Welcome to Ulead COOL 3D 2.0

READ ME FIRST!

July, 1998

This Read Me document provides basic information about Ulead COOL 3D 2.0. Please read this file before you start using Ulead COOL 3D.

Table of Contents

1. Overview

Ulead COOL 3D™ 2.0 is 3D titling software that lets anyone create impressive animated 3D text with special effects.

Real-time drag-and-drop editing makes it simple to produce eye-popping 3D titles, logos and animated graphics for Web pages, digital video, multimedia titles, presentations and more.

Ulead COOL 3D uses Microsoft Direct3D to create and render 3D titles. It offers users all the essential elements and functions of a standard 3D program, including bevel, color & lighting, texture, motion, and camera perspective controls, providing the ultimate in versatility and creativity. In addition, Ulead COOL 3D supports multiple objects and lets you import 2D graphics. Apply Twist, Fire and Explosion effects that are truly amazing.

Creating 3D text has never been easier and never this cool!

2. What's new in version 2?

- Multiple text lines
- Multiple objects
- Unlimited text attributes
- Import 2D graphics (WMF/EMF)
- Text alignment (right, left, center)
- Separate settings for each bevel means you can map different textures onto each 3D face and bevel
- Use plug-ins for unlimited bevel styles
- Key frames & timelines for each object/attribute gives you precise animation control
- Fire, Explosion and Twist plug-in effects
- Mount objects on boards to create double-sided animations
- Export/Import support for the Ulead COOL 3D EasyPalette
- Insert Ulead COOL 3D objects into FrontPage
- 199 levels of undo

3. Before you start

- For Windows NT 4.0 users, make sure that you are logged on as an Administrator before you install or uninstall Ulead COOL 3D.
- Before you start, please make sure you have registered. After registering, you are eligible to get a new, free plug-in Shadow effect from the Ulead web page (www.ulead.com).
- Please make sure that Microsoft DirectX is installed properly in your system. For Windows 95, please use DirectX 5.0 or higher. For Windows NT, use DirectX 3.0 or higher. For Windows 98, DirectX will already have been installed on your system. DirectX drivers are included on this CD, or you can download them from the Microsoft web site.
- You can import 2D graphics (WMF/EMF files) in Ulead COOL 3D 2 and adjust the extrusion to create 3D titles. Enhanced meta files (EMF) are recommended for best results. This version of Ulead COOL 3D does not support WMF files that do not include any vector data; for example WMF files created in Ulead PhotoImpact can not be imported. In addition, only closed paths are supported. Please make sure the paths on your imported files meet this criterion.
- The maximum resolution size of images you can open in Ulead COOL 3D 2.0 is equal to the maximum resolution supported by your system.
- You can add any animation presets to the EasyPalette while playing an animation, but the Template-Composition folder, which records templates you may want to re-use again, will only keep the current frame. You can drag & drop this frame into an open document or create a new window.
- You can insert Ulead COOL 3D objects from within FrontPage Editor, but FrontPage Express, which is installed with Windows 98 must be the default setting. When you want to use this function, please make sure you have installed FrontPage before installing Ulead COOL 3D.
- If you want to use the presets from Ulead COOL 3D version 1 and integrate them with version 2, import them by right-clicking on a thumbnail in the EasyPalette, and select the Import command.

4. Trouble shooting

In some machines, DirectX 5.0/5.2 may cause conflicts when using Optimize display mode in Ulead COOL 3D. Please download and install the latest version of DirectX if you experience this problem.

5. Contacting Ulead

Your comments and suggestions to improve our software are most welcome. **Please send them to support@ulead.com.tw**. Thank you very much.