

Tutorial

COLLABORATORS

	<i>TITLE :</i> Tutorial		
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REVISION HISTORY

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Chapter 1

Tutorial

1.1 Tutorial.guide

MPMorph Tutorial

This is a (hopefully) easy to follow tutorial introduction to using MPMorph.

This tutorial assumes you have correctly installed all the software (either using Installer or as described in the Installation part of the documentation).

Use the DOIT button to demonstrate the required action. Use the Browse > button to go to the next step.

Settings
Step 1

Edit
Step 2

Render
Step 3

Viewing
Step 4

More
Step 5

Or - Select DEMO to run a demo.

Then go to

Viewing
to see the output.

1.2 Tutorial.guide/Step_1

First update some of the settings

* Run the MPRender-prefs program.

DOIT.

* Change the ARexx Script Pre to MPMorph:Rexx/PreAll.MPM (This ensures that the first and last frames are converted to the relevant format).

DOIT.

* Change the output format to BW16 (to render 16 grey scale images).

DOIT.

* Now click Save to save the settings.

DOIT.

1.3 Tutorial.guide/Step_2

Now set up some points

* Run the MPMorph program.

DOIT.

* Click the gadget to the right of the first string gadget and choose the file Tutorial/cat.pic. This is the first frame to render.

DOIT.

* Click the gadget to the right of the second string gadget and choose the file Tutorial/girl.pic. This is the last frame to render.

DOIT.

* Change the Frames to 3. This means that a total of 5 frames (including the first and last) will be output, the first frame 0 and the last frame 4.

DOIT.

* In the bottom string gadget enter directory/pic.%03ld (where directory is a directory of your choice). This means that the images will be rendered as directory/pic.000 to directory/pic.004.

DOIT.

- * Now click Edit Points to edit the control points.

DOIT.

- * Try playing around with the editing modes. Everything should be fairly self explanatory.

DOIT.

- * When you are happy and have at least 3 points left, select Save from the menu and save to the file name of your choice.

DOIT.

- * Now select Quit from the menu to quit.

DOIT.

1.4 Tutorial.guide/Step_3

Rendering the output

- * Run the MPRender program.
- * From the file requester choose the file you saved above.
- * Wait whilst the images are rendered.

DOIT.

1.5 Tutorial.guide/Step_4

Viewing the output

- * You should now have 5 files named directory/pic.000 to directory/pic.004.
- * These images can be viewed individually or built into an animation using e.g. DPaint.

View images:

* 0

* 1

* 2

* 3

* 4

1.6 Tutorial.guide/Step_5

Going further

- * If you got this far then to go any further you need to read the docs.
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