Mask Options – What for and how does it work? (LW 8.3)

What for?

If you are rendering something to NTSC/PAL/VGA/XVGA but you still want that Cinemascope look. Or maybe the task needs a colored frame around the rendered picture.

How?

Camera Options at the bottom **-> Mask Options**

Left/Top: Number of pixels starting from the left/top.

Width/Height: Number of pixel of the visible scene render.

You have to think in terms of the Resolution Multiplier set to **100%**.
If you want to place your rendered scene in the middle of a colored frame you´ll have to do the following:
The over-all image resolution for this example is 800x600 pixel.
You´ll have to know how high the rendered scene should be.
Here it´s 500 pixel.
Then you´ll have to subtract the over-all image height from the height of the visible scene. **600 – 500 = 100**
To place the rendered scene right in the middle of the image you have to divide the result by two. **100 / 2 = 50**
This is what you write into **Top**. 500 is **Height**
The remaining 50 pixel for the bottom result automatically.

The same procedure is made for the width. Here it´s 600 pixels.

800 – 600 = 200
200 / 2 = 100

600 for **Width**.
And 100 for **Left**.

Mask Color is self explanatory.

Hit **F9** or **F10**.... finished.