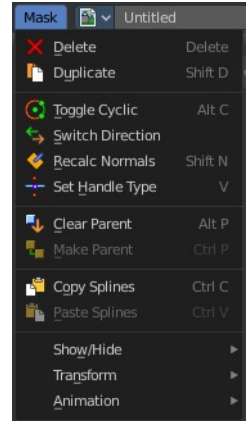


8.1.5 Editors - Image Editor - Header - Mask menu

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Image Editor - Mask menu

This menu appears when you are in Mask mode. It contains further functionality to modify the masking spline curves.



Delete

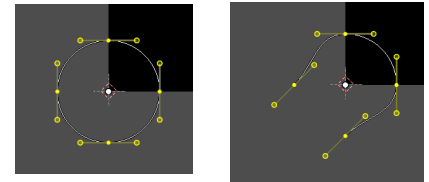
Deletes the selected spline(s) or spline points.

Duplicate

Deletes the selected spline(s) or spline points.

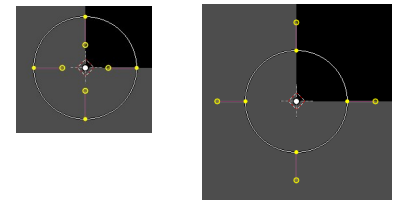
Toggle Cyclic

Closes or opens the spline.



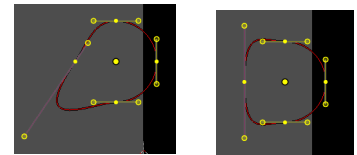
Switch Direction

A curve has a start point and a end point. Here you can switch them. The end point becomes the starting point and vice versa. As a consequence the handler can switch their location too. With handle type aligned single they can appear outside or inside of the circle.



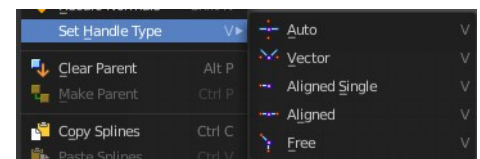
Recalc Normals

Recalculating the normals smoothens out the curve, and realigns the handlers. A square shape with handle type aligned would become round.



Set Handle Type

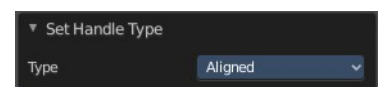
Opens a sub menu where you can choose different handle types.



Last Operator Set Handle Type

Type

Here you can choose the handle type again.



Clear Parent

Clears the parent relationship.

Make Parent

Parents the selected spline points. Mask splines can be parented to motion tracker markers.

Copy Splines

Copys the selected spline(s) or spline points.

Paste Splines

Pastes the copied spline(s) or spline points.

Show/Hide

Show/Hide Faces

This is a sub menu where you can show or hide the selection.



Show Hidden

Makes hidden splines visible again.

Hide Selected

Hides the selected spline(s).

Hide Unselected

Hides the not selected spline(s). The selected spline(s) stays visible.

Transform

This is a sub menu with some transform menu items. This menu items are hotkey tools!

Translate

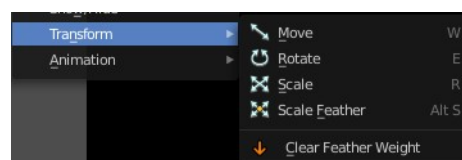
Move the selection.

Rotate

Rotate the selection.

Scale

Scale the selection.



Scale Feather

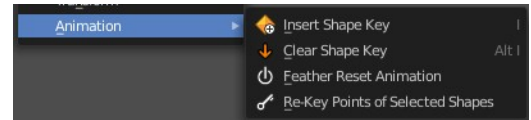
Shrinkfattens the selection.

Clear Feather Weight

Resets the scale to its original dimensions.

Animation

Masks can be animated.



Insert Shape Key

Inserts a shape key for the currently selected curve points

Clear Shape Key

Removes the shape keys for the currently selected curve points at the current frame.

Feather Reset Animation

Resets the feather weight on all selected curve points at the current frame.

Re-Key Points of Selected Shapes

Recalculate animation data for the currently selected curve points for frames that are selected in the dopesheet.