BLENDING & MASKS

BLENDING MODE

- Blending modes are defined by mathematical calculation
- Sometimes hard to predict the outcome - use trial and error
MASKS

- A mask hides or shows layer content

WHY USE A MASK?

- Masks allow you to hide parts of an image without deleting any data
- Your original image, beneath, is still intact at all times
- The mask can be discarded at any time
MASKED LAYERS

- Each layer can have a mask (area that is hidden)
- Imagery that is hidden by a mask becomes transparent, thus allowing layers below to show through

WORKING WITH MASKS

Masks have a range from fully hidden to not hidden

Fully hidden: Black  Not hidden: White

ADDING A MASK

How do you add a mask?

- Reveal All - don’t hide/mask anything to start
- Hide all - hide/mask everything to start
SELECTING BEFORE ADDING A MASK

Mask via selection: reveal or hide the selection

EDITING A MASK

Reveal All - paint out the areas you want to hide
Hide All - paint in the areas you want to show

EDITING A MASK

Once in mask editing mode, the mask can be added using grayscale values and almost any tool: paintbrush, selections that are filled, gradients, eraser, etc.

EASY FIX!

The nicest part about masks, is you can always paint over your mistakes! What was once hidden is now not hidden.

To fix a mistake, paint with the opposite color! It comes back!

MASK EDITING MODE

It is important to make sure you are editing your mask and not your layer!
MOVING A MASK

- Each mask is linked to the layer - and can be unlinked.
- To move the mask, enter mask editing mode, and use your move tool.

ADJUSTMENT LAYER MASKS

- Adjustment layers automatically come with a mask!

MASK EFFECTS

- Almost everything that we can do to a layer, we can apply to a mask.
  - Filters, gradients, feathering, warping, etc.