

Technology & Education

Modesto City Schools



Instructional Technology

PhotoImpact

Masking Techniques

Advanced Level



Modesto City Schools - Instructional Technology

ADVANCED MASKING TECHNIQUES

Masking creates the effect of a stencil on artwork, for selective alteration of an image. This lesson shows how to use a variety of techniques to create masks for special effects by working in a channel.

As you learn masking techniques, you will continue to work with channels using progressively more advanced techniques. You will create a series of images as you complete three projects using the Blues file supplied with the tutorial.

In this lesson, you will learn how to:

- offset selections
- create shadows using layers
- create a gradient fill within a mask
- create a mask through which one image fades into another using the Calculate command
- create an image from separate images using the Easy Palette Masks


CREATE A SHADOW USING MASKS

In this project, you will use special effects to create new backgrounds from an existing file.



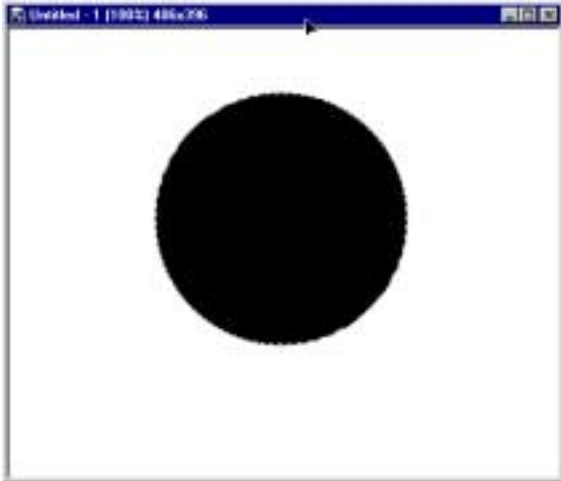
Constructing the object casting a shadow

You begin by adding the image that will be used as a mask and that will be the object casting a shadow in your artwork. To add the image, you will construct the base image using PhotoImpact.

1. Open a new file that measures: 486 x 396. Make sure that your dimensions are precise, this is important for a later step.
2. The size of the image we will build within the window is not as precise as the size of the window itself. As we start drawing the circles and lines within this area, you can make them any size you wish.
3. Start by selecting the Shape Tool. 
4. On the Attribute toolbar select the circle tool and set the color to black.

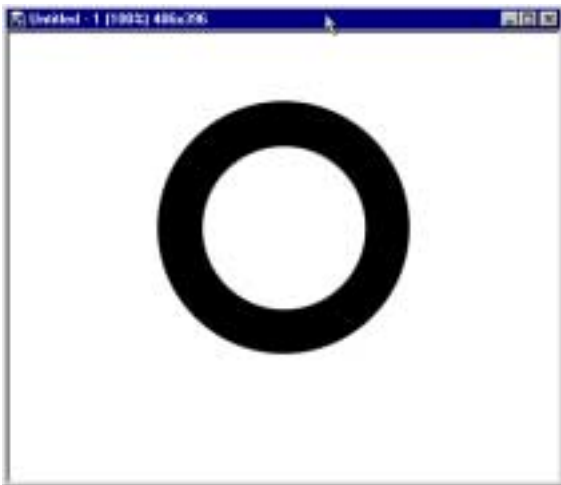


5. Draw a black circle at the center of the window.



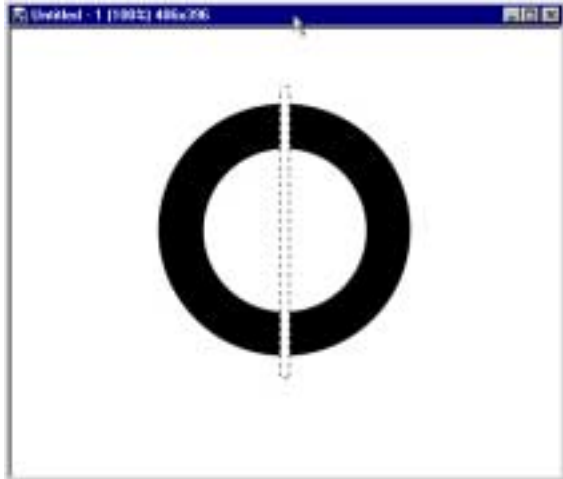
Place the circle just above the center of the space.

6. Deselect the black circle by selecting **Selection>None**.
7. Change the color on the Attribute bar to white, draw a smaller circle and place it within the larger black circle.



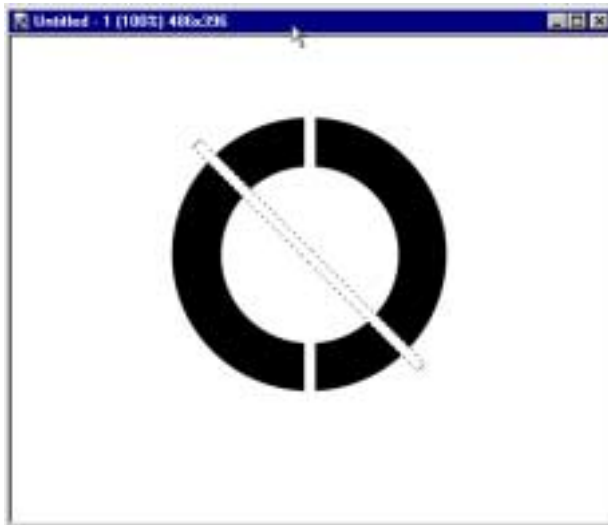
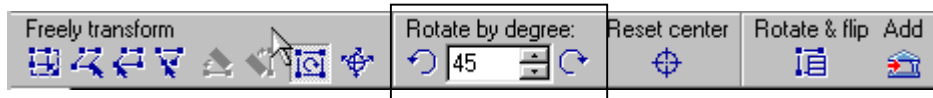
Select both circles using the Selection tool. Use **Object>Align>Center Both** to center the two circles within themselves. This makes them concentric circles.

8. Next we'll add some long rectangular lines to our image. You will do this by selecting the Shape Tool. On the Attribute bar, select the rectangle shape, set the color to white, and draw a long thin rectangle vertically through the center of the two circles.



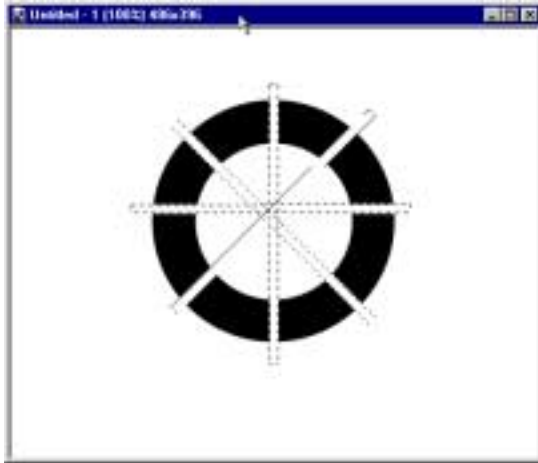
Don't worry about it extending beyond the circle. It won't matter later.

9. With the slim rectangle line still selected, Copy it to the clipboard. Deselect the original vertical line and Paste a new line. Drag it over the top of the first line.
10. Select the Transformation Tool.
11. In the Rotate by degree box, type in 45 and click the counter clockwise icon to the left.



If you have problems, press the Delete key and try again.

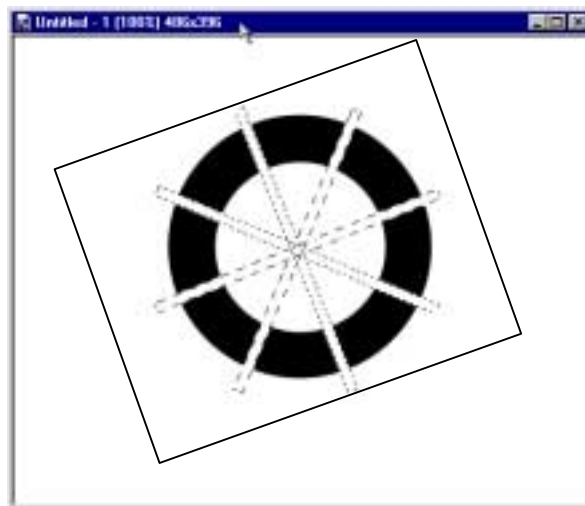
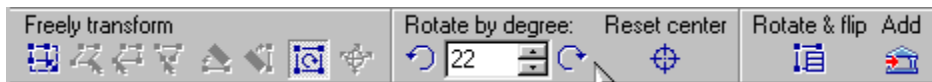
12. Continue this process until you have the following image.



For this next step, select each of the “*spokes*” by click on one spoke and then hold down the “Shift” key while selecting the remainder of the spokes.

13. With all of the “Spokes” selected, center the spokes by selecting **Object>Align>Center Both**.

14. To make the image look a little less symmetric, we will rotate the entire image 22 degrees. This time set the “Rotate to Degree” to 22 and click either rotation arrow icon.

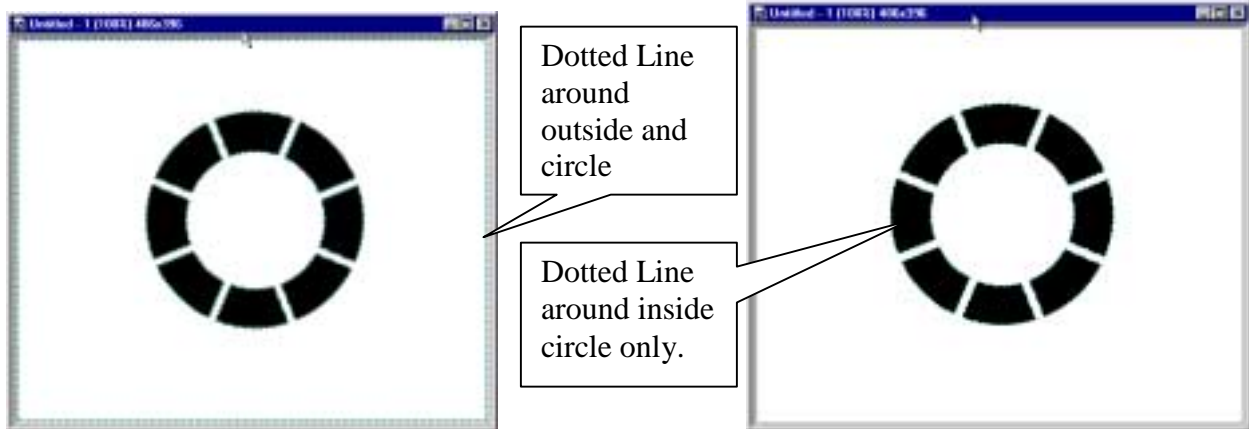


15. Once your satisfied with your image, use the **Object>Merge All** to combine all of our layers together.



CONVERTING THE IMAGE

1. We have actually merged all of our layers together so that now we have a black image on a white background. Much like a black image printed on a white piece of paper.
2. To achieve a three view, we need to cut our image out and place it on it's own layer.
3. Select the Magic Wand Tool.
4. Click the White background of our image. You should see a dotted line surrounding your window and the image. Select **Selection>Invert** to choose just the image.

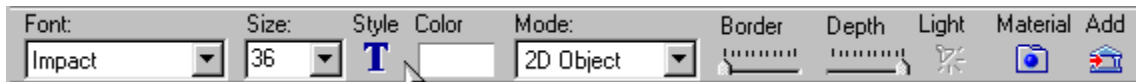


5. To create this image on its own layer, select **Selection> Convert to Object**. If you switch to the Rectangular Selection Tool, you will notice that you can now move the image around within the window.
6. Now is the time to save our image. Select **File>Save**. Save your image as a *.ufo* type. This will preserve our layers. Give it the name: **Logo.ufo**.



ADDING TEXT TO THE IMAGE

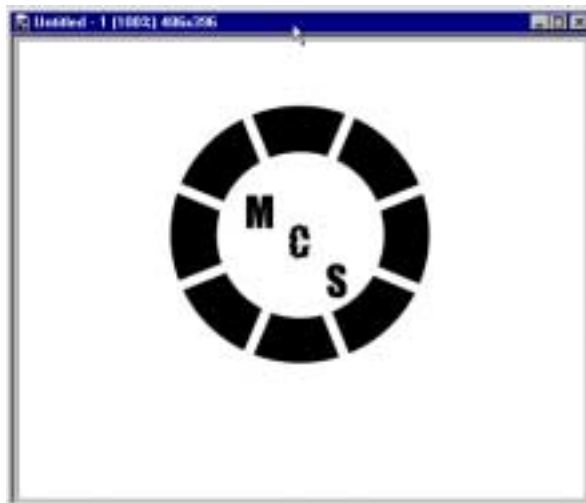
1. We'll now add text to our image. Start by selecting the Type Tool.
2. Click once on the image to activate the Attribute toolbar.



3. Set the Font to Impact, the size to: 36 and the color to Black.
4. Click once again on the image and the text box will appear.
5. Type in a capital "M" and click "OK". Drag the "M" into the center of the circle.
6. Continue these steps until you have "C" and "S".



Arrange them in the center of the circle as shown below. You should be able to move each letter individually to place diagonally across the center of the circle.



7. Next, using the Type Tool to add in the text: *Instructional Technology*, at the bottom of the circle.



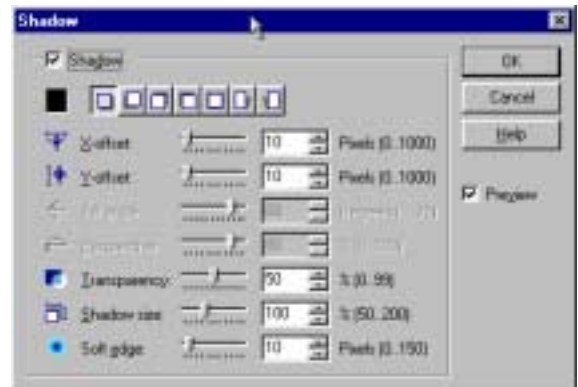
8. Save this image again as: **Logo.ufo**.
9. Lastly, use the Arrow selection tool to draw a rectangle around all of the image components. You should see dotted lines around all of the components.
10. Select **Object>Combine as a Single Object**. We've now combined all of our components into one image. Don't *deselect* the image. (Leave the dotted lines around the image)

ADDING A COLOR FILL TO THE IMAGE

1. Open the **Blues** file located in the Tutorial folder.



2. With the blues file as the active window, select **Selection>All** to select the entire image.
3. On the Standard toolbar, click the **Copy** button.
4. Return to our Image by clicking anywhere on the title bar at the top of the image window.
5. Select **Edit>Paste>Into Selection**. Position the color fill where you wish to have it and click once to place the color fill.



6. To add a shadow behind our image, make sure that the image is selected and right-click. Select **Shadow** from the menu.



Save your work as: **LogoFinal.ufo** If you were to use this on a web page for example, then you would want to save this image again using the “.jpg” format. .ufo files are only good inside of PhotoImpact.

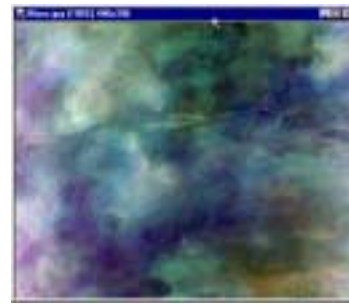
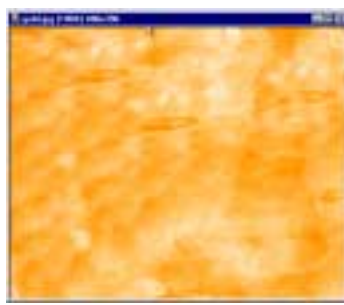
CREATE A COMPOSITE IMAGE USING A MASK

In this project, you will superimpose two images through a mask to create a composite image. Essentially, you will create a "sandwich" of three images: a foreground image, a mask, and a background image. Remember that to use any calculation command, all three images must be **exactly** the same size. Now you know why we created the last image to a specific size. We will be using our image as the "mask" in this process.

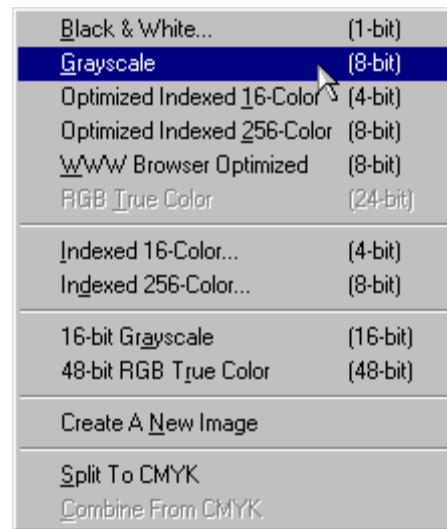
Create the foreground image

You will use the Blues file again, as one of the sources for the composite image. The Blues file will become the background of the composite image.

1. Open the **Blues** file located in the Tutorial folder.
2. Open the **Gold** file also located in the Tutorial folder.
3. Open the Logo.ufo image you saved earlier.



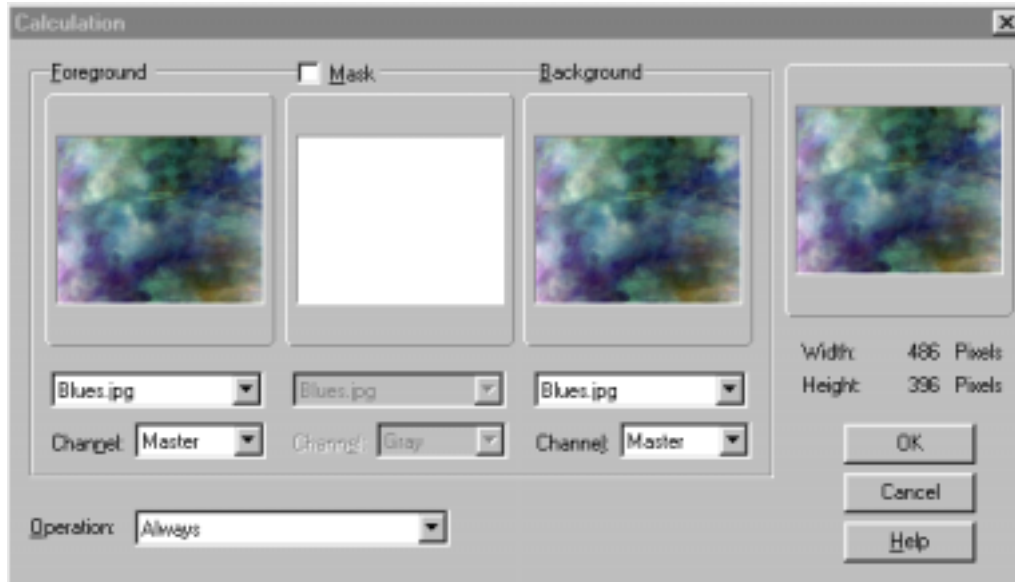
4. Remember, all of these images **must** be the same size.
5. Select the Logo.ufo image and **Select Object>Merge All** to merge all of our layers together. There is no need to save the image again, since we will only use it as a mask for the calculation. When you close the Logo image and PhotoImpact asks if you wish to save the changed image, select **NO**. This will make sure we always have the layered image to work with at a later date.
6. Next select **Format>Convert Data Type>Grayscale** to change our image to a grayscale image rather than an RGB image.



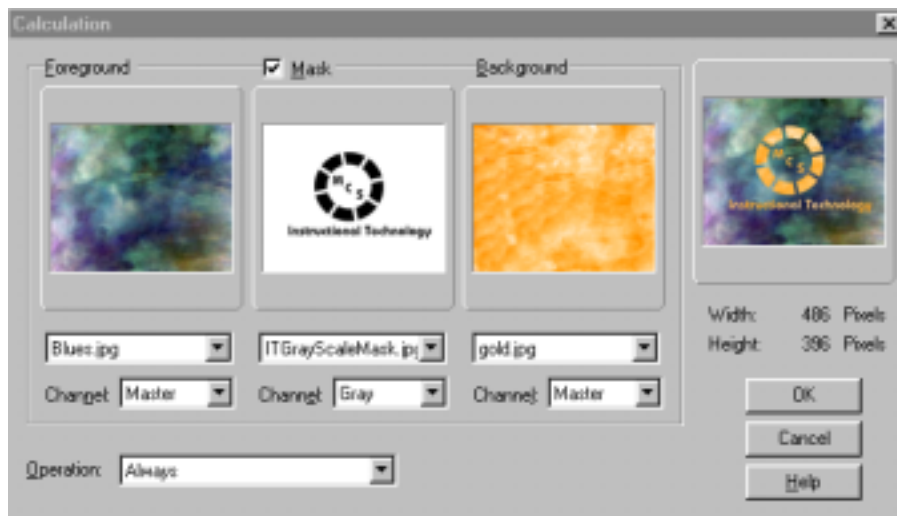
Now we're ready to calculate!

7. Start by selecting the Blues.jpg file as the active image. It will act as our background to our calculated image. It is generally easier to start with the background image as the default image; however, not to worry if you forget, you can always change it later from the pull down menus.

- Next, evoke the calculation function by selecting **Format>Calculation**. You should get a window that looks like the following:



- Notice that Blues.jpg is selected for both the foreground *and* background color and no mask is selected.
- From the **Background** pull-down menu select the Gold.jpg file. Notice the preview thumbnail at the end.
- Next place a check mark in the **Mask** check box. It will automatically select the foreground image for the mask. Notice again the preview. PhotoImpact is coloring the end product by merging the color channels together. Interesting effect, but not what we're after.
- From the pull-down menu under the Mask option, select your Logo file. The final screen should look like this:



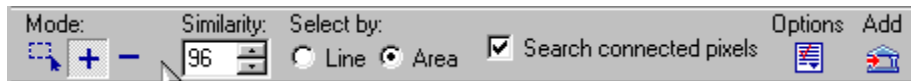
13. Notice the preview box. Try switching the Gold and Blues file in the foreground and background to see what affect it has on the image outcome.



Our final image should look like the illustration to the left.

ADDING A SHADOW TO THE FOREGROUND IMAGE

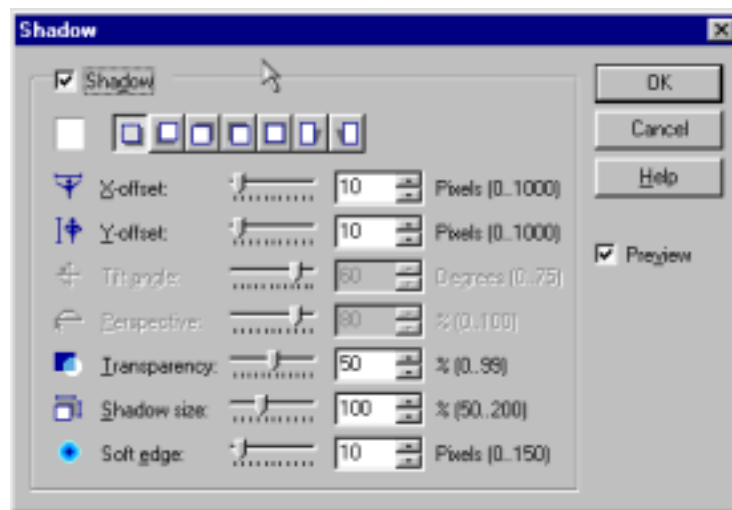
1. We'll now add a shadow to the foreground image. When the images were merged together through the calculation function, it came out as one image- not layered.
2. To get a shadow under our foreground image, we will first need to separate it from the background image and place it on it's own layer.
3. To do this we'll return to our Magic Wand tool.
4. This will bring up the Attribute toolbar for the wand.



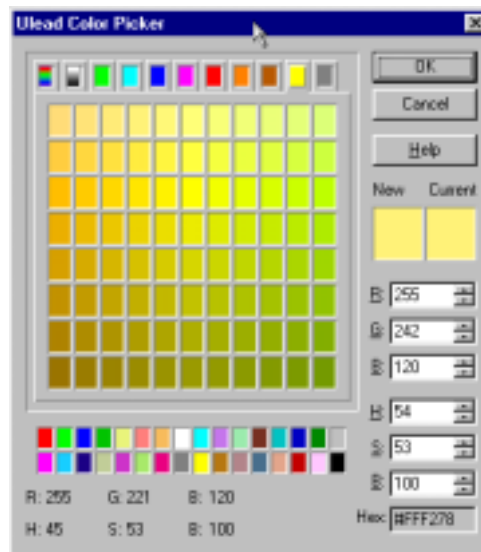
5. Because our foreground has an aggregate color with various shades of gold, you will need to click on several part of the foreground to select the entire foreground image. To cut down on the number of time we will need to click on any one component, set the “**Similarity**” option to 96 and make sure there is a check mark in the “Search Connected Pixels” box. The 96 in the similarity box will allow us to select a wider range of colors to include in the capture and the search option makes sure the application will search outward for similar pixel colors.



6. As you can see in the illustration, you may have to click in several locations to include the entire image and all of its components. This by far is the most tedious part of the operation. Be sure to click on each one of the text letters until the entire foreground image including letters have been selected.
7. To place this on it's own layer select Selection>Convert to Object. The foreground image has now been cut out and is now on it's own layer. **NOTE:** Like any cut out pattern, if you move the image you will see a white space left behind. However, we're going to use this to our advantage.
8. Find your cursor arrow keys on your keyboard and press the up arrow once and the left arrow once. This will expose a small portion of the white cut out background giving us a little dimension to our letters and image.
9. Next, right click on the foreground image and select **Shadow**.



10. Place a check mark in the Shadow check box, activating the shadow feature. Notice that the shadow color is set to black. Click the color box once and select the yellow color tab and one of the brighter yellow colors.



11. When the Shadow dialog box returns, click the OK button to see the results of our little experiment in masking. Save your new image as: **LogoColor.ufo**. If you were going to use this image in a document or on the web, you might wish to save it again as a .jpg file.



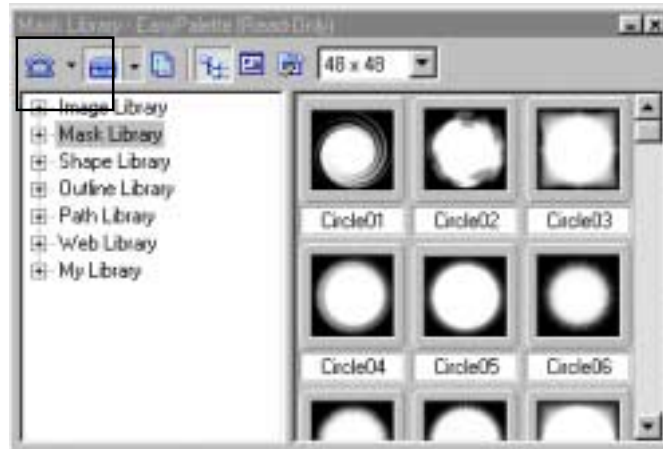
THE FINAL MASKING PROJECT – THE EASY PALLETTE WAY

You knew that there must be an easier way to use masks than what we've been through. Well, as usual, I've saved the easiest to last, just for fun. PhotoImpact has some predefined masks that we can use to create some interesting effects.

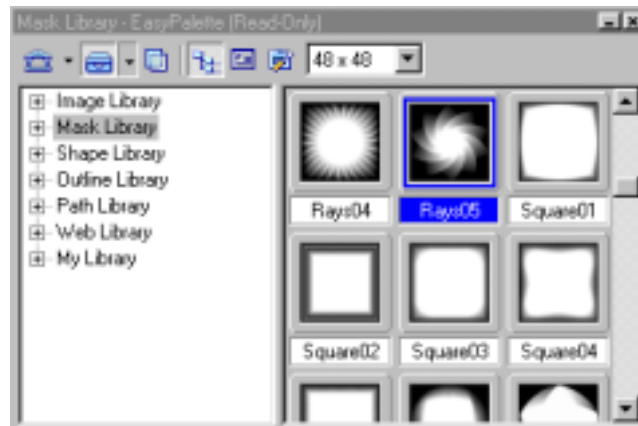
1. Start by opening up the **Blues.jpg** file once again.
2. If the Easy palette is not active, look toward the right end of the **Standard Toolbar** for the Easy Palette button and click it once to open the palette.
3. The Easy Palette should open.



4. Click on the second icon over from the left.



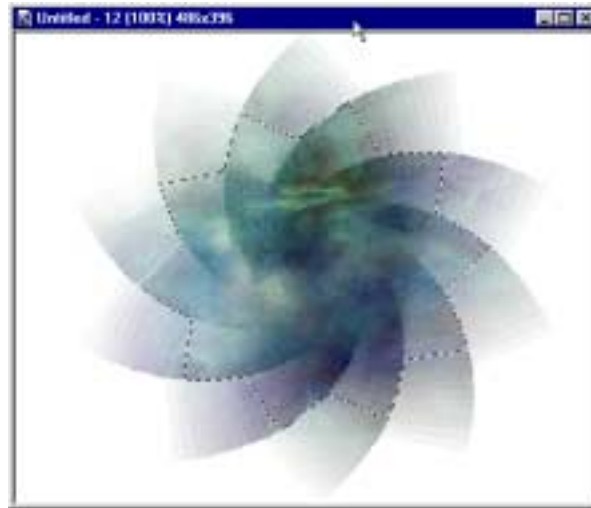
5. This will bring up a library of object that you can use with your images. Basically, this images and objects can be dragged to the image workspace to be included.
6. Click on the second library down labeled – “Mask Library”. You will see a host of mask shapes that can be used with your image. Scroll down to find the mask labeled “Rays 5”.



7. Drag this mask on top of the Blues.jpg image and release the mouse. It's not necessary that it be centered, just inclusive within the image.



8. You should see the outline of the shape on your Blues.jpg image.
9. Use the **Edit>Copy** function to place a copy on the clipboard. A copy of what you say? Just wait.
10. Open a new Image window with the size of 486 x 396. Once the new image window opens, paste your image from the clipboard to the new image window. Does it look like this?



11. Impressed yet? Let's add a little something more.
12. Open your **Logo.ufo** file.
13. Select **Object>Combine as a Single Object**. We've now combined all of our components into one image. Don't *deselect* the image. (Leave the dotted lines around the image)
14. Open the **Gold.jpg** file. Use the **Selection>All** to select the entire image. Use **Edit>Copy** to paste a copy of Gold on the clipboard.
15. Select your *Logo* file and use the **Edit>Paste>Into Selection** to paste the Gold fill into the logo image.



16. The Logo image should still be selected. (Dotted lines surrounding the image) Once again use the Edit>Copy function to place a copy of our logo on the clipboard.
17. Make our blue masked image (the fancy looking one) the active image and paste the logo onto the top of the mask and center it.



18. Right click on the image and set the shadow option to lift it from the surface of the masked background image.
19. Again save this image as LogoMasked.ufo. If you were going to use this image in either a document or on a web page, you would want to save it again as a .jpg file.