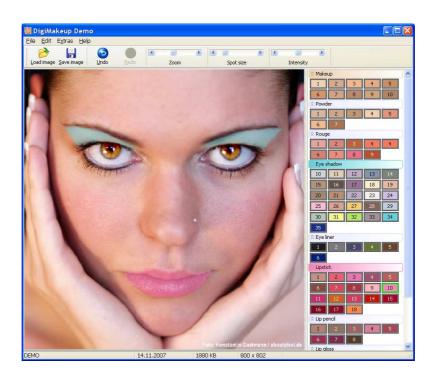


DATINE® GMBH - DATA ANALYSIS & APPLIED INFORMATICS

Manual

Datinf® DigiMakeup

Virtual Makeup Software



© Datinf GmbH

Wilhelmstr. 42 • 72074 Tübingen, Germany fon ++49 7071 2536960 • fax ++49 7071 2536962 Internet http://www.datinf.com Manual Version 1.0

Contents

Introduction	3
Setup	3
Product Registration	3
Program usage	4
Lips example	5
Icons	6
Image Load and Save	6
Selecting a Makeup Type	
Functions on the Workspace	6
Undo and Redo	6
Zoom	7
Spot size	7
Intensity	7
Saving spot settings	7
Before and After	8
Tips for Taking Self Portrait	9
Information About DigiMakeup	10
FAQ – Frequently Asked Questions	11
What hardware requirements are needed?	11
Which image formats are supported?	11

Introduction

DigiMakeup is a program for the simple virtual testing of Lipstick, Lip gloss, Eye shadow, Rouge, Lip pencil and Eye liner.

Its a great way to test different makeup on one's own face! Simply upload a self portrait from a digital camera to begin.

Makeup artists can use this software for making professional proposals for a photo shoot or a stage appearance..

Setup

To install the program, double-click on Setup-program and follow the installation instructions. After installation is complete the program will be in demo mode. Some program functions are therefore unavailable.

Product Registration

When you start the program the registration window will appear. Please enter the registration key you received upon purchase of the program. If you chose not to register, you can work in the demo mode to test whether the program meets your needs. The functions available in the demo mode however are somewhat limited, eg. resulting images cannot be saved.

Program usage

DigiMakeup works with the use of drawing functions, with which various sorts of decorative cosmetics can be tried out on a digital image. This is an easier, less tedious and more cost efficient method than real-life makeup trial.

The program normally functions in the following way:

- Take a photo using a digital camera
- Transfer the digital image to the computer hard drive
- Load the image using DigiMakeup
- Work on the image
- Save the edited image
- Release list of products

Different makeup types are available depending on the program version. These makeup types can be found and selected on the right hand side of the program window.

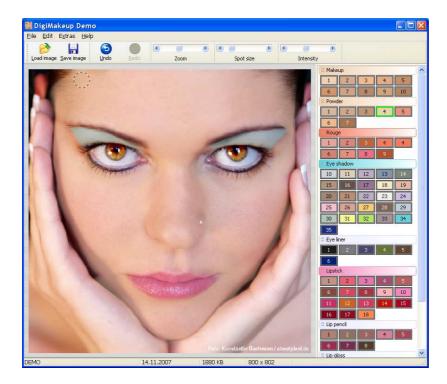


Fig 1: Screenshot for DigiMakeup Version 1.0

Lips example

What applies in real life is also true for this program: Moving closer to a mirror makes it easier to apply makeup. In DigiMakeup this can be achieved by altering the zoom settings. In particular for finer details, the image can be enlarged so that precise markings can be made.

In addition, the "spot size" adjustment tool enables the size of the drawing tool to be made bigger or smaller.

Hot tip: Any unwanted markings can be washed away with the right-click of the mouse. Additionally, actions can be reversed by clicking "undo".

The most important elements have so far been explained. Now its just a matter of choosing the right color from the color palette on the right hand side of the window to begin

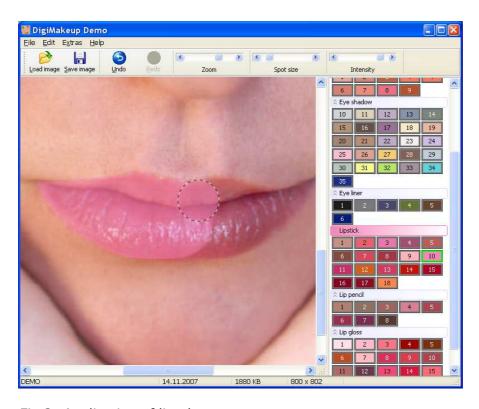


Fig 2: Application of lip gloss

Icons

A short description of all icons can be found in the program. For more specific information about the function of an icon please click on the appropriate link in the following table.

Image Load and Save

Clicking on "open image" under "file" in the menu bar, or simply clicking on

the open image icon will open a window for the selection of an image. Supported image types are JPG, BMP, PNG, TIF, GIF, PSD.

So that all editing can be displayed in the actual image, the resolution of large images should be reduced.

Note that only the reduced resolution version of the image will be saved.

Using the save image icon an edited image can be saved.

This function is not available in the demo version.

Selecting a Makeup Type

A makeup drawing tool can be selected by clicking on the right-hand side of the program window. When a color is selected it is outlined in green and is also applied to color of the title of the selected makeup type.

Functions on the Workspace

Left-click on the image area to apply the selected makeup using the drawing tool. Right-click to remove unwanted markings or mistakes.

When the drawing tool is adjusted using the "spot size" adjustment bar the drawing tool is automatically positioned in the center of the image.

Undo and Redo

With the "undo" and "redo" icons, all actions can be reversed step by step.

"restore" is only activated if an action is undone. As soon as a drawing function in an image is re-used, the "redo" function is no longer possible.

Zoom

Using the zoom adjustment bar the image size can be enlarged or reduced. A strong enlargement of the image is especially useful for drawing finer details.

Spot size

The size of the selected Makeup drawing tool is displayed on the workspace as a dotted outlined circle, or spot. The "spot size" adjustment slider enables the size of the circle to be easily enlarged or reduced. When a different type of makeup is selected the spot will return to the default size. Clicking "save spot settings" under "extras" in the menu bar will make the current settings of the drawing tool the default settings for that particular makeup type.

Intensity

The opacity of the selected makeup type can be adjusted using the "intensity" slider.

When a new makeup type is selected the intensity level is automatically returned to the default setting. Clicking "save spot settings" under "extras" in the menu bar will make the current settings of the drawing tool the default settings for that particular makeup type.

Saving spot settings

To accomidate for a specific program usage it can sometimes be necessary to alter the default settings for the drawing tool. The size and intensity of the drawing tool for each makeup type can be set individually and saved by clicking on the menu item "save spot settings" under "extras".

Before and After

This function is found under "extras" on the menu bar. Clicking on Before will show the original image and clicking on After will show the edited image.

Moving the slider will display a smooth transition from original image to edited image. Clicking on "play animation" will automatically play a moving transition from of Before to After in an endless loop.

Upon closing this window the image will automatically return back to the editing mode.



Fig 3: Showing "Before & After"







Tips for Taking Self Portrait

The required portrait images can be easily made with a digital camera or high quality camera phone. Because for this program true colored images are required, we've put together a few tips for photo taking. By following these instructions really great portrait pictures can be created.

- Switch the camera if possible- to the Portrait mode
- Make sure the flash is switched on
- Make sure the photo is taken in brightest possible surroundings
- Choose a grey or white wall as a background
- Keep a one or two meter distance from the background to prevent a shadow
- Keep at least a one meter distance from the camera (in many cameras a smaller distance will result in a distorted image)
- Inclusion of a landscape format prevents lateral shadowing by the flash
- Make sure the face fills the picture as much as possible use the zoom

It is important that the face color in the photo is as close as possible to its color in real life. When in doubt, it useful to take a few pictures in different shades of light.

Information About DigiMakeup

DigiMakeup is a Product of Datinf GmbH, Tübingen, Germany. This software is protected under the copyright act.

The use of the photo in the demo version is with the kind permission of Konstantin Gastmann, goenz | com photography berlin / aboutpixel.de.

This program uses FreeImage, a free, open source image library supporting all common bitmap formats. See http://freeimage.sourceforge.net for details.

FAQ – Frequently Asked Questions

What hardware requirements are needed?

The software runs on standard PCs with the latest versions of Windows from Windows 98SE. For a high screen resolution a current computer system (min. Pentium-III-Processor, 1 GHz) and at least 512 MB of memory is recommended. The main program windows are scalable and support high image display resolution.

Which image formats are supported?

In the current program version, the most common image formats, for example,

- BMP (Windows/OS2 bitmap)
- JPG (JPEG)
- TIF (Tagged Image File Format) are supported.