

Mosaizer Pro Tutorial

Working with brush masks



Here you learn how to apply a brush mask on a source picture. We will demonstrate how the random settings in combination with resizing and rotating of the brush mask can result in a realistic painting effect.

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About brush masks

Brush masks are alpha masks. An alpha mask is a grayscale picture that filters out certain parts of the (tile) sub-picture, creating a (semi)transparent or opaque effect, depending on the gray value of the mask. Full black pixels are rendered transparent, while fully white pixels take the color of the tile. As a consequence the black parts of the mask take the pixels from the underlying canvas. This way beautiful effects can be created. The figure on the right demonstrates the effect of an alpha mask.

A brush mask is essentially the same as an alpha mask, but is just called differently (and named differently) because usually the effect with brush masks is applied differently than alpha masks: to imitate a painting brush. All the brush masks that come with Mosaizer Pro have genuine brush shapes made with Corel Painter.



Requirements

A source picture and a brush mask are the only requirements. We don't use a picture library, so any choice of library will suffice. We use the *b_Airbrush* mask and a high resolution picture of two wooden shoes with a clear white rim of 30 px to assure that all edges are painted.

The steps to make a picture with a brush mask

Step 1: load the source picture and the brush mask

When the picture is already used before and available in the source picture history list, press *File | Load source picture* otherwise load the source picture as a new entry via *File | New source picture*. The mask is loaded via the tab *Masker | Alpha masks*. We use the *b_Airbrush* mask.

Next, set the *Type fill* for the Overlay mask to *Colorize*. Don't yet change the value of the *Colorize* (default value is 5). Then press the *Preview* button and look at the result.

Information: we use the *Preview window* to quickly assess the effect of the steps we are taking. The preview window only shows a portion of the final result. To show a good representative part of the intended effect this preview portion resizes automatically with changing settings. All results in this tutorial are taken from a screenshot of the preview window.





The result with almost every default value does not look very impressive. Tuning is needed!

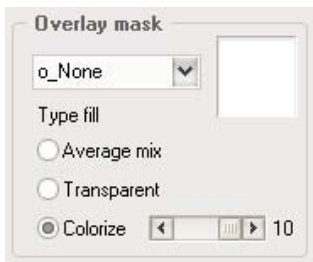
Step 2: Tuning the colorize and random settings

As seen in the first (default) result, the colors are not only faint, also the background picture is still seen dominantly and the amount of brush strokes is very low.

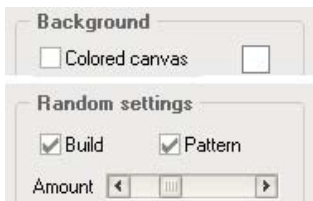
1. We first change the color settings via *Colorize* and set the slider to its maximum value (10).

Then select the tab *Special* and change the following settings:

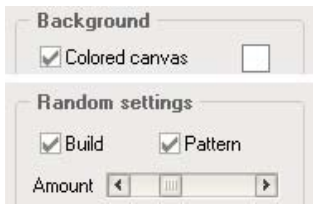
2. Random *Build* and Random *Pattern* must be checked (this way a random brush position is used and built in random order to imitate a true artist's approach of painting)
3. Use a colored background by ticking the checkbox *Colored canvas* (this way the background of the canvas is white). Leave the canvas color white.
4. Move the *Amount* slider to appr. 60% to increase the amount of random brush strokes



First improvement: set the filling color to 10 (fill colors are now fully opaque)



Second improvement: activate the random settings (default random Amount)



Third improvement: use a colored canvas (the source picture is not visible any more).

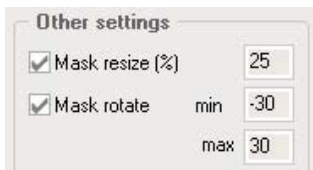


Fourth improvement: increase the amount of random brush strokes.

Step 3: resize and rotate the brush mask

A very powerful feature is the possibility to resize and rotate the mask. This way not only strokes size variation is imitated but also a certain random movement of the brush by rotating the mask.

The size and rotation settings are found in the tab *Quick settings, Other settings*. Tick the checkboxes for *Mask resize* and *Mask rotate*. The default values are 25% resize (meaning: the mask is resized down to 25% of its original size) and -30 to +30 degrees (meaning: the mask is rotated between 30 degrees anti-clockwise and 30 degrees clockwise). Press *Preview* once more to see the result in the preview window.



The effect of brush dynamics. We have also increased the Amount of random strokes a bit.

Step 4: set the final paper size

The preview shows a good result, but to make a good printable result, the size needs to be increased to about 2000x3000 pixels in total (for a letter or A4 print this is a good choice). Because we are working in preview, a size increase automatically selects a smaller portion of the source picture for preview (close-up effect). This is the final result (preview window):



It's playtime !

Try different brush masks and see how the character of the result changes...



Mosaizer Pro

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