

# TrueExpression Morphing Animator Plug-in

Spring Morph

Bottle Morph

General Information

Morphing-ModelPro

Morphing Object Parameters display

Morphing-Presenter

Morph Control Window

Mole Morph

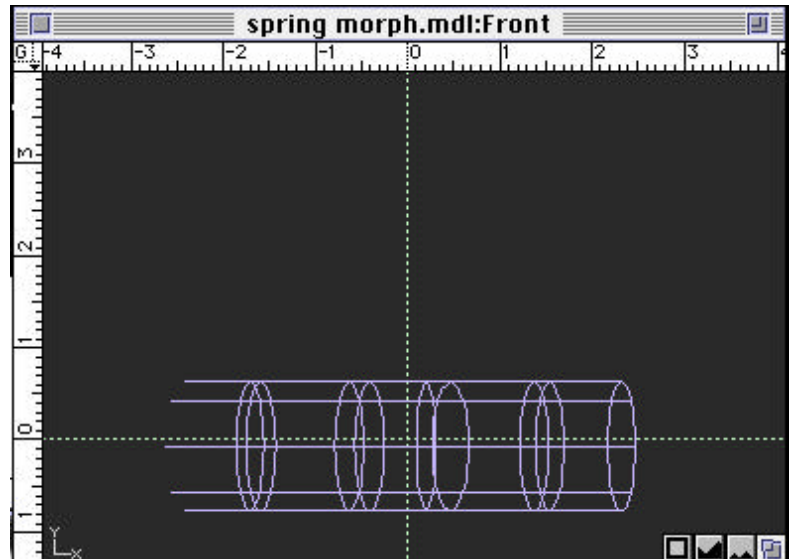
Carpet Morph



## SpringMorph

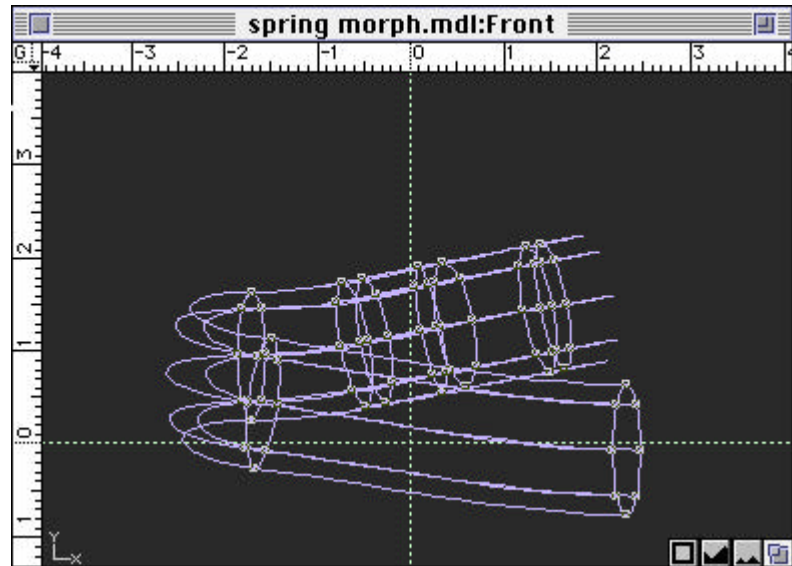
In this part of the morphing tutorial, we will take a short look at the multiple targets created in ModelPro, then go on to see how to mix multiple targets in Presenter.

First, launch ModelPro, then Open the "spring morph.mdl" file. Click on the spring in one of the orthogonal view windows, this will open the MOP display listing the Master shape and six (6) target shapes. Take a look at each of the targets by clicking on the black dot next to the target name in the list.



Spring model "Master"

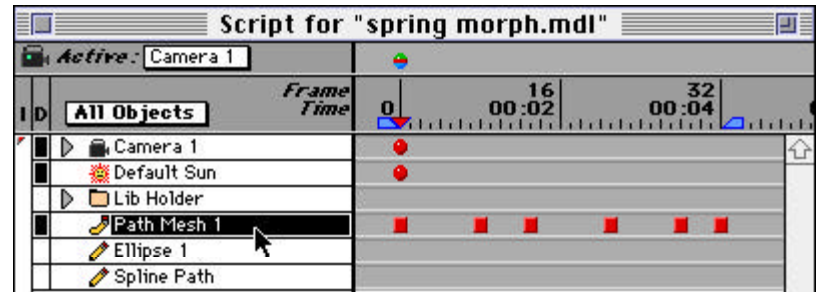
Note that three of the target shapes (NEW 01, NEW 03, NEW 05) were partly reshaped by rotating a group of vertices. This can be done much the same way that individual ribs were resized in the BottleMorph-ModelPro part of the tutorials: select the MSM shape; marquee the desired vertices; use the 2D Rotate tool. Also take note that all of the reshaping is made in the same general direction (up); this is not a requirement, but is interesting in that the final morphing animation will go in both directions (up and down).



Spring model target NEW 03

Now, select Render/Animation from the File menu; this will automatically Quit ModelPro and launch Presenter. Open the "spring morph.mdl" file.

The Morph animator has already been applied to the MSM spring ("Path Mesh 1"; note bent pencil icon), and an animation created employing six (6) key frames (red squares markers in "Path Mesh 1" channel). Click on the Play button in the Active Camera window to preview the pre-set morph animation.



Spring MSM channel

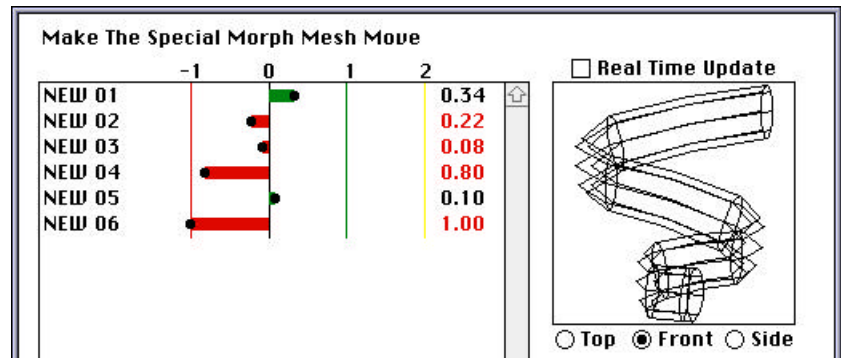
Double-click on one of the key frame markers to access the Attributes dialog box; double-click on the Morph icon in the Attributes bin to access the Morph Control Window.

Marker at time 00:00:00.00

The targets are all set to zero (0); the Master shape defines the spring at this point.

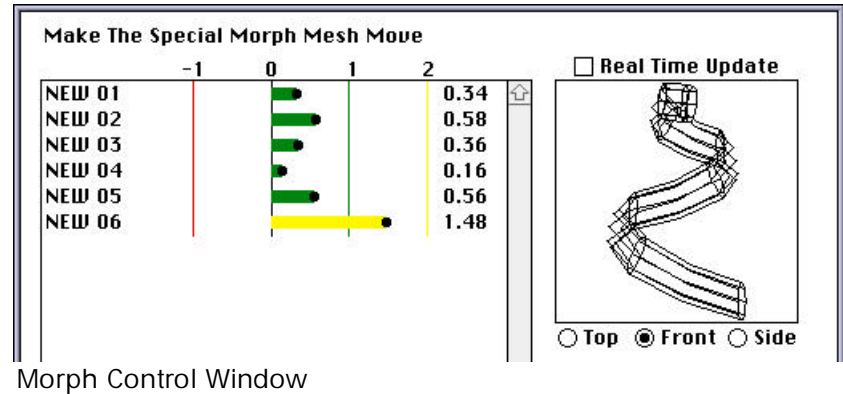
Marker at time 00:00:01.00

Five of the six targets are used in combination (less than +1 and greater than 0) to define the spring at this point. Move the



Morph Control Window

insertion pointer (blue, down-pointing arrow in the time line) to this time to preview the effect in the Active Camera window; and/or, double-click on the Morph icon in the Attributes bin to see the preview in the Morph Control Window.



Marker at time 00:00:01.05

All of the six targets are used in combination (less than +1 and greater than -1) to define the spring at this point. Note that the spring extends "down"; an internal algorithm is used to reverse the direction of the morph.

Marker at time 00:00:02.05

All of the six targets are used in combination (less than +2 and greater than 0) to define the spring at this point. Note that the spring extends "up" beyond the height of any one of the targets; an internal algorithm is used to extrapolate the length of the morph.

Marker at time 00:00:03.04

One of the six targets is used (less than 0) to define the spring at this point. Note that the spring extends "down".

Marker at time 00:00:04.00

The targets are all set to zero (0). (Option-drag a key frame marker to make a duplicate in the channel).

Feel free to move/add key frame markers and change target settings to make your own spring action morph animation.



Spring Morph preview