



ArcSoft

Funhouse®

You've never pictured yourself like this!



ArcSoft PhotoStudio®

The complete photo editing program for the home and office. Tons of ways to improve your photos, such as brightness, contrast, hue, and saturation. Fix problems like red-eye, tone and sharpness. Or, apply special effects like sketch, ripple, oil painting and much more. Work with multiple layers to create stunning and dynamic images.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft PhotoImpression™

A powerful, full-featured image-manipulation program for everyone! Edit, retouch, and enhance images or apply effects with point-'n-click simplicity. Numerous templates for cards and calendars are included. Digital photography has never been so easy and fun!

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft PhotoPrinter®

An advanced printing program that lets you lay out multiple images in many sizes, quickly and effortlessly, on a single sheet of paper. Enhance, crop, apply special effects, or add text. Create calendars, or add frames, edges and backgrounds. You can even customize your templates.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft Panorama Maker™

Instantly stitch multiple photos together and create dynamic panoramic pictures. Stitch together images using four style options: vertical, horizontal, 360° and tiled panoramics. Panorama Maker is the fastest, most effective way to make panoramic photos from regular photos.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft PhotoMontage®

Create your own montage masterpieces! PhotoMontage creates a single image made up of thousands of micro images. Personalize the main picture by including photos of your pets, friends or family.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft ShowBiz®

A complete movie-making and editing system. ShowBiz is easy to use, designed around a user-friendly interface, full of exciting features, and has a huge library of effects and sample content. Make home or business movies for email, the Internet, or CD-ROM, supporting DV camcorders and a wide range of file formats. Instant full-screen previews of movies makes it fast and fun!

Windows 98SE/Me/2000/XP.



ArcSoft VideoImpression™

Create multimedia desktop presentations for home, business, and even the Internet like a pro! Edit and enhance video clips and still images, or add captions, sounds, and special effects with a click of the button. Powerful and feature-rich, yet extremely easy to use.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft PhotoBase™

Manage image, audio, video, HTML, and document files, and create stunning photo presentations. Tree View works with albums or folders. Produce a slide show complete with sound and slide transitions, or design your own video postcard greetings.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft PhotoBase™ - Mobile Edition

Take your photos on-the-go, with ArcSoft PhotoBase for Pocket PC, and ArcSoft PhotoBase for Palm® OS. Manage photos, play slide shows, share with other handhelds, and do simple editing. Works with standard system features such as folders and categories. Write notes on your photos with the stylus.

Installs from Windows 98/Me/2000/XP.



ArcSoft Multimedia Email™

Create emailable electronic greeting cards with your own content, for all occasions. Produce stand-alone Windows EXE (program) files to send from your email applications, including AOL. Your recipient can easily view your card, with stills, video, and animation. Easy-to-use, intuitive step-by-step process lets you make great cards right away.

Windows 98/Me/2000/XP.



ArcSoft Funhouse®

Create fun digital scenes - put yourself on a magazine or launch yourself into space. Be a rock star or a star quarterback. Print your Funhouse images, or send them to friends and family directly from the program using AOL or another MAPI-compliant mail program.

Windows 98/Me/2000/XP. Macintosh OS 8.6/9/X.



ArcSoft Greeting Card Creator™

Greeting cards for all occasions can be made with this application. Personalize them with your own designs, photos, and clip art. Email them directly or print them out for display. Built-in layouts and greetings do half the work for you.

Windows 98/Me/2000/XP.

For more details, please visit www.arcsoft.com

About ArcSoft

ArcSoft Inc. is a leading global provider of digital imaging technologies and services for business and consumer use. The company develops world-class scalable imaging software and infrastructure solutions for internet and network environments, delivering fully integrated, comprehensive visual capabilities to corporate Web sites in all major markets. Its award-winning desktop software is licensed to leading global manufacturers of still and video cameras, wireless and mobile devices, printers, scanners and headquartered in Fremont, California, ArcSoft has research and development centers in California's Silicon valley and Hangzhou, China, as well as sales and support offices throughout Asia, Europe and the Americas.



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Overview

ArcSoft Funhouse allows you to create unique, fun images by combining two or more photos together — put your face on famous monuments, magazine covers, celebrity bodies, animation cels, or any other type of picture. Swap heads with family members, or put a friend’s face on the family dog.

The program comes with several ready-to-use templates. These templates are organized into unique categories. Each template has one or more “masks”—areas that are cut out so that you can insert your own images. Typically, if there is a person involved, the mask will cover the face of that person so that it can be replaced with a face from one of your pictures. In addition to having these built-in templates, you can also create your own using your personal collection of digital images.

System Requirements

For Windows:

- Windows 98/Me/2000/XP
- Pentium-based processor or equivalent
- 150 MB free hard disk space
- 64 MB RAM (128 MB recommended)
- 16-bit color display at 800 x 600

For Macintosh

- Macintosh OS 8.6/9/X
- Power PC
- 200 MB free hard disk space
- 64 MB RAM (128 MB recommended)
- 16-bit color display at 800 x 600

Installation

For Windows:

1. Insert the ArcSoft Funhouse CD into your CD-ROM drive. The software will start running automatically on your system.
2. Follow the instructions onscreen to complete the installation.

Note: If the Autorun feature on your PC is turned off, you'll have to install the software manually by taking the following steps:

1. *Insert the CD into your CD-ROM drive.*
2. *Click Start>Run.*
3. *In the Run dialog box, type in D:/Setup.exe (where "D" is your CD-ROM drive).*
4. *Click OK.*
5. *Follow the instructions onscreen to complete the installation.*

For Macintosh:

1. Insert the CD into your CD-ROM drive. A CD-ROM icon will appear onscreen.
2. Double-click the CD-ROM icon. A window entitled "Funhouse" will pop up.
3. In the Funhouse window, double-click the Funhouse Installer. The installation will start.
4. Follow the instructions onscreen to complete the installation.

Starting the Program

1. Click Start.
2. Select Programs>ArcSoft Funhouse>Funhouse.

Note: Directories may vary from version to version. Monitor the installation process to verify the location in the Start menu. Also, you may start the program by double-clicking the desktop icon (if available).

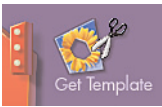


Main Screen

Creating a Funhouse Image

The creation procedure is extremely simple. There are five easy steps. Each step is listed vertically along the left side of the program desktop:

Step 1: Get Template



In this step, you will select the template for your project. A “template” is the primary image in which other images will be inserted. You can think of a template as the background, or scene, of your Funhouse image. Within this scene, you’ll insert your own images to make it unique.

Click the Get Template icon on the left side of the screen. You’ll be taken to the Template Screen, where you can preview, create, and select your Funhouse template.

The left side of this screen will contain a pull-down that contains several template categories. Use this pull-down to select a desired category. Once you select one, you’ll be able to preview each template within the category. Choose the “My Templates” category to view, edit, and create your own templates (see the “Creating Your Own Templates” section).

When you click a template thumbnail, it will appear in the main preview window. Notice that on the template there will be one or more colored areas, usually over the face of any figure that may be present. These are “masks”, which are areas that will end up being replaced by images that you insert.

Click Okay when you’re ready to proceed. You’ll be taken back to the Main Screen and your selected template will be displayed.

Step 2: Get Photo



Now that your template is selected, you can insert other photos into the masked areas. This is done through the second step along the left side of the screen. Click the Get Photo icon. You'll be taken to the Get Photo Screen.

From this screen, you can choose one or more (depending on your template) images for insertion into your selected scene. Choosing photos works similarly to choosing a template, but there are additional options.

Photo Mask



– Click on the respective button to insert an image into the associated mask. All three of these buttons may not be available. If your selected template only has one mask, only the first button will be available.

Use the pull-down to select an album. Select “New” to create a new one. Albums contain thumbnail links to images stored on your system. Click Open to add photos to an album. Click Acquire to capture images from external devices. Click Delete to remove a thumbnail from an album (you can also choose to delete the source file).

Once you select a photo, it will appear within the appropriate mask on the screen. Click the other Photo Mask buttons and select other photos. Remember, you can only select as many photos as there are masks on your template.

Step 3: Fine-Tune



– Even though your selected photos are inserted into the template, they likely need to be altered in a few ways so that they look like they're naturally part of the scene. You can make these adjustments on the Fine-Tune Screen. Click the Fine-Tune icon to get to this screen.

From this screen, you can apply various edits and enhancements to each included image.



– Select an image from the Photo Mask buttons. Once you've selected an image, any changes you make will be applied to that image only.



– This command flips the selected image so that it looks like a mirror image.



– These buttons make the selected image larger or smaller within the template.



– These buttons slightly rotate the selected image in the indicated direction.



– Use these buttons to move the selected image within the template. Alternately, you can click and drag the image directly on the preview.



– By enabling color matching, the program will apply a series of enhancements to make the tone of the inserted image match the tone of the template. The three sliders allow you to adjust the image brightness, contrast, and saturation (color intensity), respectively.

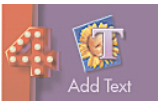


– You can zoom in and out on the selected inserted image by clicking the “+” and “–” buttons.



– Use these buttons to capture an image from an attached video device directly into the template. Click the first button to capture. Click the middle button to toggle your video device on/off. The third button lets you adjust the settings specific to your selected device.

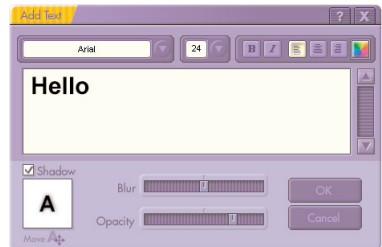
Step 4: Add Text



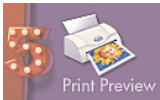
Add text to your scene to make it even more unique and personal.

Click on the Add Text button to open the Text Window.

Standard text options are available here. Type in your text in the text box, and choose your formatting options. You can even add a shadow to the text. If you do so, you can click and drag the shadow within the preview box to place it any way you like. When you’ve finished, you can click and drag the text to position it anywhere on the image.



Step 5: Print Preview



Once you've completed your Funhouse image, you're ready to print it. Click the Print Preview button on the Main Screen to go to the Print Screen.

From this screen, you have complete control over how your image prints. Click and drag the image to move it about the page. Click and drag the corners of the image to resize it. You can set the number of copies you'd like printed (Copies), view and edit your printer settings (Printer Setup), center the image on the screen (Center), and change the paper orientation (Orientation) between portrait and landscape. If your image is taller than it is wide, you'll want to stay in the portrait format. If your image is wider than it is tall, you might want to consider printing in the landscape format (you'll be able to make a bigger print).

Saving Images

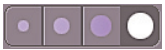
To save your image, click Save as on the Main Screen. A window will appear. From the "Save in" pull-down, choose the directory to which the file will be saved. In the "File name" field, type in a unique name for the file. From the "Save as type" pull-down, choose the file format. If you only plan on displaying the image on a computer, or emailing it to others, you'll want to use the JPG file format.

Creating Your Own Templates

From the "My Templates" category on the Get Template Screen, click New. You'll be taken to the Create Mask Screen. From here, you can open images and create up to three masks. You'll then be able to insert other photos into each mask to create your Funhouse image. The tools described below can be used to create and modify your masks.



– These tools are used to manually add or remove a masked area. Select the appropriate tool, then click and drag on your image to set the mask area (or remove the mask area). Alternately, you can add or remove a mask by clicking at various points — the mask border will be drawn from point to point. Double-click to close the masked area.

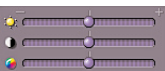


– Several brush sizes are available for you to use. Select a brush when you use the Paint, Eraser, or Blur tools to create a mask.



– Use the Paint tool to draw a mask on the image. Using your mouse, click and drag to create a mask.

To erase any masked area, use the Eraser tool. It works the same way as the Paint tool, except it removes masked areas instead of creating them. The Blur tool is excellent for creating a soft edge around masked areas. By blending a mask around the edges, it will look much nicer when a photo is inserted into the mask. When using any of these tools, you can select various brush sizes.



– Use these sliders to adjust the brightness, contrast, and saturation of the template.

Emailing Images

Once your Funhouse image is complete, you can email it by clicking the Send button on the Main Screen. You will be asked to choose either AOL or another MAPI-compliant program. Make the appropriate choice, then click OK. You'll see that the image file size is listed, along with the time it will take to email the image at different Internet connection speeds.

Notes on Acquiring/Capturing Images

If you have problems acquiring or capturing images, contact the manufacturer of the device you are using. You may need to get updated drivers. Driver updates are usually free and available online at the manufacturer's Web site.

Additional Help

Consult the program Help file and visit our Web site (www.arcsoft.com) for additional assistance on program procedures, tools, and functions.



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Quick Start Guide:

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