FaceShop® 3.5

User's Manual

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Pantomat Ltd.

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The base of the FaceShop software is the patented procedure by Pantomat:
P0200767 - METHOD OF PRODUCING THREE-DIMENSIONAL MODEL OF A HUMAN HEAD ON THE BASIS OF A TWO-DIMENSIONAL PICTURE – HPO-2002, PANTOMAT, Lorant Szabo

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The manual and illustrations were made using the Microsoft Word and the FaceShop programs.

“What’s New in FaceShop 3.5?”

NEW FEATURES:

1. New Interface
2. Multiple Undo
3. “Refine” Feature
4. Five “Free” lines
5. Zoom tool

FIXES/IMPROVEMENTS

1. Improved speed
2. Progress bars
3. Improved “Mirror” feature

FaceShop is the individual and patented product of Pantomat. The program generates a 3-dimensional model from a single photo.

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Introduction

“Turn Any Face Into a 3D Model”

FaceShop is the individual and patented product of Pantomat. The program generates a 3-dimensional model from a single photo.

Splash screen of FaceShop 3.5

About the manual

QuickStart A step-by-step guide to a simple project provided by a user

Chapter 1 introduces the FaceShop working environment and interface.

Chapter 2 shows how to use the software via a detailed overview of the process and workflow. It also provides an overview about exporting FaceShop files to other 3D applications.

Chapter 3 Explains the difference between FaceShop Basic and Pro and shows how to use Pro with DAZ Studio and Poser

Chapter 4 Tips and tricks is a compilation of different tips as received from users of FaceShop. These tips represent views and ideas of the submitting individuals.

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System requirements

Required hardware

FaceShop runs with the following minimal hardware:

A Windows-based personal computer or laptop with the following minimal requirements:

Pentium III or IV 2 GHz

512 MB RAM internal memory

True Colour video card (GeForce 2, 32 MB)

Screen of a resolution 1024x768

150 MB free disk space

Needed system software

FaceShop runs under the following system softwares:

Windows 2000, Windows XP and Windows VISTA operating systems.

To read pdf manuals Adobe Acrobat is recommended

To watch "How-to" videos Windows Media player is recommended

Installing FaceShop

1. Switch on your computer.
2. Put the FaceShop CD into the CD-ROM driver. The installation program starts within seconds. If you downloaded an electronic version of FaceShop, skip steps 3-5 and simply "unzip" the file.
3. Follow the instructions appearing on the screen.
4. When the installation finished, click on the Finish button.
5. Once the installation finished, remove CD from the driver.

FaceShop software is ready to operate. The icon of the software can be found on the desktop and in the Start menu.

QuickStart Guide

It is a guide written by a user (Gojugirl) after her second day with FaceShop! This QuickStart manual is attached unedited as a separate PDF file.

Special thanks to Gojugirl for her step-by-step description of her use of FaceShop on a specific project, her enthusiasm and sense of humor.

1 FaceShop Interface

This chapter introduces the FaceShop working environment.

It will help you to familiarize yourself with the components of FaceShop interface and functions.

FaceShop is designed to contain all tools necessary for preparing, editing and modifying the face.

When the program starts, the FaceShop the splash screen appears followed by the Design window, the Menu bar and Tools.

Start window

The start window opens with an empty screen. On the menu bar there's one pull down menu called "File".

In "File" you have the following options:

New – will start a new project by asking you to input a new photo

Open – will allow you to open an existing project

Paste – will paste an image from the Clipboard

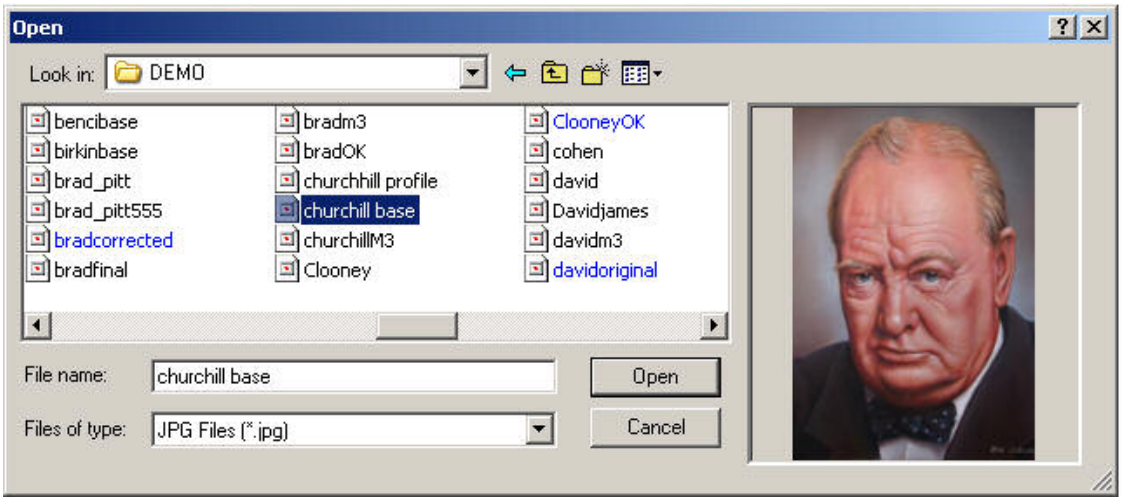
Select Scanner – will initialize and start an attached scanner

Photo from Scanner – will open scanner interface

Exit - will exit the application

Selecting New

When selecting “New” form the “File” menu, the following dialog comes up.



Once the photo is chosen, it appears on the right hand as a preview.

Click “Open”.

Set Up Window

Tools Presented in this window

 Rotate left will rotate the image left

 Rotate right will rotate the image right

 Mirror horizontally will rotate image horizontally

 Rotate vertically will rotate image vertically

 Note allows you to add notes to file

 Help opens up this manual

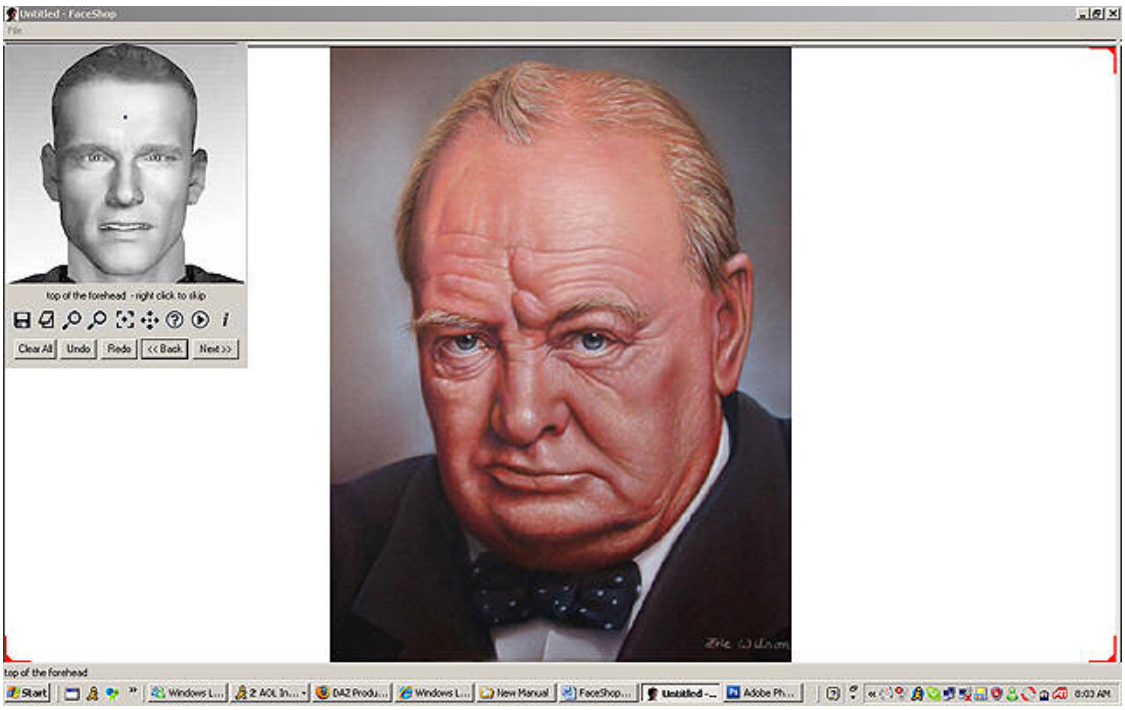
 Movie opens a "How-to" video

 Info tells about the program

The Set Up window contains your selected image. It is here that you can either choose a default mesh (Michael 3 or Victoria 4) or choose to import another mesh (Pro version only).

This is also the window where you could crop your image better. By simply drawing a rectangle around the head will crop it. It is recommended that you crop the head as to provide a better working size.

Align window



The **Al;ign Window** will help you to align the model head with the view presented by your image. This is done with the help of placing dost on the significant points of the subject photo. (If you imported an OBJ file, you'll see two heads: the subject photo on the right and the imported mesh called TempMan on the right. In this case, you'll place dots on BOTH heads as instructed by the dialog).

You can move or enlarge the window at any time within the whole working surface to make you able to work in the most comfortable view.

The **Guide Palette** shows a step-by-step guide on where to place points to align the head with your photo. Follow each point as shown. If a point is obscured (like the left ear by hair) you may take a guess and place the point anyway. If the point is turned away from your view (like the right ear above), right click to pass.

Tip: Sometimes it helps to place a dot of the approximate place even if you don't see the place. Example: if the top of the left or right ear is not visible but you can approximate where it is on the other side of the head, placing a dot gets better results.

Once you finished, click on "Next".

Tools presented in this window

 Zoom in lets you draw a rectangle around the are where you want to zoom in

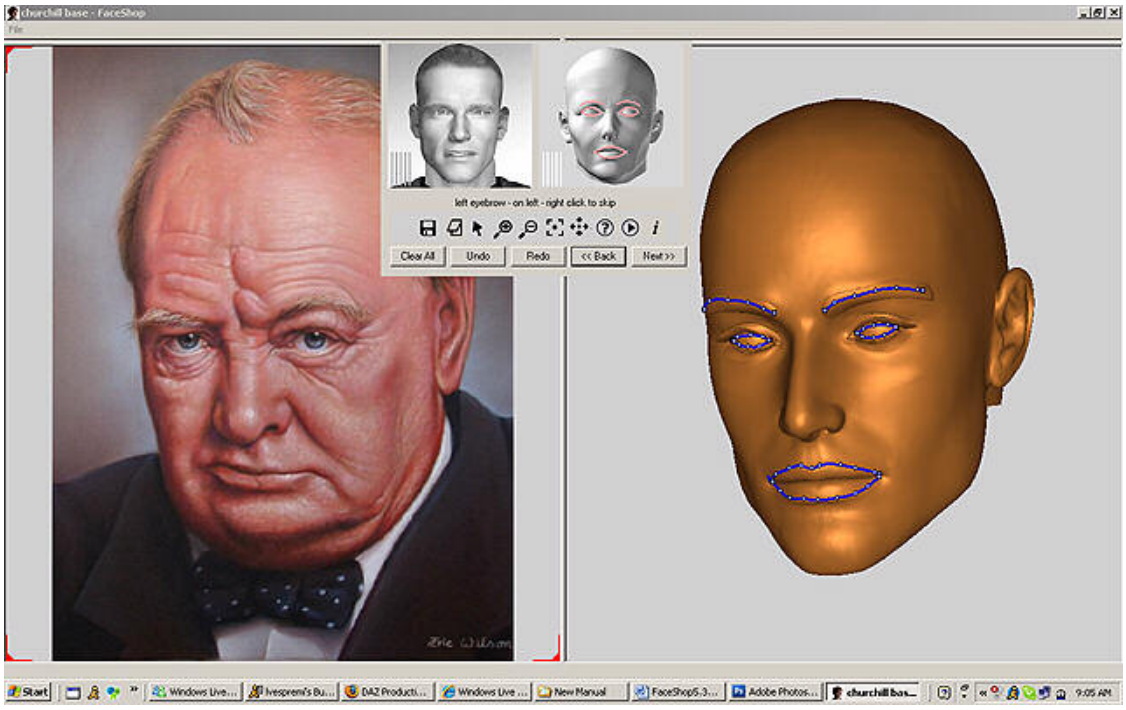
 Zoom out works in reverse. Draw a rectangle to zoom out

 Restore will restore the original image size

 Pan will let you "pan" the image left or right, up and down

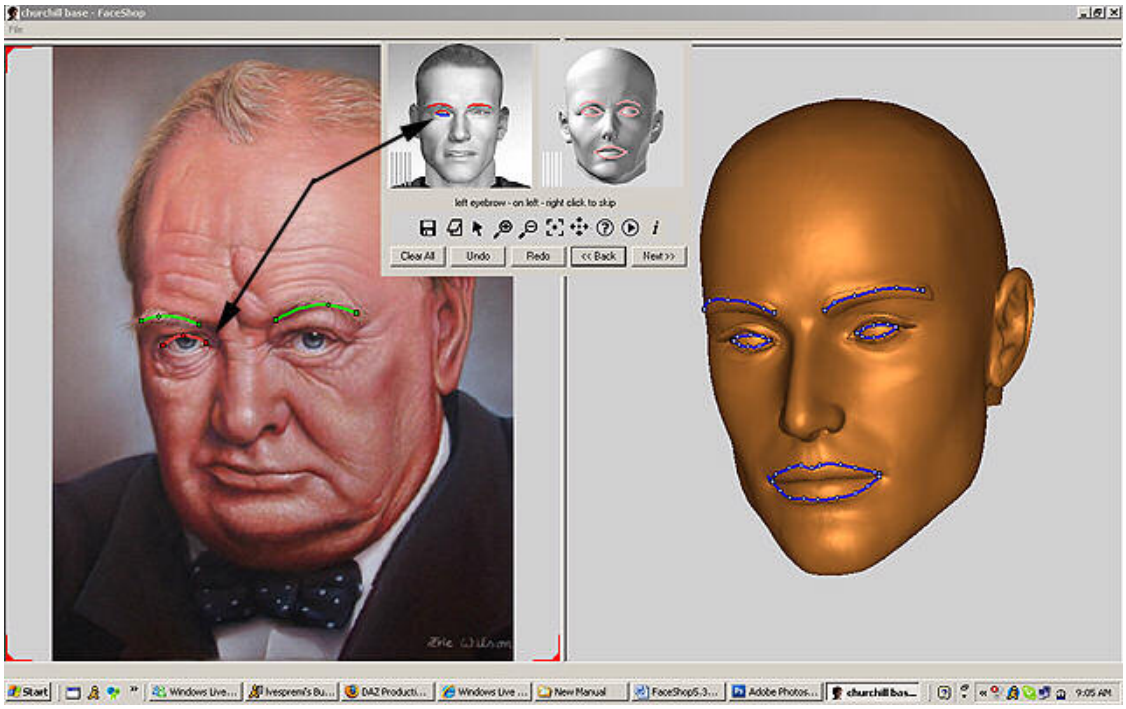
Curves Window

This window will present you with your original photo on the left and TempMan on the right. If you placed your dots correctly in the Align screen, TempMan should be aligned with your photo.



The **Curves Window** will help you to draw curves to show significant features of the face. You can move or enlarge the window at any time within the whole working surface to make you able to work in the most comfortable view.

The **Guide Palette** shows a step-by-step guide on where to draw curves on the photo AND also on TempMan. Follow each curve as shown. If you make a mistake, use "Undo" to start it over.



2 Operation

This chapter introduces the various steps involved in creating a 3D face with FaceShop, as shown by a typical example.

To overview the process, these are the various steps:

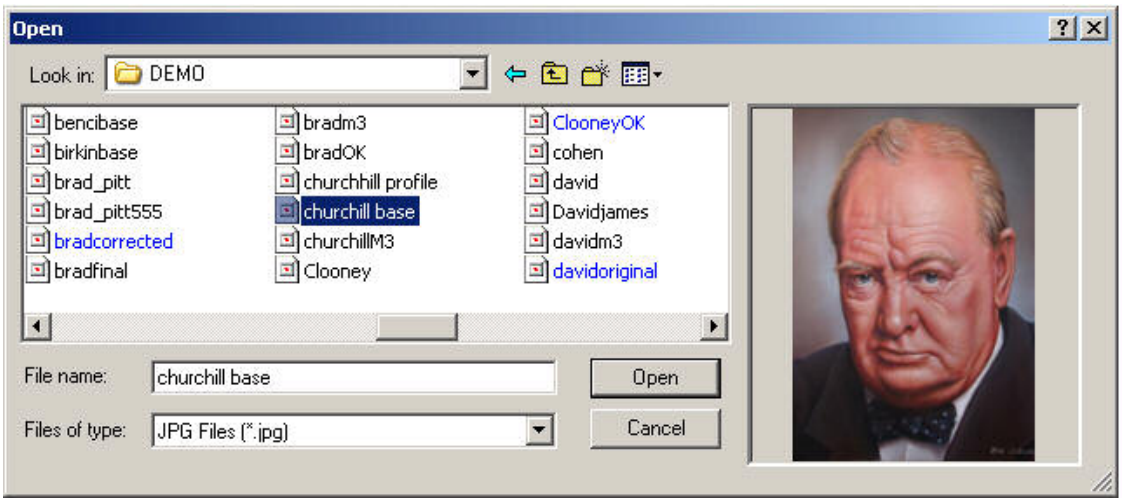
- First select and read in a portrait
- Mark the important points of the face
- Establish the camera position
- Try out the different drawing methods
- Learn model about model editing
- Explore mirroring
- Work with Refine
- Learn to export
- Finally, you can save your work in order to use it later

Step. 1

Selecting the portrait

The input data for the face model can originate from a photo, a digital camera, scanner or the Internet. FaceShop supports the best-known picture formats, so it reads **jpg**, **tiff**, **gif**, **bmp** and **pcx** files.

After selecting the photo it will open in the Photo dialog.



The Open dialog. Click "Open". After selecting the photo it will open in the Photo dialog

The Photo Dialog

Step. 2

Cropping the Image

It is possible to crop the image to optimize it for the task. This function is very important, if – for example – you want to choose one face from a photo of a group.

You can also rotate or mirror the photo. Cropping is accomplished by simply drawing a rectangle around the desired area and hit "Enter".

Step. 3

Select Male or Female Template or Import Template (Pro only)

If you are satisfied with the cropping, please select either a male or female template via the radio buttons! It is very important, since male and female heads are distinctly different.

If you are using the Pro version, you may also import other heads as OBJ files. More about this in Chapter 3 (working with Poser and DAZ Studio).

Step. 4

Select Texture Resolution

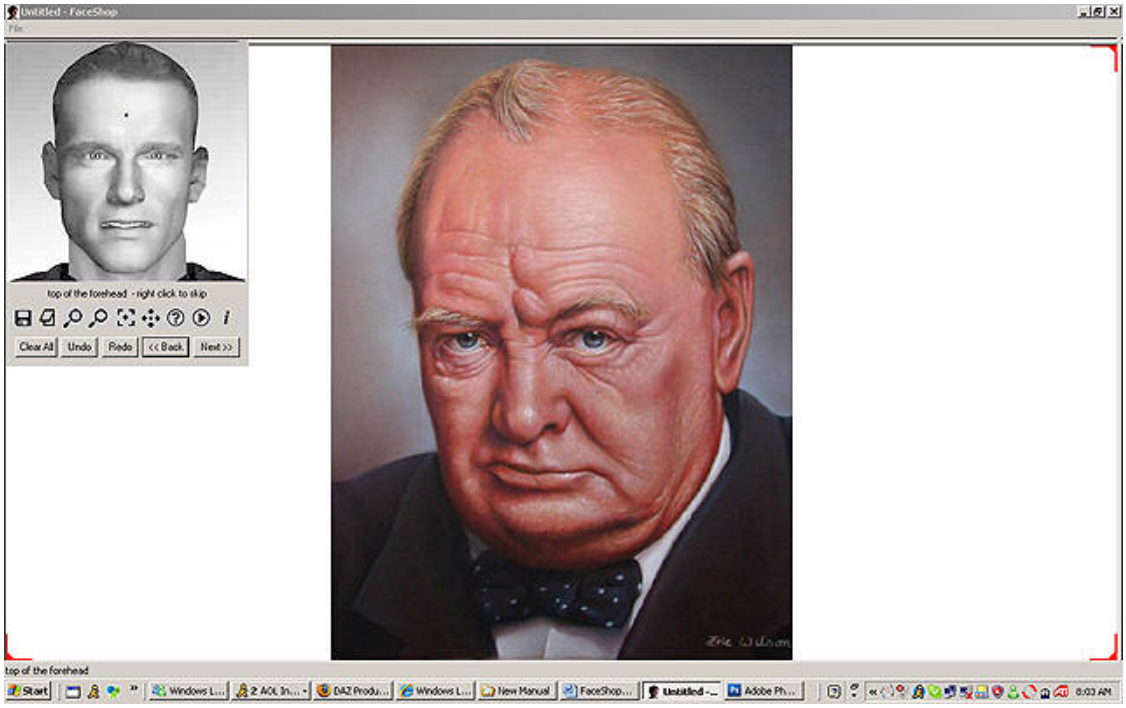
You have a choice of selecting the resolution of the final texture map. In general the larger your original photo, the larger you can go with your resolution, all the way to 2048x2048. The caveat is that larger texture works slower and will cost you time.

Now hit "Next".

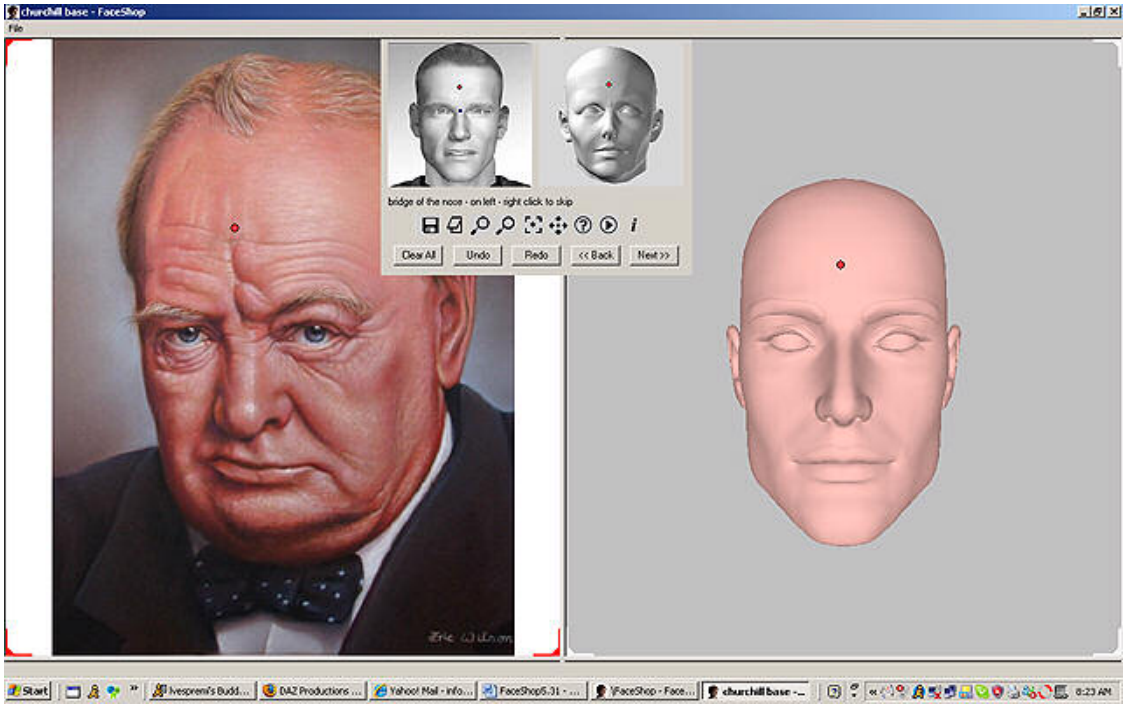
Step. 5

Enter Significant Points of the Portrait

After clicking the next button you will see the Design screen with the following: Your photo in placed in the middle of your screen. On the left is a Guide Palette labelled "Points" containing a generic 3D head called TempMan.



Interface if you choose standards Mike3 or Victori4 with photo and "Align"dialog.



If you choose to import an OBJ, this will be displayed on the right hand side of the "Align" screen. In this case, the dialog will ask you to place dots on BOTH the left hand and the right hand image.

Here's how TempMan works:

TempMan

The key to the operation of FaceShop is to understand the role, function and task of the Guide Palette and the template head – shortly TempMan – in the program.

TempMan is used to make 3D from 2D, i.e. it calculates the dimensional, i.e. the third, "**z**" co-ordinate of the subsequent glass cube.

It is clear that a photo contains only planar, i.e. 2D (**x,y**) co-ordinates. The third co-ordinate is calculated by the FaceShop on the basis of the **patented process of Pantomat. Unlike other programs that need two (2) photos, one frontal and one from the side, using TempMan FaceShop can generate a 3D heads using only one photo.**

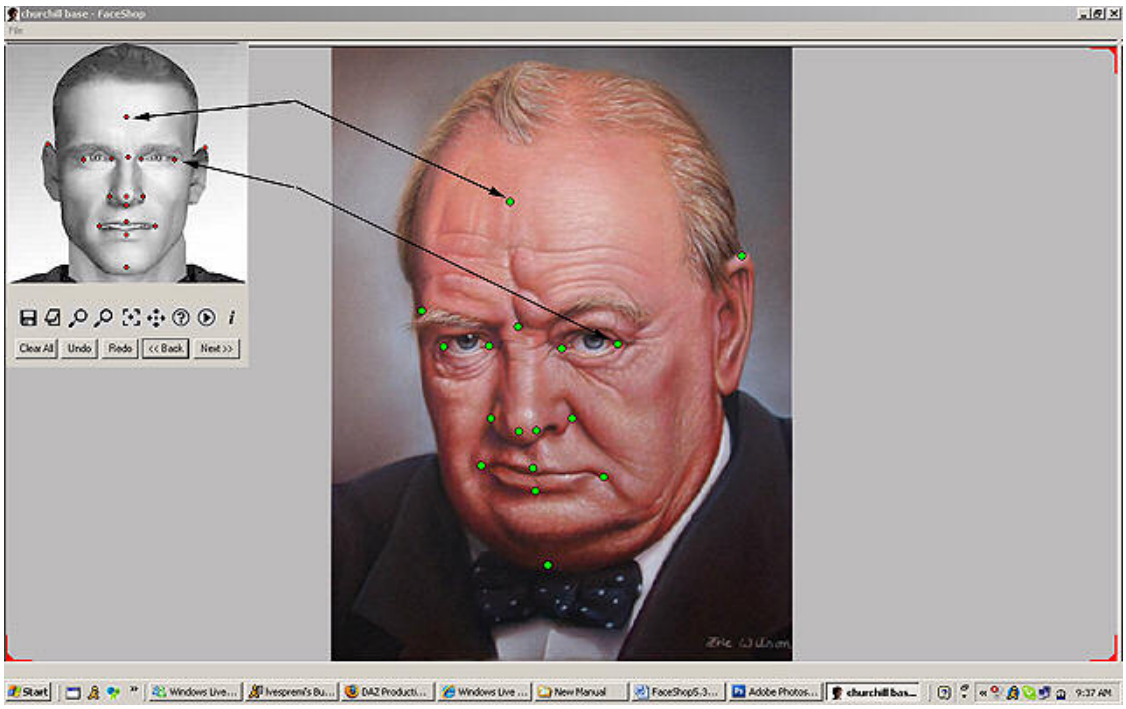
Aligning TempMan with Photo

This phase of your work involves aligning TempMan with your photo (same angle, turn of head, etc.). In order to do this, you need to select significant points on your photo as directed by the flashing blue dots.

Alignment

1) You will see a flashing blue-colored point and the „top of the forehead" of TempMan . A label asks you to mark the middle point of the forehead of your photo.

2) Mark this first point of the face by a mouse click. You will see the following on the screen:



3) Next, a flashing blue point asks you to mark the bridge of the nose.

4) Mark this second point of your photo.

5) Continue to mark all points the Point dialog asks for.

Note: What is Left and Right? When the program ask to select the tip of the right ear, it means the ear that is on the right on your screen. Ignore your instinct to figure out which is the ACTUAL right ear or left eye, etc. Simply follow the prompters and select the points it is showing.

It is not necessary to determine every point exactly. For example: on the picture above the right ear is out of sight, so it is impossible to mark it, and it is unnecessary.

If you do not want or cannot mark a point, simply push the right button of the mouse. Points could also be modified later. The finished screen should look like this:

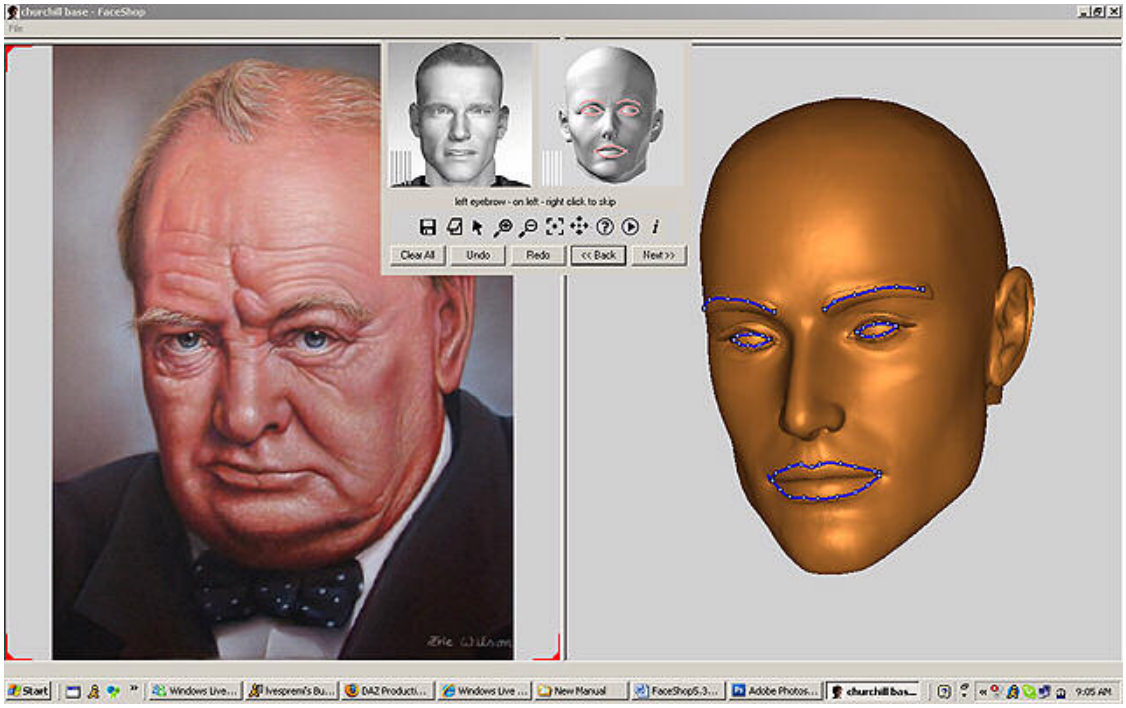
All points finished

Now click on "Next".

Step. 5

Draw Curves

The next screen should look like this:



Curves screen

Notice that FaceShop now aligned the 3D TempMan's position with that of your photo. Next you will need to define a few curves.

Comment: Also notice that in the Guide Palette you now see two (2) heads. The left represents the left screen (your photo), the right represents the 3D TempMan. Many people make a mistake by not followingt the Guide! **If you see a flashing blue area (eyebrows, for example) displayed in the left head of the guide, <u>you must draw that curve in the left part of the screen</u>, that is, on the photo.** If a flashing blue line is on the right head, you must draw the line on the 3D TempMan on the right!

Every face displays important and significant differences that can be expressed by lines in order to "get the face right.. These lines (curves) describe the shape of the head, eyes, lips and nose.

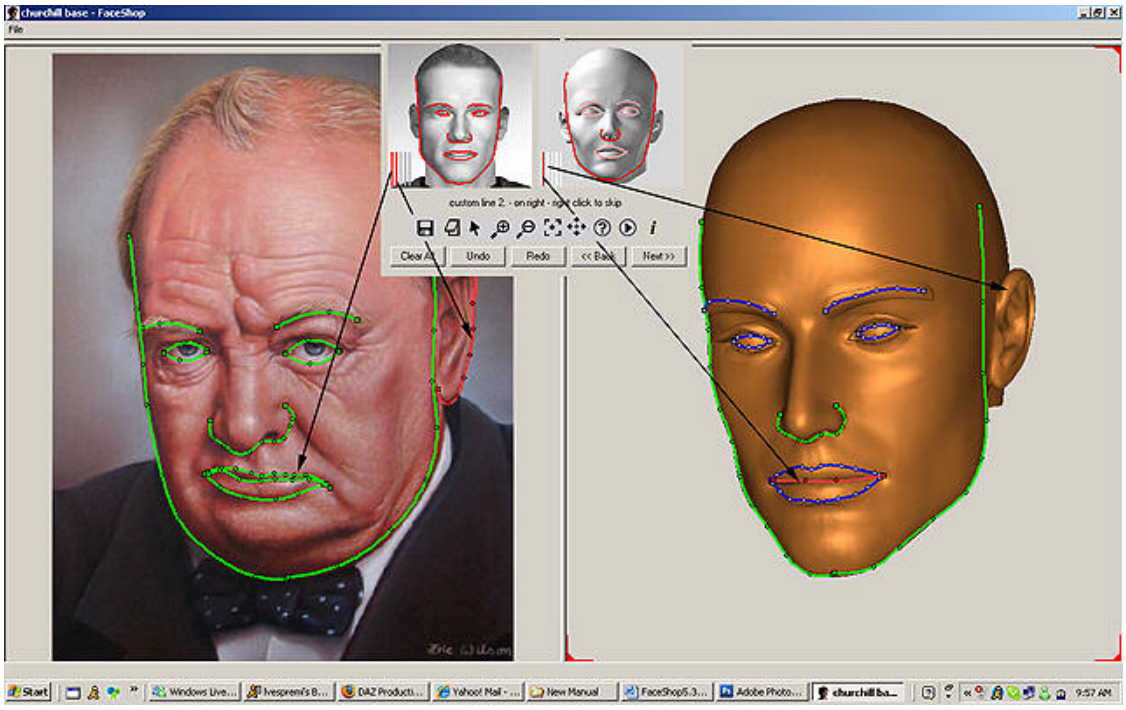
Your task is to draw the significant curves of the selected face as instructed.

The “Curves” dialog first asks you to draw a curve on your photo to delineate the left eyebrow of your photo. (Note: you may find it easier to draw on your photo in the “line” mode (see previous chapter).

Curves being drawn on photo

Continue and finish all curves all curves as directed.

Note: Sometimes it smarter to draw the head’s shape all around the head, even though you may not see it clearly. Experiment to see which works best for you.



Custom Lines

These are the five vertical bars that flash after you finished all curves. You can either enter additional features using these or skip and right click on both faces five times or click on Next.

If you want to add additional features (like the curvature of the nose, the shape of the ear, do it now.

Correcting

The easiest is to use the Undo button and restart the curve. If you want to correct a portion of a curve, you can do it by:

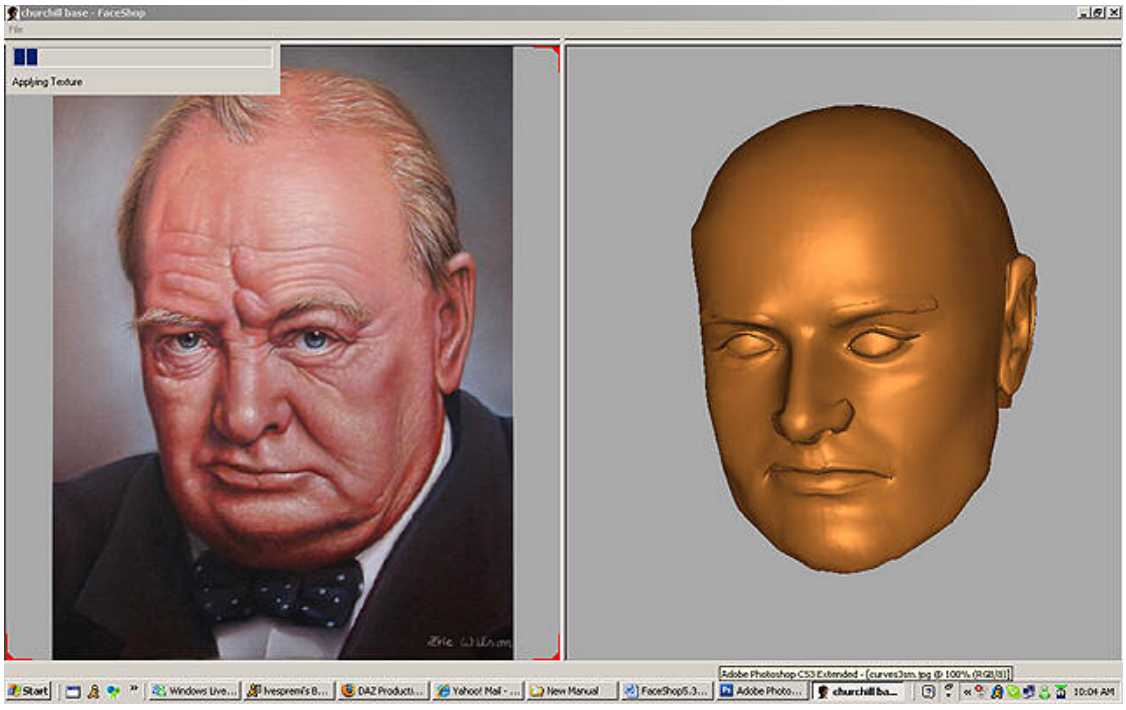
Click on the curve. After you click:
simple click: drag the nearest node
cntr-click on the line: clear the nearest curve-node
shift-click on the line: add a new node to the curve
hit Delete key - clear the curve totally

Note: The best time to correct is AFTER you finished drawing all curves and custom lines but BEFORE you hit the "Next" button. You can correct lines on the "active" window (marked by the red corners).

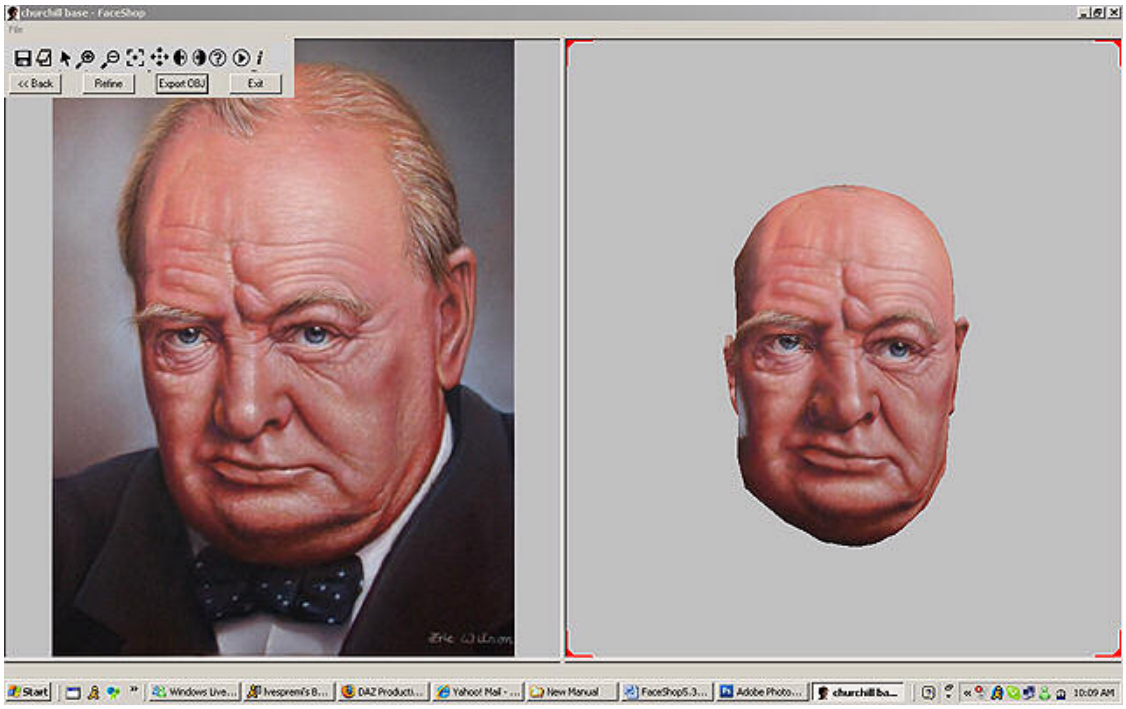
After drawing the significant lines and curves you can simply push Next button

Modifying Your Model

After you pushed the Next button, FaceShop will take approximately about 10-20seconds to first modify the shape of TempMan (mesh). A progress bar shows how long it will take. The resulting 3D Model should look like this:

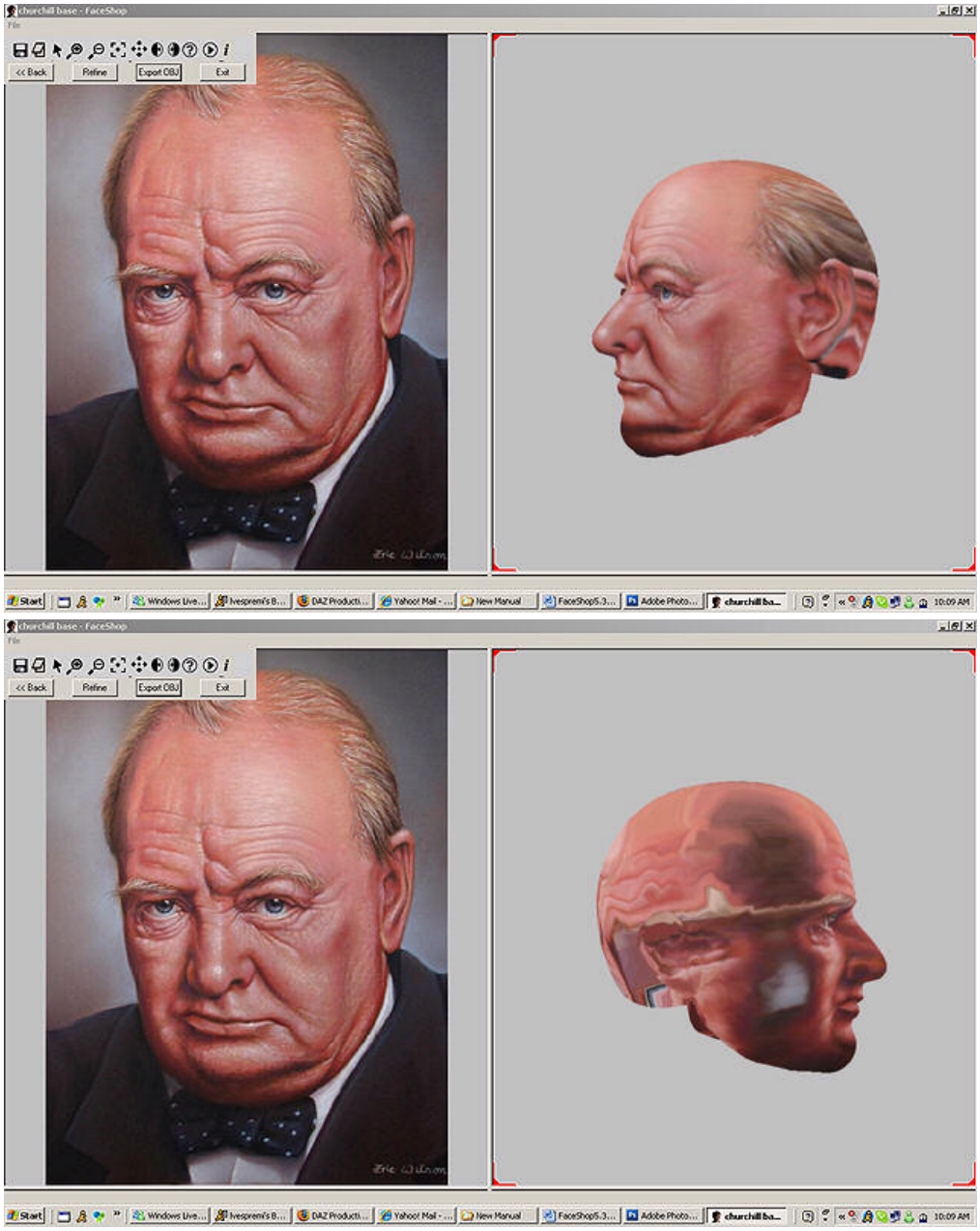


After this the program applies the texture to the mesh. This may take longer – depending on the image size up to one minute. The result will look like this:



Mirroring

Notice that the left side of the head looks better than the right side. No wonder, there's more information to start with.



Left side and right side of the face

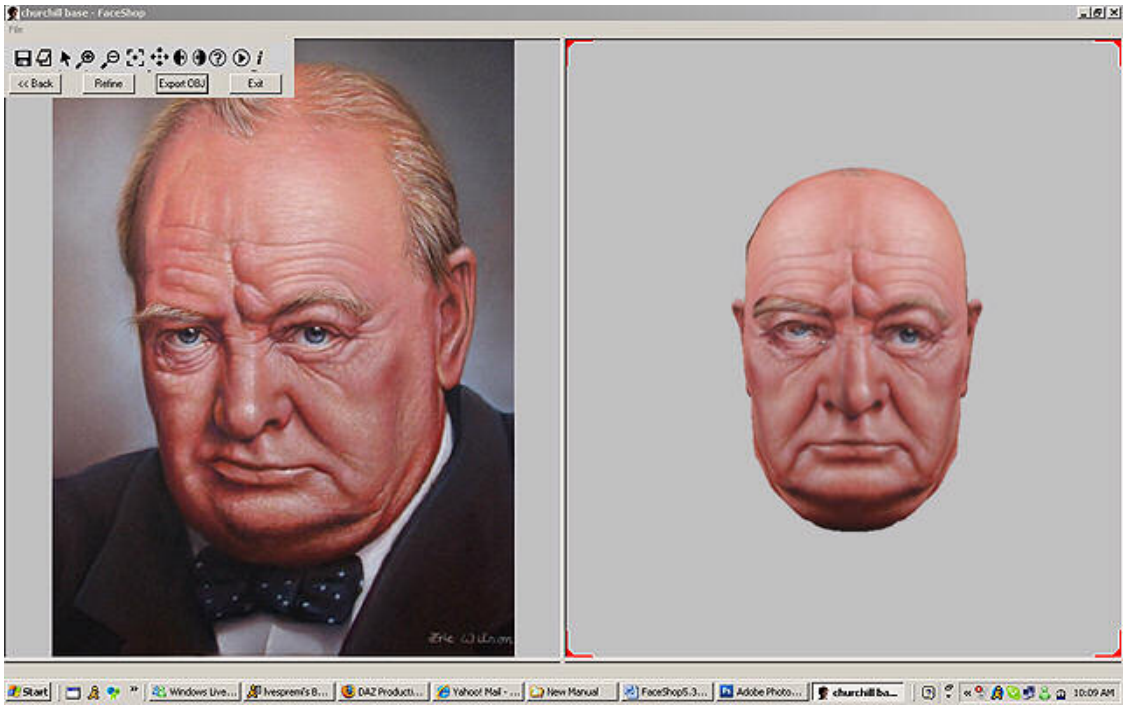
Tools Presented in this window

Mirroring can help to "mirror" the better side over to the side that is not so well defined.

In this case, if we want to mirror the right side over to the left side, we will use the first of the two mirror icons.

 Mirror left side over to the right side

 Mirror right side over to the left side



Refine

CAUTION:

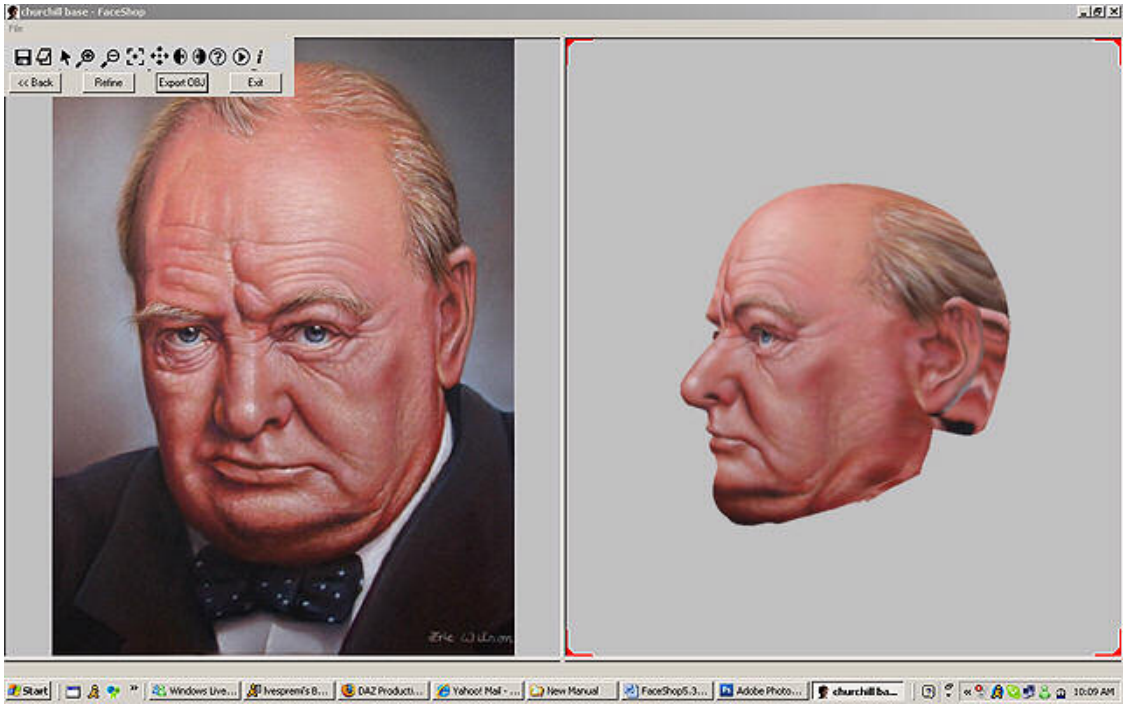
IF YOU NEED TO USE THE MIRROR FUNCTION, PLEASE DO IT BEFORE CLICKING ON REFINE.

Refine is a new feature. It allows you to do one of two things:

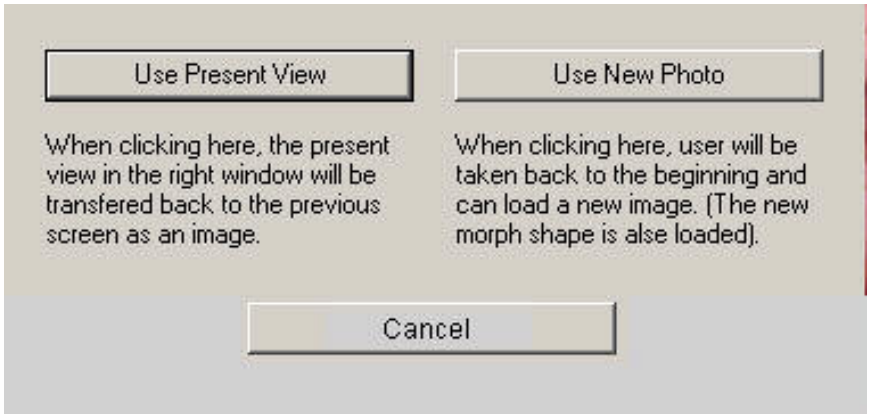
1. If you DON'T have a second photo of your subject.

You may use the present TempMan to create a side view and then use this side view to work on the profile of your subject. Here are the steps:

1.Turn the head sideways to show a profile.

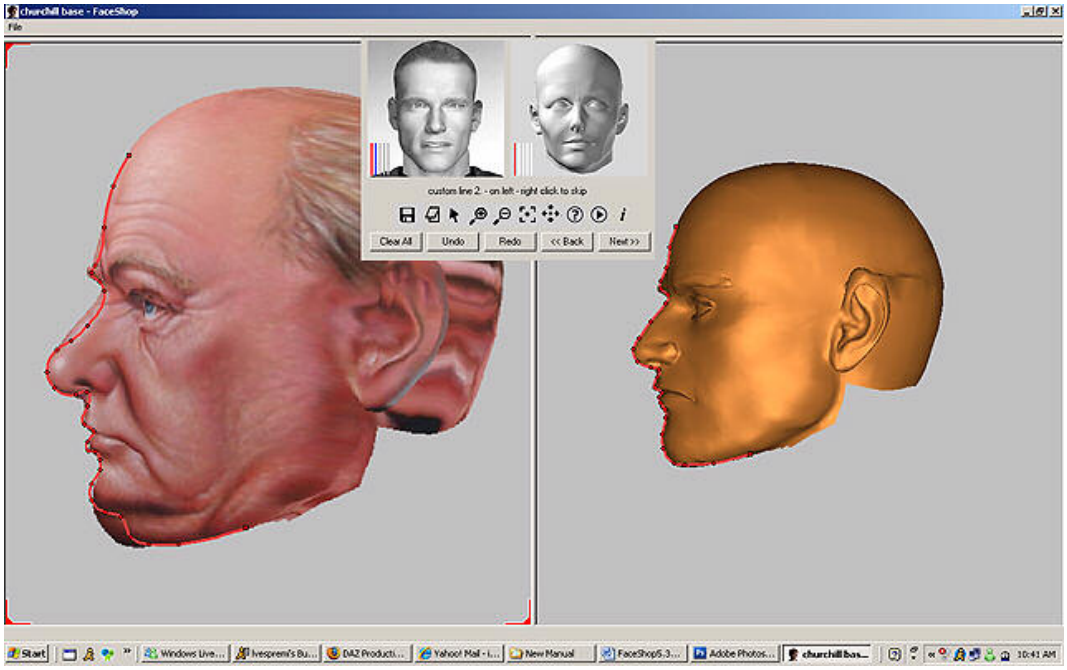


2. Click on "Refine" button

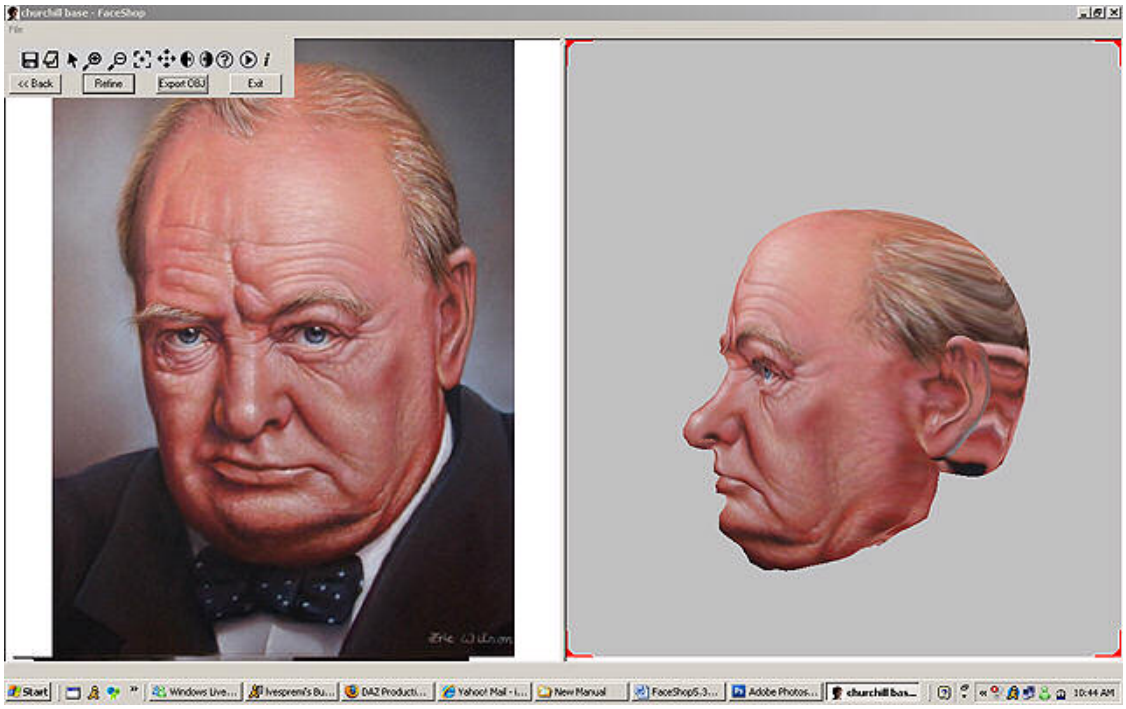


This will bring up the "Refine" dialog to present your two choices. In this case click on "Use Present View".

3. Now you are back in the "Curves" screen, with the left hand screen presenting the new view of your subject, the right screen showing TempMan aligned with this view.



4. Now using the “Free” lines define the new profile you want to have in the right hand screen.
5. After this, draw the profile on TempMan exactly following the profile you see.
6. Click on next



Here’s the new improved profile.

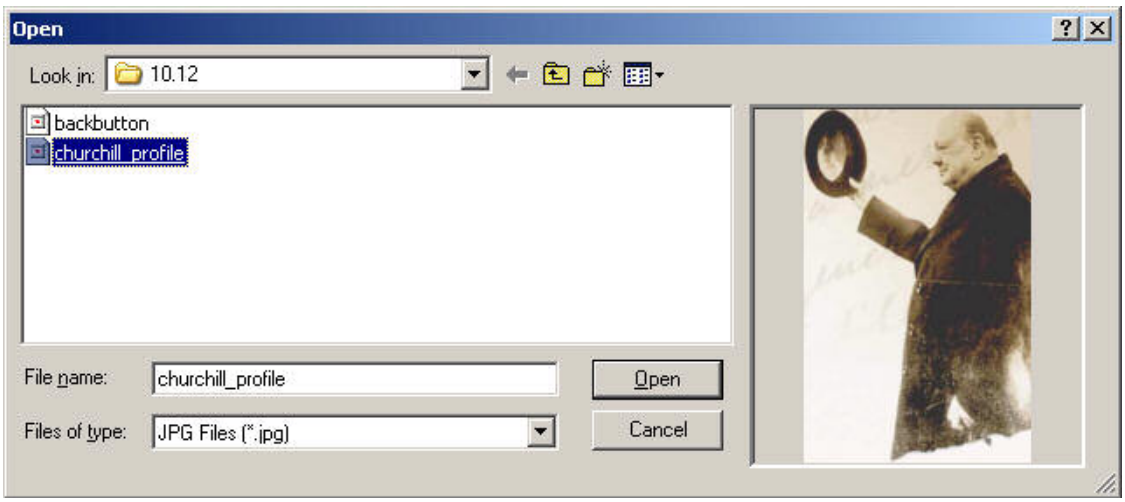
2. If you DO have a second photo of your subject.

You may use the second photo to change the geometry of the face.

Note: this step will only change the geometry – the texture used will of the first image.

Here are the steps:

1. Click on the button "Use New Photo"
2. This will bring you back to the beginning of the process, to the "Open" dialog box.



Select new image and click "Open"

You will see the new image:

From this point on follow the steps as outlined at the beginning of this chapter.

Export

FaceShop allows you to either save your project in FaceShop's own format (FAC) or export it as an OBJ file to be used with many other 3D

applications, such as Poser, DAZ Studio, Maya, Cinema 4D, Carrara, Bryce, 3D Max, Hexagon, Shade, Rhino and many more.

(FaceShop actually generates two (2) files for export: an OBJ file, and JPG files with UV map. These OBJ files can also be used as "Morph Targets" by applications such as Poser and DAZ Studio that recognize specific morph targets.

NOTE: In order to use FaceShop faces in Poser, you need the Pro version!! More about it below under tips and tricks.

In FaceShop basic there is one specific male and one specific female template (TempMan). Only if these templates correspond to a character in Poser or DAZ Studio (same polygon count and rigging) will the morph target work properly. Refer to the manuals of these individual programs on how to apply morph targets.

3 FaceShop Pro

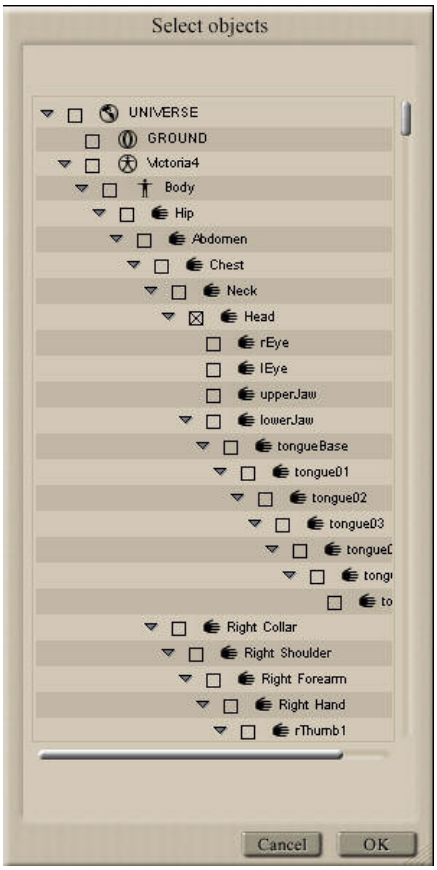
The main difference between FacShop Basic and FacShop Pro is that Pro allows you to import any new mesh head (James, Simon, Jessie, Sydney, Miki, Apollo, etc.) in addition to the two standard heads of Basic (Michael 3 and Victoria 4).

There is a difference between using non-standard faces in DAZ Studio and Poser. Heads exported from Studio to FaceShop **and then to Poser may not directly work in Poser** as Morph Targets, owing to the different coordinate systems. In order to use FaceShop with Poser, you need to export heads as OBJ Morph Targets from Poser, import and process it in FaceShop Pro. Then rename and re-import the new OBJ generated in FaceShop Pro as Morph Targets into Poser.

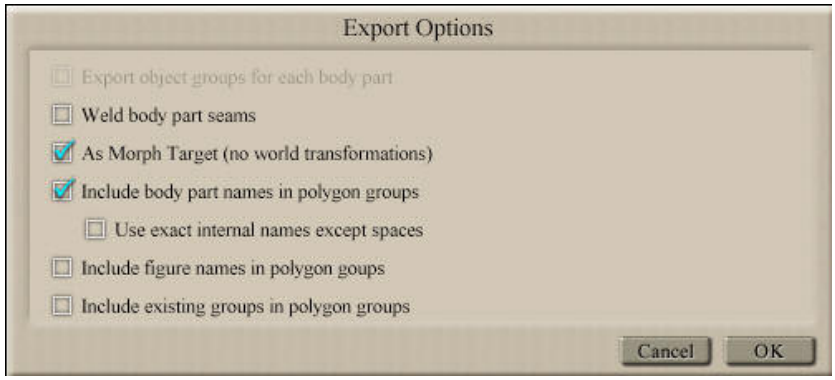
How to use FaceShop Pro with Poser:

In detail:

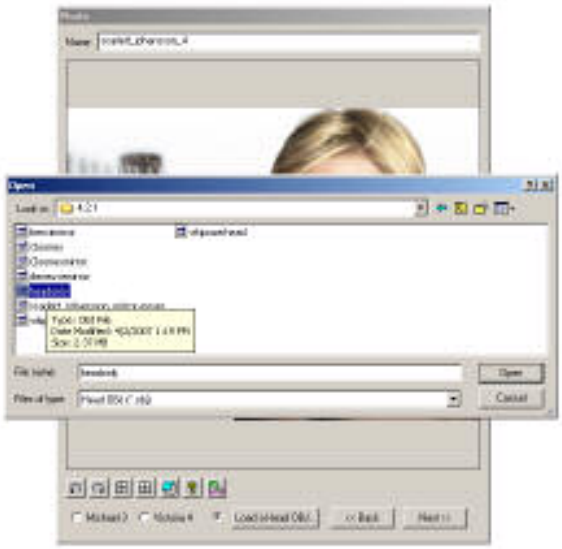
1. Export a head (but only the head and not the eyes) from Poser.



2. Make sure you click on "AS Morph Target" and "Include body part names".

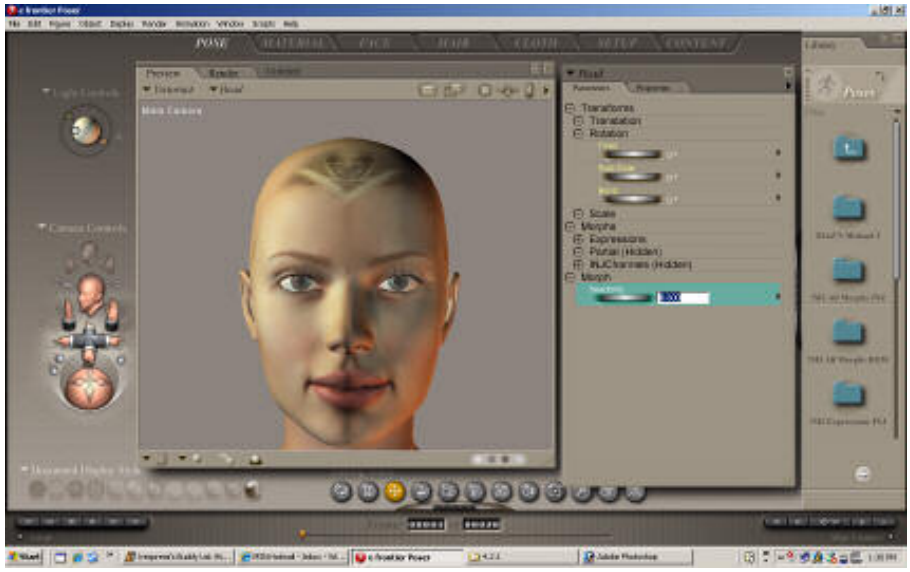


3. Import this new OBJ into FaceShop Pro using "Load a Head OBJ button…



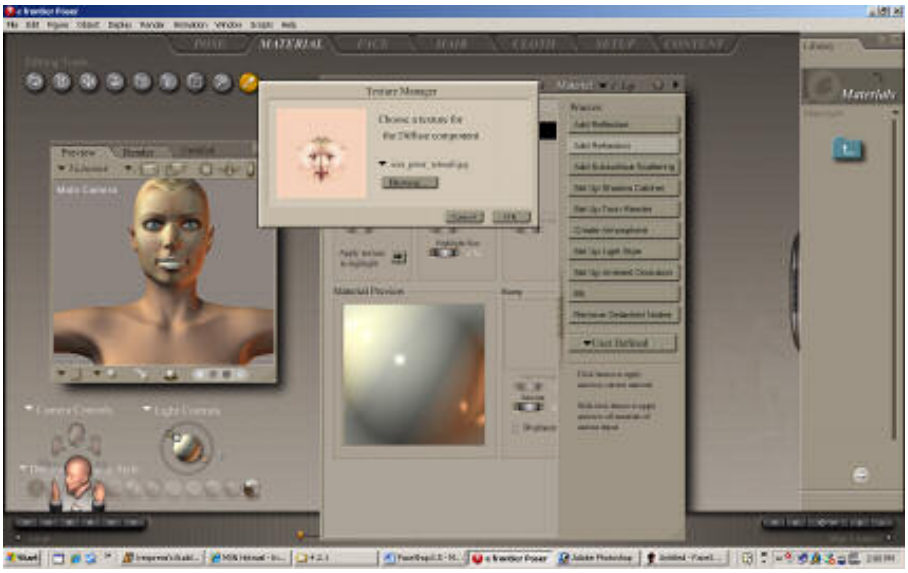
4. Once finished in FaceShop, open Poser.

Bring up the same model that you exported (it won't work with any other) and apply Morph Target. The value that works best is between 0.5 and 0.8 (see below)



6. Now open Material Room to apply the texture map.

Choose SkinFace for the face, and apply texture map. Choose Lips for lips. Set “Diffuse Color” to white.



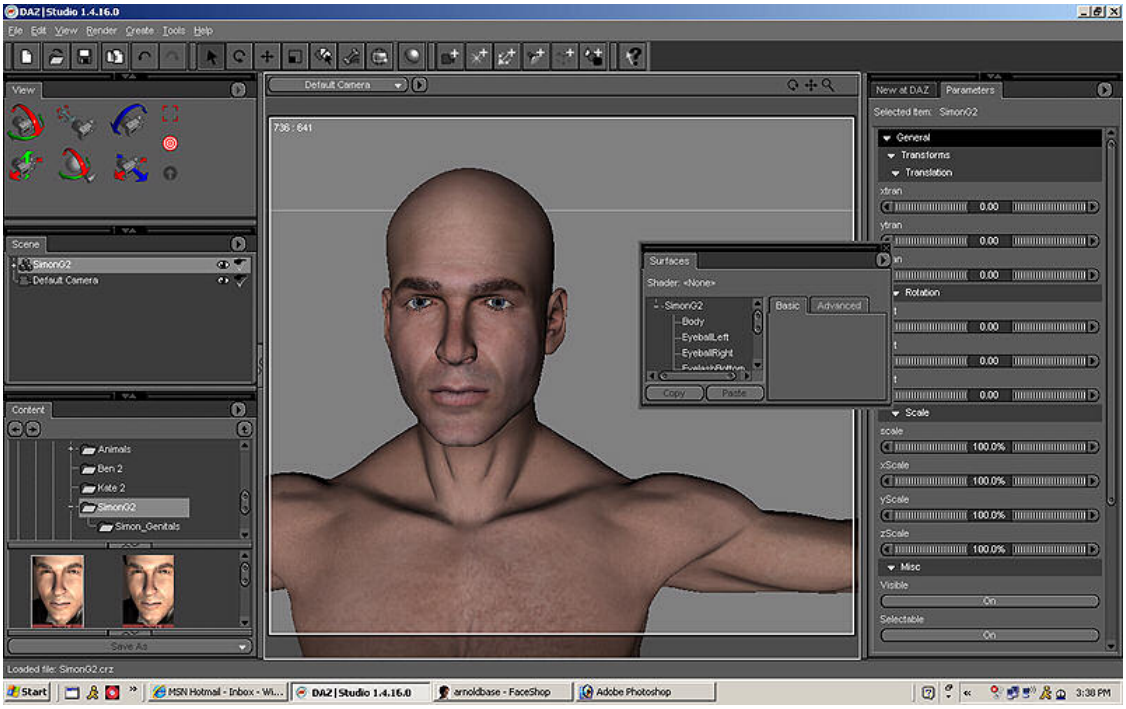
How to use FaceShop Pro with Studio:

In detail:

1. Export a head as OBJ from Studio.

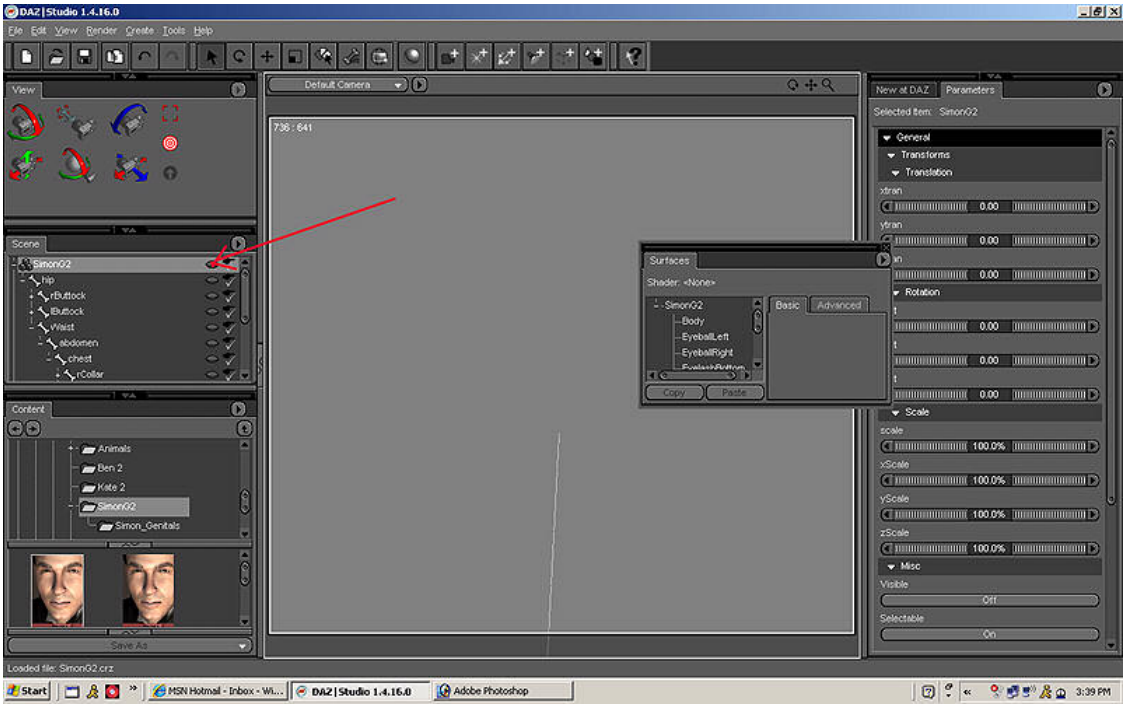
Step 1

Load a figure (any figure, either from DAZ or others) on the scene (shown Simon).



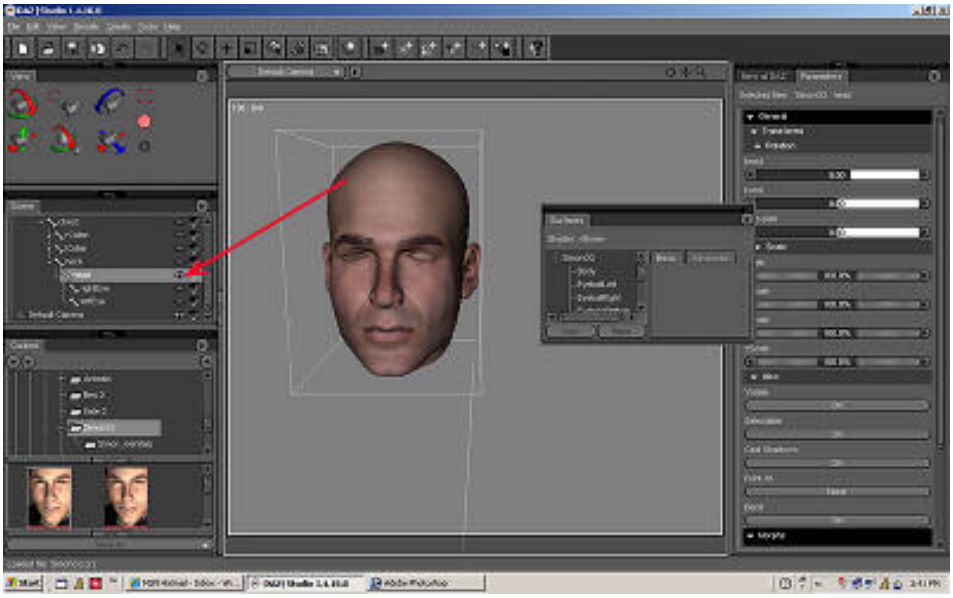
Step 2

To isolate the head, go to the “Scene” tab (top red line) and unfold the hierarchical parts list as shown. By clicking on the “Eye” symbol, first turn off all “eyes”. This will hide the figure.



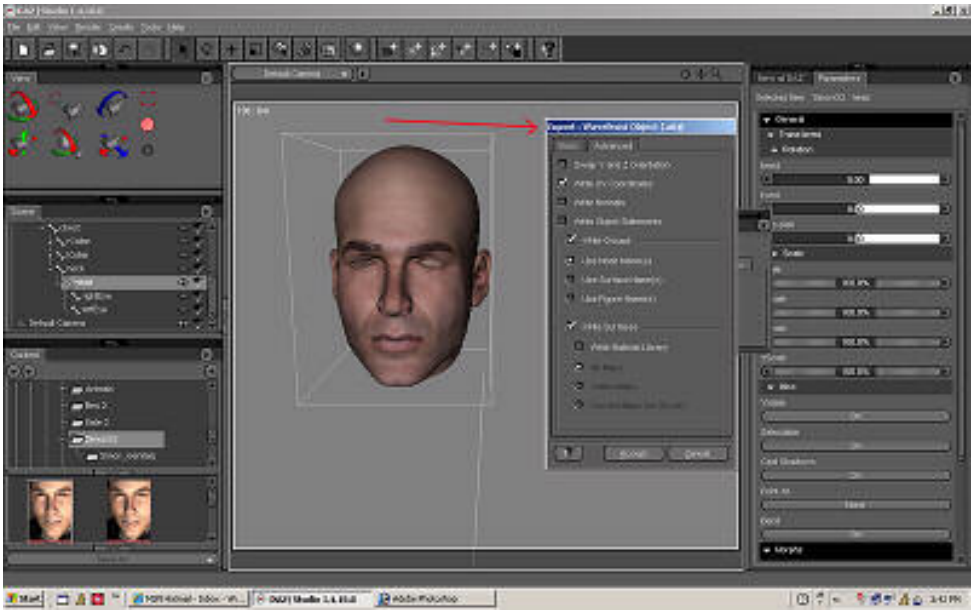
Step 3.

Now click on the "Head" only (by activating the eye symbol). Do not click on "eyes"



Step 4.

Pull down the “File” menu and choose “Export”. Give a name to your “head”, such as “simtest”.



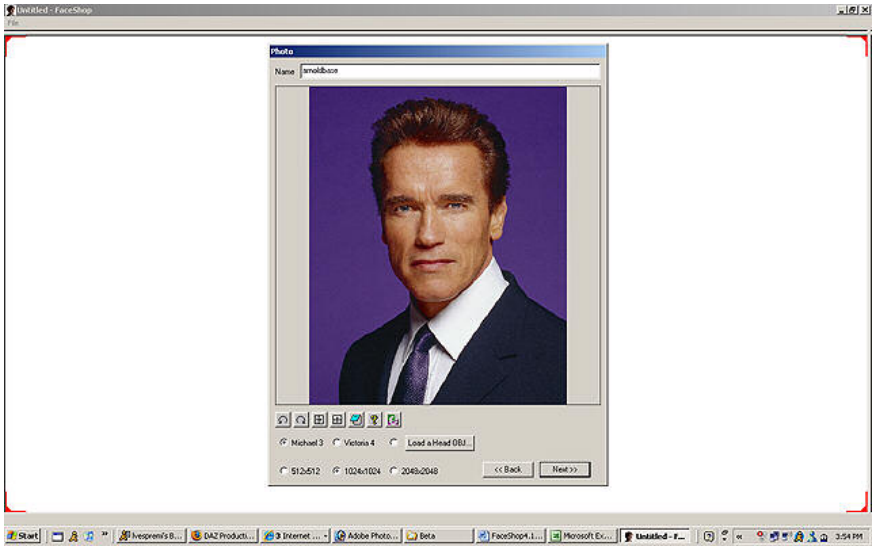
Step 5.

Use the following export settings

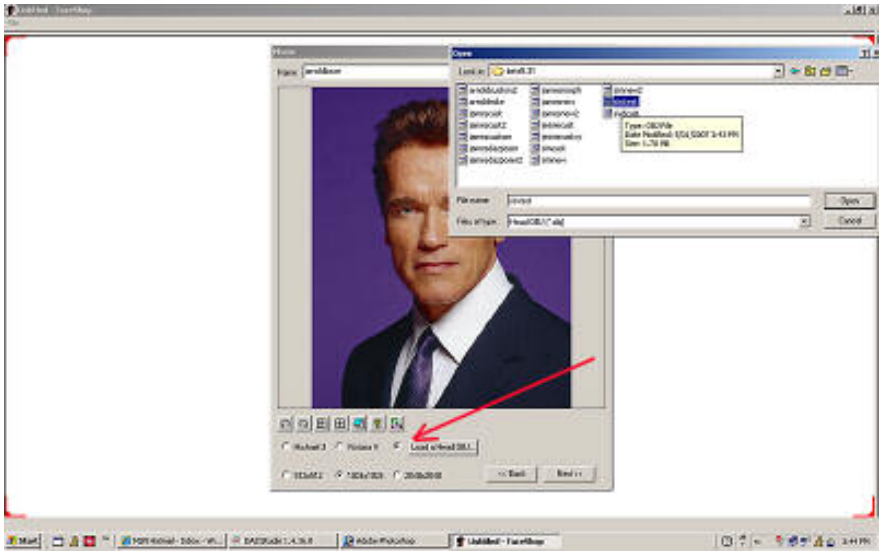
3. Import the new OBJ into FaceShop Pro.

Step 1.

Open target photo.

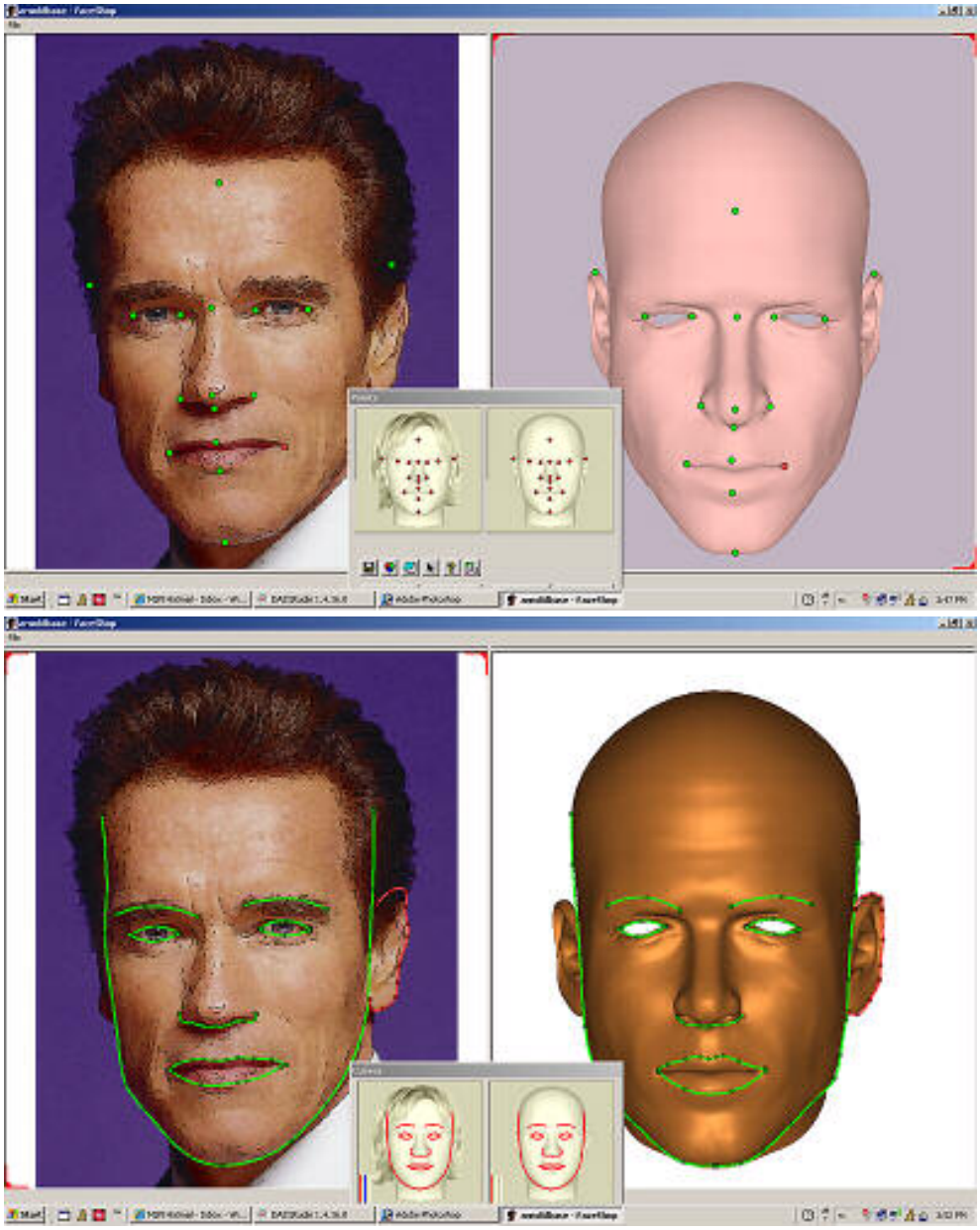


Step 2. Click on “Load a HeadOBJ” button



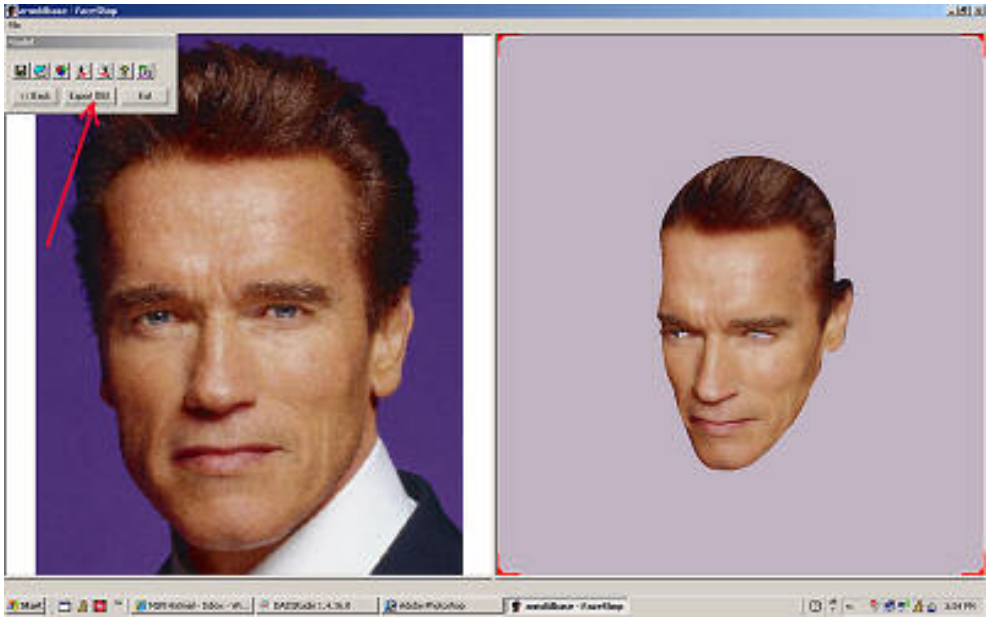
Step 3.

Continue to create head as described in Chapter 5



Step 4.

Export OBJ as shown. Name it different from the original, like “simtest2.obj”.

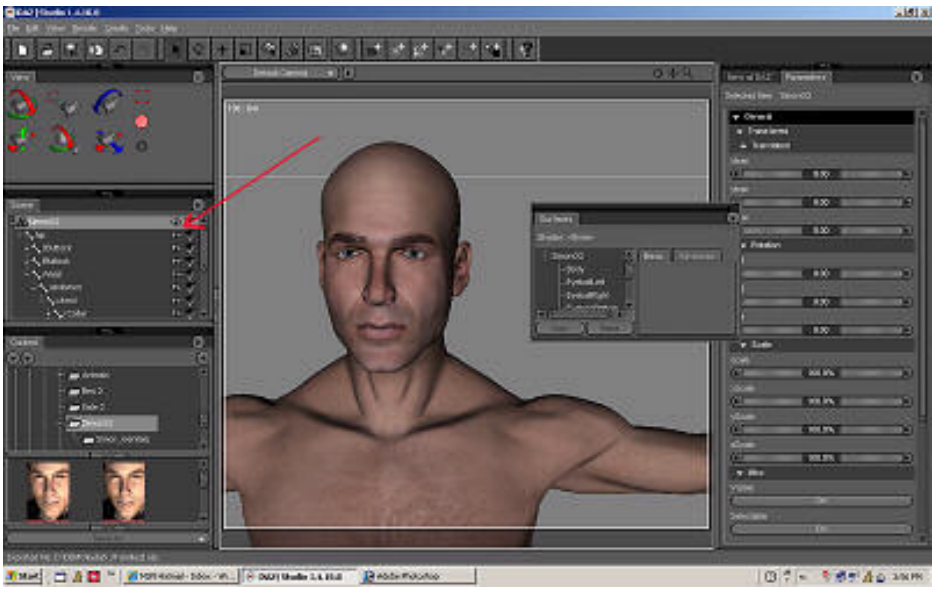


4. Once finished in FaceShop, open Studio.

Step 1.

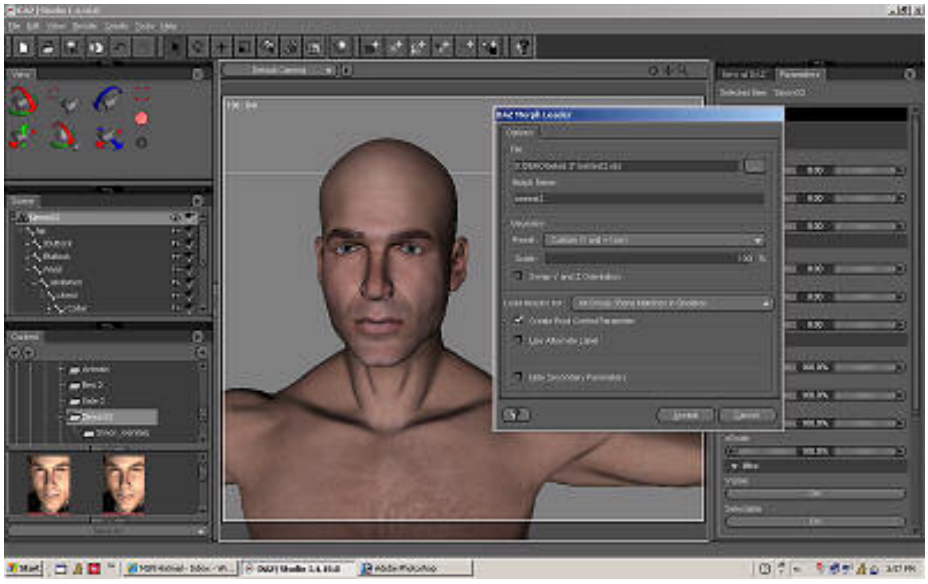
Bring up the same model that you exported (it won't work with any other), in this case Simon. Open the Morph Loader dialog (you will need Morph Loader – purchased separately to import FaceShop morphs.

Turn back all "eyes" to make every body part visible



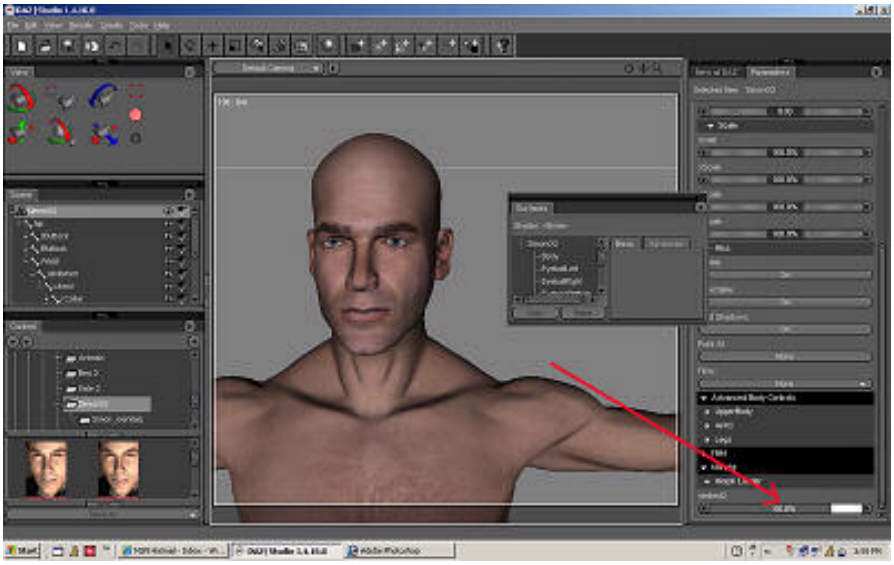
Step 2

Using the “Morph Loader” under the “Edit” menu find and load the new morph called “simtest2”.

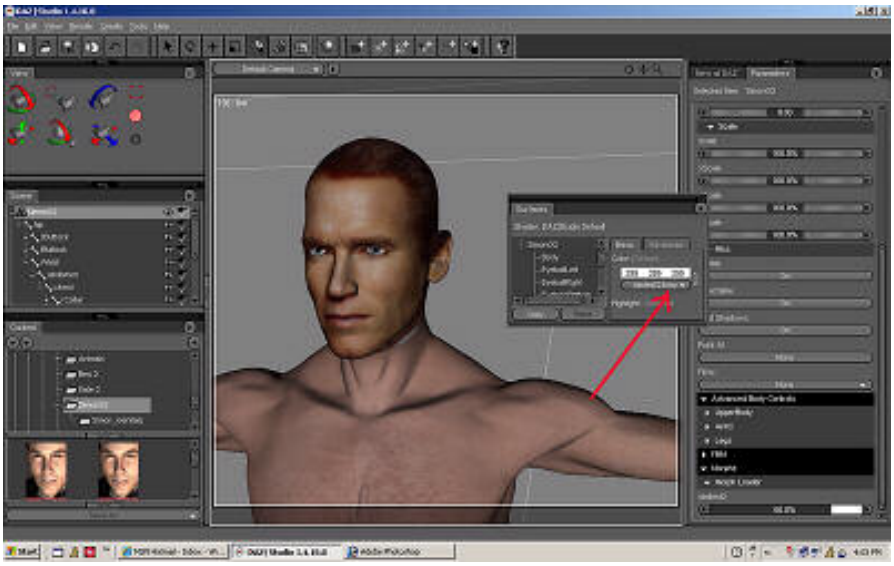


Step 3

Find and set the Morph Value between 40-60%.



Step 4. Add texture map. (In this case, maybe also some muscle☺)



Good Luck!

5 Tips and Tricks

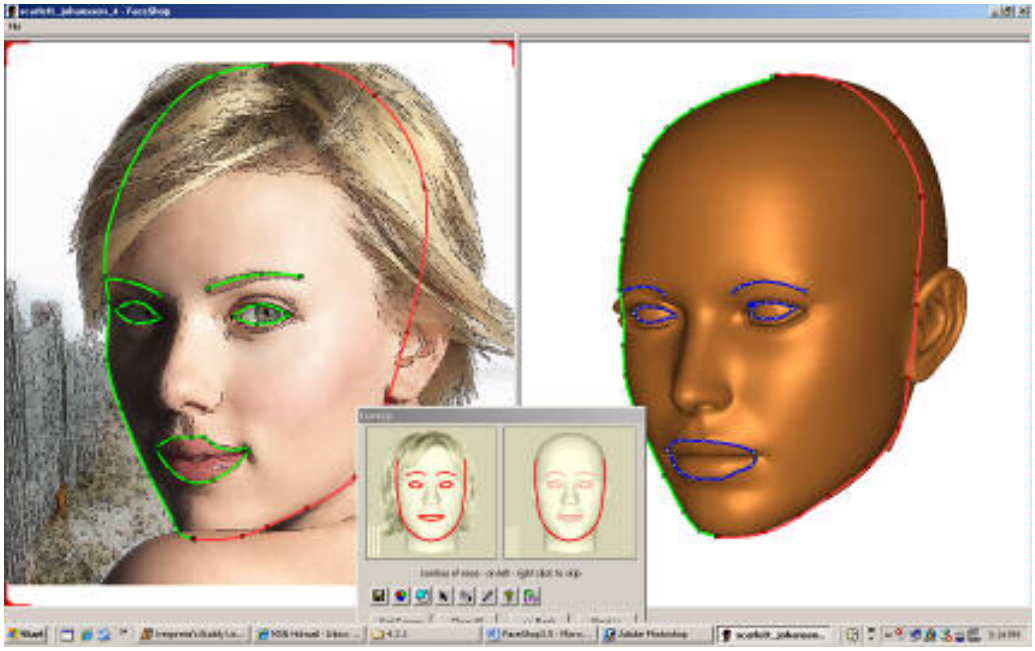
Mirror function

Mirror function can be really helpful if your model is turned sideways and you are missing information from the other side of the face.

Another time when mirror can help is when one side of the head is shaped wrongly. To make both sides shaped right, apply the correct shape to the other side.

Outlining the head

Sometimes it works better to create a full outline of the head, even in cases where the hair obscures the top of the head. If you notice that you have difficulty achieving the right final shape, try this and use full outline as shown below. This may eliminate the problem.



Various trips and tips from users

Workaround for the Lips issue

Just wanted to let everyone know of a workaround to get the lip textures to work correctly. And to this, I should also add a disclaimer ... SIMILAR procedures are necessary to prepare models for other face software, and even 3D paint programs as well, so this is not something that is a unique workaround for FaceShop.

The solution involves using UV Mapper (the free Classic version, or the Pro version), or something similar to change the material names on any material that appears on the same map as the face. In the case of Victoria 4, it's pretty easy to identify which materials they are, because they all begin with the number 1. With other models, you might find this tutorial at Renderosity helpful, because it lists the materials on each texture map for several Poser figures (start at the back of the tutorial for the material designations, it's pretty clear!):

http://www.renderosity.com/mod/tutorial/index.php?tutorial_id=472

With the introduction out of the way, here's what you do ...

1. Open UV Mapper and choose File > Load Model (in UV Mapper classic, free version) or File > Open Model (UV Mapper Pro) to load the head you exported from Poser or DAZ|Studio

2. Choose Edit > Select > By Material (Classic) or Select > Select By > Material (Pro).

3. Select all of the materials that appear on the face texture map (For Victoria 4, they all start with the number 1 ... for other figures you'll have to figure out exactly which materials appear on the texture map that the face appears on).

4. After you select the materials the selection will appear in red. Choose Edit > Assign > to Material (Classic) or Tools > Assign To > Material (Pro). It asks you for a new material name. Call it FaceShopHead. Click OK.

5. Choose File > Save Model. The only option you really NEED to check in UV Mapper Classic is Export UV Coordinates. Other optional checks are Export Normals and Export Materials, but they may not be necessary. Check them just in case. In UV Mapper Professional, uncheck ALL options (they are differently named).

6. Save the head under a new name (like V4Head-FaceShop). Then use that remapped head to create the texture and morph. The morph should still work just the same in Poser or DAZ|Studio as before.

Now what you will find is that the lip texture now appears correctly on the model that you export from FaceShop. You can still use the head with the renamed materials as a morph target without issue.

A method of using two photos.

Granted, you have to go through the process twice, but it does indeed work. I'll post a more detailed process when I get the time.

First, find a straight-on photo (such as you would use in Poser's Face Room ... mouth closed, neutral expression, etc). Complete the process as normal. Export the OBJ and texture from FaceShop as the FRONT view. You will use THIS for the head morph, and will combine the face texture for use with the side one later.

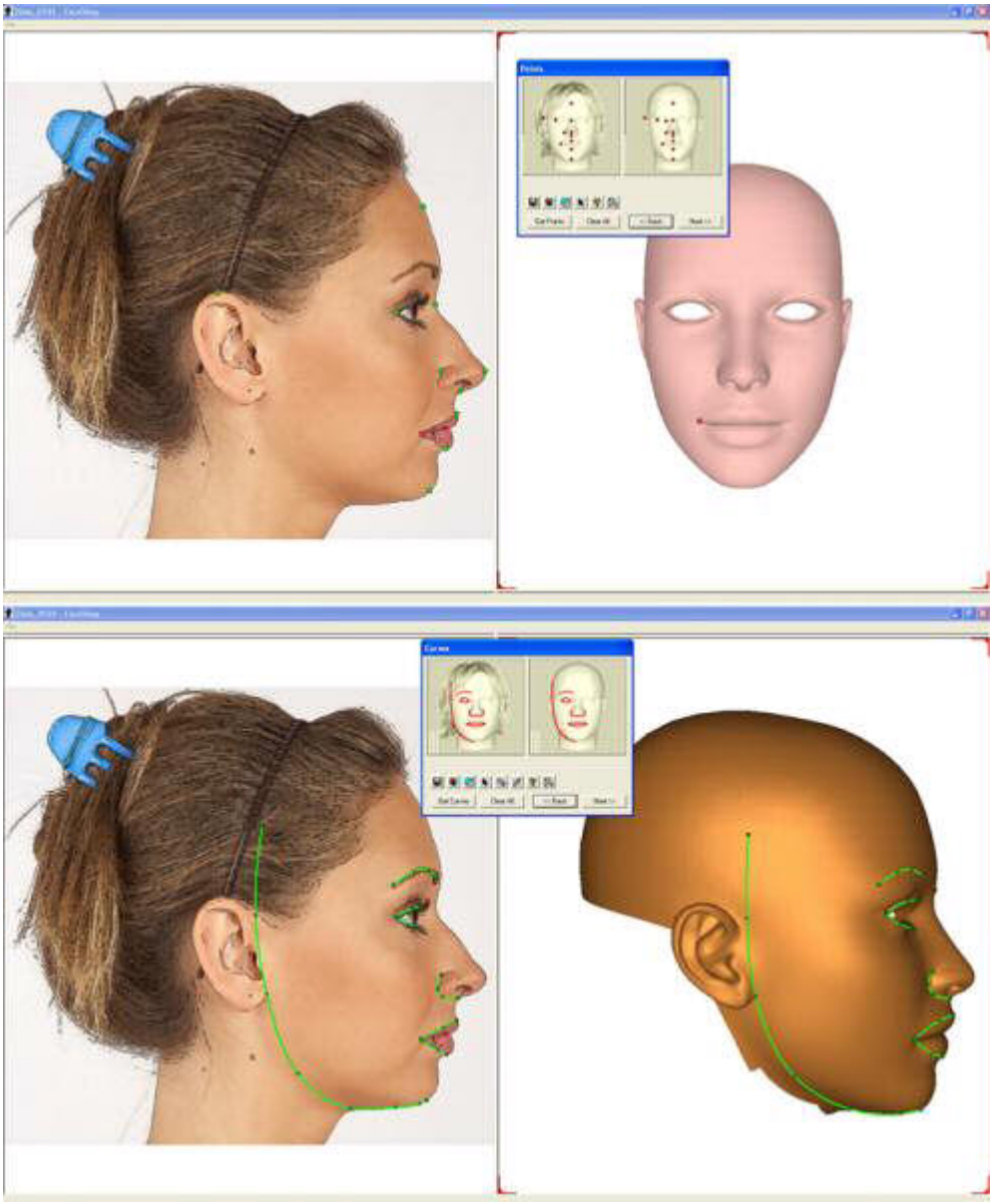
NOW ... for the side view. Start a new FaceShop project with a left or right profile shot. Same lighting if possible ... if not you'll need to color correct to match the front and side views later.

Anyway, when you go through the process of setting up the node points and curves, you have the option to RIGHT CLICK in either view to skip the parts that do not appear on the photo. So, if you're looking at a right profile, skip ANYTHING that appears on the left profile. What you will result with is something that looks like what is shown in the top figure below.

Export the object again, designating it as the side view.

Then, combine the best of both into a single texture map. A second image is included to show the result. I think I could have eliminated the white spots by positioning my points and curves a bit better ... but now the texture is a LOT more clean using this method!

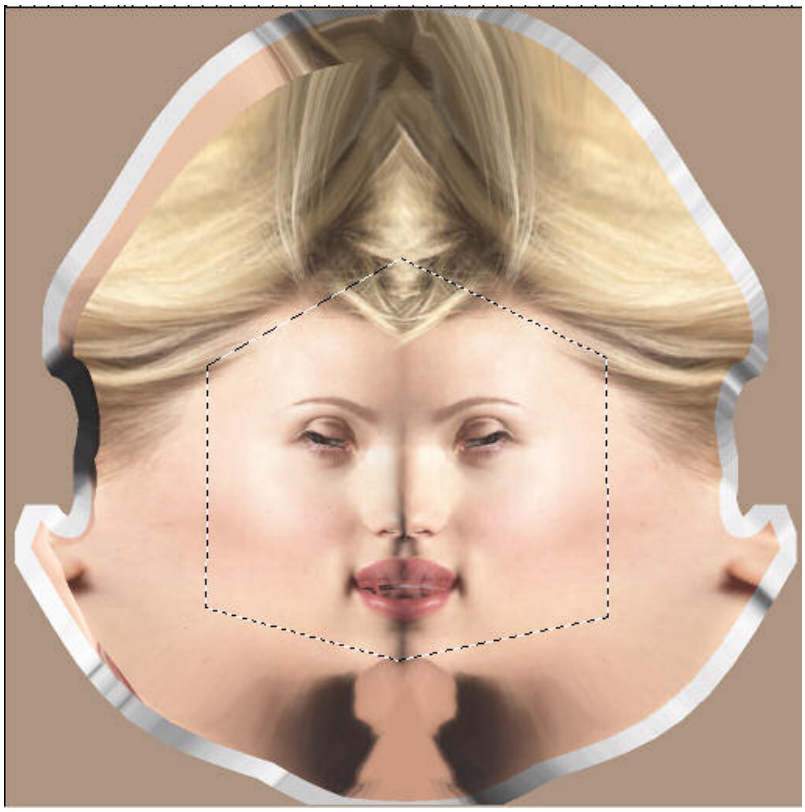
(EDIT ... actually, you can also do a third project for the other profile view, and combine all three if you want a texture that isn't perfectly symmetrical on the sides).



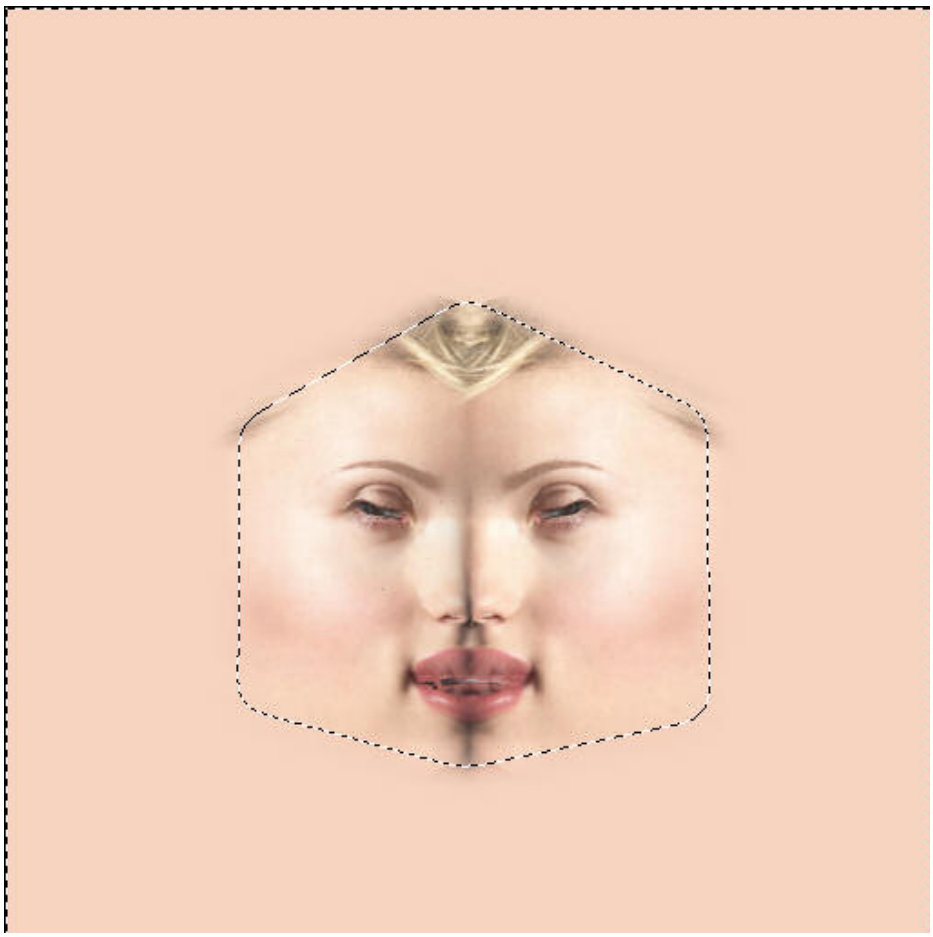
Work in Photoshop

You may want to retouch or clean up the texture map in Photoshop. For example, many things may not be needed for the final image.

Below is an example of a mirrored head opened in Photoshop:

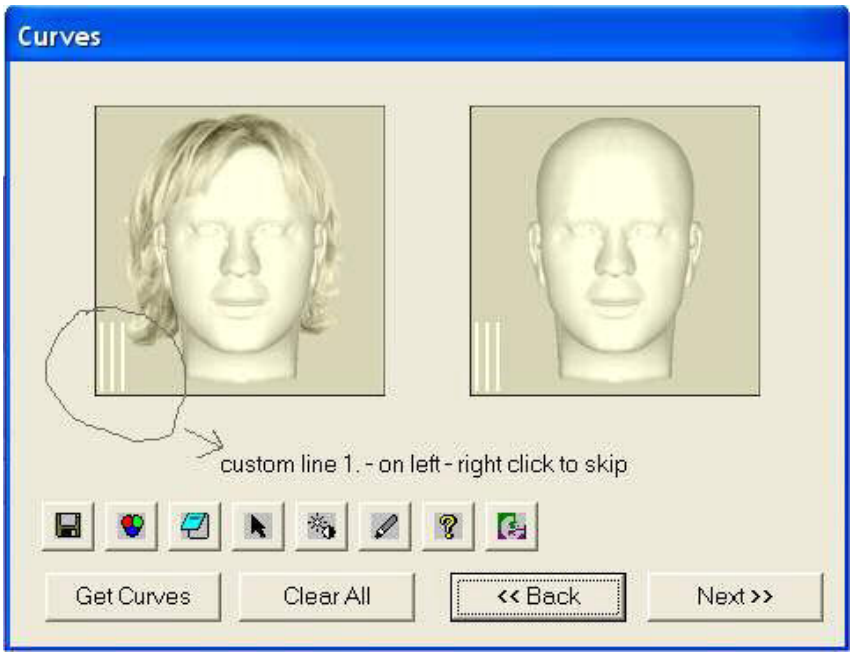


3. Select an area that contains the facial features but nothing other (as shown).
4. Select "Feather" under Selection and feather 15 pixels
5. Inverse selection
6. Place skin color as your "Background Color".
7. Hit delete.



Do other retouches as needed.

What are these "Custom"Lines used for?



A. Which Left is left?

Exactly where the blue dot appears in the left side of the Points dialog, is where you should put the dot on the right side of the Points dialog. So, in this case, "Left" means your left.

B. In Phase 1, the Mesh appears to be fairly well aligned with the photo Alignment.
C. In Phase 2, the mesh doesn't appear to align with the alignment of the photo at all.

In my experience so far, this appears to happen when points are placed incorrectly on the side that isn't fully visible in the 3/4 view photo. You might get better positioning if you skip the right ear point (your right, in the case of your photo).

Certainly tough to attempt to draw curves on the mesh. Guess the only thing to do would be Skip and use Mirror?

See above ... it might relate to the way the points were initially placed.

D. What are these "Custom"Lines used for? I do not see anything in the very limited Manual.
E. How are the Ears handled??

Both related questions. There are three extra lines for custom geometry. You can use them to define the ears (or one ear, if there is only one showing).

F. When it says Points for Mouth, is that including Lips or Not?

Yes, you should include the full outline of the lips there.

G. When it says Eyes, is that including EyeLids or not?

Again, from my experience, I've been getting the best results by going exactly around the area where the eyelid meets the eye itself. It's a little tricky on the model side when there is eyelash geometry in the way, so you'll have to approximate on the model side of things where the eyelid meets the eye.

On the exporting thing ... because of the differences in scaling between Poser and DAZ Studio:

If you export an OBJ file from DAZ|Studio, ONLY use the FaceShop Pro morph head in DAZ|Studio.

If you export an OBJ file from Poser, ONLY use that FaceShop Pro morph head in Poser.

Even though both programs use the same geometry to start, each software exports the OBJ file in the proper size that the application needs for the morph to work correctly.

Don't use replace body part option!!!!
Now ... did you use the FaceShop Pro head as a morph target, or did you use the "Replace Body Part with Prop" option to replace the original head with the morphed head? It sounds almost like you might have done the latter and Poser doesn't recognize the custom head material.

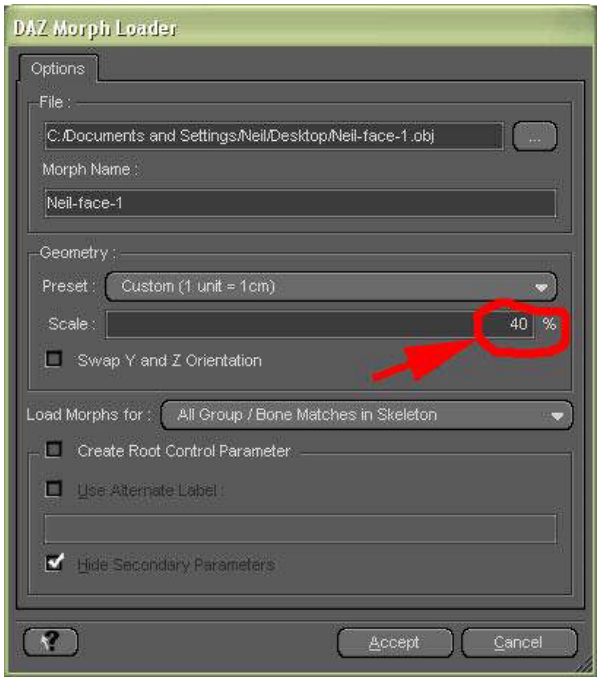
Which is Left?
Place the dots on the geometry in the same place they appear on the picture.

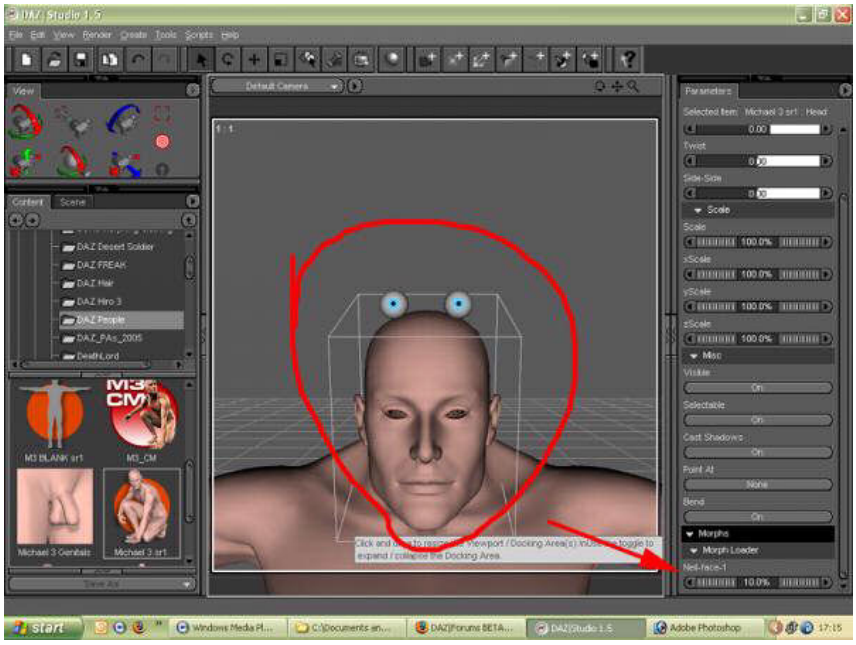
If the dot appears on the left side of the geometry, place it on the left side in the picture.

Don't confuse the model's left to your left in this case, because you and the model are facing toward each other. 

Don't use wrong head morph

I had a play around and if you set geometry scale to any thing other than 100% it does not apply the morph properly for my example I set it 40% and as you can see when I try to apply the morph the head just moves up and down it does not apply the morph at all.


DAZ Morph Loader
Options
File :
C:/Documents and Settings/Neil/Desktop/Neil-face-1.obj
Morph Name :
Neil-face-1
Geometry :
Preset :
Custom (1 unit = 1cm)
Scale :
40
%
Swap Y and Z Orientation
Load Morphs for :
All Group / Bone Matches in Skeleton
Create Root Control Parameter
Use Alternate Label :
Hide Secondary Parameters
Accept
Cancel



Applying textures to different parts
You need to select "head" from the pulldown menu and apply it there. Then you go back and select "lips" and apply the same map (see below)

Video driver suggestion

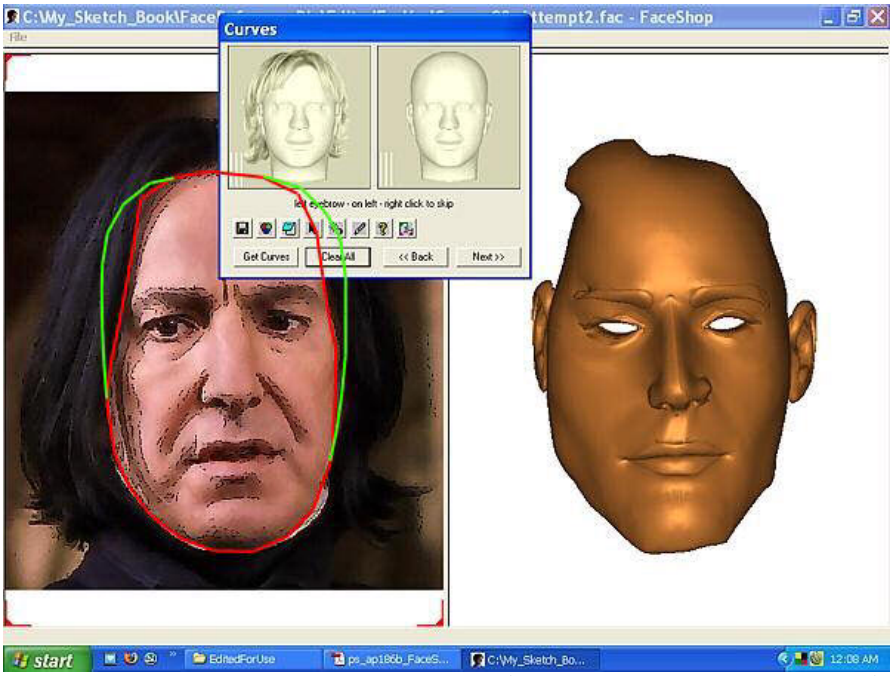
The more recent or more advanced ATI video cards come with a software suite called Catalyst, which includes a utility called VPU recover which runs in the background and intercepts crashes. Maybe this is why you have not had program crashes. If someone has an ATI card without the Catalyst software, he/she may be able to download Catalyst (plus the most recent video card drivers) from the ATI web site. In Windows XP, right click on the desktop, then Properties, Settings, Advanced to see if you have VPU recover and to see what other video card settings you can alter. Also troubleshoot, hardware acceleration full or none are two settings to try as a possible troubleshooting technique.

Number of dots

Deecey was right about trying to apply the same number of dots to the object as in the photo. This avoids distortions and dissimilarities.
Also the assignment of materials for the head in UV Mapper --as Deecey again suggested-- gives you far more usable textures; not perfect but usable.
Keeping the working picture size at about 1.2 MB eliminates crashes (in fact the only crash I experienced was when using a large photo).
All this on the positive side.

When you do the outlines for the head, try to take your best guess as to what the shape is

underneath the hair (green lines shown here, which should probably actually reach up higher toward the crown now that I think about it), instead of going *around* the hair (red lines).



If you really want to mirror one side of the morph you've created I would suggest trying Masa'a MTMirrorII...

http://www.eurus.dti.ne.jp/~masasi/Service/mtm2.html

It's free and works great

My MorphLoaded head for V4.1 either moves up or down.
Any suggestions to what I am doing wrong?

Hi Neil,

Your problem is mixing DAZ and Poser. Figures exported from DAZ (or default figures V4 and M3) DO NOT work in Poser, because of the differences on coordinate system (pls. read manual pages 35-37).In order to make this work correctly in Poser, YOU MUST start in Poser and export an OBJ head (head only) as a morph tarhet (this will ensure the correct coordinates when imported back as morph target into Poser (again, read manual for step-by-step

About editing points

I think that the confusion a lot of folks are having over editing points/curves, and panning/scaling the model and picture, is that there are two distinct action 'modes'.

Normally it will be in the 'get points/curves' mode where a left-click will add a point and right click will skip a point or move on to the next curve.

To get to what I think of as the 'edit' mode you need to click on the pointer button in the small floating window. Click in one of the panes so the corners show the red 'active' indicators and you can now edit the points/curves in that pane by left-click-drag, move the image or model by right-click-drag or zoom by scroll-wheel-spin. If the cursor is over a point/curve and it's showing red then the delete key will kill that point/curve. If the cursor is over a curve showing red then shift-left-click inserts a point on the curve and ctrl-left-click removes a point (except endpoints) from the curve.

The blue curves on the built-in models can not be edited I think.

To return to the 'get points/curves' mode click on the 'get points' or 'get curves' button in the floating window (depends which screen you're on) which takes you back to the first undefined point/curve. From there you can just right-click to skip through to where you want to pick up again.