
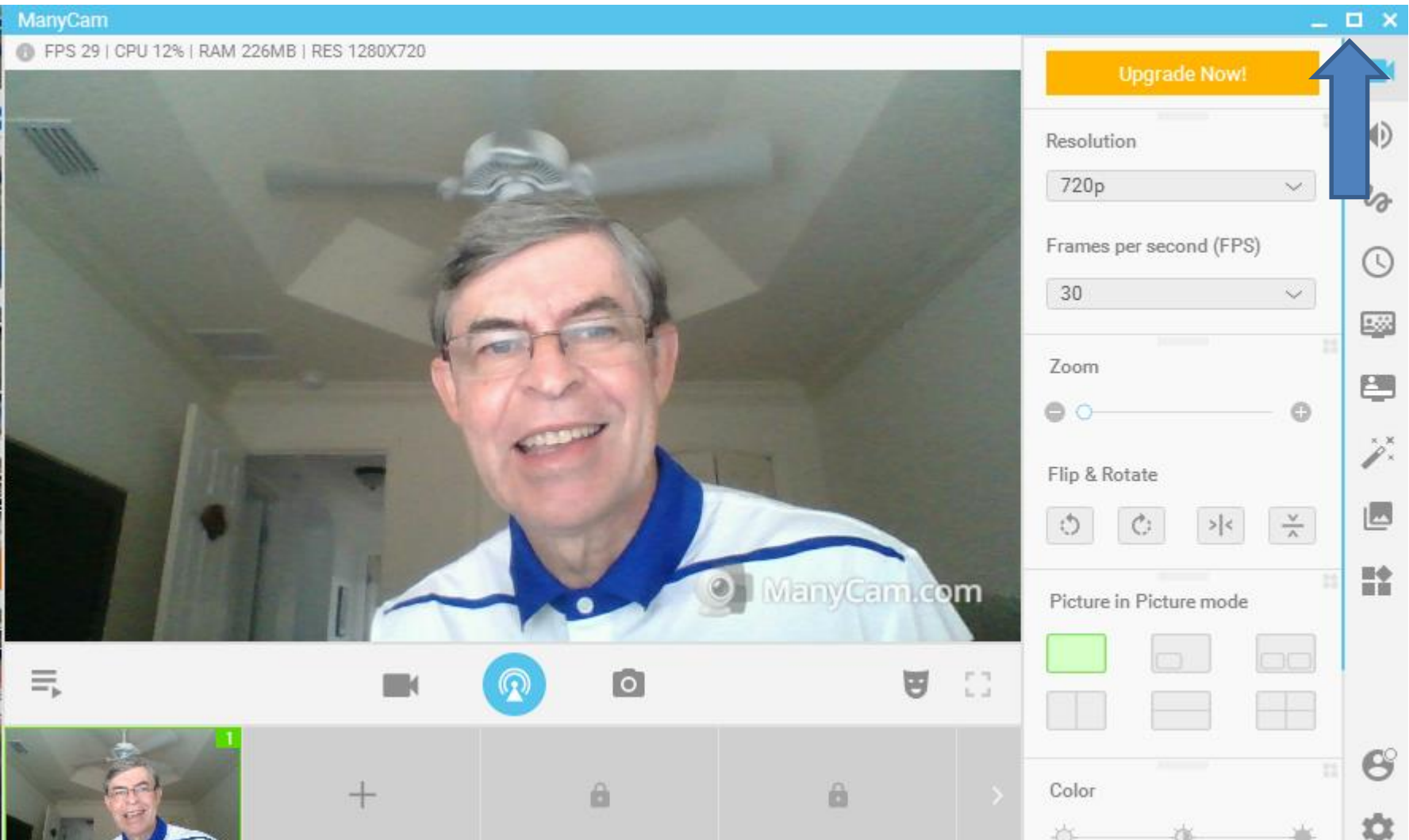



Step 2 – How to add Effects and Text on ManyCam

- **You first open ManyCam as I showed you in Step 1.**
- **Next is a sample of open it again.**

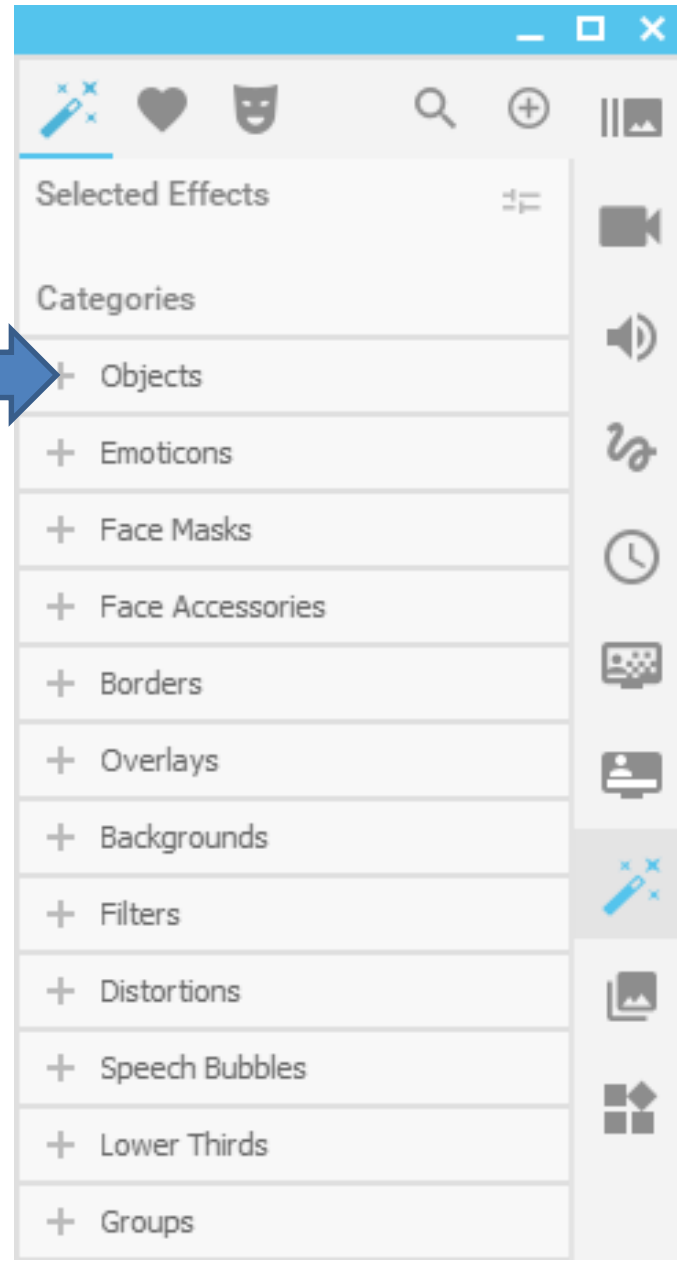
- Here is a sample again. Click on  in the upper right to make it a full screen.
- Next is what happens.



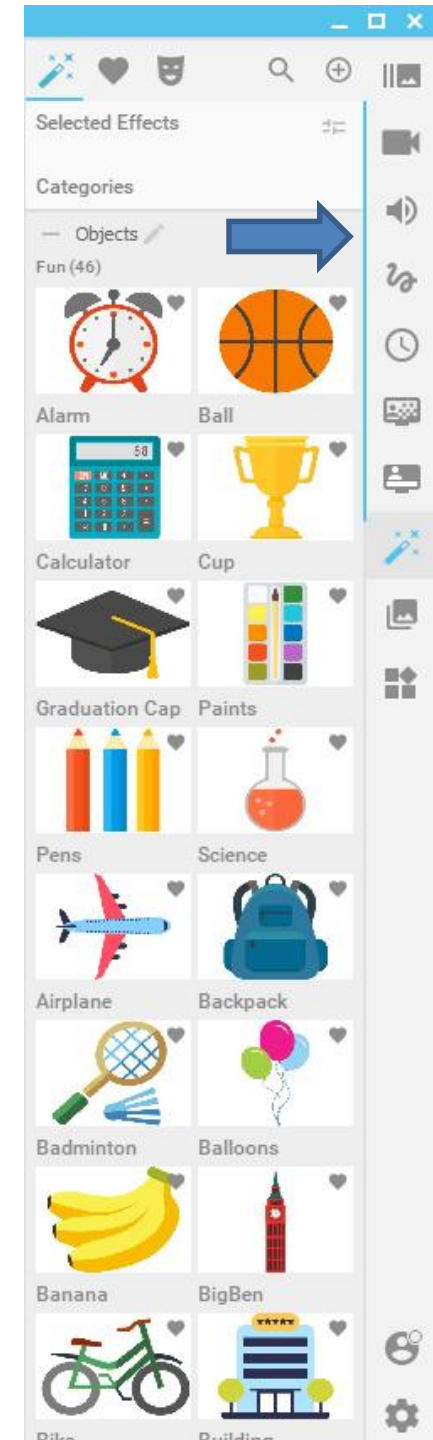
- You see it in a full screen.
- You click on  Effects Icon on the right and next is what happens.



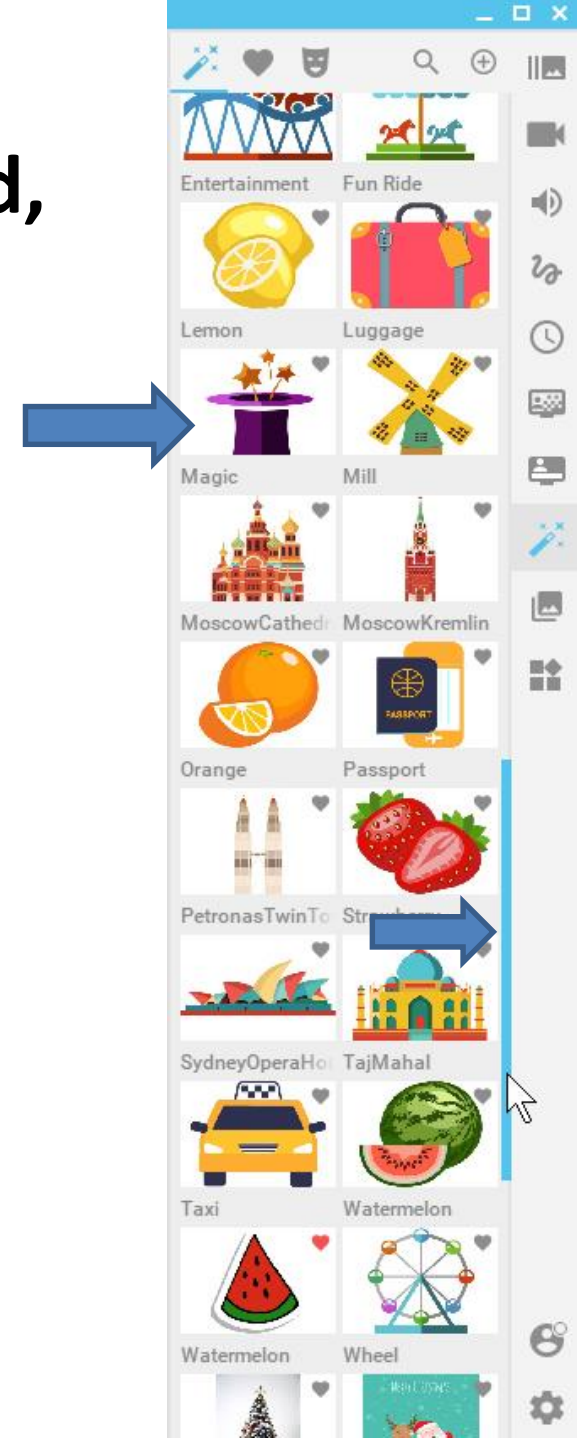
- It changes on the right to Selected Effects and you see a list under Categories.
- The first one is Objects. Objects are Effects that add outside your Face.
- Next is what happens when you click on Objects.



- When you click on Objects, you see a list of Effects and you can scroll down to see others.
- Next is a sample of scrolling down.



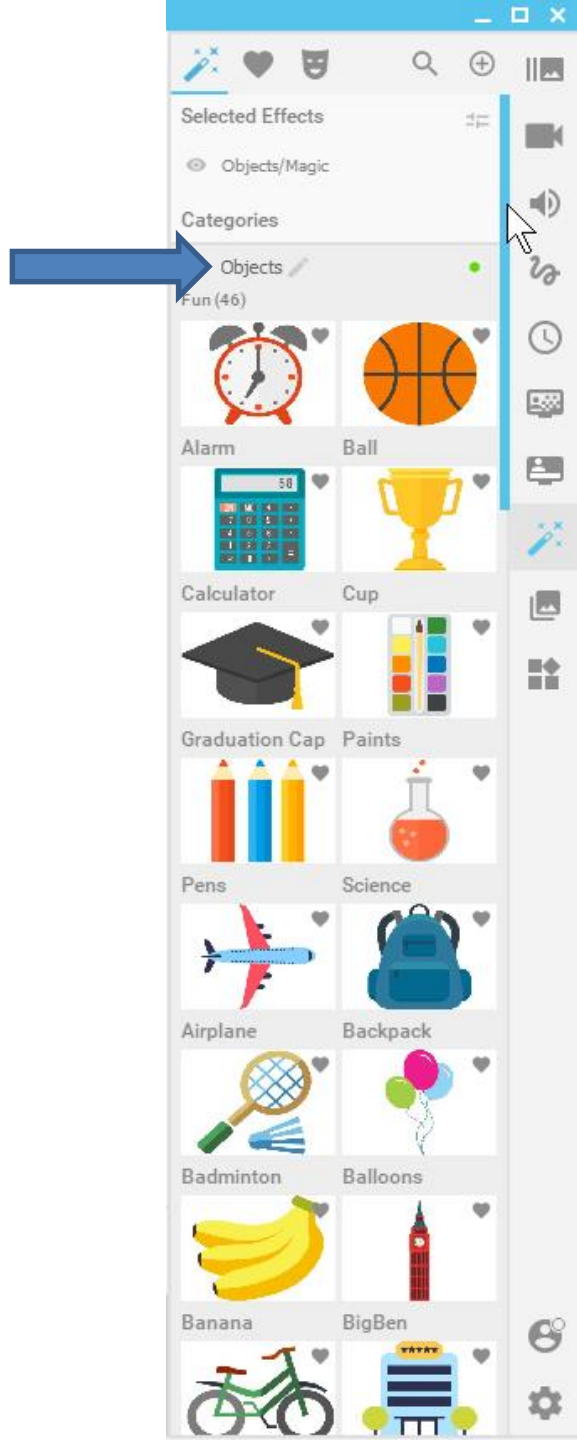
- Here is a sample of scrolling down.
- When you find one you want to add, click on it and next is a sample of clicking on one.



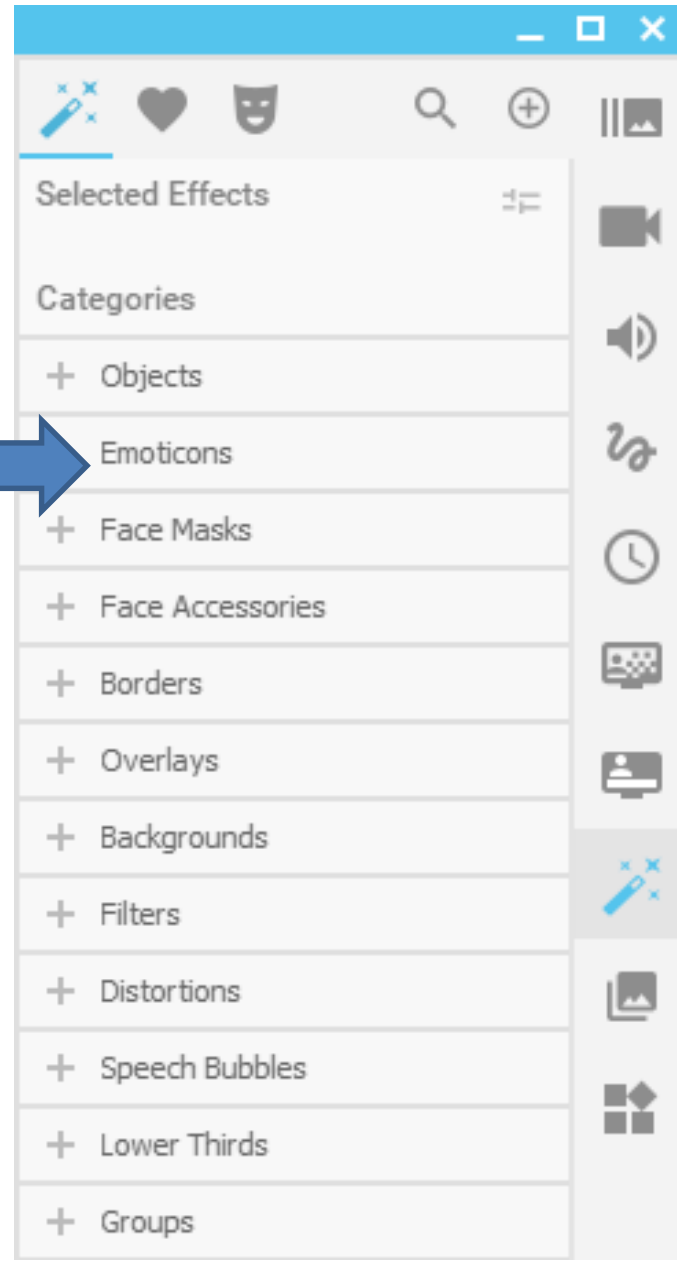
- Here is a sample of clicking on one. To not show it, you click on it again and it does not show it again. Next is to scroll up and click on Objects to not show the list and do other Categories.



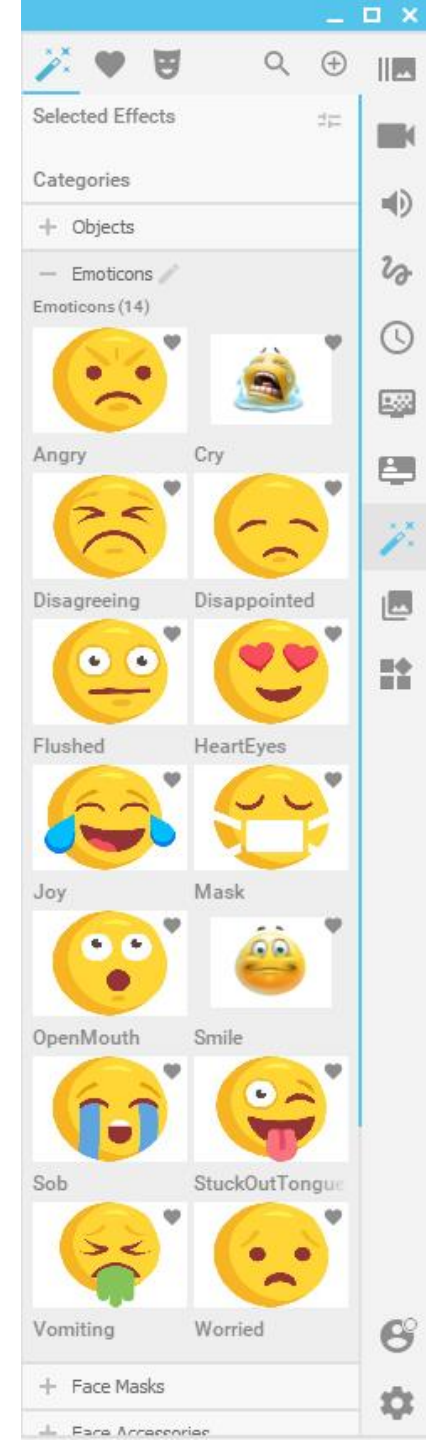
- Here is a sample of scrolling up. Next is what happens when you click on Objects again.



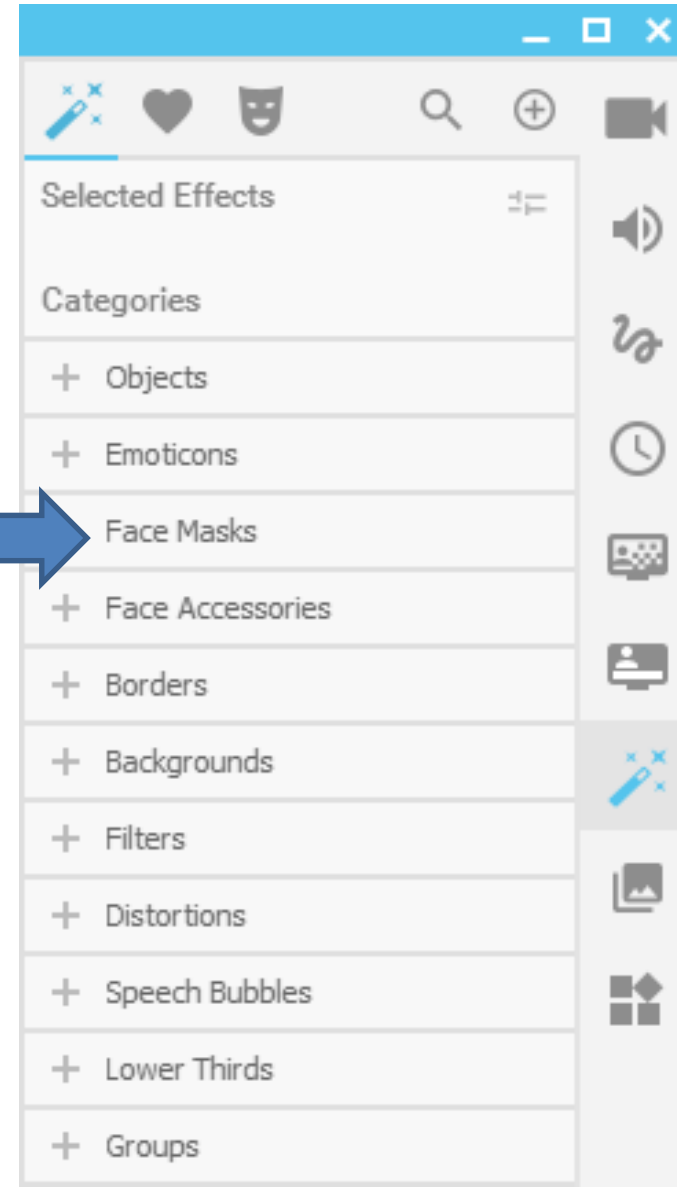
- **When you click on Objects again, you see the Categories list again. Next is what happens when you click on Emoticons.**
- **Emotions are Effects that add outside your Face in the same place as Objects.**



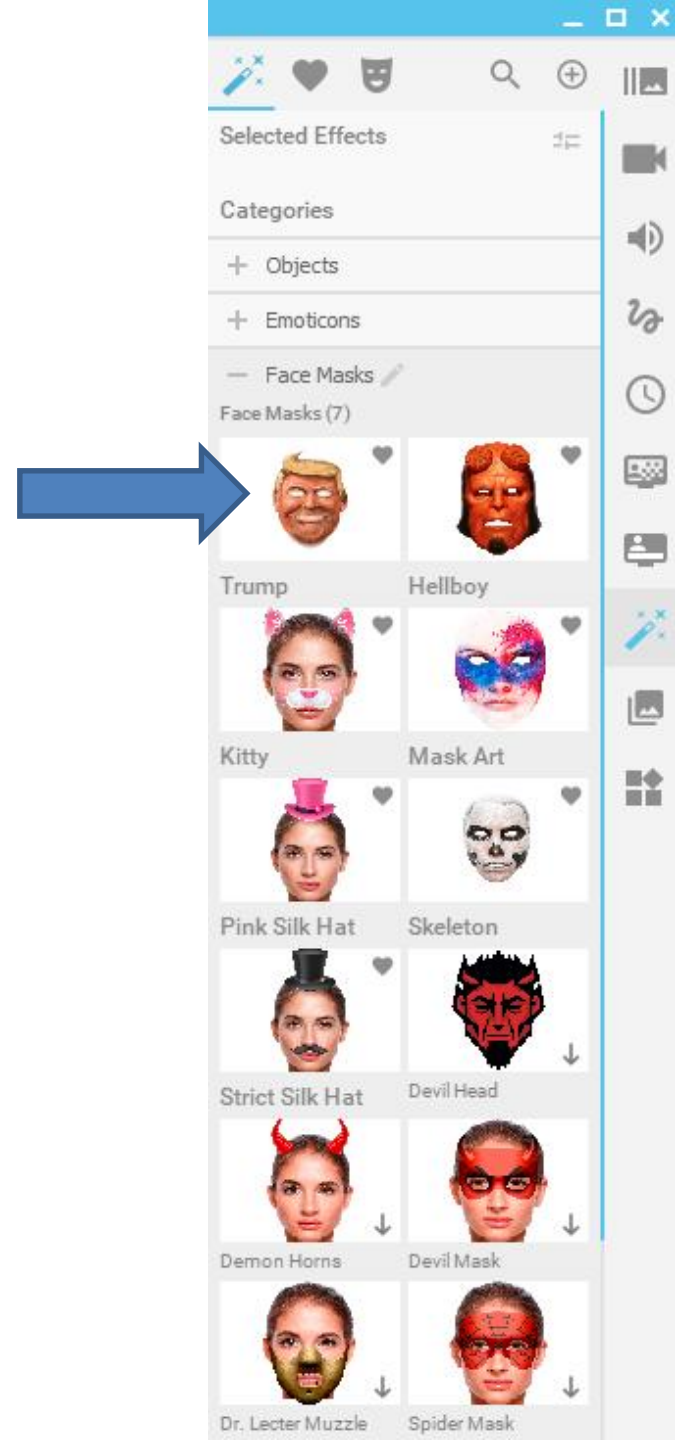
- Here is what happens when you click on Emoticons. You see a list of Emoticons Effects. If you want one, follow the same process to click on one.
- You then can click on Emoticons to close the list and do another Categories.
- Next is what happens when you click on Emoticons again and do another Categories.



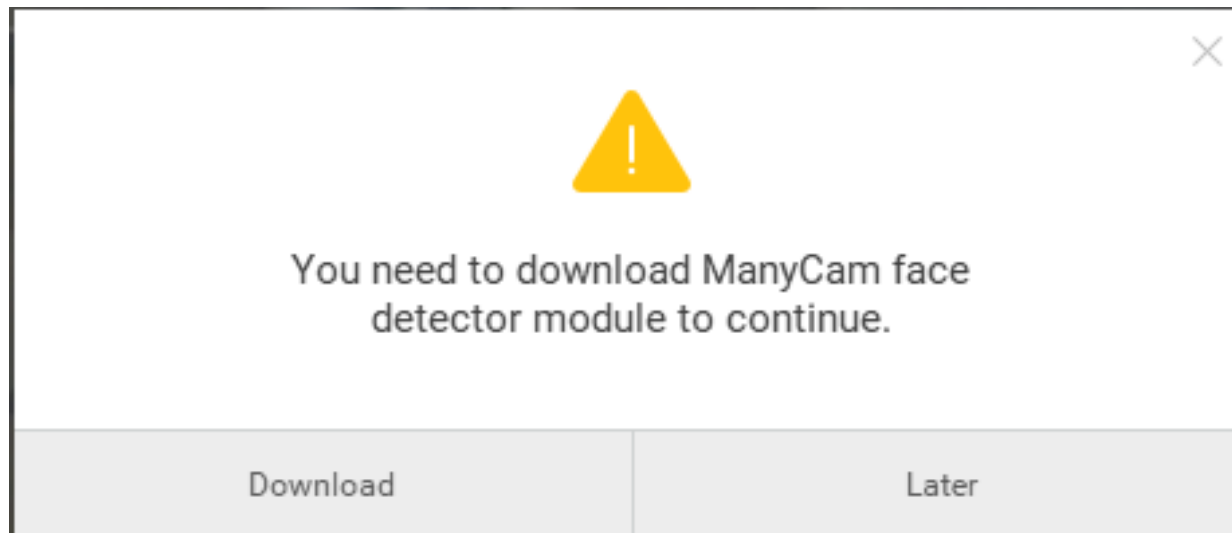
- **When you click on Emoticons again, you see the Categories list again. Next is what happens when you click on Face Masks.**
- **Face Masks are Effects that add on your Face.**



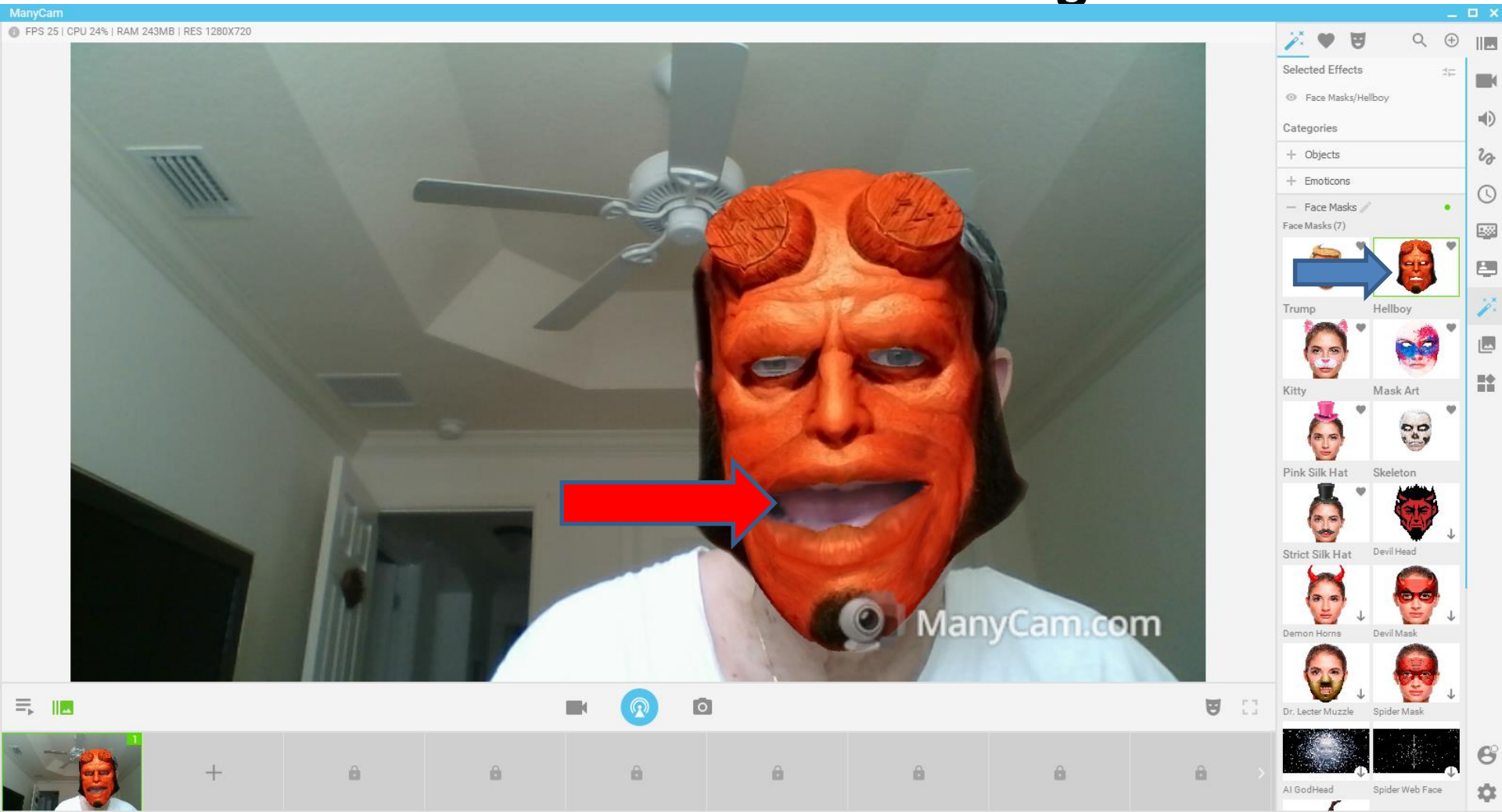
- When you click on Face Masks, you see a list of Effects.
- I tried one and next is what happens.



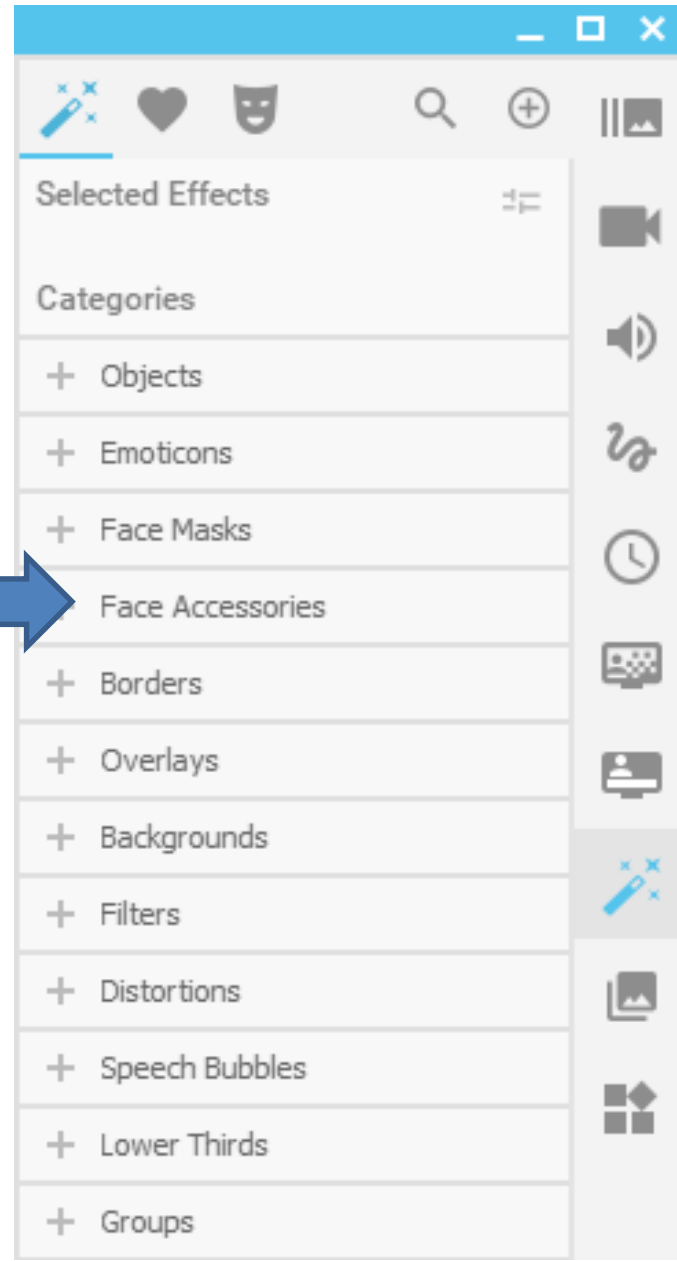
- **When you click on one, a new window opens in the middle and it shows that You need to download ManyCam face detector to module to continue. I clicked on Download and it downloaded all of them.**
- **Next is a sample of clicking on one of them.**



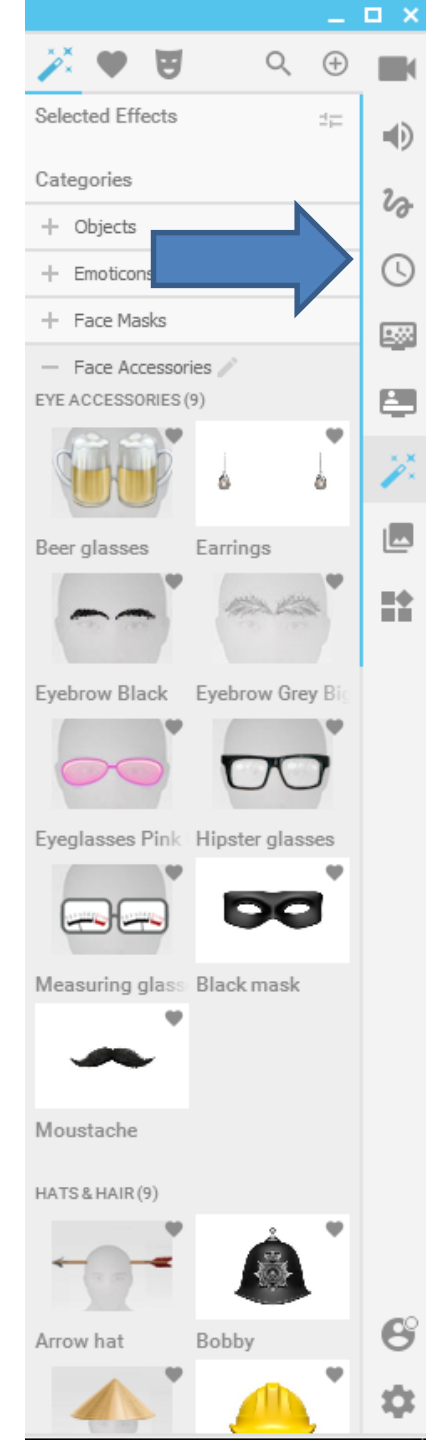
- When you click on one, it goes on your Face. I opened my mouth and it shows it on the Effect. As I mentioned before, you can click on it again to not show it. Next click on Face Masks again.



- **When you click on Face Masks again, you see the Categories list again. Next is what happens when you click on Face Accessories.**
- **Face Accessories are Effects that add on your Face, like Face Masks.**



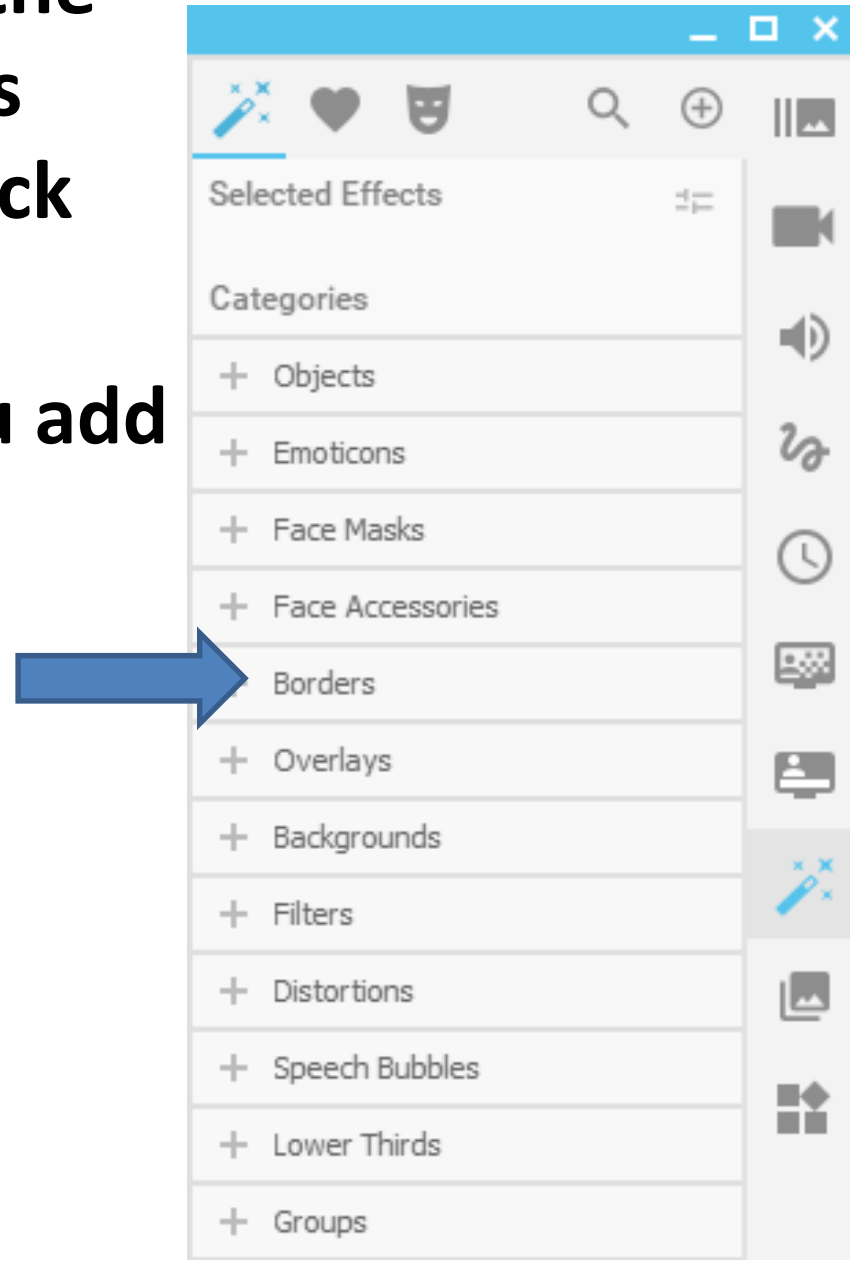
- You then see a list of Face Accessories Effects. You can scroll down to see the rest of them.
- Next is some samples of Face Accessories.



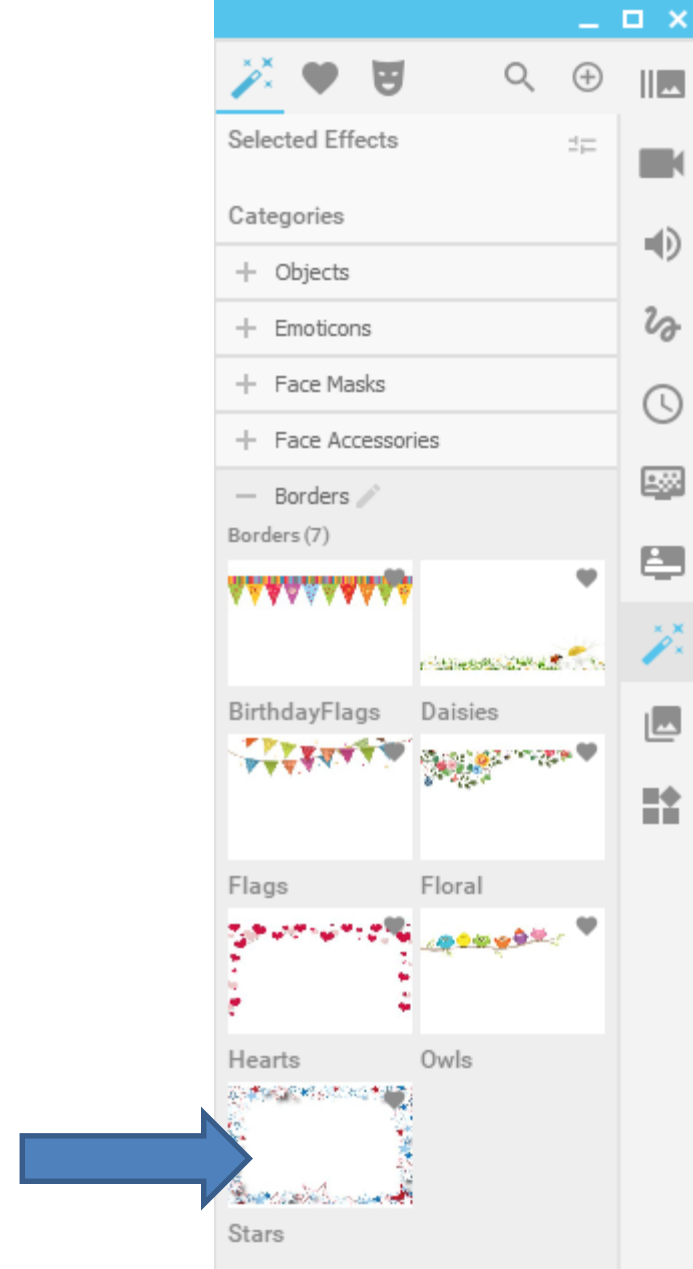
- Here is some Face Accessories Effects samples.
- As I mentioned before, you click on the ones you add to not show them. Also click on Face Accessories again to close the list and choose other Categories. Next is when you click on it again.



- **When you click on Face Accessories again, you see the Categories list again. Next is what happens when you click on Borders.**
- **Borders are Effects that you add on some of your Borders.**



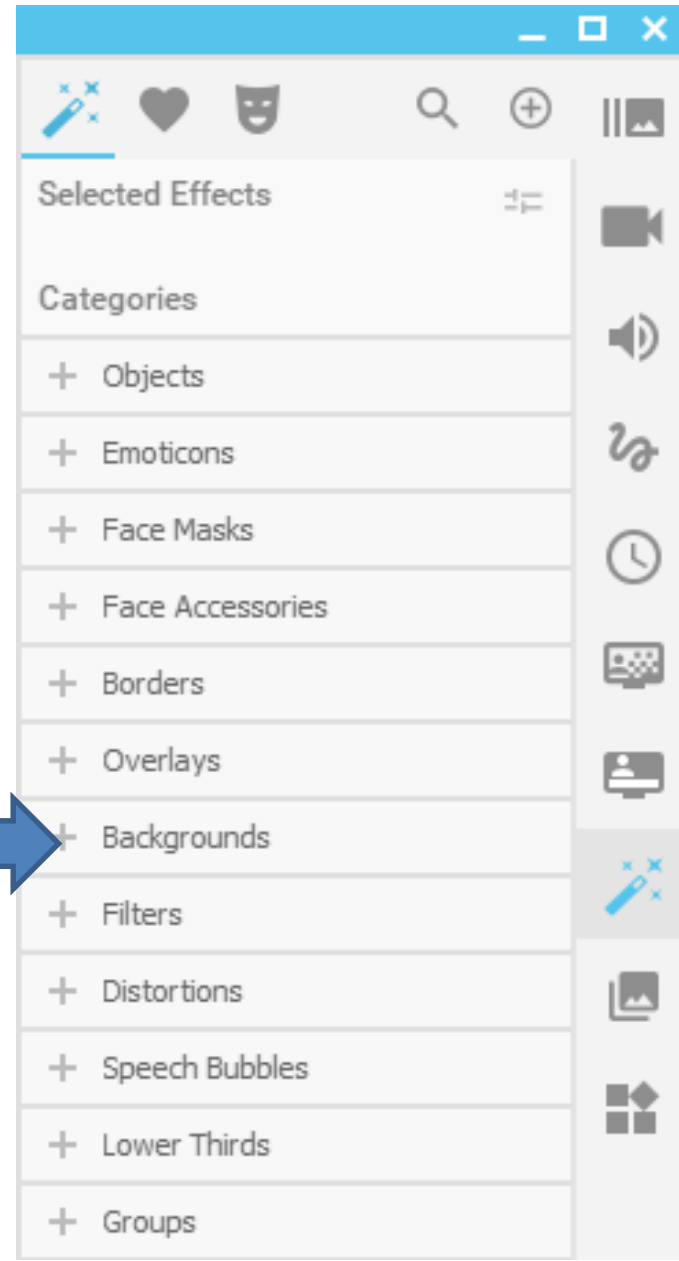
- **When you click on Borders and you see a list of Effects.**
- **Next is a sample of clicking on one.**



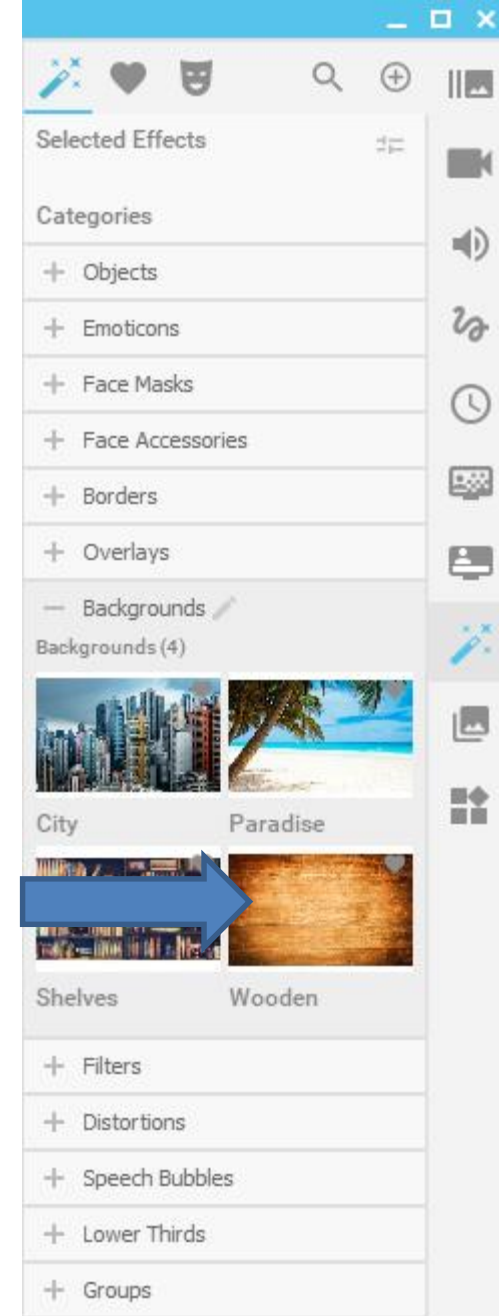
- Here is a sample of clicking on one. As I mentioned before, you can click on it again to not show it. You also can click on Borders again to not to see the list, which is next.



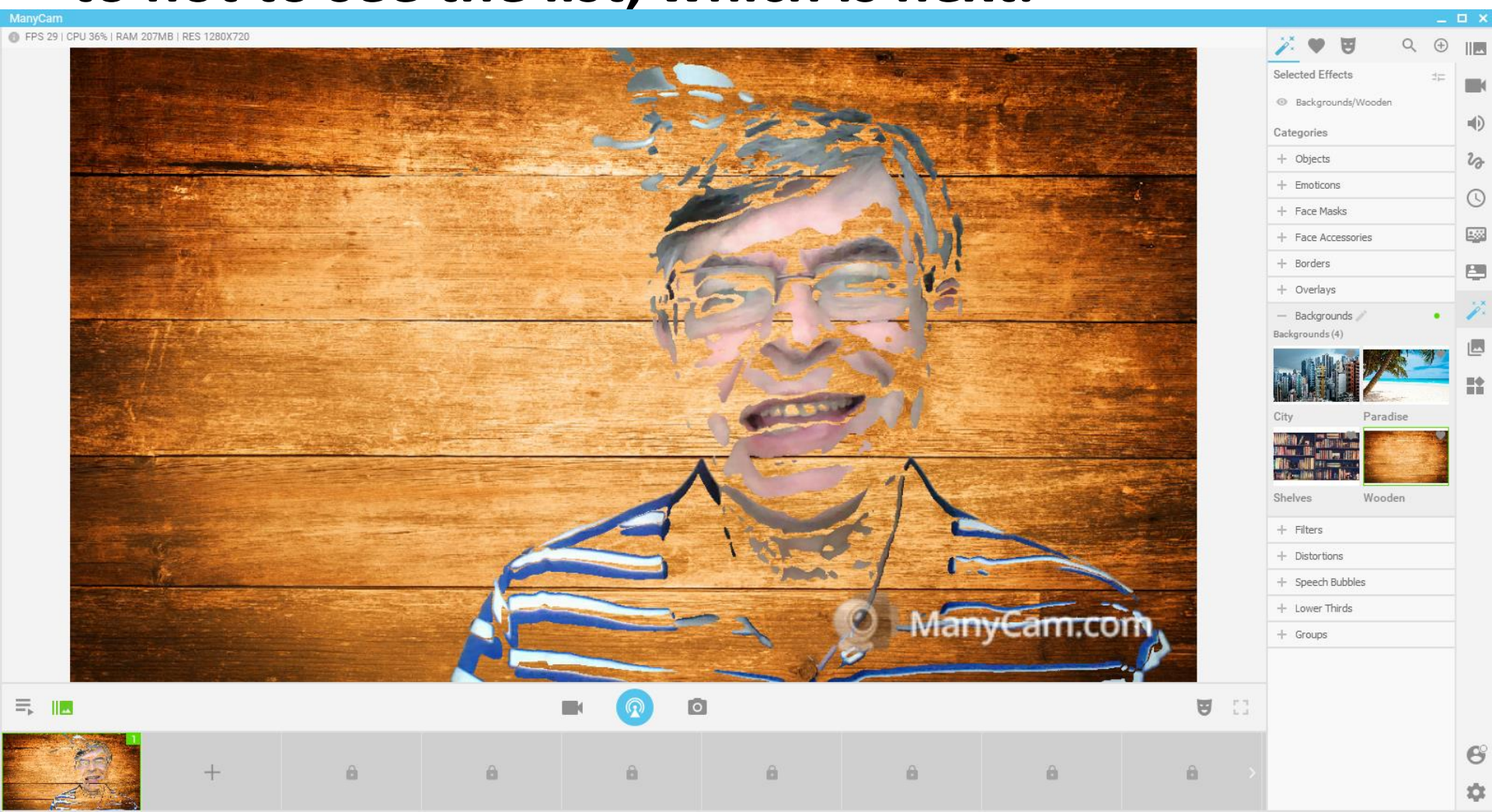
- **When you click on Borders again, you see the Categories list again.**
- **Overlays was a new one. I checked it and there was no Effects.**
- **Next is what happens when you click on Backgrounds.**



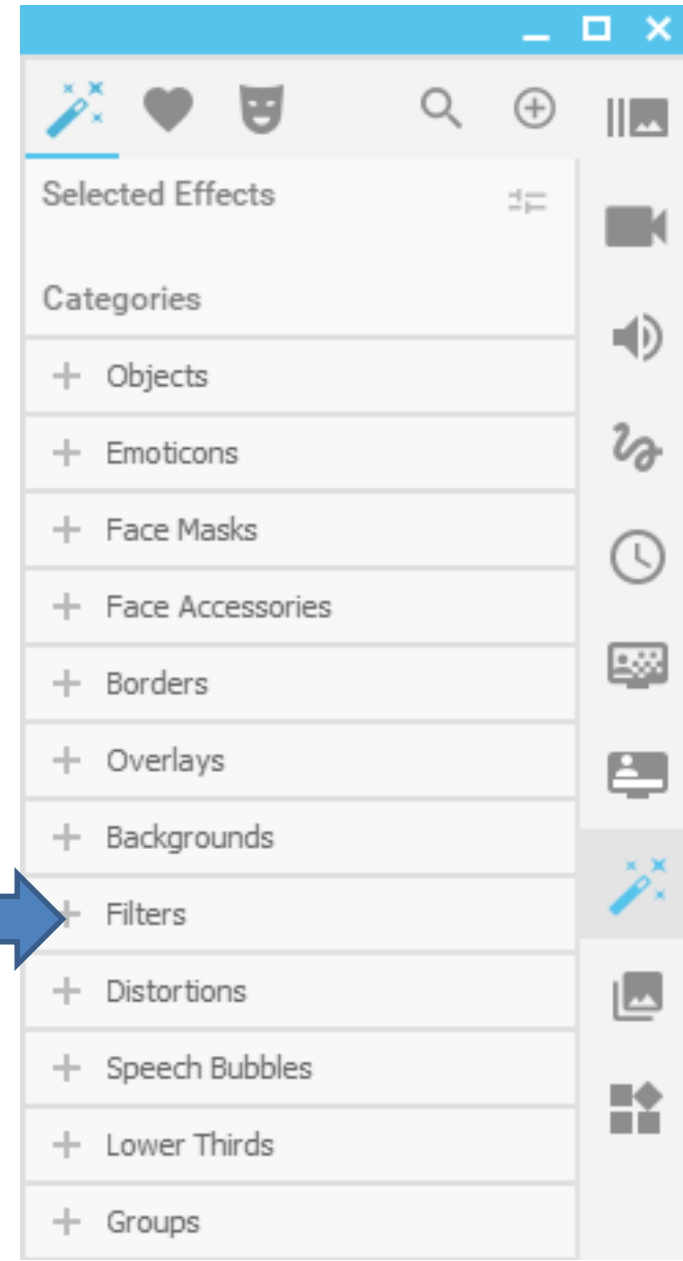
- **When you click on Backgrounds, you see a list of Effects.**
- **Backgrounds are full Background when you add one, but part of your face shows.**
- **Next is a sample of clicking on one.**



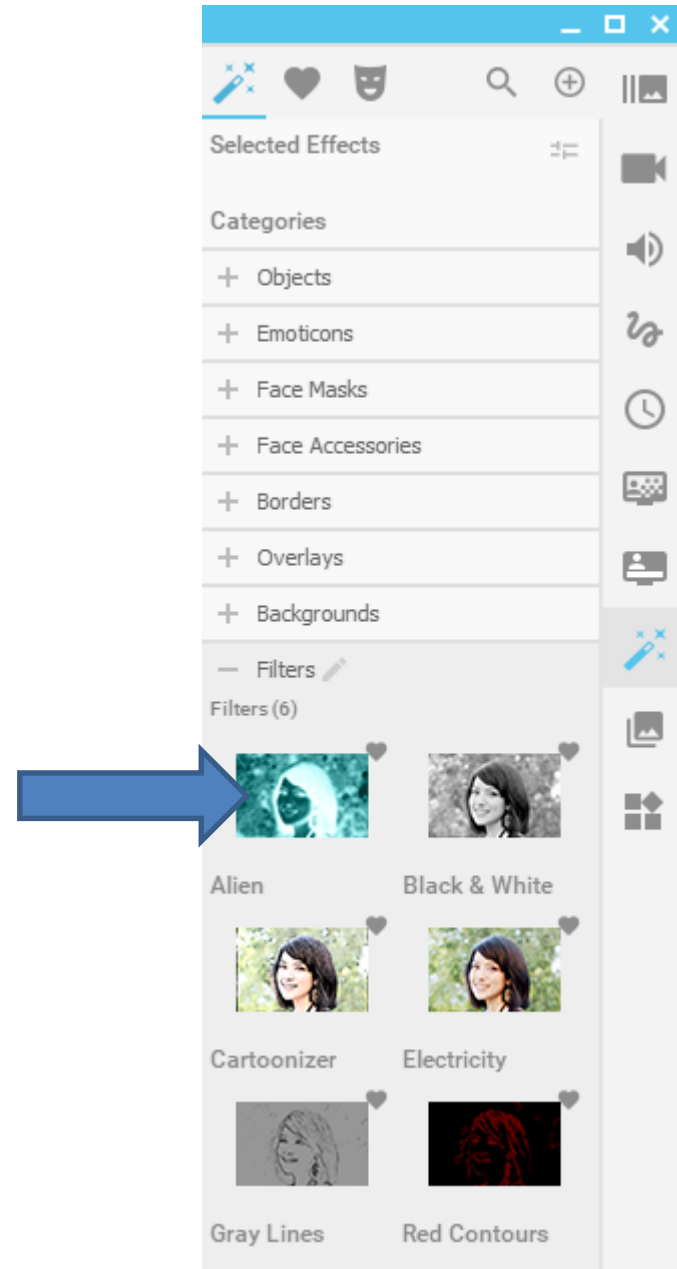
- Here is a sample of clicking on one. As I mentioned before, you can click on it again to not show it. You also can click on Backgrounds again to not to see the list, which is next.



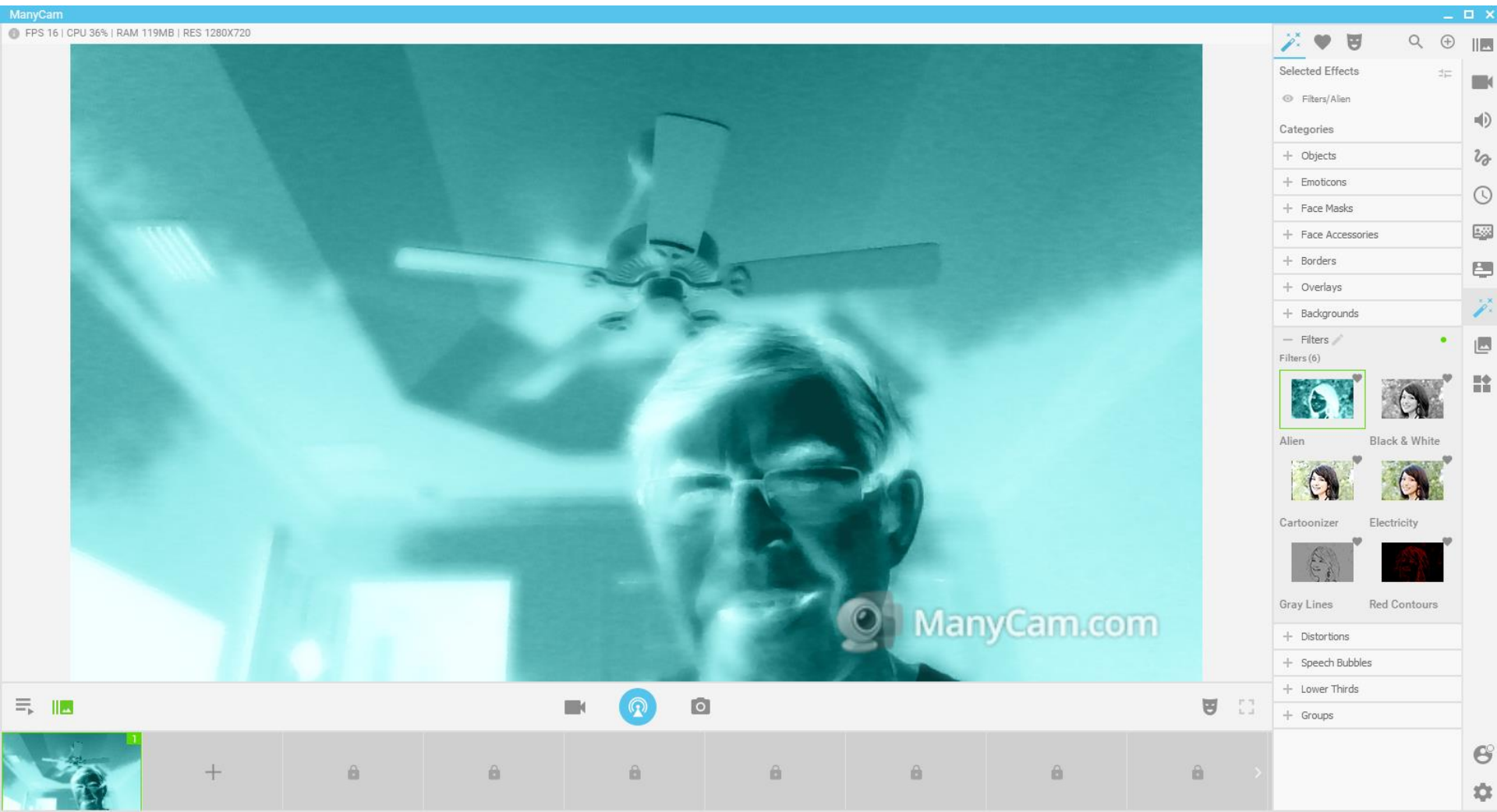
- When you click on Backgrounds again, you see the Categories list again.
- Next is what happens when you click on Filters.
- Filter is similar to Backgrounds.



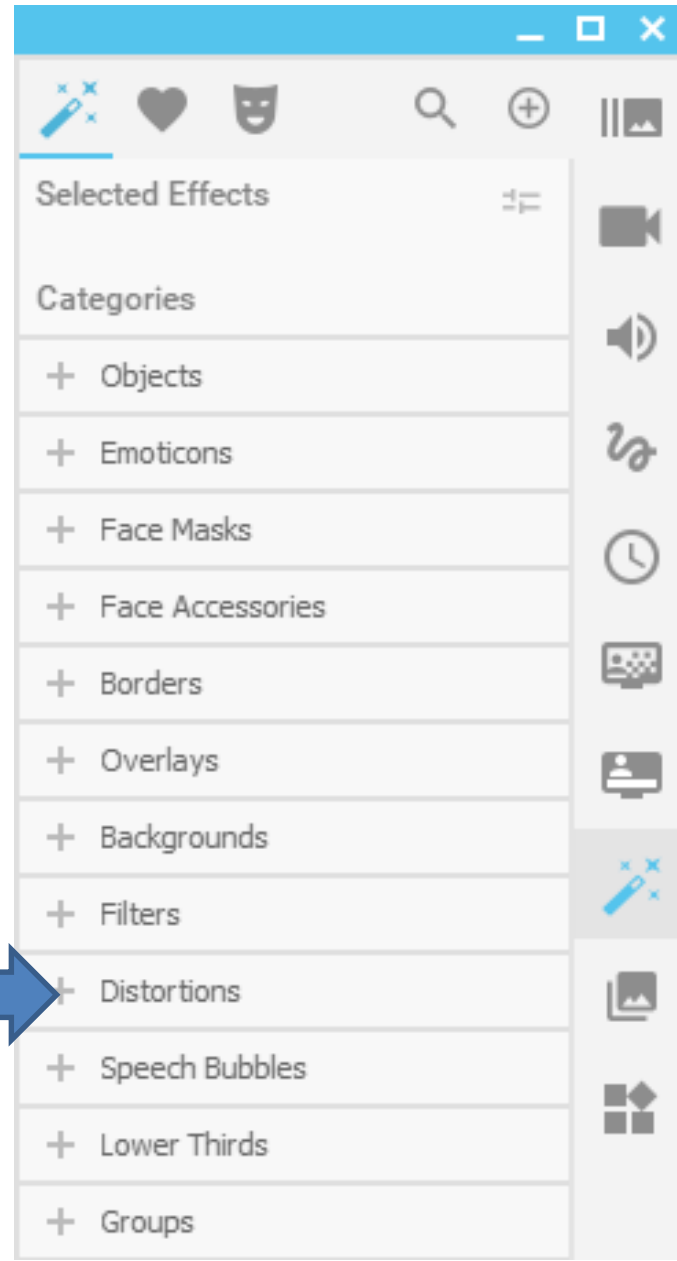
- **When you click on Filters, you see a list of Effects.**
- **Next is a sample of clicking on one.**



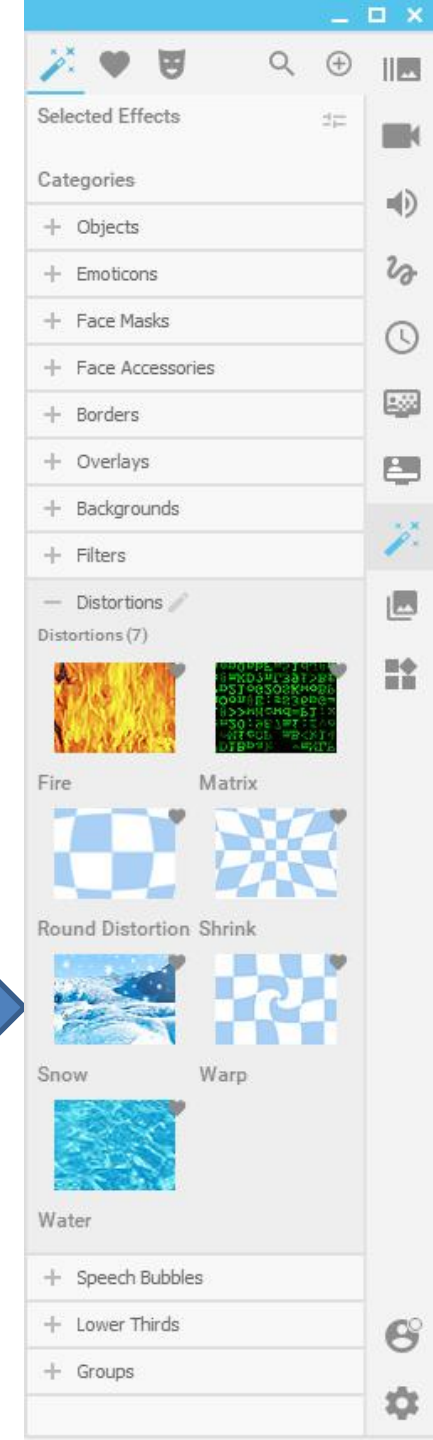
- Here is a sample. As I mentioned before, you can click on it again to not show it. You also can click on Filters again to not to see the list, which is next.



- **When you click on Filters again, you see the Categories list again.**
- **Next is what happens when you click on Distortions.**
- **Distortions are different Effects. Some are Background and some are different. I will show you a different one.**



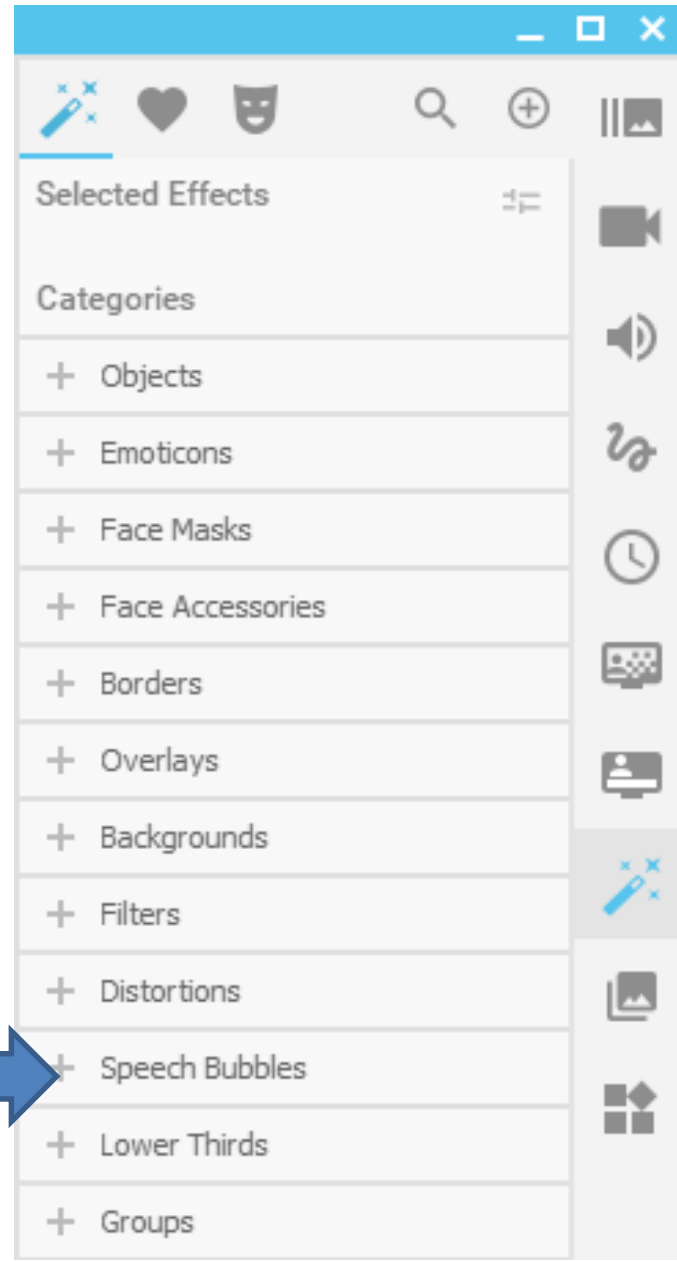
- When you click on Distortions, you see a list of Effects.
- Next is a sample of clicking on one.



- Here is a sample. As I mentioned before, you can click on it again to not show it. You also can click on Distortions again to not to see the list, which is next.



- **When you click on Distortions again, you see the Categories list again.**
- **Speech Bubbles are Effects that add outside your Face in the same place as Objects.**
- **Next is what happens when you click on Speech Bubbles.**



- When you click on Speech Bubbles you see a list of Effects.
- Next is a sample of clicking on one.



- Here is a sample. As I mention before, you can click on the one again to not show it. You also can click on Speech Bubbles again to not to see the list, which is next.



- **When you click on Speech Bubbles again, you see the Categories list again.**
- **For some reason, Lower Thirds and Groups do not have any Effects.**
- **This is the End of Step 2 – Part A**

