I'm not a bot



Your browser has been configured to block JavaScript. To use Scratch, you need to go to your browser settings and enable this feature. This article contains links to external websites or programs outside of Scratch and Wikipedia. When accessing the internet, be cautious and aware that we cannot guarantee the safety of other sites. For information on an earlier version of Scratch, see Development of Scratch 2.0 or Development of Scratch 1.0. The first prototype of Scratch 3.0 was created several years before its official release on January 2, 2019. In May 2016, the Scratch Team announced a collaboration with Google and introduced Scratch Blocks, a framework for the user interface of a graphical programming language that would be used in "the next generation" of Scratch. The same day it was showcased at the Google I/O Youth conference, and both Scratch Blocks and Scratch VM were released as open-source software on GitHub. Initial designs were also shared. At first, many blocks were missing but were gradually added back. After this point, the Scratch Team reviewed and accepted contributions from the community. In August 2016, Scratch Render was released on GitHub, which is responsible for drawing the stage and sprites. In September, the Scratch Team put ready-to-use "playgrounds" for Scratch Blocks and Scratch VM online. In October, the Scratch Audio Engine was released, adding sound effect blocks including echo and reverb effects. By November, the Scratch program itself, known as Scratch GUI, was made available on GitHub. Unlike Scratch 2.0, the stage is placed on the right side of the screen as in Scratch 1.x. The scripting area had a deep blue background and a transparent block palette at this time. On September 30, designerd shared the first public concept sketch of Scratch GUI on GitHub. In January 2017, the background of the scripting area turned into a light gray to match the design sketch. In March, Data and More Blocks were removed from the block palette. The costumes pane and sounds pane were finally added in April, with Data being re-added about a week later without Logo-style indirection. On August 23, was introduced. By the 28th, the list of block categories had been moved to the side of the palette, similar to the experimental viewer. On September 27, the block palette changed to allow one to scroll through all categories. Pen became an extension in October and the music blocks turned into extensions in November. More Blocks was added to the block palette in December and renamed "My Blocks" a little over a week later. A "give feedback" button was also implemented around this time, allowing users to provide input on their experience. After Christmas, new features were added to Scratch 3.0, including a welcome screen and FAQ. The preview was released on January 18, 2018, featuring updates such as new sprites, backdrops, sounds, and costumes, a revamped asset menu system, and improved search functionality. The editor's color was changed, and users could locally save and load SB3 files. Throughout the first half of the year, several extensions were added, including the video motion extension, Google Translate, and bitmap costumes and backdrops. The "How-To" library with step-by-step tutorials and videos was also introduced. In August 2018, Scratch 3.0 Beta was released, featuring a range of new features and updates to the editor. A forum was created for users to provide feedback and suggestions, as well as report any bugs they encountered. During the beta phase, many issues were fixed, including problems with miniatures not scaling correctly and video being enabled by default in certain extensions. Given text here Scratch Bug Fixes The latest update brings several bug fixes to improve the overall user experience. Some key issues addressed include: * Unreachable costumes/sounds at the bottom of a long list * Sprite tiles disappearing after changing zoom level/resizing the window * A bug that allowed users to undo changes made by other sprites on the workspace * Issues with sharing blocks multiple times, which could cause a crash * Incorrect layer order or sprite-selector order for imported Scratch 2.0 sprites Final Release and Maintenance Mode The final release of Scratch 3.0 was marked by a transition into Maintenance Mode, during which the website would display a message encouraging users to follow the Scratch Team's Twitter account for updates. The maintenance mode was lifted in the early afternoon EST, allowing users to access the revised website. New Features and Enhancements Scratch 3.0 introduces several new features and enhancements, including: * Expanded block palette with new characters, sounds, and backgrounds * Enhanced design charts for blocks and sprite tiles * Improved video sensing extension capabilities * New Scratch Extensions that allow users to add custom coding blocks and programs * Increased contrast and compliance with W3 WCAG standards We teamed up with artists to craft an array of fresh, versatile elements that can be easily remixed across characters, sounds, and backgrounds. Our updated paint and sound editors make it a breeze to create and edit your own visual and auditory assets. Scratch 3.0 is designed for seamless browser compatibility and works on multiple devices, including touchscreens. Even without an internet connection, you can utilize Scratch Desktop's offline mode. What sets Scratch apart is its dynamic community of creators who share projects, develop tutorials, host workshops, and collaborate in person.

Scratch 3.0 gui. Scratch 3.0 apk. Scratch 3.0 tutorial. Scratch 3.0 app. Scratch 3.0 free. Scratch 3.0 download. Scratch 3.0 offline editor. Scratch 3.0 games. Scratch 3.0 download for android. Scratch 3.0 login. Scratch 3.0 download for windows 7. Scratch 3.0 create. Scratch 3.0 online editor. Scratch 3.0 projects. Scratch 3.0 download for pc.