

A Simple Creating of an alpha channel using P.S.P

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Placing the Alpha channel on to a Texture

The texture where you require to place an alpha opening requires to be painted in black so you know where the opening will be placed.



Using the **Magic wand**, click inside the black area to create the mask.
This will place the “mask” (little ants) on the texture you are working with.
This is the alpha mask position, (in case of multiple areas, use the shift and wand together).
Now invert the mask (**selections --- invert**) this adjusts the polarity the right way round

Saving the alpha

Selections -- “Save to Alpha” this embodies the mask into the texture.
Now to make it a fixed file by going to **File - “Save as”** and give it a name.

Check the boxes are set to **Options – “24 bits”** and **“uncompressed”**.

Save as type. – **“Truevision Tga”**.

Press **“Save”**, and that is it. Done ready to use.

Swapping an alpha channel to another Texture.

Before you can do this you have to have the same size for both Textures.

Load the tga file that you wish to copy the tga mask.

Check the size, 128- 256- 512.

If it is the same size as the one to be transferred to, fine carry on.

If not resize to the same size. (I will say 256 for the exercise)

So now both are compatible in size @ 256 pix sq.

You have loaded the **tga file** you wish to copy the alpha mask, now find

Selections - “Load from Alpha Channel”

Up comes the panel **“load from Alpha”** – press **OK**.

This will place the “mask” (little ants) on the texture you are working with.

This is the alpha mask.

Now **Selections** again, and this time **“Save to disc”**

The **mask panel** will pop up, and you can save as whatever name you wish, say **“Transfer-1”**

You now have copied the mask ready to use again, so now clear the deck to start again.

Load the texture you wish to format with the tga mask.

(Remember you checked it to make the sizes the same)

Selections - “Load from Disk”

Find your mask from the list, click **“open”** this will place the mask on to the Texture.

Now do the [Saving the Alpha](#) as explained above