# 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

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## Add a Mask Template

• Choose from Circle or Rectangle

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

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• 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

#### Add a Blank Mask

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

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Add an Image/Video Mask

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• 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

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### **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"..

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- 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

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• 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

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

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