XX   CREATING BINARY MASKS

Four ImageJ commands can be used to create binary masks:

1. Edit ▷ Selection ▷ Create Mask

2. Process ▷ Binary ▷ Make Binary

3. Process ▷ Binary ▷ Convert to Mask

4. Image ▷ Adjust ▷ Threshold. . . [T] (*Apply*)

By default these commands will produce binary images with inverted LUTs, so that black is 255 and white is 0 (*see* Invert LUT). This behavior can be reversed by checking *Black Background* in Process ▷ Binary ▷ Options. . . before running the above commands (i.e., an inverting LUT will not be used: black will be 0 and white 255). This choice can be confirmed when running Make Binary and Convert to Mask on thresholded images. It can also be imposed at startup (*see* Settings and Preferences).

SEE ALSO: XXII Interpreting Binary Images