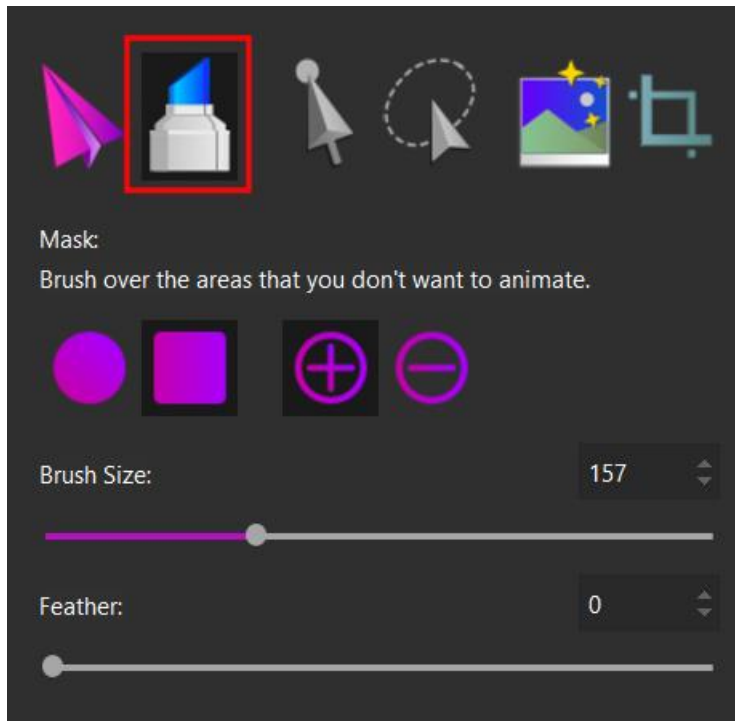


How to Use the Mask Tool in PhotoMirage

The Mask tool is similar to anchor points, in that it is another way to control which parts of your image move, and which parts remain still.

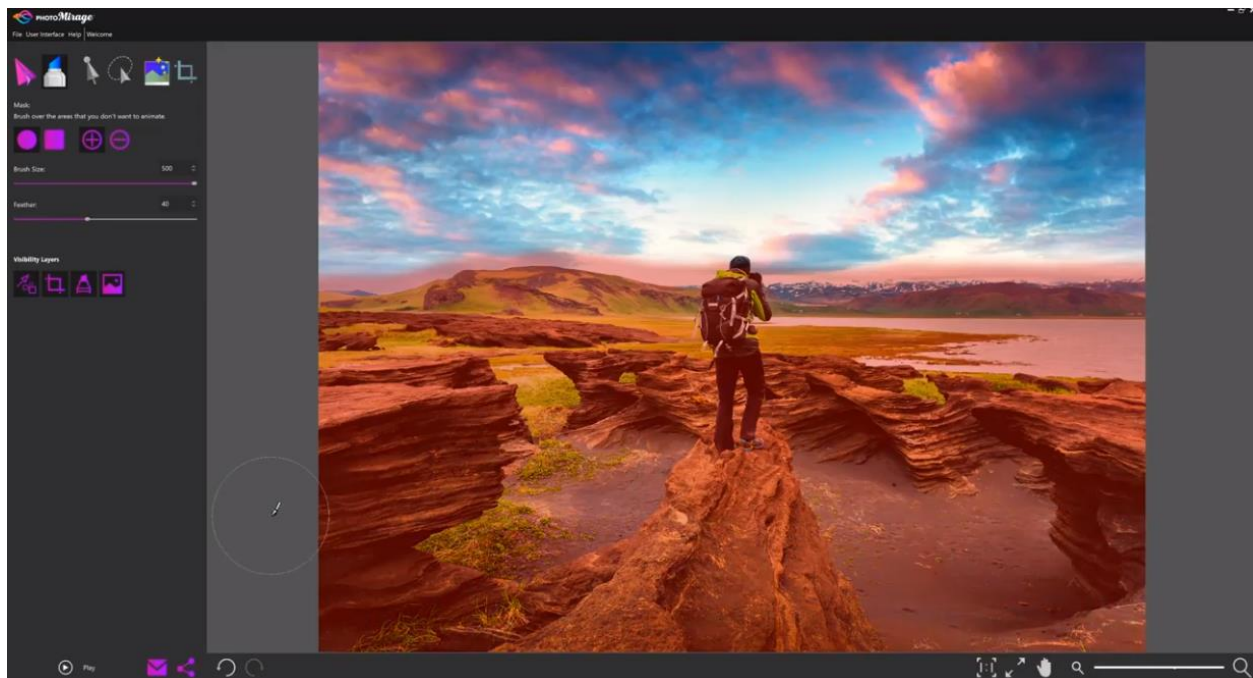
Applying a Mask

Start by selecting the **Mask tool** icon on the left.



- Choose the brush shape, round or square
- Use the **Brush Size** slider or number field to increase or decrease the size of your brush as needed.
- Ensure the **Add to Mask** icon is selected.

Using the mask brush, paint over the parts of your image that you want to stay still once your animation is applied. In this example, we want only the sky to be animated so we have masked out the hiker and mountains.



TIP: The easiest way to apply a large mask area is to do the edges with a smaller brush, and fill in the middle with a large brush.

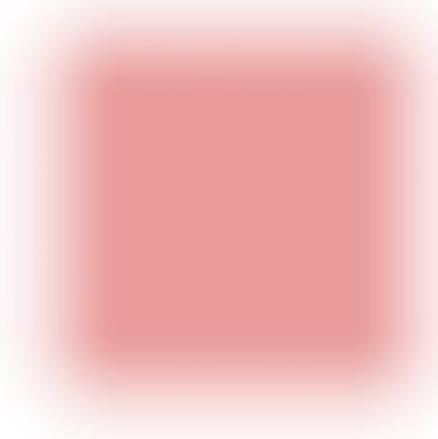
Adjusting Masks

Once you have created a rough mask, there are some tools that you can use to refine the mask area.

- Use the **Remove from Mask** mode to clean up any overpainted areas of your mask.
- Switch back to **Add to Mask** mode to fill in any areas you missed, or removed by mistake.
- Use the **Feather** slider to adjust the hardness of the mask edges, or how gradually the animation effect will fade in or out around the edge of your mask.



Feather = 0



Feather = 100

Testing Your Mask

Once you are happy with your mask, activate the **Motion Arrows** animation tool and click and drag to place arrows in the direction you want your animation to flow.

NOTE: For more information on using motion arrows, please see our tutorial earlier in this series titled [How to Use Motion Arrows and Anchor Points](#).

With your motion arrows applied, press the **Play** icon in the bottom left to preview your animation.

Note any areas where the effect is imperfect, and press **Stop** in the bottom left to end the preview.

Tidy up your mask as required using the **Remove/Add to Mask** tools. You can also apply **Anchor Points** to the edge of your mask to help block out areas from the animation.