CS1
Pixlr Selection Practice

Level 1 (the canvas for each level 1 problem should be 400x400)
1. Place the JavaScript logo (found here) on a canvas with a black background. Do not alter the background of the current image. Create a new image with a black background and select, copy, paste the logo onto it.
2. Place the HTML5 logo (found here) on a canvas with a transparent background. You need not change the size of the image. Do not alter the background of the current image. Create a new image with a transparent background and select, copy, paste the logo onto it.
3. Create an image with a horizontal linear gradient that goes from 0 to 400. The starting color should be green and the ending color should be yellow.
4. Create an image with a vertical linear gradient that goes from 0 to 300. The starting color should be black and the ending color should be purple.
5. Create an image with a diagonal linear gradient that goes from 0,0 to 400,400. The starting color should be blue and the ending color should be white.
6. Create an image with a radial gradient that goes from the center of the image. The starting color should be orange and the ending color should be black.

Level 2
1. Create a horizontal gradient that shows all of the colors of the rainbow (ROYGBIV).
2. Create a 3 stop gradient that shows a transition from grass (green) to the horizon (white) to the sky (blue). This image should be able to serve as the background of a scene.
3. Using pixlr selection tools to grab the individual parts and put them together, use the Pac Man sprite sheet (found here) to build the following cut-scene from the original PacMan game.
4. Use the playground parts (found here) to build a scene. The playground equipment should be placed in a brown box or circle (serving as the woodchips). Use the gradient from problem 2_2 as the background of the image.
5. Create a character/characters using the files found here: https://drive.google.com/folderview?id=0ByZy0paLvXXHfjF1cFlkeTVOdndyREdtUmhvd3FidmYwRXY1aWNGcDlCQU10ZFFNUVB4cmc&usp=sharing

Level 3
1. Use a radial gradient to create an actual rainbow on a transparent background. Any parts that are beyond a visible half rainbow should be deleted.
2. Using pixlr to grab the individual parts and put them together, use the Space Invaders sprite sheet (found here) to build a scene from the space invaders game. A sample can be seen at right.
3. Using pixlr to grab the individual parts and put them together, use the Super Mario Brothers sprite sheet (found here) to build a scene from the game. A sample can be seen at right.