KODAK PICTURE PLANET
Software

Users' Guide
(Macintosh and PC)

Welcome to *KODAK PICTURE PLANET* Software

Welcome to *Kodak Picture Planet* software -- A digital laboratory that puts YOU in the picture with unlimited creative potential!

Check it out -- the possibilities are endless:

- Start by bringing your face into the program. Use a digital camera, a scanner, or import from Kodak PhotoNet™ online, a Kodak picture CD, or a Kodak picture disk.
- Now the adventure begins! Go into the Head Section and try hats, masks, hair, accessories, and face paint. Or select the Random Generator and see what happens...
- Ever wanted to be **inside** an arcade game? Now you can! Just go to the Animation Section and see how you look as the star of a video game or in action in an animated scene.
- No point in embarking on this adventure if you can't take pictures. Put yourself in the scene, print it out, or send your friends a postcard. Oh yeah, you can make stickers too. Check it out!

Table of Contents

Installation

Minimum System Requirements

COMPONENT	WINDOWS	MACINTOSH
OS:	Windows 95	Mac OS7.6
CPU:	Pentium 133	PowerPC 180 MHz
RAM:	32 MB application RAM	32 MB application RAM
Hard Disk Space:	150 MB	150 MB
CD-ROM:	2X (double speed)	2X (double speed)
Sound Card:	Windows Compatible 16 bit	N/A
Screen Resolution:	640 x 480	640 x 480
Bit Depth:	16 bit (High Color)	16 bit (Thousands)
Additional Software:	DirectX (included)	DrawSprocket (included)
	QuickTime 4 (included)	QuickTime 4 (included)
	Internet Explorer 4 or higher	Any recent web browser

Installing on Windows™

- Insert the *Picture Planet* software CD-ROM into your CD-ROM drive. The installation program should start automatically.
- If the installation program doesn't start automatically, select **Settings** and then **Control Panel** from the Start menu in Windows.
- In the Control Panel Menu, select **Add/Remove Programs**, and press the **Install** button.
- Follow the on-screen prompts and instructions to complete the installation.

Installing on Macintosh™

- Insert the *Picture Planet* software CD-ROM into your CD-ROM drive.
- Double-click the **CD-ROM icon**.
- Locate and double-click the **Installer** in the CD-ROM to launch the installation program.
- Follow the on-screen instructions to complete the installation.

Getting Started

Windows

- Click on **Start** in the Windows task bar then on **Programs**.
- Click on the *Picture Planet* software **folder** in the Programs menu.
- Click on the *Picture Planet* software **icon**.

Macintosh

- Open the *Picture Planet* software **folder** on your hard drive.
- Double-click the *Picture Planet* software **icon** to start the application.

Internet Bookmarks

Check out these links to cool and useful Internet sites! They include Kodak, Kodak PhotoNet online, and Kodak PhotoNet online print tips. Ensure that your computer is connected to the Internet (via dialup server or direct Internet connection). To automatically open your web browser to one of these sites:

- **Windows:** From the Windows desktop, click on **Start** in the task bar; then **Programs**; then the *Picture Planet* software **folder**; then one of the **bookmark icons** to start the browser.

- **Macintosh:** Open the *Picture Planet* software **folder** on your hard drive then click on one of the **bookmark icons** to start the browser.

The Main Menu

Now the adventure begins... Use the touch-screen monitor to navigate to any part of the *Picture Planet* software environment. But remember: Be careful out there.

BODY SECTION
Add your face to all kinds of different bodies and backgrounds

ANIMATIONS
See yourself in an arcade game or interactive animation

HEAD SECTION
Load your face and add hats, hair, masks, face paint, and accessories

ABOUT
Find out about the people behind the scenes

QUIT
Quit the application

SETTINGS
Turn music on and off

SCRAPBOOK
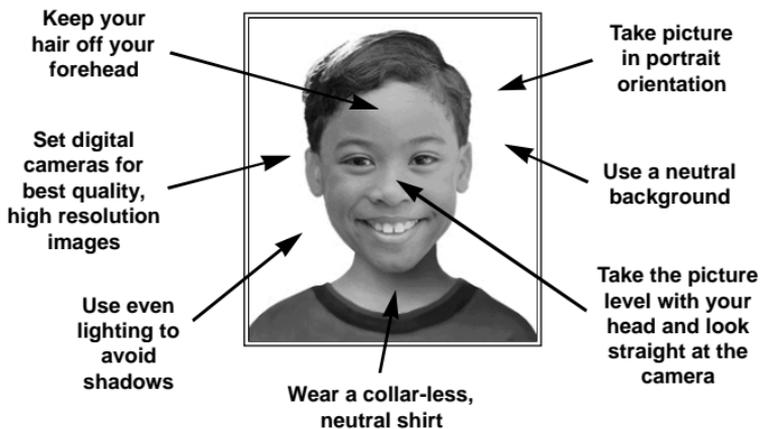View, print, and export your images or send postcards

The Head Section

The Head Section is a good place to start your adventure. Here, you can bring your face into the *Picture Planet* software environment then experiment with hats, accessories, hair, makeup, and masks. When you're done, don't forget to save your creation for further processing!

Taking Your Picture

When you take your picture, follow these guidelines:

Keep your hair off your forehead

Set digital cameras for best quality, high resolution images

Use even lighting to avoid shadows

Take picture in portrait orientation

Use a neutral background

Take the picture level with your head and look straight at the camera

Wear a collar-less, neutral shirt

The Head Section

Bringing in Your Picture

You can import the following file types: JPEG (*.jpg), BMP (*.bmp), Targa (*.tga), PICT (*.pic), and GIF (*.gif).

- From Kodak PhotoNet online (Connect your computer to the Internet):
  - **Windows** 1. In the Head Section, click **Import**.
    2. Click on **Download from Kodak PhotoNet online**.
    3. Follow the steps in the Connect to Kodak PhotoNet online Wizard.
  - **Macintosh** 1. Quit the application and use the Kodak PhotoNet online **bookmark** in the *Picture Planet* software folder.
    2. Download the image onto your computer and import it manually.
- From Kodak picture CD or Kodak picture disk:
  - Insert your picture CD or picture disk.
  - In the Head Section, click on **Import** then use the browser to locate the picture CD or picture disk and open your picture.
- From a digital camera (Connect your camera to your computer):
  - In the Head Section, click on **Import**.
  - Use the browser to locate the digital camera or your image, and open your picture.
- Other images stored on your computer:
  - Make sure the file format is of a type listed at the top of this page.
  - In the Head Section, click on **Import**.
  - Use the browser to locate your image and open it.
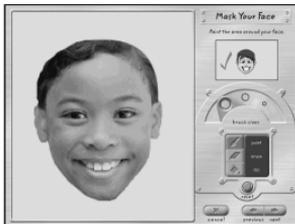
The Head Section

Getting Your Picture Ready

Once you've brought your picture into the application, you need to prepare it for the Head Section. You will be led through 3 steps after you've imported your picture.

① **Use the scaling and moving controls to put your face into the frame.**

② **Use the paint brush, bucket, and eraser to mask out the area around your head.**
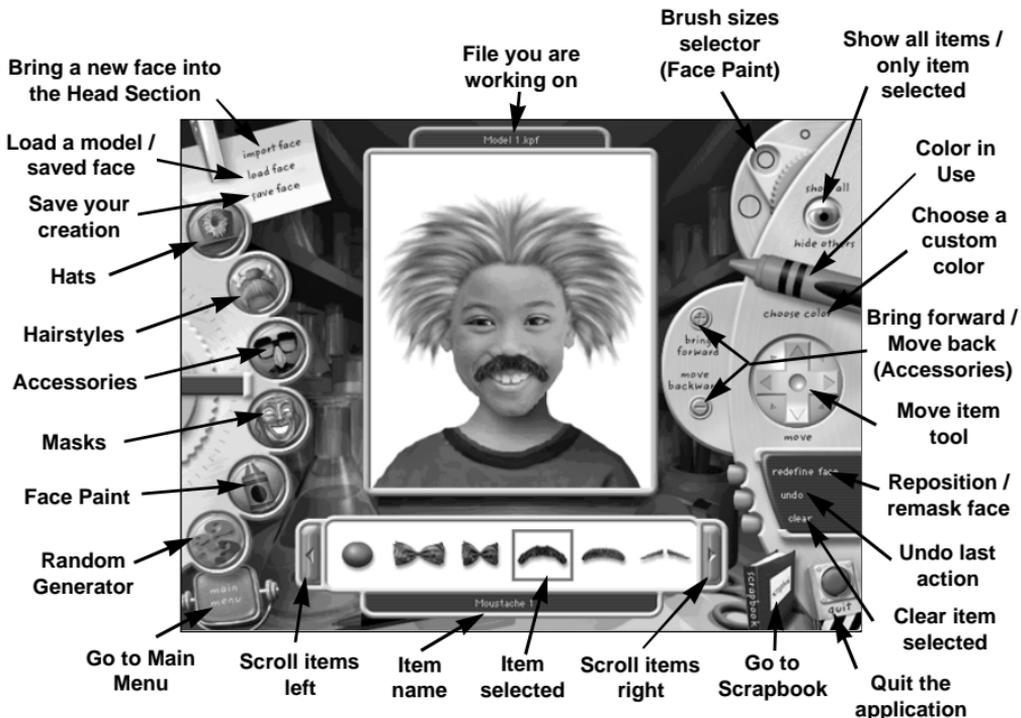
③ **Use the paint brush, bucket, and eraser to mask out the area around your head, neck, and shoulders. Now you're ready to go!**

The Head Section

The Interface

Bring a new face into the Head Section

Load a model / saved face

Save your creation

Hats

Hairstyles

Accessories

Masks

Face Paint

Random Generator

Go to Main Menu

File you are working on

Brush sizes selector (Face Paint)

Show all items / only item selected

Color in Use

Choose a custom color

Bring forward / Move back (Accessories)

Move item tool

Reposition / remask face

Undo last action

Clear item selected

Go to Scrapbook

Quit the application

Scroll items left

Item name

Item selected

Scroll items right

import face
load face
save face

Model 1.kpf

show all
hide others

choose color

bring forward
move backward

move

redefine face
undo
clear

main menu

scrapbook

quit

Moustache 1

The Head Section

Step by Step

- Start by either importing your own picture or using one of the models supplied. To import your picture, click on **Import Face** and follow the steps described in **Bringing in Your Picture** on page 8. To use a model, click on **Load Face** and choose one of the models in the Scrapbook.

- Add Hats, Hairstyles, Accessories, Masks, and Face Paint by clicking on the corresponding buttons. Choose an item in any category by clicking on the thumbnail image along the bottom of the screen. You can scroll through the thumbnails using the **Left** and **Right Scroll** buttons.

- You can move hats, hairstyles, accessories, and masks around three ways: Use the **Move Item Tool** on the right side of your screen, click and drag items with your **Mouse Cursor**, or use the **Arrow Keys** on your keyboard. You must select the category of the object to move it.

- Add face paint by holding down the **Mouse Button** and dragging the **Paint Brush Icon** over the area you want to paint. Use the **Brush Size Selector** at the top right of your screen to choose any of three brush sizes. The Brush Size Selector only appears when you select Face Paint. Click on **Choose Color** to create your own color of face paint.
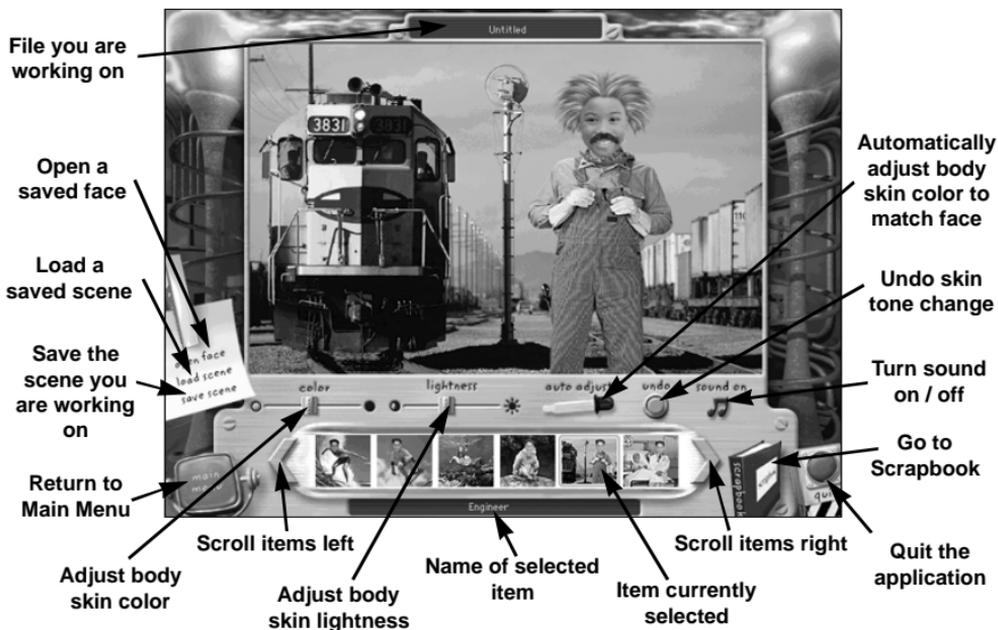
The Head Section

- To cancel the last thing you did, click on **Undo**. Once you've clicked Undo, the button changes to **Redo**. Erase all the items in a selected category by clicking on **Clear**.

- You can add up to five accessories at a time. Accessories are added in layers: The first accessory you add is on the bottom layer, the next one above that, and so on. To move an accessory, you have to select it by clicking on it. A selected accessory is surrounded by a red box. To move an accessory to a higher or lower layer, use the **Bring Forward** or **Move Backwards** buttons. These buttons only appear when you select Accessories.

- Click on the **Random Generator** button to select random combinations of objects for your face. Keep clicking to try all the possibilities.

- Hide objects in categories that are currently not selected by clicking the **Show All/Hide Others** button. Click it again to view all objects.

- To reposition and remask a face you are working on, click **Redefine Face**.

- When you're finished with your new creation, click **Save Face** to save your file to the Scrapbook.

- You can navigate to different parts of the application with the **Main Menu** and **Scrapbook** buttons, or you can leave the program by clicking the **Quit** button.

The Body Section

Now that you've created a face, you can try it in all these different scenes!

The Interface

File you are working on

Open a saved face

Load a saved scene

Save the scene you are working on

Return to Main Menu

Adjust body skin color

Scroll items left

Adjust body skin lightness

Name of selected item

Item currently selected

Scroll items right

Automatically adjust body skin color to match face

Undo skin tone change

Turn sound on / off

Go to Scrapbook

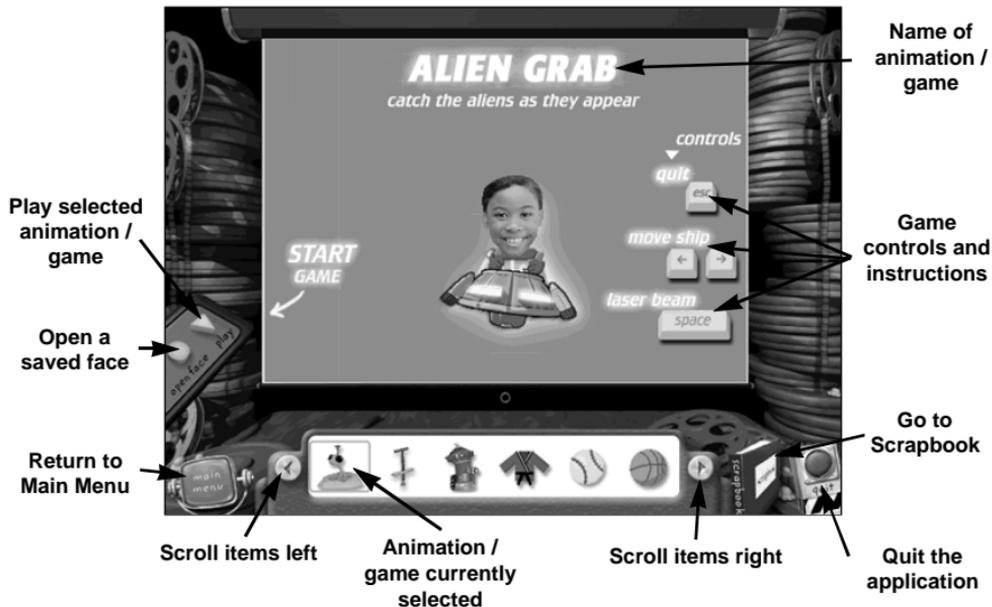Quit the application

The Body Section

Step by Step

• Start by clicking **Open Face** to load a model or a face you saved in the Head Section.

• Next, choose a body by clicking on a thumbnail image along the bottom of the screen. You can scroll through the thumbnails by using the **Left** and **Right Scroll** buttons.

• Match the body skin to your face using either the **Color** and **Lightness Sliders** or the **Auto Adjust Tool**. To use Auto Adjust, click on the Auto Adjust Tool and then click on the part of the face you want the body skin to match. Use the **Undo** button to cancel the last change you made to the body skin tone.

• Use the **Sound On/Off** button to turn the background sounds on or off.

• Click on **Save Scene** to save the current scene to the Scrapbook. Load previously saved scenes by clicking on **Load Scene**.

• You can navigate to different parts of the application with the **Main Menu** and **Scrapbook** buttons, or you can leave the program by clicking the **Quit** button.

The Animation and Games Section

Now check this out: This is where you can put yourself into games or animations!

The Interface

Name of animation / game

Game controls and instructions

Play selected animation / game

Open a saved face

Return to Main Menu

Go to Scrapbook

Scroll items left

Animation / game currently selected

Scroll items right

Quit the application
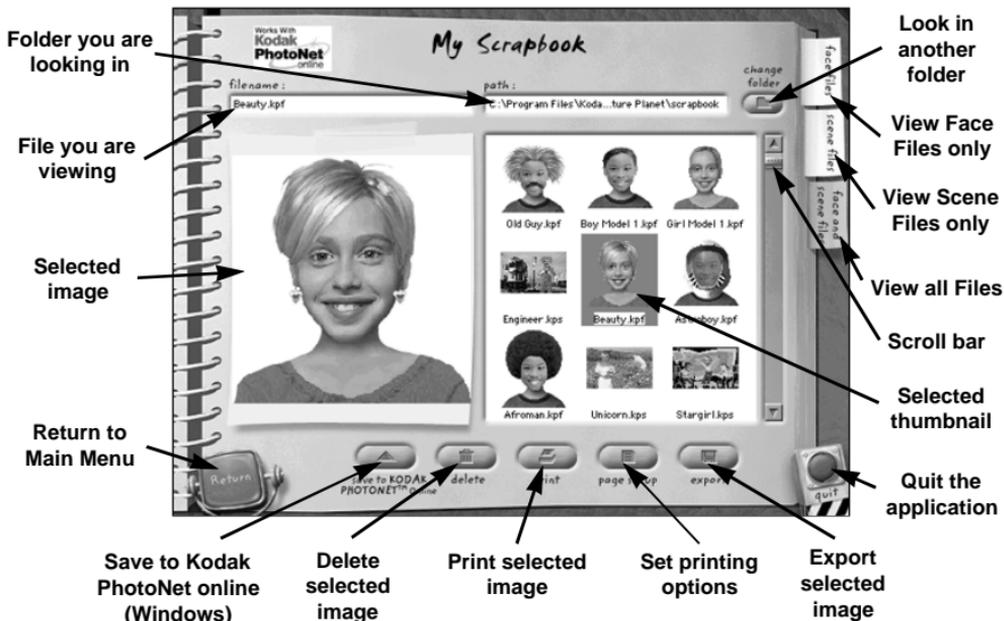
The Animation and Games Section

Step by Step

• First, use the **Open Face** button to load a model or face you saved in the Head Section.

• Next, choose a game or animation by clicking on a thumbnail image at the bottom of your screen. The first three thumbnails are games you can play and the rest are animations you can watch. You can scroll through the thumbnails by using the **Left** and **Right Scroll** buttons.

• When you select a game or animation, the title screen will appear. If you select a game, the title screen will include instructions on how to play the game.

• Press the flashing **Play** button to start the game or animation.

• To stop a game or animation, use the **Escape** key on your keyboard.

• You can navigate to different parts of the application with the **Main Menu** and **Scrapbook** buttons, or you can leave the program by clicking the **Quit** button.

The Scrapbook

Viewing, custom printing, uploading, exporting: It's all here in the Scrapbook.

The Interface

Folder you are looking in

File you are viewing

Selected image

Return to Main Menu

Look in another folder

View Face Files only

View Scene Files only

View all Files

Scroll bar

Selected thumbnail

Save to Kodak PhotoNet online (Windows)

Delete selected image

Print selected image

Set printing options

Export selected image

Quit the application

The Scrapbook

Viewing, Deleting, Uploading, and Exporting

Saved images from the Head Section and Body Section accumulate in the Scrapbook. You can view, export, and delete these images. You can export images as **JPEG** (*.jpg), **BMP** (*.bmp), **Targa** (*.tga), or **PICT** (Macintosh only) files.

• To view an image, click on its **Thumbnail Image** on the right side of your screen. The image will appear on the left side of your screen.

• To view saved files in folders other than the Scrapbook, click on the **Change Folder** button and use the browser to select another folder.

• To export a selected file, click on the **Export** button. In the browser, enter a name for your exported file, select the file type, select the folder to export to, and click **Save**.

• You can upload *Picture Planet* software pictures to Kodak PhotoNet online. Ensure your computer is connected to the Internet then:
  Windows Click the **Save to Kodak PhotoNet online** button. The Wizard will guide you through the steps to upload your image.
  Macintosh Export your picture, then quit the application and use the Kodak PhotoNet online **bookmark** in the *Picture Planet* software folder.

• Delete images by selecting the image to delete and clicking on the **Delete** button.

The Scrapbook

Printing Your Creations and Sending Postcards

If you are printing to plain paper, set your printer options first by clicking on **Page Setup**. To print a selected image, click on the **Print** button and choose one of the four options (for Kodak inkjet photo papers, see the next section of this guide):

Note: Printing to Kodak inkjet photo papers is recommended.

- Print to plain paper:
  - Choose **Print an Image,** click **OK**, select printing options, and print.

- Print to Kodak PhotoNet online (Connect your computer to the internet):
  - **Windows** 1. Choose **Print to Kodak PhotoNet online** and click **OK**.
    2. Click **OK** in the dialog box. The application will quit and your Internet browser will open to the Kodak PhotoNet online website.
    3. Select and order your merchandise using the website.
  - **Macintosh** 1. Export your picture, then quit the application and use the Kodak PhotoNet online **bookmark** in the *Picture Planet* software folder.
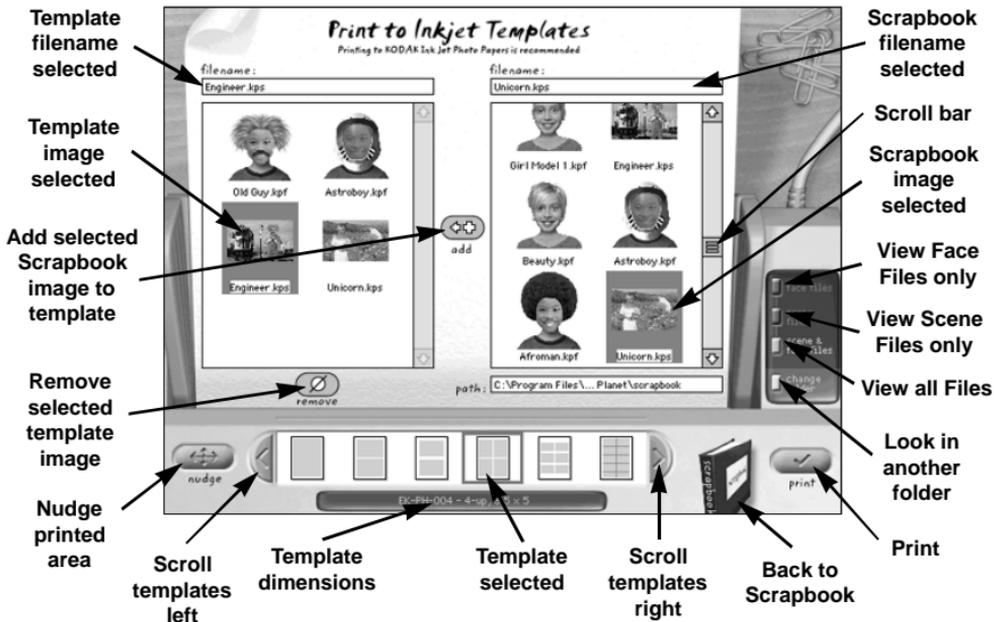
- Print to Kodak inkjet photo papers: See the next section of this guide.

- Send an AmazingMail.com™ postcard (Connect your computer to the internet):
  - Choose **Send a Postcard** and click **OK**. The application will launch your web browser and take you to the AmazingMail site.

The Scrapbook

Printing to Kodak inkjet photo papers

Click **Print** and select **Print to Inkjet Templates** and click **OK**. You will see this screen:

Template filename selected

Template image selected

Add selected Scrapbook image to template

Remove selected template image

Nudge printed area

Scroll templates left

Template dimensions

Template selected

Scroll templates right

Back to Scrapbook

Print

Scrapbook filename selected

Scroll bar

Scrapbook image selected

View Face Files only

View Scene Files only

View all Files

Look in another folder

The Scrapbook

Printing to Kodak inkjet photo papers -- Continued

- First, identify the type of Kodak inkjet photo paper you are using. The application supports the following types:
    - **EK-PH-001** thru **-005**, **EK-PH-007**, and **EK-PH-009** thru **-011**;
    - **EK-PH-102** thru **-105** and **EK-PH-107** thru **-108**; and
    - **EK-STK-001** and **EK-STK-101**.

- Select the **Thumbnail Image** that corresponds to your type of paper by clicking on it.

- Click on the **Scrapbook Image** you want to select to print. Click on **Add** to move the selected image to the template for printing. To remove an image from the template, select it and click on **Remove**.

- You must add a number of images to the template that corresponds to the number of printable areas on your paper. For example, if you have paper with three printable areas, you must add three images to the template. You can add the same image more than once.

- Once your paper is loaded into the printer, click on **Print** to print your images.

- Use the **Change Folder** button to look for *Picture Planet* software images in other folders.

The Scrapbook

Printing to Kodak inkjet photo papers -- Continued

- Click on **Nudge** if your pictures aren't printing quite inside the templates. Use the nudge controls to move the printed area in any direction. Use **Test Print** to print a sample with the new settings. Repeat this process until your pictures are aligned with the templates.

- Once you've gone through the **Nudge** process once, the nudge settings will be saved. In other words, you don't have to use nudge again once it's set for your printer.

- When you're all done click the **Scrapbook** button to exit.

Credits and Music

In the Main Menu, click on **About** to learn about all the people that were involved in making *Picture Planet* software. Press any key to stop the animation.

To turn the application's background music on and off, click on **Settings** in the Main Menu. Use the **Music On/Off** button and click **OK** when you're done. You can also press the **m** key on your keyboard anywhere in the *Picture Planet* software environment to toggle music on and off.

Troubleshooting

Windows

- Disable all **screen savers** before running the application.
- Disable any **virus protection applications** before running the application.
- Some **video boards and drivers** do not support all of the graphic display functions required by Direct X and so are not supported by the application.

If you experience problems running the application -- particularly problems with functionality, color display, or crashes -- try the following:

- Make sure you are running the appropriate driver for your video card (check using **Windows Setup** in the Main Program Group).
- Make sure you are using **680 x 480** resolution set at **16 bit color**.
- Make sure you have the latest version of your video board display driver.

Macintosh

- **Memory Problems**: Quit all other applications. If this doesn't work, try using virtual memory. Do this by selecting the **Memory Control Panel** in the **Apple Menu**, turning **Virtual Memory** on, and restarting your computer.

Improving Performance

- **General**: Before running the application, quit all other applications. Other applications compete for computing power.
- **Macintosh**:
    - Turn off **File Sharing** with the File Sharing Control Panel in the Apple Menu. File sharing may greatly impact your computer's performance.
    - **Virtual memory** may slow down the application. If you don't need virtual memory, turn it off using the **Memory Control Panel** in the **Apple Menu**.

Technical Support (USA and Canada)

Assistance Via World Wide Web
Get up-to-the-minute technical information at Infogrames, Inc.'s website supporting WizardWorks/MacSoft products at: http://www.wizworks.com (PC) or http://www.wizworks.com/macsoft/ (Mac), 24/7 and access our FAQ documents (Frequently Asked Questions), our FTP area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada
For PC phone assistance, call Infogrames, Inc.'s Tech Support at: 425-398-3051 (WizardWorks) or for Macintosh 425-398-3085 (MacSoft). We have an Interactive Voice Response and Faxback system that's available 24/7. We have automated support as well as our FAQ documents we can fax to you immediately. Live support is available M-F, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where. You can also send faxes to: (425) 806-0480, or write to the address below.

Product Return Procedures In The United States & Canada
If you encounter a defective product or game play issue, you must call Tech Support at one of the numbers above. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA#, along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

Infogrames, Inc.; Attn: TS/CS Dept.; 13110 NE 177th Place; Suite # B101, Box 180; Woodinville, WA 98072-9965; RMA#: (include your RMA# here)

Warranty Policy In The United States & Canada
If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

Credits

WizardWorks / MacSoft
  Paul Rinde
    Senior Vice President
  Peter Armstrong
    Assistant Product Development Manager
  Mike Cucchiarella
    Product Manager
  Tracy Magnuson
    Vice President of Marketing
  Cory Johnson
    Product Development Manager
  Laszlo Nemesi
    Marketing Manager
  LaNae Dover
    Business Affairs
  Keith Anderson
    Package Design

ETI Entertainment Technologies Inc.
  Hamo Djoboulian
    Project Lead and Creative Director
  Angus Graham
    Project Technical Lead
  Darren Woo
    Creative Director
  Martin Bae
    Senior Artist
  Alan Berry
    3-D Artist
  Mike Linton
    Animator
  Lee Steg
    Artist
  Anatole Matveief
    Vice President of Technology

  Jeff Macht
    Software Engineer
  Simon Ward
    Software Engineer
  Mitch Baker
    Production Assistant
  Executives
    Russ Baker
    Robin Hart
    Colby Harder

Kodak
  Paula Dumas
    Vice President Branding
  Elizabeth Laakko
    Director Kids Entertainment
  Michael Camplin
    Director Developer Relations
  Renee Thompson
    Developer Relations Group
  Mark Delman
    Brand and Market Development
  Jim Forger
    Commercialization Manager

Rubies Costumes
  Doug Morton
    Director of Worldwide Licensing

DunbarCostume Rentals
  Val Phillips

Beckett Music and Sound Design
  Hal Beckett

Costume Model
  Shabnam Vaziri

Stock Photography:
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  Photodisc Inc.
  Definitive Stock Inc.

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7. Editor and End-user Variations.

(a) The Software may include an "Editor". An "Editor" is a feature that allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.

(b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:

i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.

ii. Your Variations must not contain modifications to any executable file.

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