About "Morpher for Windows"

 "Morpher for Windows" makes digital movies using a 2-D morph between two still images. "Morphing" is one of technologies witch transforms an image to another image. The famous movie "Terminator 2" uses morphing in the scene of metamorphosis metal lump to human body. You can not create these advanced digital movies using "Morpher", but you can simulate a child face from images of husband and wife.

Minimum System Requirements for Morpher

Morpher for Win32:

   - Windows95 or WindowsNT3.51 or later

Overview to make MORPH
(1) <u>Prepare the images.</u>
(2) <u>Import those images.</u>
(3) <u>Set up node.</u> Nodes are corresponding points on the two images.
(4) <u>Make boundary.</u> A boundaries is a line which ends are two nodes.
(5) <u>Start rendering.</u>

Prepare two images
Prepare two still images to be used as first and last frames. Image format must be bmp(div).
I suggest image files to be full-color mode.

Importing the images

 Launch Morpher and select "New" command from the File menu to create a new document. This document is called "Workset". The workset contains images of the first and last frames as well as node and boundary information. An empty split window will open: one area for the first frame and the other for the last frame.

 Select "Import Image..." command from File menu to import images (bmp/dib file) into the workset. If the image data is copied to a clipboard, you can use the "Paste" command from the Edit menu. It is necessary to import two images.

Editing Nodes
About nodes
 Nodes are   corresponding points on the two images. Nodes should be made at the edges of shapes.

■   : Node

▫   : Selected node

How to make nodes
(1) Select "Edit node mode" command from the Mode menu.
(2) Double click window content to make a node. Nodes are indicated by green & red
    rectangles. After selecting nodes, the rectangles will be blue & yellow.
(3) A node will be made another area and you can drag it. To delete a node, select "Clear"
    command from the Edit menu or push delete button.

Editing Boundary
About boundary

 A boundary is a line which ends are two nodes. Boundary is better to be on the edges of shapes.

How to make boundary

(1) Select "Edit boundary mode" command from the Mode menu.
(2) Double click the one node that is to form boundary. The mouse cursor will change.
 (Making boundary cursor shape)
(3) Click on another node to form a boundary.

 To select a boundary, double click nearby the boundary. To delete a boundary, select "Clear" command from the Edit menu or push delete key.

Image transform parameter set

Select "Image transform option" command from the Mode menu to open "Image transform parameter set dialog".

Method

 Select the method. **Morphing** makes normal morphing effect. **Warping** not transforms color.   If you select **Warping**, you can make movies such as changing face expression from one picture.

Rendering

After make boundaries, begin rendering. Select "Start rendering" command from the Mode menu to open rendering dialog. Preview before making the movie to find out how much processing time is needed.

Action

Select make a movie or preview. When making a movie, select output format. (AVI file or image files)

Preview point

Set preview point. When making movie this control is not available.

Number of frames

Set the total number of frames. This control is available while making movie.

Frames per second

Set speed of digital movie. This control is available while making movie with avi.

Compression method

Select image compression method to make avi file. Cinepak is better.

Cinepak	High compression and high quality.
Microsoft Video1	You can select high quality to low quality.
Intel Indeo Video	Very high compression. But, quality is low.

Compression quality

Select image quality. If this value is high, quality is high and low compression. Compression quality is available when compression method is not Cinepak.

Draft mode

Decide draft mode or normal mode. If you select draft mode, Morpher draws quickly. But, image is low quality.

Next... Push "OK" button and start making   the video or previewing. If you select output format as "AVI file", you must select the compression method, compression quality & display speed.

These images are better to morphing source.

- Photograph is better than primitive figure or string image.
- Solid color background is better.
- Full color or True color is better than index color picture.

Where node must be?

Morphing changes image with Colors and shapes. Morpher makes change color automatically. But, you must input the information about changing shape to design node. Please see sample morphing data.

It is effective morphing if nodes are these address.
- The edge of object. If you want to morph two faces, Nodes must be the edge of face and hair.
- The area which has object's personality. If you want to morph two faces, Nodes must be on the eyes ,mouth and nose.

Where boundary must be?

A boundary bust be on the edge of shapes and the edge of image. At first, morpher makes 4 boundaries on the edges of image as default. If you want to set a node on the edge of image, You can delete a boundary and make two boundaries.

About this software
 Morpher for Windows is share ware. You may distribute this product on a non-profit basis. You are permitted to use it on a trial basis for up to 20 days. If you wish to continue using the product beyond that period, you are expected to pay a share ware fee of US$20 or Japanese 2000 Yen or other currency (equivalent value). Send a money order to the address below. I'm very happy if you use **International post cash**. Please specify your name and return address and your E-mail address (if you have).

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 When you pay a share ware fee, you will receive a registration number. After input registration number to the help dialog, Your Morpher will clear the string drawn into your work.

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