Ulead™

COOL 3D

Version 2.0

The Coolest Way to Hot 3D Graphics!

User Guide

Ulead Systems, Inc.

Table of Contents

Welcome to Ulead COOL 3D

Ulead COOL 3D 2 is a powerful 3D titling program that helps you achieve high-impact still and animated three-dimensional text and headlines for your documents, presentations, reports, videos, web pages – practically any text that you can think of can be brought to life. With Ulead COOL 3D's vast collection of preset and custom animation effects, you can easily make your object – be it text or graphics – explode, spin, leap, or burn. The program's intuitive interface is so easy to understand you'll be creating cool and fancy text effects like a pro in no time.

What you need to run Ulead COOL 3D

- Pentium-class PC (Pentium 166 with MMX or above recommended)
- Microsoft Windows 95/98 or Windows NT 4.0 (with service pack 3) or later
- DirectX5.0 driver or above (for Windows 95/98); DirectX3.0 driver or above (for Windows NT 4.0)
- At least 16MB of RAM (32MB recommended)
- At least 32MB of hard disk storage space (64MB recommended)
- A CD-ROM drive
- A mouse, trackball, or any Windows-compatible pointing device
- Hi-Color or True Color display adapter and monitor

Installation

Simply place the Ulead COOL 3D CD into the CD-ROM drive and Windows autorun should automatically detect the Ulead COOL 3D installer. This installation will guide you through the steps.

Please take a moment to read the license agreement as it contains various legal requirements that you need to be aware of before continuing the installation process.

You can also use Windows Explorer to run the SETUP.EXE program directly from the CD.

Getting help

Apart from this user guide with its comprehensive information on Ulead COOL 3D features, you can learn more information on a particular command or feature by clicking Help: Help Topics or clicking on the Standard Toolbar and clicking the item of interest. An electronic copy of this user guide is also available on the CD in the Adobe Acrobat PDF format.

Technical support

Registered users are entitled to Ulead technical support. Our Web site has valuable up-to-date information about Ulead COOL 3D and other Ulead products such as plug-ins and free downloads.

Please visit our Web site at *www.ulead.com* or send us an e-mail at *support@ulead.com.tw*. Alternatively, visit the newsgroup at *comp.graphics.apps.ulead.*

Images, images …

The Web

Use symbol type fonts to create eye-catching graphics for your Web site. Better yet, animate bullets, buttons, and navigation icons to add that extra impact to your site.

Documents

Liven up your documents by combining 3D novelty fonts with symbol fonts. Or you can import Windows Metafiles and Enhanced Metafiles into the program. For added creativity, you may enhance your text afterwards in an image editing program, in this case, Ulead PhotoImpact.

...more images

Multimedia

Create great-looking text for the opening and ending credits of a production, or as a background image for other multimedia elements play. You can also save your animated Ulead COOL 3D titles as AVI files which you can place into a video editor, such as Ulead's MediaStudio Pro, for compilation into a bigger project.
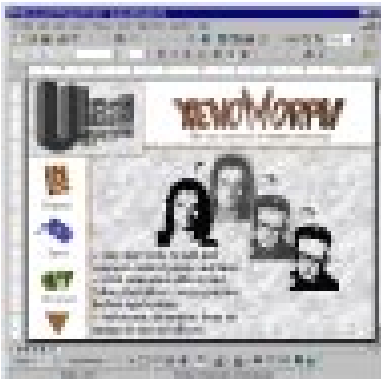
Presentations

Create powerful titles for use in corporate presentations. Combine a variety of fonts, styles, lighting effects, and texture as you turn your simple text into an astounding presentation. At left, simple text (XenoMorph) is placed into a PowerPoint presentation as an OLE object.

7

What's new in this version

There have been significant upgrades, additions, and other modifications to this version of Ulead COOL 3D. All these changes are designed to further make Ulead COOL 3D the industry standard in 3D titling and to provide more powerful solution for novice and advanced users alike.

• Supports multiple lines of text (up to 128 characters).

• Groups text together and splits words into individual characters – an efficient feature especially when creating animation.

• Lets you import Windows metafiles and Enhanced metafiles (WMF/EMF) directly into Ulead COOL 3D as graphic objects.

• Its multiple key frame control gives you full control over your animation settings.

• Includes a group of Ulead plug-in effects that you can apply to your objects for added creativity. Explode, twist, and burn your title; or mount your text or object on 3D boards.

• Share your presets with friends by importing or exporting preset thumbnails in the EasyPalette.

• Insert 3D titles created in Ulead COOL 3D into Front Page Editor for easier Web page editing.

Overview: Workspace

Before you begin any work in Ulead COOL 3D, it is essential for you to get familiar with the program workspace. When you run the program, an empty edit window opens with the default background color.
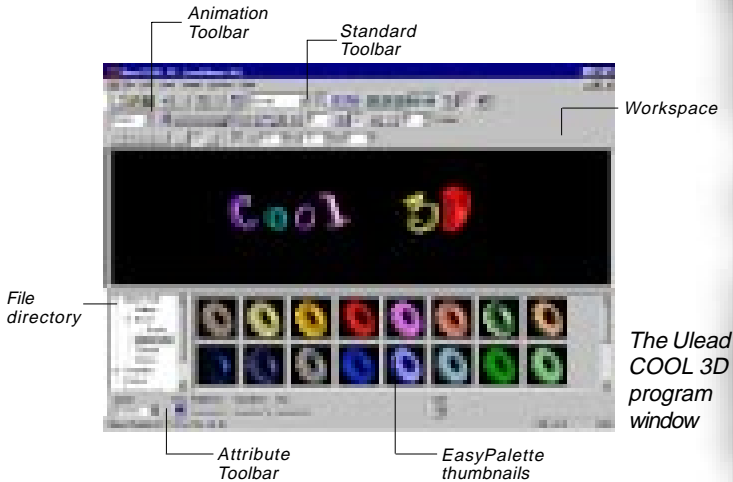
The Ulead COOL 3D program window

Toolbars

Each toolbar provides quick access to options for your image title as well as commands that you will commonly use while working on your project.

- **Standard Toolbar**

  Contains frequently used commands such as File: Open, Save, Undo, and Redo. Tools for changing font style, size, and orientation. Dock the toolbar at the top or bottom of the workspace or make it float by dragging it into the workspace.

Overview: Toolbars

• **EasyPalette**

Provides numerous presets, examples, and controls in
the form of thumbnail images for the various effects
you can create in Ulead COOL 3D. To apply the
attributes to your title, simply double-click or drag a
specific thumbnail to the desired title. Alternatively,
you can right-click and select Apply. Once applied,
you can fine tune the attributes by adjusting the
settings on the Attribute Toolbar.
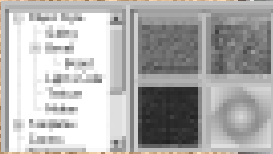
• **Attribute Toolbar**

Allows you to change various
settings of a currently selected
thumbnail in the EasyPalette.
This toolbar works in
conjuction with EasyPalette.
The fastest way to display the
Attribute Toolbar is by clicking
on the Standard Toolbar.

• **Location Toolbar**

Shows and allows you
to fine tune the current
spacial placement of
the title, lights, and title
texture depending on
which tool is active.

• **Animation Toolbar**

Enables you to specify the key
frames for creating animated series
of images. You can also specify the
object property for each frame.

• **Text Toolbar**

Contains tools for adjusting the space between
characters and also between lines. It contains tools for
aligning your text – whether to push text to the left,
right, or center of your window.

10

Overview: EasyPalette

EasyPalette thumbnails

File directory
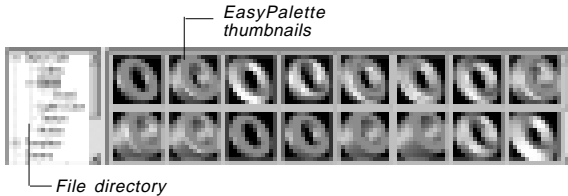
The EasyPalette contains presets that you can easily apply to your titles by simply double-clicking or dragging a thumbnail to a title. You can fine tune a selected thumbnail by changing the settings on the Attribute Toolbar to best suit the effect that you need and then you can save these settings back to the EasyPalette for future use. Selecting a folder changes the group of thumbnails displayed on the right side to reflect the selected category. Each category in the EasyPalette offers the following:

• **Object Style** Opens the Gallery, Bevel, Light & Color, Texture, and Motion subfolders. By choosing a folder, the thumbnails of the different presets are displayed. Select one and further modify it by changing the settings on the Attribute Toolbar.

    ✐ **Gallery** Contains samples combining style, color and lighting, and texture to apply to a title.

    ✐ **Bevel** Allows you to change the overall shape of the text. The Attribute Toolbar changes to offer settings for controlling the bevel shape and type for the outer edges of the text and its size. The **Board** plug-in under the Bevel folder mounts your text on a 3D board and gives you the option of inserting another title on the flip side of the pegged board.

11

Overview: EasyPalette

- 📂 **Light & Color** Allows you to assign colors for the text surface and lighting conditions. Besides setting the actual surface color, you can place up to four different colored lights "around" the object, assign ambient light attributes, and control how the object reflects light.

- 📂 **Texture** Allows you to superimpose a pattern on the object. A pattern can be applied from any True Color image or from the samples in the EasyPalette.

- 📂 **Motion** Contains effects to rotate, resize, and move your text around.

- **Templates** Opens the Objects and Composition subfolders. You may further modify the applied presets by changing the settings on the Attribute Toolbar.

  - 📂 **Objects** Contains samples of graphics and icons that you can readily apply to your active window.

  - 📂 **Composition** Contains project templates that you can readily apply to your active window.

- **Camera** Allows you to control the distance and type of lens used to view the object.

- **Background** Contains samples that you can use as a background. This eliminates the limitation of using just a solid color for backgrounds. You can double-click a thumbnail to apply it or use any True Color image by clicking the Attribute Toolbar to open a dialog box for selecting an image to use. Ulead COOL 3D automatically resizes (resamples) the image to fit the current window size.

Overview: EasyPalette

- **Object Effects** Opens a set of plug-in effects such as Twist and Explosion that you can apply to a currently selected object. By choosing a folder, the thumbnails of the different preset effects are displayed. To apply any of the effects, double-click, drag, or right-click and select Apply.
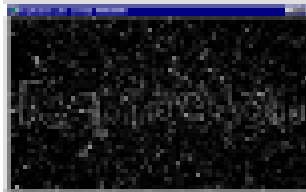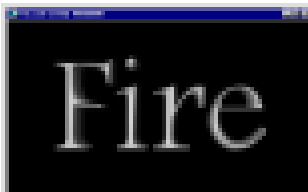

Before and after applying Explosion effect to a title.

Before and after applying Twist effect to a title.

- **Global Effects** Contains a Fire plug-in effect to make your title appear like it is burning. You may combine it with another 3D plug-in effect at the same time to add more impact to your animation.

*Before and after applying Fire effect to a title.*

13

Getting started

Now that you have become familiar with the program window, you are now all set for working in Ulead COOL 3D. Creating your first project is quick and easy. In a few steps, you'll be able to capture your audience with really cool titles. Remember that the key to working efficiently with Ulead COOL 3D is taking advantage of all the presets. They offer a variety of ready-made options, each of which you can customize. If you want to use your own texture, no problem. Simply click the Attribute Toolbar and select the image you want to use.

Inserting text

To begin work, you need to type some text into your new window. Click the Insert Text button on the Standard Toolbar or select Edit: Insert Text. The Ulead COOL 3D Text dialog box opens, prompting you to type any text or character, select a font from the drop-down list, and specify its character type style. Then click OK.

Note: *The drop-down font list automatically displays a preview of how your text actually looks in a certain font as you run your mouse down the list.*

Editing text
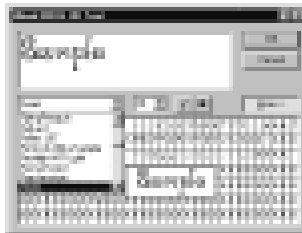
At times, you may want to modify your text without changing the settings, attributes, or even the effects that you've applied to your original text. To do so, simply click the Edit Text button on the Standard Toolbar or select Edit: Edit Text. The same Ulead COOL 3D Text dialog box opens, allowing you to change your text easily. Click OK after you're done with the modification.

Getting started

Importing graphics

Inserting a graphic file is as easy as inserting text. With Ulead COOL 3D's Import Graphics command, you can import any Windows Metafile or Enhanced Metafiles (WMF/EMF) into your title. These files can be found in Windows Office clipart or on the Office CD where there is an extensive library of such images.

To import graphics into Ulead COOL 3D:

1   Click the Import Graphics button on the Standard Toolbar or click File: Import Graphics.

2   In the resulting dialog box, select the folder where you store the previously saved WMF/EMF file.
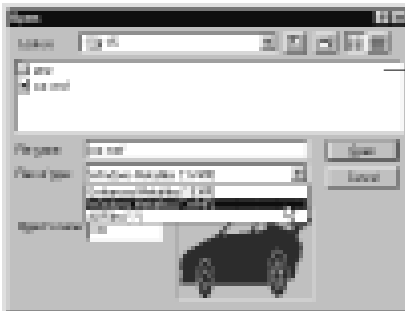
3   Click OK. The selected file automatically opens in your active window in Ulead COOL3D. You can then specify its attributes or apply plug-in effects as you would any other Ulead COOL 3D files.

Adjusting size of text

There are several ways on how to change the size of the text on your image title. Depending on which aspect of your text you want to make adjustments, you can choose from the following:

- **Resize button**

  Click the Size button (🔲)on the Standard Toolbar and drag your object to the desired size. To keep the aspect ratio, hold the Shift key down while dragging.

- **Text size in proportion to the image window size**

  Drag any of the borders of the image window.

- **Font size**

  Click Edit: Edit Text. Change the font size.

- **Bold button**

  Click Edit: Edit Text. Select the characters and click the Bold button. If the thickness of the face is still not enough after applying it, increase the Bevel: Weight setting on the Object Style Attribute Toolbar. You may also want to adjust the spacing of your characters and the lines of your text by clicking on the Text Toolbar to separate each letter or line by a greater distance.

- **Depth**

  Increase the Bevel: Extrusion setting on the Object Style Attribute Toolbar to give the letters the appearance of a greater depth. You may need to rotate the text to see the results of this adjustment.

- **Perspective**

  Click the Camera folder in the EasyPalette to change the Camera Lens and Distance settings. Wide angle lenses tend to give your text a greater feeling of depth.

Note: *Another way to resize your text is by clicking the Move Object button ( ) on the Standard Toolbar and, with your right mouse held down, drag until you reach the desired size.*

Adjusting size of image file

The actual window size determines the dimensions of your Ulead COOL 3D image title.

- **Image title window**

  Drag the borders of the window.

- **Dimensions dialog box**

  If you want a specific dimension, click Image: Dimensions. This opens a dialog box where you can specify the size in inches, cm or pixels. Whenever you change your window size, the text changes relative to your adjustment. If you only want to adjust the size of the text on your image file, please refer to the previous section.

  Note: *Ulead COOL 3D uses the display mode resolution in determining image dimensions specified in inches or centimeters.*

- **Change resolution**

  You can also change your image title size even after you have rendered it to an image file by changing its resolution. You can do this by opening the file in an image editing program that allows you to change resolution. Remember that changing the resolution affects the image's dimensions when printed. If you intend to increase the resolution, (for example, from 96 dpi to 300 dpi), then the previously saved title should be about three times bigger than the final desired dimensions.

Using the EasyPalette

Okay, so you've got the right text and size. Now all you need is to put in just a little more work to make your project more impressive. Take your text for a spin, add some depth for a three-dimensional effect or apply special effects that would add a 3D board, make it explode, twist or burn.

Using the EasyPalette

As mentioned in the previous section, the key to working efficiently with Ulead COOL 3D is making the most out of the available presets in the EasyPalette. From applying a bevel style to adjusting the colors or applying special effects, the EasyPalette comprises a huge collection of just about anything you would need to turn your simple text into an amazing work-of-art.

To apply a preset thumbnail to your title:

1 Simply click any folders in the EasyPalette to display the different presets.

2 Double-click the thumbnail that has the attributes you want to apply to your title.

3 Adjust the settings of the presets on the Attribute Toolbar until you have found a style you want.

4 Once you have achieved the desired effect, you can save the current settings for future use by clicking the Add to EasyPalette button (   ) on the Attribute Toolbar.

Note: *There are three ways to apply a preset to your title – Double-click the specific thumbnail, drag the thumbnail to your title, and right-click the thumbnail and select Apply.*

18

Textures and backgrounds

In Ulead COOL 3D, the EasyPalette offers a lot of presets that you can apply to your text or use as a background. But if you want to use your own image file, you can open a previously saved BMP or JPG True Color image. For more on saving files, see page 32.

To apply textures and backgrounds:

1   In the EasyPalette menu, click Object Style: Texture or click Background to view the preset textures or background available in Ulead COOL 3D.
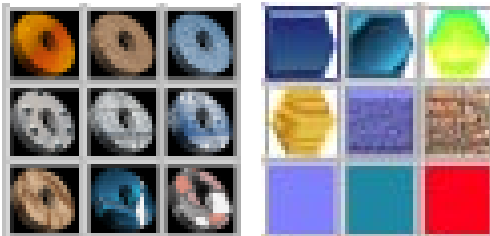
2   Select a thumbnail and drag it to the active window or double-click to apply.

3   Select the Use Image option and click Load Texture Image File (from Texture subfolder) or Load Background Image File (from Background folder) on the Attribute Toolbar to apply a specific texture or a background from a specific image to your title.

4   A dialog box opens, prompting you to locate the image file. Select the desired image file and click OK.

Note: *When applying a texture on text, click Clear Tint to remove any colors previously applied to the text. This will apply the texture as if your text color is white.*

Textures and backgrounds

5 You may need to adjust the properties of your image by using the Mapping and Wrap Mode commands on the Attribute Toolbar. For more on the Mapping and Wrap Mode commands, please refer to the next section.

6 Click Add to EasyPalette (📷) on the Attribute Toolbar to add current effects settings to the EasyPalette for future use.

Wrap Mode

- **Flat** Tiles the image over your text.
- **Cylindrical** Distorts the image as if it were projected off the surface of a cylinder.
- **Spherical** Distorts the image as if it were projected off the surface of a sphere.
- **Reflection** Tiles a reflection of the image.

Mapping

- **Position Texture** Click 📷 and drag your mouse on the current window to move the position of the image.
- **Rotate Texture** Click 📷 and drag on the current window to rotate the image.
- **Resize Texture** Click 📷 to adjust the dimensions of the image.

Changing camera angles

The EasyPalette offers presets of different effects that you can apply to your title as though you were adjusting the lens of a camera. This affects the angle where your text is viewed from. To apply a preset effect, click Camera on the EasyPalette and drag the desired thumbnail to the active title.

For customized settings, drag the Camera Lens slider on the Attribute Toolbar to the right to simulate a zoom lens or to the left to simulate a wide angle lens. Drag the distance slider to the right to increase the distance between the text and a simulated camera. As distance increases, the text appears smaller.

You may also click Object Style: Bevel in the EasyPalette and adjust the Extrusion, Weight, Bevel, Border, Depth, and Precision. Increasing or decreasing the values of these options creates a variety of effects.

Also, try using the Rotate Object ( ) on the Standard Toolbar to adjust the angle your title is veiwed from.

Adjusting lighting

The type of lighting you apply to your text also has an effect on the overall appearance of your title. You can adjust the number and position of "lights" that are used in your title. Using the EasyPalette is the fastest way of applying lighting effects, but like the other effects that you can apply, lighting effects can also be customized.

Adjusting lighting

To adjust lighting effects:

1 Click Object Style: Light & Color in the EasyPalette.

2 Select Light from the **Adjust** box on the Attribute Toolbar.

3 Click a light to turn it on and off. Your edit window automatically updates each time you switch a light on or off.

4 Click the radio button above a selected light to adjust its properties.

5 Click **Color** to open the Color dialog box where you can change the color of the currently selected light.

6 Click **Position light source** to adjust the direction the light is shining from. Drag your mouse on the edit window to set the new position of the light until you reach the desired effect. You will see the lighting change as you drag.

6 To select the mode of the light, click Mode.

   • **Directional** Shines a direct beam of light with a constant strength on the text.

   • **Point** Shines diffused light with a variable strength on the text. The further the light is from the text, the weaker the light will appear.

Creating animation

After adding text, you can bring it to life. Make text move, change texture and color or change lighting. Using presets in the Object Style: Motion subfolder of the EasyPalette in combination with the Animation Toolbar turns concepts into reality. The limit is your imagination.
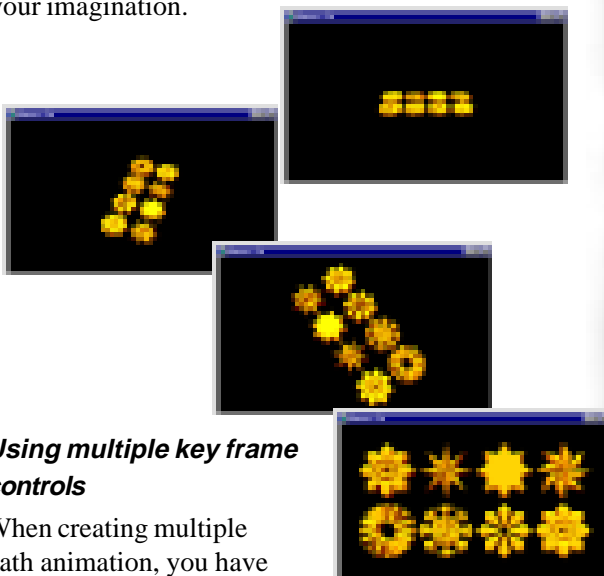
Using multiple key frame controls

When creating multiple path animation, you have the opportunity to specify the behavior of a particular path at each and every frame in the sequence, rather than just the first and last frames. To put it simply, you can come up with an animated series of text in Ulead COOL 3D by creating various paths using the Time Line Control on the Animation Toolbar, thus giving you full control over your animation path.

Creating animation

When you view the Time Line Control, you will see a default key frame on the left end of the key frame bar, representing the starting frame of the selected object. You need to specify attributes for this key frame as well as for any others you added to the sequence.

The Time Line Control

Move back to previous frame
Time Line Control slider
Move to the next frame
Jump to next key frame
Active key frame
Starting frame
Jump to last key frame

Note: *Each key frame that you add assigns new properties to the effect you are performing, thus giving you more control over the effect as it allows you to fine tune the effect's parameters throughout its duration.*
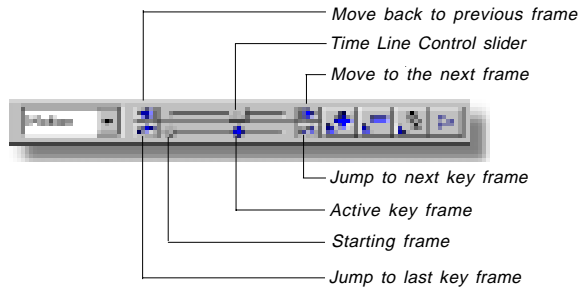
To assign a key frame:

1   On the Animation Toolbar, type in the Frames box ▭ the desired number of frames. Frames decide the duration and quality of animations.

2   Locate the area in the sequence where you would like to apply a key frame. To select a frame in a sequence, use the Time Line Control on the Animation Toolbar. Use the top slider to forward or reverse a sequence frame by frame, or use the bottom control to select key frames. Alternatively, type a frame number in the Frames box.

Creating animation

3   Click the **Add a key** button. A key frame is placed on the key frame bar on the Time Line Control. A blue diamond represents an active key frame, while gray the inactive. (For more on deleting and moving key frames, please refer to the next section.)

4   Specify the attributes of the object or effect that you want at the selected key frame.

5   Repeat steps 3 and 4 to add or remove more key frames.

6   Click **Play** on the Animation Toolbar to preview the animation.

Deleting key frames

To delete a specific key frame, select it on the Key Frame bar and click the Delete a key button on the Animation Toolbar.

Setting key frames for different properties

The Property list on the Animation Toolbar allows you to independently set key frames for each property of your currently selected object. Simply select a property from the list and specify the key frames for that specific property. To put it simply, you can have a set of key frames for one property and a different set for another property. This feature is rather useful when creating animation as it gives you full control over your key frames.

Applying plug-in effects

Applying special effects is always the coolest part in making animation. Ulead COOL 3D includes a number of plug-in effects that you can easily apply to your title, giving your 3D animation that extra impact. You can blow up your text, peg a board onto your title, give it a little twist, or add fire effect to it – these are all within reach with Ulead COOL 3D's plug-in effects.

Applying effects from the Plug-ins dialog box:

1   Click Edit: Plug-ins. The Plug-ins dialog box opens, displaying all the available object and global effects you have installed on your computer as well as those which you have already applied to your active title.

2   Select a plug-in effect from the list of available effects. Click **Add** to apply it to your active title. **Remove** takes out the currently selected plug-in effect while **Remove All** eliminates all the plug-in effects that are on the applied effects list.

3. Click OK.

Explosion effect

Ulead COOL 3D's Explosion effect blows up your text to pieces. You can specify the type of explosion, adjust the extent to which your text explodes, and determine the direction or sequence of the action from the Attribute Toolbar.

To apply Explosion effects to your title:

1   Click Edit: Plug-ins or select Object Effects: Explosion from the EasyPalette.

2   Click the F/X button on the Attribute Toolbar to

Applying plug-in effects

activate the effect. Clicking it turns the plug-in effect on and off.

3   In the Time Line Control on the Animation Toolbar, click a key frame where you want the explosion effect to start.

4   Specify the attributes for the plug-in effect. If you don't want the explosion effect to start at the beginning of the animation, set the Level attribute from the starting frame until the key frame preceding the one where you want the effect to start to "0." This option determines the extent of the explosion effect.

Board effect

The Board effect attaches a three-dimensional board between the two facing edges of your text. Ulead COOL 3D automatically duplicates your title and places it opposite the other, inserting the board in-between. However, you can still change the text on the flip side of the board from the Attribute Toolbar at a later time. You may specify the overall shape of the board and control the bevel shape for the outer edges of both the text and the board.

27

Applying plug-in effects

To apply a Board effect to your title:

1 Click Edit: Plug-ins or select Object Style: Bevel from the EasyPalette.

2 In the Bevel Mode box on the Attribute Toolbar, select Board. Ulead COOL 3D automatically pegs a 3D board onto the selected title. All the attribute settings for the Board plug-in effect also becomes available.

3 Adjust the settings on the Attribute Toolbar. You can scroll up and down the toolbar for more options – both for the text and the board bevel.

4 To insert a new title on the other side of the board, click the Back Text button on the Attribute Toolbar. Make sure that the Use Front check box is left cleared; otherwise, the Back Text button appears dimmed.

5 To use the same title on the back face, select the Use Front check box. Any changes you made to the title will automatically be reflected on the other side of the board as well.

6 To apply a particular style or texture to either just the board or the text, click ▣▣▣▣▣ on the Standard Toolbar before applying.

Applying plug-in effects

Twist effect

Twist effect stretches and rotates your title according to the settings you specify. Double-click, right-click and select Apply, or simply drag a preset thumbnail that has the attributes you want to apply to your title. You can specify the type of twisting effect you want, select which specific axis you want twisted, or adjust the degree of rotation.

To apply a Twist effect to your title:

1   Click the Edit: Plug-ins or select Object Effects: Twist from the EasyPalette.

2   Click the FX button on the Attribute Toolbar to activate the effect. Clicking it turns the plug-in effect on and off.

3   There are preset thumbnails available in the EasyPalette that you can apply to your title by simply dragging one to your active window. Alternatively, you may double-click or right-click and select Apply.

4   For a customized effect, specify the attributes on the Attribute Toolbar.

Applying plug-in effects

Fire effect

Ulead COOL 3D's Fire plug-in creates an effect that makes your text or object appear as if it is burning. You may drag preset samples from the EasyPalette to your title or create your own unique effects by specifying the attribute settings on the Attribute Toolbar. While Fire plug-in sets your text on fire, it can also produce cool ice effects once you alter its settings.

To apply a Fire effect to your title:

1　Click Edit: Plug-ins or select Global Effects: Fire from the EasyPalette.

2　Click the FX button on the Attribute Toolbar to activate the effect. Clicking it turns the plug-in effect on and off.

3　Specify the attributes on the Attribute Toolbar. Applying **Soft edge** makes the flame blend well with the edge of your text, giving it a smoother and more realistic look. **Burn inside** sets even the core of your text on fire, thus creating a solid flame effect.

4　To create such cool effects as ice, adjust the **Flame colors** by clicking the color squares. The Color dialog box opens, allowing you to specify a color that you want for the inner, middle, or outer part of the flame.

Note: *When the Burn inside option is selected, Soft edge appears dimmed.*

Placing OLE objects

Ulead COOL 3D image titles can be placed as objects into other programs that support Object Linking and Embedding (OLE) and in-place editing. To do this, click Edit: Copy As and from the submenu, select from the three ways through which you can place the image title as an object onto the clipboard:

- **Bitmap** This renders the text to the background and places the image as a bitmap in the client document. When you double-click the image, the default image editing program on your system starts so you can edit the image. If your image editing program does not support in-place editing, the program opens as a separate window.

- **OLE Object** This enables you to come back and edit your Ulead COOL 3D image to change the text and background characteristics while still being able to show and print it from the client document. Use this command if you still expect to make changes to your title for using in the target document.

- **Ulead Object** This converts the text in your title to an object that can be pasted on any Ulead program's workspace and then you can add shadows and other effects to the image.

Using the clipboard

When working on multiple image titles, there may be times when you want to duplicate one or more of the attributes of one title to another. You can do this through the clipboard.

Simply make the image title with attributes you want to duplicate active and click Edit: Copy. Ulead COOL 3D copies the title and all its attributes onto the clipboard.

- To copy all the attributes of a specific title, click Edit: Paste to place elements from the clipboard data into another title.

- To copy only one or more of the attributes, click Edit: Paste Attributes. In the dialog box, select specific attributes that you want to apply to your title. Click OK. The selected attributes will then be pasted into your title the next time you hit Edit: Paste.

Saving your work

When done editing your image title, you can save it to a Ulead COOL 3D format (*.C3D) so you can go back to it later if you want to make any further changes. You can also save your image title using other image and video file formats.

To save your image title as a .C3D file, click the Save button on the Standard Toolbar or click File: Save or File: Save As to open a dialog box and type a name for your title.

To save your image title to other file formats, click File: Create Image Files or Create Video Files, depending on whether you would want to save your title as a still image (BMP, GIF, JPG, TGA) or as an animated text (GIF animation or AVI).