

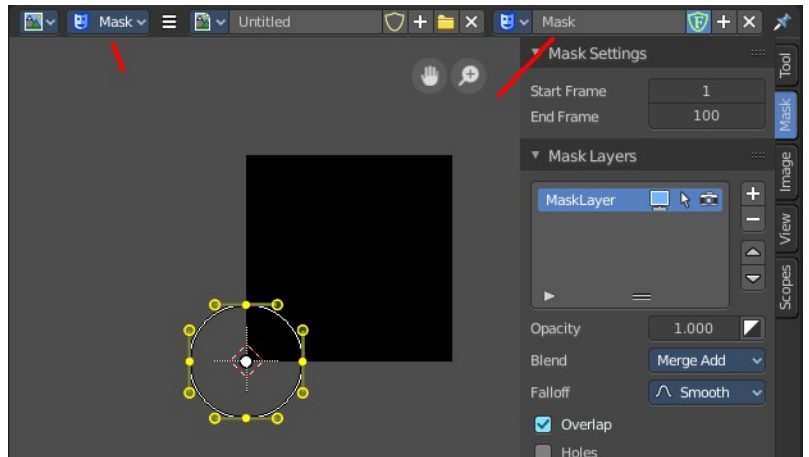
## 8.3.5 Editors - Image Editor - Sidebar - Mask Tab

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## Introduction

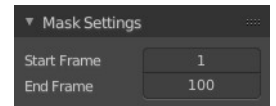
The mask tab just shows in Mask mode and with an existing mask.

It contains tools and settings for the mask mode. Like a layer system.



## Mask Settings Panel

This values are of interest for the Sequencer, where you work with movies and image sequences.



### Start Frame

Set the first Frame of the mask.

### End Frame

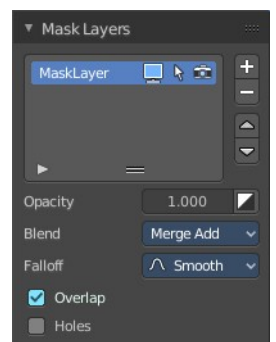
Set the last Frame of the mask.

## Mask Layers Panel

When you add a spline, a circle or a square or a freehand one, then a Mask Layer gets created.

You can create several mask layers and work with them in the sequencer or the Node editors. They can be used to create complex shapes, and define how the splines interact with each other. Splines at the same layer can be animated together.

Splines can be copied and pasted from one layer to another.



### Mask Layer List

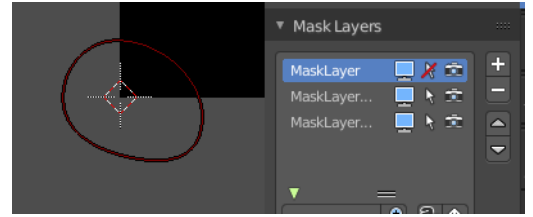
The list of available mask layers.

### Restrict View

Don't show this mask layer in the viewport.

## Restrict Select

Selection in the viewport is enabled or disabled. The spline handlers becomes invisible.



## Restrict Render

Don't render this mask layer for the final image(s).

## Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.



## Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



## Invert

Exclude the search term instead of searching for it.

## Sort by Name

Sort the List by name.

## Revert

Revert the list. The last list item becomes the first, and vice versa.

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## Add Mask Layer

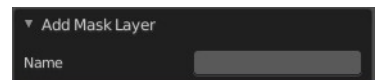
Add a new mask layer to the list.

## Last Operator Add Mask Layer

### Name

Rename the new created mask layer.

Note that you can also rename it in the list.



## Remove Mask Layer

Remove the currently selected mask layer from the list.

## Move Layer

Move the selected layer up or downwards in the list.

## Opacity

Set the opacity of the mask layer.

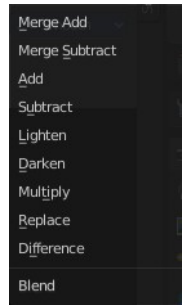
## Invert

Inverts the values (colors) in the mask layer.

## Blend

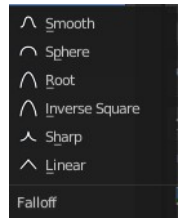
Adjust the layer blending.

Note, Merge add and Merge subtract should be used with a Feather on overlapping masks to get a better result.



## Falloff

Adjust the Feather falloff



## Overlap

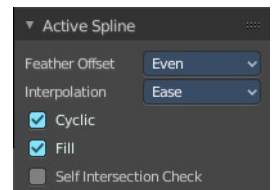
Fill self-intersecting areas.

## Holes

Overlapping splines from the same layer will generate holes in the mask.

# Mask Layers Panel

When there is a spline in the current mask layer, then the Active Spline Panel shows. Adjust some settings for the currently active spline.



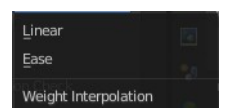
## Feather Offset

The method to calculate the feather offset.



## Interpolation

The weight interpolation method.



## Cyclic

Make the spline closed or open.

## Fill

Fill the spline.

## Self Intersection Check

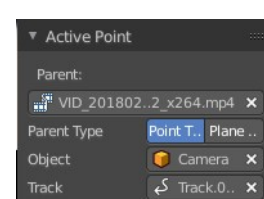
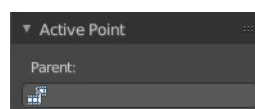
Prevent feather from self intersecting.

## Active Point Panel

When you select a point of one of the splines, then the Active Point Panel will show up.

This panel is of interest for motion tracking. Control Points can be parented to motion tracks. And this allows to mask out parts of the motion tracked footage.

The masking happens at the Viewer Node.



## Parent

Choose the motion track that you want to parent the control point to.

## Parent Type

Choose between the methods Point Track or Plane Track.

## Object

The parent object. Usually the camera where you track from.

## Track

Choose the tracking point that you want to follow with the mask.