



8.1.7 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

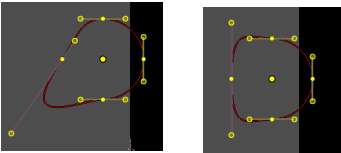
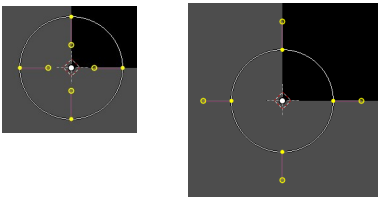
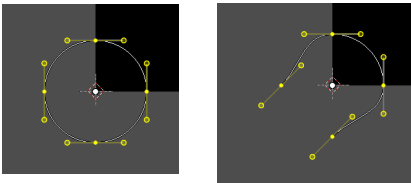
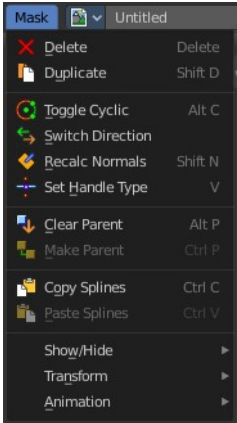
Closes or opens the spline.

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

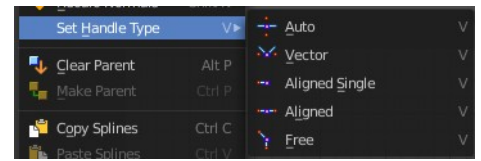
Recalculating the normals smoothens out the curve, and realigns the handlers. A



square shape with handle type aligned would become round.

Set Handle Type

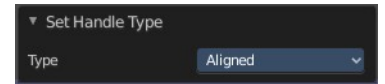
Opens a sub menu where you can choose different handle types.



Last Operator Set Handle Type

Type

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

Copy 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

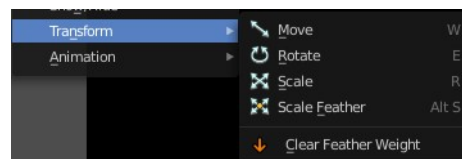
Hides the selected spline(s).

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

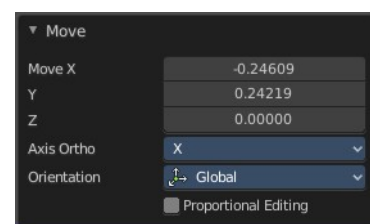
Move the selection.

Last Operator Move

Values

Adjust the move amount.

X, Y and Z defines the position.

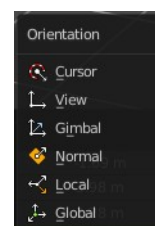


Axis Ortho

Along which axis to move

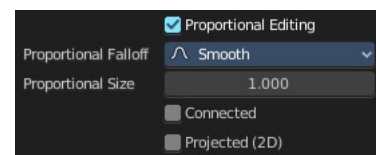
Orientation

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



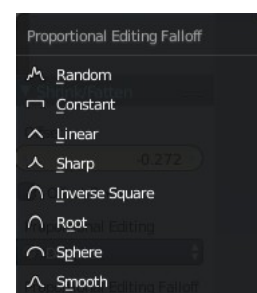
Proportional Editing

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 a edit box where you can 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 selection.

Last Operator Rotate

Angle

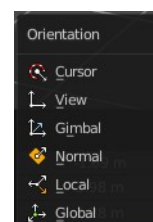
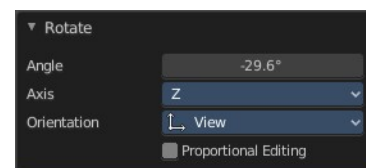
Adjust the angle.

Axis

Along which axis to rotate

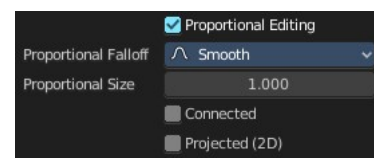
Orientation

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



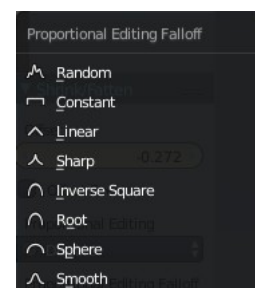
Proportional Editing

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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.

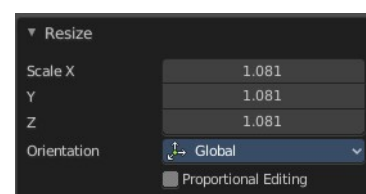
Scale

Scale the selection.

Last Operator Resize

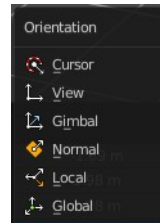
Scale X Y Z

Adjust the scaling.



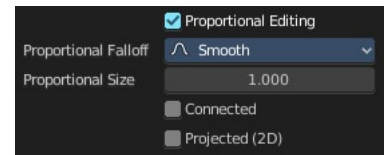
Orientation

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



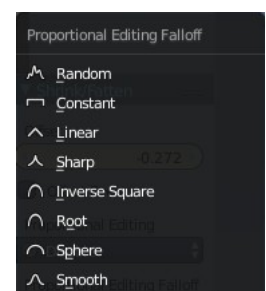
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Proportional size

Proportional size is a 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 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.

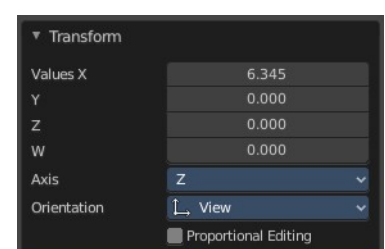
Besides the handles, every control point also has points that define the feather between the current point and the next point on the spline. Each feather point is stored in UV space, where U means position across spline segment, and V means distance between main spline and feather points.

Last Operator Transform

Values

Adjust the scale amount.

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

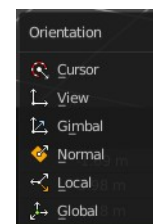


Axis

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

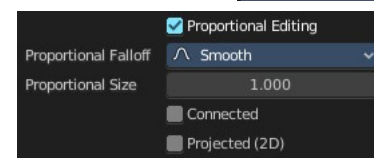
Orientation

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



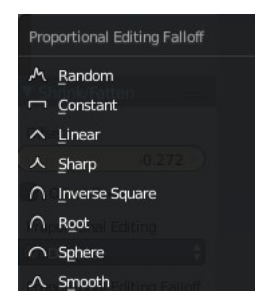
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Projected (2D)

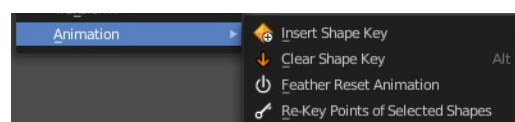
Edit geometry that is in 2d space aligned with the current selection. This one goes from the current view in depth direction.

Clear Feather Weight

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 dope sheet.