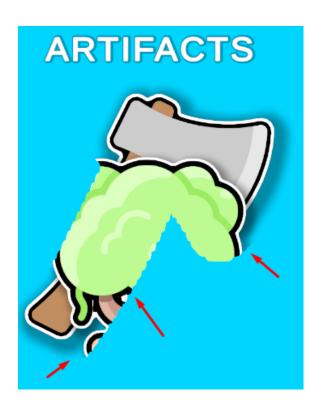


SDFImage fully supports masking, this scene is just showcase of that.



Masks 1

The only issue is when **Shadow** or second **Outline** layer with **Softness** enabled, masked image gets aliased as if **Shadow** width was 1.



Masks 2