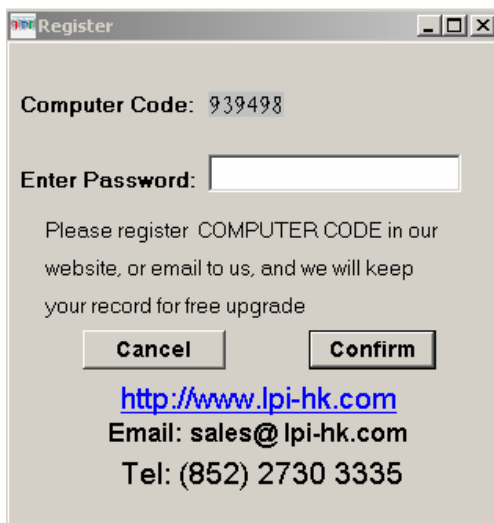


3D PHOTO MAKER

This software has been protected. If it is without registered, this is just for **trial version** only. All function still can run normally except "SAMPLE" will be shown on the photo after print. If registration is needed, please press **Register** button (see left diagram as below) then your computer will appear a window with generated **computer code** automatically. (See right diagram as below) These code numbers are generated differently for each new set of computer. Please send these computer code numbers and the User ID numbers (shown on the setup capon in side of box) and or retail shop name by email to us. We will provide you a password immediately to complete registration. You also can register in our web site so it is more convenience for us to inform you if version upgrade.



Subject to change without notice

Important Notice

Due to a 3D photo is composed with multi layers; the file size is very large. If you want to make a size as 20"x24", the file size will reach at 120M. We recommend using a powerful computer if essential. It is also better to run smoothly under WINDOW XP. Also, if you find drawing line appears not stable while outline image, you must draw it slowly to wait for your computer processing.

The Computer screen setting: 1024 x 768 pixels are better for full view. Do not use notebook computer instead of desktop computer as it has a large display setting difference.

Input file: **BMP** or **JPG** format only. Resolution can be set 200 dpi (original size), if you discover fuzzy edge appear on your final print, please increase resolution value.

Each software can only be installed in one computer. Due to self- restriction of the computer code, it cannot be installed on another computer. The code is not valid if you replace or re-format your hard disk. You need to buy a new password but with a half of the price.

This software can run on the WINDOW ME, WINDOW 2000 and XP. Please notice that it is only acceptable for an original photo file with smaller pixels than 1600 x 2000 pixels on ME versions. Please use 2000 or XP versions if you want to use larger photo, especially DE version that some functions are suitable use on XP.

What is a Lenticular Lens?

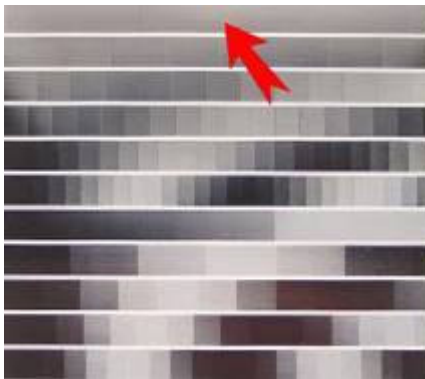
Lenticular lens is a special piece of plastic transparent sheet with numbers of lines (cylinder or lens) on one surface. This surface with lines on it should be face up, and the other smooth surface without lines should be face down. Otherwise, you cannot see the 3D effect through the lens.

The definition of line numbers is how many lines per inch on the lenticular. For example, 40 LPI (Line per inch or Lens per inch) means an inch with 40 lines (lens) on it.

After proceed by our software, you can see number of lines on the printed photo. You need to place a lenticular lens on it to see 3D effect. The lines of the lens must be vertical aligned correctly on the lines of the photo. Use double side adhesive tape to stick both of them together. If you use our **Magic Frame**, you need not to stick them together because the frame can fix the position.

Testing of lenticular lens

When you use a new lenticular lens, or a new printer, it is necessary to take a pitch test. Or even if you take a known LPI value to print, the final printed 3D images still looks to have an irregular wrong vision, it is because the LPI pitch is not correct. Due to a minor printing error on of printer (even on the same model), you need to test a more accurate pitch to making a large 3D photo (A4 or above)



Firstly please set the test paper size (e.g. A4) for pitch test, input a known LPI value, for example 40.023, and then print out a piece of diagram with many groups of test lines. Put the lenticular lens at the top of the diagram; check each group of lines that contains minimal checkers, or even no checkers. If each group also contains checkers, please select the group contains minimal checker, and use this LPI value to test again, to find out an accurate value, until no

checkers or less checkers appear on the group of lines.

Start to test line



Press the '**Pitch Test**' button, input:

Paper size

It is better to use A4 glossy paper, but a larger size of paper is also allowed.

Printer DPI

Must be same as the printer.

Lens LPI

Input a known LPI (Generally it can be provided by the supplier.)

Amount of test lines

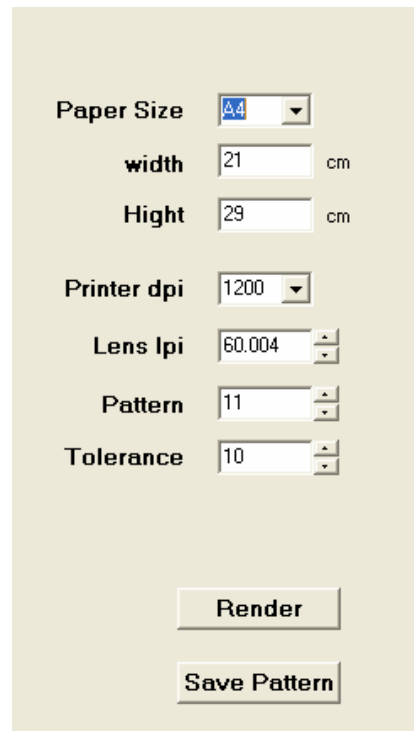
It means how many groups of test lines can be printed once according to the height of the test paper. The more groups of test lines are printed; the height of each group becomes shorter (thinner). It causes to find out the accurate LPI more difficultly, normally set to 11.

Tolerance degree

Try to set 10 at the first testing. When producing the pitch test, different space between each of lines will be printed according to what the LPI value is input. Find out a nearest group with minimal checkers, input this LPI value again, and adjust the tolerance degree of this value lower then reprint. Repeat this process until you can find out a nearest LPI value.

When all setting is completed, please press '**Render**' button. You can print this chart in other software after creation. File can be saved for further reference.

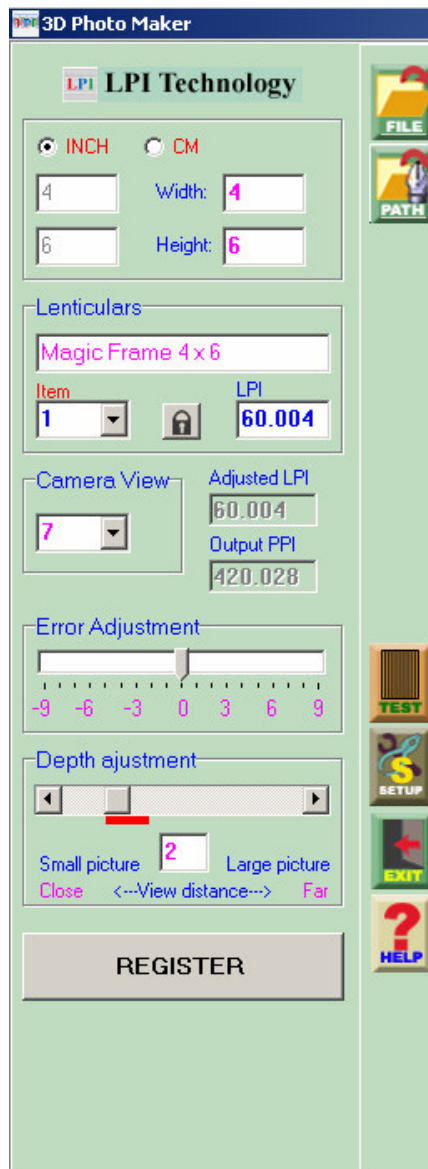
Do not use plain paper to print. It is better to use with high quality of glossy paper in order to prevent paper shrinking to affect accuracy.



The screenshot shows a configuration window for the Pitch Test. It contains the following fields and controls:

- Paper Size:** A dropdown menu currently set to 'A4'.
- width:** A text input field containing '21' followed by 'cm'.
- Hight:** A text input field containing '29' followed by 'cm'.
- Printer dpi:** A dropdown menu currently set to '1200'.
- Lens lpi:** A text input field containing '60.004' with up and down arrow buttons.
- Pattern:** A text input field containing '11' with up and down arrow buttons.
- Tolerance:** A text input field containing '10' with up and down arrow buttons.
- Render:** A button located below the input fields.
- Save Pattern:** A button located below the Render button.

How to use this software



1. Select the item to set up the **Out put paper** size and Lenticulars **LPI**, you can edit any item for your Lenticulars info and pitch, and keep it for future use up to 15 items. The first 4 items is preset for our **magic frame**.




Special Setup is use for set up: Remind, Alignment Line, Stereo Glass and Memo.

Remind: you can uncheck it if you familiar with software


Alignment Line: If you need to add an alignment line on the printout, make a tick on "Alignment Line" as it is useful and convenience for you to match alignment between print out and lenticular sheet. You can align the lenticular to match the alignment line until both in position, the lines will turn to full black or white.

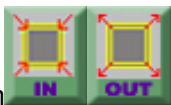
Stereo glass: There have some 3D Shutter Glass on the market, is a tool for computer games to view in 3D, if you have one, you can checked this box, to make two left and right photo in the directory of **c:\sphoto**. Open these photos in the software which including with the glass, then you can see the preview with true 3d effect. This glass can not use on LCD display, only for monitor it have 70-75 Hz reflash type.

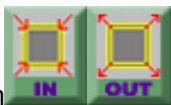
Memo: is a function to print a memo on the upper left corner on the print out, it is a good idea for testing print out.

2. Change the output size, once the size changed, the size **Lock** will be locked,  if you want change again, unlock the size **Lock**, it is very useful for careless user.
3. Select the **camera views**, more the number of **Camera view** are set, Vision will be more clears for the 3D photo. However, the file size is much larger that processing time will be longer. If using a computer with slow processing speed, suggest that do not use too many numbers of views. Besides, larger size of 3D photo should be taken few numbers of views. This software can be custom set from 3 to 15 lenses, 7 is the best (defaulted). You can check the out put size of your final print out on the **output ppi** box.



4. Load **BMP** or **JPG** format pictures . Once the photo is loaded, all setting cannot be changed. All setting value will be closed. If you want to re-set, the photo must be closed and open again.
5. An **Error Adjustment** function is a Minor adjustment of printer an Lenticulars pitch mismatch.
6. **Output PPI** is to show you the resolution's reference of final print out, can not be edit.
7. **Memo for print** is a function to print a memo on the upper left corner on the print out, it is a good idea for testing print out.
8. On the setup column, the **Depth of Filed** is used to determine the quality of 3D view strength of your picture. If Output size is large, set the figure higher, the best is set to red range. For example: A4 size should be set to 1.5 to 2.
9. Once the picture load in, you may pressing the frame **Zoom IN** and **OUT**

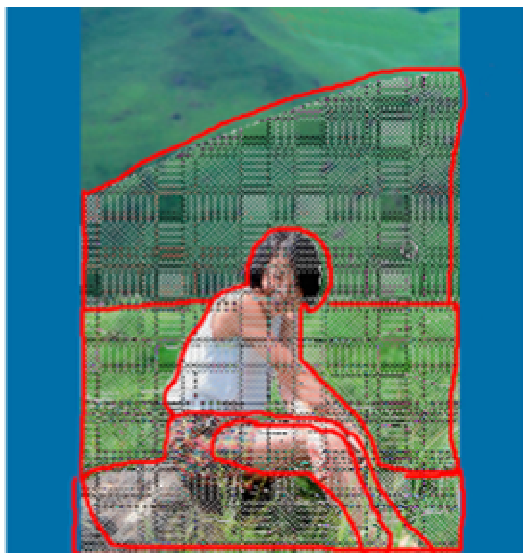


Button , to set the final cropped size and position (by moving the yellow frame), Yellow frame is used to do rough adjusting only. If more accurate cropping is needed, please switch to other photo editing software to make fine crop. If it is ready,



then press 'Crop' button. If you no intent to change crop size, just press the crop button.

10. Choose the color pen; this is a set with 6 different colors. Color pen used for separate similar color near the outline image. For example, the green pen is not proper to use to outline leaf or tree image.
11. Now, select the first layer (front) in the 'Layer' column.
12. Start image outlining. Firstly, please determine which object is placed in the front. Click the mouse to start the outline path and click along the edge of the image to round it up. The outline process will be completed after double click the mouse. Does the same procedure from the front to the last layer.



13. The layer column is defaulted with 20 layers, if fewer layers are needed, you do leave the layer checkbox blank. Do not forget to adjust the distance lever, You can check the Show box column, to view the layer. It is unnecessary to make a tick on the background (Infinity) layer, as it does not need to be outlined with path. All images without outline are the

background. Multi area selection is available for each layer, if you think that there are more than one objects are in the same distance, than you can outline them on the same layer. If the object you select is behind other object, then you do not need to select the whole object on the back, just select that part which you can see. And also the selection of the back layer can be overlapping the top one, because the front object will cover the back one.

14. The **Depth** lever between each layer can be adjusted for changing the distance between layers.
15. The column of **Focus** is used to move the lever, and determine which layer is the focus layer of your picture. This layer brings the clearest vision than other layers, main object (such as human face) or text can be chosen on it.



16. Take a **Preview** to check the outline result after complete a layer.

17. And stop the movement by clicking the **Stop Move** button. It will return to edit panel. You can edit the path, add or delete layer etc., press the preview button to preview again.



18. If you are satisfied with it, merge all paths with **Merge** button, and **Print** it or



Save it instantly. You can save the path for future editing, or save to bmp file



BMP format is the only format for saving. The path file, you can open it with



path and original picture, do not move the original picture to other place, otherwise, and the path file can not found the picture. For a better printing quality, you can switch to other photo editing software, for printing or adding some text.

19. Save it as 'BMP' format. (Demo and not register without this save function).
20. After saving, you can print or use other graphic editing software (i.e. CORELDRAW) to print out or layout assembly for printing.
21. Match and align the printout picture with lenticular sheet, trim and glue them together.
22. **Lenticulars info** and **LPI** setting can be edit and save for future use.
23. An **Error Adjustment** function is use for Minor adjust the mismatch of printer and Lenticulars.

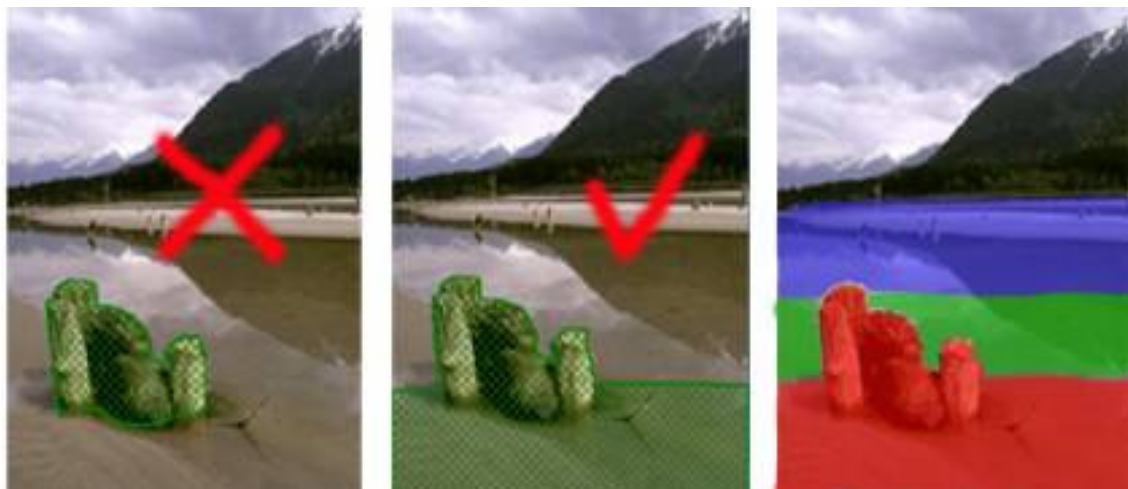
We will keep on improving our software. Without notice if any thing in software change.

Technical skills for 3D picture production

1. Multi area selection (same distance object) is available on one layer.
2. If the object is hollow in the middle such as swimming belt, it need to be divided into 2 parts to outline separately on the same layer, then merge them together to become a hollow circle ring. Remember these two parts must be overlapped; Otherwise, it will look strange to bring the hollow image from the background to the upper layer. Or for example a person's arm (shown as below), you have to outline the arm and body separately; otherwise, the hollow area will be merged with the arm and the body together.



3. If the object were placed on the ground (shown as below), it would be better to outline the object with a part of the ground together; Otherwise, the object will looks flying out from the ground. Another example is a human standing on the ground; you should outline the ground with the legs, in order to avoid flying out from the ground. Besides, distance ground should be outline in multi layers.



4. If some objects are placed from the back to the front progressively, should be dividing it into more parts on more layers.
5. Regarding the adjustment of distance between each layer, it depends on how to judge the structure of the photo by your 3D logical sense. For example, a photo is composed of a man standing in front of the mountain, if the nose wants to come out; you need to divide the nose, face and the body into 3 layers representatively. The mountain is put on the background layer. You cannot put the same distance evenly between each of these four layers (defaulted). You need to adjust the distance of the nose, face and body closer to each other by moving the bar on the 'Depth' column. The mountain is put far away from the man. Otherwise; the nose will looks 'flying out' from the face and the mountain will be near behind the man.
6. When producing a large photo, it is essential to require outline process in more fine details. Otherwise; the edge will not be smoothly after enlargement.
7. Sometimes if the outline path is irregular out from the edge due to over details, you can enlarge the photo by magnification glass before start making.
8. Please notice when you purchase lenticular lens from other suppliers, be careful not to purchase it with poor quality. Each piece of lenticular lens has a precise structure that the distance between each line must be equal the same. Otherwise; it will be wrong matched to your 3D photo to affect quality such as wrong shadow appearance, partial unclear, dazzling, etc. Even though the best quality of lens may not be guaranteed 100% perfect, but it should provide much good quality, and the price is much valuable also.
9. If there is any tolerance on the size of the printed photo, please adjust the print size setting again.

Please read these instructions seldom as it is much helpful for you to use this software easily. And also we are looking forward to receiving your registration in our web site, or email your contact information to us. Once we have developed any upgrade version, or new read me file, we can send you right away. We can also add any Q&A from our user in the new read me file.

Other 3D Software from our company

Flip-Flop Maker

You can make flip-flop, animation and motion picture (i.e. zoom, morph...). It is allowed to accept maximum 15 photos. Enclose function of Lenticulars pitch testing.

Subject to change without notice

For further enquiries, please contact us by email as follows.

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