



Abrosoft



FantaMorph

CREATE FANTASTIC IMAGE MORPHING MOVIES



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Chapter 1

Introducing



What is a Morph?

Image morphing is a useful visualization technique. It is often used for educational or entertaining purposes. Image morphing techniques have been widely used in creating special effects for television commercials, music videos such as Michael Jackson's Black or White, and movies such as Willow and Indiana Jones and the Last Crusade.

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 often looks strikingly life-like, as a real person, but clearly it is neither the person in the first or in the second image. See below. The image in the middle is half influenced by the left and half influenced by the right image.



The morphed pictures in sequence can be shown as a dynamic process like a movie. The result can be very interesting.

Morphing between two images achieves the best results if the images are roughly of the same shape and colors, e.g. morphing from a tree to a cat may not result in such a good transition as when morphing from one face to another. In this case the middle image might look strange since it got no equivalence in the real world. (Although, sometimes, this is just what we are looking for.)



What is Abrosoft FantaMorph?

With Abrosoft FantaMorph, **creating fantastic image morphs and warp movies** has never been easier and faster! You can do everything a professional animation director does to create amazing images and animations. FantaMorph supports most image formats including BMP, JPEG, TIFF, PNG, GIF, TGA, PCX, and even professional 32-bit with alpha formats. Exporting to Image Sequence, AVI, Animated GIF, Flash, Screen Saver, Standalone EXE and other formats are supported. You can crop, rotate, flip and adjust source image, all with FantaMorph's built-in tools, without having to go to any additional software.

FantaMorph takes advantage of hardware acceleration, and the rendering speed easily goes up to several hundred FPS (Frames Per Second). The high speed makes it possible to play final effects in real time without exporting to a file. The new interface with skin is cool in looks, streamlined in function, and a joy to work with! The professional edition supports creating multiple morph, which makes it a breeze to create long movies with multiple source images. You can even create amazing add-on movie effects in less than one minute! There're many more exciting new features. Try it today and see the magic with your own eyes!

Beginning with version 3.5.5, three new add-ins, Face Extractor, Face Locator and Face Mixer, were added to the Deluxe edition. With these intelligent, powerful and novel tools, **morphing faces or fusing multiple faces into one** has never been easier and faster! With Face Extractor, the program can automatically extract the face portion from an image. With Face Locator, the program can now automatically detect the facial features (eyes, nose, mouth, etc.) and place key dots on appropriate positions, this will extremely save your time. With Face Mixer, you can mix two or more pictures into one. In most cases, we use Face Mixer to compose a virtual face with multiple real faces. Please try to fuse different pictures of your favorite stars, your friends and family, men, women, children or any people into a wonderful, awesome or funny face. It's just plain fun!



What can you create with FantaMorph?

With Abrosoft FantaMorph, you can create morph movies between any two images:

Source images:



Morphing sequence:



Morph movie:



Morph movie with add-on effects:



Professional morph movie using 32-bit with alpha images:



With Abrosoft FantaMorph, you can create an animated warp from a single source image.

Beginning with version 3.5, you can easily create a multiple morph from a series of images.

Beginning with version 3.5.5, you can compose a virtual face with multiple real faces. Only available in FantaMorph Deluxe.



Why Using FantaMorph?

Because morphing pictures and movies has never been easier and faster! Abrosoft FantaMorph is based on a simple concept: a powerful and professional morphing 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. FantaMorph is so easy to use that you will be limited only by your imagination and your ability to create or obtain good material to morph. Make your own morphing movie! Unleash your creative spirits!

Easy to use workspace

- Great looking interface with skin
- Almost all features are accessible in main interface



- Full view, edit only, preview only, frame sequence mode
- New project wizard
- Supports full Drag & Drop
- Zoom/pan source images and preview simultaneously
- 10 built-in, smooth, dot styles
- Blinking dots pairs when mouse is over them
- No limit Undo/Redo
- Supports mouse wheel scrolling
- Visual open project
- More, more, more...

Powerful features

- The fastest rendering engine, fully supports OpenGL hardware acceleration
- Real-time preview, real-time playing
- 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
- Export as Image Sequence, AVI, Animated GIF, Flash, HTML, Screen Saver and EXE
- Morph more than two source images in a single project
- Built-in cropping tool, which can crop, rotate or flip image
- Built-in adjusting tool, which can adjust image brightness, contrast, color balance and supports several effects (blur, sharpen, emboss, gray...)
- Creates amazing effects with Background, Mask, Foreground, Transition, Light and Sound
- Print source images, preview and frame sequence, supports print preview



What's New

Version 3.7

- **New Add-in: Face Extractor** - With the new intelligent tool, Face Extractor, the program can automatically extract the face portion from an image. Only available in FantaMorph Deluxe.
- **New Add-in: Face Locator** - When morphing from one face to another, 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. Only available in FantaMorph Deluxe.
- **New Add-in: Face Mixer** - Compose a virtual face with multiple real faces. You can adjust the Feature/Shape proportion of each face to get unlimited results. Only available in FantaMorph Deluxe.
- **Import/Export Editing Frame** - Now you can export an editing frame (a source image with its key dots) to a .fme file and then import it into a new project when needed.
- **Export Source/Target Frame** - Now you can directly export the source/target frame to a bitmap file.
- **Improved Memory Usage** - Now the program saves 30% on memory usage so that you can load much more source images or get better performance.
- **Improved EXE Export** - Now you can export the background sound/music to EXE. Also, Full Screen mode is now supplied in EXE.
- **Improved Image Sequence Packer** - Now you can pack a background sound/music into resulting files.

Version 3.5

- **Create Multiple Morph** - Now you can morph multiple images in a single project, this makes it possible to edit/preview/export a multiple morph without using Image Sequence Packer, and also easy to understand and quite comfortable to use.
- **Improved Export Speed** - Now the improved export speed is 20% faster than version 3.0.



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- **Fade In/Fade Out** - Now you can only import one image as Image 1 or Image 2 to get a fade in or fade out effect, you can also choose the two new morph types to create the simple but useful effect.
- **Import/Export AVI Video** - Now you can import AVI video files as Image 1 or/and Image 2, this makes it possible to morph between two AVI files. All frames of the source AVI files can be exported to resulting morphs.
- **Use Keyboard to Zoom In/Zoom Out/Best Fit Current View** - A fast way to change the view scale of the sources, preview or frame sequence.
- **Use Keyboard to Move Dots** - An accurate way to move a dot or selected dots by 1 pixel.
- **Show Overlap** - When this option is turned on, all the overlap area caused by mesh tangling can be obviously found so that you can edit key dots accurately.
- **More Built-in Languages** - Simply choose one from the long built-in language list without having to download it from our site.

Version 3.0

A lot of new features are added. More easy, fast, and comfortable to use than ever before.

- **New Dot Adding Modes** - Now you can combine the two options "Auto Add Corresponding Dot" and "Auto Jump to Corresponding Dot" to get your own favorite dot adding mode.
- **Now Can Zoom/Pan Preview** - Now you can zoom/pan the preview window just as zoom/pan the source images before. This makes it possible to preview any portion of the morph so you'll be able to edit the morphing effects very accurately.
- **Zoom/Pan Sources and Preview Simultaneously** - When you zoom/pan any one of the two source images or preview windows, the program will zoom/pan the others simultaneously. In this way all windows will be located at the same position automatically.
- **New Frame Sequence View** - Now you can preview all morphing frames separately in Frame Sequence mode.
- **Supports Printing** - Now you can print source images, preview and all morphing frames, even supports WYSIWYG print preview.
- **New Movie Effects: Transition, Light, Sound** - These new powerful effects can make your morphs awesome!



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- **Now Can Adjust Effects Location** - Now the size and the relative position of the images used for effects can be adjusted.
- **New Professional Morph Controls: Feature Curve, Shape Curve** - Now you can completely control the morph process of feature and shape with the two creative tools.
- **New Project Wizard** - Create your first morph by this step 1-2-3 wizard. A great start point for beginners of FantaMorph.
- **Visual Open Project Window** - You can preview the projects info on Open Project window before open it.
- **New Export Window** - A new hub window for export functions. It's easier to export and manage the results.
- **New Export Format: Standalone EXE** - Now you can export the morphs to standalone .exe programs. Share the .exe programs with friends and they can view your morphs without having to install FantaMorph or other player programs.
- **Improved Rendering Engine** - Now the improved rendering engine works better for 32-bit morphing. Also, any mesh tangling can be obviously found than ever before, this helps you place key dots accurately.
- **Now Supports Mouse Wheel Scrolling** - You will find it how comfortable to do some operations with mouse wheel scrolling.

Version 2.5

In version 2.5 we've added some new features and fixed some minor bugs.

- **Supports Multi-Languages** - The software interface can be in the language you selected other than the default English. You can also translate the language file to your native language. Or you can wait for the needed language file translated by other warm-hearted users.
- **Movie Properties Window** - You can view and set all the movie properties in this new window.
- **Editing Magnifier** - Magnifies the area under and around the mouse cursor when you are working within the source or target image.
- **Smoothly Preview by Percent** - Not only preview by morph frame but also by any desired percent of the morph from 0% to 100% in 1% increments.



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- **Prolong Begin and End Views** - Now you can extend the time exported movies (AVI, GIF, Flash and Screen Saver) display the beginning and ending images.
- **Export Screen Savers** - Now you can directly export morphs as screen savers. It's a new way to enjoy your favorite morphs and share them with your friends.
- **Enable/Disable Hardware Acceleration** - When hardware acceleration is enabled, FantaMorph achieves the best performance. But you may need to disable this function if your system has problems with hardware acceleration. In addition, the maximum export size depends on the display card if hardware acceleration is enabled. In most cases, this will be less than 4096 x 4096 pixels. If you want to export very large images for print, you also need to turn off this switch so that you can export images up to 16384 x 16384 pixels.
- **Set Export Speed of AVI and GIF** - Now the export speed settings also affect the frame rate of exported AVI and animated GIF.
- **Show Triangle Mesh** - You can view the triangle mesh on both source images and preview movies. This feature will help users to avoid artifacts due to mesh tangling.
- **Improved Export Process** - A few users reported that they have encountered a movie export problem on some types of video cards. We improved the export process to avoid this issue.
- **Open/Save Image Sequence List** - When you use the Image Sequence Packer, you can save the image sequence list to a file and open it later.
- **Share FantaMorph Project** - Do you want to share your FantaMorph projects with your friends or other FantaMorph users? Just click the new menu item and then fill in the destination email address.
- **Add an URL to a Flash Movie** - When you export a morph in Flash format, you can add a URL to the resulting Flash movie so that the viewers can easily reach the URL with just one click. It's especially useful for web designers.

Version 2.0

This is a revolutionary version! With our revolutionary rendering engine and a super friendly user interface, creating morph movie has never been easier and faster!

- **New Rendering Engine** - A brand new rendering engine has been developed. It takes advantage of OpenGL hardware acceleration, which may increase the morph speed up to 100 times!



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- **Real-time Preview** - Now you can preview morphing effects when editing (add dot, delete dot, move dot etc.) in real time.
- **Real-time Playing** - The high speed makes it possible to play final effects in real time without exporting to a file.
- **Auto Loop and Auto Reverse Switch** - These useful controls have been added to enhance play.
- **Speed Test Tool** - You can test the morph speed on your computer. The speed depends primarily on the performance of the video card and, to a lesser degree, on the CPU performance.
- **New Interface** - The new interface with skin is cool in looks, streamlined in function, and a joy to work with! The professional edition of FantaMorph has 3 great built-in skins, and supports importing skin files at any time. If you like, you can even create your own skin interfaces.
- **Auto Open After Export Switch** - Turn on this switch in the option box and the resulting file will be automatically opened after export completes.
- **Export Reverse Frames Switch** - Turning on this switch will append reverse frames to the normal export result, which is useful for some formats such as animated GIF or flash export. The resulting movie will then play smoothly when it is looped.
- **New Add-on Movie Effects with Background, Mask, and Foreground** - Now you can make morph movies 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.
- **New Image Sequence Packer Tool** - This new tool makes it a breeze to create long movies with multiple source images.
- **No limited Undo/Redo** - Now you can use standard undo/redo function with no limit on the number of steps.
- **Improve Image Crop and Adjust Tools** - Now you can rotate, flip source image, and apply image effects such as blur, sharpen, emboss, gray and more...
- **New View Mode Added** - Now you can switch among 3 different view modes (Full View, Edit only, Preview only) whenever you choose.



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Version 1.5

- **New Image Crop and Adjust Tools** - Now you can crop source images and adjust image color, all with FantaMorph's built-in tools, without having to go to any additional software. It is particularly useful for source images from digital camera.
- **New Dot Style** - You can choose any dot style from the 10 built-in dot styles including circle, square, diamond, cross, etc. All dot styles are anti-aliased and can be set to any opacity level from 0 to 255, so the key dots are smoothly blended into the source image.
- **Show/Hide Key Dots** - Now you can show or hide key dots at anytime.
- **Edit Multiple Key Dots** - Now you can select, move, zoom, delete, copy or paste multiple key dots at one time.
- **Improve Key Dots Highlight Feature** - Now, when you move the cursor over any key dot, that dot and its corresponding partner will be highlighted and will blink in unison.
- **New Built-in Image Viewer** - The new built-in image viewer is a simple, fast and useful tool, allowing you to drag a thumbnail image thumb from the viewer and drop it into the source image area to import it.
- **Now Supports Flash Movie Export** - Flash (SWF file) is the most useful animation format available. It boasts small file size coupled with good quality. All major computer platforms support this format.
- **Now Supports Web Page Export** - You can export morphs as an html file which includes a flash movie. This can then be easily played in Internet Explorer.

Version 1.0

This is the first release.



Features and Benefits

Below is a list of all the features and benefits of FantaMorph. (Note that some features are only supported in FantaMorph Pro or Deluxe.)

File Format

- **Import** - BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, EMF, AVI, FME (FantaMorph Editing Frame), 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
- **Export Movie** - AVI, Animated GIF, SWF, HTML, Screen Saver, Standalone EXE

Source Images Edit

- **Import** - From Open File dialog with preview; drag and drop from built-in image viewer; drag and drop from other applications
- **Crop** - Drag and drop to crop; free size or maintain aspect ratio
- **Rotate** - 180°, 90° CW, 90° CCW
- **Flip** - Flip Horizontal, flip Vertical
- **Adjustments** - Brightness, contrast, red, green, blue
- **Effects** - Smooth, blur, sharpen, emboss, negative, gray
- **Swap** - Swap two source images
- **View** - Smoothly scale from 12.5% to 800%, mouse wheel scrolling to scale up to 1600%
- **Grid** - Allow show/hide grid
- **Undo/Redo** - Allowed for all features of source images edit

Key Dots

- **Style** - Total 10 normal styles and 10 highlighting styles;



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- **Color** - Any chosen, single color for all dots; or cycle through 8 basic colors (red, yellow, blue, green, cyan, purple, white, black)
- **Effect** - Anti-aliasing; can set alpha (transparency) from 64 to 255
- **Highlight** - Mouse over highlights a dot pair (Click not necessary)
- **Show** - Allow show/hide key dots, triangle mesh and morph track

Key Dots Edit

- **Add** - Combine the two options "Auto Add Corresponding Dot" and "Auto Jump to Corresponding Dot" to get your own favorite dot adding mode
- **Delete** - Right-click to delete one dot directly
- **Move** - Drag & Drop to move one dot
- **Multiple** - Rectangle marquee to select, move, scale, copy, cut, delete, paste multiple dots
- **Select All** - Select all dots
- **Clear All** - Clear all dots
- **Matching** - Automatically manage corresponding dots; show paired dots and unpaired dots with different colors
- **Magnifier** - Magnifies the area under and around the mouse cursor up to 4x
- **Undo/Redo** - Allow for all features of key dots edit
- **Dots Count** - 2048 max

Sequence

- **Length** - 2 to 999 frames; set length by frames or by time
- **Prolong Begin and End Views** - Set the prolonged frames of Image 1 and Image 2 separately from 0 to 999 frames
- **Add** - Add a continued sequence where Image 2 of the previous sequence becomes Image 1 of the new sequence; add a blank sequence
- **Delete** - Delete a sequence



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- **Move** - Move a sequence up/down, bring to top or send to bottom of the sequence list
- **Curve** - Control the morph process of feature and shape; choose from curve library; customize curve
- **Morph Type** - 6 morph types (Morph Image 1 to Image 2, Morph and Hold Image 1, Warp Image 1, Warp Image 2, Fade Out Image 1, Fade In Image 2)

Movie

- **Size** - Matching with source images; 6 fixed size or any custom size
- **Length** - Unlimited (only limited by your system resource)
- **Preview** - Preview all the sequences or only one sequence; preview morphing effects of current frame in real time; fast scroll to preview all frames from 0% to 100% in 1% increments; mouse wheel scrolling to preview all frames one by one
- **View** - Smoothly scale from 12.5% to 800%, mouse wheel scrolling to scale up to 1600%; zoom/pan source images and preview windows simultaneously
- **Play** - Play morphing movie in real time without exporting to a file
- **Play Control** - Play/pause; Go to the first, the last, the previous, the next frame; auto loop; auto reverse
- **Play Speed** - 1 to 60 frames per second

Movie 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
- **Transition** - 256 level grayscale bitmap; can adjust transition border from 0 to 100
- **Light** - 256 level grayscale bitmap; can adjust bright intensity and dark intensity from 0 to 100
- **Sound** - Only supports Microsoft WAV (PCM format); can only export to AVI or Flash



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

Export

- **Export Frame** - Export current morphing frame to a image file
- **Export Range** - Export all the sequences or only one sequence in a multiple morph
- **Export Movie** - Export morphing movie to image sequence files, AVI movie, Animated GIF, Flash movie, Web page, Screen Saver, Standalone EXE
- **Export AVI** - Choose a codec to export compressed AVI or export uncompressed AVI directly
- **Export Animated GIF** - Export looping or non-looping Animated GIF
- **Export Flash** - Export looping or non-looping Flash; add a URL to the resulting Flash
- **Export Size** - Depends on display card if hardware acceleration is enabled, or up to 16384 x 16384 pixels when hardware acceleration is disabled
- **Export Frame Rate** - 1 to 60 frames per second; 29.97 fps for NTSC AVI movies
- **JPEG, Flash Quality** - 0 to 100
- **Cancel Export** - Allowed
- **Export Reverse Frames** - Export reverse morphing frames to movie
- **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** - Can delete result file(s) directly
- **Share Results** - Launch default email program to send result file(s)

Printing

- **Print** - Print source images, preview and all morphing frames
- **Settings** - Add captions; change position, size; Page Setup



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- **Print Preview** - What-you-see-is-what-you-get (WYSIWYG) display

Tools

- **Diagnose Morphing Capacity** - Test preview and export capacities of your computer
- **Test Morphing Performance** - Test image morphing performance of your computer
- **New Project Wizard** - Create a morph project by this step 1-2-3 wizard

Add-Ins

- **Image Viewer** - Fast preview all supported format images with thumbnails; supports drag and drop
- **Image Sequence Packer** - Pack a series of all supported format images to create a new movie
- **Face Extractor** - Automatically extract the face portion from an image
- **Face Locator** - Automatically detect the facial features (eyes, nose, mouth, etc.) and place key dots on appropriate positions
- **Face Mixer** - Mix the feature/shape of multiple real faces to compose a virtual face

User Interface

- **Skin** - Choose a skin from 3 built-in skins: Standard, MAC, Blue
- **Custom Skin** - Import FantaMorph Skin Files (.fms)
- **View Mode** - Switch to one of 4 view modes (Full, Edit Only, Preview Only, Frame Sequence) at any time
- **Language** - Supports multi-languages



System Requirements

Abrosoft FantaMorph has been designed to work with Microsoft Windows® 98, ME, NT4, 2000, XP 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
- 128 MB RAM
- Microsoft Windows® 2000/XP or later



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Installing and Uninstalling

You can install FantaMorph 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 FantaMorph from an executable file

1. Download the latest version of FantaMorph from the Internet.
2. Save the installer program FantaMorphSetup.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 FantaMorph.

To install FantaMorph 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 FantaMorphSetup.exe.
5. Click Open.
6. Click OK to run the installation. Follow the instructions in the Install wizard.

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

To uninstall FantaMorph from your system

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



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2. Double-click Add/Remove Programs.
3. Select Abrosoft FantaMorph.
4. Click Change/Remove. Follow the instructions in the Uninstall wizard.



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Product Registration

Abrosoft FantaMorph 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 FantaMorph: **FantaMorph SE** (Standard Edition), **FantaMorph Pro** (Professional Edition) and **FantaMorph Deluxe** (Deluxe Edition).

See product comparison below.

Product Comparison

All the three editions, FantaMorph SE, FantaMorph Pro and FantaMorph 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, FantaMorphSetup.exe. Refer to the chart below to see which features will be retained after purchasing the FantaMorph SE or Pro license, or purchase FantaMorph Deluxe to access all features.



Features	SE	Pro	Deluxe
1. Import format BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, EMF, AVI	✓	✓	✓
2. Export image format BMP, JPEG, TIFF, PNG, TGA, PCX, GIF	✓	✓	✓
3. Export frame Export current morphing frame to one image file	✓	✓	✓
4. Export Movie Export morphing movie to image sequence files, AVI movie, Animated GIF, Flash movie, Web page, Screen Saver, EXE	✓	✓	✓
5. Built-in Image Viewer Fast preview all supported format images with thumbnail	✓	✓	✓
6. Built-in image edit tool Supports crop, rotate, flip, adjust source image	✓	✓	✓
7. Key dots style Total 10 smooth key dots style with transparency	✓	✓	✓
8. Key dots color Any single color for all dots or cycle through 8 basic colors	✓	✓	✓
9. Single key dot edit Add, delete, move	✓	✓	✓
10. Multiple key dots edit Rectangle marquee to select, move, scale, copy, cut, delete, paste	✓	✓	✓
11. Real-time preview Preview morphing effects of current frame in real time; fast scroll to preview all frames	✓	✓	✓
12. Real-time playing Play morphing movie in real time with some playing controls	✓	✓	✓
13. View modes Full View, Edit Only, Preview Only, Frame Sequence mode	✓	✓	✓
14. User interface 3 built-in skins; import FantaMorph Skin Files	✓	✓	✓



15. Printing Print source images, preview and all morphing frames; WYSIWYG print preview	✓	✓	✓
16. Multiple Morph Morph more than two images in a single project, directly edit/preview/export the multiple morph	✓	✓	✓
17. Export AVI source video Export all frames of the AVI source videos to resulting files	✓	✓	✓
18. Movie add-on effects Create movie add-on effects with background, mask, foreground, transition, light and sound	✓	✓	✓
19. Feature/Shape curve Completely control the morph process of feature and shape	✓	✓	✓
20. Import/Export 32-bit with alpha images BMP, TIFF, PNG, TGA	✓	✓	✓
21. Image Sequence Packer Pack a series of all supported format images into a new movie	✓	✓	✓
22. Accurate Edit Show triangle mesh and morph track to edit key dots accurately	✓	✓	✓
23. Face Extractor Automatically extract the face portion from all the source images in a project			✓
24. Face Locator Automatically detect the facial features (eyes, nose, mouth, etc.) and place key dots on corresponding positions			✓
25. Face Mixer Mix the feature/shape of multiple real faces to compose a virtual face			✓
26. More Add-ins Download more powerful, useful or fun add-ins for FREE in the future			✓



Product Registration

You need to register the 30-day trial program to make it to be a registered (full) version. Launch FantaMorph, 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 FantaMorph without any limitations.



Register Now



Registration Successful!

Congratulations on your excellent choice! Thank you for your registration and hope you enjoy using FantaMorph.

Always remember to contact us at support@fantamorph.com with any questions or comments, and we will respond promptly.



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OK

Cancel



Chapter 2

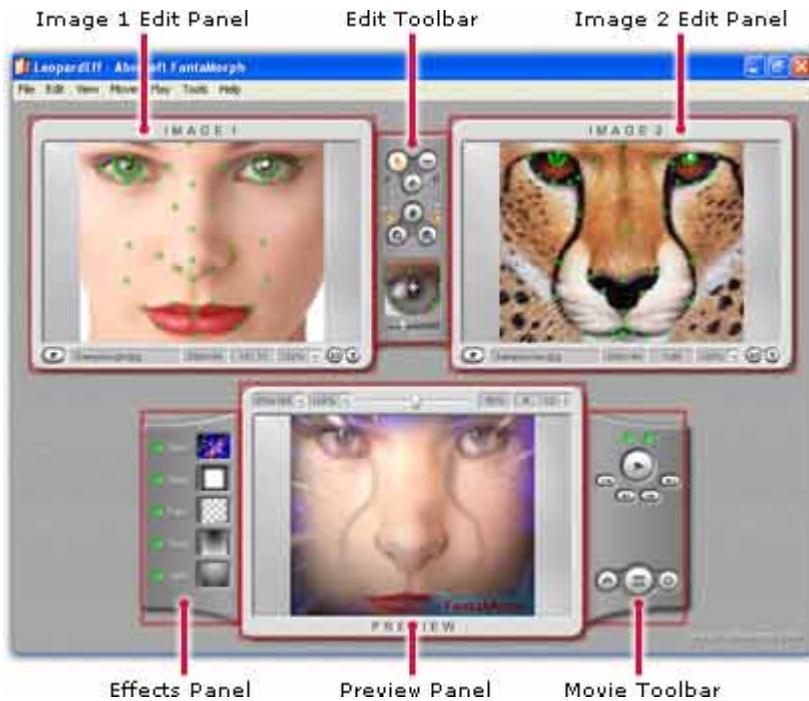
Getting Started



About the User Interface

Beginning with version 2.0, a brand new interface has been implemented. The main interface is clean, simple, and yet easy to understand and quite comfortable to use.

Main Interface



There are 6 parts on the main interface.

- **Image 1 Edit Panel** - Edit source image "Image 1" and key dots at here.
- **Image 2 Edit Panel** - Edit source image "Image 2" and key dots at here.
- **Edit Toolbar** - Contains 6 edit buttons, 4 edit options and a magnifier.
- **Preview Panel** - Displays the morph effects in real time at here, also contains the movie size and length controls.
- **Effects Panel** - Sets 5 most used add-on effects at here.
- **Movie Toolbar** - Contains 5 play buttons, 2 play options and 3 export buttons.



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FantaMorph is a skinable 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 Standard, MAC and Blue 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 FantaMorph skin file (*.fms) 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.fantamorph.com/skin.htm>.
- If you want to create your own skins and win a free product, see more info on our site at <http://www.fantamorph.com/free.htm>.



About the View Mode

There are 4 view modes in FantaMorph, each useful for a different purpose.

Full View Mode

As a default, the edit panel, displaying both source images, and the preview panel, displaying the resulting morph, are presented in the main interface. Press the **F5** key or choose the **View/Edit and Preview** menu to set this view mode at any time.



Edit Only Mode

For large source images or for more precise editing, press the **F6** key or choose the **View/Edit Only** menu to set this view mode.



Preview Only Mode

You may switch view to this mode after all edit work has been completed. Press the **F7** key or choose the **View/Preview Only** menu to set this view mode. Preview Only Mode



provides the largest area for viewing your morph. Turn on the **Auto Loop** switch, press the **Play** button and enjoy your morph now!



Frame Sequence Mode

Now you can view all the frames of a morph without exporting to a series of images, this will help you to know the details of the morph process. Press the **F8** key or choose the **View/Frame Sequence** menu to set this view mode.





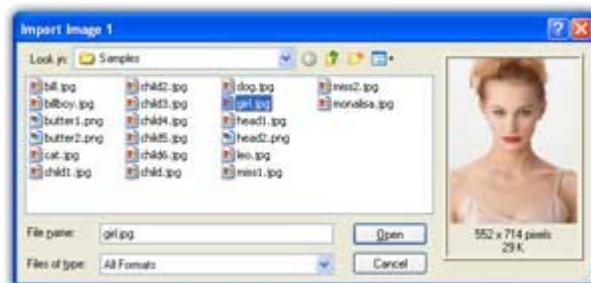
Lesson 1 - Import Source Image

We begin by selecting two images to morph, a beginning image and a final image.

1. Click the **Import Image 1** button (1) on the edit panel or choose **File/Import Image 1** menu.



2. In the Import Image 1 window, choose a single image file. There is a preview panel on the right to help you make your selection. Your choice for image 1 will be the start image of the morph. In this example, the "girl.jpg" sample image, which is included with the FantaMorph package for demonstration purposes, will serve as the start image.



3. The selected image appears in the image 1 area in the main interface.



4. Click the **Import Image 2** button (2) on the edit panel or choose **File/Import Image 2** menu. Then in the import image window, select "leo.jpg" sample image to serve as the final image of the morph. You now have two images loaded into the image area. Note, the morph movie will be created using default parameters; the middle frame will be shown immediately. Because we have not added any key dots, the middle frame is simply a cross-dissolve between the two images. We will improve the morph in the following lessons.





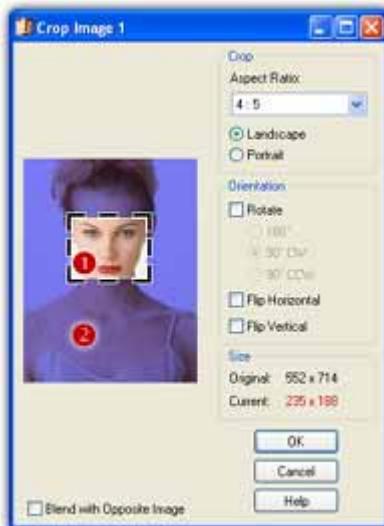
Lesson 2 - Edit Source Image

Sometimes, we don't wish to morph an entire image. Particularly with digital camera images, you will find that you only wish to work with a portion of the image. You don't need to use any other software: FantaMorph's built-in crop tool can help you.

1. Click the **Crop Image 1** button (1) for image 1 or click the **Crop Image 2** button (2) for image 2 on the edit panel.



2. In the **Crop Image 1** window, the selected Portion (1) can be dragged directly and resized by dragging one of the 8 cropping handles around it. The unselected portion (2) shown with blue mask will be removed.

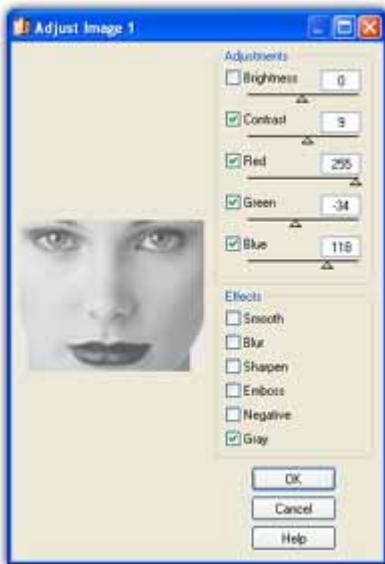




3. We have now cropped two source images and the morph movie has been recreated automatically at a size suitable for those images. Note, these two source images may be of different sizes cropped, and they will still be resized to fit the morph movie.



4. There is another useful tool consisting of image adjustment functions. With it, you can adjust brightness, contrast and color balance. It also supports certain special effects such as blur, sharpen, emboss, etc.





Lesson 3 - Edit Key Dots

The most important element in producing morphs is to place key dots on both source images in order to define how the morph process will operate. It's good to place dots on the major elements of a morphing image (for example, when morphing a face image, the major elements include eyes, nose, mouth, etc.). In this lesson, we'll start by placing dots around the eyes of both images.

1. Confirm that the edit tool "Add Dot" (1) is selected, then move mouse to the corner of the eye (2).



2. Click the left mouse button. A dot will appear on image 1, and a corresponding dot will appear on image 2. Note that for each click on either image, a corresponding dot will appear automatically on the opposite image. In most cases, you will need to move the corresponding dot to a suitable position.



3. Add three more dots for the remaining corners of both eyes. Remember, the more dots you place on the elements of your image, the better your morph result will be, so feel



free to continue adding dots to further defined the eye shapes. Note that all dots are the same color by default. You can turn on the "**Color Cycle**" switch from the **Tools/Edit Options** menu, then 8 basic colors will cycle across the dots. This feature helps you to more easily distinguish corresponding dot pairs.



4. When you move the cursor directly over a dot on image 2, the cursor will become a 4-way arrow to indicate that the dot can now be dragged. You may drag it to the position corresponding to the partner dot's location. Notice that the movie morph will change accordingly as each key dot is created or moved. This synchronous change is great for checking if the location of a dot is correct. Please look at the portion in the red box below. This feature is one of the most exciting features of FantaMorph!



5. After more key dots were added in the same manner, the preview at 50% is much better aligned. We used a total of 52 dots for this example, but more dots are always better. If you like, go ahead and add 10, 50 or even more dots to your own morphs. The more you add, the better the alignment and the better the morph will be.





Lesson 4 - Advanced Edit

We have just used the **Add Dot** tool; the other tools are also useful for advanced editing.



Edit Tools

There are 3 edit tools (1) on the toolbar.

- **Edit Dots (L)**: Rectangle marquee to select a group of dots, then you can move, scale, cut, delete, copy or paste it by using mouse or choosing a corresponding Edit submenu.
- **Add Dot (+)**: As described in Lesson 3, you can use this tool to add a key dot and move it to a correct location. It's the most used tool.
- **Delete Dot (-)**: You can use this tool to delete any useless dot. Just move the cursor on the dot and click.

Remarks

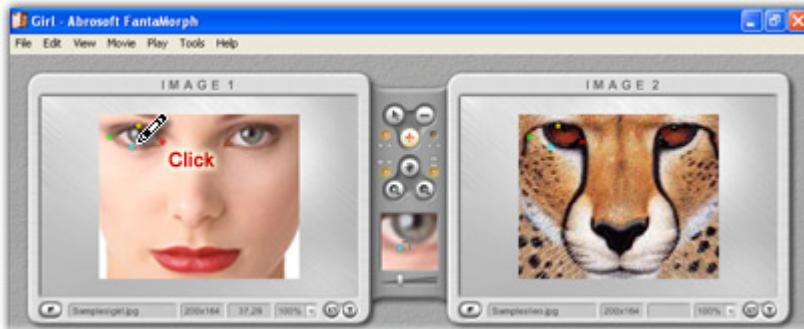
- Beginning with version 3.0, you can delete a dot under the cursor at any time by simply *right-clicking* without having to choose the Delete Dot tool.

Edit Options

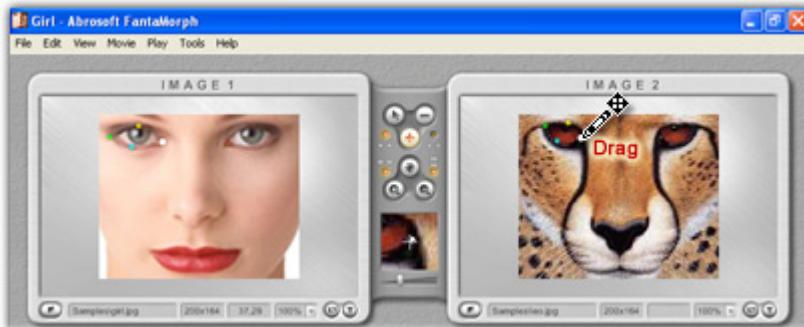
There are 2 options for dot adding.



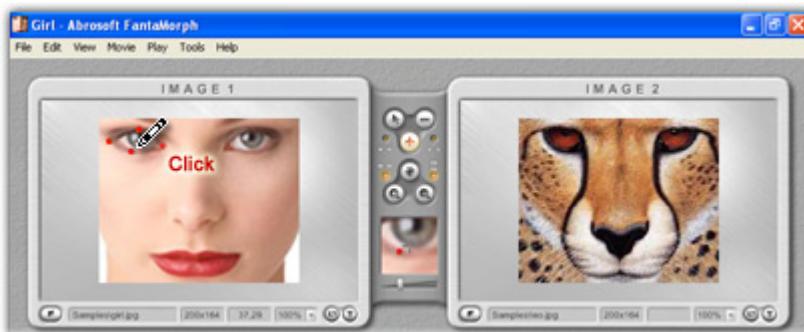
- **Auto Add Corresponding Dot (2):** If this option is checked, for each click on either image, a corresponding dot will appear automatically on the opposite image.



Generally, the automatically added dot is not located at the correct position, so you have to drag it to the position corresponding to the partner dot's location.



If **Auto Add Corresponding Dot** is off, you can add key dots on each source image separately. For each click on either image, the program won't automatically generate a corresponding dot on the opposite image.





If there is a single dot on an image, when you move the mouse cursor over the opposite image, the dot will blink to indicate which one should be matched pairs. Just move the cursor to the corresponding position and click, a pair of dots will be done without any drag & drop process. A single dot is presented as "Unpaired Dot" (by default, with red color), but a pair of dots will be presented as "Paired Dot" on the two source images (by default, with green color). Repeat this step to make all the unpaired dots paired.



- **Auto Jump to Corresponding Dot (③):** If this option is checked, when you added a dot on an image, the mouse cursor will automatically jump to corresponding position on the opposite image.

Remarks

- You can combine the two options to get your own favorite dot adding mode. For example, if **Auto Add Corresponding Dot** is off but **Auto Jump to Corresponding Dot** is on, you will get the fastest dot adding mode.

View Tools

There are 3 view tools (④) on the toolbar.

- **Adjust Viewport (🕒):** When a viewport can't hold an image wholly, a horizontal or a vertical scroll bar will appear. You can drag the viewport by mouse or use the scroll bars to show a needed part of the image.
- **Zoom In (🔍), Zoom Out (🔍):** Choose these tools and click anywhere of the source images or preview, the viewport can be smoothly scaled from 12.5% to 800%.



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Remarks

- Beginning with version 3.0, you can use these tools not only on the source images, but also on the preview.
- Beginning with version 3.0, you can adjust viewport at any time by **mouse wheel scrolling** without having to choose these view tools, and the viewport can be smoothly scaled up to 1600% by mouse wheel scrolling.

View Options

There are 2 options for simultaneous viewport adjusting.

- **Zoom/Pan Sources Simultaneously (5)**: When you zoom/pan any one of the two source images, the program will zoom/pan the other one simultaneously.
- **Zoom/Pan Preview Simultaneously (6)**: When you zoom/pan any one of the two source images, the program will zoom/pan the preview simultaneously, and vice versa.

Remarks

- In most cases, it is recommended to make both the options checked. In this way all windows can be located at the same position automatically.

Magnifier

The Magnifier (7) magnifies the area under and around the mouse cursor when you are working within the source or target image. This enables you to have good precision on delicate operation such as adjustment without having to zoom in and out continuously.

You can also drag the Magnifying Power Slider (8) to change the magnifying power from 1x to 4x.



Lesson 5 - Working with Movie

Previous lessons have covered the topics necessary to work with dots. There are some a few things we need to know about movies.

1. First, click the **Movie Size** control (1) on the preview panel or choose the **Movie/Size** menu to confirm the movie size.



2. Its default value is the same size as **Image 1**. You can choose any fixed value offered in the popup menu.



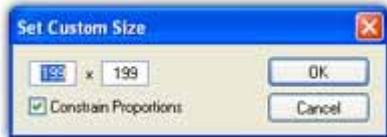


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Or you may set it to any desired value through **Set Custom Size**. In the subsequent window as shown below, enter any desired **Custom Size** value of the movie. You can turn on the **Constrain Proportions** switch, in this way when you input a new value as the width (height), the other dimension will be calculated automatically to keep the same proportion.



3. The default frame count is 15 (you can change this in the **Edit Options** window). If you want a smoother, more detailed morph result, simply add more frames. Click the **Movie Frames** box (2) on the preview panel, then input a new frame count and press the Enter key. Alternately, click the **Movie Frames Spin Button** (2) to increase or decrease the frame count by one. Note, when the preview is working for a sequence, all the adjustments is for the sequence, and the maximum frame for a sequence is 999; when the preview is working for the whole movie, all the adjustments is for the whole movie, and the maximum frame is unlimited for a movie.
4. The most important control is the **Preview Slider Bar** (3). Each morph frame from the first to the last can be previewed easily by simply dragging the **Preview Slider**. For example, if you position the slider at the center, you will preview the frame representing the middle of the morph. If you position the slider all the way to the right, you will preview the final frame of the morph, which is essentially Image 2.
5. Beginning with version 2.35, the current frame number will be shown in the **Current Frame** box (3), and the current morphing percent will be shown in the **Morphing Percent** box (4), it's especially useful for professional users. Besides, not only morph frame but also any desired percent of the morph can be previewed from 0% to 100% in 1% increments by dragging the **Preview Slider**.



Lesson 6 - Real-time Playing

In any other morphing software, you must first render the morph to a file in order to actually see it. We at FantaMorph believe that is too much trouble! FantaMorph offers "Real-time Playing".

1. You can set the Preview Only mode using the **F7** key or the **View/Preview Only** menu.



2. There are two useful options which control play, the **Auto Loop** and the **Auto Reverse** (1). Turn on the **Auto Loop**, and the morph will repeatedly play until you press the **Pause** button. Turn on the **Auto Reverse** to make the morph cycle from start to end, then reverse from end to start.

Beginning with version 3.5, there are two additional options, the **Auto Play All** and the **Auto Switch**. By default, the program only plays the current sequence, but if you turn on the **Auto Play All**, you can preview all the sequences one by one. Turn on the **Auto Switch**, the program will automatically switch to each sequence while playing.

3. There is also a group of control buttons (2). The largest button is the **Play/Pause** switch. Clicking it will start or stop playing. The other 4 buttons will preview the first, the last, the previous or the next frame.



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4. As a default, the preview speed is 15 fps (frames per second). If you are running FantaMorph on a higher-performance computer, you may increase the preview speed up to 30 fps, for example.
5. Remember that you edit your work while the morph movie is playing in real time, which means you will immediately see the effects on your final morph.



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Lesson 7 - Add Add-on Effects

FantaMorph 3.0 offers 5 stunning visual effects for your morph movies: **Background**, **Mask**, **Foreground**, **Transition**, **Light** (1) and a **Sound** effect. See “How to Use Add-on Effects”.

You can also freely control the morph process of feature and shape with the new curve tools: **Feature Curve**, **Shape Curve**. See “How to Use Curve”.



Note: only the professional edition will allow you to use these effects.



Lesson 8 - Export Morph Result

You may enjoy real-time morph playing in FantaMorph, but in most cases, you will want to export the morph result. Exported files may be shared with friends or used with other software. There are 2 ways to export files: one is exporting a snapshot of the current morph frame as an image file; the other is exporting the whole morph to a sequence of image files or a movie file.

Export Current Frame

1. Drag the **Preview Slider** to the position indicating the image you want to export. For instance, positioning the Preview Slider to the center causes the preview to take half its features from image 1 and half from image 2. To export the current frame, you may click the **Export Current Frame** button (1) on the Movie Toolbar or choose **File/Export Current Frame** menu.



2. In the export interface, enter a file name and choose an image format (BMP, JPEG, TIFF, PNG, TGA, PCX, GIF) for the export file. Below is a morphed picture exported

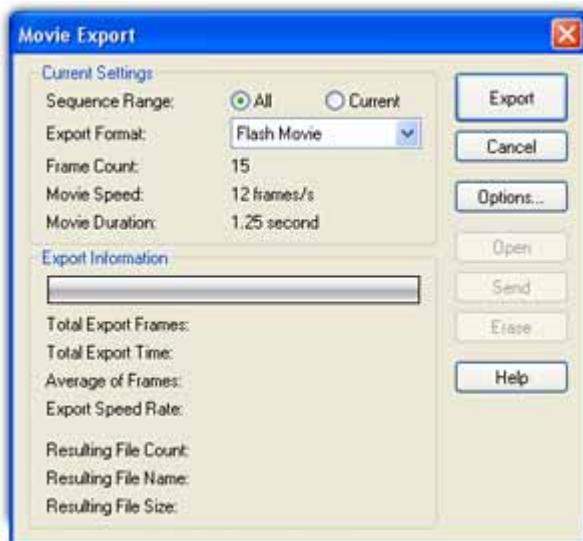


in JPEG format. Notice that you may change JPEG export quality from the option window.



Export Movie

1. In most cases, movie will be your chosen export form. Click the **Export Movie** button (2) on the Movie Toolbar or choose **File/Export Movie** menu, the Movie Export Window below will appear. Then you can select one of the 7 export methods (Image Sequence, AVI Movie, Animated GIF, Flash Movie, Web Page, Screen Saver and Standalone EXE) offered in the format list. Click the "Export" button to start export.



2. All controls are disabled during the export process except the **Cancel** Button. Pressing Cancel will interrupt the export process, and no export will be created.
3. As FantaMorph renders each frame, you will see it appear in the Preview window. Once done, export information will be displayed on the Movie Export window. As you can see, it took only 0.19 second to render our 15 sample frames for the morph and the



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resulting file size is only 97.6K. The export speed is relative to movie size, number of key dots, add-on effects and your computer's performance. In a word, FantaMorph is the fastest software available today.



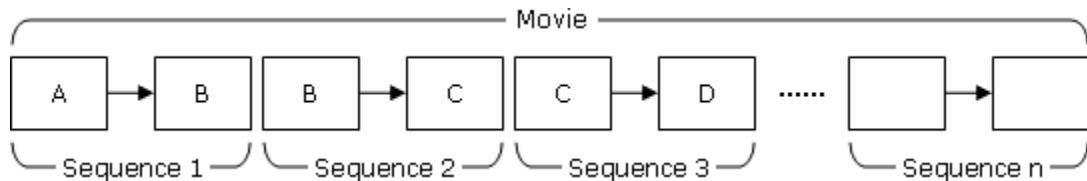
4. As a default, the resulting file will automatically open with the system associated program after export. This is helpful for immediately inspecting the resulting quality.
5. You can adjust various export parameters by clicking the **Export Options** button (3) or choosing the **Tools/Export Options** menu.



Lesson 9 - Create Multiple Morph

In most cases, we create a morph between two images. If you need to morph more than two images with any old version of FantaMorph, you have to use Image Sequence Packer, it's a little troubled.

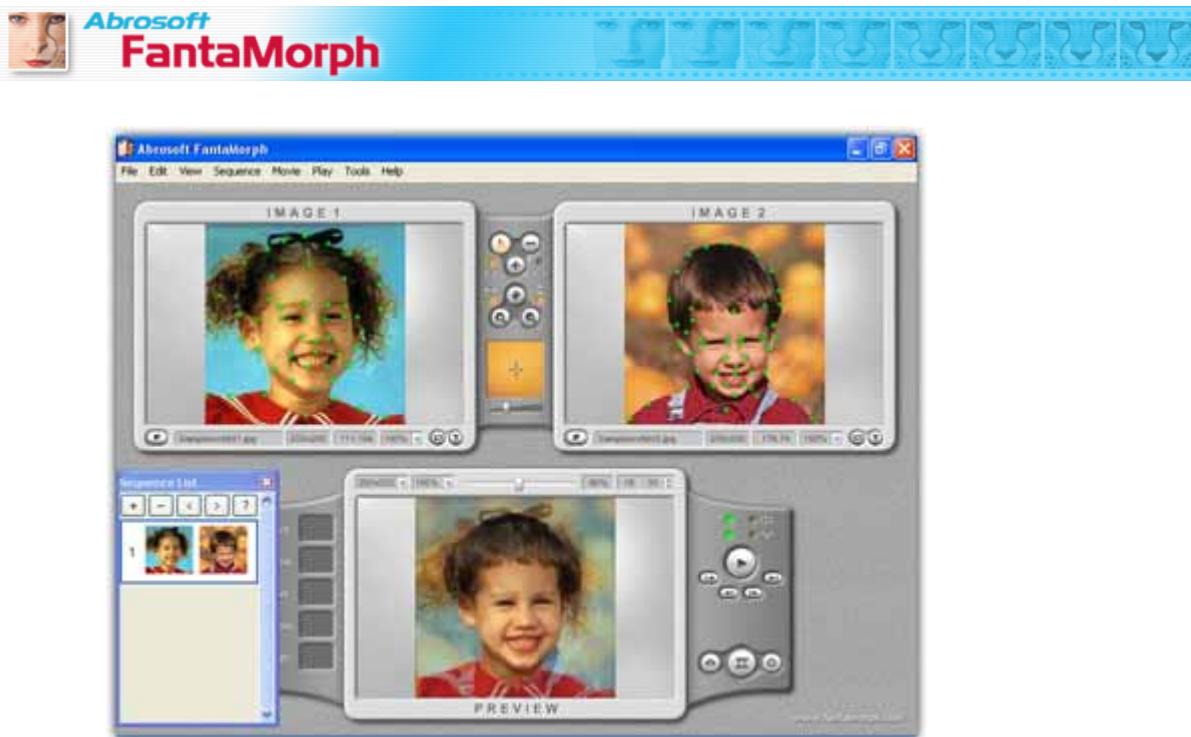
Now, beginning with version 3.5, you can morph more than two images in a single project! A morph between two images in version 3.5 is called a **Sequence**, a movie consists of at least one sequence, and you may create as many sequences as you want (only limited by your system resource).



Assume we have a series of source images, called A, B, C, D, E, F, etc. As shown in above figure, you can create a long movie consisting of the morph A to B, then B to C, then C to D, and so on. In most cases, the beginning image of the next sequence is the same as the ending image of the previous sequence, so the final movie is looks smooth. However, you can place any image in any sequence, so the final movie can be consisting of the morph A to B, then C to D, then E to F, and so on, it looks a little jumpy though.

There are 4 ways to create a multiple morph, see "How to Morph More than Two Images". In this lesson we introduce how to create a multiple morph step by step manually.

1. Create the first sequence that morphs A to B as introduced in previous lessons. Press F2 key or choose the **View/Sequence List** menu to display the sequence list.



2. Choose the **Sequence/Add Sequence** menu, the second sequence will be automatically created where the Image 1 is a duplicate of Image 2 of the first sequence. Note, if you choose the **Sequence/Add Blank Sequence** menu, the second sequence will be automatically created where both the Image 1 and Image 2 are blank, then you can import any new image for them.





3. Now import C as Image 2, then add/delete/move key dots to finish the second sequence. Please note the changes in the Sequence List window.



4. Repeat Step 2, 3, load all the source images to this project and set them for corresponding sequence. In this example, we use 6 source images and finally got 5 sequences as shown below.





5. Please note that there are two additional options on the preview panel, the **Auto Play All** (1) and the **Auto Switch** (2). By default, the program only plays the current sequence, also, dragging the **Preview Slider** (3) can only present each frame of the sequence. But if you turn on the **Auto Play All**, you can preview all the sequences one by one smoothly. Turn on the **Auto Switch**, the program will automatically switch to the corresponding sequence while playing or dragging the **Preview Slider**.



6. When you export a multiple morph, there is a new option **Sequence Range** on the Export window as shown below. Choose **All** (default) to export the whole movie or choose **Current** to export only the current sequence.





Chapter 3

How to...



How to Use Project Wizard

Beginning with version 3.0, FantaMorph offers the New Project Wizard. It's a great start point for beginners. You can easily create your first morph by this step 1-2-3 wizard. If you are familiar with the program, you can freely create your morphs by following the process described in Lesson 1-9.

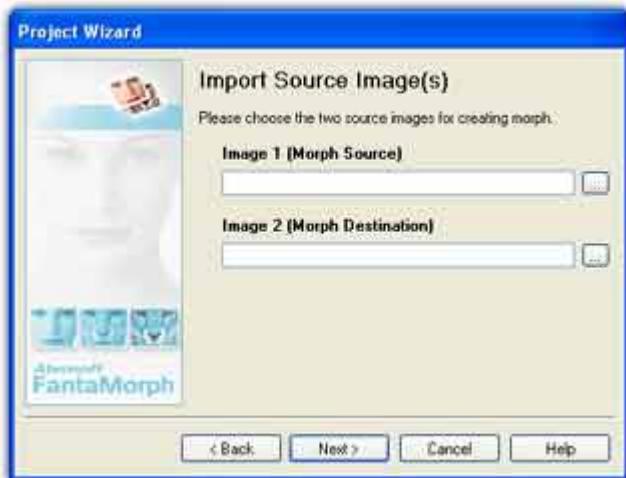
1. On the welcome window, you can choose one task from "Open an existing project" or "Create a new project". If you don't want to use the wizard at startup of the program, just check the "Don't show this wizard again". You can still launch the wizard by choosing the **File/New Project Wizard** menu at any time.



2. Choose project type you want to create. If you choose "Warp" or "Multiple Morph", the subsequent dialog boxes will be a little different from those ones in step 3 & 4 for "Morph".



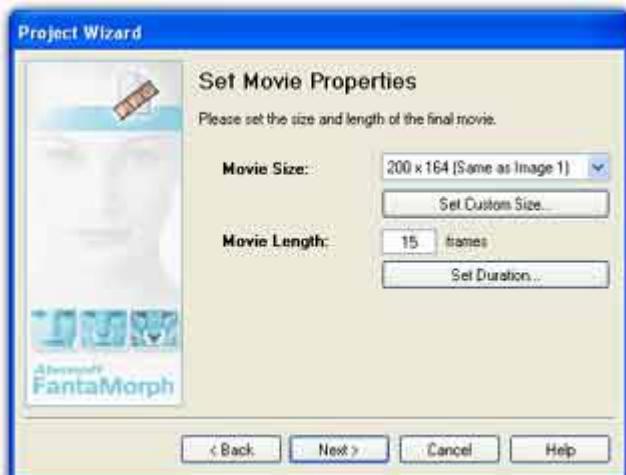
3. Now you should import two source images for "Morph", or only one image for "Warp", or a series of images for "Multiple Morph".



4. Now you can crop or adjust source images if needed, or else just press "Next" button to bypass this step.



5. Now you need to set the movie size and length. You can choose any fixed value offered in the Movie Size list, or you may set it to any desired value by choosing the button "Set Custom Size". The default frame count value is 15, if you want a smoother, more detailed morph result, simply add more frames. If you want to set the movie length by duration, just click the "Set Duration" button.

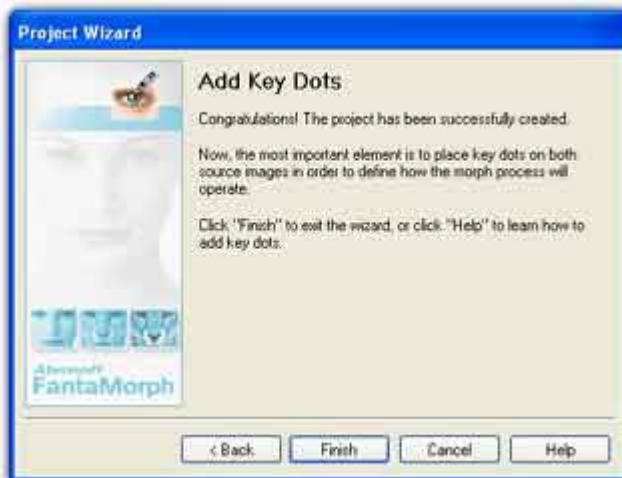


6. At this point, you can add some stunning effects for your morph. If you want to do this at any time later, just press the "Next" button.



7. The morph movie has been now created. Because you have not added any key dots, the morph is simply a cross-dissolve between the two source images. Now, click the "Finish" button to exit the wizard, and start the most important work that is to place key dots on both source images in order to define how the morph process will operate.

In FantaMorph Deluxe, a "Face Locator" button will appear on this page. Click it to automatically place key dots on images of human face.





How to Import Source Image

There are 4 ways to import source image into FantaMorph.

Button or Menu

As described in Lesson 1, the simplest way is to click **Import Image** button or the **File/Import Image** menu, then choose an image file from the Import Image window as shown below.



Source Panel

Double click directly on one of the two source panels to launch the Import Image window.

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 explore all supported image resources on your disks. Click on the desired file and drag it to the image area in the main interface.



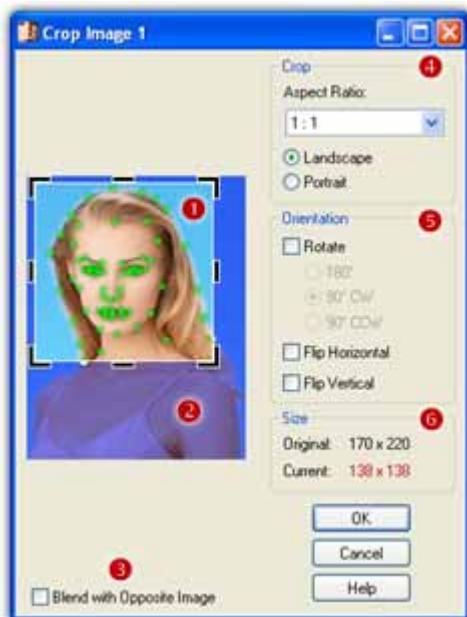
Drag from External Program

You may also drag an image file to the main interface from an external program such as Windows Explorer or ACDSee.



How to Crop Source Image

As described in Lesson 2, you can use the built-in crop tool to select any desired portion of an image. Drag any of the 8 cropping handles to resize the selected portion (1). The blue-tinted portion (2) will be removed. At the right are other advanced controls, described below.



Control the Aspect Ratio

By default, you can freely drag the cropping handles, thus selecting any size of image. Make the option **Blend with Opposite Image** (3) checked to help you determine the corresponding portion of the opposite source image. It is recommended that the source images should have the same aspect ratio to avoid image distortion. The simplest method is to choose the same aspect ratio from the **Aspect Ratio Box** (4) by cropping each source image. Note, if you have previously set the movie size, "**Match to movie**" is the best choice. The **Landscape** and the **Portrait** options will cause the aspect ratio to be reversed when cropping takes place.



Rotate, Flip

Rotating is useful for aligning some digital camera images. Flipping may create a desired effect, and may also be used to bring images into closer alignment. Use the **Rotate and Flip Switches** (5) to perform these actions.

- **Rotate:** Allows rotation of image in 90 degree increments. 3 values may be specified:
 - **180°:** Allows 180° rotation of the image.
 - **90° CW:** Allows 90° clockwise rotation of the image.
 - **90° CCW:** Allows 90° counter clockwise rotation of the image.
- **Flip Vertical:** Produces vertical mirroring of the image.
- **Flip Horizontal:** Produces horizontal mirroring of the image.

Info about Size

You can see info about the original image size and the current cropping size in the **Size Frame** (6).

Remarks

- When cropping an image to which you have already added dots, dots located within the selected portion are displayed in normal style, but dots located outside the selected portion are highlighted.



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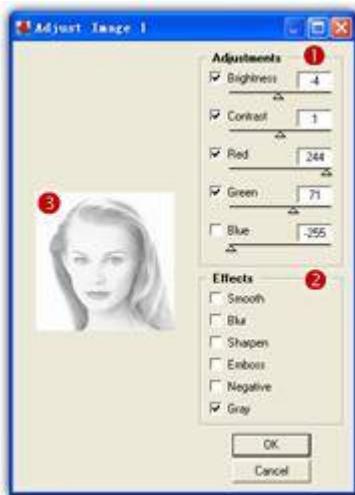


- All dots located outside of the selected portion of an image will be removed after cropping. So try to take care of cropping before placing any dots.
- Key dots will be rotated or flipped along with an image which is rotated or flipped.
- You can move the selected area to a new position on the original image by dragging with the mouse or by using keyboard shortcuts.



How to Adjust Source Image

As described in Lesson 2, you can use this built-in tool to make adjustments and add effects to the source image. There are two control frames: **Adjustments** (1), and **Effects** (2). The **Preview window** (3) will display a real-time preview of the adjustments and effects.



Adjustments

These commands allow you to adjust brightness, contrast, and color balance of the actual image. You can specify new values by using the slider or entering values into the edit text boxes. If you specify 0 (zero), no adjustment will be made. You can turn on/off the check box above the adjustment item to compare the effect with and without that particular adjustment.

Effects

These commands allow you to add the following effects to the actual image: smooth, blur, sharpen, emboss, reverse colors to produce a negative, change color values to gray scale. The best way to understand these effects is to try them out. Choose effects alone or in various combinations to discover what is best for your purpose.



How to Use 32-bit with Alpha Images

FantaMorph supports the import and export of 32-bit with alpha images in BMP, TIFF, PNG and TGA formats to create professional 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 FantaMorph, or export 32-bit morph 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 and a radial style bitmap as the mask. The result is amazing!



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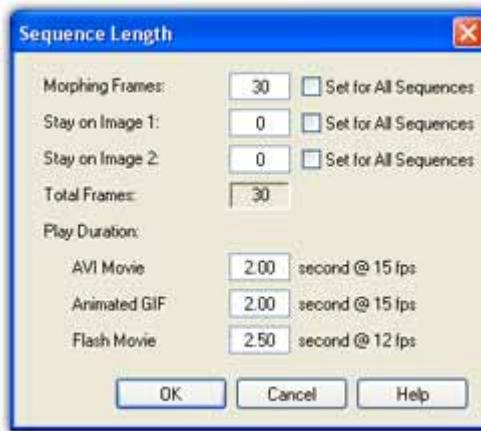
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How to Set Movie Length

As described in Lesson 9, a morph between two images in version 3.5 is called a **Sequence**, a movie consists one or more sequence. So, you should set the length for each sequence of a movie, and the movie length is the sum of all the sequences length.

Click the **Sequence/Length** menu and the window below will open.



1. You can find the number of morphing frames, prolonged frames of Image 1 and Image 2 and total frames of the current sequence. Unlike you can only set **Stay on Ends** for both the beginning and ending images in early versions of FantaMorph, now you can set the prolonged frames for the beginning and ending images separately.

Total Frames = Stay on Image 1 (frames) + Morphing Frames (frames) + Stay on Image 2 (frames)

2. The valid range of morphing frames is 2 to 999. The valid range of prolonged frames is 0 to 999.
3. If you want to the length change of the current sequence applies to all other sequences in the project, please turn on the option **Set for All Sequences** after the corresponding frame number.



4. You can also find the play duration of three main formats: AVI, Animated GIF, and Flash. Since you can set the movie speed for each format in Export Options window, the play durations may be different from each other.
5. As you input a new value in any one of Frames or Play Duration boxes, the other values will be automatically recalculated.

Play Duration (second) = Total Frames (frames) / Movie Speed (frames / second)

Click the **Movie/Length** menu and the window below will open.



1. The movie length is the sum of all the sequences length, so you generally don't need to set the movie length directly.
2. If you change the movie length, each sequence length will be automatically scaled up or down to fit the new movie length.



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How to Choose Morph Type

With FantaMorph, you can create "morph" movies between any two images, you can also create "warp" movies from a single source image. There are total 6 types you may choose from.



Morph Image 1 to Image 2

It is the most used type for creating morphs.

Morph and Hold Image 1

This is a special type only used for creating "Portion Morph". When you use a 32-bit with alpha image as Image 2, choose this type so that the Image 1 won't be faded out as opposed to that if choose the above type. As you can see in the sample below, it looks like only a portion of Image 1 is morphing to Image 2.

Warp Image 1

In most cases, when you want to create a "warp", you can use only one source image as both the Image 1 and Image 2.

However, it's also allowed to create a "warp" between any two images. As you can see in the sample below, Image 1 is warping to the shape of Image 2, but the feature of Image 2 is not presented as opposed to that if choose the type "Morph Image 1 to Image 2".



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Warp Image 2

As you can see in the sample below, Image 2 is warping from the shape of Image 1, but the feature of Image 1 is not presented.

Fade Out Image 1

It is a simple but useful effect that Image 1 is fading out to black.

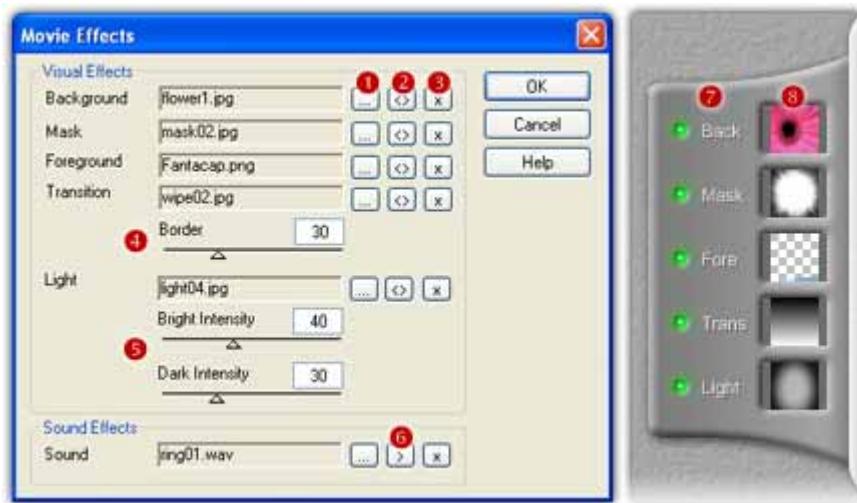
Fade In Image 2

It is a simple but useful effect that Image 2 is fading in from black.



How to Use Add-on Effects

There are 6 add-on effects in FantaMorph: background, mask, foreground, transition, light, and sound. Previously, these effects were offered only by expensive, professional video software, but now you can easily employ them in FantaMorph! Choose the **Movie/Effects** menu 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 morph 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 (1), then choose an image file as the Background. A small thumbnail of this image will be show as the **Effect Icon** (8), and the **Effect Switch** (7) will be highlighted to indicate the background is being used.
2. You may click the **Set Effect Location** button (2) to adjust the size and relative position of the Background effect.



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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 (3) to clear it.
6. In addition, you can select a pure color as a backcolor from the **Tools/Option** menu, then click the **Movie/BackColor** box. Notice that the background image may be blended with the BackColor. It's a useful way to change the hue of the background image. Using the black color as BackColor will keep the background image as original.

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 morph. That means a white pixel will cause the corresponding morph 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 morph, the morph will take on the mask shape.

Foreground

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

Transition

The transition image should be a 256 level grayscale bitmap. The brightness of every pixel of the transition image will be applied to the dissolving sequence of the corresponding pixel of the morph. That means a dark pixel will cause the corresponding morph pixel to be dissolved a little early, while a bright pixel will cause the



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corresponding morph pixel to be dissolved a little late. You can adjust the transition border by **Border** (❶). The larger border you set, the smoother transition will be.

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 morph. That means a bright pixel will cause the corresponding morph pixel to be a little brighter, a dark pixel will cause the corresponding morph pixel to be a little darker. You can adjust the light intensity by **Bright Intensity** and **Dark Intensity** (❷).

Sound

Add a standard Microsoft WAV (PCM format) to a morph. Click the **Play Sound** button (❸) to play it after load. The sound is always played at the start of the morph. You can only export a sound to AVI or Flash movies. Since the sound length can't be adjusted in this version of FantaMorph, you have to find suitable sounds for better effects. Further options for manipulating sounds will be supported in the next version of FantaMorph.

Remarks

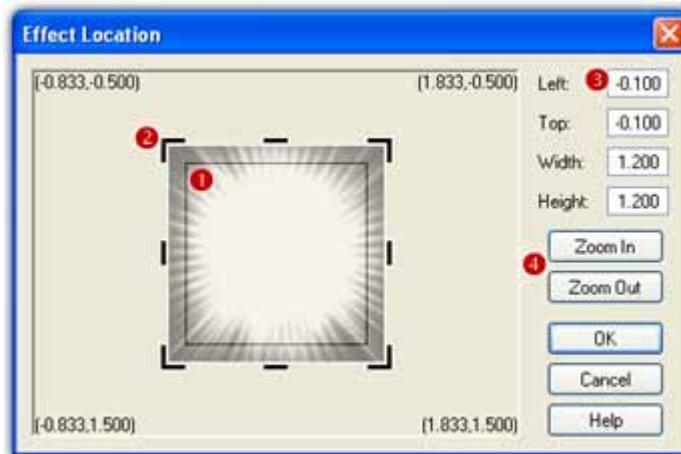
- As described in "Drag and Drop Images", you can use the drag & drop feature to load images for effects.
- Using too many effects will affect the performance of preview and export.
- Some outdated display drivers won't be able to render the add-on effects properly.



How to Adjust Add-on Effects

Beginning with version 3.0, the size and relative position of the images used for effects can be adjusted, so you can easily create more diverse effects.

1. Click the **Set Location** button on the Movie Effects window, and the window below will open. The rectangle region (1) in the center of the working area is the movie location.



2. Drag any of the 8 handles (2) to resize, or drag the effect to a new position to move.
3. The actual effect location (3) will be displayed on the right top of the window. You can input any desired value of Left, Top, Width, and Height directly.
4. Click the Zoom In or Zoom Out button (4) to zoom the working area.

Remarks

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



How to Use Curve

If you are familiar with morphing technique, you may know its kernel is: morph = deform the shape & cross-dissolve the feature. Before FantaMorph 3.0, we perform both the deformation and cross-dissolve linearly. Now with the new controls Feature Curve and Shape Curve, you can freely control the morph process of feature and shape.

Feature Curve

Default feature curve is linear, so at 0% of the morph, it has 100% of girl's feature and 0% of leopard's feature; at 25%, it has 75% of girl's feature and 25% of leopard's feature; at 50%, it has 50% of girl's feature and 50% of leopard's feature; at 75%, it has 25% of girl's feature and 75% of leopard's feature; finally, at 100%, it has 0% of girl's feature and 100% of leopard's feature. See the frame sequence below.



Leopard's feature will appear quickly when using a convex curve, see below. Look at the middle frame of the morph, it has only 25% of girl's feature but has 75% of leopard's feature.



Leopard's feature will appear slowly when using a concave curve, see below. Look at the middle frame of the morph, it still has 75% of girl's feature but has only 25% of leopard's feature.





Shape Curve

Default shape curve is linear, so the girl's shape is deformed to leopard's shape linearly, see below. Look at the middle frame of the morph, it has 50% of girl's shape and 50% of leopard's shape.



Leopard's shape will appear quickly when using a convex curve, see below. Look at the middle frame of the morph, it has only 25% of girl's shape but has 75% of leopard's shape.



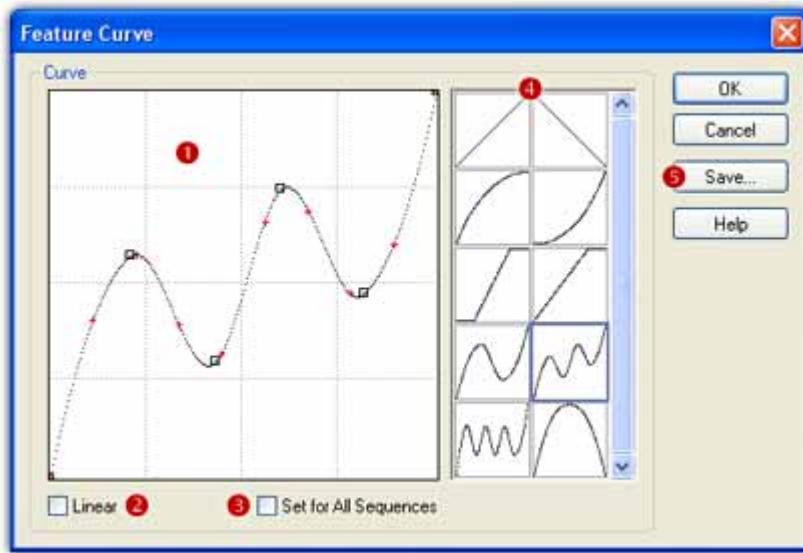
Leopard's shape will appear slowly when using a concave curve, see below. Look at the middle frame of the morph, it still has 75% of girl's shape but has only 25% of leopard's shape.



You can apply a feature curve and a shape curve to a morph at the same time, this will make countless morphing effects.

Edit Curve

Choose the **Movie/Feature Curve** menu to open the Feature Curve window, or **Movie/Shape Curve** menu to open the Shape Curve window.



The curve is specified by an array of control points. A curve passes smoothly through each point in the array. There are at least two control points on a curve. The red cross on the curve marks the position of each frame.

- **Add Point:** Click anywhere in the working area (1) to add one control point.
- **Move Point:** Drag and drop a control point to move it.
- **Delete Point:** Right-click a control point to delete it.
- **Linear:** Make the Linear option (2) checked will result in a line strip.
- **Set for All Sequences:** Make the Set for All Sequences (3) checked will apply this curve to all the sequences of the current project.

Curve Library

- **Load Curve:** Load a curve in the curve library (4) by double-clicking, then it will be displayed in the working area immediately.
- **Save Curve:** Click the Save button (5), the current curve in the working area will be saved to the bottom of the curve library.



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- **Delete Curve:** Select a curve in the curve library, then press Del key to delete it.

Remarks

- You can launch Feature Curve as well as Shape Curve window at the same time.
- You can edit the curve while the morph movie is playing in real time, which means you will immediately see the effects on your final morph.



How to Create Warp Movies

With Abrosoft FantaMorph, you can create morph movies between any two images, or you can create warp movies from only one image. You will find that making warps is somewhat easier than creating morphs. Create warps at warp speed!

To create a warp effect, first load the same image to Image 1 and Image 2.



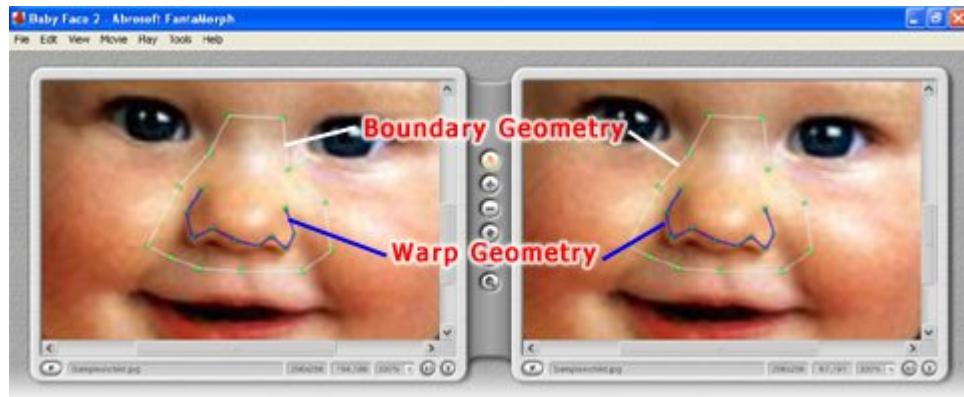
Place one dot on the source image and FantaMorph automatically places another dot on the corresponding coordinates of the target image. For example, if we want to warp the baby's nose, we first add a dot to the area of the nose.



Leaving the dot in its original position "anchors" that area of the image preventing that part of the image from being morphed. Moving it from its original position will create a warp effect.



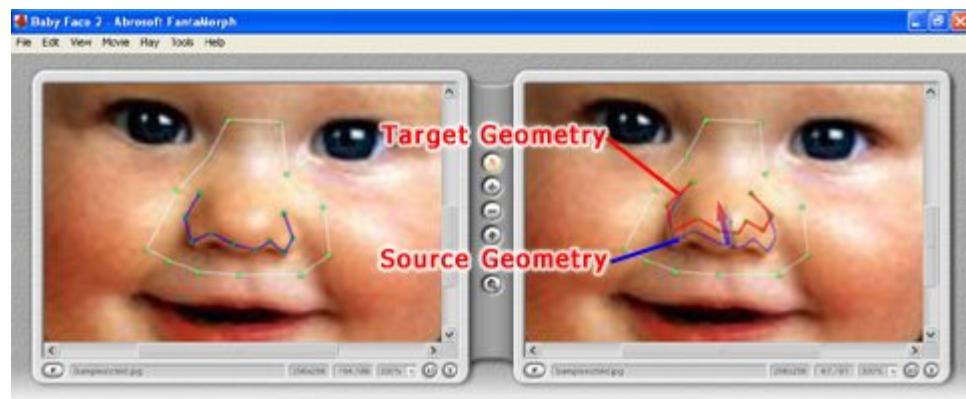
Moving a dot warps the entire image, which may not be the result you desire. It is very important to anchor portions of the image using **Boundary Dots**. As shown below, we've added dots to the nose as warp geometry (blue line). Then, we added dots around the nose area as a boundary (white line). Note: the lines are for illustration purposes only and won't be displayed in FantaMorph.



Now, you can freely drag the warp dots on Image 2 from source geometry positions (blue line) to target geometry positions (red line) to obtain a warp effect. As you see, only the area inside the boundary (white line) will be warped, while the area outside the boundary won't be changed.



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How to Morph AVI Videos

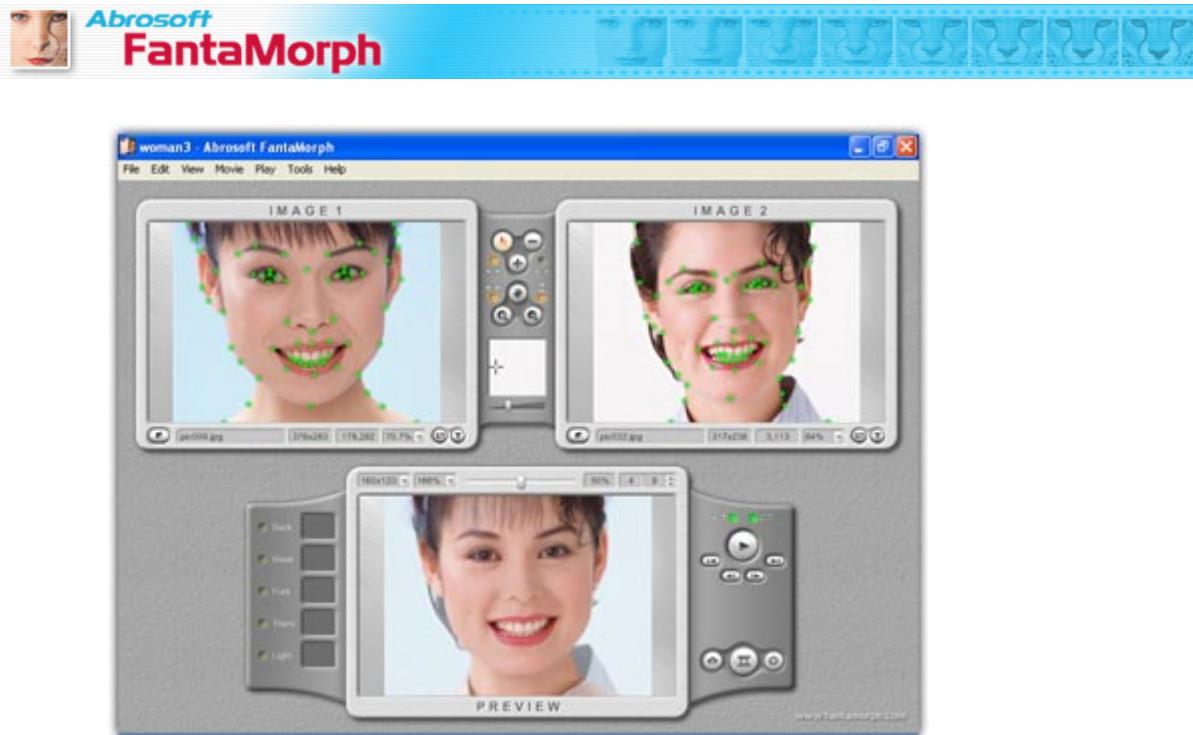
Beginning with version 3.1, you can import AVI video files as Image 1 or/and Image 2, this makes it possible to morph between two AVI videos. All frames of the source videos can be exported to resulting morphs.

For example, we have two AVI source videos, AVI #1 and AVI #2, as shown below. Note, here we posted their Flash copy just for saving your bandwidth, they are absolutely AVI files in the project.

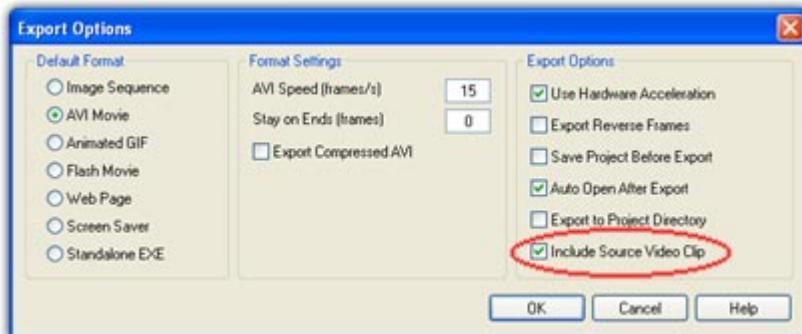
1. First, we should import them into FantaMorph. As described in Lesson 1, in the **Import Image 1** window, choose AVI #1, the last frame of AVI #1 will be shown on the right of the window.



2. Click the **Open** button, the last frame of AVI #1 will appear in the image 1 area in the main interface. Also, in the **Import Image 2** window, choose AVI #2, the first frame of AVI #2 will be shown on the right of the window. Then, the first frame of AVI #2 will appear in the image 2 area in the main interface after you click the Open button. Now we have two images (the last frame of AVI #1 and the first frame of AVI #2) loaded into the image area, add some key dots just like morph between two still images.



3. When you want to export the morph, just note there is an additional option **Include Source Video Clip** in the Export Option window. When this option is on, all the frames of AVI #1 and AVI #2 will be included in the resulting morph. Note, this feature is only supported in FantaMorph Pro and Deluxe.



In the final morph below, first you see AVI #1, then AVI #1 morphs to AVI #2, next AVI #2...

Remarks

- Now you can only import uncompressed AVI videos or some sort of compressed AVI videos if you have corresponding codecs.



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- Now you can only morph from the last frame of AVI #1 to the first frame of AVI #2, it will be allowed to morph from the last few frames of AVI #1 to the first few frames of AVI #2 in the next version of FantaMorph.
- There is a trick to join two AVI videos into one AVI file. After import the two AVI source videos, just set the frame number to 2 and export the morph as AVI without adding any key dots.



How to Morph More than Two Images

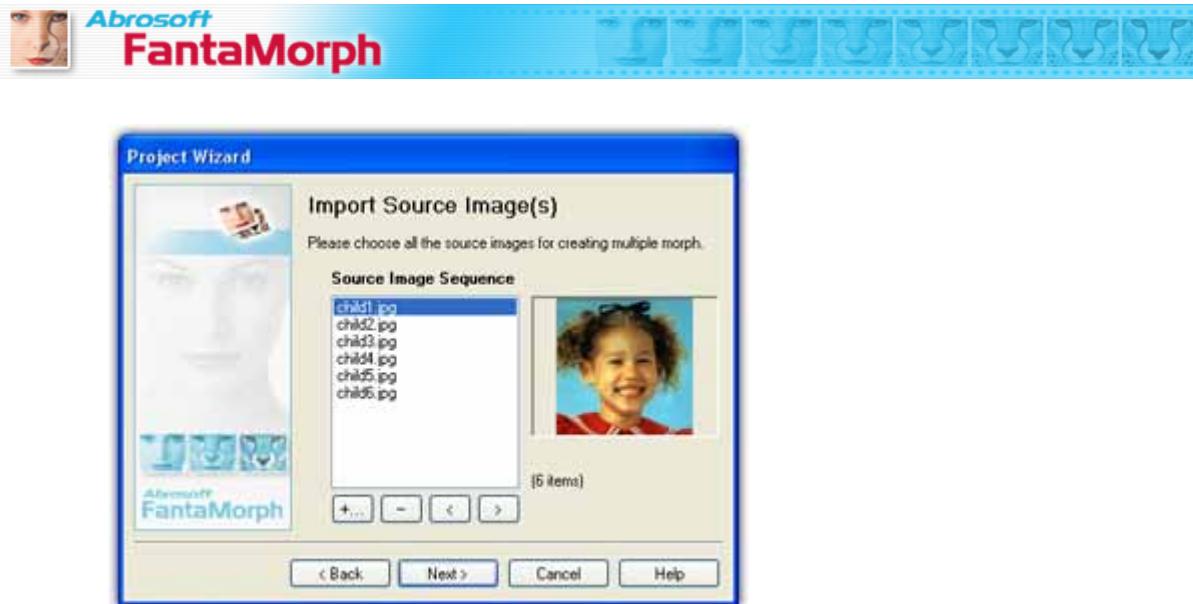
There are 4 ways to create a multiple morph.

Use the Project Wizard

Beginning with version 3.5, you can morph more than two images in a single project. The simplest way to create a multiple morph is to use the Project Wizard. Choose the **File/New Project Wizard** menu, when the program asks you for the project type, please choose "Multiple Morph".



First click "+" to choose a series of images to add to the image sequence. You can select one or more of the images listed, then delete it (-), move it up (<), or move it down (>) by clicking the appropriate edit buttons.



Once the image sequence is prepared, click "Next" button, the program will create a multiple morph by following the image sequence through. Then, add key dots for each image. That's all!

Add Sequences Manually

If you want to create a multiple morph step by step manually, please see Lesson 9.

Combine Multiple Projects

Choose the **File/Append Project** menu to combine another project with the current one, repeat this operation to combine multiple projects into one. Very useful to convert a series of separated projects created by an old version of FantaMorph to a new project in version 3.5 format.

Use the Image Sequence Packer

This method is just for any earlier version before 3.5, you can ignore it if you're now using version 3.5 or later.

Assume you have chosen five source images, called A, B, C, D, E, for your morph. You are preparing to make a flash movie, and you want to produce 15 morphed frames



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between each two successive source images. It is relatively easy to create a long morph movie using these 5 images by following the following steps.

1. Make project "Morph1" by importing A as "Image 1" and B as "Image 2", then export the resulting image sequence in your chosen format. (For this example, we will use JPEG.) You now have 15 image files named Morph101.jpg, Morph102.jpg, and so on, through Morph115.jpg.
2. Swap source images from the Edit menu. Now B is "Image1" and A is "Image 2", then import C as "Image 2" and save the project as "Morph2". Adjust key dot positions on C; add new key dots, or delete key dots, as necessary. Export this image sequence to get files named Morph201.jpg through Morph215.jpg.
3. Repeat step 2, using source images C and D and saving the project as "Morph3".
4. Again, repeat step 2, using source images D and E and saving the project as "Morph4".
5. Run "Image Sequence Packer" from the Tools menu, adding all 60 images, Morph101.jpg through Morph115.jpg, Morph201.jpg through Morph215.jpg, Morph301.jpg through Morph315.jpg and Morph401.jpg through Morph415.jpg. Choose the "Flash Movie" option, then press the "Start Pack" button. That's all it takes! See more about "How to Use Image Sequence Packer".



How to Use Sequence List

As described in Lesson 9, you can press F2 key or choose the **View/Sequence List** menu to launch the Sequence List window, this is a very useful tool when you create a multiple morph.



1. Each sequence is presented as a row in the window.
2. Each sequence has two source images that are presented as an image icon separately in the row. A blank source image will be shown as a gray block.
3. A blue box indicates the current sequence.
4. Click on a row to make it to be the current sequence.
5. Use Sequence menu or these buttons on the top of the Sequence List window to edit (add, delete, move, etc.) the sequence list.



Remarks

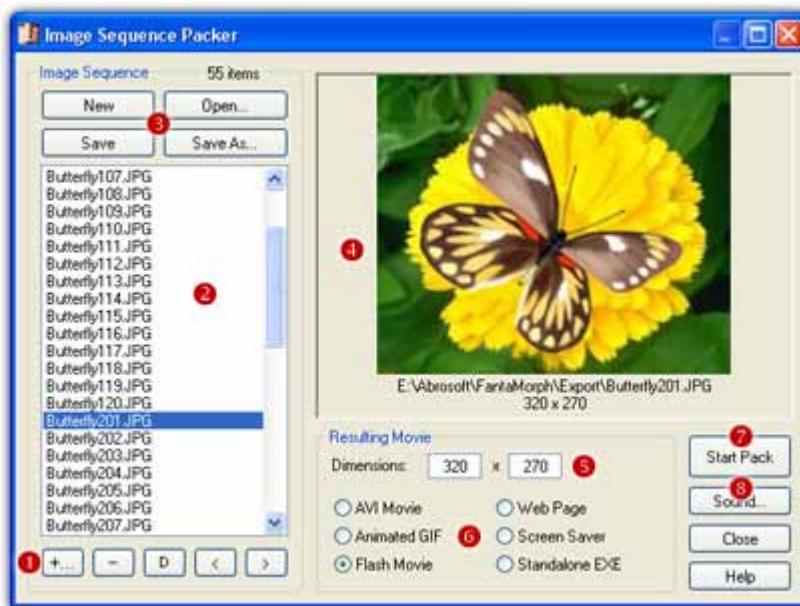
- Double click directly on an image icon to launch the Import Image window.
- Drag an image icon to another image icon (even in another sequence) to duplicate the source image.
- Hold the CTRL key and drag an image icon to another image icon (even in another sequence) to duplicate the source image with key dots.



How to Use Image Sequence Packer

The built-in **Image Sequence Packer** tool provided in FantaMorph Pro and Deluxe is very useful for creating long morphs with three or more source images. See more about "How to Morph More than Two Images".

1. Choose the **Add-Ins/Image Sequence Packer** menu to open the packing window.



2. There is a button group for the edit image sequence (1). First Click the **Add Image(s)** button and choose a series of images to add to the **Image List** (2). In most cases, these images will be previously morphed pictures exported from FantaMorph, but may be from any source. The number of items added will be shown directly above the image list.
3. You can select one or more of the images listed, then delete it, duplicate it, move it up, or move it down by clicking the appropriate edit buttons.
4. There is a button group for saving the finished image sequence (3).



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5. Click to select one image in the list. It will be previewed in the **Preview Panel** (4), and its size will be set into the **Movie Dimensions box** (5) for the resulting movie.
6. You can add as many images to the list as you desire. Each image listed will become one of the frames of the resulting movie.
7. Choose one format option from the **Movie Format Options** (6), then click the **Start Pack** button (7). As FantaMorph packs each image to the movie, you will see it appear in the Preview Panel.
8. Beginning with version 3.5.5, you can choose the **Sound** button (8) to add a background sound/music in .wav format.

Remarks

- You can pack images of various formats and sizes. However, you will have better results using image sequences of the same size, as created by FantaMorph.
- You can easily change the export size of the resulting movie, but the chosen size should have the same aspect ratio as the images found in the image sequence.
- Beginning with version 3.5, you can directly morph more than two images in a single project without using Image Sequence Packer.



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How to Choose Export File Format

There are 7 export file types in FantaMorph, each useful for a different purpose.

- **Image Sequence:** Each frame of morph will be saved as an individual file in one of the following formats: BMP, JPEG, TIFF, PNG, TGA, PCX, GIF. In most cases, JPEG is the best choice. In FantaMorph Pro or Deluxe, when you use 32-bit source images and plan to use the morph result with other video editing software, you should choose BMP, TIFF, PNG or TGA format.
- **AVI Movie:** Common, high-quality video format on Windows platform. Good for importing into movie editing software such as Adobe Premiere. To avoid overlarge file sizes, use any installed video codec (such as MPEG-4 codec from www.divx.com) to compress your movies into smaller files.
- **Animated GIF:** Good for web pages, because all browsers can view them. The quality is lower because Gif's support only 256 colors.
- **Flash Movie:** Best for web pages, very small and high quality. Best choice for sharing with friends by e-mail.
- **Web Page:** Can play flash movies at their original sizes in Internet Explorer.
- **Screen Saver:** Create standard screen savers to show morphing effects. It's an interesting way to enjoy your proud morphs and share with your friends.
- **Standalone EXE:** Create a standard Windows .exe program. It's an easy way to enjoy your proud morphs and share with your friends because they can view your morphs without having to install FantaMorph or other player programs.



How to Export

Beginning with version 3.0, a new hub window for export functions has been provided. It's easier to export and manage the morph results. As described in Lesson 8, click the **Export Movie** button on the Movie Toolbar or choose **File/Export Movie** menu, the Movie Export Window below will appear.



Current Settings

In the **Current Settings** frame (1), you can choose export all the sequences or only the current sequence, select one of the 7 export methods (Image Sequence, AVI Movie, Animated GIF, Flash Movie, Web Page, Screen Saver and Standalone EXE) offered in the format list, you can also find the info about movie length, speed, and duration.

Export Information

In the **Export Information** frame (2), you can see the percentage on the progress bar during the export process, once done, further information about export time, speed, and resulting file 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 morph as different format or using different settings.
- **Cancel:** Click this button will interrupt the export process, and no export will be created.
- **Options:** You can adjust various export parameters by clicking this button.
- **Open:** Click this button to open the resulting file with the system associated program.
- **Send:** Do you want to share your proud morphs 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 file(s).



How to Print

Beginning with version 3.0, you can directly print source images, preview frame or even all morphing frames in FantaMorph, without having to go to any additional software.

When you working on any view mode, choose the **File/Page Setup** menu to select paper size and orientation, adjust margins, etc. Choose the **File/Print** menu to start printing. The 4 view modes can be printed as shown below from left to right: Full View, Edit Only, Preview Only, Frame Sequence.



FantaMorph supports what-you-see-is-what-you-get (WYSIWYG) print preview, so you can choose the **File/Print Preview** menu before print.





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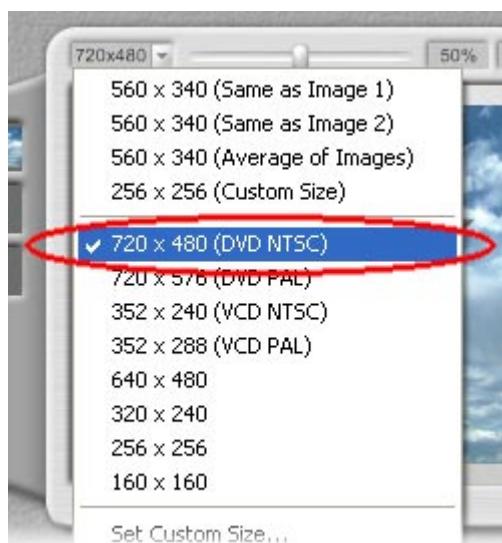
1. Preview Page (1) will be displayed on the center of the preview window. The margins of the page will be presented as dotted lines.
2. Adjust view (2). If the number of pages is more than one, you can use the two buttons under **Page** to select a page to preview. You can use the two buttons under **Zoom** to zoom in/out the preview.
3. Adjust size (3). You can use the two buttons under **Expand** to make the objects larger or smaller, in other words, make the space between objects fewer or more.
4. Add captions (4). You can type any text after **Image 1**, **Image 2**, **Preview**, **Frames** as the captions for source images, preview, and frame sequence separately. Please note that you should use the special symbol "#" to mark the frame number for printing the frame sequence. Click the **Font** button to set the font style, size, color, etc.
5. Adjust frames per row (5). For printing the frame sequence, you can set the number of frames per row. Printing more frames in one row will result in smaller frames and fewer pages printed.
6. If the preview is satisfied, click the **Print** button (6) to start printing.
7. Click the **Page Setup** button (7) to select paper size and orientation, adjust margins, etc. The preview will be automatically rearranged after page setup.



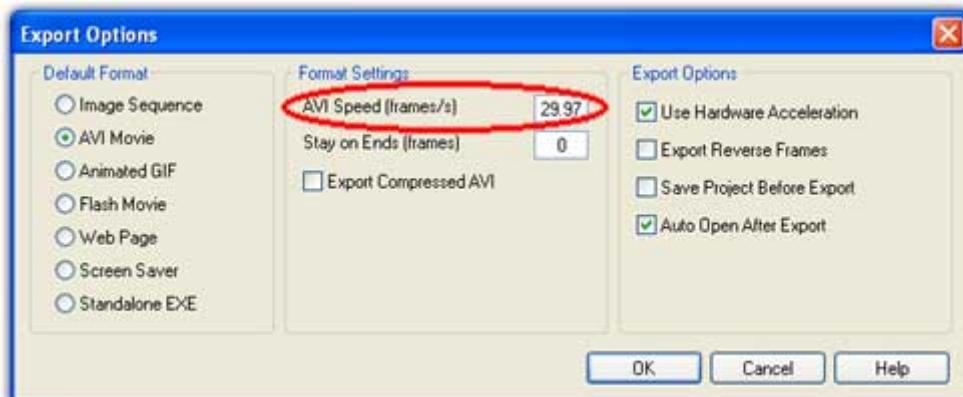
How to Create a Morph for VCD/DVD

It's a great idea to add some stunning morphing effects to a movie and burn it onto a VCD or DVD. Just note these points below.

First, set a correct movie size. You should choose the "720 x 480 (DVD NTSC)" for creating a DVD in NTSC system, or "352 x 288 (VCD PAL)" for creating a VCD in PAL system, etc.



Second, set the AVI speed to 29.97 fps instead of the default 15 fps in the Export Options window. Note, the 29.97 fps is for NTSC system, you should set the AVI speed to 25 fps for PAL system.





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Last, export the morph as AVI format. It is recommended to export uncompressed AVI files. Just make the "Export Compressed AVI" unchecked or you should choose the compressor "Full Frames (Uncompressed)" if the video codec choosing dialog pops.



Now, you can import the exported AVI file into video editing software or burning software to make a VCD or DVD.

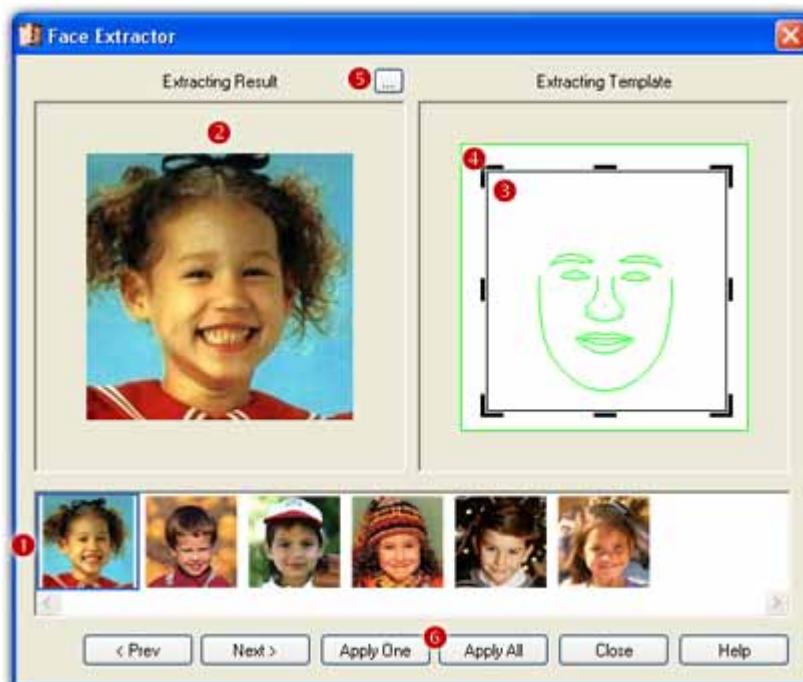


How to Use Face Extractor

When creating a face morphing or composing a virtual face using Face Mixer, you will find that you only wish to work with the face portion of the images and don't wish to use entire images. Although you can use the built-in crop tool to select the desired face portion of an image, it is not an easy work. Especially after you change the movie size, you have to re-crop all the source images to keep the aspect ratio, otherwise the movie 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 to a similar structural position.

1. Before you can use Face Extractor, create a Morph project with two source images or a Multiple Morph project with multiple source images. Especially you should set the desired final movie size before the next steps.
2. Choose the **Add-Ins/Face Extractor** menu to open the window below.





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3. All the source images in current project are listed here (1). 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 image.
4. The extracting result will be presented in the left window (2). Only the extracted portion will be used for the morph.
5. 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 movie using the extracting template in the right window. The portion inside the black box indicates the face portion (3), and the whole white area inside the green box indicates the final movie (4). 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.
6. 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.
7. Sometimes the extracting result may be incorrect due to the head position, facial expression, illumination etc. or you want to choose another face instead of the selected face from the photo, just double-click the left window or click the **Edit** button (5). On the edit window below, you can select the desired face portion and make it as close to the face template (displayed with the green lines) as possible.



8. When all the extracting results are satisfied, click the **Apply All** button (6) to apply the results to the project.
9. When a new source image added to the project, please launch Face Extractor to preview and adjust the extracting result, you then need to click the **Apply One** button (6) to apply the result only to the new source image.

Remarks

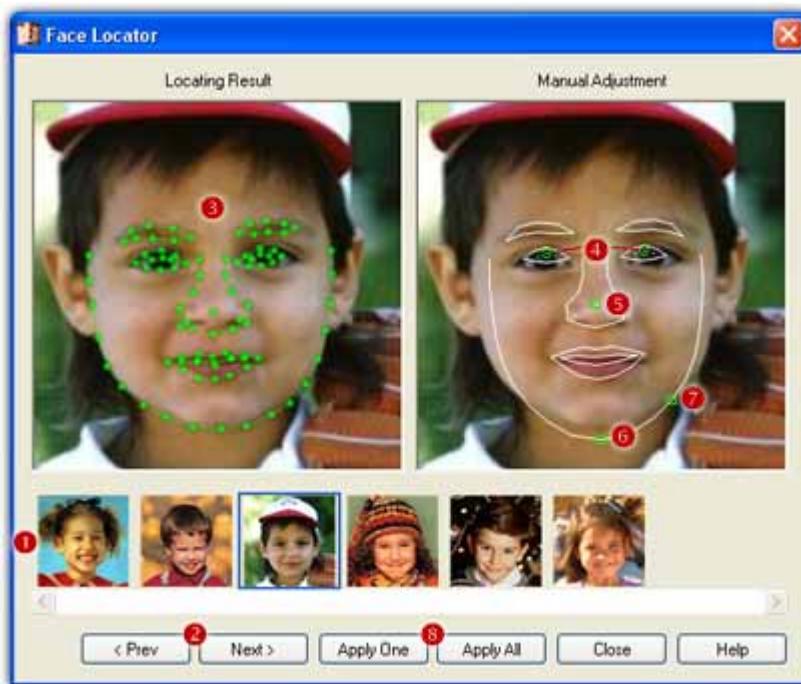
- Since Face Extractor automatically extract face portion from source images, there are some requirements for the pictures it can work with. To achieve the best extracting result, the pictures should be taken full-faced and oriented vertically with good lighting conditions. The variation of head position, facial expression, illumination etc., will cause the extracting result unsatisfied or even unacceptable.
- If the result automatically extracted is unsatisfied, you have to use the built-in crop tool to select the correct portion manually. See more about "How to Crop Source Image".
- Face Extractor is only available in FantaMorph Deluxe.



How to Use Face Locator

When morphing from one face to another, 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. Choose the **Add-Ins/Face Locator** menu to open the window below.



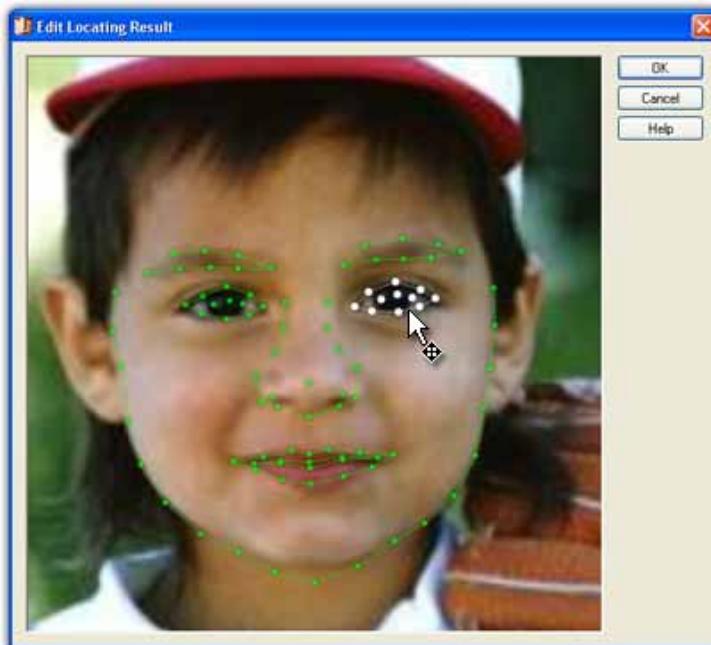
2. All the source images in current project are listed here (①). Click a thumbnail to start to locate the facial features on the source image. You can also click the **Prev/Next** button to load the previous or next source image.
3. The locating result will be presented in the left window (②). In this version, total 93 key dots will be placed on a face, and this will make the final morphing result very smooth.
4. To achieve more accurate locating result, you can do a little manual adjustments to make the face template (displayed with the white lines in the right window) as close to



the face on the image as possible. Once the face template is changed by any following adjustment, a corresponding locating result will be presented in the left window in real time.

- **Adjust Pupils:** You can directly click on the center of the pupils on the image or drag the two circle handles (3) to move the pupils of the face template to the correct positions. This is the easiest and fastest way to adjust the face template.
- **Move:** Move cursor over this square handle (4) and drag it to move the whole face template.
- **Rotate:** Move cursor over this square handle (5) and drag it to rotate the whole face template.
- **Scale:** Move cursor over this square handle (6) and drag it to scale the whole face template.

5. If you want to manually edit the locating result to make it completely perfect, double-click the left window or click the **Edit** button (7). On the edit window below, you can simply drag a dot or even a line to move it to the perfect position.





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Please note that to move a line directly you should hold the CTRL key while dragging, otherwise the program will always automatically detect the better position for the line. Also, you can zoom the edit zone by using mouse wheel scrolling or pressing the key “,” or “.”.

6. When all the locating results are satisfied, click the **Apply All** button (8) to apply the results to the project. Then you can spend a little time to modify some key dots if needed.
7. When a new source image added to the project, please launch Face Locator to preview and adjust the locating result, you then need to click the **Apply One** button (8) to apply the result only to the new source image.

Remarks

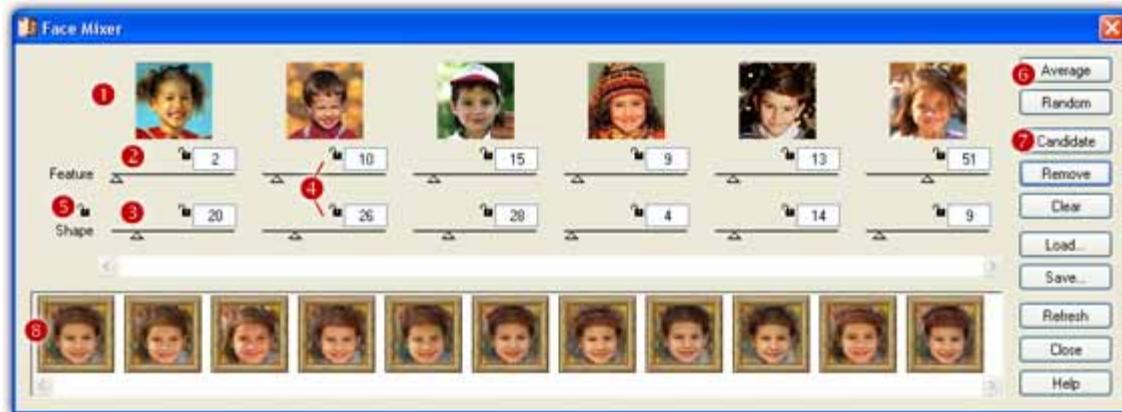
- Since Face Locator locates facial features automatically, there are some requirements for the pictures it can work with. To achieve the best locating result, the pictures should be taken full-faced and oriented vertically with good lighting conditions. The variation of head position, facial expression, illumination, age and race etc., will cause the locating result unsatisfied or even unacceptable.
- Face Locator is only available in FantaMorph Deluxe.



How to Use Face Mixer

With Face Mixer, you can mix two or more pictures into one. In most cases, we use Face Mixer to compose a virtual face with multiple real faces. Please try to fuse different pictures of your favorite stars, your friends and family, men, women, children or any people into a wonderful, awesome or funny face. It's just plain fun!

1. Before you can use Face Mixer, create a Morph project with two source images or a Multiple Morph project with multiple source images.
2. Choose the **Add-Ins/Face Mixer** menu to open the window below. All the source images in current project will be listed here (1).



3. For each source image, you can adjust the percentage of **Feature** (2) and **Shape** (3) separately by directly typing a new value from 0 to 100 or dragging the slider.
4. There is a **Value Lock** (4) in front of each percentage value. Click the icon to lock/unlock it. You can only adjust the unlocked values and the locked values are always protected.
5. Click the **Shape Lock** (5) to lock/unlock it. When Shape Lock is locked, all the shape percentage values are locked and will be always equal to corresponding feature percentages.



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6. Click the **Average** or **Random** button (6) to get an average or random percentage for each source image. You can easily get unlimited fantastic results by clicking the **Random** button.
7. After you get an interesting result, click the **Candidate** button (7) to place it into the Candidate Library (8). You can then click an icon in the Candidate Library to restore it. You can click the **Remove** button to remove a candidate from the library or directly click the **Clear** button to clear the whole library.
8. Click the **Load** or **Save** button to load/save a .fmx file that stores the current mixing status as well as the Candidate Library.
9. The resulting image is always presented in the Preview window on the main interface. Since you can still operate the main interface even if Face Mixer is loaded, sometimes you may need to reload the composing result by clicking the **Refresh** button (8).
10. You can export the composing result to a still image file by clicking the **Export Current Frame** button or choosing **File/Export Current Frame** menu. See more about "Export Current Frame".
11. You can directly print the resulting image by choosing the **File/Print Preview**. See more about "How to Print".

Remarks

- All the source images should have the same number and order of key dots. So, it is recommended to use Face Locator to place key dots automatically.
- If you need to append more key dots to, for example, ears, hair, neck etc. after use Face Locator, please add these dots in the same order for each source image.
- Face Mixer is only available in FantaMorph Deluxe.



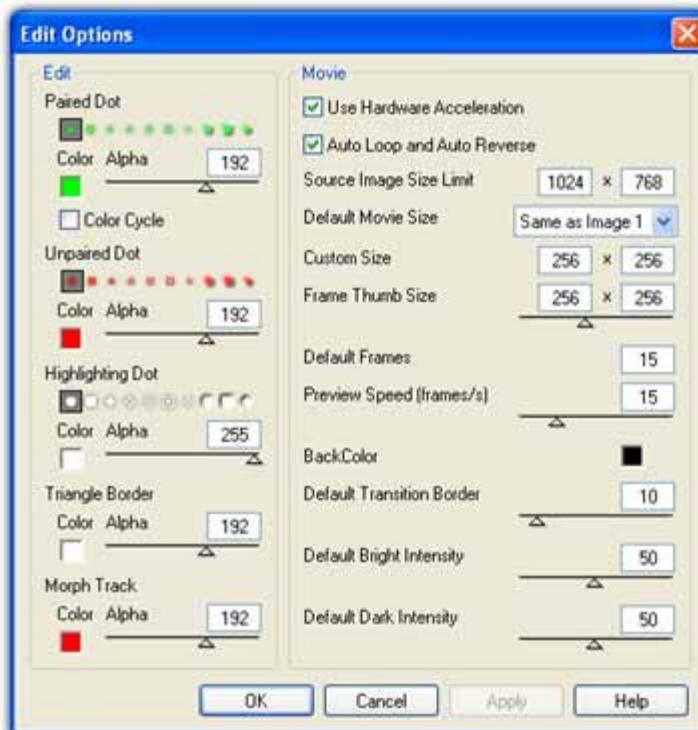
Chapter 4

Hints and Tips



Edit Options

You can choose the **Tools/Edit Options** menu to set some advanced options.



Edit

You can set the style of Paired, Unpaired, Highlighting Dot, Triangle Border and Morph Track separately as described below.

- **Style:** Click somewhere in the **Dots Style Bar** to choose one of the 10 styles.
- **Color:** Click the Color Box, then choose a color from the standard dialog opened subsequently. Note, it is recommended to select a bright color for highlight.
- **Alpha:** This value indicates the dots transparency. 255 is full opaque; 0 is full transparent. The bigger value, the more obvious dots; the smaller value, the more smooth dots. The minimum alpha you can set is 64.



- **Color Cycle:** Turning on this option will cause 8 basic colors (red, yellow, blue, green, cyan, purple, white, black) cycle across the dots. Otherwise, all dots are the same color just selected. Only effect for normal style.

Movie

- **Use Hardware Acceleration:** When hardware acceleration is enabled, you can get the best preview performance. But you should disable this function if your system has problem with hardware acceleration.
- **Auto Loop and Auto Reverse:** The Auto Loop and Auto Reverse switches will be automatically turned on once a movie has been created.
- **Source Image Size Limit:** Using too large source images will waste system resource, it's useless and should be avoided. Any image over the size limit will be automatically resized to fit the limit.
- **Default Movie Size:** Choose one of the 12 size modes. The default value is "Same as Image 1".
- **Custom Size:** Create movie with your custom size as you like.
- **Frame Thumb Size:** This value will be used when creating frame thumbs in Frame Sequence view mode.
- **Default Frames:** This value will be used when creating movie initially. The default value is 15.
- **Preview Speed:** You should set this value according to the performance of your computer. The default value is 15.
- **BackColor:** Click the box and choose a color as the movie background. The default value is black.



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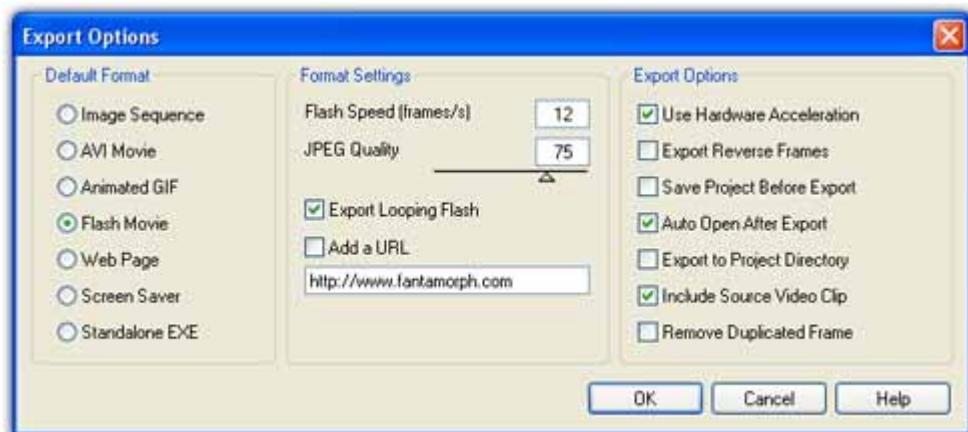


- **Default Transition Border:** This value will be used when creating Transition effect initially. The default value is 10.
- **Default Bright Intensity:** This value will be used when creating Light effect initially. The default value is 50.
- **Default Dark Intensity:** This value will be used when creating Light effect initially. The default value is 50.



Export Options

Choose the **Tools/Export Options** menu or click the **Export Options Button** on the Movie Toolbar, the window below will open.



Default Format

Choose one of the 7 formats as the default export format.

Format Settings

You can set some parameters of the current format. Every format has its own parameters.

- **AVI Speed:** Set the frame rate of exported AVI files from 1 to 60 frames per second. The default value is 15.
- **Export Compressed AVI:** If this option is checked, you can use any installed video codec to compress AVI movies into smaller files. In most cases, make this option unchecked and you can export uncompressed AVI files directly. It is strongly recommended to create uncompressed AVI files if you want to import the results into video editing software.
- **GIF Speed:** Set the frame rate of exported GIF files from 1 to 60 frames per second. The default value is 15.



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- **Export Looping Animated GIF:** If this option is checked, the resulting Animated GIF files will be looping.
- **Flash Speed:** Set the frame rate of exported Flash files from 1 to 60 frames per second. The default value is 12.
- **Export Looping Flash:** If this option is checked, the resulting Flash files will be looping.
- **JPEG Quality:** Affects the quality of exported JPEG images and flash movies. 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.
- **Add an URL to Flash:** When you export a morph in Flash format, you can add a URL to the resulting Flash movie so that the viewers can easily reach the URL with just one click. It's especially useful for web designers.

Export Options

- **Use Hardware Acceleration:** When hardware acceleration is enabled, you can get the best export performance. But you should disable this function if your system has problem with hardware acceleration. Besides, the maximum export size depends on display card if hardware acceleration is enabled, in most cases it is less than 4096 x 4096 pixels. So if you want to export very large images for print, you also need to turn off this switch so that you can export images up to 16384 x 16384 pixels.
- **Export Reverse Frames:** Some additional frames will be appended to the resulting movie for smooth playing loop. For instance, normal exported frames are No.1, 2, 3, ..., 15 frame, then the No.14, 13, 12, ..., 2 frame will be appended after No. 15 frame if this option is checked.



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- **Save Project Before Export:** If this option is checked, the current project will be auto saved before export.
- **Auto Open After Export:** If this option is checked, the resulting file will be automatically opened with the system associated program after 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 you to save a source project as well as its resulting files in the same directory.
- **Include Source Video Clip:** If this option is checked, all frames of the source AVI videos can be exported to resulting morphs. Note, this option is only available in FantaMorph Pro and Deluxe.
- **Remove Duplicated Frame:** Eliminate the duplicated frame from the end or the beginning of two adjacent sequences.



Drag and Drop Images

You can use the standard Open Dialog to import images into FantaMorph, but in most cases, it is easier to drag and drop an image as the source image or the effects 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 can drag an image from the built-in image viewer and drop to the effects images area in the main interface.



You may also drag an image file to the main interface from an external program such as Windows Explorer or ACDSee.



Mouse Wheel Scrolling

Beginning with version 3.0, 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 sources or preview windows, 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 outside the sources and preview windows, then roll the mouse wheel up to view the previous frame or roll the mouse wheel down to view the next frame.



Keyboard Shortcuts

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

Feature	Shortcut
Show this help	F1
Show Sequence List	F2
Swap frames	F3
Show/hide grid	CTRL + G
Show/hide dots	CTRL + D
Show/hide triangles	CTRL + T
Show/hide morph track	CTRL + M
Switch to Full View mode	F5
Switch to Edit Only mode	F6
Switch to Preview Only mode	F7
Switch to Frame Sequence mode	F8
Open Image Viewer	CTRL + F1
Open Image Sequence Packer	CTRL + F2
Open Face Extractor	CTRL + F3
Open Face Locator	CTRL + F4
Open Face Mixer	CTRL + F5
Edit tool	E
Add Dots tool	A
Del Dots tool	D
Hand tool	H
Zoom In tool	T



Zoom Out tool	W
Decrease magnification times	N
Increase magnification times	M
Zoom out current view	,
Zoom in current view	.
Best Fit current view	/
Create new project	CTRL + N
Open project	CTRL + O
Save project	CTRL + S
Undo	CTRL + Z
Redo	CTRL + Y
Cut	CTRL + X
Copy	CTRL + C
Paste	CTRL + V
Delete	Del
Select all	CTRL + A
Move selected dots by 1 pixel	Arrow key
Add sequence	CTRL + Ins
First sequence	CTRL + Home
Last sequence	CTRL + End
Previous sequence	Page Up
Next sequence	Page Down
Play/Pause	CTRL + P
Set movie effects	CTRL + E
First frame	Home



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Last frame

End

Previous frame

CTRL + B

Next frame

CTRL + F

Below is a list of all the keyboard shortcuts in the Crop Image window:

Feature

Shortcut

Move selecting portion by 1 pixel

Arrow key

Move selecting portion by 8 pixels

CTRL+Arrow key



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Frequently Asked Questions

1. Which edition of FantaMorph is right for me?

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

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

- **Create Multiple Morph** - Long morph movies created from more than two source images can be produced. (See additional details in question 2, below.)
- **Supports 32-bit Format** - When using 32-bit source image file with alpha (BMP, PNG, TIFF, TGA), 32-bit with alpha morphs will result, which can be used alone or imported into other advanced video editing software to produce additional effects.
- **Movie Add-on Effects** - Attractive morphs with add-on effects such as backgrounds, masks, foregrounds, transitions, lights and sounds can be easily created and exported.
- **Feature Curve and Shape Curve** - Professional users can completely control the morph process of feature and shape with the two curves.

So, choose FantaMorph SE if you are sure that the features above won't be necessary for your work, and that you will never work with more than 2 source images. If you wish to create professional effects or expect to make longer movies with multiple source images, showing such things as a baby's growing process, FantaMorph Pro is the better choice.

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



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- **Face Extractor** - With Face Extractor, the program can automatically extract the face portion from an image.
- **Face Locator** - When morphing from one face to another, 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.
- **Face Mixer** - Compose a virtual face with multiple real faces. You can adjust the Feature/Shape proportion of each face to get unlimited results.

So, choose FantaMorph Deluxe if you use the program mainly for creating face morphing or composing.

2. Can I produce morphs from more than two images?

Yes, if you are using FantaMorph Pro or Deluxe! See "How to Morph More than Two Images".

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

FantaMorph 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, morph speed can be very fast, even reaching hundreds of frames per second. But, if your video card is old, morph speed may be under 15 frames per second. In this case, updating your video card is recommended.

4. Why I am unable to get any picture at all in the Preview Window when Image1 and Image 2 are loaded?

Your system 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.



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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 FantaMorph again.

Last, if the problem is still not resolved, click the Tools/Edit Options menu, on the Options window, turn off the Use Hardware Acceleration switch, restart FantaMorph and try again.

5. What image formats can I import into FantaMorph?

FantaMorph imports BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF, and EMF (Windows Metafile) format images.

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

6. Which format is the best for export?

Image Sequences: Each morph frame will be saved as an individual file in your choice of formats: BMP, JPEG, TIFF, PNG, TGA, PCX, and GIF. In most cases, JPEG is the best choice. In the Pro or Deluxe edition, when you use 32-bit source images in order to take advantage of transparency so that the morph result can be overlaid smoothly onto video in other video software, you should choose BMP, TIFF, PNG or TGA format.

AVI Movie: Familiar video format on Windows platform with perfect quality. Good for importing into movie editing software such as Adobe Premiere. To avoid too large file size, you can use video Codec installed (such as MPEG-4 codec from www.divx.com) to compress your movies into smaller files.

Animated GIF: Good for web pages, since GIF files can be viewed by any browser. Note that overall image quality is lower because the GIF format only supports 256 colors.

Flash Movie: Best for web pages, very small and high quality. Best choice for sharing with friends by e-mail.



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Web Page: Can play flash movie at the original size in Internet Explorer.

Screen Saver: Create standard Windows screen savers to show morphing effects. It's an interesting way to enjoy your morphs and share with your friends.

Standalone EXE: Export the morphs to standalone .exe programs. Share the .exe programs with friends and they can view your morphs without having to install FantaMorph or other player programs.

7. Can I add dots to both images individually or just to one image at a time?

If the "Auto Add Corresponding Dot" option is toggled on, every dot you add to one image will automatically result in a corresponding partner dot on the opposite image. If the "Auto Add Corresponding Dot" option is toggled off, you can add dots to both images individually. You may add paired dots and unpaired dots in one project, but only paired dots will be able to affect the morph.

8. Why all my dots are the same color?

As a default, all dots are the same color. But you can turn on the "Color Cycle" switch in the option box, causing 8 basic colors to cycle across the dots. Note that the 9th dot you add will therefore be the same color as the 1st, the 10th the same as the 2nd, and so on. To help distinguish individual dots and correctly locate their partner dot, simply move your cursor over a chosen dot. That dot and its partner in the second image will be highlighted.

9. What do I do with my completed morphs?

Use your morph images or morph movies to grab people's attention or to have a good time - create web graphics and enhance your web site, email morphs to friends and family to make them laugh, burn on morphs to VCD for enjoying on TV, create a unique online greeting, post your morphs on the Internet, add more life to your presentations. If



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you are a professional user, use your morphs in music video, advertisement, teleplay, movie, education courseware, and countless other great ways!

If your morph is unique and exciting, and you want to share it with other FantaMorph users, you might consider submitting it to us at info@fantamorph.com for display.

10. Can I import the FantaMorph's results into video editing software to make a VCD/DVD?

Of course! Just follow the following steps.

Step 1: Set the movie size to "352 x 240 (VCD NTSC)" or "720 x 480 (DVD NTSC)".

For PAL system, set "352 x 288 (VCD PAL)" or "720 x 576 (DVD PAL)".

Step 2: Set the AVI speed to 29.97 fps instead of the default 15 fps in the Options window. For PAL system, set 25 fps.

Step 3: Export the morph as AVI format. It is strongly recommended to choose the compressor "Full Frames (Uncompressed)".

Step 4: Now, you can import the exported AVI file into video editing software to make a VCD/DVD.

11. Why doesn't my morph look natural?

While morphs can be produced in many different ways, FantaMorph uses what is termed the "key dots method." It is effective, fast, and easy to use, but it also has some limitations. Dots pairs must be in the same logical positions, otherwise, the result may be unconvincing. In this case, carefully adjust dot positions which define the affected areas.

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

You can use any images that you like for movie backgrounds. Masks should be 256 shade grayscale bitmap images, and foregrounds should be 32-bit with alpha images. For more information, see "How to Use Add-on Effects".



There are many sources for such images on the web. Images from your own scanned or digital photos can be used. We will create a members zone soon where our registered users can download a lot of free stuffs.
