Changing image dimensions

The dimensions of images created by Ulead COOL 3D are determined by the actual window size of the project. To make the image larger or smaller, drag the borders of the window to the desired size. If you need to explicitly define the dimensions, click Image: Dimensions to open the Image Dimensions dialog box where you can specify the exact dimensions for the title either in inches, cm, or pixels. (Ulead COOL 3D uses the display mode resolution to determine image dimensions specified in inches or centimeters.)

To change the resolution of a Ulead COOL 3D image, first create the title as an image file, by clicking File: Create Image Files and select the file format to use (TGA or BMP is best). Then open 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 original saved title should be about three times bigger than the final desired dimensions.

See Also

Editing files in Ulead COOL 3D

You can only open files for editing in Ulead COOL 3D if they were created in and saved using the Ulead COOL 3D (.C3D) format. However, you can save your work using these popular image and video file formats as well.
- AVI
- JPG
- BMP
- TGA
- GIF

To save images in these formats, click the appropriate command under the File: Save As command. A dialog box opens with options for determining the unique characteristics for the selected file format.

Backgrounds and Textures

Besides solid colors, you may also import previously saved BMP or JPG files to serve as backgrounds or textures in your titles. To import a file for a background or texture, switch to the appropriate folder in the EasyPalette and click or
 on the resulting Attribute Toolbar. Then, in the dialog box that opens, select the folder and file for the image you wish to use and click OK. If you are working with a texture, you may then use other tools in the Attribute Toolbar to adjust the appearance, placement, and orientation of the texture over the text.

   See Also

Using the clipboard

If you are working with multiple titles, there may be times when you want to exactly duplicate one or more of the attributes of one title to another. An easy way to do this is through the clipboard. By clicking Edit: Copy, you can copy a title and all its attributes onto the clipboard. Clicking Edit: Paste then pastes the copied title into another title.

To duplicate only a few attributes of the copied title, simply click Edit: Paste Attributes before pasting and select the attributes you want to apply to your copied title.

Some of the reasons you might want to do this include preparing multiple text images that will be merged together into a single image in another program or preparing individual images for animation. Here is the list of the attributes available in the Paste Attributes dialog box and what they do:

- **Location**   Repositions the text in the selected title to match that of the text on the clipboard.
- **Bevel**   Changes the bevel settings of the text in the selected title to match that of the text on the clipboard.
- **Color**   Changes the surface colors of the text in the selected title to match that of the text on the clipboard.
- **Texture**   Changes the texture of the text in the selected title to match that of the text on the clipboard.
- **Lights**   Changes the light setting of the text in the selected title to match that of the text on the clipboard.
- **Group Position**   Repositions the grouped text in the selected title to match that of the text on the clipboard.
- **Camera**   Changes the angle of the text in the selected title to match that of the text on the clipboard.
- **Background**   Changes the background in the selected title to match that of the clipboard.
- **Plug-in**   Changes the plug-in effect in the selected title to match that of the clipboard.

Note: If there is a particular attribute that you expect to use for several titles, you can add it to the EasyPalette by clicking that folder in the EasyPalette and then clicking the Add button in the Attribute Toolbar.

 See Also

Previewing your image

Because Ulead COOL 3D often needs to make many adjustments to a title each time you make even a small change to its appearance, you may want to simplify how the program updates while you are making most of your changes. Then when you are fine tuning your work, you may want more precise updates so you can have a better idea of how the finished product will appear. By being able to adjust how Ulead COOL 3D updates, you can work faster and more efficiently.

To have Ulead COOL 3D update more quickly, click Image: Display Quality - Draft. Your titles will appear on screen with jagged edges and rough shadows, but you will not need to wait as much when changes are applied.

To see the most accurate rendering, click Image: Display Quality - Optimal. This will show your title using the most stringent rendering controls. This takes significantly more time.

To see how the image will look when saved or printed, click Image: Output Preview ( ). Ulead COOL 3D will update the title to match the selection in the Image: Output Quality submenu.

   See Also

Placing images created in Ulead COOL 3D into other documents

You can place Ulead COOL 3D objects into other programs that support Object Linking and Embedding (OLE) and in-place editing. The Edit: Copy As submenu offers you three ways to place an object:

▪   **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.

▪   See Also

Creating TGA images

The advantage of saving as a TGA image is that it is saved as a True Color data type that includes alpha channel support. By using an alpha channel, you can isolate portions of the image when loading them into other programs. This may be useful when placing the image in a digital video timeline for creating a transparent matte or when editing the image in another image editing program. To create a TGA file, click File: Create Image Files – TGA File and assign a name and destination for your file in the resulting dialog box. If you want to keep the title as an Alpha channel (useful for transparency and overlay editing), select "Transparent background." Select "Save image sequence" if you want to save multiple files to use for creating animations or videos. When you save an image sequence, Ulead COOL 3D appends a sequential three-digit number (starting with 001) to the name you assigned for each image created.

▢   See Also

Creating BMP images

If you want an image that you can use in a wide variety of other programs, such as word processors, presentation programs, and other image editors, this may be the best format to use. It supports the True Color data type and is one of the most popular file formats for modern PCs. To create a BMP file, click File: Create Image Files – BMP File and assign a name and destination for your file in the resulting dialog box. Select "Save image sequence" if you want to save multiple files to use for creating animations or videos. When you save an image sequence, Ulead COOL 3D appends a sequential three-digit number (starting with 001) to the name you assigned for each image created.

▢   See Also

Creating JPEG images

If you are preparing images for the Web or if disk space is limited, this is probably the best format to use. It offers very good compression for True Color images. One minor disadvantage to the JPEG format is that some data is lost when compressing the file. In most cases, the changes are barely noticeable to the naked eye and you can control how much is actually changed. Nevertheless, if you want the most faithful rendition of your image and disk space is not a problem, you should probably opt for the BMP or TGA formats instead. To create a JPEG image,

1. Click File: Create Image Files – JPEG File and assign a name and destination for your file in the resulting dialog box.
2. Adjust your quality and subsampling settings for the best tradeoff between image size and appearance.
   Quality
   Subsampling
3. Select or clear "Progressive compression" to control how the image opens. When selected, the image opens gradually, offering the viewer a rough idea of the overall image's appearance before it completely comes into focus. Usually, images with progressive compression are smaller.
4. When your settings are complete, click OK. To see your final image, open it in an image editing program that supports the JPEG format, such as Ulead PhotoImpact.

Note: Select "Save image sequence" if you want to save multiple files to use for creating animations or videos. When you save an image sequence, Ulead COOL 3D appends a sequential three-digit number (starting with 001) to the name you assigned for each image created.

See Also

Creating GIF images

Probably the main reason for choosing this format is if you want to place only the 3D Text without the background on a web page. Ulead COOL 3D creates the image flagging the background as a transparent color so that the web page background can show through. Unlike the other file formats supported by Ulead COOL 3D, this is an indexed color format which means that a maximum of 256 colors are possible in the image. As a result, the saved image may not look quite as good as the one shown in the workspace. To create a GIF image,

1. Click File: Create Image Files – GIF File and assign a name and destination for your file in the resulting dialog box.
2. Specify the maximum number of colors to include in your image. As a rule, including more colors makes your image look better but increases file size. If you want to make sure your image looks the same on all computers, always keep this setting below 236.
3. Select or clear "Dither" to determine how Ulead COOL 3D should convert the current colors in your title to those in the saved GIF file. Usually, selecting "Dither" results in better-looking images, but file size becomes larger.
4. Select or clear "Interlaced" to control how the image opens. Selecting "Interlaced" increases file size but offers the viewer a rough idea of the overall image's appearance before it completely comes into focus when opened.
5. When your settings are complete, click OK. To see your final image, open it in an image editing program that supports the GIF format, such as Ulead PhotoImpact.

Note: Select "Save image sequence" if you want to save multiple files to use for creating animations or videos. When you save an image sequence, Ulead COOL 3D appends a sequential three-digit number (starting with 001) to the name you assigned for each image created.

   See Also

Creating GIF Animations

After you have created your 3D title animation, you might want to save it to a file with a format that can be recognized by a web browser. You can open this GIF Animation File later in any GIF animation program for further editing. Unlike the other file formats supported by Ulead COOL 3D, this is an indexed color format which means that a maximum of 256 colors are possible in the image. As a result, the saved image may not look quite as good as the one shown in the workspace. To create a GIF Animation File,

1. Click File: Create Video Files – GIF Animation File and assign a name and destination for your file in the resulting dialog box.
2. Specify the maximum number of colors to include in your image. As a rule, including more colors makes your image look better but increases file size. If you want to make sure your image looks the same on all computers, always keep this setting below 236.
3. Specify the "Frame delay time" for the animation. This is the amount of time each image in your animation will remain visible before the next one in the sequence replaces it. Shorter frame delay times result in faster playbacks.
4. Select or clear "Dither" to determine how Ulead COOL 3D should convert the current colors in your title to those in the saved GIF file. Usually selecting "Dither" results in better looking images, but file size becomes larger.
5. Select or clear "Interlaced" to control how the image opens. Selecting "Interlaced" increases file size but offers the viewer a rough idea of the overall image's appearance before it completely comes into focus when opened. (Some Web browsers do not support the interlaced features of GIF Animations, so there may be little advantage to selecting this option.)
6. When your settings are complete, click OK. To see your final image, open it in a GIF animation program that supports the GIF format, such as Ulead GIF Animator.

Note: If you have a dedicated GIF Animation program, you may discover that you can create more bandwidth and web browser-friendly animations by saving image sequences using the BMP or TGA formats and then constructing the animation from them.

See Also

Creating a video file

After creating your title animation in Ulead COOL 3D, you might want to save it to a file with an AVI file format so you can view it using any media player or be able to insert it in any video project you're working on. This format creates a video in True Color data type and includes your background as well. To create a Video File:

1. Click File: Create Video Files – Video File and assign a name and destination for your file in the resulting dialog box.
2. Specify the number of frames to play per second considering the number of frames you have created in your Ulead COOL 3D animation. The specified frame rate affects how long the created video file will be when played.
3. After clicking Save, the Video Compression dialog box opens for choosing the compressor to use in creating the file. Once you have selected the compressor, the default setting for that particular compressor appears. You can then choose to modify these settings to suit the purpose of the file you want to create.
4. Click OK to start the creation process. You can then play this file using any media player or do further video editing by opening it in any video editing program such as MediaStudio Pro's Video Editor.

See Also

Making text appear three-dimensional

Top view of "I"

extrusion

depth

border
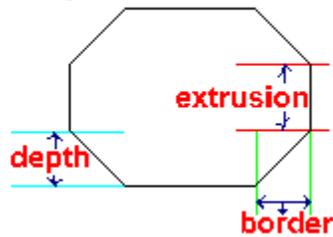
The Object Style folder in the EasyPalette offers all the controls for determining the three-dimensional qualities of your text. By adjusting the settings on the Attribute Toolbar, you can apply a flat, angled, or curved edge to your text to blend the face (front) with the sides. Then you can adjust this area to make the blend larger or smaller; gradual or immediate. This image illustrates how the different Attribute Toolbar settings affect text by showing a skewed letter I from the top.

To choose the different bevel styles, simply select one from the Bevel Mode box and then customize the bevel by adusting the settings on the Attribute Toolbar.

See Also

Placing and orienting text

All the controls for entering and changing text are located on the Standard Toolbar and the Text Toolbar.

To add text, simply click the Insert Text button on the Standard Toolbar or click Edit: Insert Text (F3) and type in the desired text in the Ulead COOL 3D Text dialog box. Press OK. You may enter words of up to 128 characters in length using any of the standard characters in the selected font's character set, including special symbols such as the "space key." You can also specify your font settings in the Ulead COOL 3D Text dialog box. When you click the drop-down font list, Ulead COOL 3D provides a preview of a font as you scroll down.

To change the text in a Ulead COOL 3D title, click the Edit Text button on the Standard Toolbar or click Edit: Edit Text (F4) and modify your text in the Ulead COOL 3D Text dialog box of the selected font. Then press OK.

To adjust the height and width of your text, click the Size button on the Standard Toolbar and drag the pointer (left-mouse click) to the desired size. (Dragging your mouse using right-mouse click only changes the lighting position). To keep the aspect ratio, hold the Shift key down while dragging.

Another way to adjust the size of your text is by adjusting the Z setting on the Location Toolbar or clicking the Camera folder in the EasyPalette and adjusting the Distance setting.

The Text Toolbar allows you to adjust the spacing between characters and lines. If the letters in your word are too close together or far apart, you can adjust the spacing between letters by clicking   or , respectively on the Text Toolbar. Similarly, if the spacing between lines is too tight, you can either increase or decrease the line space by clicking
 and
 , respectively. You may also make your text flash to the left, right, or center using the Align buttons
 , also on the Text Toolbar.

  See Also

Sizing text

Depending on which aspect of your text you want to adjust, there are several ways to increase or reduce the size of your text.

▢ **Overall size**   Increase or reduce the text size by clicking the Size button on the Standard Toolbar or by dragging one of the borders of your title window.

▢ **Bold button**   To make the face of your text a little thicker, click the Bold button on the Ulead COOL 3D Text dialog box, displayed by clicking Edit: Edit Text..

▢ **Style Weight setting**   Many times, making text bold is not enough to make the face thick enough. You can make the text appear "more bold" by increasing the Weight setting in the Style Attribute Toolbar. When you do this, you may also want to adjust the spacing by clicking

AB on the Standard Toolbar to separate each letter by a greater distance.

▢ **Depth**   To give letters the appearance of greater depth, increase the Extrusion settings in the Style: Attribute Toolbar. 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.

▢   See Also

Working with color

The surface and light colors you use in your title all interrelate to determine the actual appearance of your text. Even a small change in the position, color, or type of light you use, the entire feeling of your text object can drastically change. Here are some tips to help you select and adjust the colors you use.

Picking a color Click the color square and use the Windows Color dialog box to pick a color for your text, light, or background. The visual interface makes it easier for you to get close to the color you really want for that item.

Fine tuning a color After you choose a color, fine tune it using the Hue, Saturation, and Brightness settings on the Attribute Toolbar. For best results, adjust the Hue first to get close to the actual color you want. Then adjust the Brightness and Saturation settings.

Surface colors Try assigning the surface color (and texture) for your text first. Be aware that the lights you use will affect the final outcome. Also, remember that shadowing and 3D imaging effects may cause areas of your text to appear lighter or darker than the color you specified.

Light placement Work with one light at a time. You might try turning all other lights off while you work on one so that you will not be misled by their interaction. To get a solid feel for the overall impact the light has on the text, make it a Point Mode light first. Then change it to a Directional Mode light if necessary to focus the beam more precisely.

Composition Adjusting the specular settings enables you to simulate different types of surfaces for your text. As a rule, by assigning a Specular color with high Shininess produces a polished surface such as a cue-ball. By reducing Shininess, you dull the surface, for example, to simulate a colored chalk surface.

See Also

Adjusting lighting

In addition to adjusting the color and texture properties of your title, you can also adjust the number and position of "lights" that are shone onto your title. The lights for all of the styles in the EasyPalette have already been set, but you can adjust them the same way

1. Select Light from the Adjust pull down menu.

2. Click a light to turn it on and off. The current window will update each time you turn a light on or off.

3. Click the radio button above a selected light to adjust its properties. Click Color to open the Color dialog box, where you can change the color of the light.

4. Click Position to adjust the direction the light is shining from. Click on the current window to set the new position of the light.

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

   See Also

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.

Changing camera angles and perspective

Make the most of 3D by adjusting the angle your text is viewed from. The Ulead COOL 3D EasyPalette contains many preset camera angles, or you can create custom effects.

To apply a preset effect, click Camera in the EasyPalette and drag your chosen angle onto the current window. Adjust the Camera Zoom and Distance using the sliders on the EasyPalette.

To create your own effect, click Object Style in the EasyPalette and adjust the Extrusion, Weight, Bevel, Width and Depth. For example, to create the effect of looking at your text through a Fish-Eye lens, try increasing the Extrusion value to approximately 300.

Also try using the Rotate Object tool to adjust the angle your title is viewed from.

See Also

Working with textures and backgrounds

   Adding a texture and image to your title

  Adding a background

Solid colors and previously saved BMP and JPG images can be used as backgrounds for your title.

1. Click Background in the EasyPalette File directory.
2. To add a solid color background, drag one of the solid colors onto the current window. Adjust the Hue, Saturation and Brightness of the color using the sliders on the EasyPalette.
3. Add an image as your background by clicking Use Image. In the Open dialog box, select a BMP or JPG file you have previously saved and click OK. Click Clipboard to use an image copied to the clipboard.

4. It is likely that the image you want to use as your background will have different dimensions to the current window. Ulead COOL 3D automatically resizes the image to fit the window. To revert the image to its original size (and therefore adjust the current window size), click Resize .

5.　　Click Add to add your background to the EasyPalette. Your background will then be available for use in other Ulead COOL 3D titles.

   See Also

Your text will also resize to fit the new window size.

Working with textures and backgrounds

Adding a texture or image to your title

Adding a background

Images and textures from the EasyPalette can be added to your text.

1. Click Texture in the EasyPalette to view the preset textures available in Ulead COOL 3D.
2. Drag a texture onto the current window to apply it.
3. Click Clear Tint to remove any colors previously applied to the text. This will apply the texture as if your text color is white.
4. To fill your text with an image click Use Image and select a previously saved BMP or JPG file from the Open dialog box.
5. Adjust the properties of your image by using the Mapping and Wrap Mode commands on the EasyPalette.

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 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**   Adjusts the dimensions of the image.

6. Click Add   to add your image or color to the EasyPalette.

See Also

Working with the EasyPalette

Save a custom color, camera angle, animation, texture, background, or style in the EasyPalette so you can use it with other titles. Click Add or right click on the EasyPalette and select either Insert As a Key Frame or Insert As an Animation to save to the EasyPalette.

The Insert As a Key Frame command saves a thumbnail with the active title's settings to the EasyPalette as an image whereas the Insert As an Animation adds a thumbnail to the EasyPalette with the active title's animation settings.

To apply the attributes of a thumbnail from the EasyPalette, either drag it onto the current window or double-click the thumbnail.

Welcome to Ulead COOL 3D

Welcome to Ulead COOL 3D 2, the powerful 3D titling program that lets you create high-impact, three-dimensional still and animated titles and headlines for documents, presentations, reports, videos, multimedia titles, and web pages.

This help file will take you through step-by-step procedures on how to use Ulead COOL 3D. It is divided into different **sections** to speed up your learning process. This help file is best viewed in 800x600 resolution and higher than 256 color display.

Topics

▶ **Getting Started**

This section describes and explains all the basic functions of Ulead COOL 3D. You should be able to create simple 3D text by the end of this topic.

▶ **Advanced Procedures**

It is suggested that you get familiar with the rudiments of Ulead COOL 3D before proceeding to this section. Here, you will learn more advanced techniques, including creating 3D text animation and video files.

▶ **Ulead COOL 3D Reference**

Want to get a good grasp of the various tools and commands of Ulead COOL 3D? This is the place to go.

▶ **Applying Plug-in Effects**

Applying plug-in effects is fast and easy. Look through this section and you'll have a basic understanding of what each effect does.

▶ **Tutorial**

The sample tutorials here provide easy step-by-step procedures that make learning Ulead COOL 3D fast and fun.

Getting Started

These topics introduce simple techniques for getting you going with Ulead COOL 3D. Once you are comfortable with these tasks, you will be ready for the more advanced topics.

[»]
Editing files in Ulead COOL 3D

[»]
Placing and orienting text

[»]
Sizing text

[»]
Making text appear three-dimensional

[»]
Working with color

[»]
Working with textures and backgrounds

[»]
Changing camera angles and perspective

[»]
Previewing your image

[»]
Changing image dimensions

[»]
Working with the EasyPalette

Advanced Procedures

If you know your way around Ulead COOL 3D and are comfortable with the tools, these procedures will help you understand how each interacts with the others. With this understanding, you will be able to accomplish your goals faster.

Using the clipboard

Adjusting lighting

Adding a texture and image to your title

Adding a background

Placing images created in Ulead COOL 3D into other documents

Creating BMP images

Creating GIF images

Creating JPEG images

Creating TGA images

Creating GIF Animations

Creating a video file

Applying Plug-in Effects

Touch up your text animation by applying special plug-in effects of your choice. This section introduces you to the basics of each of the plug-in effects to get you up and running in no time.

■

Explosion Effect

■

Board Effect

■

Twist Effect

■

Fire Effect

■   **Note:** The availability of the Help file for each of the plug-in effects depends on the choice of plug-in effects you made during installation. If you haven't installed all of the plug-in effects but would want to do it either now or at a later time, you can still do so by running Setup.exe again and selecting the plug-in effect that you want.

Ulead COOL 3D Reference

This section offers complete information about every command, tool, and screen element in Ulead COOL 3D. If you are unsure of how a particular item functions or what it is for, the answer is here.

File Menu

Edit Menu

View Menu

Image Menu

Window Menu

Help Menu

Standard Toolbar

EasyPalette

Location Toolbar

Animation Toolbar

Text Toolbar

{button Getting Started,JI(`U3DEDIT2.HLP>main',`Getting_Started')}{button
Advanced,JI(`U3DEDIT2.HLP>main',`Advanced_Procedures')}{button
Reference,JI(`U3DEDIT2.HLP>main',`COOL_3D_Reference')}{button Tutorial,JI(`U3DEDIT2.HLP>main',`Tutorial')}

Tutorial

If you want guided instruction of how to get started in Ulead COOL 3D right through completing some truly amazing effects, this is the place. This section starts by telling you how to create your first project and then proceeds step-by-step towards enhancing your knowledge and abilities.

Lesson 1: Creating your first title

Lesson 2: Adding backgrounds and textures

Lesson 3: Using Ulead COOL 3D titles in other programs

Lesson 4: Preparing text for GIF Animation

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EasyPalette

File: New

Opens a new window for creating three-dimensional stylized text images and animations. The actual size of the image is relative to the size of the window in the workspace. To change the image size, simply drag the window border to the desired dimensions or you can explicitly define the dimensions from the Image: Dimensions command. **Note:** All Ulead COOL 3D titles have the same image resolution as the current screen resolution. In most cases this is 96 dpi.

Changing image dimensions

File: Open

Opens an existing Ulead COOL 3D title in the workspace for editing.

Editing files in Ulead COOL 3D

File: Close

Closes the active Ulead COOL 3D title without ending the Ulead COOL 3D session or closing other open windows. Ulead COOL 3D prompts you to save or discard changes.

Editing files in Ulead COOL 3D

File: Save / Save As 🖫

Saves the active Ulead COOL 3D title for future editing. The Save As command allows you to specify a destination and file name for the title, while the Save command updates an existing file with the most recent changes.
Note: Clicking Save for an unnamed title is the same as clicking Save As.

        Editing files in Ulead COOL 3D

File: Print

Opens the Print dialog box displaying the current default printer. You can set the following:

- To change to other printer, click the drop-down arrow and select one from the drop-down list.
- **Properties** Click to set up options for this printer. The options available depend on the features of the selected printer.
- **Print to file** Select if you want to print the title to a file instead of sending it directly to the printer. After clicking OK, this opens a dialog box for specifying a filename and location for the file.
- **Number of copies** Specify the number of copies to print. If more than one copy, specify whether you want the copies to be collated.

File: Print Preview

Allows you to see approximately how the image will appear on a page after printing.

File: Print Setup

Opens a dialog box for specifying the printer and also the paper's size, location and how the image is positioned on the page.

File: Recent Titles List

Opens the named title into the Ulead COOL 3D workspace for modification. Ulead COOL 3D retains the last four titles you edited and saved with the .C3D extension in this list.

File: Exit

Quits Ulead COOL 3D. If any open titles have been modified since they were last saved, Ulead COOL 3D prompts you to save or discard them before shutting down.

Edit: Undo / Redo

Undo Restores the title to the condition it was in previously to the last action performed. Ulead COOL 3D tracks the last 199 changes performed on a title.

Redo Reapplies the last action that was reversed by the Undo command.

Edit: Cut

Removes the active object from your window and temporarily stores it onto the clipboard. The object will be pasted into your active window the next time you click the Paste command.

Edit: Copy

Copies the active title to the clipboard. You can then use this data to create a new title that matches the current one or to apply selected attributes such as the style, text orientation, light and color, and others to different Ulead COOL 3D titles.

Note: You cannot paste data placed onto the clipboard with this command into other programs. Use the commands in the Image: Copy As submenu for this purpose.

Using the clipboard

Placing images created in Ulead COOL 3D into other documents

Edit: Copy As

Copies the active title to the clipboard for placement as an image or object in other programs. A submenu offers three methods for copying the data:

☐ **Bitmap** Allows you to paste the image into any program that supports bitmaps. Ulead COOL 3D merges the text to the background to create the image.

☐ **OLE Object** Allows you to paste the title into another program that supports Object Linking and Embedding (such as Microsoft Word or PowerPoint). You can then double-click the object for in-place editing.

☐ **Ulead Object** Allows you to paste the title into any Ulead program's workspace. The text becomes a regular object in that program and you can add enhanced features to it such as shadows.

☐   Editing files in Ulead COOL 3D

☐   Placing images created in Ulead COOL 3D into other documents

Edit: Paste

Pastes a title that was copied to the clipboard using the Edit: Copy command into the active window. Ulead COOL 3D automatically resizes the clipboard data to fit the target window size.

Using the clipboard

Edit: Delete

Removes the selected object or title from the active window.

View: Standard Toolbar

The Standard Toolbar contains frequently used commands such as File: Open, File: Save, Edit: Undo and Edit: Redo. It also contains tools for changing font style, size, and orientation. You can dock the Standard Toolbar to the top or bottom of the workspace or make it floating by dragging it from its docked position.

View: EasyPalette

The EasyPalette offers sample settings for 3D styles, lighting and colors, textures, camera lenses, and backgrounds using thumbnail images to represent the settings for easy reference. By clicking the folders in the File directory located on the left side of the EasyPalette, you can select which Attribute Toolbar to show below it and view the thumbnails of pre-defined settings you can choose from. You can dock the EasyPalette at the top or bottom of the workspace or make it floating by dragging it from its docked position. When floating, you can resize the EasyPalette by dragging one of its four sides.

View: Attribute Toolbar

This Attribute Toolbar contains settings for changing the title attributes according to the selected folder in the EasyPalette. This allows you to explicitly define or fine tune settings for 3D style, lighting and color, textures, camera lenses, and backgrounds.

View: Location Toolbar

This Location Toolbar shows and allows you to fine tune the current spacial placement of the title, lights, and title texture depending upon which tools are currently active.

View: Animation Toolbar

The Animation Toolbar enables you to specify the key frames in an animation as well as the behavior of a particular path at each and every frame in the sequence, rather than just the starting and ending positions. By specifying the number of frames to use, you can control how smoothly the animation appears. Play and stop buttons on the toolbar enable you to preview how the animation progresses and view intermediate frames.

Notes:

1. You can dock the Animation Toolbar to the top or bottom of the workspace or make it float by dragging it from its docked position.
2. Animated GIF files saved directly in Ulead COOL 3D may appear slightly different from the preview animation because Ulead COOL 3D shows the preview as a series of True Color images instead of indexed-color.

View: Status Bar

The Status Bar offers tips and information about the currently selected tool or command.

Image: Dimensions

Opens the Dimensions dialog box where you can assign the exact height and width for the title created in Ulead COOL 3D in inches, cm, or pixels. Ulead COOL 3D uses the current display mode resolution settings, when determining the size.

Changing image dimensions

Image: Display Quality

Allows you to control how well Ulead COOL 3D smooths out edges in your title while you edit. By choosing higher quality settings, your image will look better, but the program may run a bit sluggishly. At lower settings, you can work faster but your image will not look as good while your working at it. To view how your title will actually look at the final output, click ⬜ on the Standard Toolbar.

⬜   Previewing your image

Image: Output Quality

Allows you to control how well Ulead COOL 3D smooths out edges in your title when you print or save it as an image, animation, or video. By choosing higher quality settings, your image will look better, but the program may take longer to create the files. At lower settings, you can work faster but your image will not look as good. This is particularly noticeble when saving animation or video files.

⬚   Previewing your image

Image: Output Preview ▣

Updates the displayed title to show how it will look in the printed or saved image.

▢   Previewing your image

Window: Arrange Icons

Arranges icons for all minimized windows in the workspace neatly along the bottom of the workspace.

Window: Open Titles

Lists the names of all currently open titles in the workspace. Clicking a file name activates its window.

Help: Help Topics

Starts the online help. You can also access help topics by:

Clicking the help button and then clicking the item of interest.

Placing the mouse over a menu command and pressing F1. Pressing F1 anywhere on the workspace other than a menu command opens Ulead COOL 3D Help Contents page, offering navigation for accessing the different topics included in this help file.

Help: About Ulead COOL 3D

Shows an information box containing copyright and other essential information about this version of Ulead COOL 3D.

Display Resolution Shows the current windows display mode resolution.

Width/Height Specify the desired dimensions for the image that will reflect the actual size of the active window. Click the Measurement list to select how to determine the size in terms of the unit of measurement to use.

Measurement Select the desired unit of measurement for determining the image size.

Use Background Image Size Click to resize the image dimensions to match those of the currently selected background image.

Style: Bevel

Select the type of edge you want for the text. You have these choices:

❑ **None** Creates a sharp edge. When this is selected, you can only change the Extrusion setting in the 3D Style Attribute Toolbar.

❑ **Flat** Creates an angular edge.

❑ **Round** Creates a curved edge.

❑ **Chiseled** Creates a shaped edge as though it was carved with a chisel.

❑ **Round-Chiseled** Creates a round edge over a shaped edge.

❑ **Chiseled-Round** Creates a shaped edge over a round edge.

❑ **Round-Round** Creates a round edge over another round edge, producing a two-layered round edge.

❑ **Chiseled-Chiseled** Creates a chiseled edge over another chiseled edge, producing a two-layered chiseled edge.

❑ **Board** Adds a three-dimensional board to your text. You may insert a new title on the flip side of the board or retain the original one.

❑ Making text appear three-dimensional

Style: Extrusion

Increase the value to extend the sides of the text after the bevel ends.

Making text appear three-dimensional

Style: Border

Increase the setting to cause the bevel to overlap more of the original text surface. A setting of 0 causes the bevel to begin at the original edge of the text. As the setting increases, the inner bevel edges move closer together.

Note: Although the range for this setting is from 0 to 20, the most significant changes fall in the range of 0 to 0.5. Also, you may find it sometimes that when you use a border setting of 100 or 200, the effect is not noticeable. This happens because the border setting for your text is dependent on the selected font face.

Making text appear three-dimensional

Style: Weight

Increase this setting to make the bevel size larger. Among other things, this is a way to make the text "more bold."

Making text appear three-dimensional

3D Style: Depth

Increase this setting to make the perceived distance from where the bevel begins to where it ends and where the extrusion begins larger. For a round bevel, Depth affects how curved the bevel is. For Flat bevels, it affects how steep the bevel appears.

Making text appear three-dimensional

Adjust how close one letter is to another. If you are increasing the Style Weight setting in the Style Attribute Toolbar, you may want to increase the spacing settings as well to keep your letters well separated. Another reason for changing the spacing is to fit the text in the image better without changing letter size.

☐ Click to add more space between letters. Each click increases the spacing a little.

☐ Click to place the letters closer together. Each click reduces the spacing a little.

☐ Click to add more space between lines of text. Each click increases the spacing a little.

☐ Click to reduce the space between lines of text. Each click reduces the spacing a little.

_____

☐ <u>Placing and orienting text</u>

Change the font attributes:

B	When pressed, gives the text a stronger and thicker look.

I	When pressed, gives the text a slanted look.

Click to add the settings of the current Attribute Toolbar to the appropriate folder in the EasyPalette. Once in the EasyPalette, you can easily recall the settings and apply them to other titles.

 The EasyPalette
 Working with the EasyPalette

The color of this button shows the current color for the selected feature. Click to show the Windows Color dialog box and select a different color. (You can also adjust the color without opening the Color dialog box by adjusting the Hue, Saturation, and Brightness controls in the Attribute Toolbar.)

Working with color

Increase this setting to adjust the amount of light that emanates from the color. A brightness of 0 (all the way to the left) makes all colors black. A brightness of 255 (all the way to the right) makes the colors their brightest. This image adjusts brightness for a saturated red from 0 to 255. (**Note:** Image is optimized for size and display limitations.)

Working with color

Increase this setting to adjust the purity of the color. A saturation of 0 causes only the brightness value for the color to affect the shading and all colors are shades of gray. A saturation of 255 makes colors very vivid. This image shows changes in saturation of bright red from 0 to 255. (**Note:** Image is optimized for size and display limitations.)

Working with color

Choose a color according to its location in the Hue color wheel. The Hue color wheel assigns values to colors according to their locations about the outside of the wheel with the starting color, red, assigned a value of zero (0). As the colors change moving away from red, their values increase towards a highest value of 359, which completes the spectrum. For example, a hue value of 0 represents red while a value of 120 represents green and 240 represents blue. (**Note:** Image is optimized for size and display limitations.)

     Working with color

Change the effect of the light reflected from the surface. Slide to the right to concentrate the effect in areas where light directly hits the object. This gives the text a more polished appearance. Slide to the left to distribute the effect over more of the surface. As a rule, the text becomes brighter but has a more dull or flat finish.

Working with color

Select which aspect of the title light or color you wish to work on.

▢ **Surface** Select the color attributes the surface would display when a white light is directed straight at it.

▢ **Specular** Select the color of the light that "bounces" or is "reflected" from the surface. (The results from changing the Specular settings may be very subtle and should be completed last.)

▢ **Light** Adjust the lighting conditions for the title. You can specify up to four different lights for a title, customizing their colors, positions, and how the light is exposed to the surface.

▢ **Ambient** Select the color attributes for the surrounding light. By adjusting this you can control how strongly the colored lights affect the title.

▢   Working with color

You can specify up to four different lights for a title, customizing their colors, positions, and how the light is exposed to the surface.To adjust any of the lights that are turned on, simply select that particular light's radio button located above it.

Working with color
Adjusting lighting

Select the light you want to adjust. You can only adjust lights that are already turned on.

▣   <u>Working with color</u>
▣   <u>Adjusting lighting</u>

Select the type of light you wish to use.

☐ **Directional** This is a directed beam of constant strength emanating from a set point around the text. By moving the light to different positions (considering a two-dimensional plane), different areas of the text will be highlighted or in shadows.

☐ **Point** This is a diffused, variable strength light similar to the sun. As you increase the distance between the light and the text, the light strength weakens and has less effect on the text.

☐ <u>Working with color</u>
☐ <u>Adjusting lighting</u>

Click to move the selected light you are currently adjusting to the desired location. When pressed, dragging the mouse over the Ulead COOL 3D workspace changes the placement of the selected light. To stop moving lights, click one of the text movement tools on the Standard Toolbar. (When adjusting the position for a point light, right-click as you drag to change the Z setting.)

Working with color
Adjusting lighting

Slide to the left to increase the amount of ambient light. Slide to the right to reduce it. Ambient light is white light that surrounds the text in all directions. By adjusting the ambient light you can control how strongly the colored lights affect the text.

Working with color

When selected allows you to use an image file as a background. Clear to remove the image applying the previous solid color background and select again to reapply the previously cleared image.

Working with textures and backgrounds

When selected indicates that a texture is applied to the text. Clear to remove the texture and select again to reapply a texture you cleared previously.

Working with textures and backgrounds

Click to show the Open dialog box for selecting a previously saved image to use as a texture or background. (You may only use True Color images as textures or backgrounds.)

Working with textures and backgrounds

Click to apply the clipboard data to the title as a texture or background.

Note: The clipboard data must be in the form of a True Color image to be used as a texture or background.

Working with textures and backgrounds

Select a method for applying the texture to the text.

☐   **Flat** Applies the texture as-is to the text surface.

☐   **Cylindrical** Distorts the texture as if it were projected off the outer surface of a cylinder. Vertical lines are distorted while horizontal lines are not significantly affected.

☐   **Spherical** Distorts the texture as if it were projected off the outer surface of a sphere. Vertical and horizontal lines are distorted.

☐   **Reflection** Applies a mirror image of the texture to the text.

☐   Working with textures and backgrounds

Click to adjust the texture on the text. After clicking the desired positioning tool, drag your mouse over the active title to move the texture. To quit moving the textures, click one of the text positioning buttons in the Standard Toolbar. (Right-click as you drag to change the Z position.)

Position   Click to place a specific point in the texture at a desired location in the text. For example, the texture may contain an image that you want to appear in the center of the text.

Rotate   Click to reorient the texture. For example, the texture may have horizontal lines that you prefer to run vertically.

Resize   Click to resize the texture. For example, the texture may tile several times inside the text. You can resize the texture to the size of the text.
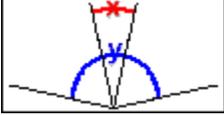
Working with textures and backgrounds

Click to reset the surface and light color settings to white. This is useful if you wish the texture colors to be affected only by the position of the title and the light placement. You can always go back to the Light and Color folder to reapply colors later.

Note: This does not change the ambient or specular color settings.

Drag the slider to the right to simulate a zoom lens. Drag to the left to simulate a wide angle lens. In this image, the red x illustrates the focal length and angle of a zoom lens while the blue y shows those of an wide angle lens. For more pronounced results, combine wide angles with short distances or narrow angles with long distances.

Changing camera angles and perspective

Drag the slider to the right to increase the distance between the text and a simulated camera. As the distance increases, the text appears to get smaller.

Changing camera angles and perspective

Enter up to 128 characters for the text you want to apply to the title. Ulead COOL 3D supports mutliple lines of text.

Placing and orienting text

Select the desired font for the text. Ulead COOL 3D only supports Windows TrueType fonts.

▣_____Placing and orienting text

EasyPalette: Apply

Applies the selected example and its attributes to the active window. You can also apply samples by double-clicking them or dragging them from the EasyPalette to the desired title.

◻   The EasyPalette
◻   Working with the EasyPalette

EasyPalette: Move Forward/Backward

Moves the selected sample in the EasyPalette list. If there is a sample that you use more frequently than others, it might be useful to place it near the beginning of the list so you do not need to scroll through the EasyPalette to find it.

The EasyPalette
Working with the EasyPalette

EasyPalette: Insert

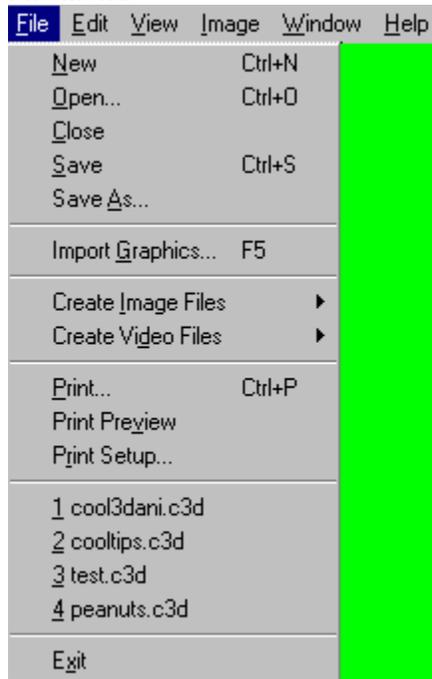Adds the current title's attributes for the selected folder to the end of the EasyPalette as a sample thumbnail.

EasyPalette: Delete

Deletes the selected sample from the EasyPalette. This command cannot be undone.

File Menu

File	Edit	View	Image	Window	Help

New	Ctrl+N
Open...	Ctrl+O
Close	
Save	Ctrl+S
Save As...	
Import Graphics...	F5
Create Image Files	▶
Create Video Files	▶
Print...	Ctrl+P
Print Preview	
Print Setup...	
1 cool3dani.c3d	
2 cooltips.c3d	
3 test.c3d	
4 peanuts.c3d	
Exit	

The File Menu contains commands for starting or finishing Ulead COOL 3D titles. You can create new windows, open existing file, and save your work from this menu.
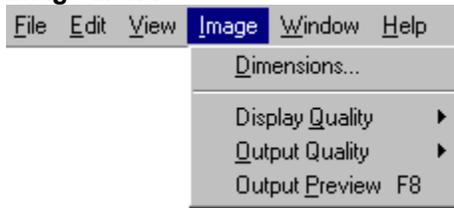
Edit Menu

File	Edit	View	Image	Window	Help

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Copy As	▶
Paste	Ctrl+V
Paste Attributes...	
Delete	Ctrl+Del
Insert Text	F3
Edit Text	F4
Split Text	
Plug-ins...	

The Edit Menu contains commands for using the clipboard as temporary storage when copying or pasting title attributes. It also offers commands for recovering from mistakes.
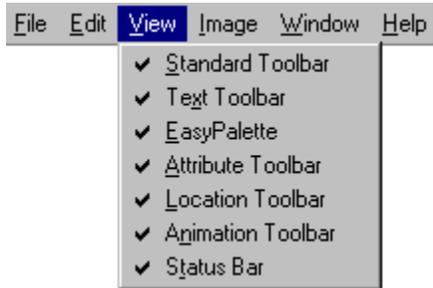
Image Menu

File Edit View **Image** Window Help

Dimensions...

Display Quality   ▶
Output Quality   ▶
Output Preview   F8

The Image Menu contains commands for setting your image display and output options. It also offers commands for placing titles into another program as a bitmap or linked object.

View Menu

File Edit View Image Window Help

- ✔ Standard Toolbar
- ✔ Text Toolbar
- ✔ EasyPalette
- ✔ Attribute Toolbar
- ✔ Location Toolbar
- ✔ Animation Toolbar
- ✔ Status Bar

The View Menu contains commands for showing and hiding Ulead COOL 3D toolbars, panels, and other elements.

Window Menu

File   Edit   View   Image   **Window**   Help
> Arrange Icons
>
> ✔ 1 Untitled-1

The Window Menu contains commands for arranging and focusing multiple titles in the workspace.

Help Menu

File Edit View Image Window Help

Help Topics
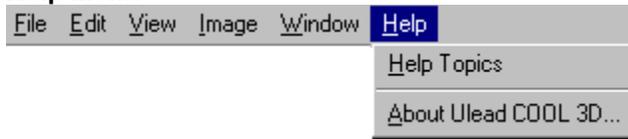
About Ulead COOL 3D...

The Help Menu contains commands for showing online help and copyright information for Ulead COOL 3D.

Location Toolbar

This Location Toolbar shows and allows you to fine tune the current spacial placement of the title, lights, and title texture depending upon which tools are currently active.

Click the image to learn more about each item.

Standard Toolbar

The Standard Toolbar contains frequently used commands such as File: Open, File: Save, Edit: Undo and Edit: Redo. It also contains tools for changing font style, size, and orientation. You can dock the Standard Toolbar to the top or bottom of the workspace or make it floating by dragging it from its docked position.

Click the image to learn more about each item.

Animation Toolbar

The Animation Toolbar enables you to specify the key frames in an animation as well as the behavior of a particular path at each and every frame in the sequence, rather than just the starting and ending positions. By specifying the number of frames to use, you can control how smoothly the animation appears. Play and stop buttons on the toolbar enable you to preview how the animation progresses and view intermediate frames.

Notes:

1. You can dock the Animation Toolbar to the top or bottom of the workspace or make it float by dragging it from its docked position.

2. Animated GIF files saved directly in Ulead COOL 3D may appear slightly different from the preview animation because Ulead COOL 3D shows the preview as a series of True Color images instead of indexed-color.

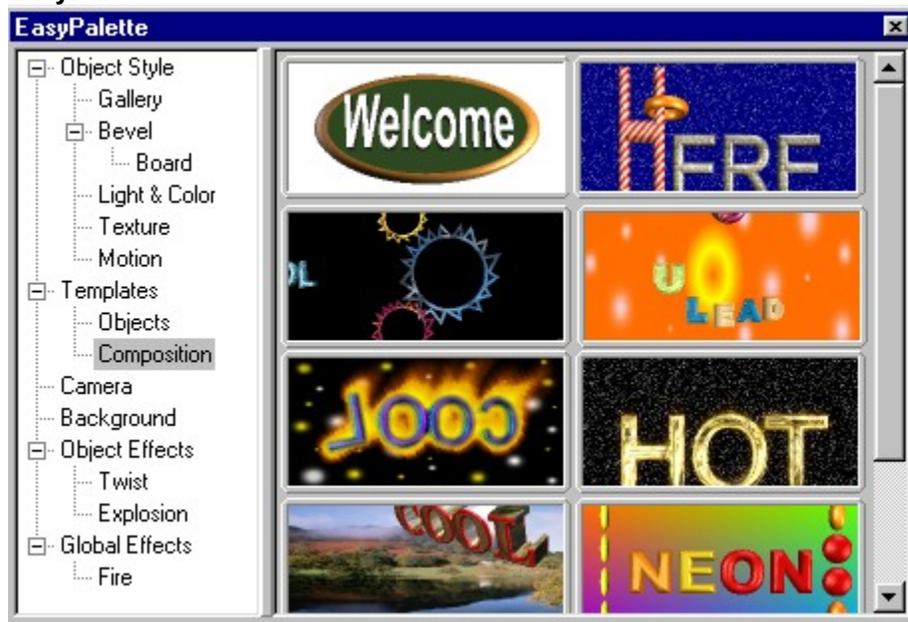Click the image to learn more about each item.

Text Toolbar

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

Click the image to learn more about each item.

EasyPalette

The EasyPalette provides numerous examples and controls for the various effects you can create in Ulead COOL 3D in the form of thumbnail images. Whenever you click a folder, the examples and the Attribute Toolbar change to reflect the selected category. You can apply the attributes of the thumbnails to your own titles by double-clicking or dragging them to the desired title. Once applied, you can fine tune the attributes by adjusting the Attribute Toolbar settings. Right-click on the EasyPalette to add, remove, or rearrange thumbnails as well as apply examples to your title.

Click the image to learn more about each folder.

EasyPalette: Object Style

Allows you to change the overall shape of your text or object. The Attribute Toolbar changes to offer settings for controlling the various styles for your title, including the bevel shape for the outer edges of the text and its size, as well as motion. There are also a vast collection of preset thumbnails that you can readily apply and customize later.

-       Making text appear three-dimensional
-       Working with the EasyPalette

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.

EasyPalette: Texture

Allows you to superimpose a pattern on the object. The pattern can come from any True Color image or from the samples in the EasyPalette.

EasyPalette: Camera

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

EasyPalette: Background

Allows you to add a background to your title. The background can be a solid color, one of the samples in the gallery, or come from a True Color image on your system. Ulead COOL 3D automatically resizes (resamples) the image to fit the current window size. If you want your title to have the same dimensions as the original background image (in pixels) click in the Attribute Toolbar.

Working with textures and backgrounds
Working with the EasyPalette

Control how much you want to compress the image. Lower settings produce smaller file sizes, but more original image information is distorted. Higher settings retain more original data, but result in larger file sizes. As a rule, start with a quality setting of 60.

Tip: Never exceed a quality setting of 95. File size increases dramatically above this setting and the improvement in quality is rarely noticeable.

Creating JPEG images

Select how accurately each pixel in the original image should be evaluated when optimizing:

- Select **4-1-1** for the smallest possible file size. (Default setting)
- Select **4-2-2** for good accuracy and good compression.
- Select **None** for the most accurate reproduction and larger file size.
- <u>Creating JPEG images</u>

Specify the total number of indexed colors contained in the color palette. Smaller indexes result in smaller files.

Creating GIF images

Select the method for portraying colors in the optimized image:

▪   **Diffusion** Uses patterns of colors to simulate colors not in the palette. This is usually best for converting True Color to Indexed Color images with the greatest accuracy.

▪   **Pattern** An alternative method if diffusion produces a "noisy" image and None is too blotchy.

▪   **None** Directly substitutes each pixel in the original image with the closest matching color in the palette. This produces the smallest possible file and is the best choice for optimizing images that already use an indexed color palette.

▪   Creating GIF images

Check to create an interlaced GIF image when you save the optimized image. This makes the file a little bit bigger but enables people to get a good idea of how the image looks faster when viewed in many web browsers.

Creating GIF images

Click to restore the GIF Save Options to the settings used when you first installed Ulead COOL 3D. These settings are:

- **Colors:** 236
- **Dither:** Selected
- **Transparent background:** Selected
- **Interlace:** Selected
- <u>   Creating GIF images</u>

These buttons control how dragging the mouse in the active window affects the text placement and orientation.

Click this button and then drag the text to move it to a different location in the window. Right-click as you drag to change the distance (Z) value. If you hold the Shift key down while dragging the object, the moving path is then constrained to either the X-direction or the Y-direction, depending on the direction of your mouse.

Click this button and then drag the text to change its orientation. Right-click as you drag to change the rotation (Z) value. If you hold the Shift key down while rotating the object, the rotation is constrained to either the X-axis or the Y-axis, depending on the direction of your mouse.

Click this button and drag the text to adjust its height and width. Right-click as you drag to change the dimension (Z) value. To keep the aspect ratio, hold the Shift key down while dragging.

The EasyPalette provides numerous examples and controls for the various effects you can create in Ulead COOL 3D in the form of thumbnail images. Whenever you click a tab, the examples and Attribute Toolbar change to reflect the selected category. You can apply the attributes of the thumbnails to your own titles by double-clicking or dragging them to the desired title. Once applied, you can fine tune the attributes by adjusting the Attribute Toolbar settings.

EasyPalette: Gallery

Offers you completed samples, combining bevel style, color and lighting, and texture attributes to apply to a title. Double-click, drag the specific thumbnail, or right-click and select Apply to apply all the thumbnail's attributes to your title. You may also choose to include or omit lighting attributes by right-clicking and selecting the appropriate command in the Apply Options submenu.

⬜   Working with the EasyPalette

EasyPalette: Animation

Allows you to apply effects to the text to make it move around or you can choose to just make the texture, color, or light settings change as if in motion.

 Working with the EasyPalette

Click to automatically resize the active window to match the dimensions of the image used as the background. (Ulead COOL 3D uses the number of pixels in the background to determine the actual size, not the resolution of the original file.)

Depending on the selected tool, shows the current position or placement of a text object, lighting, or superimposed texture. The icon at the left of the toolbar shows which attribute is displayed. You may directly type in a new value in the text boxes to change the setting instead of dragging over the image.

Place the text in the image. X, Y, and Z measurements are in pixels.

Orient the text in the image. X, Y, and Z measurements are in degrees.

Resize the text in the image. X, Y, and Z measurements are in pixels.

Place the light in the image. X and Y measurements are in degrees. When placing point light, Z measurement is in pixels.

Place the pattern over the text. X, Y, and Z measurements are in pixels.

Rotate the pattern over the text. X, Y, and Z measurements are in degrees.

Resize the pattern. X and Y measurements are in pixels.

Click to select the starting frame of an animation. Once selected, you may assign the starting frame attributes.

Click to select the ending frame of an animation. Once selected, you may assign the ending frame attributes.

Click to set Ulead COOL 3D to use the ending frame as the midpoint of an animation. When you playback or save an animation, Ulead COOL 3D will create an animation that cycles from the starting frame to the ending frame and back to the starting frame.

Click to preview an animation before saving it.

Note: If you are creating animations in Ulead COOL 3D that are intended to be saved using the Animated GIF format, your previews may not exactly match your final results because GIF animations are Indexed Color images while Ulead COOL 3D titles are True Color. Also, when your animation includes change in Style settings from start to finish, this may slow down your animation. To make the Style the same through out the animation, select the frame with Style to keep and click Edit: Copy. Then, switch to the other frame and click Edit: Paste -Style.

Stop the preview playback and return to the last frame you edited.

Type in the number of frames you want to use in your animation. As a rule, more frames enable you to create a smoother animation but result in significantly larger file sizes. Depending on the intended output format, you may also want to use frames to control the duration of the animation.

Thumbnail pane

Displays visual representation (thumbnail) of the different effects contained in the selected folder that can be applied to the current title. Double-click or click and drag a thumbnail to apply it to your title. Right-click to open a submenu for moving, inserting, or deleting thumbnails.

 The EasyPalette

File directory

Lists the folders of available Ulead COOL 3D title settings ready to be applied by simple drag-and-drop procedure. Click a folder from the list to display thumbnails of pre-defined Ulead COOL 3D settings that you can choose from.

The EasyPalette

◻   **Program and Text Object window's title bar** Double-click to maximize window or to restore the window to its previous size and location.

◻   **Any toolbar and EasyPalette's title bar** Double-click to dock the toolbar or EasyPalette.

Save Options

This section of the dialog box allows you to set additional items on how to save the image(s) in a particular file format. You can also set the frame rate and delay time when saving GIF Animation and AVI files.

To access topics in Ulead COOL 3D Help, click Help: Help Topics or click on the Standard Toolbar and then click the item of interest.

Save image sequence Select to save each title in the animation as a separate image file. Ulead COOL 3D automatically numbers your image files and it adds the number at the end of the filename you have specified.

Colors Specify the total number of indexed colors contained in the color palette. Smaller indexes result in smaller files.

Default Click to restore the Save Options of a particular file format to the settings used when you first installed Ulead COOL 3D.

Frame delay Enter the length of time (in 1/100ths of a second) that you want the image to remain visible before showing the following layer.

Transparent background Select to make the background transparent when you place the file into another application that supports transparency feature.

Dither Select to simulate colors in the palette for the optimized image.

Interlace Select to create an interlaced GIF image when you save the optimized image. This makes the file a little bit bigger but enables people to get a good idea of how the image looks faster when viewed in many web browsers.

Quality Control how much you want to compress the image. Lower settings produce smaller file sizes, but more original image information is distorted. Higher settings retain more original data, but result in larger file sizes. As a rule, start with a quality setting of 60.

Tip: Never exceed a quality setting of 95. File size increases dramatically above this setting and the improvement in quality is rarely noticeable.

Subsampling Select how accurately each pixel in the original image should be evaluated when optimizing:

- Select **4-1-1** for the smallest possible file size. (Default setting)
- Select **4-2-2** for good accuracy and good compression.
- Select **None** for the most accurate reproduction and larger file size.

Progressive compression Select to enable the file to open progressively. This also places preview information in the file which enables some programs to view the file without actually opening it. This is most useful for images you are preparing for the WWW or other on-line services. It enables viewers to see a representation of the image faster, thus allowing them to decide faster whether to wait to download the entire image for viewing.

Frame rate Specify the frame rate to use for the resulting video file. A higher frame rate will provide greater quality of video recording and more natural motion. A lower frame rate results in a more "jerky" effect. A frame rate of 15 frames per second is recommended. This should be enough to provide continuous motion, while at the same time saving disk space and processing time.

Object name displays the name of the currently selected metafile. A preview of the selected file is then automatically displayed in the **Preview window** right beside the object name. Click OK or hit the Enter key to insert the file into your active window.

File: Import Graphics

Inserts any Windows Metafile (.wmf and .emf) graphics into Ulead COOL 3D. This command invokes the Import WMF File dialog box to generate graphics in the .wmf and .emf format.

File: Create Image Files

Creates an image file based upon the current Ulead COOL 3D title's appearance and Image: Output Quality setting. The created file cannot be edited in Ulead COOL 3D but you may continue to edit and change the original title. A submenu opens with these file format options:

- **BMP File**
- **GIF File**
- **JPEG File**
- **TGA File**

File: Create Video Files

Creates a video file based upon the current Ulead COOL 3D title's appearance and Image: Output Quality setting. The created file cannot be edited in Ulead COOL 3D but you may continue to edit and change the original title. A submenu opens with these file format options:

- **GIF Animation File**
- **Video File**

Edit: Paste Attributes

Allows you to specify which attributes of the title that you copied to the clipboard using the Edit: Copy command will be applied to your title. The title with the selected attributes will only be pasted into the active window the next time you click the Paste command.

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(Click the Help button in the Paste Attributes dialog box to learn more about each of the attributes.)

Using the clipboard

Edit: Insert Text

Opens the Ulead COOL 3D Text dialog box and lets you add text with the specified font type and size to the active window.

Edit: Edit Text

Opens the Ulead COOL 3D Entry Text dialog box of the selected title and allows you to modify your text.

Edit: Split Text

Automatically splits the active title into individual characters without having to type in the characters separately, giving you more control over your objects. This is particularly useful when you want to apply different effects to specific objects or characters.

Edit: Plug-ins

Opens the Plug-in Effects dialog box where you can apply special effects to your active title and still be able to reorganize them at a later time. Here you will find a group of Object and Global effects that you may add or remove anytime you want by going back to the same dialog box.

- Object Effects
- Global Effects

View: Text Toolbar

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

EasyPalette: Templates

Allows you to choose a template that you can directly apply to your window by dragging a specific thumbnail to your edit window. You may also double-click or select Apply after right-clicking a specific thumbnail to apply the template, but the template opens in a new window.

EasyPalette: Objects and Composition

Allows you to insert objects, icons, and project templates to your title. Double-click, right-click and select Apply, or drag a specific thumbnail to your active window to apply. You can then customize your project by further specifying the attributes in the Attribute Toolbar.

EasyPalette: Motion

Allows you to animate your title by selecting from the available preset animation effects. You can then modify the key frames later on by manipulating the Time Line Control on the Animation Toolbar.

EasyPalette: Board

Allows you to attach 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. 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.

Applying plug-in effects

The Board effect at a glance

EasyPalette: Object Effects

Includes a set of special plug-in effects that you can apply to your currently selected object. You may explode your text, give it a little twist, or even combine both or combine one with any from the Global Effects and still be able to reorganize them at a later time in the Plug-ins dialog box, displayed by clicking the Edit: Plug-ins command.

Applying plug-in effects

EasyPalette: Global Effects

Includes a set of special plug-in effects that you can apply collectively to all your objects in the active window. You may apply Fire effect to your title or even combine it with any from the Object Effects and still be able to reorganize them at a later time in the Plug-ins dialog box, displayed by clicking the Edit: Plug-ins command.

<u>Applying plug-in effects</u>

EasyPalette: Explosion

Allows you to add or remove a plug-in effect that makes your title explode 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.

Applying plug-in effects
The Explosion effect at a glance

EasyPalette: Twist

Allows you to add or remove a plug-in effect that rotates your title according to the settings you specify. Double-click, right-click and select Apply, or simply drag a preset thumbnail whose attributes you want applied 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.

Applying plug-in effects
The Twist effect at a glance

EasyPalette: Fire

Allows you to add or remove a plug-in effect that puts your title in flames. You can specify the attributes of the fire effect, including color, intensity, direction, and opacity, among others.

Applying plug-in effects
The Fire effect at a glance

Applies the attributes of a selected thumbnail only to the front face of your title.

Applies the attributes of a selected thumbnail only to the front face of your title's bevel.

Applies the attributes of a selected thumbnail only to the sides of your title.

Applies the attributes of a selected thumbnail only to the back face of your title's bevel.

Applies the attributes of a selected thumbnail only to the back face of your title.

Places a new key frame on the key frame bar of the Time Line Control slider on the Animation Toolbar. Ulead COOL 3D then automatically creates a moving path for the currently selected object from the last key frame to the newly added one. A blue diamond represents the active key frame while a gray one the inactive.

Removes a key frame on the key frame bar of the Time Line Control slider on the Animation Toolbar, allowing the path to jump from the last key frame to the one following the deleted key frame.

To reverse the effect of your animation, click this button as it flips the key frames on the Time Line Control slider around so that they are now positioned from the last frame to the first frame instead of the other way around.

Click this button if you want the motion path to render smoothly. The transformation from one frame to another becomes less visible, thus resulting in a smoother animation.

If selected, this plays the animation forward and then backward the next time you hit Play. If cleared, it plays the animation only once, starting from the first frame to the last frame.

If selected, this automatically repeats the animation once you hit Play, jumping from the last key frame back to the starting frame. If cleared, it plays the animation only once, starting from the first frame to the last frame.

If selected, this command prompts Ulead COOL 3D to ask you whether or not you want to include Lighting attributes when applying a selected thumbnail from the EasyPalette: Gallery to your active title. If cleared, Ulead COOL 3D automatically applies all the attributes of the selected thumbnail to your title.

Automatically includes lighting attributes when applying a selected thumbnail's attributes to an active title.

Does not include lighting attributes when applying a selected thumbnail's attributes to an active title. All the other attributes, including bevel style, texture, and surface color, are then automatically applied to your title.

EasyPalette: Copy

Copies the attributes of the currently selected preset thumbnail and places them on the clipboard.

EasyPalette: Cut

Removes the currently selected preset thumbnail from the EasyPalette and places it on the clipboard.

EasyPalette: Paste

Pastes the attributes of a preset thumbnail that were copied to the clipboard into a selected thumbnail.

EasyPalette: Delete

Permanently removes the currently selected preset thumbnail from the EasyPalette. Keep in mind that this action cannot be undone.

EasyPalette: Insert As a Keyframe

Inserts a thumbnail with the active title's attributes right before the currently selected thumbnail. The newly inserted thumbnail, when later applied to any title, is always applied as a still image.

EasyPalette: Insert As an Animation

Inserts a thumbnail with the active title's animation settings right before the currently selected thumbnail. The newly inserted thumbnail, when later applied to any title, is always applied as an animation.

EasyPalette: Import

Imports a previously saved thumbnail in any UEZ or UPF format from the old version of Ulead COOL 3D to your current EasyPalette. In the Import Thumbnails dialog box, simply open the folder where you stored the preset thumbnail. This comes in handy as you can share your EasyPalette with those who have Ulead COOL 3D installed on their computer.

EasyPalette: Export

Saves the selected thumbnail in the UEZ format to any folder you specify. This is particularly useful when you want to share EasyPalette thumbnails with other Ulead COOL 3D users.

Click to add more space between letters. Each click increases the spacing a little.

Click to place the letters closer together. Each click reduces the spacing a little.

Click to add more space between lines of text. Each click increases the spacing a little.

Click to reduce the space between lines of text. Each click reduces the spacing a little.

Click to align your text to the left.

Click to align your text to the center.

Click to align your text to the right.

Sets the current frame of a particular animation. You can then modify the attributes or add special effects to that specific frame.

Select an object property from the Property box. Each property has a separate set of key frames that you can independently assign to a specific object as you work along. You can have a set of key frames for one property and have a different set for another property. This is rather useful as it allows you to have full control over your key frames. The number of properties on the list depends on what properties are included in the active object.

Time Line Control

Allows you to specify key frames for your animation, giving you full control over your moving path. Drag the Time Line Control slider or type in a frame number in the Current Frame box to go to a specific frame. You can then specify attributes for each of the key frames. You can also add or delete key frames in the key frame bar.

Animation Toolbar

Using multiple key frame controls

Using multiple key frame controls

When creating the more dynamic 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 from just the first to last frames. To put it simply, you can come up with an animated series of text by assigning key frames and creating various paths using the Time Line Control on the Animation Toolbar.

When you view the Time Line Control, there is a diamond on the extreme left of the key frame bar, representing the starting frame of the selected project. You need to specify attributes to this key frame as well as any others you added to the sequence.

1. Type in the total number of frames in the Number of Frames box to specify the length of your animation.
2. Select the first frame of the sequence. There are three ways to do this: Click on the Animation Toolbar to jump to the starting key; drag the Time Line Control slider to the extreme left; or type "0" in the Current Frame box.
3. Specify the attributes for your first key frame.
4. Locate the area in the sequence where you would like to apply a key frame. Add a key frame by dragging the slider until you get to the right frame number or by typing in the desired key frame number in the Current Frame box. Then click .

   Note: To remove unnecessary key frames, simply make that particular key frame active by either clicking the key frame or clicking and until you reach the desired key frame. Then click .

5. Specify the attributes of the object or effect that you want at the selected key frame.
6. Repeat steps 4 and 5 to add or remove more key frames.
7. Click on the Animation Toolbar to preview the animation.

Allows you to select from the list box an active object that you can modify or apply special effects to. The first on the list is always labeled as ''Group'' which merges all the text you've added as a single object. Only when you split the text (activated by clicking the Edit: Split Text command) will the characters be displayed separately, allowing you to work on the objects individually. However, if your object is a graphics object instead of text, the Split Text function appears dimmed.

Explosion Effect

Allows you to add or remove a plug-in effect that makes your title explode 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.

⬜   The Explosion effect at a glance

⬜   **Note:** Once you have the Explosion plug-in effect installed on your computer, you can learn more about the items on the Attribute Toolbar by clicking the Help button (

⬜) and clicking the item in question.

Board Effect

Allows you to attach a three-dimensional board between two facing edges of your text. First, Ulead COOL 3D automatically duplicates your title then places it opposite the other, inserting the board in-between. 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.

◻   The Board effect at a glance

◻   **Note:** Once you have the Board plug-in effect installed on your computer, you can learn more about the items on the Attribute Toolbar by clicking the Help button (

◻) and clicking the item in question.

Twist Effect

Allows you to add or remove a plug-in effect that rotates your title according to the settings you specify. Double-click, right-click and select Apply, or simply drag a preset thumbnail whose attributes you want applied 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.

▣   The Twist effect at a glance

▣   **Note:** Once you have the Twist plug-in effect installed on your computer, you can learn more about the items on the Attribute Toolbar by clicking the Help button (

▣) and clicking the item in question.

Fire Effect

Allows you to add or remove a plug-in effect that puts your title in flames. You can specify the attributes of the fire effect, including color, intensity, direction, and opacity, among others.

▢   The Fire effect at a glance

▢   **Note:** Once you have the Fire plug-in effect installed on your computer, you can learn more about the items on the Attribute Toolbar by clicking the Help button (

▢) and clicking the item in question.

3D Style: Precision

Adjusts the smoothness of the bevel surface. Value ranges from 0 to 9. The higher the value, the smoother the bevel appears. Keep in mind, however, that higher precision results in slower rendition of the image.

Specify the size of the letters in the title. Select from the list or type a number for the size of your font.

———————

Note: If you want to make significant changes in the text size, you can also do it by adjusting the Z position in the Location Toolbar or by adjusting Distance in the Camera Attribute Toolbar. While adjusting these settings is not exactly the same as changing size, the effects are often close enough.

▪_____ Sizing text

The character map displays all the characters of the selected font. Moving your mouse over any of the characters allows you to have a closer look at the character. Type in your text in the Entry Text area or click any of the characters in the Character Map to add text to your active window.

Shows or hides the character map.

Flips and arranges your title vertically.

Displays all the available plug-in effects you have installed on your computer. To apply a particular effect to your active title, select it from the list and click the Add button.

Note: If you haven't installed all of the plug-in effects but would want to do it either now or at a later time, you can still do so by running Setup.exe again and selecting the plug-in effect that you want.

Displays the plug-in effects that you have applied to your title. To remove a particular effect you have previously applied, select it and click the Remove button. To remove all the applied effects, click Remove All (this only works when you have more than one plug-in effect applied to your active title.)

Allows you to organize the plug-in effects applied to your title. You can add or remove effect(s), or adjust the order of the plug-in effects. By adjusting the order on the list, you can specify which plug-in effect is applied first to your title, giving you more control over the sequence of your applied effects.

- **Add** Automatically applies the currently selected plug-in effect from the list of available plug-in effects to your active title.

- **Remove** Removes the currently selected plug-in effect from the list of applied effects.

- **Remove All** Removes all the plug-in effects that you have applied to your active title. This button is only available when you have more than one plug-in effect applied to your title.

- **Up** Moves an effect up one layer. This only applies when you have more than one plug-in effect applied to your title.

- **Down** Moves an effect down one layer. This only applies when you have more than one plug-in effect applied to your title.

Click to activate the plug-in effect. The Attribute Toolbar then displays all the attributes for that effect. Only then can you specify the attributes and customize the effect you want to apply to your title. Click again to turn the plug-in effect off.

The Attribute Toolbar

This Attribute Toolbar contains settings for changing the attributes of the applied plug-in effect. This allows you to explicitly define or fine tune settings for the various styles of that particular plug-in.

Send to Front Page

Creates an image or video file, depending on which file format you want to save your image as, based upon the current Ulead COOL 3D title's appearance and Image: Output Quality setting and sends it to the Front Page Editor. The Save As dialog box opens, prompting you for a file name. The saved file is then automatically inserted into the currently active page in the Front Page Editor. A submenu opens with these file format options:

- **BMP File**
- **GIF File**
- **JPEG File**
- **TGA File**
- **GIF Animation File**
- **Video File**

Insert: Insert Ulead COOL 3D Image

Automatically opens Ulead COOL 3D where you can create an image or video file and subsequently insert it in Front Page Editor. To insert a Ulead COOL 3D image into Front Page Editor, click File: Send to Front Page in Ulead COOL 3D and select a file format that you want to save your image as. The Save As dialog box opens, prompting you for a file name. The saved image is then automatically placed into the current page of the Front Page Editor.

File: Update Word File

Opens the Ulead COOL 3D image file that you have previously copied as an OLE object to any Word97 document for editing. As you cannot edit any Ulead COOL 3D image in Word, the File: Update Word File command lets you enhance the original image in Ulead COOL 3D and subsequently update the copied object in Word without having to copy the image again to your document file.

To edit your copied Ulead COOL 3D image from any Word document, simply right-click the image, select C3D Object and click Open. The copied object automatically opens in a new edit window in Ulead COOL 3D, allowing you to make changes as you would any other image files. When done editing, simply click File: Update Word File. Any changes made in Ulead COOL 3D are automatically reflected in the copied image in Word.

File: Save Copy As

Saves a copy of the active Ulead COOL 3D title for future editing. This command allows you to specify a destination and file name for the title.

Set as default size for new document Click to make the image dimensions you specify the default setting for all your image windows.

◻ **Position**   Applies the orientation of the title on the clipboard to the text in the active Ulead COOL 3D window. Use this to make sure that you keep the exact desired location of a title when placed on another window.

◻ **Bevel**   Applies the three-dimensional bevel style of the title on the clipboard to the text in the active Ulead COOL 3D window. Use this to create another title with the same looks quickly instead of setting the Bevel style attributes one by one.

◻ **Color**   Applies the color attributes of the title on the clipboard to the text in the active Ulead COOL 3D window.

◻ **Texture** Applies the texture of the title on the clipboard to the text in the active Ulead COOL 3D window.

◻   **Lights**   Applies the lighting attributes of the title on the clipboard to the text in the active Ulead COOL 3D window.

◻   **Group Position**   Applies the orientation of the entire title as a group on the clipboard to the text in the active Ulead COOL 3D window. Use this to make sure that you keep the exact desired location of a title when placed on another window.

◻   **Camera**   Applies the distance of the title on the clipboard to the text in the active Ulead COOL 3D window.

◻   **Background**   Applies the background title on the clipboard to that of the active Ulead COOL 3D window.

Object Effects Applies the added Object effects on the clipboard to the text in the active Ulead COOL 3D window.

Global Effects Applies the added Global effects on the clipboard to the text in the active Ulead COOL 3D window.

Key frame   Applies the selected attributes of a specific frame on the clipboard to the text in the active Ulead COOL 3D window.

Animation   Applies the selected attributes with the animation settings on the clipboard to the text in the active Ulead COOL 3D window.

Select All Automatically selects all the attributes to be copied to the clipboard. The attributes are only pasted to your active window once you click Edit: Paste.

Click **OK** to save the changes you have made before closing the dialog box. Click **Cancel** to close the dialog box without saving any changes you have made.

Tutorial 1 -- Example

Create an impressive title for a fictional TV show using a variety of fonts, styles, textures, and colors. This example combines a comic font, Jinky, with a symbol font, then applied a preset texture from the EasyPalette.

Tutorial 2 -- Example

A texture from the EasyPalette has been applied to the text in this example to make it look like raindrops are on the text. The camera angle was adjusted to produce an effect similar to that of a fish-eye lens on a camera. To create a more exaggerated fish-eye effect, try increasing the extrusion value.

Tutorial 4 -- Example 1

{mci REPEAT NOMENU,NEW1.AVI}

The effect of text zooming in and out was created by selecting the Move Object tool ⬚ and making the Z axis value smaller in the start frame than the end frame. The text was also rotated through 360 degrees on the X axis.

Tutorial 4 -- Example 2

{mci REPEAT NOMENU,TRYTHIS.AVI}

Create this gradient effect by selecting a different background color for the first and last frames. Also try experimenting with different start and end colors for text. The first frame in this example has a dark magenta background color and the last frame a gray background color. Select Ping ▢ on the Attribute toolbar for a smooth change back and forth between the colors in the first and last frames.

Tutorials

To create a new title, click File: New, or press Ctrl+N. Ulead COOL 3D opens a new window in the workspace, with default settings. Insert text by clicking Edit: Insert Text or by clicking 🔳 on the Standard Toolbar. The Ulead COOL 3D Text dialog box opens, allowing you to type in your text and specify the font attributes, including the font, size, and style (bold,

▣   italic

𝘐   or plain). To edit your text, simply click Edit: Edit Text or click

🔳 on the Standard Toolbar. The current window updates to display your text.

To adjust the spacing between the characters or the lines, simply click **AB AB A↑ A↓** on the Standard Toolbar. Each time you make adjustments, the current window automatically updates the display.

To spin your text through 360˚, click Rotate   🔳   and click Move

🔳   to adjust the position of your title in the current window. To position your text more precisely, enter X, Y and Z coordinates.

Now you have select the basic style for your text, you can adjust the 3D settings that will give your text maximum impact. Ulead COOL 3D's EasyPalette contains a number of preset 3D styles you can drag to the current window to apply to your text. To view them, click Object Style in the EasyPalette. There are a huge collection of galleries with preset styles and attributes. To create a custom effect, use the Attribute Toolbar. You can save your own settings in the EasyPalette by clicking   🔳   on the Attribute Toolbar.

Click Light & Color on the EasyPalette to apply one of the preset styles to your text, or create a custom style by changing the settings on the Attribute Toolbar.

Use the Hue, Saturation and Brightness sliders to adjust these values in your text.   🔳

Once you have selected colors for your text you can alter them further by using lights. Select up to 4 lights, each located in a different position to create shadow and light on different areas of the text, by clicking the Adjust pull down menu on the Attributes toolbar and selecting Light. You may need to experiment a little with different positions before you get the right effect.

▣   Tutorial 1 example

◻ **Brightness** A description of how much light appears to emanate from an image; also referred to as luminance. The two extremes of brightness are black (no light) and white (all light): black represents 0% brightness, while white represents 100% brightness.

◻ **Hue** The quality of a color that sets it apart from other colors with the same base. For example, yellow and orange are different hues.

◻ **Saturation** The degree of a color's purity. A color that is highly saturated will be more pure and appear stronger. Increasing a color's saturation makes it appear quite vivid while reducing saturation makes the color seem washed out.

Tutorials

In Tutorial 1, you learned how to apply a basic color to your text. You can also apply textures and even previously created images to your text for more advanced effects. The Attributes Toolbar and EasyPalette are your two key tools for creating these effects.

Adding textures

Ulead COOL 3D's EasyPalette contains a wide range of ready-made textures. Apply one by clicking on the Texture tab of the EasyPalette. Click the thumbnail of a texture you like and drag it to your text. Once the texture has been applied, use the Attributes Toolbar to adjust its size, position and appearance on your text.

Create a custom effect by applying a previously created file saved in a BMP or JPG file format to your text. Click Use Image on the Attributes Toolbar and select a file from the Open dialog box. You can also adjust the image on the Attributes Toolbar once it has been applied to your text.

Adding a background

Use a ready-made background from the EasyPalette or create a custom background with files saved in a BMP or JPG file format.   ▣
To add a solid background to your text, click Color on the Attributes Toolbar to open the Color dialog box. Adjust the hue, saturation and brightness on the Attributes Toolbar.   ▣

To use an image as your background, either paste the data from the clipboard or click Use Image on the Attributes Toolbar and select a file from the Open dialog box. Adjust the size, position and appearance of the image on the Attributes Toolbar.

If you are using an image for the background of your text, it is likely it will not be the same size as the current window. Click Resize   ▣   to resize the current window to fit the image. Alternatively, click Image: Dimension, and click Use Background Image Size in the Dimensions dialog box.

▣   Tutorial 2 example

Ulead COOL 3D only supports 24-bit (True Color) images.

Create a smooth gradient transition through your animation by selecting a different background color in the first frame to the background color in the last frame.

Tutorials

To add life to your Web Site or PowerPoint presentation, create a transparent GIF from your completed 3D text.

Adding 3D text into your web site

Create a GIF file by clicking Image: Save As - GIF File. Select Transparent background from the Save As GIF File dialog box to make your animation blend in seamlessly with the background of your web page. ▢
Once the image has been created add it your web page as you would any other image.

Inserting 3D titles into Microsoft Office applications

One of the great features about Ulead COOL 3D is that it supports OLE in-place editing. This means you can not only paste a 3D title into presentations created in applications like Word or PowerPoint, but can also edit your title within that application.

Copy your text using the Edit: Copy As – OLE Object command. Open Word or PowerPoint and use the Paste Special command to paste the contents of the clipboard as an OLE object.

Double-click your text to display Ulead COOL 3D's toolbars so you can adjust the properties of the text. The image will update as you make each change. Once you have made all the changes you want, click outside the text block to continue working in your original application.

▢   Tutorial 3 example (You will need a browser to view this sample)

Try to match the Ulead COOL 3D background color as closely as possible to the color of your web page background to get the best possible results.

Tutorials

⬛ **Tutorial 4: Preparing titles for GIF Animation**

Once you have selected properties for your text you can animate it. There are three basic methods to animate your title: moving along a straight line; rotating through the X, Y and Z axes or a combination of both methods. ⬛ However, with Ulead COOL 3D's multiple key frame controlling feature, you can also create multiple paths and come up with more dynamic and advanced animation. There is also a set of plug-in effects that you can always drag to your object to make your animation more lively and fun.

Moving text along a straight line is the simplest method of animation. Click Begin Frame ⬛ to select the first frame of the sequence. Click Move Text
⬛ and move your text to the location you want the animation to begin from. Click End Frame
⬛ to select the last frame and move the text to the location you want to animation to end at. Alternatively, you can enter X and Y coordinates for the start and end frames. Click Play
⬛ to view the animation.

To make your text rotate around selected axes, use the Rotate Text tool ⬛. As with creating a straight line animation, select start and end positions by using the start and end buttons or entering X, Y and Z coordinates.
⬛
The speed at which your animation plays depends on the number of frames you have selected. Ulead COOL 3D's default setting is 10 frames. A higher number of frames will result in a slower, more gradual animation.

Other effects to try:
⬛ Create a "breathing" effect by selecting a low the Weight value in the start frame, and increasing it in the last frame. Select Ping
⬛ and click Play
⬛.
⬛ View your title through a fish-eye lens by increasing the Extrusion value.
⬛ Make your text shrink and grow by selecting the Move Object tool
⬛ and entering a low Z axis value for the Start Frame and a higher value in the End Frame.
⬛ Morph textures by selecting a different start and end texture. Select Ping
⬛ and click Play
⬛.
_____

X Axis Rotates text forwards and backwards.

Y Axis Rotates text left and right.

Z Axis Rotates text clockwise and counterclockwise.

Try to keep the rotations fairly simple, or your text can become difficult to read.

Ulead COOL 3D Explosion Plug-in

Ulead COOL 3D provides a number of plug-in effects that you can apply to your title once you have them installed on your computer. During installation, you can select one or more plug-ins or install all four. The plug-ins include Board, Explosion, Twist, and Fire.
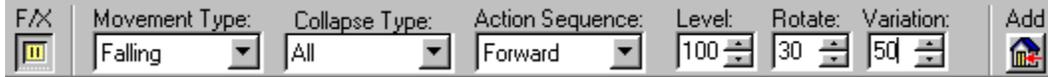
This help file introduces you to the Explosion plug-in and explains how you can customize the effect you apply to your title. To learn more about each property on the Attribute Toolbar as you work along, click the Help button (▣) and click the item in question.

▣   **Note:**   If you have not installed all four plug-in effects during installation but decide to do so at a later time, you may run Setup.exe again from the folder where you install Ulead COOL 3D and select the plug-in effect that you want.

▣   The Explosion effect at a glance
▣   Applying Explosion effects to your title

The Explosion effect at a glance

To activate the Explosion plug-in, first select the Object Effects folder in the EasyPalette and select Explosion. On the Attribute Toolbar, click the F/X button. The Attribute Toolbar then automatically changes to display the attributes for the Explosion effect. The EasyPalette also displays all the preset thumbnails that you can readily apply to your title by simply dragging or double-clicking a selected thumbnail. (Alternatively, you may right-click and select Apply.)

F/X	Movement Type:	Collapse Type:	Action Sequence:	Level:	Rotate:	Variation:	Add
🔲	Falling ▼	All ▼	Forward ▼	100 ⬍	30 ⬍	50 ⬍	🏠

Click the attributes to learn more about each item.

■

Click to add the settings of the current Attribute Toolbar to the appropriate folder in the EasyPalette. Once in the EasyPalette, you can easily recall the settings and apply them to other titles.

■   The EasyPalette
■   Working with the EasyPalette

Click to activate the plug-in effect. The Attribute Toolbar then displays all the attributes for that effect. Only then can you specify the attributes and customize the effect you want to apply to your title. Click again to turn the plug-in effect off.

Explosion: Movement Type

Select the type of explosion effect that you want to apply to your title. The type of explosion you choose affects the overall effect of your animation. Choices include:

Shatter   Creates a full-blown explosion effect in which your title shatters expansively into tiny bits.

Gravity   Creates a bursting effect similar to Shatter but the shattered bits eventually drop and go off the screen.

Descend   Creates a plunging explosion effect in which your title blows up and directly collapses until it gradually goes off the screen. Particles move in a downward position.

Ascend   Creates a mounting explosion effect in which your title blows up and moves in an upward position until it gradually goes off the screen.

Forward   Creates an all-out bursting effect similar to Shatter but your title blows up into larger particles.

Backward   Creates a bursting effect similar to Forward but the particles remain at a certain distance around the blown-up object instead of exploding in an outward direction.

Left   Creates a lateral explosion effect in which your title blows up and moves toward the left side of your screen.

Right   Creates a lateral explosion effect in which your title blows up and moves toward the right side of your screen.

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Applying Explosion effects to your title

Explosion: Collapse Type

Select how you want your text to explode. You have these choices:

- **All** Explodes your entire title thoroughly and instantaneously.
- **Random** Explodes your title at random, blowing up fragments of text a few at a time.
- **Descending** Explodes your title from top to bottom.
- **Ascending** Explodes your title from the bottom up.

- <u>Applying Explosion effects to your title</u>

Explosion: Action Sequence

Specify the order or flow of the explosion effect applied to your title. You have these choices:

- **All** Explodes the characters of your title all at once.
- **Forward**   Explodes your title from the first (left) character to the last (right).
- **Backward**   Explodes your title backwards – from the last character back to the first one.
- **Random**   Explodes the characters of your title at random, blowing up one character at a time.

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Applying Explosion effects to your title

Type in a number between 0 and 100 to adjust the transition level of the explosion effect. The higher the number you specify, the stronger the impact of the explosion becomes. A value of 0 does not apply any explosion effect to your title while a value of 100 generates a full blast explosion.

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Note: If you want to explode your text in the middle of an animation and not from the very beginning, maintain a level of 0 from the first key frame up to the key frame where you want the explosion effect to start.

Applying Explosion effects to your title

Specify the diversity of the particles after the explosion. The higher the value, the more variety the particles have in terms of size and shape.

▢　　　Applying Explosion effects to your title

Specifies the degree of rotation of each particle during explosion. Value ranges from 0 to 100, with the highest value generating a complete rotation.

 Applying Explosion effects to your title

Applying Explosion effects to your title

Applying Explosion effects to your animation adds impact to your web site. You can even customize the explosion effect such as blowing your text up to any degree you specify and to any direction you want.

To explode your title:

1. Click Edit: Plug-ins or select Explosion Effects from the Object Effects folder in the EasyPalette.
2. Click the F/X button on the Attribute Toolbar to activate the effect. Clicking it again turns the plug-in effect off.
3. Select the first key frame. Type 0 in the Level box on the Attribute Toolbar. This determines the extent of the explosion. A value of 0 does not apply any effect to the title while a value of 100 generates a full-blast explosion.
4. Select the next key frame where you want the explosion to end.
5. Specify the attributes for the explosion effect, including the type of explosion, the action sequence, the transition level, and the rotation angle of the particles. Ulead COOL 3D automatically generates the explosion from the specified starting frame to the end frame.

Note: If you want to explode your text in the middle of an animation and not from the very beginning, maintain a level of 0 from the first key frame up to the key frame where you want the explosion effect to start.

Using multiple key frame controls

Ulead COOL 3D Board Plug-in

Ulead COOL 3D provides a number of plug-in effects that you can apply to your title once you have them installed on your computer. During installation, you can select one or more plug-ins or install all four. The plug-ins include Board, Explosion, Twist, and Fire.

This help file introduces you to the Board plug-in and explains how you can customize the effect you apply to your title. To learn more about each property on the Attribute Toolbar as you work along, click the Help button (▣) and click the item in question.

▣   **Note:**   If you have not installed all four plug-in effects during installation but decide to do so at a later time, you may run Setup.exe again from the folder where you install Ulead COOL 3D and select the plug-in effect that you want.

▣   The Board effect at a glance
▣   Applying Board to your title

The Board effect at a glance

To activate the Board plug-in, first select the Object Style: Bevel folder in the EasyPalette and select Board in the Bevel Mode style box on the Attribute Toolbar. The Attribute Toolbar automatically changes to display the attributes for the Board effect.

Click the attributes to learn more about each item.

Click the scroll bar to view more attributes.

Select Board to activate the Board plug-in effect. A three-dimentional board is then automatically pegged onto your active title. The Attribute Toolbar also changes to display the properties of the pegged board.

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Click to add the settings of the current Attribute Toolbar to the appropriate folder in the EasyPalette. Once in the EasyPalette, you can easily recall the settings and apply them to other titles.
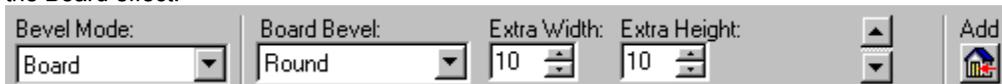
■   The EasyPalette
■   Working with the EasyPalette

The Board effect at a glance

To activate the Board plug-in, first select the Object Style: Bevel folder in the EasyPalette and select Board in the Bevel Mode style box on the Attribute Toolbar. The Attribute Toolbar automatically changes to display the attributes for the Board effect.

Click the attributes to learn more about each item. Click to go back to the previous set of attributes; click to go to the next set of attributes.

The Board effect at a glance

To activate the Board plug-in, first select the Object Style: Bevel folder in the EasyPalette and select Board in the Bevel Mode style box on the Attribute Toolbar. The Attribute Toolbar automatically changes to display the attributes for the Board effect.

Click the attributes to learn more about each item.

Click the scroll bar to go back to the previous set of attributes.

Adjusts the depth of either the title or the 3D board, depending on the selected target bevel control (T | B). If the Adjust Text Bevel is selected, the Extrusion option allows you to specify how much you want to expand the sides of each character from the board to where the bevel starts. If the Board Bevel Control is selected, Extrusion increases or decreases the thickness of the board. The overall effect is also dependent on the choice of the Board bevel style or the Text bevel style on the Attribute Toolbar.

<u>Applying Board to your title</u>

Increases or decreases the intensity of the bevel settings for either the text or the pegged 3D board, depending on the selected target bevel control (▣). If the Adjust Text Bevel is selected, the Weight option allows you to adjust the intensity of the text bevel. If the Board Bevel Control is selected, Weight adjusts the intensity of the board bevel. The overall effect is also dependent on the choice of the Board bevel style or the Text bevel style on the Attribute Toolbar.

▣ Applying Board to your title

Adjusts how much you want to extend the bevel over the text or the board surface, depending on the selected target bevel control (▣). The overall effect is also dependent on the choice of the Board bevel style or the Text bevel style on the Attribute Toolbar.

▣   Applying Board to your title

Adjusts how much you want to stretch the bevel of either the text or the pegged board, depending on the selected target bevel control (▣). The overall effect is also dependent on the choice of the Board bevel style or the Text bevel style on the Attribute Toolbar.

▣_____Applying Board to your title

Adjusts the smoothness of the bevel on either the board or the text surface, depending on the selected target bevel control (▣). Value ranges from 0 to 9. The higher the value, the smoother the bevel appears. Keep in mind, however, that higher precision results in slower rendition of the image. Default precision value is set at 3.

▣ <u>Applying Board to your title</u>

Click T if you want to adjust the bevel settings of your title. Click B if you want to adjust the bevel settings of the 3D board. If selected, all the attributes you specify on the Attribute Toolbar are automatically applied to the text or board bevel, depending on which you selected.

Applying Board to your title

Click to select a shape for your 3D board.

Applying Board to your title

Adjusts how much you want to extend the width of the board. Type a value between 0 and 100.

⬜ Applying Board to your title

Adjusts how much you want to extend the height of the board. Type a value between 0 and 100.

 Applying Board to your title

Allows you to create a new title for the back text on the other side of the pegged 3D board. The Text Entry dialog box of your active title then opens, prompting you to type your new text. The Back Text button appears dimmed if the Use Front check box is selected.

Applying Board to your title

Flips your back text upside down.

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☐   Applying Board to your title

Select the type of edge you want for your title.

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     Selecting bevel style
     Applying Board to your title

Select the type of edge you want for the board.

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Select the Use Front check box if you want to use the same title on the other side of the board. To create a new title for the back text, simply leave the box cleared and click the Back Text button. The Text Entry dialog box automatically opens, allowing you to type the new text.

Applying Board to your title

Applying Board to your title

The Board effect is a rather unique feature in which a 3D board is pegged to your title, allowing you to place two different sets of text on both sides of the board. To apply to your title:

1. Click the Object Style: Bevel folder in the EasyPalette.
2. In the Bevel Mode style box, select Board. A 3D board is automatically attached to the active title. The Attribute Toolbar also changes to display the appropriate settings for the Board plug-in effect.
3. Specify the attributes of the effect. Scroll down the Attribute Toolbar to view more property settings. You can specify the attributes of both the title and the 3D board by switching between the Text Bevel Control and the Board Bevel Control. Select the shape, bevel style, extrusion, weight, and depth, among others, on the Attribute Toolbar.
4. You may create a different title for the back text – the other side of the 3D board. To assign a new title, click the Back Text button. The Text Entry dialog box opens, allowing you to enter your new title for the back text.

   Note: Make sure the Use Front check box is left cleared before clicking the Back Text button.
5. Similarly, you may also use the active title for the back text. To use only one title for both sides, click the Use Front check box.

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<u>Using multiple key frame controls</u>

Ulead COOL 3D Twist Plug-in

Ulead COOL 3D provides a number of plug-in effects that you can apply to your title once you have them installed on your computer. During installation, you can select one or more plug-ins or install all four. The plug-ins include Board, Explosion, Twist, and Fire.

This help file introduces you to the Twist plug-in and explains how you can customize the effect you apply to your title. To learn more about each property on the Attribute Toolbar as you work along, click the Help button (▣) and click the item in question.

▣ **Note:** If you have not installed all four plug-in effects during installation but decide to do so at a later time, you may run Setup.exe again from the folder where you install Ulead COOL 3D and select the plug-in effect that you want.

▣   The Twist effect at a glance
▣   Applying Twist effects to your title

The Twist effect at a glance

To activate the Twist plug-in, first select the Object Effects folder in the EasyPalette and select Twist. On the Attribute Toolbar, click the F/X button. The Attribute Toolbar then automatically changes to display the attributes for the Twist effect. The EasyPalette also displays all the preset thumbnails that you can readily apply to your title by simply dragging or double-clicking a selected thumbnail. (Alternatively, you may right-click and select Apply.)
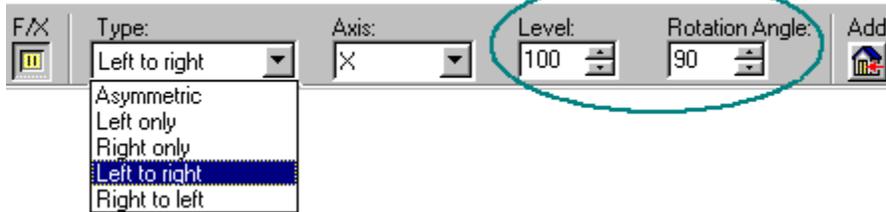

Click the attributes to learn more about each item.

The Twist effect at a glance

To activate the Twist plug-in, first select the Object Effects folder in the EasyPalette and select Twist. On the Attribute Toolbar, click the F/X button. The Attribute Toolbar then automatically changes to display the attributes for the Twist effect. The EasyPalette also displays all the preset thumbnails that you can readily apply to your title by simply dragging or double-clicking a selected thumbnail. (Alternatively, you may right-click and select Apply.)

Click the attributes to learn more about each item.

■

Click to add the settings of the current Attribute Toolbar to the appropriate folder in the EasyPalette. Once in the EasyPalette, you can easily recall the settings and apply them to other titles.

■　　　The EasyPalette
■　　　Working with the EasyPalette

Click to activate the plug-in effect. The Attribute Toolbar then displays all the attributes for that effect. Only then can you specify the attributes and customize the effect you want to apply to your title. Click again to turn the plug-in effect off.

Twist: Type

Select the type of twisting effect you want to apply to your title. Choices include:

☐　　　**Asymmetric** Stretches and twists both ends of your title with the middle point of your title as the twisting center. Both ends are twisting in opposite direction.

☐　　　**Left Only** Stretches and twists the left side of your title while keeping the other end in its original form as specified in the first key frame on the Animation Toolbar.

☐　　　**Right Only** Stretches and twists the right end of your title while keeping the other end in its original form as specified in the first key frame on the Animation Toolbar.

☐　　　**Left to Right** Gradually twists and rotates your title from left to right.

☐　　　**Right to Left** Gradually twists and rotates your title starting from right to left.

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☐　　　Applying Twist effects to your title

Select which specific axis of your title you want to twist.

 Applying Twist effects to your title

Type in a value to specify the distortion degree of your title. The value range is between -360 and 360. This option is only active when any among the Twisting Types, ''Asymmetric,'' ''Right Only,'' and ''Left Only,'' is selected.

Applying Twist effects to your title

Type in a value to specify the degree of rotation. Value ranges from -360 to 360. This option is only active when either one of the Twisting Types, "Left to Right" and "Right to Left," is selected.

Applying Twist effects to your title

Type in a value between 0 and 100 to adjust the transition level of the twist effect. A value of 0 does not apply any twist effect to your title while a value of 100 generates a full twist. This option is only active when either one of the Twisting Types, ''Left to Right'' and ''Right to Left,'' is selected.

Applying Twist effects to your title

Applying Twist effects to your title

The Twist effect stretches and rotates your title according to the settings you specify. Whether you want your text or object to render a 360-degree turn or let it rotate from one end to the other, the Twist effect is an efficient tool in creating dynamic animation.

To apply Twist effect to your title:

1. Click Edit: Plug-ins or select Twist from the Object Effects folder in the EasyPalette.
2. Click the F/X button on the Attribute Toolbar to activate the effect. Clicking it again turns the plug-in effect off.
3. Specify the attributes of the Twist effect by selecting the twisting type, indicating which among the X, Y, and Z axis is your object twisted about, adjusting the rotation and the skew angle.

Using multiple key frame controls

Ulead COOL 3D Fire Plug-in

Ulead COOL 3D provides a number of plug-in effects that you can apply to your title once you have them installed on your computer. During installation, you can select one or more plug-ins or install all four. The plug-ins include Board, Explosion, Twist, and Fire.

This help file introduces you to the Fire plug-in and explains how you can customize the effect you apply to your title. To learn more about each property on the Attribute Toolbar as you work along, click the Help button (🔲) and click the item in question.

🔲 **Note:** If you have not installed all four plug-in effects during installation but decide to do so at a later time, you may run Setup.exe again from the folder where you install Ulead COOL 3D and select the plug-in effect that you want.

🔲   The Fire effect at a glance
🔲   Applying Fire effects to your title

The Fire effect at a glance

To activate the Fire plug-in, first select the Global Effects folder in the EasyPalette and select Fire. On the Attribute Toolbar, click the F/X button. The Attribute Toolbar then automatically changes to display the attributes for the Fire effect. The EasyPalette also displays all the preset thumbnails that you can readily apply to your title by simply dragging or double-clicking a selected thumbnail. (Alternatively, you may right-click and select Apply.)

Click the attributes to learn more about each item.

Click to add the settings of the current Attribute Toolbar to the appropriate folder in the EasyPalette. Once in the EasyPalette, you can easily recall the settings and apply them to other titles.

The EasyPalette%!JumpId(U3DEDIT2.HLP>ref,EasyPalette)
Working with the EasyPalette

Click to activate the plug-in effect. The Attribute Toolbar then displays all the attributes for that effect. Only then can you specify the attributes and customize the effect you want to apply to your title. Click again to turn the plug-in effect off.

Adjusts the maximum flame applied to a title. Value ranges from 10 to 200.

Applying Fire effects to your title

Adjusts the wave amplitude of the applied fire effect such that the flame appears wavy. The higher the value you specify, the more "wavy" it looks.

⬜____Applying Fire effects to your title

Adjusts the direction of the fire as blown from outside.

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🔲   Applying Fire effects to your title

Applies soft edge to the title such that the latter blends well with the flame effect.

■   Applying Fire effects to your title

Adjusts the wavelength of the fire ripple.

Applying Fire effects to your title

Adjusts the dullness of the fire effect applied to your title. A small value results in a smoky effect.

Applying Fire effects to your title

Click the color squares to specify the inner, middle, and outer color of the fire effect. The Color dialog box opens, allowing you to select a color.

 Applying Fire effects to your title

Burns the inside of your object or title title, making the entire object or title in flames. When Burn Inside check box is selected, the Soft Inside attribute appears dimmed.

Applying Fire effects to your title

Applying Fire effects to your title

The Fire plug-in creates an impressive effect by making your object or title appear as though it is in flames. However, you can also produce an icy effect by adjusting the colors and combining some of the parameters.

To explode your title:

1. Click Edit: Plug-ins or select Fire from the Global Effects folder in the EasyPalette.
2. Click the F/X button on the Attribute Toolbar to activate the effect. Clicking it again turns the plug-in effect off.
3. Specify the attributes of the Fire effect and adjust the strength, ripple, direction of the fire, and apply soft edge to make the effect look more natural and impressive. Also specify the colors for the fire effect – the innermost layer, the outermost layer, and the core of the flame.

Using multiple key frame controls