

What is Morphing?

The word Morph comes from Metamorphosis which means to change radically. There are many examples of this in nature: caterpillar to butterfly, tadpole to frog, sperm & egg to person. In the computer graphics world, morphing is a technique used to change two unlike images from one to the other. On its most basic level, it is a way to create amazing animations without going through the painstaking task of drawing each frame.

In recent years morphing has become a very popular special effect. In fact the movie Terminator 2: Judgment Day was created almost specifically to show off this new technology. Everything from rock videos to TV commercials have benefited from programs such as PhotoMorph by North Coast Software.

With PhotoMorph, an animator can take two dissimilar images and morph them to animations or entirely new images. The technique is very easy to learn; novices can be morphing in minutes, and professionals are able to generate high quality animations (including all sorts of other special effects) in no time at all. PhotoMorph is friendly enough for the first time animator, yet powerful enough for the experienced.

For those who are interested in the history and math behind Morphing, pick up a copy of Morphing Magic by Scott Anderson. (1993, Sam's Publishing, ISBN: 0-672-30320-5) Although PhotoMorph is not discussed in the text, it is a great introduction and reference guide for those who can't get enough morphing.