

Morphing is a well-known visual effect. It is based on a fluent transition of one image into another one, metamorphosis of a movie character into a bear is a possible example. Realization of such an effect requires accurate, concentrated and expensive effort of an animator. Development of tools and methods for problem solving comparable with human intellect is the subject of artificial intelligence. Systems working with no human adjustments are often based on self-organisation. Self-organisation of a system is the appearance of complex behavior that isolated parts of the system couldn't reach. This thesis examines possibilities of application of self-organisational methods of artificial intelligence in morphing with the goal of reduction of the human assistance. The thesis includes information about some drafted techniques and results of experiments with the most successful technique. Experiments imply that it is possible to reach good results without human assistance if certain conditions are met.