Graphics for Game Development
## Lesson 3 (Working with Layers) Assignment

*Directions: Download and open the **L3Start** file (into your Lesson 3 Assignments folder). Then use the skills you learned from our practice with Layers to create the finished collage you see below. Make sure to look at Page 2 of these directions to see how your Layers Panel should look at the end*

Add new layer (name "Clouds"); choose blue and white for background and foreground colors (bottom of Tools Panel); choose Filter > Render > Clouds to add clouds

Insert **beach.jpg** file; rename layer; add Stroke layer style (5px white; resize and rotate

Add "Island Paradise" Text Layer; format text as follows:

- Use a serif font
- 36 pt font size
- Similar Green Color
- All Caps
- Open Character Panel (Window > Character); adjust the tracking VA to fit the width of the word "HAWAII"
- Add drop shadow layer style
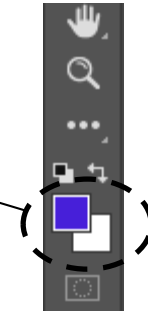
Select & add flower from **flower.jpg** file; add Drop Shadow and Satin layer styles (change settings to match what you see here)

After repositioning "Postage" layer, change opacity to 25%; change blending mode to "Multiply"

Make "HAWAII" layer visible; add Gradient Overlay, Drop Shadow, & Stroke layer styles (use similar colors you see here)

Then:

1. Find an image of (1) surfboard on the web. Select and move this surfboard to lower right hand corner of the image (underneath the text layers); name your layer "surfboard"; rotate and scale if needed; add (2) layer styles of your choice
2. Find an image of something that can be added to the water or the sky of the **beach.jpg** image you added earlier (for example, a boat off the coast); name your layer; rotate and scale if needed; add (2) layer styles of your choice

Your Layers Panel should look like this when you complete this assignment (note the order your layers are in; this is important for how the layers come out for both stacking and appearance purposes):