

## Morphing

- **Morphing** is a popular effect in which one image transforms into another. Morphing applications and other modelling tools that offer this effect can transition not only between still images but often between moving images as well.
- Some products that offer morphing features are Black Belt's Easy Morph and WinImages ([www.blackbeltsystems.com](http://www.blackbeltsystems.com)) and Human Software's Squizz ([www.humansoftware.com](http://www.humansoftware.com)).
- The morphed images were built at a rate of eight frames per second, with each transition taking a total of four seconds (32 separate images for each transition), and the number of key points was held to a minimum to shorten rendering time.
- Setting key points is crucial for a smooth transition between two images. The point you set in the start image will move to the corresponding point in the end image—this is important for things like eyes and noses, which you want to end up in about the same place (even if they look different) after the transition.
- The more key points, the smoother the morph.

## Animation File Formats

- Some file formats are designed specifically to contain animations, so they can be ported among applications and platforms with the proper translators.
- Those formats include Director (.dir and .dcr), AnimatorPro (.fli and .flc), 3D Studio Max (.max), GIF89a (.gif), and Flash (.fla and .swf).
- Because **file size is a critical factor** when downloading animations to play on web pages, **file compression** is an essential part of preparing animation files for the Web.

- A Director's native movie file (.dir), for example, must be preprocessed and compressed into a proprietary Shockwave animation file (.dcr) for the Web. Compression for Director movies is as much as 75 percent or more with this tool, turning 100K files into 25K files and significantly speeding up download/display times on the Internet.
- Flash, widely used for web-based animation, makes extensive use of **vector graphics** to keep the post-compression file size at absolute minimums.
- As with Director, its native .fla files must be converted to Shockwave Flash files (.swf) in order to play on the Web.
- To view these animations within a web page, special plug-ins or players are required.
- In some cases, especially with 3-D animations, the individual rendered frames of an animation are put together into one of the standard digital video file containers, such as the Windows Audio Video Interleaved format(.avi), QuickTime (.qt, .mov), or Motion Picture Experts Group video (.mpeg or .mpg). These can be played using the media players shipped with computer operating system.

For any doubt contact 9873961590

In the next session, Next Unit "Video" would be started.