

MAKING FACES...



WHAT A MUG!

Making faces has always been a way for people to pass time. Sometimes it has been for fun. And sometimes it's been serious. Police departments regularly use "Identikits" to make illustrations of the faces of people they wish to find.

Making faces takes on a new dimension with the help of an innovative program and the Mac. *Mac-a-Mug*, from Shaherazam Software, is both entertaining and fun. It produces faces from basic facial features and details. Users have numerous features to pick and choose from. There is so much data that separate system and program disks are required. Since lots of graphics are involved (especially in the feature files), a 512K or larger Mac and an external drive is a must. *Mac-a-Mug* is actually written in BASIC and the package includes a runtime BASIC module, which means that users do not have to supply their own copy of BASIC. Indeed, if we didn't tell you that, you might never find out why the program appears to run so slow-

***Mac-a-Mug can help
you make faces you
can be proud of.***

ly! And it's slow, nearly intolerably so.

A FACE APPEARS

Clicking on the *Mac-a-Mug* icon brings up a picture frame screen (where the actual creation will take place) with sets of scroll bars to either side of it. At least they look like scroll bars. Users have a shock in store for themselves when they actually use them, however.

The scroll bars (where the feature selections are made) are *Mac-a-Mug's* main operational device. Each scroll bar unit includes different choices of features, each covering a different area—eyes, mouths, heads, beards, sideburns and so on.

The scroll bars operate in a very odd, jerky manner, not at all like

regular scroll bars. Their behavior seems to be the result of what they do. A lot happens every time they're used, and since it happens in BASIC, the actions are not as smooth as they would be using the Mac's ROM directly.

Click on a scroll bar to go through its selections. As you move through the selections, the different items covered by that scroll bar show up in the picture frame, where the features are projected like slides on a screen. The area of the face being worked on changes with each scroll. Each selection automatically replaces what was there (of its type) before it.

The scroll bars move in increments when using the scroll arrows. Unless the bar portion of the scroll is used to slow down the action, the files seem to zip by. Mouse clicks need to be very firm and precise if you plan on getting what you want. And the clicks do not seem to record at times. Use can be pretty frustrating. The actual graphics consist of letters in fonts (really, and they're big fonts!).

BY DAISY GENOVESE

MAKING FACES

TO SAVE

There is no SAVE option in the menus, and so the only way to save your creation is through the Clipboard. By selecting the COPY TO THE CLIPBOARD option, you save the current face onto the Clipboard. This is only short-term saving. For long-term saving, the image must be transferred from the Clipboard into the Scrapbook or *MacPaint*. Keep in mind that since faces consist of parts of fonts, those fonts must be in the System file in order for *MacPaint* to re-create the face. Put a copy of *MacPaint* on the program disk.

All this can easily be bypassed by simply screen dumping the face creations to *MacPaint* documents on the disk using COMMAND-SHIFT-3, later to be transferred onto your *MacPaint* disk. Since the whole image is saved as it appears, not as carefully positioned letters of special fonts (which is what it really is), it can be modified by a copy of *MacPaint* that does not have access to the special *Mac-a-Mug* fonts.

To view a piece saved to the Clipboard, select the SHOW CLIPBOARD option. The face being created on-screen is then replaced by the saved face in the picture frame for about 3 seconds. After that, the face being worked on reappears. To delete an item from the Scrapbook enter COMMAND X to cut

FACIAL FEATURES

Male and female features are arranged in a strange manner on the scroll bars. Male features begin on the left hand side of each bar going towards the center, with female features beginning on the right hand side of the bars, working from there towards the center. Thus, male and female features can easily be mixed if desired. In light of this, the Sex menu seems unnecessary. Its only purpose seems to be to reset the scroll bars to the left for male and right for female features.

Mac-a-Mug includes a very useful option called Refresh. When creating a face, the selections overlap. For instance, eyeglasses overlap heads. *Mac-a-Mug's* capability for handling this is amazing. A click on the Refresh button at the bottom of the



Head = 10

Begin with your head selection.



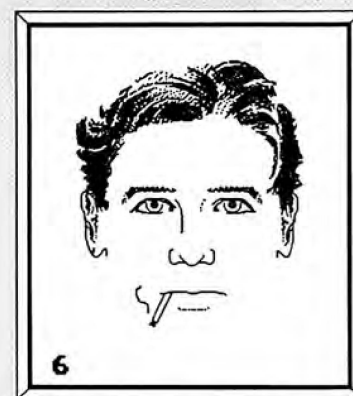
Eyebrows = 7

Next, search for the perfect eyebrows.



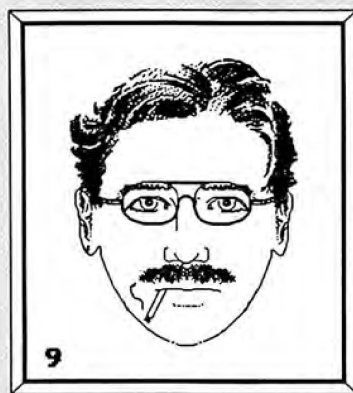
Nose = 12

A nose to match.



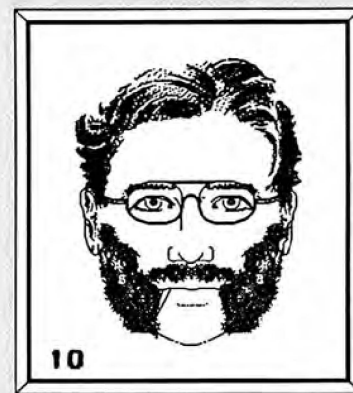
Mouth = 8

A distinct mouth.



Moustache = 7

The hairy lip, known as the moustache.



Beard = 7

Finally, a beard finishes the *Mac-a-Mug* face.

picture frame allows the features to be shown without a trace of overlapping. A menu option lets the user decide if the activation of this feature should be left to the Mac (in the

Auto mode), or manually done through the Refresh button. Auto Refresh causes refreshing to automatically take place after every selection without clicking the Refresh



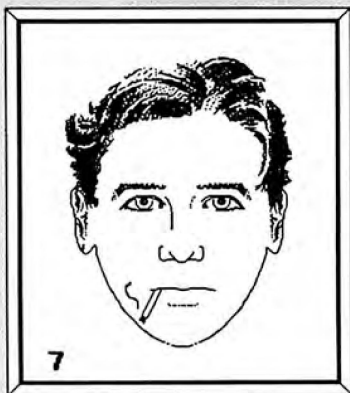
Eyes = 17

Eyes to match.



Ears = 5

Now, the ears.



Chin = 13

A chin to round it all out.



Eyeglasses = 5

Next, glasses for the look.



The finishing touches (beard on the chin portion) were made in *MacPaint*. Voila! the final creation. This is what the *Mac-a-Mug* screen actually looks like. Note how the scroll bars denote the position of the selections. Do you know this man?

button. In manual refresh mode, refreshing is controlled by the creator.

To allow the most possible differences among characteristics for dif-

ferent people, there is a Miscellaneous scroll bar where things like headware, wrinkles, jewelry and other details reside as options. To complete the picture, there is also a

Hair Color selection button giving the option of light and dark hair. These two options affect all the hair selections made within a creation. If dark hair color is selected for the head, the eyebrows will also be dark. There is no way that both light and dark selections can be used simultaneously for the same creation.

One of the best features is that faces can be refined further in *MacPaint*. This allows a limitless number of variation. Here is where the creator can make things as real to life as possible. The best and easiest way to do this is to put a copy of *MacPaint* on the Program disk. It is simple to transfer a face by using COPY and PASTE commands from the Clipboard or Scrapbook. Another advantage to this ability is that you can now use the LaserWriter to print your creation instead of an Image Writer. After the *MacPaint* transformation takes place, the possibilities are endless. And, of course, you can now paste your creations into other programs.

Since all graphics are held within fonts, they can be edited using any of the available font editors and moved to and from the system disk with Apple's *Font/DA Mover*. This lets users alter the features on the scroll bars. With scroll bar modification, this means that "feature libraries" are in the future of this program.

Now it's time to go ahead and make some of the best faces at everyone without even twitching a muscle of your own.

MAC-A-MUG:

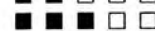
Overall Rating:



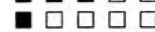
Follows Mac Interface:



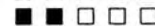
Printed Documentation:



On-Screen Help:



Performance:



Support:



Consumer Value:



Comments: A disk full of creative entertainment. **Best Feature:** The refresh capability allows the refinement of overlapping features to occur spectacularly. **Worst Feature:** The operation of its scroll bars is very slow and awkward. **List Price:** \$59.95. Published by Shahezam, PO Box 26731, Milwaukee, WI 53226. (414) 442-7503.