

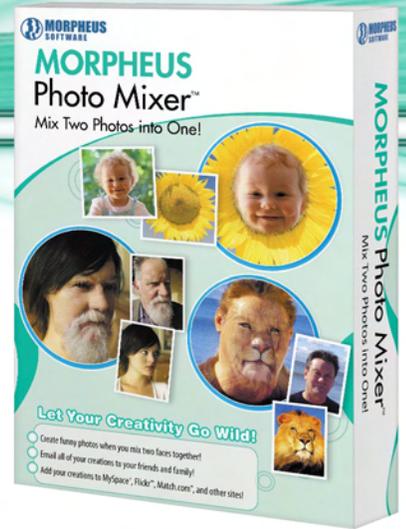


Morpheus Photo Mixer™ Reviewer's Guide

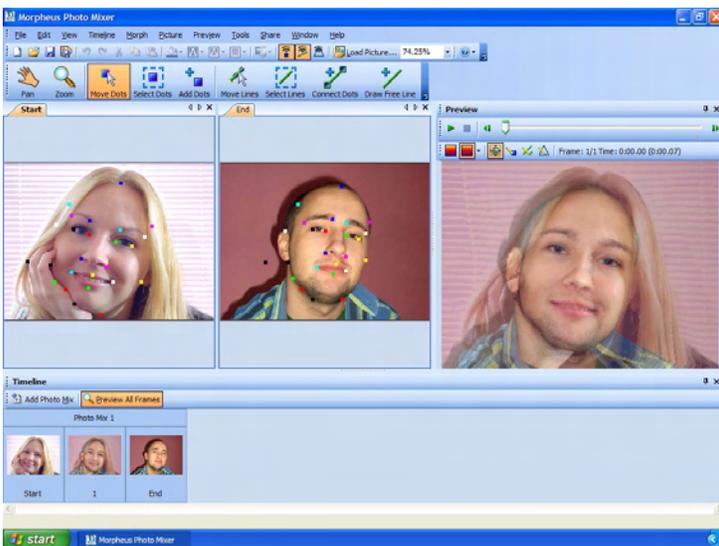
Morpheus Photo Mixer is easy-to-use compositing software that mixes up faces and body parts between two photos.

Included in the Reviewer's Guide:

- Screenshots
- Tutorial
- FAQ



Screenshots



Tutorial

Loading Pictures



Start Morpheus Photo Mixer by clicking on the icon either on your desktop or in the Start menu. If you are in the right program, the corner of the screen should resemble this picture.



You should see the Layout Wizard when you first start Morpheus Photo Mixer.

If you need to access the Layout Wizard at any time, it can be found in the File menu.

In this tutorial, we will create a simple photo mix. Select "Create a new photo mix layout." from the first page of the wizard, then press the Next button to continue.



In this example, the "young girl.jpg" sample image (included with Morpheus Photo Mixer) will serve as one of the pictures.

Once the file is opened, the picture will appear in the picture preview box below the Load Picture button.

Load the second picture using the button on the right. For this example, the "man.jpg" sample image will be used. Click the Next button again.

Adding Dots



Once you finish the Layout Wizard, you will be brought into Morpheus Photo Mixer with a new layout containing your pictures. The two pictures are labeled with the tabs above each picture window.



The next step in creating your photo mix is to place dots in both of the picture windows. Their placement will define how the picture will mix. Select the Add Dots tool from the toolbar as shown here.

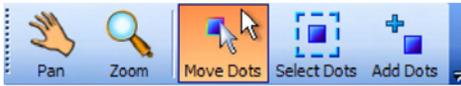


In this example, we'll start by placing a dot near the girl's eye. It is recommended that you place dots around major picture elements such as the eyes, nose, or mouth. Click on the picture to add a new dot. Notice that a corresponding "partner" dot will appear automatically in the opposite picture window.



Here we have added a dots near both eyes, and one on each side of the mouth. The more dots you use, the better your resulting photo mix will be. The partner dots appear in the same location in both picture windows. These dots will need to be adjusted so that they are situated on the same key elements.

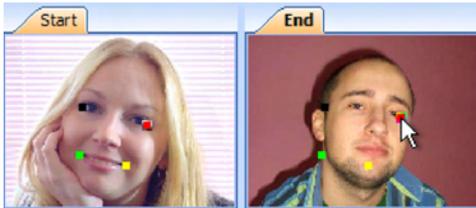
Aligning Partner Dots



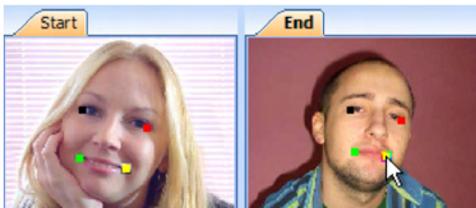
In order to align the dots you must select the Move Dots tool as shown here. This tool allows you to click and drag dots around both picture windows.



We want to align the dots in both picture windows so that they are over corresponding elements. Hovering over a dot causes it to glow with a colorful outline. Its partner dot glows with a black and white outline. Click and drag the dot to a new location, and then release the mouse button.

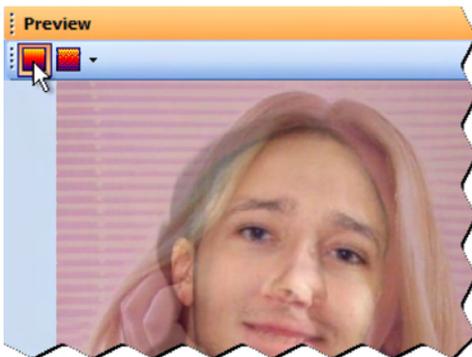


Here we have moved the red dot over the man's right eye, since that dot's partner dot was located near the girl's eye in the other picture window.



Move the other three dots in the same fashion as the first one. You can see here how we aligned all of the dots near the same picture elements as their partner dots.

Previewing the Photo Mix

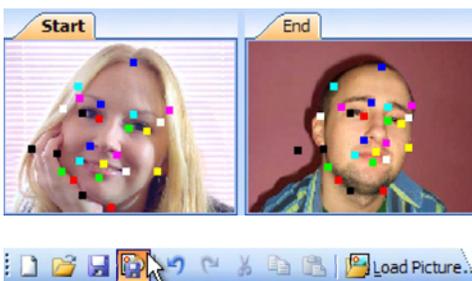


The Preview window is located on the right side of the screen by default. It can be hidden and shown by pressing Ctrl+P. The Preview window automatically updates your photo mix, showing your changes in real time.

The Proof button will change the Preview window from draft to proof mode, which will show a maximum quality, full-sized preview.

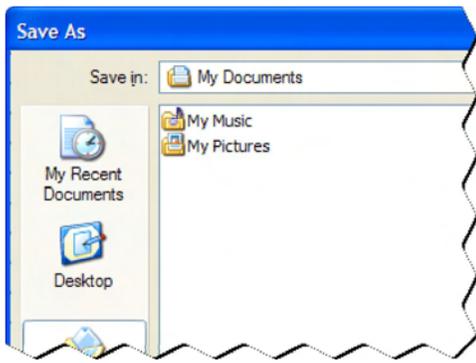
You can see how well the eyes and mouth have lined up by using only four dots, but notice that other key features such as the nose and chin are blurred. This is because there are no dots on those features. Adding a few more dots to these areas will create an even better mix.

Rendering the Photo Mix



Here we have added a total of 25 dots to the photo mix and are ready to render it for use outside of Morpheus Photo Mixer. Press the Render Timeline button on the toolbar. Rendering is not the same as saving your layout. Saving your layout creates a file that can still be altered in Morpheus Photo Mixer. A rendered file can be emailed or displayed in other programs, but it cannot be changed by Morpheus Photo Mixer.

This layout in this final form is included as one of the sample layouts with Morpheus Photo Mixer.



At the Save As window, you can select a location to render your photo mix to, enter a name for the file, and select a file type to render to.

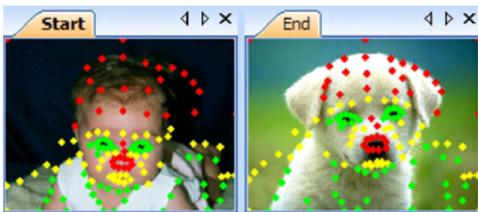
Enter any file name you wish, but make sure you remember which folder on your hard drive you saved your photo mix into.

JPEG and PNG formats are the best for displaying on webpages. Select a format from the "Save as type" dropdown menu.



After a brief rendering progress window, your photo mix file will be created and ready for viewing.

(Pro) Fading Dots

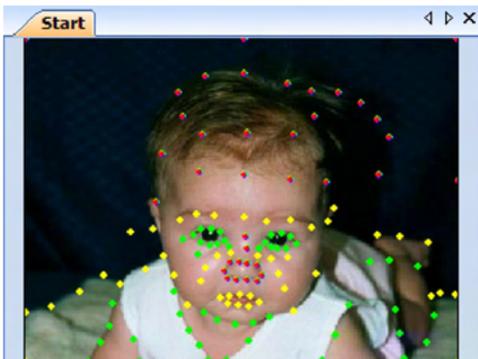


Fading dots is an optional step you can use to further improve the look of your photo mix. However, this requires Morpheus Photo Mixer Professional with beginner mode menus unchecked. For this example, we are starting with a different photo mix, which is included with Morpheus Photo Mixer.



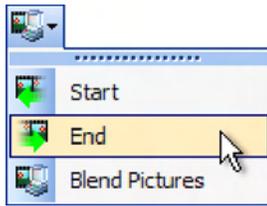
With just the default options, Morpheus Photo Mixer mixes the two pictures 50/50, combining all of the features from each image together into one.

If you want to use specific features entirely from one picture for some parts, and features from the other picture for other parts, then you will need to use the "Fade Selected Dots" option.



First, use the Select Dots tool to select the dots near the picture features that you want to come from just one of the pictures.

Here we are selecting all of the red dots around the top of the head and nose.



With the dots still selected, click on the "Fade Selected Dots" button on the toolbar and pick End. By default, all dots are faded to Blend Pictures. We want the head and nose features to come from the picture of the dog, which is in the picture window labeled End. This is why we selected End from the three choices.



Next, we repeat the same process for the green dots, but fade those to Start so that most of the rest of the baby picture will come through.

The yellow dots were left at the Blend Pictures default to create a smoother transition between the various parts of the photo mix.

Here you can see the final mix of a baby with a dog nose and dog ears.

FAQ

1. What is Morpheus Photo Mixer?

Morpheus Photo Mixer is an award-winning graphics program that lets you create mixes of characteristics from two photos and render them in JPEG, PNG, TIFF, and other popular formats. It is easy, fast, and fun to use for both beginning and advanced users.

2. What are beginner mode menus?

By default, Morpheus Photo Mixer is set to beginner mode. This hides all but the bare essential menu choices needed to create a simple photo mix. This is to familiarize new users with the basics of the program.

To use the normal mode, uncheck the beginner mode checkbox from the layout wizard, or select it from under the Edit menu. Normal mode will show all available menu options and tools available to Photo Mixer users.

3. Why are some of my dots the same color?

In beginner mode, you are fixed with a cycle of 8 basic dot colors. You will inevitably have several dots that are the same color. To tell the dots apart and to correctly locate their partner dot, highlight one with your mouse. Its partner dot will highlight as well. You can change the color, style, and dot size by selecting Customize Dot's Default from the Morph menu.

4. What is the best way to view my photo mix when I am finished?

When you have finished creating your photo mix you can view it for yourself right inside the program in the preview window. You can render your photo mix to many picture formats such as JPEG, PNG, or TIFF which can be viewed in a variety of applications.

5. In what formats can I render my photo mixes? Which is the best?

You can save your photo mix to any of these picture formats:

- PNG: Perfect quality images, small file size, and supports full transparency.
- JPEG: Very small files good for webpages, but quality poor at higher compression settings.
- TIFF: Perfect quality images, large like bitmaps.
- BMP: Perfect quality shot of every frame, but very large files.
- TGA: Perfect quality, large, but supports transparency in more programs.
- XPM: Larger than all other formats, but useful for importing to Linux systems.

Which file type is the best depends on what you want to do with your photo mix. If you are unsure, you can try each of the formats and see how they work with the other programs.

6. What do I do with my completed photo mixes?

Use your photo mixes to grab people's attention - enhance your web site, email photo mixes to friends and family, create a unique online greeting, post them on the Internet, and add more life to your presentations. If your photo mix is unique and exciting, you might consider submitting it to us for display.

7. How can I email my photo mix to a friend?

You can email your mixes using the built-in email feature by selecting "Email your morph to a friend" from the Share menu in the program. The Send Morph Wizard will appear, allowing you to fill in your From address and any number of recipient addresses.

You can also attach that file to an email in your regular email program just like you would any other file you wanted to send. Smaller files, such as JPEG, work best.

9. What are the best picture sizes to use?

It is recommended that you use pictures with large dimensions. The more detail you have to work with, the better your results will be. Remember to use pictures with similar aspect ratios to avoid unwanted stretching.

10. Can I add dots to just one picture individually?

Every dot added to one picture will automatically get a partner dot on the opposite picture. Dots only come in pairs, the purpose of which is to match up and mix corresponding points in each picture.

11. I closed the picture windows. How do I get them back?

In the Timeline window, simply doubleclick on any of the picture thumbnail buttons to open that picture window. When doubleclicked, the photo mix buttons just above the picture buttons will open both pictures for that photo mix side by side. Select the Timeline window from the View Menu if it is hidden.

12. What is the difference between a morph, a warp, and a photo mix?

A morph is an animation of one photo transitioning into another. A warp is an animation where one picture is stretched or distorted. A photo mix is a still picture which is created using parts taken from two other pictures. Morpheus Photo Mixer is used to create photo mixes. In order to create morphs, you would need the functionality of Morpheus Photo Morpher. In order to create warps, you would need the functionality of Morpheus Photo Warper. However, all of these features are available with Morpheus Photo Animation Suite.

13. How does the Fade Selected Dots button work?

By default, in a photo mix the entire mix is a blend of both the starting and ending picture. Each dot can be set to use the picture colors entirely from one picture by selecting start or end from the Fade Selected Dots button when you have one or more dots selected. Morpheus Photo Mixer automatically creates smooth mixes by blending between each dot set with different fade settings.

If, for example, you wanted to blend the head from the starting picture onto the body from the ending picture, you would select all of the dots placed around the head on the pictures and select Start from the Fade Selected Dots button, then select End for the dots around the body. The dots in between the head and the body can be set to Blend if you want a smoother transition.

14. How can I keep transparency in my rendered files?

Morpheus Photo Mixer by default only renders 24bit truecolor images for each frame, but if you check the "Morph the alpha channel" option in the Timeline Options window, then a 32bit image with alpha channel will be rendered for each frame. If you wish to keep the entire alpha channel information intact, you should set the "Transparent threshold" to 0. PNG is the best format for keeping the alpha channel intact, allowing it to be blended seamlessly into any web page background.