MASKING GUIDE

In this tutorial we will see how to create masks. They are used to remove some parts of your visual, for example, if you do not want to project onto an element, such as a window.

It is a useful feature to get in your toolbox to improve your mappings

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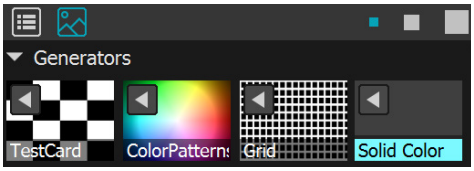
Table of contents

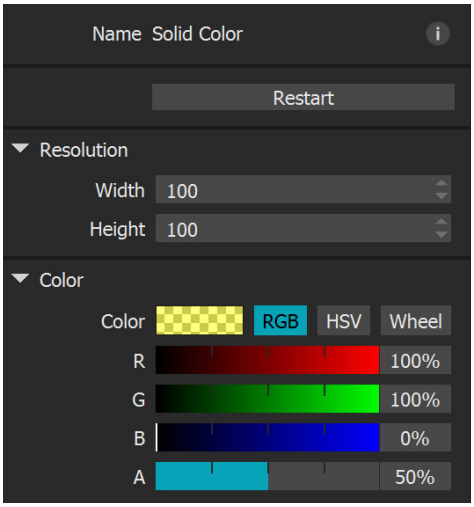
1. Set up

- Import your background image by clicking on **File/Import Media** from the menu bar.

  Alternatively, you can click the **“Plus” icon** next to “Images” in the media panel.



- Select the solid color generator from the media panel.

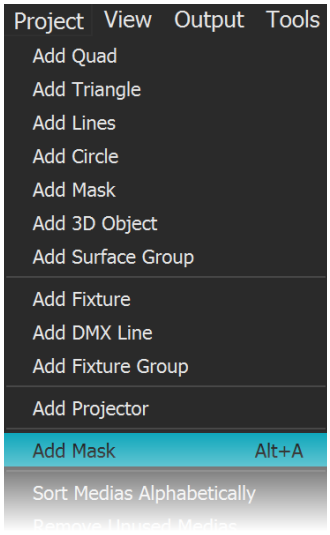


- Change the settings to set the color and opacity.

  Drag the generator over the background image and resize it. This will be the surface projected over the building.

- You should get something like this.

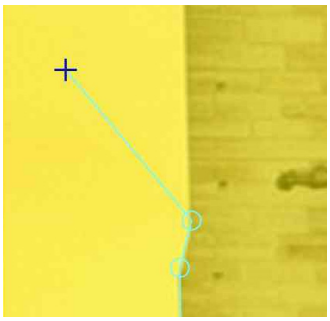
2. Create mask



- To **add a mask**, select the quad in the layer stack and click Project/Add Mask from the menu bar or press the **Alt + A** shortcut.

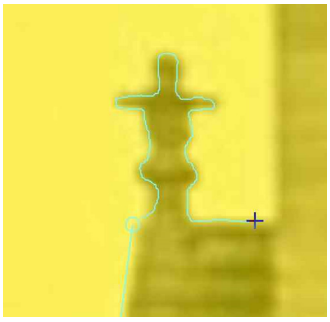
- You can also click the first icon on the mask interface from your surface settings.

  This is the freehand tool. Your cursor should have changed to a cross.



- Now you can click to add a point following the shape of the monument.

  Also, you can still pan in the viewport while creating a mask.



- For complex shapes, you can hold click and drag to draw your path.

  MadMapper will automatically create Béziers points across your path.

- When you are finished,
  press **Enter** to **close** the path.

  Then invert the mask to get the inside of the surface.

- At the end of this section, you should get something that look like that.

3. Edit and clean

You can improve your initial path by adding or removing points.
To **add** more points on the path, press **Alt + click**.
To **remove** a point, select it and press **Delete**.

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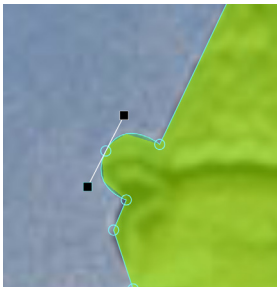

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1. You can make curves instead of sharp angles when needed.
   To do so, **right click** on a point to **enable Bézier** curves.

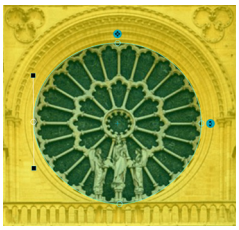
2. Now when you click on a Bézier point, two handles appear representing the tangents, re-position them to adjust the curve.

3. You can also choose to move the tangents separately or not.
   Right click on a Bézier point to **link or unlink tangents.**

▶ You should get a clean first mask.

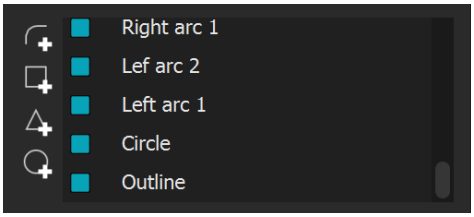
4. Layers

- We will add more masks for the inner shapes that we don't want to project onto.
  Rename your mask by **double clicking** on the mask name.



1. Create basic shapes with the other icons like circles, squares and triangles.

2. Click the circle icon and move the new mask over the rosacea. Edit the Bézier point with the handles to fit the rosacea.



- On the left panel, there is your stack of layer masks.

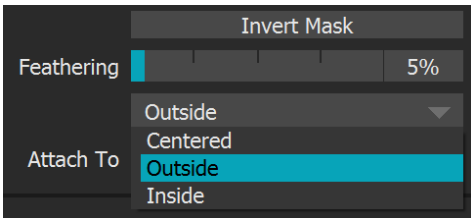
  You can **duplicate** a mask with a **copy and paste** and re-order them by dragging.

  Each mask can be independently inverted. It will act as a substraction or addition mode depending on the mask order in the stack.

  There is no limitation of number of masks, just try to be well organized if you get plenty of them.

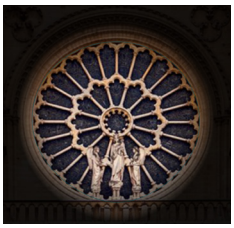
- You should be able to get a proper result.

5. Additionnal settings

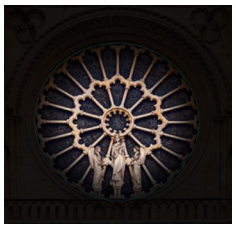


- There are a few more options to play with.
  You can add feathering to the borders of each mask and select the direction.

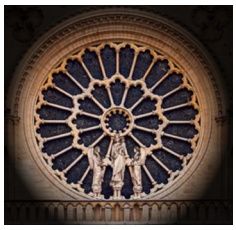
  For this example, we will pick outside to get a soft blur from our mask to the surface.



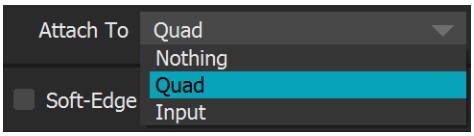
Centered



Inside



Outside



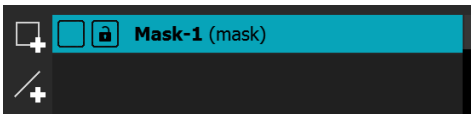
- Then, there is the mask attachment feature with three options :

  Nothing : The mask stay at it's initial position.

  Quad : The mask is linked to the surface and it's deformations (perspective, mesh warping, etc.)

  Input : Same as the quad but also react to the input deformations.

- Also, you can add a mask surface with the mask surface icon.



- A new quad should have been created.
  It will behave as a separate surface so it can mask multiple surface at the same time.

  Basically, it is a sort of black hole that will remove all the visuals in the selected area.

Now, just have fun with the visual !

Shortcuts

Alt + A : Create a new mask.

Enter : Close masking path.

Alt + Click : Add a new point.

Delete : Remove a point

Right Click : On a point to enbale Bézier.

Right Click : On a Bézier point to link/unlink tangents.

Double Click : On a layer mask to rename it.

Ctrl + C & Ctrl + V : On a selected mask selected to duplicate it.