User Guide

Ulead Systems, Inc.

First English edition for Ulead COOL 3D version 2.5, April 1999

© 1999-2000 Ulead Systems, Inc.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or storing in a retrieval system, or translated into any language in any form without the written permission of Ulead Systems, Inc.

Software license

The software described in this document is furnished under a License Agreement which is included with the product. This Agreement specifies the permitted and prohibited uses of the product.

Licenses and trademarks

ICI Library © 1991–1992 C-Cube Microsystems.

Ulead Systems, Inc., the Ulead logo, and Ulead COOL 3D are trademarks of Ulead Systems, Inc. All other product names and any registered and unregistered trademarks mentioned in this manual are used for identification purposes only and remain the exclusive property of their respective owners.

Sample files

Files provided as samples on the program CD can be used for personal demonstrations, productions, and presentations. No rights are granted for commercial reproduction or redistribution of any sample files.

Ulead Systems, Inc.

United States
970 West 190th Street, Suite 520
Torrance, CA 90502
Tel: (+310) 523-9393
Fax: (+310) 523-9399

Europe
Wolfenbuetteler Str. 33
38102 Braunschweig, Germany
Tel: (+49) 531 220790
Fax: (+49) 531 2207999

International
10F, No.45, Tung Hsing Road
Taipei, Taiwan 110
Tel: (+886) 2 2764-8599
Fax: (+886) 2 2764-9599

Japan
No. 31, Hills 2
Setagaya Business Square
4-10-3 Yohga, Setagaya-ku
Tokyo 158-0097, Japan
Tel: (+81) 3 5491-5661
Fax: (+81) 3 5491-5663

URL
http://www.ulead.com

Contents

Welcome to Ulead COOL 3D 2.5 4

What's new 4

Plug-in effects 6

Bevel effects 8

Imprint 8

Hollow 9

Frame 10

Object effects 11

Dance 11

Token (G) 12

Token Move (G) 13

Token Rotate (G) 14

Token Size (G) 15

Token Skew (G) 16

Surface Animation 18

Path Animation 20

Global effects 22

Motion Blur 22

Glow 24

Welcome to Ulead COOL 3D 2.5

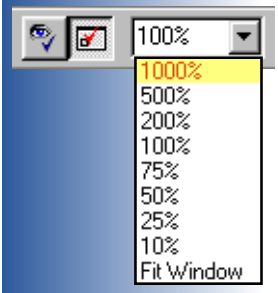
Ulead COOL 3D 2.5 now offers you even more tools and animation effects, allowing you to make still and animated titles that are more striking than ever.

What's new

There are significant upgrades in this version, making Ulead COOL 3D the industry standard in 3D titling. While the intuitive interface continues to offer you incredible ease in creating astounding still and animated titles, a variety of modifications and additions gives you that extra power to create titles with a unique flair. These include:

- **High resolution output**
  Ulead COOL 3D now allows you to specify a higher output resolution of your title for the quality you want. A dialog box appears when you choose File: Print, File: Create Image Files (BMP and JPG), and Edit: Copy As (Bitmap and Ulead Object), allowing you to customize the image resolution.

- **Instant viewing of animated presets**
  Preset thumbnail animations on the EasyPalette now load faster for greater viewing convenience.



- **Zoom control**
  The standard toolbar now includes a zoom control for easier viewing and editing.

- **Right-click drag & drop pop-up menu for presets**
  Allows you to select individual attributes of any preset in the Gallery, Light & Color, and Motion folders on the EasyPalette. Simply right-click as you drag and drop a preset from the EasyPalette - a menu will pop up, allowing you to choose which attributes to apply.

- **Enhanced motion attributes**
  Motion attributes on the Animation Toolbar are now separated into three categories: *Position*, *Orientation*, and *Scale*. This gives you better control over each aspect of your animation in key frames.

- **Frame rate control**
  An added frame rate control feature lets you determine how fast your animated title will run.

Note: Your computer system may not be able to playback the animation at the rate specified, often running the animation at a slower fps. To view your animation at actual speed, save the file in .GIF or .AVI formats.

- **Field-based interlaced video output**
  When saving animation sequences in BMP, JPG, TGA and AVI formats, you can set them to support field-based interlaced video output, which means that they can be played smoothly on conventional TV screens.

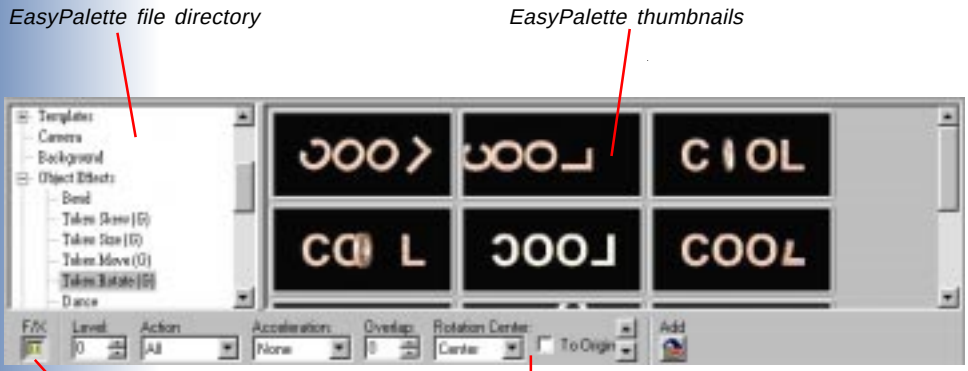
- **Texture filtering option for high resolution**
  By selecting this option on the Texture Attribute Bar, you can clean up artifacts from low resolution texture images for high resolution output.

- **DirectX HAL for improved performance**
  This version lets you directly access the DirectX 6.1 Hardware Abstraction Layer (HAL) for rendering projects. If your display card supports DirectX 6.1, selecting this option in the Image menu enables better performance with your animations.

- **Powerful new plug-ins**
  A slew of new plug-ins gives you more power for creating amazing effects with your text and animations. Each plug-in comes with ready-to-use presets, and the Attribute Toolbar allows you to customize each effect. See the following pages for more details and tips.

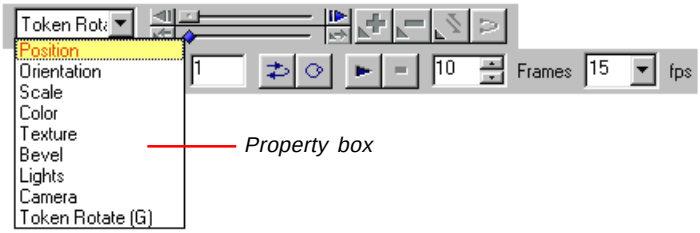
Plug-in effects

Ulead COOL 3D 2.5 comes with an especially large range of plug-in effects to apply to your titles. Each effect comes with presets that are displayed on the EasyPalette. To view presets, open a folder in the EasyPalette file directory, and the corresponding presets will appear. To apply a preset to your title, simply double-click or drag the desired thumbnail to the title, or you can right-click and select Apply. Once you have applied a preset, you can further refine or customize its settings on the Attribute Toolbar.



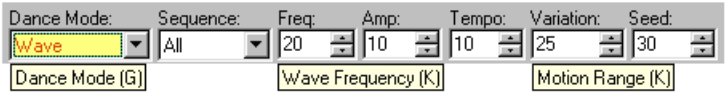
If you choose to customize a plug-in yourself instead of using a preset, select the desired folder in the EasyPalette file directory. For Bevel plug-ins, a Bevel Mode box will appear on the left side of the Attribute Toolbar. Select a Bevel Mode from the list, and properties for that effect will appear. For Object Effects, an F/X button will appear on the Attribute Toolbar. Click this to view the properties for that particular effect, allowing you to specify settings on your own.

Animation Toolbar



All plug-ins allow you to change specific variables of key frame settings in animated titles. Once you have applied the preset or activated the Attribute Toolbar for a specific plug-in, the effect will be listed in the Property box located on the far right of the Animation Toolbar. When working with key frames for a particular plug-in, make sure that you have selected the appropriate effect in the Property box as well as the EasyPalette file directory.

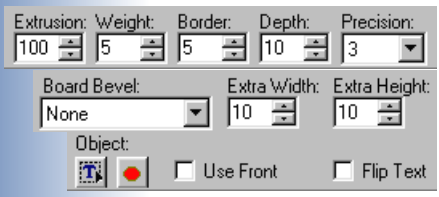
Attribute Toolbar with ToolTips



When customizing plug-in effects, ToolTips pop-up when the cursor is placed over any single attribute. The name of the attribute appears, followed by either a (G) or (K), in which G represents Global and K represents Key information. These are important to understanding how to create and manipulate animated titles. When an attribute is labeled as Global, it means that your settings for this aspect will remain constant for the duration of the animation, regardless of the key frame in which you make the setting. When an attribute is labeled as Key information, settings for this aspect can vary in each individual key frame.

Bevel effects

New Bevel Effect plug-ins allow you to create striking titles for your document or web site. Carve out hollow text in a board, or simply make a striking imprint. Put a frame around titles for extra emphasis. For all three effects you can specify the board bevel, resize the board, and put different text on the front and back of the title. You can also import shapes in EMF and WMF file formats to the back of the board using the new Import Graphic button.



Imprint

Give your title the mark of uniqueness by applying the Imprint effect. You may also choose to put different text on the front and back.

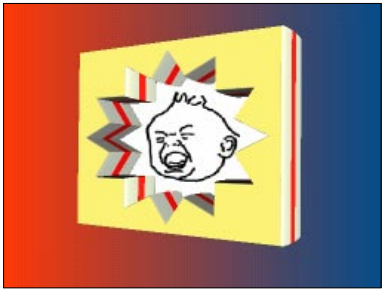
Select greater Depth values in order to make a deeper impression.

Combine the Imprint effect with separate objects for an interesting result.

Hollow

Make a text or object pierce straight through your board, giving you a plethora of new design possibilities. As with other board effects, this one allows you to put different text on the front and back.

Let your title reveal a special background.



You can highlight further layers of graphics positioned behind the board. Simply choose an interesting image to use as your background.

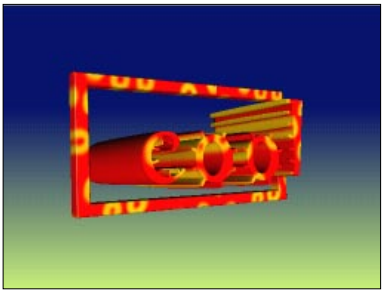
Shoot a second three-dimensional object through your hollow title.

Click here to view an animation.

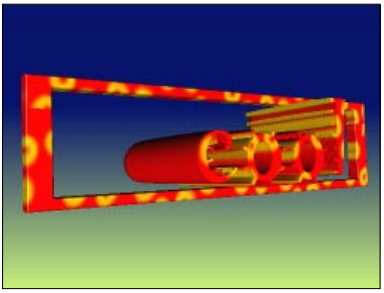
Frame

Build a three-dimensional frame around your title for extra emphasis. Among other things, the Attribute Toolbar allows you to specify bevel characteristics for frame and text separately, as well as to resize them.

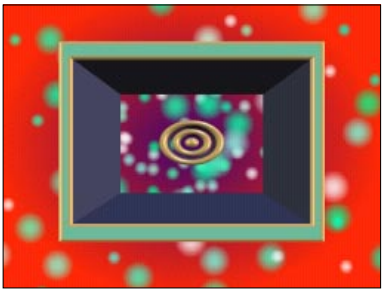
Adjust the bevel of the frame and text separately to create different focal points. In this example, the text has been given a much greater Depth value, causing it to protrude out of the frame.



Resize the frame and text separately to achieve different results. The Attribute Toolbar lets you specify Width and Height for both.



Make a background image the center of focus by adjusting the bevel characteristics of the frame.

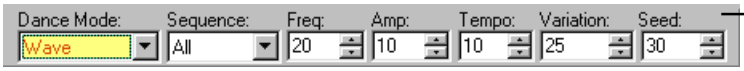


Object effects

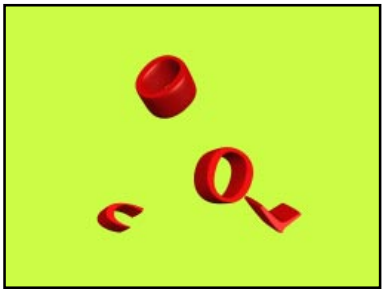
Object plug-ins give you the power to create more dynamic, and eye-catching titles. Apply these plug-ins to all of the objects in your title, or just select one or two objects to apply these effects to. Choreograph a complex action sequence, move your title around a three-dimensional surface, make your text dance, twirl, and much more.

Dance

Create text that dances with this plug-in. Choose a Dance Mode on the Attribute Toolbar to make your title *Shake*, *Scatter*, *Bounce*, or make a *Wave*. Other options allow you to determine just how your text dances.



Note: Different properties will appear on the Attribute Toolbar, depending on which Dance Mode you select.



Click here to view an animation.

Bounce Make letters in your title drop and rebound. You can determine the resilience of your title by adjusting variables on the Attribute Toolbar.

Scatter Let the letters in your title burst apart from one another in dance. You can specify how far they explode by adjusting the Radius on the Attribute Toolbar.

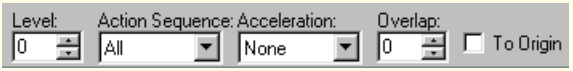
Token (G)

Tip: One way to better understand how Token (G) attributes can be coordinated with key frames is to apply presets to your title and note how values change for each key frame. To apply a preset, simply drag and drop it onto your title, or double - click on it.

These plug-ins allow you to choreograph individual tokens, or elements, within a string of text or objects without having to make time-consuming adjustments to each element. The G stands for Global, meaning that most of the settings you can make will be valid for the duration of the animation. Applying these effects makes each individual element move one after the other in a certain pattern, or you can set the attributes so that all elements move simultaneously. There are four Token plug-ins to apply to your title: Move, Rotate, Size, and Skew. See the following pages for further details.

The Attribute Toolbar

Each of the Token (G) plug-ins contains two rows of variables on the Attribute Toolbar. When customizing settings, there are some Attributes on the top row that are common to all Token (G) plug-ins. Understanding how these work is key to getting the most out of your animated titles.



Level Determines the extent to which your action will be applied to your text. Selecting the value 0 means that none of your text will be affected, while selecting 100 means that all units in your text will be affected. This is the only variable that can be altered in the key frame settings.

Action Sequence Specifies the order in which the action sequence will occur between the individual letters.

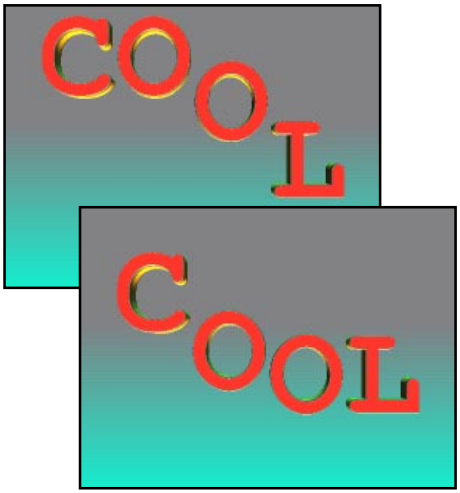
Acceleration Sets how individual elements in the text will speed up within the action sequence.

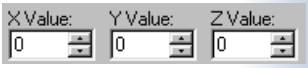
Overlap Determines to what level the action or individual elements of the text will coincide with one another.

To Origin Returns each individual element to its original position immediately after completing the specified motion in the sequence.

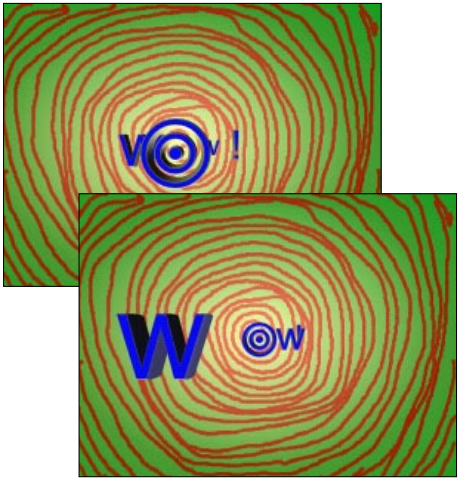
Token Move (G)

With this plug-in, letters in your title can move in any direction, one after the other, as a group, or a combination of both. Set the X, Y, and Z Values to specify how far and in which direction your title will move.





Positive Y Values pull your title upwards, as in this example. You can also make letters drop away by using negative Y Values.

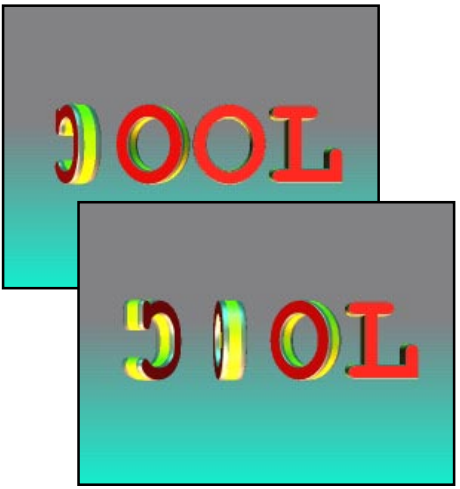


Let your title get closer to the viewer by entering Z Values. Positive values make objects move away from you, while negative values make them come toward you.

Token Rotate (G)

Give your characters a unique spin in any direction. Select Angle values to determine the number of rotations (360 is one full rotation). You can also choose various Rotation Centers to make letters appear to spin from different points.

Let your text twirl in sequence. Set the value for Y Angle to make letters spin around a vertical pole.

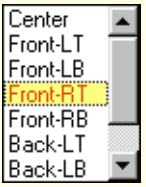


Make your title appear to swing on a hinge by setting the Rotation Center to Front-RT and entering a value for X Angle.

Click here to view an animation.

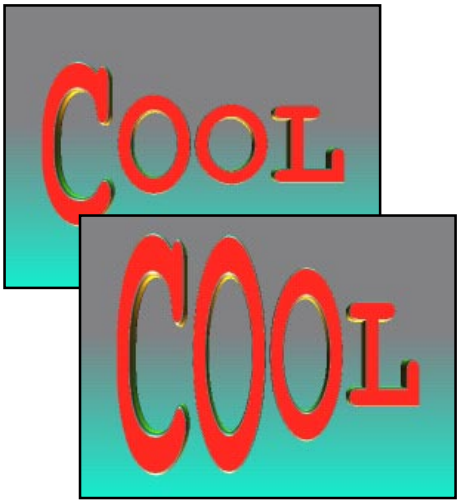
The Rotation Center

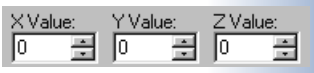
Select a Rotation Center on the Attribute Toolbar to determine from which point the letters in your text will rotate. Choosing *Front-LT* means that letters will rotate around a point on the *Front* of the letter, on the *Left* side at the *Top*. Accordingly, *LB* means *Left Bottom*, *RT* means *Right Top*, and *RB* means *Right Bottom*. Similar menus are also found for **Token Size** and **Token Skew** effects.



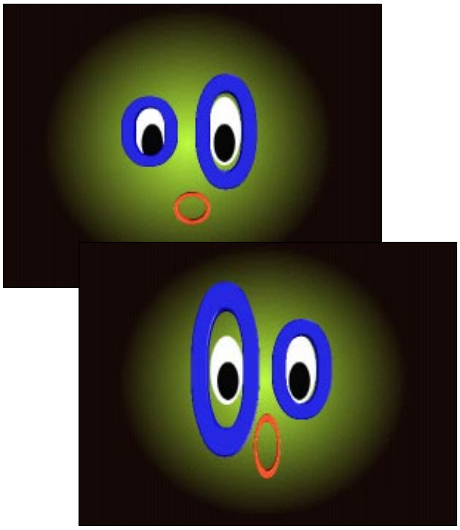
Token Size (G)

Let the letters in your title grow and shrink with this Token (G) plug-in. You can determine the direction in which individual letters will grow by entering X, Y, and Z Values. Determine the point from which letters grow by selecting a Scaling Center.





Let letters grow in height by adjusting Y Values.

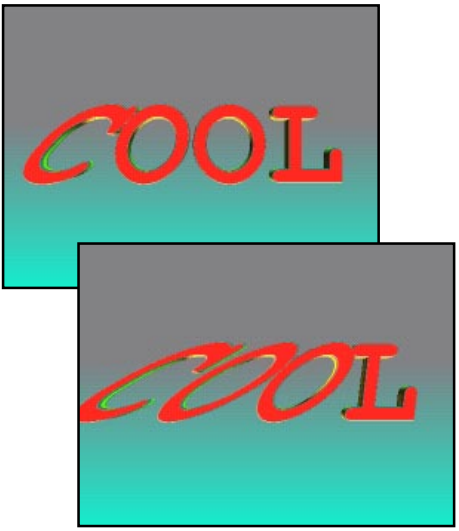


Make an expressive title - in this example, two different objects have been used.

Token Skew (G)

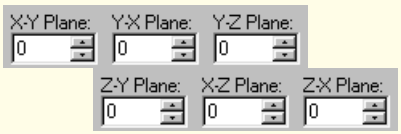
Warp and stretch your text in various directions. The Attribute Toolbar lets you select the center of the Skew and the direction in which it will be applied.

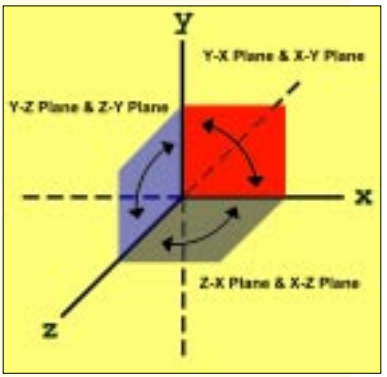
Stretch your text upwards and to the right by selecting Front-LB as the Skew Center and entering a positive value for the X-Y Plane.

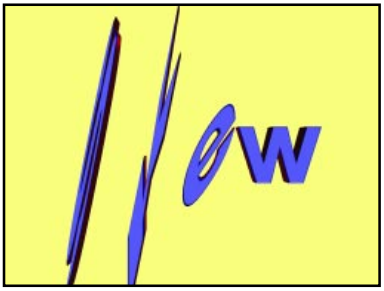


The Attribute Toolbar

The Skew plug-in lets you specify the direction in which your title is skewed. This movement is indicated through a variety of planes located on the Attribute Toolbar. The following diagram should give you a better idea of how these planes work.

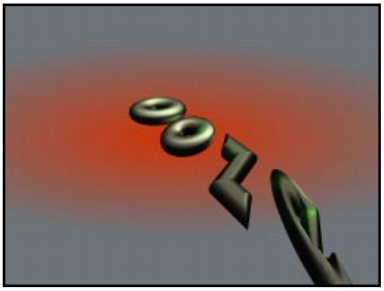






This example has been set to skew from the X-Y Plane.

In this example, letters are skewed from the Y-Z Plane.

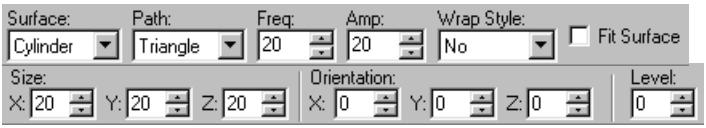


Combine the Skew effect with simple settings for Position to make your title ooze off the screen.

Click here to view an animation.

Surface Animation

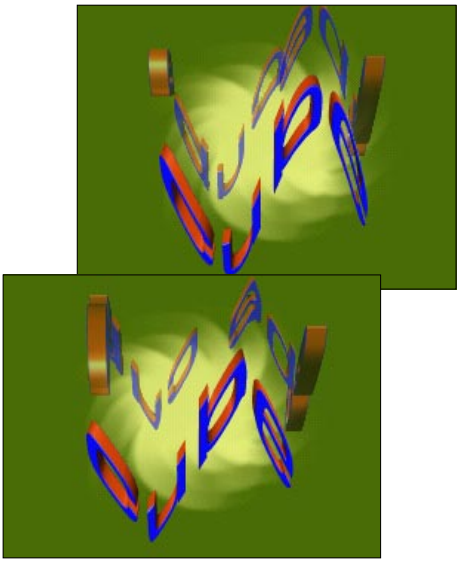
With this effect, you can let your text move around a three-dimensional object. You can determine the size of the object, the type of path, and the direction in which your title will move. Many other options are available on the Attribute Toolbar for customizing your effect.

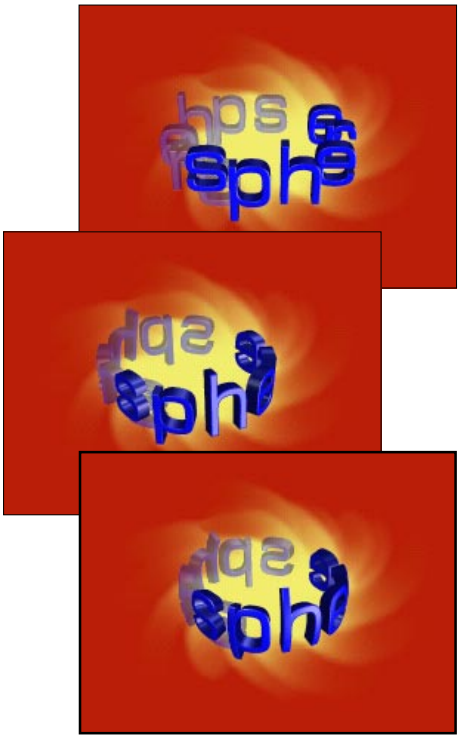


Surface Specify a three-dimensional object - either a sphere, cube, or cylinder. In this example, the title is moving around the surface of a cylinder.

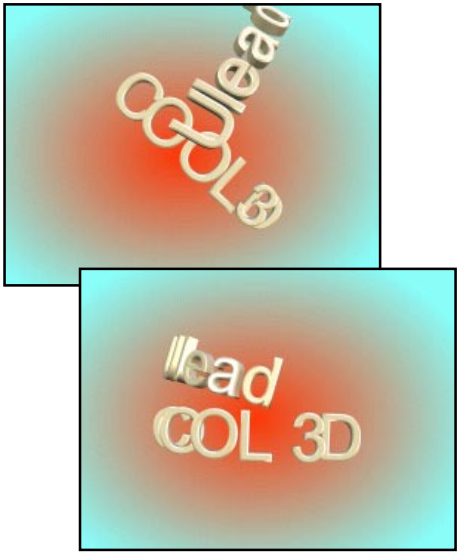
Click here to view an animation.

Path Determine what kind of path your title will take as it moves around the object. In addition to horizontal and vertical *Line* paths, you can also choose *Sine* (above) and *Triangle* (below).





Wrap style Set how you want your title to wrap around the surface of the three-dimensional object. *None* means that letters will remain facing forward while moving around the object. *Position* makes the title move around the object, rotating the letters as it moves around the back of the object. *Mesh* is similar to Position, but also molds the title to the contours of the surface.



Make two different objects revolve around each other. The Surface Animation plug-in lets you do this quickly and easily.

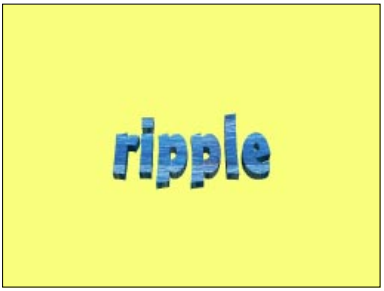
Path Animation

Animate your title to move along a predetermined path, as if it were actually adhering to physical laws of the natural world. There are a wide variety of cool effects available to make your titles unforgettably dynamic. The following examples introduce you to the Path options.

Note: Different properties will appear on the Attribute Toolbar, depending on which Path you select.

Tornado Let text or objects get caught in the whirl of a tornado - you determine the speed and the scope.

Ripple Liquefy your title by making it ripple. The Attribute Toolbar lets you determine how large the waves are, and from which point they will start.

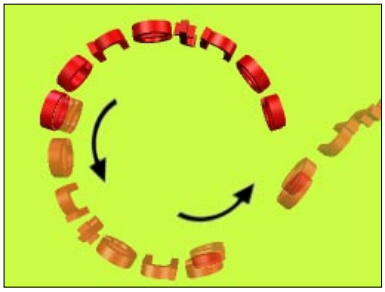


Click here to view an animation.

Wind Make your text flap in the wind, whether it be a gentle breeze or a violent gale. Use it in combination with the Imprint or Board effect to change your title into a flag.

Arc Toss your title, as if you were throwing a real object. With this effect, you can set the Initial Speed of the throw and the Direction, as well as other factors.

Pendulum Make your text swing with the force of gravity. You can specify how high your object swings, as well as how the individual elements are positioned in the swing. Enter a value for Ceiling to set a radius for your pendulum.



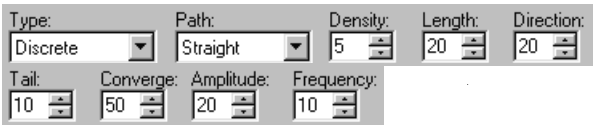
Sling Swing your title around to let it gain momentum, then fling it into the distance. You can specify at what point the title should fly off. In this example, the sling Type is *Vertical*, which gives a stronger impression of gravitational force.

Global effects

New Global plug-ins offer you the ability to apply amazing effects to all of the objects in your title. Make text glow like a neon sign, or simply give it a special aura. You can even give your text the blur of wild motion.

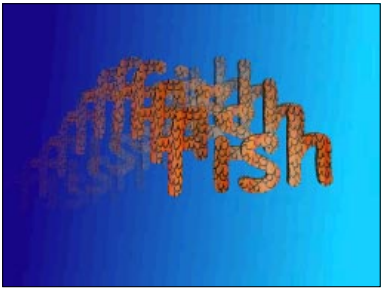
Motion Blur

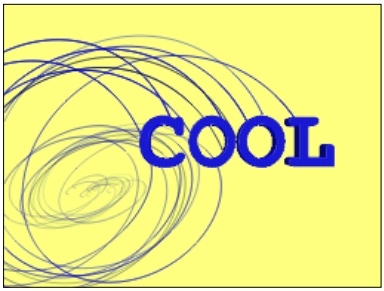
With this plug-in, you can give your text an added appearance of speed or vigorous motion. A variety of settings are available for you to customize in order to create a unique effect.



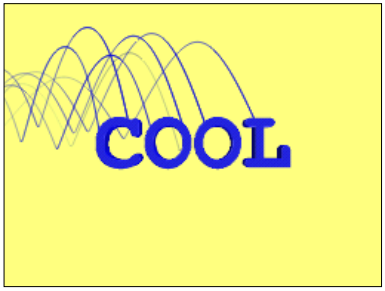
Combine the Motion Blur effect with simple animation for an added emphasis on movement. In this example, the Type of blur has been set to *Continuous*, giving the text a linear whisk of motion.

Choose *Discrete* as the blur Type to have your title leave a trail of shadow images. In this example, *Sine* has been chosen as the Path.

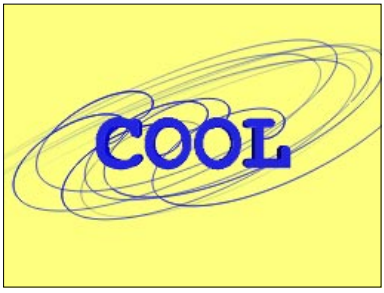




Make your text swirl around and around by selecting *Spiral* as its Path.



Give your title an energetic jumping motion by selecting *Bounce* for the Path. Adjust values for Amplitude and Frequency to customize exactly how your object bounces.



Create a flurry of motion for your title by choosing *Whirlpool* as your Path.

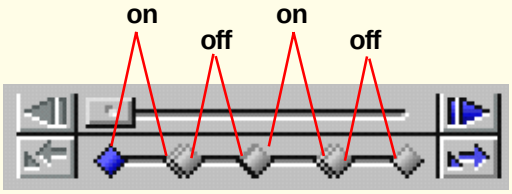
Give your title the impression of quickly moving away from you by entering negative values for Converge.

Glow

Give your title the glow of a neon sign, or simply give it that special aura. This plug-in lets you specify the color, transparency, width, and intensity of the glow.

Let your title emanate the spirit of a nuclear era.

Make a floating and flashing neon sign by combining the Glow plug-in with Surface Animation effects.

Making a neon light blink

To turn your title on and off like a light, you must work with key frames. On the Animation Toolbar, set the key frames in pairs, with each frame in the pairs having identical settings. A pair that sets the parameters for Off should have the Width set to 0. A pair that sets the parameters for On should have a Width greater than 0. The following illustration should give you an idea of how to place these pairs. Spacing between the pairs should not exceed one frame.