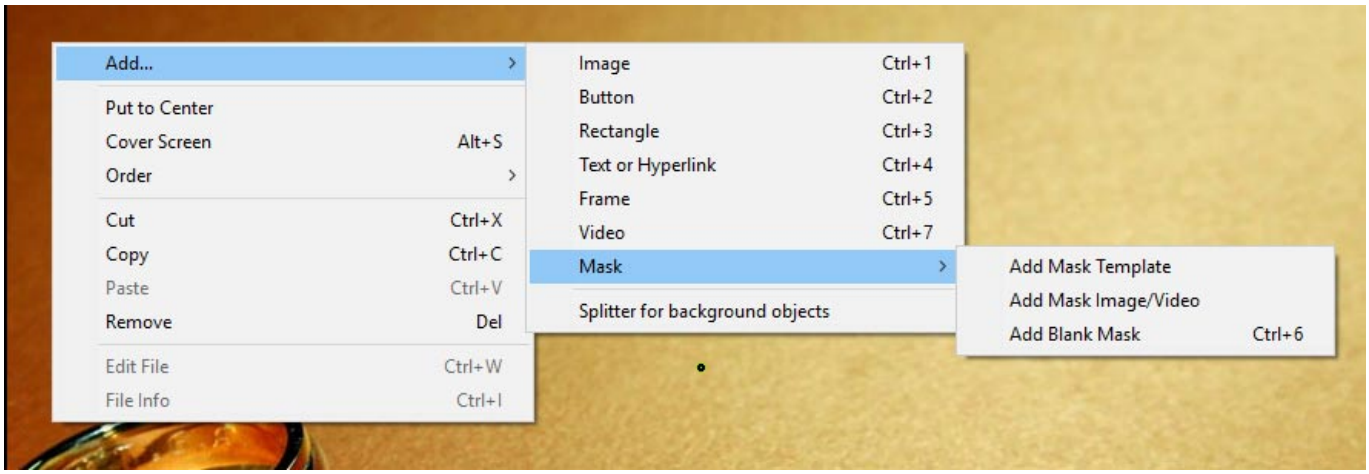
Add a Mask Object

To add a Mask Object you can:

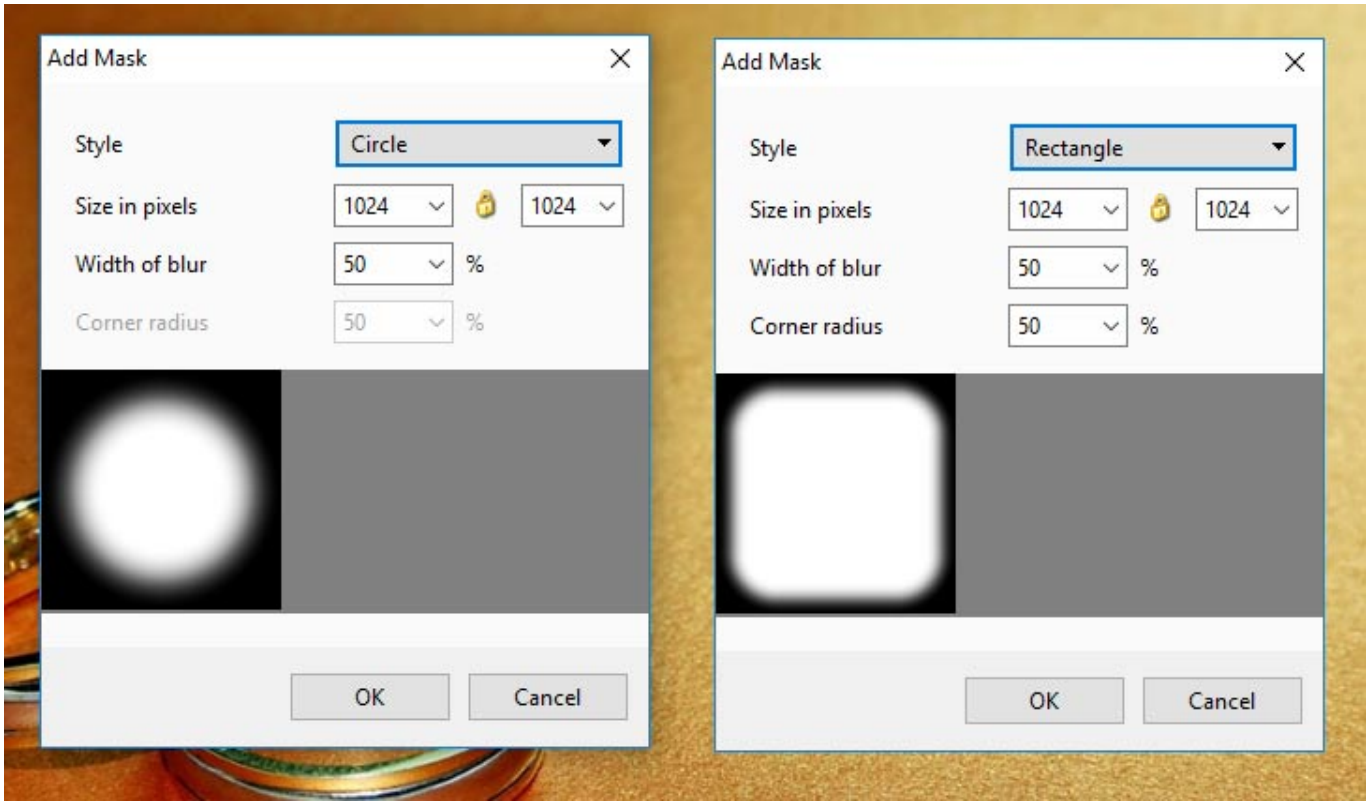
- Click on the “M” Icon at the top right hand side of the Objects and Animation Screen
- Right Click in the Object Panel or Main Screen in Objects and Animation and choose to “Add a Mask”

You are offered three alternatives

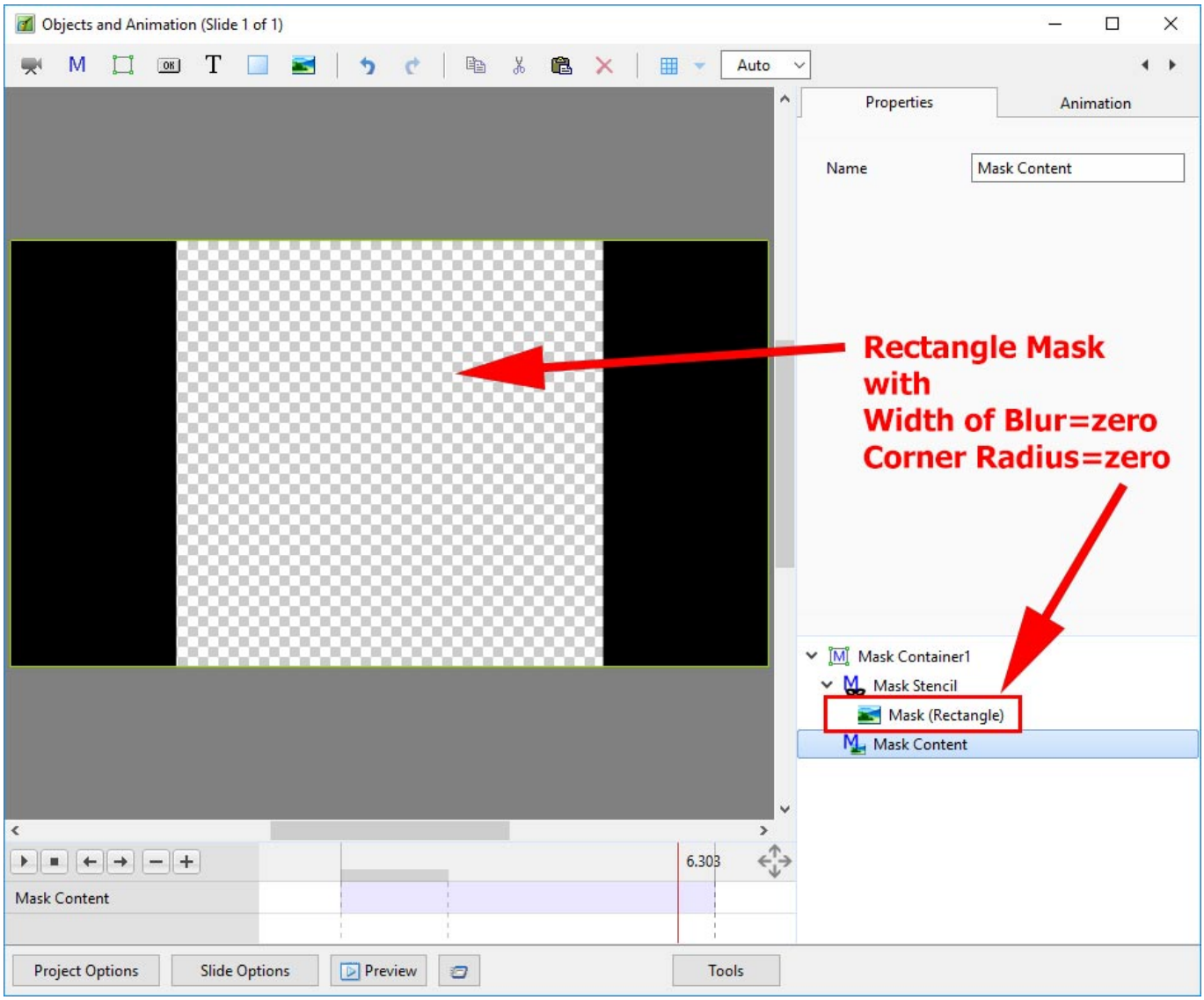


Add a Mask Template

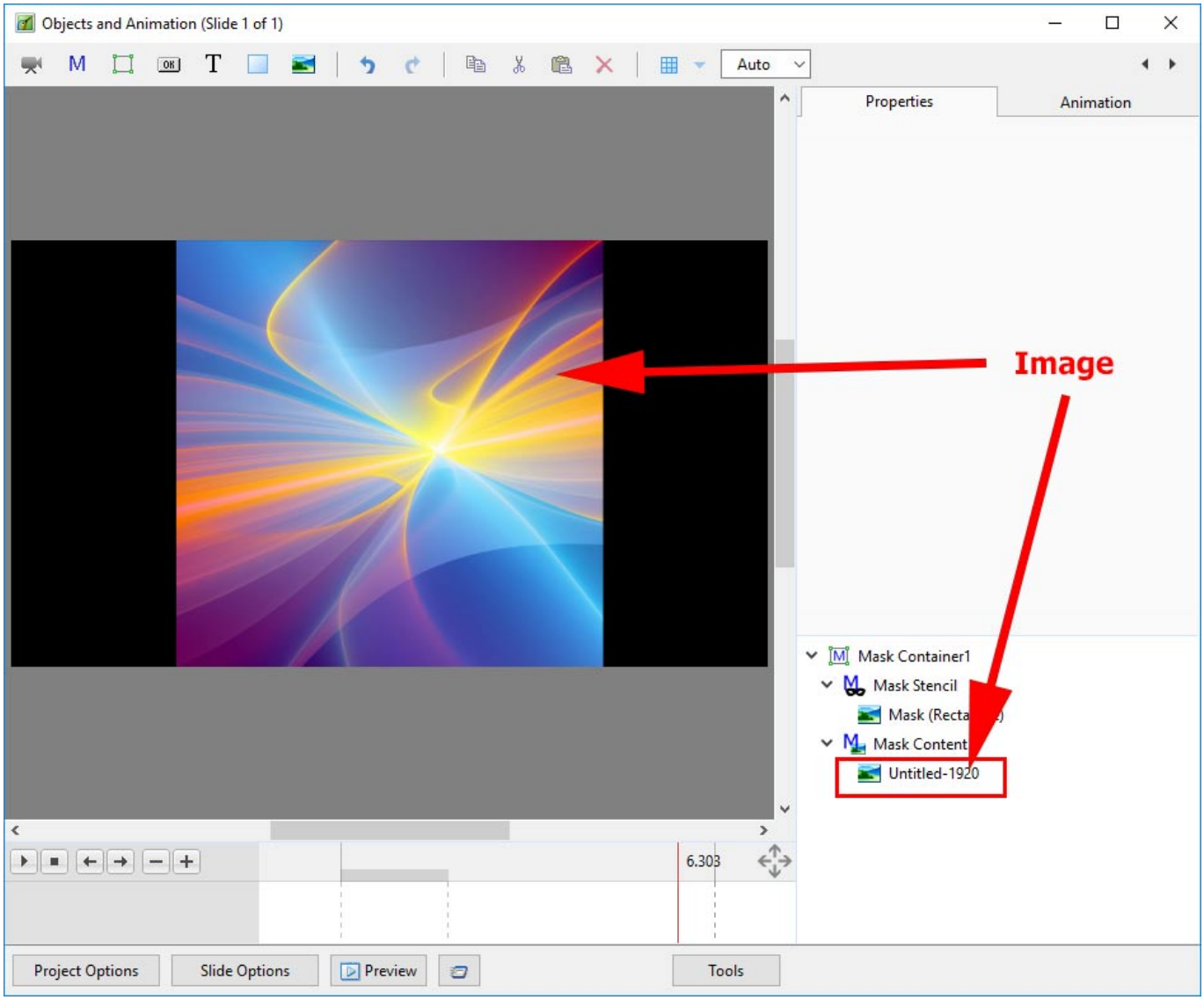
- Choose from Circle or Rectangle



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



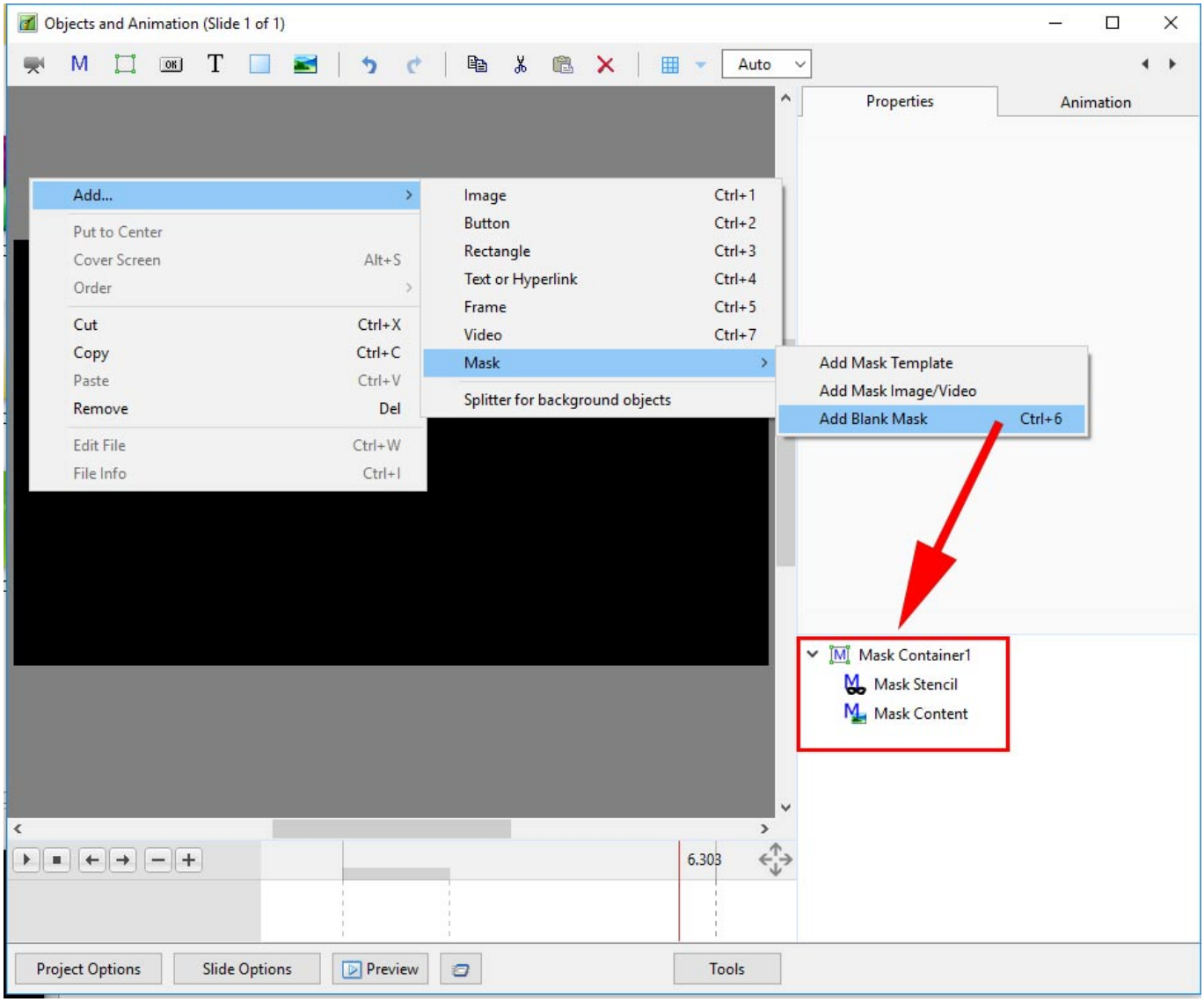
- Right Click on Mask Content and Add / Image



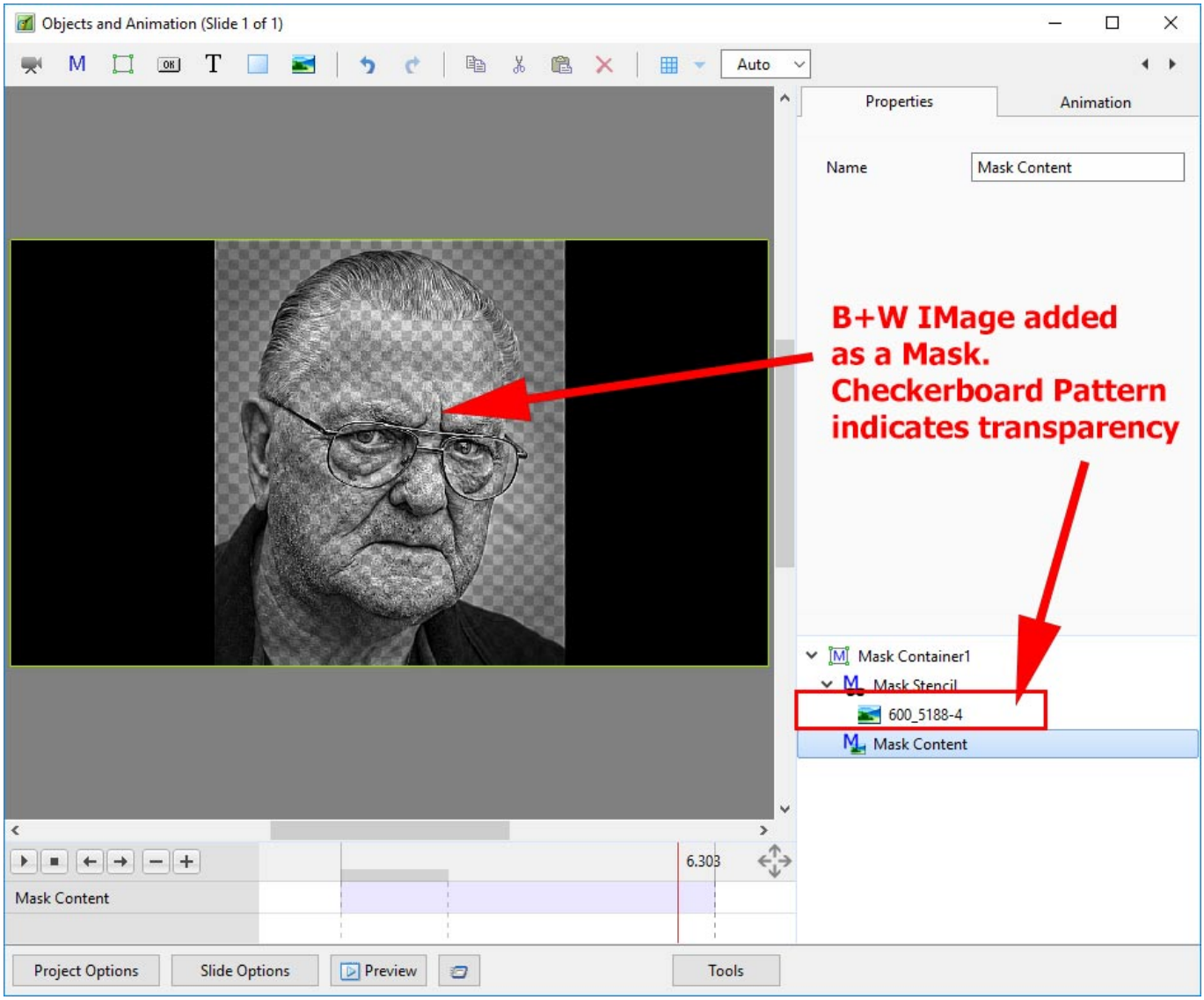
- You can then add Animation to the Image within the Mask
- You can Zoom, Pan etc the Mask Container and/or the Mask Stencil

Add a Blank Mask

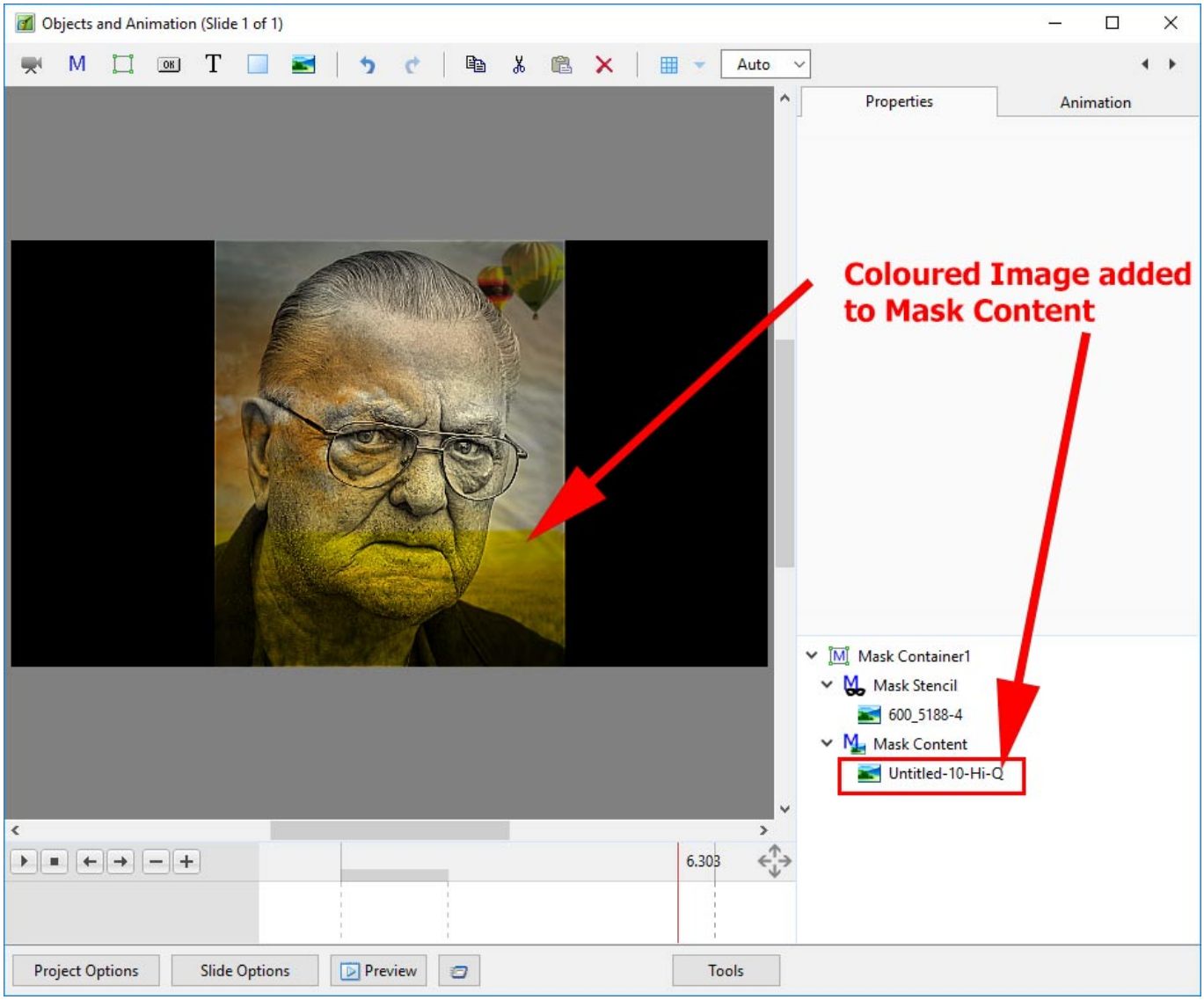
- You can add a Blank Mask to add your own Image as a Mask



Add an Image/Video Mask



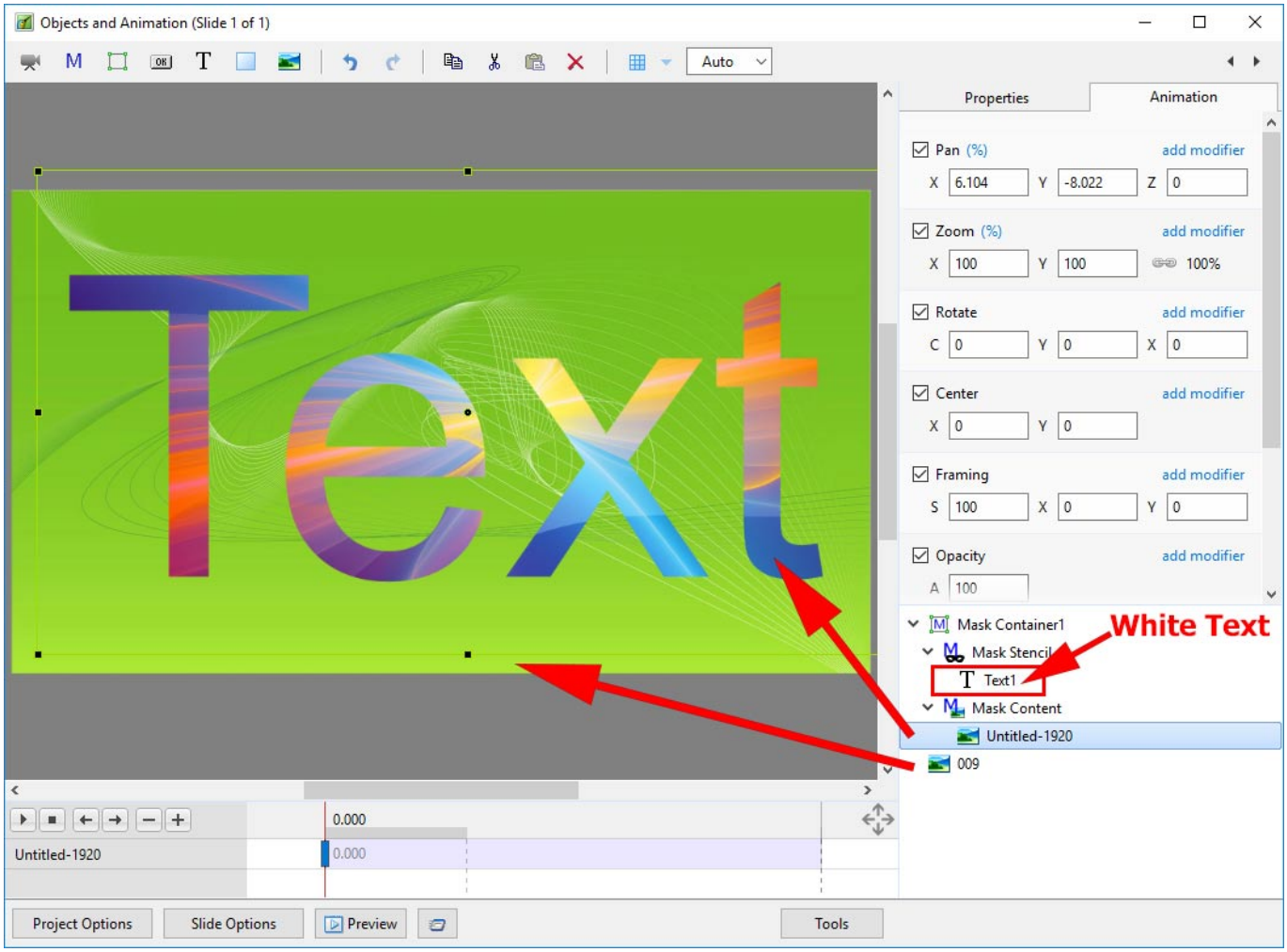
- Add an Image as Mask Content



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

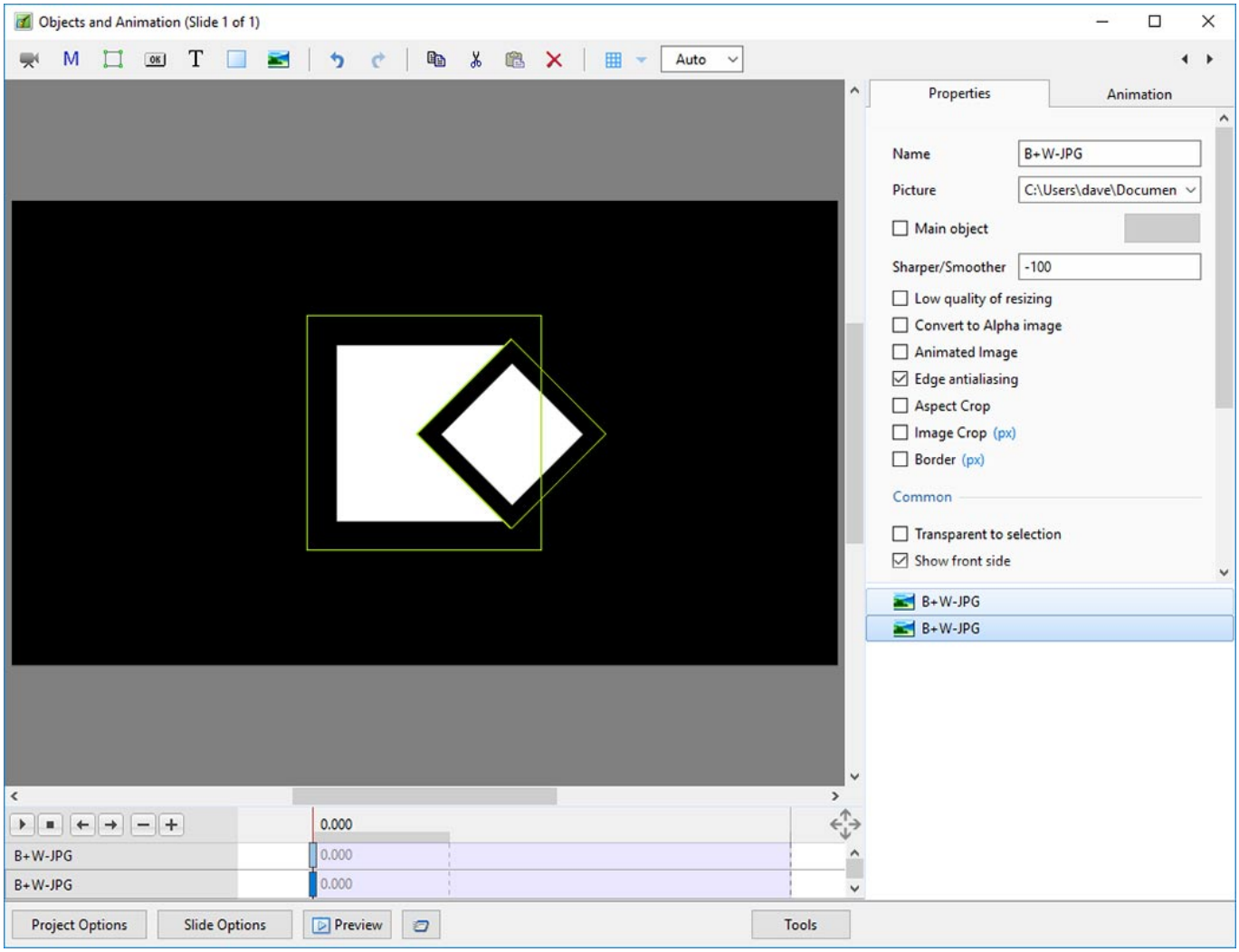
Text as a Mask

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



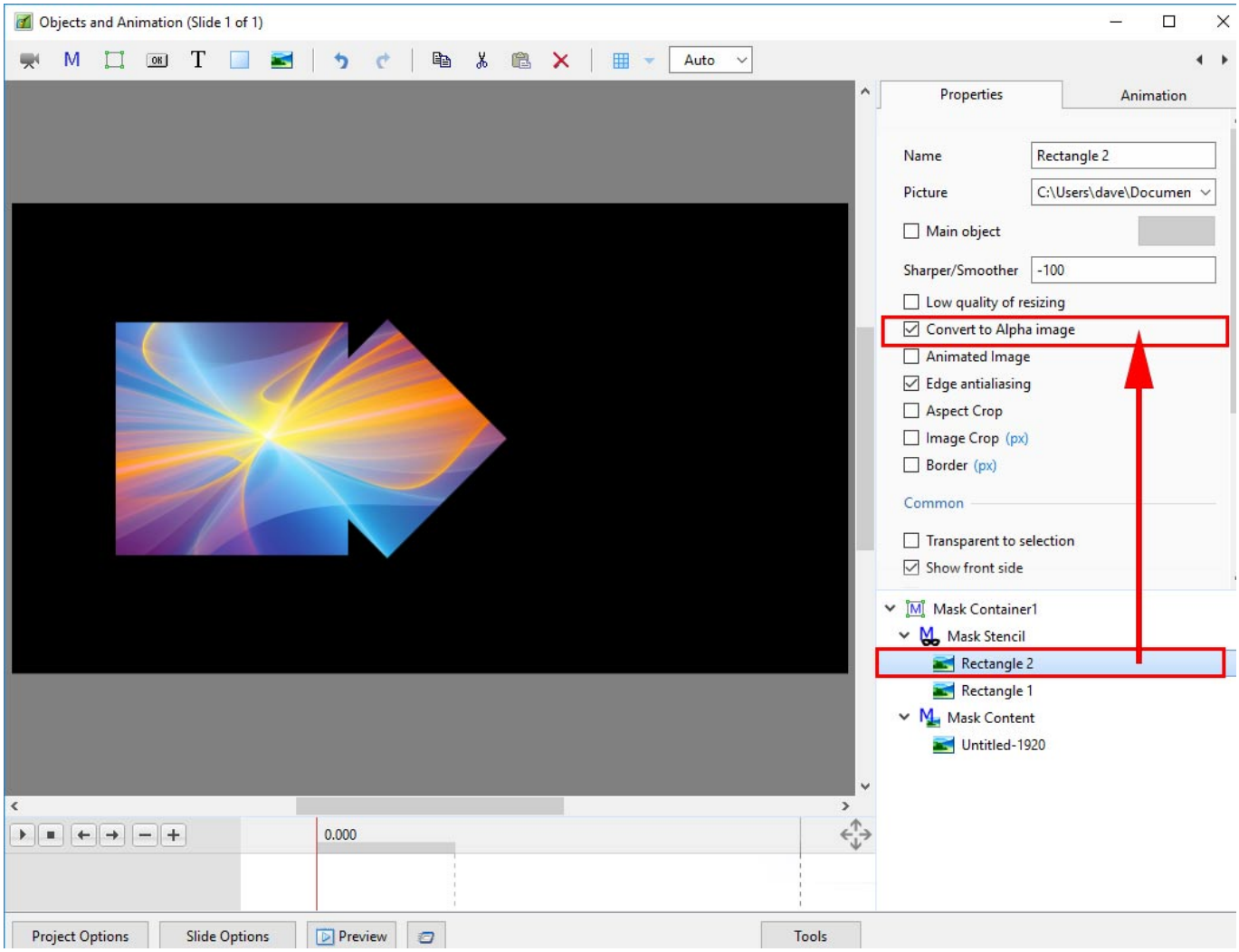
Complex Masks

- 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”..

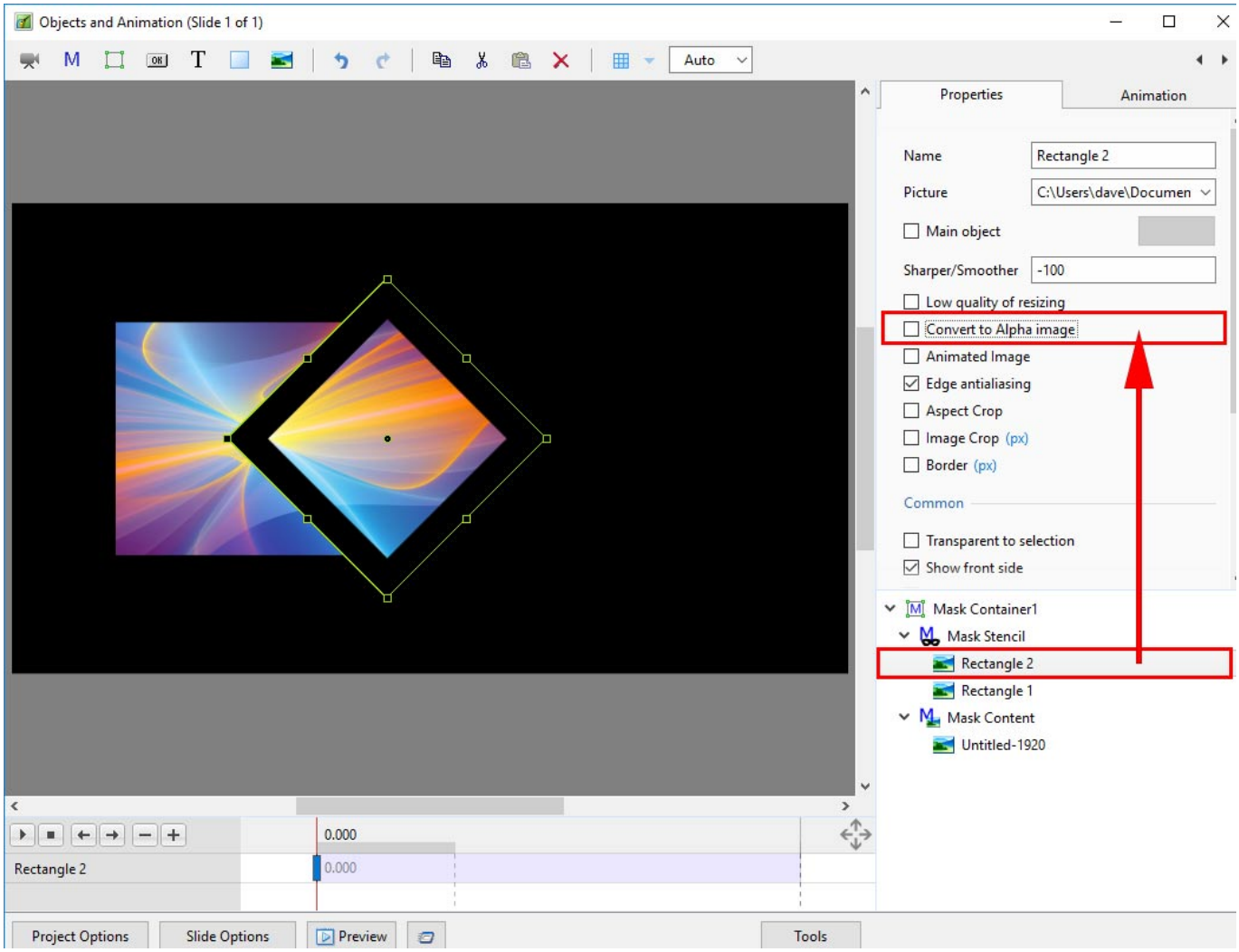


- These two rectangles can be used to generate a composite mask
- The two rectangles are now used as mask stencils in a user-defined Blank Mask
- Rectangle 2 is above Rectangle 1
- For Rectangle 2, if “Convert to Alpha Image” is ON, then the black area where Rectangle 2 overlaps Rectangle 1 becomes transparent

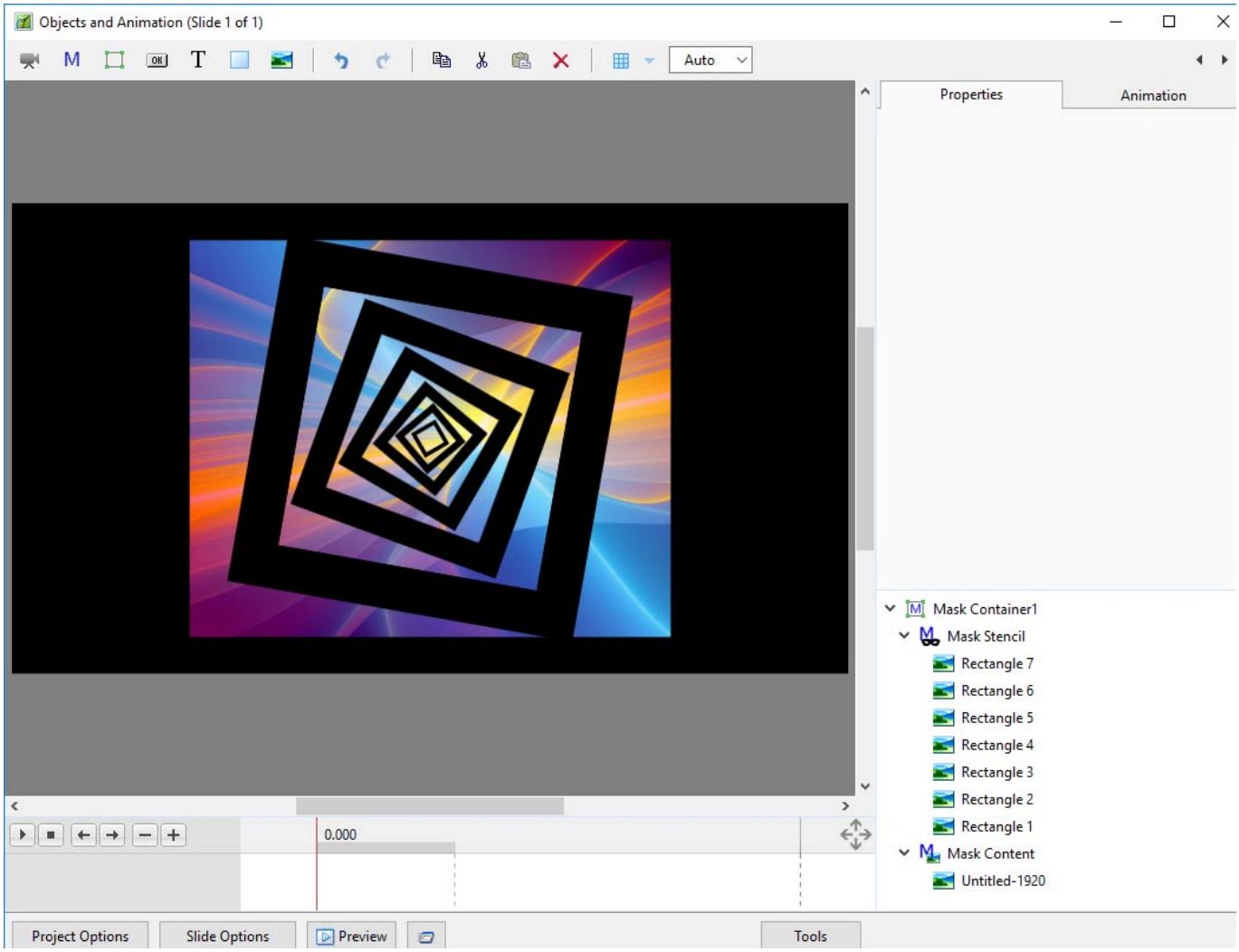
- Convert to Alpha image is ON For Rectangle 2



- 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



From:
https://docs.pteavstudio.com/ - **PTE AV Studio**

Permanent link:
https://docs.pteavstudio.com/en-us/9.0/how_to_v9/mask

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