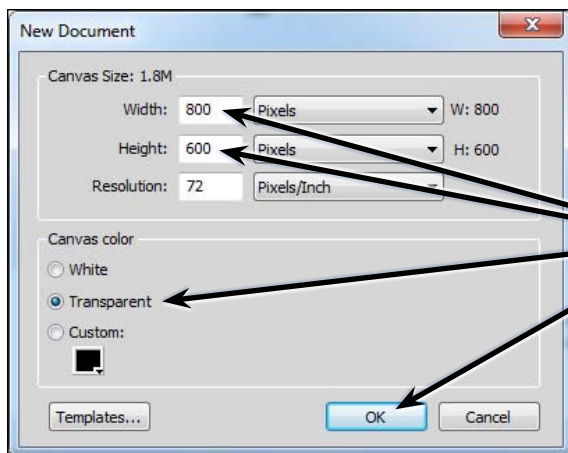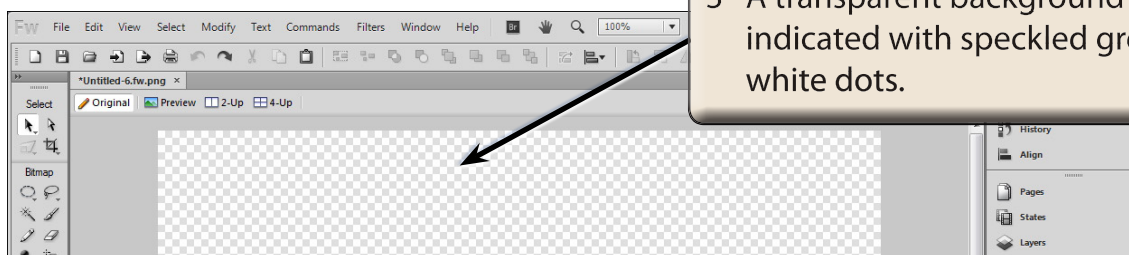# Creating Masks

Masks allow you to display part of an image through a shape or a selection. There are numerous ways of creating masks in FireWorks and this chapter will demonstrate a few of them.

Starting the Document

1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.

2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to TRANSPARENT and select OK.

3 A transparent background is indicated with speckled grey and white dots.

NOTE: i   If the Rulers are still turned on, display the VIEW menu and select RULERS to turn them off.

ii   If the Grid is still turned on, display the VIEW menu, highlight GRID and select SHOW GRID to turn it off.
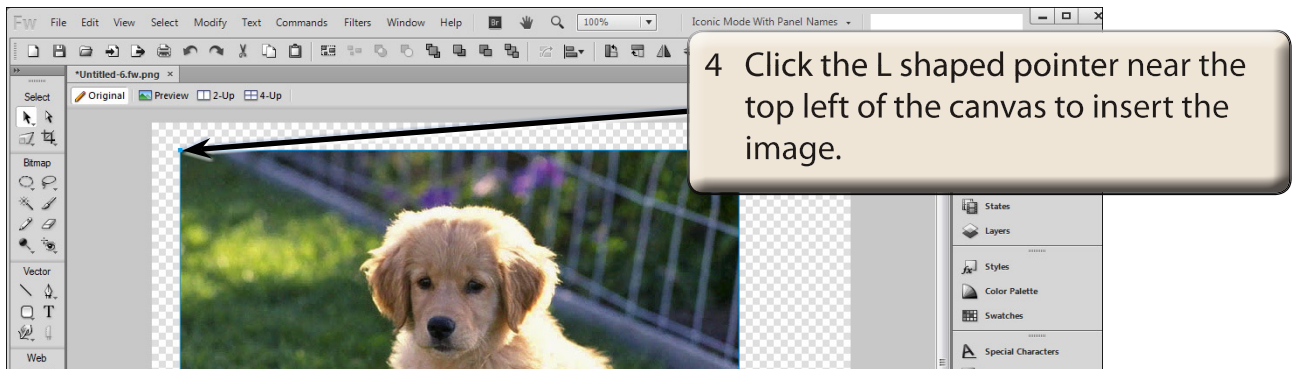
Selection Masks

Selection Masks are created using one of the SELECTION TOOLS as the mask. These include the RECTANGLE MARQUEE TOOL, the OVAL MARQUEE TOOL, the LASSO TOOL and the POLYGON LASSO TOOL.
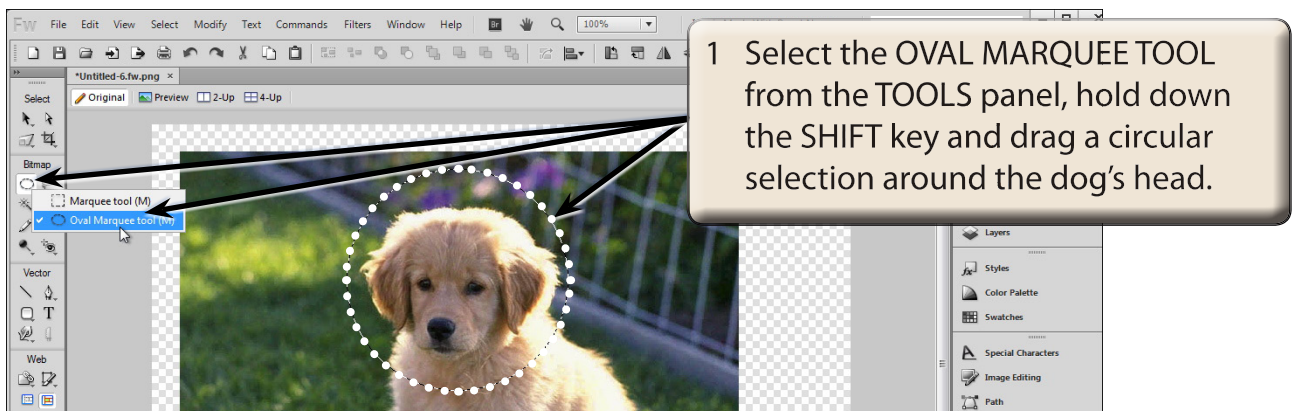
In this case an image of a dog will be added to the canvas and a mask created to display just the dog's head.
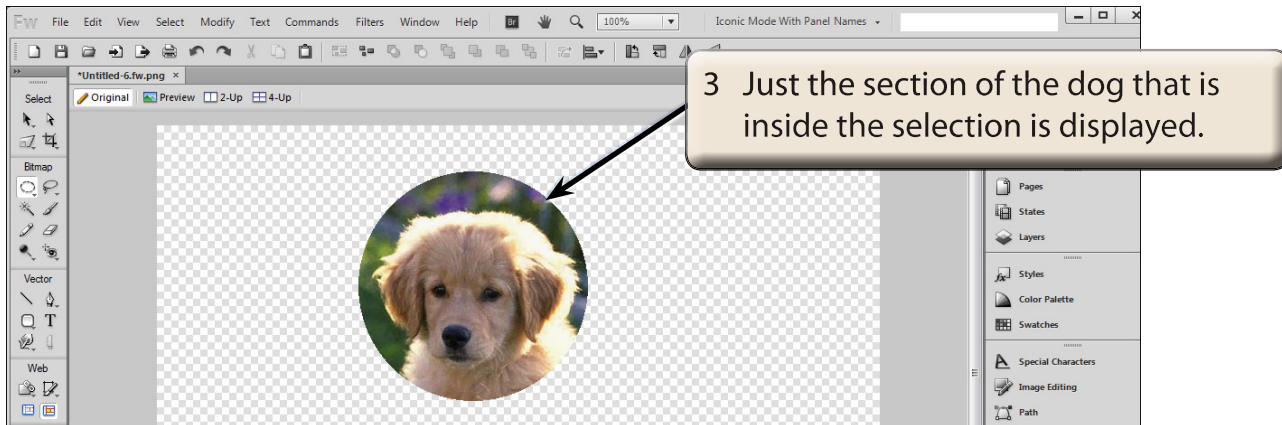
A   Importing the Image

1   Display the FILE menu and select IMPORT.

2   Access the FWcs6 SUPPORT FILES folder and open the CHAPTER 8 folder.

3   Select the DOG file and click on OPEN to import the image.

4   Click the L shaped pointer near the top left of the canvas to insert the image.

B   Selecting the Masks Area

1   Select the OVAL MARQUEE TOOL from the TOOLS panel, hold down the SHIFT key and drag a circular selection around the dog's head.

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2　Display the MODIFY menu, highlight MASK and select REVEAL SELECTION.

3　Just the section of the dog that is inside the selection is displayed.

NOTE: **If you wanted everything in the image displayed except the selected area, display the MODIFY menu, highlight MASK and select HIDE SELECTION.**

C　Adjusting the Mask

1　Select the POINTER TOOL and drag the mask around the canvas - it can be moved anywhere.