

Add a Mask

In Objects and Animation, a Mask can be added in several ways:

- Click on the “M” Icon in the Tool bar
- Right Click in a Blank Space and choose “Add” and then “Mask”

There are three options:

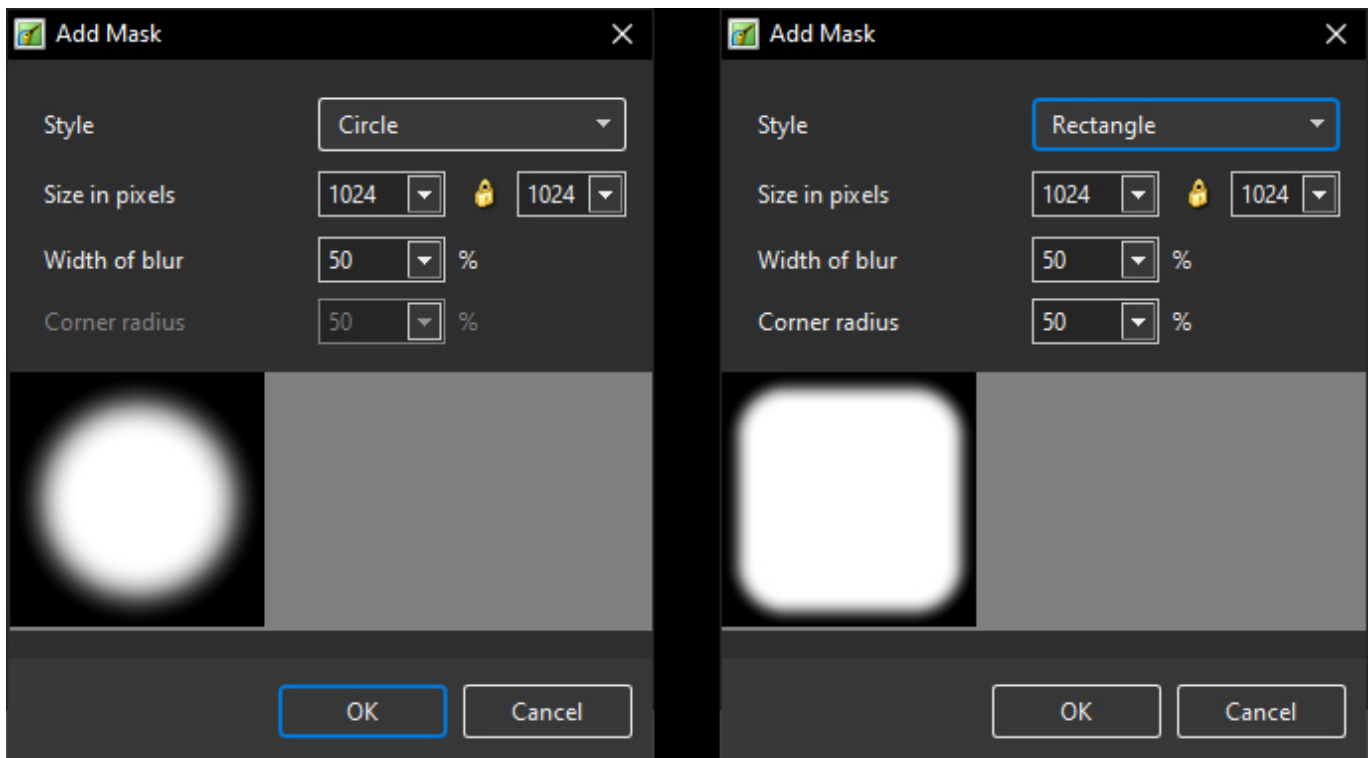
- Add a Mask Template
- Add an Image/Video Mask
- Add a Blank Mask

Whichever is chosen, remember that **“White reveals and Black Conceals”**

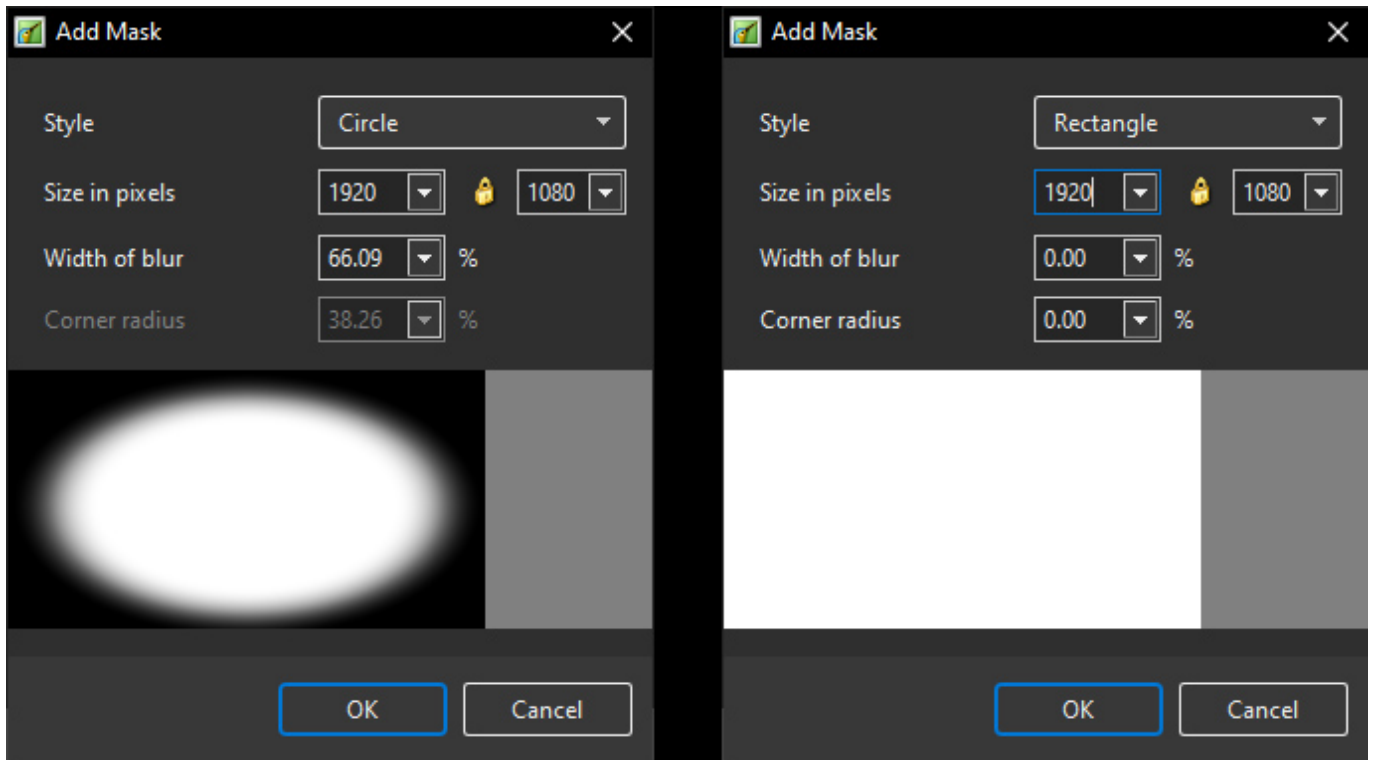
Mask Template

A further two options are offered:

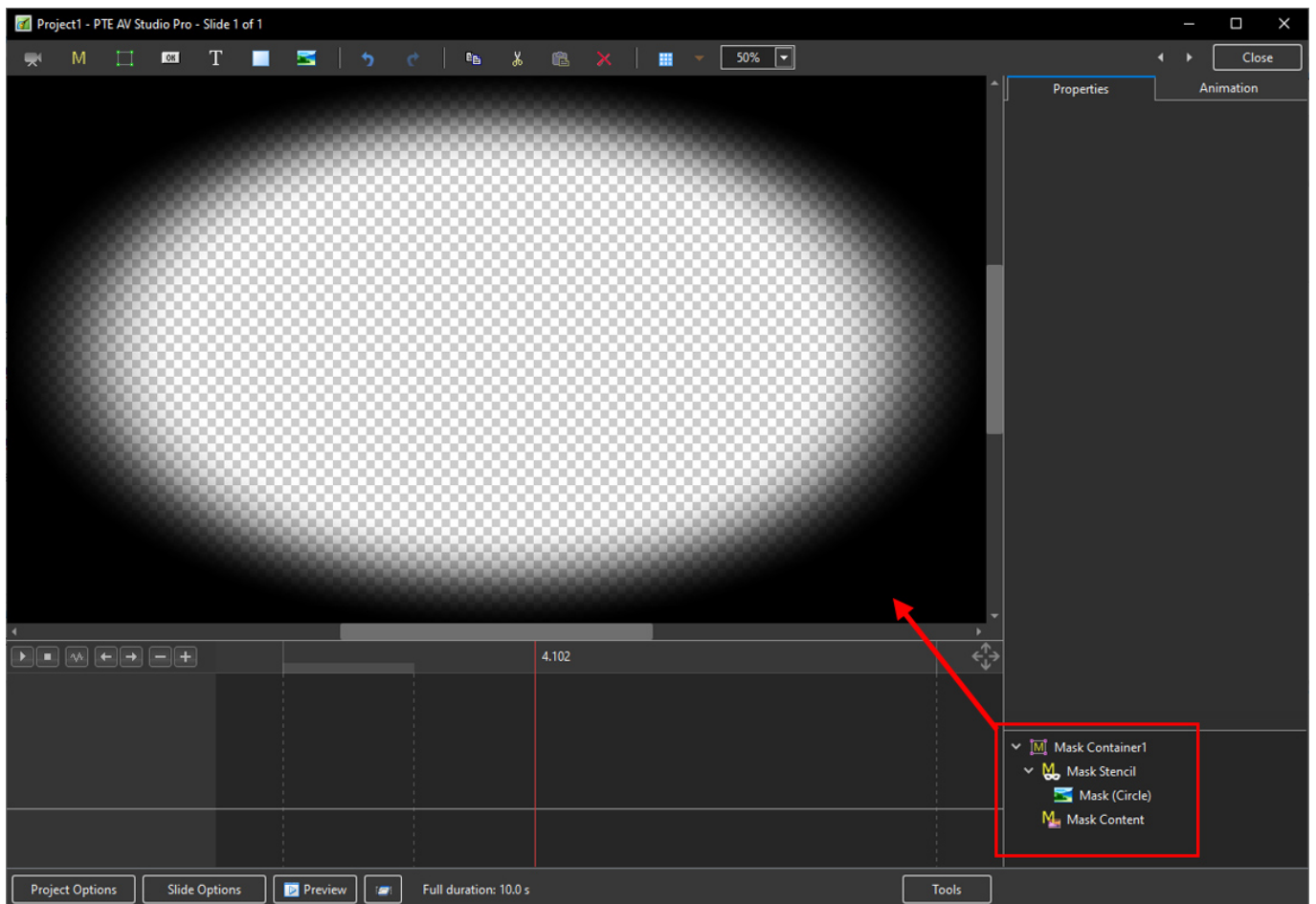
- The default sizes are shown



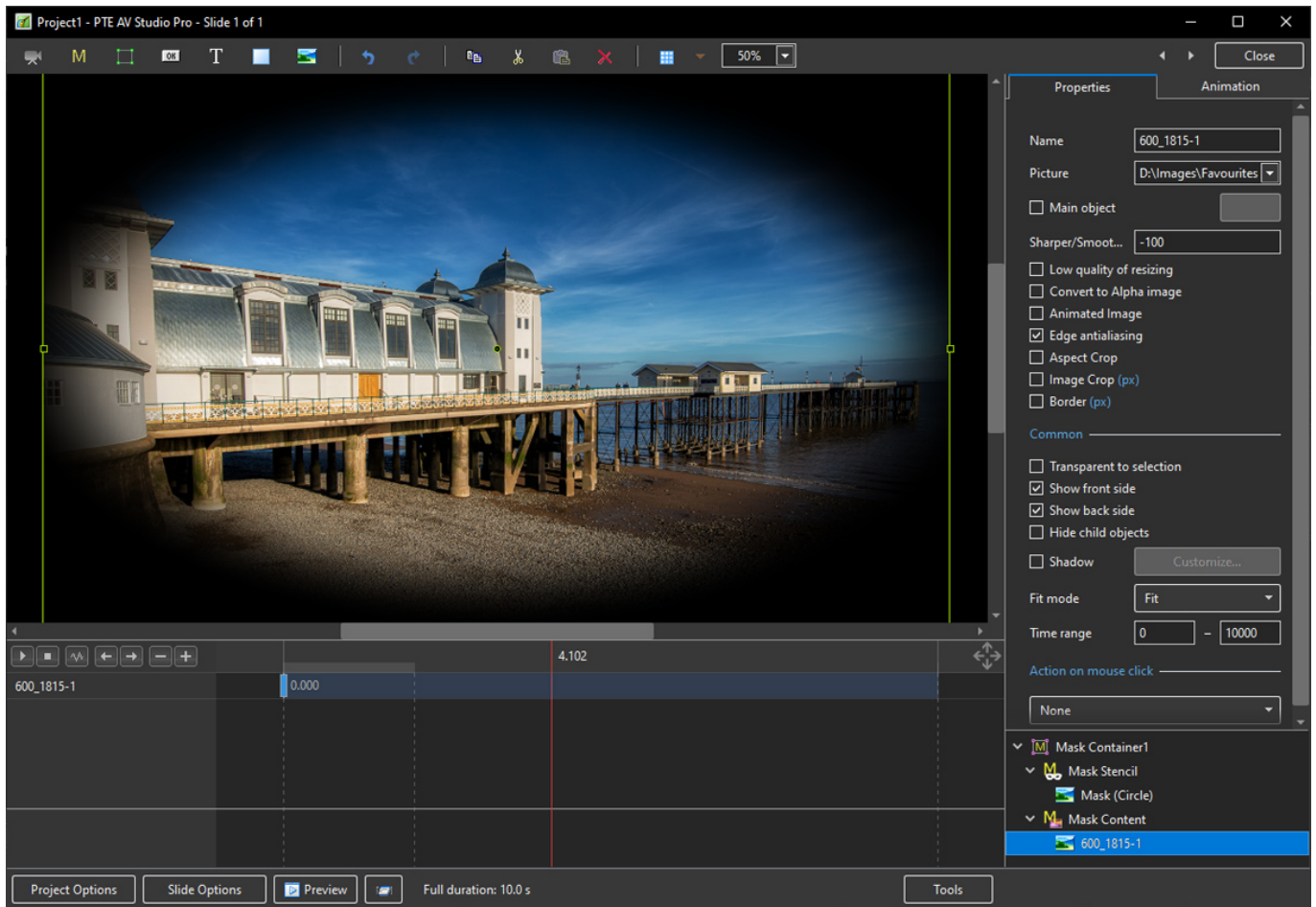
- The “Size in Pixels”, “Width of Blur” and “Corner Radius” can be changed by using the slider or by direct input via keyboard



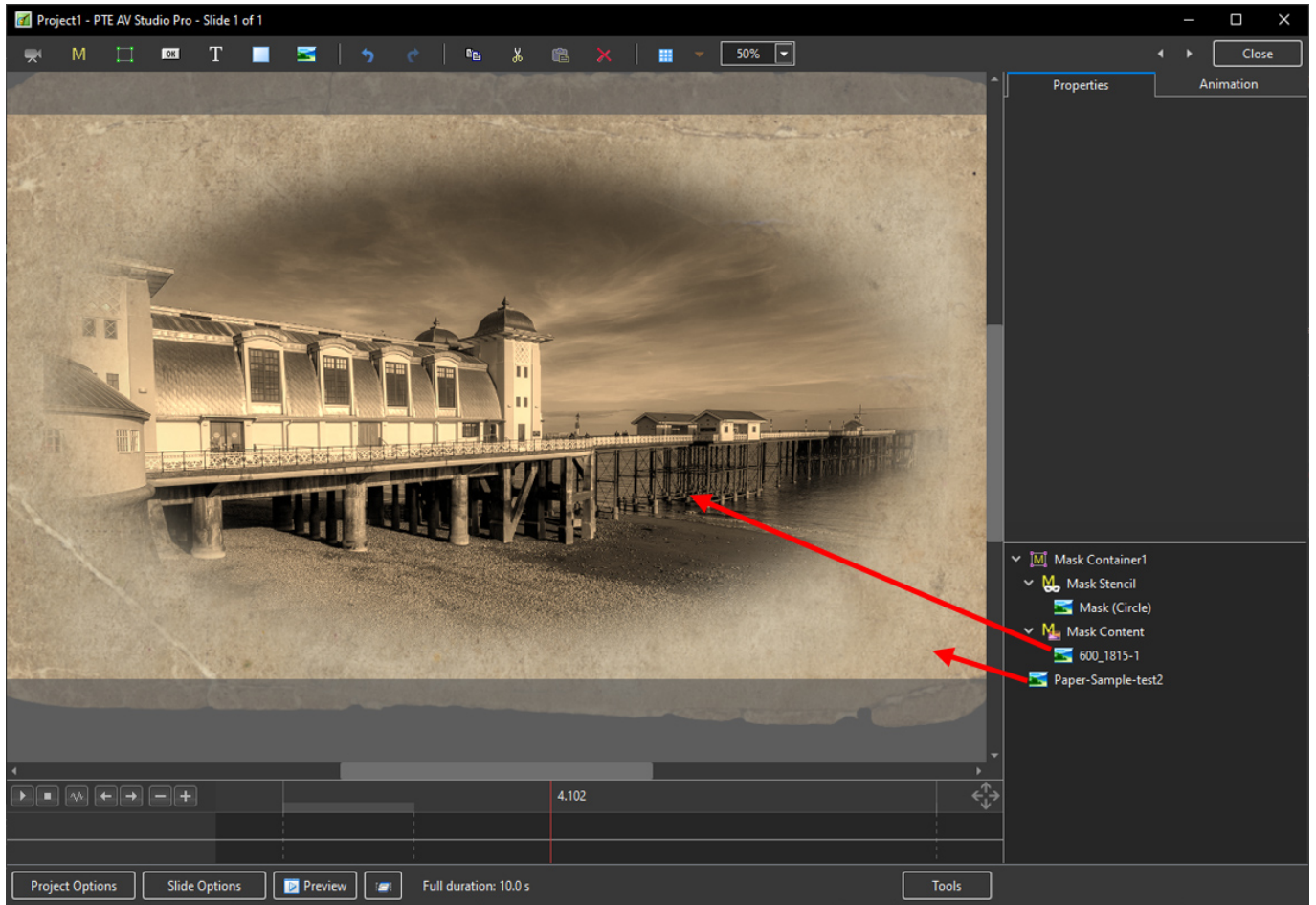
- Click OK to create the Mask - Note the “Mask Stencil”:



- Add an Image to the “Mask Content” and adjust its position and Size:

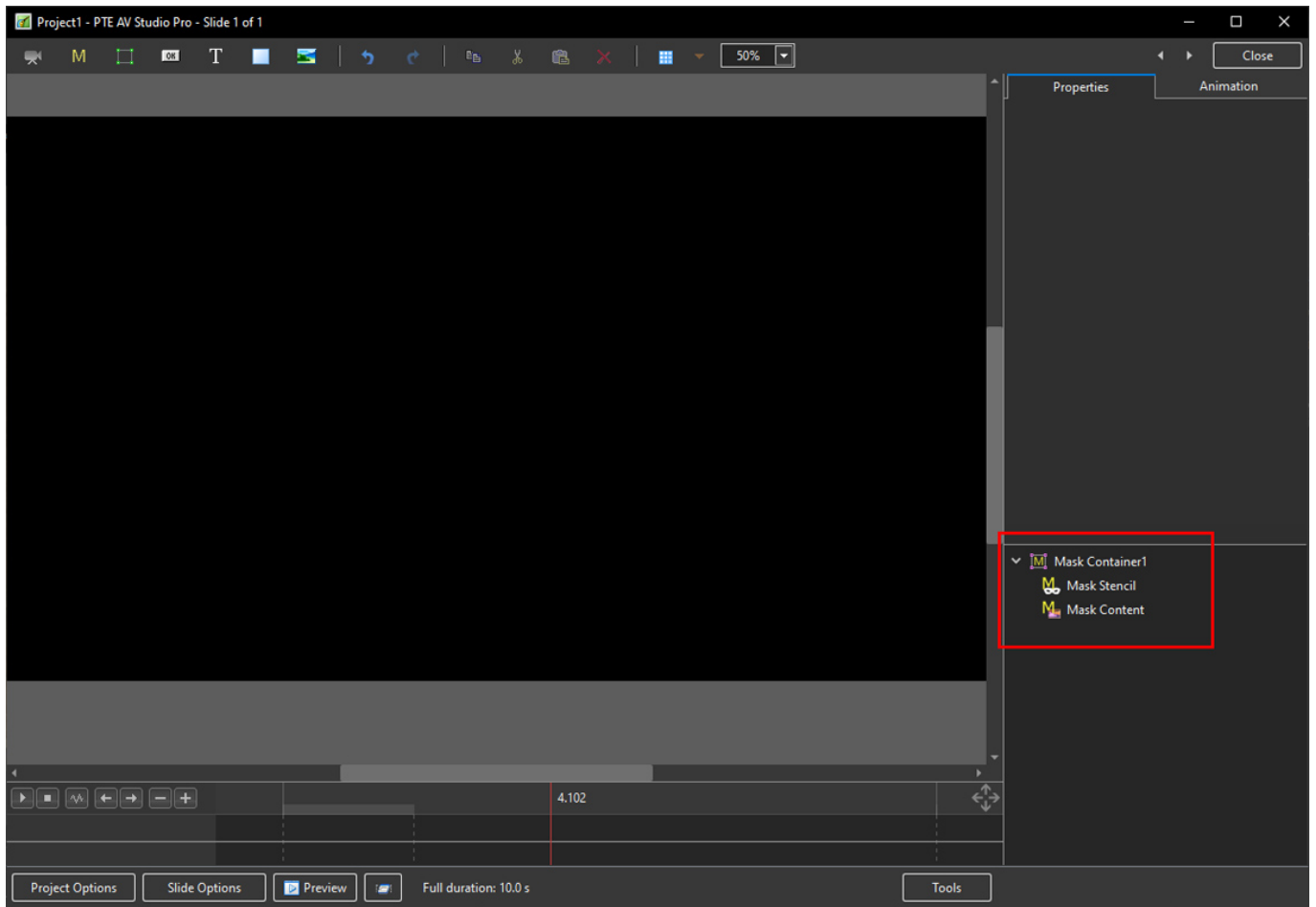


- Add an Image beneath the Mask Container and adjust its position and size:
- N.B. A Modifier has been added to the Image in the Mask Content to produce the Sepia Effect

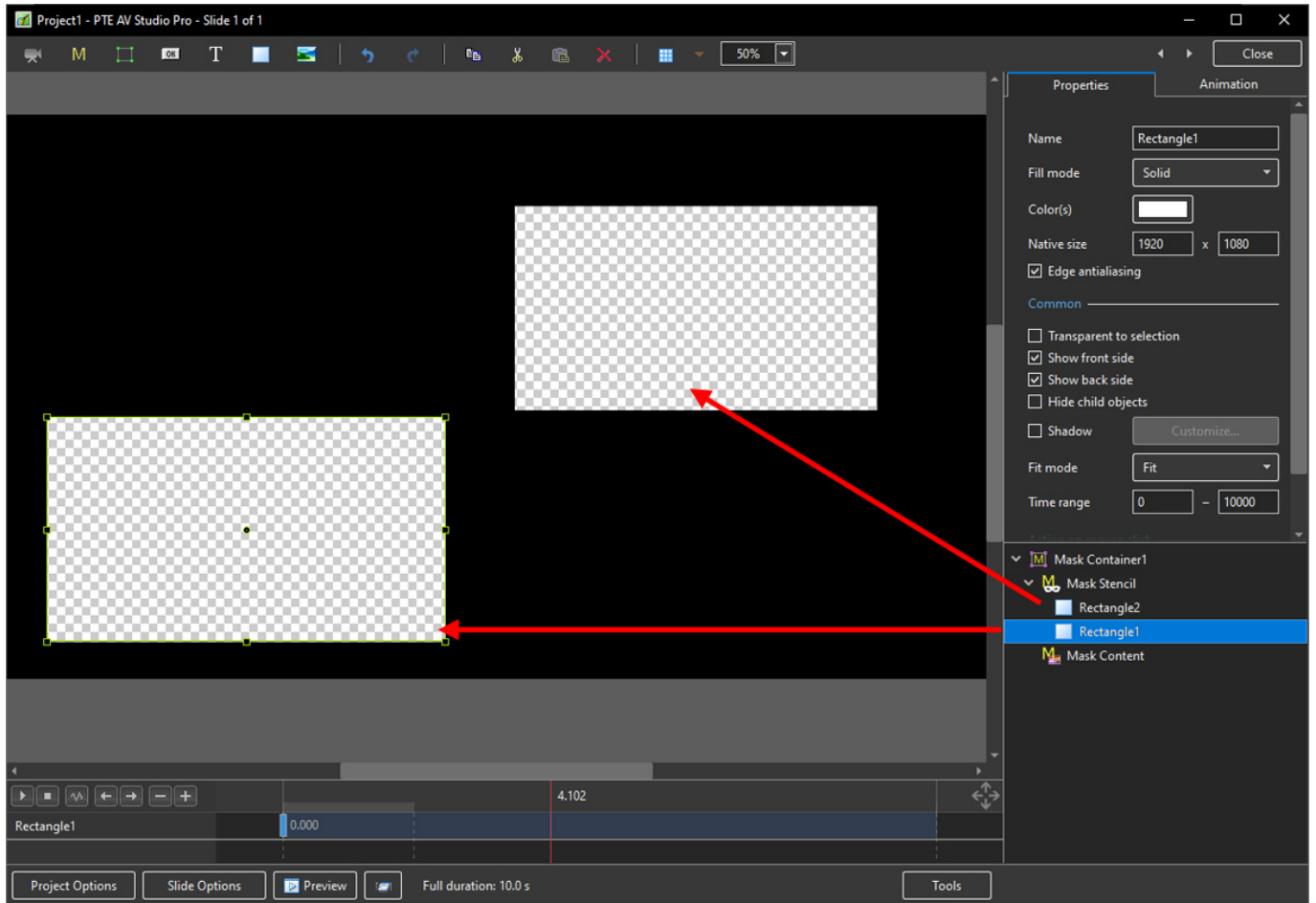


Blank Mask

- A Blank Mask is created in the Object Panel:



- Right click on the “Mask Stencil” to add one or more Rectangles or a Pre-Prepared Images as Masks
- A rectangle will be added at the size of the Mask Container and will automatically be White



From:
<https://docs.pteastudio.com/> - PTE AV Studio

Permanent link:
https://docs.pteastudio.com/en-us/10.0/how_to_v10/add_mask?rev=1587470247

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