

# Digital Morphing

with  
Corel Photo-Paint

This assignment calls for you to explore the possibilities of the Photo-Paint tools that allow you to cut, paste, layer, re-arrange, and blend pixels within an image. You are to merge at least two different pictures into a new image. The idea is to create an interesting or unusual blending of dissimilar pictures that look real.



## Directions:

- 1) Browse to the *Review* folder located in *Lessons*. Look through the various animal pictures available. Choose at least two different pictures to use for your project.
- 2) Select a “Base” image to use as your primary workspace.
- 3) Pick a different image that has visual elements suitable for “morphing” together with the “base” picture EXAMPLES: head merged with a different body. Wings merged with a different animal. Legs attached to something completely different.
- 4) Adding additional parts proficiently will gain you extra favor. Extra parts added with no *thought, rhyme, or reason* will detract from your evaluation.
- 5) Use the Clone tool to accurately **blend** and transfer **texture** from one section of image to the next.
- 6) Save your final work as a JPG and “file > save as” to the *Inbox*.
- 7)

**MASKING** settings – switch any feathering options to ZERO

**CLONING** settings- set a high transparency to prevent rippling

Keep a small **FEATHER** to make the edges a little smoother

The image shows two toolbars from Corel Photo-Paint. The top toolbar is for the Masking tool, with settings for Mode, Shape (a black circle), Size (10), and Feather (0). An arrow points to the Feather setting, which is set to 0. The bottom toolbar is for the Clone tool, with settings for Custom Clone, Shape (a white circle), Size (25), Normal, and Feather (10). An arrow points to the Feather setting, which is set to 10. Another arrow points to the Transparency setting, which is set to 90.