CLIP STUDIO
PAINT

USER GUIDE

THE STANDARD FOR ILLUSTRATIONS, COMICS AND ANIMATIONS

CELSYS

Changes in Ver.1.6.7

Additions and/or changes in CLIP STUDIO PAINT Ver.1.6.7 are as follows.

> ✎ **Memo**   Functions added in CLIP STUDIO PAINT in Ver.1.6.7 are marked with a * in the text.

Changes Common to CLIP STUDIO PAINT DEBUT, PRO and EX

Menu

- "New" → "[New] dialog box (Illustration) [PRO/EX]" "[New] Dialog Box [DEBUT]"

  [Frame Rate] has been added to [Create moving illustration]. It is possible to set the number of cells to be displayed per second.

- "Export (Single Layer)"

  [Output as [Background]] has been added when the save format is Adobe Photoshop document (extension: psd) and Adobe Photoshop big document (extension: psb). Turning on this item enables the background to be merged with the Photoshop background layer and saved.

- "Export animation" → "Animated GIF"

  [Loop count] has been added to the [Animated GIF output settings] dialog box. It is possible to set the number of playback loops of an animated GIF.

- "Export animation" → "Animated sticker (APNG) *"

  [Animated sticker (APNG)] has been added to [File] menu → [Export animation]. Allows you to export an APNG (animated PNG) for use as a LINE Sticker or in some browsers.

- "Export animation" → "Image sequence"

  When the number of cells to be exported is less than 10,000, the cells are now exported with a 4-digit sequential number.

- "Import" → "Image"
  - When dragging a handle while holding down the [Shift] key to freely transform an image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key to transform an image, the center point can now be moved horizontally, vertically or 45° diagonally.

- "Import" → "Pattern from Image"
  - When dragging a handle while holding down the [Shift] key to freely transform a pattern image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key to transform a pattern image, the center point can now be moved horizontally, vertically or 45° diagonally.

- "Preferences [macOS]" / "Preferences [Windows]" → "Light table *"

  [Light table] category has been added to the [Preferences] dialog box. It is possible to set the display method of the light table layers registered in the [Animation Cell] palette.

- "Preferences [macOS]" → "Tablet [mac OS]"

  [Raw Input] has been added to [Preferences]dialog -> [Precision] of [Tablet].

- "Shortcut settings [macOS]" "Shortcut settings [Windows]"

  [Edit] has been added to [Options] in the [Shortcut settings] dialog box. It is possible to set shortcuts for [Cut and paste] and [Copy and paste].

- "Command Bar Settings [macOS] [PRO/EX]" / "Command bar settings [Windows] [PRO/EX]"

  Icon designs for [CLIP STUDIO.NET], [CLIP STUDIO PAINT Manual], [Training and Tutorials] and [CLIP STUDIO PAINT Support] have been updated.

- "Tab-Mate Controller [macOS]" / "Tab-Mate Controller [Windows]"

  [Brush Size], [Timeline] and [Parallel line ruler [PRO/EX]] can now be set for the control stick.

- "Transform" → "Scale up/Scale down/Rotate"
  - When dragging a handle while holding down the [Ctrl] + [Shift] keys to scale up/down an image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key, the center point can now be moved horizontally, vertically or 45° diagonally.

- "Transform" → "Free Transform"
  - The operation that occurs when dragging the handle while holding down the [Shift] key when transforming an image has been changed. The handle now moves in the same direction as the guide line. The operation for scaling the image up or down can be performed by dragging the handle while holding down the [Ctrl] key.
  - When dragging the center point while holding down the [Shift] key, the center point can now be moved horizontally, vertically or 45° diagonally.

- "Show animation cels" → "Onion skin settings"

  [View Settings] has been added to the [Onion skin settings] dialog. The onion skin display method can be selected from [Color], [Half color] and [Monochrome].

- "CLIP STUDIO.NET (http://www.clipstudio.net/en/)."

  The name of the [Help] menu → [CLIP website] has been changed to [CLIP STUDIO.NET].

Tool List

- "Marquee Tool" → "Selection Launcher"

  [Cut and paste] and [Copy and paste] have been added to [Selection Launcher].

Color Palettes

- "Functions of Color Palettes" → "Color Wheel Palette"

  Double-clicking the color icon now displays the [Color settings] dialog box. Colors can also be selected from the [Color settings] dialog box.

- "Functions of Color Palettes" → "Color Slider Palette"

  Double-clicking the color icon now displays the [Color settings] dialog box. Colors can also be selected from the [Color settings] dialog box.

- "Functions of Color Palettes" → "Color Set Palette"

  Placing the mouse cursor over a color tile now displays the RGB value (HSV value) and the name of the color as a tool tip. However, it is not displayed in macOS X 10.9.

[Animation cels] palette

- "Functions of [Animation cels] Palette"
    - [Change layer color] has been changed to [How to show]. It is possible to choose from [Color], [Half color] and [Monochrome] for the light table layer "How to show". When [Half color] or [Monochrome] are selected for [How to show], the [Layer color] can be changed as before.
    - When [Palette color] is set in the [Layer] palette, the cell name is now displayed as the [Palette color] in the thumbnail list.
    - Turning on [Layer] menu → [Layer Settings] → [Display palette colors on canvas] enables the [Palette color] to be reflected in the thumbnail list.
    - Dragging [Edited cel], [Light table specific to cel] or [Common light table for canvas] while holding down the [Space] key enables you to scroll through each pane.
    - Dragging horizontally on the [Timeline] while holding down the [Ctrl] + [Space] keys enables you to scale up or down the frame display in the [Timeline] palette.
    - Dragging dragging within [Track name] or [Timeline] while holding down the [Space] key enables you to scroll through the [Timeline] palette.
    - Dragging the [Thumbnail list] horizontally while holding down the [Space] key enables you to scroll through the thumbnails for each track.

[Timeline] palette

- "Functions of Timeline Palette"
    - [Thumbnail list] has been added to the [Timeline] palette. Thumbnail image of a cell or layer. Thumbnails for all of the cells are displayed for the animation folder.
    - [Clip Thumbnails] has been added to the [Timeline] palette. The thumbnail for the cell specified in the clip is displayed.
    - The number of cells is now displayed in [Track name] in the animation folder.
- "Functions of Timeline Palette" → "Timeline palette menu"
    - [Thumbnail size] has been added. The [Thumbnail list] and [Clip thumbnail] can be hidden and the thumbnail size can be changed.
    - [Thumbnail display settings] has been added. The display method of [Thumbnail list] and [Clip thumbnail] can be changed.

Explanation: 3D Materials

- "Selecting Multiple 3D materials and Parts *"
    - You can select multiple 3D materials.
    - You can select multiple parts including 3D objects that contain multiple parts.
- "Deciding the Position and Pose of a 3D Character/3D Drawing Figure" → "Using the Animation Controller"

    You can now adjust the position and pose of 3D drawing figures with the animation controller as with 3D character materials.

Explanation: Unique Windows Feature

- "Operating CLIP STUDIO PAINT Using Surface Dial *"

    Surface Dial is now supported. You can use the Surface Dial to operate [Zoom In/Out], [Rotate Canvas], [Undo], [Brush Size]. [Timeline] and [Parallel line ruler [PRO/EX]].

Improvement of color setting methods

- "[Advanced settings of color] Dialog Box *"

    In the previous version, the OS default [Color settings] dialog box was displayed when setting a color from the dialog box or palette. This has been changed to the unique CLIP STUDIO PAINT [Color settings] dialog box.

    In the [Color settings] dialog box, the window for setting colors changes to the color wheel or color set, etc. according to the specific purpose. Colors can also be set by inputting the values for RGB, HLS and HSV.

Improvement of the Palette Scroll Method

In addition to the palettes mentioned above, dragging the palettes listed below while holding down the [Space] key also enables you to scroll.

- "Layer Palette"

- "Material Palettes"

- "Item bank palette"

Changes in CLIP STUDIO PAINT PRO/EX

Menu

- "Preferences [macOS]" / "Preferences [Windows]" → "Layer/Frame"

  [Tone effect in case of scaling down] has been added. When the canvas scale is reduced, you can select whether to prioritize displaying the tone pattern or to make it gray. The tone may be displayed as gray due to the scale or screen frequency, even if the tone pattern is prioritized.

- "Transform" → "Mesh Transformation [PRO/EX]"

  When dragging the handle while holding down the [Shift] key to transform an image, the handle can now be moved horizontally, vertically or 45° diagonally.

- "New Layer" → "3D Layer[PRO/EX] *"

  [3D] has been added to [Layer] menu → [New Layer]. You can now newly create 3D layers that do not contain 3D material.

- "Explanation: Editing a Vector Layer [PRO/EX]" → "Editing with the Operation Tool"

  When dragging a handle while holding down the [Shift] key to freely transform an image, the handle now moves in the same direction as the frame line.

- "Color Profile [PRO/EX]" → "Preview"

  The [Preview] display status of color profiles is now kept for the next time the application is launched.

- "Workspace" → "Register workspace as material [PRO/EX] *"

  [Window] menu → [Workspace] → [Register workspace as material] has been added. You can now register palette layouts, shortcut settings, command bar settings and preferences for unit settings as a workspace material in the [Material] palette.

- "Workspace" → "Search for workspace material(s) [PRO/EX] *"

  [Window] menu → [Workspace] → [Search for workspace material(s)] has been added. Workspace materials can be added from CLIP STUDIO ASSETS.

- "Workspace" → "Workspace import settings [PRO/EX] *"

  [Workspace import settings] has been added to [Window] menu → [Workspace]. You can set the items you want to be reflected when importing a workspace.

- "Workspace" → "Reload Workspace [PRO/EX] *"

  The [Window] menu → [Workspace] → [Reset Workspace] name has been changed to [Reload workspace]. Furthermore, when returning the workspace to the previous settings, you can select the items that you want to revert.

Explanation: Window Operation

- "CLIP STUDIO PAINT Screen Components" → "Command Bar"

  [CLIP STUDIO PAINT Support] is now displayed in the [Command bar] in the initial settings.

Tool List

- "Marquee Tool" → "Configuring the Selection Launcher Settings [PRO/EX]"
  - [Selected area] has been added to the [Selection Launcher Settings] dialog box. In addition to the menu command, [Auto Action] and [Options] have also been added to the Selection launcher.
  - Menu commands that can be set have been added to the [Command list] in the [Selection Launcher Settings] dialog box.

Color Palettes

- "Functions of Color Palettes" → "Color History Palette [PRO/EX]"

  It is now possible to use the drawing colors that have been recorded in the [Color History] palette during the last time the application was launched.

Layer Property Palette

- "Functions of Layer Property Palette"

  Dragging within the [Layer Property] palette up or down while holding down the [Space] key enables you to scroll through the [Layer Property] palette.

- "Functions of Layer Property Palette" → "When a light table layer is selected *"

  It is now possible to set the display method when a light table layer from the [Animation Cell] palette is selected.

Sub view Palette

- "Functions of Sub View Palette"

  The images in the [Sub View] palette can now be rotated or flipped.
  - [Rotate slider], [Rotate left], [Rotate Right], [Reset Rotate], [Flip Horizontal] and [Flip Vertical] have been added to the [Sub View] palette.
  - [Rotate/Invert] and [Show Rotate/Invert on the command bar] have been added to the [Sub View] palette menu.

Material Palettes

- "Using Materials" → "Pasting Materials" → "For workspaces [PRO/EX]*"

  Workspace materials can now be pasted from the [Material] palette.

- "Registering a Material [PRO/EX]" → "Register Workspace *"

  Workspace materials can now be registered to the [Material] palette.

Auto Action Palette

- "Functions of Auto Action Palette" → "Auto Action Palette Menu"

  [Move Auto Action to different set] and [Duplicate Auto Action to different set] have been added to the [Auto Action] palette menu. The selected Auto Action can be moved or duplicated to a different auto action set.

Shortcut list

- "Optional Shortcuts" → "Edit *"

  [Edit] has been added to [Options]. It is possible to set shortcuts for [Cut and paste] and [Copy and paste] in the [Shortcut settings] dialog box.

Improvement of the Palette Scroll Method

In addition to the palettes mentioned above, dragging the palettes listed below while holding down the [Space] key also enables you to scroll.

- "Search layer Palette [PRO/EX]"

- "Auto Action Palette [PRO/EX]"

- "History Palette [PRO/EX]"

Changes in CLIP STUDIO PAINT EX

Menu

- "New" → "[New] dialog box (Comic) [PRO/EX]"

  [Align crop mark] has been added. The alignment method for crop marks in the 2-page spread can be set for all pages.

- "Export animation" → "OpenToonz Scene File [EX] *"

  [OpenToonz Scene File] has been added to [Animation Export]. Cels and timelines created in CLIP STUDIO PAINT can be exported for OpenToonz.

- "Sort page file names *"

  [Sort page file names] has been added to the [Story] menu. It is possible to reassign file names so that the pages managed in the [Page Manager] window have the same numbers as the pages in the [Page Manager] window.

- "LT conversion of layer [EX]"

  [Adjust precision to the scene dimension] has been added to the [LT conversion of layer] dialog box when 3D layer is connected. This allows the precision with which outlines are detected to be automatically adjusted according to the size of 3D materials.

- "All sides view [EX] *"

  [All sides view] has been added to the [Window] menu. It is possible to display/hide the [All sides view] palette.

All Sides View Palette

- "[All sides view] Palette [EX] *"

  The [All sides view] palette has been added. When a 3D layer is selected, it is possible to view a 3D material from four directions at the same time. When placing a 3D material, it is possible to adjust the position of the camera and focal point, as well as the position the of the 3D material.

  For details on how to use, also see "Explanation: 3D Materials" → "Operations Using Palettes" → "[All sides view] Palette [EX] *" .

Differences in Functionality between EX and PRO

**With CLIP STUDIO PAINT EX, you can use the functions below in addition to all of the functions available in CLIP STU-
DIO PAINT PRO.**

> ✏ **Memo**   **For details on CLIP STUDIO PAINT EX, see "CLIP STUDIO.NET".**

Menu

- "New"
    - Allows you to configure the number of pages, story information, binding point and start page for a manga or comic file.
    - You can set story information when [Animation] is selected from [Use of work].
- "Open"

  Allows you to import ComicStudio book files (extension: cst) and CLIP STUDIO name files (extension: csnf).
- "Export (Single Layer)"

  [Output range] can be configured in the [Export] dialog box.
- "Export multiple pages [EX]"
    - Works created in CLIP STUDIO PAINT can be saved in Kindle format. Saved files can be published for Kindle from CLIP STUDIO.
    - Works created for printing of a fanzine can be output to a printing place for printing. The 3D Preview for Binding can also be used to check what the created work will look like when bound.
    - Works created in CLIP STUDIO PAINT can be saved as EPUB data. Saved files can be published as e-books.
    - [Output range] can be configured in the [Export] dialog box.
- "Export animation" → "Export animation cels [EX]"

  Allows you to export individual cels in general image format.
- "Export animation" → "Export time sheet [EX]"

  Allows you to export timesheets in CSV format.
- "Export animation" → "OpenToonz Scene File [EX] *"

  Cels and timelines created in CLIP STUDIO PAINT can be exported for OpenToonz.
- "Import" → "Batch import [EX]"

  Allows you to specify multiple image files and import them to each page file as a layer.
- "Import" → "Continuous Scan [EX]"

  Allows you to use a commercial scanner to scan images continuously and import them to each page file as layers.
- "Batch process [EX]"

  You can run menu commands/auto actions for a specified page file in one go.
- "Print Settings"
    - Supports dual page printing and 2-page spread printing.
    - [Output range] can be configured in the [Print Settings] dialog box.
- "Print"

  Supports multi-page printing.
- "Preferences [Windows]" → "Edit text [EX]"

  You can configure settings relating to the story editor in the [Preferences] dialog.

- "Story Menu [EX]"

  The [Story] menu allows you to manage manga or comic works composed of multiple pages. You can manage how to display a page file, add pages, manage the manga or comic story information, and so on. You can also display the [Page Management] window.

  For how to operate the [Page Management] window, also see "Explanation: Page Management [EX]" .

- "Timeline" → "Change frame rate"

  Allows you to change the total number of frames without changing the playback time of the animation when changing the frame rate (number of frames per second) set when creating a new canvas.

- "LT conversion of layer [EX]"

  Allows you to separate color images and 3D layers into outlines (line drawings) and tones and convert each of them into different layers. It allows you to obtain manga-like expressions with tone gradient.

Layer Property Palette

- "Extract line [EX]"

  Allows you to extract outlines from a selected layer. Furthermore, clicking [Execution of LT conversion of layer] allows you to separate a selected layer into outlines (line drawings) and tones and convert each of them into different layers while keeping [Line extraction] settings.

[Timeline] palette

- "Functions of Timeline Palette"

  You can set a value before 0 for [Start frame]. You can also set a value after 24 for [End frame].

All Sides View Palette

- "[All sides view] Palette [EX] *"

  You can now use the [All Sides View] palette when editing a 3D layer. When a 3D layer is selected, it is possible to view a 3D material from four directions at the same time. When placing a 3D material, it is possible to adjust the position of the camera and focal point, as well as the position the of the 3D material.

Differences in Functionality between DEBUT and EX/PRO

There are some functions that are not available in CLIP STUDIO PAINT DEBUT. Clicking the icon on the [Command Bar] opens the Web browser showing an introduction to the CLIP STUDIO PAINT PRO functions, where you can check about functions not available in CLIP STUDIO PAINT DEBUT.

Upgrading to CLIP STUDIO PAINT PRO/EX will enable you to add functions useful for drawing illustrations and manga.For details on how to upgrade to CLIP STUDIO PAINT PRO/EX, see "CLIP STUDIO.NET".

Initial Configuration of Tools

The initial configuration of the tools has been changed from Ver.1.6.2. For those who are used to a previous version of CLIP STUDIO PAINT, the tool configuration in this manual may differ from your previous version. If you cannot find a tool, see the table below.

Configuration in Ver.1.5.4 and Earlier	Configuration in Ver.1.6.2 and Later
Contour line paint	"Gradient Tool" → "Contour line paint"
[Figure] tool → [Frame Border]	"Frame border tool [PRO/EX]"
[Figure] tool → [Create ruler]	"Ruler tool [PRO/EX]"
[Text] tool → [Text] → [Ellipse balloon]	"Balloon Tool [PRO/EX]" → "Create balloon"
[Text] tool → [Text] → [Curve balloon]	"Balloon Tool [PRO/EX]" → "Create balloon"
[Text] tool → [Text] → [Balloon pen]	"Balloon Tool [PRO/EX]" → "Create balloon"
[Text] tool → [Text] → [Balloon tail]	"Balloon Tool [PRO/EX]" → "Create balloon"
[Text] tool → [Text] → [Thought balloon tail]	"Balloon Tool [PRO/EX]" → "Create balloon"
[Text] tool → [Flash]	"Balloon Tool [PRO/EX]" → "Flash"

Drawing Illustrations with CLIP STUDIO PAINT

The following is an introduction to functions used for drawing a simple color illustration with CLIP STUDIO PAINT.

Pencilling

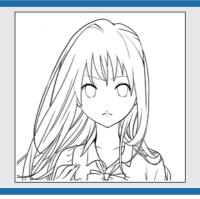Draw a draft to have an overall image of the illustration.

- To create a new canvas (file) → "New"

- To select a tool → "Tool Palette"

- To draw with pencil touch → "Pencil Tool"

- To erase a drawn line → "Eraser Tool"

> ✎ **Memo**
> - **When interrupting an ongoing illustration, be sure to save it. If you quit without saving, the illustration on the canvas will be lost. To save the file, select [File] menu → [Save].**
> - **You can change the canvas view to make drawing easier. To change the canvas scale, see "Zoom Tool" . To zoom in/out the canvas view or change the display position, see "Move Tool" .**

Inking

Ink over based on the draft. This step is called inking.

Create a layer for inking, and create the line drawing.

- To create a new layer → "New Raster Layer"
  Create a new layer for inking.

- To select a layer → "Select the layer"

- To draw with pen touch → "Pen Tool"

- To adjust the thickness of the pen → "Tool property Palette"

> ✎ **Memo**
> **The [Eraser] tool can also erase lines drawn with the [Pen] tool and the like. Furthermore, by selecting [Edit] menu → [Undo], you can cancel the last operation.**

Coloring

Paint the illustration.

As with inking, create a new layer for coloring.

- To hide a layer → "Switching Show/Hide for a Layer"

  Hide the draft layer to make coloring easier.

- To create a new layer → "New Raster Layer"

- To select a layer → "Select the layer"

- To select a color → "Color Wheel Palette" / "Color Set Palette"

  To select a color, you can use the [Color Wheel] palette or the [Color Set] palette.

- To fill a closed area → "Fill Tool"

- Creating a fill in monochrome layer and filling it allows you to change colors easily. For details, see "Fill [PRO/EX]" .

- Creating a gradient layer allows you to add gradient effect to an illustration. For details, see "Gradient layer[PRO/EX]" .

> 🖉 **Memo**   To fill other layers while keeping the line drawing layer, select [All layers] for [Multiple referring] on the [Tool Property] palette at the time of selecting the [Fill] tool.

Finishing and Saving

Add shadow and highlight to add depth to the illustration.

Finally, paint the background. Save the data when the illustration
is complete.

- To create a new layer → "New Raster Layer"

  Creates a new layer to add shadow and highlight.

- To select a layer → "Select the layer"

- To change the stacking order of a layer → "Changing the Stacking Order of a Layer"

  The stacking order of a layer can be changed with the [Layer] palette. Shadow and highlight must be placed above the colored layers while background must be placed below the colored layers.

> 🖉 **Memo**   If the drawn content is not displayed on the canvas, move the layer upwards. Changing the order in which layers are stacked may solve the problem.

- To select a color → "Color Wheel Palette" / "Color Set Palette"

   Select the color for shadow and highlight from the [Color Wheel] palette and [Color Set] palette.

- To draw highlight and shadow → "Pen Tool" / "Airbrush Tool"

   Using the [Airbrush] tool allows you to add blur effect.

- To paint the background → "Fill Tool"

- To tone a layer → "Layer Property Palette [PRO/EX]"

   [Tonization] on the [Layer Property] palette allows you to tone a layer.

- To save a file → "Save"

- To open a previously saved file → "Open"

Drawing Manga with CLIP STUDIO PAINT

The following is an introduction to functions used for drawing a simple color manga with CLIP STUDIO PAINT.

Paneling

Decide the layout of the panels; that is, the blueprint of the manga.

Roughly draw the storyline and place balloons and words.

- To create a new canvas (file) → "New"

- To select a tool → "Tool Palette"

- To draw with pencil touch → "Pencil Tool"

- To erase a drawn line → "Eraser Tool"

- To create balloons and input words → "Explanation: Balloons and Text"

- Pages can be added to or deleted from the manga file. To adjust the number of pages, see "Add Page" / "Delete Page" . [EX]

✎ **Memo**

- **Changing [Unit of length] to "mm" for [Ruler/Unit] → [Unit] in the Preferences dialog box will enable you to configure the canvas as if you were configuring a print size or an original on paper. For details, see "Preferences [Windows]" → "Ruler/Unit" .**
- **When interrupting an ongoing manga, be sure to save it. If you quit without saving, the manga on the canvas will be lost. To save the file, select [File] menu → [Save].**
- **You can change the canvas view to make drawing easier. To change the canvas scale, see "Zoom Tool" . To zoom in/out the canvas view or change the display position, see "Move Tool" .**
- **The manga file allows for 2-page spreads. To create 2-page spreads, see "Combine Pages" . [EX]**

Frame Cut and Pencilling

Cut frames based on the paneling to draw the draft.
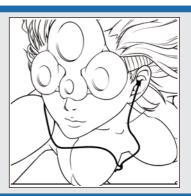
Create a draft layer and draw the draft.

- To lay out panels → "Explanation: Frame Cut [PRO/EX]"

- To create a new layer → "New Raster Layer"

  Create a new layer for pencilling.

- To select a layer → "Select the layer"

- To draw with pencil touch → "Pencil Tool"

- To adjust the thickness of the lines → "Tool property Palette"

✎ **Memo**   **Even if you draw on a layer whose expression color is monochrome or gray, you can replace black with any color by using the [Layer color] function. This is useful to reduce the load on your computer. The layer color is configured in the [Layer Property] palette. For details, see "Functions of Layer Property Palette" .**

Inking

Ink over based on the draft. This step is called inking.

Create a layer for inking, and create the line drawing.

- To hide a layer → "Switching Show/Hide for a Layer"

  Hide the draft layer to make coloring easier.

- To create a new layer → "New Raster Layer"

- To select a layer → "Select the layer"

- To draw with pen touch → "Pen Tool"

- To rotate the canvas to draw a line → "Move Tool"

- To change the shape and size of a balloon → "Explanation: Balloons and Text"

<div>

✏️ **Memo**

- Changing [Unit of length] to "mm" for [Ruler/Unit] → [Unit] in the Preferences dialog box will enable you to configure the canvas as if you were configuring a print size or an original on paper. For details, see **"Preferences [Windows]"** → **"Ruler/Unit"** .
- When interrupting an ongoing manga, be sure to save it. If you quit without saving, the manga on the canvas will be lost. To save the file, select [File] menu → [Save].
- You can change the canvas view to make drawing easier. To change the canvas scale, see **"Zoom Tool"** . To zoom in/out the canvas view or change the display position, see **"Move Tool"** .
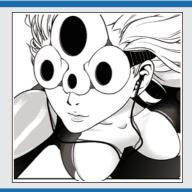
</div>

Filling and Toning

Fill in one color and add tone.

Create fill in monochrome layers.

Paint areas to be toned.

Create gradient layers for areas where gradation effect will be added.

- To hide a layer → "Switching Show/Hide for a Layer"

- To create a new layer → "New Raster Layer"

- To select a layer → "Select the layer"

- To create a selection → "Marquee Tool" / "Auto select Tool"

- To create a fill in monochrome layer → "Fill [PRO/EX]"

   Create fill in monochrome layers in areas where you want to stack mesh tone or fill in one color.

- To create a gradient layer → "Gradient layer[PRO/EX]"

- To tone a layer → "Layer Property Palette [PRO/EX]"

   Turning on [Tone] on the [Layer Property] palette adds tone to a layer.

Finishing and Saving

Add effect, highlighting and sound effects to finish the manga.

Save the data when the manga is complete.

- To create a new layer → "New Raster Layer"

- To select a layer → "Select the layer"

- To change the stacking order of a layer → "Changing the Stacking Order of a Layer"

- To use a ruler → "Explanation: Ruler [PRO/EX]"

✎ **Memo**   **With rulers, you can draw complicate effect lines easily.**

Drawing Moving Illustrations with CLIP STUDIO PAINT

The following is an introduction to functions used for drawing a simple moving illustration with CLIP STUDIO PAINT.

Prepare to create a moving illustration

Before creating a moving illustration, create a new file and decide on the cel (layer) structure.

- To create a new canvas (file) → "New" → "[New] dialog box (Illustration) [PRO/EX]" , "[New] Dialog Box [DEBUG]"

> **Memo** To create a full animation, you can configure various settings in **"[New] dialog box (Animation) [PRO/EX]"** . **You can also set [Story Information] in EX. EX also allows you to create long animations over 24 frames long.**

- To overlap cels→ "New animation folder"

- To create a cel→ "New animation cel"

> **Memo** Animation folders are folders for managing animation cels. Layers and layer folders in an animation folder are treated as cels creating the movement of the animation. For details, see **"Explanation: Animation folder and cel"** .

- To create cels using layers for specific purposes → "New Layer"

- To organize cels and animation folders → "New Layer Folder" / "Create folder and insert layer"

> **Memo**
> - Layer folders are convenient when creating layers for each process of each cel, such as the draft, inking and coloring. Each layer folder created in an animation folder is treated as one cel.
> - If you want to roughly divide processes such as layout, drafts and creation of the video, create an animation folder for each process in a layer folder.

Draw the cels

For information on how to draw cels, see "Drawing Illustrations with CLIP STUDIO PAINT" , "Drawing Manga with CLIP STUDIO PAINT" , etc.

- To draw cels → "Pencil Tool" / "Pen Tool" / "Eraser Tool"

- To color the cels → "Fill Tool"

> **Memo** If you cannot draw on a cel, check whether the cel to be drawn is specified in the [Timeline] palette.
> Cels cannot be drawn or edited if they are not specified. Specify the cels in the [Timeline] palette.
> For information on how to specify cels, see **"Cel specification operations"** → **"Specify the cel"** .

- To refer to other cels when drawing → "Animation cels palette"

- To change the angle or position of reference cels → "Light Table Layer Operation" → "Using the light table tool"

- To display the previous or next cel → "Enable onion skin"

Check movement

Check the movement of drawn cels and adjust the movement in the [Timeline] palette.

● To check a moving illustration → "Play/Stop"

● To check the movement of an animation using the mouse → "Operating the timeline editing tools"

● To change the allocation of cels → "Change the cel specification position"

● To change the cel numbers → "Specify other cels"

● To delete unneeded cels → "Delete the cel specification"

Export to a file

Export the moving illustration you have made to a file.

● To save a file → "Save"

● To export as an image sequence → "Image sequence"

● To export as an animated GIF → "Animated GIF"

● To export as a movie file → "Movie"

Before You Read This Guide

Thank you for choosing CLIP STUDIO PAINT. The following describes points to keep in mind when reading this guide.

Regarding This Guide

This guide is a manual that introduces users to the features of CLIP STUDIO PAINT. It describes functions of the menu, palettes, tools, and so on.

For setting items on the [Tool Property] palette, including the [Sub Tool Detail] palette, refer to the "CLIP STUDIO PAINT Tool Setting Guide".

Regarding the Content of This Guide

This guide (including data) has been prepared and edited based on the product program available as of September 2017 and may differ from the actual product program specifications.

Regarding Operations Described in This Guide

Operations in this guide are described based on the Windows version unless otherwise noted.

If you are a mac OS user, replace and read as indicated below. By replacing, operation on both Windows and mac OS has the same meaning.

Windows	macOS
[Alt] key	[Option] key
[Ctrl] key	[Command] key
[Enter] key	[Return] key
[Backspace] key	[Delete] key
Right click (of mouse button)	Mouse click with the [Control] key down

Symbols Used in This Guide

In this guide, symbols are used for operation-related comments. The symbols have the following meaning:

! Important — **Indicates items that may be easily mistaken or matters to be aware of when using CLIP STUDIO PAINT.**

✎ Memo — **Indicates tips and supplementary information useful when using CLIP STUDIO PAINT.**

References

References to other parts of this guide as well as other documents are indicated by using "" (double quotation marks).

Regarding the CLIP STUDIO PAINT [Editions]

CLIP STUDIO PAINT is available in three editions: DEBUT, PRO, and EX. This guide describes the operating procedure of all three editions. Functions restricted to an edition are marked with a symbol indicating the edition.

Unmarked	Indicates a function common to CLIP STUDIO PAINT DEBUT, PRO and EX.
[DEBUT]	Indicates a function available only in CLIP STUDIO PAINT DEBUT.
[PRO]	Indicates a function available only in CLIP STUDIO PAINT PRO.
[EX]	Indicates a function available only in CLIP STUDIO PAINT EX.

Regarding CLIP STUDIO PAINT Initial Boot

In the case a problem occurs while working with CLIP STUDIO PAINT, you can start it by initializing its settings. Double clicking the icon on the desktop while holding the [Shift] key down displays a screen that allows you to select the items to initialize. Clicking [OK] after selecting the items initializes and starts CLIP STUDIO PAINT.

⚠ **Important**   **The settings of items selected for initialization are cleared and restored to their state immediately after installation.**

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Menu

This chapter introduces menu functions in CLIP STUDIO PAINT.

- CLIP STUDIO PAINT Menu [mac OS]
- File Menu
- Edit Menu
- Story Menu [EX]
- Animation menu
- Layer Menu
- Selection Menu
- View Menu
- Filter Menu
- Window Menu
- Help Menu

CLIP STUDIO PAINT Menu [mac OS]

The following functions are available in the [CLIP STUDIO PAINT] menu.

About CLIP STUDIO PAINT [mac OS]

Displays the product information screen of your CLIP STUDIO PAINT. There, you can check information such as the version of your CLIP STUDIO PAINT.

Version Information [mac OS]

Displays the screen for checking the version of your CLIP STUDIO PAINT.

Preferences [macOS]

Clicking [CLIP STUDIO PAINT] menu → [Preferences] displays the [Preferences] dialog box. Configures CLIP STUDIO PAINT preferences such as Layer, Tool, Performance and the like.

Preferences can be configured in the same way as for Windows, except for a few items. For details on the operating procedure, see "Preferences [Windows]" .

Shortcut settings [macOS]

Shortcuts can be configured for some menu items, tool property items and brush sizes. Settings can be configured in the same way as for Windows. For details on the operating procedure, see "[Shortcut settings] dialog box" .

Modifier Key Settings [macOS] [PRO/EX]

The [Command], [Option], [Shift] and [Space] keys individually or combined, the mouse wheel, right click, tail switch can be assigned to tools to perform operations such as temporary tool switch, brush size change, and so on.

Settings can be configured in the same way as for Windows. For details on the operating procedure, see "Modifier key settings [Windows] [PRO/EX]" .

Command Bar Settings [macOS] [PRO/EX]

Commands can be added to the [Command Bar] by editing the settings.

Settings can be configured in the same way as for Windows. For details on the operating procedure, see "Command bar settings [Windows] [PRO/EX]" .

Tab-Mate Controller [macOS]

Assigns CLIP STUDIO PAINT operations to the Tab-Mate Controller. Furthermore, assigns commands to the Tab-Mate Controller [Quick Menu].

Settings can be configured in the same way as for Windows. For details on the operating procedure, see "Tab-Mate Controller [Windows]" .

Pen Pressure Settings [macOS]

Adjusts the Pen Pressure Settings for using a tablet.

Settings can be configured in the same way as for Windows. For details on the operating procedure, see "Pen Pressure Settings [Windows]" .

QUMARION [macOS]

Enables the use of QUMARION in CLIP STUDIO PAINT, as well as import/export of calibration information.

Settings can be configured in the same way as for Windows. For details on the operating procedure, see "QUMARION [Windows]" .

Start CLIP STUDIO [mac OS]

The included portal application, "CLIP STUDIO" will launch. CLIP STUDIO is a tool for supporting creative activities.

Register License [macOS]

Registers the license for CLIP STUDIO PAINT started as a trial version. For details on license registration, see CLIP STUDIO.NET.

Check License [macOS]

If connection to the Internet was unavailable at the time of license check, a license check error displays.

By selecting [CLIP STUDIO PAINT] menu → [Check License], you can manually check the license beforehand, independently of the number of remaining days. However note that in this case, the fixed period of time to the next license check will be counted from the day on which you performed the license check.

> 🖉 **Memo**
> - **The use of [Check License] does not extend the trial period of the trial version (when time-limited trial version is registered).**
> - **When the license check becomes disabled because the trial period has expired or any other reason, continued use of the application is possible as a feature-limited trial version.**

Quit CLIP STUDIO PAINT [mac OS]

Close CLIP STUDIO PAINT.

File Menu

The [File] menu is mainly for performing file input/output operations. This section describes the commands in the [File] menu.

New

Selecting the menu item displays the [New] dialog box.

A canvas/page file necessary for creating illustrations/manga can be prepared as a data file.

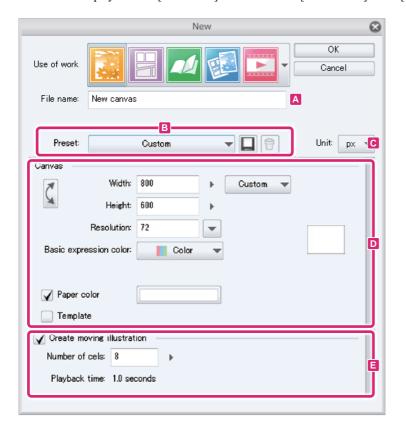Select an item for [Use of work] in the [New] dialog to display settings for the selected type of work.

Use of work

Illustration [PRO/EX]	Selecting this displays the items necessary for creating an illustration. You can configure settings for moving illustrations in addition to standard illustrations. For information on each setting, see "[New] dialog box (Illustration) [PRO/EX]" .
Comic [PRO/EX]	Selecting this displays the items necessary for creating a manga. For information on each setting, see "[New] dialog box (Comic) [PRO/EX]" .
Printing of fanzine [EX]	Selecting this displays the items necessary for creating fanzine printing data. For information on each setting, see "[New] dialog box (Printing of fanzine) [EX]" .
Show all comic settings[PRO/EX]	Displays all settings that can be configured for illustrations and comics when creating a new work. For information on each setting, see "[New] dialog box (Show all comic settings) [PRO/EX]" .
Animation[PRO/EX]	Selecting this displays the items necessary for creating a Animation. For information on each setting, see "[New] dialog box (Animation) [PRO/EX]" .

> ⚠ **Important**
>
> **[Use of work] is not displayed in the [New] dialog in DEBUT. For details on the [New] dialog box in DEBUT, see "[New] Dialog Box [DEBUT]" .**

[New] dialog box (Illustration) [PRO/EX]

The window displayed when [Illustration] is selected from [Use of work] in the [New] dialog box.

A. File name

Enter a file name under which to save the file.

B. Preset

(1) Preset

You can select the [Canvas Size] from the list.

> 🖉 **Memo**   [Custom] can be selected only when the default size settings have been changed.

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> 🖉 **Memo**   For information on the settings in the [Register to preset] dialog box, see "[Register to preset] Dialog Box" .

(3) Delete preset

You can delete the preset selected in [Preset].

> 🖉 **Memo**   Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.

C. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

D. Canvas

Configure settings such as the size of the canvas.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Default size (Canvas size)

Allows you to select a [Width] and [Height] for the canvas from default sizes.

(5) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

(6) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> **! Important**
>
> **The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].**
>
> - **Basic expression color: Gray**
> - **Drawing color: Only black button ON**

(7) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> **✏ Memo**
>
> For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(8) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(9) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the dialog box for selecting a color. Specifying a color configures it to the [Paper layer].

> ✏ **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [New] dialog box in DEBUT, see "[Advanced settings of color] Dialog Box *".**

(10) Template

Allows you to create a page file with an imported template. Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the page file in the dialog box.

> ✏ **Memo**
> **If a template is not specified, turning on this check box opens the [Template] dialog box.**

(11) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

> ✏ **Memo**
> **For details on the settings in the [Template] dialog box, see "[Template] Dialog Box [PRO/EX]".**

E. Create moving illustration

You can create a moving illustration and configure settings such as the number of cels.

(1) Create moving illustration

Turn this on to display the settings for creating a moving illustration.

(2) Number of cels

Allows you to set the number of cels. Up to 24 can be set. Clicking [▼] allows you to select the number of cels per second.

> ✏ **Memo**
> - **[Number of cels] allows you to configure the playback time of the completed movie in addition to the number of cels. You can change the number of cels after creating the canvas by adjusting the number of cels in the [Timeline] palette. For details, see "Operating the Timeline Palette".**
> - **You can set the number of cels used per second (frame rate) in [Frame rate].**
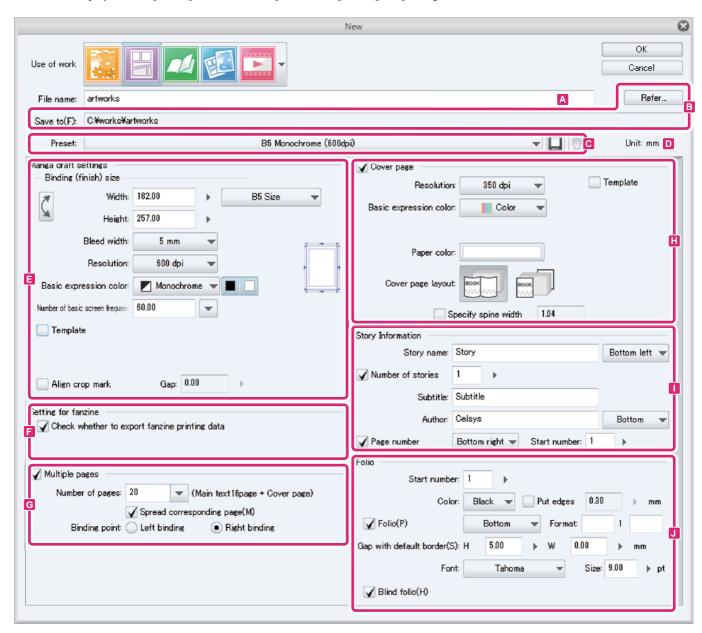
(3) Playback time

The playback time when the movie is exported is displayed in accordance with the setting content of [Number of cels] and [Frame rate].

(4) Frame rate *

It is possible to set the number of cels (images) to be used per second. For example, if [8fps] is set, 8 cels can be displayed in one second.

[New] dialog box (Comic) [PRO/EX]

The window displayed when [Comic] is selected from [Use of work] in the [New] dialog box.

> **Memo** In EX, settings such as [Multiple pages], [Cover page], [Story Information] and [Folio] can be changed after creating the file. For how to configure, see **"Change basic work settings"** .

A. File name

Enter a file name under which to save the file.

In EX, this is set as the file name of the page management file (extension: cmc) if a work with multiple pages is created. The entered file name is also applied to the management folder name.

B. Save to [EX]

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location. This is displayed when [Multiple pages] is turned on.

> **Memo** In EX, works comprising multiple pages are managed by storing the management file and the two or more image files in CLIP STUDIO FORMAT (extension: clip) in a [Management folder]. For details, see **"Regarding Management File and Page Files"** .

C. Preset

(1) Preset

You can configure settings such as the size of the cropped border and the resolution by selecting values from a list.

> **Memo** [Custom] can be selected only when the default size settings have been changed.

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> **Memo** For information on the settings in the [Register to preset] dialog box, see **"[Register to preset] Dialog Box"** .

(3) Delete preset

You can delete the preset selected in [Preset].

> **Memo** Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.

D. Unit

The unit in which [Width] and [Height] are set. In this window, this is fixed as [mm].

E. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Horizontal length to print.

(3) Height

Vertical length to print.

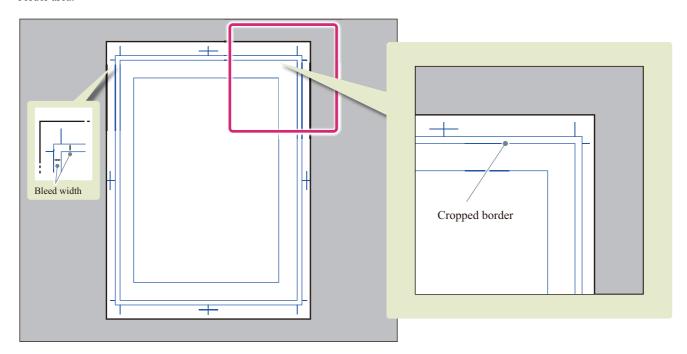### (4) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(5) Bleed width

Configure [Bleed width]. You can select from [5mm] and [3mm].

The [Bleed width] is the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

Bleed width

Cropped border

(6) Resolution

You can set the resolution of the page. You can select a resolution from [600dpi] and [1200dpi] if [Basic expression color] is set to [Monochrome]. You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Color] or [Gray].

(7) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> **! Important**
>
> **The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].**
> - **Basic expression color: Gray**
> - **Drawing color: Only black button ON**

(8) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

✎ **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(9) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(10) Align crop mark [EX] *

It is possible to set the alignment method for crop marks in a 2-page spread.

When turned off, crop marks are created at the position where the paper edges of the left and right pages match.

When turned on, the crop marks are combined by matching the positions of the cropped borders. The positions of the cropped border on the left and right pages can be adjusted in [Gap].

✎ **Memo**   Turn [Spread corresponding page] in [Multiple pages] on in order to reflect the [Align crop mark] settings in a 2-page spread.

(11) Template

Allows you to create a page file with an imported template.

Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the page file in the dialog box.

✎ **Memo**   If a template is not specified, turning on this check box opens the [Template] dialog box.

(12) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

✎ **Memo**   For details on the settings in the [Template] dialog box, see **[Template] Dialog Box [PRO/EX]** .

F. Setting for fanzine [EX]

(1) Check whether to export fanzine printing data

Turn this on and click [OK] in the [New] dialog box to check whether your fanzine printing data can be exported. A message is displayed if the data cannot be exported as fanzine printing data.

G. Multiple pages [EX]

You can create a work consisting of multiple pages and configure settings such as the number of pages and binding direction.

(1) Multiple pages

When turned on, allows for the creation of a multi-page manga or comics.

(2) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages.

> **Memo**
> - If [Cover page] is turned on, include the cover page when setting the number of pages.
> - The numbers of pages that can be selected differ depending on the settings.

(3) Spread corresponding page

When turned on, creates a 2-page spread from a pair of left and right pages.

(4) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> **Memo**
> Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.

(5) Start page

Configures the orientation of the start page in the book.

- When the start page is a left page, select [Left].
- When the start page is a right page, select [Right].

> **Memo**
> [Start page] cannot be set if [Cover page] is turned on.

H. Cover page [EX]

You can add a cover page to a work and configure settings such as the drawing color and resolution.

(1) Cover page

When turned on, you can add a cover page to a work and configure settings such as the drawing color and resolution.

(2) Resolution

You can set the resolution of the cover page. You can set the resolution to [600dpi] or [1200dpi] if [Basic expression color] is set to [Mono-chrome]. You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Color] or [Gray].

(3) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> **! Important**
> The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].
> - Basic expression color: Gray
> - Drawing color: Only black button ON

(4) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

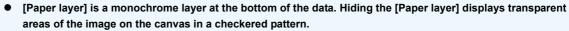|	
Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

✎ **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(5) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(6) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer]. This is displayed when [Basic expression color] is set to [Color].

✎ **Memo**
- **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
- **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
- **For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box *" see.**

(7) Cover page layout

Set the layout of the front and back cover pages. You can select whether to create the front and back cover pages as a spread or separately.

(8) Specify back width

You can set the back width of the cover page if [Spread] is selected for [Cover page layout]. You can specify a value for the back width by turning on the check box.

✎ **Memo**   If the check box is turned off, an automatically calculated value is set for the back width. However, this may differ from the actual back width depending on the paper used for the main text and the printing place used.

(9) Template

You can apply a template to the cover page. Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

✎ **Memo**   If a template is not specified, turning on this check box opens the [Template] dialog box.

(10)Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

✎ **Memo**   For details on the settings in the [Template] dialog box, see **"[Template] Dialog Box [PRO/EX]"** .

I. Story information [EX]

Input [Story name], [Number of stories], [Subtitle], [Author], [Page number], and so on. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Number of stories

When turned on, you can enter the number of stories in the work.

(3) Subtitle

Input the subtitle for the manga or comic book.

(4) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

(5) Page number

When turned on, you can set page numbers in the work. A pull down menu allows you to configure the display position of the [Page number]. The start number of the page numbers can also be set in [Start number].

J. Folio [EX]

Configure the page number displayed when the manga or comic is bound in a book.

(1) Start number

Input the starting page number.

(2) Color

Configure the color for the page number. Configure either [Black] or [White].

(3) Put edges

When turned on, an edge will be added to the page number text. The input field on the right allows you to configure the thickness of the edge.

(4) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(5) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(6) Gap with default border

The gap between the folio and the default border can be set. The larger the value, the wider the gap between the default border and the folio.

(7) Font

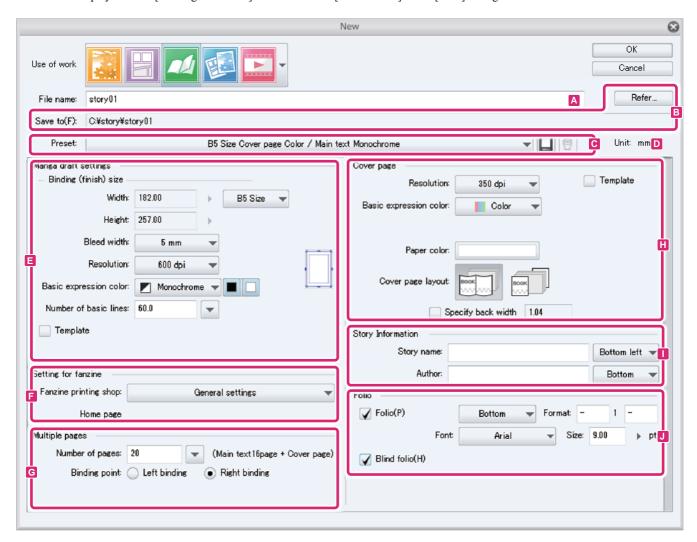Select the font to use for the page number.

(8) Size

Configure the font size for the page number.

(9) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[New] dialog box (Printing of fanzine) [EX]

The window displayed when [Printing of fanzine] is selected from [Use of work] in the [New] dialog box.

	Memo	In EX, settings such as [Multiple pages], [Story Information] and [Folio] can be changed after creating the file. For how to configure, see **"Change basic work settings"** .

A. File name

Enter a file name for the management file (extension: cmc). The entered file name is also applied to the management folder name.

B. Save to

Specify the location where the files and management folder will be created. Clicking [Refer] allows you to specify the location.

	Memo	Works comprising multiple pages are managed by storing the management file and the two or more image files in CLIP STUDIO FORMAT (extension: clip) in a [Management folder]. For details, see **"Regarding Management File and Page Files"** .

C. Preset

(1) Preset

You can configure settings such as the size of the cropped border and the expression color of the cover page and main text by selecting values from a list.

> ✏ **Memo**   **[Custom] can be selected only when the default settings have been changed.**

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> ✏ **Memo**   **For information on the settings in the [Register to preset] dialog box, see "[Register to preset] Dialog Box" .**

(3) Delete preset

You can delete the preset selected in [Preset].

> ✏ **Memo**   **Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.**

D. Unit

The unit in which [Width] and [Height] are set. In this window, this is fixed as [mm].

E. Manga draft settings → Binding (finish) size

Configures settings related to main text of fanzines.

(1) Width

Displays the horizontal length to print.

(2) Height

Displays the vertical length to print.
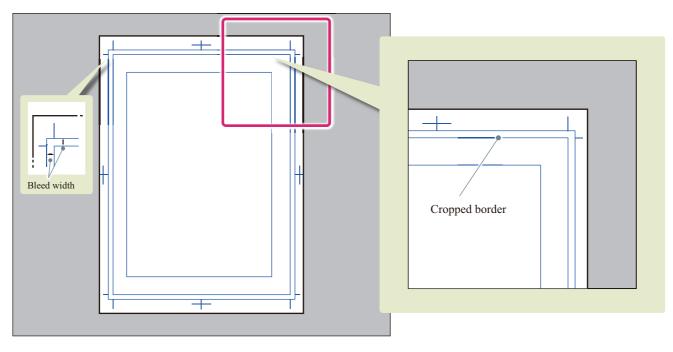
(3) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(4) Bleed width

Configure [Bleed width]. You can select from [5mm] and [3mm]. Selecting a printing place in [Fanzine printing shop] automatically sets the [Bleed width] recommended by the printing place.

The [Bleed width] is the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

Bleed width

Cropped border

(5) Resolution

You can set the resolution of the page. If a printing place is selected in [Fanzine printing shop], it is possible to select a resolution from those recommended by the printing place.

If [General-purpose settings] is selected in [Fanzine printing shop], the following resolutions can be set.

● You can select a resolution from [600dpi] and [1200dpi] if [Basic expression color] is set to [Monochrome].

● You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Gray].

● [350dpi] is set when [Basic expression color] is set to [Color].

(6) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> **! Important**
>
> **The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].**
>
> ● **Basic expression color: Gray**
>
> ● **Drawing color: Only black button ON**

(7) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

✎ **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(8) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(9) Template

Allows you to create a page file with an imported template.

Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the page file in the dialog box.

✎ **Memo**   If a template is not specified, turning on this check box opens the [Template] dialog box.

(10) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

✎ **Memo**   For details on the settings in the [Template] dialog box, see **"[Template] Dialog Box [PRO/EX]"** .

F. Setting for fanzine

Configures settings related to printing fanzines.

(1) Fanzine printing shop

Select the name of the printing shop from which to request printing. Selecting the name of a printing place allows you to select a resolution recommended by the printing place.

Select [General settings] if there are no applicable companies.

✎ **Memo**   The [Fanzine printing shop] setting can be changed in the [Story] menu → [Change basic work settings]. For details, see **"Change basic work settings"** .

(2) Home Page

The URL of the website of the printing place selected in [Fanzine printing shop]. Click the URL to launch your web browser and display the website of the printing place. This item is not displayed if [General settings] is selected.

G. Multiple pages

You can configure the number of pages and binding direction of fanzines.

(1) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages. If a page number is selected, a breakdown is displayed on the right side. The main text is the number of pages minus the cover pages (four pages).

> ✎ **Memo** It is recommended to set the number of pages according to the numbers of pages written in the fee table, etc. of the printing place. If a printing place has not been set, set the number of pages in the main text as a multiple of 4. This is because many printing places print in batches of 4 or 8 pages.

(2) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> ✎ **Memo** Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.

H. Cover page

You can configure settings for the cover page such as the drawing color and resolution.

(1) Resolution

You can set the resolution of the cover page. If a printing place is selected in [Fanzine printing shop], it is possible to select a resolution from those recommended by the printing place.

If [General-purpose settings] is selected in [Fanzine printing shop], the following resolutions can be set.

- You can select a resolution from [600dpi] and [1200dpi] if [Basic expression color] is set to [Monochrome].
- You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Gray].
- [350dpi] is set when [Basic expression color] is set to [Color].

(2) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> ⚠ **Important** The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].
> - Basic expression color: Gray
> - Drawing color: Only black button ON

(3) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

<u>**Gray**</u>

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

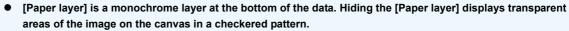|	
Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏ **Memo**　　For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(4)　Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(5)　Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer]. This is displayed when [Basic expression color] is set to [Color].

> ✏ **Memo**
> ● **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> ● **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> ● **For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

(6)　Cover page layout

Set the layout of the front and back cover pages. You can select whether to create the front and back cover pages as a spread or separately.

(7)　Specify back width

You can set the back width of the cover page if [Spread] is selected for [Cover page layout]. You can specify a value for the back width by turning on the check box.

If the check box is turned off, an automatically calculated value is set for the back width. If a [Fanzine printing shop] is selected, the back width is set according to the paper used for the main text by the printing place.

> ⚠ **Important**　　The actual back width may differ from the automatically calculated number depending on the paper used for the main text. Confirm the back width with your printing place if using special paper for the main text.

(8)　Template

You can apply a template to the cover page. Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

> ✏ **Memo**　　If a template is not specified, turning on this check box opens the [Template] dialog box.

(9)　Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

> ✏ **Memo**　　For details on the settings in the [Template] dialog box, see **"[Template] Dialog Box [PRO/EX]"** .

I. Story information

Input the story name and author name. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

J. Folio

Configure the page number displayed when the manga or comic is bound in a book.

(1) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(2) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(3) Font

Select the font to use for the page number.
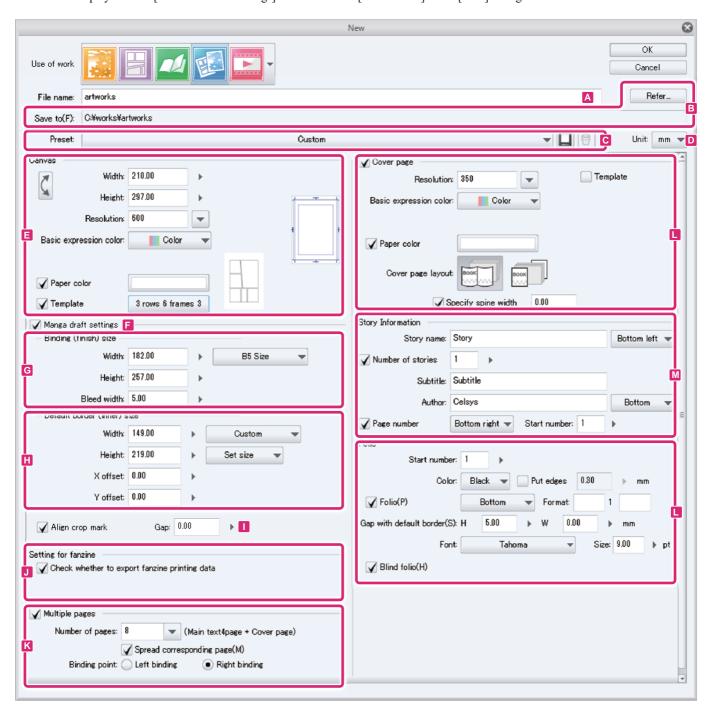
(4) Size

Configure the font size for the page number.

(5) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[New] dialog box (Show all comic settings) [PRO/EX]

The window displayed when [Show all comic settings] is selected from [Use of work] in the [New] dialog box.

| Memo | In EX, settings such as [Multiple pages], [Cover page], [Story Information] and [Folio] can be changed after creating the file. For how to configure, see "Change basic work settings". |

A. File name

Enter a file name under which to save the file.

In EX, this is set as the file name of the page management file (extension: cmc) if a work with multiple pages is created. The entered file name is also applied to the management folder name.

B. Save to [EX]

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location. This is displayed when [Multiple pages] is turned on.

> **🖉 Memo**　　In EX, works comprising multiple pages are managed by storing the management file and the two or more image files in CLIP STUDIO FORMAT (extension: clip) in a [Management folder]. For details, see "Regarding Management File and Page Files".

C. Preset

(1) Preset

You can configure settings such as the size of the cropped border and the resolution by selecting values from a list. Registered presets can also be selected when other items are selected in [Use of work].

> **🖉 Memo**　　[Custom] can be selected only when the default size settings have been changed.

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> **🖉 Memo**　　For information on the settings in the [Register to preset] dialog box, see "[Register to preset] Dialog Box" .

(3) Delete preset

You can delete the preset selected in [Preset].

> **❗ Important**　　[Preset] in [Show all settings] also displays presets set for other [Use of work] items. This means that if a preset registered for another [Use of work] item is deleted, all corresponding presets are deleted.

> **🖉 Memo**　　Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.

D. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

E. Canvas

Configures settings related to the canvas.

> **🖉 Memo**
> ● When [Manga draft settings] is turned off, [Canvas size] becomes the final size.
> ● When [Manga draft settings] is turned on, [Binding (finish) size] becomes the final size when bound in a book.

(1) Swap width/height

Swaps the width and height of the canvas (page).

(2) Width

Horizontal length to print.

(3) Height

Vertical length to print.

(4) Resolution

Input the resolution of the canvas (pages). Clicking ▼ allows you to select the resolution.

(5) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> **! Important**
>
> The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].
> - Basic expression color: Gray
> - Drawing color: Only black button ON

(6) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> **✎ Memo**
>
> For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(7) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(8) Paper color

When turned on, this allows you to configure the color of the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> **✎ Memo**
>
> - [Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.
> - The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].
> - For details on the [Color settings] dialog box, see **"[Advanced settings of color] Dialog Box *"** .

(9) Template

Allows you to create a page file with an imported template.

Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the page file in the dialog box.

> 🖉 **Memo**   If a template is not specified, turning on this check box opens the [Template] dialog box.
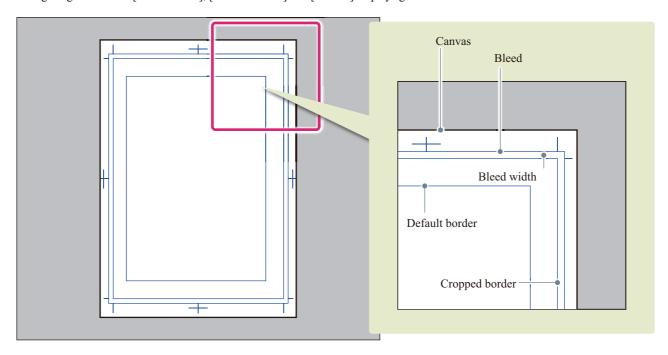
(10) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

> 🖉 **Memo**   For details on the settings in the [Template] dialog box, see **"[Template] Dialog Box [PRO/EX]"** .
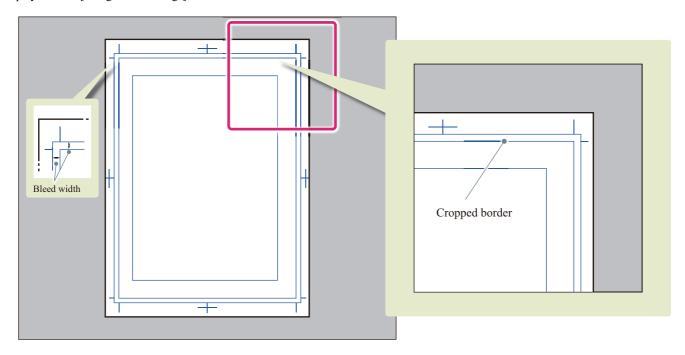
F.   Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas.

Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

G. Manga draft settings → Binding (finish) size

Configure the line at which the edge of the pages will be trimmed for binding after printing. Drawings within these dimensions are printed. Also configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. This item is displayed when [Manga draft settings] is turned on.
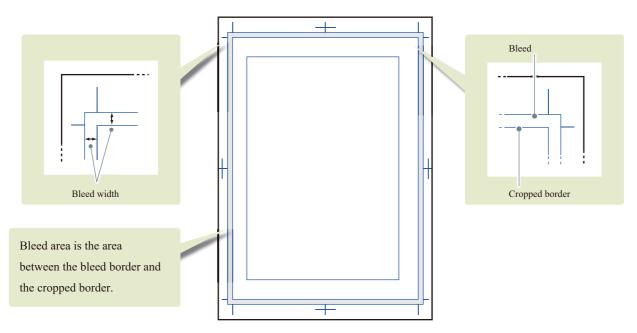

Bleed width

Cropped border

(1) Width

Horizontal length to print.

(2) Height

Vertical length to print.

(3) Bleed width

Configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.
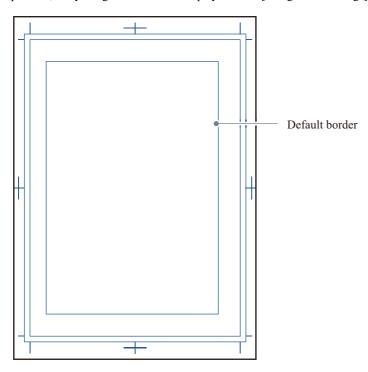

Bleed

Bleed width

Cropped border

Bleed area is the area between the bleed border and the cropped border.

(4) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

H. Manga draft settings → Default border (inner)

Configure the border that will be the reference for laying out the frames. There are two ways of specifying the default border: by size and position, or by margin. This item is displayed when [Manga draft settings] is turned on.

Default border

(1) Default size (Default border)

Allows you to select a [Width] and [Height] for the default border from default sizes.

(2) How to specify default border

Configures how to specify the size and position of the default border. Displayed items vary depending on the content configured in [Default border settings].

Set size	Configures the default border based on the size and position.
Set margin	Configures the default border based on the distance from the left, right, top and bottom edges of the paper.

(3) Default border settings

Configures the size and position of the default border. Displayed items vary depending on the item selected in [How to specify default border].

Set size

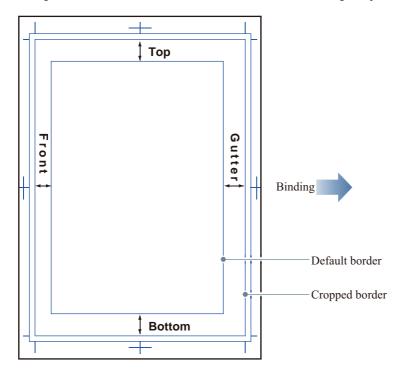Configures the default border based on the size and position.

Width	Width of the [Default border].
Height	Length of the [Default border].
X offset	Horizontal position of the [Default border].
Y offset	Vertical position of the [Default border].

> **Memo**
> - When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
> - When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.

Set margin

Configures the default border based on the distance from the left, right, top and bottom edges of the cropped border.

Top	Specifies the upper side of the [Default border] as the distance from the top of the cropped border.
Bottom	Specifies the lower side of the [Default border] as the distance from the bottom of the cropped border.
Gutter	Specifies the right or left side of the [Default border] as the distance from the "Direction of the binding point".
Front	Specifies the right or left side of the [Default border] as the distance from the "Outer direction (opposite of binding point)".

I. Align crop mark [EX] *

It is possible to set alignment method for crop marks in the 2-page spread.

When turned off, crop marks are created at the position where the paper edges of the left and right pages match.

When turned on, the crop marks are combined by matching the positions of the cropped borders. The positions of the cropped border on the left and right pages can be adjusted in [Gap].

> **Memo**
> Turn [Spread corresponding page] in [Multiple pages] on in order to reflect the [Align crop mark] settings in a 2-page spread.

J. Setting for fanzine [EX]

(1) Check whether to export fanzine printing data

Turn this on and click [OK] in the [New] dialog box to check whether your fanzine printing data can be exported. A message is displayed if the data cannot be exported as fanzine printing data.

K. Multiple pages [EX]

You can create a work consisting of multiple pages and configure settings such as the number of pages and binding direction.

(1) Multiple pages

When turned on, allows for the creation of a multi-page manga or comics.

(2) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages.

> ✏ **Memo**
> - **If [Cover page] is turned on, include the cover page when setting the number of pages.**
> - **The numbers of pages that can be selected differ depending on the settings.**

(3) Spread corresponding page

When turned on, creates a 2-page spread from a pair of left and right pages.

(4) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> ✏ **Memo**
> **Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.**

(5) Start page

Configures the orientation of the start page in the book.
- When the start page is a left page, select [Left].
- When the start page is a right page, select [Right].

> ✏ **Memo**
> **[Start page] cannot be set if [Cover page] is turned on.**

L. Cover page [EX]

You can add a cover page to a work and configure settings such as the drawing color and resolution.

(1) Cover page

When turned on, you can add a cover page to a work and configure settings such as the drawing color and resolution.

(2) Resolution

You can set the resolution of the cover page. Clicking ▼ allows you to select the resolution.

(3) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

> ❗ **Important**
> **The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].**
> - **Basic expression color: Gray**
> - **Drawing color: Only black button ON**

(4) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

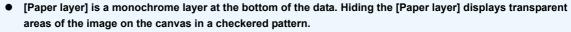| Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

✏ **Memo**　　For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(5) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(6) Paper color

When turned on, this allows you to configure the color of the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

✏ **Memo**
- **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
- **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
- **For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box　*" see.**

(7) Cover page layout

Set the layout of the front and back cover pages. You can select whether to create the front and back cover pages as a spread or separately.

(8) Specify back width

You can set the back width of the cover page if [Spread] is selected for [Cover page layout]. You can specify a value for the back width by turning on the check box.

✏ **Memo**　　If the check box is turned off, an automatically calculated value is set for the back width. However, this may differ from the actual back width depending on the paper used for the main text and the printing place used.

(9) Template

You can apply a template to the cover page. Selecting the check box and clicking the button displays the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

> ✏️ **Memo**   **If a template is not specified, turning on this check box opens the [Template] dialog box.**

(10) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the cover page in the dialog box.

> ✏️ **Memo**   **For details on the settings in the [Template] dialog box, see "[Template] Dialog Box [PRO/EX]" .**

M. Story information [EX]

Input [Story name], [Number of stories], [Subtitle], [Author], [Page number], and so on. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Number of stories

When turned on, you can enter the number of stories in the work.

(3) Subtitle

Input the subtitle for the manga or comic book.

(4) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

(5) Page number

When turned on, you can set page numbers in the work. A pull down menu allows you to configure the display position of the [Page number]. The start number of the page numbers can also be set in [Start number].

N. Folio [EX]

Configure the page number displayed when the manga or comic is bound in a book.

(1) Start number

Input the starting page number.

(2) Color

Configure the color for the page number. Configure either [Black] or [White].

(3) Put edges

When turned on, an edge will be added to the page number text. The input field on the right allows you to configure the thickness of the edge.

(4) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(5) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(6) Gap with default border

The gap between the folio and the default border can be set. The larger the value, the wider the gap between the default border and the folio.

(7) Font

Select the font to use for the page number.
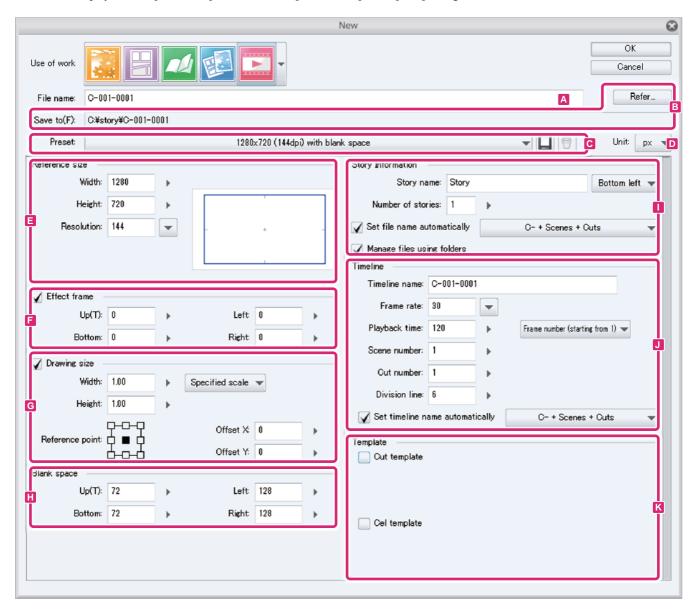
(8) Size

Configure the font size for the page number.

(9) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[New] dialog box (Animation) [PRO/EX]

The window displayed when [Animation] is selected from [Use of work] in the [New] dialog box.

📝 Memo	This allows you to change various settings after creating the file. For information on how to configure the settings, see "**Change basic page settings**" and "**Change basic work settings**" .

A. File name

Enter a file name under which to save the file.

📝 Memo	When [Set file name automatically] is turned on, a value selected by [Set file name automatically] is set as the file name.

B. Save to

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location. This is displayed when [Manage files using folders] is turned on.

> **Memo**
>
> Manage files using folders by storing and managing a management file (extension: cmc) and multiple files in CLIP STUDIO FORMAT (extension: clip) in a [Management folder]. For details, see **"Regarding Management File and Page Files"** .

C. Preset

(1) Preset

You can configure settings such as the size of the cropped border and the resolution by selecting values from a list.

> **Memo**
>
> [Custom] can be selected only when the default size settings have been changed.

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> **Memo**
>
> For information on the settings in the [Register to preset] dialog box, see **"[Register to preset] Dialog Box"** .

(3) Delete preset

You can delete the preset selected in [Preset].

> **Memo**
>
> Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.

D. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

E. Reference size

Set the size and resolution of the reference frame of the canvas.

> **Memo**
>
> For details on reference frames, see **"Explanation: Names of each area of animation cels [PRO/EX]"** .

(1) Width

Configure the reference frame width.

(2) Height

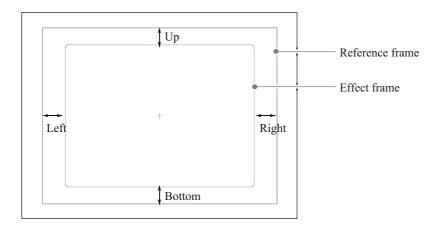Configure the reference frame height.

(3) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

F. Effect frame

Turn this on to set an effect frame on the canvas. Set the distance of the effect frame from the top, bottom, left and right edges of the reference frame (margin).

> ✏ **Memo**　　For details on effect frames, see **"Explanation: Names of each area of animation cels [PRO/EX]"** .

G. Drawing size

Turn this on to set a drawn frame on the canvas. This can be used when creating a cut for the vertical or horizontal scroll length.

> ✏ **Memo**　　For details on drawn frames, see **"Explanation: Names of each area of animation cels [PRO/EX]"** .

(1) How to specify drawn frame

Set how to specify the drawn frame. The [Width] and [Height] are specified differently depending on this setting.

Specified scale	Specify a scale based on the reference size.
Specified size	Directly specify measurements for the [Width] and [Height].

(2) Width

Configure the drawn frame width.

(3) Height

Configure the drawn frame height.

(4) Reference point

Specify the position of the reference point (reference frame) in relation to the drawn frame.

(5) Offset X

Moves the position of the reference frame horizontally if the drawn frame is larger than the reference frame.
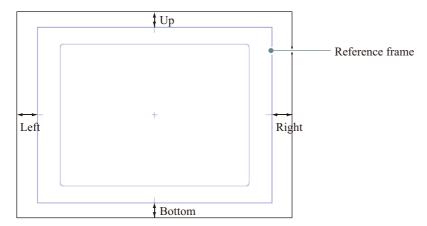
(6) Offset Y

Moves the position of the reference frame vertically if the drawn frame is larger than the reference frame.

H. Blank space

Set the blank space of the drawn frame. Turn [Drawn frame] off to create blank space in the reference frame.

Enter [Up], [Down], [Left] and [Right] to create blank space.

I. Story information [EX]

Configure settings such as [Story name], [Number of stories] and [File name].

(1) Story name

Input the story name. A pull down menu allows you to configure the display position of [Story name]. The input information is displayed in the blank space.

(2) Number of stories

Allows you to input the number of stories for the manga or comic book.

(3) Set file name automatically

Turn this on to set [File name] automatically. The item to be used for file names can be selected from a pull-down menu.

(4) Manage files using folders

Turn this on to manage multiple files in folders.

J. Timeline

Allows you to configure settings such as the timeline name and frame rate.

(1) Timeline name

Input the timeline name.

> 🖉 **Memo** The timeline name can be changed after creating the canvas. For details on how to change, see **"Animation menu"** → **"Timeline"** → **"Manage timeline"** .

(2) Frame rate

Input the frame rate of the timeline.

> 🖉 **Memo** The frame rate (fps) is the maximum number of images that can be displayed in one second to run the animation. For example, if 30 is set, a maximum of 30 images (cels) can be used in one second. 24fps or 30fps is generally used in TV animation.

(3) Playback time

Input the playback time. Use the pull-down menu to select how to display frames on the [Timeline] palette. The configuration method varies depending on the selected item.

Frame number (starting from 1), Frame number (starting from 0)	Set the number of frames for the entire timeline. For example, if you have set 30 for [Frame rate] and you are making a 4-second animation, enter "120" (30 frames x 4 seconds) here. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	Set the playback time in seconds. To add frames after the specified number of seconds, set the number of frames to be added.
Time code	Set the playback time in minutes and seconds. To add frames after the set number of seconds, set the number of frames to be added.

(4) Scene number

Input how to read the scene number.

(5) Cut number

Input how to read the cut number.

(6) Division line

Set lines dividing the [Timeline] palette. Division lines are created after the set number of frames (for example, after every five frames).
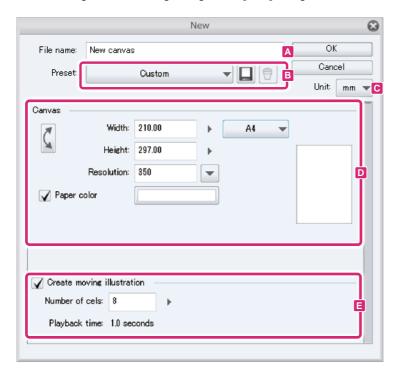
K. Template

Turn this on to display the [Template] dialog, which allows you to select a template (layer configuration) for cuts and cels.

Cut templates are templates applied when executing the [New] dialog. Cel templates are applied at the same time a cel is created by selecting [Animation] → [New animation cel].

[New] Dialog Box [DEBUT]

You can configure the following settings in the [New] dialog box in DEBUT.

A. File name

Enter a file name under which to save the file.

B. Preset

(1) Preset

You can configure settings such as the size of the cropped border and the resolution by selecting values from a list.

> ✏ **Memo**   **[Custom] can be selected only when the default size settings have been changed.**

(2) Register to preset

Registers the content configured in the dialog box as [Preset]. Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

> ✏ **Memo**   **For information on the settings in the [Register to preset] dialog box, see "[Register to preset] Dialog Box" .**

(3) Delete preset

You can delete the preset selected in [Preset].

> ✏ **Memo**   **Only presets that you have registered to [Preset] can be deleted using [Delete preset]. Initial settings cannot be deleted.**

C. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

D. Canvas

Configures settings related to the canvas.

> ⚠ **Important**   In DEBUT, the upper limit of the canvas size is 10000 (height) x 10000 (width) pixels.

(1) Swap width/height

Swaps the width and height of the canvas (page).

(2) Width

Horizontal length to print.

(3) Height

Vertical length to print.

(4) Default size (Canvas size)

Allows you to select a [Width] and [Height] for the canvas from default sizes.

(5) Resolution

Input the resolution of the canvas (pages). Clicking ▼ allows you to select the resolution.

(6) Paper color

When turned on, this allows you to configure the color of the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> ✎ **Memo**
> - [Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.
> - The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].
> - For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box *" see.

E. Create moving illustration

You can create a moving illustration and configure settings such as the number of cels.

(1) Create moving illustration

Turn this on to display the settings for creating a moving illustration.

(2) Number of cels

Allows you to set the number of cels. Up to 24 can be set. Clicking [▼] allows you to select the number of cels per second.

> ✎ **Memo**
> - [Number of cels] allows you to configure the playback time of the completed movie in addition to the number of cels. You can change the number of cels after creating the canvas by adjusting the number of cels in the [Timeline] palette. For details, see "Operating the Timeline Palette" .
> - You can set the number of cels used per second (frame rate) in [Frame rate].

(3) Playback time

The playback time when the movie is exported is displayed in accordance with the setting content of [Number of cels] and [Frame rate].

(4) Frame rate *

It is possible to sett the number of cels (images) to be used per second. For example, if [8fps] is set, 8 cels can be displayed in one second.

[Template] Dialog Box [PRO/EX]

A dialog box that is displayed when [Template] or [Specify template] is clicked. A template can be set for the canvas or page.

(1) Search box

Allows you to input a keyword and search for a template.

(2) Tag list

A list of tags assigned to materials displayed as buttons. Clicking a button displays the included materials in [Material list].

(3) Material list

A list of template materials. Click to select the material to import.

(4) Thumbnail [Large]

Shows the large thumbnails of the materials shown in [Material list].

(5) Thumbnail [Small]

Shows the small thumbnails of the materials shown in [Material list].

(6) Thumbnail [Detail]

Shows the thumbnails as well as information of the materials shown in [Material list].

✏ **Memo**	Templates can be added from [Edit] menu → [Register Material] → [Template]. For details, see **"Register Layer as Template Material"** .

[Register to preset] Dialog Box

A dialog box that is displayed when [Register to preset] is clicked. You can configure items to be registered to [Preset].

(1) Preset name

Input a name for the [Preset] to register.

(2) Items to be included in preset

The content of the selected items will be registered in [Preset].
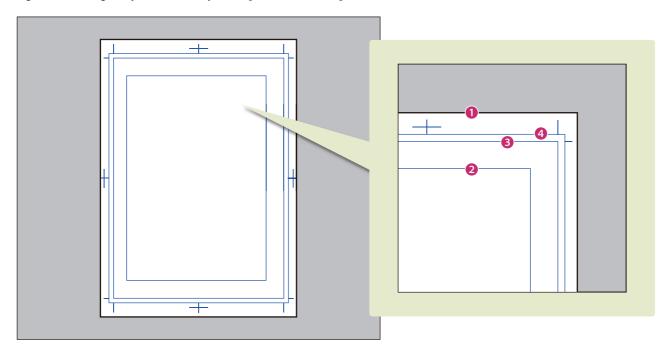
❗ Important	● The [Page settings], [Cover page settings] and [Folio settings] items are only displayed in EX. ● [Basic expression color], [Template], [Frame rate], [Cut template] and [Cel template] items are only displayed in PRO and EX.

✏ Memo	● [Width], [Height], [Unit] and [Manga draft settings] are always registered. ● [Reference size], [Effect frame], [Drawing size] and [Blank space] are always registered when [Animation] is set for [Use of work].

Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]

In a CLIP STUDIO PAINT canvas, the [Default border] accommodates the frame, and the [Cropped border] and [Bleed border] indicate the edges for trimming. They are collectively called [Inside dimensions].

(1) Paper size

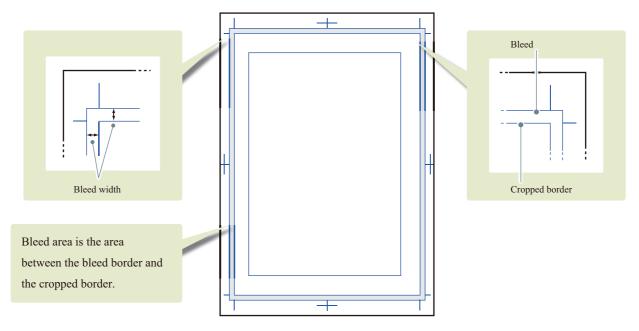This is the size of the entire canvas.

(2) Default border

This is the reference border to lay out frames.

(3) Cropped border

This is the line at which the pages will be trimmed for binding after printing. Drawings within these dimensions are printed.
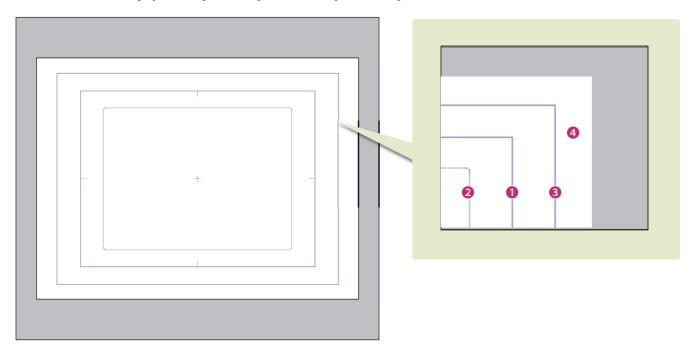
(4) Bleed border

This is the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the bleed area to print to the edge of the pages.

Bleed width

Bleed

Cropped border

Bleed area is the area between the bleed border and the cropped border.

Explanation: Names of each area of animation cels [PRO/EX]

Animation frames are displayed when [Animation] is selected for [Use of work].

(1) Reference point

The export area when exporting a movie.

! Important A wider area than the reference frame or drawn frame may be displayed in some editing and playback environments. When drawing to the edge of the screen, include the blank space.

(2) Effect frame

The displayed area may differ depending on the environment where the created animation is played. This frame sets the area that will be displayed in all environments. Areas that absolutely need to be shown should be drawn within this frame.

(3) Drawn frame

The drawing area. This can be created larger to suit aspects such as camera work.

(4) Blank space

Extra margin for reference frames and drawn frames.

Create New from Clipboard

Create a new canvas whose size is suitable for the image in the clipboard, and import the image.

✎ Memo [Create New From Clipboard] is available independently of whether or not the canvas is opened or not.

Open

Selecting [File] menu → [Open] displays the [Open] dialog box.

- You can open files in CLIP STUDIO FORMAT (extension: clip), CLIP STUDIO PAINT format (extension:lip), IllustStudio document (extension: xpg), ComicStudio page file (extension: cpg), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop document (extension: psd), Adobe Photoshop big document format (extension: psb), ibisPaint work file (extension: ipv).

- EX can also open CLIP STUDIO PAINT EX management files (extension: cmc) and ComicStudio work files (extension: cst) and CLIP STUDIO name files (extension: csnf).

! Important	- When importing an IllustStudio document or ComicStudio page file, some layers may not be imported correctly. For details, see "**Regarding Import of IllustStudio/ComicStudio Documents [PRO/EX]**" . [PRO/EX] - Opening a ComicStudio work file (extension: cst) displays the [Create page management folder] dialog box. Specifying a location for the management folder in the dialog box converts the ComicStudio book file into a CLIP STUDIO PAINT management file (extension: cmc) and page files (extension: clip). For details on the page management in CLIP STUDIO PAINT, see "**Explanation: Page Management [EX]**" . - In DEBUT, IllustStudio documents (extension: xpg) and ComicStudio page files (extension: cpg) cannot be imported. - In DEBUT, CMYK color files can be imported only if they are saved in the CLIP STUDIO PAINT format (extension: clip). CMYK color files saved in BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb) cannot be imported. - When using DEBUT, the tone layers of ibisPaint work files (extension: ipv) are rasterized in CLIP STUDIO PAINT. Also, the select layer cannot be imported. - When DEBUT or PRO is used to open a file in CLIP STUDIO FORMAT (extension: clip) where the timeline is enabled, the timeline is displayed as read-only if there are more than 25 frames in the timeline or if a negative number is set as the start frame..
✎ Memo	[CMYK] is available when exporting an image in TIFF (extension: tif), JPEG (extension: jpg), Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb) format. [PRO/EX] - Images in CMYK format are converted into RGB format when opened. To display images in the CMYK color space, turn on [Preview] from [View] menu → [Color profile]. [PRO/EX] - To save an open image in CMYK format, specify [.tif(TIFF)], [.jpg(JPEG)], [.psd(Photoshop Document)] or [.psb(Photoshop Big Document)] in [File] menu → [Save Duplicate]/[Export (Single Layer)]/[Export (Single Layer)] and [CMYK] for [Expression color]. For details on how to configure the settings, see "**[Export settings] Dialog Box**" or "**[Export settings] Dialog Box (For Photoshop Document and Photoshop Big Document)**" . [PRO/EX] - To open a page file in EX, specify the management file (cmc) or page file (extension: clip) in the [Open] dialog box. For details, see "**Opening a Page File**" . - The canvas size, resolution, layer information and title are maintained when an ibisPaint work file (extension: ipv) is opened in CLIP STUDIO PAINT. However, the tone layer may differ from that displayed in ibisPaint.

Regarding Import of IllustStudio/ComicStudio Documents [PRO/EX]

CLIP STUDIO PAINT supports the following IllustStudio document and ComicStudio page file layers. Some layers may be imported but not edited.

IllustStudio/ComicStudio layer	CLIP STUDIO PAINT layer	Remarks
Raster layer (1 bit)	Raster Layer (Monochrome (Black))	
Raster layer (2 bits)	Raster Layer (Monochrome (Black and White))	
Raster layer (8 bits)	Raster Layer (Gray (Only Black))	If [Tonization] or [Pseudo tone] is configured for [Color reduction method] in ComicStudio, the layer will be imported with [Tone] on the [Layer Property] palette turned on.
Raster layer (32 bits)	Raster layer (color)	
Vector layer (2 bits)	Vector layer (Monochrome (Black and White))	Shape of the image may change when imported. To prevent shapes from changing, configure [File] on the [Preferences] dialog box to import the vector layers as raster layers.
Vector layer (32 bits)	Vector layer (color)	
Ground layer	Raster Layer	
Reference layer	Reference layer	
Text layer	Text layer	When text is re-edited in CLIP STUDIO PAINT, it is replaced with CLIP STUDIO PAINT's text drawing. Furthermore, the following text layer settings are not maintained. [Edge] [Text/Background color] [TateChuYoko (Horizontal in Vertical)] - Option In addition to those listed above, the text may be substantially different due to differences in text specifications, etc.
Balloon layer (Ruler balloon)	Balloon layer (Including balloon and text)	In the cases below, the balloon is imported as a balloon layer and the text, as a text layer: - The color of the balloon's line is other than black - The color of the balloon's interior is other than white - The balloon is inside a text layer
Balloon layer (Raster balloon)	- Image material layer (Balloon) - Text layer (Text)	
Patterned tone layer	Image material layer	

IllustStudio/ComicStudio layer	CLIP STUDIO PAINT layer	Remarks
[Normal] tone	Fill in monochrome layer	[Tone] on the [Layer Property] palette is turned on.
[Gradient] tone	Gradient layer	[Tone] on the [Layer Property] palette is turned on.
[Background] tone	Image material layer	[Tone] on the [Layer Property] palette is turned on.
Frame folder	Frame border folder	In the cases below, a [Raster] layer will be added immediately above the [Frame Border folder], and the border drawn there. ● [Rasterize vector] is enabled on the [Preferences] dialog box When ● When the frame is double-lined Furthermore, when the border is outside the red line indicating the frame range, the [Frame folder] is duplicated to handle the frame range as one frame border.
Layer folder	Layer folder	
3D workspace folder	Layer folder	3D material cannot be edited.
3D preview layer	Raster Layer	3D material cannot be edited.
Clipping folder	Layer folder + Clip at layer below	
Clip at layer below	Clip at layer below	
Filter layer (Brightness/Contrast)	Tonal Correction layer (Brightness/Contrast)	
Filter layer (Tone curve)	Tonal Correction layer (Tone curve)	
Filter layer (Level correction)	Tonal Correction layer (Level correction)	
Filter layer (Inverse)/ Inverse layer	Tonal Correction layer (Reverse gradient)	
Filter layer (Mask (Whole area hidden))	Layer mask	
Filter layer (Mask (Whole area displayed))/Masking layer	Layer mask	
Filter layer (Gradient map)	Correction layer (Gradient map)	
Filter layer (Hue/Saturation/Luminosity)	Tonal Correction layer (Hue/Saturation/Luminosity)	
Filter layer (Texture)	Image material layer + Texture combine	
Filter layer (Color balance)	Tonal Correction layer (Color balance)	

IllustStudio/ComicStudio layer	CLIP STUDIO PAINT layer	Remarks
Saturated line layer	Raster Layer	Saturated line cannot be edited.
Stream line layer	Raster Layer	Stream line cannot be edited.
Vanishing Point Layer	Raster Layer	Vanishing point cannot be edited.
Sub ruler layer	Deleted	When there are drawings on the ruler, the ruler is converted into raster layer.
Ruler layer	Deleted	
Selection layer (1 bit)	Selection layer	
Selection layer (8 bits)	Selection layer	
Paper layer	Paper layer	
Guide layer	Deleted	
Grid layer	Deleted	
Crop mark/Default border layer	Crop mark/Default border	Not displayed on the [Layer] palette.
Border ruler layer	Raster layer (gray)	

! Important
- **Importing a ComicStudio page file adds a [Paper layer] (White).**
- **Content input using the [Work]→menu [Edit Memo] in ComicStudio will not be applied.**
- **When content entered into the [Story Editor] of ComicStudio EX is displayed in the [Story Editor] of CLIP STUDIO PAINT EX, the text order may be changed.**

In DEBUT

This section describes the points to consider when importing files created by PRO/EX in DEBUT.

Layers imported as uneditable layers

In DEBUT, the following layers are imported as uneditable layers.

- Gray/monochrome raster layer

- Vector layer

- Frame border folder

- Balloon layer

- Fill in monochrome layer

- Gradient layer

- Selection layer

- Tonal Correction layer

- Layer including ruler

- Layer with [Edge] set on the [Layer Property] palette

- Layer with [Tone] set on the [Layer Property] palette

- Layer with [Expression color (preview)] displayed in [Expression color] on the [Layer Property] palette

Canvases imported as uneditable canvases

In DEBUT, the canvas is uneditable if any of the following layers or canvas is imported.

- Tonal Correction layer

- [Expression color] of the canvas is [Monochrome]

- The timeline has more than 25 frames

- A negative number is set as the start frame of the timeline

Other points to consider

- [Text] layer and [Image material] layer are editable regardless of the expression color.

- DEBUT can edit the layer though [Layer color]/[Draft layer] cannot be configured.

- [Crop mark/Default border] and [Grid] are not displayed.

- A canvas that exceeds 10000 x 10000 pixels cannot be imported.

Recent

Displays a list of recently used files. Allows you to select a file to open and edit.

Close

Selecting [File] menu → [Close] closes the file being edited.

Save

Selecting [File] menu → [Save] saves the file by overwriting the same file. The file name and save location are specified only when saving for the first time.

You can save files in CLIP STUDIO FORMAT (extension: clip), CLIP STUDIO PAINT format (extension: lip), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

<table>
<tr>
<td>! Important</td>
<td>

CLIP STUDIO PAINT files created in CLIP STUDIO PAINT Ver.1.4.4 or earlier (extension: lip) can be saved in Ver.1.5.0 and later without changing the extension. However, it will no longer be possible to open the file in CLIP STUDIO PAINT Ver.1.4.4 or earlier.
Files saved in CLIP STUDIO FORMAT (extension: clip) cannot be opened in CLIP STUDIO PAINT Ver.1.4.4 or earlier.
Work created as ibisPaint work files (extension: ipv) cannot be overwritten. The file is saved as a separate file in CLIP STUDIO FORMAT (extension: clip).

</td>
</tr>
</table>

Save as

Selecting [File] menu → [Save as] saves the file with a different name to separate from the same file saved before.

You can save files in CLIP STUDIO FORMAT (extension: clip), management file (extension: cmc), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

> **! Important**   **Files saved in CLIP STUDIO FORMAT (extension: clip) cannot be opened in CLIP STUDIO PAINT Ver.1.4.4 or earlier.**

For multi-page works, the management file can be saved under a different name and the entire work can be saved in a different folder. Display the [Page Manager] window and execute [Save as] to display the [Create story folder] dialog. Specify the save folder, input the [Folder name] (management file name) and click [OK] to save a duplicate of the work in a different folder.

[Create story folder] Dialog Box

(1) Location to create story folder

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location.

(2) Management folder

Input a name for the management folder.

(3) Management file

Displays the management file name (extension: cmc).

> **✎ Memo**
> - Selecting [File] menu → [Export (Single Layer)] to save in BMP, JPEG, PNG, TIFF or Targa, allows you to configure whether or not to output the [Draft] layer, as well as the size settings and zoom in/out processing. For details, see **"Export (Single Layer)"** .
> - If a multi-page work contains files in CLIP STUDIO PAINT format (extension: lip), those files are saved in CLIP STUDIO FORMAT (format: clip) Files saved in CLIP STUDIO FORMAT (extension: clip) cannot be opened in CLIP STUDIO PAINT Ver. 1.4.4 or earlier.

Save Duplicate

Allows you to save the data of the currently open canvas by directly specifying the saving format.

Files can be saved in CLIP STUDIO FORMAT (extension: clip), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

For Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb), you can configure expression color and ICC profile embedding. For details on how to configure on the dialog box, see "[Export settings] Dialog Box (For Photoshop Document and Photoshop Big Document)" .

> **! Important**   Files saved in CLIP STUDIO FORMAT (extension: clip) cannot be opened in CLIP STUDIO PAINT Ver.1.4.4 or earlier.

[Export settings] Dialog Box (For Photoshop Document and Photoshop Big Document)

(1) Output image [PRO/EX]

You can configure whether or not to include [Draft] layer, [Crop mark], [Default border], [Text], [Story Information], and [Folio] when exporting. The items that are turned on are exported.

(2) Expression color

You can configure the expression color of the image to output. You can select from [Gray], [RGB color] and [CMYK color [PRO/EX]].

(3) Advanced settings of color [PRO/EX]

Clicking the button opens the [Advanced settings of color] dialog box. Allows you to configure the color of crop mark/default border when exporting an image using the dialog box.

[Advanced settings of color] Dialog Box

Export with display color	The [Color of Crop mark/Default border] in [Preferences] dialog box → [Ruler/Unit] is configured for color of crop mark/default border.
Export with cyan	Cyan is configured for color of crop mark/default border.
Export with black	Black is configured for color of crop mark/default border.

> **! Important**   In DEBUT, [CMYK color] are not displayed.

(4) Embed ICC profile [PRO/EX]

Turning on this item embeds the ICC profile when exporting the file.

> **✎ Memo**
> - On the [Preferences] dialog box, you can configure default values for color profile, rendering intent, used library and the like for exporting in [RGB] or [CMYK]. For details on how to configure, see "File Menu" → "Preferences [Windows]" → "Color conversion [PRO/EX]" .
> - In [View] menu → [Color profile] → [Preview settings], you can configure color profile, rendering intent and the like for exporting in [RGB] or [CMYK]. For details on how to configure, see "View Menu" → "Color profile" → "Preview Settings" .

(5) OK

Commits the settings and closes the [Export settings] dialog box.

(6) Cancel

Cancels the settings and closes the [Export settings] dialog box.

Revert

Discard edits made to the canvas and restore it to its state the last time it was saved.

A message is displayed when this is selected. Click [Yes] to discard the changes and reload the canvas.

> ✎ **Memo** **This item cannot be executed immediately after saving the canvas.**

Export (Single Layer)

Allows you to integrate all layers of the currently open canvas and save the data by directly specifying the saving format.

Here you can save files in BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

- You can configure whether or not to output the [Draft] layer, as well as the size settings and zoom in/out processing.

- For TIFF, JPEG, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb), you can configure ICC profile embedding.

- In EX, all pages in the work can be exported together by selecting the [Page Manager] window. For information on how to export pages together, see "Export multiple pages [EX]" → "Batch export" .

[Export settings] Dialog Box

> ! **Important** **In DEBUT, [Embed ICC profile] and [Advanced settings of color] cannot be configured.**

(1) Preview rendering result on output

When turned on, the [Export preview] dialog box is displayed during output for you to check the output content.

> ✎ **Memo** **For [Export preview] dialog box, see "[Export preview] Dialog Box" .**

(2) Quality

For JPEG, you can configure the quality in which to save the image. The larger the value, the higher will be the image quality. This item does not display for saving formats other than JPEG.

(3) Output as [Background] *

When the saved format is Adobe Photoshop document (extension: psd) or Adobe Photoshop big document (extension: psb) and this feature is on, the Photoshop background layer can be merged and saved. When the saved format is a format other than Adobe Photoshop document or Adobe Photoshop big document, the setting items are not displayed.

(4) Output image [PRO/EX]

You can configure whether or not to include [Draft] layer, [Crop mark], [Default border], [Text], [Story Information], and [Folio] when exporting. The items that are turned on are exported.

With EX, you can specify the image area to be exported in [Output range]. Available options are: [Full page], [To offset of crop mark], [To inside of crop mark] and [Selection].

> ✎ **Memo** **[Selection] exports a rectangular image with the width and height of the selected area.**

(5) Expression color

You can configure the expression color of the image to output. You can select from [Auto detect appropriate color depth], [Duotone (Threshold)], [Duotone (Toning)], [Gray] and [RGB color].

For TIFF (extension: tif), JPEG (extension: jpg), Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb), you can configure ICC profile embedding.

Clicking [Advanced settings of color] opens the [Advanced settings of color] dialog box, where you will be able to configure the color of crop mark/default border and the number of screen frequency. For details on the [Advanced settings of color] dialog box, refer to "[Advanced settings of color] Dialog Box [PRO/EX]" .

| ! Important | ● [Embed ICC profile] is not displayed when saving in BMP, PNG or Targa. |
| | ● [CMYK] is available when exporting an image in TIFF (extension: tif), JPEG (extension: jpg), Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb) format. [PRO/EX] |

✎ Memo	● On the [Preferences] dialog box, you can configure default values for color profile, rendering intent, used library and the like for exporting in [RGB] or [CMYK]. For details on how to configure, see "File Menu" → "Preferences [Windows]" → "Color conversion [PRO/EX]" . [PRO/EX]
	● In [View] menu → [Color profile] → [Preview settings], you can configure color profile, rendering intent and the like for exporting in [RGB] or [CMYK]. For details on how to configure, see "View Menu" → "Color profile" → "Preview Settings" . [PRO/EX]
	● [Auto detect appropriate color depth] is determined based on the expression color of each layer.
	● [Duotone (Threshold)] sets a brightness of 50% as the threshold and outputs in binarized form.
	● [Duotone (Toning)] outputs with toning according to the [Number of basic screen frequency] on the canvas.

(6) Output size

You can specify the size of the file to output.

Scale ratio from original data	Specify the size of the image to export as a ratio of the original data.
Specify output size	Specify the size of the image to export with [Width] and [Height]. You can select the unit from [cm], [mm], [in], [px] and [pt].
Specify resolution	Specify the size of the image to export by specifying the resolution. The resolution can be specified as a value between 72dpi and 1200dpi.

(7) Process when scaling [PRO/EX]

Specify the process for enlarging or reducing the image for exporting. You can select from [For illustration] and [For comic].

When you select [For comic], you can configure the image quality if you export specifying [Rasterize]. You can select from [Fast] and [Prefer quality]. When [For illustration] is selected, always [Prefer quality] is specified for exporting.

| ✎ Memo | If quality is desired when outputting reduced, configuring [Prefer quality] for [Rasterize] is recommended. |

(8) OK

Commits the settings and opens the [Export preview] dialog box. For details on the [Export preview] dialog box, see "[Export preview] Dialog Box" .

(9) Cancel

Cancels the settings and closes the [Export settings] dialog box.

[Export preview] Dialog Box

Clicking [OK] on the [Export settings] dialog box displays the [Export preview] dialog box. Previews the image when the file is exported. When exporting in JPEG format, you can configure [Quality] for the image by checking the preview.

> **! Important** The [Export preview] dialog box is not displayed if [Preview rendering result on output] on the [Export settings] dialog box is turned off.

(1) Image preview

Previews the image when the file is exported. By dragging the [Image preview], you can adjust the display position of the previewed image.

(2) Scale up/down slider

By dragging the slider, you can adjust the scale of [Image preview]. Dragging to the right scales up the image while dragging to the left scales down the image. Clicking the numeric value allows you to directly input the scale.

(3) Zoom out

Click to scale down the image previewed in [Image preview].

(4) Zoom in

Click to scale up the image previewed in [Image preview].

(5) 100%

Click to display the image previewed in [Image preview] at 100%.

(6) Fit to navigator

Click to display the previewed image fit to the [Image preview] window size. The size of the previewed image changes in conjunction with the dialog box size when the latter is changed.

(7) Fit to Screen

Click to display the previewed image fit to the [Image preview] window size. The size of the previewed image does not change in conjunction with the dialog box size when the latter is changed.

(8) Quality

For JPEG, you can configure the quality in which you want to save the image. The larger the value, the higher will be the image quality. This item cannot be configured for saving formats other than JPEG.

The [Quality] setting is reflected in the [Image preview].

(9) File size

For JPEG, the size of the file to export is displayed. The size is not displayed for saving formats other than JPEG.

(10) OK

Closes the dialog box and exports the file as configured.

(11) Cancel

Cancels the file export and closes the dialog box.

[Advanced settings of color] Dialog Box [PRO/EX]

Clicking [Advanced settings of color] on the [Export settings] dialog box opens the [Advanced settings of color] dialog box, where you will be able to configure the color of crop mark/default border and the number of screen frequency applicable when exporting an image.

(1) Crop mark/Default border

Allows you to configure the color of the crop mark/default border when exporting an image.

Export with display color	The [Color of Crop mark/Default border] in [Preferences] dialog box → [Ruler/Unit] is configured for color of crop mark/default border.
Export with cyan	Cyan is configured for color of crop mark/default border.
Export with black	Black is configured for color of crop mark/default border.

(2) Number of screen frequency

Allows you to configure the number of screen frequency when exporting an image.

Depend on export scale	The number of screen frequency varies in accordance with the output size specified in the [Export settings] dialog box.
Follow layer settings	The number of screen frequency in each layer of the original image is output as-is.

(3) Enable tone effect for layer

When turned on, the content configured in [Effect] for [Tone] on the [Layer Property] palette is reflected when exporting an image.

Enable Auto Save

This is displayed when CLIP STUDIO PAINT is started by selecting [Synchronized Edit Mode] in CLIP STUDIO MODELER.

Check menu items to reflect edited content from CLIP STUDIO PAINT in CLIP STUDIO MODELER by automatically overwriting.

> 🖉 **Memo**
> - If auto saving is disabled, you can reflect edited content in CLIP STUDIO MODELER by selecting [Save] in the [File] menu.
> - For instructions on starting CLIP STUDIO PAINT in [Synchronized edit mode] from CLIP STUDIO MODELER, see the CLIP STUDIO MODELER user guide (Japanese only).

Export multiple pages [EX]

This allows you to save multi-page works created in CLIP STUDIO PAINT as one file. Works can be exported in general image formats, as a fanzine printing file or in ebook format.

Serif text in a work can also be exported together as a text file (extension: txt) by using [Batch export].

Batch export

Selecting the menu item opens the [Batch export] dialog box. Specifying the folder to save, the range of pages to save and the like on the dialog box allows you to save the data at once.

The page files can be saved as images in BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb) format.

Balloon layers and text layers in a work can also be exported together as a text file (extension: txt).

1 Select the command

Select the [File] menu → [Export multiple pages] → [Batch export]. The [Batch export] dialog box is displayed.

2 Configure the file format, export destination and the like

Configure the export destination, file format, file name, range of pages to export and the like on the dialog box.

(1) Click [refer] to specify the [Export folder].

(2) Specify the [File format].

(3) Input a name for the file to export in [Name].

(4) Specify the range of pages to export in [Page range].

(5) Click [OK].

> ✎ **Memo**
> - **If multiple consecutive pages are selected in the [Page Manager] window, the [Batch export] dialog box is displayed with the pages selected in [Page range] set.**
> - **The file name of each exported page file will be [Name] followed by a sequential number.**

3 Configure the export settings

The [Export settings] dialog box is displayed. Configure settings related to the file(s) to export.

(1) Configure settings related to the file(s) to export.

(2) Click [OK].

> ✎ **Memo**
> **The [Export settings] dialog box for batch export is the same as that displayed for [File] menu → [Save Duplicate] / [Export (Single Layer)], but with restrictions in some functions.**
> - **For details on the restrictions, see "Batch export specifications and restrictions" .**
> - **For details on how to configure the [Export settings] dialog box, see "[Export settings] Dialog Box" .**
> - **The [Export settings] dialog box is displayed with the values set according to the basic settings of the work. The basic settings of the work can be checked and changed in the [Story] menu → [Change basic work settings]. For details, see "Change basic work settings" .**

4 The file(s) is (are) exported

The [Export settings] dialog box closes and the file(s) exported as configured.

[Batch export] Dialog Box

(1) Export folder

Click [Refer] to specify the file(s) destination folder.

(2) File format

Specify the file format for the image(s) to export. Available formats are: BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

(3) Export (Single Layer)

When turned on, the layers are integrated when exporting the image(s).

> ⚠ **Important**
>
> **[Export (Single Layer)] is available only when exporting in Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb) format. When exporting in BMP, JPEG, PNG, TIFF or Targa, images are exported with the layers integrated.**

(4) Write text to file

Text in balloon layers and text layers on exported pages are exported together as a text file (extension: txt).

> ✏ **Memo**
>
> - The name of the text file is the name entered for [Name] followed by "_export".
> - Only text layers set as visible can be exported. Hidden layers are not exported.
> - Text set in [Draft] layers is not exported if [Draft] is turned off in the [Export Settings] dialog box.
> - The text is exported in the order in which it is displayed in the [Story editor]. To change the order, edit the text in the [Story editor]. For details, see **"Explanation: Balloons and Text"** → **"Text"** → **"Operations in the story editor [EX]"** → **"Move text"** .

(5) Name

Input a name for the file(s) to export.

> ✏ **Memo**
>
> **The file name of each exported page file will be [Name] followed by a sequential number.**

(6) Page range

Specify the range of pages to export.

(7) Export spread separately

When turned on, 2-page spreads are split into two single pages for export.

Batch export specifications and restrictions

The following describes the specifications and restrictions when exporting images with [File] menu → [Export multiple pages] → [Batch export].

🖉 **Memo**	For details on how to configure the [Export settings] dialog box, see **"[Export settings] Dialog Box"** .

Common restrictions

- Rendering results cannot be previewed.

- [Selection] cannot be set in [Output range] in the [Export Settings] dialog box.

Restrictions on Adobe Photoshop Document and Adobe Photoshop Big Document formats

The following restrictions apply if [Export (Single Layer)] is turned off in the [Batch export] dialog box when batch exporting in Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb) format.

- While the layer structure can be maintained when exporting, [Export spread separately] cannot be set.

- [Output range] cannot be specified on the [psd export settings] or [psb export settings] dialog box.

3D preview for binding

Selecting the item, outputs the preview data and displays the [3D preview for binding] dialog box. [3D Preview for Binding] allows you to confirm the work in a 3D preview of its actual bound state.

> ✏ **Memo** If [3D Preview for Binding] is performed more than once for the same work, preview data is output only for updated pages from the second time onward. This reduces the amount of time until the [3D Preview] dialog box is displayed.

3D Preview for Binding Dialog Box *

(1) Preview window

This window displays the bound sample. Use the mouse to move through the display of the bound sample.

Turn page	After opening the bound sample, move the cursor to the page you want to view and click to turn to that page.
Change angle	Click and drag the bound sample.
Open/Close	Double click the bound sample. Performing this action restores the bound sample to the size set in the initial settings.
Zoom in	Scroll upward with the mouse wheel.
Zoom out	Scroll downward with the mouse wheel.

(2)   Saddle Stitch/Side Stitch Binding

Changes the binding of the bound sample.

(3) Zoom out

Zooms out of the bound sample.

(4) Zoom in

Zooms in on the bound sample.

(5) Zoom Reset

Restores the bound sample to the size set in the initial settings.

(6) Go forward one page (Left binding: Go back one page)

Turns a page in the bound sample. If right bound, the display moves to the next page. If left bound, the display moves to the previous page.

(7) Go back one page (Left binding: Go forward one page)

Turns a page in the bound sample. If right bound, the display moves to the previous page. If left bound, the display moves to the next page.

(8) Open/Close

Opens/closes the bound sample. Performing this action restores the bound sample to the size set in the initial settings.

(9) Number of pages

The number of the currently displayed page is displayed at the top. The total number of pages in the work is displayed at the bottom. Click the number of the page currently being viewed and enter a page number to display that page.

(10) Close

It is possible to close the [3D Preview for Binding] Dialog Box.

Export fanzine printing data

Output the work as data to be published at the fanzine printing shop. Select this item to display the [Export fanzine printing data] dialog box. Configure the settings in the [Export fanzine printing data] dialog box and click [OK] to output fanzine printing data.

! Important	• If there are any issues with the data, an error message is displayed and it may not be possible to export the fanzine data. For information on how to solve these issues, see **"If an error message is displayed"** .
	• If [Export fanzine printing data] is performed twice or more for the same work, the first data is overwritten with the second data. Also, if files unrelated to the output data are added to the output destination folder, these files may be deleted.

✎ Memo	• The data consists of an image file for each page (extension: psd) and a text file containing the specifications for each page (extension: txt).
	• If [Export fanzine printing data] is performed more than once for the same work, only updated pages are output from the second time onward. This means that fanzine printing data is output more quickly.
	• You can view the folder in which the exported fanzine data is saved from the [File] menu → [Binding export] → [Open exporting destination of fanzine printing data].

[Export fanzine printing data] dialog box

A. Binding (finish) size

Set the finished size for binding.

> **! Important**
>
> The fanzine printing data is output in the size set in [Binding (finish) size]. Changing the [Binding (finish) size] in this dialog scales the images of the printing data up or down.

(1) Width

Configure the book width.

(2) Height

Configure the book height.

(3) Book size

Allows you to select a [Width] and [Height] for the canvas from default sizes.

(4) Bleed width

If a printing place is selected in the [New] dialog or the [Change basic work settings] dialog, the Bleed width recommended by the selected company is displayed automatically. If [General-purpose settings] is selected, the standard bleed width is set.

> **✎ Memo**
>
> ● For details on the [New] dialog box, see **"New"** → **"[New] dialog box (Printing of fanzine) [EX]"** .
>
> ● For details on the [Change basic work settings] dialog box, see **"Change basic work settings"** .

B. Resolution

You can set the resolution of the printing data. If a printing place is selected in the [New] dialog or the [Change basic work settings] dialog, it is possible to select a resolution recommended by the printing place.

> **✎ Memo**
>
> ● For details on the [New] dialog box, see **"New"** → **"[New] dialog box (Printing of fanzine) [EX]"** .
>
> ● For details on the [Change basic work settings] dialog box, see **"Change basic work settings"** .

(1) Color

Select the resolution to be used on pages where the [Basic expression color] is [Color].

(2) Gray

Select the resolution to be used on pages where the [Basic expression color] is [Gray].

(3) Monochrome

Select the resolution to be used on pages where the [Basic expression color] is [Monochrome].

C. Comment for print shop

If you have any instructions for the printing place, enter them here. The content entered is output to a text file.

If an error message is displayed

If an error message is displayed when exporting fanzine printing data, the following methods may resolve the issue.

> ✏ **Memo**
> - You may be able to confirm the page on which the error occurred by selecting the [Story] menu → [Binding process] → [Show binding list]. For details, see "Show binding list" .
> - You can apply the same settings to multiple pages by selecting the [Story] menu → [Change basic page settings]. For details, see "Change basic page settings" .

Message	Solution
Turn on the binding (finish) size and set the size for cropped border.	This data cannot be exported as fanzine printing data. Use the [File] menu → [Export multiple pages] → [Batch export]. For details, see "Export multiple pages [EX]" → "Batch export" .
The specified printing place recommends a bleed border of XXmm.	This is displayed if the bleed width differs from that specified by the printing place. Click [Continue] and set the [Bleed width] specified by the printing place in the [Export fanzine printing data] dialog before exporting the data. Making the [Bleed width] wider may result in the cut off edges of the pictures being printed.
3.0 mm or 5.0 mm are generally used for bleed width.	This may be displayed if the bleed width differs from that generally used. Open to the applicable page, click [Continue] and set the [Bleed width] to [3mm] or [5mm] in the [Export fanzine printing data] dialog before exporting the data. Making the [Bleed width] wider may result in the cut off edges of the pictures being printed.
Set the number of pages as an even number between XX and XX.	This is displayed if the number of pages is below the minimum specified by the printing place or if it is an odd number. Adjust the number of pages according to the specifications of the printing place. For information on adding or deleting pages, see "Add Page" and "Delete Page" .
Turn on folio or blind folio and set folio.	This is displayed if a folio or blind folio is not set. Select the [Story] menu → [Change basic work settings] and set [Folio] or [Blind folio]. For details on how to configure, see "Change basic work settings" .
Set the starting number of folio to 1.	This is displayed if a number other than "1" is set as the start number of the folio. Select the [Story] menu → [Change basic work settings] and set the start number of the folio to "1". For details on how to configure, see "Change basic work settings" .
Turn on the setting of cover page and provide cover page.	This is displayed if a cover page is not specified for the work. Select the [Story] menu → [Change basic work settings] and set a cover page. For details on how to configure, see "Change basic work settings" .
The following binding (finish) size is recommended for the specified printing shop.	The binding (finish) size you have set may not be handled by the printing place. Click [Continue] and set the [Binding (finish) size] specified by the printing place in the [Export fanzine printing data] dialog before exporting the data.
Either of the following is generally recommended for the binding (finish) size.	The binding (finish) size differs from the size generally used for fanzines. Click [Continue] and set the [Binding (finish) size] specified by the printing place in the [Export fanzine printing data] dialog before exporting the data.
A folio is generally required. Turn on the setting of folio.	This is displayed if a folio or blind folio is not set. Select the [Story] menu → [Change basic work settings] and set [Folio] or [Blind folio]. For details on how to configure, see "Change basic work settings" .

Message	Solution
Draft with the setting to be exported with color is included in main text.	This is displayed if the [Basic expression color] of the main text pages in the work is set to [Color] or [Grey]. To print a manga in monochrome, set [Basic expression color] to [Monochrome]. Open to the applicable page and set [Basic expression color] to [Monochrome] in the [Story] menu → [Change basic page settings]. For details on how to configure, see "Change basic page settings" .
Multiple resolutions are set for single basic expression color. It is scaled up and down when exported, so moire or something may occur in tone.	This is displayed if different resolutions for different pages are set for pages such as the cover and main text with the same [Basic expression color] setting. To output the data in its original resolution, use the [File] menu → [Export multiple pages] → [Batch export]. For details, see "Export multiple pages [EX]" → "Batch export" .

Open exporting destination of fanzine printing data

To open the fanzine printing data, open the corresponding work in CLIP STUDIO PAINT.

Executing this command opens the folder containing the data exported using [Export fanzine printing data].

> **Memo**
> This command cannot be used if data for the work has not been exported using [Export fanzine printing data]. It also cannot be used if the exported data has been deleted or moved.

Export in Kindle format

Works created in CLIP STUDIO PAINT can be exported in Kindle format.

> **! Important**
> If [Export in Kindle format] is performed twice or more for the same work, the first data is overwritten with the second data. Also, if files unrelated to the output data are added to the output destination folder, these files may be deleted.

1 Select the command

Select the [File] menu → [Export multiple pages] → [Export in Kindle format].
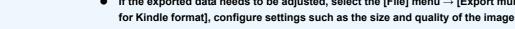
2 Configure the export settings

In the [Export in Kindle format] dialog box, enter information such as [Title] and [Author] and click [OK].

3 The export is complete

The following message is displayed when the export is complete.

- Select [Proceed to Kindle Direct Publishing (KDP)] to start the Web browser and connect to the Kindle Direct Publishing Web page. The exported data can be published to the Amazon Kindle store from here.

- Select [Check exported data] to start CLIP STUDIO and check the exported data.

> **Memo**
> - For information on how to publish the exported data to the Amazon Kindle store, see the Kindle Direct Publishing Web page.
> - You can view the folder in which the data exported in Kindle Format is saved from the [File] menu → [Open export destination of Kindle format].
> - If the exported data needs to be adjusted, select the [File] menu → [Export multiple pages] → [Export settings for Kindle format], configure settings such as the size and quality of the images to be exported and export the data again. For details, see "Export settings for Kindle format" .

[Export in Kindle format] Dialog Box

Configure settings such as items to be registered as metadata for the data in Kindle format.

(1) Title

Enter the e-book title to be registered as metadata for the data in Kindle format. This item must be entered.

(2) Title (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in title order.

(3) Author

Enter the e-book author to be registered as metadata for the data in Kindle format.

(4) Author (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in author order.

(5) Advanced Settings

Clicking the item displays the [Advanced Settings for Kindle] dialog box. More advanced settings such as [Publisher] and [Date of update] can be configured. For details, see "[Advanced settings for Kindle] Dialog Box" .

[Advanced settings for Kindle] Dialog Box

Configure settings for the data in Kindle format, such as items to be registered as metadata and whether a back cover page is included.

> ⚠ **Important**   **If no changes need to be made in the [Advanced Settings for Kindle] dialog box, use the displayed settings as they are.**

(1) Publisher

Enter the publisher to be registered as metadata for the data in Kindle format.

(2) Publishing company (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in publisher order.

(3) Date of update

Enter the date of update (creation date) of the book to be registered as metadata for the data in Kindle format. The date on which [Export in Kindle format] was executed is pre-entered.

(4) Value of identifier

Displays the book ID to be registered as metadata for the data in Kindle format.

(5) Export back cover page

Turn this on to export the back cover page when exporting a work in which a cover page and back cover page are set.

(6) Insert a blank sheet so that the last pages will be spread.

If the last page is a single page, turn this on to insert a blank page and display the two pages as a spread.

Preview of exported Kindle data

Displays a preview of works exported in Kindle format using the Kindle Preview Tool.

Select an item to start the Kindle Preview Tool and display a preview of how the work will look when displayed on a Kindle.

If the Kindle Preview Tool is not installed in your environment, a message with installation instructions is displayed. Install the Kindle Preview Tool by following the on-screen instructions.

> ✏ **Memo**   **For information on how to operate the Kindle Preview Tool, see the help of the Kindle Preview Tool.**

Export settings for Kindle format

Configure the settings for exporting in Kindle format. Selecting the item displays the [Export settings for Kindle format] dialog box. Configure the settings in the [Export settings for Kindle format] dialog box and click [OK].

[Export settings for Kindle format] Dialog Box

(1) Output size

Specify the output size of the image. A larger value is more suitable for displaying on high-resolution devices, but also increases the volume of data.

(2) Devices

Displays the Kindle devices that support the size selected in [Output size].

(3) Quality

Set the quality of the data to be exported in Kindle Format. A larger value increases the image quality, but also increases the volume of data.

(4) Do not make tone gray

Turn this on to keep the halftone dots of tone when exporting in Kindle format. However, moire may occur easily in the toned areas depending on the display environment of the work.

Open export destination of Kindle format

To open the data in Kindle format, open the corresponding work in CLIP STUDIO PAINT.

Executing this command opens the folder containing the data exported using [Export in Kindle format].

✎ **Memo**	This command cannot be used if data for the work has not been exported using [Export in Kindle format]. It also cannot be used if the exported data has been deleted or moved.

Export EPUB data

Works created in CLIP STUDIO PAINT can be exported as EPUB data.

⚠ **Important**	If [Export EPUB data] is performed twice or more for the same work, the first data is overwritten with the second data. Also, if files unrelated to the output data are added to the output destination folder, these files may be deleted.

1 Select the command

Select the [File] menu → [Export multiple pages] → [Export EPUB data].

2 Configure the export settings

In the [Export EPUB data] dialog box, enter information such as [Title] and [Author] and click [OK].

3 The export is complete

A message is displayed when the export is complete.

Selecting [Check exported data] to launches

✎ **Memo**	• You can view the folder in which the data is saved from the [File] menu → [Export multiple pages] → [Open exporting destination of EPUB data].
	• If the exported data needs to be adjusted, select the [File] menu → [Export multiple pages] → [Export settings for EPUB data], configure settings such as the size and quality of the images to be exported and export the data again. For details, see "Export settings for EPUB data" .

[Export EPUB data] Dialog Box

Configure settings such as items to be registered as metadata for the EPUB data.

(1) Title

Enter the e-book title to be registered as metadata for the EPUB data. This item must be entered.

(2) Title (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in title order.

(3) Author

Enter the e-book author to be registered as metadata for the EPUB data.

(4) Author (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in author order.

(5) Advanced Settings

Clicking the item displays the [EPUB advanced settings] dialog box. More advanced settings such as [Publisher] and [Date of update] can be configured. For details, see "[EPUB advanced settings] Dialog Box" .

[EPUB advanced settings] Dialog Box

Configure settings for the EPUB data, such as items to be registered as metadata and whether a back cover page is included.

! Important   If no changes need to be made in the [EPUB advanced settings] dialog box, use the displayed settings as they are.

(1) Publisher

Enter the publisher to be registered as metadata for the EPUB data.

(2) Publishing company (sort key)

Enter the sort key (reading of kanji characters) to be used when sorting e-books in publisher order.

(3) Date of update

Enter the date of update (creation date) of the book to be registered as metadata for the EPUB data. The date on which [Export EPUB] was executed is pre-entered.

(4) Value of identifier

Displays the book ID to be registered as metadata for the EPUB data.

(5) Export back cover page

Turn this on to export the back cover page when exporting a work in which a cover page and back cover page are set.

Export settings for EPUB data

Configure the settings for exporting as EPUB data. Selecting the item displays the [Export settings for EPUB data] dialog box. Configure the settings in the [Export settings for EPUB data] dialog box and click [OK].

[Export settings for EPUB data] Dialog Box

(1) Output size

Select the output size of the image from the pull down menu. A larger value is more suitable for displaying on high-resolution devices, but also increases the volume of data.

(2) Width/Height

Set the output size of the image by entering [Width] and [Height] values. Enter the length of the short side in [Width] and the length of the long side in [Height].

(3) Quality

Set the quality of the data to be exported as EPUB data. A larger value increases the image quality, but also increases the volume of data.

(4) Do not make tone gray

Turn this on to keep the halftone dots of tone when exporting as EPUB data. However, moire may occur easily in the toned areas depending on the display environment of the work.

Open exporting destination of EPUB data

To open the EPUB data, open the corresponding work in CLIP STUDIO PAINT.

Executing this command opens the folder containing the data exported using [Export EPUB data].

> ✎ **Memo**   **This command cannot be used if data for the work has not been exported using [Export EPUB data].**
> **It also cannot be used if the exported data has been deleted or moved.**

Export animation

Export animation created in CLIP STUDIO PAINT as a video or image sequence.

Image sequence

Export the frames of the edited animation as an image sequence. They can be output as BMP, JPEG, PNG or Targa files.

Selecting the menu item opens the [Image sequence export settings] dialog box. Animation can be exported as multiple images with serial numbers according to the settings in the dialog box.

[Image sequence export settings] Dialog Box

A. Export to

Specify the location to which to export the image sequence. Clicking [Refer] allows you to specify the location for exporting the images.

B. Settings of file name

Set the file names for each image sequence.

(1) File name

The information set in [Name], [Separator] and [Start number] is displayed in the preview. The file name corresponding to the start number of the image sequence is displayed.

(2) Name

Enter the file name for the image sequence.

(3) Separator

Enter a character string to be placed after the file names in the image sequence.

(4) Start number

Set the start number of the serial numbers.

C. Advanced Settings

Set the file format for the image sequence.

(1) Type

Set the file format for the image sequence. Select the format in which to save the file ([PNG], [BMP], [JPEG] or [Targa]).

(2) Settings

For JPEG, you can configure the quality in which you want to save the image. The larger the value, the higher will be the image quality. This item does not display for saving formats other than JPEG.

D. Scaling settings

Specify the size of the image to export.

> **Memo** Image quality may be lost if the image size set in [Scaling settings] is larger than the [Reference size] set in the [File] menu→[New].

(1) Width

Specify the [Width] of the image to export.

(2) Height

Specify the [Height] of the image to export.

E. Export range settings

Specify the start frame and end frame of the area to be exported as images.

The area up to the frame specified as the end frame is exported as an image sequence.

> **Memo** In PRO and EX, the [Export range settings] are entered differently depending on the frame display method selected in [Playback time] in the [New] dialog box or the [New timeline] dialog box.

F. Option

You can set the frame rate of animation created in CLIP STUDIO PAINT. Specify the number of images in which to export each second of animation.

Animated GIF

Export the edited animation as an animated GIF.

Select [File] menu → [Export animation] → [Animated GIF] to display the dialog box for specifying the save location. Specify a save location to display the [Animated GIF output settings] dialog. Set the export method and click [OK] to export as an animated GIF.

[Animated GIF output settings] Dialog Box

(1) Width

Set the width of the animated GIF to be exported by entering a value. The aspect ratio of the width and height is fixed. Changing [Width] automatically changes [Height].

(2) Height

Set the height of the animated GIF to be exported by entering a value. The aspect ratio of the width and height is fixed. Changing [Height] automatically changes [Width].

(3) Output range

Specify the start frame and end frame of the area to be exported as an animated GIF.

The area up to the frame specified as the end frame is exported as an animated GIF.

> **Memo** In PRO and EX, the [Output range] is entered differently depending on the frame display method selected in [Playback time] in the [New] dialog box or the [New timeline] dialog box.

(4) Frame rate

Set the frame rate of the animated GIF. The number of cels (images) per second. Changing this setting does not change the playback time of the animation.

(5) Loop count *

It is possible to set the number of times playback of an animated GIF is looped. Selecting [Number of loops], allows you to specify the number of playback loops. Selecting [Unlimited] will create an endless loop.

(6) Playback time

Displays the playback time of the animated GIF and the number of images in the file.

(7) Dithering

Turn this on to apply dithering to the animated GIF.

✎ Memo	Dithering is a form of artificial posterization. It allows rich posterization to be created with a small number of colors, but may increase the file size.

Animated sticker (APNG) *

It is possible to set export the edited animation as an animated PNG (APNG).

APNG is a PNG format file that can be played as an animation. It is a file format used for LINE Stickers and for some browsers.

Select [File] menu → [Export animation] → [Animated sticker (APNG)] to display the dialog box for specifying the save location. Specify a save location to display the [Animated sticker (APNG) export settings] dialog. Set the output method and click [OK] to output as an APNG.

Animated Sticker (APNG) Export Settings Dialog Box

(1) Width

It is possible to set the width of the animated sticker (APNG) to be exported by entering a value. The aspect ratio of the width and height is fixed. Changing [Width] automatically changes [Height].

(2) Height

It is possible to set the height of the animated sticker (APNG) to be exported by entering a value. The aspect ratio of the width and height is fixed. Changing [Height] automatically changes [Width].

(3) Output range

It is possible to set specify the start frame and end frame of the area to be exported as an animated sticker (APNG).

The area up to the frame specified as the end frame is exported as an animated sticker (APNG).

✎ Memo	In PRO and EX, the [Output range] is entered differently depending on the frame display method selected in [Playback time] in the [New] dialog box or the [New timeline] dialog box.

(4) Frame rate

It is possible to set the frame rate of the animated sticker (APNG). The number of cels (images) per second. Changing this setting does not change the playback time of the animation.

(5) Loop count

It is possible to set the number of times playback of an animated sticker (APNG) is looped. Selecting [Number of loops], allows you to specify the number of playback loops. Selecting [Unlimited] will create an endless loop.

(6) Playback time

Displays the playback time of the animated sticker (APNG) and the maximum number of images in the file.

(7) Delete blank spaces

It is possible to delete all sections that are not drawn and then export. In this case, the output item is smaller than the specified size.

(8) Color reduction

Turning on this item reduces the colors to 256 colors (transparent + 255 colors) and outputs the file. This reduces the file size, but may also cause the display quality to reduce due to the reduce number of colors.

Movie

Export animation created in CLIP STUDIO PAINT as a movie file.

macOS Users

Export animation as a movie file. Files can be exported in QuickTime format (extension: mov) or MP4 format (extension: mp4).

Select [File] menu → [Export animation] → [Movie] to display the dialog box for exporting.

[Movie export settings] Dialog Box

(1) Scaling settings	Specify the image size of the movie to be exported.
(2) Frame rate	Allows you to set the frame rate when exporting a movie.

Windows users

Export animation as a movie file. Files can be exported in AVI format (extension: avi) or MP4 format (extension: mp4).

Select [File] menu → [Export animation] → [Movie] to display the dialog box for specifying the save location. Specify a save location to display the [Movie export settings] dialog.

> **✎ Memo**   When exporting a movie file in AVI format, a dialog for setting the compression method of the video is displayed after the export settings are configured.

[Movie export settings] Dialog Box

(1) Export version	Specify the version of the movie to be used. [Export as AVI1.0] or [Export as AVI2.0] can be selected. This is displayed when exporting a movie file in AVI format.
(2) Scaling settings	Specify the image size of the movie to be exported.
(3) Frame rate	Allows you to set the frame rate when exporting a video.
(4) Enable transparency	Keeps the transparent areas of the canvas transparent when exporting. This is displayed when exporting a movie file in AVI format.

Export animation cels [EX]

Export the animation cels in the animation folder corresponding to the edited animation as BMP, JPEG, PNG, TIFF or Targa images.

> ✏ **Memo**   **Layers other than cels are not exported.**

[Export animation cels] dialog box

(1) Export folder

Click [Refer] to specify the folder to which to export the file(s).

(2) Export folder name

It is possible to input a name for the file export folder.

(3) File name

You can select from [Cel name] and [Serial number]. For [Cel name], the cel names in the animation folder can be used as they are as file names.

(4) File format

Specify the file format for the image(s) to export. You can select a format from BMP, JPEG, PNG, TIFF and Targa.

(5) Output range

Specify the range of images to be exported. [Drawn frames] or [All] can be selected.

(6) Export drafts

Merge the draft layers when exporting images. If [Export for PaintMan] is turned on, the draft layers are exported as a shadow specification plane.
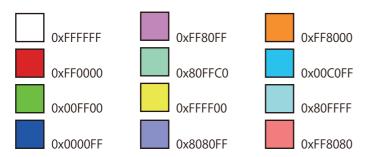
(7) Export frames

Displays the drawn frames when exporting the images.

(8) Export for PaintMan

Turn this on to process and export the image for PaintMan. As with binary tracing in TraceMan, the content is binarized and separated into [Main lines] and [Color tracing lines (red, blue, green, etc.)]. This makes it possible to import the image with the content separated into a main plane and color plane when importing the image in PaintMan.

If filling on draft layers is set as a shadow specification, PaintMan can perform color decrease processing for the colors below and import this content as a shadow specification plane.

⬜ 0xFFFFFF	🟪 0xFF80FF	🟧 0xFF8000
🟥 0xFF0000	🟩 0x80FFC0	🟦 0x00C0FF
🟩 0x00FF00	🟨 0xFFFF00	🟦 0x80FFFF
🟦 0x0000FF	🟦 0x8080FF	🟥 0xFF8080

(9) Line width

Allows you to configure the line width when exporting for PaintMan. This item can be configured when [Export for PaintMan] is turned on.

(10) Preview

Click this to display the [Line width preview] dialog box. A preview is displayed, showing how the image will look when it is exported for PaintMan. The [Line width] setting can also be changed while checking the preview. This item can be configured when [Export for Paint-Man] is turned on.

[Line width preview] Dialog Box

(1) Preview window	Displayed to show how the image will look when it is exported for PaintMan.
(2) Scale up/down slider	By dragging the slider, you can adjust the scale of the preview window. You can also adjust the size by directly inputting a value.
(3) Zoom out	Click to scale down the image in the preview window.
(4) Zoom in	Click to scale up the image in the preview window.
(5) 100%	Click to scale the image in the preview window to 100%.
(6) Fit to navigator	Click to display the image in the preview window fit to the dialog box size. The size of the previewed image changes in conjunction with the dialog box size when the latter is changed.
(7) Fit to Screen	Click to display the image in the preview window fit to the size of the current dialog box. The size of the previewed image does not change in conjunction with the dialog box size when the latter is changed.
(8) Print size	Click to display the image in the preview window in the print size. A message is displayed when executing this command if a display resolution is not set. Clicking [OK] displays the [Settings of display resolution] dialog, where you can set a display resolution. For details on the [Settings of display resolution] dialog box, see "Display resolution" .
(9) Line width	Allows you to configure the line width to be used when exporting. Changes to the line width are reflected in the preview window.
(10) Preview target	Click to display a menu where you can select a cel to be displayed in the preview window.

Export time sheet [EX]

The contents of the [Timeline] palette for the currently edited animation can be exported as a time sheet in a CSV file.

Selecting the menu item displays a dialog box where you can specify the location in which to save the file. Set the save location and file name in the dialog to save the CSV file. The CSV file can be viewed in software such as text editors and table calculation software.
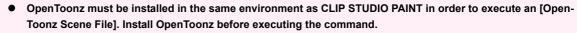
- The first line displays the parent folder name of the animation folder. If the parent folder is nested, the folder names are joined by "/".

- The second line displays the animation folder names.

- The third line onward display the frame name and information corresponding to each frame, such as the cel name and track label. "○" is displayed for inbetween track labels and "●" is displayed for reverse sheet track labels.

✎ **Memo**	• **The frame numbers start from "1" regardless of the display settings on the [Timeline] palette.** • **Exported CSV files cannot be imported in RETAS STUDIO or CLIP STUDIO PAINT.**

OpenToonz Scene File [EX] *

An animation that is being edited cannot be exported as an OpenToonz file.

! Important
- OpenToonz must be installed in the same environment as CLIP STUDIO PAINT in order to execute an [Open-Toonz Scene File]. Install OpenToonz before executing the command.
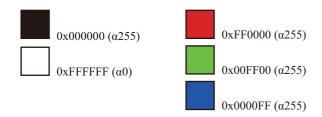- If the installation location of OpenToonz has been changed, the [Specify OpenToonz Installation Path] dialog box is displayed when the command is executed. Click [Browse] and specify the OpenToonz installation location.
- The animation folder cannot be imported into OpenToonz if the folder name contains the "\ (single-byte yen mark symbol)", "/", ":", "*", "?", """, "<", ">", or "|" symbol.

Content that can be exported is as follows.

CLIP STUDIO PAINT	OpenToonz
Cel images in the animation folder	● Toonz raster level file (extension: tlv) ● Palette file (extension: tpl)
[Timeline] palette information	Scene file (extension: tnz)
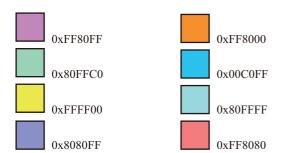
When exporting as an OpenToonz Scene File, draw the lines or color traces, etc. using the following 5 colors so that coloring is available in OpenToonz.

0x000000 (α255)

0xFFFFFF (α0)

0xFF0000 (α255)

0x00FF00 (α255)

0x0000FF (α255)

Memo
- Anything drawn in white (0xFFFFFF) will become transparent.
- Color decrease processing is implemented for the colors above when the drawing is done in different colors. However some lines may not be drawn correctly

If filling on draft layers is set as a shadow specification, use the following colors.

0xFF80FF

0x80FFC0

0xFFFF00

0x8080FF

0xFF8000

0x00C0FF

0x80FFFF

0xFF8080

OpenToonz Scene File Export Settings Dialog Box

(1) Export folder

Click [Refer] to specify the folder to which to export the file(s).

(2) Export folder name

It is possible to input a name for the file export folder.

(3) Enable anti-aliasing

Enables you to export to OpenToonz with anti-aliasing enabled for the drawing lines.

> ✏ **Memo**   **When anti-aliasing is enabled, the image is exported with only high opacity colors remaining to prevent multiple colors from becoming mixed.**

(4) Line width

You can adjust the line width to enable importing in OpenToonz. [Line width] cannot be set when [Enable anti-aliasing] is on.

(5) Preview

Click this to display the [Line width preview] dialog box. A preview is displayed, showing how the image will look when it is exported for OpenToonz. The [Line width] setting can also be changed while checking the preview.

[Preview] cannot be displayed when [Enable anti-aliasing] is on.

[Line width preview] Dialog Box

(1) Preview window	When exporting for OpenToonz, an image will be displayed.
(2) Scale up/down slider	By dragging the slider, you can adjust the scale of the preview window. You can also adjust the size by directly inputting a value.
(3)Zoom out	Click to scale down the image in the preview window.
(4) Zoom in	Click to scale up the image in the preview window.
(5) 100%	Click to scale the image in the preview window to 100%.
(6) Fit to navigator	Click to display the image in the preview window fit to the dialog box size. The size of the pre-viewed image changes in conjunction with the dialog box size when the latter is changed.
(7) Fit to Screen	Click to display the image in the preview window fit to the size of the current dialog box. The size of the previewed image does not change in conjunction with the dialog box size when the latter is changed.
(8) Print size	Click to display the image in the preview window in the print size. A message is displayed when executing this command if a display resolution is not set. Clicking [OK] displays the [Settings of display resolution] dialog, where you can set a display resolution. For details on the [Settings of display resolution] dialog box, see "Display resolution" .
(9) Line width	Allows you to configure the line width to be used when exporting. Changes to the line width are reflected in the preview window.
(10) Preview target	Click to display a menu where you can select a cel to be displayed in the preview window.

Import

You can import image files, pattern image files, and so on.

Image

Create an image layer above the currently edited layer to import the image file.

> **Memo**
> - Importing an image after creating a selection allows you to import the image to the selected area.
> - You can also import an image file by selecting the image file to be imported and dragging and dropping it to the [Layer] palette.

1 Select the command

Select [File] menu → [Import] → [Image].

2 Select the image file

The [Open] dialog box opens. Select the image to import.

> **Memo**
> You can import multiple images at once by selecting multiple images in the [Open] dialog.

3 The image is imported

An image layer is created above the currently edited layer, and the image file, imported.

> **Important**
> To draw on a layer with an imported image, the layer must be rasterized. For details, see **"Rasterize"** .

4 Configure the transformation method

It is possible to configure the transformation method in the [Tool Property] palette.

> **Memo**
> For details on the setting method, see the descriptions of "Transforming settings" and "Image material" in **"CLIP STUDIO PAINT Tool Setting Guide"**.
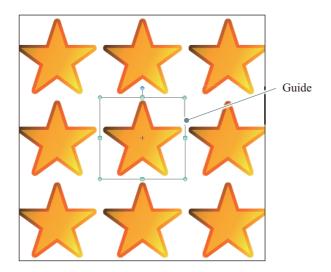
5 Adjust the image orientation, size and the like

A guide line is displayed in the center of the canvas. Using the handles and control point of the guide line, adjust the image orientation, size and the like.
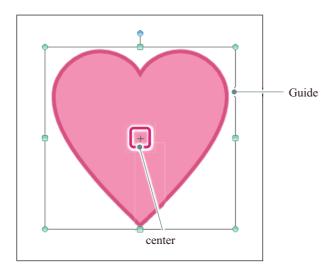
> **Memo**
>
> **You can adjust the image afterwards:**
> (1) On the [Layer] palette, select the layer with the imported image.
> (2) On the [Tool] palette, select the [Operation] tool.
> (3) On the [Sub tool] palette, select [Object].
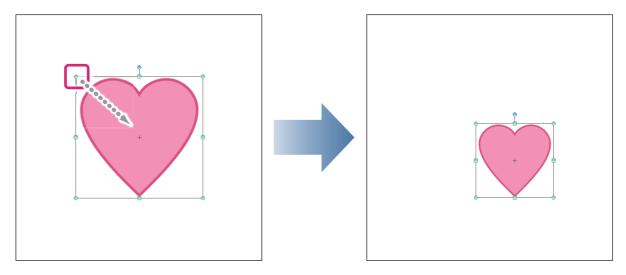
> **Memo**
>
> **You can lay out an imported image repeatedly. For details, see the description of "Transform settings" in "CLIP STUDIO PAINT Tool Setting Guide".**

Scaling up/down an image

Dragging a handle allows you to scale up/down the image when [How to transform] in the [Tool Property] palette is set to [Scale up/Scale down/Rotate].
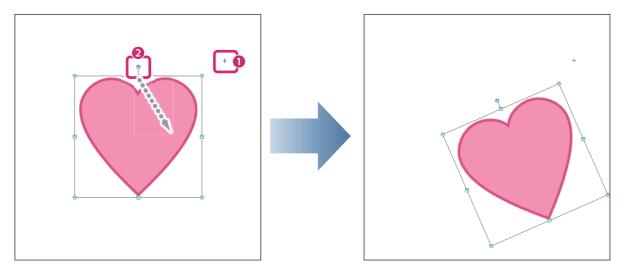
> **Memo**
>
> ● To transform the vertical length or horizontal length, turn [Keep ratio of original image] off in the [Tool Property] palette.
> ● Dragging a handle while holding down the [Shift] key enables you to scale up or down the image with a fixed aspect ratio, even if [Keep ratio of original image] is off

Rotating an Image

Dragging the control point allows you to rotate the image.

(1)   Move its center point (+).
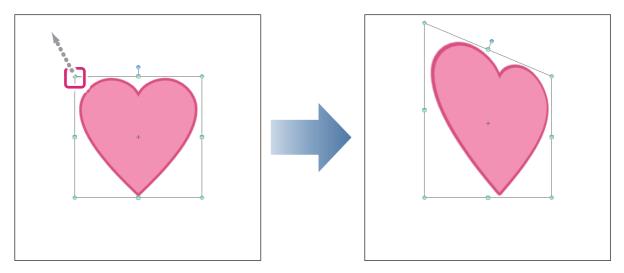
(2)   Drag its control point. The image will rotate around its center point.

|	
Memo	● **When dragging the center point while holding down the [Shift] key, the center point can be moved horizontally, vertically or 45° diagonally.(*)** ● **Dragging the control point while holding down the [Shift] key allows you to rotate in increments of 45°.**

Image Free Transform

When [How to transform] in the [Tool Property] palette is set to [Free Transform], you can transform an image freely by dragging handles. This is used when you want to emphasize depth.
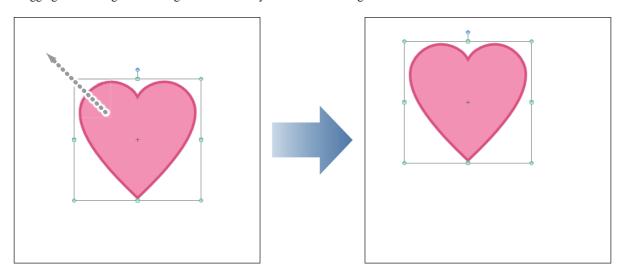
Memo	**Drag a handle while holding down the [Shift] key to move the handle according to the direction of the guideline.(*)**

Moving an Image

Dragging the drawing area or the guide line allows you to move the image.

| Memo | When dragging the drawing area or guide line while holding down the [Shift] key, the drawing area or guideline can be moved horizontally, vertically or 45° diagonally. |

Pattern from Image

Create an image layer above the currently edited layer to import the image file. The imported image is tiled.

| Memo | Importing a pattern image after creating a selection allows you to import the pattern image to the selected area. |

### 1 Select the command

Select [File] menu → [Import] → [Pattern from Image].

2 Select the image file

The [Open] dialog box opens. Select the image to import.

| Memo | You can import multiple images at once by selecting multiple images in the [Open] dialog. |

3 Import the image

A pattern image layer is created above the currently edited layer and the image file, imported. The imported image is tiled.

| ! Important | To draw on a layer with an imported pattern image, the layer must be rasterized. For details on rasterization, see "**Rasterize**" . |

4 Configure the transformation method

It is possible to configure the transformation method in the [Tool Property] palette.

| Memo | For details on the setting method, see the descriptions of "Transforming settings" and "Image material" in **"CLIP STUDIO PAINT Tool Setting Guide"**. |

5 Adjust the image orientation, size and the like

A guide line is displayed in the center of the canvas. Using the handles and control point of the guide line, adjust the image orientation, size and the like.

> **Memo**
> **You can adjust the image afterwards: To display the guide line afterwards, follow the procedure below.**
> (1)   **On the [Layer] palette, select the layer with the pattern image.**
> (2)   **On the [Tool] palette, select the [Operation] tool.**
> (3)   **On the [Sub tool] palette, select [Object].**

Guide
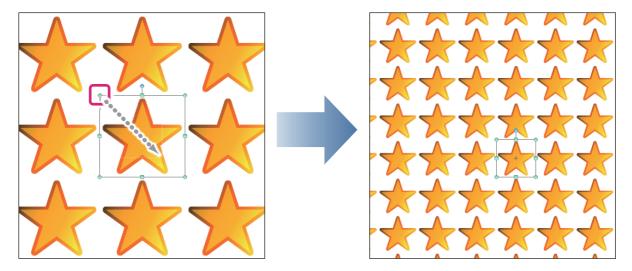
> **Memo**
> **You can configure how to tile an image on the [Tool Property] or [Sub Tool Detail] palette. For details, see the description of "Transform settings" in "CLIP STUDIO PAINT Tool Setting Guide".**

Scaling up/down a Pattern Image

Dragging a handle allows you to scale up/down the pattern image when [How to transform] in the [Tool Property] palette is set to [Scale up/Scale down/Rotate].
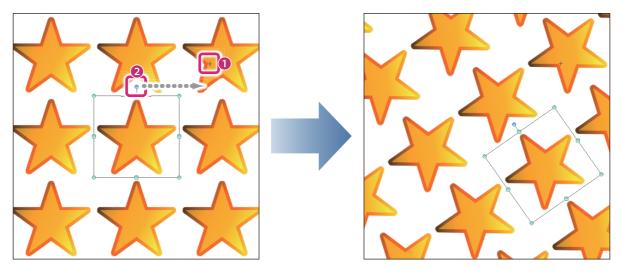
> **Memo**
> ● **To transform the vertical length or horizontal length, turn [Keep ratio of original image] off in the [Tool Property] palette.**
> ● **Dragging a handle while holding down the [Shift] key enables you to scale up or down the image with a fixed aspect ratio, even if [Keep ratio of original image] is off**

Rotating a Pattern Image

Dragging the control point allows you to rotate the pattern image.

(1)   Move its center point (+).
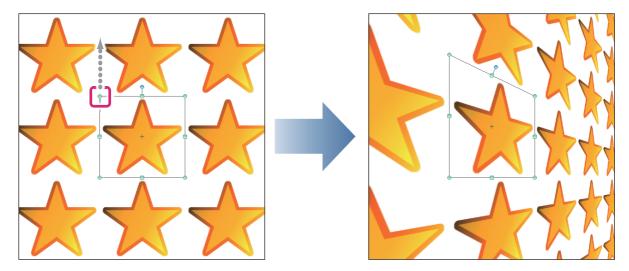
(2)   Drag its control point. The pattern image will rotate around its center point.

Memo	• When dragging the center point while holding down the [Shift] key, the center point can be moved horizontally, vertically or 45° diagonally.(*)
	• Dragging the control point while holding down the [Shift] key allows you to rotate in increments of 45°.

Pattern Image Free Transform

When [How to transform] in the [Tool Property] palette is set to [Free Transform], you can transform a pattern image freely by dragging handles. This is used when you want to emphasize depth in the pattern image.
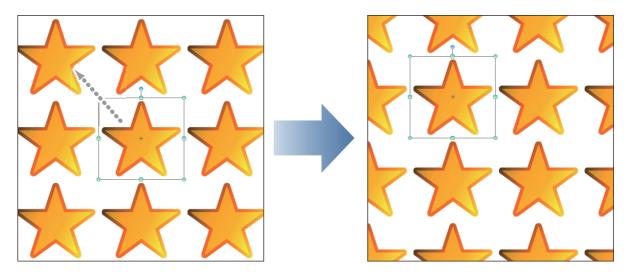
Memo	Drag a handle while holding down the [Shift] key to move the handle according to the direction of the guideline.(*)

Moving a Pattern Image

Dragging the drawing area or the guide line allows you to move the pattern image.

> **Memo** | When dragging the drawing area or guide line while holding down the [Shift] key, the pattern image can be moved horizontally, vertically or 45° diagonally.

Create file object

Allows you to import other image files as file object layers. File object layers are layers used to load files such as images and movies into CLIP STUDIO PAINT.

Unlike standard layers, the file remains in its original state when referred to as a layer by CLIP STUDIO PAINT.

The reference file cannot be drawn in CLIP STUDIO PAINT, but it can be updated in CLIP STUDIO PAINT after opening it and drawing in it separately.

Image files that can be imported are: Files saved in CLIP STUDIO FORMAT (extension: clip), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document format (extension: psb).

1 Select the command

Select [File] menu → [Import] → [Create file object].

2 Select the image file

In the displayed dialog box, select the file to be added and click [Open].

3 The file object layer is created

The selected image file is imported as a file object layer.

> **Memo**
> - Files for file object layers are referred to by CLIP STUDIO PAINT files. The file object layer will not be displayed correctly if the save location of the reference file or the file object layer is changed. In this case, re-import the file to display it correctly. For information on importing, see **"Change file of file object"** .
> - When you import a CLIP STUDIO FORMAT file (extension: clip) in which a timeline is enabled, you can select a frame to be displayed in the [Tool Property] palette by selecting a file object layer with the [Object] tool.

Movie

Allows you to import movie files as file object layers. File object layers are layers used to load files such as images and movies into CLIP STUDIO PAINT.

Unlike standard layers, the file remains in its original state when linked as a layer by CLIP STUDIO PAINT.

The following movie files can be imported.

● In Windows version: AVI format (extension: avi), MP4 format (extension: mp4), QuickTime format (extension: mov)

● In mac OS version: QuickTime (extension: mov), MP4 format (extension: mp4)

✎ Memo	**It may not be possible to import movie files depending on the codec program installed in your operating environment.**

1 Select the command

Select [File] menu → [Import] → [Movie].

2 Select the image file

In the displayed dialog box, select the movie file to be added and click [Open].

3 The tracks are added

File object layers are added on the [Layer] palette.

If a timeline is enabled, the movie tracks are added on the [Timeline] palette and the movie can be played.

✎ Memo	● **Files for file object layers are referred to by CLIP STUDIO PAINT files. The file object layer will not be displayed correctly if the save location of the reference file or the file object layer is changed. In this case, re-import the file to display it correctly. For information on importing, see "Change file of file object" .**
	● **You can set a frame to be displayed on the [Tool Property] palette by selecting a file object layer created from a movie file using the [Object] tool.**

3D data

You can import a 3D file as a 3D layer.

The following 3D model files can be imported: Files in CLIP STUDIO 3D Character format (extension: cs3c), CLIP STUDIO 3D Object format (extension: cs3o), CLIP STUDIO 3D Background format (extension: cs3s), fbx, 6kt, 6kh, lwo, lws, obj.

For information on importing, see "Explanation: 3D Materials" → "Operating 3D Materials" → "Importing 3D Materials" .

✎ Memo	● **For information on how to edit 3D layers, see "Explanation: 3D Materials" .**
	● **3D materials compatible with Version 1.5 (extension: c2fc, c2fr) can be imported to the canvas by dragging and dropping the 3D material to the canvas.**

Batch import [EX]

Allows you to specify multiple image files and import them to each page file as a layer.

Acceptable image file formats are: BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd), and Adobe Photoshop Big Document (extension: psb).

1 Create a page file

Create a page file for importing image files, or open an already-created page file.

> **Memo**
> - For details on how to create a page file, see "Explanation: Page Management [EX]" → **"Creating a Page File"** .
> - **You can execute [Batch import] also when a single page file is open. In this case, [Create page management folder] dialog box will open after you specify the page from which to start importing. [Page management folder] has to be created on the dialog box.**

2 Select the command

Select the [File] menu → [Import] → [Batch import].

3 Specify the image file
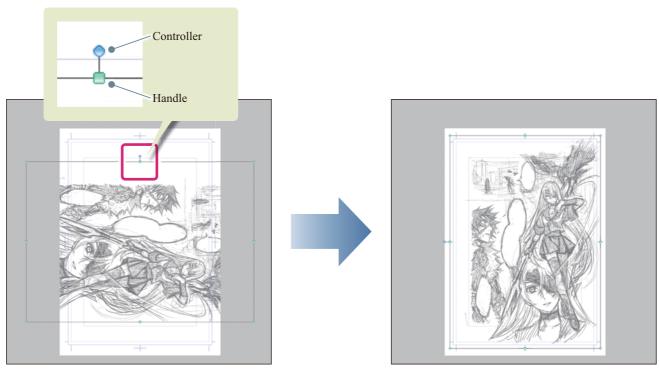
The [Open file] dialog box is displayed. Specify the image to import.

> **Memo**
> Image files can be imported even when the number of image files exceeds the number of pages. When importing files, pages are automatically added and the images are imported.

4 Specify the image orientation, size, position, and the start page

[Batch import] dialog box opens. The canvas previews images on the start page. Specify the orientation, size and position of the image on the canvas and specify the start page on the dialog box.

(1) Using [Controller] and [Handle], adjust the image orientation, size and position.
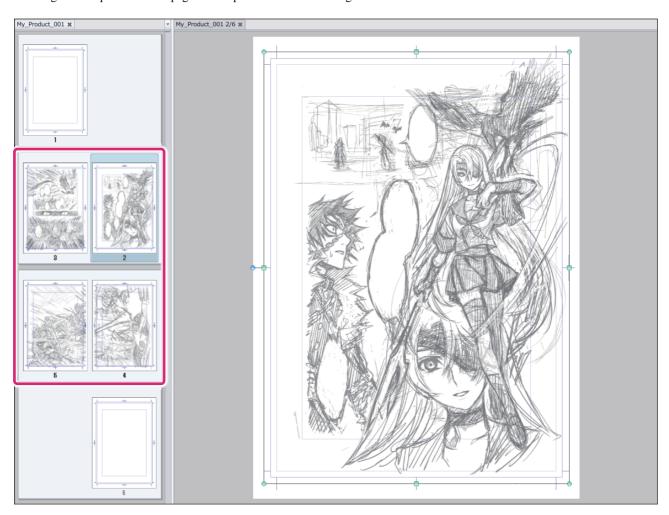
> **Memo**
> - **Dragging the [Controller] allows you to rotate the image.**
> - **Dragging a [Handle] allows you to adjust the image size.**
> - **Dragging an image allows you to adjust the image position.**

(2) Specify the first page to import in [Start page] of the [Batch Import] dialog box.

(3) Click [OK].

> ✎ **Memo** [Create page management folder] dialog box opens if images are imported when a single page file is open. [Page management folder] has to be created on the dialog box. For details, see **"[Create story folder] Dialog Box"** .

5 The image is imported

The images are imported to each page file as specified when the dialog box is closed.

[Batch Import] Dialog Box

(1) Start page

Specify the page from which to start importing images.

- Selecting [Page 1] imports images from the first page.
- Selecting [Specified page] imports images from the page specified by [Page number].

(2) Import as raster layer

When turned on, allows you to import images as [Raster layers].

(3) Configure as draft layer

When turned on, the layer of the imported images is configured as [Draft layer].

[Create story folder] Dialog Box

(1) Location to create story folder

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location.

(2) Management folder

Input a name for the management folder.

(3) Management file

Displays the management file name (extension: cmc).

(4) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> **Memo** Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.

(5) Start page

Configures the orientation of the start page in the book.

- When the start page is a left page, select [Left].
- When the start page is a right page, select [Right].

Scan

Import images as layers using a commercial scanner.

> **Memo** The scanner driver to use is configured in [File] menu → [Import] → [Select scan device]. For details, see **"Select Scan Device"** .

1 Select the command

Select [File] menu → [Import] → [Scan].

2 Scan

The scanner driver is displayed. Configure the driver and scan.

> **Memo** The procedure to scan varies according to the scanner in use. See the instruction manual of the scanner as well.

3 Import is completed

An image layer has been created above the currently edited layer, and the image file, imported.

> **! Important** To draw on a layer with an imported image, the layer must be rasterized. For details, see **"Rasterize"** .

Continuous Scan [EX]

Use a commercial scanner to scan images continuously and import them to each page file as layers.

1 Create a page file

Create a page file for importing image files, or open an already-created page file.

> **Memo**
> - For details on how to create a page file, see "Explanation: Page Management [EX]" → **"Creating a Page File"** .
> - You can also execute [Continuous Scan] even when a single page file is open. In this case, [Create page management folder] dialog box will open after you specify the page from which to start importing. [Page management folder] has to be created on the dialog box.

2 Select the command

Select [File] menu → [Import] → [Continuous Scan].

3 Scan

The scanner driver is displayed. Configure the driver and scan continuously.
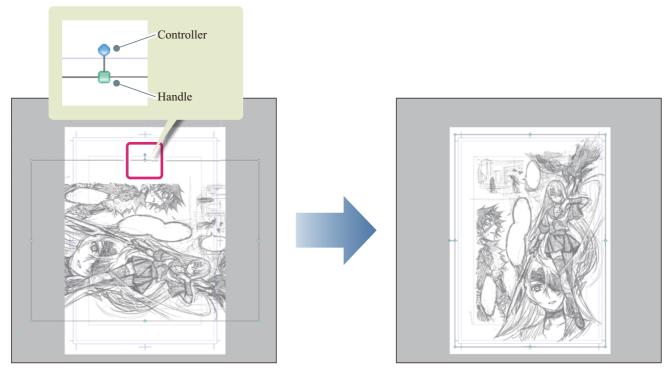
> **Memo**
> The procedure to scan varies according to the scanner in use. See the instruction manual of the scanner as well.

4 Exit the driver

Exit the driver when the scan has been completed.

5 Specify the image orientation, size, position, and the start page

The [Continuous Scan] dialog box opens. The canvas previews images on the start page. Specify the orientation, size and position of the image on the canvas and specify the start page on the dialog box.

(1) Using [Controller] and [Handle], adjust the image orientation, size and position.
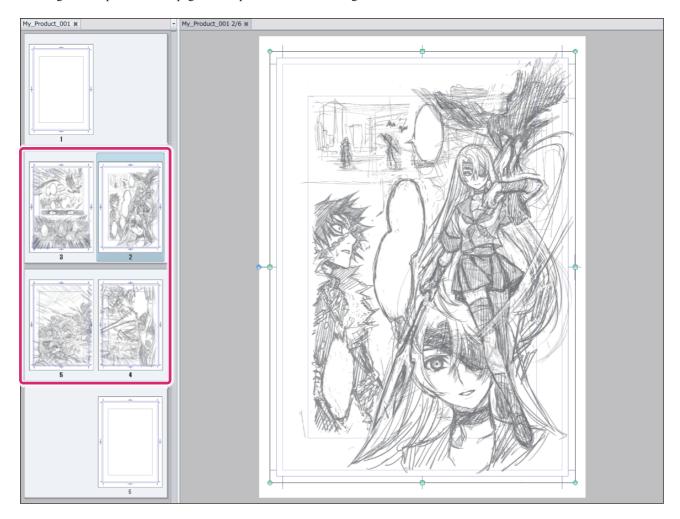
> **✎ Memo**
> - **Dragging the [Controller] allows you to rotate the image.**
> - **Dragging a [Handle] allows you to adjust the image size.**
> - **Dragging an image allows you to adjust the image position.**

(2)　Specify the start page to import on [Start page] of the [Continuous Scan] dialog box.

(3)　Click [OK].

> **✎ Memo**
> [Create page management folder] dialog box opens if images are imported when a single page file is open. [Page management folder] has to be created on the dialog box. For details, see **"[Create story folder] Dialog Box"** .

6 The image is imported

The images are imported to each page file as specified when the dialog box is closed.

[Continuous scan] Dialog Box

(1) Start page

Specify the page from which to start importing images.

- Selecting [Page 1] imports images from the first page.
- Selecting [Specified page] imports images from the page specified by [Page number].

(2) Import as raster layer

When turned on, allows you to import images as [Raster layers].

(3) Configure as draft layer

When turned on, the layer of the imported images is configured as [Draft layer].

[Create story folder] Dialog Box

(1) Save folder

Specifies the location where the management folder will be created. Clicking [Refer] allows you to specify the location.

(2) Management folder

Input a name for the management folder.

(3) Management file

Displays the management file name (extension: cmc).

Select Scan Device

Select the scanner, etc. to be used for scanning.

1 Connect the scanner

Connect a commercial scanner.

> ✎ Memo
> - For the detailed connection procedure such as the installation of the scanner driver, see the instruction manual of the scanner.
> - In Windows, only scanners compatible with TWAIN can be used.

2 Select the command

Select [File] menu → [Import] → [Select scan device]. The [Select source] dialog box is displayed.

3 Select the scanner

Select the connected scanner in the [Select source] dialog box.

(1) Select the connected scanner.

(2) Click [Select].

> ✎ Memo
> The WIA scanner driver cannot be used.

4 The selection of the scan device is completed

The selected device has been set as the scan device.

Batch process [EX]

Run menu commands/auto actions for a specified page file in one go.

> ✏ **Memo**
> - Batch process can be executed either when the page file is open individually or displayed on the [Page Manager] window.
> - Batch process can also be executed only on a selected page file by selecting the page on the [Page Manager] window and
>   specifying it as the only target in [Processing object] on the [Batch process] dialog box. For details, see **"Processing object"** .

1 Select the command

Select [File] menu → [Batch process]. The [Batch process] dialog box opens.

2 Configure the content of the process

Configure the content of the process, target of the process and action(s) after processing on the dialog box.

(1) Select the processes to run in [Execute].

(2) Specify the page file on which you want to run the processes in [Processing object].

(3) Configure the action(s) after processing in [Process after execution].

(4) Click [OK].

3 The batch process runs
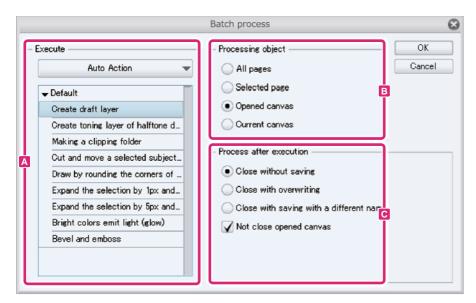
Closing the dialog box runs the batch process on the specified page file(s).

> ✏ **Memo**
> For batch processes configured in the dialog box, a dialog box titled [Next batch process] dialog box may display.
> - To run the same process as before, select [Continue].
> - To run the batch process by displaying the dialog box, select [Continue with showing setting dialogue].
> - When not running any batch process, select [Skip].

[Batch process] Dialog Box

A. Execute

Select the processes you want to run.

(1) Process category

Select the category of the processes you want to run.

- When you want run menu commands, select [Main menu].
- When you want to run auto actions, select [Auto action].

(2) List of processes

Select the processes you want to run.

> ✎ **Memo**
>
> **Items on lower levels can be displayed/hidden by the following operation:**
> - **Click ▼.**
> - **Double click the item name.**

B. Processing object

Specify the page file(s) on which you want to run.

All pages	The processes are run on all page files.
Selected page	The processes are run on the page files selected on the [Page Manager] window. When there are individually open page files, the processes are run on the displayed page file.
Opened canvas	The processes are run on the open page files.
Current canvas	The processes are run on the displayed page file.

C. Process after execution

Configure how to save and close the page file(s) after the batch process is complete.

(1) How to save

Configure how to save the page file(s) after the batch process is complete.

Close without saving	Closes the page file(s) on which the batch process has been run without saving.
Close with overwriting	Closes the page file(s) on which the batch process has been run after saving over.
Close with saving with a different name	Closes the page file(s) on which the batch process has been run after saving as different file(s).

(2) Not close opened canvas

When turned on, configures not to close already open page file(s) after saving.

Print Settings

Configure the detailed print settings as a preparation for printing.

[Print settings] Dialog Box

(1) Preview rendering result on output

When turned on, the [Print preview] dialog box is displayed for you to check the content to print.

> **! Important**　　In EX, the [Print preview] dialog box is not displayed when printing more than one page.

> **✎ Memo**　　For [Print preview] dialog box, see **"[Print preview] Dialog Box"** .

(2) Print settings

Configure the size and orientation for printing.

Same as detail	The size for printing is the actual size.
Scale up and down according to paper	The size for printing is adjusted to fit the paper size.
Pixel size	The size for printing is adjusted so that the relationship between the image pixel and screen pixel is 1 to 1.
Dual page [EX]	The page layout for printing is configured to dual page. ● Two pages are printed on one sheet of paper. ● The margin on the front side becomes the outer side because the binding margin will be on the outer side of the paper.
Spread [EX]	The page layout for printing is configured to 2-page spread. ● Two pages are printed on one sheet of paper. ● The margin on the front side becomes the inner side because the binding margin will be on the inner side of the paper.

(3) Rotate paper 90 degrees

Prints the original in landscape orientation.

(4) Output image [PRO/EX]

You can configure whether or not to include [Draft] layer, [Crop mark], [Default border], [Text], [Story Information], and [Folio] when printing. The items that are turned on are printed.

With EX, you can specify the image area to print in [Output range]. Available options are: [Full page], [To offset of crop mark] and [To inside of crop mark].

(5) Expression color

You can configure the expression color for printing. You can select from [Auto detect appropriate color depth], [Duotone (Threshold)], [Duotone (Toning)], [Gray] and [RGB color].

> ✎ **Memo**
> - For [Auto detect appropriate color depth], the expression color of each layer is determined based on the original color depth and output.
> - [Duotone (Threshold)] sets a brightness of 50% as the threshold and outputs in binarized form.
> - [Duotone (Toning)] outputs with toning according to the [Number of basic screen frequency] on the canvas.

(6) Advanced settings of color [PRO/EX]

Clicking the button opens the [Advanced settings of color] dialog box. where you will be able to configure the color of crop mark/default border and the number of screen frequency. For details on the [Advanced settings of color] dialog box, refer to "[Advanced settings of color] Dialog Box [PRO/EX]" .

(7) Process when scaling [PRO/EX]

Specify the process for enlarging or reducing the image for printing. You can select from [For illustration] and [For comic]. When you select [For comic], you can configure the image quality for printing if you print in [Rasterize] mode.

You can select from [Fast] and [Prefer quality]. When you select [For illustration], [Prefer quality] is always specified for printing.

> ✎ **Memo**
> If quality is desired when printing reduced, configuring [Prefer quality] for [Rasterize] is recommended.

(8) Execute print

Saves the above settings to close the dialog box and opens the dialog box for printing.

> ✎ **Memo**
> - The dialog box for printing may vary depending on your OS and printer.
> - In mac OS, executing print from the [Print] dialog box displays the [Print resolution] dialog box. Confirming the content of [Print resolution] and clicking [OK] starts the printing. The [Print resolution] dialog box is configured by referencing the resolution of the printer connected to the computer. However, its settings can be changed.

[Advanced settings of color] Dialog Box [PRO/EX]

Clicking [Advanced settings of color] on the [Print Settings] dialog box opens the [Advanced settings of color] dialog box, where you will be able to configure the color of crop mark/default border and the number of screen frequency applicable when printing an image.

(1) Crop mark/Default border

Allows you to configure the color of crop mark/default border when printing an image.

Export with display color	The [Color of Crop mark/Default border] (the color displayed in the canvas) in [Preferences] dialog box → [Ruler/Frame/Unit] is configured for color of crop mark/default border.
Export with cyan	Cyan is configured for color of crop mark/default border.
Export with black	Black is configured for color of crop mark/default border.

(2) Number of screen frequency

You can configure the number of screen frequency for printing.

Depend on export scale	The number of screen frequency varies in accordance with the output size specified in the [Print Settings] dialog box.
Follow layer settings	The number of screen frequency in each layer of the original image is output as-is.

(3) Enable tone effect for layer

When turned on, the content configured in [Effect] for [Tone] on the [Layer Property] palette is reflected when printing an image.

Print

Print the work.

1 Select the command

Selecting [File] menu → [Print] displays the dialog box for printing.

2 Configure the dialog box

Configure the dialog box for printing. The following dialog box is displayed in the case of Windows.

(1) Select a printer.

(2) Configure the number of copies to print.

(3) Clicking the [Print] button displays the [Print preview] dialog box.

> **Memo**
> - The dialog box for printing may vary depending on your OS and printer.
> - In mac OS, executing print from the [Print] dialog box displays the [Print resolution] dialog box. Confirming the content of [Print resolution] and clicking [OK] starts the printing. The [Print resolution] dialog box is configured by referencing the resolution of the printer connected to the computer. However, its settings can be changed.
> - With EX, you can specify the page area to print.

3 Execute print

Check the preview on the [Print preview] dialog box. Click [OK] to start printing.

> **! Important**
> The [Print preview] dialog box is not displayed if [Preview rendering result on output] on the [Print Settings] dialog box is turned off. Printing is executed from the dialog box for printing.

[Print preview] Dialog Box

Clicking the [Print] button on the [Print] dialog box displays the [Print preview] dialog box.

> **! Important**   The [Print preview] dialog box is not displayed if [Preview rendering result on output] on the [Print Settings] dialog box is turned off.

(1) Image preview

Previews the image when printed. By dragging the [Image preview], you can adjust the display position of the previewed image.

(2) Scale up/down slider

By dragging the slider, you can adjust the scale of [Image preview]. Dragging to the right scales up the image while dragging to the left scales down the image. Clicking the numeric value allows you to directly input the scale.

(3) Zoom out

Click to scale down the image previewed in [Image preview].

(4) Zoom in

Click to scale up the image previewed in [Image preview].

(5) 100%

Click to display the image previewed in [Image preview] at 100%.

(6) Fit to navigator

Click to display the previewed image fit to the [Image preview] window size. The size of the previewed image changes in conjunction with the dialog box size when the latter is changed.

(7) Fit to Screen

Click to display the previewed image fit to the [Image preview] window size. The size of the previewed image does not change in conjunction with the dialog box size when the latter is changed.

(8) OK

Closes the dialog box and prints the work as configured.

(9) Cancel

Cancels the settings and closes the dialog box.

Preferences [Windows]

Clicking [File] menu → [Preferences] displays the [Preferences] dialog box.

Configure CLIP STUDIO PAINT preferences such as Layer, Tool, Tablet, Performance and the like.

Tool

Configures settings related to tool operation.

Switch tool temporarily (tool shift)

(1) Switch tool temporarily by pressing and holding shortcut key

When turned on, holding the shortcut key assigned to a tool on the [Tool] palette switches the tool for the time the key is held down.

(2) Delay before switching tool temporarily

Specify the time in milliseconds to switch the tool by tool shift from the time the shortcut key is held down.
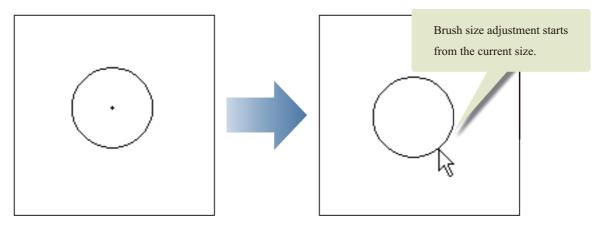
Option

(3) Auto scroll at edge of canvas while dragging

When turned on, if the cursor moves outside the canvas while being dragged to specify a selection or the like, the canvas is scrolled to follow the cursor.

(4) Start from current size when changing brush size by dragging on canvas

When the brush size is adjusted by dragging the mouse while holding the [Ctrl]+[Alt] keys down, the brush size adjustment starts from the current size.

Brush size adjustment starts from the current size.

(5) Show preview when creating line by keeping pressing modifier key (Shift)

Previews the line when a straight line is drawn by holding the [Shift] key and clicking with a drawing tool.

(6) Use simple display for lines being created with the figure tools

Turn this on to use the simple display preview format for lines being created with the sub tools in the [Direct draw] sub tool group of the [Figure] tool. When this is turned off, lines being created are previewed with their actual line width and color.

> ✎ **Memo**   **[Starting and ending] settings are not reflected in the preview even when this is turned off.**

(7) Make canvas fast view mode while dragging viewing tools

Puts the canvas in fast view mode when dragged with a viewing tools such as the [Zoom] tool and [Move] tool. The required processing capacity when using a viewing tool may be reduced.

(8) Replace transparent color with white for drawing on layer locking transparent pixel

On layers where [Lock Transparent Pixel] is turned on, drawing is done in white when using drawing-type tools such as drawing with transparent color selected or using the [Eraser] tool.

Tablet [Windows]

Configures settings related to tablet operation.

Tablet service to use

Configures settings related to the type of tablet to use.

(1) Wintab

Select when using a normal tablet.

(2) TabletPC

Select when using a tablet PC.

> ✎ **Memo**   **If you are using a Windows 8 or Windows 10 touch device without a pen, set [Using tablet service] to [Wintab] to switch between touch operation and tool operation when using this software. For details on how to switch, see "Explanation: Operations Using Unique Windows Features" → "Switching to Screen Optimized for Touch Operations" → "Switch between tool operations and touch operations when operating the canvas" .**

Coordinate detection mode

(3) Use mouse mode in setting of tablet driver

Turn on this item when mouse mode is enabled by the tablet driver settings.

Tablet operation area

Configures the [Display area] and [Tablet operation area] of the tablet from CLIP STUDIO PAINT.

(4) Set tablet operation area with application

When turned on, the [Display area] and [Tablet operation area] of the tablet are configured from CLIP STUDIO PAINT.

! Important	Configure this function when using a tablet without "Operation area on monitor" and "Operation area on tablet" settings. If the driver of your tablet has these settings, configure them on the driver.

Operation area on monitor

Configures the monitor area in which the cursor can move.

Operate whole screen	The cursor can move around the entire area of the connected monitor. This also applies to multi-monitors, independently of how they are arranged.
Operate specified monitor	This setting is available only in a multi-monitor environment. Turning on this item displays the monitor number on the right side. You can change the value with a pop up slider which will display as many values as the number of connected monitors. The area in which the cursor can move is the area around the upper left corner of the specified monitor.

Operation area on tablet

Configures the tablet area in which operation is possible.

Operate while keeping aspect ratio of monitor	The operation area is configured so that the monitor is included in the tablet area.
Operate with whole tablet	The aspect ratio is ignored and the whole tablet is configured as operation area.

Tablet [mac OS]

Configures settings related to tablet operation.

(1) Priority for process

Allows you to configure the processing priority when using the tablet. The priority can be set between 1 and 6, and the lower the figure, the higher the priority of tablet processing becomes.

Memo	● Drawing may not be performed properly if the tablet is used in CLIP STUDIO PAINT while another application is running. This problem might be solved by changing the value in [Priority for process].
	● The operation of CLIP STUDIO PAINT might be slowed if the value in [Priority for process] is reduced.

(2) Precision

Set the volume of information to be sent from your tablet when using a tablet. You can select [Prefer quality], [Recommended], [Prefer speed] or [Raw Input].

Memo	Sending a larger volume of information from your tablet improves drawing precision. However, more information than necessary may be sent from your tablet, and this may result in slow drawing. In this case, setting [Precision] to [Recommended] or [Prefer speed] may resolve this issue.

(3) Do not skip update of drawing

Switches whether to prioritize drawing update processing or tablet input processing when input processing has become very slow because the load of drawing processing is too large.

When turned off, input processing is prioritized over the drawing update processing. This might improve the speed of drawing processing when drawing is slow for the stroke of the tablet.

> ⚠️ **Important**
> - The setting of [Do not skip update of drawing] is enabled when CLIP STUDIO PAINT is restarted.
> - Updating or reinstalling CLIP STUDIO PAINT restores the initial setting status of [Do not skip update of drawing].

Interface

Configures settings related to the IME control, colors for the main window, and screen/operations optimized for touch operations in Windows 8.

IME control

Configures settings related to IME toggling.

(1) Automatically activate IME when editing text layer

IME is automatically activated when letters are input in a [Text] layer. Depending on the IME settings, Japanese input becomes possible when you start text editing, even without toggling to Japanese input.

(2) Automatically switch IME when typing text into panel

If activated, the IME input mode changes automatically when inputting letters in a palette. For example, the mode toggles to hiragana input when the mouse cursor is moved to the field to input the layer name on the [Layer] palette, or to alphanumerical input when the mouse cursor is moved to a numeric field on the [Tool Property] palette to input a value.

Color

Allows you to change the colors in which the CLIP STUDIO PAINT main window is displayed.

(3) Theme of color combination

Configures the theme of color combination You can select from [Light color] and [Dark color].

(4) Adjust density

A slider allows you to configure the density of the colors.

Touch operation settings [Windows]

Switches the screen/operations of CLIP STUDIO PAINT to those optimized for the touch operations in Windows 8.

> ⚠️ **Important**
> The contents configured in [Touch Operation Settings] are enabled when CLIP STUDIO PAINT is restarted. For operations etc. when using a slate device, see "Explanation: Operations Using Unique Windows Features".

(5) Adjust an interface to suit touch operations

Turning this on optimizes the sizes of the buttons and characters, operations, etc. of CLIP STUDIO PAINT for the touch operations in Windows 8.

(6) Interface Scaling

Turning on [Adjust an interface to suit touch operations] allows you to configure the sizes of buttons and characters.

You can select from [Large], [Default], and [Small].

> ✏️ **Memo**
> Depending on the settings of Windows, there might be some items which are not displayed by the [Large], [Default], and [Small] buttons.

Performance

Configures settings related to performance such as memory and undo history.

Memory

(1) Destination to create virtual memory

Specify the disk drive where to create the virtual memory.

> ⚠ **Important**
> Be sure the folder specified as the destination where the virtual memory will be created is in a disk drive with enough capacity. If the disk drive where the virtual memory will be placed does not have enough capacity, the program may become unstable.

(2) Allocate to application

Specify the percentage of memory to allocate to the application. Changes are reflected after the application is restarted.

Specifying a percentage displays the size of memory allocated to the application in the [Memory size to use] item below.

> ⚠ **Important**
> Be sure the specified [Allocate to application] is not extremely small. However, if [Allocate to application] is too large, the OS operation may become unstable.

Undo

(3) Undo count

Specify the maximum number of operations you can cancel with [Edit] menu → [Undo].

(4) Time to recognized as other object to undo after finishing drawing

Specify the number of seconds without any operation necessary to recognize an operation as another when using the same tool consecutively.

For example, specify the number of seconds necessary to recognize an operation as another when drawing with fast strokes using a drawing tool.

3D

(5) Use multi-sampling [Windows]

Turn this on to apply multi-sampling to 3D materials to improve the display quality.

> ✎ **Memo**
> If 3D materials are not displayed correctly, turning off [Use multi-sampling] may improve the way the 3D materials are displayed.

Cursor

Specifies the shape of the cursor when used. You can also configure an additional view for small brush size, or the display position for reversed cursor (brush size, sight, single pixel dot).

(1) Shape of cursor

Specifies the shape of the cursor when used.

Tool specific	Cross	Triangle (Orientation adjustable)

Dot	Single pixel dot	Sight	Brush-size

Brush-size and tool specific	Brush-size and cross	Brush-size and dot	Brush-size and Single pixel dot

> ✎ **Memo** The cursor shape that can be specified varies depending on the tool.

Brush-type cursor

The following cursor shapes are available:

- Brush Tool
- Airbrush Tool
- Decoration Tool
- Eraser Tool
- Blend Tool
- Correct line tool
- Selection pen
- Erase selection
- Paint unfilled area
- Ruler pen

Pen-type cursor

The following cursor shapes are available:

- Pen Tool
- Pencil Tool

> ✎ **Memo** The [Pastel] tool group of the [Pencil] tool classifies as brush-type cursor.

Eraser-type cursor

The following cursor shapes are available:

- Eraser Tool

Figure-type cursor

The following cursor shapes are available:

- Figure Tool
- Ruler Tool (Straight line, Curve, Figure)
- Balloon Tool
- Select layer
- Close and fill
- Gradient Tool

Fill-type cursor

The following cursor shapes are available:

- Auto select Tool
- Fill Tool

View-type cursor

The following cursor shapes are available:

- Zoom Tool
- Move Tool
- Eyedropper Tool

Line-correction-type cursor [PRO/EX]

The following cursor shapes are available:

- Correct line tool

(2) Additional display when brush-size cursor is small

The line displayed around the cursor when using a small brush-size cursor can be changed to dots, or hidden. Select from [None], [Dot] and [Line] on the list. This setting is independent of the tool type and common to all tools.

(3) Display position of reversed cursor (Brush-size/Sight/Single pixel dot)

You can configure the display position of the cursor when drawing with [Shape of cursor] configured to [Brush Size], [Sight] or [Single pixel dot].

> ✏ **Memo**   **Changing this setting may improve the drawing speed when it is slow.**

No delay	The mouse center is in the mouse position.
Delay for stabilization	The mouse center is in the mouse position corrected by the [Stabilization]. The cursor follows the mouse with a short delay.

Layer/Frame

You can configure various settings relating to layer and mask creation, as well as settings such as the default space between frame borders.

> **! Important**　　**In DEBUT, [Layer/Frame] is displayed as [Layer].**

Layer

You can duplicate layers and configure settings such as the layer folder and the default value for creating selected area stock.

(1)　Layer name for duplication

　　You can select the layer name to be used when duplicating a layer.

(2)　Set combine mode [Through] when creating layer folder

　　You can set [Through] as the default setting for [Combine mode] when creating a new layer folder.

> **✎ Memo**　　**This item cannot be used for frame border folders.**

(3)　Opacity when creating selected area stock [PRO/EX]

　　Configure the opacity when creating new selected area stock.

(4)　 Tone effect when the scale is reduced [PRO/EX] *

　　It is possible to configure the display method when the canvas show scale is reduced.

Show tone	It is possible to prioritize the tone pattern in the display. Moire may occur or the tone may be displayed as gray due to the scale or screen frequency.
Show gray	It is possible to reduce the tone pattern of halftone dots, etc. and displays them as gray.

Mask

Configure the display method of mask area is displayed when creating a layer mask.

(5)　Area Color

　　Allows you to configure an area color for the mask. Clicking the color indicator displays the [Color settings] dialog box.

> **✎ Memo**　　**For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

(6)　Opacity of area display

　　Allows you to configure opacity for the mask area display.

(7)　Display mask area when creating mask

　　Allows you to display a mask area when creating a layer mask.

Frame border [PRO/EX]
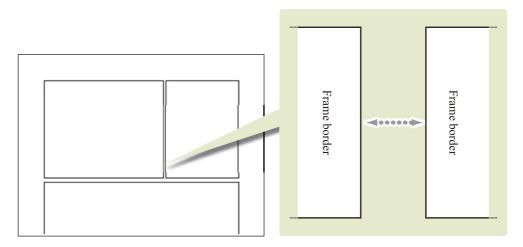
Configures the default value of the space between frame borders when using the [Divide frame border] and [Divide frame folder] sub tools.

> ✏️ **Memo**   **[Frame Border] settings are also used when the frame border is edited with the [Object] tool. If [Snap to another frame border] is turned on on the [Sub Tool Detail] palette when you are editing a frame border, moving the control point or frame border side snaps your tool to another point of the frame border side or its extension in accordance with the [Frame Border] value.**
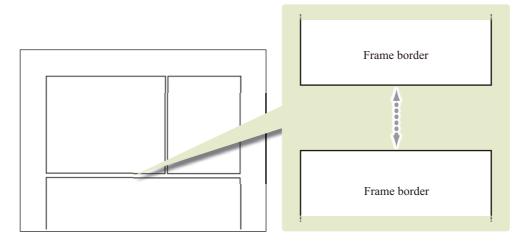
(8) Horizontal space

Configures the space between frame borders when a frame border is divided vertically.

(9) Vertical space

Specifies the space between frame borders when a frame border is divided horizontally.

(10) Display mask area when creating frame

Allows you to display a mask area when creating a frame.

Light table *

Configure settings for the light table layers. Light table layers are cels and layers that are registered in the [Animation cel].

Registering Settings

It is possible to configure the display method when cels or layers are registered in the [Animation cel] palette.

> ✎ **Memo** The light table layer display method can be changed in the [Animation cel] palette. You can configure commonly used display methods in the [Preferences] dialog box, and configure detailed settings according to the work project in the [Animation cel] palette. For details, see "Animation Cel Palette Features".

(1) Opacity

Set the opacity of light table layers.

(2) How to show

Set the display colors for the light table layers.

Color	Colors of cels and layers are displayed as they are.
Half color	The color set for [Layer color] is combined with the cel and layer colors while maintaining those colors.
Monochrome	The cel and layer colors are grayed. Black is changed to the color set for [Layer color] and white is changed to the color set for [Sub color].

(3) Layer color

It is possible to set the display color to be used in place of white when [Half color] or [Monochrome] is selected for [How to show]. Clicking the color indicator displays the [Color settings] dialog box. When [Monochrome] is set, the [Layer color] is used in place of black.

> ✎ **Memo** For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box *" see.

(4) Sub color

Set the display color to be used in place of white when [Monochrome] is selected for [How to show]. Clicking the color indicator displays the [Color settings] dialog box.

> ✎ **Memo** For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .

Ruler/Unit

This allows you to configure the units used for settings such as color, opacity and tools for the ruler, grid and crop mark.

> **! Important**   **In DEBUT, [Ruler/Unit] is displayed as [Unit].**

Ruler/Grid/Crop mark [PRO/EX]

Allows you to configure settings such as color, opacity for the ruler, grid and crop mark.

(1) Line color

You can configure color for the following lines.

- Color of ruler to snap
- Color of ruler not to snap
- Color of grid line
- Color of grid dividing line
- Color of crop mark/default border

Clicking the color indicator in each item displays the [Color settings] dialog box. Here, a color can be selected.

> **✏ Memo**   **For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

(2) Opacity of Ruler/Grid/Crop mark

Allows you to configure opacity for the ruler, grid and crop mark.

(3) Decide direction again if coming back to start point while snapping perspective ruler

When turned on, you can change the drawing direction by dragging the drawing tool to the starting point while drawing snapped to the perspective ruler.

Unit

Allows you to configure the unit of length to use in CLIP STUDIO PAINT.

(4) Unit of length

Allows you to configure the unit of length to use in CLIP STUDIO PAINT. You can select from [px] and [mm].

(5) Text unit

Select the text size unit of text entered with the [Text] tool from [Q] (Q value) or [pt] (points).

Canvas

Allows you to configure settings such as the display quality of the canvas, as well as settings related to the scale and angle for displaying the canvas.

View

Configures the display quality of the canvas.

(1) Display quality

Select the display quality for the canvas from [Default] and [High quality].

Default	The image may become coarse when the canvas is rotated or depending on the scale setting. However, you will be able to perform operations comfortably as image processing does not require much processing capacity.
High quality	The image is always displayed in high quality. Operations may become slow when the canvas is rotated or depending on the scale setting.

> **✏ Memo**   **When canvas operations become slow, turning on [Make canvas fast view mode while dragging viewing tools] in the [Tool] category of the [Preferences] dialog box may improve the operating conditions. For details, see "Option" .**

(2) Transparent

Configure the color of transparent areas. Specify the color of the checkered pattern with [Color 1] and [Color 2].

Clicking each color indicator displays the [Color settings] dialog box. Here, a checkered pattern can be specified.

> **✏ Memo**   **When Hide is selected for [Show/Hide layer] of the [Paper] layer, the transparent area is displayed in checkered pattern.**

Scale

Configures settings related to the display scale of the canvas.

(3) Scale list

The list of scales for performing [Zoom in] or [Zoom out] on the canvas with the [Navigator] palette, [View] menu, and so on.

(4) [Scale] input box

Allows you to change the display scale selected in the [Scale list] or input a new scale.

(5) Add

Adds the display scale input in the [Scale] input box to the [Scale list].

(6) Delete

Deletes the display scale selected in the [Scale list].

(7) Change

Changes the display scale selected in the [Scale list] to the value specified in the [Scale] input box.

(8) Revert

Restores the display scales in the [Scale list] to their initial values.

Angle

Configures settings related to the display angle of the canvas.

(9) Step

Specify the angle by which the canvas will rotate when [Rotate left] or [Rotate right] is performed from the [Navigator] palette, [View] menu → [Rotate/Invert] and the like.

Display resolution

Adjust the display resolution.

(10) Settings

Clicking this button displays the [Settings of display resolution] dialog box.

If this is set, a canvas with the print dimensions is displayed when [Print size] is selected in the [View] menu.

[Settings of display resolution] dialog box

(1) Resolution	Configure the display resolution for each print size. Changing the [Resolution] settings also changes the display size of the ruler.
(2) Ruler	The scale used as a guide for the print size. This is displayed in centimeters. Adjust [Resolution] according to the ruler so that the scale is the same size.

File[PRO/EX]

Configures settings related to file import.

Import IllustStudio document (xpg)

Configures settings related to the import of IllustStudio documents (extension: xpg).

(1) Combine all layers

Imports by integrating all layers.

(2) Anti-aliasing vector

Enables anti-aliasing for [Vector] layers.

(3) Rasterize vector

Imports [Vector] layers by converting into [Raster] layers.

! Important	When an IllustStudio document including [Vector] layers is imported to CLIP STUDIO PAINT, the content drawn on the [Vector] layers may not be imported correctly. To import the drawn content correctly, convert them into [Raster] layers.

Importing ComicStudio Page Files (cpg)

Configures settings related to the import of ComicStudio page files (extension: cpg).

(4) Combine all layers

Imports by integrating all layers.

! Important	In mac OS version, [Text] layers are not integrated even if [Combine all layers] is turned on.

(5) Anti-aliasing vector

Enables anti-aliasing for [Vector] layers.

(6) Rasterize vector

Imports [Vector] layers by converting into [Raster] layers.

! Important	When a ComicStudio document including [Vector] layers is imported to CLIP STUDIO PAINT, the content drawn on the [Vector] layers may not be imported correctly. To import the drawn content correctly, convert them into [Raster] layers.

Page Management [EX]

(7) Auto save when switching page

When turned on, switching the page automatically saves and closes the page file you were editing.

(8) Always open with new tab when opening page with double-click

Allows you to configure how to open a page file when opening it by double clicking its thumbnail on the [Page manager] window.

- When turned on, the specified page file opens in a new tab.
- When turned off, the specified page file opens after the tab of the page file you were editing closes.

Color conversion [PRO/EX]

Allows you to configure default values for color profile, rendering intent and used library for exporting in [RGB] and [CMYK].

> **Memo**
>
> Values of items in [Settings of color conversion] are used as default values for RGB <-> CMYK conversion when displaying or exporting images.

Settings of color conversion

(1) RGB profile

Specify the RGB color profile.

(2) CMYK profile

Specify the CMYK color profile.

(3) Rendering intent

Configure how to process the color conversion between color spaces with the color management system.

Perceptual	Preserves the visual relationship between colors so that colors are perceived natural even when color values are changed.
Saturation	Compares the maximum highlight in the source color space with the maximum highlight in the destination color space, and shifts the difference.
Relative Colorimetric	Tries to reproduce vivid colors, even at the expense of color accuracy.
Absolute Colorimetric	Keeps unchanged the colors that fall inside the destination gamut.

(4) Library to use [Windows]

Select the library to use from [Icclibrary] and [MicrosoftICM].

> **Important**
>
> [Library to use] is not available for mac OS.

Edit text [EX]

Allows you to configure settings such as those related to text entered in the [Story editor] and the display method.

New text

Configure the method for inserting new text.

(1) How to insert new text

Configure the method for creating a layer when entering new text.

Add to current layer	Adds the entered text to an existing text layer.
Always create new layer	Creates a new text layer each time text is entered.

(2) New text property

Allows you to configure default settings for entering new text, such as text size and font.

> **Memo**
>
> These settings are reflected on the canvas. They are not reflected in [Story editor].

Selected text tool property	Reflects the settings in the [Tool Property] palette of the [Text] tool.
Copy from current text	Reflects the settings of text entered on the same page.

Line break

Configure settings related to line breaks, such as the display method and operation methods.

(3) How to show line break

You can configure the method for displaying line breaks in the [Story editor].

Normal	Shows the line break in the specified position.
Display by sign without line break	Shows a sign indicating a line break in the specified position, without showing a line break. The line break is inserted on the canvas in the position indicated by the symbol.

(4) Divide text by line break

You can configure the method by which the text is divided when the [Enter] key is pressed in the [Story editor].

Do not divide	The text is not divided when the [Enter] key is pressed.
Divide with one line break	The text is divided when the [Enter] key is pressed once.
Divide with consecutive two line breaks	The text is divided when the [Enter] key is pressed twice consecutively.
Divide with consecutive three line breaks	The text is divided when the [Enter] key is pressed three times consecutively.

View

Configure settings related to the font to be displayed in the [Story editor].

> ✏ **Memo**   These settings are reflected in the [Story editor]. They are not reflected in the canvas.

(5) Direction

You can set text to be displayed horizontally or vertically in the [Story editor].

(6) Main text font

Allows you to configure the font and size of text entered in the [Story editor].

> ✏ **Memo**   The [Font list] is displayed when selecting a font. For details on the font list, see **"CLIP STUDIO PAINT Tool Setting Guide"**.

(7) Reading font

Allows you to configure the font and size of readings entered in the [Story editor].

> ✏ **Memo**   The [Font list] is displayed when selecting a font. For details on the font list, see **"CLIP STUDIO PAINT Tool Setting Guide"**.

Shortcut settings [Windows]

Allows you to configure a shortcut for some of the main menu items, tool property items and brush sizes, as well as tools and sub tools.

Selecting [File] menu → [Shortcut settings] opens the [Shortcut settings] dialog box.

On the [Shortcut settings] dialog box, you can edit, add or delete the shortcuts of menu items and the like.

[Shortcut settings] dialog box

(1) Setting area

Select the category of the item(s) to which you want to assign a shortcut.

Main menu	Switches the [Shortcut list] to main menu items.
Option	Switches the [Shortcut list] to optional items.
Tool	Switches the [Shortcut list] to [Tool] and [Sub Tool] items.
Auto action [PRO/EX]	Switches the [Shortcut list] to [Auto Action] items.

(2) Shortcut list

Displays the list of current shortcuts.

> ✎ **Memo**
>
> **Items on lower levels can be displayed/hidden by the following operation:**
> - **Click ▼.**
> - **Double click the item name.**

(3) Information area

Area where messages are displayed when the configured shortcut is duplicated and the like.

(4) Edit shortcut

Selecting the row of the item whose shortcut you want to edit and clicking the button enables shortcut editing. To change the shortcut, type the shortcut to configure and press the [Enter] key.

> ✎ **Memo**
>
> - **With mac OS, you cannot configure shortcuts duplicated with keyboard shortcuts configured in [System preference].**
> - **Pressing the [Esc] key after typing the shortcut cancels the input setting.**
> - **Double clicking the item in the Shortcut list also enables shortcut editing.**

(5) Add shortcut

Adds shortcut settings.

Selecting the row of the item to which you want to configure an additional shortcut and clicking the button adds a shortcut input field. Type the shortcut to configure and press the [Enter] key.

> ✎ **Memo**
>
> - **With mac OS, you cannot configure shortcuts duplicated with keyboard shortcuts configured in [System preference].**
> - **Pressing the [Esc] key after typing the shortcut cancels the input setting.**

(6) Delete shortcut

Select the row of the item whose shortcut you want to delete and click the button. The shortcut of the selected item is deleted.

(7) OK

Saves the configured shortcuts and closes the dialog box.

(8) Cancel

Closes the dialog box without saving the configured shortcuts.

(9) Initialize

Initializes the shortcut settings.

Modifier key settings [Windows] [PRO/EX]

The [Ctrl], [Alt], [Shift] and [Space] keys individually or combined, the mouse wheel, right click, tail switch can be assigned to tools to perform operations such as temporary tool switch, brush size change, and so on.

(1) Common settings

Select this item to configure modifier keys common to all tools.

(2) Settings for each process of tool

To configure modifier keys for each process of a tool separately, click the button on the right of [Sub tool]. The [Select sub tool] dialog box to specify the sub tool is displayed.

[Output process] and [Input process] display the output/input process configured to the selected sub tool.

> **Memo**
>
> **Modifier key settings are not configured by sub tool, but by output process and input process. Therefore, changing the modifier key setting for one sub tool also changes the setting of sub tools if they have the same output process or input process.**
> **For [Output process] and [Input process], see "Input Process and Output Process of Sub Tools" .**

(3) Refine

Narrows down the modifier key(s) displayed in [Operation].

(4) Operation

Displays a list of modifier keys that can be configured.

Select a function from the pull down menu. You can select from [None], [Common], [Tool aux. operation], [Change tool temporarily], [View operation], [Show Menu] and [Change brush size].

> **! Important**   **The functions you can configure vary depending on the modifier key.**

None and Common

Does not configure any function to the modifier key.

- For [Common settings], select [None] from the pull down menu.
- For [Settings for each process of tool], select [Common] from the pull down menu. Selecting [Common] assigns the modifier key setting to all tools in common.

Tool aux. operation

Configures an auxiliary operation a tool can perform while in use.

Selecting [Tool aux. operation] displays the [Setting for tool aux. operation] dialog box. There, configure the details of the tool auxiliary operation.

> **! Important**   **[Tool aux. operation] cannot be selected for processes without auxiliary operations. (Example of auxiliary operation: [Create special ruler])**

(1) Turn on the auxiliary operation item to configure.

(2) Clicking [OK] configures the auxiliary operation.

> ✐ **Memo**   Clicking [Settings] allows you to re-edit the [Tool aux. operation] settings.

Change tool temporarily

Switches a tool or sub tool temporarily when a modifier key is pressed.

Selecting [Change tool temporarily] displays the [Setting for "Change tool temporarily"] dialog box. On the dialog box, configure the tool to change temporarily.

> ✐ **Memo**   **Items on lower levels can be displayed/hidden by the following operation:**
> - **Click ▼.**
> - **Double click the item name.**

(1) Select the tools and/or sub tools from the list.

(2) Clicking [OK] configures temporary switching of the tools and/or sub tools to the modifier key.

> ✐ **Memo**   Clicking [Settings] allows you to re-edit the [Change tool temporarily] settings.

View operation

Configures the operation when a modifier key is held down to a view operation such as scale up, scale down, rotate and scroll.

Selecting [View operation] displays the [Setting for view operation] dialog box. There, configure the content of the view operation.

(1) Select a view operation from the list.

(2) Clicking [OK] configures the view operation to the modifier key.

> ✐ **Memo**   Clicking [Settings] allows you to re-edit the [Setting for view operation] settings.

Show menu

Displays the menu when a modifier key is pressed.

Change brush size

Allows you to change the brush size by dragging with the modifier key held down.

(5) Initialize

Initializes the modifier key settings.

Command bar settings [Windows] [PRO/EX]

Edits the [Command Bar] settings. Allows you to add/delete command icons to/from the [Command Bar], as well as change the position of an icon.

[Command bar settings] Dialog Box

(1) Preview

Previews the [Command Bar] being configured.

(2) Import file

Imports the image file to use as image for an icon. Clicking the button displays a dialog box to select the image file for the icon. The image may be one created by yourself.

> ✐ **Memo**   Acceptable icon image file formats are: BMP, JPEG, PNG, TIFF and Targa.

(3) Reset

Allows you to reset the icon settings.

(4) Delete

Deletes the command icon selected on the [Preview].

(5) Add

Adds a command icon to the [Preview].

(6) Insert into group

Arranges commands hierarchically and adds them to the command icon position selected in the [Preview].

A ▼ is displayed on the right side of hierarchically arranged commands. Clicking the icon of a hierarchically arranged command displays the icon list of commands under it.

(7) Selection

List to select a command to add to the [Command Bar].

Main menu	Changes the category of the item in [Command list] to [Main menu].
Option	It is possible to change the category of the item in [Command list] to [Option].
Auto action	Changes the category of the item in [Command list] to [Auto Action].

(8) Command list

Commands selected in [Selected area] are displayed. Select the commands to be added to the [Command Bar].

(9) Initialize

Initializes the [Command Bar] settings.

Adding a Command

To add a command icon to the [Command Bar] proceed as follows.

1 Select the command

Select [File] menu → [Command Bar Settings]. The [Command Bar Settings] dialog box opens.

2 Decide the position where you want to add the command

In [Preview], click the icon in the position where you want to add the command.

> 🖊 **Memo**   **The command icon will be added next to the clicked position.**

3 Select the category

Select the category of the command to register from [Selection].

4 Select the command to add

Select the command to add from the [Command list].

5 Add the icon to the preview

Click [Add]. The selected command icon is added to [Preview].

> ✏ **Memo**   The command icon can also be added by double clicking the menu item.

To change the position of a command icon in [Preview], drag and drop next to another icon.

> ✏ **Memo**   **To add or delete separator lines, or arrange the icons hierarchically, perform as follows:**
> - **To add a separator line, click between command icons.**
> - **To delete a separator line, click the separator line.**
> - **To arrange a command icon in the [Preview] hierarchically, drag and drop onto another icon.**

6 The icon is added to the command bar

Clicking [OK] closes the [Command Bar Settings] dialog box. The command icon is now added to the [Command Bar].

Deleting a Command

To delete a command icon from the [Command Bar] proceed as follows.

1 Select the command

Select [File] menu → [Command Bar Settings]. The [Command Bar Settings] dialog box opens.

2 Select the command to delete

In [Preview], select the icon of the command you want to delete.

3 Delete the icon from the preview

Clicking [Delete] displays a confirmation dialog box. Clicking [Delete] on the dialog box deletes the selected command icon from [Preview].

> ✏ **Memo**   **A command icon can also be deleted by dragging and dropping onto [Delete].**

4 The icon is deleted from the command bar

Clicking [OK] closes the [Command Bar Settings] dialog box. The command icon is now deleted from the [Command Bar].

Arranging Commands Hierarchically

To arrange command icons on the [Command Bar] hierarchically, proceed as follows.

1 Select the command

Select [File] menu → [Command Bar Settings]. The [Command Bar Settings] dialog box opens.

2 Decide the position where you want to arrange the commands hierarchically

In [Preview], click the icon in the position where you want to arrange the commands hierarchically.

3 Select the category

Select the category of the command to register from [Selection].

4 Select the command to add

Select the command to add from the [Command list].

5 Arrange icons in the preview hierarchically

Click [Insert into group]. The command icons in [Preview] are arranged hierarchically.

> **Memo**
> - A command icon in the [Preview] can also be arranged hierarchically by dragging and dropping onto another icon.
> - When command icons are arranged hierarchically, ▼ is displayed next to the icon.

6 Reorder the icons

The order in which commands are arranged hierarchically can be changed by displaying them as a list.

(1) Click the icon of the hierarchically arranged commands. The icons of the commands arranged hierarchically display as a list.

(2) Drag and drop the icon of the command whose position you want to change.

7 The icons on the command bar are arranged hierarchically

Clicking [OK] closes the [Command Bar Settings] dialog box. The icons on the [Command Bar] are now arranged hierarchically.

Changing the icon of a command

To change the icon of a command, proceed as follows.

1 Select the command

Select [File] menu → [Command Bar Settings]. The [Command Bar Settings] dialog box opens.

2 Select the command icon

In [Preview], click the command icon you want to change.

3 Select the image file

Specify the image to use as icon.

(1) Click [Import file].

(2) The dialog box for selecting a file is displayed. Specify the file of the image you want to use as icon.

> **Memo**
> Acceptable icon image file formats are: BMP, JPEG, PNG, TIFF and Targa.

4 The icon change is complete

Click [OK] on the [Command Bar Settings] dialog box.

The dialog box closes and the icon change on the [Command Bar] is complete.

> **Memo**
> The icons on the [Command Bar] and [Selection Launcher] are common. Changing the icon of a command on the [Selection Launcher] with the [Command Bar Settings] dialog box also changes the icon on the [Selection Launcher].

Tab-Mate Controller [Windows]
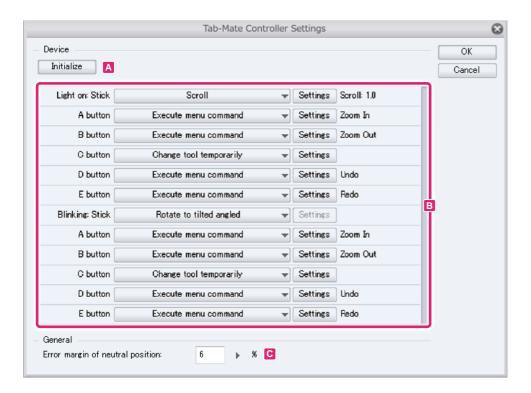
Assigns CLIP STUDIO PAINT operations to the Tab-Mate Controller (sold separately). Furthermore, assigns commands to the Tab-Mate Controller [Quick Menu].

Tab-Mate Controller settings

Assigns CLIP STUDIO PAINT operations to the Tab-Mate Controller. It also allows you to adjust the sensitivity of the control stick when it is in the center.

> ✏️ **Memo**　　For details on purchasing the Tab-Mate Controller (sold separately), **see "CLIP STUDIO NET"**.

A. Initialize

Initializes the Tab-Mate Controller settings.

B. Function settings

Assigns CLIP STUDIO PAINT operations to the Tab-Mate Controller.

Functions that can be configured vary depending on whether they will be assigned to the control stick or buttons.

> ✏️ **Memo**　　For names of Tab-Mate Controller parts, see **"Names and Functions of Parts of the Tab-Mate Controller"** .

(1) Control Stick

Functions you can configure to the control stick are as follows.

Disable

Does not assign any function to the control stick.

Scroll

Scrolls the canvas in the direction the control stick is tilted.

Clicking [Settings] opens the [Settings of canvas operation] dialog box. On the dialog box, you can configure the scroll amount for the canvas.

Scroll	By moving the slider, configure the amount by which the canvas will displace. The larger the value, the larger will be the amount by which the canvas will displace.
Fix speed	Turning on this item displaces the canvas at a fixed speed. If turned off, the speed at which the canvas will displace will be proportional to the degree the control stick is tilted.

Rotate to tilted angled

Rotates the canvas in the direction the control stick is tilted.

Rotate by turning

- Rotating the control stick clockwise rotates the canvas clockwise.
- Rotating the control stick counterclockwise rotates the canvas counterclockwise.

Clicking [Settings] opens the [Settings of canvas operation] dialog box. On the dialog box, you can configure the rotation amount for the canvas.

Rotate	By moving the slider, configure the amount by which the canvas will rotate. The larger the value, the larger will be the amount by which the canvas will rotate.

Zoom by turning

- Rotating the control stick clockwise zooms in the canvas.
- Rotating the control stick counterclockwise zooms out the canvas.

Clicking [Settings] opens the [Settings of canvas operation] dialog box. On the dialog box, you can configure the zoom amount for the canvas.

Zoom	By moving the slider, configure the amount by which the canvas will rotate. The larger the value, the larger will be the amount by which the canvas will zoom in/out.

Zoom by up/down, rotate by left/right

- Tilting the control stick upward zooms in the canvas.
- Tilting the control stick downward zooms out the canvas.
- Tilting the control stick to the right rotates the canvas clockwise.
- Tilting the control stick to the left rotates the canvas counterclockwise.

Clicking [Settings] opens the [Settings of canvas operation] dialog box. On the dialog box, you can configure the rotation amount and zoom amount for the canvas.

Zoom	By moving the slider, configure the amount by which the canvas will zoom in/out. The larger the value, the larger will be the amount by which the canvas will zoom in/out.
Rotate	By moving the slider, configure the amount by which the canvas will rotate. The larger the value, the larger will be the amount by which the canvas will rotate.
Fix speed	Turning on this item zooms in/out or rotates the canvas at a fixed speed. If turned off, the speed at which the canvas will zoom in/out or rotate will be proportional to the degree the control stick is tilted.

Brush *

- Tilting the control stick upward increases the brush size.
- Tilting the control stick downwards decreases the brush size.
- Tilting the control stick right increases the brush size.
- Tilting the control stick left decreases the brush size.

Timeline *

- Tilting the control stick upward moves the frame of the [Timeline] palette forward.
- Tilting the control stick downward moves the frame of the [Timeline] palette backward.
- Tilting the control stick right moves the frame of the [Timeline] palette forward.
- Tilting the control stick left moves the frame of the [Timeline] palette backward.

Parallel line ruler *

Rotating the control stick rotates the parallel line ruler on the canvas.

(2) Buttons

Selecting the function to configure from the pull down menu displays the related dialog box for you to configure the function.

> **✎ Memo**   **Clicking [Settings] also displays the related dialog box.**

Disable

Does not assign any function to the button.

Execute menu command

Assigns a CLIP STUDIO PAINT menu item to the button. Configure the content on the dialog box.

(1) Select the menu item from the dialog box.

(2) Clicking [OK] assigns the function.

Execute option command

Assigns an auxiliary operation of the items below to the button.

- Canvas
- Tool Property
- Brush Size
- Sub Tool
- Layer Property
- Drawing color

Configure the content on the dialog box.

(1) Select the item from the dialog box.

(2) Clicking [OK] assigns the function.

Change tool temporarily

Switches a tool or sub tool temporarily when the button is pressed. Configure the content on the dialog box.

(1) Select the tools and/or sub tools from the list.

(2) Clicking [OK] assigns the function.

> **✎ Memo**   **Items on lower levels can be displayed/hidden by the following operation:**
> - **Click ▼.**
> - **Double click the item name.**

Allocate modifier key

Makes a button work in the same way as when a modifier key ([Ctrl], [Shift], [Alt] or [Space]) is pressed. Configure the content on the dialog box.

(1) Select the modifier key to assign. Selecting multiple items is equivalent to pressing multiple modifier keys simultaneously.

(2) Clicking [OK] assigns the function.

C. Error margin of neutral position
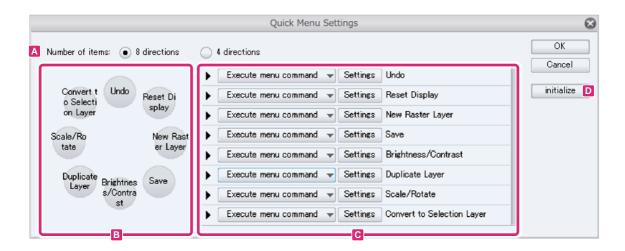
Adjusts the sensitivity of the control stick when it is in its center. When conditions such as a canvas not scrolling as operated, or a canvas scrolling on its own occur, they may be improved by adjusting this value.

Quick Menu Settings

Assigns menu items to the Tab-Mate Controller [Quick Menu].

> ✏ **Memo**　　**For information on how to use the [Quick Menu], see "Explanation: Using the Quick Menu" .**

A. Number of items

Specifies the number of menu items to assign. Select from [8 directions] and [4 directions].

B. Preview

Previews the menu items assigned to the control stick.

C. Function settings

Assigns menu items to the [Quick Menu].

In the Quick menu, there are two items: [Root menu] and [Child menu].

Root menu	Items displayed when the Quick menu is started.
Child menu	Items displayed when the control stick is tilted for a while in the direction of the [Root menu].

> ✏ **Memo**　　**If the control stick is kept tilted, the [Root menu] switches to [Child menu]. To display the [Root menu] when the [Quick menu] is displayed, place the control stick in the neutral position.**

To toggle between the [Root menu] and [Child menu], click ▼ (triangle).

● When ▼ (triangle) is turned to the right, the [Root menu] can be configured.

● When ▼ (triangle) is turned downward, the [Child menu] can be configured.

To configure, proceed as follows.

<u>Disable</u>

Does not assign any menu item.

<u>Execute menu command</u>

Assigns a CLIP STUDIO PAINT menu item. Clicking [Settings] displays the [Settings for "Execute menu command"] dialog box.

> **✎ Memo**   Placing the mouse cursor over [Settings] will allow you to check in [Preview] the direction of the control stick to which the function will be assigned.

(1) Select the menu item from the dialog box.

(2) Clicking [OK] assigns the function.

D. Initialize
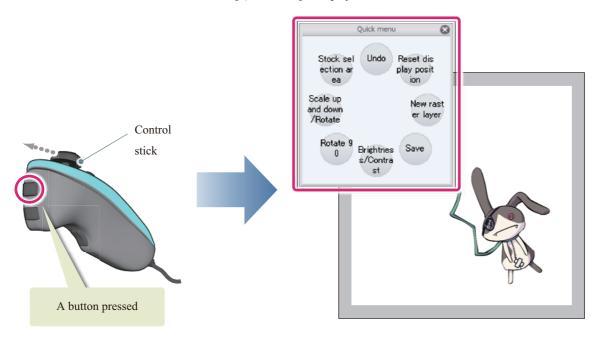
Initializes the [Quick menu] settings.

Explanation: Using the Quick Menu

[Quick Menu] is a menu that allows you to execute a menu item assigned to a tilt direction of the Tab-Mate Controller control stick. To use the [Quick Menu], proceed as follows.

1 Start the Quick menu

Tilt the control stick while holding down the A button of the Tab-Mate Controller. The [Quick Menu] is displayed. Keep the A button of the Tab-Mate Controller down even after the [Quick Menu] is displayed.
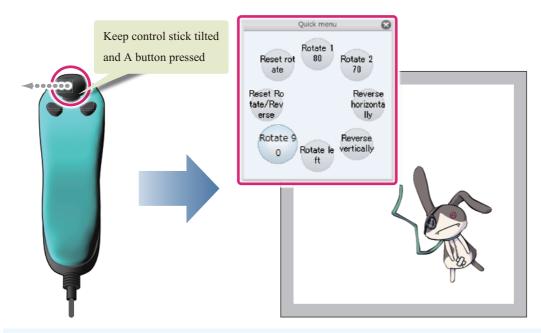
> **⚠ Important**   Releasing the A button will close the [Quick Menu]. Keep the button down while operating the [Quick Menu].

2 Select the root menu item

While holding down the A button of the Tab-Mate Controller, tilt the control stick in the direction in which the root menu you want to execute is displayed. The [Child menu] is displayed.

Keep control stick tilted and A button pressed
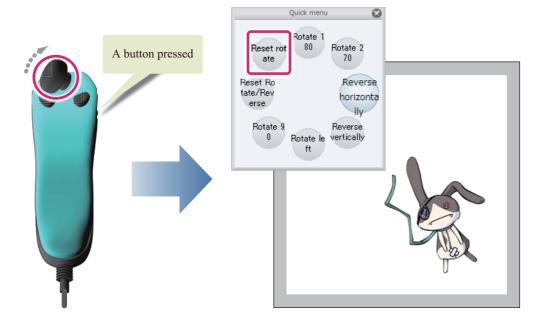
> ✏ **Memo**　　**For information on how to configure the [Quick Menu], see "Quick Menu Settings" .**
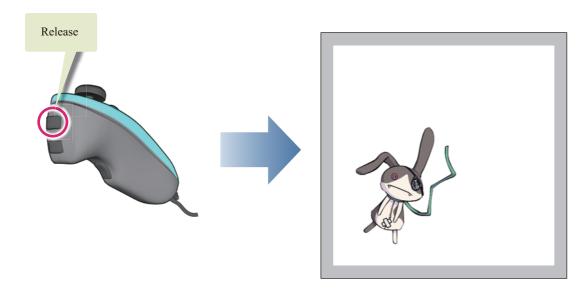
3 Select the menu item

With the A button of the Tab-Mate Controller still held down, tilt the control stick in the direction in which the menu you want to execute is displayed.

A button pressed

4 Execute the menu item

Release the A button of the Tab-Mate Controller. The selected menu item executes.
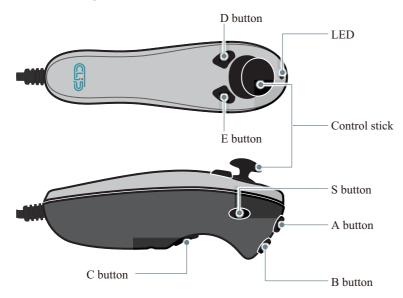
| 🖉 **Memo** | **Releasing the A button of the Tab-Mate Controller when the control stick is in the neutral position cancels the [Quick Menu].** |

Names and Functions of Parts of the Tab-Mate Controller

The following describes the name of each part of the Tab-Mate Controller, and how to check/switch the operating mode.

Name of each part

D button
LED
E button
Control stick
S button
A button
C button
B button

Checking the operating mode

The current operating mode is displayed with a LED. The button and control stick operation vary for each operating mode.

Red (On/Blinking)	You can assign CLIP STUDIO PAINT operation to the Tab-Mate Controller by selecting [File] menu → [Tab-Mate Controller settings].
Blue (On/Blinking)	You can use the Tab-Mate Controller as a mouse.

Switching the operating mode

To switch the operating mode:

- Long press the control stick to toggle the LED between on and blinking.

- Press the S button to toggle between the red and blue LED.

Pen Pressure Settings [Windows]

Adjusts the Pen Pressure Settings for using a tablet.

1 Select the command

Selecting [File] menu → [Pen Pressure Settings] displays the [Auto adjust pen pressure] dialog box.

2 Adjust the pen pressure settings

On the [Auto adjust pen pressure] dialog box, adjust the pen pressure detection level.

(1) Click [Adjust].

(2) Select the adjustment method.

(3) Draw a line on the canvas with the usual pen pressure, and by alternatively pressing hard and softly on purpose.

(4) Click [OK].

[Auto adjust pen pressure] Dialog Box

(1) Adjust

Click and then draw a line on the canvas. The pen pressure will be detected, and the detection level adjusted.

(2) Try adjusted result

Click to test the adjusted pen pressure detection level by drawing on the canvas.

(3) Adjust by single stroke

If you draw multiple lines on the canvas, the pen pressure detection level is adjusted based on the line drawn last.

(4) Adjust by several strokes

If you draw multiple lines on the canvas, the pen pressure detection level is adjusted based on the average of the drawn lines.

(5) Graph

The pen pressure detection level is displayed as a curve.

✎ Memo	**You can adjust the pen pressure detection level by dragging the control points of the curve.** ● **Dragging a control point changes its position.** ● **Clicking on the curve adds a control point.** ● **Dragging a control point out of the graph deletes that control point.**

(6) Revert

Reverts the curve to the status before adjustment.

(7) Initial settings

Reverts the curve to the default state.

QUMARION [Windows]

Enables the use of QUMARION in CLIP STUDIO PAINT, as well as import/export of calibration information.

Use QUMARION

Turning on this item enables the use of QUMARION in CLIP STUDIO PAINT.

> ✏ **Memo** — You will not be able to use QUMARION without turning on [Use QUMARION]. Once turned on, [Use QUMARION] remains enabled until you quit CLIP STUDIO PAINT.

Import Calibration information

Imports a QUMARION calibration file (extension: qnca) to calibrate QUMARION.

> ✏ **Memo** — For details on calibration of QUMARION, see **"Explanation: When Displayed 3D Character Is Misaligned"** .

Export Calibration information

Exports the QUMARION calibration information as a QUMARION calibration file (extension: qnca).
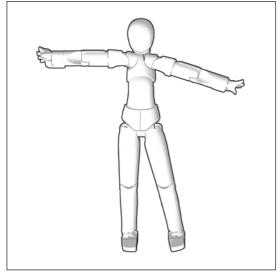
> ✏ **Memo** — For details on calibration of QUMARION, see **"Explanation: When Displayed 3D Character Is Misaligned"** .

Explanation: When Displayed 3D Character Is Misaligned

When the QUMARION pose and the displayed 3D character are misaligned, correct using [Calibration] on the [Object launcher].

Perform a correction when you cannot align the displayed 3D character even by making the QUMARION pose symmetric.

The following describes the correction procedure when the QUMARION pose and the displayed 3D character are misaligned as shown in the figures below.
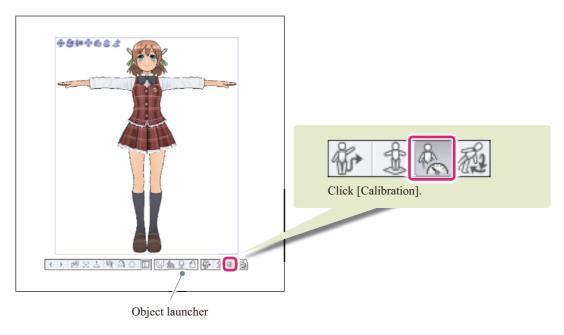
QUMARION pose   3D character material view

1 Enable calibration

Click [Calibration] on the [Object launcher].

Click [Calibration].
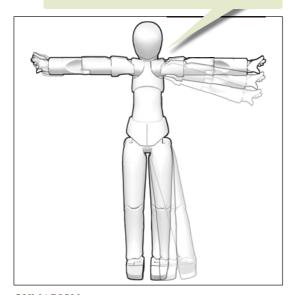
Object launcher

2 Operate QUMARION

Operate QUMARION so that its pose matches that of the 3D character.

Move QUMARION so that its pose matches that of the 3D character material.

QUMARION pose
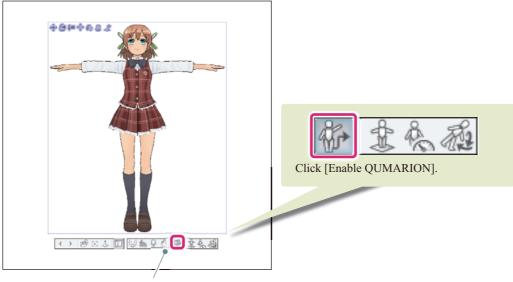
3D character material view

3 Enable QUMARION input

Click [Enable QUMARION] on the [Object launcher]. The displayed 3D character and QUMARION pose become the same.

Click [Enable QUMARION].

Object launcher

> **Memo**
>
> ● To export the calibration information, select [File] menu → [QUMARION] → [Export Calibration Information]. To import an exported calibration information, select [File] menu → [QUMARION] → [Import Calibration information]. Note that [Import calibration information] and [Export calibration information] are available only when [Enable QUMARION] is turned on.
>
> ● You can also import calibration files (extension: qnca) created in CLIP STUDIO ACTION. For details on CLIP STUDIO ACTION, see "CLIP STUDIO NET".

Start CLIP STUDIO [Windows]

The included portal application "CLIP STUDIO" will launch. CLIP STUDIO is a tool for supporting creative activities.

Close CLIP STUDIO PAINT [Windows]

Close CLIP STUDIO PAINT.

Edit Menu

The [Edit] menu is mainly for performing edit operations on images. This section describes the commands in the [Edit] menu.

Undo

Selecting [Edit] menu → [Undo] cancels the last operation.

Redo

Selecting [Edit] menu → [Redo] immediately after undoing, redoes the undone operation.

Cut

Copies the selected area of an image to the clipboard and clears that portion from the image on the canvas.

1 Create a selection

Using a selection tool, create a selection.

(1)   Display the [Layer] palette and select the target layer. In this example, [Feather] is selected.

(2)   Using a selection tool, create a selection.

> **Memo**
> - **Cutting without selecting an object and without creating a selection cuts the layer itself.**
> - **If [Object] of the [Operation] tool is in use, the object selected by [Object] is cut.**

2 Select the command

Select [Edit] menu → [Cut].

The selected area of the image is copied to the clipboard and cleared from the original position.

Copy

Copies the selected area of an image to the clipboard. The copied portion remains on the canvas.

1 Create a selection

Using a selection tool, create a selection.

(1)   Display the [Layer] palette and select the target layer. In this example, [Feather] is selected.

(2)   Using a selection tool, create a selection.

> **Memo**
> - **Copying without creating a selection copies the entire layer.**
> - **If [Object] of the [Operation] tool is in use, the object selected by [Object] is copied.**

2 Select the command

Select [Edit] menu → [Copy].

The selected area of the image is copied to the clipboard. The image on the canvas remains the same.

Paste

Pastes the image copied to the clipboard to a canvas.

In this example, the feather will be selected, cut, and then pasted.

1 Create a selection

Using a selection tool, create a selection.

> **Memo**
> - **Cutting without creating a selection cuts the entire layer.**
> - **If [Object] of the [Operation] tool is in use, the object selected by [Object] is cut.**
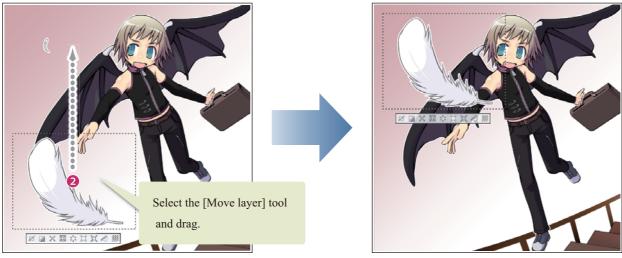
2 Cut the selection

Select [Edit] menu → [Cut].

3 Select the command

Select [Edit] menu → [Paste].

(1)　The image that has been copied to the clipboard is pasted to a new layer in the [Layer] palette.

Select the [Move layer] tool and drag.

(2)　The image is pasted to the position from where it was copied. To change the position of the image, select the newly created layer on the [Layer] palette and drag the image with the [Move layer] tool.
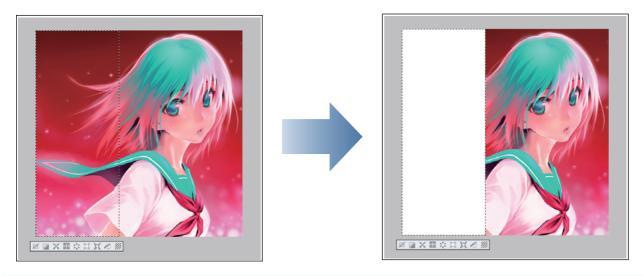
> **Memo**
> **Lines and balloons in vector format cut or copied with the [Object] tool are pasted to the currently edited layer.**

Clear

Selecting [Edit] menu → [Clear] clears the selected object. For layers such as the [Image material] layer and [Frame border] layer that do not allow objects to be selected, the entire layer is cleared.

Raster layer

The drawing inside a selected area is cleared.
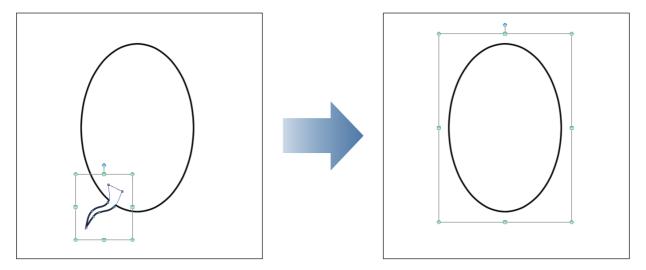
> ✏ **Memo**   Clearing without creating a selection clears the entire layer.

When [Object] Sub Tool Is in Use

If [Object] of the [Operation] tool is in use, the object selected by [Object] is cleared.

Clear Outside Selection

Clears the content outside the selected area.

1 Create a selection

Create a selection.

2 Select the command
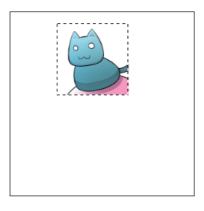
Select [Edit] menu → [Clear Outside Selection].

3 Clear outside of the selection is complete

The content outside the selected area is cleared.

Fill

Fills a selected area in a specified color.

1 Create a selection

Using a selection tool, create a selection.

> **Memo** **Filling without creating a selection fills the entire layer.**

2 Select the layer

On the [Layer] palette, select the layer you want to fill.

3 Select the command

Select [Edit] menu → [Fill].

4 Fill of the selected area is complete

The selected area is filled.

Advanced Fill [PRO/EX]

Fills based on detailed conditions configured on the [Advanced fill] dialog box.

Applicable layer types	Raster Layer Selection layer Quick mask

[Advanced fill] Dialog Box

(1) Drawing color

Select the fill color. Available colors vary depending on the expression color of the layer.

When expression color is gray or monochrome (drawing color is black only)

Select the fill color from [Black] and [Transparent color].

When expression color is gray or monochrome (drawing color is white only)

Select the fill color from [White] and [Transparent color].

When expression color is monochrome (drawing color is black and white)

Select the fill color from [Main drawing color], [Sub drawing color], [Black], [White] and [Transparent color].

When expression color is gray (drawing color is black and white)

Select the fill color from [Main drawing color], [Sub drawing color], [Transparent color] and [Specified color].

Click [Specified color] to input the grayscale using the slider or by directly inputting the numeric value.

Color

Select the fill color from [Main drawing color], [Sub drawing color], [Transparent color] and [Specified color].

Clicking [Specified color] displays the [Color settings] dialog box. Here, a color can be set.

✏️ **Memo**	• For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** . • For details on the [Color settings] dialog box, see **"[Advanced settings of color] Dialog Box *"** .

(2) Opacity

Configure the opacity of the fill color.

❗ **Important**	**[Opacity] does not display when expression color is monochrome.**

(3) Blending mode

Configure how to overlay the fill color on the original colors. Select one from the combine modes described below.
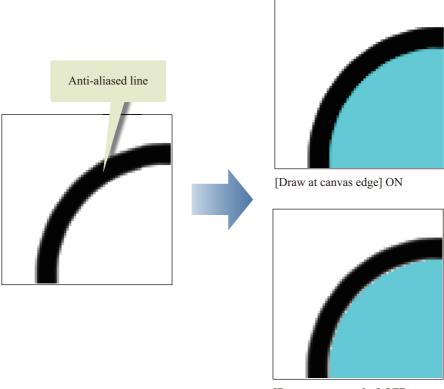
> ✏️ **Memo**   Blending modes are also explained in **"Layer Palette"** → **"Layer Operations"** → **"Configuring the Combine Mode"** .

Normal	Overlays the fill color as-is over the original color.
Compare (Darken)	The RGB values of the fill color and the original color are compared and the color with the lower value is displayed.
Multiply	The RGB values of the fill color are multiplied by those of the original color. After combine, the colors are darker than the originals. When the fill color is white, the color on the lower layer is displayed as is.
Color burn	Produces an effect similar to the "burn" in silver halide photography. The original drawing colors are first darkened to enhance contrast and then combined with the fill color. When the fill color is white, the original color is displayed as is.
Linear burn	The original drawing colors are first darkened and then combined with the fill color. When the fill color is white, the original color is displayed as is.
Black burn	Darkens the drawn area producing an effect similar to underexposure in photography. The effect is not applied when the original color is transparent.
Subtract	The RGB values of the fill color are subtracted from those of the original color. After combine, the colors are darker than the originals. When the fill color is black, the original color is displayed as is.
Lighten	The RGB values of the fill color and the original color are compared and the color with the higher value is displayed.
Screen	The original drawing colors are first inverted and then multiplied by the fill color. After combine, the colors are brighter than the originals. However, when the fill color is black, the original color is displayed as is. When the fill color is white, white is used as is.
Color dodge	As with "Dodge" in silver halide photography, brightens the colors used in the lower layer to decrease contrast. When the fill color is black, the original color is displayed as is.
Dodge (Glow)	Produces stronger effect on semi-transparent areas than [Color dodge]. When the fill color is black, the original color is displayed as is.
Add	The RGB values of the fill color are added to those of the original color. After combine, the colors are brighter than the originals. When the fill color is black, the original color is displayed as is.
Add (Glow)	Produces stronger effect on semi-transparent areas than [Add]. When the fill color is black, the original color is displayed as is.
Overlay	Combines by applying [Multiply] or [Screen] depending on the overlapped colors. After combine, bright areas are brighter and dark areas, darker.
Soft light	Produces different results depending on the brightness of the fill color. When the fill color is brighter than 50% gray, the result is brighter than the original color, as in the dodge effect. When the fill color is darker than 50% gray, the result is darker than the original color, as in the burn effect. When the fill color is 50% gray, the original color is displayed as is.
Hard light	Produces different results depending on the brightness of the fill color. When the fill color is brighter than 50% gray, the result is a brighter color resembling the effect of [Screen]. When the fill color is darker than 50% gray, the result is a darker color resembling the effect of [Multiply]. When the fill color is 50% gray, the original color is displayed as is.

Difference	Subtracts the fill color from the original color and replaces the original color with the absolute value of the difference.
Clear	The drawing is erased in the filled area.
Background	Places the fill color below the original color. The fill color behaves as if it were applied first.
Replace alpha	Overlays the fill color over the original color. The opacity of the overlaid area is converted to the [Opacity] specified in the dialog box.
Compare density	Fills only when the opacity of the fill color is greater than the original color.
Erase (compare)	Erases the drawing only when the result of subtracting the opacity of the fill color from 100 is smaller than the opacity of the original color.
Vivid light	The contrast is strengthened or weakened depending on the fill color. If the fill color is brighter than 50% gray, burn is applied and the image is brightened. If it is darker than 50% gray, dodge is applied and the contrast of the image is strengthened.
Linear light	The brightness is increased or decreased depending on the fill color. If the fill color is brighter than 50% gray, the image is brightened. If it is darker than 50% gray, the image is darkened.
Pin light	The colors of the image are replaced depending on the fill color. If the fill color is brighter than 50% gray, the original color is only replaced by the fill color if the original color is darker. If the fill color is darker than 50% gray, the original color is only replaced by the fill color if the original color is brighter.
Hard mix	The RGB values of the fill color are added to those of the original color. If the total of an RGB value is higher than 255, it is converted to 255. If the total of an RGB value is lower than 255, it is converted to 0.
Exclusion	An effect similar to [Difference], except with a lower contrast. If the fill color is white, the color of the lower layer is inverted when blending. When the fill color is black, the original color is displayed as is.
Darker color	The brightnesses of the fill color and the original color are compared and the color with the lower value is displayed.
Lighter color	The brightnesses of the fill color and the original color are compared and the color with the higher value is displayed.
Divide	The RGB values of the original color are multiplied by 255 and then divided by the RGB values of the fill color.
Hue	The hue of the fill color is applied while maintaining the brightness and saturation of the original color.
Saturation	The saturation of the fill color is applied while maintaining the brightness and hue of the original color.
Color	The hue and saturation of the fill color are applied while maintaining the brightness of the original color.
Luminance	The brightness of the fill color is applied while maintaining the hue and saturation of the original color.

(4) Anti-aliasing

Toggles anti-aliasing between on and off. When turned on, anti-aliasing is applied after fill if an area bordering an anti-aliased line is filled.
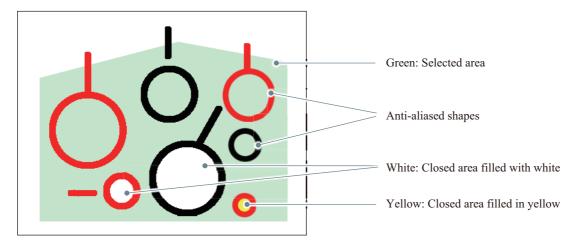
Anti-aliased line

[Draw at canvas edge] ON

[Draw at canvas edge] OFF

(5) Target color

Refers to the specified color to decide whether or not to fill.

The effect of this item on fill will be described using the following figure as an example.
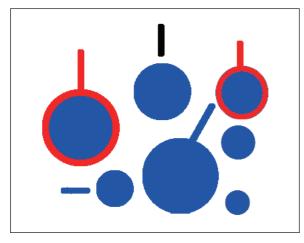
Green: Selected area

Anti-aliased shapes

White: Closed area filled with white

Yellow: Closed area filled in yellow

> ✎ **Memo**
> - **Changing the [Target color] setting or adjusting the [Color margin] value may improve run over of the fill color.**
> - **Items that may be selected for [Target color] are partially different depending on whether [Fill closed area] is turned on or off.**

Target all colors

The result of fill varies depending on whether [Fill closed area] is turned on or off.
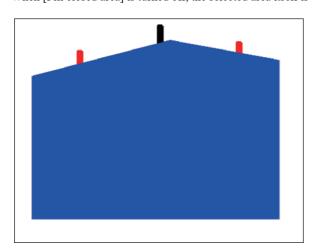
When [Fill closed area] is turned on, all closed areas in the selected area are filled.

[Fill closed area] ON:

All closed areas within the selected area are filled.

When [Fill closed area] is turned off, the selected area itself is filled.

[Fill closed area] OFF:
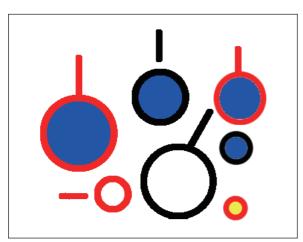
The selected area is entirely filled.

Only transparent

Fills transparent areas.
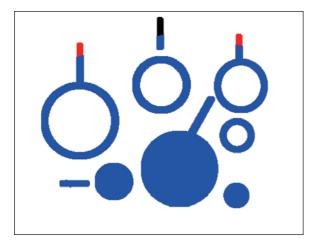
Closed areas that are transparent are filled.

Areas that are filled in a color such as white are not filled.

Other than transparent

Fills non-transparent areas. This item is displayed when [Fill closed area] is turned off.
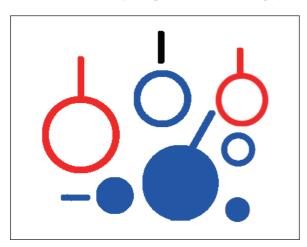
Areas other than transparent areas are filled.

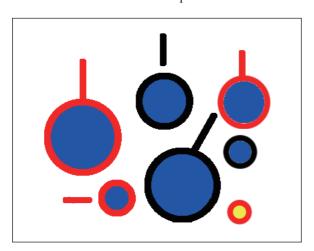Lines outside the specified area are not filled.

Area surrounded by transparent

Fills areas surrounded by transparent. This item is displayed when [Fill closed area] is turned on.

Transparent closed areas are filled.
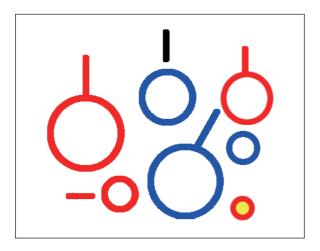
Lines and figures outside the specified area
are not filled.

Only black
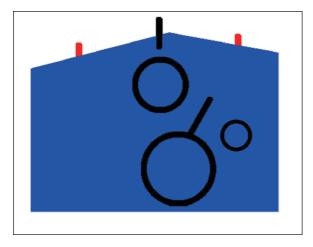
Fills areas drawn in black.

Black areas within the specified area are filled.

Lines outside the specified area are not filled.

Other than black
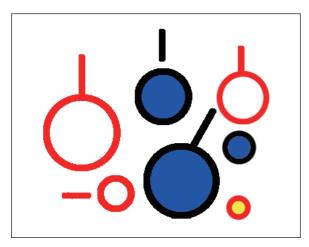
Fills areas drawn in other than black. This item is displayed when [Fill closed area] is turned off.

Areas other than those drawn in black are filled.

Lines outside the specified area are not filled.

Area surrounded by black

Fills areas surrounded by black. This item is displayed when [Fill closed area] is turned on.

Only areas enclosed in black and within the specified area are filled.
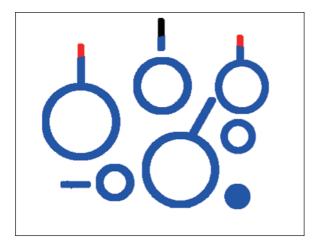
Only white and transparent

Fills areas drawn in white and transparent areas.

Enclosed areas that are white or transparent are filled.

Other than white and transparent

Fills areas drawn in other than white and non-transparent areas. This item is displayed when [Fill closed area] is turned off.
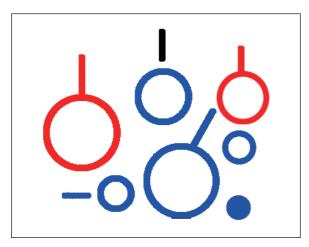

Areas drawn in other than white and non-transparent
areas are filled.

Lines outside the specified area are not filled.

Area surrounded by white and transparent

Fills areas surrounded by white and areas surrounded by transparent. This item is displayed when [Fill closed area] is turned on.
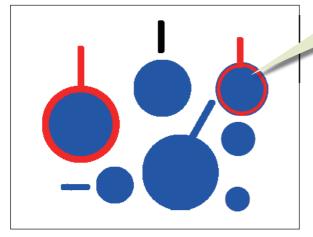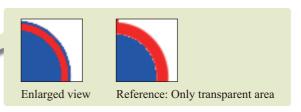

White and transparent closed areas are filled.

Lines and figures outside the specified area
are not filled.

Treat pale transparent as transparent

The result of fill varies depending on whether [Fill closed area] is turned on or off.

When [Fill closed area] is turned on, pale semi-transparent areas created by anti-aliasing and the like are treated as transparent and filled.

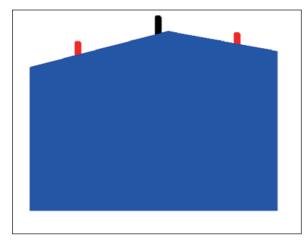Enlarged view   Reference: Only transparent area

[Fill closed area] ON

Areas of all colors are filled.

Selecting this item allows you to prevent unfilled pale,

translucent areas created by anti-aliasing and the line.

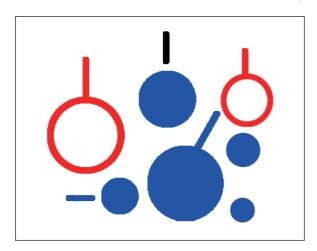When [Fill closed area] is turned off, the selected area itself is filled.

[Fill closed area] OFF:

The selected area is entirely filled.

Other than transparent and inner transparent

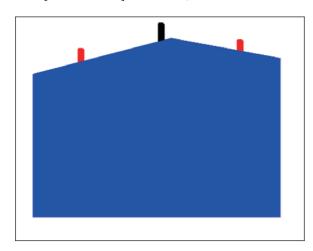The result of fill varies depending on whether [Fill closed area] is turned on or off.

When [Fill closed area] is turned on, the inside of the outer perimeter is filled if the selected area completely includes the outer perimeter.

Figures within the specified area, including lines, are filled.

Lines and figures outside the specified area

are not filled.

When [Fill closed area] is turned off, the selected area itself is filled.
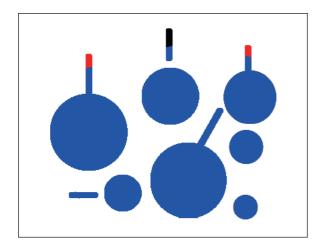
[Fill closed area] OFF:

The selected area is entirely filled.

Apply open are too other than transparent

The result of fill varies depending on whether [Fill closed area] is turned on or off.

When [Fill closed area] is turned on, the drawing lines and transparent areas enclosed by drawing lines are filled.
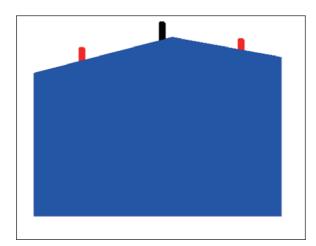

[Fill closed area] ON:

Lines and closed transparent areas within the specified area
 are filled.

Areas outside the specified area are not filled.

When [Fill closed area] is turned off, the selected area itself is filled.
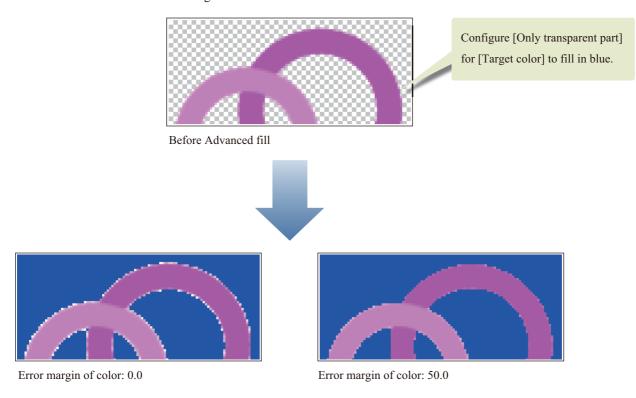

[Fill closed area] OFF:

The selected area is entirely filled.

(6) Color margin

Specifies the error margin of color to recognize an area as the same when filling. The larger the value, the larger will be the tolerance to include areas in other colors than the target.

Before Advanced fill

Configure [Only transparent part] for [Target color] to fill in blue.

Error margin of color: 0.0

Error margin of color: 50.0

(7) Area scaling

Enlarges or reduces the area to fill by the specified number of pixels.
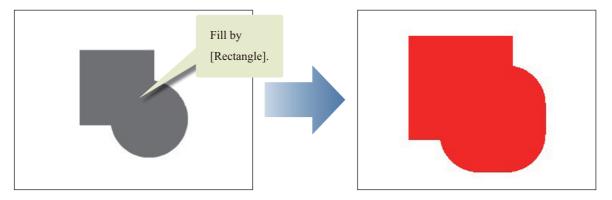
✎ Memo	The unit of [Area scaling] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit" .

(8) How to zoom

Configures the corner shape for enlarged or reduced areas.
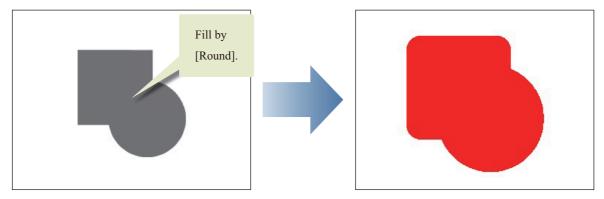
Rectangle

Determines the area by placing a rectangle on each pixel on the outline of the area to enlarge or reduce. The outline of the enlarged or reduced area often becomes rectangular.

Fill by [Rectangle].

Round
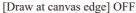
Determines the area by placing a circle on each pixel on the outline of the area to enlarge or reduce. The outline of the enlarged or reduced area becomes round as angles are rounded off.

Fill by [Round].

To darkest pixel

Recognizes the area of the line with the darkest color and fills up to that area. If configured when enlarging the area with [Area scaling], it will prevent runovers to the outside of line pixels with maximum opacity.

[Draw at canvas edge] OFF

[Draw at canvas edge] ON

(9) Fill closed area

Turning on this item fills closed areas within a selected area.

(10) Close gap

When gaps are present in the area to fill, fills by closing gaps of up to a specified number of pixels.

> ✏ **Memo**   The unit of [Close gap] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit" .

(11) Multiple referring

When turned on, it allows you to configure the layers to refer to when filling. If turned off, only the selected layer is referred to.

All layers	Refers all layers. However, hidden layers cannot be referred to.
Reference layer	Refers to layers configured as reference layer.
Selected layer	Refers to layers that are selected on the [Layer] palette.
Layer in folder	Refers to layers within the layer folder. The layer to refer to must be in the same folder as the currently edited layer.

(12) Non-reference layer

Toggles non-reference to a layer between on and off. This item can be configured when [Multiple referring] is turned on.

Not refer draft	Excludes the [Draft layer] from the targets of reference.
Not refer text	[Text layer] and [Balloon layer] are excluded from the reference targets.
Not refer editing layer	Excludes layers for drawing from the targets of reference.
Not refer paper	Excludes the [Paper layer] from the targets of reference.
Not refer to locked layer	Excludes locked layer(s) from the targets of reference.

(13) Refer to image border

When turned on, includes the outer perimeter of the canvas in the border.

(14) Stop filling at center line of vector

Selects the area up to the center line of vectors. This is valid only when [Vector] layers are referred to.

Change color of line to drawing

Changes the color of (non-transparent) lines in a drawing to that selected in [Drawing color].

[Change color of line to drawing] can be used on the following layers.

[Change color of line to drawing] layer	Raster Layer Vector layer

> **! Important**
>
> **[Change color of line to drawing] cannot be used for the following expression colors:**
> - **Gray or monochrome (black only)**
> - **Gray or monochrome (white only)**

1 Select the layer

On the [Layer] palette, select the layer whose line color you want to change.

2 Create a selection

Using a [Marquee] tool, create a selection.

> ✏ **Memo**   In the case of [Vector] layers, vector lines are cut at the edge of the created selection for color conversion.
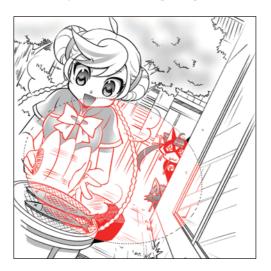
3 Select the drawing color

On a color palette, select a [Drawing color]. In this example, [Red] is selected.

4 Select the command

Select [Edit] menu → [Change color of line to drawing].

5 The change is complete

The drawing color of non-transparent portions in the selected area is now [Red].

Outline Selection [PRO/EX]

Creates an edge around the border of a selected area.

1 Specify the edge color

Select a color from the [Color Set] palette and the like. In this example, yellow will be used.

2 Create a selection

Using a selection tool, create a selection.

3 Select the layer

On the [Layer] palette, select the layer where you want to draw the edge.

4 Select the command

Selecting [Edit] menu → [Outline Selection] displays the [Outline Selection] dialog box.

(1) Configure [Border type], [Line width] and the like.

(2) Click [OK].

5 The edge is drawn

The edge is drawn to the selected area.

[Outline Selection] Dialog Box

(1) Border type

Specify where to draw the edge.

Draw outside	Outside the border of the selected area.
Draw on border	In the center of the border of the selected area.
Draw inside	Inside the border of the selected area.

(2) Line width
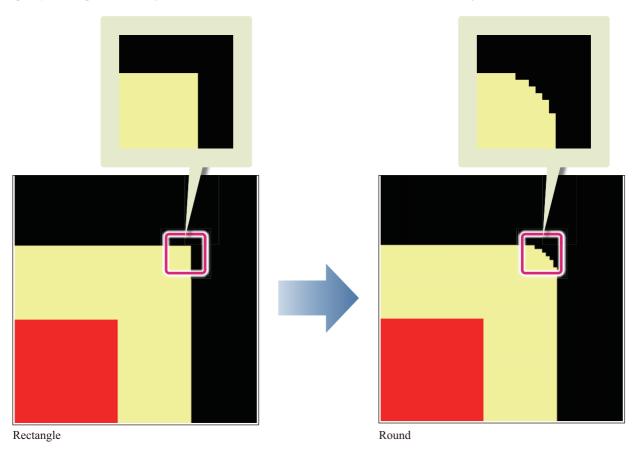
Specify the width of the edge.

> ✏ **Memo** The unit for [Line width] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit" .

(3) Expansion type

Specify how to process the edge at the corners of the selected area. You can select from [Rectangle] and [Round].

Rectangle   Round
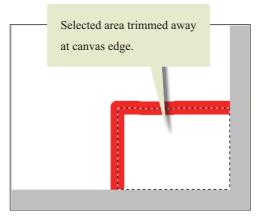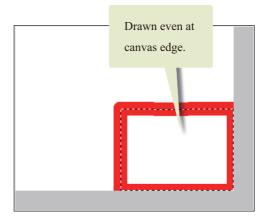
> ! **Important** [Expansion type] is not available for [Vector] layers.

(4) Draw on canvas edge

When the created selection is on the canvas edge, the selected area is trimmed away at the canvas edge, but you can select whether or not to have the edge line drawn.

Selected area trimmed away at canvas edge.

[Draw at canvas edge] OFF

Drawn even at canvas edge.
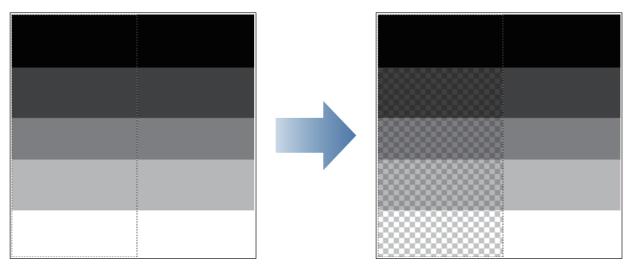
[Draw at canvas edge] ON

(5) Anti-aliasing

Allows you to configure the strength of anti-aliasing of a vector line to be created for a vector layer.

You can select from [None], [Weak], [Middle] and [Strong].

Convert brightness to opacity

Converts the brightness of the image in the selected area into opacity.

Original image: Paper layer hidden

After Convert brightness to opacity: Paper layer hidden

When a scanned grayscale image is converted, the closer is the grayscale to white the more transparent, and the closer is the grayscale to black the more opaque.

Original image: Paper layer hidden

After Convert brightness to opacity: Paper layer hidden

Register Material [PRO/EX]

Selected contents can be turned into a material and registered on the [Material] palette. The type of material varies depending on the selected item.

Image

Converts the layer selected on the [Layer] palette to a material. Converted materials are registered in a [Material] palette.

In addition to raster layers and vector layers, you can register gradient layers and fill layers.

If a selection area is created on the canvas, the selection area is registered as a material.

> **Memo**
>
> For details on how to register in the [Material] palette, see "Material Palette" → "Registering a Material [PRO/EX]" → "Registering a Material from the Canvas" / "Registering a Layer as Material" .

Template

Registers a canvas and all layers included in the canvas as a whole in the [Material] palettes.

The registered material can be used as a template from [Template] on the [New] dialog box.

> **Memo**
>
> - For details on how to register in the [Material] palette, see "Material Palette" → "Registering a Material [PRO/EX]" → "Register Layer as Template Material" .
> - For details on the [New] dialog box, see "New" .
> - The registered material can also be used as a normal material from the [Material] palettes.
> - When a canvas composed of [Frame border folders] only is registered, it is registered as a [Framing template]. In all other cases, the canvas is registered as [Layer template]. Either material, [Framing template] or [Layer template], may be used as template.

Animation

Convert the clip or track selected in the [Timeline] palette to a material.

Converted materials are registered in the [Material] palette as animation materials.

The cels (layers) and cel specifications in the selected clip or track are registered in the animation material.

> **Memo**
>
> - For details on how to register in the [Material] palette, see "Material Palette" → "Registering a Material [PRO/EX]" → "Register animation material" .
> - Animation materials cannot be registered if the timeline is disabled.

Tonal correction

Allows you to adjust image brightness, contrast, tone, gradient and the like.

Brightness/Contrast	Adjusts the brightness and contrast of the selected layer.
Hue/Saturation/Luminosity	Changes the color of the selected layer by adjusting the three components (hue, saturation and luminosity) of the HSV color model.
Posterization [PRO/EX]	Converts an image into the specified gradient.
Reverse gradient [PRO/EX]	Inverts the colors in an image.
Level Correction	Adjusts the contrast of an image using the histogram.
Tone curve [PRO/EX]	Adjusts the contrast of an image using the tone curve.
Color balance [PRO/EX]	Allows for image tone adjustment by configuring the balance of each RGB color for the selected layer.
Binarization [PRO/EX]	Converts the selected layer into a black and white duotone layer.
Gradient map [PRO/EX]	Each shade in the image is replaced with one of the gradient colors.

Brightness/Contrast

Adjusts the brightness and contrast of the selected layer.

Applicable layers	Raster layer (gray)
	Raster layer (color)

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Select the command
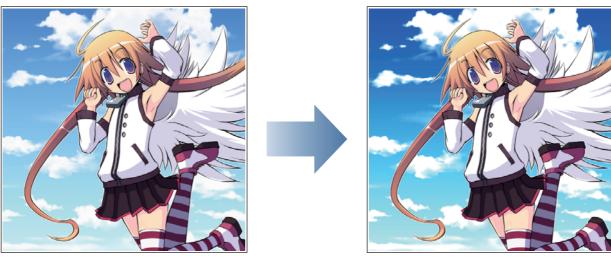
Select [Edit] menu → [Tonal Correction] → [Brightness/Contrast]. The [Brightness/Contrast] dialog box is displayed. Configure the items on the dialog box.

(1)　Adjust the brightness and contrast.

(2)　Click [OK].

3 The adjustment of brightness and contrast is complete

The brightness and contrast of the background are now adjusted.

Original image   Brightness: -50, Contrast: 50

[Brightness/Contrast] Dialog Box

(1) Brightness

Adjust the brightness of the image. The smaller the value, the darker will be the image while the larger the value, the brighter will be the image.

(2) Contrast

Adjust the contrast (difference between light and shadow) of the image. The smaller the value, the lower will be the contrast while the larger the value, the higher will be the contrast.

(3) Preview

Previews the image on the canvas.

(4) Auto adjust

Automatically adjusts [Brightness] and [Contrast] in accordance with the imported image.

Hue/Saturation/Luminosity

Changes the color of the selected layer by adjusting the three components (hue, saturation and luminosity) of the HSV color model.

Applicable layers	Raster layer (color)

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Hue/Saturation/Luminosity]. The [Hue/Saturation/Luminosity] dialog box is displayed. Adjust the color of the image by moving the sliders.

(1) Adjust the color of the image by moving the sliders [Hue], [Saturation] and [Luminosity].

(2) Click [OK].

3 The adjustment of hue, saturation and luminosity is complete

The color of the background is now adjusted.

Original image　　　　　　　　　　　　　　　　　Hue: 120, Saturation: -30, Luminosity: 25

[Hue/Saturation/Luminosity] Dialog Box

(1) Hue

Indicates gradient of color. Adjusts color types such as red, blue and yellow.

(2) Saturation

Adjusts the vividness of the color. The larger the value, the more vivid will be the color.

(3) Luminosity

Adjusts the brightness of the color. The larger the value, the brighter will be the color.

(4) Preview

Previews the image on the canvas.

Posterization [PRO/EX]

Converts an image into the specified gradient.

Applicable layers	Raster layer (gray)
	Raster layer (color)

Original image

After posterization: 3-level posterization

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Create a selection

Create a selection in the area where you want apply the filter.

> ✏ **Memo**   If a selection is not created, the effect will apply to the entire canvas.

3 Select the command

Select [Edit] menu → [Tonal Correction] → [Posterization]. The [Posterization] dialog box is displayed. On the [Posterization] dialog box, configure the effect.

(1)　Configure the gradient.

(2)　Click [OK].

4 The adjustment of the gradient is complete

The gradient is now adjusted.

[Posterization] Dialog Box

(1) Number of gradients

Configure the number of posterization levels.

(2) Preview

Previews the image on the canvas.

Reverse gradient [PRO/EX]

Inverts the colors in an image.

Applicable layers	Raster layer (monochrome)
	Raster layer (gray)
	Raster layer (color)

Original image

After Reverse gradient

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Create a selection

Create a selection in the area where you want apply the filter.

> ✏ **Memo**   If a selection is not created, the effect will apply to the entire canvas.

3 Select the command

Select [Edit] menu → [Tonal Correction] → [Reverse gradient].

4 **The gradient is inverted**

The image is displayed with the colors inverted.

Level Correction

Adjusts the contrast of an image using the histogram.

Applicable layers	Raster layer (gray)
	Raster layer (color)

Original image

After level correction

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Level Correction]. The [Level Correction] dialog box is displayed. Adjust the brightness of the image by moving the slider.

(1) Select the channel whose brightness you want to adjust.

(2) Turn on the [Preview] check box.

(3) Move the triangular [Control point] at the base of the histogram to adjust the brightness of the image.

(4) Move the [Control point] below [Output] to adjust the intensity of the brightest point and that of the darkest point in the image.

(5) Click [OK].

> 🖉 **Memo**
>
> **If either edge of the mountain in the histogram does not reach the range edge, move the control point to the edge of the mountain on that side. To correct the entire image, adjust in such a way as to spread the mountain across the entire histogram range.**

3 The tonal correction is complete

The contrast of the image on the layer is adjusted with the settings configured on the dialog box.

[Level Correction] Dialog Box

(1) Channel

Select the channel whose level you want to correct from [RGB], [Red], [Green] and [Blue].

(2) Histogram

A graph where the information volume of the dark area (left side) and that of the bright area (right side) display as a mountain-like shape.

(3) Shadow input

Configure the darkest point in the image.

Normally place the darkest point on the left base of the mountain in the [Histogram].

(4) Gamma input

Configure the mean brightness of the image.

(5) Highlight input

Configure the brightest point in the image.

Normally place the brightest point on the right base of the mountain in the [Histogram].

(6) Shadow output

Configure the intensity of the darkest point in the image.

(7) Highlight output

Configure the intensity of the brightest point in the image.

(8) Preview

Previews the image on the canvas.

(9) Auto adjust

Automatically adjusts the contrast in accordance with the imported image.

Tone curve [PRO/EX]

Adjusts the contrast of the selected layer.

Applicable layers	Raster layer (gray)
	Raster layer (color)

Original image

Tone Curve

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Tone Curve]. The [Tone Curve] dialog box is displayed. Adjust the contrast of the image by modifying the curve.

(1) Select the channel to adjust.

(2) Click on the curve to add a control point. Drag the control point to modify the curve and adjust.

(3) Click [OK].

> **Memo**
>
> - To delete a control point, drag it outside the graph.
> - The horizontal axis of the graph is the "Input" value (original brightness) and the vertical axis, the "Output" value (brightness after adjustment).
> - In the background of the graph, the information volume of the dark area (left side) and that of the bright area (right side) of the original image are displayed as a mountain-like graph (histogram). Adjust the tone curve by checking the exposure balance of the original image in the histogram.

3 The tonal correction is complete

The contrast of the image on the layer is adjusted with the settings configured on the dialog box.

[Tone Curve] Dialog Box

(1) Channel

Select the channel whose contrast you want to correct from [RGB], [Red], [Green] and [Blue].

(2) Tone curve

A graph to adjust the contrast of the image. Drag the control point to adjust.

The horizontal axis of the graph is the "Input" value (original brightness) and the vertical axis, the "Output" value (brightness after adjustment).

> 🖉 **Memo**   In the background of the graph, the information volume of the dark area (left side) and that of the bright area (right side) of the original image are displayed as a mountain-like graph (histogram). Adjust the tone curve by checking the exposure balance of the original image in the histogram.

(3) Preview

Previews the image on the canvas.

(4) Reset

Initializes the settings.

Color balance [PRO/EX]

Allows for image tone adjustment by configuring the balance of each RGB color for the selected layer.

Applicable layers	Raster layer (color)

Original image

Color balance

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Color balance]. The [Color balance] dialog box is displayed. Adjust the balance of each RGB color by modifying the graph.

(1) From [Gradient balance], select the item to adjust. You can configure color balance by item.

(2) Adjust the color by moving the [Color balance] sliders. You may also input the values in the [Color level] fields.

(3) If [Preview] is turned on, you can preview the settings on the canvas.

(4) Click [OK].

3 The tonal correction is complete

The tone of the image on the layer is adjusted with the settings configured on the dialog box.

[Color balance] Dialog Box

(1) Color balance

Adjust the color balance of the image with the sliders. When the [Cyan/Red], [Magenta/Green] and [Yellow/Blue] sliders are moved to the right, the colors respectively become more red, green and blue while they respectively become more cyan, magenta and yellow when moved to the left.

The value of each slider is displayed in [Color level]. From left to right, they are the current values of [Cyan/Red], [Magenta/Green] and [Yellow/Blue]. You can also adjust by inputting values in there.

(2) Gradient balance

Select the gradient balance for the image from [Shadow], [Half tone] and [Highlight]. You can adjust the color balance for each gradient as the settings are managed separately.

(3) Keep brightness

Keeps the brightness when gradient is adjusted.

(4) Preview
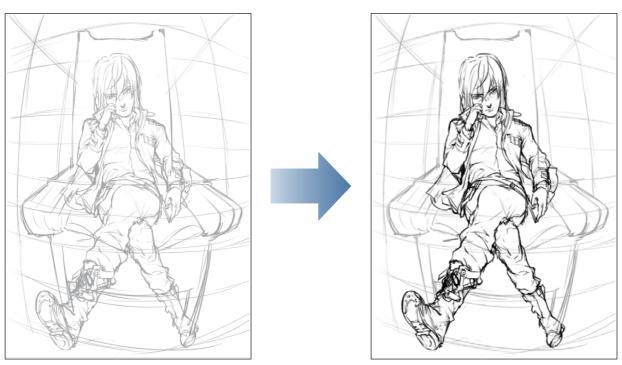
Previews the image on the canvas.

Binarization [PRO/EX]

Converts the selected layer into a black and white duotone layer.

Applicable layers	Raster layer (gray)
	Raster layer (color)

Original image   After binarization

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character draft] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Binarization]. The [Binarization] dialog box is displayed. Adjust the black and white balance of the image by moving the slider. If you want to keep the transparency of the original image, turn on [Leave transparency].

3 The tonal correction is complete

The image on the selected layer is now converted into a black and white duotone image.

[Binarization] Dialog Box

(1) Threshold

The color of dots darker than the configured threshold is reduced to black while the color of dots brighter than the configured threshold is reduced to white.

(2) Leave transparency

If turned on, the transparency of the original image is kept.

(3) Preview

Previews the image on the canvas.

Gradient map [PRO/EX]

Each shade in the image is replaced with one of the gradient colors.

Applicable layers	Raster layer (color)

Original image

Gradient map

1 Select the layer

On the [Layer] palette, select a layer.

2 Select the command

Select the [Edit] menu → [Tonal Correction] → [Gradient map] to display the [Gradient map] box.

3 Configure color settings

Configure the following settings in the [Gradient map] dialog.

(1) Click outside the [Color] bar to create a node. You can adjust the position of the node later.

(2) Select a color to be used in the gradient from [Color]. Steps (1) and (2) can be repeated if necessary.

(3) If [Preview] is turned on, you can preview the settings on the canvas.

(4) Click [OK].
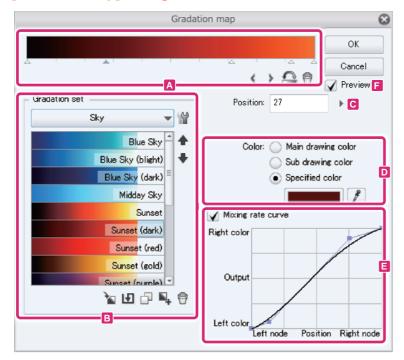
> ✎ **Memo**   **You can change the color of a node created in step (1) by clicking the node.**

4 The tonal correction is complete

The shades in the image on the selected layer are converted to the colors set in the [Gradient map] dialog.

[Gradient map] dialog box

A. Gradient settings

Create gradient by moving the nodes.

(1) Color bar

Previews the configured gradient.

(2) Node

Allows you to configure the color for the gradient. You may create multiple nodes. Clicking an empty space adds a [Δ].

Dragging a node horizontally allows you to adjust the tone of the gradient. A selected node is indicated by a colored [Δ].

To delete a node, drag vertically.

(3) Select left node

Switches the selected node to the next node on the left.

(4) Select right node

Switches the selected node to the next node on the right.

(5) Reverse gradient

Inverts the gradient settings.

(6) Delete node

Deletes the selected node.

B. Gradient set

Manage gradient settings.

(1) Show Gradient Sets

Allows you to view the [Gradient set] list and make a selection.

(2) Show Menu

Displays the gradient set menu.

Create new set	Create a new color gradient data set.
Delete set	Deletes the selected gradient set.
Duplicate set	Duplicates the selected gradient set.
Settings of set	Change the name of the selected gradient set.
Register set as material	Displays the [Material property] dialog box and allows you to register the selected gradient set in the [Materials] palette. For details on the [Material property] dialog box, see "[Material property] Dialog Box" .
Import material set	Displays the [Import material set] dialog box and allows you to import a gradient set registered to the [Materials] palette. For details on the [Import material set] dialog box, see "[Import material set] dialog box" .
Add Gradient	Add the settings of the gradient displayed on the color bar to the list. The added gradient settings are displayed at the bottom of the list.
Delete Gradient	Deletes the gradient settings selected in the list.
Duplicate Gradient	Duplicates the selected gradient settings.
Change Gradient Name	Change the name of the selected gradient settings.
Replace Gradient	Overwrites the settings selected in the list with the settings of a gradient displayed on the color bar.
Apply to Gradient Settings	Imports the gradient settings selected from the list into the color bar.
Import Gradient	Import a gradient settings file from IllustStudio (extension: cgs).

✏ Memo

- **Gradient sets registered to the [Material] palette can be uploaded to the CLIP server using the included portal application, CLIP STUDIO. For details on CLIP STUDIO, see "CLIP STUDIO.NET".**
- **CLIP STUDIO can be started by selecting [Start CLIP STUDIO] in the [File] menu.**

(3) Gradient list

A list of gradient settings included in the gradient set currently being viewed.

(4) Up/Down

Move the display position of the gradient settings selected in the list up or down.

(5) Replace Gradient

Overwrites the settings selected in the list with the settings of a gradient displayed on the color bar.

(6) Apply to Gradient Settings

Imports the gradient settings selected from the list into the color bar.

(7) Duplicate Gradient

Duplicates the selected gradient settings.

(8) Add Gradient

Add the settings of the gradient displayed on the color bar to the list. The added gradient settings are displayed at the bottom of the list.

(9) Delete Gradient

Deletes the gradient settings selected in the list.

C. Position

Allows you to configure the position of the selected node.

D. Color

Configures a color for the selected node.

(1) Main drawing color

Configures the main drawing color for node color. Changing the main drawing color with a color palette also changes the node color.

(2) Sub drawing color

Configures the sub drawing color for node color. Changing the sub drawing color with a color palette also changes the node color.

(3) Specified color

Allows you to configure a specified color for node color. Clicking the color indicator displays the [Color settings] dialog box.

> 🖉 **Memo**   For details on the [Color settings] dialog box, see "**[Advanced settings of color] Dialog Box *"** .

(4) Obtain screen color

Allows you to reference a color on the screen using the eyedropper and set it as a [Specified color].

E. Mixing rate curve

Allows you to adjust the change in color between the selected node and that to the right.

- The horizontal axis of the graph indicates the position of the nodes.
- The vertical axis of the graph indicates the color mixing rate with respect to the node at the right. The larger the value, the more proximate is the color of the node to that of the node at the right. The smaller the value, the more proximate is to the color of the selected node.
- Clicking on the curve allows you to add up to 16 points, which you can drag to adjust the mixing rate curve. Dragging a point out of the graph allows you to delete the point.

F. Preview

Previews the image on the canvas.

[Material property] Dialog Box

(1) Material name

Input a name for the material.

(2) Location to save material

Click a folder to specify the location to save the material. The specified location is reflected in the [Tree view] of the [Material] palette.

(3) Search tag

Click the tag list to specify the search tag to be displayed on the [Tag list].

Clicking the tag with a + sign in the lower right will allow you to create a new tag.

[Import material set] dialog box

(1) Search box

Allows you to input a keyword and search for a gradient set image.

(2) Tag list

A list of tags assigned to materials displayed as buttons. Clicking a button displays brush shapes meeting the specified information in [Gradient set list].

(3) Gradient set list

Displays the list of gradient sets.

(4) Show item check box

Shows a check box for each thumbnail of the gradient sets shown in [Gradient set list]. You can select a material by turning on the check box.

(5) Thumbnail [Large]

Shows the large thumbnails of the gradient sets shown in [Gradient set list].

(6) Thumbnail [Small]

Shows the small thumbnails of the gradient set images shown in [Gradient set image list].

(7) Thumbnail [Detail]

Shows the thumbnails as well as information of the gradient set images shown in [Gradient set image list].

Transform

Selecting [Edit] menu → [Transform] allows you to move and transform a selected area within an image.

Scale up/Scale down/Rotate

Scales up/down or rotates the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to scale up/down or rotate.

2 Create a selection

Using a selection tool, create a selection.

> ✎ **Memo**   If a selection is not created, the image drawn on the selected layer will be the target of scale up/down or rotate.

3 Select the command
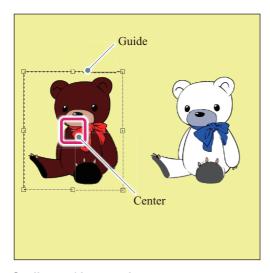
Select [Edit] menu → [Transform] → [Scale up/Scale down/Rotate].

4 Adjust the image orientation, size and the like

A guide line is displayed in the selected area. Using the handles and control point of the guide line, adjust the image orientation, size and the like.
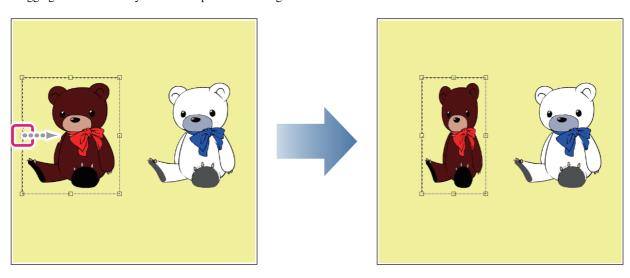
> **✏ Memo**   On the [Tool Property] palette, you can configure the color separation line and the like. For details, see **"[Tool Property] during Scale up/down"** .

Scaling up/down an image

Dragging a handle allows you to scale up/down the image.
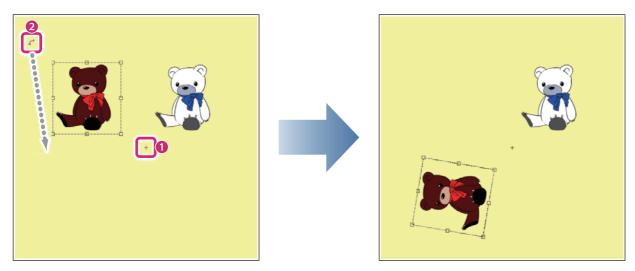
> **✏ Memo**
> - Pressing the [Alt] key while transforming allows you to transform around the center of rotation.
> - Pressing the [Shift] key while transforming allows you to transform with fixed aspect ratio.
> - Dragging a handle while holding down the [Ctrl] key allows you to freely transform the image.
> - Dragging a handle while holding down the [Shift] + [Ctrl] keys moves the handle according to the direction of the guideline.(*)

Rotating an Image
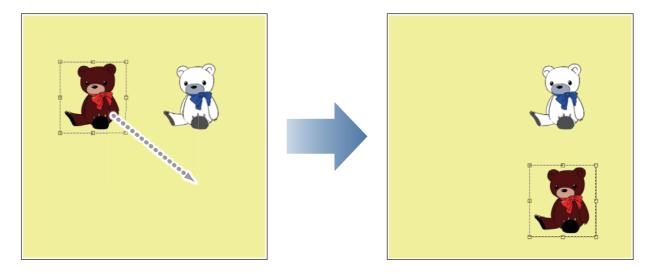
Dragging outside the guide line allows you to rotate the image.

(1)   Move its center point (+).

(2)   Drag outside the guide line. The image rotates around the center point.

> **Memo**
>
> - **Dragging while holding down the [Shift] key allows you to move horizontally, vertically and rotate in increments of 45°**
> - **When dragging the center point while holding down the [Shift] key, the center point can be moved horizontally, vertically or 45° diagonally.(*)**

Moving an Image

Dragging inside the guide line allows you to move the image.

> **Memo**
>
> **When dragging the drawing area or guide line while holding down the [Shift] key, the drawing area or guideline can be moved horizontally, vertically or 45° diagonally.**

5 Commit scale up/down or rotate

Double click inside the guide line to commit the scale up/down or rotate.

> **Memo**
> - Pressing the [Enter] key also commits the scale up/down or rotate.
> - Pressing the [ESC] key cancels the scale up/down or rotate.
> - [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.

[Tool Property] during Scale up/down

During scale up/down, the following operations can be performed from the [Tool Property] palette.

> **Memo**
> **When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".**

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

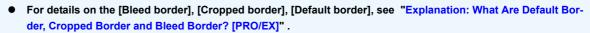Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not to be adjusted.

Memo
- For details on the [Bleed border], [Cropped border], [Default border], see **"Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]"** .
- When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. When rotated, the outline is processed so to be more emphasized compared to [Smooth]. However, white noise may occur around the outline depending on the content to be transformed.

Free Transform

Allows you to freely transform the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.

> **Memo**   If a selection is not created, the image drawn on the selected layer will be the target of free transform.

3 Select the command
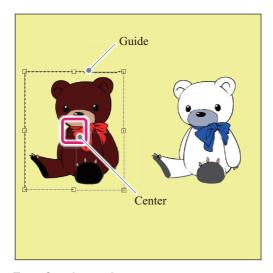
Select [Edit] menu → [Transform] → [Free Transform].

4 Adjust the image orientation, size and the like

A guide line is displayed in the selected area. Using the handles and control point of the guide line, adjust the image shape, orientation and the like.
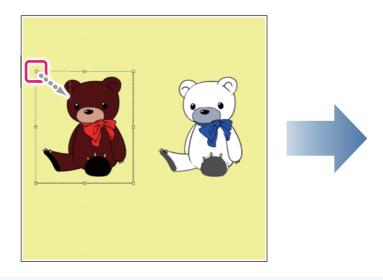
> **Memo** On the [Tool Property] palette, you can configure the color separation line and the like. For details, see **"[Tool Property] during free transform"** .
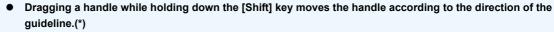
Transforming an Image

Dragging a handle allows you to transform the image.
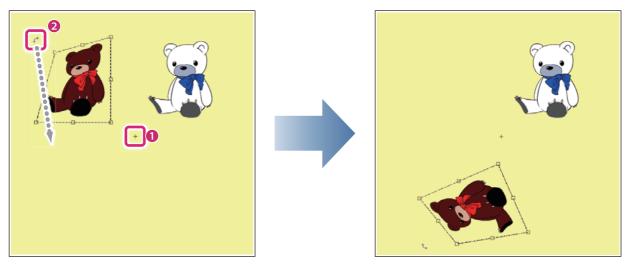
> **Memo**
> ● Dragging a handle while holding down the [Shift] key moves the handle according to the direction of the guideline.(*)
> ● Dragging a handle while holding down the [Ctrl] key allows you to scale the image up and down. (*)
> ● Dragging a handle while holding down the [Ctrl] + [Shift] keys while scaling up or down allows you to scale the image up or down without changing the original aspect ratio.
> ● Dragging a handle while holding down the [Ctrl] + [Alt] keys allows you to scale up/down the image from the center point.

Rotating an Image
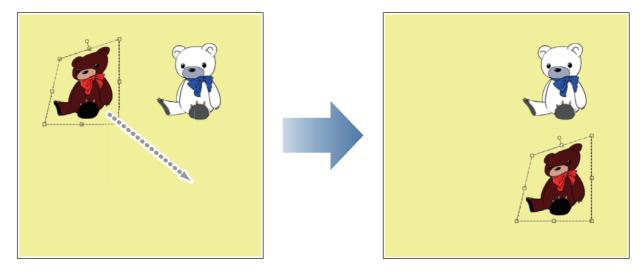
Dragging outside the guide line allows you to rotate the image.

(1)　Move its center point (+).

(2)　Drag outside the guide line. The image rotates around the center point.

Moving an Image

Dragging inside the guide line allows you to move the image.

5 Commit the transform

Double click inside the guide line to commit the transform.

> ✏ **Memo**
> - **Pressing the [Enter] key also commits the transform.**
> - **Pressing the [ESC] key cancels the transform.**
> - **[OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.**

[Tool Property] during free transform

During free transform, the following operations can be performed from the [Tool Property] palette.

> **Memo** When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in **"CLIP STUDIO PAINT Tool Setting Guide"**.

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not to be adjusted.

> **Memo**
> - For details on the [Bleed border], [Cropped border], [Default border], see **"Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]"** .
> - When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(10) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. It is possible to process so that the outline is more emphasized compared to [Smooth]. However, white noise may occur around the outline depending on the content to be transformed.

Flip Horizontal

Allows you to horizontally reverse the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.

3 Select the command
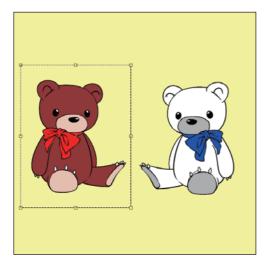
Select [Edit] menu → [Transform] → [Flip Horizontal]. The image in the selected area is reversed horizontally.

4 Commit the transform

Double click inside the guide line to commit the transform.

Memo	● **Pressing the [Enter] key also commits the transform.**
	● **Pressing the [ESC] key cancels the transform.**
	● **[OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.**

Tool property during Flip horizontal

During flip horizontal, the following operations can be performed from the [Tool Property] palette.

> ✏ **Memo**
>
> **When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".**

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not to be adjusted.

> **✏ Memo**
>
> - For details on the [Bleed border], [Cropped border], [Default border], see **"Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]"** .
> - When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Flip Vertical

Allows you to vertically reverse the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.

3 Select the command
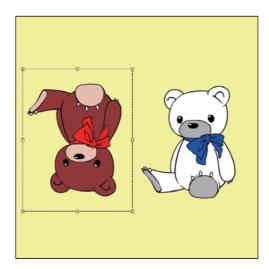
Select [Edit] menu → [Transform] → [Flip Vertical]. The image in the selected area is reversed vertically.

4 Commit the transform

Double click inside the guide line to commit the transform.

Memo	• Pressing the [Enter] key also commits the transform.
	• Pressing the [ESC] key cancels the transform.
	• [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.

Tool Property during Flip vertical

During flip vertical, the following operations can be performed from the [Tool Property] palette.

> ✎ **Memo**
> When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in **"CLIP STUDIO PAINT Tool Setting Guide"**.

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not to be adjusted.

> 🖉 **Memo**
>
> ● For details on the [Bleed border], [Cropped border], [Default border], see **"Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]"** .
>
> ● When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Mesh Transformation [PRO/EX]

Allows you to create guides and handles by dividing a selected area with a lattice to transform an image by portions by dragging the corresponding lattice point.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.

3 Select the command

Select [Edit] menu → [Transform] → [Mesh Transformation].
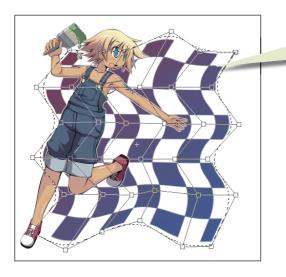
4 Configure the lattice points

On the [Tool Property] palette, configure the number of lattice points (handles).

> ✎ **Memo**   **You can configure up to 10 lattice points.**

5 Transform

In the selected area of the image, as many lattices as you configured will display. Transform by dragging the guides and/or handles.

Transform the image by moving the handles (‒⊟‒)

> ✎ **Memo**   Drag a handle while holding down the [Shift] key to move the handle horizontally, vertically or 45° diagonally.(*)

6 Commit the transform

Double click other than the handles inside the guides to commit the transform.

> ✎ **Memo**
> - **Pressing the [Enter] key also commits the transform.**
> - **Pressing the [ESC] key cancels the transform.**
> - **[OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.**

[Tool Property] during Mesh transformation

During Mesh transformation, the following operations can be performed from the [Tool Property] palette.

> ✎ **Memo**   **When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".**

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Specifies the center for transforming the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Number of horizontal lattice points

Specifies the number of horizontal lattice points.

(10) Number of vertical lattice points

Specifies the number of vertical lattice points.

(11) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Fix

Commits the image transform.

Cancel

Cancels the image transform.

Change Image Resolution

Allows you to change the resolution of the currently edited canvas.

> **! Important**   **Executing [Change Image Resolution] clears [Crop mark] and [Default border].**

1 Select the command

Select [Edit] menu → [Change Image Resolution].

2 Configure

Configure the [Change Image Resolution] dialog box that is displayed.

(1)   Configure size, resolution and the like.

(2)   Click [OK].

3 The canvas resolution change is complete

The dialog box closes, and the canvas resolution changed.

[Change Image Resolution] Dialog Box

⚠ Important   In DEBUT, the upper limit of the canvas size is 10000 (height) x 10000 (width) pixels.

(1) Width

Configure the paper width.

(2) Height

Configure the paper height.

(3) Resolution

Input the paper resolution. Clicking ▼ allows you to select the resolution.

(4) Unit

Select the unit for configuring [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

(5) Scale

Specify the paper size as a ratio of the current paper size.

(6) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The color separation line is smooth.
Hard outline	The color separation line is sharp.

(7) Fix pixel

Changes the resolution without changing the number of pixels.

Change Canvas Size

Allows you to change the size of the currently edited canvas.

> **! Important**
>
> Executing [Change Canvas Size] clears [Crop mark] and [Default border] when creating a selection range or when the crop marks are not aligned correctly in a spread. You can also clear [Crop mark] and [Default border] by turning off [Fix center] in the [Change Canvas Size] dialog.

> **✎ Memo**
>
> Creating a selection allows you to fit the canvas size to the selected area.

1 Select the command

Select [Edit] menu → [Change Canvas Size].

2 Configure

Configure the [Change Canvas Size] dialog box that is displayed.

(1) In [Reference point], configure the point of reference for changing the canvas size.

(2) Configure the canvas size you want to have.

3 Check the canvas

A preview of the settings is displayed on the canvas.

You can change the position and/or size by dragging the guide and/or handles.

Preview of the canvas size configured on the dialog box.

Guide

Handle

> **✎ Memo**
>
> - Dragging a handle while holding down the [Shift] key allows you to resize without changing the original aspect ratio.
> - Dragging a handle while holding down the [Alt] key allows you to resize with center in the [Reference point].
> - Dragging the [Reference point] in the preview on the canvas allows you to move the point of reference.

4 The canvas size change is complete

Click [OK] on the [Change Canvas Size] dialog box. The dialog box closes and the canvas resizing is complete.

[Change canvas size] Dialog Box

! Important   In DEBUT, the upper limit of the canvas size is 10000 (height) x 10000 (width) pixels.

(1) Width

Configure the paper width.

(2) Height

Configure the paper height.

(3) Reference point

Specify the point of reference for adjusting the canvas size by clicking one of the buttons. If a reference point is specified, the canvas size changes with respect to that point when its width and/or height are changed on the dialog box.

(4) Unit

Select the unit for configuring [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

(5) Fix center[PRO/EX]

Turn this on to fix the center of the [Crop mark] and [Default border] so that it remains in the same position when changing the size of the canvas.

If [Reference point] is set in a position other than the center, the actual center of the canvas may be in a different position from the center of the [Crop mark] and [Default border] after changing the canvas.

Turn this off to clear [Crop mark] and [Default border] from the canvas.

✎ Memo   This item is only displayed if [Crop mark] and [Default border] are set on the canvas.

(6) Reset

Resets the settings configured in the [Change Canvas Size] dialog box to their previous settings.

Crop

Changes the canvas size so that it matches the selected area.
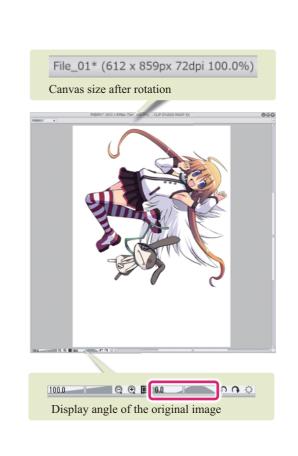
Rotate/Invert canvas

Rotates/inverts the canvas.

- Does not rotate/invert the view but the whole canvas.

- This status is also retained in printing.

- The canvas size is also changed automatically.

File_01 (859 x 612px 72dpi 100.0%)

Canvas size of the original size

File_01* (612 x 859px 72dpi 100.0%)

Canvas size after rotation

100.0 | 0.0

Display angle after rotation

(same as that of the original image)

100.0 | 0.0

Display angle of the original image

> **! Important**
> - [Text layer] and [3D layer] are converted to [Raster layer] at the time of rotation/inversion.
> - In the case of [Vector layer], the brush patterns and spraying expressions may change after rotation/inversion.
> - The expression of the dots of [Tone] may change after rotation/inversion.
> - In EX, [Crop mark] and [Default border] are deleted after rotating or inverting the canvas if the canvas is a spread and the crop marks are not aligned.

Rotate by 90 degrees clockwise

Rotates the canvas clockwise by 90 degrees.

Original image

Rotate clockwise by 90 degrees

Rotate 180

Rotates the canvas by 180 degrees.

Original image

Rotate by 180 degrees

Rotate by 90 Degrees Counterclockwise

Rotates the canvas counterclockwise by 90 degrees.

Original image

Rotate clockwise by 90 degrees

Flip Horizontal

Reverses the canvas horizontally (mirror image).

Original image

Flip Horizontal

Flip Vertical

Reverses the canvas vertically (upside-down mirror image).

Original image

Flip Vertical

Canvas Properties [PRO/EX]

Selecting the menu item opens the [Canvas Properties] dialog box. This allows you to change the settings of the currently displayed canvas. The settings that can be configured differ depending on whether the work is an illustration, manga or animation.
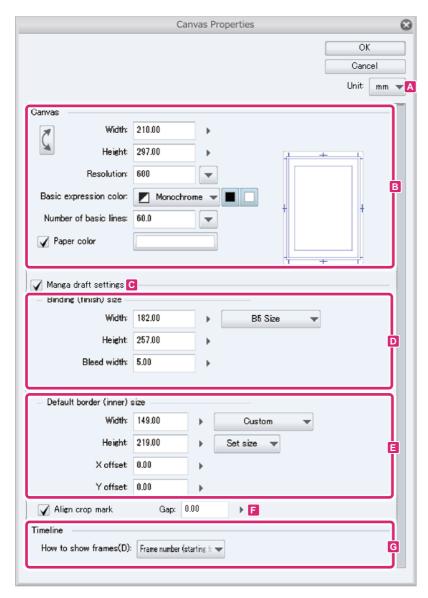
- "[Canvas Properties] Dialog Box (Illustration)"

- "[Canvas Properties] Dialog Box (Animation)"

> ✎ **Memo**   The configured content will be used as default settings when creating a new layer, for example.

[Canvas Properties] Dialog Box (Illustration)

The default expression color and screen frequency and the crop mark and default border size can be set if [Use of work] is set to [Illustration], [Comic], [Printing of fanzine] or [Show all comic settings] when creating a new canvas.

A. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

B. Canvas

Configures settings related to the canvas.

> ✏ **Memo**
> - When [Manga draft settings] is turned off, [Canvas size] becomes the final size.
> - When [Manga draft settings] is turned on, [Binding (finish) size] becomes the final size when bound in a book.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

(5) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(6) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏ **Memo**
> For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(7) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(8) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> ✏ **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

C. Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas. Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

D. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Width

Horizontal length to print.

(2) Height

Vertical length to print.

(3) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(4) Bleed width

Configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

Bleed width

Bleed

Cropped border

Bleed area is the area between the bleed border and the cropped border.

E. Manga draft settings → Default border (inner)

Configure the border that will be the reference for laying out the frames. There are two ways of specifying the default border: by size and position, or by margin. This item is displayed when [Manga draft settings] is turned on.

(1) Default size (Default border)

Allows you to select a [Width] and [Height] for the default border from default sizes.

(2) How to specify default border

Configures how to specify the size and position of the default border. Displayed items vary depending on the content configured in [Default border settings].

Set size	Configures the default border based on the size and position.
Set margin	Configures the default border based on the distance from the left, right, top and bottom edges of the paper.

(3) Default border settings

Configures the size and position of the default border. Displayed items vary depending on the item selected in [How to specify default border].

Set size

Configures the default border based on the size and position.

Width	Width of the [Default border].
Height	Length of the [Default border].
X offset	Horizontal position of the [Default border].
Y offset	Vertical position of the [Default border].

✎ Memo

- When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
- When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.

Set margin

Configures the default border based on the distance from the left, right, top and bottom edges of the cropped border.

Top	Specifies the upper side of the [Default border] as the distance from the top of the cropped border.
Bottom	Specifies the lower side of the [Default border] as the distance from the bottom of the cropped border.
Gutter	Specifies the right or left side of the [Default border] as the distance from the "Direction of the binding point".
Front	Specifies the right or left side of the [Default border] as the distance from the "Outer direction (opposite of binding point)".

F. Align crop mark [EX]

When turned off, crop marks are created at the position where the paper edges of the left and right pages match.

When turned on, the crop marks are combined by matching the positions of the cropped borders. The positions of the cropped border on the left and right pages can be adjusted in [Gap].

⚠ Important   **[Align crop mark] is displayed only for 2-page spreads.**

G. Timeline

This is displayed if [Create moving illustration] is set in the [New] dialog. [How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.

> **Memo**
> - This is also displayed when a timeline is created by selecting the [Animation] menu→[Timeline]→[New time-line].
> - It is not displayed if the timeline is disabled by selecting the [Animation] menu→[Enable timeline].

Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

[Canvas Properties] Dialog Box (Animation)

You can set the size of the various frames and the method by which to show frames in the timeline if [Use of work] is set as [Animation] when creating a new canvas.

A. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

B. Reference size

Set the size and resolution of the reference frame of the canvas.

(1) Width

Configure the reference frame width.

(2) Height

Configure the reference frame height.

(3) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

C. Effect frame

Turn this on to set an effect frame on the canvas. Set the distance of the effect frame from the top, bottom, left and right edges of the reference frame (margin).

D. Drawing size

Turn this on to set a drawn frame on the canvas. This can be used when creating a cut for the vertical or horizontal scroll length.

(1) How to specify drawn frame

Set how to specify the drawn frame. The [Width] and [Height] are specified differently depending on this setting.

Specified scale	Specify a scale based on the reference size.
Specified size	Directly specify measurements for the [Width] and [Height].

(2) Width

Configure the drawn frame width.

(3) Height

Configure the drawn frame height.

(4) Reference point

Specify the position of the reference point (reference frame) in relation to the drawn frame.

(5) Offset X

Moves the position of the reference frame horizontally if the drawn frame is larger than the reference frame.

(6) Offset Y

Moves the position of the reference frame vertically if the drawn frame is larger than the reference frame.

E. Blank space

Set the blank space of the drawn frame. Turn [Drawn frame] off to create blank space in the reference frame.

Enter [Up], [Down], [Left] and [Right] to create blank space.

F. Timeline

[How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.
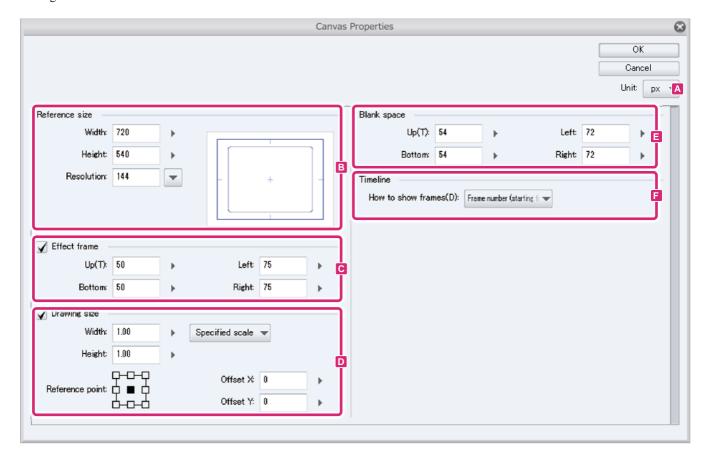
Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

Clear memory [PRO/EX]

Clears the content stored in the application memory, such as the operation history for [History].

Obtain screen color

Allows you to reference a color on the screen using the eyedropper and register it as a drawing color.

Unlike the [Eyedropper] tool, [Obtain screen color] allows you to register any color on the screen. You can also reference colors from image materials open in other applications.

1 Select the command

Select the [Edit] menu → [Obtain screen color].

2 Obtain screen color

The [Eyedropper] and [Obtain screen color] window are displayed. Click to register a color on the screen as a drawing color.

> **Memo**
> **You can exit [Obtain screen color] by performing the following operations while executing [Obtain screen color].**
> - **Right click**
> - **Pressing a key on the keyboard**

3 Color registration is complete

The screen color you have clicked is registered as a drawing color.

Obtain screen color by hiding windows

Allows you to reference a color on the screen using the eyedropper and register it as a drawing color. CLIP STUDIO PAINT is immediately hidden from the desktop when [Obtain screen color by hiding windows] is selected. Colors on the screen can now be referenced.

Like [Obtain screen color], this allows you to register any color on the screen. You can also reference colors from image materials open in other applications.

1 Select the command

Select the [Edit] menu → [Obtain screen color by hiding windows].

2 Obtain screen color

The [Eyedropper] and [Obtain screen color] window are displayed. Click to register a color on the screen as a drawing color.

> **Memo**
> **You can exit [Obtain screen color] by right clicking while executing [Obtain screen color].**

3 Color registration is complete

The screen color you have clicked is registered as a drawing color.

Story Menu [EX]

The [Story] menu is for managing manga or comic works composed of two or more pages. You can manage how to display a page file, add and delete pages, manage manga or comic story information, and so on. This section describes the commands in the [Page Manager] menu.

Open page

Opens the page file selected on the [Page Manager] window after closing the page file you were editing.

> **Memo**
> ● When there are two or more tabs open, the page file selected on the [Page Manager] window opens after the page file you were editing closes. The tabs of page files that were not being edited remain open.
> ● If [Auto save when switching page] is turned on in [Preferences] → [Page Management], switching pages automatically saves and closes the page file you were editing. For details, see "Preferences [Windows]" → "File[PRO/EX]" .

Open page with new tab

Opens the page file selected on the [Page Manager] window with the page file you were editing kept open.

> **Memo**
> Selecting the same page as that of the page file being edited opens the same page file in another tab.

First Page

Opens the page file of the first page.

Previous page

Opens the page file of the previous page.

Next Page

Opens the page file of the next page.

Last Page

Opens the page file of the last page.

Add Page

Adds a new page file to the next page of the selected page file.

> **Memo**
> ● When a 2-page spread is present after the selected page, page files for two pages are added.
> ● Adding a page to a single-page file displays the [Create page management folder] dialog box. For details on how to configure on the dialog box, see "Saving Files Created from a Single-page File" .
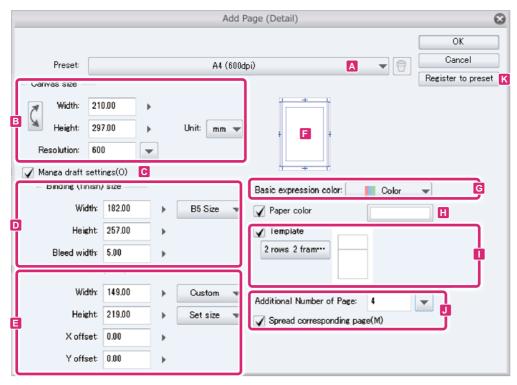
Add page (Detail)

Selecting the menu item displays the [Add page (Detail)] dialog box. Configuring the page to create on the dialog adds a new page file to the next page of the selected page file.

> **Memo**
> - **When a 2-page spread is present after the selected page, page files for two pages are added.**
> - **Adding a page to a single-page file displays the [Create page management folder] dialog box. For details on how to configure on the dialog box, see "Saving Files Created from a Single-page File" .**

[Add page (detail)] Dialog Box

A. Preset

Allows you to select settings such as [Canvas Size], [Final size] and [Bleed border/Default border] from a list.

When custom settings exist, the icon on the right side allows you to delete a setting.

> **Memo**
> - **Use [Final size] to configure the size when bound in a book.**
> - **[Custom] can be selected only when the default size settings have been changed.**

B. Canvas size

Configures the size of the canvas for an original.

> **Memo**
> - When [Manga draft settings] is turned off, [Canvas size] becomes the final size.
> - When [Manga draft settings] is turned on, [Binding (finish) size] becomes the final size when bound in a book.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

(5) Default size (Canvas size)

Allows you to select a [Width] and [Height] for the canvas from default sizes.
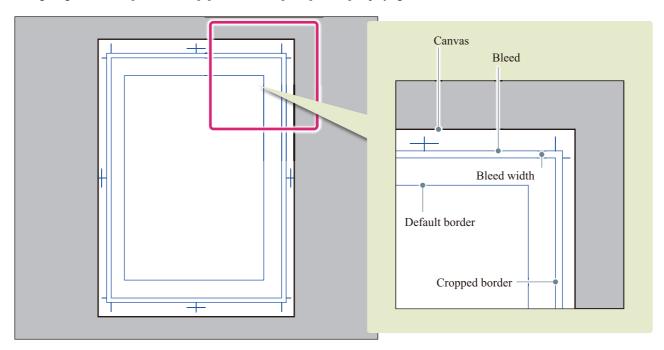
> **!Important**
> This item is displayed when [Manga draft settings] is turned off.

(6) Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

C. Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas.

Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

D. Manga draft settings → Binding (finish) size

Configure the line at which the edge of the pages will be trimmed for binding after printing. Drawings within these dimensions are printed.
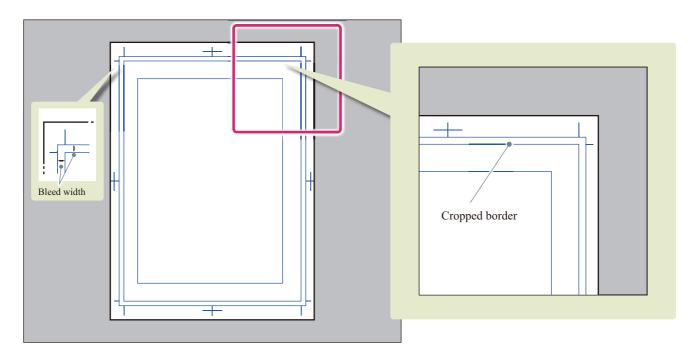
Also configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages.

!Important   **This item is displayed when [Manga draft settings] is turned on.**

(1) Width

Horizontal length to print.
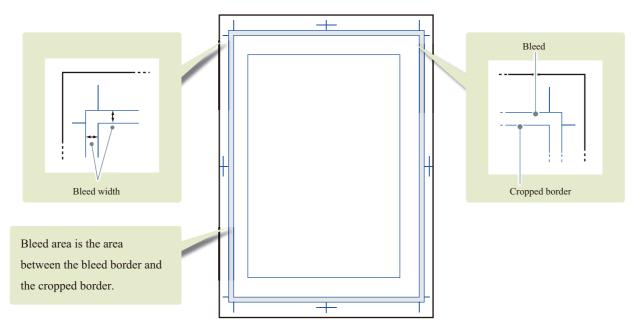
(2) Height

Vertical length to print.

(3) Bleed width

Configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

Bleed width

Bleed

Cropped border

Bleed area is the area between the bleed border and the cropped border.

(4) Default size (Cropped border)
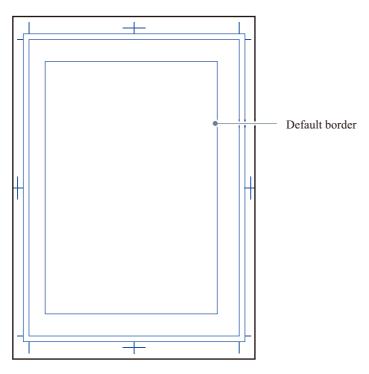
Allows you to select a [Width] and [Height] for the cropped border from default sizes.

E. Manga draft settings → Default border (inner)

Configure the border that will be the reference for laying out the frames. There are two ways of specifying the default border: by size and position, or by margin.

! Important   **This item is displayed when [Manga draft settings] is turned on.**

Default border

(1) Default size (Default border)

Allows you to select a [Width] and [Height] for the default border from default sizes.

(2) How to specify default border

Configures how to specify the size and position of the default border. Displayed items vary depending on the content configured in [Default border settings].

Set size	Configures the default border based on the size and position.
Set margin	Configures the default border based on the distance from the left, right, top and bottom edges of the paper.

(3) Default border settings

Configures the size and position of the default border. Displayed items vary depending on the item selected in [How to specify default border].

Set size

Configures the default border based on the size and position.

Width	Width of the [Default border].
Height	Length of the [Default border].
X offset	Horizontal position of the [Default border].
Y offset	Vertical position of the [Default border].

> **✎ Memo**
> - When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
> - When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.

Set margin

Configures the default border based on the distance from the left, right, top and bottom edges of the cropped border.

Top	Specifies the upper side of the [Default border] as the distance from the top of the cropped border.
Bottom	Specifies the lower side of the [Default border] as the distance from the bottom of the cropped border.
Gutter	Specifies the right or left side of the [Default border] as the distance from the "Direction of the binding point".
Front	Specifies the right or left side of the [Default border] as the distance from the "Outer direction (opposite of binding point)".

F. Preview

Previews the configured [Cropped border], [Bleed border/Default border], [Paper color], and so on.

G. Basic expression color/Number of basic lines

Allows you to configure the basic expression color and the like.

> **⚠ Important**
> The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].
> - Basic expression color: Gray
> - Drawing color: Only black button ON

(1) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(2) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏ **Memo** For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(3) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot.

H. Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> ✏ **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

I. Template

Allows you to create a page file with an imported template.

Selecting the check box and clicking the button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

(1) Template

When turned on, allows you to specify a template.

(2) Specify template

Clicking this button opens the [Template] dialog box. Specify the template to import to the page file in the dialog box.

[Template] Dialog Box

(1)Search box	Allows you to input a keyword and search for a template.
(2)Tag list	A list of tags assigned to materials displayed as buttons. Clicking a button displays the included materials in [Material list].
(3)Material list	A list of template materials. Click to select the material to import.
(4)Thumbnail [Large]	Shows the large thumbnails of the materials shown in [Material list].
(5)Thumbnail [Small]	Shows the small thumbnails of the materials shown in [Material list].
(6)Thumbnail [Detail]	Shows the thumbnails as well as information of the materials shown in [Material list].

🖉 **Memo**   **Templates can be added from [Edit] menu → [Register Material] → [Template]. For details, see "Register Layer as Template Material" .**

J. Number of pages

Configure the number of pages to add.

(1) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages from [1], [2], [4], [8], [12], [16], [24] and [32].

(2) Spread corresponding page

When turned on, creates a 2-page spread from a pair of left and right pages.

K. Register to preset

Registers the content configured in the dialog box as [Preset].

Clicking the button opens the [Register to preset] dialog box. On the dialog box, configure the [Preset name] and [Items to be included in preset].

[Register to preset] Dialog Box

(1) Preset name

Input a name for the [Preset] to register.

(2) Items to be included in preset

The content of the selected items will be registered in [Preset].

🖉 **Memo**   **[Width], [Height], [Unit] and [Manga draft settings] are always registered.**

Import Page

Adds a specified image file as page file to the next page of the selected page file.

File formats that can be imported are: Files saved in CLIP STUDIO PAINT format (extension: lip), IllustStudio documents (extension: xpg), ComicStudio page files (extension: cpg), CLIP STUDIO storyboard files (extension: csnf), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop documents (extension: psd) and Adobe Photoshop Big documents (extension: psb).

> **Memo**
> - **When a 2-page spread is present after the selected page, the page file of the imported image and a blank page file are added.**
> - **Importing an image file to a single-page file displays the [Create page management folder] dialog box. For details on how to configure on the dialog box, see "Saving Files Created from a Single-page File" .**

Replace page

Replace the file of the selected page with a specified image file.

File formats that can be imported are: Files saved in CLIP STUDIO PAINT format (extension: lip), IllustStudio documents (extension: xpg), ComicStudio page files (extension: cpg), CLIP STUDIO storyboard files (extension: csnf), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop documents (extension: psd) and Adobe Photoshop Big documents (extension: psb).

> **Memo**
> - **Single-page files cannot be important as spread pages. Spread-page files cannot be imported as single page.**
> - **If a page that a member is specified as in charge of while using the group work function is replaced, the member is no longer specified for that page.**

Duplicate Page

Copies the selected page file to the next page.

> **Memo**
> - **When a 2-page spread is present after the selected page, the page file is copied to the next page of the last one.**
> - **Copying a page from a single-page file displays the [Create page management folder] dialog box. For details on how to configure on the dialog box, see "Saving Files Created from a Single-page File" .**

Delete Page

Deletes the selected page file.

> **Memo**
> **To delete multiple pages at once, select them on the [Page Manager] window.**
> **To select multiple pages on the [Page Manager] window, perform as follows:**
> - **To select multiple pages, click the pages while holding down the [Ctrl] key.**
> - **To select a group of consecutive pages, click the pages while holding down the [Shift] key.**

Combine Pages

Combines the selected page and the next into one image, as a 2-page spread.

Selecting the menu item displays a confirmation dialog box. Clicking [OK] displays the [Combine Pages] dialog box where you will be able to configure the position of the crop mark between pages and the like.

Two pages of original   Combined into one for a 2-page spread

[Combine pages] Dialog Box

(1) Align crop mark

When turned off, combines the pages by matching the paper edges.

When turned on, combines the pages by matching the positions of the cropped border. The positions of the cropped border on the left and right pages can be adjusted in [Gap].

(2) Delete layer with no drawing

When turned on, deletes layers with no drawing on it at the time of combining the images.

Change to Split Pages

Reverses the pages combined into one 2-page spread to two single pages.

Selecting the menu item displays a confirmation dialog box. Clicking [OK] displays the [Split Pages] dialog box and deletes blank layers when dividing the image.

2-page spread original   Divided into two single pages

[Split Pages] Dialog Box

(1) Delete layer with no drawing

When turned on, deletes layers with no drawing on it at the time of dividing the images.
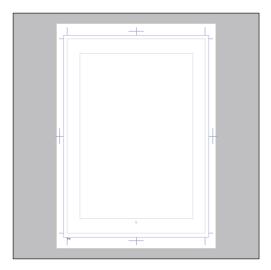
Change basic page settings

Selecting this menu item opens the [Change basic page settings] dialog box. Various settings can be changed for the page opened in the [Canvas] window or multiple pages selected in the [Page Manager] window. The settings that can be configured differ depending on whether the work is an illustration, manga or animation.

- "[Change basic page settings] Dialog Box (Illustration)"

- "[Change basic page settings] Dialog Box (Animation)"

1 Open page

Open the page for which to change the settings in the [Page Manager] window.

✏ **Memo**	**Page settings can also be changed by selecting the page for which to change the settings from the [Story] window. Batch settings can be configured for multiple pages when using this method.** • **Batch settings cannot be configured if the selected pages have different settings for items such as [Size], [Resolution] and [Basic expression color]. Configure the settings individually for each page.** • **The settings cannot be undone if the pages were selected from the [Page Manager] window. Reconfigure the settings. The settings can be undone in the [Canvas] window if the page selected in the [Page Manager] window is open in the [Canvas] window.**

2 Select the command
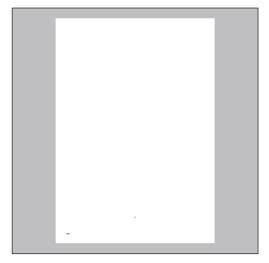
Select the [Page Management] menu → [Change basic page settings].

3 Configure

Configure the settings in the [Change basic page settings] dialog box and click [OK].
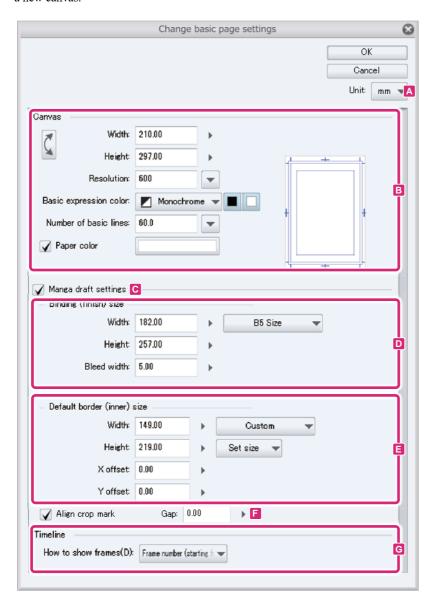
4 The settings are applied

The page settings are changed.

[Change basic page settings] Dialog Box (Illustration)

The following items can be set if [Use of work] is set to [Illustration], [Comic], [Printing of fanzine] or [Show all comic settings] when creating a new canvas.

A. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

B. Canvas

Configures settings related to the canvas.

> **Memo**
> - When [Manga draft settings] is turned off, [Canvas size] becomes the final size.
> - When [Manga draft settings] is turned on, [Binding (finish) size] becomes the final size when bound in a book.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

(5) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(6) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> 🖊 **Memo**   **For details on expression color and drawing color, see** **"Explanation: Expression Color and Drawing Color"** .

(7) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(8) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> 🖊 **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [Color settings] dialog box, see** **"[Advanced settings of color] Dialog Box *"** .

C. Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas. Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

D. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Width

Horizontal length to print.

(2) Height

Vertical length to print.

(3) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(4) Bleed width

Configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

E. Manga draft settings → Default border (inner)

Configure the border that will be the reference for laying out the frames. There are two ways of specifying the default border: by size and position, or by margin. This item is displayed when [Manga draft settings] is turned on.

(1) Default size (Default border)

Allows you to select a [Width] and [Height] for the default border from default sizes.

(2) How to specify default border

Configures how to specify the size and position of the default border. Displayed items vary depending on the content configured in [Default border settings].

Set size	Configures the default border based on the size and position.
Set margin	Configures the default border based on the distance from the left, right, top and bottom edges of the paper.

(3) Default border settings

Configures the size and position of the default border. Displayed items vary depending on the item selected in [How to specify default border].

Set size

Configures the default border based on the size and position.

Width	Width of the [Default border].
Height	Length of the [Default border].
X offset	Horizontal position of the [Default border].
Y offset	Vertical position of the [Default border].

✎ **Memo**

- When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
- When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.

Set margin

Configures the default border based on the distance from the left, right, top and bottom edges of the cropped border.

Top	Specifies the upper side of the [Default border] as the distance from the top of the cropped border.
Bottom	Specifies the lower side of the [Default border] as the distance from the bottom of the cropped border.
Gutter	Specifies the right or left side of the [Default border] as the distance from the "Direction of the binding point".
Front	Specifies the right or left side of the [Default border] as the distance from the "Outer direction (opposite of binding point)".

F. Align crop mark

Displayed when a page set as a spread is opened. Turn this on to align the positions of the cropped border on the left and right pages. The positions of the cropped border on the left and right pages can be adjusted in [Gap].

G. Timeline

This is displayed if [Create moving illustration] is set in the [New] dialog. [How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.

✏ **Memo**
- **This is also displayed when a timeline is created by selecting the [Animation] menu→[Timeline]→[New timeline].**
- **It is not displayed if the timeline is disabled by selecting the [Animation] menu→[Enable timeline].**

Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

[Change basic page settings] Dialog Box (Animation)

The following items can be set if [Use of work] is set as [Animation] when creating a new canvas.

A. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

B. Reference size

Set the size and resolution of the reference frame of the canvas.

(1) Width

Configure the reference frame width.

(2) Height

Configure the reference frame height.

(3) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

C. Effect frame

Turn this on to set an effect frame on the canvas. Set the distance of the effect frame from the top, bottom, left and right edges of the reference frame (margin).

D. Drawing size

Turn this on to set a drawn frame on the canvas. This can be used when creating a cut for the vertical or horizontal scroll length.

(1) How to specify drawn frame

Set how to specify the drawn frame. The [Width] and [Height] are specified differently depending on this setting.

Specified scale	Specify a scale based on the reference size.
Specified size	Directly specify measurements for the [Width] and [Height].

(2) Width

Configure the drawn frame width.

(3) Height

Configure the drawn frame height.

(4) Reference point

Specify the position of the reference point (reference frame) in relation to the drawn frame.

(5) Offset X

Moves the position of the reference frame horizontally if the drawn frame is larger than the reference frame.

(6) Offset Y

Moves the position of the reference frame vertically if the drawn frame is larger than the reference frame.

E. Blank space

Set the blank space of the drawn frame. Turn [Drawn frame] off to create blank space in the reference frame.

Enter [Up], [Down], [Left] and [Right] to create blank space.

F. Timeline

[How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.

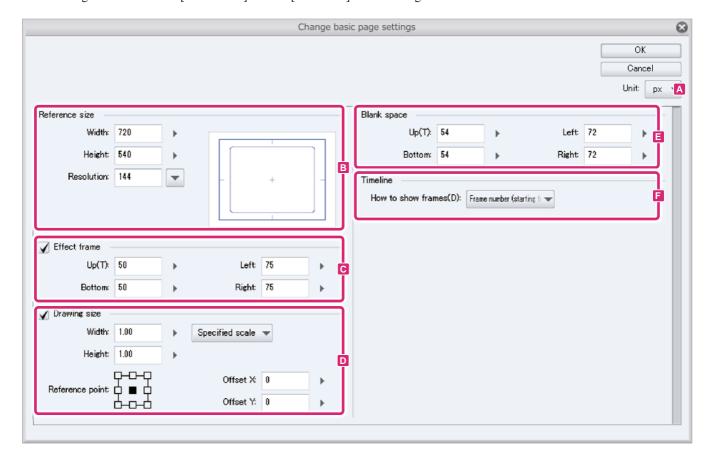| Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

Change basic work settings

Selecting this menu item opens the [Change basic work settings] dialog box. The settings configured in the [New] dialog box can be changed for the entire work. The displayed window differs depending on the [Use of work] set in the [New] dialog.

The [Use of work] can be selected in the [Change basic work settings] dialog box. The settings configured in the [New] dialog box and [Show all comic settings] can be selected. Selecting a [Use of work] displays the settings related to the selected item.

A [Change basic work settings] dialog box specific to animation is displayed when [Animation] is selected from [Use of work] in the [New] dialog box. For information on settings specific to animation, see "[Change basic work settings] Dialog Box (Animation)" .

Illustration	Displayed when [Illustration] is set for [Use of work] in the [New] dialog. Select this to change settings related to illustrations. For information on each setting, see "[Change basic work settings] Dialog Box (Illustration)" .
Comic	Displayed when [Comic] is set for [Use of work] in the [New] dialog. Select this to change settings related to manga works. For information on each setting, see "[Change basic work settings] Dialog Box (Comic)" .
Printing of fanzine	Displayed when [Printing of fanzine] is set for [Use of work] in the [New] dialog. Select this to change settings related to printing of fanzines. For information on each setting, see "[Change basic work settings] Dialog Box (Printing of fanzine)" .
Show all comic settings	Displays all settings that can be configured for illustrations and manga when creating a new work. For information on each setting, see "[Change basic work settings] Dialog Box (Show all comic settings)" .

! Important

- [Use of work] may not be displayed for files created in CLIP STUDIO PAINT Ver.1.3.9 or earlier. For details on setting items on the [Change basic work settings] dialog box, see "[Change basic work settings] Dialog Box (Show all comic settings)" .
- If the settings of a particular page are changed after configuring the settings in the [New] dialog box or [Change basic work settings] dialog box, the settings in the [Change basic work settings] dialog box are not applied to that page.

✎ Memo

Settings for particular pages can be changed in the [Story] menu → [Change basic page settings]. For details, see "Change basic page settings" .

[Change basic work settings] Dialog Box (Illustration)

The window displayed when [Illustration] is selected from [Use of work] in the [Change basic work settings] dialog box.

(1) Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

(2) Swap width/height

Swaps the width and height of the canvas.

(3) Width

Configure the width of the canvas.

(4) Height

Configure the height of the canvas.

(5) Default size (Canvas size)

Allows you to select a [Width] and [Height] for the canvas from default sizes.

(6) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select a resolution from 72 to 1200dpi.

(7) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(8) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> 🖊 **Memo**　　For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(9) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(10) Paper color
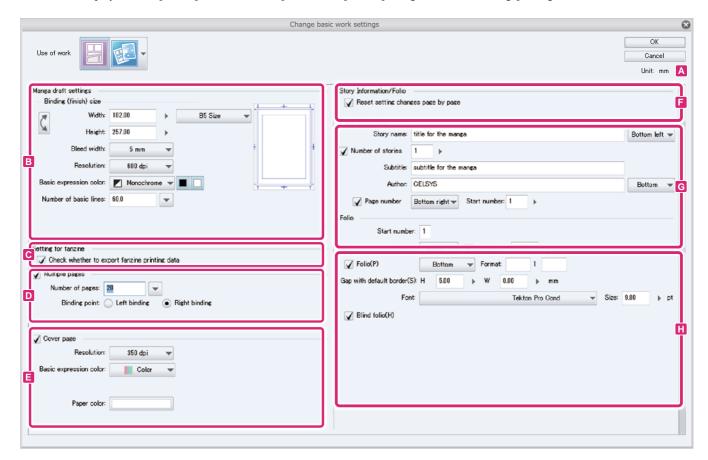
You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> **Memo**
>
> - [Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.
> - The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].
> - For details on the [Color settings] dialog box, see **"[Advanced settings of color] Dialog Box *"** .

[Change basic work settings] Dialog Box (Comic)

The window displayed when [Comic] is selected from [Use of work] in the [Change basic work settings] dialog box.

A. Unit

The unit in which [Width] and [Height] are set. In this window, this is fixed as [mm].

B. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Horizontal length to print.

(3) Height

Vertical length to print.

(4) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(5) Bleed width

Configure [Bleed width]. You can select from [5mm] and [3mm].

The [Bleed width] is the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

(6) Resolution

You can set the resolution of the page. You can select a resolution from [600dpi] and [1200dpi] if [Basic expression color] is set to [Monochrome]. You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Color] or [Gray].

(7) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(8) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✎ **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(9) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

C. Setting for fanzine

Configures settings related to printing fanzines.

(1) Check whether to export fanzine printing data

Turn this on and click [OK] in the [Change basic work settings] dialog box to check whether your fanzine printing data can be exported. A message is displayed if the data cannot be exported as fanzine printing data.

D. Multiple pages

You can create a work consisting of multiple pages and configure settings such as the number of pages and binding direction.

(1) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages.

📝 **Memo**	**A number lower than the current number of pages cannot be set.**

(2) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

📝 **Memo**	**Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.**

(3) Start page

Configures the orientation of the start page in the book.

- When the start page is a left page, select [Left].
- When the start page is a right page, select [Right].

📝 **Memo**	**[Start page] cannot be set if [Cover page] is turned on.**

E. Cover page

You can add a cover page to a work and configure settings such as the drawing color and resolution.

(1) Cover page

When switched from off to on, you can set a cover page for the work. The first and last pages are replaced with a [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page].

When switched from On to Off, the [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page] remain but are changed to normal pages.

📝 **Memo**	• **When [Cover page] is turned on and [OK] is clicked in the [Change basic work settings] dialog box, a message saying "Set existing pages as cover pages?" may be displayed. Click [No] to add new cover pages at the beginning and end of the work.** • **The existing settings of the cover pages or the pages replaced by normal pages are maintained when the [Cover page] setting is changed. Make sure that settings such as [Resolution] and [Basic expression color] in the [Story] menu → [Change basic page settings] match the settings in the [Change basic work settings] dialog box. For details on how to configure the settings, see "Change basic page settings".**

! Important

When [Cover page] is turned on and [OK] is clicked in the [Change basic work settings] dialog box, a message saying "Added a cover page because the cover page cannot be replaced in this composition." may be displayed. If 4 or more pages are added for [Number of pages] in the [Change basic work settings] dialog box and [OK] is clicked, a [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page] are added at the beginning and end of the work.

If pages cannot be replaced with cover pages in the [Change basic work settings] dialog, this may be caused by the following issues:

● The work contains fewer than 4 pages.

● An odd number of pages are set for the work.

● The first page is a spread page and the pages set as the [Cover page (back)] and [Back cover page (back)] are a spread page.

● The first page is a spread page and [Binding point] is set as [Right binding] but [Start page] is set as [Left] or [Binding point] is set as [Left binding] but [Start page] is set as [Right].

● The first page is a single page and the pages set as the [Cover page (back)], [Back cover page (back)] and [Back cover page] are a spread page.

● The first page is a single page, [Binding point] is set as [Right binding] and [Start page] is set as [Right] or [Binding point] is set as [Left binding] but [Start page] is set as [Left].

To replace the pages with cover pages, change the following settings:

(1) Turn [Cover page] off in the [Change basic work settings] dialog box.

(2) Change the [Multiple pages] setting to resolve the above issues and click [OK].

(3) Display the [Change basic work settings] dialog box again and turn [Cover page] on.

(2) Resolution

You can set the resolution of the cover page. You can select a resolution from [600dpi] and [1200dpi] if [Basic expression color] is set to [Monochrome]. You can select a resolution from [350dpi] and [600dpi] if [Basic expression color] is set to [Color] or [Gray].

(3) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(4) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

Memo

For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(5) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(6) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer]. This is displayed when [Basic expression color] is set to [Color].

> ✎ **Memo**
> - [Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.
> - The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].
> - For details on the [Color settings] dialog box, see **"[Advanced settings of color] Dialog Box *"** .

F. Story Information/Folio

Set the scope of application of the story information and folio.

(1) Reset setting changes page by page

When turned on, the position, size, edge settings and the like for the [Story information] and pagination for all pages adjusted individually with tools and palettes are disabled and changed to the values configured on the [Change basic work settings] dialog box.

G. Story information

Input [Story name], [Number of stories], [Subtitle], [Author], [Page number], and so on. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Number of stories

When turned on, you can enter the number of stories in the work.

(3) Subtitle

Input the subtitle for the manga or comic book.

(4) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

(5) Page number

When turned on, you can set page numbers in the work. A pull down menu allows you to configure the display position of the [Page number]. The start number of the page numbers can also be set in [Start number].

H. Folio

Configure the page number displayed when the manga or comic is bound in a book.

(1) Start number

Input the starting page number.

(2) Color

Configure the color for the page number. Configure either [Black] or [White].

(3) Put edges

When turned on, an edge will be added to the page number text. The input field on the right allows you to configure the thickness of the edge.

(4) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(5) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(6) Gap with default border

The gap between the folio and the default border can be set. The larger the value, the wider the gap between the default border and the folio.

(7) Font

Select the font to use for the page number.

(8) Size

Configure the font size for the page number.

(9) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[Change basic work settings] Dialog Box (Printing of fanzine)

The window displayed when [Printing of fanzine] is selected from [Use of work] in the [Change basic work settings] dialog box.

A. Unit

The unit in which [Width] and [Height] are set. In this window, this is fixed as [mm].

B. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Width

Displays the horizontal length to print.

(2) Height

Displays the vertical length to print.

(3) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(4) Bleed width

Configure [Bleed width]. You can select from [5mm] and [3mm]. Selecting a printing place in [Fanzine printing shop] automatically sets the [Bleed width] recommended by the printing place.

The [Bleed width] is the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

(5) Resolution

You can set the resolution of the page. If a printing place is selected in [Fanzine printing shop], it is possible to select a resolution from those recommended by the printing place.

(6) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(7) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> 🖉 **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(8) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

C. Setting for fanzine

Configures settings related to printing fanzines.

(1) Fanzine printing shop

Select the name of the printing shop from which to request printing. Select [General settings] if there are no applicable companies.

(2) Home Page

The URL of the website of the printing place selected in [Fanzine printing shop]. Click the URL to launch your web browser and display the website of the printing place. This item is not displayed if [General settings] or [Do not specify fanzine printing place] is selected.

(3) Check whether to export fanzine printing data

Turn this on and click [OK] in the [Change basic work settings] dialog box to check whether your fanzine printing data can be exported. A message is displayed if the data cannot be exported as fanzine printing data.

D. Multiple pages

You can create a work consisting of multiple pages and configure settings such as the number of pages and binding direction.

(1) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages.

If [Cover page] is turned on, include the cover page when setting the number of pages. The numbers of pages that can be selected differ depending on the settings.

> ✏️ **Memo**   **A number lower than the current number of pages cannot be set.**

(2) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> ✏️ **Memo**   **Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.**

E. Cover page

You can add a cover page to a work and configure settings such as the drawing color and resolution.

(1) Resolution

You can set the resolution of the cover page. If a printing place is selected in [Fanzine printing shop], it is possible to select a resolution from those recommended by the printing place.

(2) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(3) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏️ **Memo**   **For details on expression color and drawing color, see "Explanation: Expression Color and Drawing Color" .**

(4) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(5) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer]. This is displayed when [Basic expression color] is set to [Color].

✎ **Memo**	● **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.** ● **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].** ● **For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box *" see.**

F. Story Information/Folio

Set the scope of application of the story information and folio.

(1) Reset setting changes page by page

When turned on, the position, size, edge settings and the like for the [Story information] and pagination for all pages adjusted individually with tools and palettes are disabled and changed to the values configured on the [Change basic work settings] dialog box.

G. Story information

Input information such as the story name and author name. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

H. Folio

Configure the page number displayed when the manga or comic is bound in a book.

(1) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(2) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(3) Font

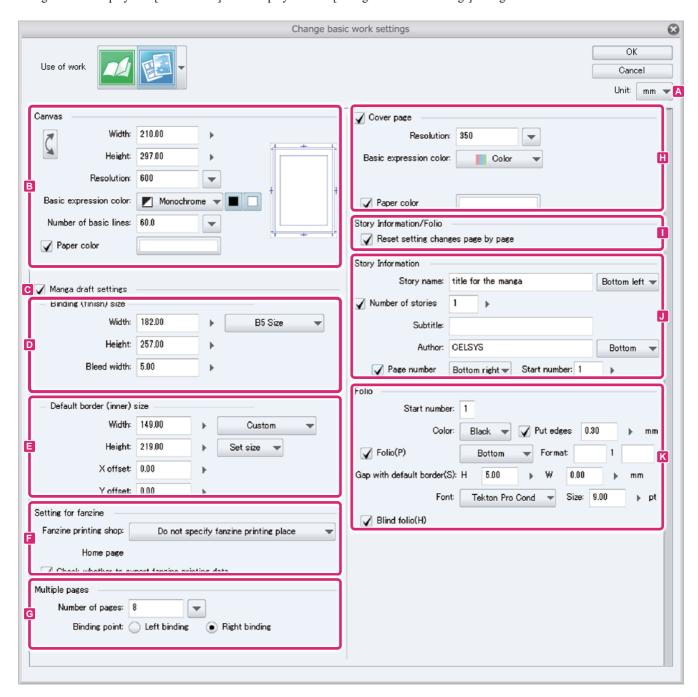Select the font to use for the page number.

(4) Size

Configure the font size for the page number.

(5) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[Change basic work settings] Dialog Box (Show all comic settings)

The window displayed when [Show all comic settings] is selected from [Use of work] in the [Change basic work settings] dialog box. The same settings are also displayed if [Use of work] is not displayed in the [Change basic work settings] dialog box.

A. Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

B. Canvas

Configures settings related to the canvas.

> ✏️ **Memo**
> - When [Manga draft settings] is turned off, [Canvas size] becomes the final size.
> - When [Manga draft settings] is turned on, [Binding (finish) size] becomes the final size when bound in a book.

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Resolution

Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

(5) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(6) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

Gray

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

Monochrome

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏ **Memo**   For details on expression color and drawing color, see **"Explanation: Expression Color and Drawing Color"** .

(7) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(8) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer].

> ✏ **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [Color settings] dialog box, "[Advanced settings of color] Dialog Box *" see.**

C. Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas.

Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

D. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Width

Horizontal length to print.

(2) Height

Vertical length to print.

(3) Default size (Cropped border)

Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(4) Bleed width

Configure the extra margin to deal with misaligned [Cropped border] lines when trimming the edges of the pages. Draw up to the [Bleed width] area to print to the edge of the pages.

The area between the bleed border (the first border from the edge) and the cropped border (the second border from the edge) is the bleed border area.

E. Manga draft settings → Default border (inner)

Configure the border that will be the reference for laying out the frames. There are two ways of specifying the default border: by size and position, or by margin. This item is displayed when [Manga draft settings] is turned on.

(1) Default size (Default border)

Allows you to select a [Width] and [Height] for the default border from default sizes.

(2) How to specify default border

Configures how to specify the size and position of the default border. Displayed items vary depending on the content configured in [Default border settings].

Set size	Configures the default border based on the size and position.
Set margin	Configures the default border based on the distance from the left, right, top and bottom edges of the paper.

(3) Default border settings

Configures the size and position of the default border. Displayed items vary depending on the item selected in [How to specify default border].

Set size

Configures the default border based on the size and position.

Width	Width of the [Default border].
Height	Length of the [Default border].
X offset	Horizontal position of the [Default border].
Y offset	Vertical position of the [Default border].

> ✏ **Memo**
> - When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
> - When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.

Set margin

Configures the default border based on the distance from the left, right, top and bottom edges of the cropped border.

Top	Specifies the upper side of the [Default border] as the distance from the top of the cropped border.
Bottom	Specifies the lower side of the [Default border] as the distance from the bottom of the cropped border.
Gutter	Specifies the right or left side of the [Default border] as the distance from the "Direction of the binding point".
Front	Specifies the right or left side of the [Default border] as the distance from the "Outer direction (opposite of binding point)".

F. Setting for fanzine

Configures settings related to printing fanzines.

(1) Fanzine printing shop

Select the name of the printing shop from which to request printing. Select [Do not specify fanzine printing place] if you do not want to set a fanzine printing place.

(2) Home Page

The URL of the website of the printing place selected in [Fanzine printing shop]. Click the URL to launch your web browser and display the website of the printing place. This item is not displayed if [General settings] or [Do not specify fanzine printing place] is selected.

(3) Check whether to export fanzine printing data

Turn this on and click [OK] in the [Change basic work settings] dialog box to check whether your fanzine printing data can be exported. A message is displayed if the data cannot be exported as fanzine printing data.

G. Multiple pages

You can create a work consisting of multiple pages and configure settings such as the number of pages and binding direction.

(1) Number of pages

Input the number of pages to create in the input field. Clicking ▼ allows you to select the number of pages.

If [Cover page] is turned on, include the cover page when setting the number of pages. The numbers of pages that can be selected differ depending on the settings.

> **✎ Memo**   **A number lower than the current number of pages cannot be set.**

(2) Binding point

Selects the direction in which to bind the book. Select either [Left binding] or [Right binding].

> **✎ Memo**   **Generally, [Right binding] is used if the dialog and text are written vertically and [Left binding] is used if they are written horizontally.**

(3) Start page

Configures the orientation of the start page in the book.

- When the start page is a left page, select [Left].
- When the start page is a right page, select [Right].

> **✎ Memo**   **[Start page] cannot be set if [Cover page] is turned on.**

H. Cover page

You can add a cover page to a work and configure settings such as the drawing color and resolution.

(1) Cover page

When switched from off to on, you can set a cover page for the work. The first and last pages are replaced with a [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page].

When switched from On to Off, the [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page] remain but are changed to normal pages.

✎ **Memo**

- When [Cover page] is turned on and [OK] is clicked in the [Change basic work settings] dialog box, a message saying "Set existing pages as cover pages?" may be displayed. Click [No] to add new cover pages at the beginning and end of the work.
- The existing settings of the cover pages or the pages replaced by normal pages are maintained when the [Cover page] setting is changed. Make sure that settings such as [Resolution] and [Basic expression color] in the [Story] menu → [Change basic page settings] match the settings in the [Change basic work settings] dialog box. For details on how to configure the settings, see **"Change basic page settings"** .

⚠ **Important**

When [Cover page] is turned on and [OK] is clicked in the [Change basic work settings] dialog box, a message saying "Added a cover page because the cover page cannot be replaced in this composition." may be displayed. If 4 or more pages are added for [Number of pages] in the [Change basic work settings] dialog box and [OK] is clicked, a [Cover page], [Cover page (back)], [Back cover page (back)] and [Back cover page] are added at the beginning and end of the work.
If pages cannot be replaced with cover pages in the [Change basic work settings] dialog, this may be caused by the following issues:

- The work contains fewer than 4 pages.
- An odd number of pages are set for the work.
- The first page is a spread page and the pages set as the [Cover page (back)] and [Back cover page (back)] are a spread page.
- The first page is a spread page and [Binding point] is set as [Right binding] but [Start page] is set as [Left] or [Binding point] is set as [Left binding] but [Start page] is set as [Right].
- The first page is a single page and the pages set as the [Cover page (back)], [Back cover page (back)] and [Back cover page] are a spread page.
- The first page is a single page, [Binding point] is set as [Right binding] and [Start page] is set as [Right] or [Binding point] is set as [Left binding] but [Start page] is set as [Left].

To replace the pages with cover pages, change the following settings:

(1) Turn [Cover page] off in the [Change basic work settings] dialog box.

(2) Change the [Multiple pages] setting to resolve the above issues and click [OK].

(3) Display the [Change basic work settings] dialog box again and turn [Cover page] on.

(2) Resolution

Input the cover page resolution. Clicking ▼ allows you to select a resolution from 72dpi to 1200dpi.

(3) Basic expression color

Allows you to configure the basic expression color. Select from [Color], [Gray] and [Monochrome].

(4) Drawing color

Configures the drawing color for [Gray] and [Monochrome]. Configure the color with the [Black] and [White] buttons.

<u>Gray</u>

The drawing color is configured as follows with the [Black] and [White] buttons.

Only black button ON	The drawing color is configured as a gradient from black to transparent.
Only white button ON	The drawing color is configured as a gradient from white to transparent.
Both black and white buttons ON	The drawing color is configured as a gradient from black to white.

<u>Monochrome</u>

The drawing color is configured as follows with the [Black] and [White] buttons.

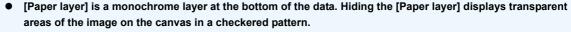|	
Only black button ON	The drawing color is configured as black or transparent.
Only white button ON	The drawing color is configured as white or transparent.
Both black and white buttons ON	The drawing color is configured as black, white or transparent.

> ✏ **Memo**　　　**For details on expression color and drawing color, see "Explanation: Expression Color and Drawing Color" .**

(5) Number of basic screen frequency

Specify the number of tone (halftone dot) lines. The larger the value, the smaller will be the halftone dot. This is displayed when [Basic expression color] is set to [Gray] or [Monochrome].

(6) Paper color

You can configure a color for the [Paper layer]. Clicking the color indicator displays the [Color settings] dialog box. Specifying a color configures it to the [Paper layer]. This is displayed when [Basic expression color] is set to [Color].

> ✏ **Memo**
> - **[Paper layer] is a monochrome layer at the bottom of the data. Hiding the [Paper layer] displays transparent areas of the image on the canvas in a checkered pattern.**
> - **The [Paper layer] color can be changed afterwards. You can double-click [Paper Layer] in the [Layer] palette to display the [Color settings] dialog box and change the color of the [Paper Layer].**
> - **For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box *" .**

I. Story Information/Folio

Set the scope of application of the story information and folio.

(1) Reset setting changes page by page

When turned on, the position, size, edge settings and the like for the [Story information] and pagination for all pages adjusted individually with tools and palettes are disabled and changed to the values configured on the [Change basic work settings] dialog box.

J. Story information

Input [Story name], [Number of stories], [Subtitle], [Author], [Page number], and so on. The input content is displayed outside the bleed border (in the non-printable area). Input is unnecessary when there is no relevant information.

(1) Story name

Input a title for the manga or comic book. A pull down menu allows you to configure the display position of [Story name].

(2) Number of stories

When turned on, you can enter the number of stories in the work.

(3) Subtitle

Input the subtitle for the manga or comic book.

(4) Author

Input the name of the author(s), club and the like. A pull down menu allows you to configure the display position of [Author].

(5) Page number

When turned on, you can set page numbers in the work. A pull down menu allows you to configure the display position of the [Page number]. The start number of the page numbers can also be set in [Start number].

K. Folio

Configure the page number displayed when the manga or comic is bound in a book.

(1) Start number

Input the starting page number.

(2) Color

Configure the color for the page number. Configure either [Black] or [White].

(3) Put edges

When turned on, an edge will be added to the page number text. The input field on the right allows you to configure the thickness of the edge.

(4) Folio

When turned on, page numbers are indicated inside the page. A pull down menu allows you to configure the display position of the page number.

(5) Format

Configure the text to be added before and/or after the page number, if any. Input the text in the fields on the left and right, respectively.

(6) Gap with default border

The gap between the folio and the default border can be set. The larger the value, the wider the gap between the default border and the folio.

(7) Font

Select the font to use for the page number.

(8) Size

Configure the font size for the page number.

(9) Blind folio

When turned on, hidden page numbers are indicated in the lower part of the gutter (the side where the book is bound). Settings such as font and size cannot be configured for [Blind folio].

[Change basic work settings] Dialog Box (Animation)

Displayed when [Animation] is selected for [Use of work] in the [New] dialog box. This allows you to change settings related to animation works.

(1) Unit

Select a unit for [Width] and [Height] from [cm], [mm], [in], [px] and [pt].

(2) Story name

Input the story name. A pull down menu allows you to configure the display position of [Story name]. The input information is displayed in the blank space.

(3) Number of stories

Allows you to input the number of stories for the manga or comic book.

(4) Reset setting changes page by page

Turn this on to stop adjustments made to one page, such as various frame sizes and the story information position, from being applied to all the other pages.

(5) Manage files using folders

Turn this on to manage multiple files in folders. Click [OK] in the [Change basic work settings] dialog to display the [Create story folder] dialog and create a folder for managing files.

> ✎ **Memo**   **For [Create story folder] dialog box, see "Saving Files Created from a Single-page File" .**

(6) Cel template

Turn this on to display the [Template] dialog, which allows you to select a template (layer configuration) for cels. Cel templates are applied at the same time a cel is created by selecting [Animation] → [New animation cel]. If a template is already set, you can display the [Template] dialog by clicking the template name button.

Sort page file names *

it is possible to reassign file names so that the pages managed in the [Page Manager] window have the same numbers as the page numbers indicated in the [Page Manager] window.

For example, if the cover page is page 1 and the main text starts from page 3, the file name of the cover page is changed to "page0001.clip" and the file names for the main text are changed to "page0003.clip", "page0004.clip", "page0005.clip", etc.

For 2-page spreads in the main text, both page numbers are used in the file name ("page0006-page0007.clip", etc.).

> ✎ **Memo**   **[Sort page file names] cannot be used when using the group work function.**

Page manager

Selecting the menu item displays the [Page Manager] window.

Page manager window

> **Memo**   For details on the [Page Manager] window, see **"Page Manager Window"** .
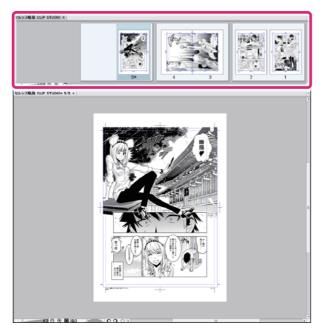
Page manager layout

Allows you to configure the layout of the [Page Manager] window. Available layout options are: [Tab], [Left], [Right], [Top] and [Bottom].
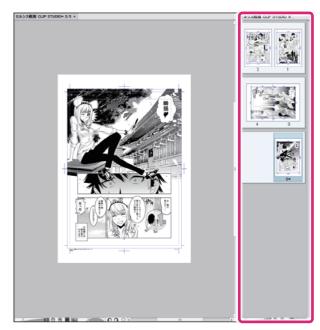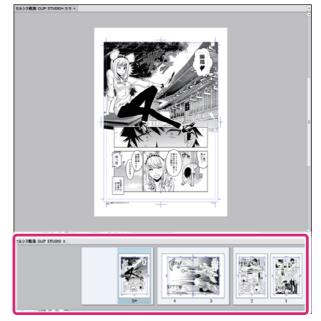

Page manager window layout: Tab

Page manager window layout: Left

Page manager window layout: Right

Page manager window layout: Up

Page manager window layout: Bottom

Binding process

[Binding process] is a function for publishing works created as fanzines.

Show binding list

Selecting this item switches from the [Page Manager] window to the [Show binding list] window. [Show binding list] allows you to confirm and edit the print layout of the cover page, back cover page and main text of the work, as well as information on each page.

> ! Important
>
> **[Show binding list] cannot be set when the [Page Manager] window is not displayed.**

> Memo
>
> **To restore the [Story] window, select the [Story] menu → [Binding process] → [Show binding list] again.**

[Show binding list] window

(1) No.

A number indicating the order of the work as a whole.

(2) Thumbnails

Thumbnails of each page. Double click a thumbnail to open the page (canvas).

(3) Confirm

Displays a message when confirmation of an item is required, such as when there is an issue with the data.

> ! Important
>
> **For information on solutions when a message is displayed in [Confirm], see "Confirmation message" .**

(4) Flatplan

Shows the layout for printing and binding the work, including the cover page, back cover page and main text.

(5) Printing file name

The file name of each page when exporting fanzine printing data.

(6) Folio

The number of the page within the work. "-" is displayed for pages set not to use a folio.

(7) Basic expression color

The [Basic expression color] of each page. Allows you to confirm whether [Color], [Gray] or [Monochrome] is set.

(8) Resolution

The resolution of each page.

(9) Memo

Allows you to leave notes such as messages for the printing place or reminders about the manuscript. Double clicking the field allows you to enter a note. In addition to confirming notes in this window, notes can be exported to a text file when exporting the fanzine printing data.

Confirmation message

If a message is displayed in the [Confirm] field of the [Binding list] window, the following methods may resolve the issue.

Message	Solution
No setting for cropped border.	This is displayed if a binding (finish) size is not set. Open the page, select the [Story] menu → [Change basic page settings], turn on [Manga draft settings] and set the [Binding (finish) size]. For details on how to configure, see "Change basic page settings" .
Finish size differs from basic size.	This is displayed when the [Binding (finish) size] set in the [New] dialog box differs from the [Binding (finish) size] on the page. Open the page, select the [Story] menu → [Change basic page settings], turn on [Manga draft settings] and set the [Binding (finish) size] so that it matches the other pages. For details on how to configure, see "Change basic page settings" .
Bleed width is not set.	This is displayed if a Bleed width is not set for the work. Open the page, select the [Story] menu → [Change basic page settings], turn on [Manga draft settings] and set the [Bleed width]. For details on how to configure, see "Change basic page settings" .
Bleed width is different from width of basic setting.	This is displayed when the [Bleed width] set in the [New] dialog box differs from the Bleed width on the page. Open the page, select the [Story] menu → [Change basic page settings], turn on [Manga draft settings] and set the [Bleed width] so that it matches the other pages. For details on how to configure, see "Change basic page settings" .
Cover page is set with monochrome, but basic expression colors on canvas aren't set with monochrome.	This is displayed when the cover page is set to [Monochrome] but its [Basic expression color] is set to [Color] or [Gray]. Open to the applicable page and set [Basic expression color] to [Monochrome] in the [Story] menu → [Change basic page settings]. For details on how to configure, see "Change basic page settings" .
Cover page is set with gray, but basic expression colors on canvas are set with monochrome.	This is displayed when the cover page is set to [Color] or [Gray] but its [Basic expression color] is set to [Monochrome]. Open to the applicable page and set [Basic expression color] to [Color] or [Gray] in the [Story] menu → [Change basic page settings]. For details on how to configure, see "Change basic page settings" .
Main text is set with monochrome, but basic expression colors on canvas aren't set with monochrome.	This is displayed when the main text is set to [Monochrome] but its [Basic expression color] is set to [Color] or [Gray]. Open to the applicable page and set [Basic expression color] to [Monochrome] in the [Story] menu → [Change basic page settings]. For details on how to configure, see "Change basic page settings" .
Width of back is set to 0.0mm or narrower than it.	This is displayed when the width of the back (crop mark alignment width) on the cover page is set to 0.0mm. Open the page, turn on [Align crop mark] in the [Story] menu →[Change basic page settings] and set the [Gap] (back width). For details on how to configure, see "Change basic page settings" .

Message	Solution
Resolution may be set to the value that fanzine printing place doesn't accept.	This is displayed if the resolution differs from that specified by the printing place. The images may be scaled up or down when executing [Export fanzine printing data]. To output the data in its original resolution, use the [File] menu → [Export multiple pages] → [Batch export]. For details, see "Export multiple pages [EX]" → "Batch export" .
Layer with expression color that cannot be reproduced with basic expression colors may be contained.	This is displayed when a page contains a layer with a larger number of colors than the [Basic expression color] of the page. For example, if [Basic expression color] is set to [Monochrome], layers with [Color] or [Gray] set as the expression color cannot be reproduced. Open the page and change the expression color or apply tone to the layer. For details on how to configure, see "Layer Property Palette [PRO/EX]" .
Folio is outside of cropped border.	This is displayed when the folio is outside the cropped border. Open the page and use the [Object] sub tool to move the folio inside the cropped border.
Text is outside of or near cropped border.	This is displayed when text such as dialog is outside or near the cropped border. Open the page and use the [Object] sub tool to move the text so that it is at least 5mm inward from the cropped border.
Main text page is set to export with color.	This is displayed if the [Basic expression color] of the main text pages in the work is set to [Color] or [Grey]. Open to the applicable page and set [Basic expression color] to [Monochrome] in the [Story] menu → [Change basic page settings]. For details on how to configure, see "Change basic page settings" .
Resolution is different from the basic settings of cover page.	This is displayed when the cover page resolution set in the [New] dialog box differs from the actual resolution of the cover page. Open to the applicable page and set the cover page resolution in the [Story] menu → [Change basic page settings] so that it matches the basic settings. For details on how to configure, see "Change basic page settings" .
Resolution is different from the basic settings of main text.	This is displayed when the main text resolution set in the [New] dialog box differs from the actual resolution of the main text. Open to the applicable page and set the main text resolution in the [Story] menu → [Change basic page settings] so that it matches the basic settings. For details on how to configure, see "Change basic page settings" .

Settings of printing file name

You can add text to the beginning or end of the file name used when exporting fanzine printing data.

1 Select the command

Select the [Story] menu → [Binding process] → [Settings of printing file name].

2 Configure the text to be added

Configure this setting in the [Settings of printing file name].

(1)   Enter the text to be added to the printing file name in [Prefix] or [Suffix] for [Cover page], [Back cover page] or [Main text].

(2)   Click [OK].

3 The text is added to the file name

The configured text is added to [Printing file name] in the [Binding list screen].

[Settings of printing file name] dialog box

(1) Cover page

Allows you to configure text to be added to the printing file name of the cover page.

(2) Back cover page

Allows you to configure text to be added to the printing file name of the back cover page.

> **✎ Memo**   The [Prefix] and [Suffix] settings for [Back cover page] are not applied if the cover page is a spread.

(3) Main text

Allows you to configure text to be added to the printing file name of the main text.

(4) Prefix

Allows you to configure text to be added to the beginning of the printing file name.

(5) Suffix

Allows you to configure text to be added to the end of the printing file name.

Enable to sort the order of cover page

Select this item to move (rearrange) the pages set as [Cover page], [Cover page (back)], [Back cover page] and [Back cover page (back)] in the [Page Manager] window and [Show binding list].

If the same items are selected again, [Cover page], [Cover page (back)], [Back cover page] and [Back cover page (back)] are locked and cannot be moved.

Edit text

The [Edit text] function allows you to batch-edit dialog (text) in the work using the [Story editor]. You can use functions such as Search and Replacement or enter all dialog (text) at once before drawing the illustrations.

[Edit text] operations

The following operations can be performed in [Edit text] in the [Story] menu.

Show story editor	"Open story editor"
Add new dialog (text area)	"New text"
Delete entered dialog (text area)	"Delete text"
Set font and size of dialog	"Apply tool properties to text"
Search for dialog in work	"Search and replacement" → "Search for text"
Replace dialog in work	"Search and replacement" → "Replace text"

> 🖉 **Memo** The [Story editor] can be operated using the mouse or keyboard. For details on the operating procedures for these functions, see **"Explanation: Balloons and Text"** → **"Text"** → **"Operations in the story editor [EX]"** .

Open story editor

Selecting this menu item displays the [Story editor].

> ⚠ **Important**
> - Displaying the [Story editor] deletes the entire history of each page.
> - After displaying the [Story editor], operations performed on all pages while displaying the [Story editor] are recorded to the history. Closing the [Story editor] deletes the entire history of operations performed while displaying the [Story editor].

> 🖉 **Memo**
> - If text has been entered in the work, the text entered in the [Story editor] is reflected when displaying the text.
> - The displayed text and layout of the [Story editor] can be configured in the [Preferences] dialog → [Story editor] → [View]. For details, see **"File Menu"** → **"Preferences [Windows]"** → **"Edit text [EX]"** .

[Story editor] window

(1) Page area

An area displaying a list of the text on a page. The number of pages is displayed below. One page is created for each page in the work. You can select page areas by clicking them while holding down the [Ctrl] key or [Shift] key.

> 🖉 **Memo**
> - To select multiple page areas, click the page areas while holding down the [Ctrl] key.
> - To select a group of consecutive page areas, click the page areas while holding down the [Shift] key.

(2) Text area

An area displaying the text in one piece of dialog. Clicking this displays the cursor inside the text area, allowing you to enter or edit text. The entered or edited text is reflected on the page. You can select text areas by clicking them while holding down the [Ctrl] key or [Shift] key.

Memo

- Hidden text layers and balloon layers on the page are displayed as text areas but cannot be edited.
- You can add a new text layer by selecting the [Story] menu → [Edit text] → [New text].
- To select multiple text areas, click the text areas while holding down the [Ctrl] key.
- To select a group of consecutive text areas, click the text areas while holding down the [Shift] key.

New text

Add a [Text area] in the [Story editor].

1 Select text area

Click a [Text area] in the [Page area].

2 Select the command

Select the [Story] menu → [Edit text] → [New text].

3 A text area is added

A new text area is added behind the text area you clicked.

4 Enter text

Click the text area and enter text. The entered text is displayed in the top right corner of the page.

> ✎ **Memo**
> - You can move text areas in the [Story editor]. For details, see **"Explanation: Balloons and Text"** → **"Text"** → **"Operations in the story editor [EX]"** .
> - You can also create a new text area by moving the cursor to the beginning or end of a text area and pressing the [Shift] + [Enter] keys.
> - If the text inserted on the page is written horizontally, the entered text is displayed at the top left of the page.
> - Text layers can be added and font settings can be configured from the [Preferences] dialog box → [Story editor] → [New text]. For details, see **"File Menu"** → **"Preferences [Windows]"** → **"Edit text [EX]"** .

Delete text

Delete a text area from the [Story editor].

1 Select text area

Select the text area to be deleted by clicking while holding down the [Ctrl] key.

2 Select the command

Select the [Story] menu → [Edit text] → [Delete text].

3 The text is deleted

The selected text area is deleted from the [Story editor]. The text is deleted from the page at the same time.

> ✎ **Memo**
> You can also delete text areas by clicking a text area while holding down the [Ctrl] key to select the text area and then pressing the [Delete] key.

Apply tool properties to text

Applies the format settings from the [Tool Property] palette of the [Text] sub tool to the selected text area.

1 Select text area

Select the text area to which to apply the settings by clicking while holding down the [Ctrl] key.
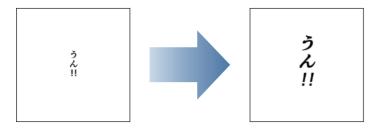
2 Configure the format

Select the [Text] tool from the [Tool] palette and select the [Text] sub tool from the [Sub tool] palette.

On the [Tool Property] palette, configure the format settings for the selected text.

3 Select the command

Select the [Story] menu → [Edit text] → [Apply tool properties to text].

4 The settings are applied

The settings from the [Tool Property] palette of the [Text] sub tool are applied to the selected text area.

> **Memo**
> - The initial settings of the text entered in the [Story editor] can be specified as the settings on the [Tool Property] palette of the [Text] sub tool. For details, see **"File Menu"** → **"Preferences [Windows]"** → **"Edit text [EX]"** .
> - For information on configuring advanced settings for the entered text, see **"Explanation: Balloons and Text"** → **"Text"** → **"Editing Text"** .

Search and replacement

You can search for or replace text in the [Story editor].

Search for text

Search for text in the [Story editor].

1 Select the command

Select the [Story] menu → [Edit text] → [Search and replacement].

2 Configure the text to be searched

Configure settings such as the text to be searched and the search method in the [Search and replacement] dialog box.

(1) Enter the text to be searched in the [Search string] box.

(2) Select the [Search direction]. This allows you to set the direction in which to search from the position of the cursor in the [Story editor].

(3) Click [Search].

3 The search is complete

The text set in [Search string] is searched and displayed with highlighting.

> ✏ **Memo** **If the search target text appears multiple times in the work, you can search for the next occurrence by clicking [Search] again.**

Replace text

You can replace the text entered in [Search string] in the [Story editor] with different text.

1 Select the command

Select the [Story] menu → [Edit text] → [Search and replacement].

2 Configure the text to be replaced

Configure the [Search and replacement] dialog box.

(1) Enter the text to be replaced in [Search string].

(2) Enter the replacement text in [Replacement string].

(3) Click [All replacement].

3 The replacement is complete

All occurrences of the text entered in [Search string] are replaced with the text entered in [Replacement string].

> ✏ **Memo** **To replace one occurrence of the text at a time, click [Replacement] in the [Search and replacement] dialog box.**

[Search and replacement] dialog box

(1) Search string

Enter the text to be searched. If replacing text, enter the text to be replaced here.

(2) Replacement string

If replacing the text in [Search string], enter the replacement text here.

(3) Do not differentiate case

Turn this on to search alphabetic characters entered in [Search string] without differentiating between upper case and lower case.

(4) Search direction

Select the direction in which to start searching or replacement. Select [Forward] to search forward from the position of the cursor. Select [Backward] to search backward from the position of the cursor.

(5) Search

Search for the text entered in [Search string] in the [Story editor]. If the search target text appears multiple times in the [Story editor], you can move to the next occurrence by clicking [Search] again.

(6) Replacement

Search for the text entered in [Search string] in the text in the [Story editor] and replace it with the text entered in [Replacement string]. Click this again to replace the target text and move to the next occurrence of the target text.

(7) All replacement

Replaces multiple occurrences of the target text at the same time. All occurrences of the text entered in [Search string] in the text in the [Story editor] are replaced with the text entered in [Replacement string].

(8) Close

Closes the [Search and replacement] dialog box.

Group work

A function allowing group work by multiple users for works consisting of multiple pages.

To enable group work, the user serving as the administrator uploads a work folder to a network server or shared folder as group work data.

The users working on the project obtain the group work data and create work folders on their own computers. Each user edits pages in their work folder and the edited content is reflected in the group work data on the network.

!Important

Each user's environment must be confirmed before using the group work function.

- **If the group work data is saved to a Windows environment, the group work function cannot be used on computers with Mac OS X 10.9.**
- **If the group work data is saved to a mac OS environment, the group work function cannot be used on computers with Windows.**

Operations of the group work function

The following operations can be performed with the group work function. The operations that can be performed may vary depending on the settings of the group work data and your environment.

Contents	Command
To upload group work data	"Prepare group work data"
To download group work data	"Obtain group work data"
To specify a member in charge	"Set member for work"
To reflect edited content in the group data	"Reflect change on group work data"
To remove a member in charge	"Cancel settings of member for work"
To update your work folder	"Update work folder"
If multiple members have edited the same page	"Open conflicting file" "Cancel change of work folder" "Resolve confliction"
To check the work history	"Show log"
To check the data settings, your user name and your user authority	"View settings"

Update work folder

Select this to access the group work data on the network and update the work folder. Group work data edited by other users is reflected.

Memo

- **If the page you are editing in your work folder is updated by another user, a confliction occurs between the two versions of the page. Conflictions between multiple versions of a page can be resolved by performing [Cancel change of work folder] or [Resolve confliction]. For details, see "Cancel change of work folder" / "Resolve confliction" .**
- **If a confliction occurs for a page management file, this cannot be resolved by performing [Cancel change of work folder] or [Resolve confliction]. In [Obtain group work data], create a work folder in another folder, perform an operation such as adding a page and perform [Reflect change on group work data].**

Reflect change on group work data

The content edited in your work folder is reflected in the group work data.

1 Execute command

Select the [Story] menu → [Group work] → [Reflect change on group work data].

2 Configure changes

In the [Reflect change on group work data] dialog box, configure the page for which to reflect edited content in the group work data.

(1) Enter a message for other users in [Comment].

(2) Select the page for which to reflect edited content in the group work data from [Reflected file].

(3) Click [OK].

3 Confirm changes

Confirm the content in the [Result of change] dialog box and click [OK].

! Important	When works containing a file object layer are included in group work data, the reference file of the file object layer is not included. To apply changes to the file object layer, the reference file needs to be placed in a location where all users can access it.

✎ Memo	If the page you are editing in your work folder is updated by another user, a confliction occurs between the two versions of the page. Conflictions between multiple versions of a page can be resolved by performing [Cancel change of work folder] or [Resolve confliction]. For details, see **"Cancel change of work folder"** / **"Resolve confliction"** .

[Reflect change on group work data] dialog box

(1) Cancel setting of member for work

Turn this on to remove your setting as the member in charge when reflecting the changes in the group work data.

(2) Comment

Enter a message for other users.

(3) Reflected file

A list of pages and files edited in your work folder. Turn on the check box of each page or file for which to reflect changes in the group work data.

✎ Memo	If you have added or deleted pages, the changes to the page management file also need to be reflected in the group work data.

Show log

Select this to display the [Log] dialog box and check the log for [Reflect change on group work data] (change history).

[Log] Dialog Box

(1) Displayed content

Select the content for which to display a log.

Show all log	Displays the logs of the page management file and all logs.
Show log of selected page	Displays the log of the page selected in the [Page Manager] window.
Show log of page management file	Displays the log of the page management file.

(2) Log

A list of group work data logs. The content to be displayed can be refined in [Displayed content].

The date on which the group work data was uploaded, serial number, name of the member in charge and comments are displayed here. Select a log to display details in [Comment] and [Change file].

🖉 **Memo**	**A serial number is not displayed if the group work data is set as [Do not rewrite over group work data]. The settings of the group work data can be checked in [Show settings]. For details, see "View settings" .**

(3) Comment

Displays comments added to the selected log. This is not displayed if a log with no comments is selected.

🖉 **Memo**	**Comments are added when performing [Reflect change on group work data]. For details, see "Reflect change on group work data" .**

(4) Change File

Displays the number of changed pages in the selected log. A basic history of changes such as [Updated] and [Added] is also displayed.

Below is a breakdown of changes.

Add	Displayed when a page is added.
Update	Displayed when a page is updated.
Deleted	Displayed when a page is deleted.
Submit	Displayed when a user performs [Reflect change on group work data] if [Do not rewrite over group work data] is turned on for the group work data. This creates a duplicate file without overwriting the group work data.
Reject	Displayed for group data set to [Do not rewrite over group work data] if a work file edited by a user is deleted when the administrator performs [Resolve confliction].

Set member for work

A member in charge can be set for each page.

> **! Important**
> - It may not be possible to set [Set member for work] depending on the group work data setting. A member in charge can be set when your [Authority] is [Administrator] or when [Open only file set for member in charge] and [Do not rewrite over group work data] are turned off.
> - The settings of the group work data, such as [Authority], can be checked in [Show settings]. For details, see "**View settings**" .

1 Select page

Select the page for which to set a member in charge from the [Page Manager] window.

2 Execute command

Select the [Story] menu → [Group work] → [Set member for work].

3 Configure the member in charge

Specify the member in charge and the page they are in charge of in the [Set member for work] dialog box.

(1) Turn on [Give instructions to other users].

(2) Enter the [Name of member].

(3) Enter instructions, etc. in [Comment].

(4) Select the page for which to specify a member in charge from [File to do while in charge of].

(5) Click [OK].

4 Configuration of the member in charge is complete

An icon and the name of the member appear next to the applicable page in the [Story] window when the member in charge is configured.

> **Memo**
> Multiple members in charge can be set for the same page. Selecting a page for which a member in charge has been specified and setting another member in [Set member for work] displays an icon and the number of members in charge next to the applicable page in the [Page Manager] window.

[Set member for work] dialog box

> **Memo**
> When [Open only file set for member in charge] is turned on for group work data, the [Set member for work] dialog box is displayed when opening a page for which no member in charge has been set by the [Administrator], allowing a member in charge to be set.

(1) Set yourself in charge

When turned on, this allows members to specify themselves as members in charge.

(2) Give instructions to other users

When turned on, this allows members to specify other members as members in charge.

(3) Name of member

Enter the name of a member to set that member. It may be possible to set previously entered names of members by clicking [▼] and selecting a name from the displayed menu.

> **! Important**
> When setting [Name of member], use the name set for [User name] in [Prepare group work data] and [Obtain group work data]. A member cannot be set as a member in charge if the name set in [Name of member] is different from that set in [User name]. Users should confirm each other's user name before starting work.

> **Memo** The member names displayed when [▼] is clicked are a history of names previously entered in [Name of member]. A maximum of 10 entries are displayed.

(4) Comment

Allows you to enter a comment such as work instructions.

(5) File to do while in charge of

A list of pages and files for which a member in charge can be set. Turn on the check box of each page to select pages for which to set a member in charge.

> **Memo** Setting a member in charge of a page management file allows that member to add and delete pages. If [Open only file set for member in charge] or [Do not rewrite over group work data] is turned on, only the [Administrator] can add or delete pages.

Cancel settings of member for work

Removes the member(s) in charge set for a page.

> **! Important**
> - It may not be possible to perform [Cancel setting of member for work] depending on the group work data setting. The member in charge settings can be deleted if your [Authority] is [Administrator] or [Open only file set for member in charge] and [Do not rewrite over group work data] are turned off.
> - The settings of the group work data, such as [Authority], can be checked in [Show settings]. For details, see "**View settings**" .

1 Select page

Select the page for which to remove a member in charge from the [Page Manager] window.

2 Execute command

Select the [Story] menu → [Group work] → [Cancel setting of member for work].

3 Remove the member(s) in charge

Remove the member in charge set for the page in the [Cancel setting of member for work] dialog.

(1) Select the name of a member.

(2) Select the page for which to remove a member in charge from [File in no charge of].

(3) Click [OK].

4 Removal of the member(s) in charge is complete

The icon and name of the member disappear from the applicable page in the [Page Manager] window when the member in charge is removed.

[Cancel settings of member for work] dialog box

(1) Name of member

Select the name of the user who will no longer be a member in charge.

(2) File in no charge of

Select the file or page for which to remove a member in charge. You can select a file by turning on the check box.

Show member's comment

Select this to display the [Member's comment] dialog box and check the settings of and comments from the member in charge.

[Member's comment] dialog box

(1) Member in charge

Displays the settings of the member in charge.

The page for which the member in charge was set, the date on which they were set as a member in charge, the name of the member in charge and comments from the member are displayed here. Select this to display detailed comments in [Comment].

(2) Comment

Displays comments for the item selected in [Member in charge]. This is not displayed if an item with no comments is selected.

> 🖉 **Memo**　　**Comments are added when [Set member for work] is executed. For details, see "Set member for work" .**

Cancel change of work folder

Cancels the changes made in your work folder and restores the contents to their status when they were imported from the group work data.

> 🖉 **Memo**　　**If changes by another user are reflected on the same page, the page is imported with the other user's edits.**

1 Execute command

Select the [Story] menu → [Group work] → [Cancel change of work folder].

2 Select page

In the [Cancel change of work folder] dialog, select the file for which to cancel changes and click [OK].

3 Confirm changes

Confirm the content in the [Result of change] dialog box and click [OK].

4 The edits to your work folder are discarded

In the [Cancel change of work folder] dialog, the changes are canceled and the files are obtained from the group work data.

Open conflicting file

Opens the conflicting file saved in your work folder.

> 🖉 **Memo**　　**If multiple users edit the same page at the same time and both users attempt to reflect their changes in the group work data or update their work folder, a confliction occurs in the page. A yellow "!" icon is displayed next to conflicting files in the [Page Manager] window.**
> **When a confliction occurs, edits by the other user are saved in your work folder as a new, independent file. This file is called a "Conflicting file".**

1 Select page

Select the conflicting page from the [Page Manager] window.

2 Execute command

Select the [Story] menu → [Group work] → [Open conflicting file].

3 The conflicting file opens

The conflicting file saved in your work data opens.

> 📝 **Memo** If the group work data is set to [Do not rewrite over group work data], the [Open conflicting file (for Administrator)] dialog box is displayed for the administrator. In [File to open], select the file to be opened and click [OK].
> For details, see **"[Open conflicting file (for Administrator)] dialog box"** .

[Open conflicting file (for Administrator)] dialog box

(1) Show only the latest one

When turned on, this displays only the last file for which a user performed [Reflect change on group work data].

> 📝 **Memo** If a user performs [Reflect change on group work data], a new file is created in the group work data. If multiple users perform [Reflect change on group work data] for the same page, a new file is created each time this operation is performed.

(2) File to open

Displays a list of files created when users have performed [Reflect change on group work data]. Select the file to open.

Resolve confliction

Select the file containing the version of the conflicting page to be kept. This resolves the confliction.

> 📝 **Memo** If multiple users edit the same page at the same time and both users attempt to reflect their changes in the group work data or update their work folder, a confliction occurs in the page. A [!] icon is displayed next to conflicting files in the [Page Manager] window.

1 Select page

Select the conflicting page from the [Page Manager] window.

2 Execute command

Select the [Story] menu → [Group work] → [Resolve confliction].

3 Select the file to be kept

In the [Resolve confliction] dialog box, select the file to be kept and click [OK].

> ❗ **Important** If the group work data is set to [Do not rewrite over group work data], the [Resolve confliction (for Administrator)] dialog box is displayed for the administrator. In [File to keep], select the file to be kept in the work folder and click [OK].
> For details, see **"[Resolve confliction (for Administrator)] dialog"** .

4 The confliction is resolved

The selected file is kept and the other files are discarded, resolving the confliction. The icon indicating a confliction disappears from beside the page in the [Page Manager] window.

> ❗ **Important** To reflect the settings in the group work data, perform [Reflect change on group work data] after performing [Resolve confliction].

[Resolve confliction] dialog

This dialog is displayed if [Do not rewrite over group work data] is turned off or if you have [User] authority. Select the version of the page to be kept by selecting the file in the group work data or the file you edited.

> **Memo** The settings of the group work data can be checked in [Show settings]. For details, see **"View settings"** .

[Resolve confliction (for Administrator)] dialog

This dialog is displayed when the administrator selects [Resolve confliction] if [Do not rewrite over group work data] is turned on.

> **Memo** The settings of the group work data can be checked in [Show settings]. For details, see **"View settings"** .

(1) Show only the latest one

When turned on, this displays only the last file for which a user performed [Reflect change on group work data].

> **Memo** If a user performs [Reflect change on group work data], a new file is created in the group work data. If multiple users perform [Reflect change on group work data] for the same page, a new file is created each time this operation is performed.

(2) File to keep

Displays a list of files created when users have performed [Reflect change on group work data]. Select the file to keep.

Prepare group work data

Open the page management file for which to perform group work and upload the group work data to a location such as a network server or group folder. You can also specify an operation method for the group work data.

Execute [Prepare group work data]. The user who uploaded the group work data is set as the administrator.

> **! Important**
> - The settings configured in the [Prepare group work data] dialog cannot be changed after uploading the group work data.
> - When works containing a file object layer are included in group work data, the reference file of the file object layer is not included. To allow other users to edit the file object layer, the reference file needs to be placed in a location where all users can access it.

1 Open the page management file

Open the page management file for which to perform group work.

2 Execute command

Select the [Story] menu → [Group work] → [Prepare group work data].

3 Upload group work data

In the [Prepare group work data] dialog box, set the location and operation method of the group work data and upload the data.

(1) In the [Location to create group work data] dialog box, specify the location in which to create group work data.

(2) Enter the name of the folder for the group work data in [Group work folder name].

(3) Enter the user name(s) in [User name].

(4) Set an operation method for the group work data.

(5) Enter comments in [Comment].

(6) Click [OK].

> **✎ Memo**
> For information on each item in the [Prepare group work data] dialog box, see **"[Prepare group work data] dialog box"** .

4 The upload is complete

The [Prepare group work data] dialog box closes and the group work data is uploaded.

The displayed page management file can be edited continuously as the page management file of the work folder.

> **! Important**
> If group work data is created in a shared folder set with the macOS file sharing feature, access authority needs to be set for group work members in macOS.
> To use the group work function, set the access authority for all users to [Read/Write], click the gear icon and select "Apply to enclosed items".
> See the help of your version of macOS for details on how to set the macOS file sharing function.

[Prepare group work data] dialog box

(1) Location to create group work data

Specify the location to create group work data so that other users can participate in the group work.

Example: Location set as the shared folder in Windows or macOS.

> **✎ Memo**
> For information on how to configure shared folders, see the help of your computer.

(2) Group work folder name

Enter the name of the folder to which to save the data for the group work.

(3) User name (your name)

Enter the name of the user performing [Prepare group work data].

> **✎ Memo**
> The user name set here is used when specifying and removing member names. Make sure to inform the other users of this user name before starting the group work.

(4) Open only files set for member in charge

When turned on, members can only open pages for which they are specified as a member in charge. Even the administrator of the group work data cannot open pages for which they are not specified as a member in charge.

> **✎ Memo**
> Specify members in charge in [Set member for work]. For details, see **"Set member for work"** .

(5) Display warning if opening file that hasn't been set by member in charge

When turned on, a warning message is displayed when a member attempts to open a file for which they are not set as a member in charge.

This cannot be set if [Open only file set for member in charge] is set.

(6) Do not rewrite over group work data

When turned on, the group work data cannot be overwritten.

When a user performs [Reflect change on group work data], a new folder is created in the group work folder and the edited page is copied there.

Only the administrator can reflect users' edits in the group work data. When the administrator performs [Update work folder], the page edited by the user is imported as a conflicting file. The administrator must perform [Resolve confliction] and configure the settings so that the user's edits are reflected in the group work data.

Additionally, only the administrator can specify or remove members in charge.

> **✎ Memo**
> If an online file sharing service is used as the destination for creating group work data, turn on [Do not rewrite over group work data].
> It may take time to reflect edits if the group work data is created on a file sharing service. This means that it may not be possible to operate the group work data correctly if [Do not rewrite over group work data] is turned off.

(7) Comment

Enter comments for the group work data.

Obtain group work data

Obtain (download) the group work data created in [Prepare group work data] and create a work folder on the computer you will use to participate in the group work.

Perform [Obtain group work data]. The user who created the work folder is set as a user.

1 Execute command

Select the [Story] menu → [Group work] → [Obtain group work data].

2 Obtain group work data

In the [Obtain group work data] dialog box, obtain the group work data and create a work folder on your computer.

(1) Specify the location of the group work data to be obtained in [Group work data location].

(2) Specify a location in which to create the work folder in [Location to create work folder].

(3) Enter the name of the work folder in [Folder name].

(4) Enter the user name(s) in [User name].

(5) Click [OK].

> **✎ Memo**
> For information on each item in the [Prepare group work data] dialog box, see **"[Prepare group work data] dialog box"** .

3 The work folder is created

The [Obtain group work data] dialog closes and the work folder is created in the specified location.

The [Page Manager] window of the work folder is also displayed.

[Obtain group work data] dialog box

(1) Location of group work data (on network)

Specify the location of the group work data to be obtained.

(2) Location where to create work folder (on this computer)

Specify a location in which to obtain the group work data and create a work folder for editing the data on your computer.

(3) Folder name

Enter a name for the work folder.

(4) User name (your name)

Enter the name of the user performing [Obtain group work data].

> **✎ Memo**
> The user name set here is used when specifying and removing member names. Make sure to inform the other users of this user name before starting the group work.

View settings

You can confirm the settings of the group work data you are currently editing.

[Settings of group work] Dialog Box

(1) Group work data

Displays the location of the group work data.

(2) Work folder

Displays the location of the work folder.

(3) User name

Displays the user name set for the group work data. This user name is used when specifying and removing member names.

(4) Authority

Displays the user's authority level. The user who performed [Prepare group work data] is displayed as [Administrator]. Users who perform [Obtain group work data] are displayed as [User].

(5) Open only files set for member in charge

Displays the setting configured by the administrator in the [Prepare group work data] dialog box.

(6) Warn if opening file not for member in charge

Displays the setting configured by the administrator in the [Prepare group work data] dialog box.

(7) Do not rewrite over group work data

Displays the setting configured by the administrator in the [Prepare group work data] dialog box.

> 🖉 **Memo** **See [Open only file set for member in charge], [Warn if opening file not for member in charge] and [Do not rewrite over group work data] "Prepare group work data" .**
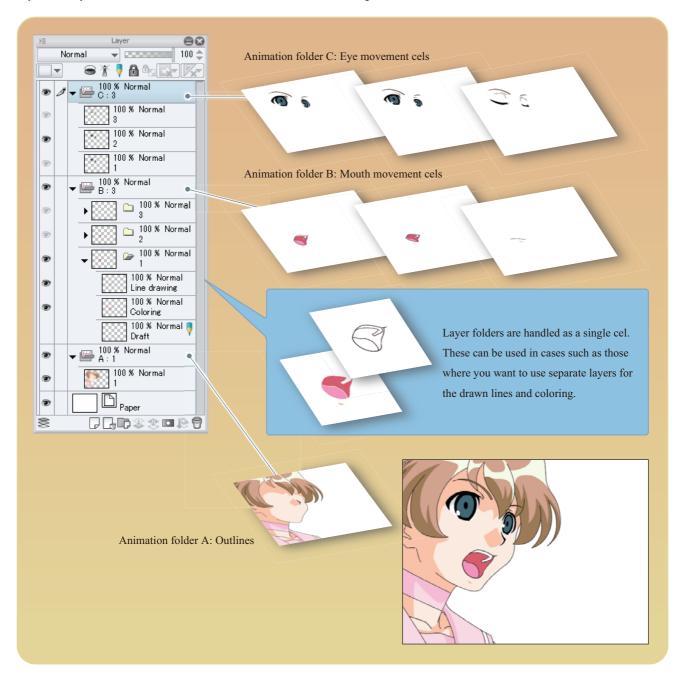
Animation menu

The [Animation] menu allows you to manage animation folders and cels and perform operations on the [Timeline] palette. This section describes the commands in the [Animation] menu.
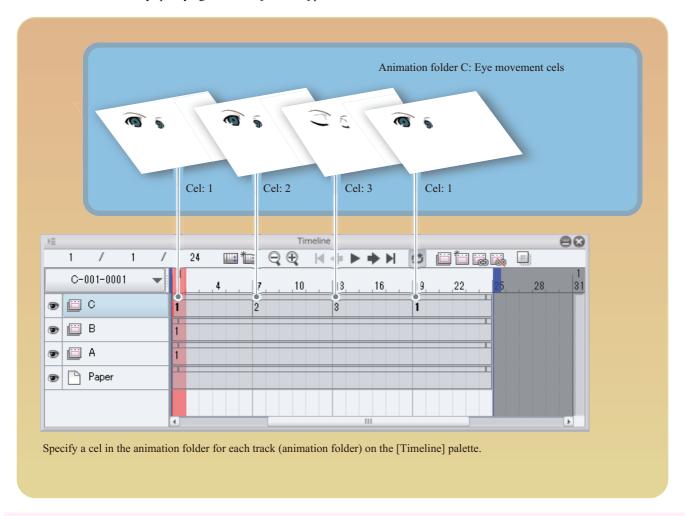
Explanation: Animation folder and cel

Animation folders are folders for managing animation cels.

Layers and layer folders in an animation folder are treated as cels creating the movement of the animation.

Animation folder C: Eye movement cels

Animation folder B: Mouth movement cels

Layer folders are handled as a single cel. These can be used in cases such as those where you want to use separate layers for the drawn lines and coloring.

Animation folder A: Outlines

You can create animation by specifying cels in the [Timeline] palette.

Animation folder C: Eye movement cels

Cel: 1   Cel: 2   Cel: 3   Cel: 1

Specify a cel in the animation folder for each track (animation folder) on the [Timeline] palette.

! Important

Cels (layers) in an animation folder must be specified for display on the [Timeline] palette before they can be drawn on.
For details on specifying cels on the [Timeline] palette, see "Operating the Timeline Palette" → "Cel specification operations" .

New animation folder

Creates a new animation folder on the [Layer] palette and the [Timeline] palette. Animation folders are folders for storing animation cels (layers).

Layers and layer folders created in an animation folder can be used as cels.

✎ Memo

- **Animation folders cannot be created inside an existing animation folder.**

- **If a single letter is set as the name of an animation folder, subsequent folders will automatically be named with the next letter of the alphabet. For example, if you select an animation folder called "A" in the [Layer] palette and create a new animation folder, the new animation folder will be called "B".**

- **Cels in an animation folder must be specified on the [Timeline] palette before they can be drawn on. For information on how to specify cels, see "Specify cel" . You can also specify a cel in the [Timeline] palette at the same time it is created by selecting the [Animation] menu → [New animation cel].**
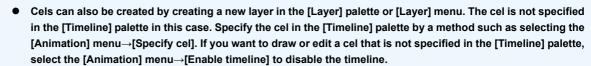
New animation cel

Creates a new cel in an animation folder.

If a cel is created while the [Timeline] palette is enabled, the cel is specified in the [Timeline] palette.

To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

Memo
- A new cel is specified for the frame selected in the [Timeline] palette. If another cel is already specified for the selected frame, the new cel is specified for the next frame.
- If another cel is already specified for the selected frame and there are multiple cels in the same clip, the new cel is specified between the specified frame and the previous cel.
- The cel is created as a raster layer by default. You can change the layer type and expression color in the [Layer] menu→[Convert Layer]. For details, see **"Convert layer [PRO/EX]"** .
- Cels can also be created by creating a new layer in the [Layer] palette or [Layer] menu. The cel is not specified in the [Timeline] palette in this case. Specify the cel in the [Timeline] palette by a method such as selecting the [Animation] menu→[Specify cel]. If you want to draw or edit a cel that is not specified in the [Timeline] palette, select the [Animation] menu→[Enable timeline] to disable the timeline.
- Set [Cel template] in the [New] dialog in PRO or EX to create a cel with the layer configuration set as a template. This is convenient for creating layer folders or creating multiple layer folders together.

Specify cel

Allows you to perform cell management operations such as specifying cels in the [Timeline] palette or changing the names of cels.
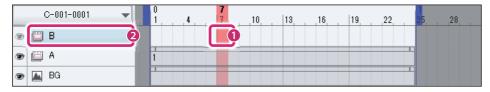
Specify cels

Select this to display the [Select layer] dialog box. Specify a cel for the frame selected in the [Timeline] palette. To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

Memo
- Cels can also be specified by right clicking on the [Timeline] palette.
- Cels can be specified while using the [Timeline] tool by selecting a frame in the [Timeline] palette and pressing the [Enter] key.

1 Select the frame

Select the frame for which to specify a cel in the [Timeline] palette.

(1) Click the frame for which to specify a cel.

(2) Click the track (animation folder) for which to specify a cel.

2 Select the command

Select the [Animation] menu → [Specify cel] → [Specify cels].

3 Specify the cel

Select the name of the cel to be specified from [Select layer] in the [Select layer] dialog box and click [OK].

4 The cel is specified.

The cel is specified on the [Timeline] palette.

Memo

- If the cel to be specified has not yet been created, input the cel (layer) name in [Enter layer name] and click [OK]. In this case, the cel name is specified in the [Timeline] palette but the cel is not created in the [Layer] palette. Create a cel with the same name in the [Layer] palette.
- If a cel that has not yet been created is specified, the background of the area specified by that cel is transparent in the clip in the [Timeline] palette. Color appears in the background of the area specified by that cel when the cel is created.
- If a cel is specified on selecting a frame for which a cel has already been specified, the previous cel is replaced with the newly specified cel.

[Select layer] Dialog Box

(1) Select layer

A list of cel (layer) names in the currently selected animation folder. This allows you to select the cel to be specified in the [Timeline] palette.

(2) Enter layer name

Allows you to enter a desired cel (layer) name and specify it in the [Timeline] palette. The entered cel name is specified in the [Timeline] palette but the cel is not created in the [Layer] palette. To create the cel, select the [Animation] menu → [Specify cel] → [Create all supported cels].
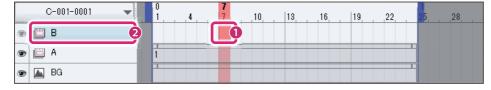
Batch specify cels

Select this to display the [Batch specify cels] dialog box. This allows you to batch specify cels in the [Timeline] palette from the selected frame onward.

To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

1 Select the frame

Select the frame for which to specify a cel in the [Timeline] palette.

(1) Click the frame for which to specify a cel.

(2) Click the track (animation folder) for which to specify a cel.

2 Select the command

Select the [Animation] menu → [Specify cel] → [Batch specify cels].

3 Specify the cel

Configure the settings in the [Batch specify cels] dialog box and click [OK].

4 The cel specifications are reflected

The cel specifications are reflected in the [Timeline] palette.

> **Memo**
>
> If [Batch specify cels] is executed for frames where a cel has already been specified, the frames for which a second cel has been specified are overwritten with the cels specified in [Batch specify cels]. The cel specifications of the other frames remain as they are.

[Batch specify cels] dialog box

A. How to specify

Select how to specify the cel. The setting methods for [Specify cel] change when a specification method is selected.

(1) Specify value

Specify a value by entering a numerical value in [Specify cel].

(2) Specify name of existing animation cel

[Specify cel] changes to a pull-down menu when this is selected. In the pull-down menu, select a cel name from the animation folder being edited.

B. Specify cel (when "Specify value" is selected)

(3) Start number

Input the number of the start cel.

(4) End number

Input the number of the end cel.

(5) Number of frames

Input the interval for which to specify cels. Cels are created in intervals of the specified number of frames.

C. Specify cel (when "Specify name of existing animation cel" is selected)

Allows you to select a cel from the animation folder being edited.

(6) Start cel

Select the name of the start cel.

(7) End cel

Select the name of the end cel.

(8) Number of frames

Input the interval for which to specify cels. Cels are created in intervals of the specified number of frames.

D. Repeat settings

Specify the number of times to repeat the cel specification.

(9) Number of repeats

Specify the number of times to repeat the cel specification by entering a value.
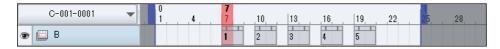
(10) Repeat to end

Repeats the cel specification to the end of the timeline.

E. Advanced settings

(11) Create gap of n frames for each cel specification

Leaves a gap of the specified number of frames between one cel specification and the next. Clips are not created in this area. When this is turned on, you can specify the [Number of frames].

For example, specifying "1" for [Number of frames] leaves one blank frame between one specification and the next.

(12) Skip cel number for cel specification

Specify a number of numbered cels to be skipped when specifying cels. When this is turned on, you can specify the [Number of cels].

For example, when "1" is specified for [Number of cels] and cels are numbered 1 to 5, this setting specifies cels 1, 3 and 5, skipping one cel each time.
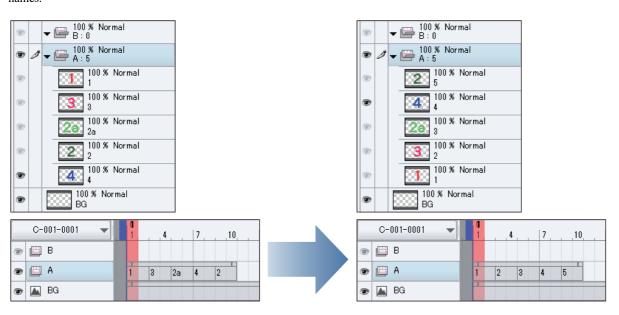

Create all supported cels

Cels that are specified in the [Timeline] palette but have not been created in the [Layer] palette can be created together by specifying this item. The cels are created in all animation folders included in the timeline.

Standardize in order of timeline

Renumbers the names of the cels in the selected animation folder in the order displayed on the [Timeline] palette. The changed cel names are applied to both the [Timeline] palette and the [Layer] palette. The order of the cels on the [Layer] palette is also changed according to the cel names.
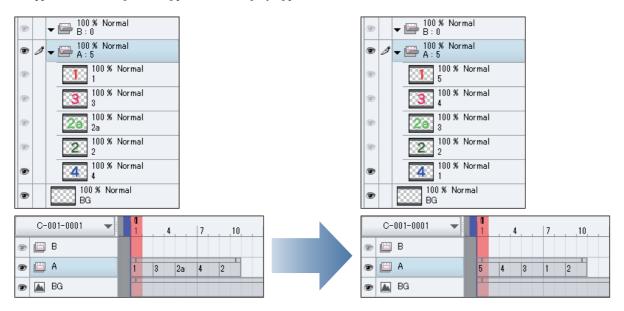

✎ Memo

- Cel names consisting of text other than numbers will be changed to numbers.
- If any of the cels in the animation folder are not specified in the [Timeline] palette, numbers after those of the specified cels are assigned as the cel names for the unspecified cels. The order of the cels on the [Layer] palette is also changed according to the numbers.
- If the same animation folder is used for multiple timelines, the timeline currently displayed in the [Timeline] palette is prioritized. The other timelines are ordered according to the [Timeline list]. The order of the [Timeline list] can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline].

Standardize in order of layers

Renumbers the names of the cels in the selected animation folder according to the stacking order of the [Layer] palette. The changed cel names are applied to both the [Timeline] palette and the [Layer] palette.

> 📝 **Memo**
> - Cel names consisting of text other than numbers will be changed to numbers.
> - If cels that have not been created in the [Layer] palette are specified in the [Timeline] palette, numbers after those of the cels on the [Layer] palette are assigned to the other cels specified in the [Timeline] palette.
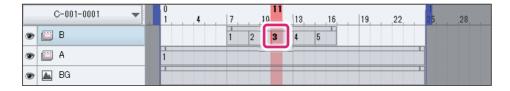
Delete

Delete a cel specification from the [Timeline] palette.

The cels remain in the [Layer] palette even after the cel specification is deleted from the [Timeline] palette.

1 Select the cel

Click the cel specifications to be deleted from the [Timeline] palette. The cel names of selected cel specifications are displayed in bold.
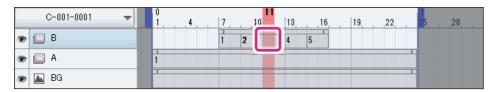

> 📝 **Memo**
> To select multiple cel specifications, click the additional cel specifications while holding down the [Ctrl] key or [Shift] key. You can also select multiple cel specifications by dragging to surround the cel specifications.

2 Delete the cels

Select the [Animation] menu → [Specify cel] → [Delete] to delete the cels from the [Timeline] palette.

> 🖉 **Memo** **You can also delete cel specifications by key operation on the [Timeline] palette. For details on how to delete, see "Operating the Timeline Palette" → "Cel specification operations" → "Delete the cel specification" .**

Cut

Cuts a selected cel specification from the [Timeline] palette and stores it on the clipboard.

> 🖉 **Memo** **To select multiple cel specifications, click the additional cels while holding down the [Ctrl] key. You can also select multiple cel specifications by dragging to surround the cel specifications.**

Copy

Stores a selected cel specification from the [Timeline] palette on the clipboard. The cel remains on the [Timeline] palette.

> 🖉 **Memo** **To select multiple cel specifications, click the additional cels while holding down the [Ctrl] key. You can also select multiple cel specifications by dragging to surround the cel specifications.**

Paste

Pastes the cel specification stored on the clipboard to the [Timeline] palette.

Select the animation folder for pasting and then select the frame in which to paste the cel specification.

Select the [Animation] menu → [Specify cel] → [Paste] to paste the cel specification to the selected frame.

- If you paste to the same animation folder as the cel specification stored on the clipboard, the same cel is specified.

- If you paste to a different animation folder from the cel specification stored on the clipboard, a cel with the same name is specified in the new folder.

- You cannot paste different types of tracks (layers).

Set as first displayed frame

The start position of a clip can be set according to the frames on the [Timeline] palette.

On the [Timeline] palette, select the target track and then select the frame to be set as the start position of the clip.

Select the [Animation] menu → [Set as first displayed frame] to set the selected frame as the start position of the clip.

> 🖉 **Memo**
> - **For details on the names of each part of the [Timeline] palette, see "Timeline palette" → "Functions of Timeline Palette" .**
> - **If a frame in the clip is selected when performing [Set as first displayed frame], the clip containing the frame is shortened and the selected frame becomes the start of the clip.**
> - **If a cel before the selected frame is specified, the cel specification position moves to the selected frame.**

Set as last displayed frame

The end position of a clip can be set according to the frames on the [Timeline] palette.

On the [Timeline] palette, select the target track and then select the frame to be set as the end position of the clip.

Select the [Animation] menu → [Set as last displayed frame] to set the selected frame as the end position of the clip.
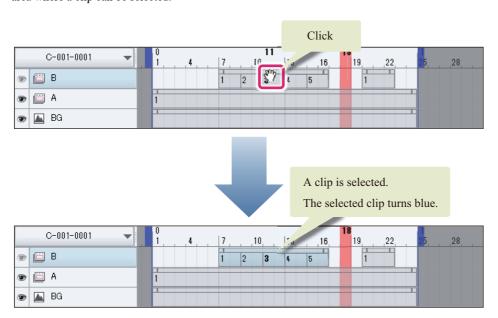
Memo

- For details on the names of each part of the [Timeline] palette, see **"Timeline palette"** → **"Functions of Time-line Palette"** .
- If a cel after the selected frame is specified, the section of the clip from the specified frame to the next cel specification is deleted.
- If a frame without a clip is selected when performing [Set as last displayed frame], the previous clip is extended and the selected frame becomes the end of the clip.
- If a frame with a cel specification is selected when performing [Set as last displayed frame], the cel specification is deleted.

Clip

You can edit a clip by selecting the clip in the [Timeline] palette and executing various commands.

To select a clip, click above the clip to be selected on the [Timeline] palette. The mouse cursor changes to a hand icon when it is moved to an area where a clip can be selected.

Click

A clip is selected.
The selected clip turns blue.

Delete

Deletes the clip selected on the [Timeline] palette.

Memo   Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Cut

Cuts a selected clip from the [Timeline] palette and stores it on the clipboard.

Memo   Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Copy

Stores a selected clip from the [Timeline] palette on the clipboard. The clip remains on the [Timeline] palette.

Memo   Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Paste

Pastes the clip stored on the clipboard to the [Timeline] palette.

> ✎ **Memo**
> - **Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.**
> - **You cannot paste different types of tracks (layers).**
> - **If you paste between different animation folders, the cels in the clip are renamed according to the cels in the paste destination.**

Join

Select multiple consecutive clips in the same track on the [Timeline] palette and join them together.

> ✎ **Memo**
> - **Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.**
> - **Clips in different tracks (animation folders) cannot be joined.**

Split

Splits the clip at the frame selected on the [Timeline] palette.

Select previous cel

The operation for this item differs depending on the canvas specification or the cel or layer that is selected.

- If the timeline is enabled, this selects the cel before the frame currently selected in the [Timeline] palette.

- If the timeline is disabled, this selects the cel below the cel currently selected in the [Layer] palette. If the bottom cel in the animation folder is selected, the top layer in the same folder is selected.

- If a light table layer on the [Animation cels] palette is selected, the display switches between the light table layers in the order they are displayed on the [Layer] palette. Clicking this displays the layer below. It also changes the light table layers linked to the edited cel.

Select next cel

The operation for this item differs depending on the canvas specification or the cel or layer that is selected.

- If the timeline is enabled, this selects the cel after the frame currently selected in the [Timeline] palette.

- If the timeline is disabled, this selects the cel above the cel currently selected in the [Layer] palette. If the top cel in the animation folder is selected, the bottom layer in the same folder is selected.

- If a light table layer on the [Animation cels] palette is selected, the display switches between the light table layers in the order they are displayed on the [Layer] palette. Clicking this displays the layer above. It also changes the light table layers linked to the edited cel.

Play/Stop

Plays or stops animation on the canvas.

> ✎ **Memo**
> - **Playback of the animation can be stopped by pressing the [ESC] key or clicking a palette other than the [Timeline] palette during playback.**
> - **A cache of the played frames is created when the animation is played. This allows the animation to buffer more quickly the next time it is played. However, the previous playback cache is discarded when the canvas or [Timeline] palette is edited.**

Settings of play

Set the playback method for playing animation.

Play in real time

Plays the animation according to the frame rate.

> 🖊 **Memo** — **When an animation is played with [Play in real time] turned on, it plays according to the set time. However, drop-frame (an issue where not all of the cels can be played) may occur depending on your operating environment.**

Play all frames

Plays all frames when playing the animation.

> 🖊 **Memo** — **When an animation is played with [Play all frames] turned on, all frames are played without the restriction to play the animation in the set time. This means that the animation may play more slowly than the actual playback speed.**

Loop play

Turn this on to enable loop play. When playback reaches the last frame of the animation, it starts again from the first frame.

Render before starting playback

Turn this on to render the playback range of the animation before playing the animation.

This avoids issues where playback is delayed due to the time taken to load the animation. However, rendering before playing the animation means that it may be a while before playback starts.

Prefer speed

When the canvas has a high resolution, the resolution is automatically reduced when playing the animation to improve the playback speed.

A cache is created with images at a size near the scale of the canvas when playing the animation. When the scale is changed during playback, the cache is discarded according to the scale.

Prefer quality

When the canvas has a high resolution, the resolution is automatically reduced when playing the animation to improve the playback speed.

A cache is created with images at a size near the scale of the canvas when playing the animation. The cache is not discarded when the scale is changed during playback.

Move frame

Operate the frames in the [Timeline] palette using commands.

Go to start

Selects the first frame in the [Timeline] palette.

Go to end

Selects the last frame in the [Timeline] palette.

Go to previous frame

Selects the frame before the selected frame in the [Timeline] palette.

Go to next frame

Selects the frame after the selected frame in the [Timeline] palette.

Go to specified frame

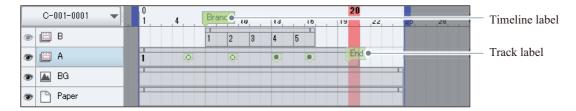Selects the frame corresponding to the specified number in the [Timeline] palette.

Selecting this command displays the [Go to specified frame] dialog box. Enter the frame to be selected in [Frame number] and click [OK]. The frame entered in [Frame number] is selected in the [Timeline] palette.

| ✎ Memo | In PRO and EX, the [Frame number] is entered differently depending on the frame display method selected in [Playback time] in the [New] dialog box or the [New timeline] dialog box. |

Label

Set labels on the [Timeline] palette. Created labels can be used as markers when editing.

Create timeline label

Create a timeline label in the specified frame on the [Timeline] palette.

1 Select the frame

Select the frame to which to add a timeline label on the [Timeline] palette.

2 Select the command

Select the [Animation] menu → [Label] → [Create timeline label]. The [Create timeline label] dialog box opens.

3 Set the name of the timeline label

In the [Create timeline label] dialog box, enter the name of the label in [Label name] and click [OK].

4 The label is created

A timeline label is created in the specified frame on the [Timeline] palette.

| ✎ Memo | Timeline labels with the same name cannot be created in the same file. |

Delete timeline label

Delete a timeline label from the [Timeline] palette.

1 Select the frame

Select the frame containing the timeline label to be deleted on the [Timeline] palette.

2 Delete the timeline label

Select the [Animation] menu → [Label] → [Delete timeline label]. The timeline label in the specified frame is deleted.

Go to timeline label

Specify the name of a timeline label and go to the frame containing that timeline label.

1 Select the command

Select the [Animation] menu → [Label] → [Go to timeline label]. The [Go to timeline label] dialog box opens.

2 Specify the label

In the [Go to timeline label] dialog box, select the name of the timeline label and click [OK].

3 Go to the frame containing the specified timeline label

The frame containing the specified timeline label becomes the [Current frame].

> **Memo**
> If a file contains multiple timelines (cuts), you can select timeline labels created in a different cut. When this is selected, the [Timeline] palette switches to the cut containing the corresponding timeline label.

Create track label

Create a track label in a frame in the specified track on the [Timeline] palette.

1 Select the frame and track

Select the track to which to add a track label on the [Timeline] palette.

(1) Select the frame to which to add the track label.

(2) Select the track to which to add the track label.

2 Select the command

Select the [Animation] menu → [Label] → [Create track label]. The [Create track label] dialog box opens.

3 Set the name of the track label

In the [Create track label] dialog box, enter the name of the track label in [Label name] and click [OK].

4 The label is created

A track label is created in the specified track on the [Timeline] palette.

Delete track label

Delete a track label from the [Timeline] palette. Inbetween track labels and reverse sheet track labels can be deleted in addition to standard track labels.

1 Select the frame

Select the frame in the track containing the track label to be deleted on the [Timeline] palette.

(1) Select the frame from which to delete the track label.

(2) Select the track from which to delete the track label.

2 Delete the track label

Select the [Animation] menu → [Label] → [Delete track label]. The track label in the specified frame is deleted.

Create inbetween track label

Add a track label specifying an inbetween point in a frame in the specified track on the [Timeline] palette.

Select the frame and track in which to specify the track label and select the [Animation] menu → [Label] → [Create inbetween track label] to create a track label specifying an inbetween point.

✏ Memo	● In the [Timesheet] palette, drag the track to the right to display the popup menu for specifying a cel. Press [Enter] while pressing the [Alt] key to create an inbetween track label.
	● Inbetween track labels are indicated by the inbetween symbol "○" when the [Timeline] palette is exported as a timesheet in CSV format. For information on how to export timesheets in CSV format, see **"File Menu"** → **"Export animation"** → **"Export time sheet [EX]"** .

Create reverse sheet track label

Add a track label specifying a reverse sheet inbetween point in a frame in the specified track on the [Timeline] palette.

Select the frame and track in which to specify the track label and select the [Animation] menu → [Label] → [Create reverse sheet track label] to create a track label specifying an inbetween point.

✏ Memo	● In the [Timesheet] palette, drag the track to the right to display the popup menu for specifying a cel. Press [Enter] while pressing the [Shift] + [Alt] keys to create an inbetween track label.
	● Reverse sheet track labels are indicated by the reverse sheet symbol "●" when the [Timeline] palette is exported as a timesheet in CSV format. For information on how to export timesheets in CSV format, see **"File Menu"** → **"Export animation"** → **"Export time sheet [EX]"** .

Enable timeline

Enable or disable the timeline on the canvas.

Enabling the timeline allows you to edit the [Timeline] palette. The canvas only displays cels and layers specified for selected frames on the [Timeline] palette.

When the timeline is disabled, the [Timeline] palette cannot be edited, but all cels in the animation folder are displayed on the canvas. Cels can be edited regardless of whether they are specified on the [Timeline] palette.

✏ Memo	When the timeline is enabled, cels in the animation folder that are not specified in the [Timeline] palette cannot be displayed or edited on the canvas. Specify these cels for frames on the [Timeline] palette or disable the timeline to display these cels on the canvas and enable editing.

Timeline

Multiple timelines can be created and managed for one canvas in CLIP STUDIO PAINT.

You can perform timeline management operations such as creating additional timelines and switching timelines.

New timeline

Select this item displays the [New timeline] dialog box. This can be used to create a new timeline on the canvas.

If the canvas does not have a timeline, creating a timeline allows you to create an animation.

[New timeline] Dialog Box

(1) Timeline name

Input the timeline name.

(2) Frame rate

Input the frame rate of the timeline.

> ✏ **Memo**   **The frame rate (fps) is the number of images that can be displayed in one second to run the animation. For example, if 30 is set, a maximum of 30 images can be used in one second.**

(3) Playback time

Input the playback time. The content that can be edited differs depending on the settings configured in the [New] dialog.

When making the first timeline, use the pull-down menu to select how to display frames on the [Timeline] palette. The configuration method varies depending on the selected item.

Frame number (starting from 1), Frame number (starting from 0)	Set the number of frames for the entire timeline. For example, if you have set 30 for [Frame rate] and you are making a 4-second animation, enter "120" (30 frames x 4 seconds) here. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	Set the playback time in seconds. To add frames after the specified number of seconds, set the number of frames to be added.
Time code	Set the playback time in minutes and seconds. To add frames after the set number of seconds, set the number of frames to be added.

(4) Scene number

Input how to read the scene number.

(5) Cut number

Input how to read the cut number.

(6) Division line

Set lines dividing the [Timeline] palette. Division lines are created after the set number of frames (for example, after every five frames).

Go to previous timeline

Switches to the previous timeline if there are multiple timelines.

> ✏ **Memo**   **The display order of the timelines can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline] and configuring the settings in the [Manage timeline] dialog box. For details on the [Manage timeline] dialog box, see "Manage timeline" .**

Go to next timeline

Switches to the next timeline if there are multiple timelines.

> ✏ **Memo**   **The display order of the timelines can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline] and configuring the settings in the [Manage timeline] dialog box. For details on the [Manage timeline] dialog box, see "Manage timeline" .**

Change settings

Change various settings for the timeline currently being edited.

Enter values for the settings to be configured in the [Change settings] dialog and click [OK] to change the timeline settings.

[Change settings] Dialog Box

> **Memo** The values that can be entered for [Start frame] and [End frame] differ depending on the [Playback time] set in the [New] dialog box or the [New timeline] dialog box. For details, see **"[New timeline] Dialog Box"** .

(1) Timeline name

Input the timeline name.

(2) Start frame

Input the start frame.

(3) End frame

Input the end frame.

(4) Division line

Set lines dividing the [Timeline] palette. Division lines are created after the set number of frames (for example, after every five frames).

(5) Scene number

Input how to read the scene number.

(6) Cut number

Input how to read the cut number.

Change frame rate

Selecting this item displays the [Change frame rate] dialog box.

This allows you to change the frame rate (number of frames per second) set when creating the canvas.

[Change frame rate] Dialog Box

(1) Frame rate

Change the frame rate.

(2) Change total number of frames [EX]

When this is turned on, the number of frames on the timeline changes to fit the original playback time when the frame rate is changed. The position of specified cels also changes.

> **Memo** The playback time of movie tracks, audio tracks and phonetic tracks cannot be changed according to the frames. This means that the clip position and length may not match those of the other tracks.

Manage timeline

Allows you to manage timelines in the file.

You can perform operations such as adding, deleting or duplicating timelines in the [Manage timeline] dialog.

[Manage timeline] Dialog Box

(1) Timeline list

A list of timelines in the file. Select the timeline for which to change the settings.

(2) New timeline

Clicking the item displays the [New timeline] dialog box. This can be used to create a new timeline on the canvas.

If the canvas does not have a timeline, creating a timeline allows you to create an animation.

> **Memo**   For details on the [New timeline] dialog box, see **"New timeline"** .

(3) Duplicate

Allows you to duplicate the timeline selected in the [Timeline list].

Clicking the item displays the [Duplicate timeline] dialog box, where you can configure settings such as [Timeline name], [Scene number] and [Cut number].

[Duplicate timeline] Dialog Box

(4) Delete

Allows you to delete the timeline selected in the [Timeline list].

(5) Change settings

Allows you to change the settings of the timeline selected in the [Timeline list]. Clicking the menu item displays the [Change settings] dialog box.

> **Memo**   For details on setting items on the [Change settings] dialog box, see **"Change settings"** .

(6) Previous

Moves the timeline selected in the [Timeline list] one place back.

(7) Next

Moves the timeline selected in the [Timeline list] one place forward.

Delete motion of selected layer

Deletes edits made to a layer in CLIP STUDIO ACTION if the layer has been edited in CLIP STUDIO ACTION.

Layers can also be edited in CLIP STUDIO PAINT by turning on the timeline.

If a layer folder or animation folder is selected, this operation is applied to all layers in the folder.

Delete motion of all layers

Deletes edits made in CLIP STUDIO ACTION, such as key frames and blending, from all layers.

Phonetic tracks and audio tracks are also deleted.

Layers can also be edited in CLIP STUDIO PAINT by turning on the timeline after executing this command.

Show animation cels

Configure settings for displaying animation cels.

Show edited cel only

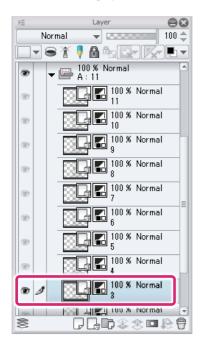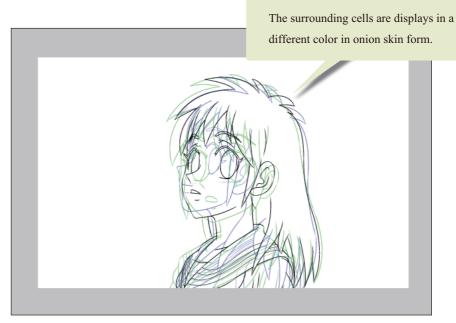Turn this on to display only the cel selected for editing from the animation folder.

> **Memo**
>
> **This item cannot be set when [Enable onion skin] is turned on.**

Enable onion skin

Onion skin is a function in which specified cels surrounding the selected cel are displayed on the canvas in addition to the selected cel.

Turn this on to display the onion skin on the canvas.

The surrounding cells are displays in a different color in onion skin form.

The displayed onion skin differs depending on the timeline settings.

When the timeline is enabled	The cels before and after the selected cel on the [Timeline] palette are displayed as onion skin.
When the timeline is disabled	The cels above and below the selected cel on the [Layer] palette are displayed as onion skin.

> **Memo**
>
> - Onion skin settings such as the display color and number of displayed cels can be configured in the [Animation] menu → [Show animation cels]→[Onion skin settings]. For details, see **"Onion skin settings"** .
> - To modify a cel with the onion skin as a reference, select the [Animation] menu→[Light table]→[Register onion skin images]. Onion skin cels corresponding to that cel are registered in the [Light table specific to cel] on the [Animation cels] palette.
> - The onion skin display color is not applied to cels consisting of a layer folder with [Combine mode] set to [Through].

Onion skin settings

Selecting this item displays the [Onion skin settings] dialog. This allows you to configure onion skin settings such as the number of displayed cels and the display color.
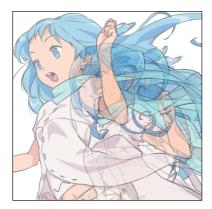
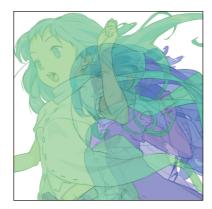### [Onion skin settings] Dialog Box
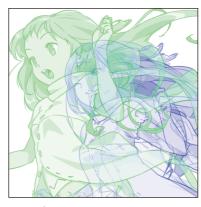
(1) Number of views

Set the number of cels to be displayed as onion skin. The number of preceding cels can be different from the number of following cels.

(2) How to show *

You can configure how to show onion skins.

Color   Half color   Monochrome

Color	The colors in the cels displayed as onion skins are displayed as is.
Half color	The colors set for [Display color of previous frame] and [Display color of next frame] are combined while maintaining the colors of the cels displayed as onion skins.
Monochrome	The colors of the cels displayed as onion skins are grayed and replaced by the colors set for [Display color of previous frame] and [Display color of next frame].

(3) Display color *

The display colors of the onion skins can be changed by setting [How to show] to [Half color] or [Monochrome]. The display color of the previous frame is displayed in [Display color of previous frame], and that of the next frame is displayed in [Display color of next frame]. Clicking each color indicator displays the [Color settings] dialog box. Here, a color can be set.

(4) Set Opacity *

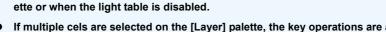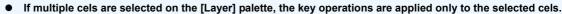Turning this on sets the opacity of the onion skins.

(5) Opacity

The opacity of the onion skins can be set in [Start]. If multiple skins are set for [Number of skins], specify a value for [Step opacity] to display the skins with the opacity reduced by the specified value for each skin.
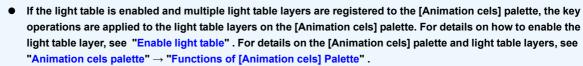
Check cel motion by key input

Allows you to check cel motion by key operation. A message saying [Check cel motion by key input] is displayed, allowing you to switch the displayed cel by using the numerical keys or the cursor keys on the keyboard. Click [Close] in the message to finish switching between cels by key operation.
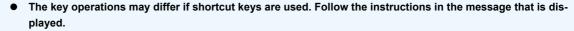
The displayed cel is switched in the order of the layers in the animation folder on the [Layer] palette.

> ✏️ **Memo**
> - **This item cannot be selected when an item other than an animation folder or cel is selected on the [Layer] palette or when the light table is disabled.**
> - **If multiple cels are selected on the [Layer] palette, the key operations are applied only to the selected cels.**
> - **If the light table is enabled and multiple light table layers are registered to the [Animation cels] palette, the key operations are applied to the light table layers on the [Animation cels] palette. For details on how to enable the light table layer, see "Enable light table" . For details on the [Animation cels] palette and light table layers, see "Animation cels palette" → "Functions of [Animation cels] Palette" .**
> - **The key operations may differ if shortcut keys are used. Follow the instructions in the message that is displayed.**

The cel display method differs depending on the key.

Numerical keys

Press the [1] key to display the bottom cel in the selected animation folder. The other cels can be displayed by pressing keys such as the [2] key and [3] key. The keys correspond to the order of the cels.

Cursor keys

Press the cursor keys to move through the cels in the selected animation folder.

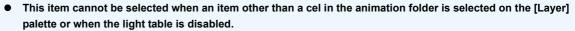| [↑] key	Displays the cels in order from bottom to top. Releasing the key displays the selected cel on the [Layer] palette.
[↓] key	Displays the cels in order from top to bottom. Releasing the key displays the selected cel on the [Layer] palette.
[→] key	Displays the cels in order from bottom to top. Releasing the key displays the cel that was indicated at the time the key was released.
[←] key	Displays the cels in order from top to bottom. Releasing the key displays the cel that was indicated at the time the key was released.

> ✏️ **Memo**
> **Pressing two numerical keys at once selects the cel corresponding to the last key that was pressed. If a different cel is selected, the cel selection changes.**

Check surrounding cels by key input

Allows you to check cel motion by key operation. A message saying [Check surrounding cels by key input] is displayed, allowing you to switch the displayed cel by using the numerical keys or the cursor keys on the keyboard. Click [Close] in the message to finish switching between cels by key operation.

The displayed cel is switched in the order of the layers in the animation folder on the [Layer] palette.

> ✎ **Memo**
> - This item cannot be selected when an item other than a cel in the animation folder is selected on the [Layer] palette or when the light table is disabled.
> - If multiple cels are selected on the [Layer] palette, the key operations are applied only to the selected cels.
> - If the light table is enabled and multiple light table layers are registered to the [Animation cels] palette, the key operations are applied to the light table layers on the [Animation cels] palette. For details on how to enable the light table layer, see "**Enable timeline**" . For details on the [Animation cels] palette and light table layers, see "**Animation cels palette**" → "**Functions of [Animation cels] Palette**" .
> - The key operations may differ if shortcut keys are used. Follow the instructions in the message that is displayed.

The cel display method differs depending on the key.

Numerical keys

Pressing the numerical keys allows you to display the selected cel and four cels on either side.

[5] key	Displays the cel selected on the [Layer] palette.
[4] key to [1] key	Displays the cels below the cel selected on the [Layer] palette.
[4] key to [1] key	Displays the cels above the cel selected on the [Layer] palette.

Cursor keys

Press the cursor keys to move through the cels in the selected animation folder.

[↑] key	Displays the cels in order from bottom to top. Releasing the key displays the selected cel on the [Layer] palette.
[↓] key	Displays the cels in order from top to bottom. Releasing the key displays the selected cel on the [Layer] palette.
[→] key	Displays the cels in order from bottom to top. Releasing the key displays the cel that was indicated at the time the key was released.
[←] key	Displays the cels in order from top to bottom. Releasing the key displays the cel that was indicated at the time the key was released.

> ✎ **Memo**
> Pressing two numerical keys at once selects the cel corresponding to the last key that was pressed. If a different cel is selected, the cel selection changes.

Light table

Allows you to configure the settings of the [Animation cels] palette and light table layers registered to the [Animation cels] palette.

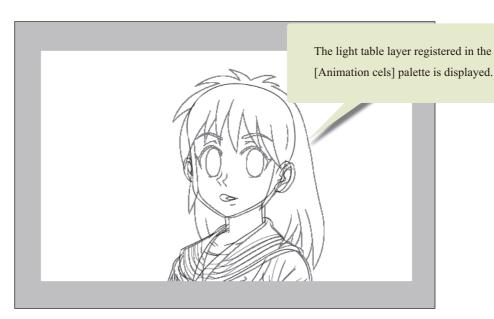| ✐ Memo	For details on the [Animation cels] palette and light table layers, see **"Animation cels palette"** → **"About the [Animation cels] Palette"** and **"Functions of [Animation cels] Palette"** .

Enable light table

Turn this on to display the light table layers on the canvas. Turn it off to hide the light table layers.

✐ Memo	**Selecting a light table layer on the [Animation cels] palette automatically turns on [Enable light table] if it is turned off.**

The light table layer registered in the [Animation cels] palette is displayed.

Fix current animation cel as editing target

Fixes a registered cel as the [Edited cel]. When this is set, the [Edited cel] does not change when another cel is selected on the [Layer] palette or [Timeline] palette.

Register selected layer

Register a layer selected on the [Layer] palette as a light table layer on the [Animation cels] palette.

- If an [Edited cel] is set on the [Animation cels] palette and [Fix current cel as editing target] is turned on, the image is registered to the [Light table specific to cel].

- If an [Edited cel] is not set on the [Animation cels] palette, the image is registered to the [Common light table for canvas].

✐ Memo	**If the layer contains a layer folder or layer mask, the layer is registered to the [Animation cels] palette with the folder or mask merged.**

Select and register file

Register other image files to the light table on the [Animation cels] palette. File formats that can be registered are: Files in CLIP STUDIO FORMAT (extension: clip), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

Select this to display the dialog box for selecting a file. Select a file to register the image to the [Animation cels] palette.

● If an [Edited cel] is set on the [Animation cels] palette, the image is registered to the [Light table specific to cel].

● If an [Edited cel] is not set on the [Animation cels] palette, the image is registered to the [Common light table for canvas].

> 🖉 **Memo**
>
> ● **If the file has multiple layers (CLIP STUDIO FORMAT (extension: clip), Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb)), the layers are merged in the version of the image that is registered to the [Animation cels] palette.**
>
> ● **When light table layers are registered from another file, the other file is referred to in the same way as with file object layers. The only information recorded for file object layers is the location where the loaded file is saved. This means that if the location of the registered file or the location of the canvas is changed, the file location needs to be re-specified by selecting the light table layer using the [Object] tool.**

Register layer copied from another canvas

Pastes a layer copied from another canvas to the light table on the [Animation cels] palette.

If the selected layer is a light table layer from a [Light table specific to cel], it is registered to the [Light table specific to cel]. Otherwise, it is registered to the [Common light table for canvas].

> 🖉 **Memo**
>
> **When light table layers are copied from another canvas, the other file is referred to in the same way as with file object layers. The only information recorded for file object layers is the location where the loaded file is saved. They therefore need to be deleted and re-registered if the save destination of the original file or the save destination of the canvas is changed.**

Register onion skin images

If onion skin is enabled, the surrounding cels displayed as onion skin are registered to the [Light table specific to cel] on the [Animation cels] palette. The onion skin layer color of the registered cels (light table layers) is kept, but the opacity is not.

Cels registered to the light table cannot be displayed as onion skin.
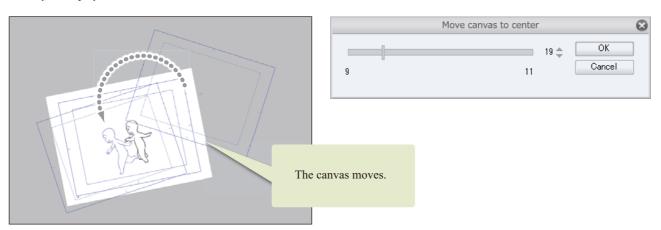
Deregister selected image from light table

Deregisters the selected light table layer from the [Animation cels] palette.

Deregister all images from light table

Deregisters all light table layers currently displayed on the [Animation cels] palette.

Move canvas to center

Selecting this item displays the [Move canvas to center] dialog. Drag the slider to adjust the position and angle of the canvas based on the light table layers displayed on the canvas.

The canvas moves.

> **Memo**
>
> ● For details on how to operate [Move canvas to center], see "Animation cels palette" → "Light Table Layer Operation" → "Move canvas to center" .
>
> ● [Move canvas to center] can be used when two light table layers are registered to the [Light table specific to cel] on the [Animation cels] palette, or when two light table layers are selected.