

040b73747265616d747970656481a203840163c48403737373810a0a810b
0b815f5f84012584067f411b312d37OneVision-Image: Introduction ± Impact
Area

Impact Area

Impact areas are the parts of an image that a tool affects. They can be confined by lassos or covered by masks. While masks and lassos protect areas from modifications, impact areas enable you to process particular parts of an image.

OneVision-Image lets you to create tools (such as brushes) for manipulating impact areas. Unlike a traditional brush, brushes in electronic image processing can be used to create effects like smearing, coloring, erasing, filtering, etc. The size and shape of a brush can be defined individually; you can create thin brushes for drawing lines as well as thick ones for processing large areas with a single stroke.

You can also specify the degree to which a brush changes an area and apply to a brush special effects such as *<Spray>*.

Detailed descriptions of how to create individual brushes can be found in the *<Brush Toolbox>* and *<Dynamic Brush>* chapters.

Next: ;AreaEffectedPicture.rtf;;↵ Image
;TMSPinSel.rtf;;↵ Brush Toolbox
;TMSDynPinSel.rtf;;↵ Dynamic Brush

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