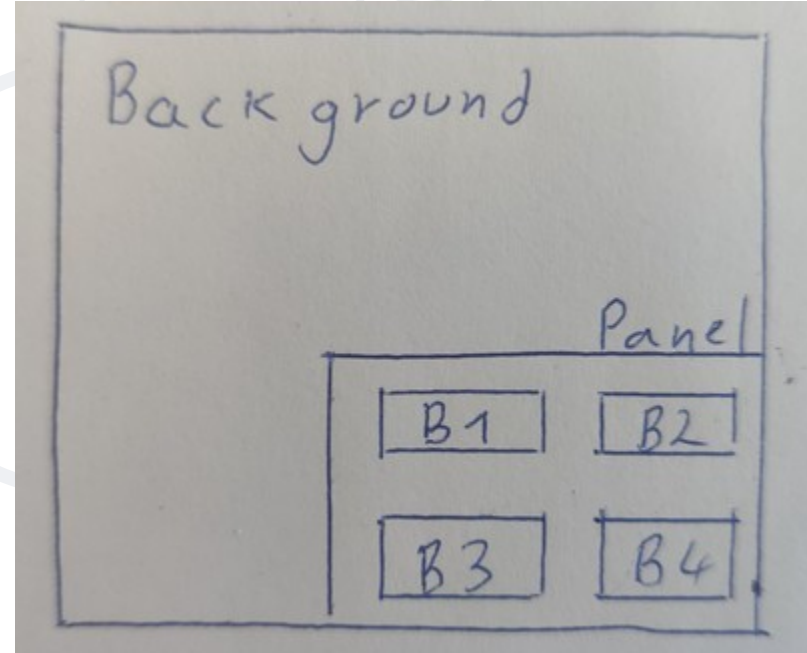
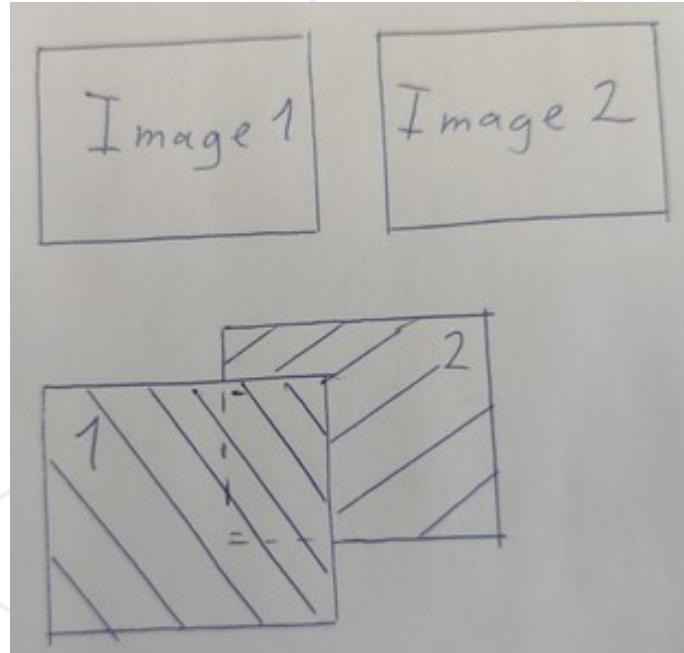
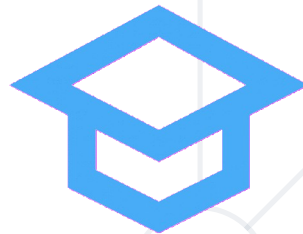


Image Layering



Zhivko Petrov

A guy that knows C++



SoftUni

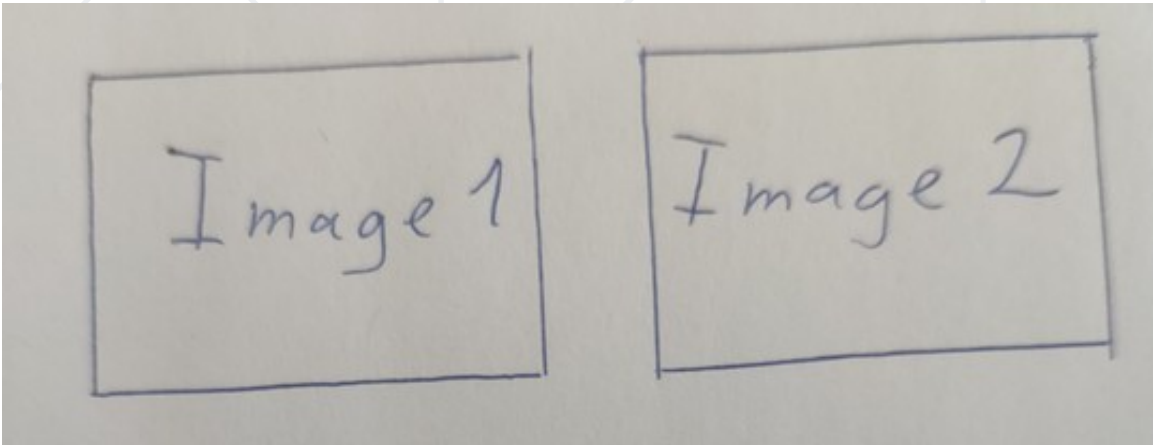
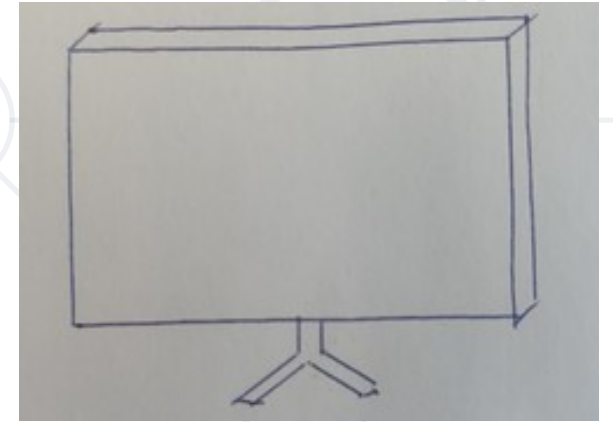
Software University

<https://about.softuni.bg>

sli.do

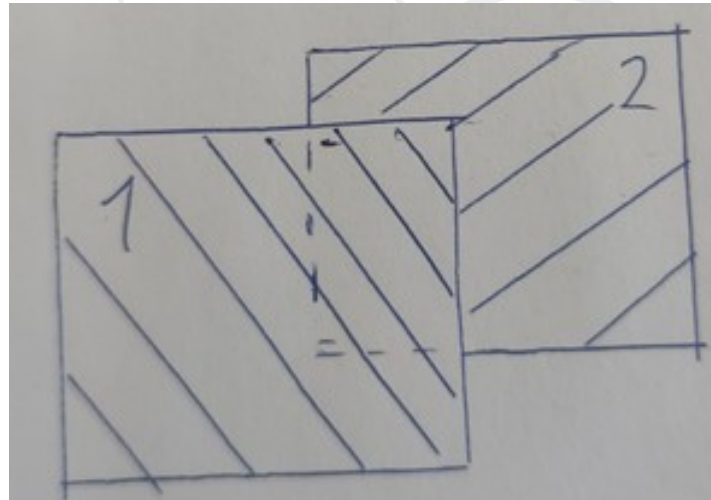
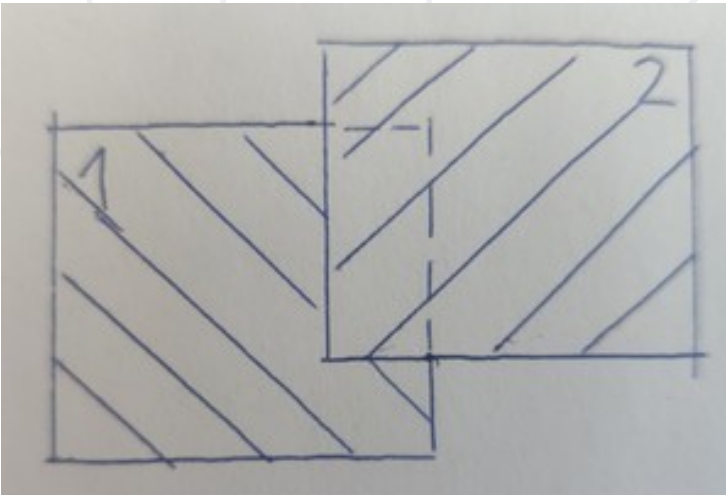
#app-dev-cpp

- The purpose of the UI is to visualize graphics on the screen
- What is more interesting is the **order**, in which graphical assets are visualized (drawn)
- Also known as **Image Layout** or **Image Order**
- If images are **non-overlapping** they are visualized with no change

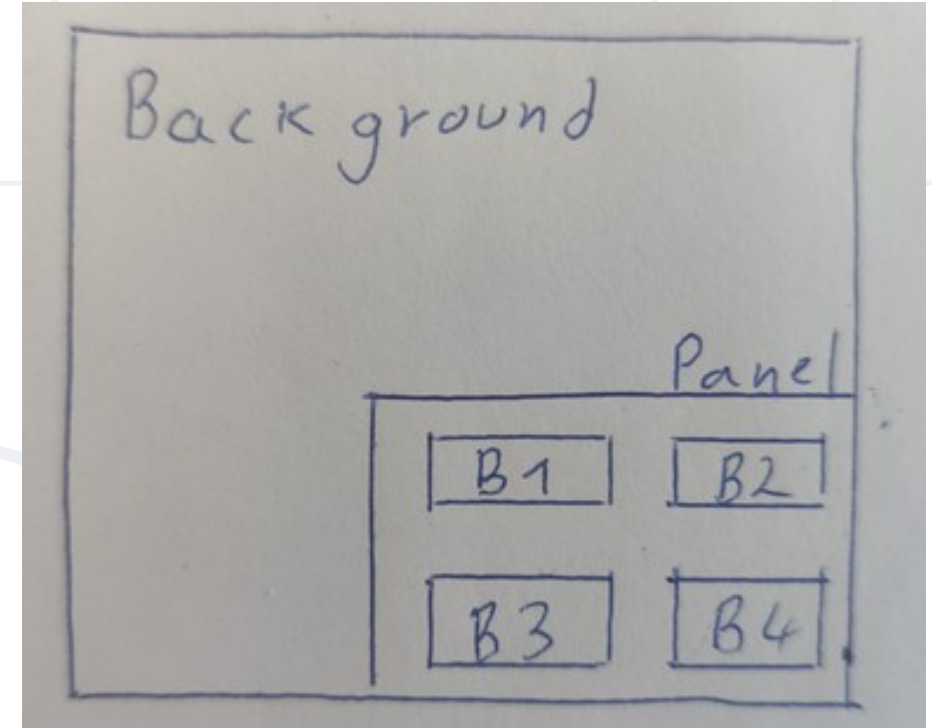


Overlapping images

- The image that is drawn last is visualized “**on top**”
- Images that are previously drawn are left in the “**background**”
- If image 1 is drawn first, part of it is hidden behind image 2
- If image 2 is drawn first, part of it is hidden behind image 1
- This is true for **solid images** (no opacity/transparency)

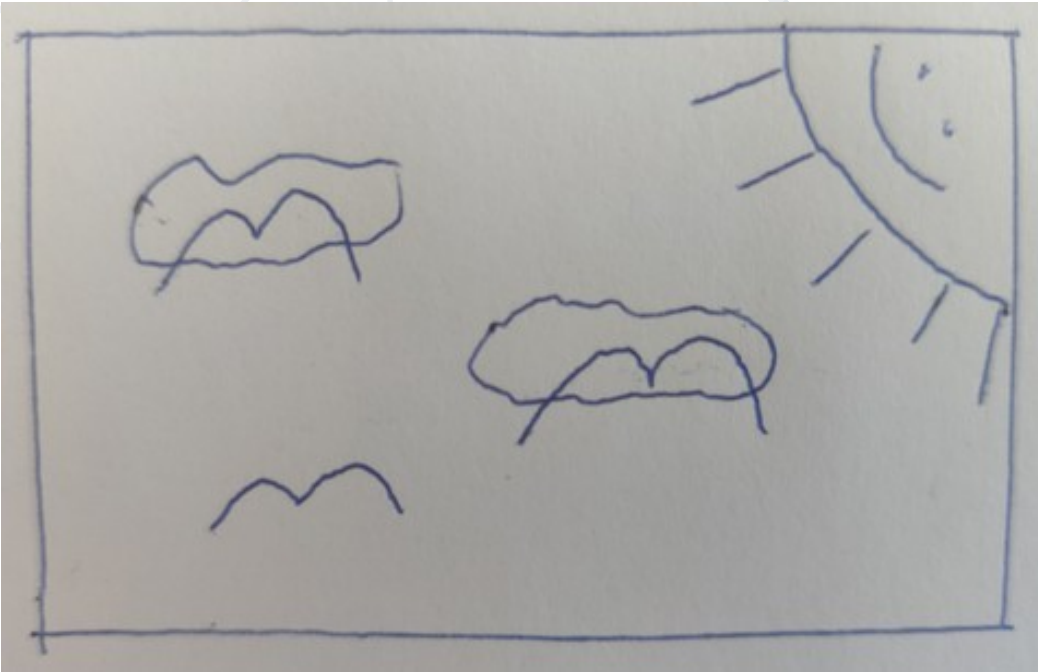


- The most common use case of image layering in UIs will be buttons
- First the background should be drawn
- Then the Panel should be drawn
- Lastly the four buttons should be drawn
- This simulates 2D depth effect
- What will happen if we draw the Background last?

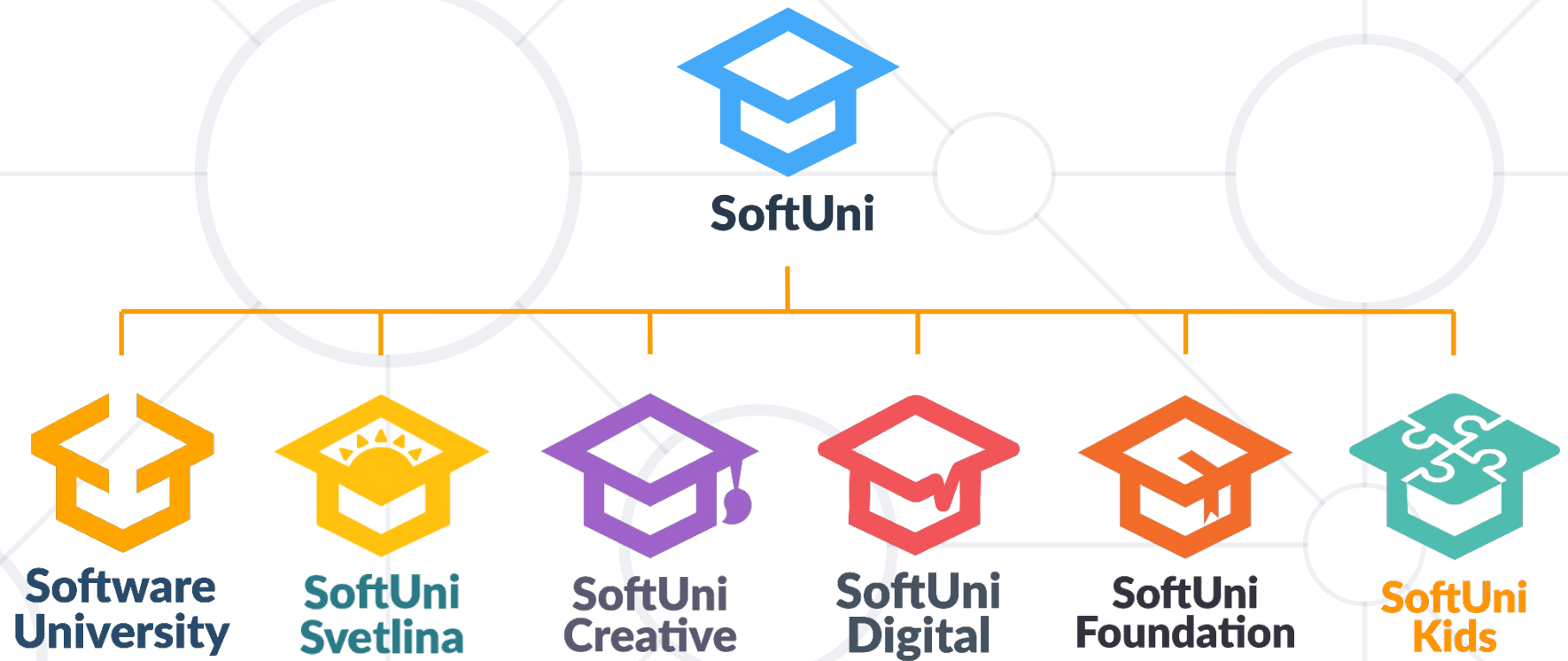


Layering Gameplay

- Usually in games – many of the entities are non-static (they are moving)
- The idea is to keep the static parts as background
- And keep the moving parts as the last drawn assets



Questions?



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