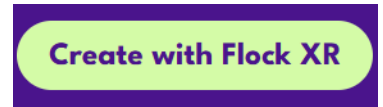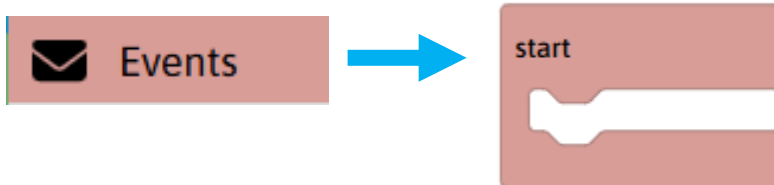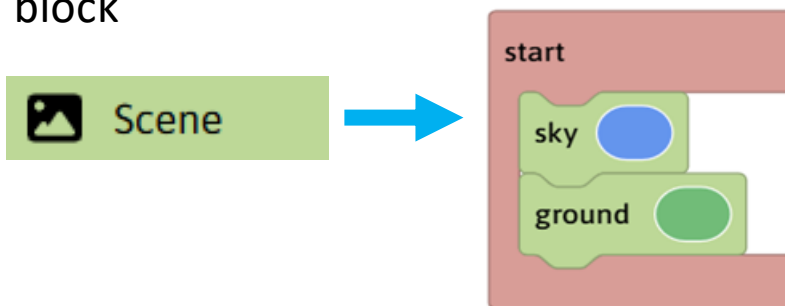# Flock XR – Setting the Scene

1. Go to **FlockXR.com**

2. Click the **Create with Flock XR** button

3. Click on **Demo** at the top
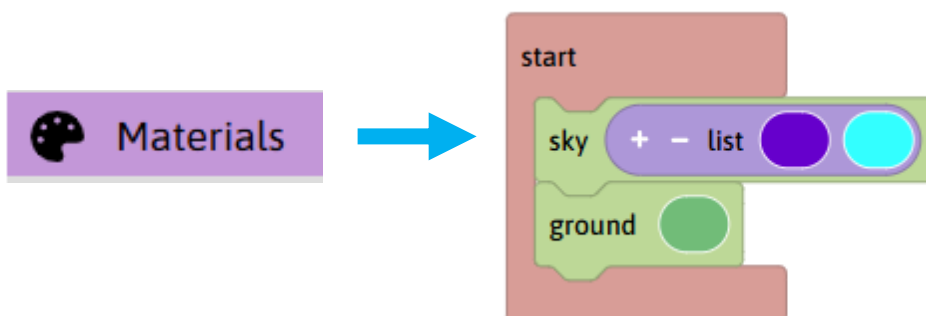
4. Choose **New**

5. Click on **Events** and add a **start** block

6. Click on **Scene** and drag a **sky** block into the **start** block

7. Click on **Scene** and drag a **ground** block into the **start** block

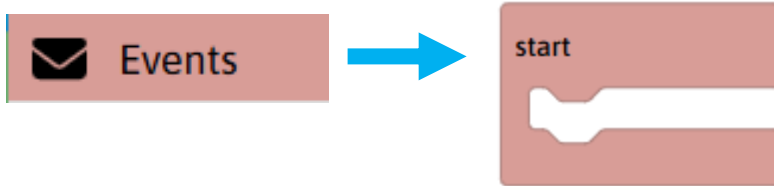8. Click on **Materials** and drag a list of colours into the **sky** block

9. Choose your colours

10. **Save** your project and give it a name
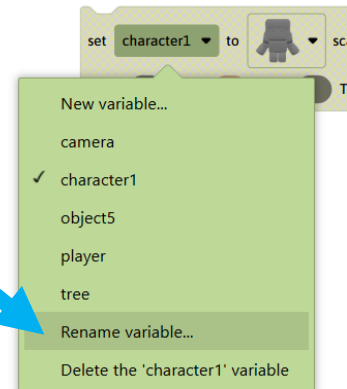
Flock XR – Add a character

1. Click on **Events** and add another **start** block

2. Click on **Scene** and drag a **Set character** block into the **start** block
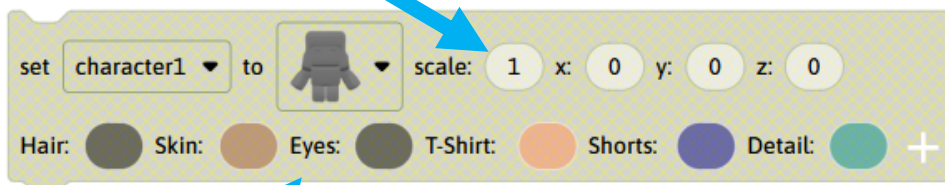
3. Rename your character – click on **character1** and choose **Rename variable** - type your name

4. Choose a character

5. Set the **scale** (size)

6. Choose your character's colours

7. **Save your project**