# Annotation
Quickstart

How to create a mask

1. Press `Enter` to create a new object. The **AI-Selection** ⊚ tool is preselected.
2. Hover over the object you want to annotate. A preview of an AI-generated (SAM) mask will appear.
3. `Left Click` (positive click ⊙) to confirm and lock the AI-generated mask.
4. `Right Click` (negative click ⊙) to remove parts of the mask. If set outside of the boundary of the existing mask it can help remove inaccuracies.

> **Note:** If the AI-generated mask fails to annotate the whole object at once, use **Add New Area** `+` (or press `A`) to add the missing parts with the AI-generated mask feature.

5. Repeat this process until the mask is complete.
6. When the mask is complete, press `Enter` to continue labelling the a new object.
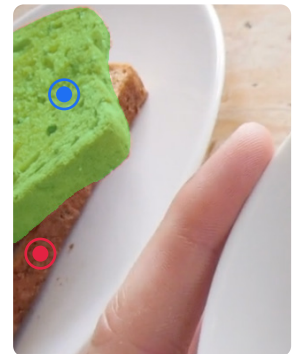
How to create a category

7. If the category editor is not already opened, press `C` to open the category editor.
8. Begin typing the name of the desired category in the text field.

> **Note:** If available, choose the recommended category marked with `R`.

Once you complete the first keyframe, the suggested categories are available on the left side of the screen. Click on the category or use the keyboard shortcut displayed on the right hand side of the category name, `1` for example, to create an object with that category.

⠿ bottle		1
⠿ bowl		2
⠿ bread		3
⠿ cereal		4
⠿ glass		5
⠿ hand		6
⠿ hand		7
⠿ jug		8
⠿ spoon		9
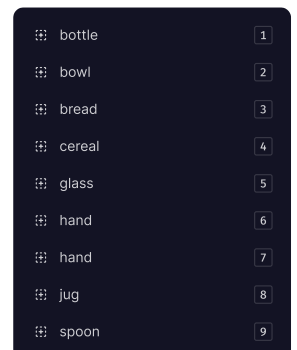
— Pro Tips

How to remove spurious pixels, make mask boundaries cleaner, or fill holes in masks.

- Make sure **Smoothen** ╱ is active when using the AI-Selection tool, if not press `D` to turn it on.
- Press `B` to use **Beautify** ❀ and clean up the mask's edges.
- Fill in all holes in the mask by pressing `S` and using **Fill** 🖌 .

How to prevent unwanted mask changes.

- Hover over the mask and press `L` to **Lock** the mask or click the **Lock** 🔒 in the objects panel, e.g. when masks are close to each other or overlap.

How to find leftover or missing pixels.

- Hover over the mask and check that the bounding box is following the shape of the annotated object.
- Hide the frame by pressing `V` to find mask inaccuracies on a dark background.

How to annotate or label an object when it is hardly visible.

- Use the timeline at the bottom of the screen to check neighboring frames where the object is visible.

> **Note:** Shortcut keys are displayed in the tool or function's lower right corner. An overview of all keyboard shortcuts ⌨ is available in the upper right corner of the UI.