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Autolasso.tiff ¬ Autolasso

The Autolasso tool enables you to select areas from images for use as masks or lassos.

First you have to select the parts of the image you want to process. To make a selection, you must be in the ªEdit Elementº mode, in which three tools are available: the eyedropper, the brush, and a collector tool. When you move the cursor over the image, the cursor shape will change according to the tool you have chosen.

681389_paste.tiff ¬
Figure: The tools of the Autolasso: eyedropper, brush, and collector

Eyedropper
The eyedropper is used for selecting areas of specific colors.
If the eyedropper tool is selected, you also have a choice among three lasso types:

699481_paste.tiff ¬ *Filled Area*
When working with this lasso type, the *Autolasso* tool always creates filled areas. Beginning from the point you click in the image, it searches for the border at which neighboring colors differ from the selected one by more than the tolerance value that you have specified. The complete area inside this boundary will be selected.

Note: In some cases, especially when using the background for clipping, this lasso type is not useful.

697537_paste.tiff ¬ *Unfilled Area*
This lasso type selects the area of colors within the tolerance value around the starting point. Unlike the Filled Area lasso, it doesn't fill gaps of unlike colors inside this area.

Note: When working with this lasso type, small unselected gaps may appear inside a selection area (perhaps only a few pixels in size) which might not be visible in unzoomed views.

992621_paste.tiff ¬ *Complete Image*
This lasso type selects matching colors (defined by the tolerance you specify) anywhere they are found within the image.

Tolerance
690649_paste.tiff ¬
With this slider control, you can define the tolerance value used for adding pixels of different colors to the selection. The higher the value you set, the greater the range of color values you allow to be selected, and the more the selection area will be expanded. A smaller value shrinks the extent of the selected area.

Brush
When using the brush, the area of the image your are covering with the mouse is selected. The brush tool provides a slider with which you can alter the size of the brush.
201395_paste.tiff ¬

For the brush as well as for the eyedropper, the following rules for editing selections apply:

- Clicking a color with the eyedropper or doing a new stroke with the brush discards any previous selection.

- If you are holding down the *Shift* key, while selecting a new area, this selection is added to the previous one. This mode is indicated by a plus sign in the cursor:

715353_LassoCursorAdd.tiff ¬

- Pressing the *Ctrl* key subtracts the new selection from any previous one. This mode is indicated by a minus sign in the cursor:

981373_LassoCursorSub.tiff ¬

Collector
After you've completed your selections, there might be gaps within the selection or selected spots outside of it. You can remove such noise using the collector tool. This tool combines all selected areas

and creates one closed path around them.

Hint: You should start your selection with a small zoom factor, because this will enable you to select large areas with one mouse click. Afterwards you can zoom in closer for working on details.

Selection Color
This color well icon can be used to specify the color in which you want the selection to be displayed. If this color isn't completely opaque, the underlying image shows through.
23867_paste.tiff ¬

1 Bit / 8 Bit
379234_paste.tiff ¬
These radio buttons let you decide what bit depth per channel you want to be used for your selection. 1 bit is enough for differentiating between selected and unselected areas. The 8€bit option is only necessary if you use the <*Feather*> command (described below) for creating soft transitions at the edges.

Invert Selection
757713_paste.tiff ¬
With this command from the *Edit* menu of the OneVision main menu, you can invert the selection. This is useful if you want to select everything in image but the background. In many cases the background is a homogeneous color that can easily be selected with the eyedropper. You can then invert the selection, and everything *but* the background is selected.

Undo
This command allows you to undo your last selection. If you do so, the labeling of the command button will change to <*Redo*>, enabling you to nullify the previous <*Undo*>.

Selection
This pop-up list contains commands for processing the selected areas:

Shrink
This command shrinks the selected area. If you have made your

selection with the eyedropper and used a very small zoom factor, for example, you may have selected more than you want. This can be corrected with this function which reduces the perimeter of the selected area.

Expand
With this command you can expand the selection widening its perimeter.

Feather
The <*Feather*> command feathers the selection at the edges, creating a soft transition between selected and unselected areas. This command is only available if a bit depth of 8 bit is selected.

Smooth Edges
If you have selected a bit depth of only 1 bit for your selection, you can use this command to smooth the edges of the selected area, thus eliminating jaggies.

Clip
When you use this command, several things happen:
- a vector path surrounding the selected area is created.
- the parts of the image outside the selection are clipped away.
- the original image and the created path element are grouped. (Entering the group allows you to manipulate the path with the Path Editor.)

Crop
If you are working with large images, your system has to handle a lot of data, so after you have finished your selection you may want to use this command. It will create a cropped copy of the original image whose size is just large enough to contain the selected area, but no more. After cropping, you should delete the original image and work with the cropped one. Reducing the amount of image data may significantly speed up your system, especially if you are low on memory.

Transfer¼
This command brings up a panel that gives you control over transferring selected areas:

paste.tiff ¬
Figure: The Transfer Selection panel.

With the pop-up lists in the first line of this panel, you can specify the direction and destination or source of the transfer operation. Four combinations are possible:

- Transfer to Transparency
The selected area is transferred to the transparency (alpha) channel.

- Transfer to Image Mask
The selected area is transferred to the image mask.

- Transfer from Transparency
The content of the transparency (alpha channel) is transferred to the Autolasso tool.

- Transfer from Image Mask
The content of the image mask is transferred to the *Autolasso* tool.

Transfer Mode
From this pop-up list you can choose how to merge the selection in the *Autolasso* tool with the content of the transparency or mask channel.

When transferring a selection you've created with the *Autolasso* tool to the mask channel or vice versa, you have to be aware that mask and lasso behave differently regarding protection of selected areas. When lassoed areas are transferred to the mask channel, the areas that are not selected are masked.

Substitution
When using the transfer mode <*Substitution*> for transferring data to the mask channel, the areas that are not selected become masked. When transferring the mask channel to the *Autolasso*, all not masked areas become selected.

Transferring a selection to the transparency channel makes all

areas that are not selected completely transparent. The transparency of the selected areas isn't affected. When transferring the transparency channel to the *Autolasso*, selects all areas that are not transparent.

Union
When using the transfer mode <*Union*> for transferring data to the mask channel, the selected area is united with the not masked area. All parts of the image, except the union becomes masked. In other words, the lasso selection is subtracted from the masked area. When transferring the mask channel to the *Autolasso,* all not masked areas are added to the lasso selection.

Transferring a selection to the transparency channel unites the selected area with the transparency channel. These areas become opaque. When transferring the transparency channel to the *Autolasso*, the opaque areas are added to the lasso selection.

Intersection
When using the transfer mode <*Intersection*> for transferring data to the mask channel, the lasso selection is intersected with the non masked areas. All areas, except the intersection becomes masked. In other words, all areas that are not selected with the lasso are added to the masked. When transferring the mask channel to the *Autolasso,* all non masked areas are intersected with the lasso selection and the intersecting areas become selected. Therefore, only not masked areas within the lasso selection remain selected.

Transferring a selection to the transparency channel intersects the lasso selection with the transparency channel. All areas outside the intersecting area become transparent. When transferring the transparency channel to the *Autolasso*, the opaque areas are subtracted from the lasso selection. Therefore only opaque areas remain selected.

If you use selection with intermediate values, i.e. the <*8 Bit*> option is selected, an appropriate weightening of the transferred data takes place when merging them.

Cancel
This command closes the panel without transferring any data.

Transfer
This command starts the transfer of data for the selected area.

Note: For speeding up the display, some tools don't show the transparency of images. In these cases, you have to activate the <*Transparency*> option in the Bitmap Controller (;../TMSImg/Controller.rtfd;transparency;¬) for viewing the transparency of an image.

See also <Masks and Masking> (;../BitmapControler/Masken.rtfd;;¬).

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