

PhotoMorph Help Version 1.0  
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## **What is PhotoMorph?**

PhotoMorph is morphing special effects software for Windows. It is a complete software platform for importing disparate photos or images and sequencing them together to produce an animated "morph" movie, where one image transforms into another.

## **Quick Directions**

Open the Project Editor from the Tools menu. Use the Load Project icon (the leftmost icon in the tool bar) to load a PhotoMorph project (any file with the extension PMP). Click on Create Animation to render the movie, then choose AVI Player from the Tools menu. Load the movie and click Play.

## **System Requirements**

- o Windows 3.1
- o 3836SX CPU or better
- o 4 MB of RAM
- o 3 MB of disk space
- o A mouse or equivalent pointing device

## **Load Project**

The Load Project dialog box imports PhotoMorph Project files with the PMP extension.

## **Save Project**

The Save Project dialog box saves an existing PhotoMorph project to a user-specified project file.

## **Start Image**

The Start Image dialog loads an image into the Start window of the Project Editor. This image will be used as the starting image of a morph, warp, or transition animation.

## **End Image**

The End Image dialog loads an image into the End window of the Project Editor. This image will be used as the end image of a morph, warp, or transition animation.



**Load AVI**

The Load AVI icon in the AVI Player loads a Video For Windows movie in the AVI format.

## **Project Editor Tool**

The Project Editor is the main control window for PhotoMorph. In the Project Editor, the user can load Start and End images for animations; choose different types of filter effects; open the Filter Editor; chain videos together with the Storyboard; set animation parameters; open the Preview Window; and open the AVI Player.

## **Preview Window Tool**

The Preview Window previews the frames in a morph, warp, or transition clip. It is very useful for previewing part of an animation instead of creating a final animation. Individual frames may be saved to files or copied to new windows.

## **AVI Player Tool**

The AVI player allows you to play your AVI animations from within PhotoMorph. VCR-like controls are provided for play, rewind, fast forward, and single-stepping back or forward.

## **Colors Menu**

Use the Colors Menu to convert the color configuration of bitmapped images (i.e., monochrome, 8-bit color, grayscale, 24-bit color, etc.). Advanced image processing techniques such as dithering and optimized cut color reduction are available.

## **Help**

The Help icon displays this Windows Help file. Context-sensitive help may be displayed within each PhotoMorph window by pointing at the feature in question.

## Photomorph Menus

**File Menu**

**Edit Menu**

**Capture Menu**

**Colors Menu**

**Image Menu**

**Tools Menu**

**Window Menu**

**Help Menu**help\_menu

## **File Menu**

The PhotoMorph File menu has two main sections: Image and Project.

Use the File/Image menu for standard operations on image files, such as loading, closing, saving, and renaming. You can use the Image/Save As... option to perform color reduction and compression.

Use the File/Project menu for operations on PhotoMorph projects, such as loading a new project, loading an existing project, saving a project, and renaming a project.



## **Edit Menu**

The Edit menu provides standard file editing operations such as cutting, copying, pasting, and deleting. Use Undo to reverse an operation. Note that the Edit menu operates only on image files, not on PhotoMorph projects.

## **Capture Menu**

The Capture menu allows the user to create screen captured images. Choose a region from the list: Active Window, Active Application, Entire Screen, User-Defined Rectangle, or Window Under Mouse. Use Set Options to direct the screen capture to a file, new window, or the Clipboard, to specify the window area to capture, and to set the hot key (default = F11).

## **Image Menu**

The Image menu provides image manipulation and editing operations. Cropping, scaling, rotating, inverting colors, flipping, mirroring, tiling, framing, captioning, and masking are available.

## **Tools Menu**

The Tools menu provides access to the Project Editor, Preview Window, and AVI Player. Selection of any item in the menu will toggle the display of the given window.

**Project Editor**

**Preview Window**

**AVI Player**

## **Window Menu**

The Window menu provides options for managing PhotoMorph image windows. (Note that these operate on image windows only, not Tool windows such as the Project Editor, Filter Editor, Preview Window, or AVI Player.) Tile arranges all open windows such that all windows are visible and none are overlapping. Cascade stacks the open windows one on top of another, so that each title bar is visible above the next one in the stack. Close All closes all open image windows. Arrange Icons lines up any iconized image windows at the bottom of the screen. There is a list of all open image files at the bottom of the menu; click on one to bring it to the front.

## **Help Menu**

The Help menu gives you access to online help. Index gives a list of PhotoMorph topics available through online Help. Using Help gives you information on using the hyperlink Help system. System Info displays complete information about the current state of your system. Use this for diagnosis of any problems you have and have this information available if you call North Coast Software technical support. About PhotoMorph gives you a message about the program and North Coast Software.

## **Filter Editor**

The Filter Editors give you tools specifying the action that is to happen in a PhotoMorph clip. There are two types of Filter Editors: one for morph and warp clips, and one for transition clips.

**Filter Editor for Morph and Warp**

**Filter Editor for Transition Effects**

**Filter Editor for Distortions**

## **Filter Editor for Morph and Warp**

The Filter Editor for morph and warp clips is accessed by clicking the Edit... button or the right arrow in the Project Editor. It allows the user to place control points on the Start and End images to specify the action which should occur during the animation. Points can be placed, moved, or deleted with the tool bars.



## **Filter Editor for Transition Effects**

The Filter Editor for transition clips is simply a list of available effects. These include fading to or from black, fading from Start to End image, sliding the Start image right, left, up or down to reveal the End image, and curtain effects. Simply choose the desired effect from the list and click on the Create Animation button in the Project Editor.

## **Filter Editor for Distortion Effects**

The Filter Editor for distortion clips is a list of available distortion effects along with some parameters which effect the final output. The Start and End percentages determine how much of the distortion is to be recorded. The Source/Merge/Destination percentages determine how the start and end images will be combined. The Reverse Filter fields determine the direction that the Start-Image and End-Image filters are running in.

## **Clips**

A clip is an animation or a section of an animation. Clips can be chained together via the Storyboard.

**Morph Clips**

**Warp Clips**

**Transition Clips**

**Distortion Clips**

## **Transition Clips**

Transition clips are effects that are generally used to segue from one section of an animation to another, or to start or end an animation. Examples are fading to or from black, fading to another image, or sliding an image out of the frame.

An example of a transition project in the PhotoMorph installation is TRANSIT.PMP.

## **Morph Clips**

Morph clips are movies in which one image undergoes a change to a different image. An example in the PhotoMorph installation is CARS.PMP.

## **Warp Clips**

Warp clips are movies in which one image undergoes a change to a different version of the same image. An example would be a head shrinking to a smaller version of the same head. An example in the PhotoMorph installation is SHRINK.PMP.

## **Distortion Clips**

Distortion clips are movies in which one or more images is distorted in some way. Distortion clips can have only one image or they can be used as a transition effect by merging the distorted start image with an end image.

## **Animation Parameters**

Set animation parameters in the Project Editor. Click on the Animation Parameters icon to toggle the display. Use the edit boxes to set Speed, Compression type, Output File type and settings, and animation Quality.



## Filter Types

Use the Filter Type list box to choose a filter type for an animation clip. Choose Morph, Transition, or Warp.

**Morph**

**Warp**

**Transition**

**Distort**