

Ulead[®] GIF Animator 5

The Power to Animate

What's New



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.

MORE POWER!

- 1 COMPOSE**
Create multiple-object animation with control over True Color objects in the Object Manager.
- 2 ADD EFFECTS**
Apply advanced animated text effects with always-editable at the character level.
- 3 OPTIMIZE**
Ensure fast-loading animation with the latest image compression techniques.
- 4 OUTPUT**
Save to even more file formats, including MPEG video and raster-based Flash animation.

GETTING STARTED

INTUITIVE INTERFACE

- Object-based workspace supports True Color source objects
- New 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
- Preview animation directly in the composition workspace
- Customize toolbar positioning with a floating/dockable interface

COMPOSE

MANAGING 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
- Import path objects from PhotolImpact files
- Drag-and-drop objects directly from Ulead software products
- Open PhotolImpact and Paint Shop Pro layers as objects
- Add text or animated text as separate objects with GIF Animator
- Flatten selected frames into single objects
- Merge selected objects into single objects

EDITING OBJECTS

- New selection tools include ellipse and lasso
- Invert and load selections; apply anti-aliasing and soft edges
- 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
- Use roundtrip auto-updating with objects in external image editors

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
- 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
- Set number of frames generated for move-in and move-out paths
- Add shadows to animated text objects in real-time
- Add neon and glow effects to animated text objects in real-time
- Distribute to existing frames or generate intermediate frames

VIDEO EFFECTS & FILTERS

- Apply new video transitions
- Apply new video filters
- Take advantage of Photoshop compatible filter plug-in support

OPTIMIZE

OPTIMIZATION TECHNIQUES

- Optimize by target file size or compression ratio
- Apply variable amounts of dither and lossy GIF compression
- Display before-and-after animated views in Optimize mode

COLOR PALETTE MANAGEMENT

- Lock entries in the Color Palette
- Snap palette entries to browser-safe colors in the Web Safe Palette
- 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



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OUTPUT

PREVIEW OPTIONS

- Play True Color animation directly in Edit mode
- Display before-and-after animated views in Optimize mode

EXPORT OPTIONS

- Reuse GIF Animator UGA project files which retain source objects
- Use roundtrip auto-updating with objects in external image editors
- Export GIF Animator objects to PhotoImpact and Photoshop layers
- Create True Color MPEG video
- Save as raster-based True Color Flash animation

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