

uDrawFace Pro

User's Guide

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by UFC Soft, L.L.C.

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What is uDrawFace Pro ?

uDrawFace Pro is a unique and intelligent program that lets you use a color photograph of yourself, a brother, sister, friend, teacher, or anyone else and turn it with just a few mouse clicks into a black and white cartoon-like drawing — a caricature of the person. After that, you can use its edit and advanced edit to create lots of fun caricature variations by changing the size, location, color of facial parts, or adding different types of eye glasses. You can also make a happy, sad or angry face by selecting different facial expressions.

This program automatically extracts facial features such as eyes, nose, mouth and eyebrows from the photograph, and replaces them by cartoon images. The generated digital caricature can be saved in a UDF format that is compact in size, and can be edited anytime later.

uDrawFace Pro is easy to use. You prepare a photograph, start uDrawFace Pro, then load the photograph and use the uDrawFace Pro EasyStep to create your caricature.

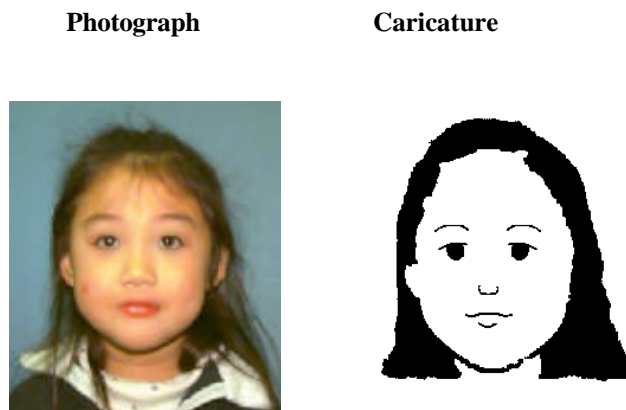


Figure 1 - Photograph and Caricature

What Can I Do with a uDrawFace Pro Caricature?

Use your caricatures as clip-art to create business cards, email signatures, greeting cards, assignments, letters, party announcements, or flyers for school or club elections.

By printing your caricature on transfer paper and using supplies from your local craft store, you can place your caricatures on custom T-shirts, sweatshirts, ceramic mugs, mouse pads, stickers, and posters that are perfect gifts for your friend, boss, lover, teacher, boyfriend (girlfriend)... and family members. Use your imagination also for other fun uses, or just for your own enjoyment.

You can save your uDrawFace Pro caricatures in a UDF format with extension **“.udf”**. UDF format saves a caricature with facial features and color information. A caricature file of UDF format is much smaller than that of a BMP format in size, so the UDF files are easily distributed in Internet.

Moreover, a UDF file can be edited to create lots of caricature variations. Some examples are shown in the following caricatures.

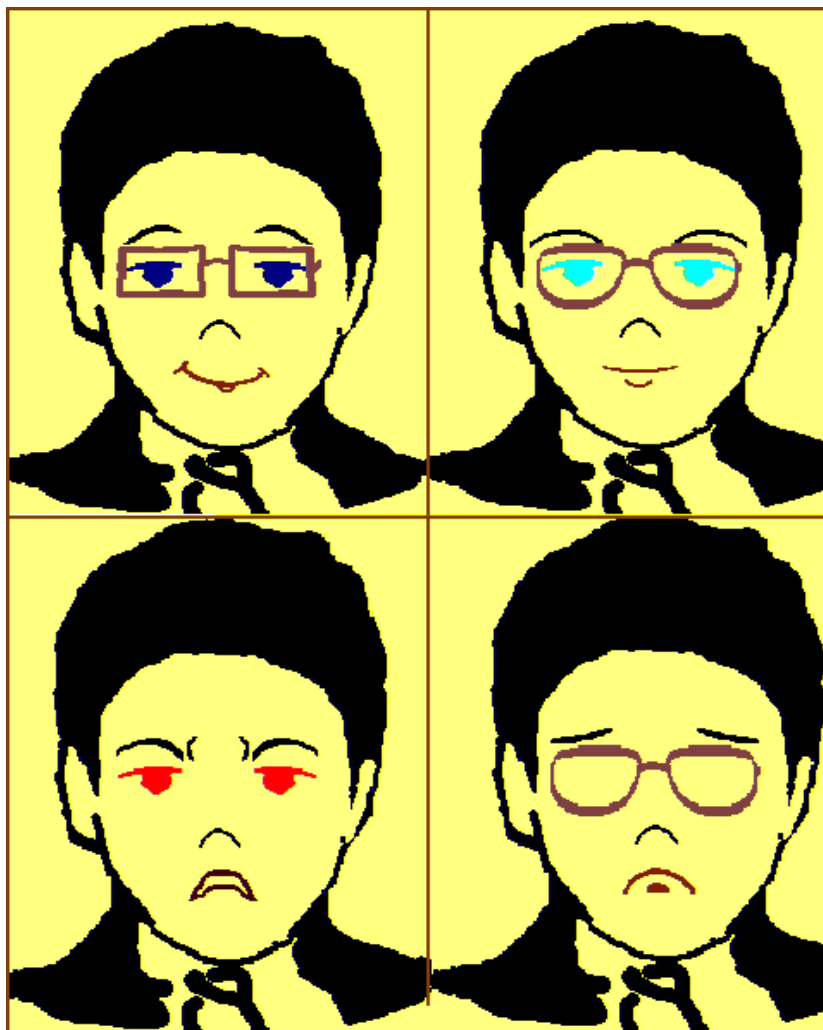


Figure 2 - Variations of caricature

Photograph Requirements

uDrawFace Pro uses a digitized photograph to make a caricature. You can take a photograph using a digital camera, or a video camera using a video capturing device. You can also use a scanned photograph.

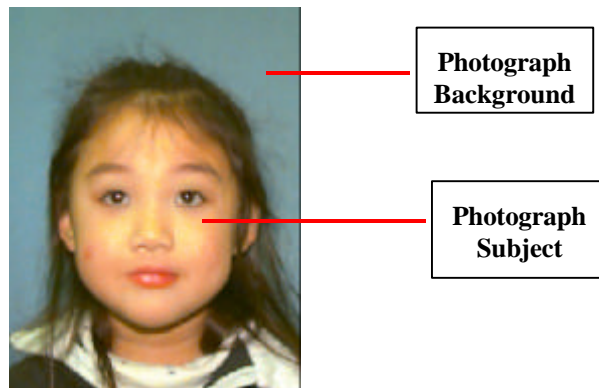


Figure 3 - Sample correct photograph

The following is a list of the photograph requirements:

Note: You must use a color photograph. uDrawFace Pro cannot create a caricature from a black and white or gray scale photograph.

- ◆ 256 colors (8-bit) to millions of colors (24-bit) (24-bit recommended)
- ◆ Selected facial part picture size ranging from 100 x 150 up to 720 x 960 in pixels
- ◆ Subject facing straight ahead
- ◆ Subject's head must not be tilted.
- ◆ Subject's eyes must be open.
- ◆ Subject must not be wearing a hat.
- ◆ Subject must not be wearing eyeglasses.
- ◆ Graphic formats currently supported by uDrawFace Pro are BMP and JPEG.
- ◆ Background must be a color that is not similar to the subject's skin and hair color (bright blue background is preferable).
- ◆ Background should have a smooth surface, like a blank wall or plain sheet. Bricks, stripes, outdoor scenes and areas of light and shadow may not work well.

Installing uDrawFace Pro

uDrawFace Pro installation requires Windows 98, Windows Me, Windows XP or Windows 2000.

To install uDrawFace Pro :

1. Turn on your computer.
2. Click the *Start* button at the bottom of your screen, then click *Run*.
The dialog box appears.
3. Change to the appropriate drive of your CD ROM or the folder that has the downloaded file.
4. Select "udfpro_setup.exe", and then click the *OK* button.
Note: the file name may not be exactly same. It may have version number information. For example, it may be like "udfpro15_setup.exe".
5. Follow the directions on the screen.
6. To run uDrawFace Pro , see Starting uDrawFace Pro .

Technical Support

If you have a question or problem that you cannot resolve using the uDrawFace Pro User's Guide, you can write emails or visit our web site for the latest news about uDrawFace Pro .

UFC Soft, LLC

E-mail: support@www.ufc-soft.com

World Wide Web: <http://www.ufc-soft.com>

Preparing a Photograph

Read the documentation accompanying your digital camera, scanner, video camera, etc. for information on creating digital photographs.

To prepare a photograph use one of the following methods:

- ◆ Take a picture of your subject with a digital camera, or video camera with a video capture device.
- ◆ Scan a photograph

Note: Please also refer to “Photograph Requirements” for details.

Starting uDrawFace Pro

After you prepare the photograph you are ready to start the uDrawFace Pro program.

To start uDrawFace Pro :

1. Click the *Start* button, then click *Programs*.
2. Click *uDrawFace Pro*.

The uDrawFace Pro main windows appears and then the Welcome window pops up.

Using the uDrawFace Pro EasyStep

After you load a photograph by pressing *Load Photo* button in the main window or selecting *Load Photograph* from the *File* menu, the uDrawFace Pro EasyStep begins. You can also press *EasyStep* button on the left of main window anytime when this button is enabled. Using the uDrawFace Pro EasyStep, you can do the following:

- ◆ Zoom in on and select the subject’s face
- ◆ Define the head
- ◆ Select the subject type (man, woman, or child)
- ◆ Select the subject skin color
- ◆ Select the photograph background color
- ◆ Generate the caricature

Tip: The uDrawFace Pro EasyStep needs precise selections to generate a satisfactory caricature. Getting the right selections is often a process of trial and error. You will probably need to run the EasyStep several times to create an acceptable caricature. As you gain more experience with uDrawFace Pro, you may find that it becomes easier to make good selections.

Note: You can press the *Exit EasyStep* button in any of the EasyStep windows to return to the uDrawFace Pro Main window. Click the *uDrawFace Pro EasyStep* button to restart the uDrawFace Pro EasyStep.

Loading a Photograph

The first step to create a caricature is to load a photograph.

To load a photograph into uDrawFace Pro :

1. Click the *Load Photo* button in the uDrawFace Pro main window or select *Load Photograph* from the *File* menu.

The *Open* dialog box appears.

2. From the dialog box, locate the photograph that you want to load.

Note: The file formats currently supported are BMP and JPEG.

3. Double-click the photograph file.

The Face Selection window appears.

Selecting the Face

You need to center the subject's head in the window. You do this by zooming in on the photograph by drawing a rectangle around the subject's head.

To zoom in on the photograph and select the subject's face:

1. In the photograph, click the upper left corner of the rectangle you want to draw.
2. Drag the mouse to the lower right corner of the rectangle and release the mouse button.

The area shown is the part of the photograph that will be used to generate the caricature.

Important! Make sure that the entire head, from the top most point of the hair to the bottom point of the chin, fits within the rectangle with some spare space. The size of the selected part must be in the range from 100 x 150 up to 720 x 960 in pixels.

Tip: To move around the photograph, use the scroll bars to the right and below the photograph.

3. Click the *Next* button to go to the Head Definition window.

Note: If uDrawFace Pro did not display the desired area of the photograph, or if you need to zoom in the area more, click the *Zoom out* button to return to normal size and repeat Steps 1 and 2.

Defining the Head

Use this window to select the upper and lower boundaries of the subject's head in the photograph.

To define the head boundaries:

1. Place your cursor on the handle at the top of the vertical line in the photograph in the Face Selection window.
2. Keeping the left mouse button pressed down, drag the top handle to the top of the head.
3. Place your cursor on the handle at the bottom of the vertical line in the photograph.
4. Keeping the mouse button pressed down, drag the lower handle to the bottom of the chin.

Important! Make sure that the lower handle is at the bottom of the chin. Otherwise, it may not generate a good caricature.

5. Click the *Next* button to go to the Subject Type window **or** the *Back* button to return to the Face Selection window.

Selecting the Subject Type

Use this window to select the photograph's subject type.

To select the subject type:

1. Click the button that matches the photograph's subject: *Man*, *Woman*, or *Child*.
2. Click the *Next* button to go to the Skin Color Selection window **or** the *Back* button to return to the Head Definition window.

Selecting the Skin Color

Use this window to select the subject's skin color.

To select the skin color:

1. Click a place in the photograph containing the subject's skin.

The EasyStep shows your color selection in the Skin Color panel. You can click another place that has a different shade of skin color in the photograph until the color you want appears in the color panel.

Important! Choosing the correct skin color is the most important task in creating a caricature. uDrawFace Pro needs to be able to tell the difference between the skin color, the background color, and the hair color. If there is more than one shade of skin color, choose the color that provides the most contrast to the background and hair.

Tip: If your subject has:

- ◆ Black hair and dark skin, select a lighter shade of the skin color.
 - ◆ Blond or gray hair and light skin, select a pinker shade of the skin color
2. Click the *Next* button to go to the Background Color Selection window, **or** the *Back* button to return to the Subject Type window.

Selecting the Background Color

Use this window to select the photograph's background color (the area directly behind the subject). uDrawFace Pro uses this selection and your skin color selection to distinguish the face from the background.

To select the background color:

1. Click a place in the photograph's background.

The EasyStep shows your selection in the Background Color panel. You can click another place that has a different background shade in the photograph until the color you want appears in the Background Color panel.

Note: uDrawFace Pro needs to be able to tell the difference between the background and the skin. If there is more than one shade of background, choose the color that provides the most contrast to the skin color.

Important! The background should be as smooth and uniform as possible. Using a blue color on a blank wall, plain sheet, or plain blanket is ideal. If your background does not follow these guidelines, you may have trouble with your caricature.

2. Click the *Next* button to go to the Summary window, **or** the *Back* button to return to the Skin Color Selection window.

Completing your Caricature

uDrawFace Pro now displays all your previous selections on the screen.

To complete your caricature:

1. Click the *Done* button.

The uDrawFace Pro Main window appears. Your caricature displays in the right window pane after it is generated.

Note: If your completed caricature has misplaced facial parts, missing hair, or other problems, click the *uDrawFace Pro EasyStep* button to restart the EasyStep. Make sure your head definition, skin color, and background color selections are accurate before clicking the *Done* button in the Summary window.

Tip: The most common problem is selecting a skin color that is too close to the background color or the hair color, so first try re-selecting a different shade of skin color in the Skin Color Selection window.

Editing Your Caricature

When your caricature is complete, you may want to edit it. To edit your caricature, click the *Edit* or *Advanced* button on the main window or select *Edit* or "*Advanced Edit*" from the *Edit*

menu, and use the Edit/Advanced window features. Click the *Done* button when your edits are complete; otherwise, click the *Cancel* button when you do not want to make any changes.

Edit

You can edit your caricature in the following ways:

- ◆ Erase parts of the caricature
- ◆ Select a font and style size and enter text in the caricature window
- ◆ Touch up caricature lines using a paint brush of varying widths

Note: The Edit will only take effect on adding text, and changing the face edge. It does not change the facial parts.

Advanced Edit

You can edit your caricature in the following ways:

- ◆ Add or change eye glasses
- ◆ Change the facial parts: eyes, eye brows, nose and mouth
- ◆ Change the size, location, color of eyes, eye brows, nose, mouth and eye glasses
- ◆ Display or not display of eyes, eye brows, nose, mouth and eye glasses
- ◆ Select a happy, sad, angry, or normal face

Adding/Changing Eye Glasses

Click the *left arrow* or *right arrow* button on the side of *Glasses* button to select eye glasses with the shape of such as Round, Standard, Rectangular.

Changing Facial Parts

Click the *left arrow* or *right arrow* button on the side of a facial parts corresponding to *Brows*, *Eyes*, *Nose*, or *Mouth* button to select a new one.

Moving

Click one of the following buttons to select the facial parts you want to change the location:

Eyes, Brows, Nose, Mouth, Eye Glasses.

Click one of the following buttons to move the selected facial parts:

up arrow, *down arrow*, *left arrow*, *right arrow*.

Scaling

Click one of the following buttons to select the facial parts you want to change the location:

Eyes, Brows, Nose, Mouth, Eye Glasses.

Click one of the following buttons to scale the selected facial parts:

up arrow, down arrow.

Displaying

Click one of the following buttons to select a facial parts:

Eyes, Brows, Nose, Mouth, Eye Glasses.

Click one of the display buttons to display or not display the selected facial parts.

Coloring

Click one of the following buttons to select a facial parts:

Eyes, Brows, Nose, Mouth, Eye Glasses.

Click the color button to choose a color for the selected parts.

Selecting a Facial Expression

Click the *left arrow* or *right arrow* button on the side of *Expression* button to select of one of the following facial expressions:

Normal, Sad, Angry, Happy.

Saving a Caricature

You can save the caricature to use at a later time.

To save a caricature in UDF format:

1. Select *Save in UDF format* from the File menu.
The Save As dialog box appears.
2. Select the folder where you want to save the caricature in the *Folders* drop-down list box.
3. Type the name of the file in the *File name* drop-down list box.
4. Click the *OK* button.

To save a caricature in a format other than UDF:

1. Click the *Save* button in the uDrawFace Pro Main window or Select *Save* from the File menu.
The Save As dialog box appears.
2. Select the folder where you want to save the caricature in the *Folders* drop-down list box.
3. Type the name of the file in the *File name* drop-down list box.
4. Click the *OK* button.

uDrawFace Pro saves the caricature in Windows bitmap format, using the selected file name.

Note: You cannot save a photograph, only your caricature.

Printing with uDrawFace Pro

uDrawFace Pro gives you the following printing options:

- ◆ Select the graphic (photograph and caricature or caricature only)
- ◆ Preview your graphic
- ◆ Setup your printer
- ◆ Print your graphic

Graphic Print Options

You can choose the printer setup, preview, and print your caricature and the photograph together, or only your caricature.

To choose a print option:

1. Choose *Select* from the *File* menu.

The Select dialog box appears.

2. Select *Photograph & Caricature* **or** *Caricature only*.

The button to the left of your selection is highlighted.

3. Click the *OK* button.

Print Preview

You can preview how your graphic will look before you print.

To use Print Preview:

1. Choose *Print Preview* from the *File* menu.

uDrawFace Pro displays your graphic as a printed page.

Printer Setup

You can define your printing orientation paper size, and paper source.

To set up the printer:

1. Select *Print Setup* from the *File* menu.

The Print Setup dialog box appears.

2. Select the size of paper you want to print on.
3. Select the source of your paper from the drop-down list box.
4. Select one of the following printing orientations:
 - ◆ *Landscape* if you want to print your caricature across the wide side of the paper.
 - ◆ *Portrait* if you want to print your caricature across the narrow side of the paper.
5. Click the *OK* button.

Printing

To print:

1. From the uDrawFace Pro Main window, click the *Print* button, or Select *Print* from the *File* menu.

The Print dialog box appears.

2. Select the range of pages and number of copies you want to print.
3. Click the *OK* button.

uDrawFace Pro prints your graphic.

Exiting uDrawFace Pro

uDrawFace Pro reminds you to save any unsaved caricatures.

To exit uDrawFace Pro :

1. Click *Exit* button on the uDrawFace Pro Main window, or Select *Exit* from the *File* menu.

If the caricature is not saved, the Exit dialog box appears.

2. Use one of the following buttons:
 - ◆ Click *Yes* and specify the directory and file name including the file format to save your caricature.
 - ◆ Click *No* if you do not want to save your caricature.
 - ◆ Click *Cancel* if you do not want to exit uDrawFace Pro .

Note: The caricature can be saved in the format of BMP.