

## What's in the PhotoMorph 2 DEMO?

This is the demo version of PhotoMorph 2. It is an award-winning special effects package for Windows. PhotoMorph allows you to combine and apply sophisticated special effects to video clips and bitmap images. PhotoMorph is used by professionals in the fields of desktop video, graphic design, multimedia production, and presentation graphics. PhotoMorph combines image editing, special effects, and digital video in one unbeatable product!

This demo version has been altered to remove some features found in the full version. This version cannot save any files, it has no clipboard functions, it has no screen capture functions.

## Where Can You Buy PhotoMorph 2?

You can purchase PhotoMorph from any of our US and International distributors. Call us for the dealer nearest you.

**North Coast Software, Inc.**  
239 Littleton Road, Suite 2A  
Westford, MA 01886  
800-274-9674 - phone  
508-392-1362 - phone  
508-392-0458 - fax

## How Do You Use PhotoMorph 2?

### **Loading existing PhotoMorph Projects:**

Start PhotoMorph 2 and the Project Editor will appear. In the upper left hand corner there is a load project button; press it. PhotoMorph Projects have the extension .PMP; choose one from the list and press OK. The project will be loaded.

### **Projects that use more than one effect:**

With PhotoMorph 2, each clip can contain as many as 3 different effects. The output of one effect is used as the input of the next. Some of the sample projects use one filter, others use two, and some use all three. The preview window (described below) previews the currently selected filter. Therefore, to see the full effect, one must advance to the last effect that is being used.

### **Advancing to the last used filter:**

In the Project Editor, next to the Edit button, there is a small button labeled [123]. Pressing this button will advance to the next filter. Once a project is loaded, the first filter will be showing, indicated by the red letter 1. Press this button to advance to filter 2. If the Filter reads <<No Filter>> the clip only uses one filter. Press it again to go back to the

first filter. If there is a filter loaded in filter 2, press the button to advance to filter 3. If filter 3 reads <<No Filter>> the clip contains 2 filters. Press [123] twice to go back to filter 2. If there is a 3rd filter being used, stay where you are. The idea is to be looking at the last filter used in a clip.

### **Previewing the current filter:**

On the top of the Project Editor, there is a row of buttons. The sixth one over, the one with a magnifying glass, is the Preview Button. Press it. The percentage scroll bar will advance you through the animation, one frame at a time.

### **How do I see this in action?**

Unfortunately, that's what you need to pay for. Normally the Create Animation button in the Project Editor would be enabled, allowing you to generate digital video that can be played back on any 386 or better machine.

### **Making your own Morphs:**

1. Open PhotoMorph. If you are already in PhotoMorph, select Project... New under the File menu in the upper left hand corner of your PhotoMorph Window.
2. When morphing, start and an end images are required. In the Project Editor you will see two blank Windows, labeled Start and End. Under each Window, you will see a drop down list. Once an image is chosen for the start and end images, <<No Image>> will be replaced with the filename of the image that you are working with. To the right of both drop down lists, you will find a small file folder button. Click on the one under Start Image.
3. Now you will be opening a start image. Under 'List Files of Type', change the type to JPEG. Click on SMLCAR2.JPG (you will have to scroll down the list) and press OK.
4. Next we need to load an end image. Click on the small Load End Image Button underneath the End Image Window. Choose BIGCAR2.JPG and press OK.
5. The Project Editor now should appear with a small sports car in the Start Window and a MiniVan in the End Window. Note that the Morph filter is chosen as the default filter in the Filter Type List. PhotoMorph 2 contains six filters: Morph, Warp, Transition, Distort, Overlay, and Colorize. For our tutorial, we'll stick to Morphing.
6. Click on the Edit Button. This will open the Morph/Warp Editor. Again, the start image is located on the left and the end image is located on the right.
7. Notice the tool bar located to the left of both image. Each Button has a specific purpose:
  - a. The top button places points onto the images. What points do will be explained below.
  - b. The second button moves points. The currently selected point can be moved by

clicking and dragging, pointing and clicking with the right mouse button, or with the cursor keys.

- c. The third button erases points.
- d. The bottom button allows you to zoom in and out upon the image. When this button is selected, click on the image to zoom in, shift-click on the image to zoom out.

8. Note that this Window can be re-sized as with any other Window. By expanding the Window, more of each image is shown.

9. Using your mouse, point to a spot on the bottom of the rear bumper of the sports car in the start image. Click with the left mouse button. A point will appear on the image and a corresponding point appears on the End Image.

10. Now move the cursor over to the End Image and position it over the active (red) point you just placed. Click and drag the point to the bottom of the rear bumper of the End MiniVan.

11. Place points in a similar manner in the following locations:

- a. Center of rear tire
- b. Center of front tire
- c. Bottom of front bumper
- d. Top of front bumper
- e. Front of hood
- f. Bottom of Windshield
- g. Top of Windshield
- h. Top of back of car
- i. Top of rear bumper

12. Now you've placed all your 'Married Point Pairs'. We call them Married because they are linked together. Each point on the start image has a representation on the end image. By placing Married Points, you link the similar features of the two objects together. Once you are satisfied with your point selections, press OK.

13. You can preview the animation through the use of the button on the Project Editor, sixth from the left, that looks like a Magnifying Glass. Click on it now.

14. The Preview Window appears. Use the slider to look through your animation's frames. Notice the other buttons in the Preview Window. The Up Arrow updates the image, which is useful when editing a morph. The second button saves the image shown to a file; this is handy for using still PhotoMorph images with other software packages. The third button saves the image to a new PhotoMorph Window, which allows you to re-use the image in PhotoMorph. In this demo version, only the Update button is active.

15. Usually, after Previewing your work, you would create your own animation. Again, the demo restricts this action. However, you can use your own images and preview all of

the effects with this demo version.

We hope that this demo was able to give you an idea of the capabilities, the power, and the ease of use of PhotoMorph 2. If you have any questions, comments, or would like ordering information, call us at 508-392-1362.

Thanks!