

Master

LAYER MASK

The tutorial helps you to quickly make simple layer mask.

Additional software:

- **EmfToPng** utility of the **BI Tools**
NOTE: Copy **EmfToPng.exe** from directory **C:\Program Files\Bohemia Interactive\Tools\Visitor 3** to directory **%your_project%\source**.
- **Adobe Photoshop** (or any like this)

Preparing Images

In Terrain Editor:

1. In the **Visitor 3** window, select **Project > Open**
2. In the **Open** dialog box, open ***.pew** file with your project.
3. In menu bar, select **View > Define Configuration**
4. In the **untitled** dialog box, in the **View Settings** tab:
 - 1) In the **View settings** section, set the **Minimal displayed size of basic square (texture)** to 1.
 - 2) In the **Cursor display parameters** section, **uncheck** the **Show cursor in map** checkbox.
5. Click **OK** button.
6. In the toolbar, select the **Elevation Interval - gray scale** filter
NOTE: Make sure you selected the **Show Shadows** tool.
7. Select **Project > Export Map as Image**
8. Save the image as **terrain_gr.emf (gray)** into **%your_project%\source\export\images**.
9. **Option:** If you create an **island** or a land with a **coast**,
 - 1) Select the **Elevation – Color scale** filter.
NOTE: You might select **Elevation – gray scale** filter as **alternative** for.
 - 2) Select **Project > Export Map as Image**
 - 3) Save the image as **terrain_clr.emf (Color)** into **%your_project%\source\export\images**
10. Exit the **Visitor 3**.

In Picture Manager:

1. Convert **EMF** to **PNG** with **EmfToPng.exe**: select the file, hover and release it on the utility.
2. Crop the **blue** line on the **left** and **bottom** of the **PNG** image keeping its dimensions to a square.
NOTE: If you use **MS Windows**, you can do this with **Microsoft Office Picture Manager**.
3. Save the file **cropped**.

In Picture Editor

If you create an **island** or a land with a **coast**, adjust the line of the coast.

If you use **MS Windows**, you can do this with the **Paint** picture editor:

1. In the editor window, open the **terrain_clr.png converted**.
2. In the left toolbar, select the **Brush** tool.
3. In the toolset section that appear, select a **round** brush with **biggest** size.
4. In the Color set placed at bottom-left on the window, pick a white Color.
5. Approximately draw the coastline with this tool to crop this.
6. Save the file **edited**.

In Image Editor

What you'll need to do and how many colours you will need to use will depend on what you want to create:

- A surface covered with single layer (sand, gravel, soil and etc.)
- A surface covered with several layers together

Creating Layer Masks

Creating a layer mask for a surface covered with single material:

1. In the **Adobe Photoshop** window, in the menu bar, select **File > New**.
NOTE: Make sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
2. Click **OK** button.
3. Select this image: **Select > All**.
4. Click RMB on the image.
5. Select the **Fill** item in the shortcut menu.
6. In the **Fill** dialog box, click on the **Use** field.
7. Select the **Color** item in the drop menu.
8. In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 0, B- 0**. Click **OK** button.
9. In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
10. Deselect the image: **Selection > Deselect**.
11. Save the image as **terrain_msk1.png**.

Creating a layer mask for a surface covered with two materials:

1. In the **Adobe Photoshop** window, open the **terrain_gr.png converted**.
2. Convert this image into black-white colour:
 - 1) Select **Image > Adjustments > Black&White**.
 - 2) In the **Black and White** dialog box, click **OK** button.
3. Filter the image: **Filter > Filter Gallery**
4. In **Artistic** drop menu, select **Sponge** filter
5. In the **Sponge** dialog box, set parameters: **Brush Size - 0; Definition - 0; Smoothness - 1**
NOTE: Wait until this is done.
6. Click **OK** button
7. Select **Filter > Filter Gallery**.
8. In the **Sketch** drop menu, select the **Stamp** filter.
9. In the **Stamp** dialog box, set parameters: **Light/Dark Balance - 25, Smoothness - 1**.
NOTE: Wait until this is done.
10. Click **OK** button.
11. Select **Filter > Filter Gallery**.
12. In the **Sketch** drop menu, select the **Photocopy** filter.
13. In the **Photocopy** dialog box, set parameters: **Detail - 7, Darkness - 8**.
NOTE: Wait until this is done.
14. Click **OK** button.
15. Select **Filter > Filter Gallery**.
16. In the **Brush Strokes** drop menu, select the **Spatter** filter.
17. In the **Spatter** dialog box, set parameters: **Spray Radius - 25, Smoothness - 5**.
NOTE: Wait until this is done.
18. Click **OK** button.
19. Select **Filter > Filter Gallery**.
20. In the **Sketch** drop menu, select the **Photocopy** filter.
21. In the **Photocopy** dialog box, set parameters: **Detail - 7, Darkness - 8**.
NOTE: Wait until this is done.
22. Click **OK** button.

23. Save the image as **terrain_layer.png**.
24. In the menu bar, select **File > New**.
 - NOTE:** Be sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
25. Click **OK** button.
26. Select this image: **Select > All**.
27. Click RMB on the image.
28. Select the **Fill** item in the shortcut menu.
29. In the **Fill** dialog box, click on the **Use** field.
30. Select the **Color** item in the drop menu.
31. In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 255, B- 0**. Click **OK** button.
32. In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
33. Deselect the image: **Selection > Deselect**.
34. Click on the tab of the **terrain_layer**.
35. Select this image: **Select > All**.
36. Copy the image: **Edit > Copy**.
37. Deselect the image: **Selection > Deselect**.
38. Close the **terrain_layer**.
39. In the **Untitled-1**, paste the **terrain_layer** copied: **Edit > Paste**.
40. Click RMB on the **Layer 1** item at the right pane.
41. In the shortcut menu, select the **Blending Options** item.
42. In the **Layer Style** dialog box, within the **Blend If:** section, under the **This Layer** field, hold LMB on the right slider and move it onto the left end of the field to decrease the value from **255** to **0**, so that the white colour will be deleted. Click **OK** button.
43. Click RMB on the **Layer 1** item again.
44. In the shortcut menu, select the **Merge Down** item.
45. **Option:** If you create either an island or a land with a coast,
 - 1) Open the **terrain_clr.png** edited.
 - 2) Select this image: **Select > All**.
 - 3) Copy the image: **Edit > Copy**.
 - 4) Deselect the image: **Selection > Deselect**.
 - 5) Close the **terrain_clr**.
 - 6) In the **Untitled-1**, paste the image **terrain_clr** copied: **Edit > Paste**.
 - 7) Select **Quick Selection Tool** at the left toolbar.
 - 8) In the **Layer 1**, select an area above sea level.
 - 9) Click RMB on **Layer 1** item at the right pane.
 - 10) In the shortcut menu, select the **Delete Layer** item.
 - NOTE:** After the image **Layer 1** is deleting, the selected area will still stay on the image.
 - 11) In the **Background**, invert the selection into outro: **Select > Inverse**.
 - 12) Click RMB on the image.
 - 13) Select the **Fill** item in the shortcut menu.
 - 14) In the **Fill** dialog box, click on the **Use** field.
 - 15) Select the **Color** item in the drop menu.
 - 16) In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 0, B- 0**. Click **OK** button.
 - 17) In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
 - 18) Deselect the image: **Selection > Deselect**.
46. Save the image as **terrain_msk1.png**.

Creating a layer mask for a surface covered with three materials:

1. In the **Adobe Photoshop** window, open the **terrain_gr.png converted**.
2. Convert this image into black-white colour:
 - 1) Select **Image > Adjustments > Black&White**.
 - 2) In the **Black and White** dialog box, click **OK** button.
3. Filter the image: **Filter > Filter Gallery**
4. In **Artistic** drop menu, select **Sponge** filter
5. In the **Sponge** dialog box, set parameters: **Brush Size - 0; Definition - 0; Smoothness - 1**
NOTE: Wait until this is done.
6. Click **OK** button
7. Select **Filter > Filter Gallery**.
8. In the **Sketch** drop menu, select the **Stamp** filter.
9. In the **Stamp** dialog box, set parameters: **Light/Dark Balance - 25, Smoothness - 1**.
NOTE: Wait until this is done.
10. Click **OK** button.
11. Select **Filter > Filter Gallery**.
12. In the **Sketch** drop menu, select the **Photocopy** filter.
13. In the **Photocopy** dialog box, set parameters: **Detail - 7, Darkness - 8**.
NOTE: Wait until this is done.
14. Click **OK** button.
15. Select **Filter > Filter Gallery**.
16. In the **Brush Strokes** drop menu, select the **Spatter** filter.
17. In the **Spatter** dialog box, set parameters: **Spray Radius - 25, Smoothness - 5**.
NOTE: Wait until this is done.
18. Click **OK** button.
19. Select **Filter > Filter Gallery**.
20. In the **Sketch** drop menu, select the **Photocopy** filter.
21. In the **Photocopy** dialog box, set parameters: **Detail - 7, Darkness - 8**.
NOTE: Wait until this is done.
22. Click **OK** button.
23. Save the image as **terrain_layer.png**.
24. In the menu bar, select **File > New**.
NOTE: Be sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
25. Click **OK** button.
26. Select this image: **Select > All**.
27. Click RMB on the image.
28. Select the **Fill** item in the shortcut menu.
29. In the **Fill** dialog box, click on the **Use** field.
30. Select the **Color** item in the drop menu.
31. In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 255, B- 0**. Click **OK** button.
32. In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
33. Deselect the image: **Selection > Deselect**.
34. Save the image as **terrain_gradient_g.png**.
35. In the menu bar, select **File > New**.
NOTE: Be sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
36. Click **OK** button.
37. Select this image: **Select > All**.
38. Click RMB on the image.
39. Select the **Fill** item in the shortcut menu.

40. In the **Fill** dialog box, click on the **Use** field.
41. Select the **Color** item in the drop menu.
42. In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 0, B- 255**. Click **OK** button.
43. In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
44. Deselect the image: **Selection > Deselect**.
45. Save the image as **terrain_gradient_b.png**.
46. Open the **terrain_clr.png converted**.
47. Select **Image > Adjustments > Brightness/Contrast**
48. In the **Brightness/Contrast** dialog box, set the parameters: **Brightness - (-100), Contrast - +100**
49. Select this image: **Select > All**.
50. Copy the image: **Edit > Copy**.
51. Deselect the image: **Selection > Deselect**.
52. Close the **terrain_clr** without the changes.
53. In the menu bar, select **File > New**.
NOTE: Be sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
54. Click **OK** button.
55. In this image, paste the **terrain_clr** copied: **Edit > Paste**.
56. Click RMB on the **Layer 1** item at the right pane.
57. In the shortcut menu, select the **Blending Options** item.
58. In the **Layer Style** dialog box, within the **Blend If** section, under the **This Layer** field, hold LMB on the right slider and move it onto the left end of the field to decrease the value from **255** so that you will delete some areas at will. Click **OK** button.
NOTE: In addition, you can add the separate areas with another method:
 - 1) At the left toolbar, select **Quick Selection Tool**.
 - 2) Select areas where you want to add another layer to the mask, using the height lines.
 - 3) Clear the areas selected: **Edit > Clear**.
 - 4) Deselect the image: **Selection > Deselect**.
59. Click RMB on the **Layer 1** item again.
60. In the shortcut menu, select the **Merge Down** item.
61. Save the image as **terrain_areas.png**.
62. Click on the tab of the as **terrain_gradient_g**.
63. Select this image: **Select > All**.
64. Copy the image: **Edit > Copy**.
65. Deselect the image: **Selection > Deselect**.
66. Close the **terrain_gradient_g**.
67. Click on the tab of the **terrain_gradient_b**.
68. In this image, paste the **terrain_gradient_g** copied: **Edit > Paste**.
69. Click on the tab of the **terrain_areas**.
70. Copy this image: **Edit > Copy**.
71. Deselect the image: **Selection > Deselect**.
72. Close the **terrain_areas**.
73. Click on the tab of the **terrain_gradient_b**.
74. In this image, paste the **terrain_areas** copied: **Edit > Paste**.
75. At the left toolbar, select **Quick Selection Tool**.
76. Select the white areas where you want to add another layer to the mask.
77. Click RMB on **Layer 2** item at the right pane.
78. In the shortcut menu, select the **Delete Layer** item.
NOTE: After the image **Layer 2** is deleting, the selected area will still stay on the image.
79. In the **Layer 1**, clear the areas selected: **Edit > Clear**.
80. Deselect the image: **Selection > Deselect**.

81. Click RMB on the **Layer 1** item again.
82. In the shortcut menu, select the **Merge Down** item.
83. Click on the tab of the **terrain_layer**.
84. Select this image: **Select > All**.
85. Copy the image: **Edit > Copy**.
86. Deselect the image: **Selection > Deselect**.
87. Close the **terrain_layer**.
88. In the **terrain_gradient_b**, paste the **terrain_layer** copied: **Edit > Paste**.
89. Click RMB on the **Layer 1** item at the right pane.
90. In the shortcut menu, select the **Blending Options** item.
91. In the **Layer Style** dialog box, within the **Blend If:** section, under the **This Layer** field, hold LMB on the right slider and move it onto the left end of the field to decrease the value from **255** to **0**, so that the white colour will be deleted. Click **OK** button.
92. Click RMB on the **Layer 1** item again.
93. In the shortcut menu, select the **Merge Down** item.
94. **Option:** If you create either an island or a land with a coast,
 - 1) Open the **terrain_clr.png** edited.
 - 2) Select this image: **Select > All**.
 - 3) Copy the image: **Edit > Copy**.
 - 4) Deselect the image: **Selection > Deselect**.
 - 5) Close the **terrain_clr**.
 - 6) In the **terrain_gradient_b**, paste the image **terrain_clr** copied: **Edit > Paste**.
 - 7) Select **Quick Selection Tool** at the left toolbar.
 - 8) In the **Layer 1**, select an area above sea level.
 - 9) Click RMB on **Layer 1** item at the right pane.
 - 10) In the shortcut menu, select the **Delete Layer** item.

NOTE: After the image **Layer 1** is deleting, the selected area will still stay on the image.
 - 11) In the **Background**, invert the selection into outro: **Select > Inverse**.
 - 12) Click RMB on the image.
 - 13) Select the **Fill** item in the shortcut menu.
 - 14) In the **Fill** dialog box, click on the **Use** field.
 - 15) Select the **Color** item in the drop menu.
 - 16) In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 0, B- 0**. Click **OK** button.
 - 17) In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
 - 18) Deselect the image: **Selection > Deselect**.
95. Save the image as **terrain_msk1.png**.

Mapping Structure

If you want to map a **structure** (e.g., roads, buildings), you have to do following.

In Terrain Editor:

1. In the **Visitor 3** window, select **Project > Open**
2. In the **Open** dialog box, open *.pew file with your project.
3. In menu bar, select **View > Define Configuration**
4. In the **untitled** dialog box, in the **View Settings** tab:
 - 1) In the **View settings** section, set the **Minimal displayed size of basic square (texture)** to 1.
 - 2) In the **Cursor display parameters** section, **uncheck** the **Show cursor in map** checkbox.
5. Click **OK** button.
6. In the toolbar, select the **Ground/Sea** filter or one of next **three** to it.
NOTE: Make sure the **other** filters are deselected.
7. Select **Project > Export Map as Image**
8. Save the image as **terrain_strctr.emf (structure)** into %your_project%\source\export\images.
NOTE: Set the **Resolution** (XY) to a value as big as possible, for example, to **4096** (default is **2048**).
9. Exit the **Visitor 3**.

In Picture Manager:

1. Convert **EMF** to **PNG** with **EmfToPng.exe**: select the file, hover and release it on the utility.
2. Crop the **blue** line on the **left** and **bottom** of the **PNG** image keeping its dimensions to a square.
NOTE: If you use **MS Windows**, you can do this with **Microsoft Office Picture Manager**.
3. Save the file **cropped**.

In Image Editor

1. In the **Adobe Photoshop** window, open the **terrain_strctr.png** converted.
2. Select this image: **Select > All**.
3. Copy the image: **Edit > Copy**.
4. Deselect the image: **Selection > Deselect**.
5. Close the **terrain_strctr**.
6. In the menu bar, select **File > New**.
NOTE: Make sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
7. Click **OK** button.
8. In the **Untitled-1**, select this image: **Select > All**.
9. Click RMB on the image.
10. Select the **Fill** item in the shortcut menu.
11. In the **Fill** dialog box, click on the **Use** field.
12. Select the **Color** item in the drop menu.
13. In the **Color Picker (Fill Color)** dialog box, set the parameters: **R- 0, G- 0, B- 0**.
14. Click **OK** button.
15. In the **Fill** dialog box, set the **Opacity** parameter to **100%**. Click **OK** button.
16. In the picture **Untitled-1**, paste the image **terrain_strctr** copied: **Edit > Paste**.
17. Click RMB on the **Layer 1** item at the **right** pane.
18. In the shortcut menu, select the **Blending Options** item.
19. In the **Layer Style** dialog box, within the **Blend If:** section, under the **This Layer** field, hold LMB on the **right** slider and move it onto the left end of the field to decrease the value from **255** to **75**, so that the **red** colour will be **deleted**. Click **OK** button.
20. Click RMB on the **Layer 1** item again.
21. In the shortcut menu, select the **Merge Down** item.

22. Select the **Untitled-1** image: **Select > All**.
23. Copy the image: **Edit > Copy**.
24. Deselect the image: **Selection > Deselect**.
25. Close the **Untitled-1** without the changes.
26. In the menu bar, select **File > New**.
NOTE: Make sure, the **Width** and **Height** parameters have the size of the **terrain_gr**.
27. Click **OK** button.
28. In the new **Untitled-1**, paste the image copied: **Edit > Paste**.
29. Click RMB on the **Layer 1** item at the right pane.
30. In the shortcut menu, select the **Blending Options** item.
31. In the **Layer Style** dialog box, within the **Blend If:** section, under the **This Layer** field, hold LMB on the right slider and move it onto the left end of the field to decrease the value from **255** to **27**, so that the blue colour will be deleted. Click **OK** button.
32. Click RMB on the **Layer 1** item again.
33. In the shortcut menu, select the **Merge Down** item.
34. Select the **Untitled-1** image: **Select > All**.
35. Copy the image: **Edit > Copy**.
36. Deselect the image: **Selection > Deselect**.
37. Save the image as **terrain_strctr2.png**.
38. Close the **terrain_strctr2**.
39. Open the **terrain_msk1** image.
40. In the **terrain_msk1**, paste the **terrain_strctr2** copied: **Edit > Paste**.
41. Click RMB on the **Layer 1** item at the right pane.
42. In the shortcut menu, select the **Blending Options** item.
43. In the **Layer Style** dialog box, within the **Blend If:** section, under the **This Layer** field, hold LMB on the right slider and move it onto the left end of the field to decrease the value from **255** to **0**, so that the white colour will be deleted. Click **OK** button.
44. Click RMB on the **Layer 1** item again.
45. In the shortcut menu, select the **Merge Down** item.
46. Save the image as **terrain_msk1.png**.

Resizing Layer Mask

Resize the **terrain_msk1** image into the terrain size:

1. Select **Image > Image Size**.
2. In the **Image Size** dialog box, on the **Pixel Dimensions** section, set the **Width** and **Height** to.
3. Save the image as **terrain_msk2.png**.

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