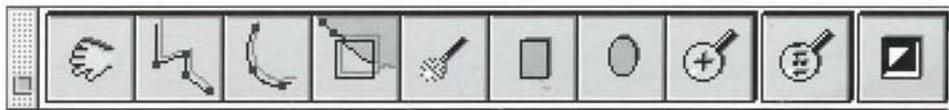# scitex
MaskCutter™

USER MANUAL • BENUTZERHANDBUCH • MANUEL D'UTILISATION

scitex
MaskCutter™

User Guide - Version 2.1 for Apple® Macintosh®

Scitex MaskCutter

First edition: May 1995

Document No. 771-39742A

Catalog No. 399Q39742A

MCE120001

Contents

Introduction

Welcome to the Scitex MaskCutter™ program—the desktop software that lets you perform superior quality mask-cutting directly on your Macintosh®. MaskCutter provides both simple and sophisticated tools and an easy to use interface for cutting high-resolution full color images. Whether you're new to image editing or a professional graphic artist, you'll find that using MaskCutter helps you increase overall productivity because now, you can use the power of the Scitex workstation on your Macintosh.

Most of the printed images you see in magazines, glossy advertising, and full-color brochures are created using masks. Many techniques used in mask design require high-end workstations. MaskCutter brings the technology to your Macintosh, providing seamless integration into a desktop production environment.

About This Manual

The *Scitex MaskCutter User Guide* contains detailed information about the operation of Scitex MaskCutter. It is designed to get you up and running quickly as well as serve as a reference for accomplishing more complex procedures.

The *Scitex MaskCutter User Guide* assumes that you have a working knowledge of Macintosh functionality. You should know the menu commands found in standard Macintosh applications and how to select and drag using a mouse. You should also be familiar with opening, saving, and closing files. If you need instructions on performing these operations, see the documentation provided with your Macintosh.

The *Scitex MaskCutter User Guide* information is presented in an ordered sequence according to the tasks you need to accomplish.

Chapter 1, "Installation," describes the steps needed to install Scitex MaskCutter on your Macintosh, including system configuration and performance-optimizing suggestions.

Chapter 2, "MaskCutter QuickStart," steps you through a standard masking operation so you can get started right away.

Chapter 3, "MaskCutter Tools," provides an in-depth description of each tool, including tips for cutting masks, and a discussion of advanced techniques for masks settings.

Chapter 4, "Menu Options" contains explanations for each command available in the menus.

Chapter 5, "Workflow Scenario," describes the workflow for using Scitex MaskCutter in a Postscript environment.

Chapter 1: Installation

This chapter contains all you need to know to get up and running with Scitex MaskCutter, including system configuration, installation instructions and suggestions for maximizing performance.

Hardware Configuration

Minimum Requirements

Your computer system must meet the following requirements to use Scitex MaskCutter:

- A Macintosh II

- 6MB RAM

- A 256-color monitor

Some Macintosh models require a graphics card to support 8-bit color.

- 3MB disk space free for installation

- Additional disk space as needed for images

Recommended Configuration

To take full advantage of the power of Scitex MaskCutter, your system should meet these recommendations:

- Macintosh Quadra or better

- 64MB RAM or more

- An accelerated 24-bit video card

- Macintosh System 7.1.2 or higher

- A 16" screen or larger

- A 100 Mbyte internal drive

Installation instructions

Information on registering Scitex MaskCutter is to be completed once the installation process is finalized.

Recommended Software Settings

- All RAM except 6MB should be dedicated to RAM disk. This option is only available on Quadra, Centris or PowerMac models.

- Make sure that Virtual Memory is turned Off. Using Virtual Memory slows down the application considerably.

- If your display is capable of 24-bit color, make sure that the monitor is always set to 24-bit (Millions). Images display faster in 24-bit mode and the quality is much better.

Note The larger the partition you set, the greater the effect you will experience on the speed of the save and open operations.

Registration

The first time the application is launched, the following dialogue box appears:
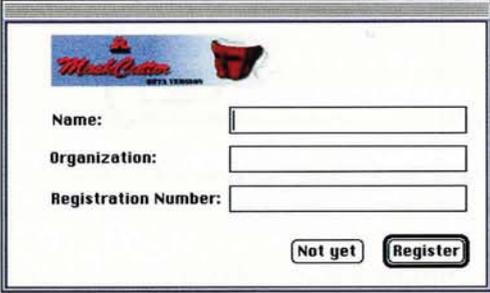
The user is required to fill all fields. This information is then confirmed by clicking the "Register" button. The user now has a fully functioning version. The registration number will not be required again to launch MaskCutter.

Note

If the 'MaskCutter Preferences' file is removed from the preferences folder the user will be requested to enter the registration number again.

If the user entered a wrong registration number - the following message will be displayed:

> **Sorry, you got the wrong registration number. Scitex MaskCutter™ will run in demo mode.**
>
> [OK]
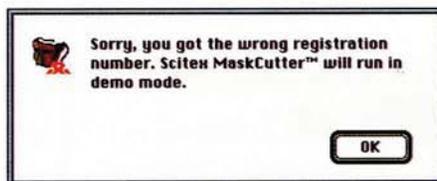
The only mode available for work will be demo mode, that is, the user will not be able to save any work.

If the registration number is already used by someone else on the network - the following message will appear:

> **Sorry, somebody else is using MaskCutter. MaskCutter will run in demo mode.**
>
> [OK]
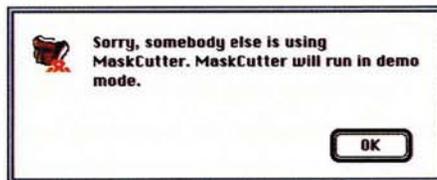
Again, the only mode available will be demo mode.

Chapter 2: MaskCutter QuickStart

This chapter describes a typical scenario, stepping you through each activity needed to produce a finished mask. Only basic operations necessary to completing this simple task are discussed. The "MaskCutter Tools" and "Menu Options" chapters contain descriptions of the tools, tips on cutting masks, and definitions for each menu command. Depending on the tasks you need to accomplish, you may want to scan those chapters as you work through this QuickStart operation.

Note   There is also a Tutorial to allow you to become familiar with all the tools available with MaskCutter

Cutting a mask

Masks are used to isolate, or cut, a part of an image. Typically, the portion of an image used in a mask is placed outside its original context. For example, you could cut a mask of a person from an image of a birthday party to overlay on an image of a deserted beach.

Once you have a Scitex Continuous Tone (CT), TIFF or PhotoShop EPS image file on your Macintosh, you are ready to cut a new mask using MaskCutter.

1. Choose Open Image & New Mask... from the File menu.

The Choose Image File window is displayed containing pictorial representations of the image files in the active folder.
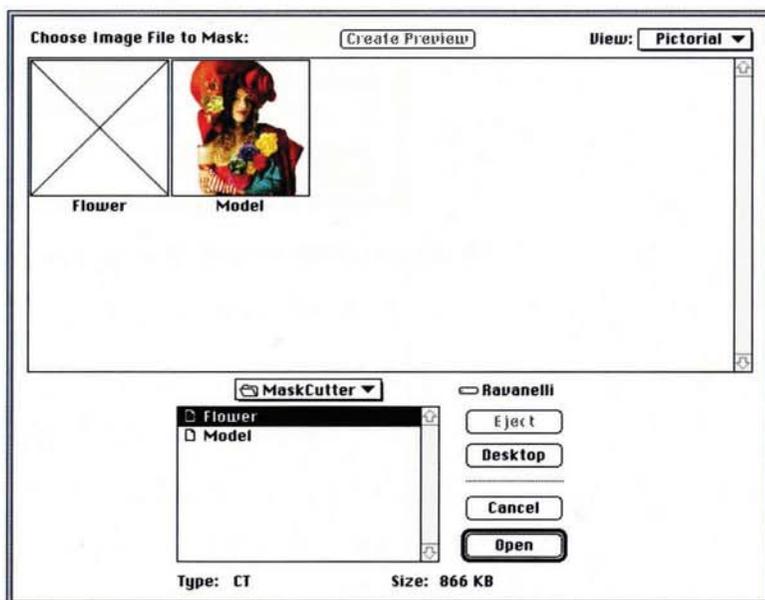
Choose Image File window

If all you see are boxes with an "X" through it, try selecting the Create Preview button to create pictorial representations for your images.

2. Choose an image file to be masked

Tip: You can select from the preview images or from the list box of file names.

3. Press the Open button

The image you selected is displayed, ready for masking.

Toolbox, image for masking, and image Navigator window

Smooth Polygon tool

4. Click on the Smooth Polygon tool

5. Click on a starting point for the polygon

A small square is displayed marking the point.

6. Click on another point along the edge of the image

Another small square is displayed marking the second point.

7. Click on a third point along the edge of the image

A curved line is drawn to connect the first two points.

8. Continue clicking on points along the edge of the image
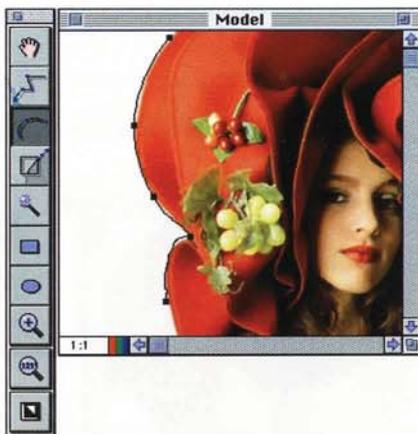
Smooth Polygon Masking tool

9. Close the polygon by clicking on the initial point of the polygon

A red translucent overlay appears inside the polygon, indicating the masked area.

10. Choose Save As... from the File menu

The Save As dialog box is displayed.
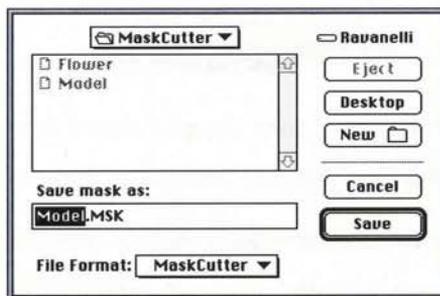
11. Enter a name for the mask file

12. Choose EPS File Format

13. Set required values for Preview and Encoding

14. Press the Save button

The mask you created is saved, and you can combine it with others to form composite images.

Note Selecting the other File Format options available will produce different options. For full details of these consult the relevant sections in the "Menu Options: File Menu Commands" section.

Transporting Images and Masks

When you save a mask, MaskCutter saves a reference pointer to the image file you used for creating the mask. That referenced image file must be present on the machine, or an attached external device, you will use for final output. Further, image filename must be the same as it was when you created the mask.

If MaskCutter cannot find the image file, it will prompt you to help locate it. Try checking the image filename and ensure that the image is present. This is critical when you are working on multiple systems to create final output.

For MaskCutter to function, the image file must be present and must be named as it was when you created the mask.

Going beyond the basics

The steps in this chapter allow you to accomplish only the most basic of the operations available in the MaskCutter application. They are designed to get you started in a hurry using the minimal amount of information you need.

To give you some direction to where you might go next, here are some suggestions:

- You'll learn more about the mask-cutting tools in the Cutting Masks section of **Chapter 3**, "MaskCutter Tools."

- Starting with **Chapter 3** works best for those who use functionality to guide them in their learning process.

- Those who learn best by following step-by-step procedures will find the Using MaskCutter's tools section in **Chapter 3** the most helpful. A stepped-through activity accompanies each tool, and illustrations appear throughout.

- If you learn best by building on ideas and suggested techniques, check out the Hints and tips for cutting masks section in **Chapter 3**.

- For an in-depth discussion of the more advanced settings for masks, see the Advanced Techniques section in **Chapter 3**.

- If you want to understand the menu options available in MaskCutter, see **Chapter 4**, "Menu Options." This chapter also describes dialog box options associated with menu items. For example, the File Menu section discusses how to decide on a format for saving your mask file.

- If you have questions about flow of work and environments MaskCutter supports, look at **Chapter 5**, Workflow Scenario for answers.

- Finally, you can use the table of contents and index to search for topics and direction.
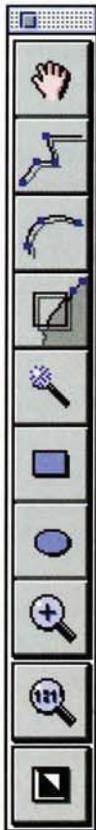
Chapter 3: MaskCutter Tools

This chapter describes the tools available in the toolbox. MaskCutter offers six tools for cutting and editing masks, three tools for navigating in the image area, and one tool for large-scale mask manipulation.

Understanding Cutting Masks

The following sections contain procedures along with tips and techniques for cutting masks.

Cutting masks

The six mask-cutting tools, Polygon, Smooth Polygon, AutoMask, DensityMask, Rectangle, and Oval are all used for cutting masks. You can use these tools interchangeably as you create a mask. When a new marked shape overlaps an existing map, the two areas merge.

If a mask already exists on the image, the area is added to it. If you are in inverted mode, the cut shape is removed from the mask area when you close the polygon. If you are not in inverted mode, but you want to subtract this area from the existing mask, press the Option key when closing the polygon.

A red translucent overlay, similar to a piece of rubylith, covers the entire area included in the mask. You can select a different color, pattern, or level of opacity for the mask overlay using items on the View menu.

Tool types

MaskCutter's manual masking tools provide for edge marking and area marking. When you use the Polygon and Smooth Polygon tools to mask an element, you trace along the edge of an element. When you use the Rectangle or Oval manual masking tools, you mark an entire area of an image.

When you join two ends of a path traced along an image edge, a polygon is created, encompassing the entire area you traced around. If you do not join the ends, a mask containing only the traced edge is created, that is, it is an incomplete mask.
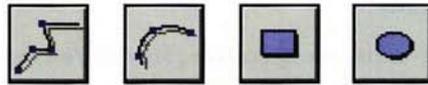
Manual Masking Tools - Polygon, Smooth Polygon, Rectangle, Oval

The MaskCutter automatic masking tools mark the edge of an image for you. The two tools, AutoMask and DensityMask, provide very powerful technology for creating masks automatically.
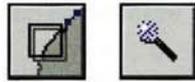
Automatic Masking Tools - AutoMask, DensityMask

Hints and tips for cutting masks

You can easily modify an existing mask, adding or deleting edges, and areas. An element of an image that contains highly contrasting contours is best suited for using the AutoMask tool. An element consisting of straight edges is most-easily masked using the Polygon tool. Rounded-edged elements are best masked using the Smooth Polygon tool. And a specified, regular area of an element is best masked using the Rectangle or Oval tool. For each segment of an image, use the tool best suited for it.

When you cut a mask with the Polygon, Smooth Polygon or AutoMask tools, you can delete the last marked point. When you click on a point you do not want, you can delete it by pressing the delete key. Each press of the delete key deletes one point. You can delete the entire polygon, point by point, by continuing to press the delete key.

To preview where a new line segment will cut, drag the cursor until the line is positioned where you want it. Then release the mouse button.

You can choose from four methods to close a polygon:

- Click on the initial point of the polygon

- Double click on the image

- Select Close Polygon from the Edit menu.

- Press the Command+K keys to invoke the keyboard shortcut

One of the most important techniques to master is navigating within an image. Becoming adept at moving to different positions on an image speeds your work considerably. For detailed instructions and examples on navigating in an image, see the *Navigating within an image* section in **Chapter 4**.

Constrained cutting

- Holding down the Shift key as you cut polygons, constrains lines to multiples of 45-degree angles.

- Holding down the Shift key as you cut rectangles or ovals, constrains their shape to squares or circles.

- Holding down the Control key as you draw rectangles or ovals draws the shape using the initial point as the center.

- Holding down Shift and Control as you draw rectangles or ovals draws a square or circle using the initial point as the center.

Using MaskCutter's Tools

Pan tool

The Pan tool allows you to reposition the area visible within the image window. Use this tool when you are working with an image that you may have cropped with another application or one that is larger than the image window.

Panning an image

In this procedure, you will reposition the image.

1. Click on the Pan tool

2. Position the cursor on the image

Pan cursor

The cursor changes to the pan cursor as soon as it is within the image window.

3. Drag the image until the visible area is positioned as you want it

4. Release the mouse button

Tip: You can also pan using the scroll bars at the right and bottom of the image window, or the Navigator Window.

Panning the image

The Polygon tool allows you to cut a straight-line mask contour for an image element. MaskCutter connects each point you click as you trace along the contour. When all points in the polygon are connected, the polygon-shaped mask is complete.

Cutting a polygon-shaped mask

In this procedure, you will create a mask with the Polygon tool.

Polygon tool

1. Click on the Polygon tool

2. Click on a starting point for the polygon

A small square is displayed marking this point

3. Click on another point on the edge of the image

A small square is displayed marking this point.

4. Continue clicking on points along the edge of the image

5. Close the polygon by clicking on the initial point of the polygon

The Smooth Polygon tool allows you to draw a polygon around a curved shape. MaskCutter connects the points with a curved line as you trace along the image. When all points in the polygon are connected, the polygon-shaped mask is complete.

Cutting a smooth polygon-shaped mask

In this procedure, you will create a mask with the Smooth Polygon tool.

Smooth Polygon tool

1. Click on the Smooth Polygon tool

2. Click on a starting point for the polygon

A small square is displayed marking the point.

3. Click on another point along the edge of the image

Another small square is displayed marking the second point, but no line is yet cut between the points. Two points of a smooth polygon connect only when a third point is specified, in order to determine the curve between the first two points.

4. Click on a third point along the edge of the image

A curved line is cut to connect the first two points.

5. Continue clicking on points along the edge of the image

6. Close the polygon by clicking on the initial point of the polygon

Editing a polygon-shaped mask

In this procedure you will edit a mask you have previously created.

1. Click on the Polygon tool

2. Click on a starting point for the polygon, outside the mask

3. Click on another point, inside the mask

4. Click on a third point, again inside the mask

Closing the polygon at this point will add these points to the mask. Pressing the Control key whilst closing the polygon subtracts these points from the mask.
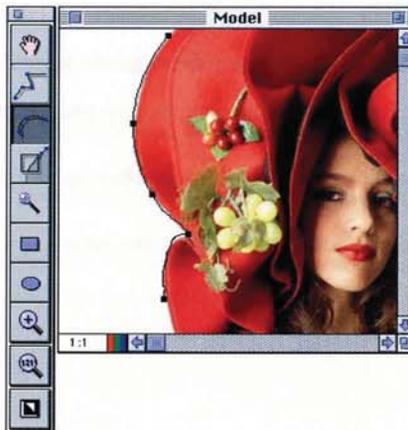
Smooth Polygon Masking tool

The AutoMask tool lets MaskCutter automatically mark the edges of an element for you. AutoMask works best when two images, or an image and its background, have clearly defined contours and distinct borders.

However, you can customize tool options to maximize AutoMask functionality, even on difficult-to-mask images. For extensive information on AutoMask options, see the *Advanced techniques* section later in this chapter.

Cutting with AutoMask

In this procedure, you will experience cutting with the AutoMask tool.

1. Click on the AutoMask tool

When you select the AutoMask tool, the cursor becomes a rectangle, the AutoFrame.

2. Drag AutoFrame along the edge of the image element you want to include in the mask

MaskCutter applies image analysis algorithms to pixels inside the AutoFrame rectangle. The algorithms detect an edge and mark it. A polygon is automatically drawn around the detected edge.

In the following figure, AutoFrame detected an edge and determined the path. In the path on the left, the AutoFrame was dragged to the left. In the path on the right, the AutoFrame was dragged to the right.

AutoMask Edge Detection

If you drag the AutoFrame along a path where it cannot detect an edge, a beep sounds and no new mask segment is cut. The beep indicates insufficient contrast between the contours inside the AutoFrame. Drag to a different location till all elements you want are included, or supplement the masked area using other tools.

To use AutoMask, you must be in Full detail view or larger. AutoMask does not work when you are in Actual Size mode unless this is the same size as the Full detail view.

The DensityMask tool lets you automatically mask image areas that are distinguished by their color value. DensityMask is especially helpful for separating an element from its background.

The DensityMask tool automatically creates a mask that covers all the image pixels within the range of colors you select. Typically, you will click directly on the colors you want added to the mask. However, you can preview the exact color that will be selected in the Color Preview box at the upper left of the Color Grid. All selected colors are displayed in the Color Grid in the upper right of the DensityMask palette.

Plus, you can customize tool options to maximize DensityMask functionality, even on images that are difficult to mask. For additional information on DensityMask options, see the *Advanced techniques* section later in this chapter.

Cutting with DensityMask

In this procedure, you will experience cutting with the DensityMask tool.

DensityMask tool

1. Click on the DensityMask tool

The cursor changes to the DensityMask cursor.

DensityMask cursor

2. Draw a frame to define a specific area of an image

Tip: You can select the entire image area by double clicking anywhere on the image.

A marquee is displayed, denoting the area that will be affected by the DensityMask settings.

3. Click on a color to select it

All pixels that match selected color are marked on the screen.

4. Click the OK button in the DensityMask palette

Marked pixels are included in the mask.

Note

Once you select the DensityMask tool, only the Pan, Full Detail, and Zoom tools are available until you click the OK or Clear button in the DensityMask palette. If the DensityMask palette is not visible, select the DensityMask item on the View menu.

The Rectangle and Oval tools enable drawing of regular rectangle and oval shapes to create your masking area.

Cutting Rectangles and Ovals

Because the Rectangle and Oval tools are so similar in function, a single procedure is described below.

Rectangle tool

1. Click on the Rectangle or Oval tool

2. Drag the cursor to draw the shape around the element you want to include

Oval tool

3. Release the mouse button

The shape you drew is displayed.

The Zoom tool sets magnification of the displayed image. You can Zoom-in to view an enlarged representation of a section of the image or zoom out to see more of the image.

Using the Zoom tool

In this procedure, you will zoom in and out in the image area.

Zoom tool

1. Click on the Zoom tool

The cursor changes to the magnifying glass with a plus (+) sign inside the lens.
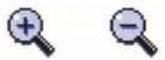
Zooming cursors

2. Click a point on the image

The view of the image is magnified, using the point where you clicked as the center of the magnified area.

Tip: You can also drag around a specific area so that it zooms to fill the entire window.

Dragging the zoom rectangle

When you zoom-in, no additional color or pixel information is shown. The same information is simply displayed larger.

You zoom out, making more of the image visible in the window, by pressing and holding down the Option key when the Zoom tool is selected. The zoom cursor changes to a magnifying glass with a minus (-) sign inside the lens.

Tip: You can also use the keyboard shortcuts Command plus + (the plus key) to zoom in and the Command plus - (the minus key) keys to zoom out.

The Full Detail tool displays the image at a magnification of one screen pixel for each data pixel in the image file. This is the highest level of detail available. Using the Full Detail tool is most useful for cutting masks on highly complex image elements and for refining the area enclosed in an existing mask.

Using the Full Detail tool

In this procedure, you will zoom in to the maximum magnification possible.

Full Detail tool

1. Click on the Full Detail tool

2. Click a point on the image

The view of the image is magnified, using the point where you clicked as the center of the magnified area.

The Invert tool inverts the included areas of the current mask. The areas currently masked are removed and the unmasked areas are included. Inverting a mask is particularly effective for determining where you may have missed including small areas in a complex masking operation.

Using the Invert tool

1. Click on the Invert tool

2. Click on the image

The areas of the image that were masked become unmasked, and the areas that were unmasked become masked.

Clicking with the Invert tool a second time causes the image to revert to its original appearance.

Regular and Inverted display

Advanced Techniques

This section contains supplemental information for working within the image window and refining settings for the AutoMask and DensityMask tools. Before beginning work in this section, you should understand the functionality of MaskCutter tools. If you need a review of this information, see the "Using MaskCutter tools" section, earlier in this chapter.

Window elements

When you first open an image for masking or open an existing mask, you may see several smaller windows open as well. These windows are located where they were when the application was last used. Positions described in the following paragraphs discussing these window elements are the default locations of these items. The View menu contains commands that control visibility of the windows and palettes described.

The Toolbox, displayed along the left edge of the window, contains the tools you use for masking the image. The Navigator window, displayed at the top right of the screen, shows a reduced version of the full image.

You may also see palettes for refining settings for AutoMask and DensityMask displayed in various positions on the screen. These palettes are discussed in detail in the following sections.

When the entire image does not fit inside the image window, scroll bars appear along the right side and across the bottom. You can use the scroll bars to adjust the visible portion of the image, similar to the functionality of the Pan tool.

The Zoom indicator, at the bottom left of the image window contains the current magnification value of the image.

The Separations indicator, at the bottom left of the image window contains the color values for the currently selected separation. Depending on the separations you set, the indicator shows three separations (CMY or RGB), four separations (CMYK), or only one separation when the separations mode selected is 8-bit Grayscale.

Separation and Zoom Indicator

In the figure on the previous page, the settings on the left indicate selection of three separations (CMY) in Full Detail view, and the settings on the right indicate that only one separation is visible and the image is zoomed to 2:1 magnification.

Starting AutoMask

AutoMask is used to draw a new polygon or to add to an existing one. If you select AutoMask when an incomplete polygon is drawn on the image, AutoFrame starts at the last point of the existing polygon.

When you select AutoMask to draw a new polygon, you must click somewhere on the image to position the AutoFrame. You should click on or close to the image element edge. Starting from the point where you click, MaskCutter searches for the closest edge and places the first polygon point there.

SuperAutoMask

SuperAutoMask replaces the need to drag the AutoFrame along the edge of the image element you are masking. The SuperAutoMask option is enabled after you have clicked an initial point on the image.

Tip: SuperAutoMask is most suited for highly contrasted image sections.

As you move the cursor on the screen outside the AutoFrame, the cursor changes to the word **Go** above a **+** sign. Click on the image to initiate automatic tracing from the last polygon point toward the point you clicked. Cutting stops when one of the following occurs:

• AutoFrame comes up to the edge of the Picture Display window.

• You pressed any key or clicked the mouse button

• The system can no longer determine where an edge is located and sounds a beep

Since MaskCutter is applying edge detection algorithms to the area inside the AutoFrame, the resulting line may not draw exactly along the edge you expect. In addition, since the separation option you select from the AutoMask palette determines how the algorithms apply, you will want to experiment to get the feel for using the SuperAutoMask function. Once you master the technique, you will notice a marked increase in your mask-cutting performance.

In this example, the AutoFrame is positioned at the bottom left point of the flower within the frame. The picture on the right shows what happens after the SuperAutoMask cursor is clicked above and to the right of the AutoFrame: The polygon edge automatically draws until it reaches the edge of the image window.

AutoMask controls

Using controls in the AutoMask palette, you can set characteristics that determine how the image area is to be masked. You make selections that specify the separation, or luminance, to be analyzed, the size of the AutoFrame, the degree of smoothness of the drawn line, and the choke of the drawn polygon from the detected edge.

Size Bar

Smoothness Bar

Choke Distance

AutoMask
Separation

Direction Indicator
Image Edge

Drawn Polygon

AutoMask palette

Separations

By default, MaskCutter displays three separations (C, M and Y) for CMYK and CMY images, and three separations (R, G and B) for an RGB image. However, you may choose to display all four separations of a CMYK image or any single separation (C, M, Y, K, R, G or B). You can also display each separation separately as an 8-bit Grayscale image.

Displaying three separations instead of four for a CMYK image increases speed and throughput. The quality of the mask is not affected because in most images, the fourth separation, black, does not contain data useful for masking.

Selecting an AutoMask Separation

Using the AutoMask palette, you can select the color of the separation for AutoMask to analyze, or choose Grayscale or luminance. The color of the AutoMask cursor reflects the separation AutoMask is using for analysis.

AutoMask can detect an edge while analyzing all the separations, a single separation, or a Luminance separation, a combination of all the separations and the default setting.

Note Try changing the separation selected as you progress with the AutoMask tool to gain the best results for the area of the mask you are currently cutting.

While marking an edge using AutoMask, you should choose the separation that results in the most clearly defined edge. This selection specifies the separation AutoMask uses when applying its edge-analysis algorithm. If you are not sure which separation to select, use the Luminance separation.

• AutoMask analysis applies only to the separation selected in the AutoMask controls, not to all displayed separations.

For example, if a person is wearing a blue shirt against a light background, Cyan is probably your best bet. However, when masking skin tones in the arms, you may get better results using Magenta.

• Only the displayed separations are available in the AutoMask palette.

For example, if only the Magenta separation of an image is displayed, only the Magenta separation can be AutoMasked.

You can also select the AutoMask separation using the horizontal arrow keys on the keyboard.

AutoFrame Size

You adjust the size of the AutoFrame by clicking on the Size bar in the AutoMask palette. Clicking toward the right side enlarges the frame, and clicking toward the left shrinks it. You can also drag the slider to change AutoFrame size.
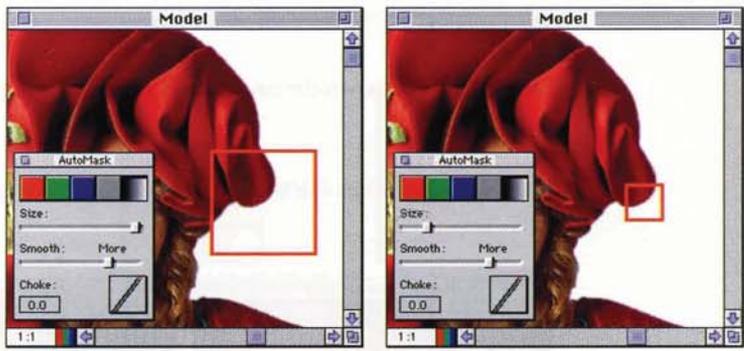
AutoFrame size

The size of AutoFrame affects the area that is scanned and analyzed. The larger the AutoFrame, the more pixels it can encompass and the more computation is required.

Generally, a larger frame is more convenient since it allows more room for operator inaccuracy while tracing the edge. A small frame can be useful when tracing a contour with fine detail.

You can also use the keyboard shortcuts, the vertical arrow keys to enlarge or shrink the AutoFrame.

AutoMask Smoothness

You define the smoothness used for the AutoMasked edge by clicking on the Smoothness bar in the AutoMask palette. Clicking toward the right side of the bar results in a smoother mask edge, and clicking toward the left leaves the originally detected edge unsmoothed. You can also drag the slider to adjust edge smoothness.

Four smoothness levels are available: None, Some, More and Very. These levels are displayed as you drag the slider bar.

None is selected when the smoothness slider is moved toward the left side of the bar.

Very is selected when the smoothness slider is moved toward the right side of the bar.
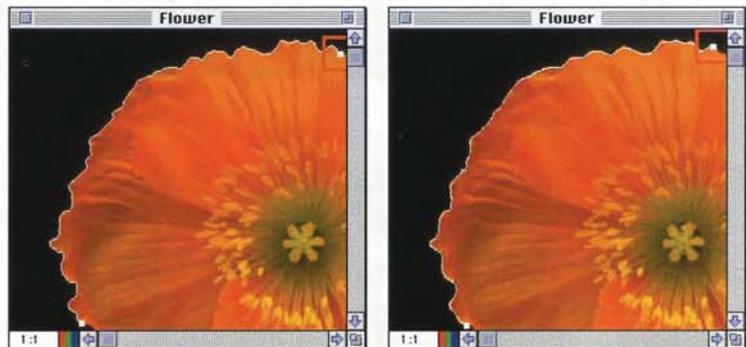
Polygon smoothness - None/Very Smooth

This example shows the difference in smoothness of the polygon edge when None is selected and when Very is selected.

AutoMask Choke

The AutoMask choke value determines the distance between the actual detected edge and the line AutoMask cuts. You can type in a value, defined in image pixels, or move the graphical representation of the polygon, the thin line, relative to the graphical representation of the image edge, the thick line. The distance between these two lines is the choke value.

Direction
Indicator

Choke :

Choke distance   2.30

Drawn   Image
Polygon   Edge

AutoMask Choke controls

Choke distance

Choke :

2.30

Choke Distance
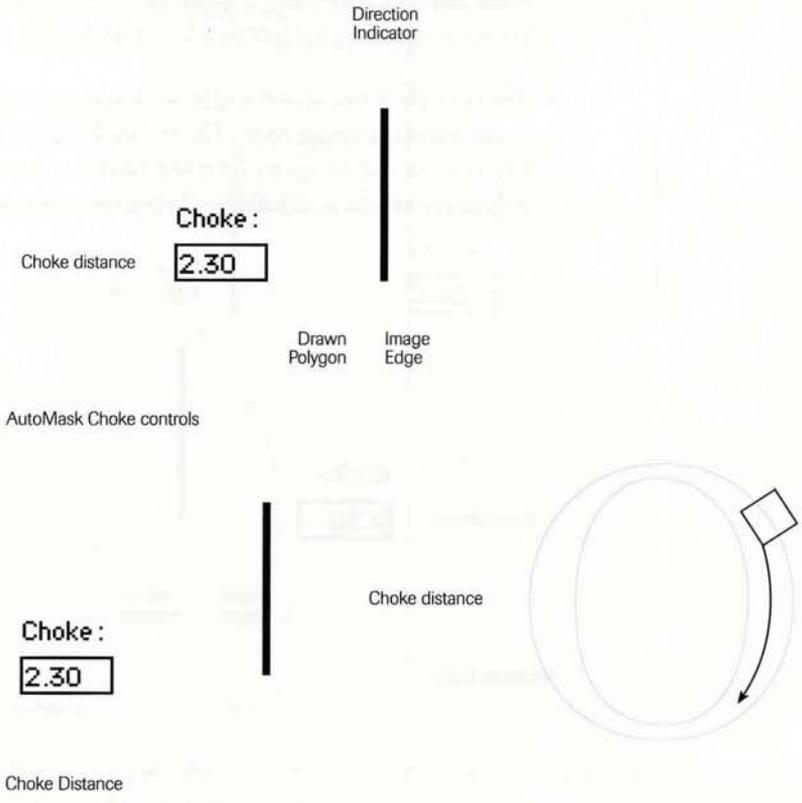
The following example describes automatically cutting on the image (represented by the thin line in the AutoMask Controls), relative to the image edge (represented by the thick line in the AutoMask Controls) for different AutoMask Control settings.

- The example on the previous page shows the graphical representation of a polygon line drawn to right of the image edge. The tracing direction is downward and the choke value is 2.30. So when you trace the image downward, the polygon is automatically drawn 2.30 pixels to the right of the image edge.

- The example below shows a graphical representation of a polygon line drawn to the left of the image edge. The tracing direction is downward again, and the Choke value is 2.30 again. So when you trace the image downward, the polygon is automatically drawn 2.30 pixels to the left of the image edge.

Image
Edge

Choke:

Choke distance   2.30

Drawn   Direction
Polygon   Indicator

AutoMask Choke
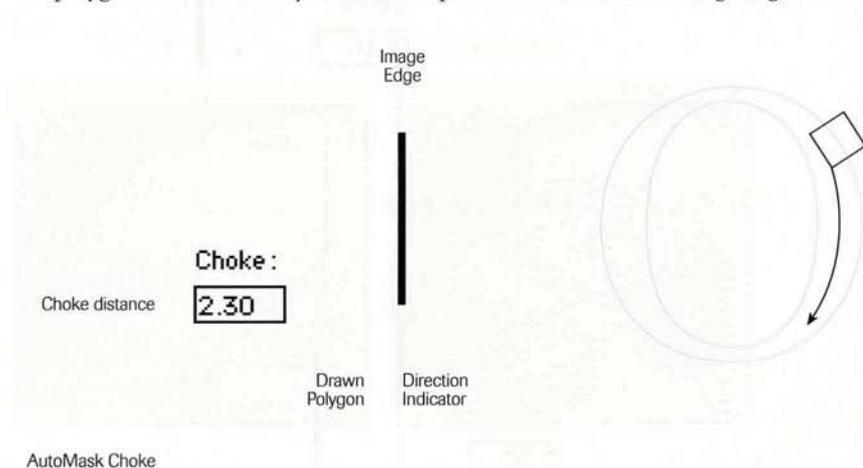
Direction Indicator

The small red square at one end of the graphical representation of the image edge is the Direction indicator. When you trace an image element, the direction indicator adjusts, showing the direction of movement relative to the traced edge choke value.

The same choke setting may cause the choke to be on the inside of an image element when you trace the image in one direction, and on the outside when you trace the element in the opposite direction.

Choke:

2.30

Choke:

2.30
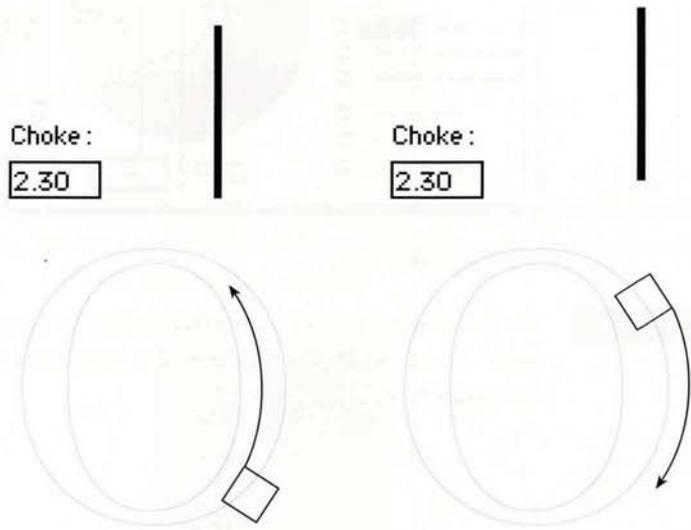
AutoMask Choke - Tracing Direction

In this example, the drawn line is offset to the inside when drawing up and to the outside when drawing down.

AutoFrame Color

You may need to change the AutoFrame color from so that you can distinguish it from the displayed image. When you double click on the AutoFrame, the standard Macintosh Color Picker window is displayed, allowing you to choose an AutoFrame color.
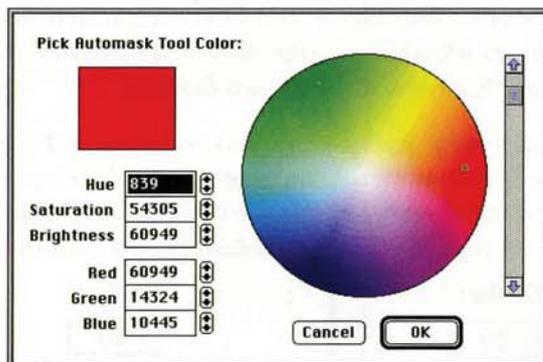
Color Picker window

Note   The name of the Color Picker window changes according to the tool that you are using. In the picture shown above, it is being used for selecting the color of the AutoMask tool.

Using DensityMask

DensityMask is especially helpful for separating an element from its background. You include colors to be affected by DensityMask by clicking on them and setting a Tolerance value. As you click a color, each pixel within the tolerance range is included in the mask. Adding more than one color is quite useful when the area that you wish to mask does not have a uniform color.

When you select the DensityMask tool and position it over an image, the cursor changes to the DensityMask cursor. At this point you can either set the DensityMask Controls or select an area in the image.

DensityMask activated cursor

DensityMask Controls

Controls in the DensityMask palette let you specify a range of options for including areas in a mask. The following sections describe settings specific to each control in the DensityMask palette.
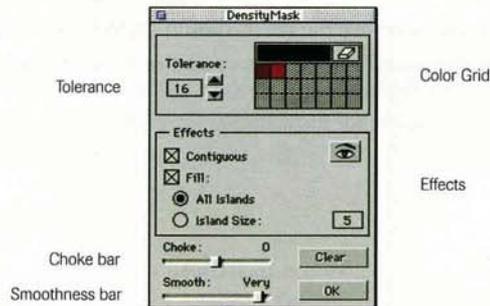
DensityMask palette

Selecting a color from the displayed image instructs DensityMask to include all image pixels of the same color in the mask. Each color you click on gets added to the Color Grid in the DensityMask palette.

When you click on a color to be added to the mask the cursor changes to the DensityMask color-select cursor. At this point, you can click on a color to add to the DensityMask color grid.

DensityMask color-select cursor

You specify a Tolerance value to define a range of colors sufficiently close to the selected hues, so that all pixels within this range are affected. The higher the tolerance value, the wider the range of pixels affected.

Increasing the Tolerance value produces a effect different from adding colors to the mask. You will want to experiment to get the feel for using the DensityMask tool.

You can elect to include only contiguous areas around the selected points in the mask and whether the mask should include or exclude "islands" of color, those areas that usually appear as specks or visual noise.

Color Grid

The color grid:

- Displays the colors for the DensityMask.

- Displays the color at the cursor's current position. This is, it shows the color that would be selected if you clicked on the current point on the image.

- Allows you to delete colors previously selected.

Preview Color Box
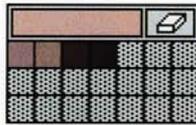
Eraser

Selected Colors

Color Grid

You add colors by clicking on them in the image.

You can select only colors that are inside the area you defined when you began working with the DensityMask tool.

You remove a color from the DensityMask by clicking on the color in the Color Grid. You remove all colors from the color grid by clicking the eraser at the top right corner of the Color Grid.

Tolerance

Once the color to be masked is selected, you can specify a range of similar colors to be included in the mask. The range is determined by the Tolerance value that you set.

You specify tolerance by typing in a value and pressing the Return key or by using the arrows. Acceptable values are between 0 and 100.

You can also adjust the Tolerance value using the vertical arrow keys.

Tolerance changes are displayed interactively on the image, so that each time you change a value, you will see the results on the mask immediately.

In this example, a model photographed against a relatively uniform background is easily cut out by selecting several colors present in the background. The model can then be placed on another background.
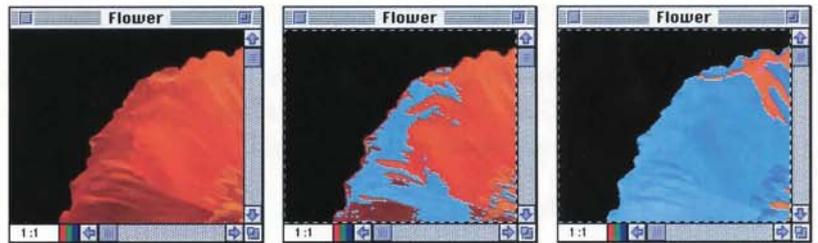
This example shows the effect of the Tolerance value when a point on the flower is selected.

- The left picture shows the original image before DensityMask is applied.

- The center picture shows the area that is masked when a low Tolerance value is specified. Only colors that are very similar to the selected one are masked.

- The right picture shows the area that is masked when a high Tolerance value is specified. A wide range of similar colors is masked.

Contiguous

Contiguous means touching or adjacent. When activated, the mask that is created only includes areas in the image that are contiguous with the point that you selected. So that even though an area matches the color selected, it will not be affected unless it is contiguous to other areas already included.

For example, say you want to mask out a person from a background. You know that some of the background colors also appear in the person's eyes, but you don't want to include those pixels. To prevent including the same-color eye pixels, you would activate Contiguous so that only pixels that form an area contiguous to a selected point are masked.
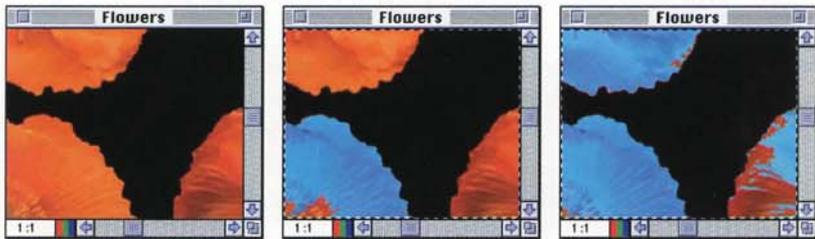
This example shows the effect of the Contiguous option.

- The left picture shows the original image before DensityMask is applied.

- The center picture shows the area that is masked when Contiguous is active. The two flowers which are not touching the selected flower are not masked.

- The right picture shows the area that is masked when the Contiguous option is not activated. All similar areas of color are masked; that is, all the flowers are masked to some extent.

When Contiguous is selected, you can still add non-contiguous areas to the mask by holding down the Shift key as you click.

When you press the Shift key, the cursor changes to the Adding non-contiguous area cursor. At this point, you can select additional areas into the mask by clicking on them.

Adding non-contiguous area cursor

The interactive display of Contiguous depends on the Preview mode that you specify in the DensityMask palette. When Effects Preview is active, Contiguous is displayed interactively. When Effects Preview is inactive, Contiguous is not interactively displayed.

Fill Islands

An island is an area of the image completely surrounded by the masked area. Functionally described, it is an area completely encompassed by a color within the specified color range. You can include these islands in the mask by activating Fill Islands. This option is especially useful for filling in small islands of color which are image specks or visual noise.

For example, when you mask an image element that lays against a light background, the background may be of nonuniform texture and contain certain specks or visual noise. This makes it very difficult to mask the entire background by specifying colors and tolerances. A number of isolated areas may remain unmasked. So you would activate Fill Islands to include these areas in the mask.

Island Size lets you control the size of islands to be included in the mask. Enter the maximum pixel area that you want to be included in the mask. Islands larger than this value are ignored.

If you select All, then all the areas encompassed by the masked area are filled.

In this example, selecting All results in the islands in the background being included in the mask. This occurred because these areas are completely surrounded by background color.

The interactive display of Fill Islands depends on the Preview mode that you specify in the DensityMask palette. When Effects Preview is active, Fill Islands is interactively displayed. When Effects Preview is inactive, Fill Islands is not interactively displayed.

Effects Preview

Effects Preview enables you to interactively view the changes in the Effects fields, namely the Contiguous and Fill Islands fields. Click on Effects Preview to activate this option. When you click on the point at the cursor position, you can see a preview of the exact pixels that will be selected.

Effects Preview - On/Off

The DensityMask effects may require some computation, therefore try switching off the Effects Preview whilst carrying out several changes.

Choke

Choke affects the DensityMask by shrinking or expanding the masked area. The choke value controls the distance between the image edge and the cut mask edge.

You specify the Choke value using the Choke bar in the DensityMask palette. Acceptable values range from +2 to -2 image pixels. You click toward the right side of the bar to increase the value, shrinking the masked area. You click toward the left side of the bar to decrease the value, expanding the masked area.

Choke value changes are not interactive on the display. You must press the OK button in the DensityMask palette to initiate Choke value changes.

Smoothness

You can define the smoothness of the edge of the DensityMask by setting the Smoothness bar in the DensityMask palette.

There are four smoothness levels in the Smoothness bar: None, Some, More and Very. You click or drag the slider toward the right to get a smoother masked edge, and toward the left to leave the originally detected edge.

Polygon smoothness - None/Very Smooth

This example shows the difference in smoothness of the polygon edge when None is selected and when Very is selected.

Smoothness changes are not interactive on the display. You must press the OK button in the DensityMask palette to initiate Smoothness changes.

Clear

You press the Clear button to erase the existing DensityMask area. The selected colors and settings remain, so you can apply them to a different area on the image.

You can also use the keypad - (minus) key to clear the currently defined DensityMask area.

OK

When you press OK, all settings and effects are taken into account and the final mask is created.

You can also use the keypad + (plus) key to save the masked area.

Chapter 4: Menu Options

This chapter contains descriptions of the menu commands available in
MaskCutter. Although you will find some procedure steps here, the information
in this chapter is intended primarily as reference.

For a summary of the contents for each chapter in this manual, see the "Introduc-
tion" chapter. In addition, you can find suggestions of where to look for informa-
tion in the Going beyond the basics section in the "MaskCutter QuickStart"
chapter.

File Information

File information that describes the image file is available while you work in
MaskCutter. When you hold down the cursor over the Zoom indicator at the
bottom left of the screen, the File Information window is displayed.

File Name :	Model
File Type :	EPSF
Separations :	3
Res. (height) :	12.0
Res. (width) :	12.0
Size (k bytes) :	929
Height (pixels) :	482
Width (pixels) :	485

File Information

The name of the file may be truncated to fit in the window. Typically, only the
first 14 or 15 characters are displayed.

Note   Resolution is specified in dots per mm.

File Menu Commands

The File menu contains commands for creating a new mask from an image, displaying an existing mask and its corresponding image, saving a mask, removing modifications to a mask, and closing the application.

File	
Open Image & New Mask...	⌘N
Open Image & Existing Mask...	⌘O
Close	⌘W
Save	⌘S
Save As...	
Revert to Saved	
Quit	⌘Q

File menu

Open Image & New Mask

Use the Open Image & New Mask command to create a new mask for an image. When you choose Open Image & New Mask from the menu, The Choose Image dialog box appears. What options appear in the dialog box depends on the view type selected in the pop-up menu at the upper right of the dialog box.

When you choose List from the pop-up menu, you get a listbox containing image names and a visual preview of the image.
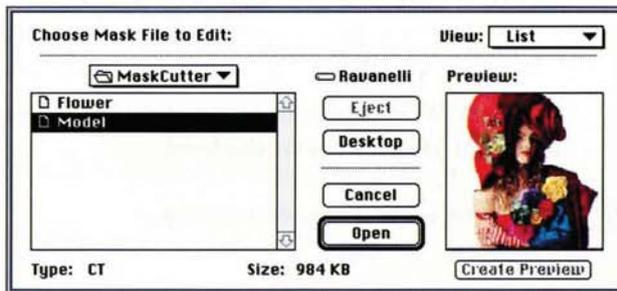
Choose Image File window - List

When you choose Pictorial from the pop-up menu, you get a gallery window containing representations of all the images in the current directory.
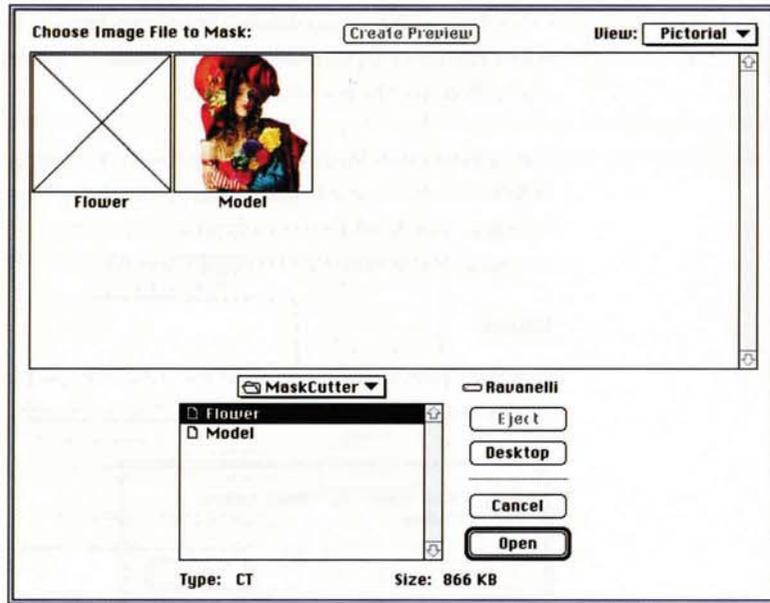
Choose Image File window - Pictorial

If you see a blank box with an X through it instead of the visual preview of the image, try pressing the Create Preview button to generate a preview image. You will only need to create a preview once because the representation is automatically saved with the image file.

A preview representation is also present for one of the following reasons:

• The image file was previously opened and saved using the MaskCutter application

• You previously pressed the Create Preview button for this image

Open Image & Existing Mask

Use the Open Image & Existing Mask command to modify an existing mask file created by MaskCutter. The Choose Image dialog box displays when you select Open Image & Existing Mask. The dialog box is identical to the one that appears when you select Open Image & New Mask. For details on the Choose Image dialog box, see the previous section.

Each saved mask file contains a pointer to the image file for which it was created. If MaskCutter cannot find the referenced image file, you are prompted for its location. For MaskCutter to function, the image file must be present and must be named as it was when you created the mask.

Close

Use the Close command to close the current mask file. If you made any changes since the mask was last saved, you will be prompted to save them.
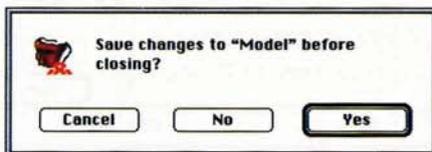
In this example, the file named "Model" had changes made but not saved.

Save

Use the Save command to save the current mask to a file. By default, the mask file is saved under the image file name with a suffix appended. This suffix represents the file format in which the mask was saved.

The following section, Save As, contains a description of each type of mask file format. For an explanation of the suffixes used for each mask file format, refer to the Suffixes section in Edit Menu Commands, later in this chapter.

Save As

Use the Save As command to save an existing mask under a different name or using a different mask file format. You can assign any name that you wish. However, by default the mask file is saved under the image file name with a suffix added to its end. This suffix represents the file format in which it is saved.

When you select Save As, the standard Macintosh Save As dialog box displays. In addition to the standard controls, MaskCutter provides a pop-up menu from which you select a file format.

```
┌─────────────────────────────────────────────┐
│   [ 📁 MaskCutter ▼ ]         ⊂⊃ Ravanelli    │
│  ┌──────────────────────┐    ┌──────────┐    │
│  │ 🗋 Flower          ⇧  │    │  Eject   │    │
│  │ 🗋 Model           │  │    └──────────┘    │
│  │                    │  │    ┌──────────┐    │
│  │                    │  │    │ Desktop  │    │
│  │                    │  │    └──────────┘    │
│  │                    ⇩  │    ┌──────────┐    │
│  └──────────────────────┘    │  New  📁 │    │
│                              └──────────┘    │
│   Save mask as:              ┌──────────┐    │
│  ┌──────────────────────┐    │  Cancel  │    │
│  │ Model.MSK            │    └──────────┘    │
│  └──────────────────────┘    ┌──────────┐    │
│                              │  Save    │    │
│   File Format: [ MaskCutter ▼ ]          │    │
└─────────────────────────────────────────────┘
```
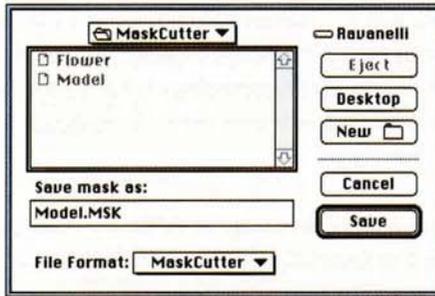
Save As dialog box with File Format pop-up

You can elect to save masks in one of three file formats: MaskCutter, PSImage or EPS. A description of each file format follows this section.

Note

A different suffix for each file format is provided for workflow convenience. You need not use the suffixes provided, nor do the files require a suffix for MaskCutter to function.

MaskCutter Mask File Format

MaskCutter format is the native format for storing a mask. This format contains image preview data and a pointer to the image file for the mask. It is the most compact representation of the mask data.

Since the format is so compact, try saving as often as possible as files are saved quickly.

PSImage Mask File Format

PSImage format is an EPS (Encapsulated PostScript) file that contains Scitex Automatic Picture Replacement (APR) information. The PSImage file contains mask information as a PostScript clipping path, with optional preview image and proofing data. Scitex APR technology takes the low resolution proofing data in a PSImage file and replaces it with the high resolution image when the page is ripped.

PSImage format takes advantage of APR when you use a desktop page layout program, such as QuarkXpress or Adobe PageMaker. Scitex APR is supported by all recent Scitex RIPs.

Additional option specifications are needed for masks saved in PSImage format.

• Format of the proofing data (None, Grayscale, Indexed or CMYK).

If you select None, only the image name is printed when you print this image.

• Preview data (None, Macintosh, or DOS).

• Proofing data encoding format (Binary or ASCII).

This parameter determines how the image data is written in the PostScript file. Binary encoding is more efficient and is recommended whenever possible. However, some applications may be incompatible with binary encoding.

- High resolution file creation. Select from None (no high resolution file), EPSF (high resolution file in EPSF format), or Scitex CT (high resolution file in Scitex Continuous Tone format).
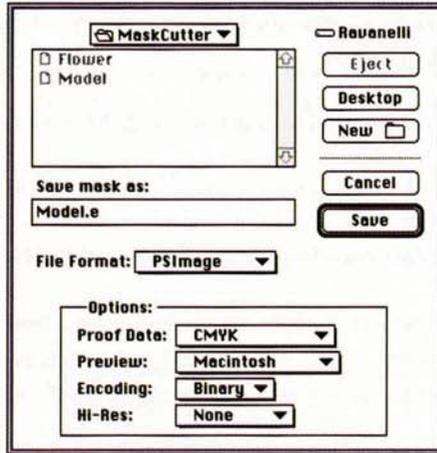
PSImage format options

EPS Mask File Format

This format saves the mask as a standard, PhotoShop compatible, EPS (Encapsulated PostScript) file which does not contain any APR information. An EPS file contains the mask information as a PostScript clipping path and the complete image data.

Use EPS format when you want to use the mask in a desktop page layout program, but you will not need the Scitex APR information. Also, when you plan to edit the mask in a PostScript application (such as PhotoShop), you'll want to save the File in EPS format

Additional option specifications are needed for masks saved in EPS format.

* Preview information format (None, Macintosh, or DOS).

* Proofing data encoding format (Binary or ASCII).

Note   This parameter determines how the image data is written in the PostScript file. Binary encoding is more efficient and is recommended whenever possible. However, some applications may be incompatible with binary encoding.
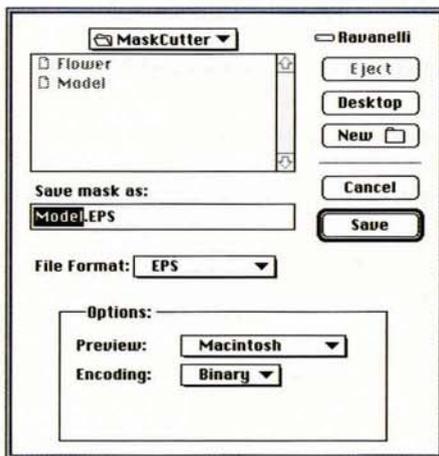
EPS format options

Notes on File Formats

- MaskCutter can open any files saved in one of its supported formats.

- To prevent loss of accuracy when reopening a file, native mask representation is always saved in the mask file, in addition to other data.

- MaskCutter EPS file can be opened in PhotoShop, where you can edit both the image and the mask.

- PhotoShop EPS files can be opened by MaskCutter. If the EPS file contains a PhotoShop clipping path, the path appears as a mask and can be edited.

Revert to Saved

Use the Revert to Saved command to discard all changes and additions performed since the last save.

Quit

Use the Quit command to close existing files and exit the MaskCutter application. If an open mask contains changes that have not been saved, you are prompted to save them before quitting.

Edit Menu Commands

The Edit menu contains commands for undoing operations, closing a polygon, inverting, clearing an entire mask, and preference options for cursor and keyboard shortcut definitions.

```
Edit
Undo              ⌘Z

Close Polygon     ⌘K
Invert Mask       ⌘I
Clear Mask...

Preferences        ▶
```
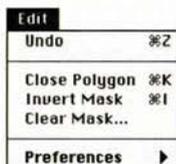
Edit menu

Undo

Use Undo to discard the previous operation. The undo string is specific to the operation to be undone.

The following options are possible:	
Undo Oval	Deletes a mask element cut using the Oval tool
Undo Rectangle	Deletes a mask element cut using the Rectangle tool
Undo Point	Deletes the last polygon segment cut using the Polygon or Smooth Polygon tool
Undo AutoMask	Deletes the last polygon segment cut by the AutoMask tool
Undo DensityMask	Deletes the last mask segment added by the DensityMask tool

Close Polygon

Closes a polygon.

Invert Mask

Inverts the masked area, so that the masked area is revealed and the unmasked area is masked.

Clearing a Mask

Use this option to erase the entire mask defined for the image. When you select this command, a warning message appears.

You cannot undo this operation, so proceed with caution.

Caution! Are you sure you want to remove the current mask?
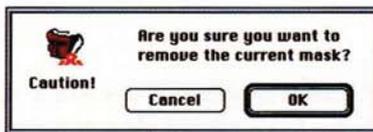
Cancel   OK

You can click OK to remove the current mask definition or Cancel to return to mask-editing operations.

If you saved the mask before you selected this command, you can restore the file to its previous saved state using the Revert to Saved command in the File menu.

Preferences

Cursor Shape

Changes the shape of the cursor used for masking. This function affects the cursor used by the Polygon, Smooth Polygon, Rectangle and Oval tools. All other cursors are not affected. The following window is displayed for your selection.
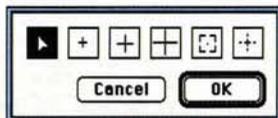

Cursor Shapes

Select a cursor shape and click the OK button.

Hot Keys

Keyboard shortcuts enable temporary access to a tool, while you are using another tool. As long as the hot key is pressed, the tool it represents is active. When you release the hot key, the original tool is reactivated.

For example, Hot key may be helpful when masking an image with the AutoMask tool. You may be using the AutoMask tool most of the time, but occasionally want to use the Smooth Polygon tool. Activate the AutoMask tool and when you need the Smooth Polygon tool, press and hold the 2 keypad key to apply the Smooth Polygon tool. Release this key to revert to the AutoMask tool.

Assign a hot key to each masking tool. To achieve maximum efficiency, carefully select your hot key configuration to suit your work habits.

The default configuration of hot keys is as follows:	
Pan	\<Space bar\>
Polygon	1 keypad
Smooth Polygon	2 keypad
AutoMask	3 keypad
DensityMask	4 keypad
Rectangle	5 keypad
Oval	6 keypad
Zoom	Z

Select the tool for which you wish to define a hot key by clicking on it. The defined hot key is displayed in the Hot Keys window, as shown below:

Hot Keys window

The Full Detail and Invert tools cannot be defined as hot keys.

Suffixes

When you create and save a mask for an image, a suffix representing the file format is appended to the end of the generated mask filename. This functionality is designed to facilitate workflow operations by recording which files are in which formats. However, files do not need suffixes to work properly in MaskCutter.

File Suffix Preferences:

✓MaskCutter [MSK]
PSImage
EPSF
Sciteн CT   [ncel] [Save]
LШ
.MS
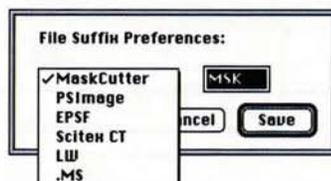
File Suffix Preferences window

The default suffixes are presented in the following figure. To change the default suffix, edit the suffix text.

Default Suffixes	
MaskCutter	.MSK
PSImage	.E
EPS	.EPS
Scitex CT	.CT

PostScript

You are able to set the PostScript quality standard for the masks you cut, ranging from Highest to Very Low.

View Menu Commands

The View menu contains commands for customizing the view of the image in the window, specifying settings for AutoMask and DensityMask operations, and controlling visibility of the palettes.

```
View
  Previous          ⌘G

  Full Detail       ⌘F
  Actual Size       ⌘A

  Mask Color        ▶
  Mask Appearance   ▶
  Polygon Color     ▶
  Frame Color       ▶
✓ Frame Mask

  Separations

✓ Tools
  Navigator
  AutoMask Controls
  DensityMask Controls
```

View menu

Previous

Displays the previous setting used to view the image. The previous view may have been 2:1 zoom, Full Detail, or Actual Size.

Full Detail

Full Detail displays the image using one screen pixel for each data pixel in the image. This is the greatest level of detail available and is the minimum required for all masking operations. When you zoom-in or enlarge the image further, it appears larger, but more color or pixel information is not shown.

Actual Size

Displays an image in the 1:1 size used when the file is output. Actual Size serves as more of a "print preview" since detail is insufficient for most masking operations. In addition, the AutoMask and DensityMask tools are disabled in Actual Size view when it is different to the Full Detail size.

Mask Color

Using Mask Color, you can change the color used in displaying the mask. You will probably have to change this option to keep the mask visible when you work with color images.

Mask Appearance

Using the Mask Appearance, you can change how the mask cuts on top of the image. Selecting Opaque makes the mask solid so that you cannot see the image beneath the mask. A Translucent setting allows you to see the image beneath the mask. Selecting Pattern results in a mask of a striped pattern. An Inverse setting inverts the colors in the image area under the mask.
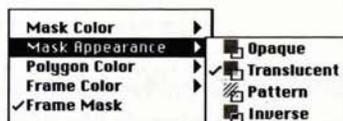
Mask Appearance

Polygon Color

Selects the color of the polygon line cut by the Polygon, Smooth Polygon and AutoMask tools This color displays only while you are drawing the polygon, before it is closed.

Frame Color

Selects the color of the outer edge of a masked area. This option is only available when Frame Mask is visible.

Frame Mask

Toggle this option to determine if the color of the outer rim of a masked area is different than the rest of the masked area. The color is different when a √ appears to the left of this option, and is the same when no √ appears.

When this option is active, you can select a Frame Color, as described above.

Separations

Separations are discussed at length in the Advanced Techniques section of the "MaskCutter Tools" chapter, earlier in this manual.

Tools

Toggle this option to show or hide the MaskCutter Toolbox on the screen. The Toolbox is displayed when a check mark appears to the left of the option.

Navigator

Toggle this option to display or hide the Navigator window. The Navigator window is displayed when a check mark appears to the left of the option.

### Navigating within an image

MaskCutter provides a small Navigator window, which shows a smaller version of the complete image. A colored locator rectangle encompasses the portion of the image currently visible in the main Picture Display window.

Here are two examples of how you can use the Navigator Window to speed your work along.

Let's say you have zoomed to 2:1 to work in a particularly detailed area of the image. When zoomed, the entire image no longer fits in the main window. However, a colored rectangle in the Navigator window shows which part of the entire image is currently displayed in the main window.

You can also use the locator rectangle to navigate the displayed image in the Picture Display window. Click and drag on or inside the locator rectangle in the Navigator window to navigate the displayed image in the Picture Display window.

Drag the locator rectangle to the bottom left of the Navigator window in order to view the bottom left of the image in the Picture Display window, as shown below.
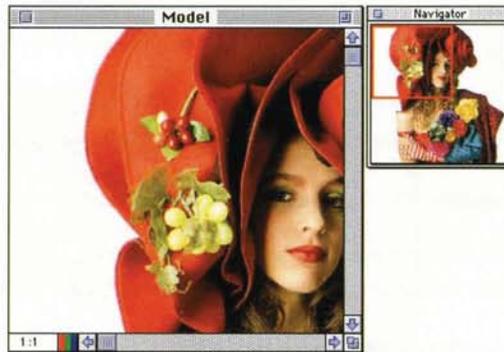
Navigator window - Locator Rectangle

You can change the color of the locator rectangle by double clicking on it.

AutoMask Controls

AutoMask Controls are discussed at length in the Advanced Techniques section of the "MaskCutter Tools" chapter, earlier in this manual.
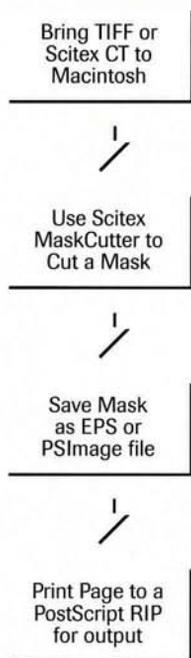
DensityMask Controls

DensityMask Controls are discussed at length in the Advanced Techniques section of the "MaskCutter Tools" chapter, earlier in this manual.

Chapter 5: Workflow Scenario

The most common production environment for MaskCutter is the Postscript desktop. Workflow for this is described in this chapter.

Postscript Desktop Workflow

MaskCutter allows seamless integration into the desktop production environment where it can greatly enhance existing masking capabilities. Using the Macintosh, you can mask CT files (CMYK or CMY), TIFF images (RGB, CMYK, Indexed, Grayscale, and the new 16 bit-per-separation HDR format), and PhotoShop-compatible EPS files.

Bring TIFF or
Scitex CT to
Macintosh

Use Scitex
MaskCutter to
Cut a Mask

Save Mask
as EPS or
PSImage file

Print Page to a
PostScript RIP
for output

Postscript Environment workflow

Using an optical disk or network drive to transfer files to the Macintosh is recommended.

- Bring the CT, TIFF, or EPS file to a Macintosh

- Cut masks for the images

- Save the mask in EPS or PSImage format

- Copy or import the EPS or PSImage mask into a page-layout application, such as QuarkXpress or Adobe PageMaker

- Print the page onto a Postscript RIP, such as the Dolev PS or Dolev PS/M, for film output

Notes on Output

A PSImage file is a relatively small EPS file that contains a Postscript clipping path, essential image data, a low-resolution image preview, and Scitex Automatic Picture Replacement (APR) comments. During output of a file with APR comments, the low-resolution information is replaced with high resolution images. You'll want to save in PSImage format when you intend to take advantage of Scitex APR.

Note   All recent Scitex RIPs support PSImage APR.

If you output to a non-Scitex RIP that does not support PSImage APR, you'll want to save the mask as EPS. Though the EPS file is much larger than the PSImage file, the same high quality mask will be output.

Background Copy

Macintosh System 7 fully supports copying files in the background. This allows you to begin working right away. You will need to launch MaskCutter before you start your copy because the Finder cannot launch an application once it has begun copying files.

The procedure described below works equally well when copying from local or remote storage devices.

- Launch MaskCutter.

- Drag all image files from the remote mounted volume to the RAM disk.

- Wait until at least one file copy is completed.

- Switch from the Finder to MaskCutter by choosing it from the Applications menu at the top right of the screen.

- Start masking while copying continues in the background.

Note   You should not experience loss of performance using MaskCutter while files copy in the background.

Index

Symbols
24-bit color display 10

A
Actual Size 30, 71
Adding to a mask. *See* Mask
Advanced Techniques 37
APR 62
AutoFrame. *See* AutoMask
AutoMask
   AutoFrame 29
   AutoFrame Color 46
   AutoFrame Size 41
   Choke 43
   controls 39
   Direction Indicator 45
   Hot key. *See* Preferences
   separation selection 40
   Smoothness 42
   SuperAutoMask 38
   tool 29, 38
Automatic Tools 22. *See also* Tools

B
Background copy 78
Binary encoding 63

C
Choke. *See* AutoMask
Clear
   DensityMask. *See* DensityMask
   Mask 67
Close
   file 60
   Polygon 67
CMY. *See* Separations
CMYK. *See* Separations
Color Grid. *See* DensityMask
Color Picker 46
Constrained cutting 24
Contiguous. *See* DensityMask
Copy in background. *See* Background copy
Create Preview 59
CT. *See* Scitex CT
Cursor Shape. *See* Preferences

D
Delete
   mask. *See* Clear: Mask
   point 23. *See also* Undo
DensityMask
   Clear 56
   Color Grid 49
   Contiguous 51
   controls 47
   Effects Preview 54
   Fill Islands 53
   Hot key. *See* Preferences
   Smoothness 55
   Tolerance 49
   tool 31, 47
Direction Indicator. *See* AutoMask

E
Edit Menu 66
Editing. *See* Mask
Effects Preview. *See* DensityMask
EPS
   file format 64, 65
   suffix. *See* Preferences

F
File
   background copy 78
   formats 62, 65, 75
   information 57
   location 60
   Menu 58
   new. *See* Open Image & New Mask
   transporting 18
Fill Islands. *See* DensityMask
Frame Color 73
Frame Mask 73
Full Detail tool 30, 35, 71

H
Hardware requirements 9
Hot Keys. *See* Preferences

I
Installation 10
Inverse Mask appearance 72
Invert
   Mask 67
   tool 36
Islands. *See* DensityMask

L

List
  Open Image 58
Location of file. *See* File

M

Magnification. *See* Zoom
Manual tools 22. *See also* Tools
Mask
  adding to 28
  Appearance 72
  Clear 67
  Color 72
  cutting 14, 21, 23, 24
  editing 28
  subtracting from 28
MaskCutter
  file format 62
  suffix. *See* Preferences
Menu Options 57

N

Navigating 25, 73. *See also* Navigator; Pan
    tool; Scroll bars
Navigator 73
  locator rectangle 74
  window 37, 73. *See also* Navigating
New. *See* Open Image & New Mask

O

Opaque Mask appearance 72
Open Image & Existing Mask 60
Open Image & New Mask 58
Output 77. *See also* File: formats
Oval
  Cursor shape. *See* Preferences
  Hot key. *See* Preferences
  tool 32. *See also* Constrained cutting

P

Pan tool 25. *See also* Navigating
Patterned Mask appearance 72
Pictorial
  Open Image 59
Polygon
  Close 23

Color 72
Cursor shape. *See* Preferences
Hot key. *See* Preferences
  tool 26. *See also* Constrained cutting
Postscript
  Workflow. *See* Workflow: Postscript
Preferences
  Cursor Shape 68
  Hot Keys 68
  Suffixes 70
Preview image. *See* Create Preview
Previous 71
PSImage
  file format 62. *See also* File
  suffix. *See* Preferences

Q

Quit 65

R

Rectangle
  Cursor shape. *See* Preferences
  Hot key. *See* Preferences
  tool 32. *See also* Constrained cutting
Registration 11
Revert to Saved 65
RGB. *See* Separations

S

Save 60
Save As 61
Scitex APR information. *See* APR
Scitex CT
  format 75
  suffix. *See* Preferences
Scroll bars 37. *See also* Navigating
Separations 40
  indicator 37
Smooth Polygon
  Cursor shape. *See* Preferences
  Hot key. *See* Preferences
  tool 27. *See also* Constrained cutting
Smoothness. *See* AutoMask; DensityMask
Software requirements 10
Subtracting from a mask. *See* Mask
Suffixes 61. *See also* Preferences
SuperAutoMask. *See* AutoMask

T

U

V

W

Z

scitex

Scitex Europe SA
Drève Richelle 161
B-1410 Waterloo
Tel. 32 2 352 25 11
Fax 32 2 351 09 15