

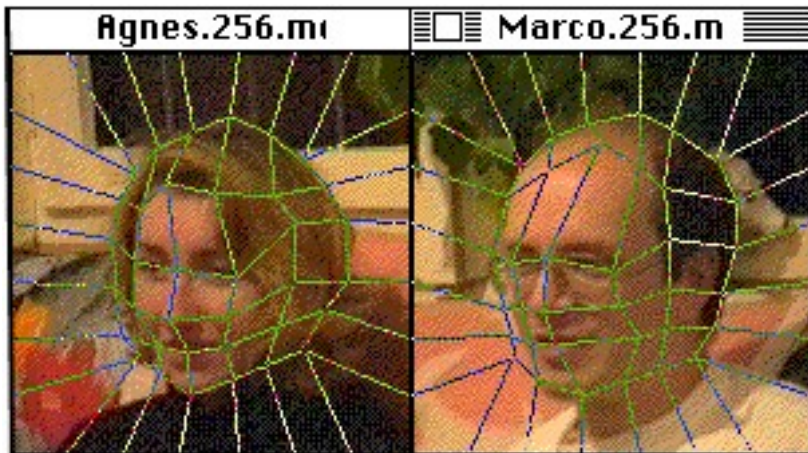
METAMORPHOSIS manual

1. Preparing and selecting your files to morph

- Let's choose 2 files of the same family; ex. if you want to morph human faces, try to select near-looking faces (oval or square faces), it will be easier to learn and practise Metamorphosis at first.
- Set your 2 chosen pics at the same size in pixels. Make a resize of your pics with Adobe Photoshop or Color It of Microfrontier, ...
- Do not forget to save your files in pict format and take note of their sizes because you will need these informations again during the start-up of Metamorphosis.

2. Morphing with Metamorphosis

- Before opening the files to morph :
- In the Morph menu, please choose one of the tree options : 256 grays, 256 colors or 16 millions colors
- Specify the size of the pics (in pixels) you will open
- Now it's time to open your pics
- Your pics come to the screen covered by a mesh : move the points of intersection with the mouse on specific spots on both pics. Ex. in human faces, you may move the points of intersection on the eyes, mouth , eyebrows, ...



- In the Morph menu, set the number of frames to produce. If you want to make a quicktime movie later, set a higher number of frames. Before running a lengthy session, try to generate just a few frames to estimate the quality of your morphing. Doing so, you may improve the points in the mesh to get better result.
- The files with their associate mesh can be saved under the file menu; Metamorphosis will add the "meta" suffix to the name of your original pics.

3. Some useful tips

- Before starting a lengthy morphing session, ask to Metamorphosis to produce a few picts in 256 grays levels (ex. if you want 25 picts, set the "First frame to render" at 12 and the "Last frame to render" at 13). You will get quicker results and you can improve the mesh stretching within a few trials for better quality morphing.
- If you want to use your pictures with other graphics or DTP software, do not forget to export your files in pict format.

4. Distribution

You may duplicate and give away copies of Metamorphosis provided you do not charge anything other than the cost of the media for doing so. Please remember that the only funds to us are the registration fee that you the user send. If you have received this program from a user group or downloaded the program from a service or bulletin board the cost incurred is in addition to the registration fee.

If you want to charge something for the program or bundle it, please don't hesitate to contact us and we can work something out more better

5. Registration

Metamorphosis is shareware. That means to us, if you use the program and find it useful enough to keep around you are obligated to pay for it. The cost is \$20.00 US to register your copy of the program. Registered users will receive the latest version of the program which will include the following features:

- Quicktime support.
- Fastest program because I'm planning to uses more assembly language in the next release.
- Some new warping types.
- More compatibility with other formats (Photoshop by example).
- A better mesh editor.

To register your copy please send check or money order for \$20.00 (or the equivalent for your country) payable to the following address:

Studio Sound Factory

Beucarne Thierry
Rue de Bomerée, 34
B-6534 Gozée
Belgium

6. Activity

We have also some shareware music programs. These are librarians for these synthesizers : K1, K4, DX-7, D-50 and TX-802. Call us to have some more informations about these programs.

We are also writing program on the fly (multimedia, database, computational geometry). So if you need some assistance, please contact us via the following services:

CompuServe - 100270,2233
Fax - 00 32 (0)71.56.00.01
Phone - 00 32 (0)71.51.70.62