

ASSIGNMENT 2001-10  
SUBJECT: QUICK MASK

Alpha Channels are used to create and store masks. Other types of masks included in Photoshop are quick masks and layer masks.

You use a mask to isolate an area that you want to protect from change while you apply color changes, filters, or other effects to the rest of the image. Masks are closely related to selection areas. When you select part of an image, the area that is not selected is masked or protected from editing. You can also create a semitransparent mask that enables you to partially affect an area of an image.

Quick Mask mode lets you create and view a temporary mask for an image. Temporary masks are useful when you don't want to save the mask for later use.

Alpha channels let you save and load selections to be used as masks.

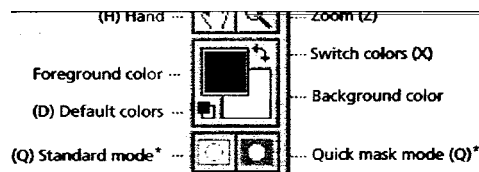
Quick Mask mode lets you view a mask and image simultaneously. Color differentiates the protected and unprotected areas. You can start with a selected area and then use Quick Mask mode to add to or subtract from to make the mask. Or you can create the mask entirely in Quick Mask mode. Once you leave Quick Mask mode, the unprotected areas become a selection.

A color overlay (similar to a piece of rubylith) covers the protected area, which consist of the area outside the selection (the unprotected area). By default, Quick Mask mode colors the protected area using a red, 50% opaque overlay.

To edit the mask, select a painting tool from the toolbox, and paint in the image. By default, painting with black increases the mask area and subtracts from the selection so that more of the image is protected. Painting with the white eliminates masked areas and adds to the selection so that more of the image can be edited. Painting with gray or another color creates a semitransparent mask

Layer masks let you control how different areas of a layer are covered or revealed.

To toggle between the Masked areas and selected areas option for quick masks, Option-click (Mac) or Alt-click (Windows) the quick mask mode button.



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