

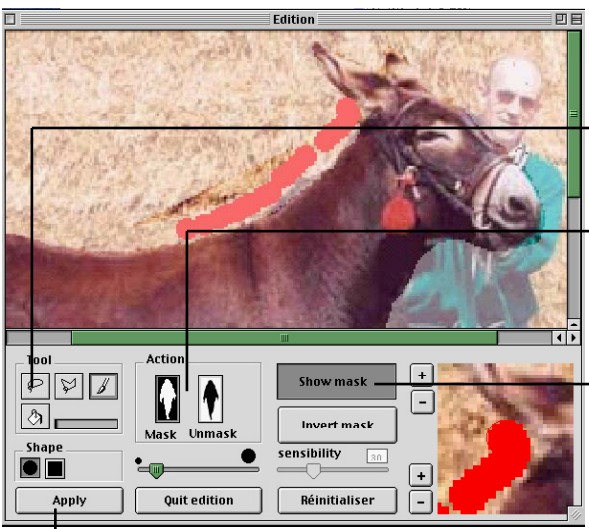
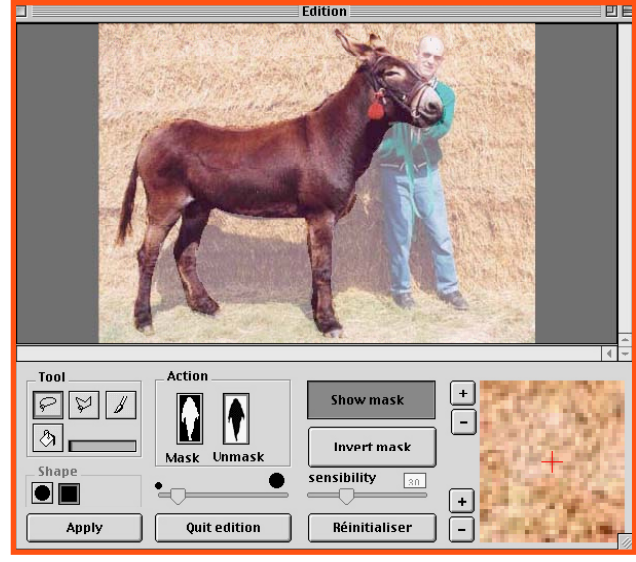


Open the image

Click "Edit mask"



The mask editor is open



Use the tools to draw the hole in the mask :

brush, freehand selection, polygon selection, fill, all the usual tools for drawing

Click here to change between cutting in the mask and filling the mask

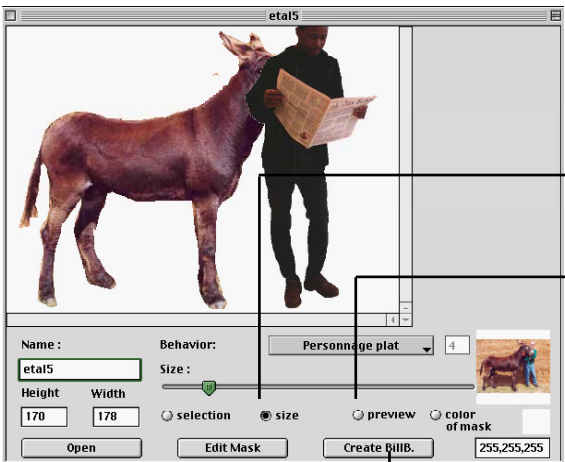
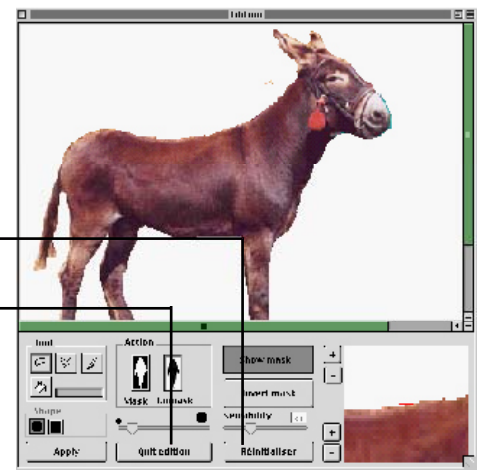
Click here to make the mask appear in transparency

Zoom in and out to work on details

Once your mask is right, click "apply mask"

Click "Reinitialize" to clear the mask if not good, or control-Z

Now click on "Quit edition" to go back to the Billboard parameters editor



Select the part of the drawing to make a billboard of

Select "Size" to find visually the size by comparing to a standard man, or enter the size in centimeters

Select "Preview" and choose the portion of image that you want to be your preview

Click "Save" and select your BB folder, or create new one

That's it, if your BB folder is in the Shader folder that is active in Art•lantis, your BB will appear instantly in the library.

