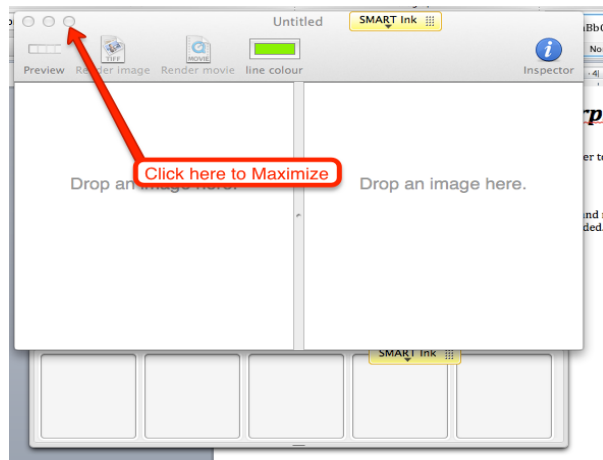


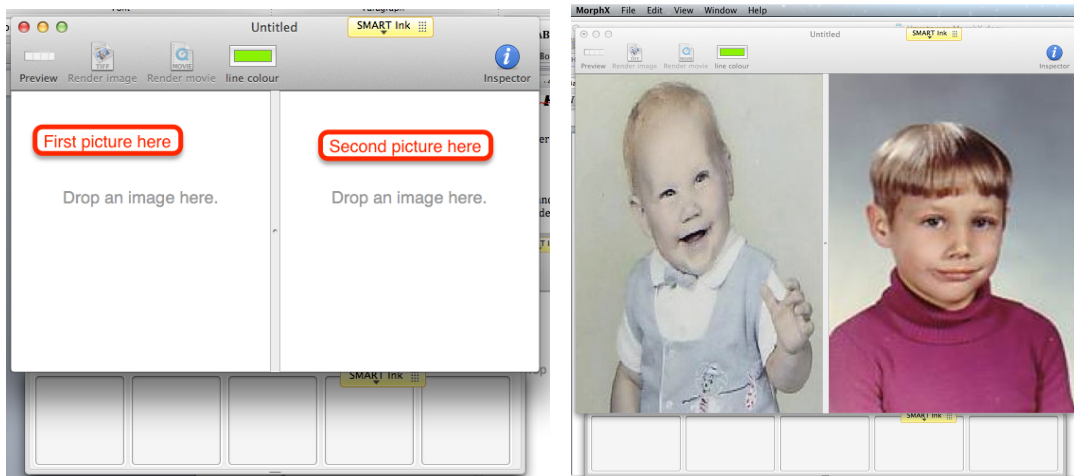
How to use MorphX

MorphX is a free application that allows the user to transform (morph) one image into another and render the process as a video.

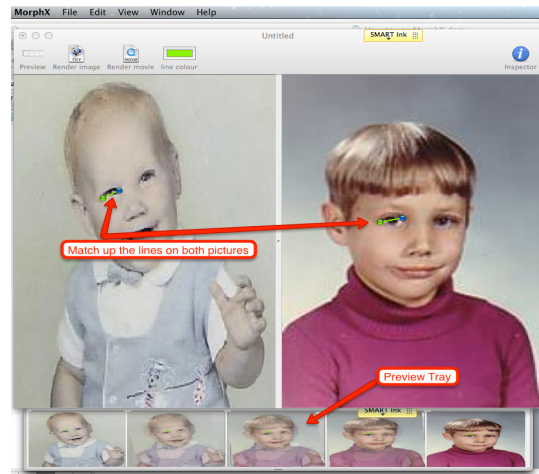
1. Load up the MorphX application software and maximize the screen so it will be easier to edit your images when loaded.



2. Locate your first (youngest) picture and drag it into Left image box. Then drag your next picture into the Right image box.



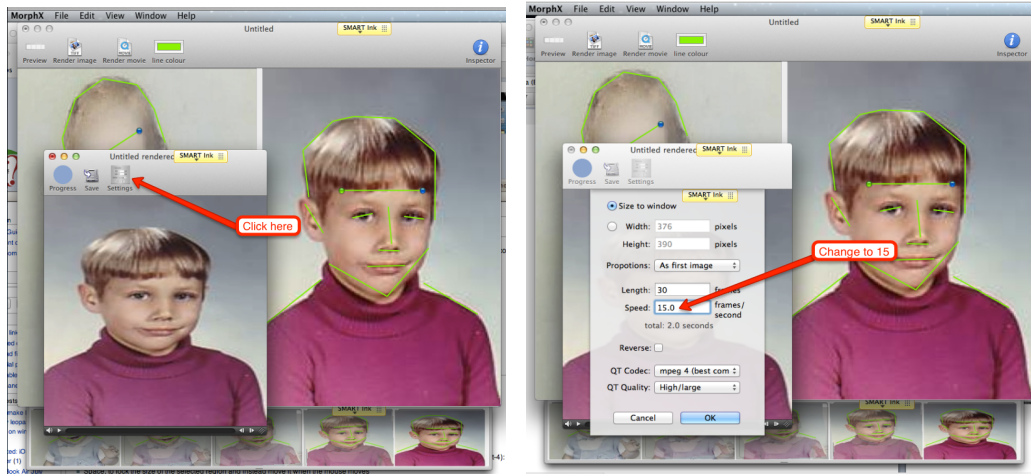
- Use your mouse to trace on your face on the Left and place those lines in the same place on the picture on the Right. *After you draw your first morphing line, make sure images appear in the **Preview Tray**. If no images are there or only one, then you need to reload your pictures because the morph will not work.*



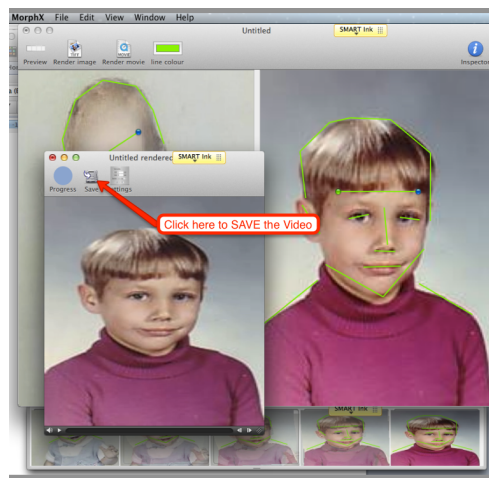
- If everything looks correct, images in **Preview Tray**, then continue adding more morphing lines. Draw morphing lines on the eyes, nose, mouth, forehead or eyebrows, ears (if possible), and more (I will do shoulders, outline the head). The more morphing lines the smoother the overall morph will be. **Remember you can use *COMMAND-Z* to undo mistakes.**
- Click on the button **Render Movie** to create your morphing video and to preview it.



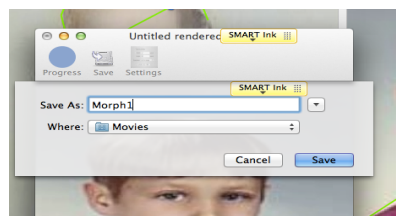
6. If you want to do more edits, close the Preview screen and continue to add more lines. If the morphing video looks good then click on **SETTINGS** and change **Speed** to **15 Frames per Second**.



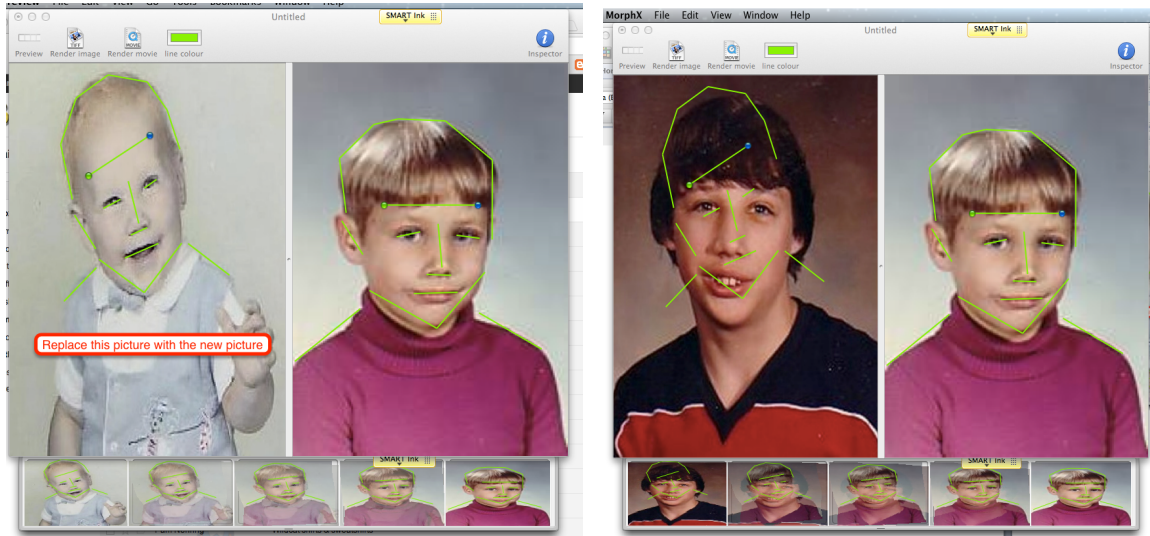
7. Click **OK** and preview it again (if you want). You can choose to change the speed to some other value if you want. Once you have completed all editing then **SAVE** it. Use **SAVE** on the Preview screen to save the video, if you use Save under the File Menu then you only save the project and not the video.



8. Save the movie as **Morph1** and save it in your **Movies** folder.



9. Now you are ready to the next morph. Replace the first picture (Image box on the Left) with your next picture by dragging the new picture over the top of the old picture.

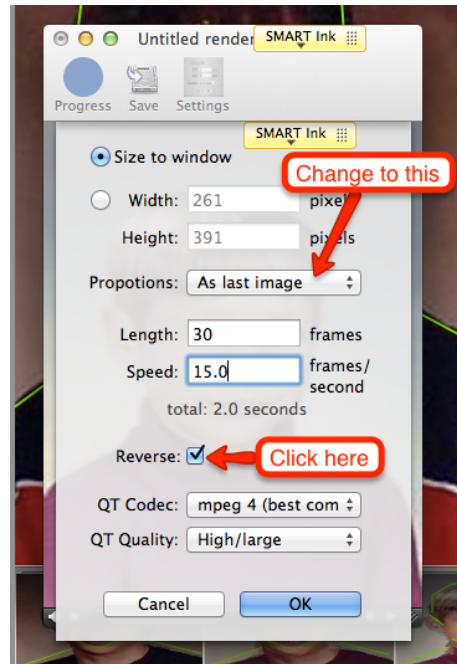


10. You will see the original morphing lines appear on your new picture. You will have to move them into their correct position. You can which lines are which by looking at the picture in the Right Image box.

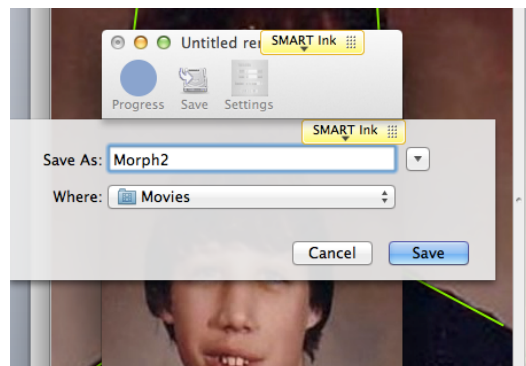


11. Once done with all the editing then **Render Movie**. Click on **Settings** and you need to make two changes (the Speed still should be set from previous video, if not change it to the speed you used previously). Change the **Proportions to As Last Image** and click on **Reverse** so there is a

check mark in the box. Doing this keep the overall morphing video going in proper order and make sure the picture dimensions stay relatively the same.



12. Save the Video like you did in Steps 7 & 8, but name this video **Morph2**.



13. If you would like to add another morph then repeat Steps 9 through 12, but the new picture now goes in the Right Image box. When rendering the movie, change the settings back to **Proportions – As First Image** and remove the check mark from **Reverse**. If you continue to add more morphs, just keep switching the pictures and settings back and forth everytime.