

How to Mask Elements

'Masking elements' allows you to hide parts of the elements, like a curtain, to make it appear that the element is coming from behind something in your picture (like the opposite side of a house).

Let's make smoke and fire appear from behind a house, like this



Add a "Mask" to your sim (from (+) > Utilities > Mask)

When the mask element appears, click it and drag it close to where you want to mask the smoke and fire. You are going to adjust the shape to fit the 'curtain' that will hide the part of the element you want to hide, in this case, the roof.

Click on the pencil icon, then choose "Which to Mask". Click YES for all the elements you want to mask with this shape.

Adjust the shape of the mask by clicking on the pencil icon and then "Mask Boundary". On this screen, you can move individual points by clicking and dragging them (or pressing the arrow keys on your keyboard for tiny changes). You can also add more points by clicking on the (+) button on the left, then selecting where you want the new point. You can remove points by clicking on the (-) button. If you want to adjust the mask without seeing the smoke and fire (for example, to see the roofline clearly), press the "YES" under "Hide Other Elements" (bottom switch towards the right of the screen). When you are finished editing the mask, press DONE. You can always change the mask and elements by re-selecting the mask and changing any of the characteristics.

starting with this:

