

Introduction to ZenoMorph



ZenoMorph is an application that lets you warp images taken on your mobile phone, to make fun of friends, turn pets into aliens and generally have a laugh making weird and wonderful distorted images.

These instructions assume that you are familiar with the operation of your mobile phone.

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Please contact helpdesk@zenobyte.com for updates and support.

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Quick start guide

There are two views in ZenoMorph, the Source view which shows the image you have loaded, and the Destination view which shows the warped image.

The image is warped using "control points". You can position upto 9 control points anywhere in the source image, and then in the destination image you can move each control point to distort the image. You can also resize the area of the image around each control point, for example to decrease or increase the size of a persons eye.

- Open the image you wish to warp
- Use the "Add point" menu or toolbar to add upto 9 control points
- Using the pen, move the control points to the desired position in the source view, eg add one control point to each eye, one over the nose, and one at each end of the mouth
- Switch to the destination view and move each point to distort the image. Use the inflate/deflate buttons to change the size of the area around each point
- You can then save the morphed image, or send it using "Send as"
- The Animate option will animate the source image to the destination image in 10 steps (number of steps is set on the preferences dialog)
- While animating, rotate the scroll wheel to manually step through the animation sequence

Each control point is identified by a small number. You can select one of the control points by tapping near it with the pen.

In the source view, the selected control point is identified with a circular target as follows:



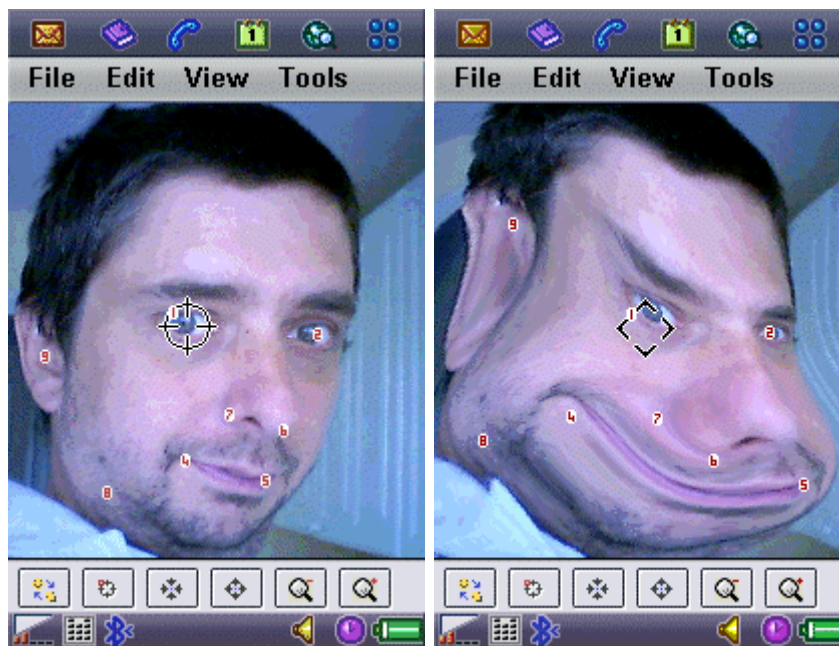
and in the destination view, the selected control point is identified with arrows:



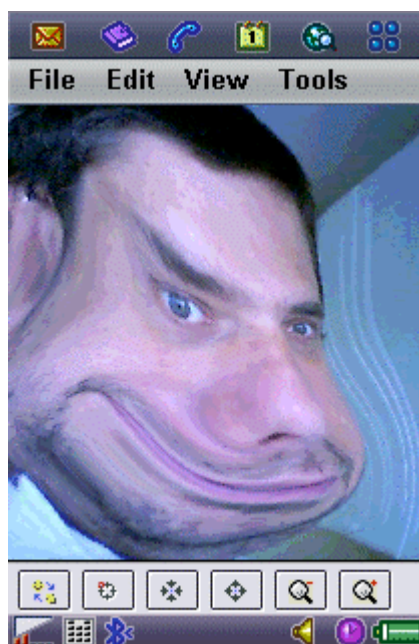
ZenoMorph views

To scroll the image, click away from a control point and drag the image in the direction you wish to move it.

The following two screenshots show the source and destination views, showing the numbered control points.



You can use the "Hide markers" menu to remove the control points to get a clearer picture of the image (registered versions only).



Animating

After creating a suitable destination image, you can use the “Animate” menu option to see the image change from the source to the destination in upto 20 in-between steps.

Use the “Preferences” menu option to set the number of steps the animation uses. The default is 10.

While the image is animating, you can rotate the phones scroll wheel to switch to manual mode – this then steps through the animation one step each time you rotate the wheel – the direction of the wheel determines whether the animation moves towards the source or destination.

If you press the scroll wheel while in the manual step mode, the point positions/settings of the current step will be copied to the destination. This is useful if you find one of the steps of the animation looks better than the current destination image.

Resetting points

Use the "Reset points" menu to reset points. You will be prompted to reset the point positions and/or the point settings. The point settings are the deflate/inflate and influence values.

Toolbar buttons

The toolbar icons have the following actions:



Switches between source and destination



Adds a new control point and displays source



Deflates the area around the selected control point



Inflates the area around the selected control point



Zooms in



Zooms out

If you press and hold the scroll wheel when using the toolbar buttons:



(same)



Deletes the selected control point



Decreases the influence of the selected control point



Increases the influence of the selected control point



(same)



(same)

Saving morphs

If you want to save the current control point settings, eg for use in another photo with a similar face size/position, use the "Save points" menu option. This prompts you for a name, and then saves the positions of all the points, but does not save the image. You will be prompted to overwrite saved morphs if you enter the same name as an existing saved morph.

The "Use saved points" menu displays a list of all saved points. The current image will be warped to the selected name. Press OK to accept, or cancel to revert to the warp prior to using this menu option. You can delete saved morphs using the "Delete" button on this dialog.

Menu commands

The following menu commands are available. Items marked with a * are only available in the registered version.

File

Open – opens an images from the phones photo album

* **Save** – saves the warped image to the photo album

* **Send as** – sends warped image via bluetooth, IR, MMS or email

Use saved points – displays a list of saved warps

Save points – saves the current point settings (but not the image)

Register – used to enter your unblock code

About – displays the About dialog

Close – closes the application (point settings are saved)

Edit

Add point – Adds another control point and displays source image

Delete point – Deletes the selected point

Reset points – Resets all points (removing the warp)

View

Source – shows the source image

Destination – shows the warped/destination image

* **Hide points** – Shows/hides the point markers

Zoom in – Zooms in

Zoom out – Zooms out

Centre image – Centres the image on the screen

Tools

Animate – animates between the warped/non-warped image

Preferences – sets the application preferences