

## 3D Mask

The 3D Mask button (and its related checkbox) is located in the top middle panel. Selecting it brings up two buttons in the lower right panel: Load Mask and Okay. Load Mask lets you load a bitmap (with the same restrictions as the main bitmap) to be used as a mask for the main bitmap image.

The mask can be applied in many ways:

Knockout - “drops” the mask bitmap on the main bitmap, deleting any 3D elements that are in the same position for any non-black pixels in the mask.

Cutout - similar to Knockout, except that after the first element is deleted no more will be deleted because of that pixel in the mask.

Random K or C - randomly picks one of the two above options for each pixel in the mask.

Rolling Knockout - same as Knockout, but the mask is shifted in the direction of the arrow buttons (in the middle bottom panel, where the mask bitmap is located) as the mask moves through the main bitmap. This can be applied either Front to Back or Back to Front.

Rolling Random A - randomly stops removing 3D elements based on how “deep” into the 3D element array the current pass is in; as it gets deeper it is more likely to turn off the pixel in the mask. The same options for Rolling Knockout are available with this.

Rolling Random B - randomly turns off the pixel in the mask based on 50% chance on each pass. The same options for Rolling Knockout are available with this.

Reverse Objects - identical to the Reverse Objects on the Color Depth panel, this applied immediately after the 3D Mask is processed and in addition to any reversing done in other areas.

Once a mask is loaded it can be cleared with the Clear Mask button.

If the checkbox next to the 3D Mask button is checked then the mask will be processed, otherwise it will be ignored, but the current settings will not be removed so that they can be easily turned back on.