Abrosoft

FaceMixer

MIX UP MULTIPLE FACES INTO FACE COMPOSITE

Version 3.0   June 30, 2009

Table of Contents

Chapter 1 Introducing

Chapter 2 Getting Started

Chapter 3 How to…

Chapter 4 Hints and Tips

Chapter 1

Introducing

What is a Face Composite?

If you want to "mix" two pictures of human faces in a specific way, so that the resulting compound image shares the properties of both original faces, i.e. it looks like an "intermediate" between the two originals. How would you do this? The technique used in order to generate compound images is referred to as "morphing", a useful visualization technique. Image morphing is an image processing technique used to compute a transformation, that is, a metamorphosis, from one image to another. The process is called "morph" for short. The idea is to create a sequence of intermediate images, which when put together with the original images, represents the transition from one image to the other.

In a morphing sequence between two faces, the middle image we called "face composite", often looks strikingly life-like, as a real person, but clearly it is neither the person in the first nor in the second image. See below. The image in the right is half influenced by the left and half influenced by the second image, so it is the "average face" which has 50% of the characteristics of each individual face.

Especially, we can mix up a human face with an animal face. The result as shown below is amazing.

However, mixing multiple faces is a challenge. Using other software, you can only mix up two faces at a time to create a second generation of composite faces. Then taking the second generation composite faces, again two at a time, you get a third generation, and so on. The nature of this breeding process means that any number that you choose to work with must be a power of two, i.e. it must be 2, 4, 8, 16, 32, 64, 128, etc. This also means you can only get the average face, creating a complicated face composite by separately setting characteristics percentage for each face is not reachable. From now on, FaceMixer makes it possible to mix up multiple faces at a time, and the final composite can be the average face or any random composed face.

What is Abrosoft FaceMixer?

With Abrosoft FaceMixer, creating a fantastic face composite with multiple images has never been easier and faster! With this intelligent, powerful and novel tool, you can mix up multiple faces into a magic "average face" or generate thousands of synthetic copyright free photo-realistic faces by age, gender and ethnicity. Using our intelligent face detection and feature extraction technique, FaceMixer can detect one or even multiple face portions from an image, and extract facial features (eyes, nose, mouth, etc.) from a face and place key dots on appropriate positions, all automatically! Easy-to-use editing tools are also provided, with which you can accurately adjust the dots and freely control the mixing process.

FantaFae Mixer takes advantage of hardware acceleration, the high speed of the rendering engine makes it possible to compute multiple faces at one time and see the final mixing effect in real time. FaceMixer supports most image formats including BMP, JPEG, TIFF, PNG, GIF, TGA, PCX, and even professional 32-bit with alpha formats. If you have a webcam or any video device, you can also quickly capture some headshots for source images. Exporting to still images or HTML files are supported. You can store all faces in the classified Face Library and then simply pick up some faces from there for a new composite. The skinnable user interface is cool in looks, streamlined in function, and a joy to work with!

Please try to fuse different pictures of your favorite stars, your friends and family, men, women, children or even cartoon roles and animals into a wonderful, awesome or funny face. It's just plain fun!

What can you create with FaceMixer?

For example, we have a series of photos as shown below, each photo contains one face. Please note that you can also use a photo that contains multiple faces.

Using our intelligent face detection technique, FaceMixer can extract one or even multiple face portions from an image automatically.

Using our intelligent feature extraction technique, FaceMixer can extract facial features (eyes, nose, mouth, etc.) from a face automatically and place key dots on appropriate positions.

Can you imagine what the face composite will look like after mix up these faces? See below. Yes, it's virtual, but it looks strikingly life-like, as a real person. It is not the person in any source image, but it is really influenced by each person in the source images.

We can get the average face of the source faces as above. FaceMixer can also create countless results by using random percentage of the source faces. See below.

Why Using FaceMixer?

Because creating a fantastic face composite from multiple images has never been easier and faster! Abrosoft FaceMixer is based on a simple concept: a powerful and professional composing software, yes, but simple enough to be used by even non professionals. When tools allow for expression of creativity based on ideas and inspiration and not on technical expertise, everyone benefits.

Easy to use workspace

- Great looking interface with skin
- Almost all features are accessible in main interface
- The program works as a wizard
- Navigation pane and buttons
- Unlimited Undo/Redo
- Supports full Drag & Drop
- Supports mouse wheel scrolling
- Visual open project

- More, more, more...

Powerful features

- The fastest rendering engine, real-time mixing, real-time preview

- Automatically detect face portions

- Automatically extract facial features and place key dots on appropriate positions

- Generate average or random composites, or manually set feature/shape percentage for each face

- Supports all common image formats: BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, EMF, AVI

- Imports/Exports 32-bit image with alpha formats: BMP, TIFF, PNG, TGA

- Built-in editing tool, which can rotate source images and adjust brightness, contrast, color balance

- Creates amazing effects with Background, Mask, Foreground and Light

- Store faces to Face Library and you can easily reuse them in new projects

What's New

Version 3.0

- **Improved Feature Extraction Technique** - The improved face feature extraction technique can place key dots on face more accurately. With a few manual adjustments, a perfect locating result can be achieved quickly.

- **Improved Rendering Engine** - The improved rendering engine can mix unlimited faces more quickly.

- **Customized Face Model** - Now you can customize the face model. For better quality, use a face model with more key dots; for less processing time, use a face model with fewer key dots.

- **Add Caption** - Now you can add text caption the composite without using any additional software.

- **Add Filter** - Now you can add more filters (Gaussian blur, zoom blur, radial blur, emboss, mosaic, oil paint, splash, cylinder, whirl/pinch, etc.) to source images or the final composite.

- **32-bit Preview** - Now you can preview a 32-bit composite more clearly because the preview background is now a checkerboard background instead of the pure black background.

- **New Export window** - Now you can tick any item from Source, Composite and Candidates to export.

- **Export FMD File** - Now you can export x, y coordinates of key dots on source images and composite to a .fmd data file if your own program needs this data.

- **Export FME File** - Now you can export source images and composite with key dots to .fme files and then import .fme files into FantaMorph to create a morph.

- **Use Spacebar and ALT key** - Now you can use the Spacebar to switch from any edit tool to the Hand tool, just like in PhotoShop; also, you can press the ALT key when zooming to switch between zooming in and out.

Version 2.0

- **New Intelligent Face Detection Technique** - Using the intelligent face detection technique the program can extract one or even multiple face portions from an image automatically.

- **New Intelligent Feature Extraction Technique** - Using the intelligent feature extraction technique the program can extract facial features from each face in the image automatically.

- **New Rendering Engine** - A brand new rendering engine has been implemented. It takes advantage of OpenGL hardware acceleration, which makes possible to mix up multiple faces in real time.

- **New Face Library** - You can store an edited face with key dots in a directory of Face Library, and then simply drop it to a new project for mixing.

- **New Face Extractor** - With this tool you can easily re-crop all faces by an extracting template after you change the composite size.

- **New Interface** - The new interface with skin is cool in looks, streamlined in function, and a joy to work with! There are 3 great built-in skins, and supports importing skin files at any time. If you like, you can even create your own skin interfaces.

- **New Windows Style** - The new window style, a skinned window with four round corners and no menu bar, has been implemented. You can easily switch to standard window style.

- **Export HTML File** - When you choose "Source +Composite" format for export, a HTML page will be generated to show the details of the mixing project.

- **Auto Open After Export Switch** - Turn on this switch in the option box and the resulting file will be automatically opened after export completes.

- **New Add-on Effects with Background, Mask, Foreground and Light** - Now you can make your face composites with these dazzling effects in less than one minute!

- **Now Supports 32-bit Images** - Now you can import and export BMP, TIFF, PNG and TGA format 32-bit with alpha images to create professional effects.

- **No limited Undo/Redo** - Now you can use standard undo/redo function with no limit on the number of steps.

Version 1.0

This is the first release.

Features and Benefits

Below is a list of all the features and benefits of FaceMixer. (Please note that some features are only available in Pro or Deluxe.)

User Interface

- **Window Mode** - Standard window with menu bar or skinned window with pop-up menu

- **Skin** - Choose a skin from 3 built-in skins: Vista, Mac, Gray

- **Custom Skin** - Import FaceMixer Skin Files (.fxs)

- **Language** - Supports multi-languages

File Format

- **Import** - BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, EMF, AVI, FME, includes 32-bit with alpha BMP, TIFF, PNG, TGA

- **Export Image** - BMP, JPEG, TIFF, PNG, TGA, PCX, GIF includes 32-bit with alpha BMP, TIFF, PNG, TGA ; FME (FantaMorph Editing Frame); FMD (FantaMorph Point Data)

Project

- **Open** - From Open Project dialog with preview; browse all projects in a folder with preview; from 10 recent projects

- **Save** - Save a project in fxp format

- **Share** - Send out all files of a project via email

Load Image

- **Import** - From Open File dialog; drag and drop from built-in image viewer; drag and drop from other applications

- **File Edit** - Rename a file; Move selected file(s) up or down in file list

- **Rotate** - Counterclockwise, Clockwise

- **Adjustment** - Brightness, contrast, red, green, blue, hue, saturation, negative, gray

- **Filter** - Smooth, bur, Gaussian blur, zoom blur, radial blur, sharpen, emboss, mosaic, oil paint, splash, cylinder, whirl, pinch

- **Capture** - Capture a frame from webcam in bmp format

- **Continuously Capture** - Press Spacebar or Enter key to continuously capture a series of frames

- **Show** - Show live video before capture; show captured image after capture

- **Settings** - Set capture directory; set format and source of video device

Edit Face

- **View** - Smoothly scale from 12.5% to 800%; mouse wheel scrolling to scale up to 1600%

- **Face Detection** - Automatically detect all faces in an image

- **Detection Size** - Set minimum detection size

- **Add Face** - Manually draw a rectangle marquee to add a face

- **Delete Face** - Right-click to delete a face

- **Align Face** - Use pupils, translating, scaling and rotating handles to align face template to the face image

- **Multiple Faces** - Supports editing multiple faces in one image

- **Undo/Redo** - Allow for all features of editing a face

Edit Dot

- **View** - Smoothly scale from 12.5% to 800%; mouse wheel scrolling to scale up to 1600%

- **Feature Detection** - Automatically detect facial features and place key dots on appropriate positions

- **Dot Style** - Customized shape and color

- **Face Model** - Choose a preset or create your own face model

- **Move Mode** - Auto mode; manual mode

- **Move Dot** - Drag & Drop to move a dot

- **Move Line** - Drag & Drop to move a group of dots connected by the line

- **Undo/Redo** - Allow for all features of editing key dots

Face Library

- **Manage Library** - Add, delete, rename a directory

- **Store Face** - Store an edited face image with its key dots to a "face" in fxl format

- **Load Face** - Directly drag & drop a "face" to a new project to re-use

- **Manage Faces** - Delete, rename

Face Mixing

- **Real-time Mixing** - Mix up in real time by using OpenGL hardware acceleration

- **Size** - Matching with source images; 9 fixed size or any custom size

- **View** - Smoothly scale from 12.5% to 800%, mouse wheel scrolling to scale up to 1600%

- **32-bit Preview** - Use checkerboard background instead of pure black background to preview 32-bit morphs with alpha

- **Face Extractor** - Crop all faces by an extracting template

- **Average** - Generate an average face

- **Random** - Generate various face composite with random feature/shape percentage

- **Free** - Set feature/shape percentage for each face freely

- **Value Lock** - It is only allowed to adjust unlocked values and locked values are protected

- **Shape Lock** - Protect all shape values and make them always equal to corresponding feature percentages

- **Effect** - Set back color, background, mask, foreground and light

- **Adjustment** - Brightness, contrast, red, green, blue, hue, saturation, negative, gray

- **Filter** - Smooth, bur, Gaussian blur, zoom blur, radial blur, emboss, mosaic, oil paint, splash, cylinder, whirl, pinch

- **Caption** - Add text caption on the composite, set font name, size, color, border, alignment and position

- **Candidates** - Add a composite to candidates; restore a candidate; delete a candidate; clear all candidates

Add-on Effects

- **Background** - Single color; or any chosen image

- **Mask** - 256 level grayscale bitmap (could use any image to create strange effect)

- **Foreground** - 32-bit with alpha image

- **Light** - 256 level grayscale bitmap; can adjust bright intensity and dark intensity from 0 to 100

- **Adjustments** - The size and relative position of the images used for effects can be adjusted

Export

- **Export Type** - Export current composite, source images, candidates

- **Export Size** - Depends on display card if hardware acceleration is enabled, or up to 16384 x 16384 pixels when hardware acceleration is disabled

- **JPEG, Flash Quality** - 0 to 100

- **Cancel Export** - Allowed

- **Auto Save Before Export** - Automatically save current project before export

- **Auto Open after Export** - Automatically open resulting file with the system associated program

- **Delete Results** - Delete result file(s) directly

- **Share Results** - Launch default email program to send result file(s)

Tools

- **Diagnose Mixing Capacity** - Test preview and export capacities of your computer

- **Image Viewer** - Fast preview all supported format images with thumbnails; supports drag and drop

System Resuirements

Abrosoft FaceMixer has been designed to work with Microsoft Windows® 98, ME, NT4, 2000, XP, Vista or later.

Minimum Requirements

- Pentium® class CPU - 350 Mhz

- True color video card - 800x600, 24Bit

- 64 MB RAM

- Microsoft Windows® 98 or NT 4.0 SP6

Recommended Requirements

- Pentium® 3/4 or AMD Athlon - 500 Mhz or more

- True Color Video Card with OpenGL acceleration - 1024x768, 32-bit

- 512 MB RAM

- Microsoft Windows® 2000/XP or later

Installing and Uninstalling

You can install FaceMixer from an executable file downloaded from the Internet or a CD (it's an option when you purchase the product on the Internet).

To install FaceMixer from an executable file

1. Download the latest version of FaceMixer from the Internet.

2. Save the installer program FaceMixerSetup.exe to a location on your hard drive   (e.g., C:\temp).

3. Run the installer program by double-clicking on it.

4. Follow the instructions of the installer program to install FaceMixer.

To install FaceMixer from a CD-ROM

1. Insert the CD into the CD-ROM drive.

2. Click the Start button and click Run | Browse.

3. In the Look in drop down list, select the CD drive.

4. Select FaceMixerSetup.exe.

5. Click Open.

6. Click OK to run the installation. Follow the instructions in the Install wizard.

After you install FaceMixer on your computer, an application shortcut icon is placed on the desktop and in the Start menu.

To uninstall FaceMixer from your system

1. Click the Start button, and then click Settings | Control Panel.

2. Double-click Add/Remove Programs.

3. Select Abrosoft FaceMixer

4. Click Change/Remove. Follow the instructions in the Uninstall wizard.

Product Registration

Abrosoft FaceMixer is distributed as SHAREWARE, also known as TBYB (TRY BEFORE YOU BUY) software. Registration gives you the right to use our products after the trial period, access priority technical support and receive many helpful resources available only to registered users. The risk of purchasing is absolutely zero, because we offer a **30-day money-back guarantee**. If for any reason you are not satisfied with our product, your full purchase price will be refunded! Your support is important to us. It will encourage us to develop, to continue to improve our products.

There are 2 licenses to choose from: **Single-User License** and **Site License**.

- **Single-User License** - If you have purchased a Single-User License, this software may be installed on a maximum of two computers, so long as it is only running on one system at any time. For example, a single user may have one installation at home and one installation at the office for use only by the licensee.

- **Site License** - If you have purchased a Site License for commercial or educational use, the software can be used within a corporate or educational LAN without any restrictions.

You may choose from 3 editions of FaceMixer: **SE** (Standard Edition), **Pro** (Professional Edition) and **Deluxe** (Deluxe Edition). See product comparison below.

Product Comparison

All the three editions, FaceMixer SE, Pro and Deluxe use the same setup program. Unregistered users may try all the functions of our software for a period of thirty days after downloading the setup program, FantaFaceMixer.exe. Refer to the chart below to see which features will be retained after purchasing the SE or Pro license, or purchase Deluxe to access all features.

Features	SE	Pro	Deluxe
1. **Maximum number of faces** The maximum number of faces you can mix up in a project	**8**	**25**	**Unlimited**
2. **Import format** BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, EMF, AVI	✔	✔	✔
3. **Export image format** BMP, JPEG, TIFF, PNG, TGA, PCX, GIF	✔	✔	✔
4. **Export composite** Export current mixing result to a still image file	✔	✔	✔
5. **Export source + composite** Export source faces as well as the composite, a detailed webpage will also be generated	✔	✔	✔
6. **Export candidates** Export all the candidates to still image files	✔	✔	✔
7. **Built-in Image Viewer** Fast preview all supported format images with thumbnail	✔	✔	✔
8. **Intelligent face detection** Use the intelligent face detection technique to extract one or even multiple face portions from an image automatically	✔	✔	✔
9. **Face alignment** Align the face template to the face on an image using 5 editing handles	✔	✔	✔
10. **Intelligent feature extraction** Use the intelligent feature extraction technique to extract facial features from an image automatically	✔	✔	✔
11. **Key dots style** Customized style and color for key dots	✔	✔	✔
12. **Key dots alignment** Align the key dots to the face on an image using 3 editing handles or moving a dot or a line	✔	✔	✔
13. **Face Library** Store an edited face with key dots in a directory of Face Library and then simply reuse it in a new project	✔	✔	✔

#	Feature			
14.	**Real-time mixing** Preview mixing result in real time	✔	✔	✔
15.	**Generate composites** Average, random, manually set feature/shape percentage	✔	✔	✔
16.	**Value Lock/Shape Lock** Protect all locked values to avoid to be changed	✔	✔	✔
17.	**Composite Candidates** Store a composite to candidates and then simply restore it	✔	✔	✔
18.	**Face Extractor** Crop all faces by an extracting template after you change the composite size	✔	✔	✔
19.	**User interface** 3 built-in skins; import skin Files	✔	✔	✔
20.	**Capture from webcam** Capture frames from webcam or other video devices as source images		✔	✔
21.	**Add Filters** Add filters for source images		✔	✔
22.	**Add-on effects** Use add-on effects (background, mask, foreground and light) to decorate composites		✔	✔
23.	**32-bit Preview** Show a checkerboard background when preview 32-bit composites		✔	✔
24.	**Import/Export 32-bit with alpha images** BMP, TIFF, PNG, TGA		✔	✔
25.	**Intelligent Memory Management** Using intelligent memory management makes it possible to mix unlimited source images in one project			✔
26.	**Add Filter/Caption for Composite** Add filters/text caption for composite			✔
27.	**Export FME/FMD** Export to FantaMorph Editing Frame (.fme) or FantaMorph Point Data (.fmd)			✔

Product Registration

You need to register the 30-day trial program to make it to be a registered (full) version. Launch FaceMixer, click the "Register" on the startup window.

Then, enter you full name and the serial number you received in the registration email, press "OK". Note, please don't type the serial number manually, just copy it by pressing CTRL+C and then paste it to the text box by pressing CTRL+V.

Now the program is registered. You can use all the features of FaceMixer without any limitations.

Chapter 2

Getting Started

About the User Interface

The main interface of FaceMixer is clean, simple, and yet easy to understand and quite comfortable to use.

Main Interface

- **Navigation Pane** - Shows six tabs, each of which represents the 6 basic steps in the editing process

- **Navigation Buttons** - Two buttons for navigating back and forth between these steps

- **Work Pane** - Shows different controls for each step

- **Save Project Buttons** - Two buttons for saving the current project once finished

- **Option Button** - Launch the Options pane to view/set the options for each step

- **Help Button** - Open the context-sensitive help document

FaceMixer is a skinnable software. There are 3 built-in skins, you can also import additional skin files at any time. If you like, you can even create your own interface.

Select Built-in Skin

1. Choose Tools/Choose Skin. A dialog box opens.

2. Select one from the Vista, Mac and Gray options.

3. Then, click OK. The interface immediately displays your chosen skin.

Import Skin File

1. Choose Tools/Import Skin File. A dialog box will open.

2. Select a skin file (*.fxs) from your disks.

3. Again, click OK. The interface immediately switches to this skin.

Remarks

- You can download more skin files from our web site at http://www.fantaface.com/mixer/skin.htm.

- If you want to create your own skins and win a free product, see more info on our site at http://www.fantaface.com/mixer/free.htm.

About the Menu Bar

There are two window modes when you use FaceMixer. Just choose the one you prefer.

Skinned Window Mode

As a default, the user interface is a skinned window with four round corners. Since almost all common-used controls can be found on the main interface, the usual menu bar is hidden.


However, you can easily launch the pop-up menu by clicking the **Menu Bar** button as below.

Standard Window Mode

If you choose the "Show Menu Bar" in the pop-up menu, the program will be changed to the standard window mode. You can then find the usual menu bar under the title bar of the window. If you click the **Menu Bar** button in the standard window mode, the program will be back to the skinned window mode.
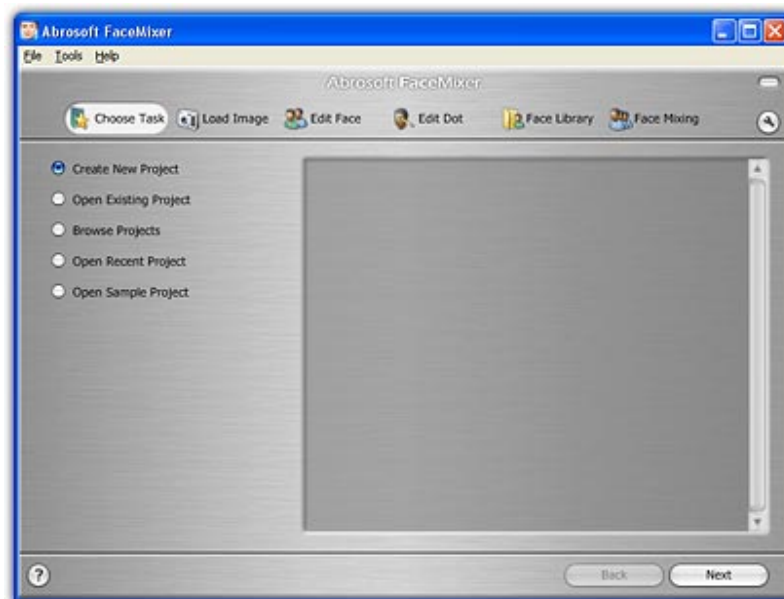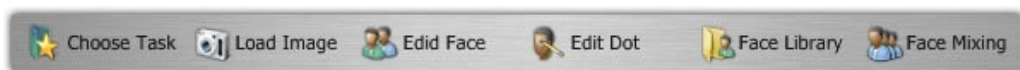
About the Editing Process

Navigation pane

The Navigation Pane, which is the top pane in the application window displays the navigation sequence of FaceMixer as below.

Editing Process

The Navigation Pane shows six tabs, each of which represents the 6 basic steps in the editing process, as well as two buttons for navigating back and forth between these steps. Click the respective icons to proceed to the desired step. Click **Back** button to go to the previous step or **Next** button to go to the next step in the editing process. It is recommended to operate the program step by step from Step 1 to Step 6. However, you can jump to any step at any time.

Step 1 - Choose Task

Step 2 - Load Image

Step 3 - Edit Face

Step 4 - Edit Dot

Step 5 - Face Library

Step 6 - Face Mixing

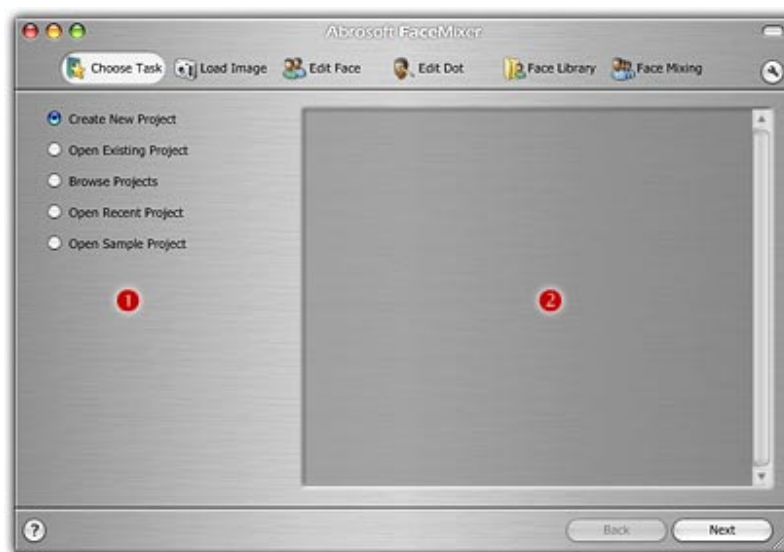# Step 1 – Choose Task

We begin by choosing a task you want to do.

1. There are five tasks (❶) you may choose from. The default task is **Create New Project**. Just click the **Next** button or the **Load Image** icon to go to Step 2 and start creating a new project.

2. If choose **Open Existing Project**, a standard open file window will appear. Choose a project file, and the face thumbnails of the project will display on the preview panel to help you make your selection.
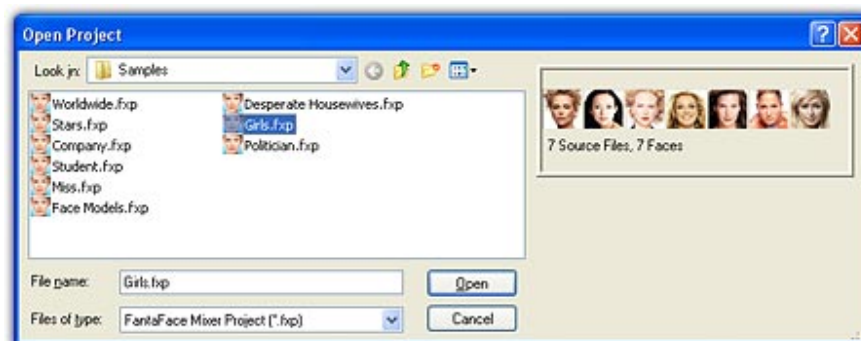
3. If choose **Browse Projects**, a standard browse for folder window will appear. Choose a folder where you store project files. By default, it is C:\Program Files\Abrosoft\FantaFace\Mixer3\Project. Then, all project files in the folder you chose will be listed in the Project List Panel (❷) on the right of the tab. Each project is listed with its file name as well as the face thumbnails to help you easily find the project you want to open.

4. If choose **Open Recent Project**, up to 10 recent projects you used will be listed to help you find the last one you may need to continue edit.

5. If choose **Open Sample Project**, all the sample projects stored in the sample folder (by default, it is C:\Program Files\Abrosoft\FantaFace\Mixer3\Samples) will be listed.

Step 2 – Load Image

To create a new project, we begin by selecting the source images.

1. The default method to add source images is **From File**. You need to add some existing image files then. You can also choose **From Face Library** to quickly add a face stored in Face Library. Learn more at "Step 4 - Face Library". If you have a webcam, you can choose **From Webcam** to capture some fresh photos as the source images. Learn more at "How to Capture from Webcam".

2. Click the **Add File(s)** button (⊞), the standard open window will appear. Choose a single image file or hold down Ctrl or Shift to choose multiple files.
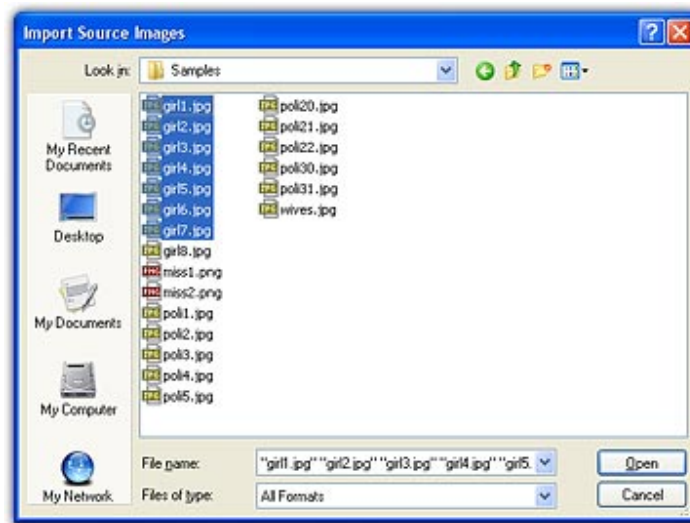
3. The source images appear in the File List Box (❶) and their thumbnails display in the Image List Panel (❷) on the bottom of the tab. Click a file in the File List Box or an icon in the Image List Panel (❸), you can see the image on the Image Preview Panel (❹). You can also select multiple files in the File List Box by holding down Ctrl or Shift.

4. There are 4 buttons you can operate for the selected file(s). Click the **Delete File(s)** button (□) to delete the selected file(s) from the source images. Click the **Rename**

File button ( ) to rename the selected file. Click the **Move Up** ( ) or **Move Down** button ( ) to move the selected file(s) up or down in the file list.

5. There are 3 buttons to adjust the source images. Click the **Rotate Counterclockwise** ( ) or **Rotate Clockwise** button ( ) to rotate the select image counterclockwise or clockwise. Click the **Filter** ( ) button to adjust brightness, contrast, color balance or add special effects. Learn more about "How to Add Filters".

Step 3 - Edit Face

The most important element in producing face composite is to locate facial features of all the faces you want to mix up in the source images. A portrait photo contains one face, but a group photo may contains multiple faces. So, we first need to extract the needed face portions from source images. Using our intelligent face detection technique, FaceMixer can automatically extract all the face portions from an image.

1. When you choose the **Edit** tool ( ), click on an icon in the Image List Panel (❶), the selected image will display in the Editing Panel (❷) and a standard face template will be placed on the face portion automatically detected. Click the **Edit Previous** button ( ) or **Edit Next** button ( ) to load the previous or next image.

2. If the program can't automatically extract a face portion you need, you can add it manually. To add a face, just drag and drop to draw a rectangle marquee on the desired face portion in the image. If the program extracts an useless face portion, you can delete it manually. To delete a face, just right-click anywhere inside the useless face portion.

3. In order to get the best mixing effect, you can move, scale and rotate the face template to align it to the face in the image. Learn more about "How to Align a Face".

4. In the editing process, you can click the **Undo** button (⃔) to reverse the last action, or **Redo** button (⃕) to reverse the action of Undo.

5. To edit the face template accurately, choose the **Zoom In** tool (⊕) or **Zoom Out** tool (⊖) and click anywhere of the selected image, the viewport can be smoothly scaled from 12.5% to 800%. When the Editing Panel can't hold the image wholly, a horizontal or a vertical scroll bar will appear. You can choose the **Hand** tool (✋) to drag the viewport by mouse or use the scroll bars to show a needed part of the image.

6. If there are more than one face in an image, choose the **Edit** tool (⊙), click anywhere inside one of the face boundaries to activate the face for editing.

Step 4 – Edit Dot

Now, the most important element is to place key dots on all the faces in order to define how the mixing or composing process will operate. But, we all are tired of placing key dots one by one manually... With our intelligent facial feature extraction technique, the program can automatically detect the facial features (eyes, nose, mouth, etc.) and place key dots on appropriate positions. This will extremely save your time!

1. When you choose the **Edit** tool ( ), click on an icon in the Face List Panel (❶), the selected face will display in the Editing Panel (❷). The program will automatically detect the facial features (eyes, nose, mouth, etc.) and place key dots on appropriate positions. Click the **Edit Previous** button ( ) or **Edit Next** button ( ) to load the previous or next face.

2. In order to get the best mixing effect, you can move, scale and rotate the key dots to align them to the face. Learn more about "How to Align Key Dots on a Face".

3. In the editing process, you can click the **Undo** button ( ) to reverse the last action, or **Redo** button ( ) to reverse the action of Undo.

4. To edit the key dots accurately, choose the **Zoom In** tool (🔍) or **Zoom Out** tool (🔍) and click anywhere of the selected face, the viewport can be smoothly scaled from 12.5% to 800%. When the Editing Panel can't hold the face wholly, a horizontal or a vertical scroll bar will appear. You can choose the **Hand** tool (✋) to drag the viewport by mouse or use the scroll bars to show a needed part of the face.

Step 5 – Face Library

After the previous editing process, we get a series of faces with key dots. If you want to reuse a face in other projects, you can store it to the Face Library. You can also directly add stored faces to this project without any new editing work.

1. To manage the Face Library, you can choose the **Add Directory** button (⊞) to create a new directory, choose the **Delete Directory** button (⊟) to delete a directory (must empty), or choose the **Rename Directory** button (Ⅰ) to rename a directory.

2. You can directly drag a face from Face List Panel to a directory of Face Library or click the **Store Face to Library** button (⬆) to store it.

3. You can directly drag a face from the Face Library to Face List Panel or click the **Add Face to Project** button (⬇) to append it to the current project.

4. To manage faces in Face Library, you can click the **Delete Face from Library** button
   (⊟) to delete a face from Library. Note, the source image file of the face won't be
   deleted. Click the **Rename Face** button (I) to rename the selected face in Face
   Library.

Step 6 – Face Mixing

At the final step, you can see what will look like if mix up all the faces, adjust the feature/shape percentage for each face to get unlimited fantastic composites, set the final image size, add some effects and then export your favorite results.

1. In the Mixing Panel (❶), you can view/adjust the the percentage of feature and shape for each face. The face composite displays in the Preview Panel (❷). By default, we get the average face of the source faces as below. You can also click the **Random** button to generate various composite. At any time, click the **Average** button to back to the average face.

2. For each face, you can manually adjust the percentage of feature and shape separately by directly typing a new value from 0 to 100 or dragging the slider. There is a **Value Lock** (🔓) in front of each percentage value. Click the icon to lock/unlock it (🔒). You can only adjust the unlocked values, as for the locked one, any change on the value is forbidden. There is also a **Shape Lock** in front of Shape text. When Shape Lock is locked, all the shape percentage values are locked and will be always equal to corresponding feature percentages.

3. Click the **Effect** button (⊟) you can add some stunning visual effects (Background, Mask, Foreground, Light, etc.) to decorate the face composite. Learn more about "How to Use Add-on Effects". Click the **Filter** button (⚙) you can add some image filters (blur, sharpen, gray, emboss, oil paint, etc.) to the composite. Learn more about "How to Add Filters". Click the **Caption** button (T) you can add text caption on the composite. Learn more about "How to Add Caption"..


4. As a default, the image dimension of the composite is the same size as the dimension of the first face. You can easily choose any fixed value offered in the popup menu (❹).

| ✓ 175 x 175 (Same as Face #1) |
| 168 x 168 (Average of Faces) |
| 256 x 256 (Custom Size) |
| 720 x 480 (DVD NTSC) |
| 720 x 576 (DVD PAL) |
| 352 x 240 (VCD NTSC) |
| 352 x 288 (VCD PAL) |
| 640 x 480 |
| 320 x 240 |
| 512 x 512 |
| 256 x 256 |
| 160 x 160 |
| Set Custom Size... |
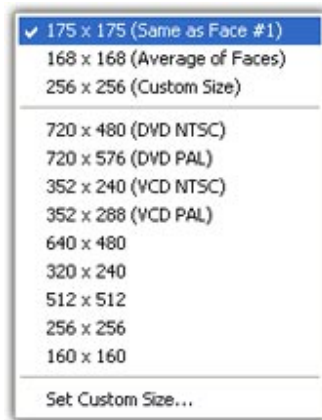
Or you may set it to any desired value through **Set Custom Size**. In the subsequent window as shown below, enter any desired **Custom Size** value of the composite. You can turn on the **Constrain Proportions** switch, in this way when you input a new value as the width (height), the other dimension will be calculated automatically to keep the same proportion.

5. After you change the composite size, you can click the **Face Extractor** button ( ) to re-crop all the faces to keep the aspect ratio, otherwise the composite will be distorted. Learn more about "How to Use Face Extractor".

48
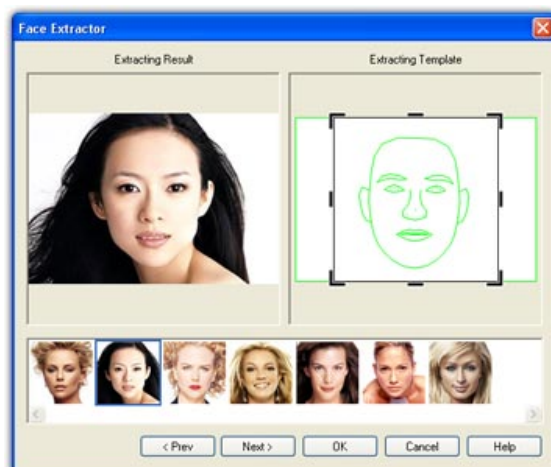
6. After you get an interesting face composite, click the **Add to Candidates** button (⊞)
   to place it onto the Candidates Panel (❸). You can then click an icon in the Candidate
   Panel to restore it. Click the **Remove from Candidates** button (⊟) to remove a
   candidate or click the **Clear Candidates** button (⊠) to clear all the candidates.

7. You may enjoy real-time face mixing in FaceMixer, but in most cases, you will want
   to export the mixing results. Learn more about "How to Export".
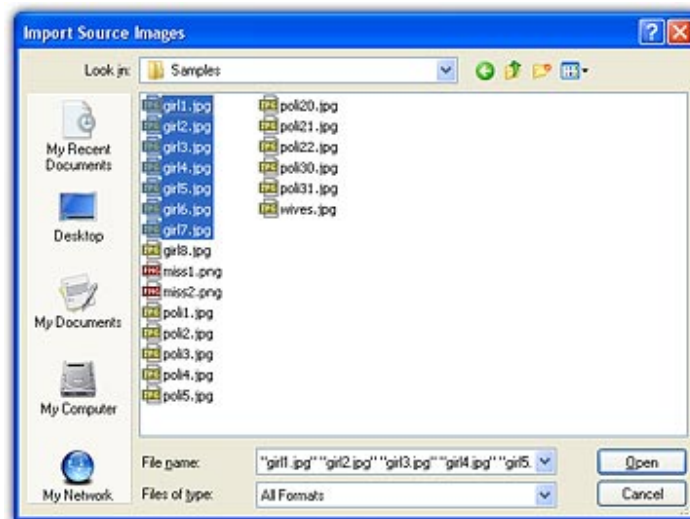
Chapter 3

How to…

How to Import Source Image

There are 3 ways to import source image into FaceMixer.

Add Files Button

As described in Step 2, the simplest way is to click **Add Files** button, then choose one or more image files from the Import Source Images window as shown below.

Drag from Built-in Image Viewer

When choosing from many source files, finding a particular source image may be difficult. In this case, press the **F9** key or choose the **Tools/Image Viewer** menu, and the image viewer will appear. Adjust its window size and position as suited for viewing. Use this simple, fast tool with thumbnail previews to explorer all supported image resources on your disks. Click on the desired file and drag it to the source file area in the main interface. Note, now you can drag only one file at a time from the image viewer.
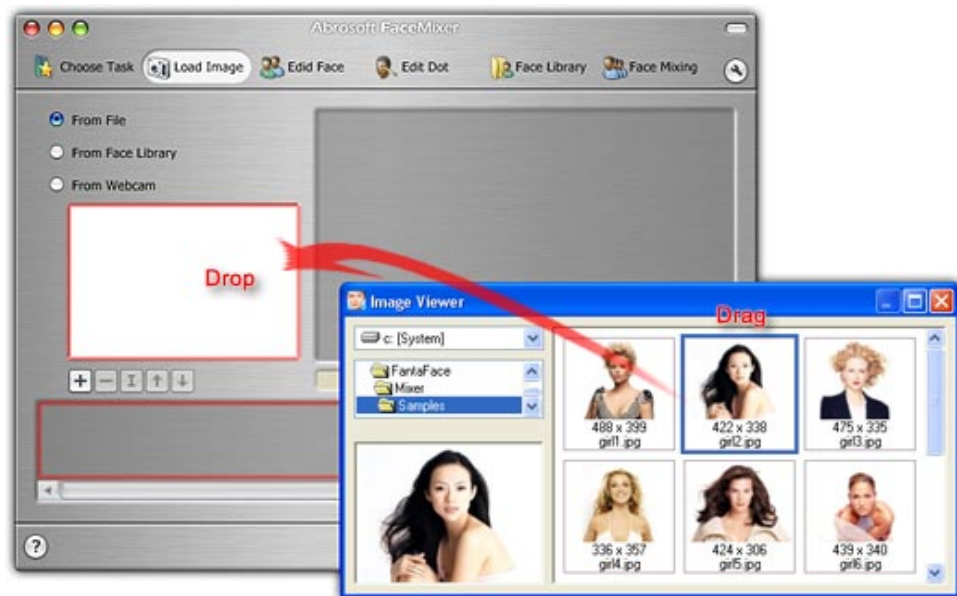
Drag from External Program

You can drag multiple image files to the main interface from an external program such as Windows Explorer or ACDSee.
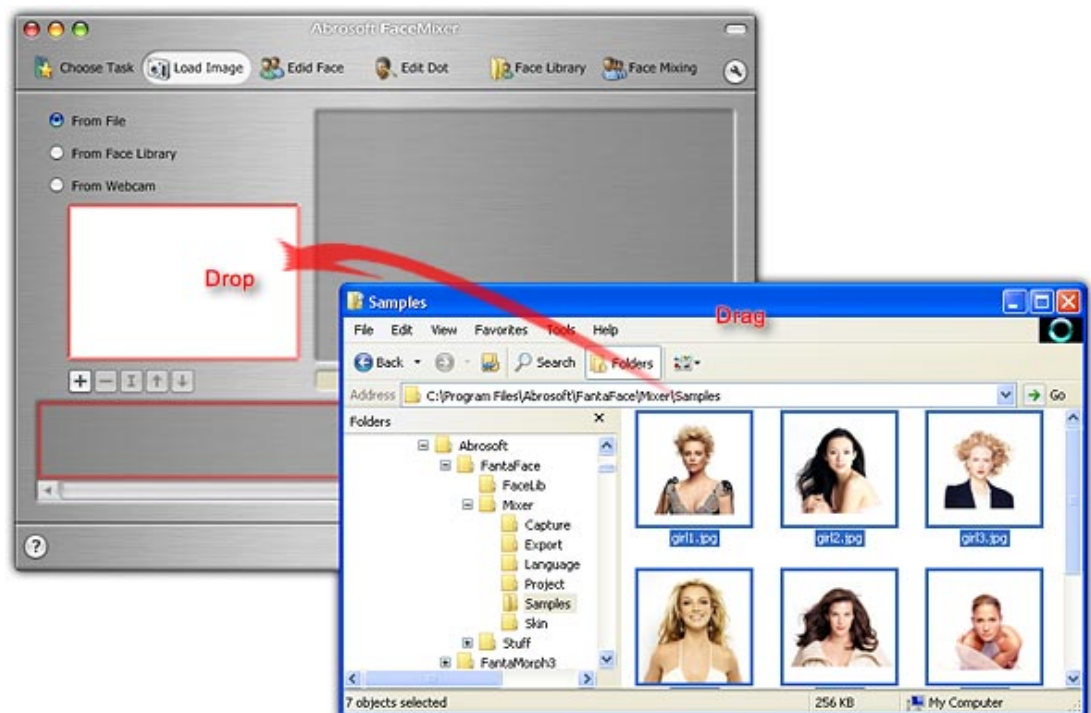
How to Capture from Webcam

If you have a webcam or any video capture device connected to your computer, you can easily and quickly capture some headshots as the source images.

Activate Webcam

First, choose the **From Webcam** to activate the webcam and the live video will display on the Preview Panel. You can set the video source or video format by clicking the **Set Options** button ( ).

Capture a Frame

When the current frame looks okay, click the **Capture** button ( ) or directly press the **Spacebar** or **Enter** key to capture it as a BMP file. The captured files will be stored in the directory, by default, C:\Program Files\Abrosoft\FantaFace\Mixer\Capture. You can set the directory also by clicking the **Set Options** button ( ).

Back to Capture Mode

After you capture a frame, the program will display the result image file immediately on the Preview Panel. If you want to capture more frames, just click the **Capture** button (⊞) again to back to the capture mode.

How to Use 32-bit with Alpha Images

FaceMixer Pro and Deluxe support the import and export of 32-bit with alpha images in BMP, TIFF, PNG and TGA formats to create professional image effects. Most images used in computing are based on 24 bits, specifying the red, green and blue values at each particular point on the image. These 24-bit images are fully opaque, thus anything under them will be hidden. A 32-bit image has an additional 8-bit alpha channel, which is used to specify transparency. Such images can be smoothly blended with other images.

The left image below is an example of a 32-bit image. The portion filled with the small checkerboard grid represents transparency. The image containing transparent areas can be laid over a single color image, like the middle image, or over any other image, as seen at the right. In both cases, the background shows through the transparent area.
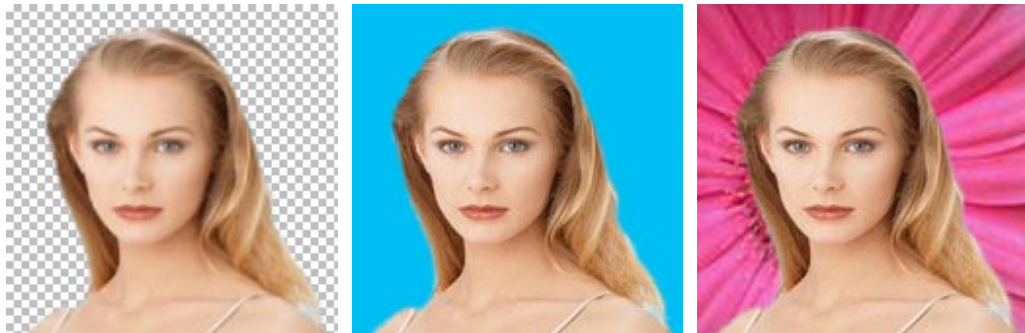
You can use 32-bit images within FaceMixer, or export 32-bit mixing results for use with other graphic or video software. The example below uses two 32-bit PNG images blending with a flower image as the background.

How to Align a Face in an Image

FaceMixer can automatically extract face portions from an image. However, the results automatically extracted may not be accurate due to facial expression, pose variation or bad illumination. As described in Step 3, in order to get the best mixing effect, you can manually move, scale and rotate the face template to align it to the face in the image.

Edit Handles

After the program automatically extracts a face portion from an image, a standard face template with 5 green editing handles as below will be placed on the face.
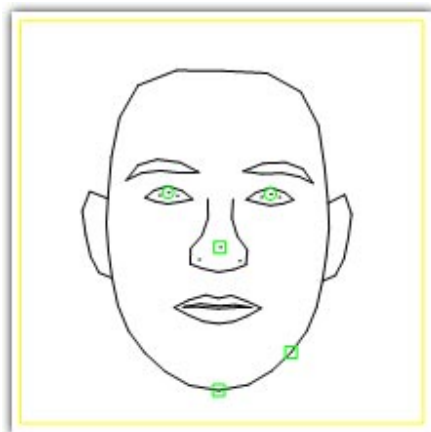
When you move mouse over these edit handles, a corresponding cursor will appear to indicate what kind of adjustments you can do.
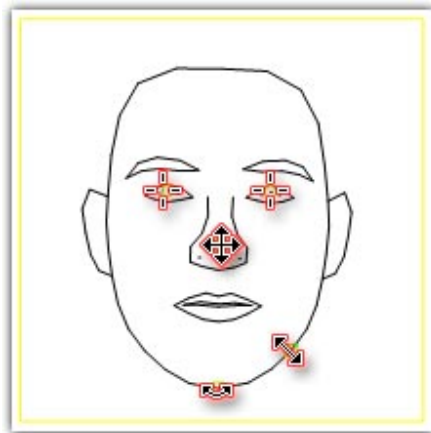
- **Adjust Pupils ( ):** Drag the two circle handles to move the pupils of the template to the correct positions. This is the easiest and fastest way to align the template.

- **Translate ( ):** Move cursor over this square handle and drag it to move the whole template.

- **Rotate ( ):** Move cursor over this square handle and drag it to rotate the whole template.

- **Scale ( ):** Move cursor over this square handle and drag it to scale the whole template.

An Aligned Example

For a face with some degree's rotation out of plane as shown below, after rotating, translating and scale, the aligned template is very close to the face in the image.
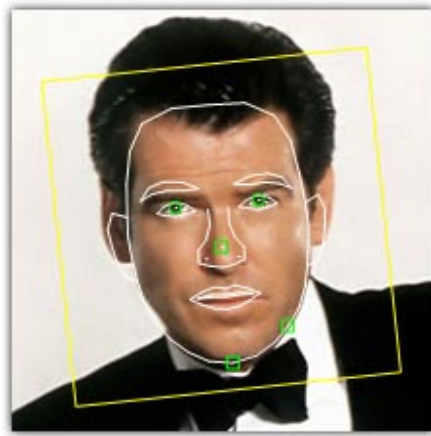
How to Align Key Dots on a Face

FaceMixer can automatically extract the facial features (eyes, nose, mouth, etc.) and place key dots on appropriate positions. However, the results automatically extracted may not be accurate due to facial expression, pose variation or bad illumination. As described in Step 4, in order to get the best mixing effect, you can manually move, scale and rotate the key dots to align them to the face.

Edit a Dot

There are two modes when edit a dot: Automatic and Manual. Press the Shift key to switch between the two modes.

- **Automatic**: When you move cursor over a dot and drag it to move this dot to its accurate position, the other dots will be automatically move to their ideal positions. Our intelligent face feature extraction engine will help you align key dots very quickly. After you move a couple of dots to their accurate position, you may find that all the dots have been aligned. Note, in Automatic mode, you can hold the CTRL key and drag a dot to switch to Manual mode temporarily.
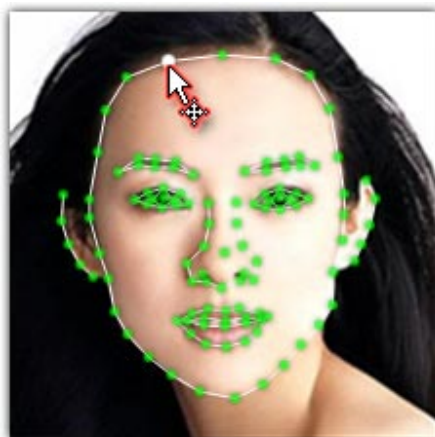
- **Manual**: When you drag a dot to its accurate position, only this one dot will be moved and the other dots won't be changed. Note, in Manual mode, you can hold

the CTRL key and drag a dot to switch to Automatic mode temporarily.
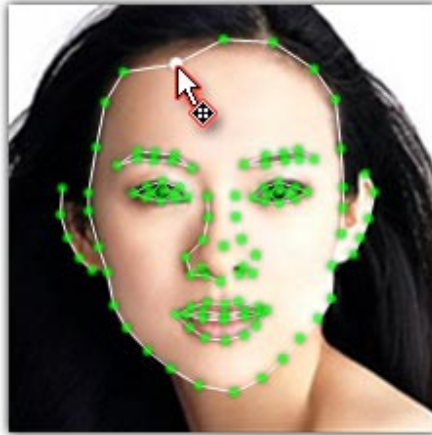
Edit a Line

In both Automatic and Manual mode, move cursor over a line and drag it to translate all the key dots connected by the line.
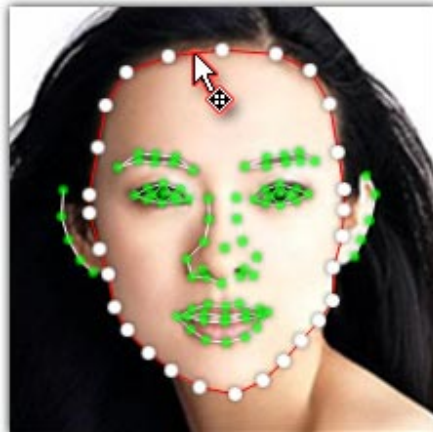
Remarks

- In Automatic mode, it is recommended to move the most important dots (the corner of eyes, mouth, and the middle dot of face contour) at first.

How to Use Face Model

In FaceMixer, you can use 112 dots max to define a face, see below. More dots you use, better mixing quality will be, but at the same time you have to spend more time to adjust each dot when needed.

Beginning with version 3.0, you can customize the face model by using all or just a part of the 112 standard dots. For example, you may don't need to use the dots of ears and forehead, or you may simplify the structure of eyebrows, eyes, mouth, etc.

1. After you change the composite size, click the **Face Extractor** button ( ) to open the window below.

2. You can simply choose a face model from the Preset list (❷), and the face model will be showed in the Edit Area (❶)

3. You can edit dots and lines of the face model. Note, only the dots will be concerned with the mixing process, but the lines will help you recognize the face structure.

- **Dot**: Right click a dot to make it used/unused.

- **Line**: Right click on a line to delete it. Click a dot and then click the other one to create a line between the two dots.

4. Whenever you want to restore to the whole 112 dots model, just click the Reset button (❸).

5. You can save your own face model to a .fmo file and load it later by clicking the Load/Save button (❹). Note, the program will automatically load the face model you have set when it restarts.

How to Add Filters

You can use this built-in tool to make adjustments and add effects to the source images or the composite. To add filters to source images or composite, just click the **Filter** button on the Load Image panel or Face Mixing panel.

There are total 22 filters where 9 filters for color adjustment (brightness, contrast, red, green, blue, hue, saturation, negative, gray) and 13 for image effect (smooth, bur, Gaussian blur, zoom blur, radial blur, sharpen, emboss, mosaic, oil paint, splash, cylinder, whirl, pinch). The best way to understand these effects is to try them out. Choose effects alone or in various combinations to discover which is best for your purpose.

Filter Settings

Choose a Filter from the Filter List (❶). Then you can adjust the filter parameter (❷) by dragging the slider or entering a value directly.

Filter Sequence

You can add up to 10 filters to the Filter Sequence (❸). There is a button group used to edit image sequence (❹). You can add (+) the current filter to the sequence, you can select one and then delete it (-), move it up (up arrow), or move it down (down arrow) by clicking the appropriate edit button. Please note that the order you add filters is important because different order will result in different effect. In the filter sequence, you can turn on/off a filter temporarily to compare the effect before and after use that particular filter. Any changes will be represented on the preview window (❺) in real time.

<u>Remarks</u>

- You can only use 16 basic filters in FaceMixer SE.

How to Add Caption

Beginning with version 3.0, you can add text caption on the composite without using any additional software. Click the **Caption** button on the face mixing panel and the window below will appear.
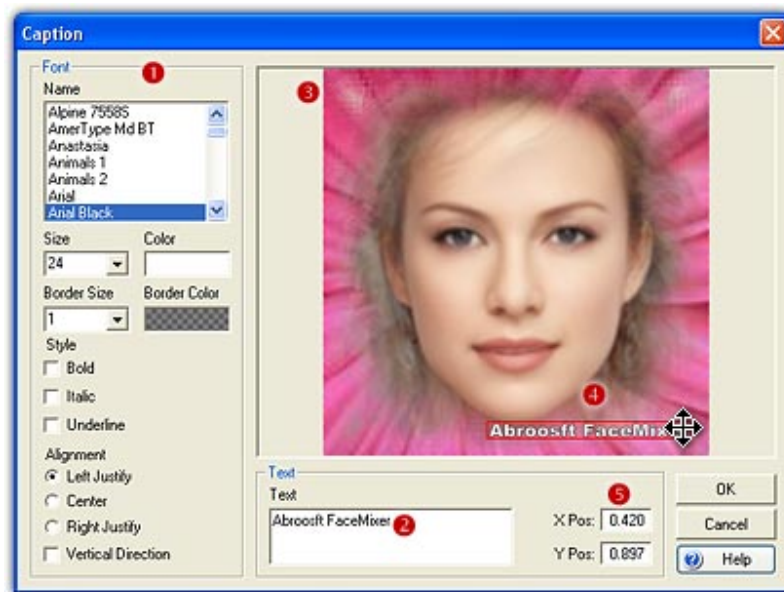
Font

You can choose font name, size, color, border size and color, font style and alignment here (❶). Any changes will be presented on the preview window (❸).

Text

Enter caption text here (❷). Please note that you can type text with multiple lines.

Position

You can simply move cursor on the caption (❹) and drag it to a suitable position, or you can directly enter a normalized position data here (❺).

How to Use Add-on Effects

There are 4 add-on effects in FaceMixer: background (color and image), mask, foreground and light. Click the **Effect** button (⚙) to open the window below.
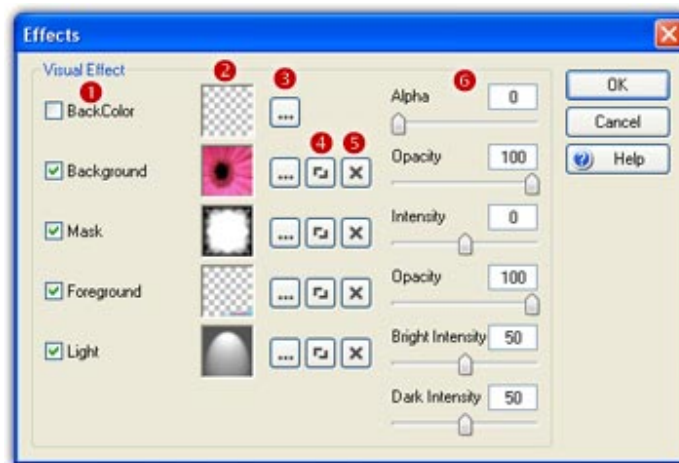
Background

As described in "How to Use 32-bit with Alpha Images", if the source images are 32-bit with alpha, the composite can be smoothly blended with any single color or any other image as a background. If the source images are not 32-bit (in most cases, you will find 24-bit images), you must first use a mask, otherwise, the background will be invisible.

1. Click the **Select Effect** button (❸), then choose an image file as the Background. A small thumbnail of this image will be show as the **Effect Icon** (❷), and the **Effect Switch** (❶) will be checked to indicate the background is being used.

2. You may click the **Set Effect Location** button (❹) to adjust the size and relative position of the Background effect. See more...

3. You may turn on/off the **Effect Switch** or click **Effect Icon** at anytime to enable or disable the Background effect.

4. You can double click the **Effect Icon** or click the **Select Effect** button again to load another image to see the effect.

5. If you do not want to use the Background displayed, right-click the **Effect Icon** or click the **Clear Effect** button (⑤) to clear it.

6. In addition, you can select a pure color as a backcolor. Notice that the background image may be blended with the BackColor. It's a useful way to change the hue of the background image.

7. Each effect has its own **Effect Parameter** (⑥). You can adjust the background transparency.

Mask

The mask image should be 256 level grayscale bitmap. The brightness of every pixel of the mask image will be applied to the transparency of the corresponding pixel of the composite. That means a white pixel will cause the corresponding composite pixel to be opaque, a black pixel will cause a fully transparent pixel, and various levels of gray will cause corresponding levels of transparency. In a word, when you add a mask to a composite, the composite will take on the mask shape. You can adjust the mask intensity.

Foreground

The foreground should be a 32-bit with alpha image that you choose to overlay on the composite to make a photo frame, text caption or other such effect. You can adjust the foreground transparency.

Light

The light image should be a 256 level grayscale bitmap. The brightness of every pixel of the light image will be applied to the brightness of the corresponding pixel of the composite. That means a bright pixel will cause the corresponding composite pixel to be

a little brighter, a dark pixel will cause the corresponding composite pixel to be a little darker. You can adjust brightness intensity and darkness intensity separately.

Remarks

- Some outdated display drivers won't be able to render the add-on effects properly.

How to Adjust Add-on Effects

You can adjust the size and relative position of the images used for effects to easily create various effects.

1. Click the **Set Location** button on the Effect window, and the window below will open.

2. You can zoom the working area (❶) by using mouse wheel scrolling or clicking the **Zoom In** or **Zoom Out** button (❷), and you can drag and drop to pan the working area.
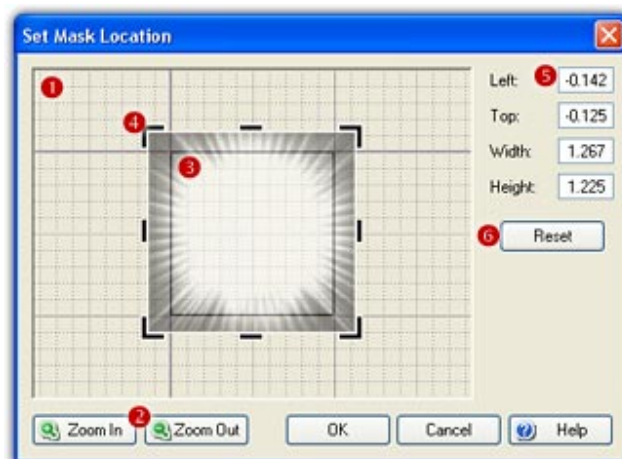
3. The rectangle region (❸) in the center of the working area is the sequence/movie location. Drag any of the 8 handles (❹) to resize, or drag the effect to a new position to move.

4. The actual effect location (❺) will be displayed on the right top of the window. You can input any desired value of Left, Top, Width, and Height directly.

5. Click the Reset button (❻) to clear the current settings and back to the original status.

Remarks

- Any change of the effect location will affect the preview on the main interface in real time.

How to Use Face Extractor

As a default, the program extracts square face portion from each source image, and the final face composite is also square. If you change the image size of the composite to make it non-square, you have to re-crop all the face portions to keep the aspect ratio, otherwise the composite will be distorted.

With the intelligent tool, Face Extractor, the program can automatically extract the face portion from all the source images in the project using an extracting template. This will also ensure that all the face portions are aligned.

1. After you change the composite size, click the **Face Extractor** button (⬜) to open the window below.
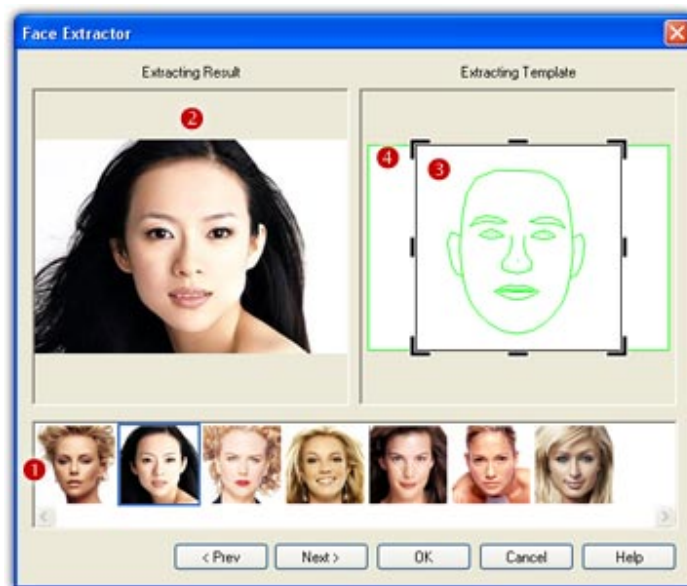
2. All the source faces in current project are listed here (❶). Click a thumbnail to start to extract the face portion from the source image. You can also click the **Prev/Next** button to load the previous or next source face.

3. The extracting result will be presented in the left window (❷). Only the extracted portion will be used for the mixing.

4. By default, Face Extractor will extract the face portion from an image as close as it can. However, you can freely adjust the position and size of the face portion relative to the final composite using the extracting template in the right window. The portion inside the black box indicates the face portion (❸), and the whole white area inside the green box indicates the final composite (❹). Hereby you can adjust the position and size of the face portion to create the extreme close-up, close-up, medium close-up etc. effects.

5. Once the extracting template is changed by any following adjustment, a corresponding extracting result will be presented in the left window in real time.

- **Adjust Size**: You can freely drag the 8 cropping handles to change the size of face portions.

- **Adjust Position**: Move cursor inside the black box and drag it to change the position of face portions.

How to Export

As described in Step 6, click the **Export** button and the Export Window below will appear.

Current Settings

In the **Current Settings** frame (❶), there are 3 export types to choose from: Composite, Source + Composite and Candidates.

- **Composite**: Export current composite as a still image.

- **Source**: Export all the faces as still images. If Composite is also checked, a detailed HTML page will be generated.

- **Candidates**: Export all the candidates as still images.

Beginning with version 3.0, you can export results not only to still image files in BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, etc. format, but also to FantaMorph's data files in FME (FantaMorph Editing Frame) or FMD (FantaMorph Point Data) format.

Export Information

In the **Export Information** frame (❷), you can see the percentage on the progress bar during the export process, once done, further information about resulting files will be displayed.

Control Buttons

There is also a group of control buttons (❸) on the right of the window.

- **Export**: Click this button to start export. You can click the button more than once to export the same composite as different format or using different settings.

- **Cancel**: Click this button will interrupt the export process, and no export will be created.

- **Open**: Click this button to open the resulting files with the system associated program.

- **Send**: Do you want to share your funny composites with your friends? Just click this button and then fill in the destination email address.

- **Erase**: If the result is not satisfied, simply click this button to delete the resulting files.

Chapter 4

Hints and Tips

Edit Options

When you choose the **Set Options** button ( ), the Options panel will appear on a side of the main window. If you choose a different navigation icon, corresponding controls will appear on the Options panel.

System Settings
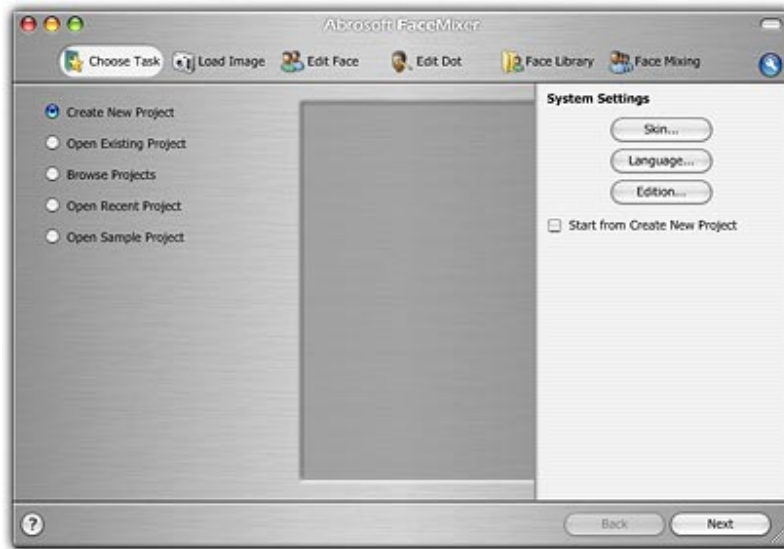
- **Skin**: Choose a built-in skin. You can also do this by choosing the **Tools/Choose Skin** menu.

- **Language**: Choose a language for the interface. You can also do this by choosing the **Tools/Choose Language** menu.

- **Edition**: Choose a trial edition from SE, Pro and Deluxe during the 30-day trial period. You can also do this by choosing the **Help/Choose Trial Edition** menu.

- **Start from Create New Project**: If this option is checked, the program will begin with the Load Image step for creating a new project.

Capture Settings

- **Directory**: Choose a directory to store captured files.

- **Format**: Set the video format for the capture device.

- **Source**: Set the video source for the capture device.

Face Edit Settings

- **Minimum Face Size**: When the program automatically detects faces in an image, if the size of a detected face is smaller than this value, it will be ignored.

- **Face Boundary Color**: Set the color of face boundary.

- **Highlight Face Boundary Color**: Set the color of highlight face boundary. If there are multiple faces in an image, the selected one will be highlight.

- **Face Shape Color**: Set the color of face shape.

- **Edit Handle Color**: Set the color of 5 editing handles.

Dot Edit Settings

- **Dot Style**: Choose the style of dot.

- **Dot Color**: Choose the color of dot.

- **Highlight Dot Style**: Choose the style of highlight dot.

- **Highlight Dot Color**: Choose the color of highlight dot.

- **Highlight Line Color**: Choose the color of highlight lines.

- **Unused Dot Color**: Choose the color of unused dots of a face model.

- **Face Model**: Load a preset or create a customized face model.

Face Library Settings

- **Directory**: Choose the root directory for the Face Library. You can then create some classes (subfolders) to store faces.

Face Mixing Settings

- **Preview Hardware Acceleration**: When hardware acceleration is enabled, you can get the best preview performance. But you should disable this option if your system has problem with hardware acceleration.

- **Export Hardware Acceleration**: When hardware acceleration is enabled, you can get the best export performance. But you should disable this option if your system has problem with hardware acceleration.

- **Auto Open After Export**: If this option is checked, the resulting file(s) will be automatically opened with the system associated program after export.

- **Save Project Before Export**: If this option is checked, the current project will be auto saved before export.

- **Export to Project Directory**: If this option is checked, the exported results will be located in the project directory instead of the export directory. This makes possible to save a source project as well as its resulting files in the same directory.

- **JPEG Quality**: Affects the image quality of exported JPEG files. The default value is 75. The bigger the value is set, the higher the export quality will be, as well as the more rapidly the export file size will increase. Try to set it to different value, and investigate the quality and size of the export file to get an appropriate value for it.

- **Export Head Size**: Set the image width of exported faces when you export "Source + Composite".

Drag and Drop Images

You can use the standard Open Dialog to import images into FaceMixer, but in most cases, it is more easier to drag and drop an image as the source image.

As described in "How to Import Source Image", you can drag an image from the built-in image viewer and drop to the source images area in the main interface.
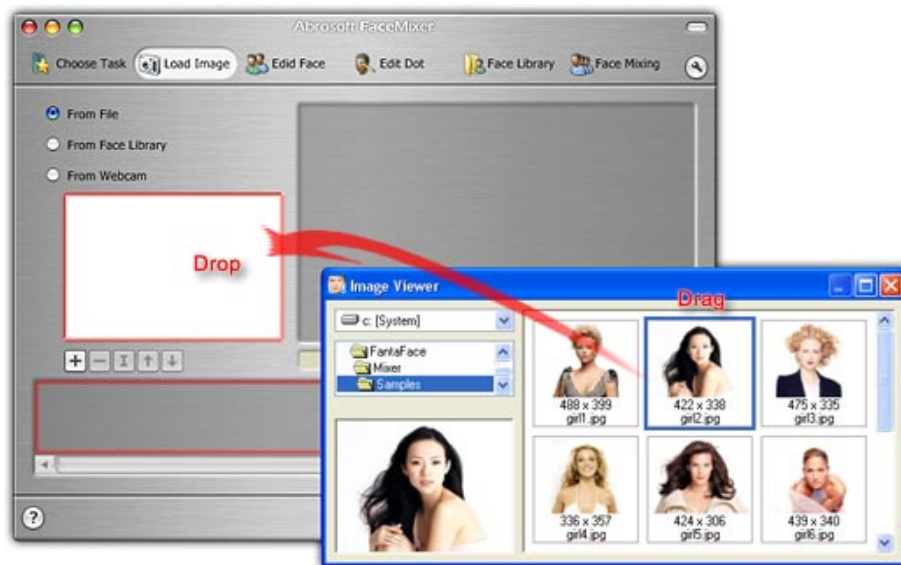
You may also drag an image file or even multiple image files to the main interface from an external program such as Windows Explorer or ACDSee.
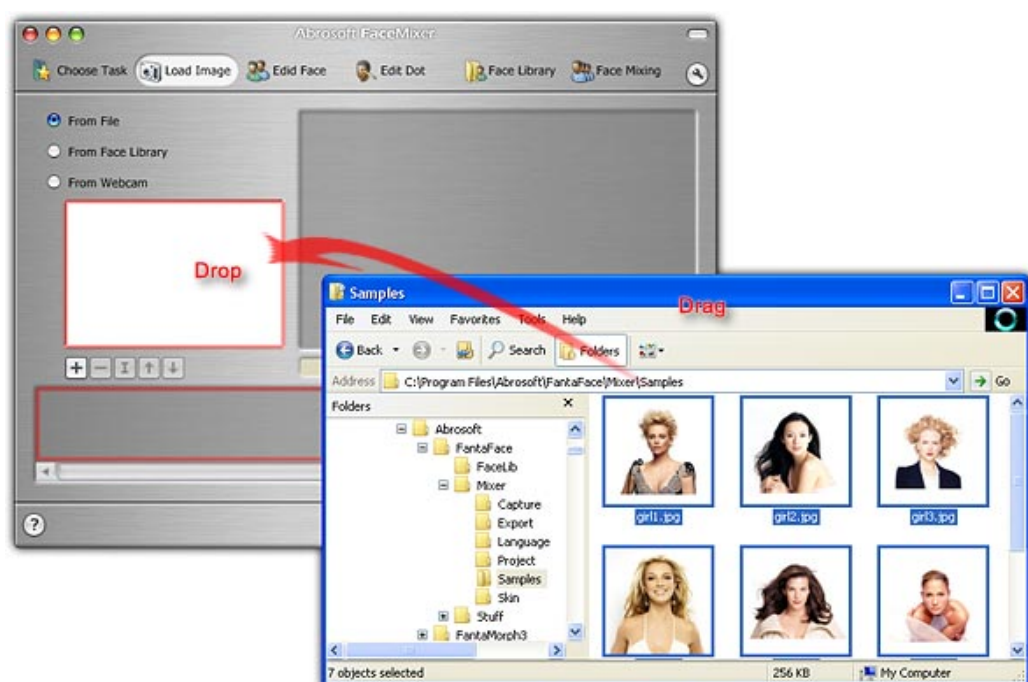
Mouse Wheel Scrolling

Using mouse wheel scrolling is allowed, this makes some operations more quick and comfortable.
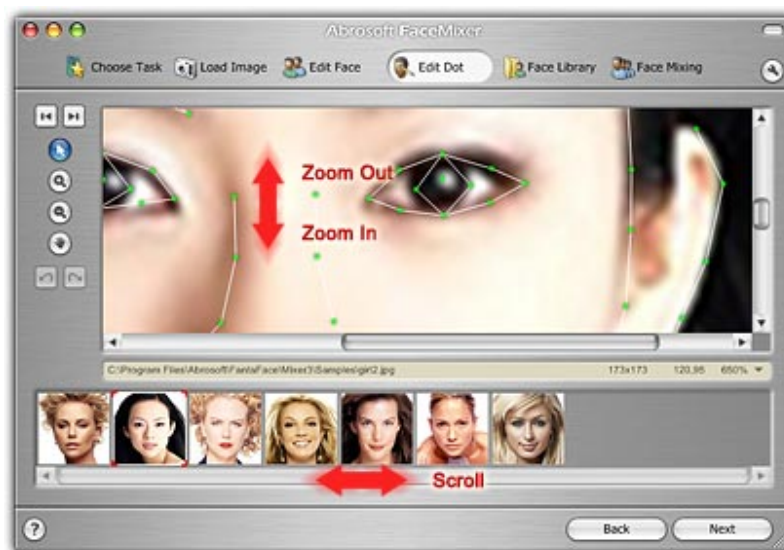
Zoom Viewport

Move the mouse cursor to a desired position inside the face/dot editing window or composite preview window, then roll the mouse wheel up to zoom out or roll the mouse wheel down to zoom in.

Scroll Preview

Move the mouse cursor to anywhere inside the project/image/face/face library/candidate list, then roll the mouse wheel to scroll the list.

Keyboard Shortcuts

Below is a list of all the keyboard shortcuts in the main interface:

Feature	Shortcut
Show this help	F1
Go to previous step	F3
Go to next step	F4
Open Image Viewer	F9
Set options	F12
Create new project	CTRL + N
Open project	CTRL + O
Save project	CTRL + S
Load Image	
Add file(s)	Insert
Delete files(s)	Delete
Rename selected file	F2
Move selected file(s) up	CTRL + U
Move selected file(s) down	CTRL + D
Rotate counterclockwise	CTRL + K
Rotate clockwise	CTRL + L
Add filters	CTRL + F
Capture a frame from webcam	Spacebar or Enter
Edit Face/Dot	
Edit tool	E
Hand tool	H

Zoom In tool	T
Zoom Out tool	W
Zoom out current view	,
Zoom in current view	.
Best Fit current view	/
Zoom out current view freely	-
Zoom in current view freely	+
Switch Zoom In/Out tool	ALT
Switch to Hand tool temporarily	Spacebar
Switch Auto/Manual locating mode	Shift
Switch to Auto/Manual locating temporarily	CTRL
Undo	CTRL + Z
Redo	CTRL + Y
Face Library	
Add a directory	Insert
Rename a directory	F2
Delete a Face	Delete
Rename a Face	F2
Face Mixing	
Average	F5
Random	F6
Export	F8
Add to candidates	Insert
Delete a candidate	Delete

Open Face Extractor	CTRL + X
Add effects	CTRL + E
Add filters	CTRL + F
Add caption	CTRL + T

Frequently Asked Questions

1. Which edition of FaceMixer is right for me?

You may choose from 3 editions of FaceMixer: SE (Standard Edition), Pro (Professional Edition) and Deluxe (Deluxe Edition).

In addition to those found in SE, Pro offers the following features:

- **Supports 32-bit Format** - When using 32-bit source image file with alpha (BMP, PNG, TIFF, TGA), 32-bit with alpha composites will result, which can be used alone or imported into other advanced image or video editing software to produce additional effects.

- **Add-on Effects** - Attractive composites with add-on effects such as backgrounds, masks, foregrounds and lights can be easily created and exported.

- **Capture from Webcam** - Easily and quickly capture some frames from webcam or other video devices as source images.

In addition to those found in Pro, Deluxe offers the following features:

- **Add Filter/Caption** - Add image filter or text caption for the composite.

- **Export FME/FMD** - Export x, y coordinates of key dots into FMD if your own program needs these data, and export FME files for FantaMorph to create a morph.

Another important difference between these editions is the maximum number of faces you can mix up in a project. If you are a professional user and want to mix up more than 8 faces, use Pro; if more than 25, use Deluxe.

2. Why I am unable to get any picture at all in the Mixing Preview window (or the preview looks incorrect)?

Your system may has some problems with OpenGL hardware acceleration.

First, please choose Start/Control Panel/Display/Settings, make sure the Color quality is "Highest (32 bit)" if possible.

Second, you should update your display driver. For example, if you are using a NVIDIA card, please download the latest driver from NVIDIA site at http://www.nvidia.com, install it, restart Windows, and then try out FaceMixer again.

Last, if the problem is still not resolved, choose Face Mixing tab and click the Set Options button, on the Options panel, turn off the Preview Hardware Acceleration switch, restart FaceMixer and try again.

For particular display cards, you should even choose Start/Control Panel/Display/Settings/Advanced/Troubleshoot and slide the graphic card's hardware acceleration down from "full" towards "none". FaceMixer may be able to output your large file when you get halfway to "none".

3. Why the program crashes when export (or the exported image looks incorrect)?

This problem is caused by a few outdated display drivers. You should update your display driver immediately. For example, if you are using a NVIDIA card, please download the latest driver from NVIDIA site at http://www.nvidia.com. If the problem is still not resolved after driver update, choose Face Mixing tab and click the Set Options button, on the Options panel, turn off the Export Hardware Acceleration switch and try again.

4. Why is the speed slower than "real-time"?

FaceMixer uses a rendering engine which makes use of OpenGL hardware acceleration. OpenGL is an industrial graphics standard and is supported by most modern video cards.

If your video card supports this feature, mixing speed can be very fast, like "real-time". But, if your video card is old, mixing speed may be slow. In this case, updating the display driver or even the video card is recommended.

5. What image formats can I import into FaceMixer?

FaceMixer supports BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF and EMF (Windows Metafile) format.

The Pro or Deluxe edition also supports 32-bit with alpha images in BMP, TIFF, PNG and TGA format. For more information, see "How to Use 32-bit with Alpha Images".

6. Which format is the best for export?

A face composite will be saved as a still image file in your choice of formats: BMP, JPEG, TIFF, PNG, TGA, PCX, and GIF. In most cases, JPEG is the best choice. In Pro or Deluxe, when you use 32-bit source images in order to take advantage of transparency so that the mixing result can be overlaid smoothly onto image or video in other software, you should choose BMP, TIFF, PNG or TGA format.

7. Can I add less/more dots a face?

You can customize the face model with less/more dots. Using less dots if you want to get a result quickly, while using more dots if you need better image quality. For more information, see "How to Use Face Model".

8. What do I do with my completed composites?

It is very interesting to mix up multiple faces to produce an average face or numerous random faces. Use your face composites to grab people's attention or to have a good time - create web graphics, create thousands of synthetic copyright free photo-realistic faces, email composites to friends and family to make them laugh, create a unique avatar for your blog or bbs, and countless other great ways!

If your composite is unique and exciting, and you want to share it with other users, you might consider submitting it to us for display.

9. Why doesn't my composite look good?

To produce a perfect composite, you need to edit source faces and key dots as accurately as you can, otherwise the composite will look unrealistic. Learn more at "How to Align a Face in an Image" and "How to Align Key Dots on a Face".

10. Where can I find suitable images for creating add-on effects?

You can use any images you like for background. Using grayscale bitmap images for Mask and Light is recommended. For Foreground, you should use 32-bit with alpha images. See more at "How to Use Add-on Effects".

There are so many sources for such images on the web. You can also download some free stuffs from our site.