



Working with Saved Masks

Welcome to KnockOut 2, a powerful masking tool that lets you isolate foreground objects with a high level of accuracy.

What you will learn

In this tutorial, you will save the knocked-out image of a shark as a mask, and you'll use it to create a composite image in Adobe® Photoshop® or Corel PHOTO-PAINT®. As you complete the project, you'll learn how to

- define inside object selections using straight lines
- generate outside selection lines automatically
- process images
- refine images after processing
- save knocked-out images as masks
- bring saved image masks into your host application
- work with masks

This is the project you'll complete.



Before you start

Before you start, you need to download the sample file you'll work on in this tutorial. To do this, follow the instructions provided online.

Open the sample file

You'll start by opening the sample file. To do this, you must first return to your host application by clicking **KnockOut 2** ▶ **Quit KnockOut 2** (Mac® OS X) or **File** ▶ **Quit** (any other OS).

Open the sample file in Adobe Photoshop

1. Click **File** menu ▶ **Open**.
2. Choose the folder where the sample file is stored.
3. Double-click the filename **sharks.jpg**.
4. Click **Layer** menu ▶ **Duplicate layer**.
5. Click **Filter** menu ▶ **KnockOut** ▶ **Load working layer**.


Open the sample file in Corel PHOTO-PAINT

1. Click **File** menu ▶ **Open**.
2. Choose the folder where the sample file is stored.
3. Double-click the filename **sharks.jpg**.
4. Click **Object** menu ▶ **Create** ▶ **Create from background**.
5. Click **Effects** menu ▶ **KnockOut** ▶ **Load working layer**.



Define the inside selection

Next, you'll create an inside object selection to define the foreground object that you'll be knocking out. To make it easier to draw the inside selection line, you'll use the polygonal mode, which lets you draw selection lines by clicking points. If necessary, you'll edit the selection by adding and removing specific areas.

Draw an inside selection line

1. Click the **Inside object** tool .
2. On the property bar, enable the **Polygonal mode** check box, and click points to draw a line inside the purple shark that traces its shape. Avoid clicking any pixels containing background colors.
When you are in polygonal mode, you can create freehand selection lines by pressing Option (Mac® OS) or Alt (Windows®) and drawing a selection line.
If you want to magnify an area as you draw the selection line, press **L**. You can restore the normal view at any time by pressing **L** again.
To view an animation of the process, check the example online.




Edit the inside selection

1. On the property bar, disable the **Polygonal mode** check box. You'll use the default freehand mode to edit the inside selection.
2. To add to the inside selection — On the property bar, click the **Inside object addition** button , and draw around the area you want to add.
3. To subtract from the inside selection — On the property bar, click the **Inside object subtraction** button , and draw around the area you want to subtract.



Generate the outside selection lines automatically

Now you'll generate an outside selection line automatically. The outside selection line should not pass through any foreground colors. If necessary, you'll edit the selection by adding and removing specific areas.

Generate an outside selection line automatically

1. On the property bar, click the **Auto outside object** button. The newly generated selection has the shape of the inside selection.
2. Click the **Outside object** tool .
3. On the property bar, click the **Contract** button  or the **Expand** button  to adjust the outside selection line.

Edit the outside selection

1. To add to the outside selection — On the property bar, click the **Outside object addition** button , and draw around the area you want to add.
2. To subtract from the outside selection — On the property bar, click the **Outside object subtraction** button , and draw around the area you want to subtract.


This is how your inside and outside selection lines should look like.

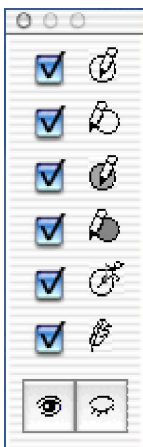


The area between the inside and outside selection lines, which contains both foreground and background information, is the transition area. Your next step is to choose a transition complexity setting.

Process the image and evaluate the results

Depending on the complexity of the image, you'll choose a transition complexity setting to optimize processing results. Then, you'll process the image to remove all areas defined as background and knock out the purple shark. To get a better view of the knocked-out image, you'll hide all selection lines. You'll also switch between different views of the image.

1. Move the **Transition complexity** slider to **3**, as the image has few colors in the foreground and multiple colors in the background.
2. On the **Process** palette, click the **Process** button .
3. On the **Selection** palette, disable the check boxes next to the **Inside object** and **Outside object** tools to hide the inside and outside selection lines.



The **Selection** palette lets you hide or display any or all of the selection lines you have drawn.


4. Hold down **Command** (Mac OS) or **Ctrl** (Windows), and press one of the following keys:
 - **1** — displays the original image
 - **2** — displays the knocked-out image
 - **4** — displays the alpha channel (a temporary storage area for masks)
5. Return to the knocked-out image by pressing **Command + 2** (Mac OS) or **Ctrl + 2** (Windows).

Refine the knocked-out image after processing

You'll remove the background colors that remain in the transition area after processing.

1. Using the **Zoom** tool , click the shark to zoom in.
2. In the toolbox, click the **Touchup eraser** tool .

A split screen mode is enabled, and the original image as well as the knocked-out image display side by side.

3. On the property bar, move the **Size** slider to **3**.
4. In the transition area, drag over the colors you want to remove.
To view an animation of the process, check the example online.
Continue erasing until you have removed all background colors from the transition area.
If you erase any foreground colors, you can restore them by using the **Touchup brush** tool .

Note: Any edits made with the **Touchup eraser** tool are lost when you reprocess the image.

Save the knocked-out image as a mask and exit KnockOut

Now you'll save the knocked-out image as a mask. Then, you'll exit KnockOut without applying the changes to the source image.

Save the knocked-out image as a mask

1. Click **File** menu ▶ **Save image mask**.
2. Choose the folder where you want to save the file.
3. Save the file.
The image mask is saved as an Adobe Photoshop (PSD) file.


Exit KnockOut without applying changes

- Do one of the following:
 - In Mac® OS X, click **KnockOut 2** ▶ **Quit KnockOut 2**.
 - In any other OS, click **File** menu ▶ **Quit**. Click **Don't apply**.


Open the saved mask in your host application

Now you'll open the saved mask in your host application.

Open the saved mask in Adobe Photoshop

1. In the **Layers** palette, click the **Delete current layer** button .
2. Open the saved mask.
3. Click **Window** menu ▶ **sharks.jpg**.
4. Click **Select** menu ▶ **Load selection**, and click **OK**.
Make sure that the saved mask file is selected.
5. Click **Edit** menu ▶ **Copy**.
6. Click **Edit** ▶ **Paste**.
A new layer containing only the image of the shark is created.

Open the saved mask in Corel PHOTO-PAINT

1. Click **Object** menu ▶ **Combine** ▶ **Combine objects with background**.
2. With your background image selected, do one of the following:
 - In the Mac® OS, click **Window** menu ▶ **Palettes** ▶ **Channels**.
 - In Windows®, click **Window** menu ▶ **Dockers** ▶ **Channels**.
3. Click the arrow in the top-right corner of the **Channels** palette (Mac OS) or **Channels Docker™** window (Windows), and click **Open**.
4. Open the saved mask.
5. In the **Channels** palette (Mac OS) or **Channels Docker** window (Windows), click the **Alpha 1** channel, and click the **Channel to mask** button .
6. Click **RGB channels**.
7. Click **Edit** menu ▶ **Copy**.
8. Click **Edit** menu ▶ **Paste** ▶ **Paste as new object**.

Resize the new shark

Now you'll resize the new image of the shark.

This is an example of the result you'll achieve.



Resize the shark in Adobe Photoshop

1. Click **Edit** menu ▶ **Transform** ▶ **Scale**.
2. Hold down **Shift**, and drag a corner handle inward to reduce the size of the shark proportionately approximately by **50%**.
The tail of the smaller, resized shark should be approximately at the same level as the fin of the shark in the background.

Resize the shark in Corel PHOTO-PAINT

1. Click the **Object pick** tool.
2. Drag a corner handle inward to reduce the size of the shark proportionately approximately by **50%**.

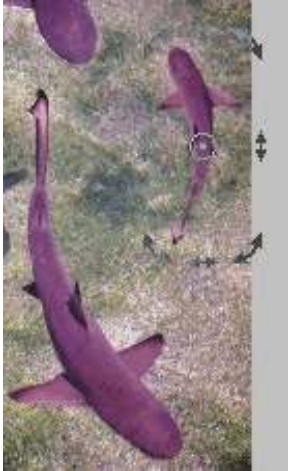
The tail of the smaller, resized shark should be approximately at the same level as the fin of the shark in the background.

3. Double-click the image of the small shark.

Position and rotate the small shark

First, you'll change the position of the small shark. Then you'll rotate it.

This is an example of the result you'll achieve.



Position and rotate the small shark in Adobe Photoshop

1. Drag the small shark diagonally up and to the right at an approximately 45° angle.
2. Click **Edit** menu ▶ **Transform** ▶ **Rotate 180°**
3. Double-click the image of the small shark.


Position and rotate the small shark in Corel PHOTO-PAINT

1. On the **Channels** palette (Mac OS) or **Channels** Docker window (Windows), delete the **Current mask** and **Alpha 1** channels.
2. Hold down **Control** (Mac OS) or **Ctrl** (Windows), and drag the image of the small shark diagonally up and to the right at a 45° angle. Holding down **Control/Ctrl** constrains the movement to 45° angles (horizontally, vertically, or diagonally at a 45° angle).
3. Click the shark once to display the rotation handles.
4. Drag a corner handle to rotate the shark **180°**.
5. Double-click the image of the small shark.


Create the shark's shadow

Now you'll create the shadow of the small shark.

Create the shark's shadow in Adobe Photoshop

1. Click **Layer** menu ► **Duplicate layer**.
The image of the small shark is duplicated.
2. In the toolbox, click the **Move** tool .
3. With **Layer 1** selected, click the image of the second small shark, and drag it diagonally down and to the left at an approximately 45° angle.
4. On the **Layers** palette, enable the **Preserve transparency** check box.
5. On the **Color** palette, type the following values: **R = 14**, **G = 7**, and **B = 46**.
6. Click **Edit** menu ► **Fill**, and click **OK**.
Make sure that **Use: Foreground color** is selected in the **Contents** area of the **Fill** dialog box.

Create the shark's shadow in Corel PHOTO-PAINT

1. Click **Objects** menu ► **Duplicate**.
The image of the small shark is duplicated.
2. With **Object 3** selected, hold down **Control** (Mac OS) or **Ctrl** (Windows), and drag the image of the second small shark diagonally down and to the left at a 45° angle.
3. On the **Objects** palette (Mac OS) or **Objects Docker™** window (Windows), click the **Lock object transparency** button  to enable the lock.
4. Click **Edit** menu ► **Fill**.
5. In the **Edit fill and transparency** dialog box, click **Edit**.
6. In the **Components** area of the **Uniform fill** dialog box, type the following values: **R = 14**, **G = 7**, and **B = 46**.
7. Click **OK**.

Adjust the shadow properties

To create a realistic-looking shadow, you'll adjust the shadow opacity and blur its edge.

This is an example of the result you'll achieve.



Adjust the shadow properties in Adobe Photoshop

1. In the **Layers** palette, disable the **Preserve transparency** check box.
2. In the **Opacity** box, type **58**.
3. Click **Filter** menu ▶ **Blur** ▶ **Gaussian blur**.
4. In the **Radius** box of the **Gaussian blur** dialog box, type **0.5**.
5. Click **OK**.

Adjust the shadow properties in Corel PHOTO-PAINT

1. In the **Objects** palette (Mac OS) or **Objects** Docker window (Windows), click the **Lock object transparency** button.
The object transparency is unlocked.
2. In the **Opacity** box, type **58**.
3. Press **Enter**.
4. Click **Effects** menu ▶ **Blur** ▶ **Gaussian blur**.
5. In the **Gaussian blur** dialog box, move the **Radius** slider to **0.5** pixels.
6. Click **OK**.

Change the color of the small shark

Now you'll change the color of the small shark.

This is an example of the result you'll achieve.



Change the color of the small shark in Adobe Photoshop

1. In the **Layers** palette, click **Layer 1**.
2. Click **Image** menu ▶ **Adjust** ▶ **Hue/Saturation**.
3. In the **Hue** box of the **Hue/Saturation** dialog box, type **- 83**.
4. Click **OK**.

Change the color of the small shark in Corel PHOTO-PAINT

1. In the **Objects** palette (Mac OS) or **Objects** Docker window (Windows), click **Object 2**.
2. Click **Image** menu ▶ **Adjust** ▶ **Hue/Saturation/Lightness**.
3. In the **Hue/Saturation/Lightness** dialog box, move the **Hue** slider to - **83**.
4. Click **OK**.

From here...

Now that you have learned how to save masks of knocked-out images, you can explore KnockOut 2 on your own or learn about other features by completing another tutorial.