



Altair

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**HyperWorks**

Altair HyperView 2019 Tutorials

HV-2030: Masking Elements

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## HV-2030: Masking Elements

In this tutorial, you will learn how to:

- Mask elements and components
- Unmask elements and components

### Tools

To access the **Mask** panel, click the **Mask** panel button  on the **Display** toolbar.




The **Mask** panel allows you to mask elements, components, and systems to reduce the number of entities displayed on the screen.

### Exercise: Using the Mask Panel

This exercise uses the model file, `truck.key` and the corresponding `d3plot` file as the results file.

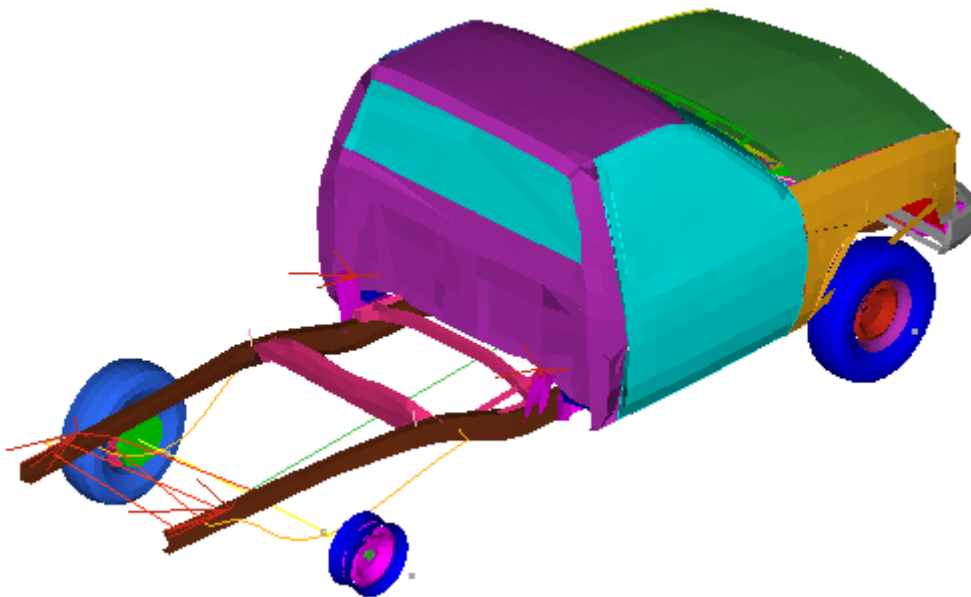
#### Step 1: Masking and Unmasking elements using the graphics area.

1. Load the `truck.key` model file and the `d3plot` results file, located in the `animation\truck` folder.
2. Click the **Mask** panel button  on the **Display** toolbar.
3. Verify that the entity input collector is set to **Elements**.
4. Under **Action**, verify that the **Mask** option is turned on.
5. Press the SHIFT key and the left mouse button, and drag the mouse in the graphics area, to draw a window over a specific area of the model.
6. Release the mouse button.

The elements that were chosen, using the quick window selection mode, are masked and are no longer displayed on the screen.

7. Under **Action**, turn on the **Unmask** option.

8. Press the SHIFT key and the left mouse button, and drag the mouse in the graphics area, to draw a window over the area of the model where the elements are currently masked.
9. Release the mouse button.  
The elements enclosed in the window are unmasked.
10. Click the **Unmask All** button, to unmask all elements of the model.
11. Change the entity input collector from **Elements** to **Components**.
12. Turn the **Mask** option back on.
13. In the graphics area, pick the truck bed and the right rear tire of the model.
14. Click the **Mask Selected** button.



15. Press the SHIFT key and the left mouse button, and drag the mouse in the graphics area, to draw a window over a specific area of the model.
16. Release the mouse button.  
The components enclosed in the window are masked.
- Note** You can also use the quick window selection mode to choose alternate selection methods.
17. Turn the **Unmask** option back on.
18. Press the SHIFT key and the left mouse button, and drag the mouse in the graphics area, to draw a window over the area of the model where the elements are currently masked.  
Upon release of the mouse button, the masked components enclosed in the window are unmasked.

19. Click the **Unmask All** button, to unmask all selected components.

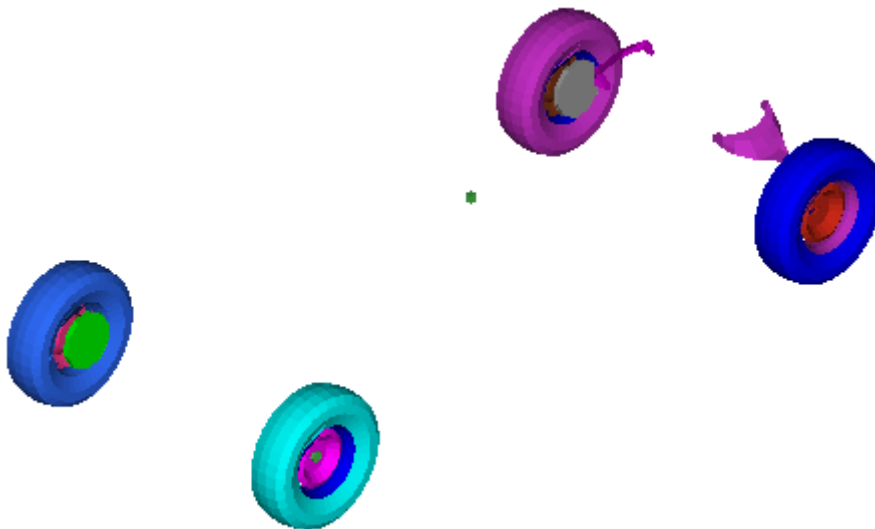
**Note** When you load more than one model using the **Overlay** option, the **Apply to all models** option is made available. This option allows you to mask entities across all models when activated. If the **Apply to all models** option is not activated, the mask is applied only to the active model.

## Step 2: Masking elements using the entity input collector.

1. Under **Action**, turn the **Mask** option back on.
2. Verify that the entity input collector is set to **Components**.
3. In the graphics area, pick the roof of the truck.
4. Click on **Components**, to access the extended entity selection menu.



5. Select **By Attached** from the selection list.
6. Click the **Mask Selected** button.



7. Click the **Reject** button.

The masked components are rejected and unmasked.