



Creating Morphs in Metron



Click F11 on your keyboard for full screen display!

Dependent on your screen size, the menu buttons on the Database Browser screen may appear in one or two rows.



Creating Morphs in Metron

This online training session will provide you with the details for "Creating Morphs in Metron".



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The Training Session Objectives:

To understand:

What morphing is and its primary use

How to create a morph in Metron

(Video Length: 6 minutes)



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Creating Morphs in Metron



Morphing is a special effect in animations that changes (or morphs) one image into another through a seamless transition.

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The primary use of the morphing feature in Metron is to show the change between a “before” and an “after” image using one of the image types supported by **Metron’s Guided Mark-Up**.



Embedded SWF Movie

morph 2.swf

To preview this movie you must publish to SWF.

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To create a morph, click on the two images (shown in red). The two images you select should be the same type of image ... for example, lateral radiographs of the hoof are shown here.

It is required that Guided Mark-Up be completed on both images before creating a morph.

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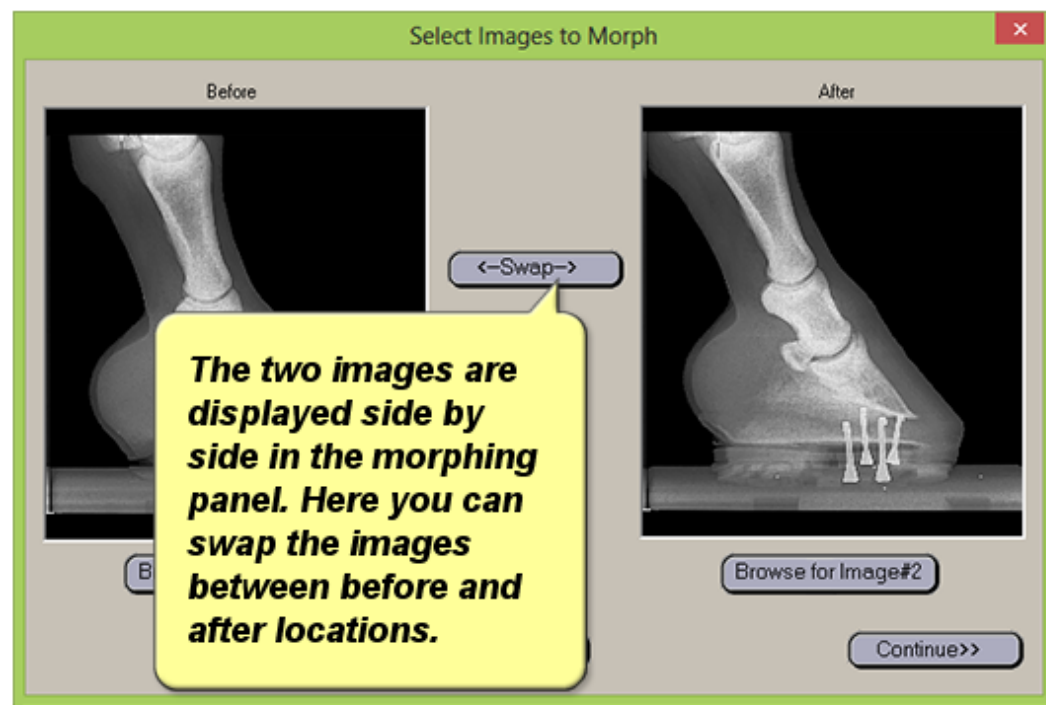
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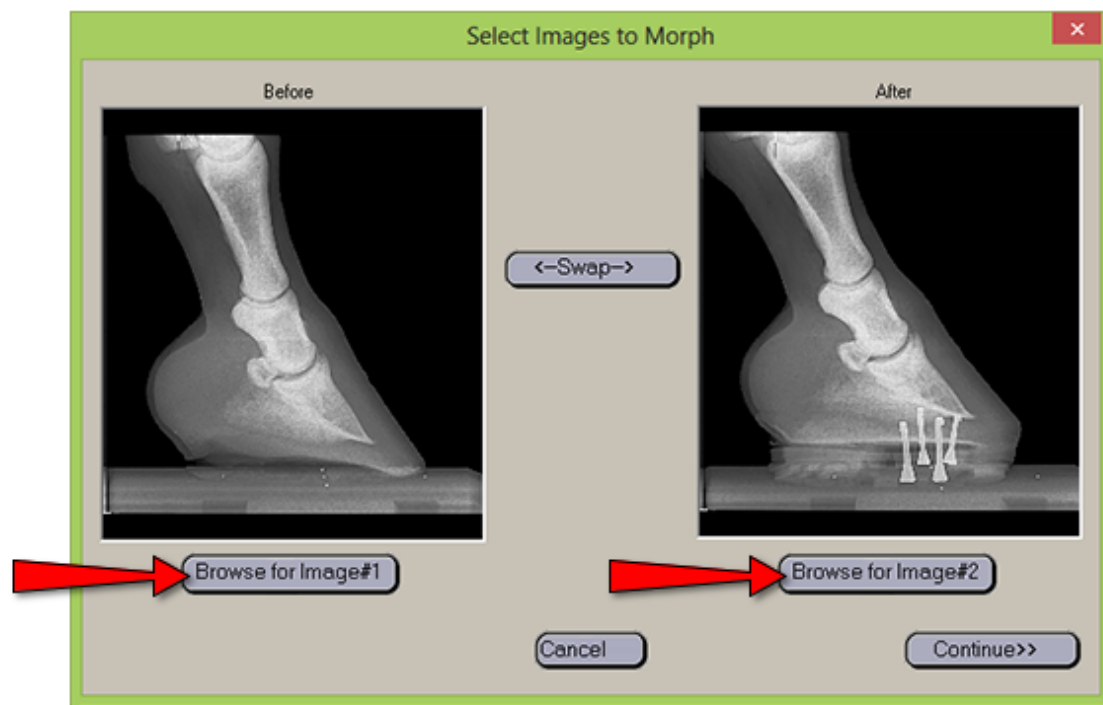
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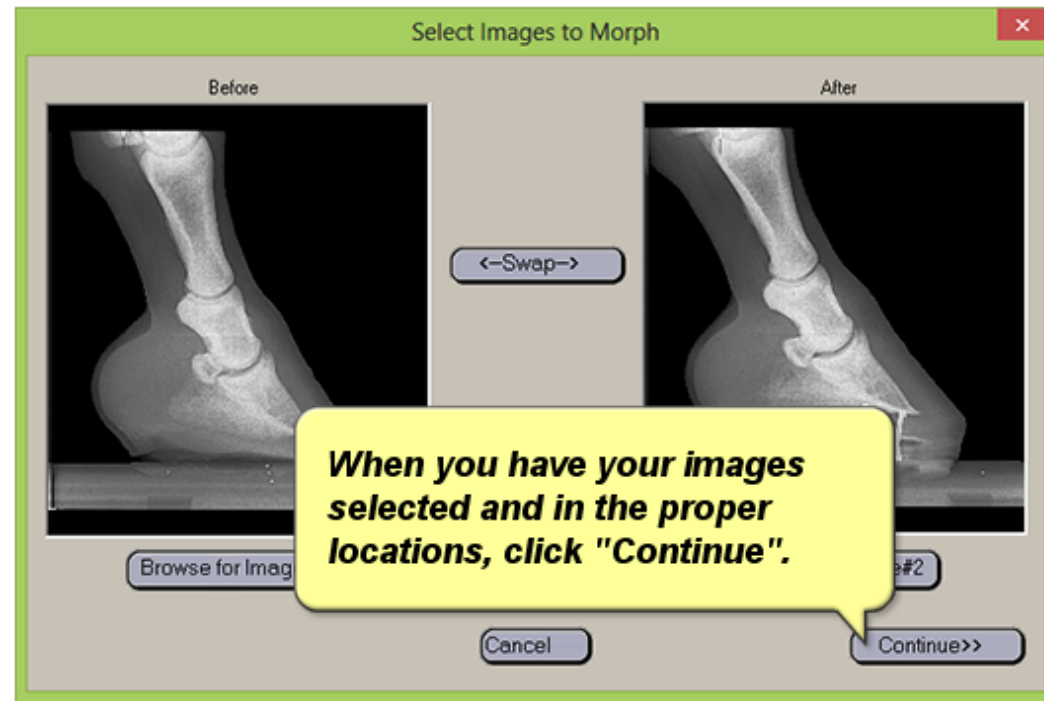


If needed, you can select different images from your studies.

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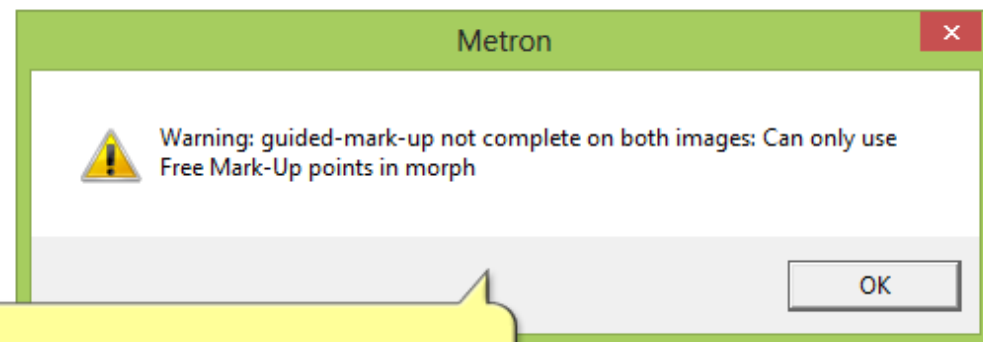
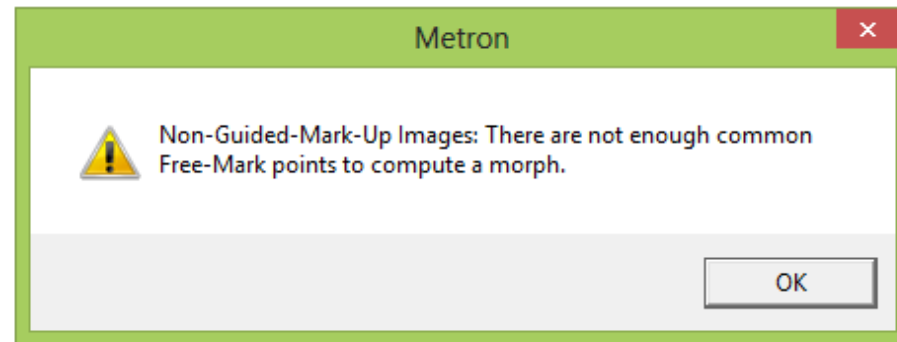
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If you receive either one of the two messages displayed, you must return to the "Select Images to Morph" screen (by clicking "OK" on the messages) and select different images or change the image markup details.

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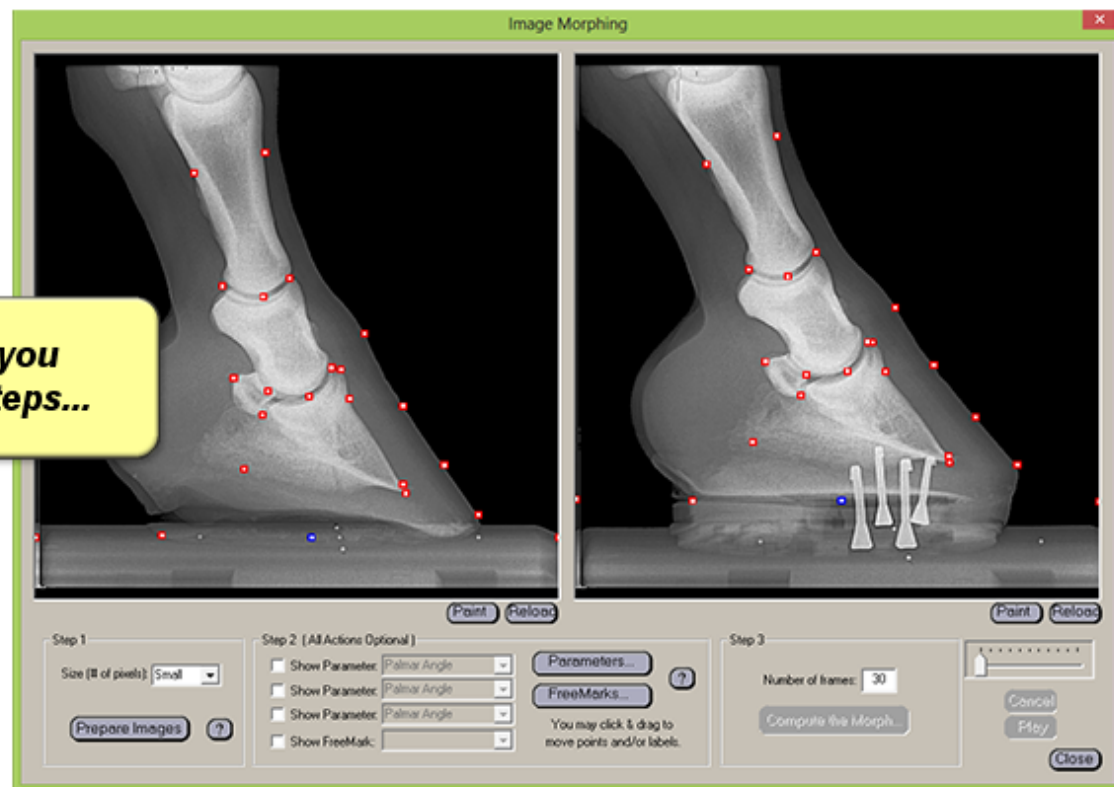


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To create the morph, you just complete three steps...

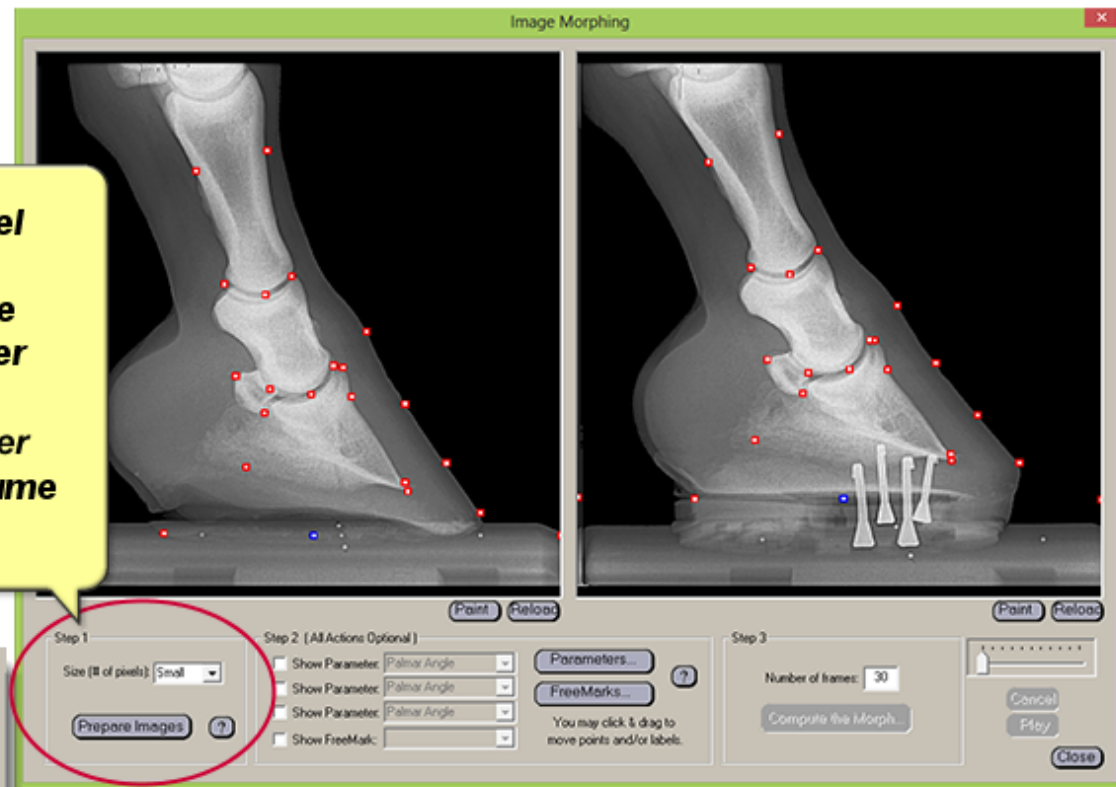
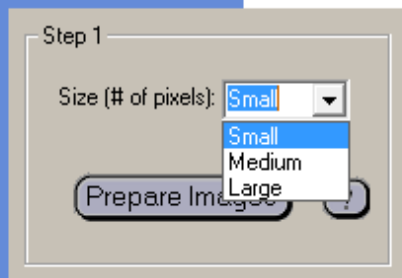


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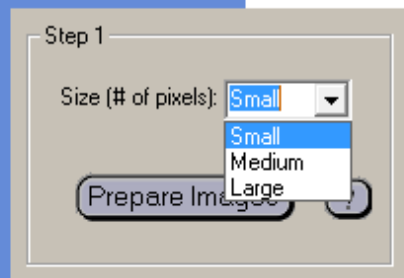
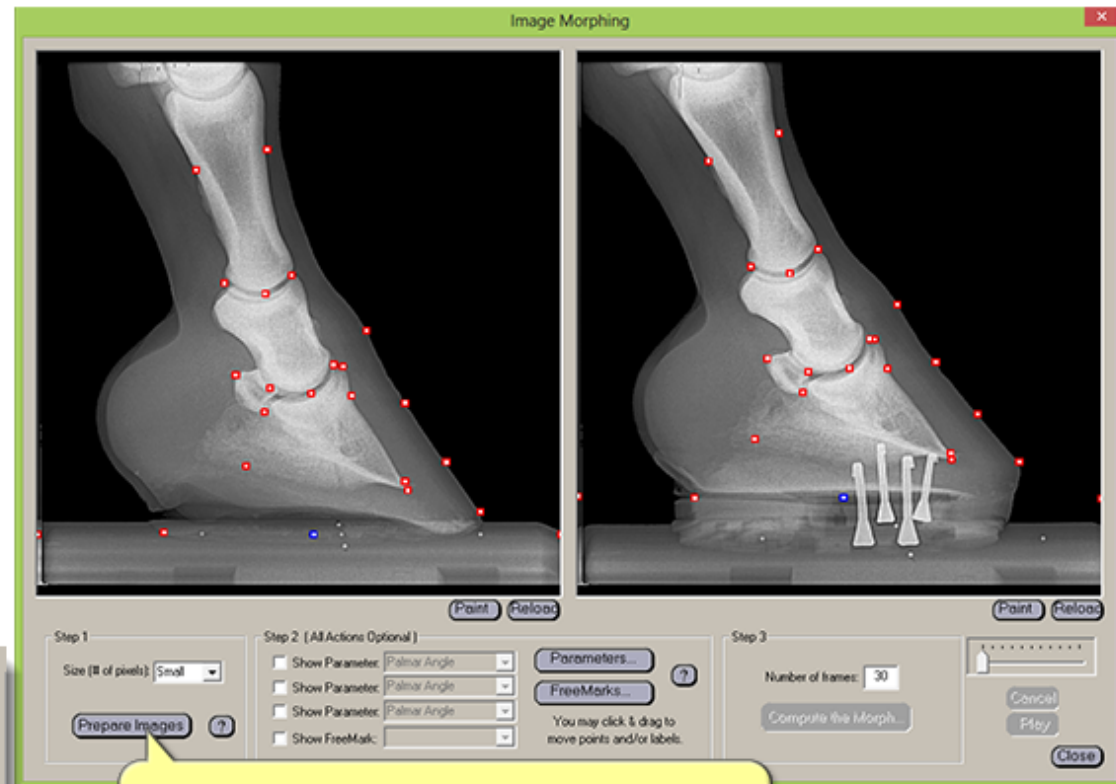
Step 1: Select the pixel size of the resulting morph - the bigger the pixel setting, the larger the video file will be. Larger files take longer to process and consume more disk space.



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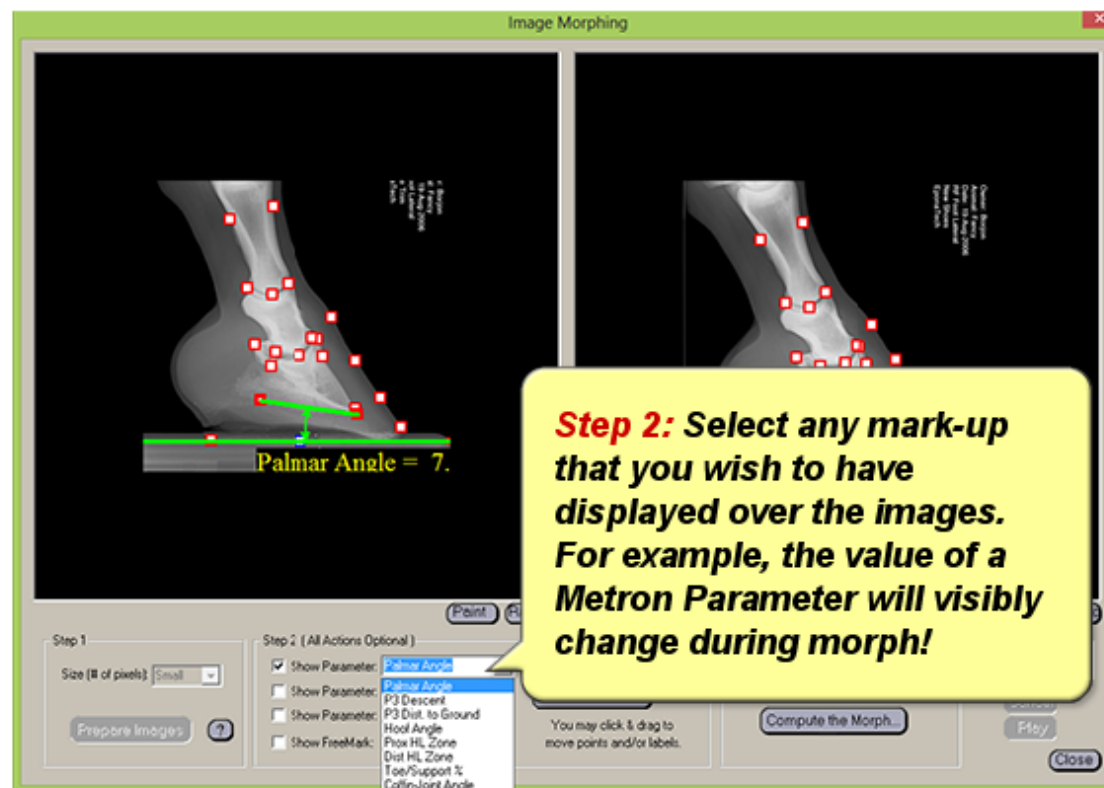


Once your pixel selection is complete, click "Prepare Images".

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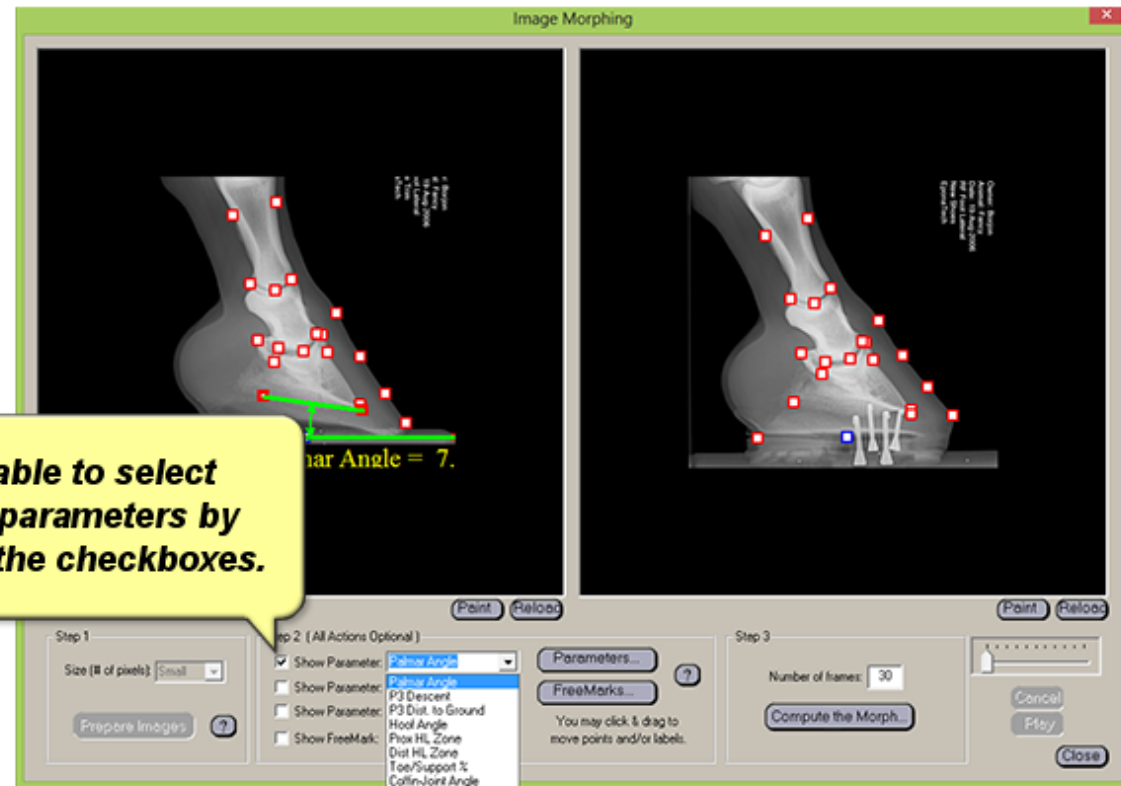


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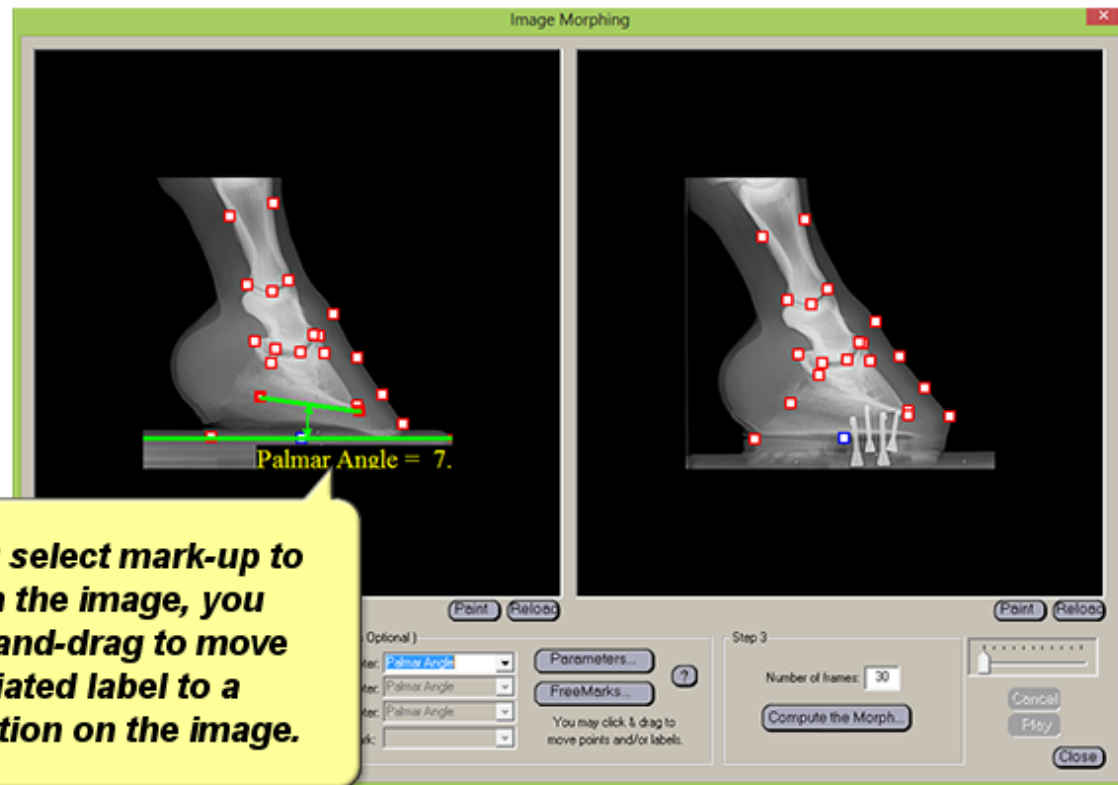
You are able to select multiple parameters by clicking the checkboxes.



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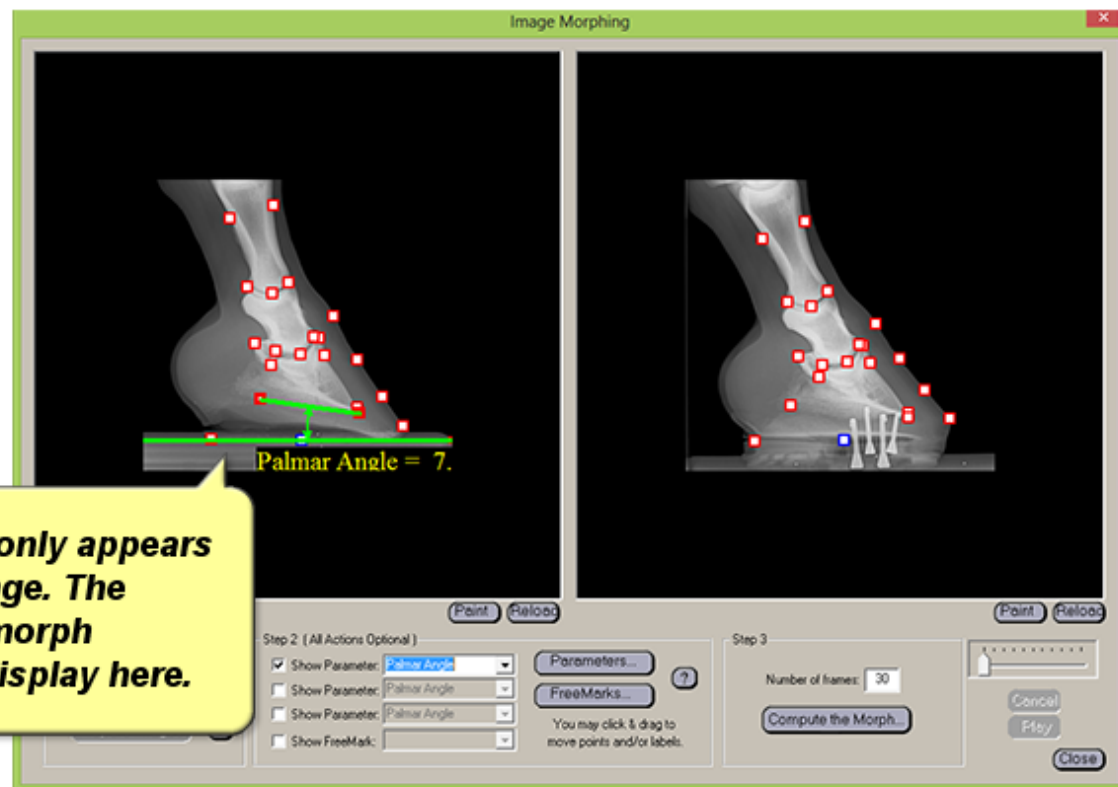


When you select mark-up to display on the image, you can click-and-drag to move the associated label to a good location on the image.

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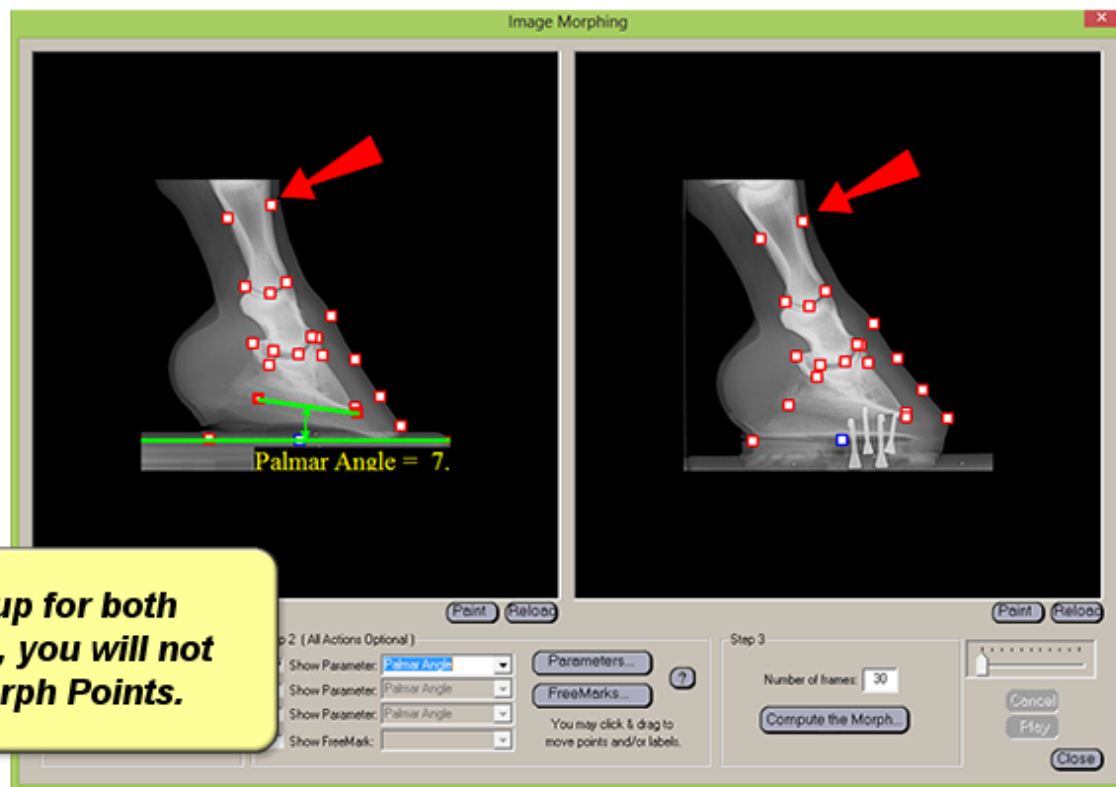


This mark-up only appears on the left image. The intermediate morph images only display here.

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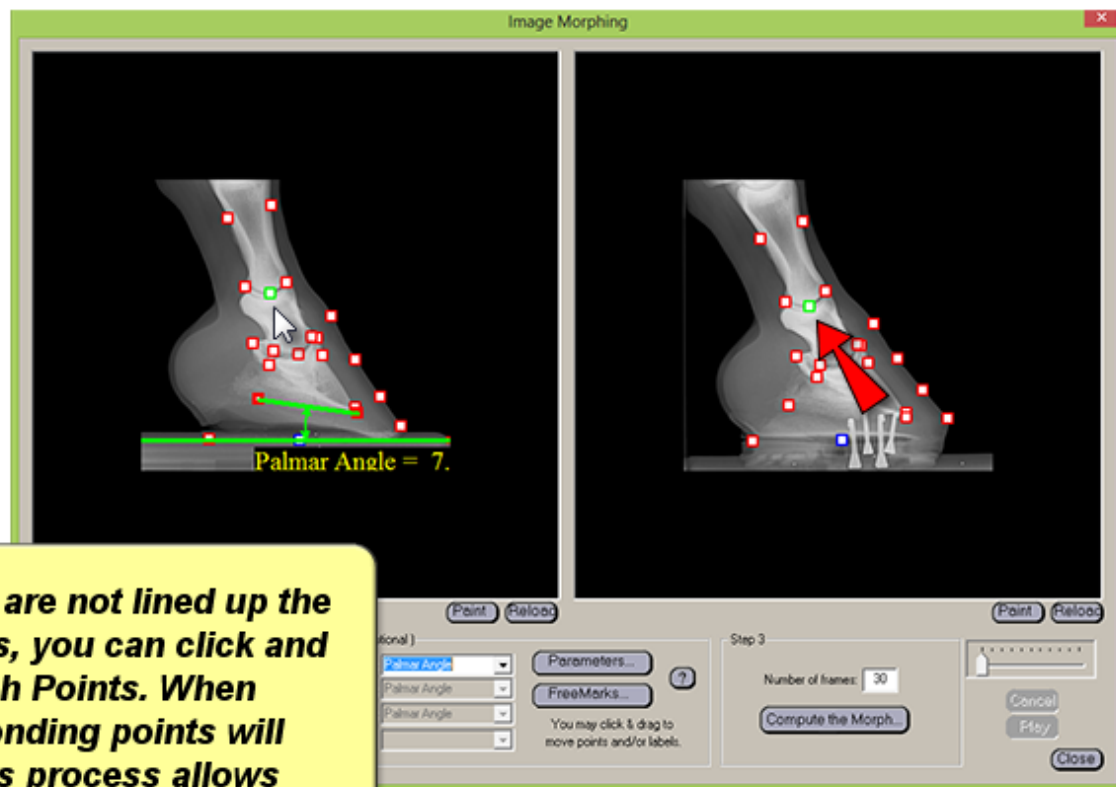


If your guided mark-up for both images is consistent, you will not need to move the Morph Points.

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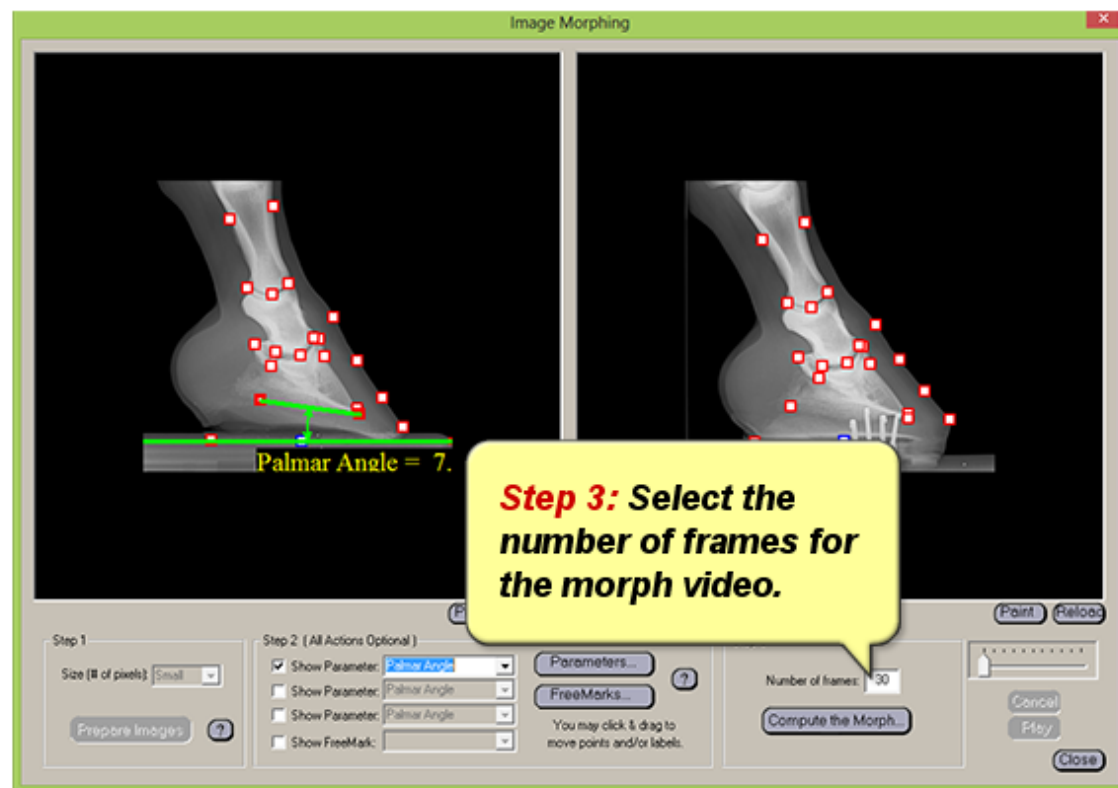
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If your Morph Points are not lined up the same on both images, you can click and drag any of the Morph Points. When clicked, the corresponding points will change to green. This process allows you to check the correspondence of the points which drive the morph.

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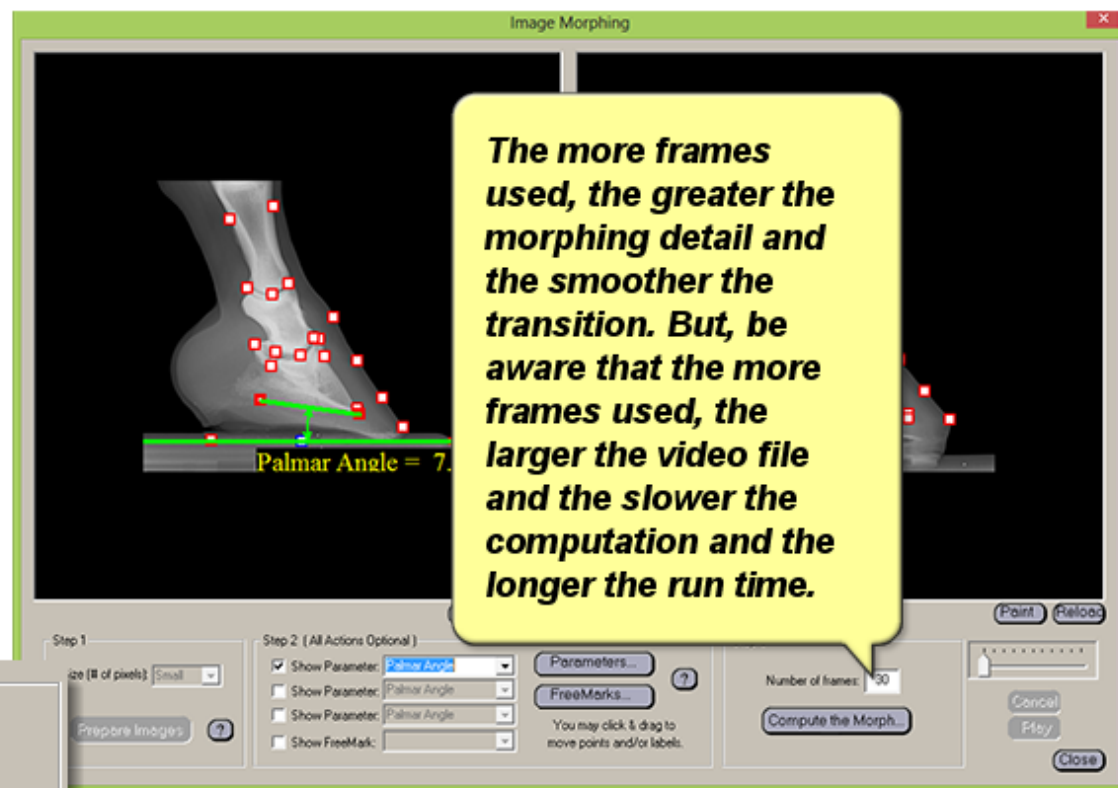
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Step 3

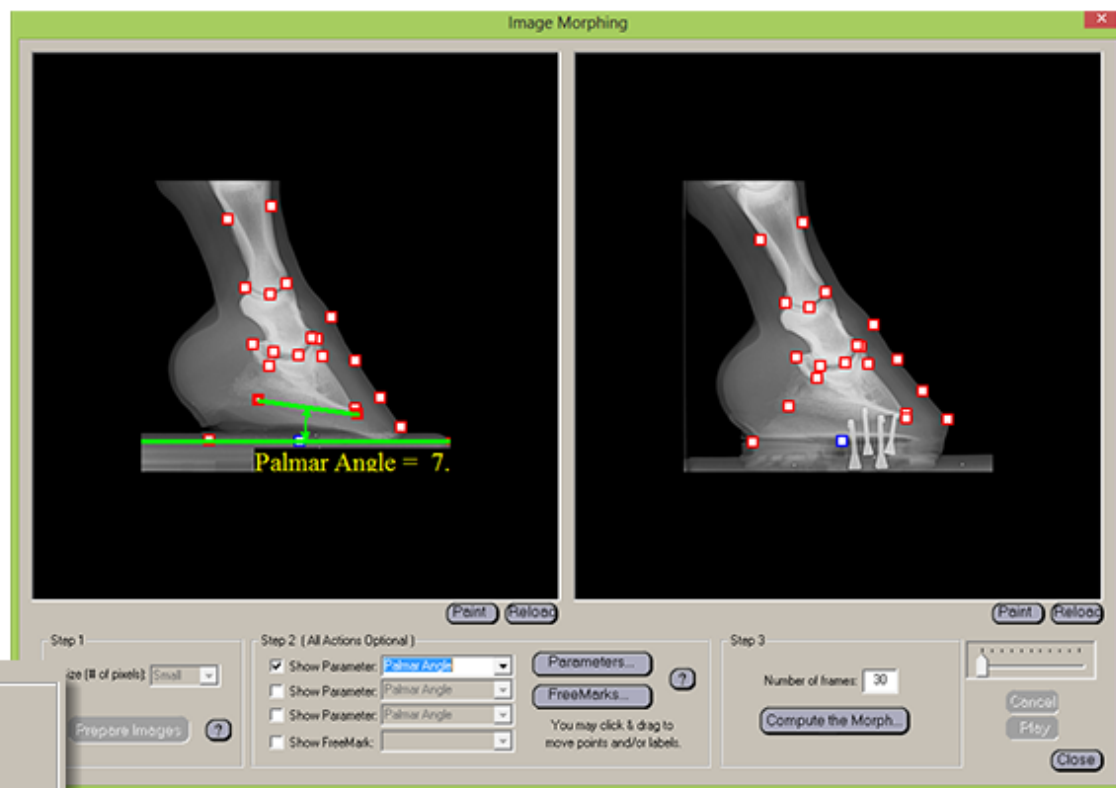
Number of frames: 30

Compute the Morph...

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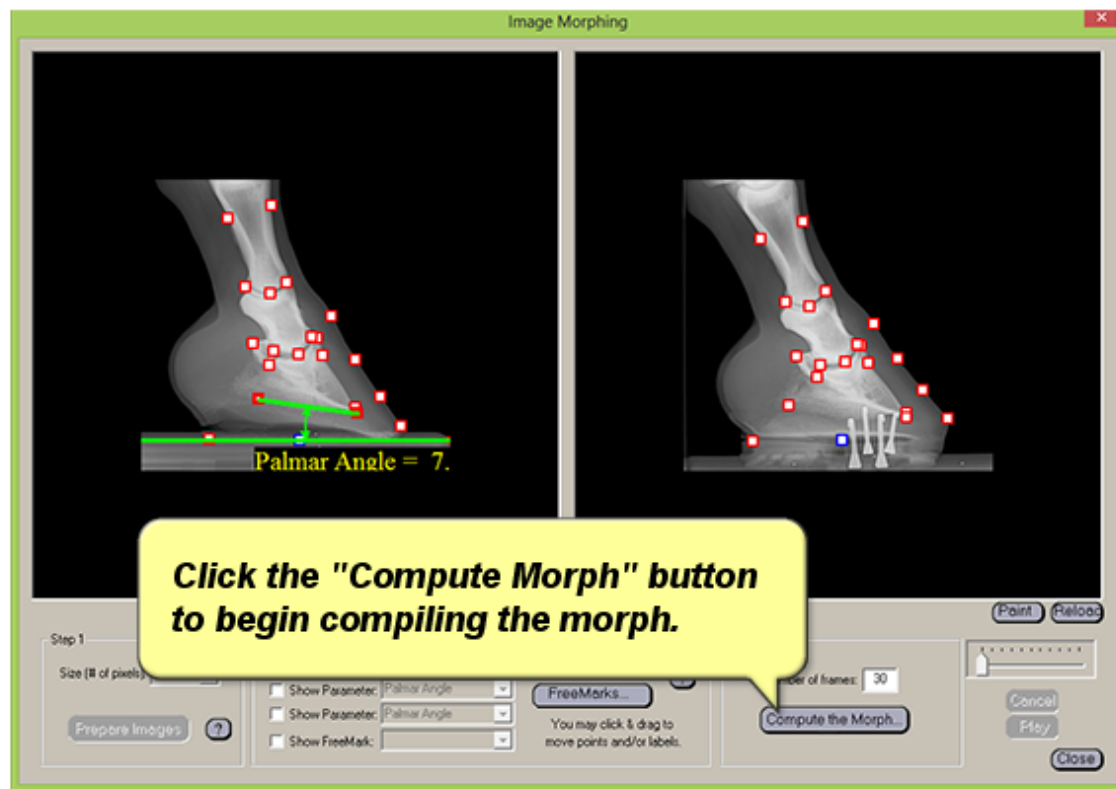
Step 3

Number of frames: 30

Compute the Morph...

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Image Morphing

Palmar Angle = 7.1

Video Compressor

Compressor:

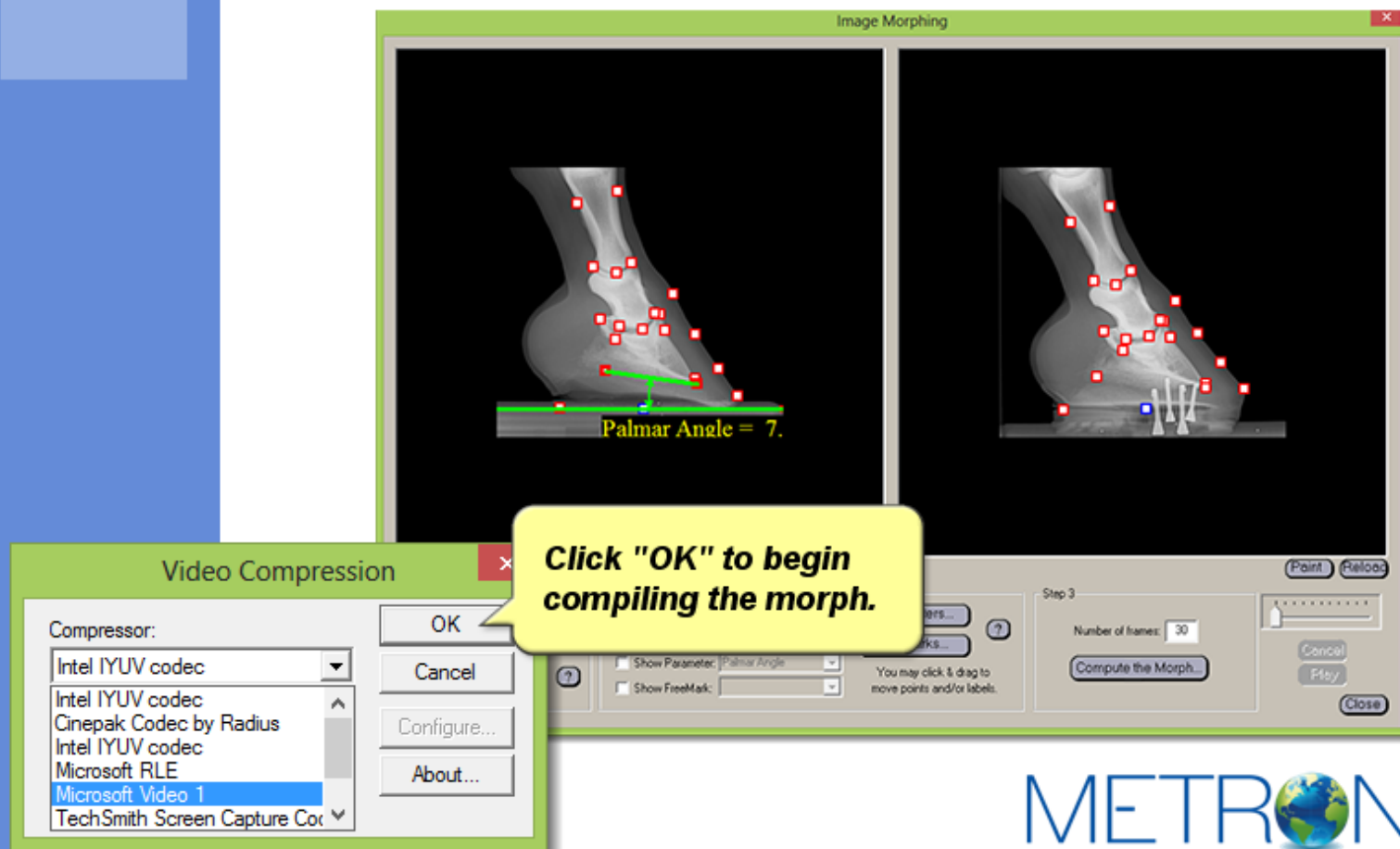
- Intel IYUV codec
- Intel IYUV codec
- Cinepak Codec by Radius
- Intel IYUV codec
- Microsoft RLE
- Microsoft Video 1**
- TechSmith Screen Capture Codec

If you are asked to choose a video compression method, the best choice is "Microsoft Video 1".

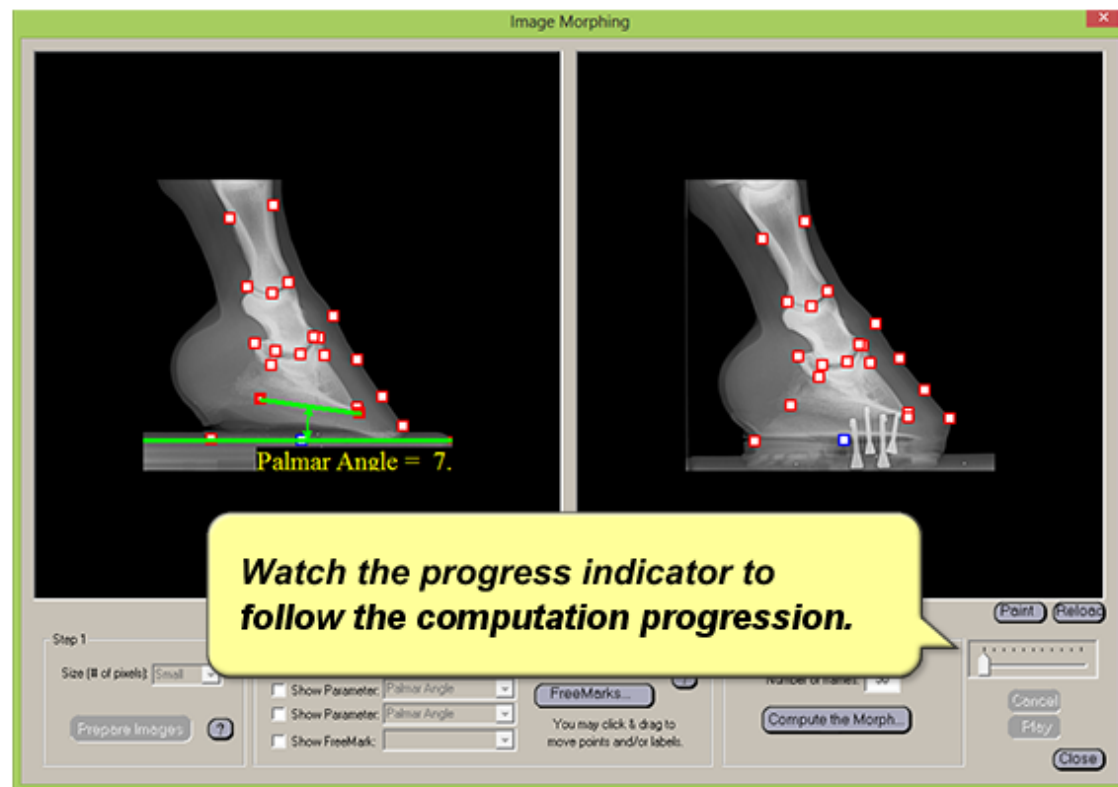
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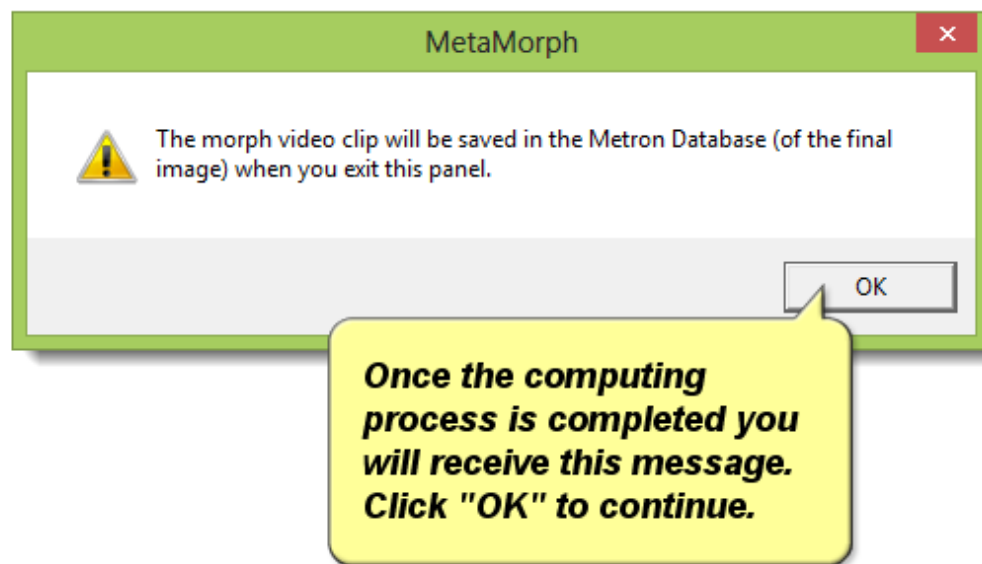
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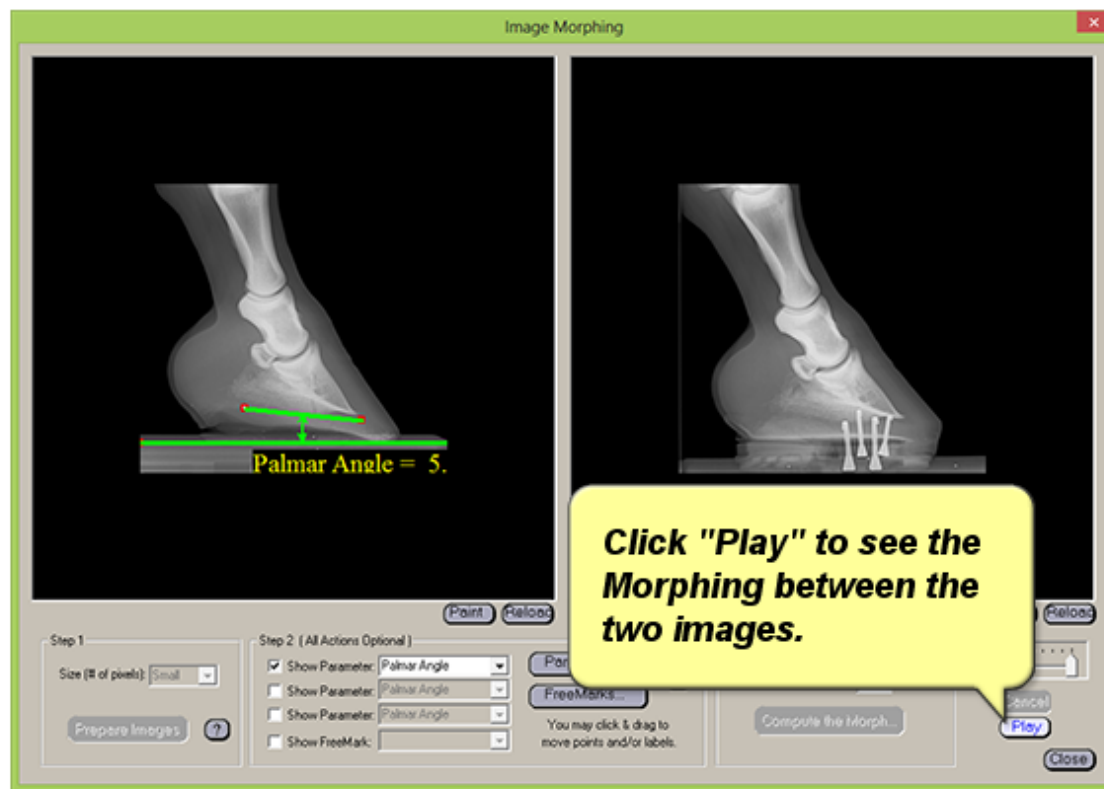
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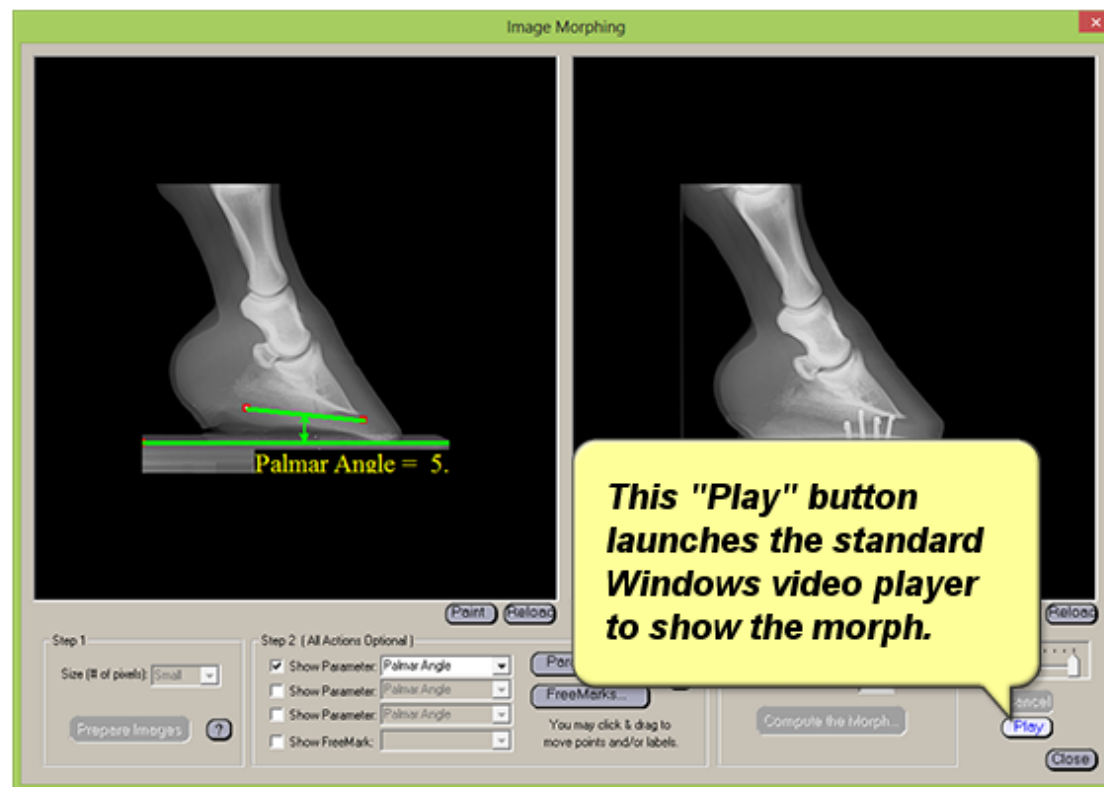
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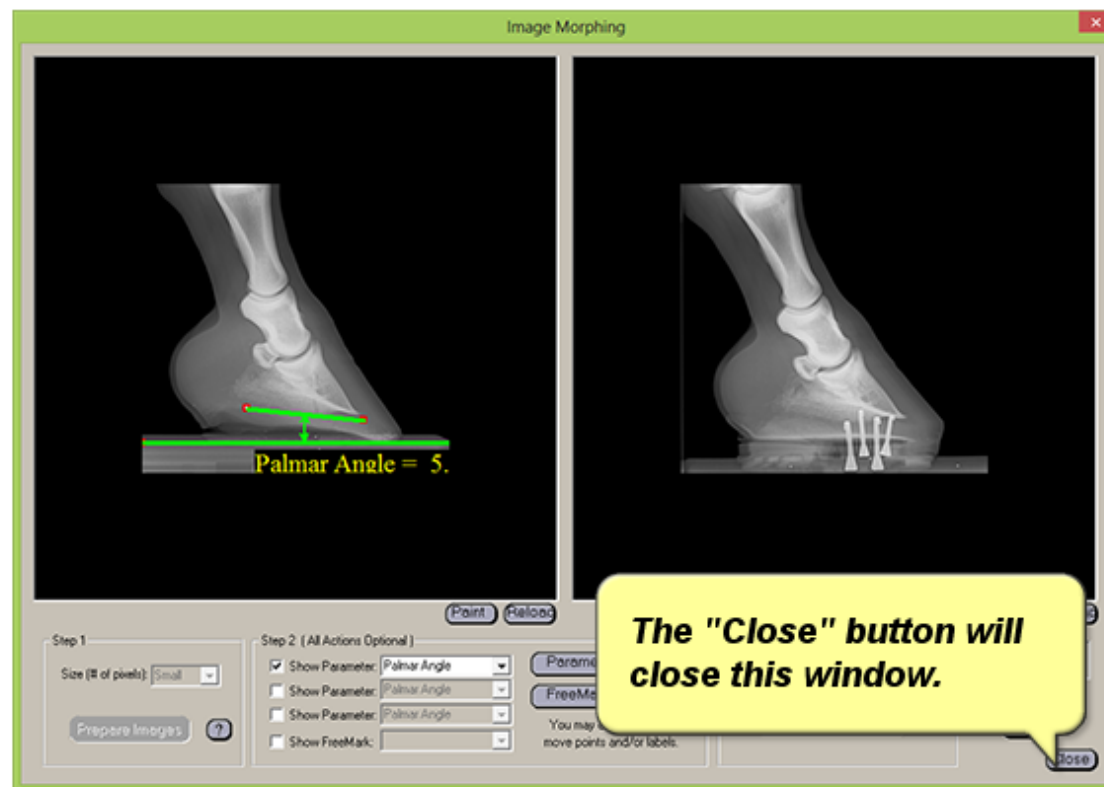
Creating Morphs in Metron



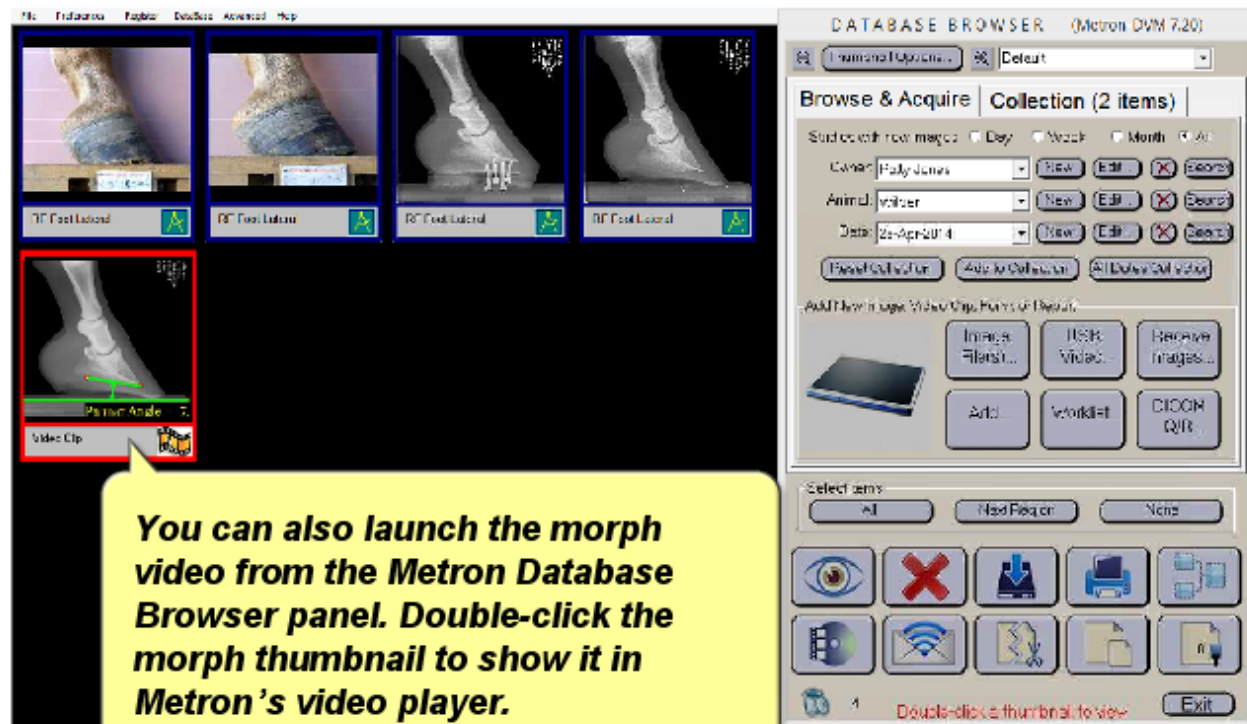
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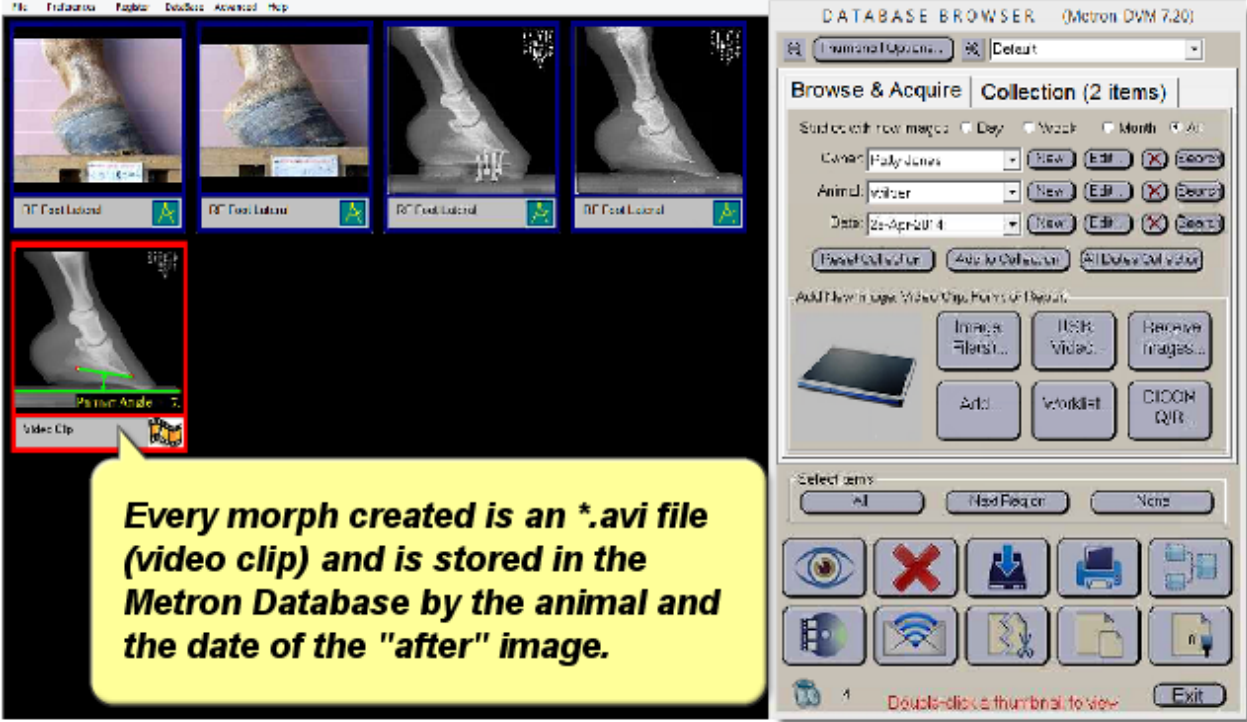


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Creating Morphs in Metron



Every morph created is an *.avi file (video clip) and is stored in the Metron Database by the animal and the date of the "after" image.

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Creating Morphs in Metron

In the following seven slides, you will be presented questions to evaluate your knowledge of **"Creating Morphs in Metron"**.

Let's get started! 



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Creating Morphs in Metron

Morphing is an image editing technique in which images are blended into each other creating a seamless, smooth image. The primary use of the morphing feature in Metron is to show the change between:

- ☐ Two “before” images supported by Metron’s Guided Mark-Up
- ☐ Two “after” images supported by Metron’s Guided Mark-Up
- ☒ A “before” and an “after” image using one of the image types supported by Metron’s Guided Mark-Up

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

Creating Morphs in Metron

To create a morph, click on the two images and select “Advanced” from the top menu bar. The images you select should be the same type of image. Next select:

- ☒ Morph
- ☐ Preferences
- ☐ Solor combo

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

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To create the morph, you complete three steps. The first step is to select the pixel size of the resulting morph. Once your pixel selection is complete, click:

- ☐ Parameters
- ☐ Free Mark-Up
- ☒ Prepare Images

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

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The second step is to select any mark-up that you wish to have displayed over the images. You can select:

- ☒ Multiple parameters by clicking the check boxes
- ☐ Multiple images by clicking "Point"
- ☐ All the images by clicking "Reload"

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

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Step 3, select the number of frames for the morph video.
Using:

- ☐ 60-80 frames in your morph video is ideal
- ☐ 10-20 frames in your morph video is ideal
- ☒ 20-30 frames in your morph video is ideal

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

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You can launch the morph video by clicking the “Play” button on the Image Morphing screen or by:

- ☐ Moving back to Step One of creating a morph and clicking “Point”
- ☐ Clicking close on the Image Morphing screen
- ☒ Moving to the Metron Database Browser panel and double-clicking the morph thumbnail to show it in Metron’s video player.

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.

Creating Morphs in Metron

Every morph created is an *.avi file and is stored in the Metron Database by:

- ☐ The animal and the date of the “before” image
- ☐ The animal and the date of the “original” image
- ☒ The animal and the date of the “after” image

Submit

Congratulations, your answer is correct!

Sorry, your answer is incorrect. Please try again.



Creating Morphs in Metron

This completes the "Creating Morphs in Metron" online training. Please feel free to view it again or select another online training session to review.



Click F11 on your keyboard to minimize the browser screen and click the window closed to exit this training session.

