

15.1.10 Editors - Movie Clip Editor - Header - Mask Mode - Mask Menu

Table of content

Masking preface.....	3
S-Curves.....	3
Mask Menu.....	4
Transform.....	4
Move.....	4
Last Operator Move.....	4
Values.....	4
Axis Ortho.....	4
Orientation.....	4
Proportional Editing.....	4
Proportional Editing Falloff.....	5
Proportional size.....	5
Connected.....	5
Projected (2D).....	5
Rotate.....	5
Last Operator Rotate.....	5
Angle.....	5
Axis.....	5
Orientation.....	5
Proportional Editing.....	5
Proportional Editing Falloff.....	5
Proportional size.....	5
Connected.....	6
Projected (2D).....	6
Scale.....	6
Last Operator Resize.....	6
Scale X Y Z.....	6
Orientation.....	6
Proportional Editing.....	6
Proportional Editing Falloff.....	6
Proportional size.....	6
Connected.....	6
Projected (2D).....	6
To Sphere.....	7
Usage.....	7
Last Operator To Sphere.....	7
Factor.....	7
Proportional editing.....	7
Proportional Falloff.....	7
Proportional Size.....	7
Connected.....	7
Projected(2D).....	7
Shear.....	7
Last Operator Shear.....	7
Offset.....	7

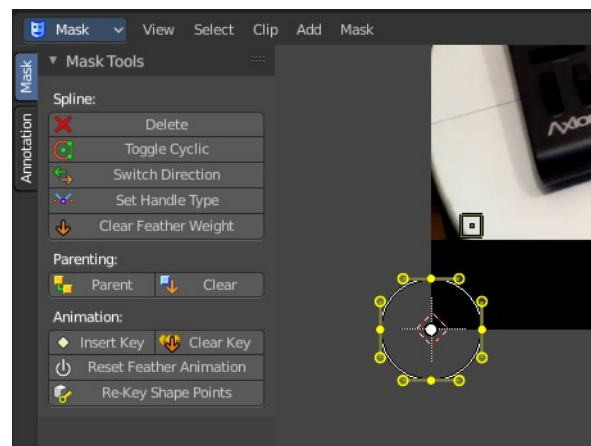
Shear Axis.....	7
Axis.....	8
Axis Ortho.....	8
Orientation.....	8
Proportional editing.....	8
Proportional Falloff.....	8
Proportional Size.....	8
Connected.....	8
Projected(2D).....	8
Push/Pull.....	8
Last Operator Push/Pull.....	8
Factor.....	8
Proportional editing.....	8
Proportional Falloff.....	9
Proportional Size.....	9
Connected.....	9
Projected(2D).....	9
Scale Feather.....	9
Last Operator Transform.....	9
Values.....	9
Axis.....	9
Orientation.....	9
Proportional Editing.....	9
Proportional Editing Falloff.....	10
Proportional size.....	10
Connected.....	10
Projected (2D).....	10
Clear Feather Weight.....	10
Duplicate.....	10
Delete.....	10
Copy Splines.....	10
Paste Splines.....	10
Make Parent.....	10
Clear Parent.....	10
Toggle Cyclic.....	10
Switch Direction.....	10
Recalc Normals.....	11
Set Handle Type.....	11
Animation.....	11
Insert Shape Key.....	11
Clear Shape Key.....	11
Reset Feather Animation.....	11
Re-key Shape points.....	11
Show / Hide.....	11
Show Hidden.....	11
Hide Selected.....	11
Hide Unselected.....	11
Last operator Hide Layer.....	11
Unselected.....	11

Masking preface

Masks have many purposes. They can be used in a motion tracking workflow to mask out, or influence a particular object in the footage. They can be used for manual rotoscoping to pull a particular object out of the footage. Or as a rough matte for green screen keying. This is done in the Node editor in compositing mode by a mask node.

Masks are independent from a particular image of movie clip. And so they can just as well be used for creating motion graphics or other effects in the compositor.

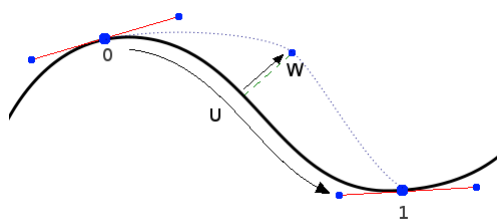
Masks are defined by splines. Means you work with splines, and you have a bunch of spline tools available.



S-Curves

The curve type used for creating mask splines is almost a Bezier curve. But there are some differences. Smooth edges of the mask are defined by feathering. These are called S-Curves.

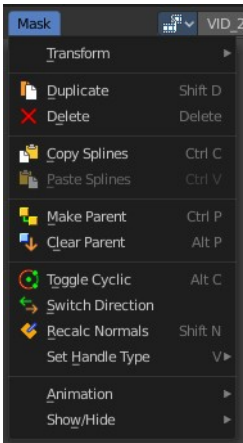
Besides the handles, every control point also has points that define the feather between the current point and the next point on the spline. Each feather point is stored in UV space, where U means position across spline segment, and V means distance between main spline and feather points.



This allows for deforming the main spline in almost any way, and the feather will be updated automatically to reflect that change.

For example if there is just rotation of the spline, feather would stay completely unchanged. If one point's feather is moved, the other feathers will be automatically stretched uniformly along that segment and the overall shape will be almost the same as artists would want it to be.

Mask Menu



Transform

Move

Move the selected curve spline or points.

Last Operator Move

Values

Adjust the move amount.

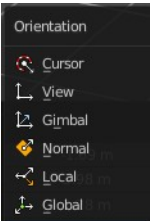
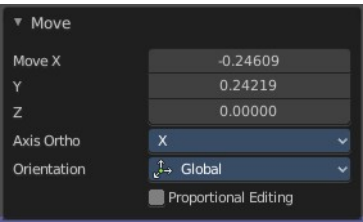
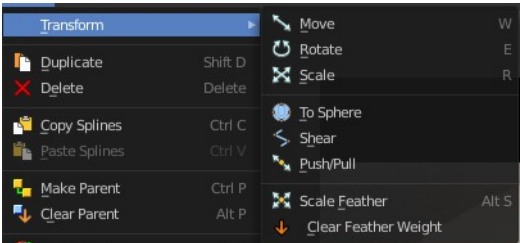
X, Y and Z defines the position.

Axis Ortho

Along which axis to move.

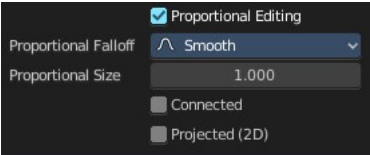
Orientation

Orientation is a drop-down box where you can choose the type of orientation for the transform action.



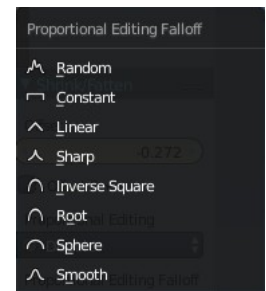
Proportional Editing

Proportional Editing is a drop-down box where you can choose to use proportional editing. When you choose one of the active methods then the neighbor geometry gets influenced too in a proportional way.



Proportional Editing Falloff

Proportional Editing Falloff is a drop-down box where you can choose a method for the falloff for the proportional editing.



Proportional size

Proportional size is an edit box to Adjust the strength of the Proportional falloff.

Connected

Just edit geometry that is directly connected with the current selection. 4 Bforartists 2 Reference Manual - 7.1.4 Editors - 3D View - Header - Navigation Menu

Projected (2D)

Edit geometry that is in 2d space aligned with the current selection. This one goes from the current view in depth direction.

Rotate

Rotate the selected curve spline or points.

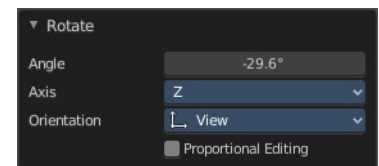
Last Operator Rotate

Angle

Adjust the angle.

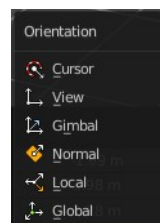
Axis

Along which axis to rotate



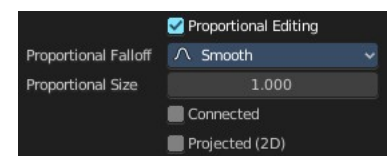
Orientation

Orientation is a drop-down box where you can choose the type of orientation for the transform action.



Proportional Editing

Proportional Editing is a drop-down box where you can choose to use proportional editing. When you choose one of the active methods then the neighbor geometry gets influenced too in a proportional way.

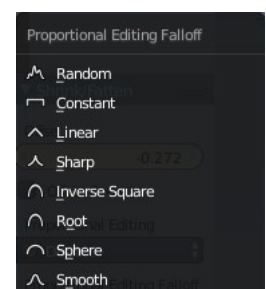


Proportional Editing Falloff

Proportional Editing Falloff is a drop-down box where you can choose a method for the falloff for the proportional editing.

Proportional size

Proportional size is an edit box to adjust the strength of the Proportional falloff.



Connected

Just edit geometry that is directly connected with the current selection. 4 Bforartists 2 Reference Manual - 7.1.4 Editors - 3D View - Header - Navigation Menu

Projected (2D)

Edit geometry that is in 2d space aligned with the current selection. This one goes from the current view in depth direction.

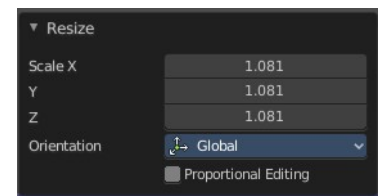
Scale

Scale the selected curve spline or points.

Last Operator Resize

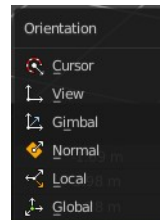
Scale X Y Z

Adjust the scaling.



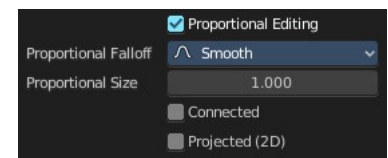
Orientation

Orientation is a drop-down box where you can choose the type of orientation for the transform action.



Proportional Editing

Proportional Editing is a drop-down box where you can choose to use proportional editing. When you choose one of the active methods then the neighbor geometry gets influenced too in a proportional way.

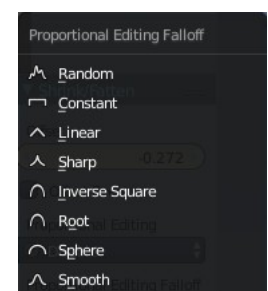


Proportional Editing Falloff

Proportional Editing Falloff is a drop-down box where you can choose a method for the falloff for the proportional editing.

Proportional size

Proportional size is an edit box to adjust the strength of the Proportional falloff.



Connected

Just edit geometry that is directly connected with the current selection. 4 Bforartists 2 Reference Manual - 7.1.4 Editors - 3D View - Header - Navigation Menu

Projected (2D)

Edit geometry that is in 2d space aligned with the current selection. This one goes from the current view in depth direction.

To Sphere

Shapes a selection of objects into the shape of a sphere. The calculation happens with the object origins.

In Object mode this tool requires to have more than one object selected.

Usage

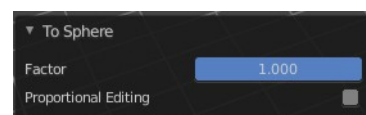
Select the objects, activate the tool, then drag the mouse in the 3D viewport. In the header you will read the current factor then. Which tells you how close you are towards the sphere shape.



Last Operator To Sphere

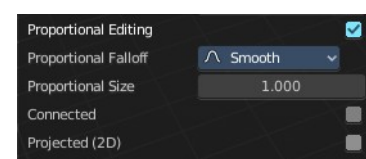
Factor

The factor to transform the selection into a sphere form.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Shear

Shear shears the selection.

In Object mode this tool requires to have more than one object selected.

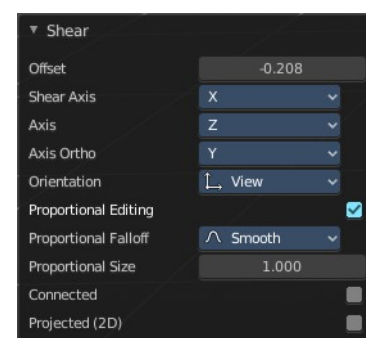
Last Operator Shear

Offset

Adjust an offset.

Shear Axis

The shear tool works along a imaginary 2d plane. The shear axis controls if the items are sheared along the x or the y axes of this plane. This is the plane along which the transformation happens. You can shear along the x or the y axis of this plane.



To make things even more complicated, the orientation of this imaginary plane is defined by the Axis and Axis Ortho items below.

Axis

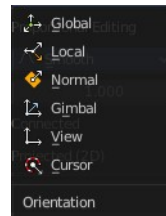
Defines one axis of the imaginary shear axis plane.

Axis Ortho

Defines the other axis of the imaginary shear axis plane.

Orientation

Choose the orientation for the shear action.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

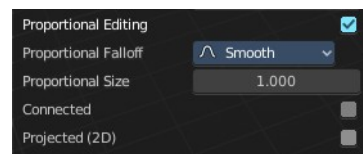
See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.



Push/Pull

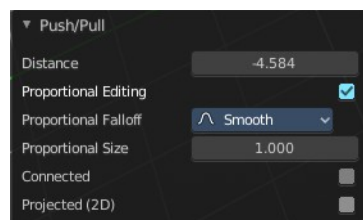
It pushes or pulls the object positions relative to the center of the selection.

In Object mode this tool requires to have more than one object selected.

Last Operator Push/Pull

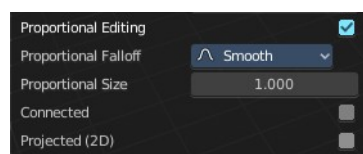
Factor

Adjust the strength of influence of the tool.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

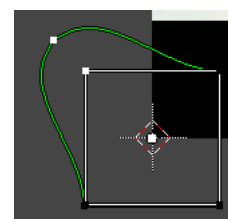
Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Scale Feather

Scale feather weight for the selected points.

The curve type that is used to create mask splines is almost a Bezier curve. But it has some differences. Smooth edges of the mask are defined by feathering. The curve needed to support feathering in a way that stuck to the curve as you edited it, for ease of editing an animation. These are called S-Curves.



Besides the handles, every control point also has points that define the feather between the current point and the next point on the spline. Each feather point is stored in UV space, where U means position across spline segment, and V means distance between main spline and feather points.

Last Operator Transform

Values

Adjust the scale amount.

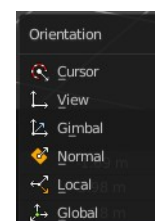
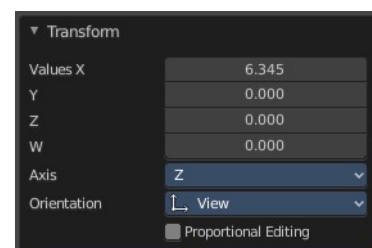
X, Y and Z defines the position. W defines the rotation.

Axis

Around which axis to rotate. X, Y or Z.

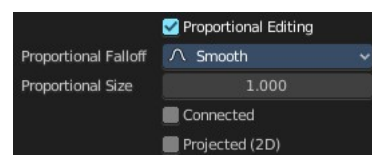
Orientation

Orientation is a drop-down box where you can choose the type of orientation for the transform action.



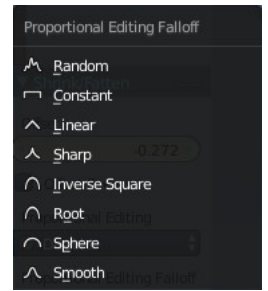
Proportional Editing

Proportional Editing is a drop-down box where you can choose to use proportional editing. When you choose one of the active methods then the neighbor geometry gets influenced too in a proportional way.



Proportional Editing Falloff

Proportional Editing Falloff is a drop-down box where you can choose a method for the falloff for the proportional editing.



Proportional size

Proportional size is an edit box to adjust the strength of the Proportional falloff.

Connected

Just edit geometry that is directly connected with the current selection. 4 Bforartists 2 Reference Manual - 7.1.4 Editors - 3D View - Header - Navigation Menu

Projected (2D)

Edit geometry that is in 2d space aligned with the current selection. This one goes from the current view in depth direction.

Clear Feather Weight

Reset the feather weight to zero.

Duplicate

Duplicates the selected curve and moves it.

Delete

Deletes the selected mask curve point.

Copy Splines

Copies the currently selected spline.

Paste Splines

Pastes a copied spline.

Make Parent

Set the mask's parenting.

Clear Parent

Clears the mask's parenting.

Toggle Cyclic

Make the spline closed or open.

Switch Direction

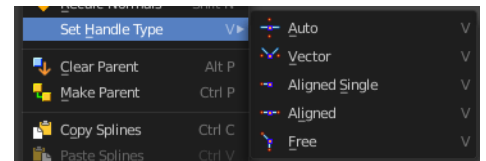
Switch the direction in which the spline points. A spline has a direction. A starting point and an endpoint. By switching the starting point becomes the end point, the end point becomes the starting point.

Recalc Normals

Recalculate the direction of the selected spline handlers.

Set Handle Type

In this sub menu you can set the handle type for the currently selected spline points.

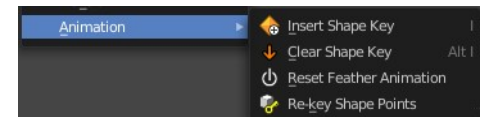


Animation

Insert Shape Key

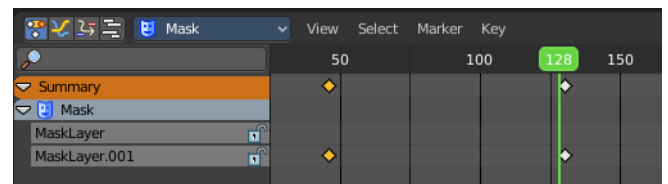
Inserts a shape key keyframe.

The inserted keyframes can then be found in the dope sheet editor in mask mode.



Clear Shape Key

Clears an existing shape key keyframe.



Reset Feather Animation

Resets the feather offset across all animated frames.

Re-key Shape points

Recalculate animation data on selected points for frames selected in the dope sheet.

Show / Hide

Show Hidden

Reveals all hidden curves

Hide Selected

Hides the selected curve.

Hide Unselected

Hides the unselected curves.



Last operator Hide Layer

Unselected

Hide selected or unselected curves.

