Morpher for Windows

About "Morpher for Windows"

 "Morpher for Windows" makes VfW digital movies using a 2-D morph between two still images. There are two version of Morpher for Windows. 16bit-application and 32bit-application. I call them "Morpher for Win16" , "Morpher for Win32". If you want to know the version of your morpher, please see "About Morpher..." from Help menu.

Minimum System Requirements for Morpher
Morpher for Win16:
   - Windows3.1 or Windows95 or WindowsNT3.5
   - Video for Windows1.1

Morpher for Win32:
   - Windows95 or WindowsNT3.5
   - Video for Windows1.1

Advantage of Morpher for Win32:
   - It works faster than Morpher for Win16.
   - Long file name supported.
   - Floating toolbar is available.

Overview

(1) Prepare the images (bmp/dib file) to be used as first and last frames.
(2) Import those images.
(3) Set up nodes. Nodes are corresponding points on the two images.
(4) Make elements. An element is a triangle formed by three nodes.
(5) Start rendering.

Importing the images

 Launch Morpher and select "New" command from the File menu to create a new document. This document is called "Workset". The workset contains images of the first & last frames as well as node & element information. An empty split window will open: one area for the first frame and one for the last frame.

 Select "Import Image..." command from File menu to import images (bmp/dib file) into the workset. If the image data is copied to a clipboard, you can use the "Paste" command from the Edit menu. It is necessary to import two images. These images should be of the same aspect ratio.

Editing Nodes

About nodes

 Nodes are   corresponding points on the two images. Nodes should be made at the edges of shapes.

How to make nodes

(1) Select "Edit node mode" command from the Mode menu.
(2) Double click window content to make a node. Nodes are indicated by green & red rectangles. After selecting nodes, the rectangles will be blue & yellow.
(3) A node will be made another area and you can drag it. To delete a node, select "Clear" command from the Edit menu.

Editing Elements
About elements
 An element is a triangle formed by three nodes. The surface of each images must be completely covered by these triangular elements because Morpher draws inside these elements when it makes digital videos. Elements can not overlap.

How to make elements
(1) Select "Edit element mode" command from the Mode menu.
(2) Double click the first node that is to form element. The cursor will change.
(3) Click on two more nodes to form an element.

 To select an element, double click inside the element. To delete an element, select "Clear" command from the Edit menu.

Image transform parameter set

Select "Image transform option" command from the Mode menu to open "Image transform parameter set dialog".

Effect

 Select the effect. "Morphing" makes normal morphing effect. "Warping" not transforms color.   If you select "Warping", you can make movies such as changing face expression from one picture.

Rendering

When both pictures are covered with elements, begin rendering. Select "Start rendering" command from the Mode menu to open rendering dialog. Preview before making the movie to find out how much processing time is needed.

Action
  Select make a movie or preview. When making a movie, select output format. (AVI file or image files)

Preview point
  Set preview point.

Number of frames
  Set the total number of frames.

Frames per second
  Set speed of digital movie.

Compression method
  Select compression method to make avi file.

High-quality rendering
  Decide if double size image buffers are necessary.(These use 4 times more memory than standard size and are slower, but the results are better)

 Next... Push "OK" button and start making   the video or previewing. If you select output format as "AVI file", you must select the compression method, compression quality & display speed.

About this software
 Morpher for Windows is share ware. You may distribute this product on a non-profit basis. You are permitted to use it on a trial basis for up to 20 days. If you wish to continue using the product beyond that period, you are expected to pay a share ware fee of US$20 or other currency (equivalent value). Send a money (or check) order to the address below.   Please specify your name and return address and your E-mail address(if you have).

Name   : Masakazu Fujimiya
Address   : 5627-1-201, Izumi-cho, Izumi-ku, Yokohama 245, Japan.

 When you pay a share ware fee, you will receive a registration number. After input registration number to the help dialog, Your morpher will clear the string drawn into your work.

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Author
 Masakazu Fujimiya
 E-mail : m-fujimiya@nri.co.jp
 http://www.asahi-net.or.jp/~FX6M-FJMY/