Pixlr is a cloud-based set of image tools and utilities, including a number of photo editors, a screen grabber browser extension, and a photo sharing service. The set of tools available to users closely resemble those in Photoshop. The advantages of Pixlr include that it is cloud based and free. This means that users can access/edit files from any computer with an internet connection. You can access Pixlr here: https://pixlr.com/editor/
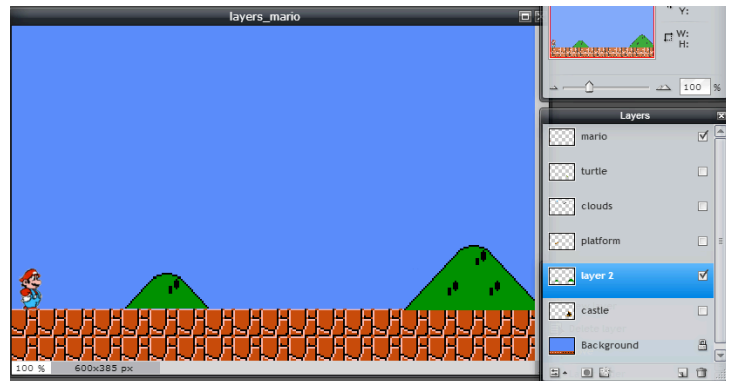
In this lab, we will discuss the concept of layers which is paramount to graphics editing. When an image is created in layers, each layer can be individually edited without affecting the other layers. This lab will walk you through the process of manipulating layers within the pixlr environment. Throughout the lab there will be both instructive narrative and actions for you to complete. `Actions will be displayed in this format.`

1. **Open a Layered Image:**
   `Download the layers_mario.pxd to your computer. (Click here)`
   `Open the file in pixlr using File -> Open Image.`
   By default, the Layers Panel should be visible on the left side of the screen. If not, click on View -> Layers. Notice that there is a background layer that shows through the transparent areas of the mario and hills layers. Transparency is shown in the Layers Panel by the gray/white checkerboard pattern.
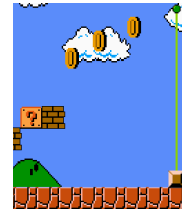
2. **Naming Layers:** As seen in the image above, each layer has a thumbnail view and a name. These names can be customized. To avoid confusion about what a layer contains, it is recommended that you name layers with descriptive names as you create them. Renaming a layer is accomplished by double clicking on the name of the layer. `Rename 'layer 2' to be named 'hills'.`

3. **Layer Visibility:** Also, each layer can be turned on and off. This is accomplished using the checkboxes on the right of each layer. A check means it is visible. `Turn on all of the layers in the image.`

4. **Layer Order:** The order of the layers is important to the view of the image. Layers on the bottom of the list, appear underneath layers that are stacked higher. To change the order of the layers in an image, single click on a layer (it should turn blue). Then, drag the layer to the

desired position. `Fix the image so that the hill is behind the castle and the castle is in front of the clouds.`
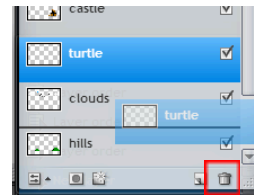
5. **Importing and Moving a Layer**: Often, we want to use a previously created image as one of our layers. In this case, we click on Layer -> Import Image as Layer. Once the image appears as a layer, we want to move it into position. To move a layer, we click select it from the Layer Panel. Then, we select the Move Tool from the toolbar on the left . Finally, we use the mouse or the arrows to place the layer.
    5.1. `Download the file coins.png. (`click here`)`
    5.2. `Import it as a layer in the graphic.`
    5.3. `Rename the layer to coins.`
    5.4. `Move it to appear as seen.`

6. **Erasing Graphics:** There are two ways to delete images in the file. The first option is to erase part of a layer. In these cases it is important that image parts each have their own layer. If items exist on their own layer, the eraser will only affect the selected layer. This means you can wave the eraser right through graphic elements on other layers and will not alter them. To erase part of a layer, select the layer in the Layer Panel and choose the eraser tool from the toolbar on the left. `Erase the cloud that is behind the coins.`

7. **Deleting a Layer**: Sometimes, in the artistic process, part of an image that was once important, ceases to be. The second option is to eliminate an entire layer. To do this, click on the layer and drag it to the trashcan at the bottom of the Layer view. `Delete the turtle layer.`

8. **Saving an Image:** As a designer, things change all of the time. Just in the time it took me to create this tutorial, many things about the original mario file changed. For this reason, it is important to always save a layered version of your work, so that making changes is easy. To save a layered version an image, click on File -> Save. Then, name the file and choose the PXD (Layered Pixlr image) option. Make sure that Pixlr Cloud is selected at left and click on OK (alternatively, you can download your image by choosing My Computer). You will then be prompted to select the folder where you want to save the file. Once saved, show your completed image to your instructor.   You can see a final version of the image in the save dialog box. `Save a layered version of the lab using the filename lastname_layersLab.pxd.  Show to your instructor.`