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ANNOUNCING DIGITAL MORPH 2.0, AN INVALUABLE UPGRADE TO HSC'S MORPHING, ANIMATION AND VIDEO SPECIAL EFFECTS PROGRAM FOR WINDOWS

HSC Software today announced Digital MORPH Version 2.0, a significant upgrade that provides the most comprehensive, full-motion morphing and warping special effects on the market. Distinguishing itself from current Windows morphing products, Digital MORPH 2.0 incorporates a number of new features, including a new user interface, key framing, even easier full-motion morphing, masking, field line previews, Hollywood-style special effects and license-free video.

"Digital Morph is like having an affordable video production studio in a PC, where 24-bit video graphics and studio-quality special effects can be created between still or animated images," said John Wilczak, HSC's founder, CEO and chairman of the board.

Digital MORPH allows multimedia allows multimedia producers, animators, graphic designers and business professionals to transform images, adding stunning visual effects to multimedia presentations. It's also a fun tool for home users who simply enjoy computer games and other entertainment software.

Here are more specific details about the new features in Digital MORPH Version 2.0:
        * New user Interface -- has been completely redesigned with streamlined functions that make the product easier to use. The program is button driven, meaning that many of the functions work with the push of one button instead of working through a series of menus.

        * Key Framing -- provides control over the speed and the dissolve rate of a morph. It also lets users progressively morph two images. For example, when morphing one face into another, users can first animate the morph between the eyes, then the nose, then the lips and continue until there is a complete morph between two images.

        * Full Motion Morphing -- makes it possible to morph one video clip into another. Full motion video morphing is simplified in version 2.0 by a redesigned user interface. The screen now presents three film strips: the first being the source video, the second, the target video, and the third, a real time preview of the morph while it's being edited.

        * Masking -- allows users to make part of one image transparent. For example, while morphing between two faces, a mask can be created so that only the nose morphs.

* Field Line Previews -- provides users with the ability to quickly see results of their work by watching the wire frame like field lines move without waiting for the program to compute the actual morph.

* Hollywood Style Special Effects -- offers unique predefined video editing transition special effects, such as the source video twirling into a target film clip, or allowing one image to melt into another.

* CD ROM With License free Video Clips -- ship with the program, giving users a full range of images to begin morphing right away.

Digital MORPH Version 2.0 dramatically expands on the features found in Version 1.0, including: Image Warping, Cutouts, Painting Tools, Automatic Image Resizing and Pixel Level Control.

System Requirements, Pricing and Availability
Digital MORPH requires a 386 or better Windows IBM or compatible PC running in Enhanced Mode and 4 MB of RAM. For optimum performance, a high color card is recommended. Digital MORPH 2.0 ships in June 1994, for a suggested retail price of $149. Registered users may upgrade for $45.