# Scratch logo and symbol, meaning, history, PNG

**Layers**

Register/login at <https://scratch.mit.edu>

Remember to write down your password.

*In this project we use layers to make sprites appear at different distances. One sprite can go behind another.*

A picture containing clipart

Description automatically generated

1. **Create** anew Project and name it.
2. In the **Sprite** section, choose a sprite. Look for any kind of “car”.
3. Graphical user interface, application

   Description automatically generatedCreate a road to drive along. Make a new sprite and choose **paint**. Create a narrow grey rectangle as wide as the screen.
4. Move the van left and right until it’s in the middle. The x position should be 0. Move it up and down until the wheels are just on the road. Look at the y position (mine is y = -20)
5. In the van, **go to front layer** *in front* of the road.
6. Make the van look like its driving, bouncing up and down, but without moving left or right. Use **glide** to quickly (0.2 seconds) move it up about 3 pixels (more negative), before gliding back down again.
7. A picture containing text

   Description automatically generatedAdd a background object – a tree. We will make this move across the screen, *behind* the van.
8. Place the tree so that the tree trunk just touches the road. Look at the y position (mine is -15).
9. Graphical user interface, text, application, chat or text message

   Description automatically generatedFor the tree, **go to back layer** puts it in the background.

*The Scratch screen is 480 pixels wide. In the middle of the screen x = 0. The right hand edge is positive, x = 240, and the left-hand edge is negative, x = -240.*

1. The tree starts at the right (x=240) and **glide**s left to (x = -240).
2. Use **show** and **hide** so that you only see the tree when it’s moving.
3. A little **wait** at the end of the loop makes it more convincing.

*Try adding other background objects, like buildings, behind the trees. To make the* ***perspective*** *work, these should move more slowly than the trees. You will have to bring the trees* ***forward 1 layer****.*

*Remember to* ***Save*** *your code with a good name.****File > Save now***