Chapter - 4
Introduction to Layers

1. A **Layer** refers to different levels on which we can place our drawing objects or pictures.

2. **Layers** give us the freedom to work with each object individually.

3. A **layer** represents a single primitive such as object, outline or image.

4. **Object, element and effect** holds the separate layer.

5. The **upper** layer can change the behavior of the layers below it.

6. **Effect or filter** layers can distort or modify the layers below (beneath).

7. In Synfig each layer holds **independent**.

8. To view the parameters of any layer **params** panel is used.

9. **Gradient** is used to change the shape of layer slowly from dark to light color.

10. **Blend Method** defines how the image is layered on everything below the (gradient) layer.

11. **Composite**, this Blend Method simply displays the content of he layer.

12. If we want to apply gradient to a particular object or group of objects then we need to **encapsulate** them into a layer.

13. **Encapsulation** gives effects to various objects without changing other objects in the animation.

14. **Blend** mode decides how to arrange the image with elements below it.

15. **Ctrl** key is used to select the ducks of layers at a time.

16. **Shift** key is used to select two layers at a time.

17. **Inline canvas** is the name of the new layer when we select encapsulate option.

18. By default the setting is **Composite** which simply displayed the content of the layer.

19. **Bline** tool is used to create and rotate the object on the specified path.

20. **Transform** tool is used to close the Bline tool.