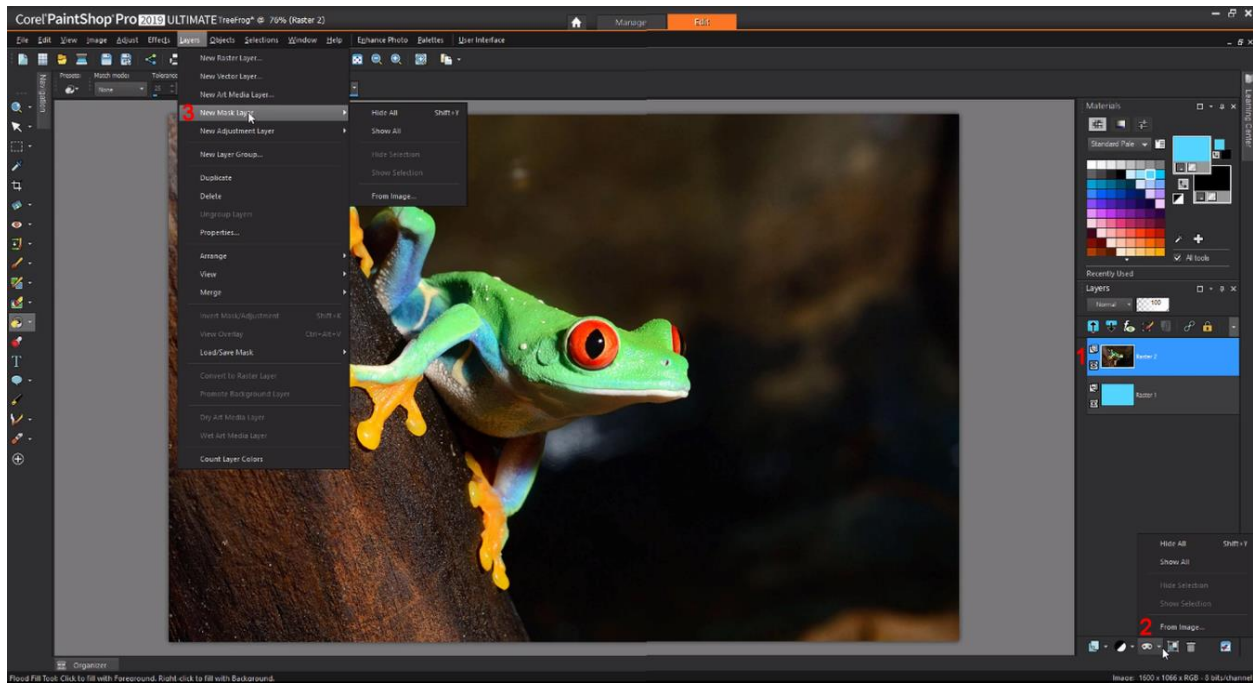


# How to Create New Masks in PaintShop Pro

In this PaintShop Pro tutorial, we will demonstrate how to create several types of masks from scratch.

## Creating Masks: New Mask Layer

We will start with this image which has a photo layer above a solid filled layer. The photo layer is active (1) so that masks will be applied to that layer.



We can find the **New Mask Layer** tools in two locations: The **New Mask Layer** icon in the **layers palette** (2), and in the **Layers > New Mask Layer** menu (3).

## Mask Options

Our first option is a **Hide All** Mask, which adds a black mask above the photo. If we activate the **paintbrush** and switch the color to white, we can uncover what we want to show. The brush size, shape, hardness and other settings can be adjusted as normal.

A **Show All** Mask, on the other hand, is white, and by using a black brush we can cover the parts of the image we want to block out. We can also use a grey color to do some partial blocking.

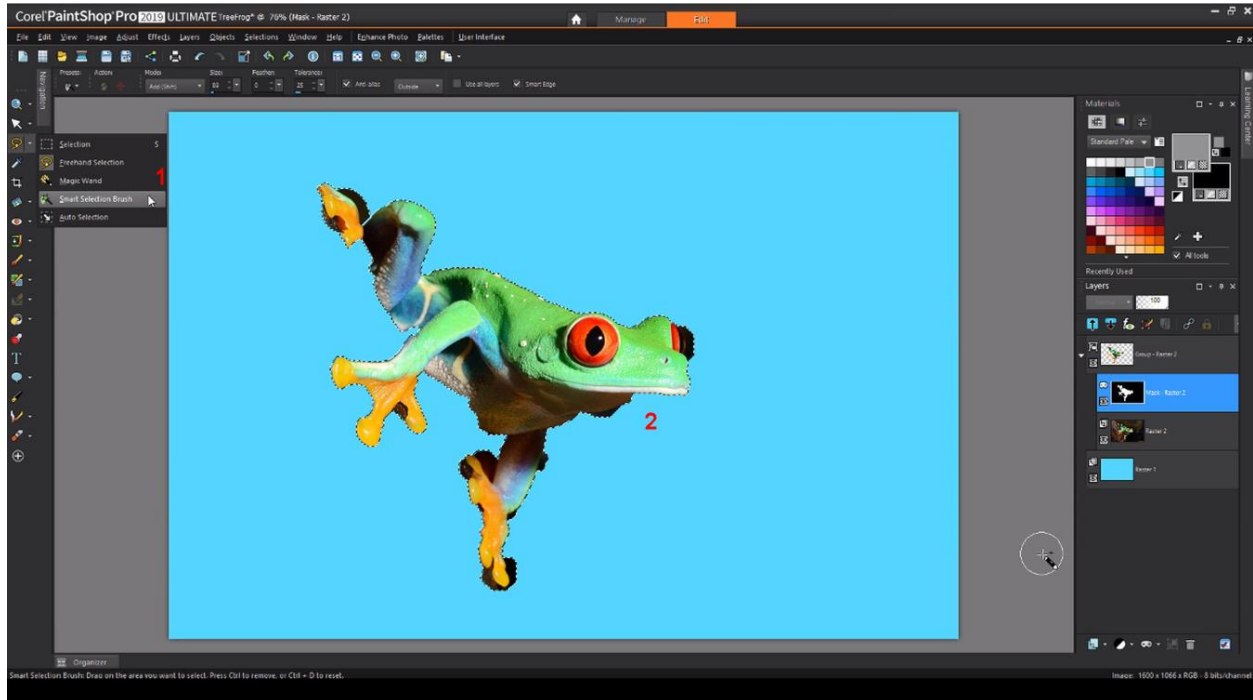
The next two options are **Hide Selection** and **Show Selection**, which are relevant when we have something selected.

With a part of the image selected, we can choose **Hide Selection** to immediately block out the selected portion of our image, letting us easily place part of another photo in this blocked area.

On the other hand, we can also choose **Show Selection** to do the opposite, blocking everything except what's inside our selected area.

For a more exact selection, we can use the **Smart Selection Brush**. With the mode set to **Add**, and a medium tolerance, we can click around the frog to eventually select the whole thing. After applying the **Show Selection Mask**, only the frog remains.

The rest of the image could be used for captions, or for other creatures, or anything else we might like. The following image shows the location of the **Smart Selection Brush** (1) and has our **Show Selection Mask** applied (2).

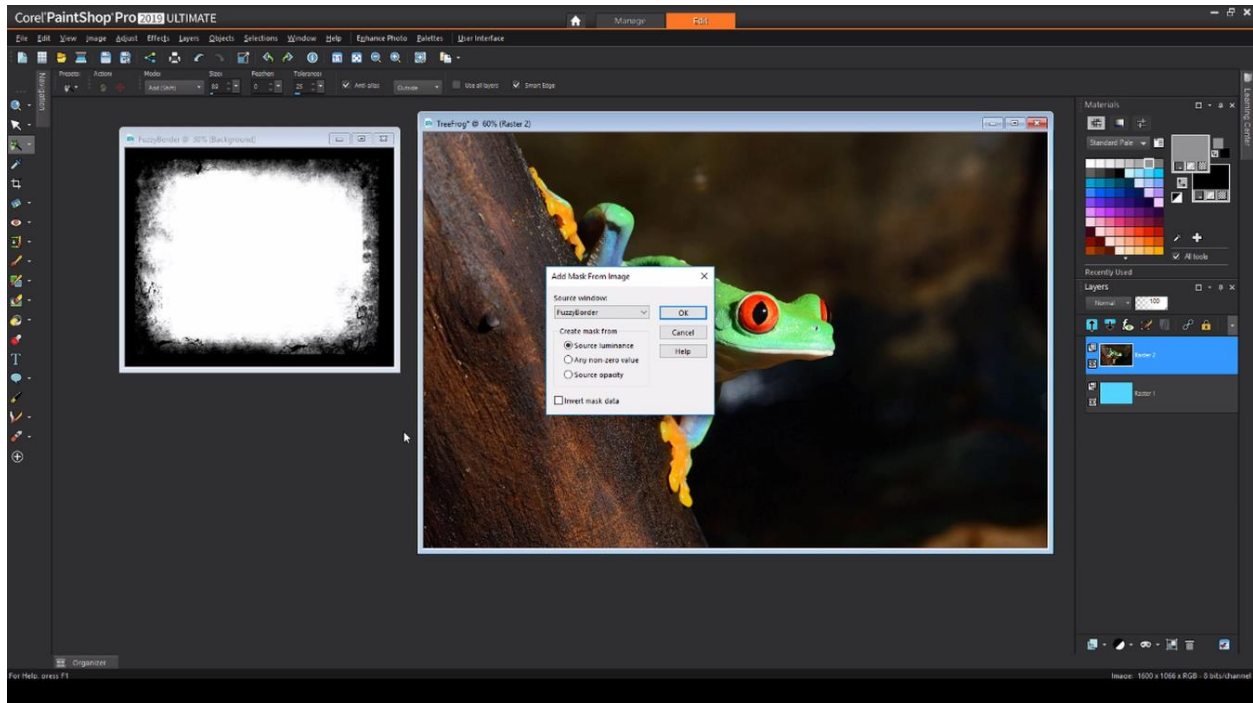


## From Image Masks

The last **New Mask** option is **From Image**. All I need in order to use **From Image** is to have my mask image open while I'm working.

Our first example is a greyscale image of a border. With our frog image selected, and the photo layer still active, choose **From Image**.

Use the dropdown to select which image is the mask source.

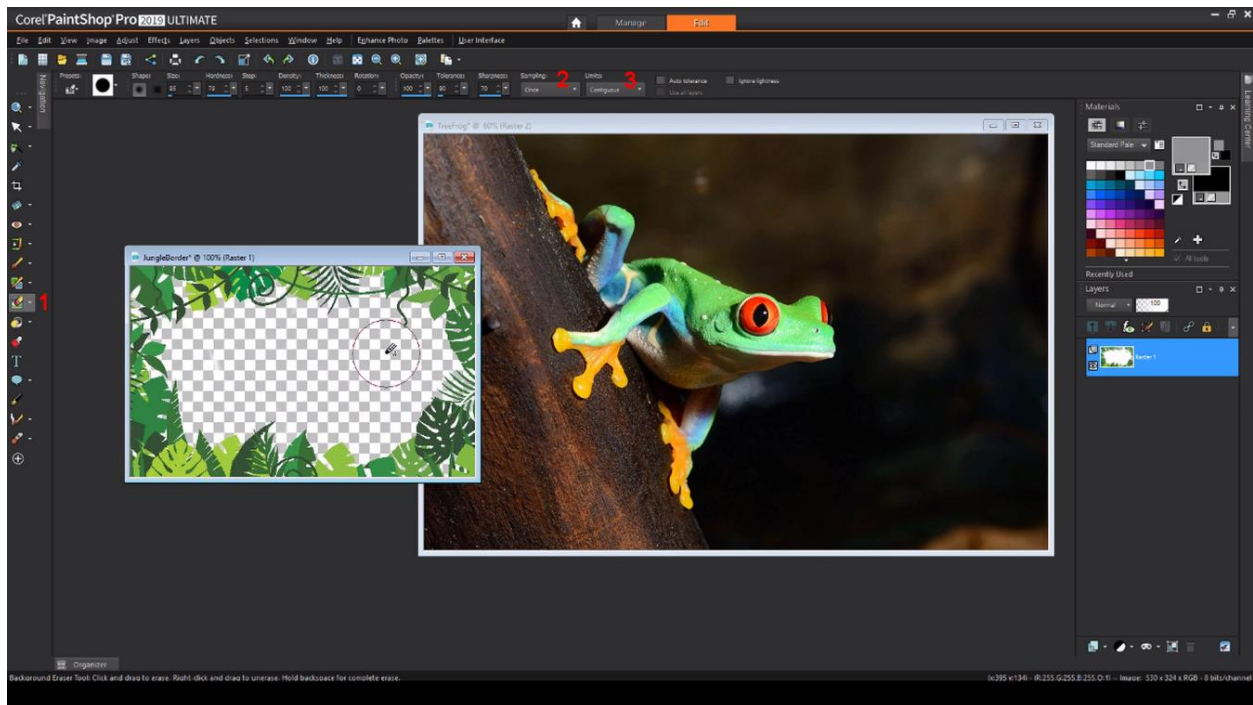


The first option, **Source Luminance**, uses the greyscale coloring of the mask image to apply the mask: black regions are blocked, greys are partially blocked, and white regions are left visible.

The second option, **Any non-zero value**, ignores shades of gray, converting all pixels to either black or white depending on whether their color values are closer to 0 (white) or 255 (black). This means there's no partial transparency once the mask is applied.

The final option is **Source Opacity**. This setting only checks whether or not a part of the source image is transparent. If it is transparent, that portion of the image shows through. If it is opaque, it is blocked.

To demonstrate the **Source Opacity** option, we need to remove all parts of the white background to make the entire background transparent. So I'll activate the **background eraser** (1), change **sampling** to **once** (2), and set **limits** to **Contiguous** (3). I'll start by clicking on a white pixel, then drag around the rest of the image to erase all of the white.



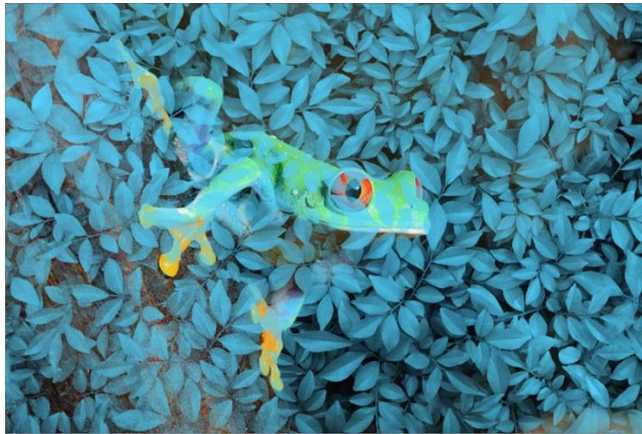
Back to our frog. If we first apply this image using **Source Luminance** "as is," the transparent parts of the frame image will be blocked on the photo, which will block the frog. So, click **Invert Mask Data** to switch blocked and permitted portions.



This is the result: the transparent parts of the frame image remain on the photo, and the leaves are blocked according to the greyscale equivalents of their various colors.



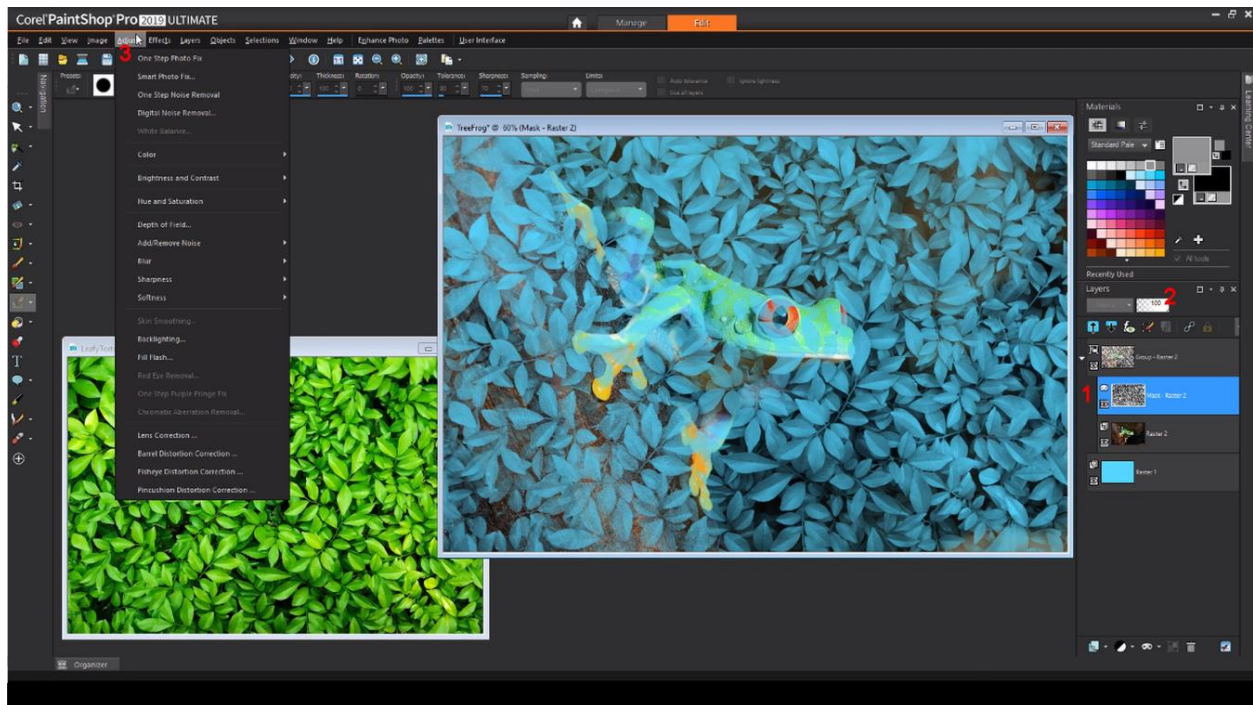
If we apply the same image using **Source Opacity**, the result is, that transparent areas fully remain on the photo, and any opaque part of the frame, including all of the leaves of all colors, become blocked.



## Adjusting Masks

Mask layers can be adjusted just like any other layer.

For this part of the tutorial, we will use our leafy texture image. When applying it to the frog, keep the **mask data inverted** so that the lighter areas of the leaves will become blocked. This produces a blue leaf effect throughout, and the frog appears to be peeking through the leaves.



To adjust the mask, I'll first select its **layer** (1). I can reduce its **opacity** (2) to bring out more of the photo. Or, I can try some of the options in the Adjust menu (3).

Anything that works on grayscale images will have an effect. **Brightness and Contrast** have strong effects on leaf intensity, **Fill Light and Clarity** – found in the **Brightness and Contrast** menu – can tone the leaves down, **Gaussian Blur** will make the leaves more fuzzy. Or we can add some **noise** for a pixelated effect. Feel free to experiment! There are many adjustments you can make to ensure a perfect fit with your image.

This brings us to the end of this tutorial on creating your own masks. We hope you have enjoyed it, and that you now have an appreciation for just how powerful and flexible this tool can be.