

The PhotoRobot

Portrait/Character Creation Software

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INTRODUCTION:

When the PhotoRobot is started an opening screen, showing a woman's face, will be displayed. To start, click either of the mouse buttons.

PHOTOROBOT - OVERVIEW

There are four main areas on the PhotoRobot screen:

- * The work area occupies the left side of the screen. This is where each portrait is assembled.
- * The Face Parts Window, used to select specific face parts, is located on the upper right side of the screen.
- * The Face Part Buttons are located below the face parts window. These buttons are used to select the type of face parts that are displayed in the Face Parts Window.
- * The bottom portion of the screen contains the System Control buttons.

CREATING A PORTRAIT

The following face parts are available for creating portraits:

Eyes	Nose	Lips	Face Contours
Hair	Neck	Ears	Moustache
Beard	Eye-glasses	Wrinkles	Hats

Start by selecting a face contour. Click on the Face Part Button that shows a complete face (top row, fourth from the left). The Face Parts Window will display a face shape. Use the "slider" on the right edge of the Face Parts Window to scroll through the available face contours. When you see a face contour you wish to use, double click on it using the left mouse button.

Additional face parts, hair, hats, etc. can be added by clicking on the appropriate Face Part Button and then double clicking on the face part you wish to use from the Face Parts Windows.

Moving Face Parts

Face parts can be moved around, within the work area, using the mouse. Put the mouse cursor on the part to be moved, hold down the left mouse button, and drag the face part to its new position.

Face parts can be positioned so they overlap. If you wish to move a face part that is covered by another face part, do the following: Put the mouse cursor on the face part you wish to move. Click the left mouse button once. (If three face parts overlap, you may need to click twice). This will move the face part that was in the background to the foreground. You can now put the mouse cursor on the face part you want to move, hold down the left mouse button, and drag the face part to its new location.

Face Part Size

The size of face parts in the work area can be changed. To change the size of a face part, use the mouse to double click on that face part. A box will appear around the face part. Place the mouse cursor on any side of the box (it will change to a double arrow). Hold down the left mouse button and drag the mouse to increase or decrease the size of the box.

Changing Face Parts

If you select a face part, and wish to replace it, selecting another variation of that face part will automatically replace it.

Removing Face Parts

Placing the mouse cursor on a face part and clicking the right mouse button will remove it from the work area.

SYSTEM CONTROL BUTTONS

The System Control Buttons are located at the bottom of the screen. These buttons are:

Left Speaker - turns sound effects on and off. The sound effects are the sounds you hear when you click on a button.

Help - displays information about using the software.

Save - saves a portrait to a file on your hard disk. When you select this option you will see the standard Window screen for saving files. If you intend to use this portrait with another program, we suggest saving it as a Windows bitmap image (BMP).

Load - loads an existing portrait from your hard disk.

Clear - clears the work area so you can start over.

Copy - copies the portrait in the work area to the Windows clip board.

Print - prints a copy of the portrait shown in the work area.

Exit - return to Program Manager