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USER'S GUIDE:

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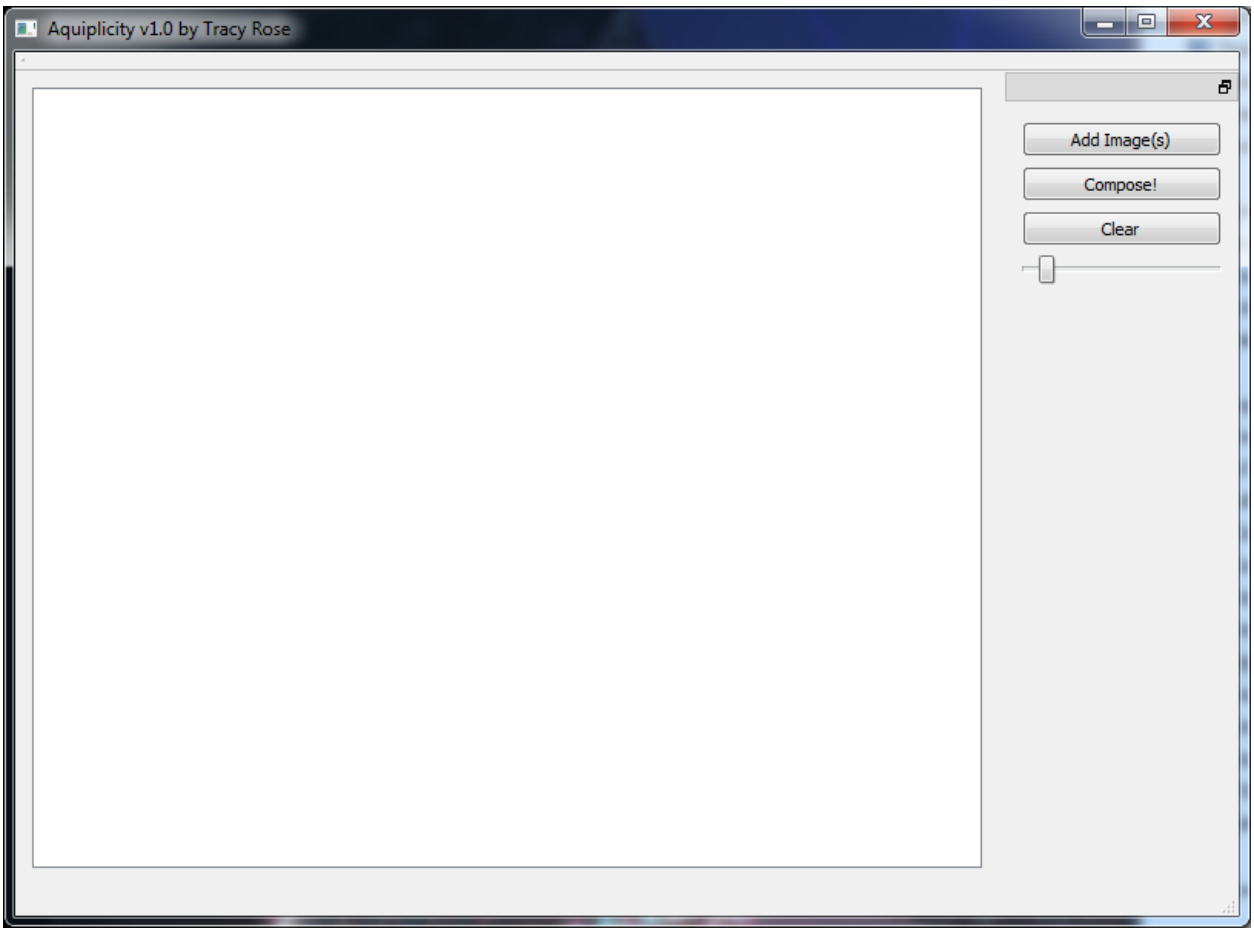


How to create clone (multiplicity) images by the numbers:

[1] Double click the ZIP file and Extract the files received. You'll notice that Windows opens this type compressed file automatically. In the top left the windows-explorer will read **"Extract All Files"**. Choose this option and extract Aquiplicity program files some place such as your MyDocuments folder.

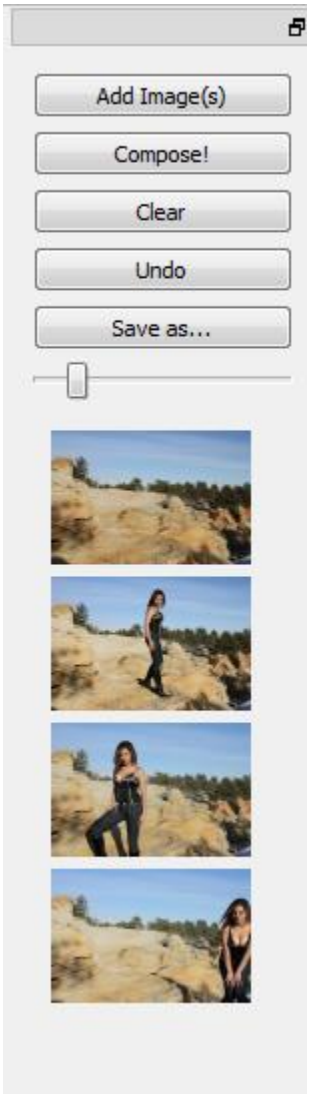
* Note that the program does not have an install or icon. One opens up the folder extracted and finds the file labeled "Aquiplicity". The program will run by opening this

file. To make a shortcut to the program one can also right-click choose SEND-TO >> DESKTOP for creating a shortcut to the desktop if desired.

[2] To run the program, double left-click **Aquiplicity** program name from the extracted folder.

[3] In the Aquiplicity program Left-click "Add Images" and browse to the folder location your multiplicity images are located.

For best results, the work flow at this point is a bit unique. The first image should be one with the subject matter removed during photography. This is the base image. Add images of the actors or subject matter next in any sequence. In this way the base image knows what the background should look like.



Alternately you can drag and drop multiple images (from the windows file explorer) to the area under the COMPOSE button (they should appear there as thumbnails afterward). See the illustration below.

** Note that in Windows, it's standard that if you want to select many images at once, use Ctrl-A to "select all" in that window or Left-click the first image name the hold the shift key and Left-click the last image name. All of the images in between will be highlighted.*

[4] Left-click the **COMPOSE** button and wait a short while. The title bar when processing very large image sets may read "*not responding*" if the window is selected, but the program is probably still working fine. For best results use images smaller than the size of 1200x1600. Other larger sizes will work but with varying results.

* It is essential all of the images be of the same dimension and none of them a different size. Usually this is easily done since all the clone photographs should come from the same camera.

[5] The main product-image should appear in the large viewing space to left of the thumbnails list. If the images originally input are very large, drag the product-image to pan around and check the work or use the **ZOOM** tool to zoom outward.

[6] Occasionally one might photograph two or three actors (subject matter) in the exact same image-space. After composing the image, the actors appear on top of each other or mixed together in the image. Images can be removed by double clicking on the thumbnail to remove the duplicate from the program thumbnail list. One can now recompose the image. If the characters or subject matter objects are overlapping and there is a desire to preserve the character underneath simply bring the correct layers to the surface using the lasso tool. For instance, overlapping arms where you wish to keep both actor's arms.

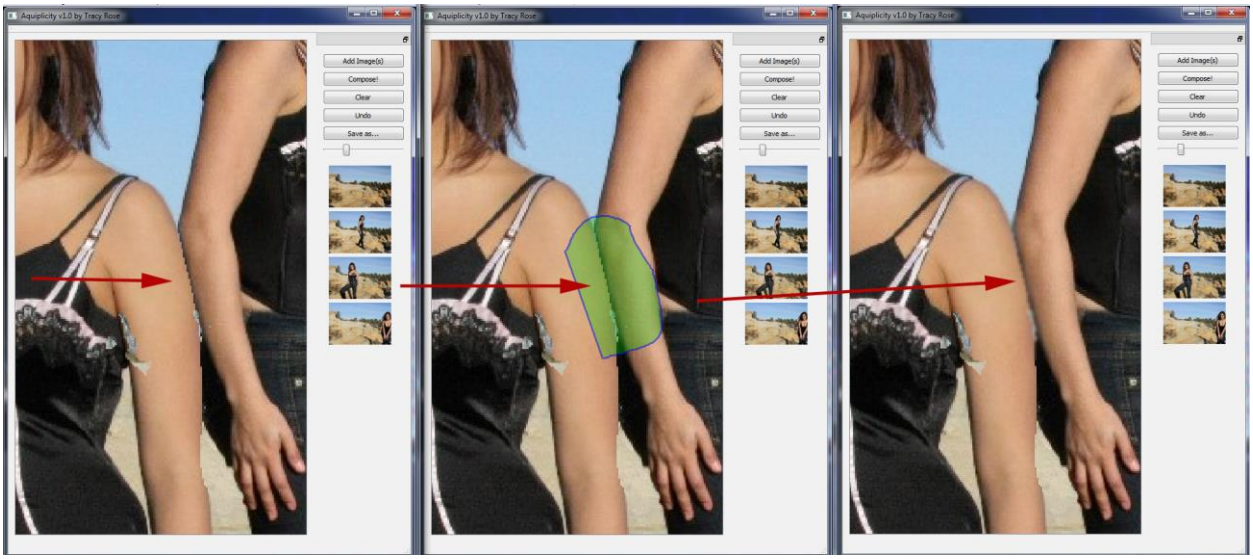
[7] The **SAVE AS** button will appear below the **COMPOSE** button only after the image is created. At this point some touch-up to the multiplicity can also be accomplished.

[8] Use the **DETAIL Tool** (yellow polygon lasso) by holding down the **Ctrl** key and simultaneously holding down the **left-mouse** button proceeding to draw around the actor in the layer desired to bring to the top layer forward. Where the lasso begins is where the layer is chosen.

* Use a giant lasso area to bring up whole sections of an image rather than pixel by pixel drawing. There is no need to stay in the lines or along exact edges unless very fine

detail is desired or exposure between photographs was very different.

[9] Use the **SMOOTHING Tool** (green polygon lasso) by holding down the **ALT** key and simultaneously holding down the left-mouse button and proceeding to draw around the rough or jaggy edges where the two image edges meet -- this tool smooths those edges.



[10] Use the **UNDO** button or the space bar if an incorrect layer is chosen. This will undo the last change only.

[11] Use the **ZOOM** slider for very fine lasso areas such as actors overlapping other actors in the scene. One can zoom out to the full extent of the image for a better view.

* Quality check the product-image by zooming and panning around and checking the multiplicity for missing parts of an actor or anything needing fixed such as shadows missing or overlapping actors.

[12] Use the **SAVE** button to create a final product output. Aquiplicity fills-in the image name automatically. Change the output name if desired before saving.

[13] To create another multiplicity left-click the **CLEAR** button and reopen more images. When completed, close the program.

What is new in version 1.0?

a) Ability to open images via a standard dialogue box (add Images button and window).

b) Zoom way out slider.

c) JPG as default when saving out the final product.

d) Added auto-naming for output project files filenames for assistance.

e) Double clicking on a thumbnail in the list will remove that image from the stack.

f) Highlighted polygon tool to make lasso more visible when selecting layers.

g) Added smoothing tool for jagged edges between actors.

h) Automatic detection of unused memory for potential speed increase.

I) Fixed bug for CTRL key hit when no images were loaded.

Disclaimer:

Use of this software constitutes your agreement to the following terms:

Aquiplicity and the author take no responsibility for any damages caused by this program. Aquiplicity is provided 'as is' without warranty of any kind. Use it at your own risk. I disclaim all warranties, either express or implied, including the warranties of merchantability and fitness for a particular purpose. In no event shall I be liable for any damages whatsoever including direct, indirect, incidental, consequential, loss of business profits or special damages. Use at your own risk and enjoy!

Formats and OS Supported:

[1] Aquiplicity outputs JPEG (JFIF) and lossless PNG images.

[2] Aquiplicity is intended for Windows based computers.

Aquiplicity is for Windows-XP, Vista, and Windows7

- Note that Currently this program has not been tested in Windows10

Version Changes:

[1] Version 0.1 began the kick-off by implementing statistics that would try and bring the actors from all images forward. Initial stats struggled with bright contrast areas but a huge leap in accomplishing the technology.

[2] Version 0.2 handled very large images and crunched the statistics using multi-threading for a decent speed increase.

[3] Version 0.3 Added...

a) Added a Clear project button to restart anew and clear out present memory.

b) Added new statistics method for assuring better order of actors.

c) Added a Detail Tool in the form of a quick lasso or polygon tool. This allowed the user more control and brings parts of the layers desired to the final image

d) Added an Undo button if an incorrect layer is chosen.

[4] Version 0.4 Added a Zoom tool to get closer to areas that may need layer touch-up with the Detail-Tool (polygon lasso)

[5] Version 1.0 Added...

a) Ability to open images via a standard dialogue box (add Images button and window)

b) Zoom out slider - top left position is now 0.1 zoom factor (to zoom way out while working)

c) Set JPG as default when saving out the final product.

d) Added auto-naming for output project files filenames. It names the file for you unless you change it.

e) Double clicking on a thumbnail in the list will remove that image from the stack.

f) Parallel lines for polygon tools to make lasso more visible when selecting.

g) Added filter/smoothing tool for jagged edges.

h) Automatic detection of unused memory for potential speed increase.

I) Fixed bug for CTRL key hit when no images were loaded.

Note that the programming thus far is solicited from programmers all over the world who input their talents. If you are a C++ expert and dig this type project shoot Aquiplicity a message at Aquilinephotography@comcast.net

Credit and thanks for incredible collaboration and tremendous intellectual work

-- V0.1 S.P.K. In Helsinki, Finland for the inspiration, statistics, and first draft version! March 2010

-- V0.2 Oleg Kobozev, PA. June 2010 -- Leap to large image input, multi-threading speed and feature help from V0.2 through V1.0

Troubleshooting:

In some instances, other software packages remove a needed file that Windows comes standard with, when those software packages get uninstalled. The file **mingwm10.dll** may get removed**.** This file has also been provided in the Aquiplicity folder in case this occurs. Simply copy this file to the Windows folder and the program should not get the "missing mingwm10.dll" error again. At this point Aquiplicity should run. Any other small *.dll files missing may be gotten from the internet if they are accidentally removed by other programs.

Donation:

If you wish to donate money as thanks for using this unique product, please go to PayPal.com and send money to Tracy.Rose@comcast.net Amounts are accepted from $5 to $500. Thanks for any contributions to this creative and scientific work.