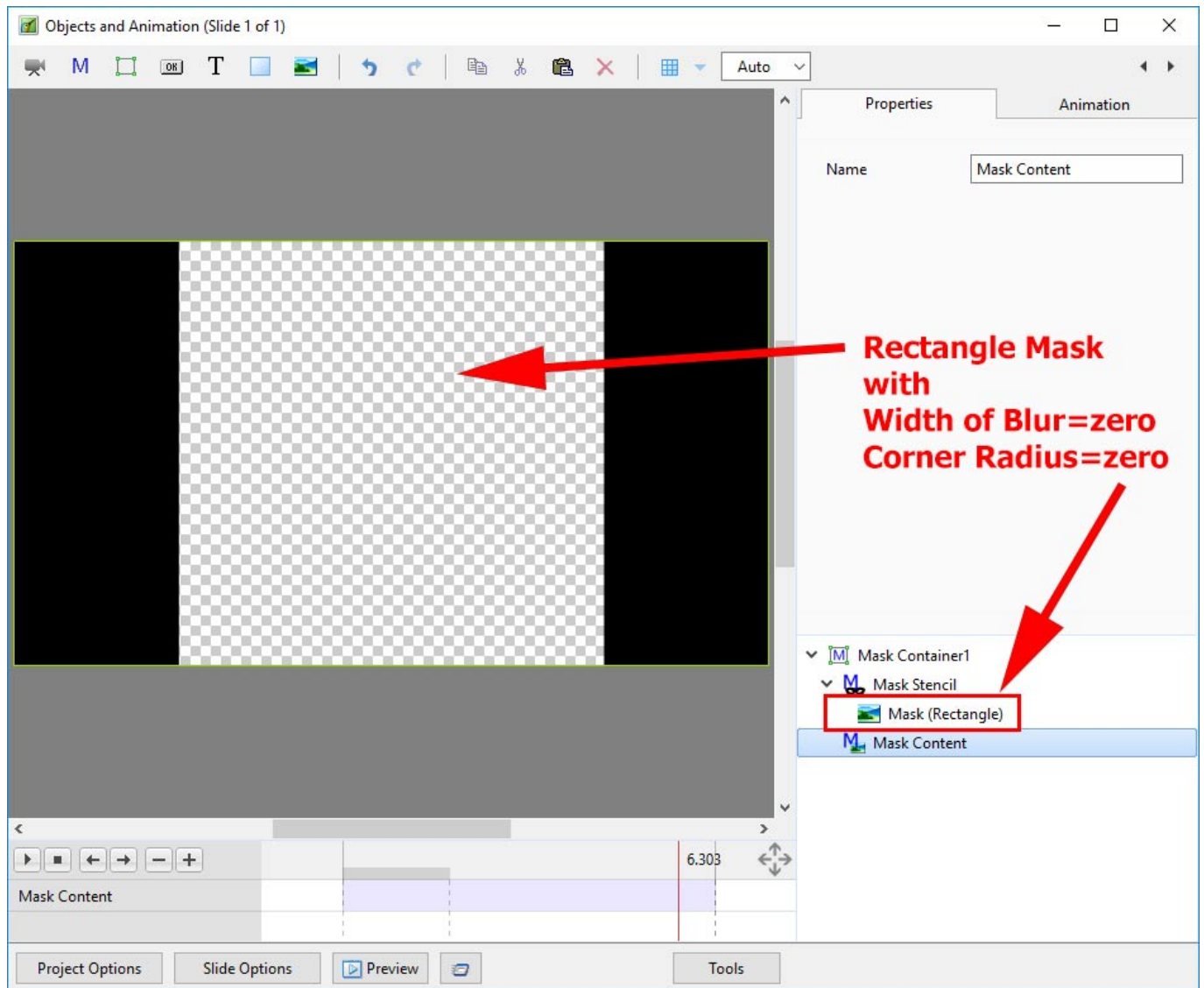
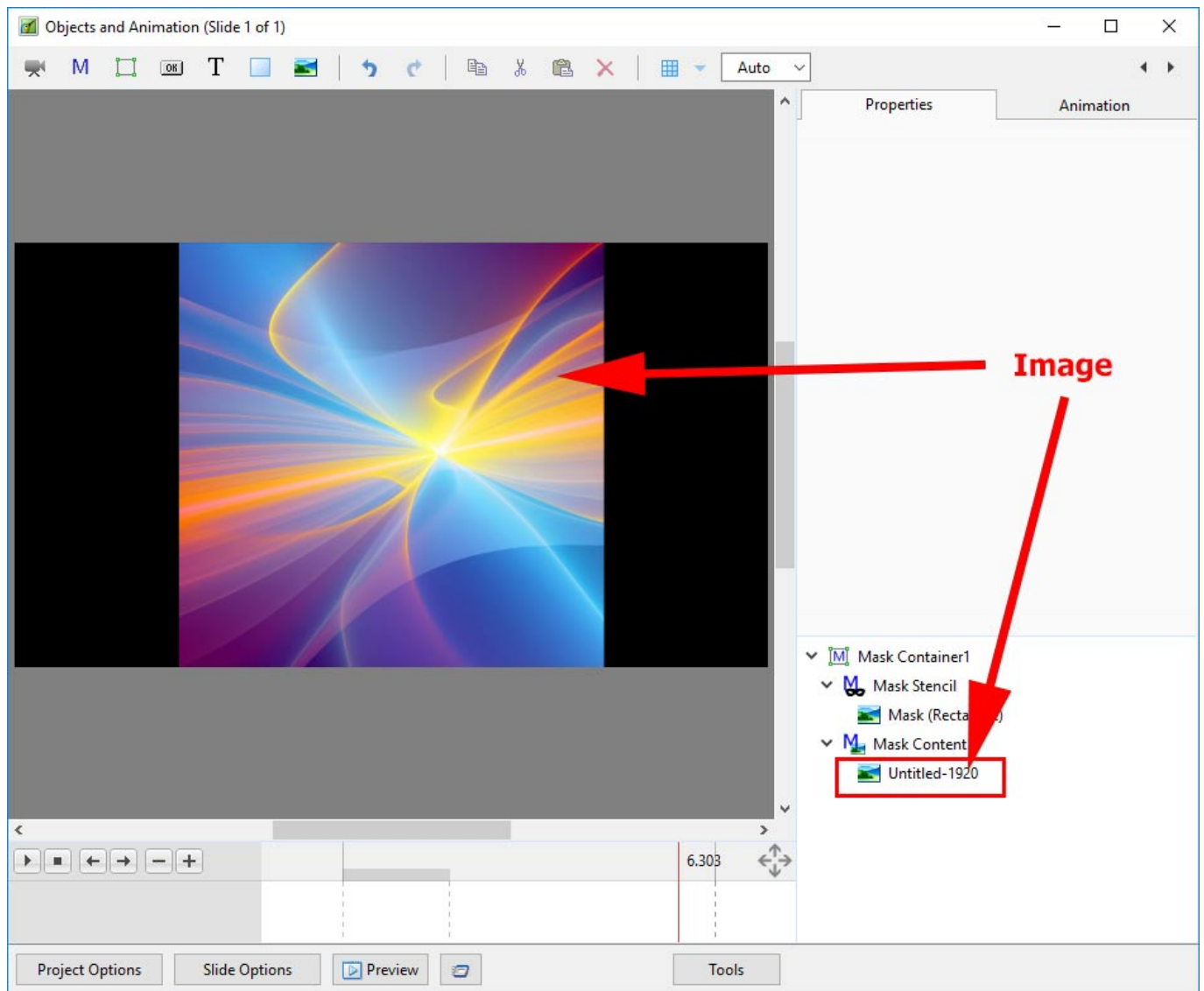




- Click OK to add the Mask to the Object Panel
- A Rectangle Mask is added to the Mask Stencil



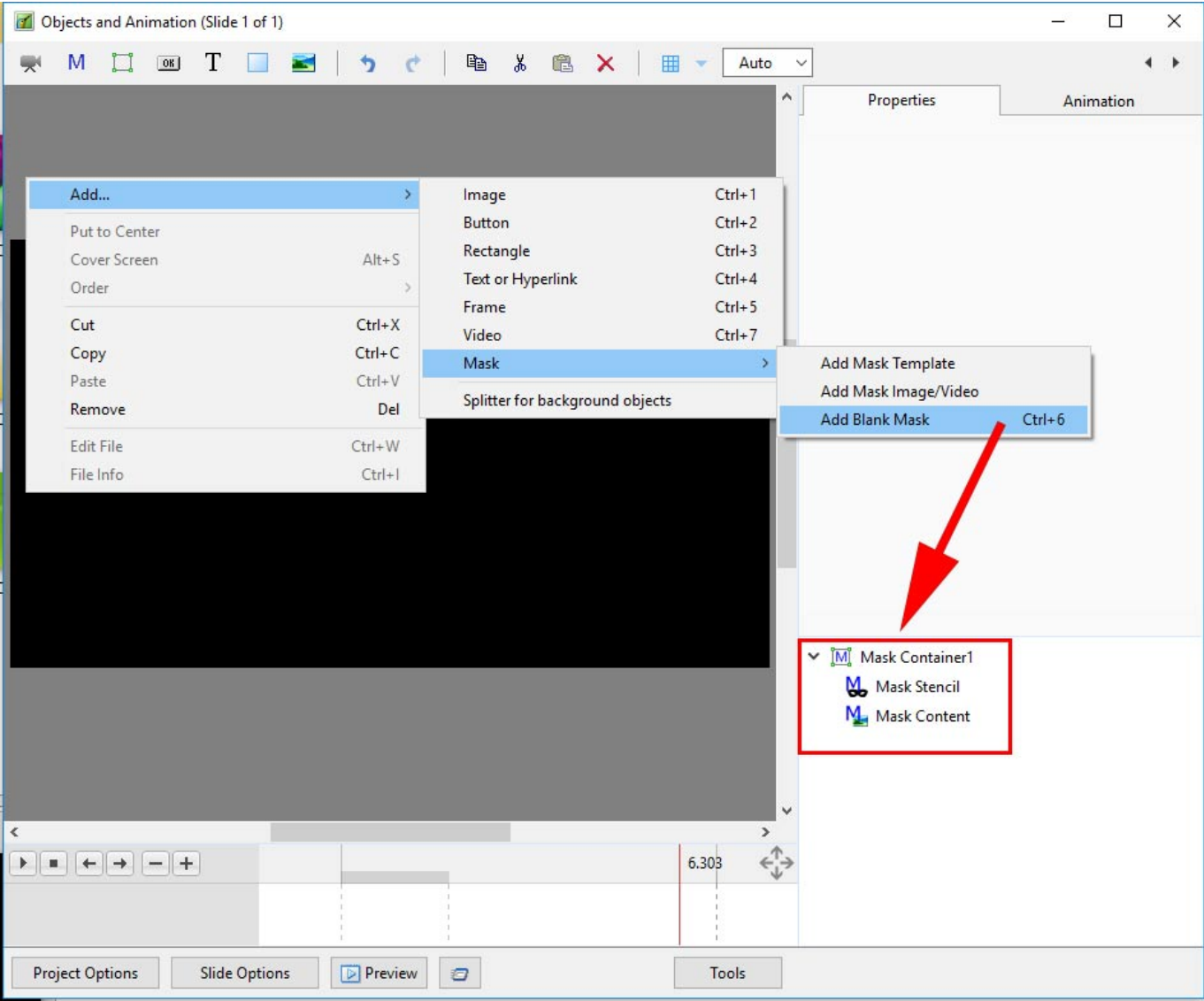
- Right Click on Mask Content and Add / Image



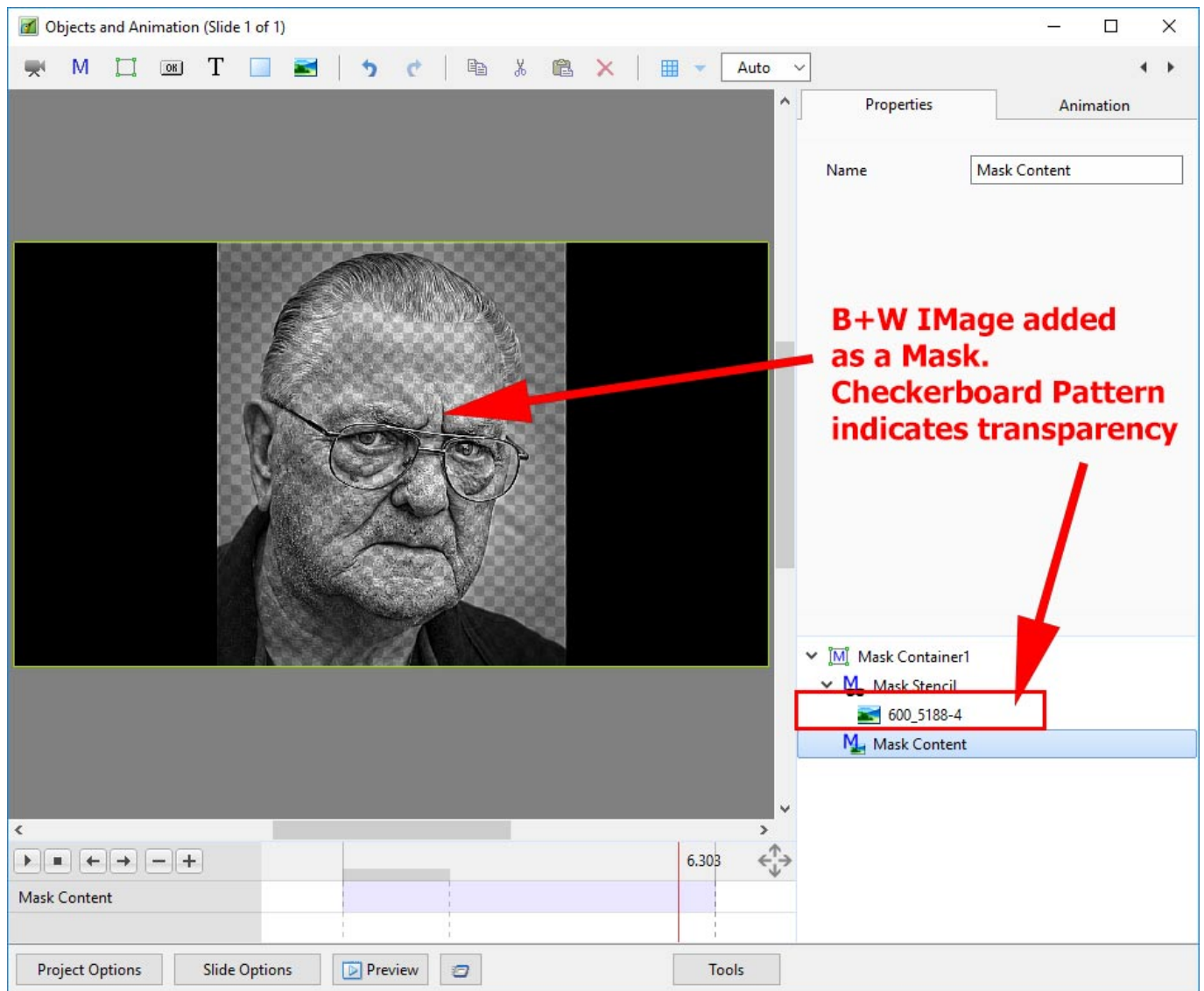
- You can then add Animation to the Image within the Mask
- You can Zoom, Pan etc the Mask Container and/or the Mask Stencil

## Add a Blank Mask

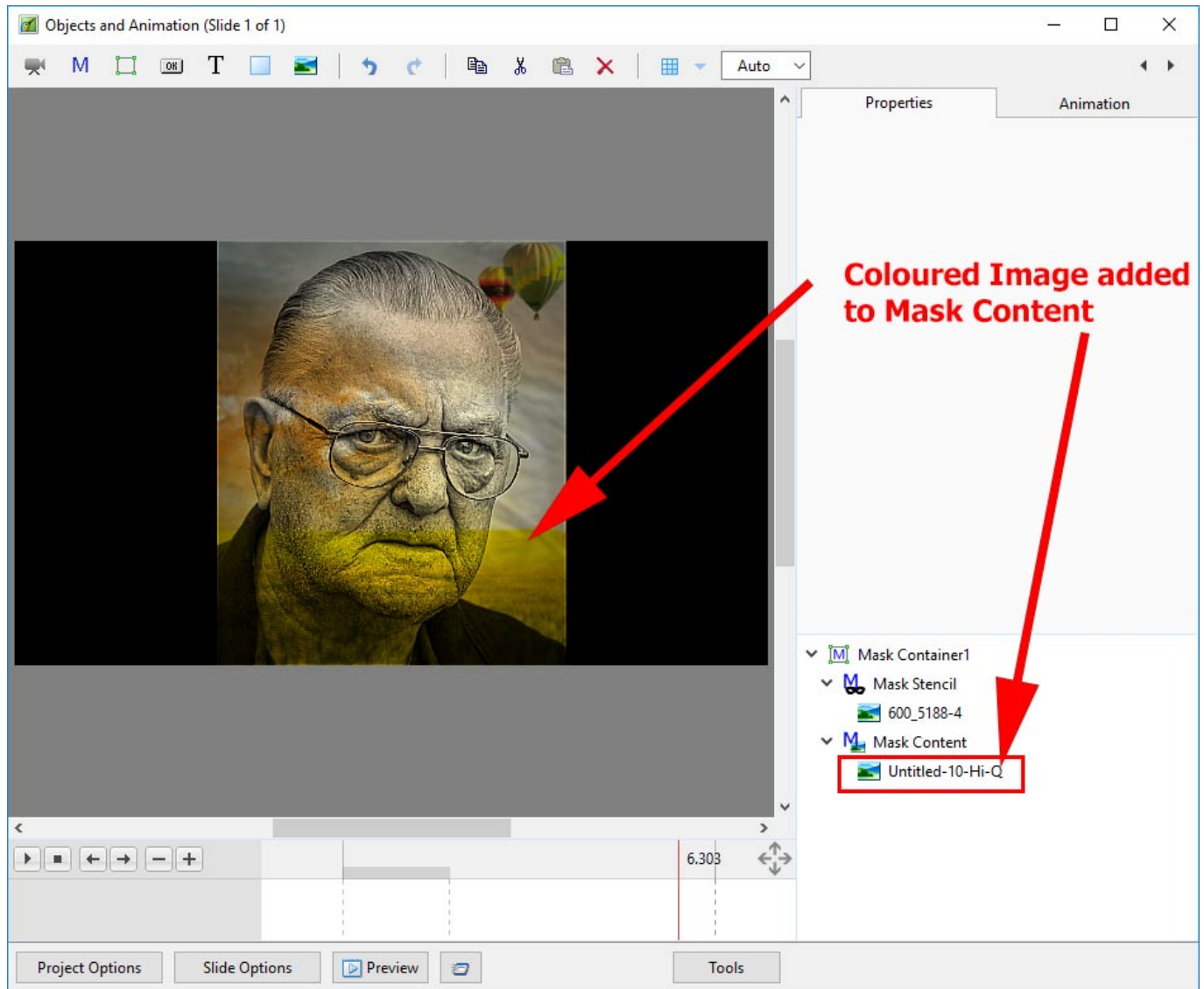
- You can add a Blank Mask to add your own Image as a Mask



**Add an Image/Video Mask**



- Add an Image as Mask Content

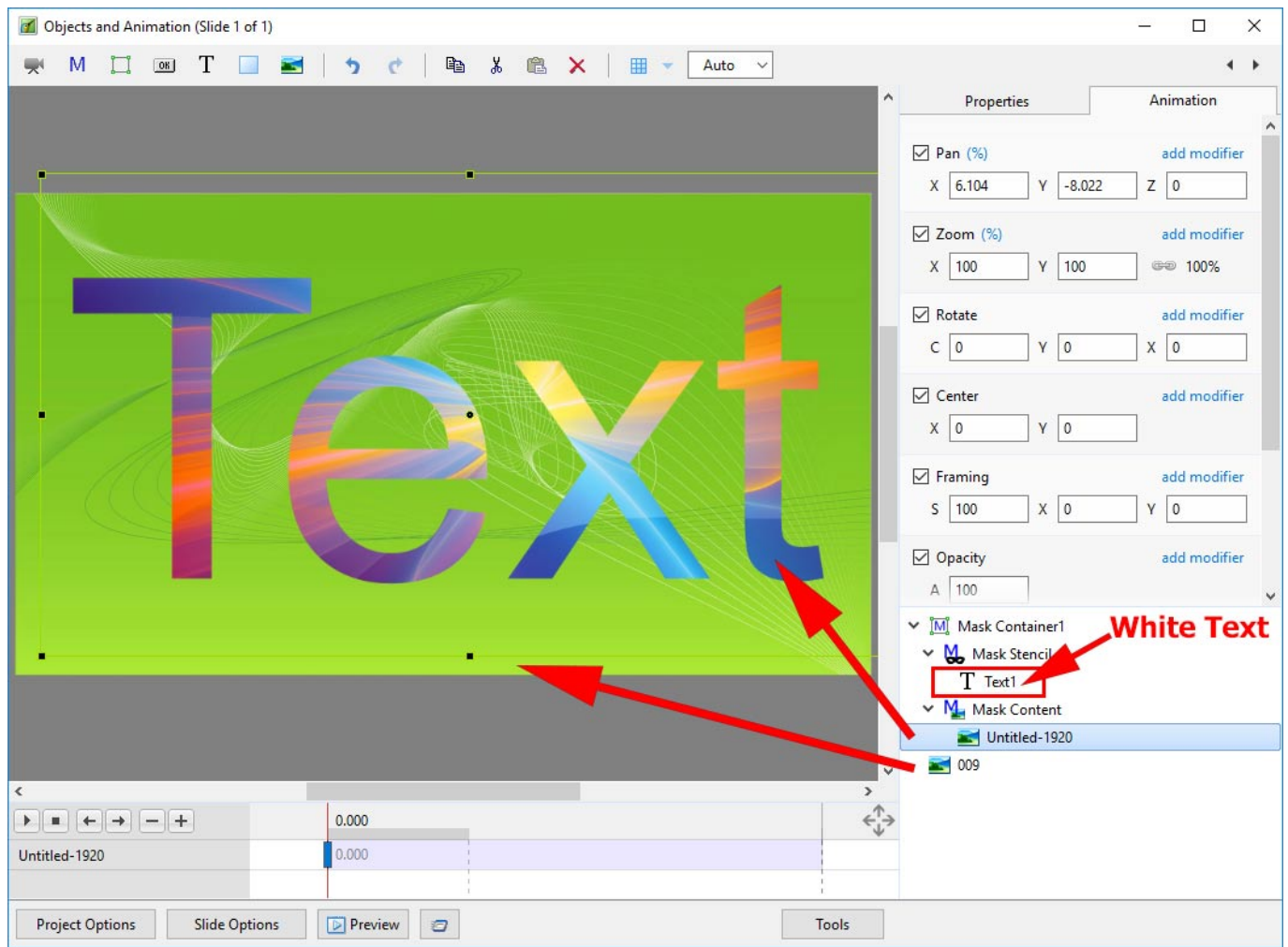


- A Video could also be added as either the Mask Stencil or Mask Content

## Text as a Mask

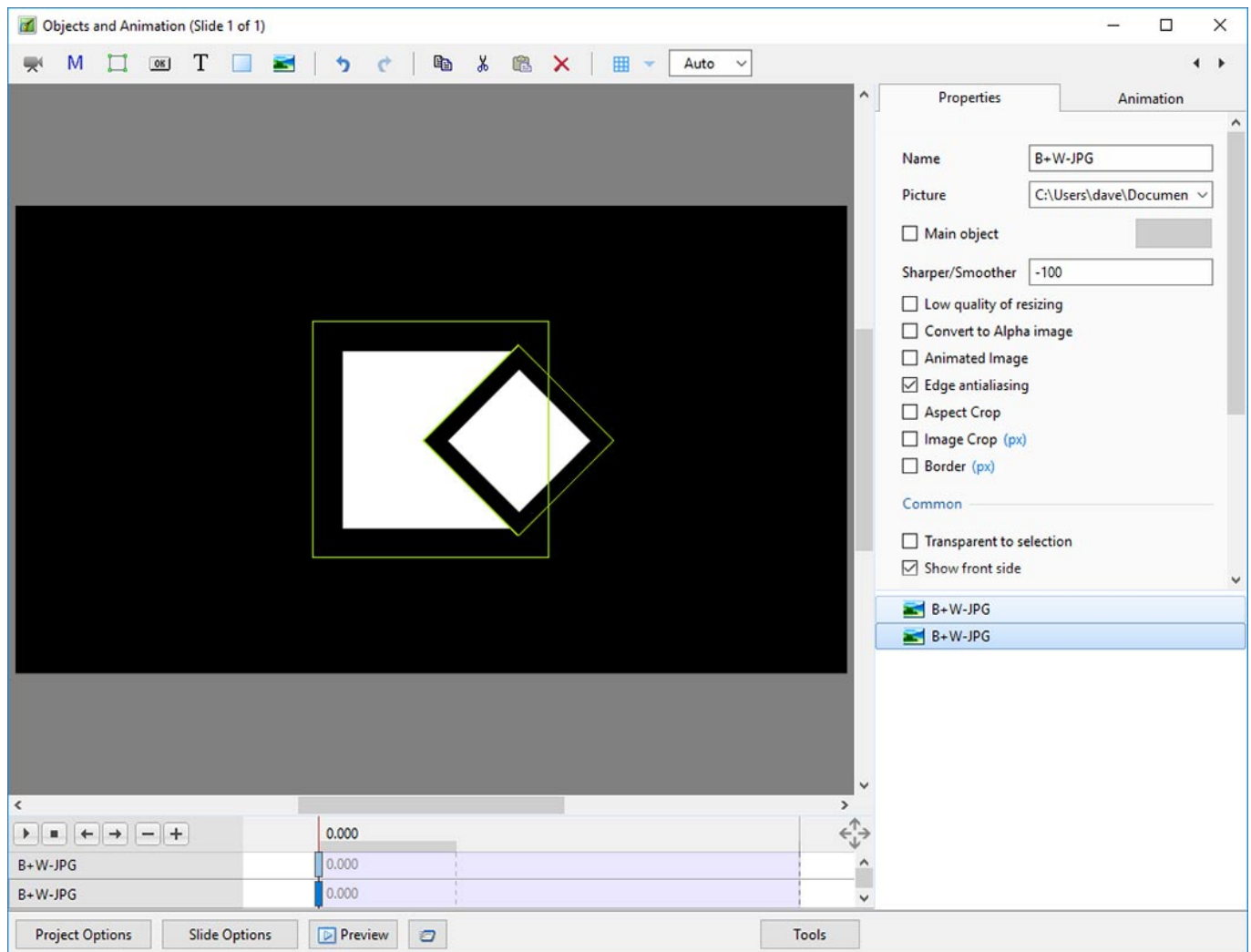
- Add Text as a Mask Stencil
- Add an Image to the Mask Content





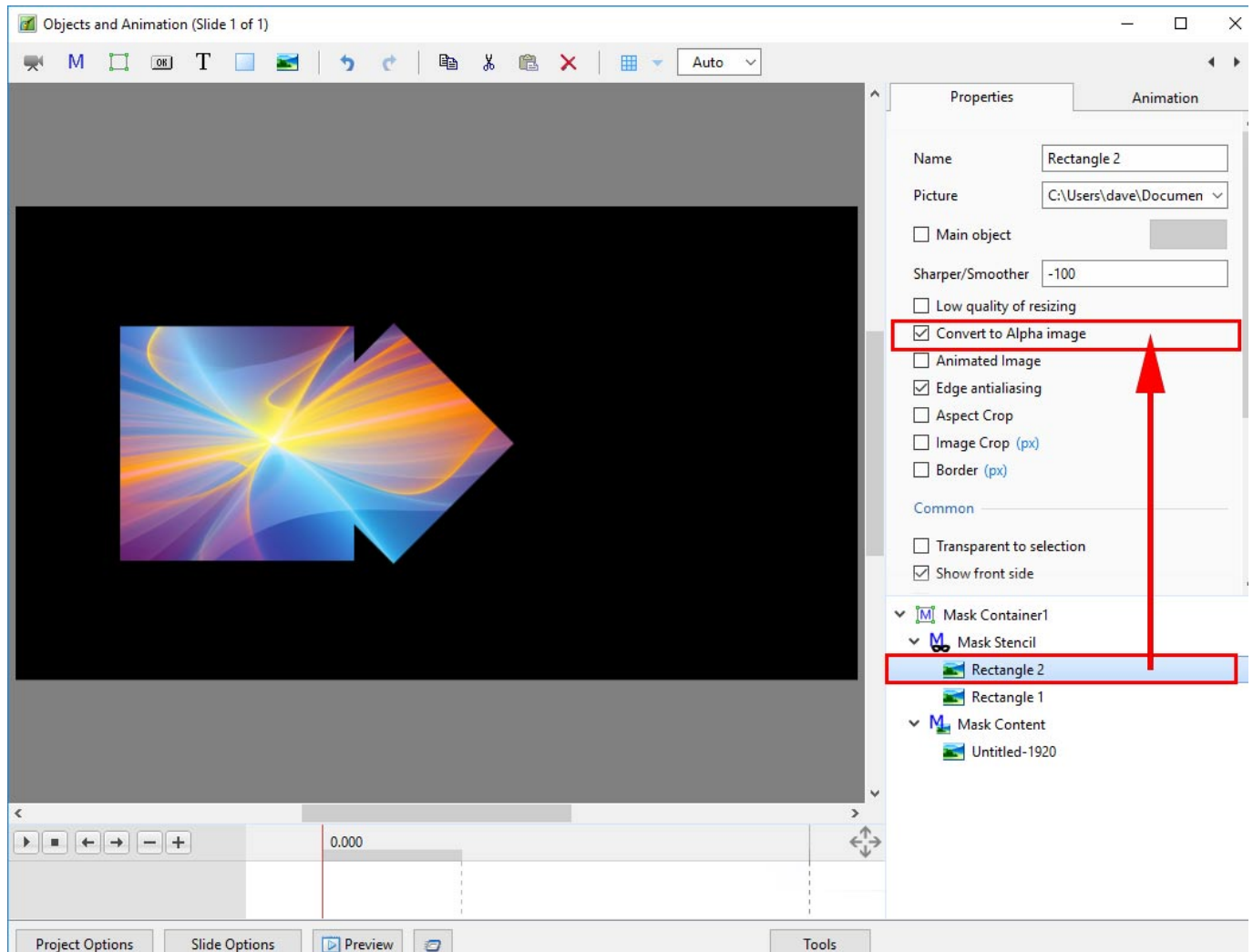
## Complex Masks

- Masks in Version 9 also have another property which enables complex masks to be generated from a mixture of black and white objects: the ability to switch the “Alpha Channel” on and off.
- Here is an example using two black rectangles with a white centre rectangle. Remember “white reveals” and “black conceals”..

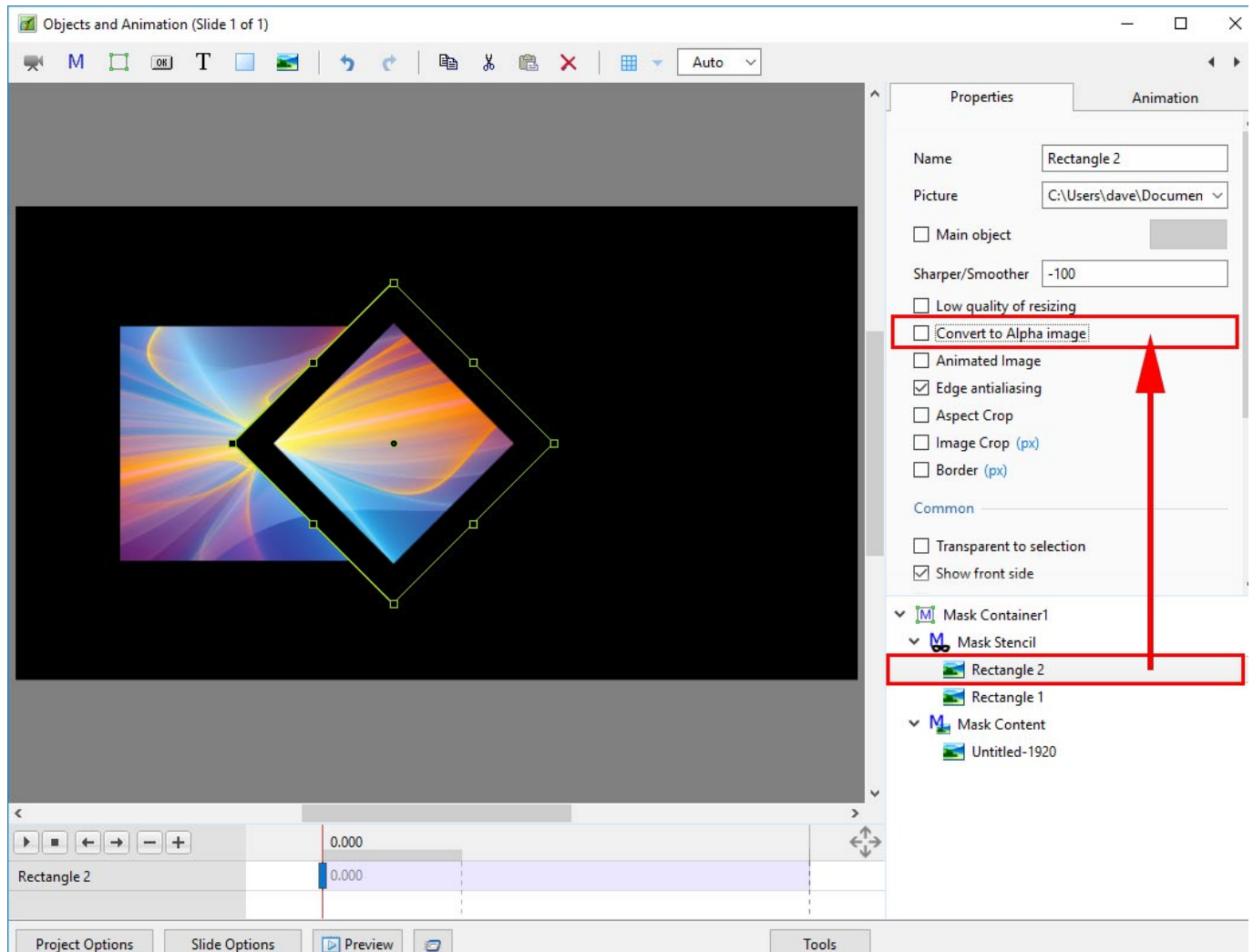


- These two rectangles can be used to generate a composite mask
- The two rectangles are now used as mask stencils in a user-defined Blank Mask
- Rectangle 2 is above Rectangle 1
- For Rectangle 2, if “Convert to Alpha Image” is ON, then the black area where Rectangle 2 overlaps Rectangle 1 becomes transparent
- Convert to Alpha image is ON For Rectangle 2

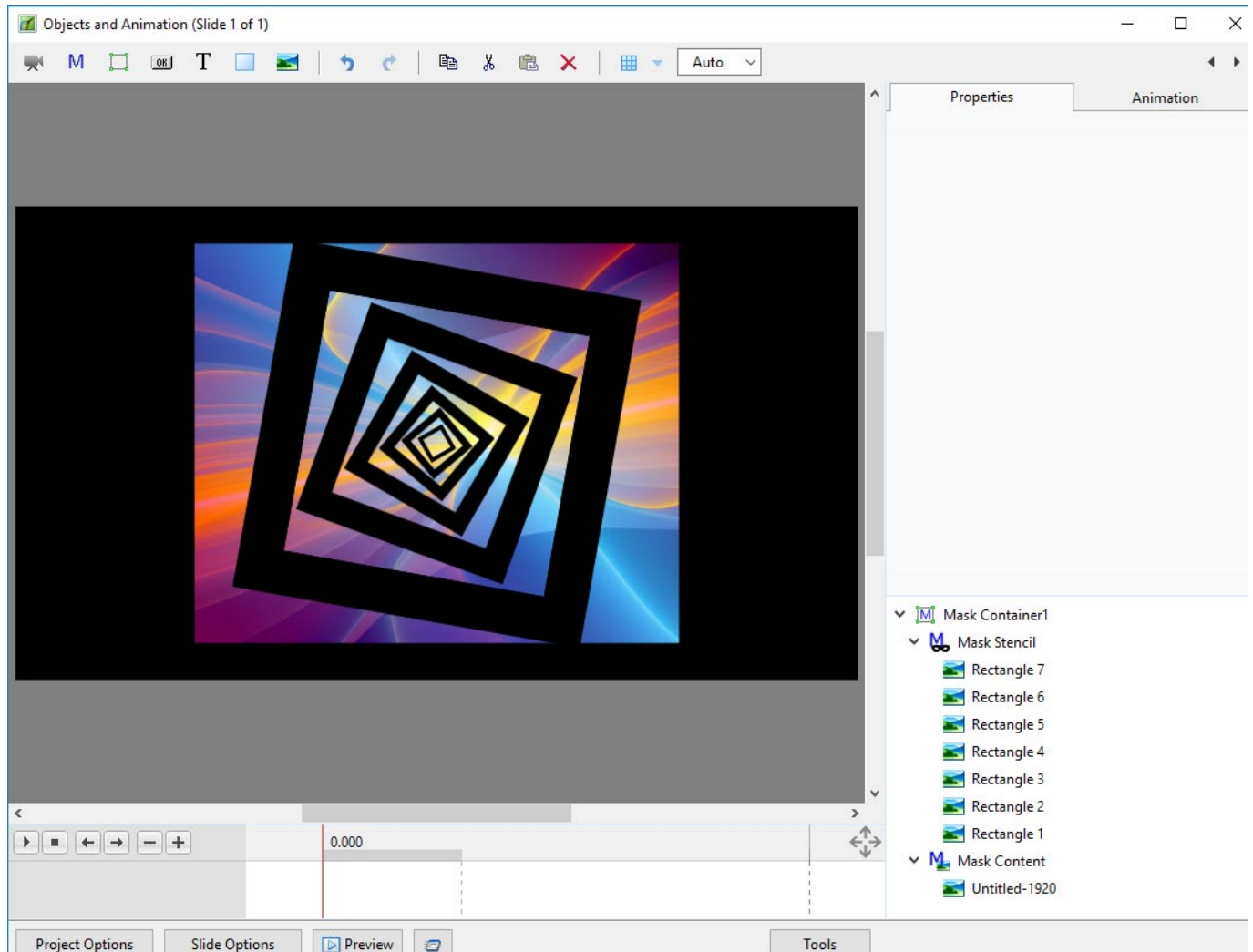




- In the next example, “Convert to Alpha Image” is OFF for Rectangle 2 and the black area blocks out the area where it overlaps Rectangle 1



- More complex masks are possible using this technique and an example is shown below



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Last update: **2022/12/18 11:20**

