



About "Morpher for Windows"

"Morpher for Windows" makes VfW digital movies using a 2-D morph between two still images. There are two version of Morpher for Windows. 16bit-application and 32bit-application. I call them "[Morpher for Win16](#)" , "[Morpher for Win32](#)". If you want to know the version of your Morpher, please see "About Morpher..." from Help menu.

Minimum System Requirements for Morpher

Morpher for Win16:

- Windows3.1 or Windows95 or WindowsNT3.5 or later
- Video for Windows1.1

Morpher for Win32:

- Windows95 or WindowsNT3.51 or later

Advantage of Morpher for Win32:

- It works faster than Morpher for Win16.
- Long file name supported.
- Floating toolbar is available.
- Windows95 friendly (Popup menu, Use registry, New controls...etc.)

Overview to make MORPH

- (1) Prepare the images.
- (2) Import those images.
- (3) Set up nodes. Nodes are corresponding points on the two images.
- (4) Make elements. An element is a triangle formed by three nodes.
- (5) Start rendering.

Prepare two images

Prepare the still images to be used as first and last frames. Image format must be bmp(div). I guess image file to be full-color mode. These images must not be same width and same height. But, these images should be of the same aspect ratio.

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 & last frames as well as node & element information. An empty split window will open: one area for the first frame and one 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.

Editing Elements

About elements

An element is a triangle formed by three nodes. The surface of each images must be completely covered by these triangular elements because Morpher draws inside these elements when it makes digital videos. Elements can not overlap.




: Element



: Selected element

How to make elements

- (1) Select "Edit element mode" command from the Mode menu.
- (2) Double click the first node that is to form element. The mouse cursor will change.
 (Making element cursor shape)
- (3) Click on two more nodes to form an element.

To select an element, double click inside the element. To delete an element, select "Clear" command from the Edit menu.

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

When both pictures are covered with elements, 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.

High-quality rendering

Decide if double size image buffers are necessary.(These use 4 times more memory than standard size and are slower, but the results are better)

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.

The way to select source image

These images are better to morphing source.

- Photograph is better than primitive figure or string image.
- Solid color background of picture 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 designing node. Please see sample morphing data.

It is effective morphing if nodes are these address.

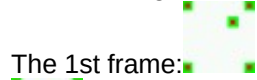
- The edge of object. If you want to morph two faces, Nodes must be the edge of face and hair.
- The area which has object's personality. If you want to morph two faces, Nodes must be on the eyes ,mouth and nose.
- In the neighborhood of many nodes exists area.

Good way to make element

Paying attention while making elements is one thing. Avoid to turn inside out the element.

The example of turning inside out element

Nodes configuration



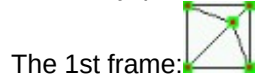
The 1st frame:



The last frame:



Good way (Elements are not turned inside out)



The 1st frame:



The last frame:



Elements are turned inside out (No good!)



The 1st frame:



The last frame:



The yellow element is turned inside out.

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 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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<http://www.asahi-net.or.jp/~FX6M-FJMY/>

