

## Example Effects

### Editing the Example Scene Files for Use on Your System

All of the example scene files located on the CD-ROM assume that image files used to create the example effects are located on drive letter d. If possible, move the *ict20* directory and its subdirectories to your drive letter d: If this is not possible, then move them to the most appropriate location on your system and edit the input image file pathnames in the scene files to point to the appropriate *ict20* subdirectory in your system.

### 2D Morph Video

Start ICT and select the Tools | Create Morph Sequence tool. Enter the following:

First Image: d:\ict20\gallery\pastaShell.bmp  
Second Image: d:\ict20\gallery\conchShell.bmp  
First Output Path: d:\ict20\output\morph2d0001c.bmp

Enter the desired number of frames: 30

Click the 2D radio button

Click OK

Wait while ICT creates the morph images. On my 120 MHz pentium this takes about 15 seconds.

Exit ICT and edit the MakeAVI section of the *ict20.ini* file located in your C:\windows directory (this file should have been copied to your system during installation) as follows:

```
[MakeAVI]
LogPath=d:\ict20\makeAVI.log
NumFrames=30
AVIPath=d:\ict20\morph2d.avi
InputDirectory=d:\ict20\output\
Prefix=morph2d
Suffix=c
FrameRate=15
FrameIncrement=1
```

Run the MakeAVI program. (Windows 95: double click on the program from the explorer). When prompted, select the Cinepac codec.

Now view the video by double clicking on: d:\ict20\morph2d.avi

### 3D Morph Video

There are two quad mesh models on the CD that can be morphed using the 3D morph tool.

First Image: d:\ict20\gallery\delosCylinderc.bmp  
Second Image: d:\ict20\gallery\delosPlanarc.bmp  
First Output Path: d:\ict20\output\morph3d0001g.bmp

Enter the desired number of frames: 30

Click the 3D radio button

Click OK

Wait while ICT creates the morph images. On my 120 MHz pentium this takes about 5 minutes.

Exit ICT and edit the ict20.ini file located in your C:\windows directory (this file should have been copied to your system during installation) as follows:

```
[MakeAVI]
LogPath=d:\ict20\makeAVI.log
NumFrames=30
AVIPath=d:\ict20\morph3d.avi
InputDirectory=d:\ict20\output\
Prefix=morph3d
Suffix=g
FrameRate=15
FrameIncrement=1
```

Run the MakeAVI program. (Windows 95: double click on the program from the explorer).  
When prompted, select the Cinepac codec.

Now view the video by double clicking on: d:\ict20\morph3d.avi

Note that the image does not change in this video. This is because the texture image is the same in both quad meshes participating in the morph. If quad meshes using different texture images are created with the same numbers of rows and columns, these can be morphed using the same steps given above.