Other General Options for Layers

You will also find a list of other settings in the General tab of the **Layer Settings** panel. Some descriptions on a few of these options are as follows:

- **Scale compensation**: This option will keep your lines from getting thicker as you enlarge or zoom in on vector layers.

- **Immune to camera movements**: This option will keep the selected layer from being affected by your camera tools.

- **Immune to depth of field**: This option will disable that layer from being blurred if you have the depth of field option checked in the Project Settings panel.

- **Rotate to face camera**: This setting can keep your vector layer fixed, even if you are rotating the camera within 3D space. The following screenshot shows the other general options for layers:
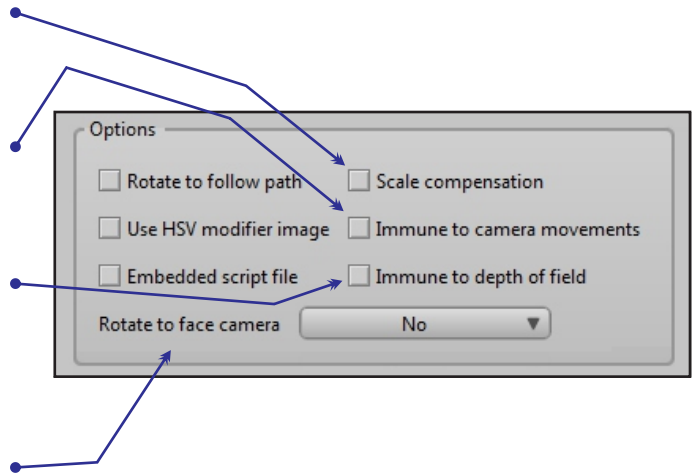
We won't be dealing with these options in this book as we start creating our animated cartoon. However, that doesn't mean you can't check them out for yourself. Different artists have different needs, and these options may be of use to you down the road.

5 Enhancing your *Art* with the Layer Settings Panel and Style Palette

Laboratory Activities

Masking Transformation

Lab Exercise 5.3

Task: Masking Characters

Expected Output File: Masking Transformation.mp4

Work File: Diamond Head.anime, Ben 10.jpg & Explosion.anime

Video Tutorial: Masking Character.mp4

① View the expected output file indicated above.

② View the Video Tutorial provided.

③ Open the Anime Studio work file **Lab 5.3 Masking Transformation. anime** located in Chapter 5.

④ Click **File | Import | Anime Studio Object** then locate the Project file **Ben10.jpg**, click on the check box and click OK.

⑤ Diamond Head is already animated, your task is make Diamond Head disappear and Ben 10 appear with a bang effect. You have to use masking in order to complete the project.

⑥ Save your project to your folder.