

040b73747265616d747970656481a203840163c48403737373810a0a810b  
0b815f5f84012584067f411b312d37OneVision-Image: Masks and Masking

## **BitmapControler.tiff ▸ Masks and Masking**

A mask is used to protect a selected part of an image from being modified by a tool or an image function. Each image has its own mask - its image mask.

Work masks can be created for special manipulations. A work mask can be constructed from different elements and/or the image mask of the image. For constructing the work mask, several parts of different masks can be combined .

Any element of a document can be used as a part of a mask, even sound elements. The optical representation of an element determines its influence as mask. Every mask is 8 bits deep, allowing 256 different levels of protection.

Color elements used as masks will be treated as if they were 8-bit

grayscale images.

The parts of the work mask are connected by links. These links are created between the parts of the work mask stored in a buffer and the image itself. Selected links may be removed and recreated as desired.

If you want to manipulate only parts of an image, the combination of masking and clipping using a vector path offers enormous flexibility.

The *Mask* panel, which is an extension to the Bitmap Controller, is used for activating and deactivating existing masks, for linking them to selected images, etc. You create masks using special OneVision-Image and OneVision tools. Choosing the option *<Working Layers>* enables you to select one of the mask layers available. Please read the chapter *<Bitmap Controller>* ( ;../TMSImg/Controller.rtf;;-) for more information on creating and working with masks.

Note: You only have access to this panel's functions if an image is

selected.

Important: To create a work mask from selected mask parts, you have to put the mask parts either on top of or beneath the image to be masked. In other words, the mask parts must overlap (intersect with) the image. For positioning the parts, it is helpful to display colors transparently and to zoom in on the image.

Mask parts that don't overlap the image to be masked will be ignored while generating the work mask.

620663\_paste.tiff *~Figure: The Work Mask panel, used for defining masks.*

## **Connecting Mask Parts**

First you have to select the image element for which you want to define a mask. If there is no selected element, it won't be possible to add mask parts to the mask-part list. Make sure that the parts of the elements used as masks are positioned on top of or beneath the element for which you are creating the mask.

851860\_paste.tiff ↵

After clicking the <*Connect*> button, the shape of the cursor will take on the shape of the connection symbol, allowing you to select the elements you want to connect with the work mask. All connected elements will be added to the mask-part list, which is displayed on the right side of the panel.

After you have finished your selection, you can leave this working mode by clicking the <*Connect*> button again or by pressing the right mouse button. For generating the new work mask, you must click the <*Recalculate*>command from the <*Work Mask*> pull-down list.

632614\_paste.tiff ↵

The elements of the image that have been used for masking can now be moved or deleted, since their data is already stored in the work mask.

## **Releasing Mask Parts**

After clicking the *<Disconnect>* button, the shape of the cursor will change to that of the connection symbol.

paste.tiff ↵

You now can disconnect elements of the work mask by clicking on them. As a result, the chosen elements will be removed from the mask-part list.

You can leave this working mode by clicking the *<Disconnect>* button again or by pressing the right mouse button. After doing this, the work mask should be recalculated by clicking the *<Recalculate>* switch in the *<Work Mask>* pull-down list. If you don't recalculate the work mask, the former mask containing the elements you just have disconnected will still be used.

The image mask cannot be removed from the mask-part list because it is a fixed part of each element of the image. To remove it from use, you can make it inactive.

## **Recalculating a Mask**

Changes to a mask (e.g., adding, deleting, or rearranging mask parts in the mask-part list) will only become effective after you have recalculated the work mask. This also applies to elements that were deleted from the document but are still part of the work mask. Although these elements may no longer be listed in the mask-part list, they remain part of the work mask until it is recalculated.

## **Work Mask to Image Mask**

The image mask will be replaced by the data of the work mask. This allows you to set up a fixed connection between your work mask and an image. When saving the image you may save the image mask separately or with the image itself. It is not possible to save the work mask when closing the document. Only the mask-part list will be saved with the document.

Note: The image mask will be replaced by the current work mask, which may differ from the mask parts listed (see <Recalculating a Mask>).

## Changing Names of Mask Parts

In this part of the panel you can change the name of the selected mask part. This is useful as a reminder of what a mask part is meant for, so even long mask-part lists will remain understandable.

148258\_paste.tiff ↵

The first entry in the mask-part list is by default the element name as it is displayed in the Element Inspector. Later name changes in the Element Inspector won't affect the names in the mask list.

Likewise, changes in the mask list won't affect the names in the Element Inspector.

Hint: As long as the work mask is not calculated and replaced with the image mask, the work mask parts should be grouped with the image. This ensures that the positioning of the mask parts relative to the image will remain constant when moving the image. For more information about grouping, see <Element Groups in OneVision> (../OneVision/MainMenu/Element/Group/GroupIntro.rtf;;↵)

## Mask-Part List

The mask-part list shows

- a) which mask parts are defined
- b) if a mask part will be used for calculating the work mask
- c) whether a mask part protects a part of the image or not.

The entries in this list are saved with the document, and you can use them to recalculate the work mask when starting a new session.

### **The Switches of the Mask-Part List**

The name of the first switch in each line of the list corresponds to the name of the element or mask part. Selecting this element (giving it a white background) allows you to change its name.

159840\_paste.tiff ⇐

When the *<Active>* switch is selected (giving it a white background), the mask part indicated will be employed when the work mask is recalculated.

571014\_paste.tiff ⇐

|                         |  |
|-------------------------|--|
| Name of<br>mask element | This switch enables you to invert<br>the mask when creating it ( <i>Mask</i><br>or <i>Lasso</i> ). |
|-------------------------|--|



The last switch determines whether the element is used to protect the image (*Mask*) or not (*Lasso*). A mask part used as a lasso automatically protects the areas of the image that are outside of its range, allowing the area inside to be changed, effectively inverting the mask

When recalculating the work mask, the mask parts defined as *Mask* will always have priority over the ones defined as *Lasso*.

Note: Mask elements can be 8 bits deep (offering 256 different levels of protection). When several mask parts overlap each other, their protection values are cumulative. The maximum protection is 100%, which naturally not be exceeded.

If masks and lassos overlay each other, the lassos's protection value is reduced by the mask.

Next:     ;../Autolasso/Autolasso.rtf;;¬ Autolasso

;../TMSAutoMaske/TMSAutoMaske.rtf; Interval

Masking

Version 3.03 ± © OneVision GmbH, Regensburg, Germany. All Rights Reserved.