Ulead® COOL 3D™ Version 3.5

The Coolest Way to Hot 3D Graphics!

Features & Benefits

Ulead® COOL 3D™ 3.5 allows designers of all levels to create high-impact, animated 3D titles and graphics for output as still images, GIF animation, broadcast-quality video or 3D Macromedia® Flash™.

CREATE
Produce designs with text, 3D shapes. Make your own graphics with the Path Editor.

ADD EFFECTS
Drag-and-drop hundreds of amazing effects from the EasyPalette™. See the results instantly!

ANIMATE
Control animation with key frames. Show or hide any object during your sequence

OUTPUT
Create Raster- or Vector-based Flash™, Animated GIFs, video or images with one click!

Program Basics

- Real-time, zoomable WYSIWYG editing environment.
- 199 levels of undo for optimal creativity.
- Save custom settings for reuse with the Add button.
- Switch among Draft, Fair, Better, Best and Optimal Display and Output quality settings.
- **NEW!** Instantly change display and output individual objects to Wireframe
- Shortcut keys to switch among tools and 3D faces.
- Set image dimensions by pixel, inch, or centimeter independent of the background image size; Or, set image dimensions using video and Web banner standards.
- Copy and paste as BMP, OLE and Ulead object text/objects
- Copy and paste attributes between Ulead COOL 3D documents.
- Playback Cache for faster previewing of animations.
- Apply HAL rendering for faster previews
- Support for additional Ulead COOL 3D Plug-Ins.
- Download FREE presets and objects within the program.

3D Text and Objects

- Insert and edit text/objects with the Object toolbar.
- Supports 128 characters per object with an unlimited number of objects.
- Customize 3D settings with the Attribute toolbar.
- Group and ungroup individual text-objects with the Object Manager; rename and delete subgroups.
- Create geometric shapes such as Cubes, Pyramids, and
- **NEW!** Frustum, Metaball (transcending sphere), Single Cone, and Torus (for doughnut-like shapes).
- Import DirectX® files for importing detailed, asymmetrical objects
- Work with any True Type font, including symbol fonts.
- Instant font previews for easy selection.
- Easily increase and decrease text/object width, height and depth, as well as alignment.
- Control character and line spacing.
- Quickly split text to apply different attributes to individual characters.
- Advanced texture mapping for front, front-bevel, side, back, and back-bevel faces.
- Apply Object quality setting to text/objects for a smoother appearance.

NEW! EnVector

The Bonus EnVector module is an easy-to-use 3D solution for creating either vector 3D text or 3D objects that can be output as vector-based Macromedia® Flash™ movies.

- Familiar Ulead COOL 3D, WYSIWYG editing environment.
- Export objects as vector-based Flash™ (SWF) files.
- Separate application allows precise, time-saving view of vector output.
- 2D Rendering Engine for better control of 2D output.
- Save dedicated EnVector files (C3V).
- Vector-based Flash (SWF) offers smaller file sizes and better scalability compared to raster.
- Objects remain editable when imported into Macromedia® Flash™.

The Path Editor

- **Shape Tool** – Create simple vector shapes, such as circles, squares, polygons and stars with settings to customize the sides and points.
- **Object Tool** – Resize, distort, rotate, slant and change the perspective of paths.
- **Path Tool**- Add curves and lines, and create closed paths.
- **Freehand Tool** – Draw freehand and apply an accuracy setting.
- **Adjust Tool** – Select, add and subtract control points, plus define the attributes for curve segments and types of curves.
- **Zoom in/out** – Zoom control for added convenience.
- **Undo/Redo** – 99 level of undo within the Path Editor.
- **Import Graphics** – Import EMF and WMF files for further editing.
- **NEW! AI Input** – Import Adobe® Illustrator® (AI) 8.0 files to create graphic objects.
- **Background Image** – Import JPG and BMP images as a working template for manual tracing.
- **Convert to Vector** – Auto-trace simple raster images, with settings for tolerance, jump points and threshold.

3D Animation

- Easy-to-use Animation toolbar
- Multiple key frame control over the style of all objects with separate timelines for each style.
- Move between independent key frames and set the number of key frames in the animation.
- Add and subtract the first & last key frame of plug-in effects.
- **NEW!** Remove All command for Keyframes or Keyframe Properties
- Show and hide text\objects.
- Reverse key to start with last frame, end with first

The EasyPalette™

Ulead COOL 3D's revolutionary EasyPalette instantly displays visual drag-and-drop presets. Arranged for fast navigation, this makes working with Ulead COOL 3D easy

The Studio Folder
- **Compositions, Backgrounds, Shapes, Symbols, Motion** and **Camera**
- **NEW! Grouped Objects –** Stores thumbnails of grouped graphics.

The Objects Styles Folder
- **Gallery, Bevel, Light & Color, and Texture**
- **NEW! Texture Emboss** – Create realistic surface textures.

The Bevel Effects Folder
- Five impressive Bevel Effects: **Board, Custom, Frame, Hollow and Imprint**

The Objects Effects Folder
- **Bend, Dance, Distort, Explosion, Motion Path, Path Animation, Surface Animation, Token-based Motion and Twist**
- **NEW! Text Wave Effect** – Make text/objects move in waves.

Transition Effects Folder
- **Blast Effect** –Explode apart & replace characters with new text.
- **Bump Effect** – Knock over & replace characters with new text.
- **Jump Effect** – Drop characters on top of other characters, eventually replacing with new text.

Global Effects Folder
- **Fire, Glow, Motion Blur, and Shadow**
- **NEW! Lightning Effect**

Output for the Web, Video and Print

- File format support for BMP, GIF, GIF Animation, JPG, TGA, AVI, MOV and RealText® 3D.
- **NEW!** EnVector outputs vector-based Flash™
- **ENHANCED!** Output high-resolution raster-based Flash (SWF) files for use in Flash projects.
- Allows output to 32-bit AVI with alpha channel transparency, perfect for fast video overlays.
- **NEW!** RealNetworks® RealVideo® (RM) file format for Web streaming.
- Comprehensive GIF options include frame delay, optimization, and status report
- Integration with Ulead® SmartSaver™.
- JPG options: Quality, subsampling, output resolution (screen, print, customize) and progressive compression.
- TGA with alpha channels and transparent background.

- Interlacing of MOV, AVI, BMP, JPG and TGA sequence files.
- Ulead VIO support, i.e. more options in the video Save As dialog box.
- OLE 2 and Ulead object linking for in-place editing support.
- Microsoft FrontPage integration.

System Requirements

- Intel® Pentium® compatible processors (Pentium 166 with MMX or above recommended).
- Microsoft Windows® 98 or higher
- 32MB RAM (128MB RAM recommended).
- 200MB available hard disk space (300 MB recommended).
- DirectX® 6.0 driver or above.
- HiColor or True Color display adapter and monitor.
- CD-ROM drive.
- Windows compatible pointing device.

OPTIONAL PLUG-INS:

PLUG-IN MADNESS II PACK
- **Explosion 2 (Object) Effect** – Apply 3D particles in the explosion and specify the motion path of shattering pieces.
- **Facet (Bevel) Effect** – Peg 3D text/objects onto 3-, 4- or 5-sided bevel faces.
- **Human Motion (Object) Effect** – Give lifelike motion to animations such as walk, jump and dance.
- **Merge Control (Global) Effect** – Color merge text/objects like Hue & Saturation, Hue only, Saturation only, Luminosity only, If Lighter, If Darker, Lighting, and Difference in relation to the background.
- **Outline (Bevel) Effect** – Reduce text/objects to its outline structure and then put a twist in it.
- **Reflection (Global) Effect** – Create mirror images to animations, determining the position and aspect of the reflection.
- **Token-based (K) Motion Effects** – *Skew, Move, Rotate,* and *Size* individual text/objects in forward, backward or in random order using different X, Y, and Z combinations, assigning different attributes between the key frames.

PLUG-IN MADNESS III PACK
- **Lens Flare (Lighting) Effect** – Add some "flare" to your project with this handy effect.
- **Spotlight (Lighting) Effect** – This grand effect puts your work in the spotlight.
- **Light Bulb (Lighting) Effect** – Lets light bulbs (plus stars and more, depending on the settings) dance across your project.
- **Fireworks (Lighting) Effect** – Animate your work with a fantastic collection of fireworks.
- **Sparkler (Lighting) Effect** – Adds a little sparkle, or even a full Roman candle.
- **Cloud (Global) Effect** – This is a global plug-in that creates realistic cloud and smoke effects.

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