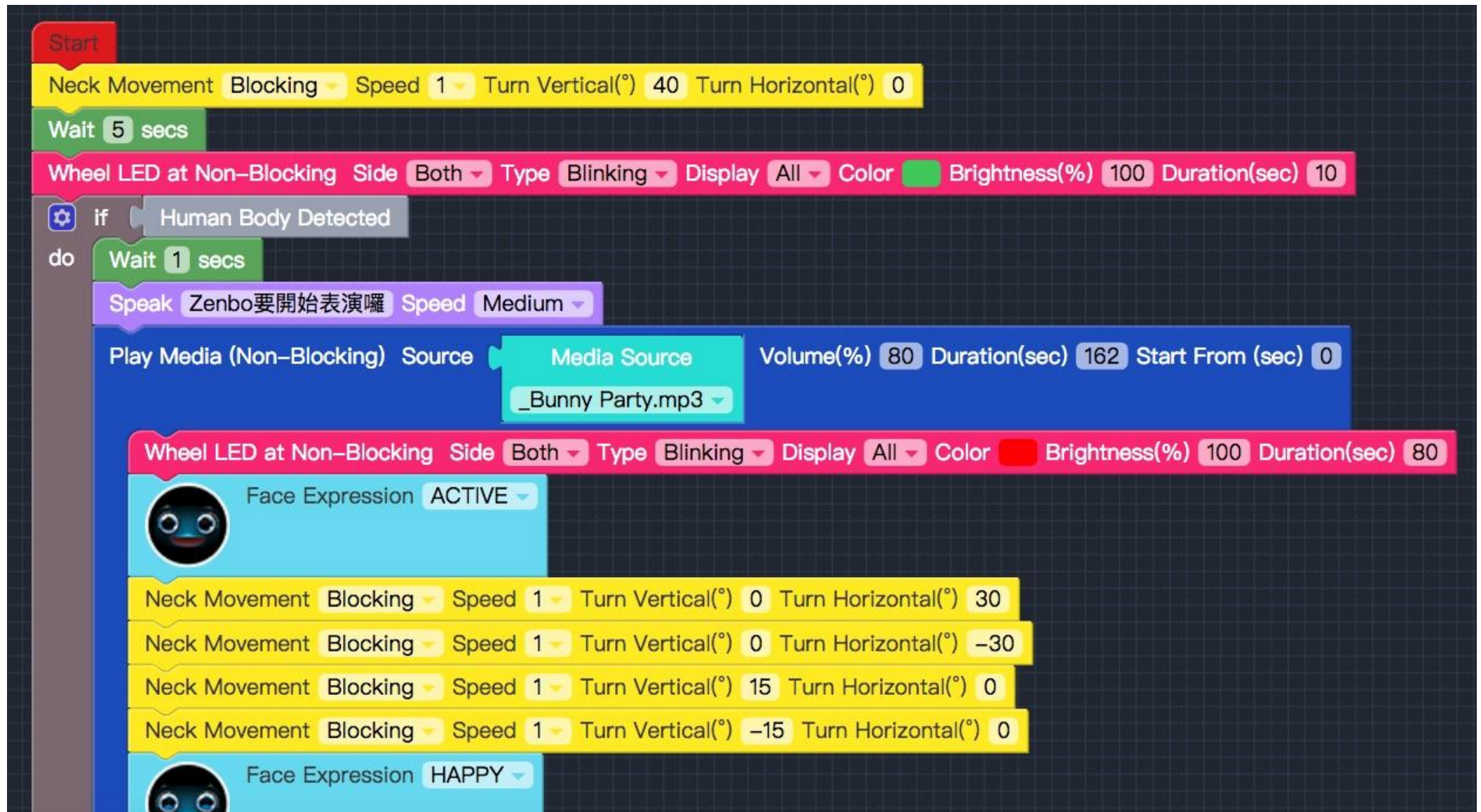


編程 - Human Body Detected (表演)

part 1:



The image shows a Scratch script for a performance triggered by a 'Human Body Detected' sensor. The script begins with a 'Start' block, followed by a 'Neck Movement' block (Blocking, Speed 1, Turn Vertical 40, Turn Horizontal 0). A 'Wait 5 secs' block follows. Then, a 'Wheel LED at Non-Blocking' block is set to 'Both' sides, 'Blinking' type, 'All' display, green color, 100% brightness, and 10 seconds duration. An 'if' block with the condition 'Human Body Detected' contains a 'do' block. Inside the 'do' block, there is a 'Wait 1 secs' block, followed by a 'Speak' block (Zenbo要開始表演囉, Speed Medium). Then, a 'Play Media (Non-Blocking)' block is set to 'Media Source' with the file '_Bunny Party.mp3', 80% volume, 162 seconds duration, and start from 0 seconds. After the media plays, another 'Wheel LED at Non-Blocking' block is set to 'Both' sides, 'Blinking' type, 'All' display, red color, 100% brightness, and 80 seconds duration. This is followed by a 'Face Expression' block set to 'ACTIVE'. Then, four 'Neck Movement' blocks are stacked: (Blocking, Speed 1, Turn Vertical 0, Turn Horizontal 30), (Blocking, Speed 1, Turn Vertical 0, Turn Horizontal -30), (Blocking, Speed 1, Turn Vertical 15, Turn Horizontal 0), and (Blocking, Speed 1, Turn Vertical -15, Turn Horizontal 0). Finally, a 'Face Expression' block is set to 'HAPPY'.

```
Start
Neck Movement Blocking Speed 1 Turn Vertical(°) 40 Turn Horizontal(°) 0
Wait 5 secs
Wheel LED at Non-Blocking Side Both Type Blinking Display All Color Green Brightness(%) 100 Duration(sec) 10
if Human Body Detected
do
  Wait 1 secs
  Speak Zenbo要開始表演囉 Speed Medium
  Play Media (Non-Blocking) Source Media Source Volume(%) 80 Duration(sec) 162 Start From (sec) 0
  _Bunny Party.mp3
  Wheel LED at Non-Blocking Side Both Type Blinking Display All Color Red Brightness(%) 100 Duration(sec) 80
  Face Expression ACTIVE
  Neck Movement Blocking Speed 1 Turn Vertical(°) 0 Turn Horizontal(°) 30
  Neck Movement Blocking Speed 1 Turn Vertical(°) 0 Turn Horizontal(°) -30
  Neck Movement Blocking Speed 1 Turn Vertical(°) 15 Turn Horizontal(°) 0
  Neck Movement Blocking Speed 1 Turn Vertical(°) -15 Turn Horizontal(°) 0
  Face Expression HAPPY
```

part 2:

The image shows a Scratch script for a character's movements and expressions. The script is composed of several blocks arranged in a sequence. The first block is a yellow 'Neck Movement' block with 'Blocking' selected, 'Speed' set to 1, 'Turn Vertical(°)' set to -15, and 'Turn Horizontal(°)' set to 0. This is followed by a light blue 'Face Expression' block with a character icon and 'HAPPY' selected. Next are two green 'Body Rotation' blocks, both with 'Non-Blocking' selected, 'Speed' set to 1, and 'Angle(°)' set to 30 and -30 respectively. This is followed by another light blue 'Face Expression' block with 'SINGING' selected. Then is an orange 'Recursive Movement' block with 'Head_twist_1' selected and 'Duration(sec)' set to 30. This is followed by four green 'Body Rotation' blocks, all with 'Blocking' selected, 'Speed' set to 1, and 'Angle(°)' set to 30, -30, 30, and -30 respectively. Then is another orange 'Recursive Movement' block with 'Shake_head_4' selected and 'Duration(sec)' set to 30. This is followed by a light blue 'Face Expression' block with 'ACTIVE' selected. The final block is a yellow 'Neck Movement' block with 'Blocking' selected, 'Speed' set to 1, 'Turn Vertical(°)' set to 15, and 'Turn Horizontal(°)' set to 0.

Neck Movement Blocking Speed 1 Turn Vertical(°) -15 Turn Horizontal(°) 0

Face Expression HAPPY

Body Rotation Non-Blocking Speed 1 Angle(°) 30

Body Rotation Non-Blocking Speed 1 Angle(°) -30

Face Expression SINGING

Recursive Movement Head_twist_1

Duration(sec) 30

Body Rotation Blocking Speed 1 Angle(°) 30

Body Rotation Blocking Speed 1 Angle(°) -30

Body Rotation Blocking Speed 1 Angle(°) 30

Body Rotation Blocking Speed 1 Angle(°) -30

Recursive Movement Shake_head_4

Duration(sec) 30

Face Expression ACTIVE

Neck Movement Blocking Speed 1 Turn Vertical(°) 15 Turn Horizontal(°) 0

part 3:

The image shows a Scratch script for a robot face and movement sequence. The script is organized into three main sections, each starting with a 'Face Expression' block. The first section is 'ACTIVE', the second is 'HAPPY', and the third is 'SINGING'. Each section contains specific movement and rotation blocks. The 'ACTIVE' section has four 'Neck Movement' blocks. The 'HAPPY' section has two 'Body Rotation' blocks and a 'Wheel LED at Non-Blocking' block. The 'SINGING' section has a 'Recursive Movement' block and three 'Body Rotation' blocks.

Face Expression ACTIVE

- Neck Movement Blocking Speed 1 Turn Vertical(°) 15 Turn Horizontal(°) 0
- Neck Movement Blocking Speed 1 Turn Vertical(°) -15 Turn Horizontal(°) 0
- Neck Movement Blocking Speed 1 Turn Vertical(°) 0 Turn Horizontal(°) -30
- Neck Movement Blocking Speed 1 Turn Vertical(°) 0 Turn Horizontal(°) 30

Face Expression HAPPY

- Body Rotation Blocking Speed 1 Angle(°) 30
- Body Rotation Blocking Speed 1 Angle(°) -30
- Wheel LED at Non-Blocking Side Both Type Breathing Display All Color Brightness(%) 100 Duration(sec) 80

Face Expression SINGING

- Recursive Movement Head_twist_1 Duration(sec) 30
- Body Rotation Blocking Speed 1 Angle(°) 30
- Body Rotation Blocking Speed 1 Angle(°) -30
- Body Rotation Blocking Speed 1 Angle(°) 30

part 4:

The script consists of the following blocks:

- Body Rotation** (Blocking, Speed 1, Angle(°) -30)
- Wheel LED at Non-Blocking** (Side Both, Type Breathing, Display All, Color blue, Brightness(%) 100, Duration(sec) 80)
- Face Expression** (SINGING)
- Recursive Movement** (Head_twist_1, Duration(sec) 30)
- Body Rotation** (Blocking, Speed 1, Angle(°) 30)
- Body Rotation** (Blocking, Speed 1, Angle(°) -30)
- Body Rotation** (Blocking, Speed 1, Angle(°) 30)
- Body Rotation** (Blocking, Speed 1, Angle(°) -30)
- Recursive Movement** (Shake_head_4, Duration(sec) 18)
- Face Expression** (SHY)
- Neck Movement** (Blocking, Speed 1, Turn Vertical(°) 0, Turn Horizontal(°) 0)
- Wait** (30 secs)