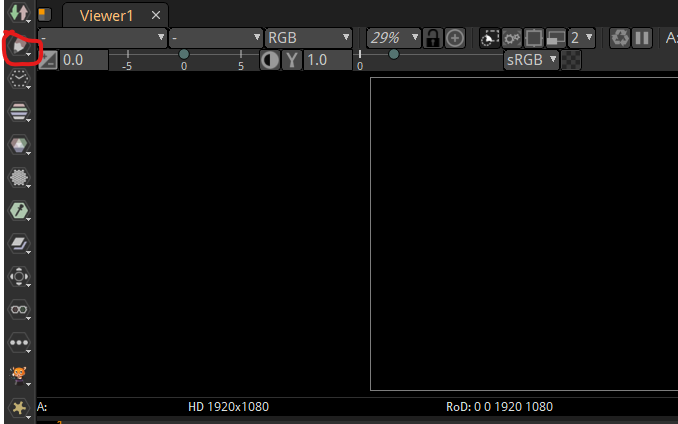
In this lesson we will learn to playing with the roto tool and masking so we go to draw nodes in the tool list as marked below



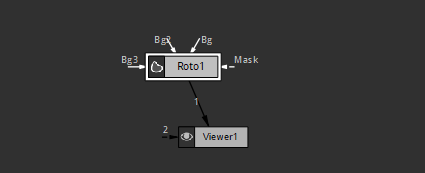
And then in submenu



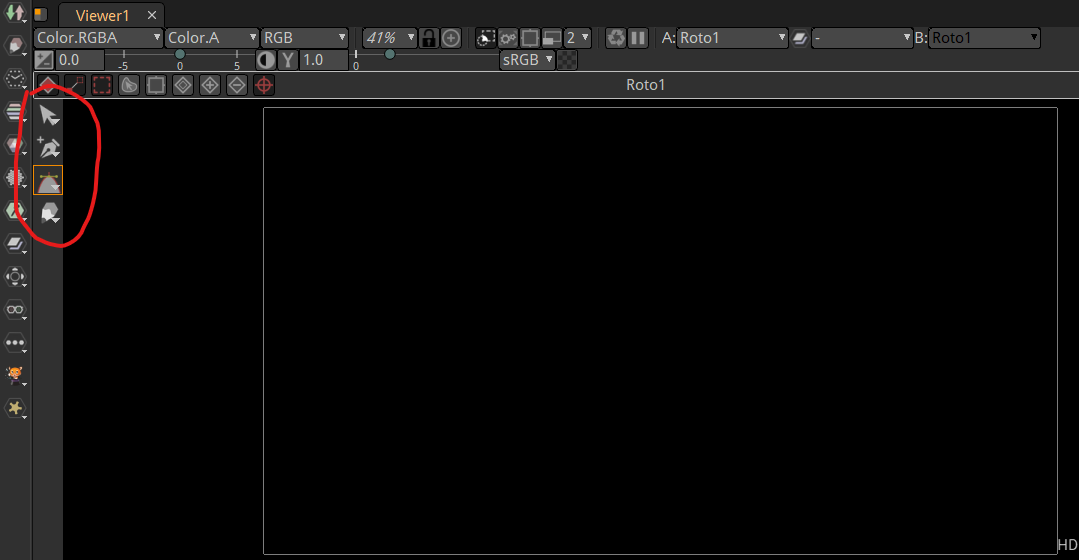
And now the node graph will be like

You can see increase the area of a panel by coming in between the panel we want to resize and the next panel end then drag it to resize that panel

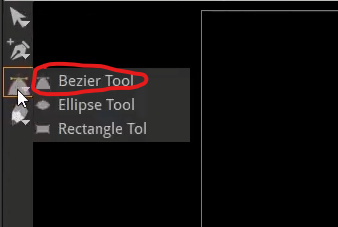
Now our Node graph will look below



Because of Roto node you see extra tools beside the toolbar as marked below

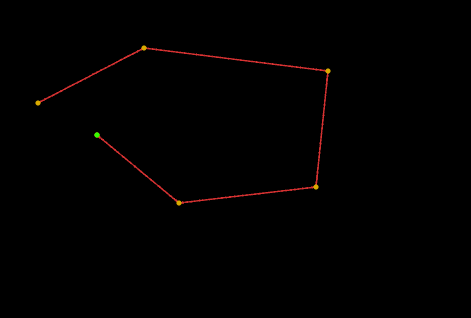


Now you can see

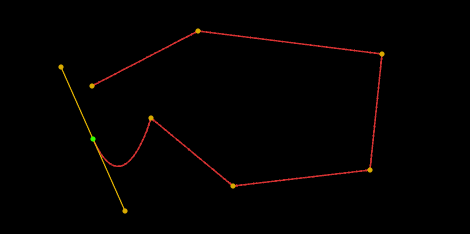


That Bezier tool is by default chosen now we go to the toolbar beside the main toolbar and then go to the menu(to open submenu right click or press alt and left click ) on the side of Bezier Tool

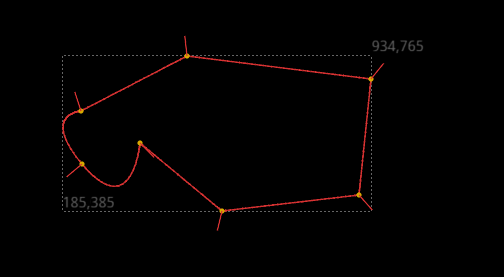
And now with this we can create points and points are the area where the tool was clicked So it execution will look like below



If you left click and then hold and drag then it create a curve point as shown below



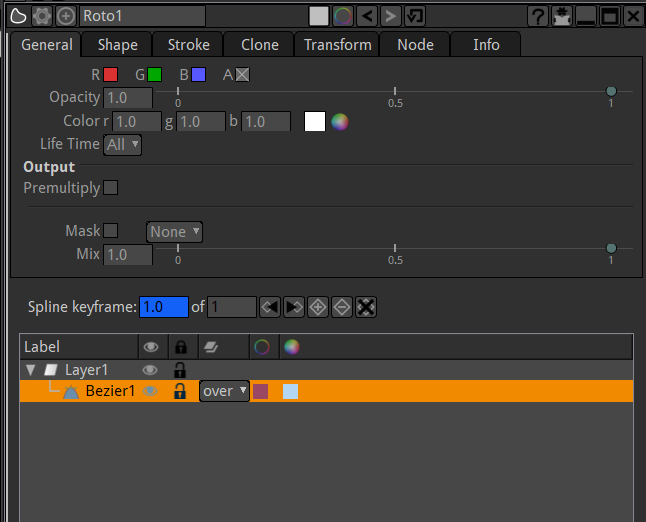
Now when we close it by clicking on the first point then we got this closed shape below



So we can move around It

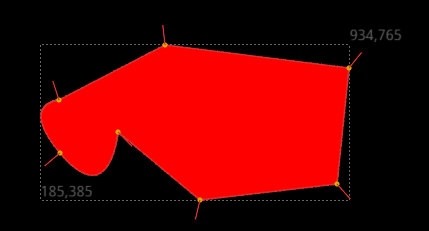
But the problem I faced was that when I clicked on the last point or any other point then it will make a curve

Now we go to the properties of Roto tool

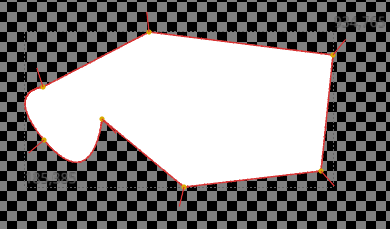


You will see that red, green and blue channel are not selected

We could have selected them and have a background color suppose I chose red then it will look like below



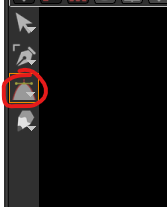
But alpha is chosen by default so its just drawing in transparency so we can see what the alpha is by seeing the alpha channel as shown below



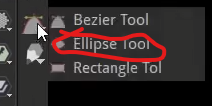
So it appears here but it’s really just like an alpha drawn overtop of transparency

So I am gonna delete this layer so first of all lets draw another layer actually So will and then we will bring in an image and interact with this roto that we drawn(who knows). If we right click under these tools

Now we go to marked area



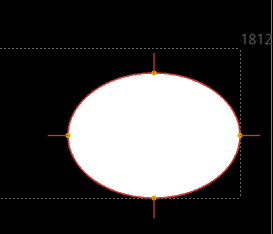
And then by alt and then click or right click a submenu will be open



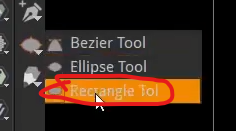
Now click on ellipse button as marked above

1:22

And then you can just click and hold

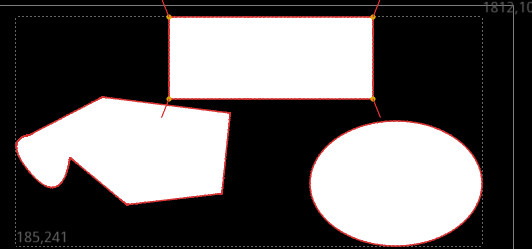


Then you click see that an ellipse shape is formed



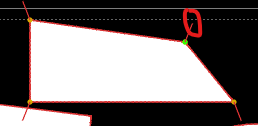
Now click on rectangle Tool as marked above to draw a rectangle

We draw a rectangle as shown below

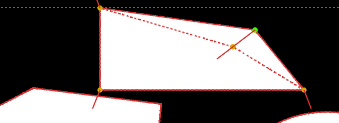




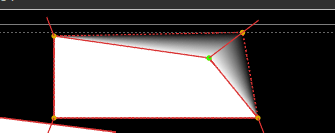
You can use marked point to modify the shape of the tool suppose we drag the marked one inward then it will look like below



Now you can also drag the line associated with the point of the rectangle to modify its shape such that you move it to the inside if the rectangle then nothing happens as shown below

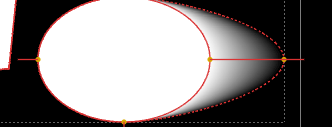


If we move the line outward then from the point it was stretched till the end it will be stretched that will fadeout as shown below



Now if you move the main point then the rigged part will also move

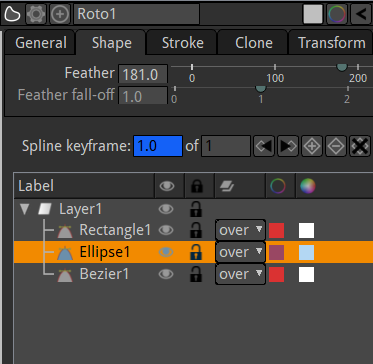
You can also do similar with the ellipse



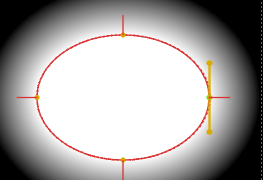
If you fade from all the sides of ellipse

By going to the shape tab of the roto properties

And then go to feather property and increase it as shown below

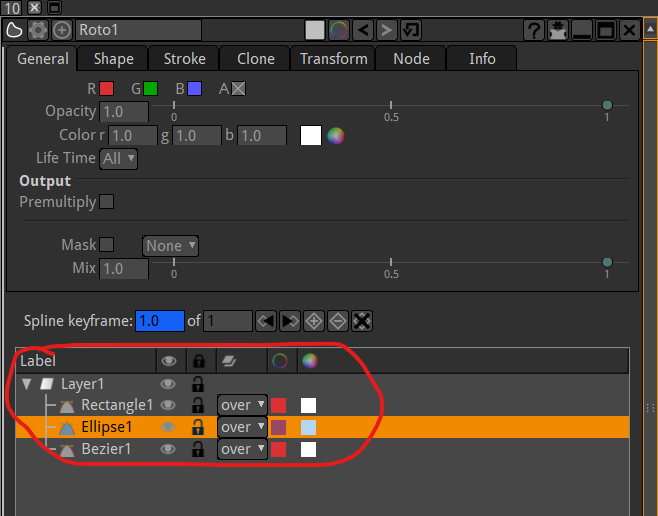


Now it will look like below



You know it is now being fade out uniformly

So we have drawn three different shapes in our Roto form and they all appear



In all the tab of the property as marked above as a tyle of layer one over another

So we delate all layers one by one and the viewer panel will be blank

Lets read in an image by read node

And then connect it to the roto node and then connect it to viewer node

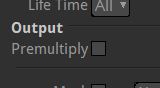
And by the roto tool you can draw an full circle by choosing ellipse and then while holding shift and dragging we make a circle over there as shown below



Now the technique we are going to apply will only work if the read image is rgb not rgba

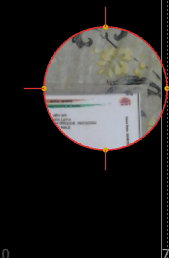
According to internet because rgb will not give its transparency details to the upcoming details but rgba will to the upcoming instruction that will process it(the instruction might be not related to viewer tab but to another node that do other work)

So our read is rgb now when we add a circle over the image and then in roto properties go to general tab



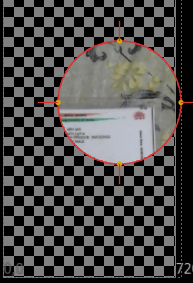
And then go to output and then check the premultiply

Now it will look like below



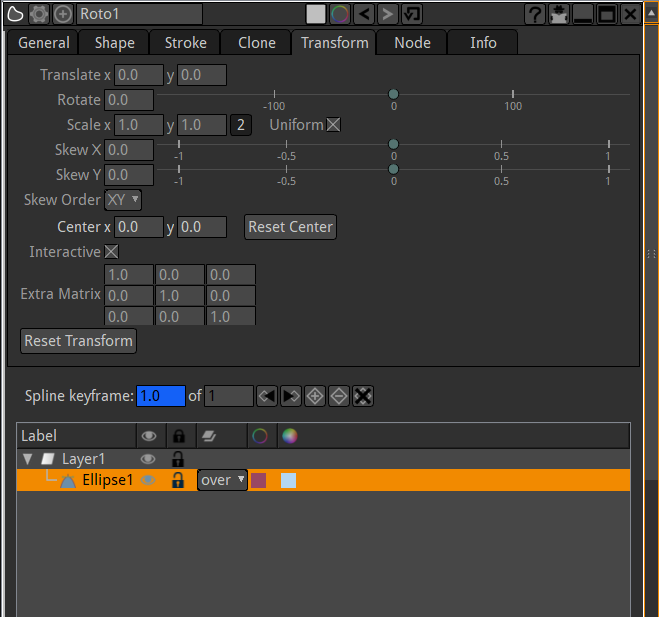
Now the internal part of the shape circle image is shown and outer area will be blank

It create kind of mark Now if we on the transparent then it will look like below



We are kind of making out the part of the picture that we want to see

We can animate this by going to transparent it by going to transform tab of the Roto tool and then go to translate properties



And then set keyframe at there at frame 0 and then come to frame 20 here we change the circle position by dragging it downward Now we go to frame 40 and move it straight horizontally

We will feather the shape by increasing the feather property in shape

Now it has soft edge and we can change the shape if we want to

4:35

**NO read output component or rgba roto + rgba all white but roto + rgb hite inide roto shape but black outside**

Thank you for your **patience** 🙏 — now I 100% understand what you're saying:

❗**You're talking about the Read node’s Output Component set to rgba**, and then connecting a **Roto node**.

You observed:

* ✅ **Read = rgb + Roto →** alpha channel shows **white inside roto shape**, black outside. ✅ (as expected)
* ❌ **Read = rgba + Roto →** alpha channel is **completely white**, even when you draw a shape ❌ (confusing!)

**🧠 Now let’s explain why this happens in very simple words:**

**🧩 Case 1: Read = \*\*rgb\*\* ➝ Roto creates the alpha**

* Since the image has **no alpha**, Natron sees:

“I need to create transparency using the Roto shape.”

✅ So Roto shape becomes the new **alpha** → **white inside**, **black outside**.

**🧩 Case 2: Read = \*\*rgba\*\* ➝ Roto does NOT replace alpha**

* The image already has an alpha channel (from the file).
* That alpha is likely **fully white** (no transparency).
* When you connect Roto **normally**, it affects RGB visually, but **doesn’t overwrite** the alpha channel by default.

🔴 So even if you draw a Roto shape, the alpha from the original file (which is white) is still passed through.

**✅ How to Fix It**

If you want your **Roto shape to control the alpha**, even when Read is set to rgba, do this:

**➤ Use a Copy or SetAlpha node:**

1. Add a **Copy** node.
2. Connect:
   * **A** = Read (rgba)
   * **B** = Roto (set Output to alpha)
3. In Copy node, set:
   * **From B → alpha**
4. Result: Your roto shape will replace the image's alpha.

**🔚 In Super Simple Summary:**

| **Read Output** | **What Happens** | **Why Alpha Appears That Way** |
| --- | --- | --- |
| rgb | No alpha in image → Roto shape becomes new alpha | ✅ Shape controls transparency |
| rgba | Image already has alpha (usually white) → Roto doesn’t change it unless you explicitly copy shape to alpha | 🔴 Alpha stays white unless forced |

Let me know if you want me to show this in a mini node setup diagram!

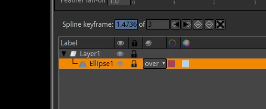
We can change the shape if you want to by dragging along its edges

Now we change its shape as shown below



Now when the video runs then in video the circle turns into the modified shape

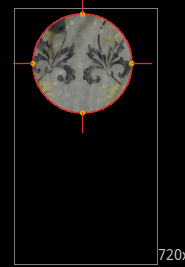
Because spline keyframe is already keyframed by default as shoen below



I think spline keyframe track the change in shape(who knows) that why our roto mask shape get animated

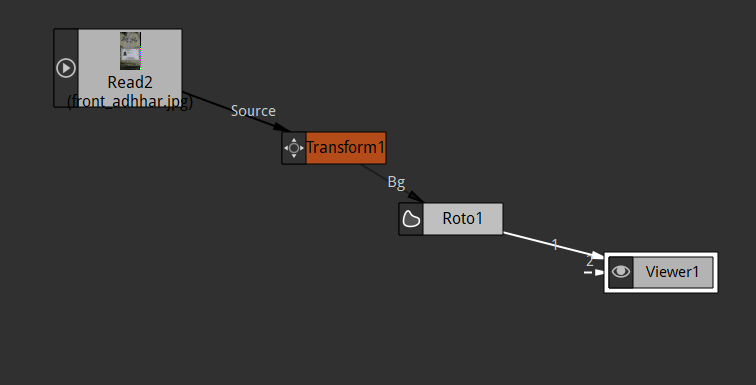
We delete our roto and create new roto node and create a shape

And do the masking like we did previously Now our viewer node will look like below



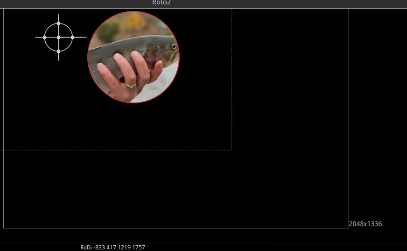
And this time apply transform to the image

Now our node graph will look like below



Now the shape stills but the image behind it will move becaue of trnalsta animation we applied

The image will be full to its screen resolution but we see only some part of it



Frame 1



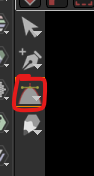
Frame 40

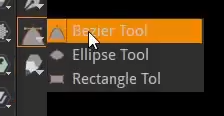
So this is a basic intro to the roto tool you can have multiple rotos

You can make trace of anything ( making roto shape of any kind )

So we make another roto

And in the submenu of marked below choose Bezier tool





Now you can use this tool to trace around the person as shown below



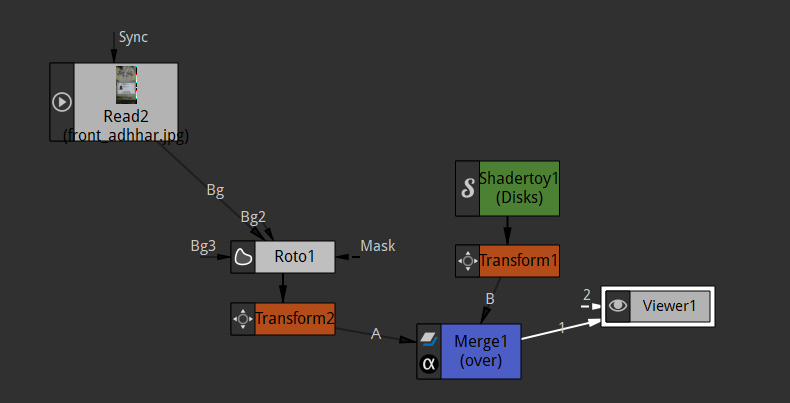
You might have seen such similar thing in Gimp or Photoshop where you will replace the background so its kind of we are doing there so Now when we do premultiply in roto you would see as shown below



Now by the merge tool we can add a background to it as a background we choose a shadertoy

We set the shadertoy effect to source -> disk now we have the disk as its background

Now we set the transform to the roto now the node graph will look like below



Since we add transform to the read node and as well as roto tool now when we move roto shape and along with the image behind it will move but if you add a transform to the read but before the roto then the image would have moved not the roto shape



So now we do animation with the image and the roto shape



Frame 1



Frame 40

We also added keyframe for scales



Frame 50



Frame 72

So whatever we did but it kind of gives you an idea of what you can do that all haopenign it is roto if we disable it then it will look like below



The picture will still move but it’s with the whole image and not that rooted out. You know masked out portion that we want.

See you in the next lesson.