Box Mask Node

The *Box Mask* node creates an image suitable for use as a simple matte.

Inputs

Mask

An optional mask to use as the base for mask operations.

Value

Intensity of the generated mask.

Properties

X, Y

Position of the center of the box as a fraction of the total width or height. (0.5, 0.5 creates a centered box; 0.0, 0.0 creates a box in the lower left.

Width

Width of the box as a fraction of the total image width.

Height

Height of the box as a fraction of the total image *width*, not height.

Rotation

Rotation of the box around its center point.

Mask Type

Operation to use against the input mask.

Add:

This yields the *union* of the input mask and the generated mask: Areas covered by the generated mask are set to the specified *Value*. Othe parts of the input masked are passed through unchanged, or set to black if there is no input mask.

Subtract:

Values of the input mask have the specified *Value* subtracted from them.

Multiply:

This yields the *intersection* of this generated mask and the input mask: Values of the input mask are multiplied by the specified *Value* for th area covered by the generated mask. All other areas become black.

Not:

Any area covered by both the input mask and the generated mask becomes black. Areas covered by the generated mask that are black on the input mask become the specified *Value*. Areas uncovered by the generated mask remain unchanged.

Outputs

Mask

A generated rectangular mask merged with the input mask. The created mask is the size of the current scene render dimensions.

> Tip
>
> For soft edges, pass the output mask through a slight Blur node.