

## [Depth study of Adorage - Overlay Tab](#)

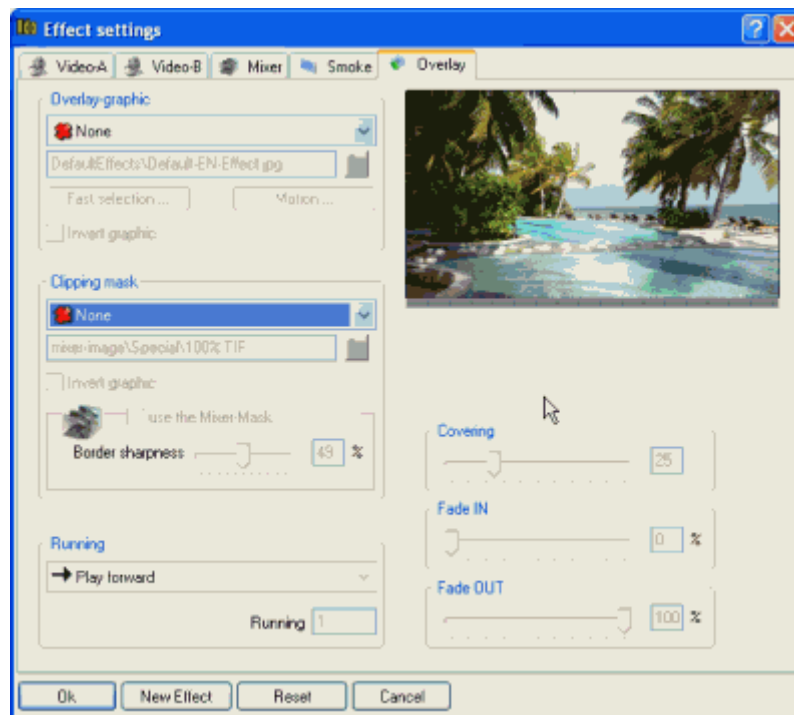
We have come to the end of our journey of exploration in the process of creating an effect in Adorage. On the program today, discovering the **Overlay** step.

For the last time, I advise you, if not already done, to read the tutorials [Adorage, first visit](#), [Depth study of Adorage - Video Tab](#), [Depth study of Adorage - Mixer Tab](#) and [Depth study of Adorage - Smoke Tab](#) and start this lesson by creating a new effect.

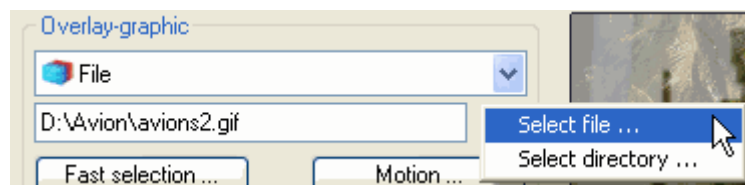
### Overlay step

As its name suggests, this tab lets you insert any graphic object, animated or not. If it is animated, it must have been broken down into still images saved beforehand in a directory.

Here is what you see by opening the **Overlay** tab :



Load a file through the **Overlay-graphic zone** :



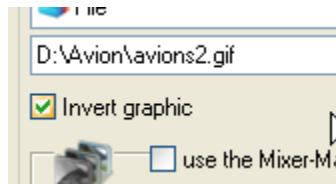
There, against all odds, no additional element was added in the preview window. Because it's not enough to tell Adorage what file to display, but also to indicate how to display it. Indeed you must also load a **Clipping mask** :



Here, selecting the same file as in **Overlay-Graphic** gives a magnificent still aircraft :



Sometimes it will be necessary to check **Invert graphic** to any displayed correctly.



I think at this stage an explanation is needed so that you understand the difference between **Overlay-graphic** and **Clipping mask**.

**Clipping mask** will tell Adorage how the image should be seen as transparent, opaque or semi-transparent where appropriate. This is according to this transparency information that **Overlay-graphic** will display.

In the case of our plane, the base image has an alpha channel. i.e. an invisible layer in the image that gives the transparency information. This is what the alpha channel looks like :



Black is considered completely opaque and white as totally transparent. This alpha channel is used as **Clipping mask** revealing exactly the plane in its original shape.

Let's do a little experiment. As **Clipping mask** we keep that corresponding to the alpha channel of the aircraft and as Overlay-Graphic we load this picture:



That is what we get :



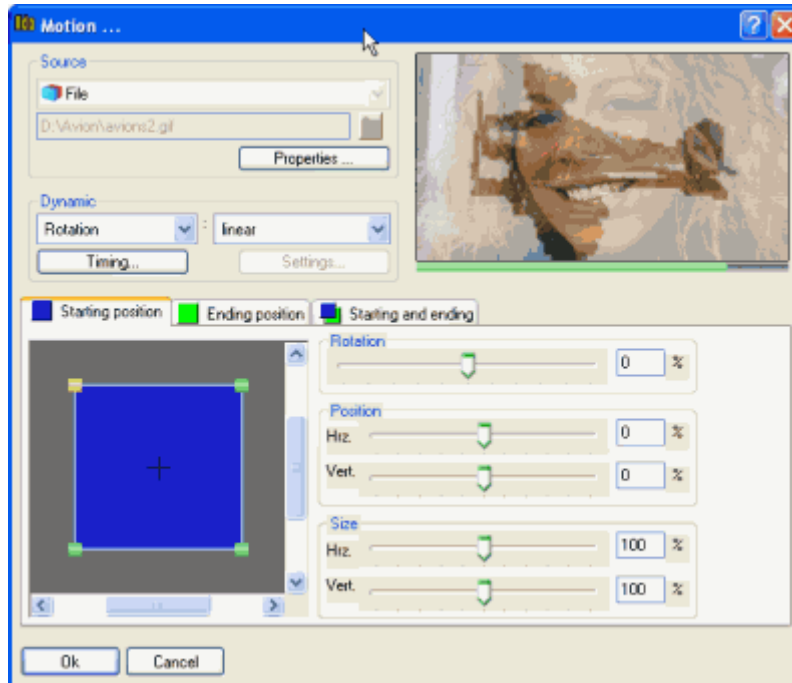
You got it? 😊

Continue exploring the **Overlay** tab.

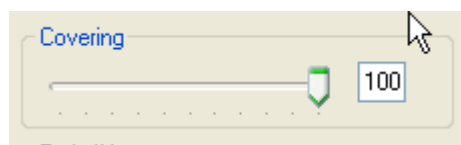
If you click **Motion** :



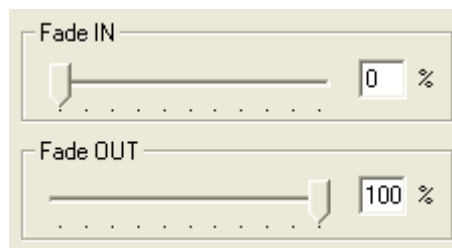
you access the entire settings described in the tutorial [Etude approfondie d'Adorage - Onglet Vidéo](#) :



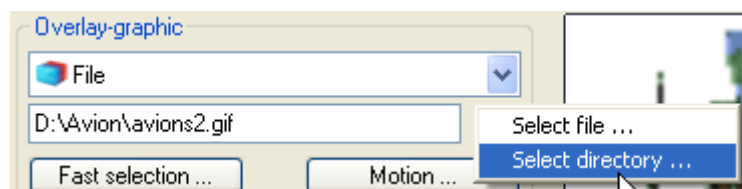
With **Covering** you determine the overall opacity of the **Overlay-graphic** object. **0 %** = complete transparency, **100 %** = complete opacity :



**Fade IN** and **Fade OUT** acts like a "start" and/or "stop" point to the **Overlay-graphic** object :

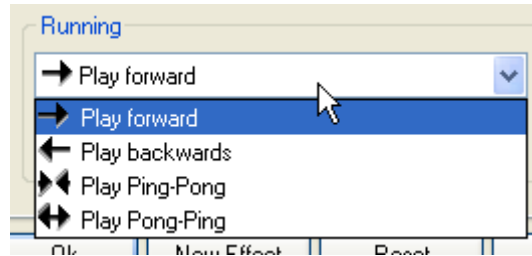


As I said at the beginning of the tutorial you can also display animated objects, or rather a sequence of images. For this, instead of loading a file in **Overlay-graphic** and **Clipping mask** you just specify a directory. The directory in which is the series of image :



Here again, the small plane, but this time in an animated version :

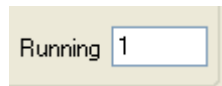
With the **Running menu** :



You indicate how the animation should be played. For example, with a 5 images animation numbered from 1 to 5 :

- **Play forward** displays 1-2-3-4-5
- **Play backwards** displays 5-4-3-2-1
- **Play Ping-Pong** displays 1-2-3-4-5-5-4-3-2-1
- **Play pong-ping** displays 5-4-3-2-1-1-2-3-4-5

The **Running box** determines how many times the sequence described in the **Running menu** must be reproduced :



For example, **Running box** on **2** and **Running menu** on **Play backwards** gives: 5-4-3-2-1-5-4-3-2-1.