



Normal version - PSD and TIF



Normal image

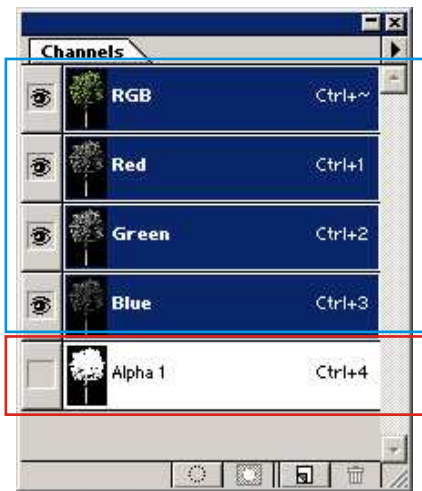


Alpha channel



Background removed

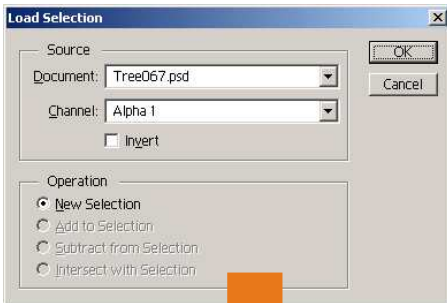
In the normal version, the **PSD** and the **TIF** files include the image of both, the **object** (e.g. tree) and the **alpha-channel** in order to cut out the object against the background (e.g. sky, building, forest).



Normal image

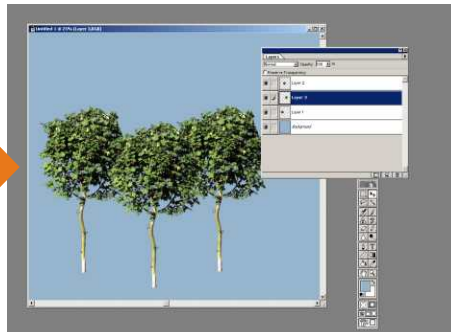
Alpha channel

In Photoshop's "Channels" window, the additional channel for the Alpha channel is shown.



For easy object selection without background, the "**Load Selection**" function in Photoshop should be used. This results in a perfect selection of the object (here the tree) - without the black background.

Now you can copy the image to the clipboard and paste it into any other image.





3D EDITION - TIF and JPG



Normal image

File-names:

xxxx.jpg
xxxx.tif



Alpha-channel

File-names:

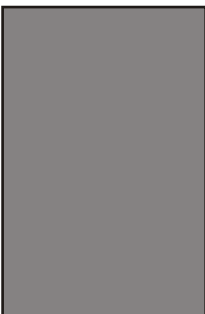
xxxxa.jpg
xxxxa.tif



Inverse Alpha-Channel

File-names:

xxxxb.jpg
xxxxb.tif



Planar 3D-model

File-names:

xxxx.3ds
xxxx.dxf
xxxx.lwo
xxxx.obj
xxxx.vrml

In the 3D-EDITION, the image and the alpha-channel are stored in different files.

This makes it easier to use the cut-out images in 3D-applications like 3dsmax, Maya, Cinema4D, Lightwave3D etc.

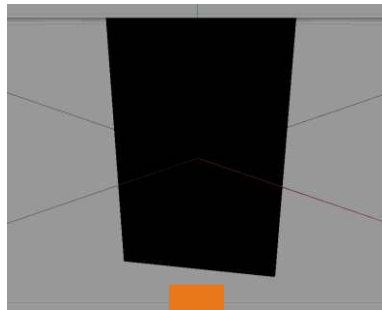
The normal image is used as a "color-map" and the alpha-channel as a "transparency-map" or "clip-map".

In addition to the image and the alpha-channel of each object a planar 3D-model is included which has the correct aspect ratio. This simplifies the process of placing the texture-maps on the planar 3D-model.

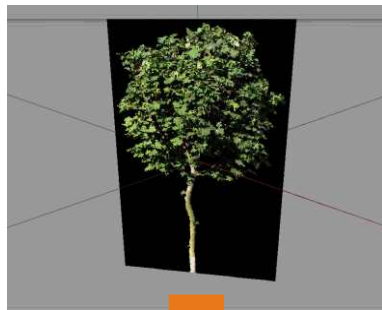
Each planar 3D-model is provided in the 3DS, DXF, LWO, OBJ and VRML formats - so they are useable in any 3D-application.



3D EDITION - 3D formats: 3DS, DXF, LWO, OBJ, VRML



Planar 3D-model imported into the scene.



Color-map applied.



Alpha channel as transparency-map or clip-map applied.

In order to insert the cut-out image into your 3D-scene, just import the planar 3D-model and apply the corresponding color- and alpha-map to it.

Depending on your 3D-application, you need to use the **normal alpha-channel** or the **inverse alpha-channel** (see page 2).