Ulead COOL 3D

User manual

Ulead Systems, Inc.

First English edition for Ulead COOL 3D Version 3.0, March 2000

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Sample Files

Files provided as samples on the program CD-ROM can be used for personal demonstrations, productions, and presentations. No rights are granted for commercial reproduction or redistribution of any sample files.

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Welcome to COOL 3D PLUG-IN MADNESS III

Plug-in Madness continues with a new group of amazing effects. What makes this pack special is its ability to enhance both the background and the objects in your project. This allows you to create an unique integrated effect that's even more stunning when animated.

A newcomer to the Global Effects group is the **Cloud** plug-in, which you can use to create clouds, fog, and even smoke. And the new **Lighting Effects** category of plug-ins allows you to enhance your projects with lens flares, light bulb flashes, spotlights, fireworks, and sparklers. All plug-ins come with plenty of presets in the EasyPalette. To use these, simply double-click them or drag them to the Edit Window. Click on the links below to go directly to that effect.

Cloud

Fireworks

Lens Flare

Light Bulb

Sparkler

Spotlight

Global Effects

Cloud

This effect puts your 3D objects in the midst of realistic-looking clouds. Or you can adjust the many options on the Attribute Toolbar to get a surrealistic misty effect in wild colors. In this tutorial, learn how to make the clouds thin out to reveal the object behind it in an animated sequence. (Settings: 40 frames, 15 fps)

To apply a cloud effect:

1. In the EasyPalette file directory, select *Global Effects: Cloud*. Click the **F/X** button on the Attribute Toolbar. ***Cloud*** appears on the Properties menu.
2. On the Timeline Control, add a key frame at frame 40.
3. At frame 1, on the Attribute Toolbar, set the **Cloud Type** to ***Random***, the **Density** to 100, the **Transparency** to 0, and specify a **Color** if desired. Set the **X Scale** to 50 and the **Y Scale** to 25, giving the clouds a flat, horizontal look.
4. Scroll down to the next set of attributes. The default value for **Move X**, **Y**, and **Z** should be 0. Experiment with different random numbers for **Seed** until you see the cloud effect that you want. Set the **Variation** to 80 so that the clouds vary from one another in size.
5. At frame 40, scroll back to the first level of attributes. Set the **Density** to 90, and the **Transparency** to 100. This makes the clouds evaporate considerably.
6. Scroll down to the second level of attributes. Set the **Move X** and **Move Z** values to 50. This makes the clouds move to the left and away from you.
7. Click **Play** to preview the animation.

Click here to view an animation

Lighting Effects

Fireworks

Add a celebratory spirit to your 3D title by setting off fireworks. The many options on the Attribute Toolbar let you determine where the fireworks explode, as well as how the colors change during the course of the explosion. In this tutorial, learn how to set off three fireworks in sequence at a single point in the title. (Settings: 30 frames, 15 fps)

To apply fireworks to a project:

1. In the EasyPalette file directory, select *Lighting Effects: Fireworks*. Click the **F/X** button on the Attribute Toolbar. ***Fireworks*** appears on the Properties menu.
2. At frame 1 on the Attribute Toolbar, set the **Amount** of fireworks to 3, and set the **Current** firework to 1. The **Level** should be 0 by default.
3. Scroll down to the last row of attributes. Set all **Position** values, the **Initial Speed**, and the **Gravity** to 0.
4. Add a key frame to frame 25 of the animation. On the first level of attributes, set the **Level** to 100 to complete the explosion.
5. At frame 1, select firework 2 as the **Current** firework to edit. On the last level of attributes, make the same settings as step 3, then add a key frame to frame 10. At both key frames, the **Level** should be 0. Add a key frame to frame 30, and set the **Level** to 100.
6. At frame 1, select firework 3 as the **Current** firework. On the last level of attributes, make the same settings as step 3, then add a key frame to frame 20. Add a key frame to frame 30, and set the **Level** to 100.
7. Click **Play** to preview the animation.

Click here to view an animation

Lens Flare

This plug-in can enhance your title by simulating the effects of light rays refracting in a camera lens. Experiment with different lens options and colors to get the effect that matches the spirit of your title. Learn how to make an object fly off into a burst of lens flares in this tutorial. (Settings: 30 frames, 15 fps)

To apply the lens flare effect:

1. Insert an object into the project. On the Standard Toolbar, click the Move Object Button, then add a key frame to frame 30 of the animation.
2. At frame 1 on the Location Toolbar, enter -800 for the Z value. At frame 30, enter 500 for the Z value.
3. In the EasyPalette file directory, select *Lighting Effects: Lens Flare*. Click the **F/X** button on the Attribute Toolbar. ***Lens Flare*** appears on the Properties menu.
4. On the Timeline Control, add key frames to frames 10, 20, and 30. Then, drag the start of the red Control Line so that the line covers only frames 10 through 30. This makes the plug-in take effect only in these frames.
5. At frame 10 on the Attribute Toolbar, set the **Size** to 5 and the **Brightness** to 100.
6. Scroll down to the next level of attributes, and set the **Light Position** coordinates to 0.
7. On the last level of coordinates, set the **Distance** to 0 and **Extra Strength** to 220.
8. At frame 20, set the **Size** to 100 and **Extra Strength** to 300.
9. At frame 30 of the animation, set the **Size** to 75. Enter 20 for **Light Position X** and **Y,** set the **Distance** to 30, and **Extra Strength** to 150.
10. Click **Play** to preview the animation.

Click here to view an animation

Light Bulb

Put an eye-catching flash into your project with this plug-in effect. When animating this effect, you can have it illuminate the 3D object from either the front or the back. In this tutorial, combine the Light Bulb plug-in with a basic Light setting for an illuminating effect. (Settings: 30 frames, 15 fps)

To apply a light bulb effect:

1. In the EasyPalette file directory, select *Lighting Effects: Light Bulb*. Click the **F/X** button on the Attribute Toolbar. ***Light Bulb*** appears on the Properties menu.
2. At frame 1 on the Attribute Toolbar, set the **Brightness** to 0. Scroll down to the next set of attributes to make other settings as needed.
3. Add a key frame to frame 30. Set the **Brightness** of the light to 200. Scroll down to the next level, and increase the **Star Size** to 100 and the **Sun Size** to 40.
4. Next, make settings to the light that shines on the object. In the EasyPalette file directory, select *Object Style: Light & Color*. On the Attribute Toolbar, select ***Light*** from the **Adjust** menu. On the Properties menu, select ***Light*** to edit its timeline.
5. At frame 1, click the buttons for Lights 1 and 4 to toggle them on, and toggle off Lights 2 and 3.
6. Click the radio button for Light 1, set its **Color** to black and its **Mode** to ***Point***. Click the **Position Light Source** button, and on the Location Toolbar, enter a positive value for Z to position the light source behind the object.
7. Repeat step 6 for Light 4. The object should not be visible at this point.
8. Add a key frame to frame 30. Set a bright color for both lights.
9. Click **Play** to preview the animation.

Click here to view an animation

Sparkler

Add glimmering attraction to you text or project by using the Sparkler effect. Sparklers can be stationary, or they can move along a specially designed path. This tutorial shows you how to combine it with an explosion for a brilliant effect. (Settings: 30 frames, 15 fps)

To apply a sparkler effect:

1. In the EasyPalette file directory, select *Lighting Effects: Sparkler*. Click the **F/X** button on the Attribute Toolbar. ***Sparkler*** appears on the Properties menu.
2. At frame 1 on the Attribute Toolbar, set the **Mode** to ***Natural Light,*** the **Range** to 20, the **Density** to 10, and the **Brightness** to 50. Set the Level to 0, then scroll down to the next set of attributes. Set the **Path** to ***None***, and adjust the X and Y coordinates for **Start Position** until the sparkle appears where you want.
3. Add a key frame to frame 30. Set the **Range** to 100, the **Density** to 100, and the **Brightness** to 400.
4. Just above the Timeline Control, adjust the red **Animation Control** so that it spans only frames 1 through 15. This ensures that previews will be faster.
5. In the EasyPalette file directory, select *Object Effects: Explosion*. Click the **F/X** button to activate it.
6. On the timeline for Explosion, add key frames to frames 15 and 30 of the animation.
7. On the Attribute Toolbar for frames 1 and 15, set the **Movement Type** to ***Shatter*** and set the **Collapse Type** and **Action Sequence** to ***All***. The **Level** should be 0 by default.
8. At frame 30, set the **Level** to 100 so that the object explodes completely. Then, adjust the red **Animation control** so that it covers only frames 15 to 30.
9. Click **Play** to preview the animation.

Click here to view an animation

Spotlight

Make your 3D object the center of attention with this plug-in effect. Have one or more spotlights shine on your title from any direction. For added interest, combine a few spotlights, each in a different color. This tutorial shows you how to animate the effect. (Settings: 40 frames, 15 fps)

To apply a spotlight effect:

1 In the EasyPalette file directory, select *Lighting Effects: Spotlight*. Click the **F/X** button on the Attribute Toolbar. ***Spotlight*** appears on the Properties menu.

2 At frame 1 on the Attribute Toolbar, set the **Amount** of lights to 2, and select spotlight 1 as the **Current** light to edit. Set the **Light Position X** to -100 and the **Light Position Y** to 90.

3 Scroll down to the next level of attributes. Set the **Direction** to 320, **Decadence** to 60, and **Spread** to 30. By default, the **Mode** should be set to ***Back***, so that the spotlight shines from behind the object. Add a key frame to frame 20 of the animation. The attributes at this key frame should be the same as in frame 1.

4 Add a key frame to frame 10. Set the **Brightness** to 300. On the second level of attributes, set the **Decadence** to 20 and the **Spread** to 50.

5 At frame 1, select spotlight 2 as the **Current** light. Set the **Light Position X** to 100 and the **Light Position Y** to 50.

6 On the second level of attributes, set the **Direction** to 140, **Decadence** to 100, and **Spread** to 20. Select ***Front*** as the **Mode**, so that the light source is positioned in front of the object.

7 Add a key frame to frame 30. Set the **Brightness** to 250. On the next level of attributes, set the **Direction** to 210, the **Decadence** to 20, and the **Spread** to 40.

8 Click **Play** to preview the animation.

Click here to view an animation