

Ulead COOL 3D 3.5

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What's New

Ulead COOL 3D 3.5 presents a radical development with its powerful new complementary component, the EnVector Module. EnVector provides the ability to export animations as Flash files that have the ability to be edited as pure vector objects, and also animated within Flash.

The main module continues to move from strength to strength with its expanded range of geometric objects and plug-ins, enhanced texture options and greater diversity of export formats.

EnVector Module

New **EnVector Module** enables you to create objects that can be exported as vector-based objects, in Macromedia Flash (*.SWF) files. These export files can be edited as vector-based objects, and animated within Flash. This compatibility combines the potential and capabilities of object creation through Ulead COOL 3D's superior drawing tools, with the progressiveness of universally accepted Flash animations.

Note: *Objects in the EnVector Module are pure vector objects, and cannot support textures or backgrounds other than single colors. Any such properties will be lost when opening your objects in EnVector.*

EnVector has been designed with an almost identical interface to the main module for consistency and ease of learning.

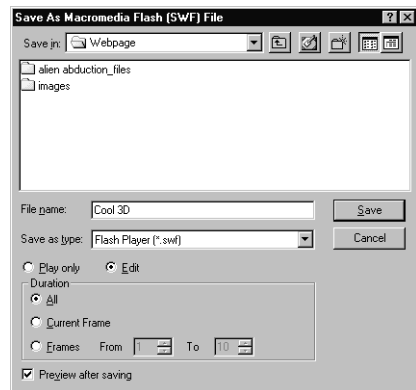
Note: *There can be only one object in each EnVector project, therefore features in the main module that pertain to multiple objects, such as the Object Manager, EasyPalette's Bevel function, and the Grouped Object and Composition folders, are not available. Functions that insert objects are disabled when there is already an object in the project.*

EnVector can be run simultaneously with the main module of Ulead COOL 3D.

The file extension of working files saved in the main module is .C3D, while the file extension of files saved in EnVector is .C3V. Both file types can be opened in either module.

To export a Flash file:

- 1 Select **File: Export To Macromedia Flash (.SWF)**.
- 2 Input a name for the export file, then select either:
 - **Play only** Exports a Flash file that cannot be edited in Flash, but can be linked to a Web page; or
 - **Edit** Exports a Flash file that can be edited and animated in Flash.
- 3 Select whether the entire animation, a single frame, or a range of frames is to be exported in **Duration**.
- 4 After selecting whether to preview the animation after saving, click **Save**.



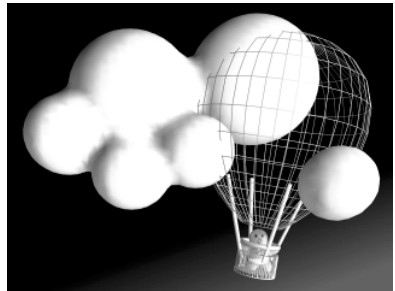
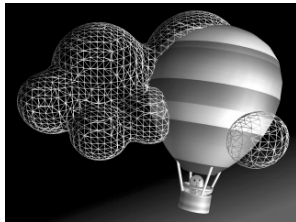
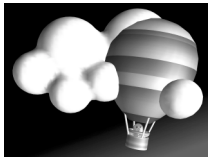
New Features

Wireframe Display

In both modules of Ulead COOL 3D 3.5, objects can now be displayed as wireframes. Wireframe mode renders your objects as geometric models, displaying them as structures made up of straight and curved lines, and giving them an architectural quality.

Objects can also be exported in all the available formats as wireframes.

The display mode can be toggled from the **Standard Toolbar**.



Adobe Illustrator file import

With ever-increasing versatility, COOL 3D now supports the import of Adobe Illustrator (*.AI) files directly into the workspace.

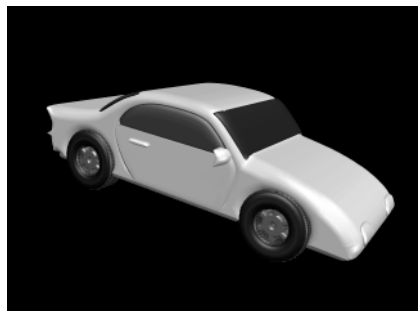
To import Illustrator files, select **File: Import Graphics** (or press **F5**).

Note: Ulead COOL 3D does not currently support Illustrator files versions 9 and above.

Grouped Objects

Ulead COOL 3D 3.5 packages an assortment of ready-made objects constructed using Ulead COOL 3D objects. Not only can you use these directly in your animations, but these objects showcase the potential to build complex and sophisticated objects from basic objects.

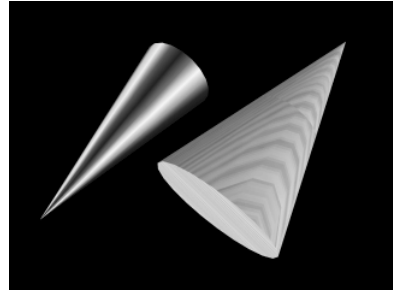
To use these objects, select **Studio** in the **EasyPalette**, then select **Grouped Objects**.



New Objects

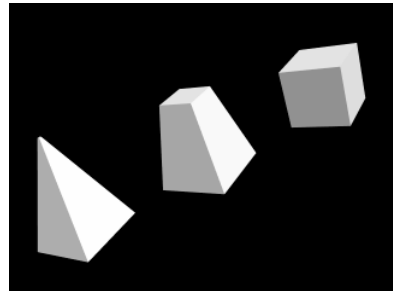
Single Cone

The **Single Cone** is a basic cone with a flat, circular base. Textures, colors and lighting effects can be applied separately to the base and to the curved surface.



Frustum

The **Frustum** is a truncated square-based pyramid. Tweaking its dimensions can result in an object that closely approximates a pyramid, a cube, or a rectangular prism of virtually any proportions. Each face of the frustum can be individually selected to apply color, lighting and texture effects.

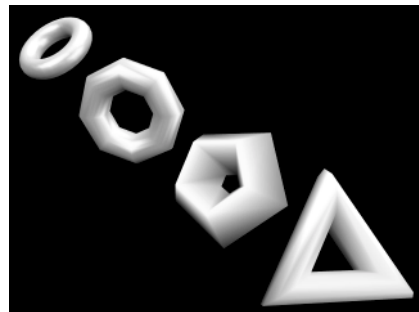


Torus

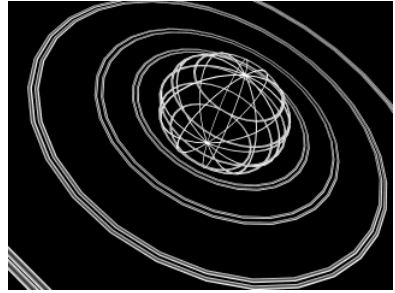
A **Torus** in its most elementary form is a doughnut-shaped object. COOL 3D provides versatile options for tweaking it to become an object most unlike an ordinary doughnut. In addition to being a circular or curved object, a torus can be a regularly shaped polygon, and its side curvature can be faceted to create polygonal shapes through its cross-section.

To create and tweak a torus:

- 1 Select **Torus** from the Object Menu.
- 2 Adjust the following settings in the **Geometric Toolbar**:
 - **Radius** Determines the size of the opening in the center of the torus.
 - **Thickness** The radius of the torus through its cross-section.
 - **Sides** The number of sides of the torus as a polygon. It can have from three (triangular torus) up to 30 sides (virtual circle). The greater the number of sides, the rounder the torus becomes.



- **Curvature** The number of sides of the torus through its cross-section. The torus can have from three sides (triangular cross-section) up to 30 sides (circular cross-section).



Metaball

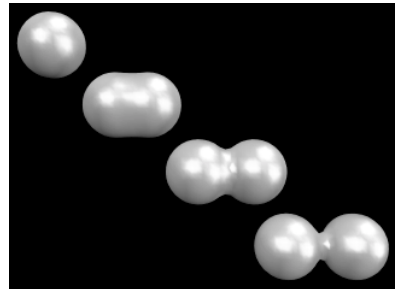


A **Metaball** initially appears as a single sphere. The number of sphere units within the metaball can be increased by clicking **Add** on the **Geometric Toolbar**. Each one can be individually resized, and moved by adjusting the settings on the Geometric Toolbar, resulting in an intricately rendered arrangement of fused spheres.

The spheres of a metaball can be moved apart till they appear to be entirely separated, but changes of color, texture, rotation, position and size rendered to the metaball will affect all of its spheres.

To create and tweak a metaball:

- 1 Select **Metaball** from the Object Menu.
By default, a metaball is created at the axial center of the workspace (0,0,0) with a radius of 20 pixels.
- 2 Adjust the following settings in the **Geometric Toolbar**:
 - **Element** Indicates the sphere that is currently being adjusted. The number displayed represents the creation order.
 - **Add sphere** A new sphere in a metaball will always be added at the same size and center as the current position of the sphere indicated in **Element**.
 - **Remove sphere** Removes the sphere currently displayed in **Element**.
 - **X, Y & Z Offset** Displays the position of the selected sphere in each axis. These coordinates are relative to the center of the original metaball; not the absolute position of the workspace.
 - **Level** Determines the amount which spheres will fuse with each other. The greater the level, the thicker the bond.



New Plug-ins

Lightning Effect

The **Lightning** plug-in is a Global Effect that throws bolts of lightning over your objects. Either use presets included with the plug-in, or create your own effects with precise control using the **Attribute Toolbar**.



To use the Lightning effect:

1 Ensure there is at least one object in the project.

2 Select **Global Effects**, then select **Lightning** in the **EasyPalette**.



3 Click **F/X** on the **Attribute Toolbar**. Double-click, or drag and drop a lightning preset to the project.

4 Adjust the following settings, which apply to the entire lightning bolt, in the **Attribute Toolbar**:

- **Opacity** The extent to which the background can be seen through the lightning bolt.
- **Length** The percentage of the length of the lightning bolt to be shown.
- **Width** The overall width of the lightning bolt.

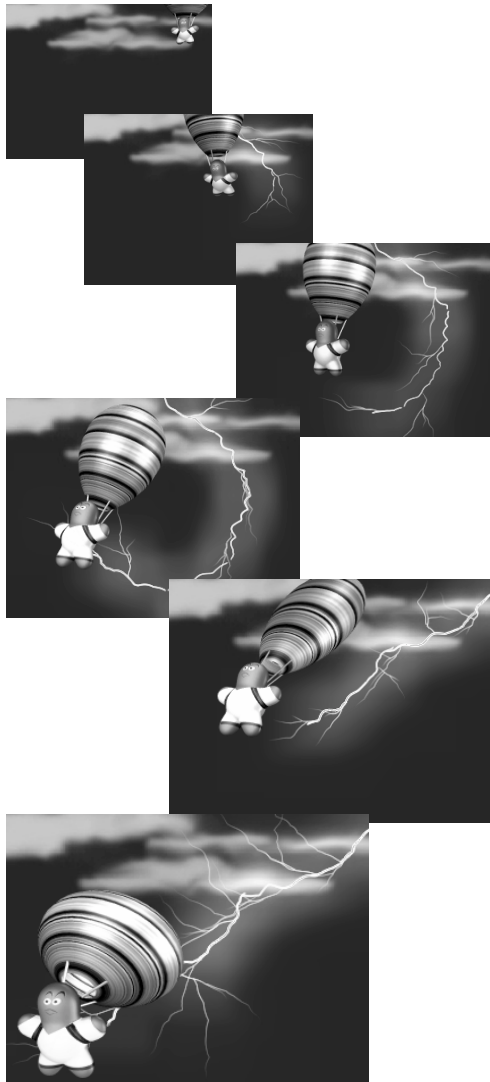


5 Click **Edit Path** to tweak the outline of the lightning bolt.

Increase the number of segments for greater variance, then move the green nodes around to adjust the overall shape. Use the blue handles to change the curvature of each segment. Click **OK**.

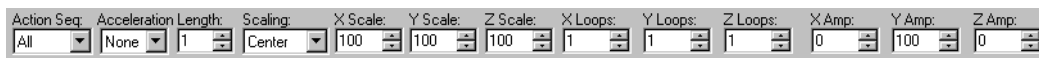
Note: There cannot be more segments than forks.

- 6 Specify the color of the glow effect around the spine.
- 7 Adjust fork color, quantity, width and sub-fork quantity settings as required in the Attribute Toolbar.



Text Wave

The **Text Wave** plug-in provides templates to create complex wave animations with text objects. Animate them through three-dimensional planes, character by character: with variable acceleration, scale, loop frequency and more. This plug-in is available in both modules.



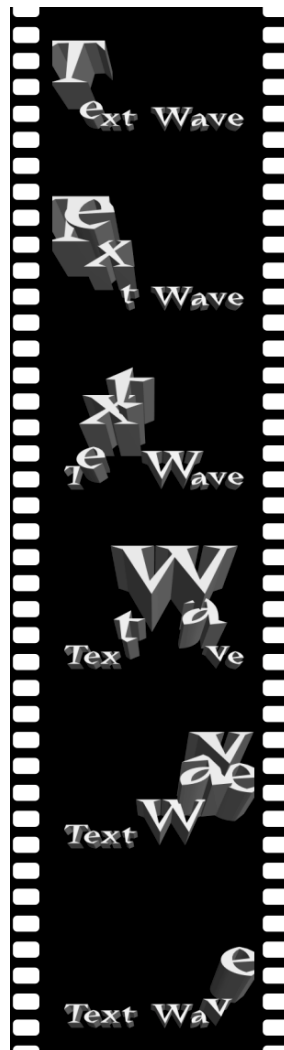
To create a text wave animation:

- 1 Select a text object, select **Object Effects**, then select **Text Wave** in the **EasyPalette**.



- 2 Click **F/X** on the **Attribute Toolbar**. Double-click or drag and drop a Text Wave preset to the project.
- 3 Adjust the following settings in the **Attribute Toolbar**:
 - **Action Sequence** The initial direction of the animation.
 - **Acceleration** The way characters speed up and slow down while starting and completing a wave.
 - **Length** A higher setting creates a more expansive wave where characters move more closely in tandem together. A lower setting creates a more compact wave where characters move more disjointedly in relation to each other.
 - **Scaling** The focal point from which characters are expanded and compacted.
 - **X, Y & Z Scale** The dimensions of the characters in each axis. These settings are percentages of the text object's native dimensions.
 - **X, Y & Z Loops** The number of loops completed between keyframes.
 - **X, Y & Z Amp** The amplitude, or extent, of the waves in each axis. A negative amplitude will cause the wave to move in the opposite direction.

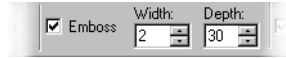
Note: Settings applied to a keyframe will take effect until the following keyframe.



Feature Enhancements

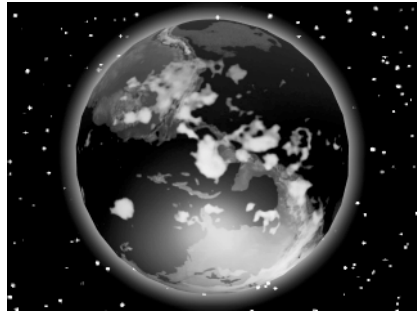
Emboss

Textures in **Object Style** now feature the **Emboss** function which gives you greater scope for tweaking textures. This feature is only available in the main module. Textures can now appear more tactile and raised, providing a greatly increased range of effects.

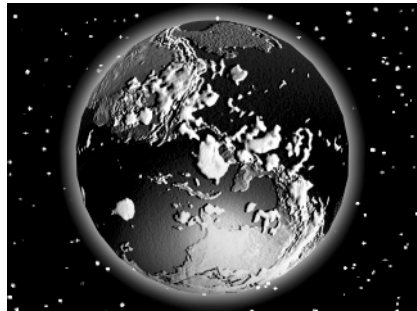


To use the Emboss feature:

- 1 Select **Object Style** in the **EasyPalette**, then click **Texture**.
- 2 Apply a texture preset from the right pane of the EasyPalette.
- 3 Select a **Wrap Mode** on the **Attribute Toolbar**, and adjust the mapping by dragging the mouse across the project. Select the **Filter** option to create a softer, more blurred effect.
- 4 Select **Emboss** then adjust the following settings:
 - **Width** The horizontal offset of the texture. The greater the value, the more stretched out it will appear.
 - **Depth** The appearance of the thickness of the texture. A higher value will result in the texture having a greater raised appearance.



Emboss switched off



Emboss switched on

Export formats

Ulead COOL 3D's main module has expanded its range of export formats to include:

Raster-based Macromedia Flash files Animations can be exported in this popular Web animation format, but because these are raster-based they cannot be edited as vector objects in Flash. Switch to EnVector to export vector-based objects for editing and animating in Flash.

Real Networks RealVideo RM files Streaming video files on Web pages allow videos to be played while information is being transferred. This format can help address copyright issues, since content is not cached and the video cannot be downloaded.