

PSP TUTORIAL. Basic Masks – by lauraid

The easiest way to explain what are masks is that they are like a **stencil**.

For example, if you make a circle in the center of a square piece of cardboard, then cut out the circle, you could place that piece of cardboard on another object and spray paint a circle.

Masks allow you to blend one picture into another, just the same as "spray painting" with a stencil.

Let's have a quick look at how this is done.

STEP 1

First you need to make a mask.

Open a New Image. For this tutorial we will use the following dimensions.

300 x 300

White background

16 Million Colors

STEP 2

Add a new Layer

Layers > New Raster Layer

Select the **Flood Fill Tool**. Set your **Foreground Color to Black** and flood fill your image.

STEP 3

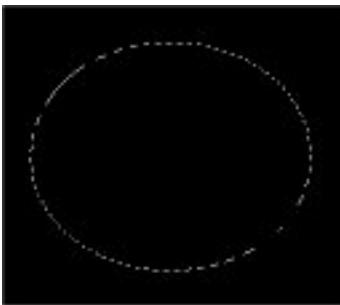
Click on the **Selection Tool** and apply the following settings.

Selection Type = Ellipse

Feather = 10

Antialias = Uncheck

Draw an Ellipse shape on your image, then hit the **"Delete Key"**



Deselect the image (**CTRL + D**) and merge layers.

Layers > Merge > Merge All (Flatten)

STEP 4

Open up an image you would like to use. Anything will do.



STEP 5

You activate the mask like this.

Click on

**Masks > New > From Image
This Window > Image1**

Check Source Luminance.

OK





STEP 6

And the mask is applied to your image.

If you want the transparent hole in the middle, and the outer to contain the image, check "Invert Mask".



HINT!

It is a good idea to save your mask image so it can be used again at a later time.

To save your mask, click on the mask image to make it the active selection. Click on Selections and select all to place the marching Ants around the image..

Now click on **Masks > Save to Disk**

Highlight the Masks folder within the PSP folder.

Name your mask and hit OK.

The mask will be saved into the masks folder as a PSP .sel file. Whenever you want to use the mask you click on masks.