Using Masks

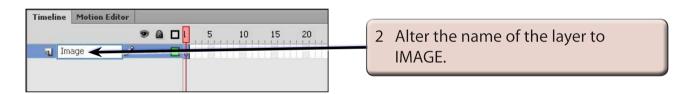
Some interesting and effective animations can be created using a layer to cover (or mask) part of another layer. The portion of the layer being covered can only be seen though whatever shape is drawn in the mask layer. The process is called MASKING.

Creating a Mask over a Background

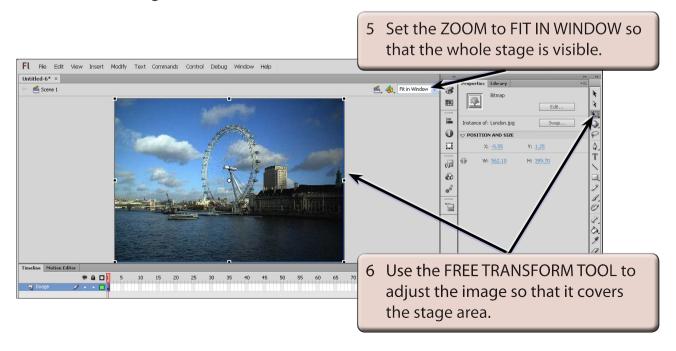
For this first example a mask will be used to display part of a photo of London.

A Creating the Background Layer

1 Load Flash or close the current files and create a new ACTIONSCRIPT 3.0 file.

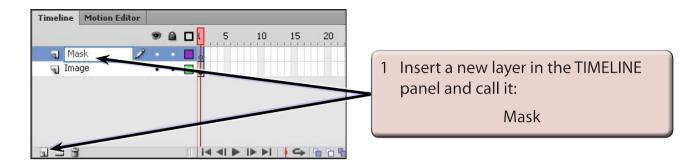


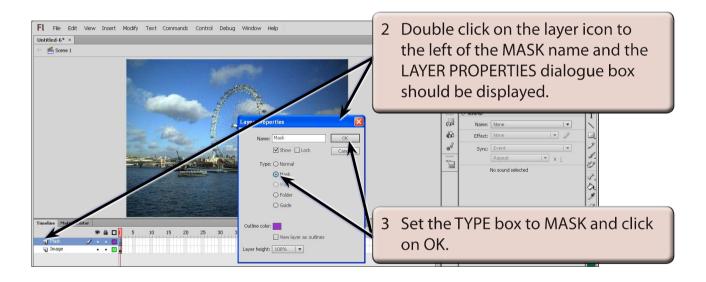
- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 4 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 14 folder and import the LONDON image.



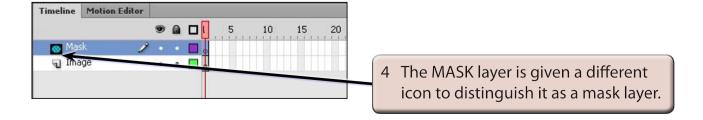
B Inserting the Mask Layer

For a mask to operate, a layer must be converted to a MASK layer.



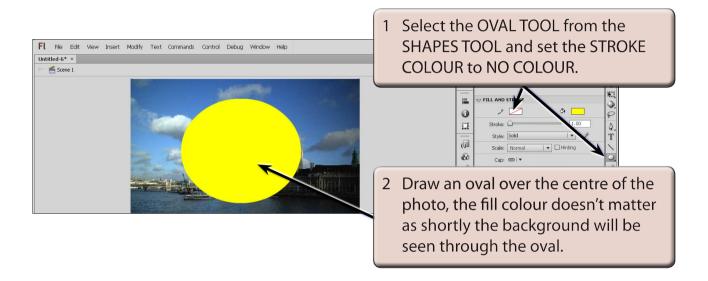


NOTE: You can also RIGHT+CLICK or CONTROL+CLICK on the layer name and select MASK from the CONTEXTUAL (or SHORTCUTS) menu.

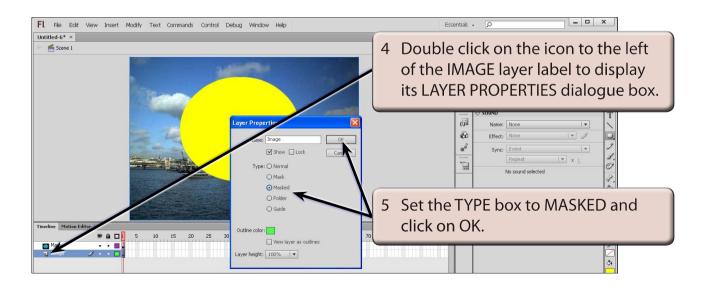


C Creating the Mask

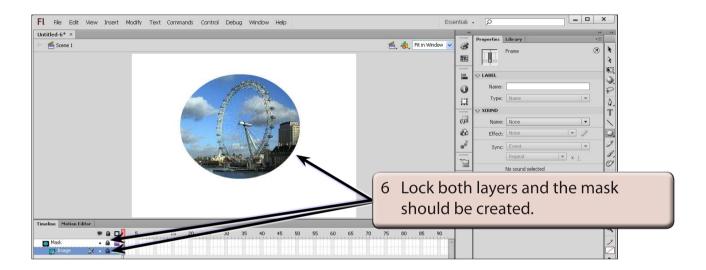
A shape now needs to be drawn in the MASK layer. The background will only be seen through this shape. You can use the shape tools such as the OVAL and RECTANGLE TOOLS to create the shape, or use the BRUSH TOOL to draw a more complicated shape.



3 The program needs to be told which layer is to be masked. In this case it is the IMAGE layer.

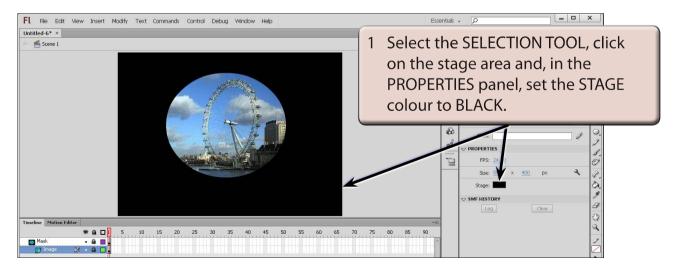


- NOTE: i The IMAGE layer is indented under the MASK layer to indicated that it is masked by the MASK layer.
 - ii You can drag a layer to the lower edge of a MASK layer to quickly set it to a MASKED layer.



D Background Colours

Some interesting effects can be created by changing the background colour.



- 2 Set the ZOOM to 100% to see the effect more clearly.
- 3 Try some other background colours if you wish to.