Ulead®

GIF Animator™ 5

The Power to Animate

Facts & Features

Ulead GIF Animator 5 is the world's most robust and affordable GIF animation tool, delivering industry-leading features for composition, editing, special effects, optimization and output in a single package.

Fast and Easy Animation

1 COMPOSE
Create dynamic animation with precise object-based layering control.

2 ADD EFFECTS
Apply animated text effects, video effects, transitions and even Photoshop filters.

3 OPTIMIZE
Ensure fast-loading animation with the latest image compression techniques.

4 OUTPUT
Save to a wide variety of file formats, including GIF, Flash, AVI, MPEG and QuickTime.

Getting Started

PROGRAM BASICS

- Install and Uninstall utilities
- Helpful context-sensitive help
- Convenient right-mouse button contextual menus
- Multiple Undo and Redo history of up to 50 actions

INTUITIVE INTERFACE

- Object-based workspace supports True Color source objects
- Tab-based workspace with Edit, Optimize and Preview modes
- Object Manager controls a common pool of objects for all frames
- Frame Panel displays filmstrip view for easy object animation
- Tool Panel provides built-in image editing tools for fast touchups
- Attribute Toolbar gives quick access to all relevant options
- Preview animation directly in the composition workspace
- Customize toolbar positioning with a floating/dockable interface
- Create presets for drop-down menus throughout the program
- Change thumbnail sizes for the Object Manager and Frame Panel

ANIMATION WIZARD

- Select canvas size with standard banner ad presets
- Easily add images, video or other animation
- Set frame duration for desired animation timing
- Populate Frame Panel with frames from multiple frame files
- Open PhotoImpact, Photoshop and Paint Shop Pro layers as objects

Compose

MANAGING OBJECTS

- Add image, text, animated text and PhotoImpact path objects
- Object Manager controls object layering, visibility and locking
- Control object properties like transparency and shadows
- Trim object borders to remove unused transparent areas
- Reuse GIF Animator UGA project files which retain source objects

ADDING OBJECTS

- Add Images as separate objects
- Add Video or other animation as separate frame objects
- Merge video or other animation into existing frames
- Import path objects from PhotoImpact files
- Drag-and-drop files directly from Windows Explorer
- Open PhotoImpact, Photoshop and Paint Shop Pro layers as objects
- Add text objects or animated text objects
- Flatten selected frames into single objects
- Merge selected objects into single objects

EDITING OBJECTS

- Tool Panel provides built-in image editing tools for fast touchups
- Tool Panel includes selection, paint and transform tools
- Selection tools include rectangle, ellipse, magic wand and lasso
- Invert selections or load selections from a file
- Apply anti-aliasing or soft edges to selections
- Paint tools include paintbrush, eraser, fill and eyedropper
- Select square and round paintbrush heads
- Adjust paintbrush size, transparency and soft edge
- Fill based on the similarity of surrounding colors to the selected pixel
- Set the degree of transparency in a fill area
- Transform objects by resizing or rotating on a variable axis point
- Add shadows and set transparency for objects
- Convert text or path objects into image objects
- Split animated text objects into individual text objects
- Edit objects in external image editors with roundtrip auto-updating

TEXT OBJECTS

- Add always-editable text objects with the Text Tool
- Control text formatting at the character level
- Format for font face, font size and font style
- Set kerning, baseline shift, character spacing and text alignment
- Specify horizontal or vertical text orientation
- Apply anti-aliasing to smooth edges on text
- Add color and gradient fills to text objects
- Add shadow and neon effects

ANIMATING OBJECTS

- Display multiple frames as a filmstrip in the Frame Window
- Add, duplicate and delete frames with Frame Window controls
- Preview animation with Frame Window controls
- Reorder frames by drag-and-drop positioning
- Automatically reverse the order of selected frames
- Set frame properties like frame title, delay time and removal method
- Move objects to different positions for individual frames
- Pinpoint object positioning and object size with numeric entry
- Tween objects across frames, setting starting and ending positions
- Tween among existing frames or generate intermediate frames
- Synchronize object position, visibility and transparency
- Distribute selected objects to frames by sequential layer order
- Align and center selected objects

ADD EFFECTS

ANIMATED TEXT EFFECTS

- Create always-editable animated text objects
- Control text formatting at the character level
- Choose from 13 different move-in and move-out effects
- Set number of frames generated for move-in and move-out paths
- Set delay times for frames
- Set delay time for key frame
- Add shadows to animated text objects in real-time
- Add neon and glow effects to animated text objects in real-time
- Specify position and active area for animated text objects
- Distribute to existing frames or generate intermediate frames

VIDEO EFFECTS & FILTERS

- Apply 16 video transitions, from standard wipes to 3D effects
- Apply 10 video filters, from camera lens effects to gradient effects
- Take advantage of Photoshop compatible filter plug-in support

OPTIMIZE

OPTIMIZATION WIZARD

- Select optimization presets based on line art or photo animation
- Perform difference analysis to remove redundant image information
- Choose a global optimized palette or local palettes for each frame
- Display optimization statistics, including file size and download time
- Preview animation with option to save as a GIF file

OPTIMIZATION TECHNIQUES

- Optimize by presets, target file size or compression ratio
- Batch optimize GIF animation by folders or by selected files
- Perform difference analysis to remove redundant image information
- Apply variable amounts of dither and lossy GIF compression
- Preserve local palettes per frame or convert to a global palette
- Display before-and-after animated views in Optimize mode

COLOR PALETTE MANAGEMENT

- Create, save and load user-defined color palettes
- Add, delete, edit and lock entries in the Color Palette
- Snap palette entries to browser-safe colors in the Web Safe Palette
- Edit the global palette or preserve local palettes for individual frames
- Web Snap sets the proximity of colors to the Web Safe Palette
- Palette weighting reserves more palette entries for red, green or blue
- Sort Color Palette entries by RGB or HSB channels
- Ulead Color Picker displays in RGB, HSB and hexadecimal values

OUTPUT

PREVIEW OPTIONS

- Play True Color animation directly in Edit mode
- Display before-and-after animated views in Optimize mode
- Render in Preview mode with built-in Internet Explorer engine
- Send to Netscape, Internet Explorer and other browsers for testing

EXPORT OPTIONS

- Reuse GIF Animator UGA project files which retain source objects
- Write GIF global properties, such as looping and the comment block
- Use roundtrip auto-updating with objects in external image editors
- Export GIF Animator objects to PhotoImpact and Photoshop layers
- Create True Color AVI, QuickTime, MPEG and AutoDesk Animation
- Save as raster-based True Color Flash animation
- Generate HTML files to display GIF animation in Web browsers
- E-mail self-playing animated greetings with messages and music
- Output animation frames as numbered JPEG or PNG files
- Set GIF animation as Windows Active Desktop Item

TECHNICAL SPECIFICATIONS

FILE FORMAT SUPPORT

- **Import**

  BMP, EPS, GIF, IFF, IMG, JPEG/JPG, MAC, MSP, PCD, PICT, PCX, PNG, PSD, PSP, TGA, UFO, UGA, AVI, FLC/FLI/FLX, MOV/QT, MPEG/MPG
- **Export**

  GIF, JPEG/JPG, PNG, PSD, UFO, UGA, AVI, FLC/FLI/FLX, MOV/QT, MPEG/MPG, raster-based SWF, HTML, EXE

SYSTEM REQUIREMENTS

- Intel Pentium compatible processors
- Microsoft Windows 95, 98, NT 4.0 SP5 or higher, 2000, Me
- 64MB of RAM
- 20MB of available hard drive space
- CD-ROM drive
- True Color or HiColor display adapter and monitor
- Windows compatible pointing device

ULEAD

CREATIVE INTELLIGENCE

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