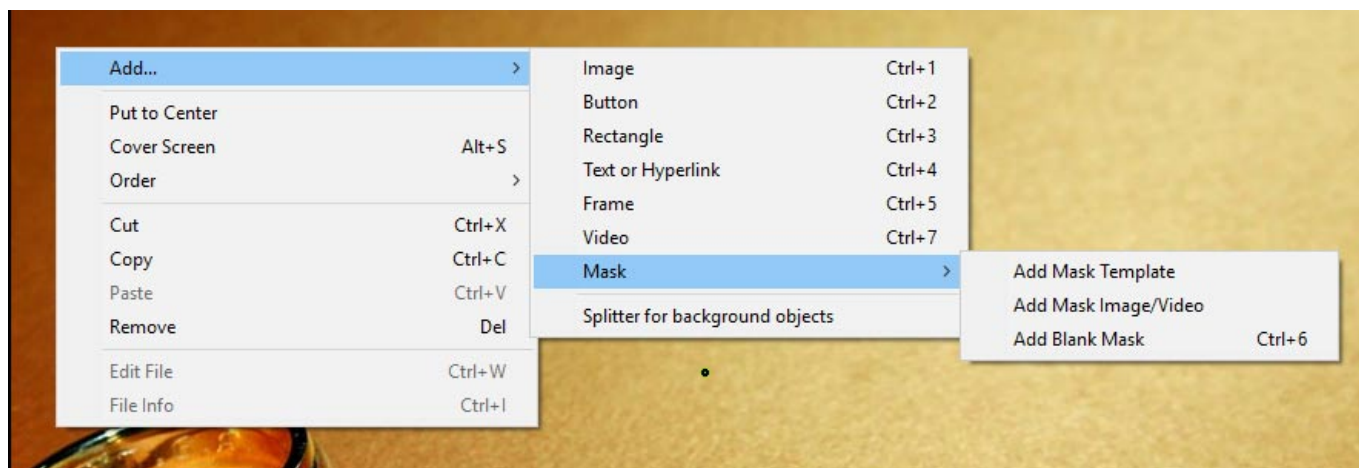


Add a Mask Object

To add a Mask Object you can:

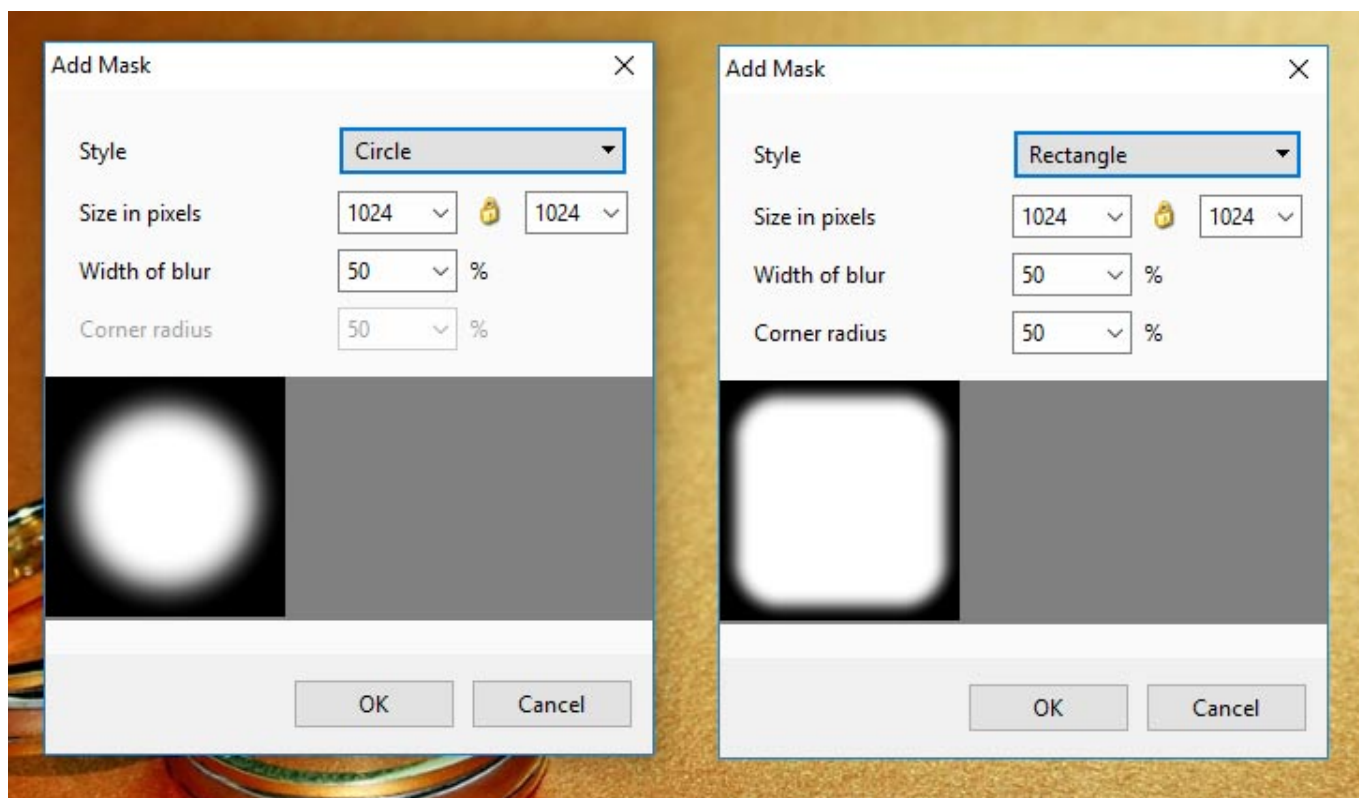
- Click on the “M” Icon at the top right hand side of the Objects and Animation Screen
- Right Click in the Object Panel or Main Screen in Objects and Animation and choose to “Add a Mask”

You are offered three alternatives

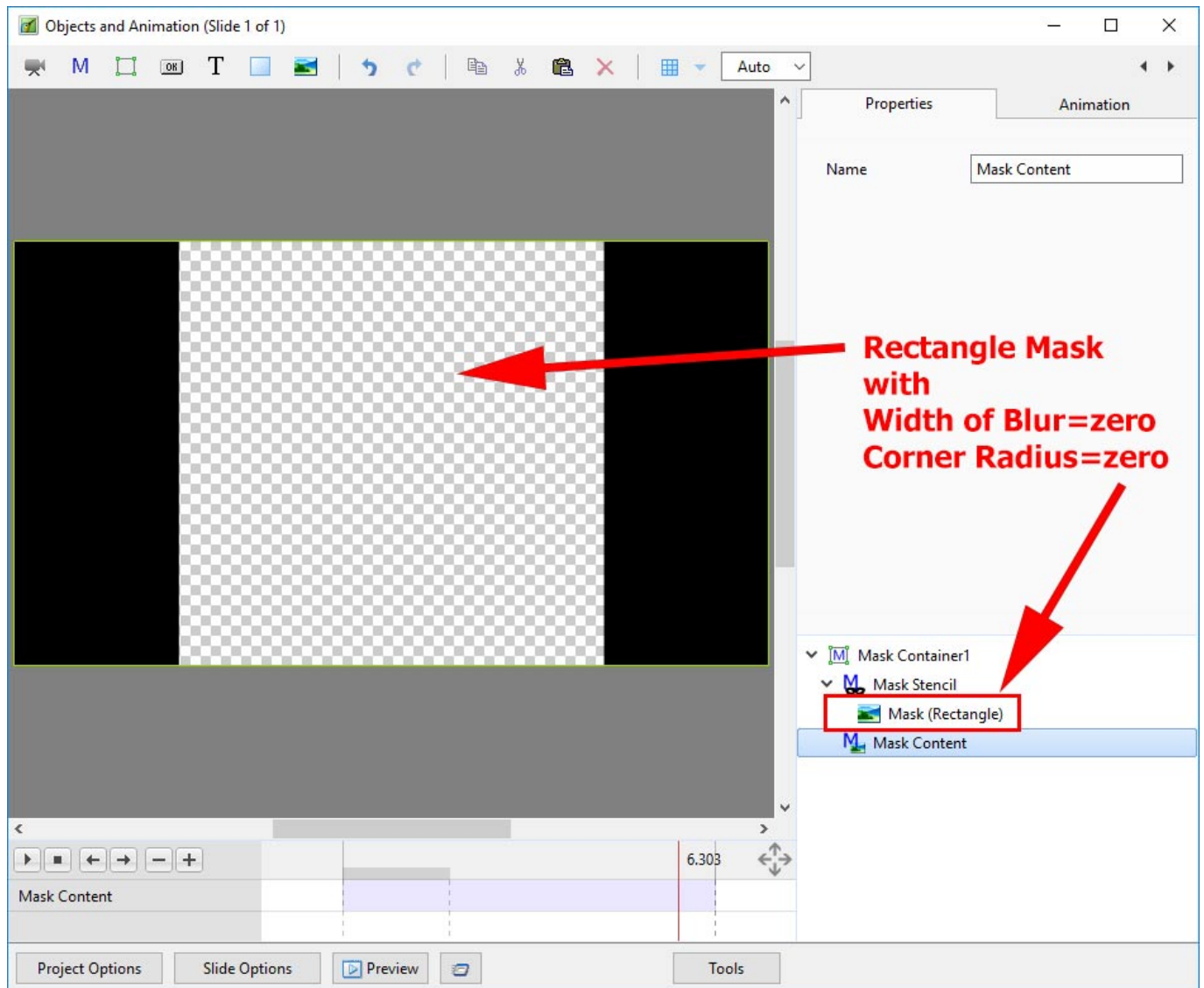


Add a Mask Template

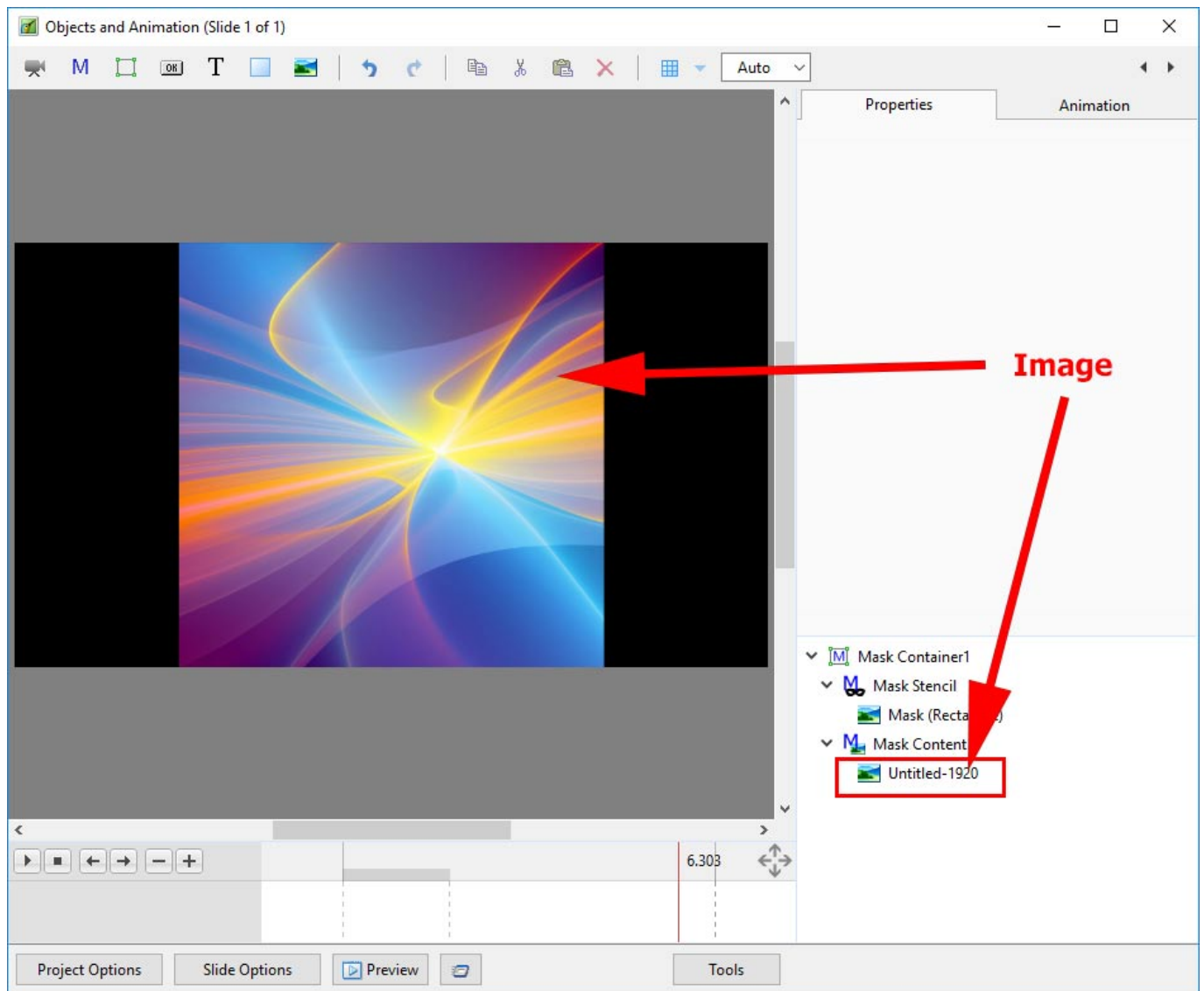
- Choose from Circle or Rectangle



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



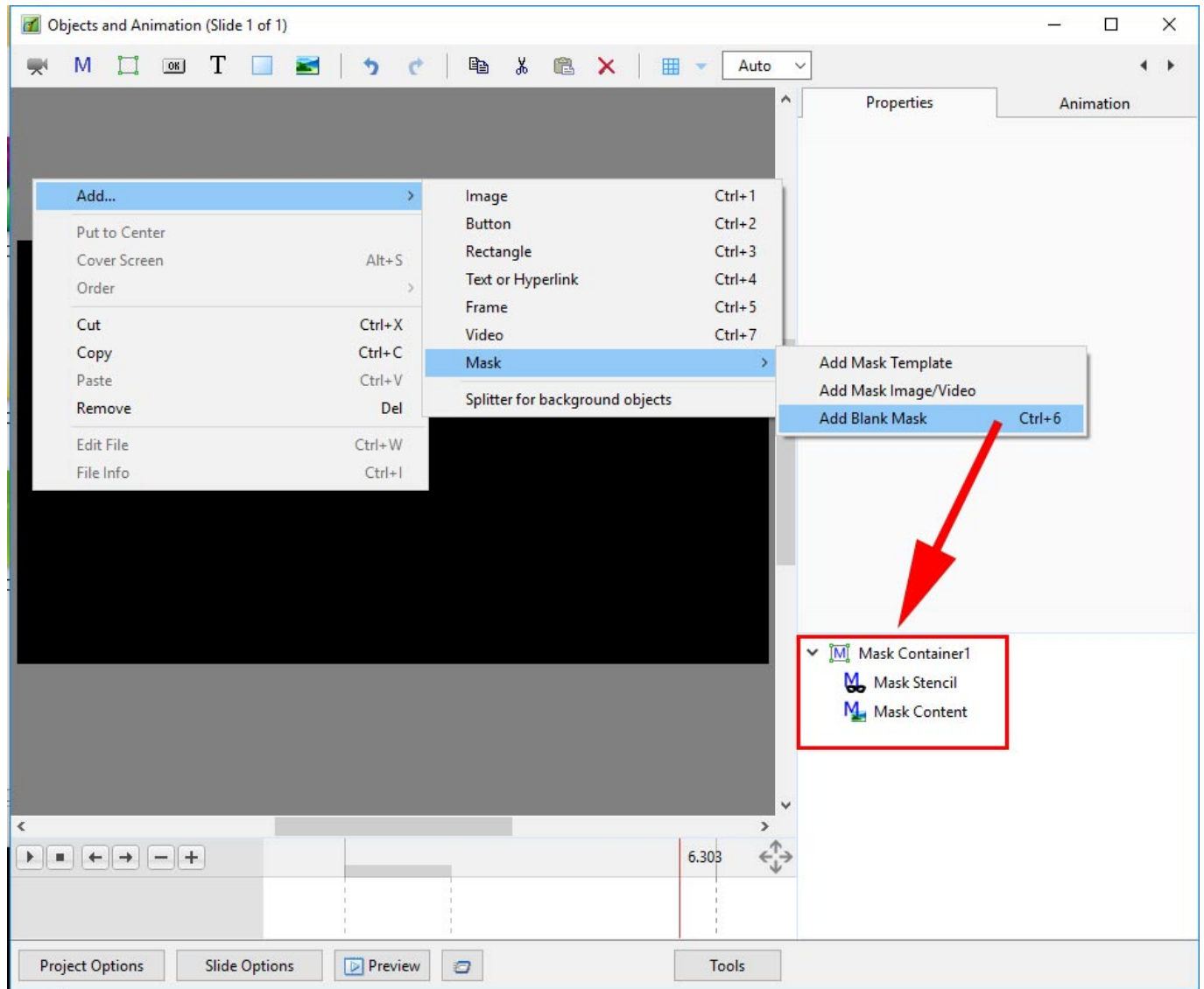
- Right Click on Mask Content and Add / Image



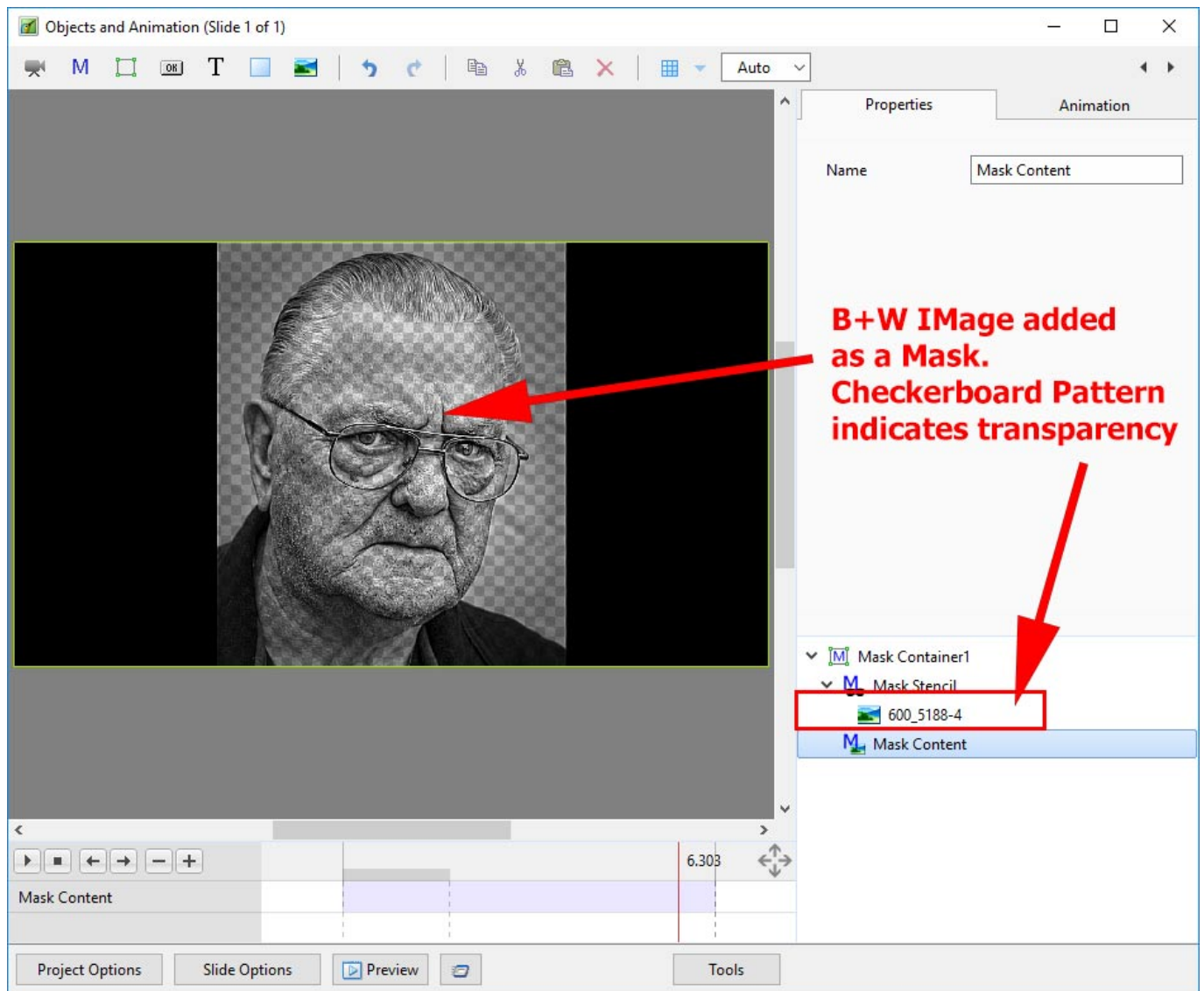
- You can then add Animation to the Image within the Mask
- You can Zoom, Pan etc the Mask Container

Add a Blank Mask

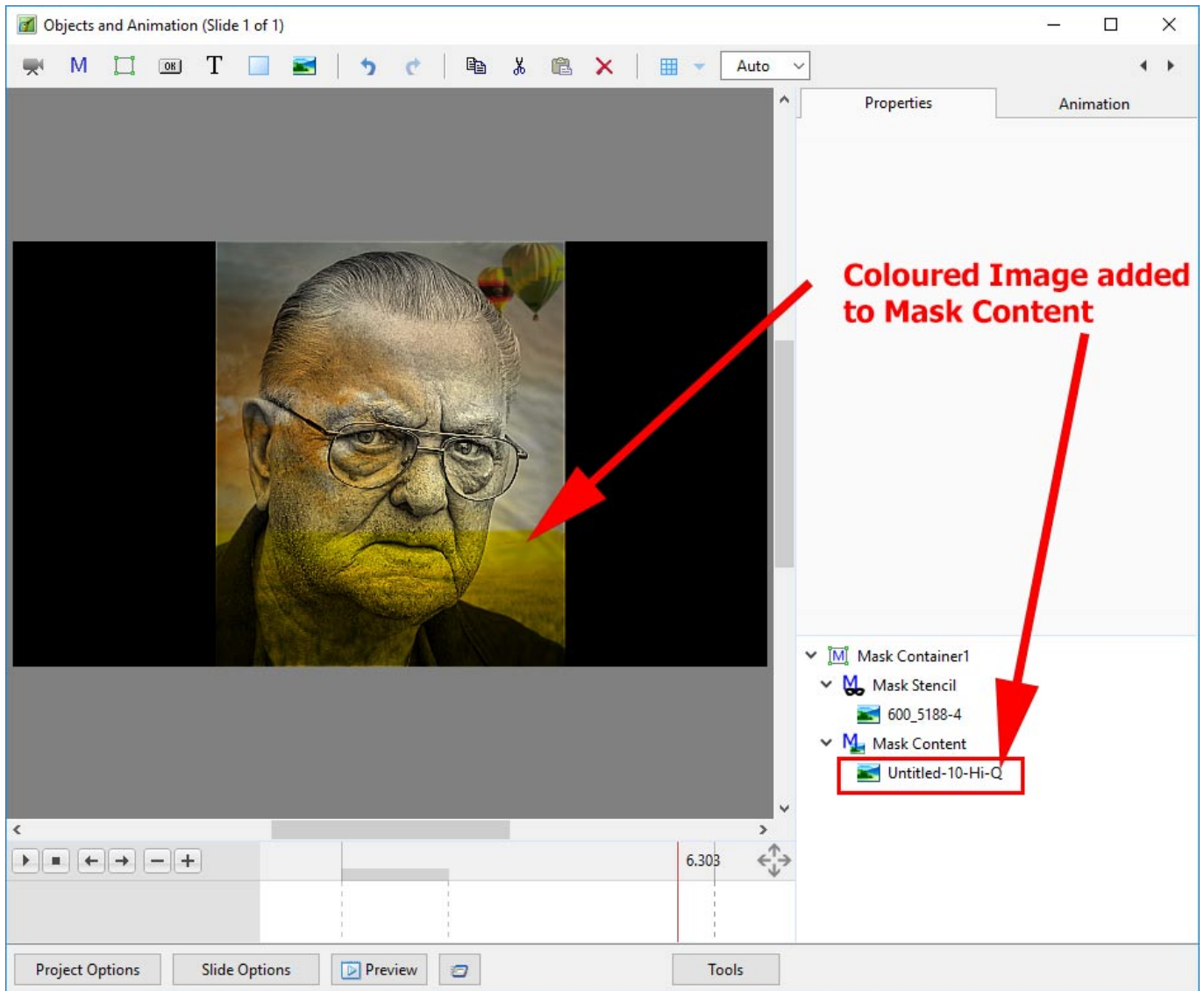
- You can add a Blank Mask to add your own Image as a Mask



- Add an Image as a Mask



- Add an Image as 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 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

Convert to Alpha image is OFF for Rectangle 2

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

From:

<https://www.docs.ptavstudio.com/> - **PTE AV Studio**

Permanent link:

https://www.docs.ptavstudio.com/en-us/9.0/how_to_v9/mask?rev=1488030213

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