

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.

- **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.



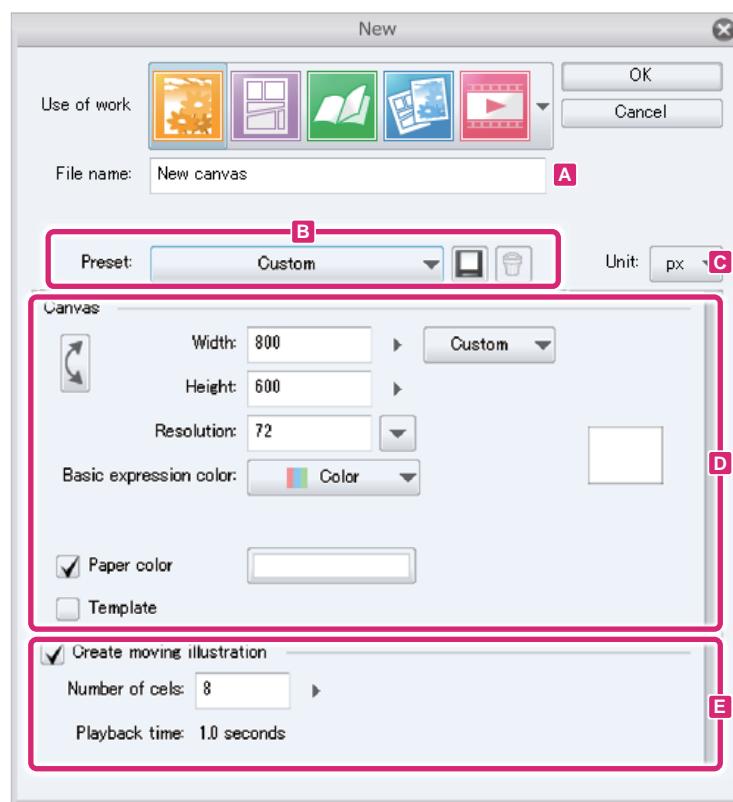
Illustration [PRO/EX]	Selecting this displays the items necessary for creating an illustration. You can configure settings for moving illustrations in addition to standard illustrations. For information on each setting, see "[New] dialog box (Illustration) [PRO/EX]" .
Comic [PRO/EX]	Selecting this displays 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]" .



[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.



[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].



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].



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].

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.



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].

- [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.

 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.

 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.

- [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

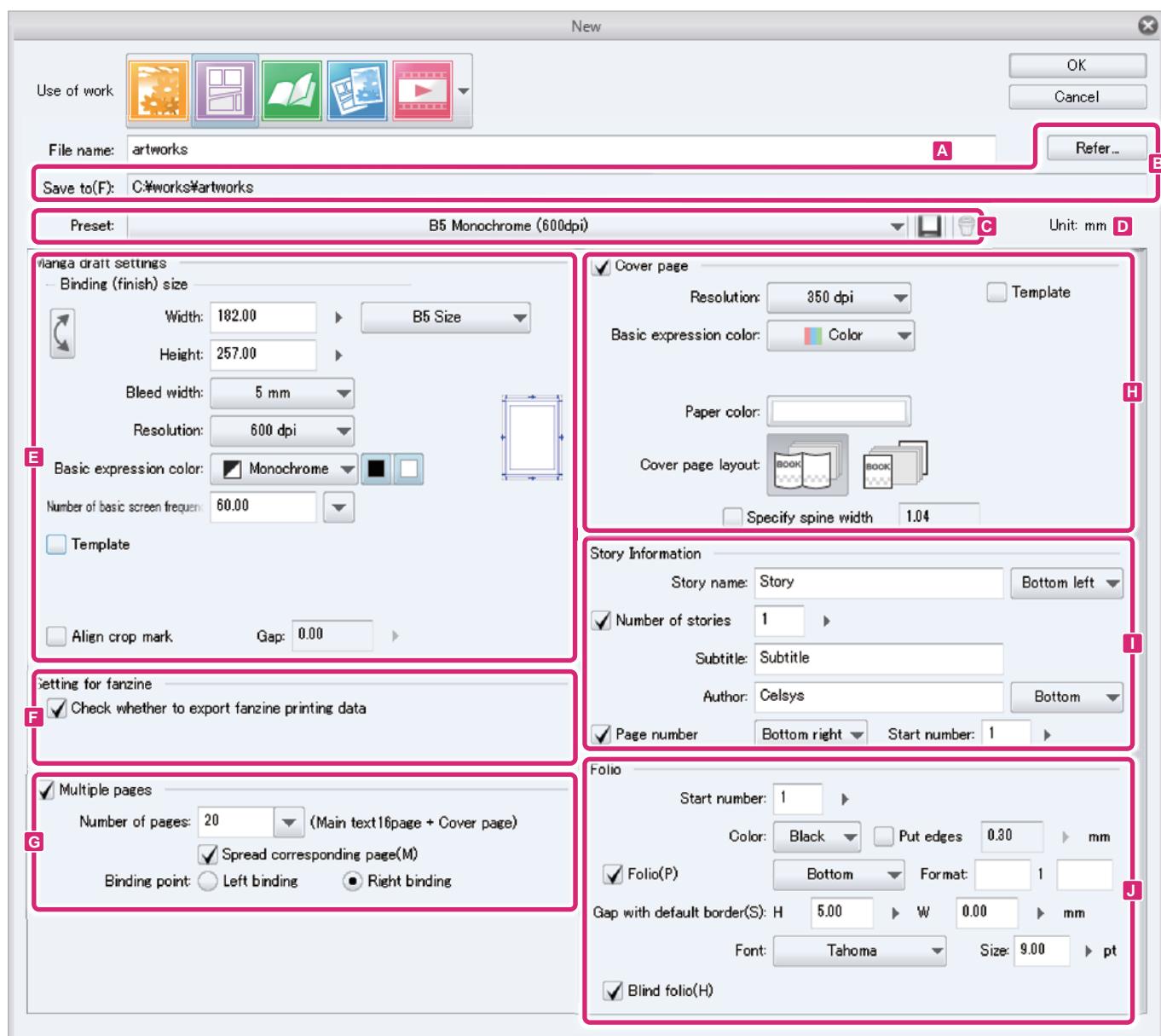
The playback time when the movie is exported is displayed in accordance with the setting content of [Number of cels] and [Frame rate].

(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)

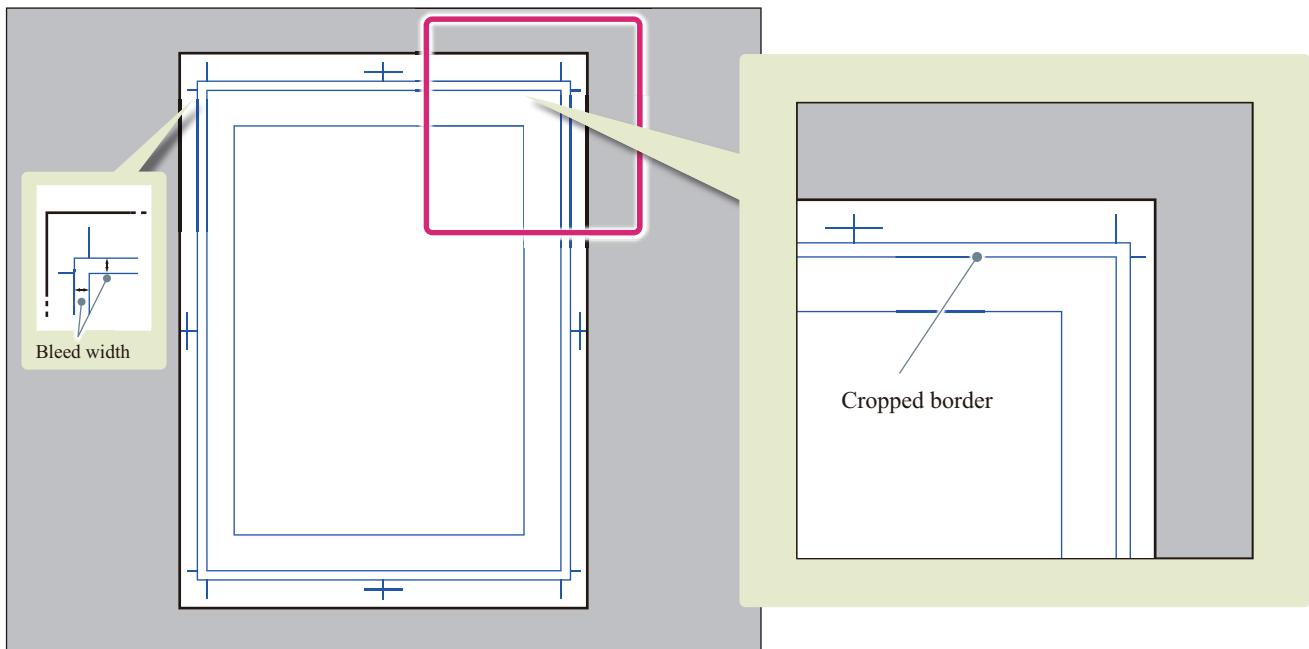
Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(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.



(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.



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].



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.



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.



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 [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].

! 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.



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].

- [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.



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.



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.



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

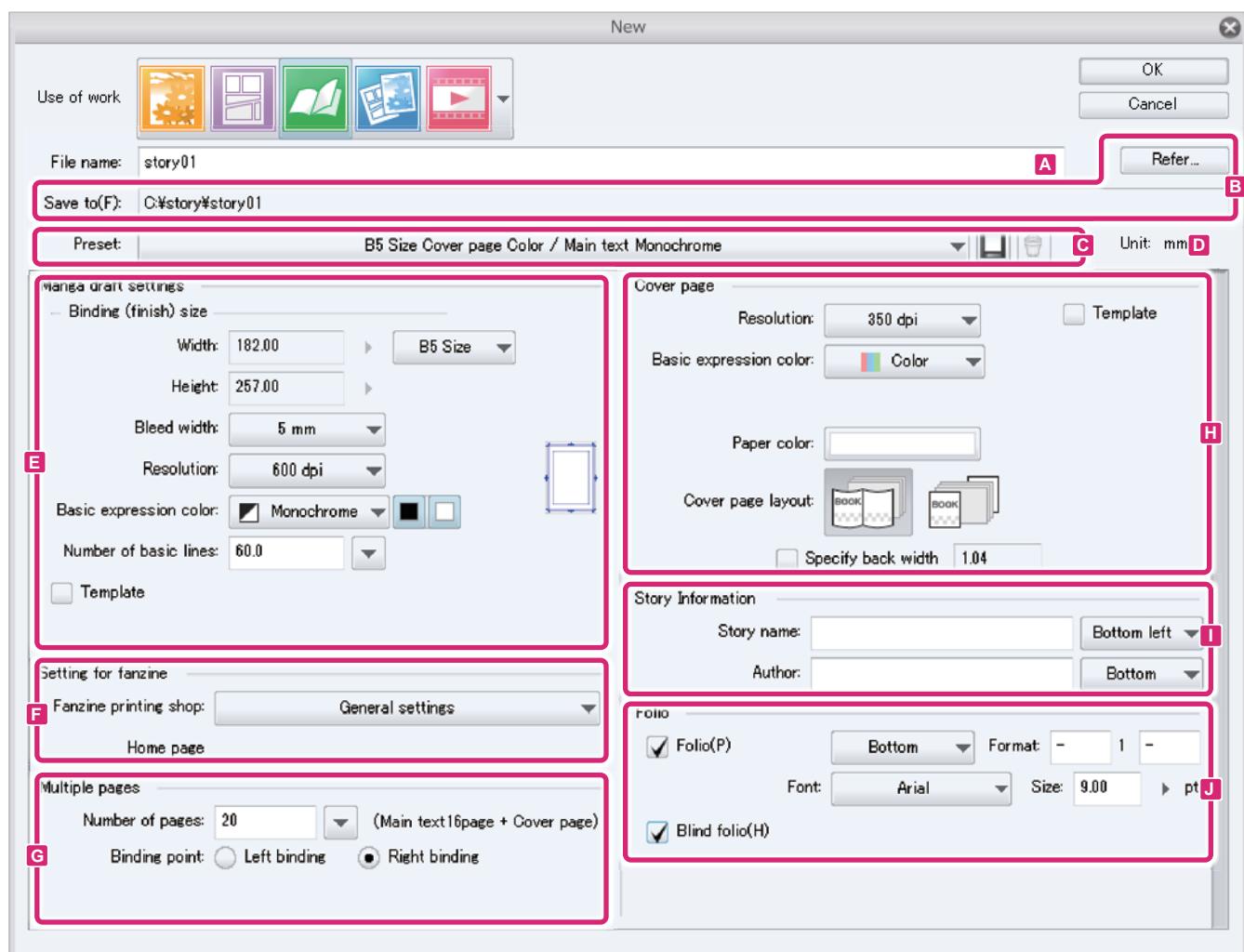
Configure the font size for the page number.

(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.



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.



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.



[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].



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].



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)

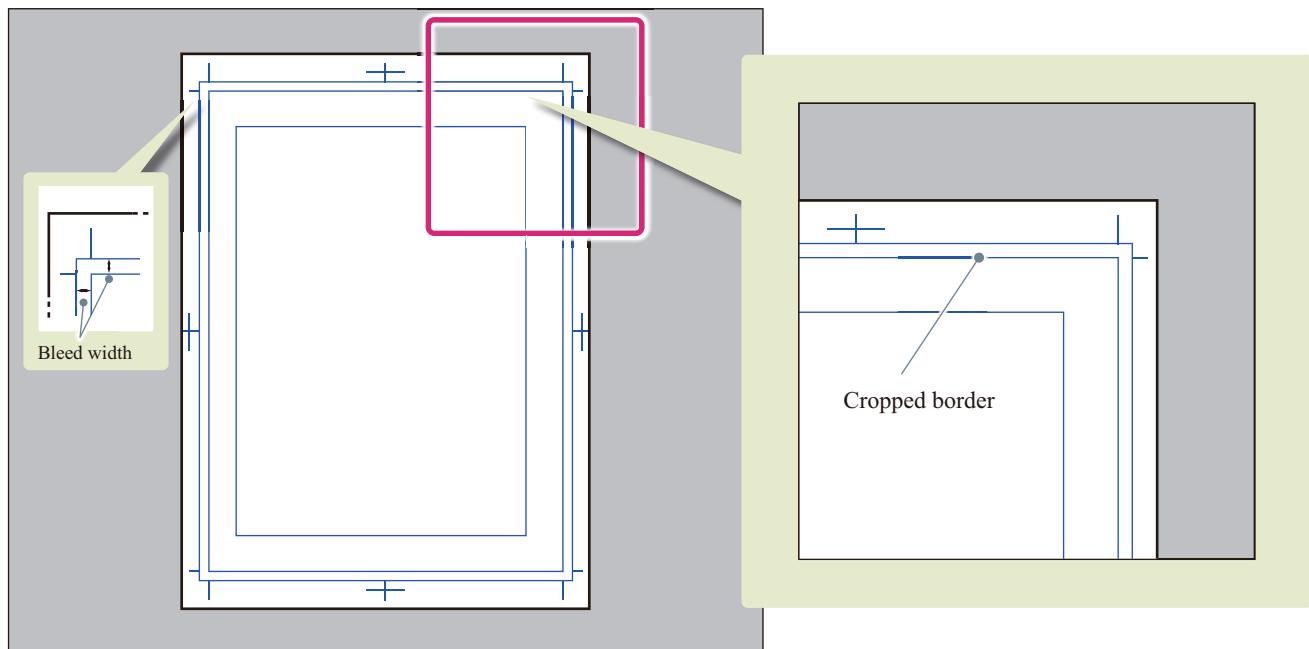
Allows you to select a [Width] and [Height] for the cropped border from default sizes.

(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.



(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].

The expression color [Monotone] configured with Ver.1.2.1 or earlier is converted into the following [Basic expression color] and [Drawing color].

! Important

- **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.



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.



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.



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.



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.

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.



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].

- [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.



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.



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.



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

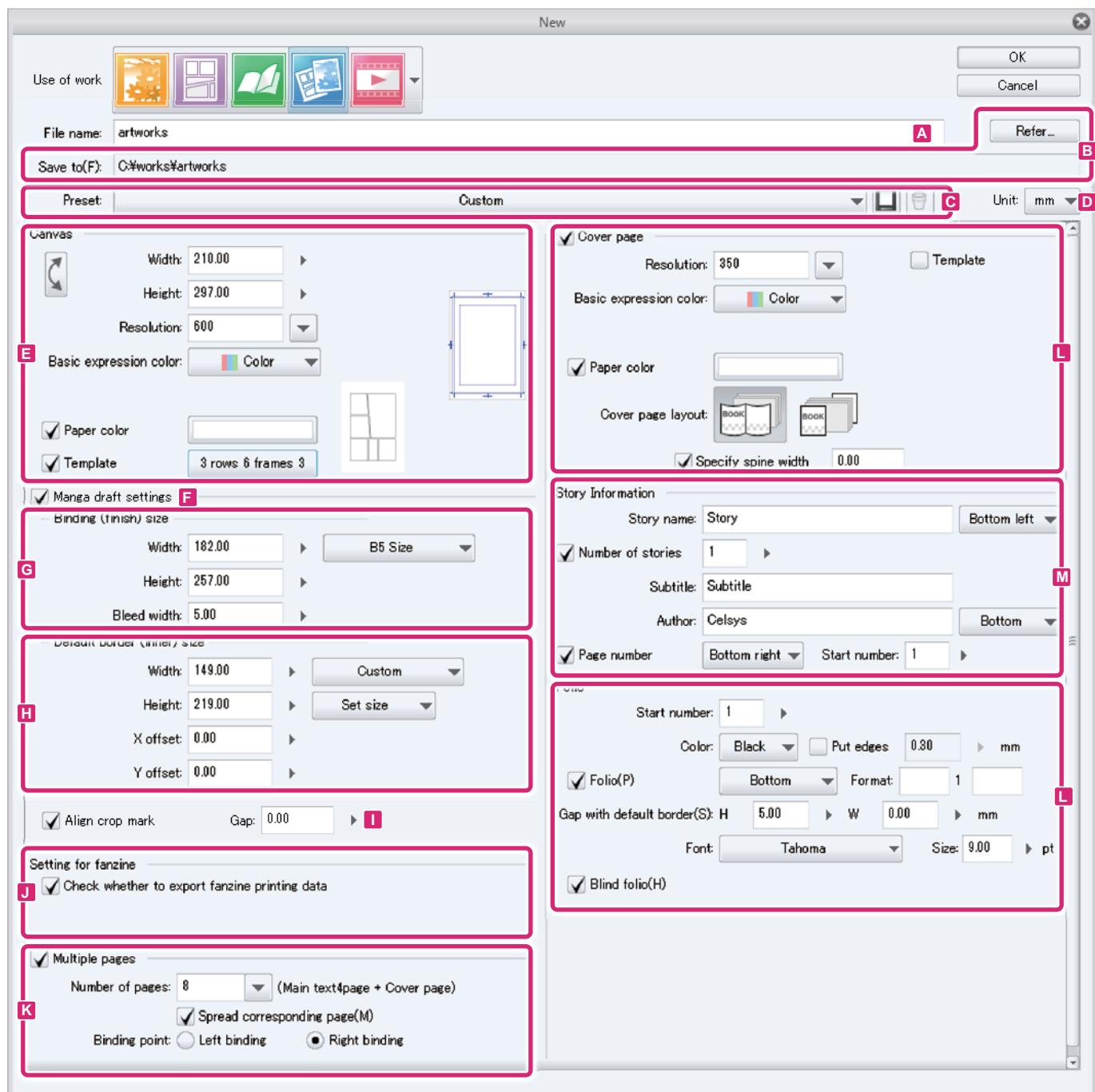
Configure the font size for the page number.

(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.



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].

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.



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].

- [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.



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.

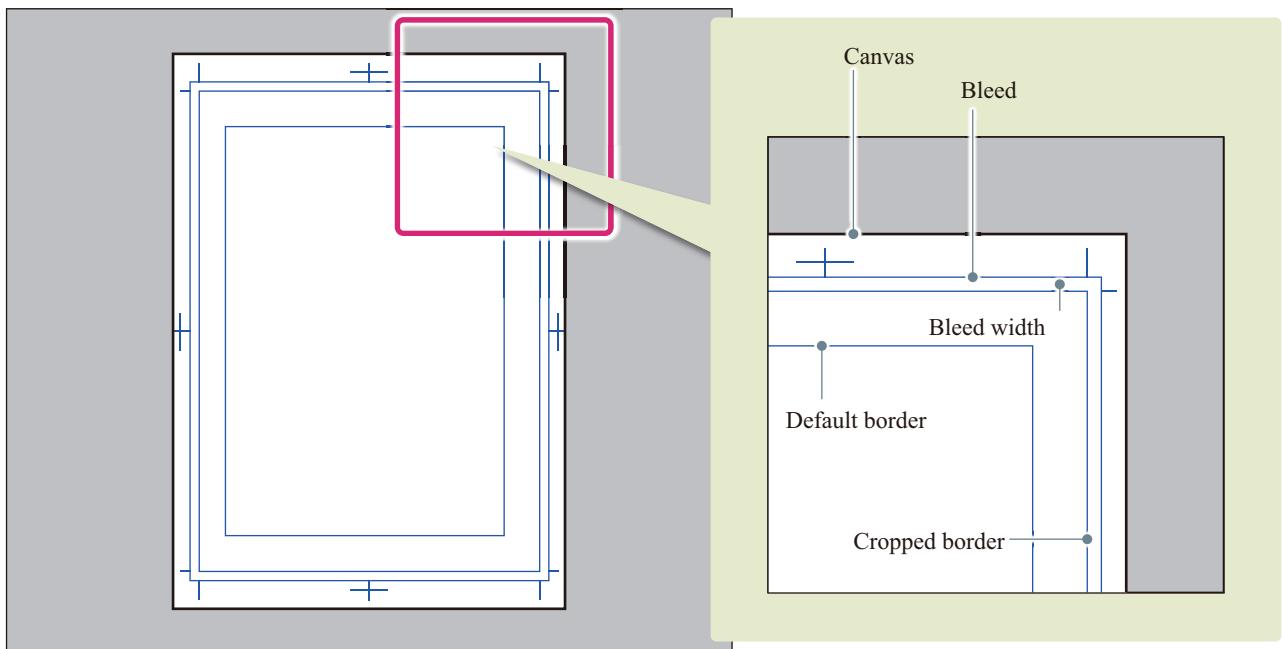


For details on the settings in the [Template] dialog box, see "[\[Template\] Dialog Box \[PRO/EX\]](#)".

F. Manga draft settings

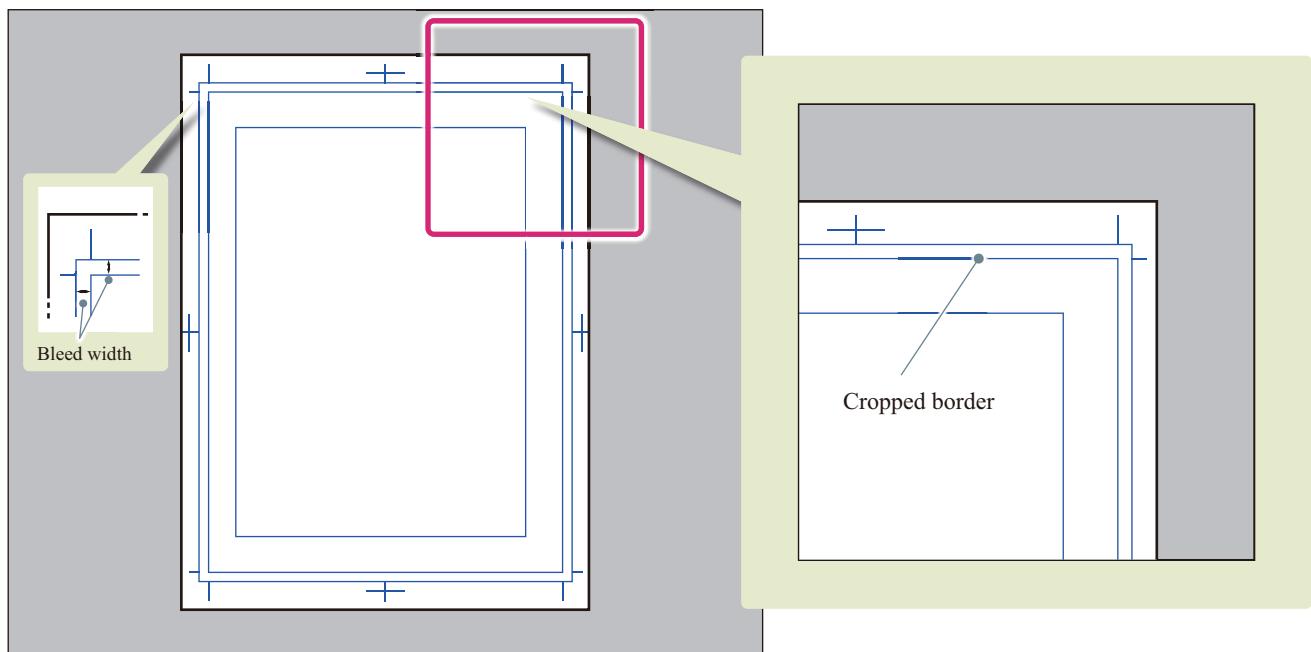
Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas.

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.



(1) Width

Horizontal length to print.

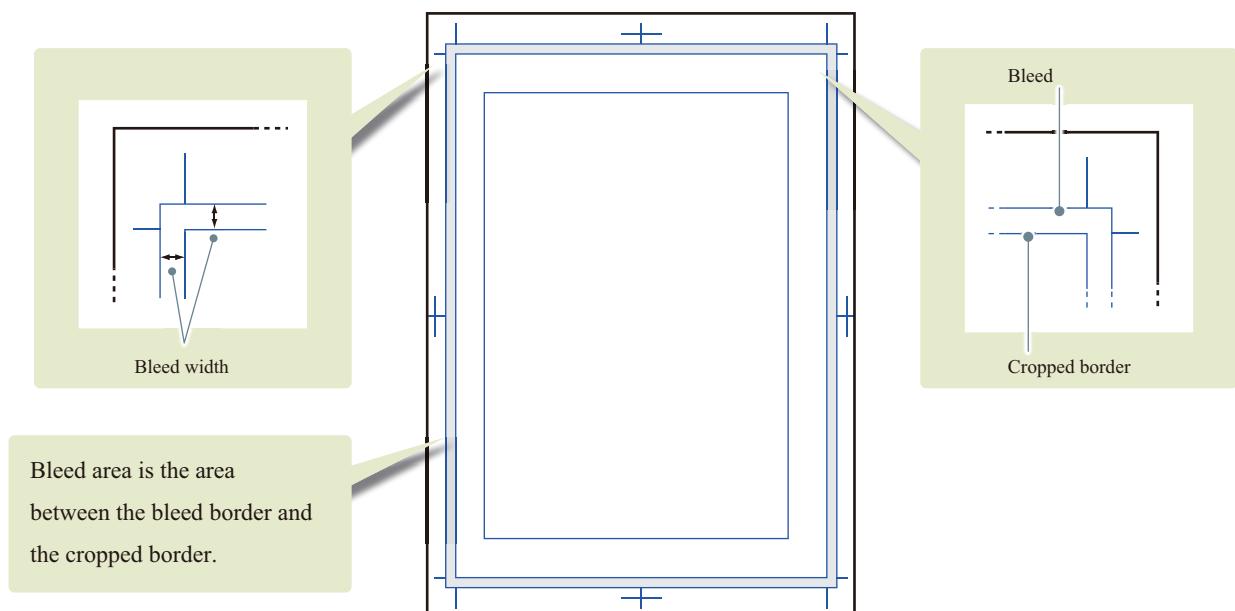
(2) Height

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.

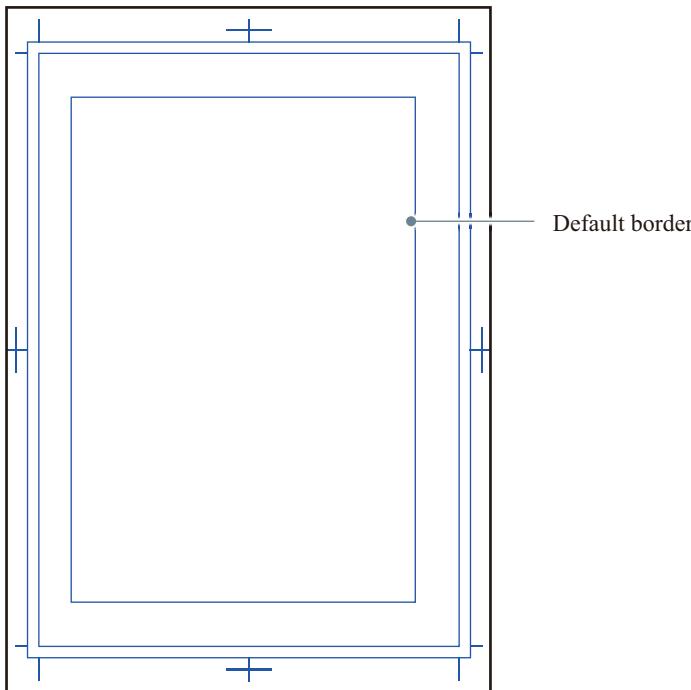


(4) Default size (Cropped border)

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.

**(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

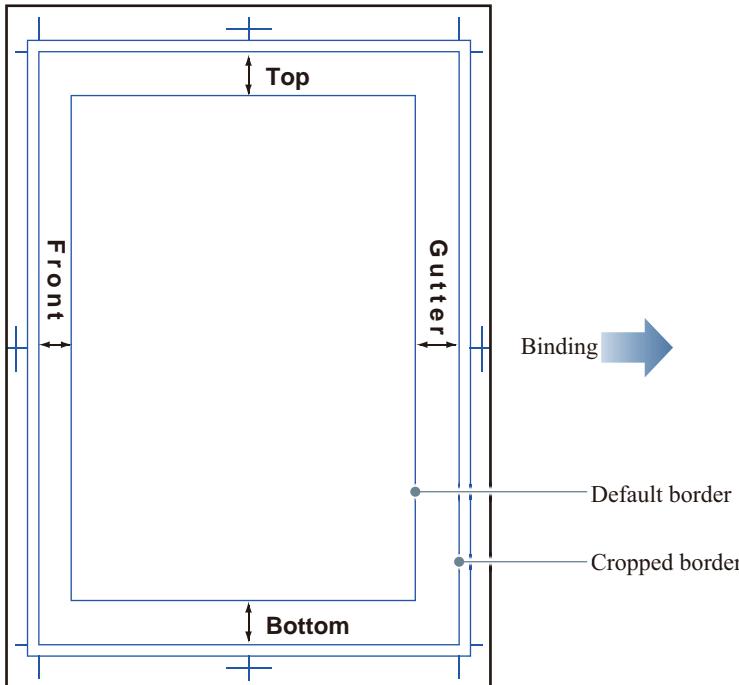
Configures the default border based on the size and position.

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].

- 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.



- 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].



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].



[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].



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.



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].

- [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.

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.



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.



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

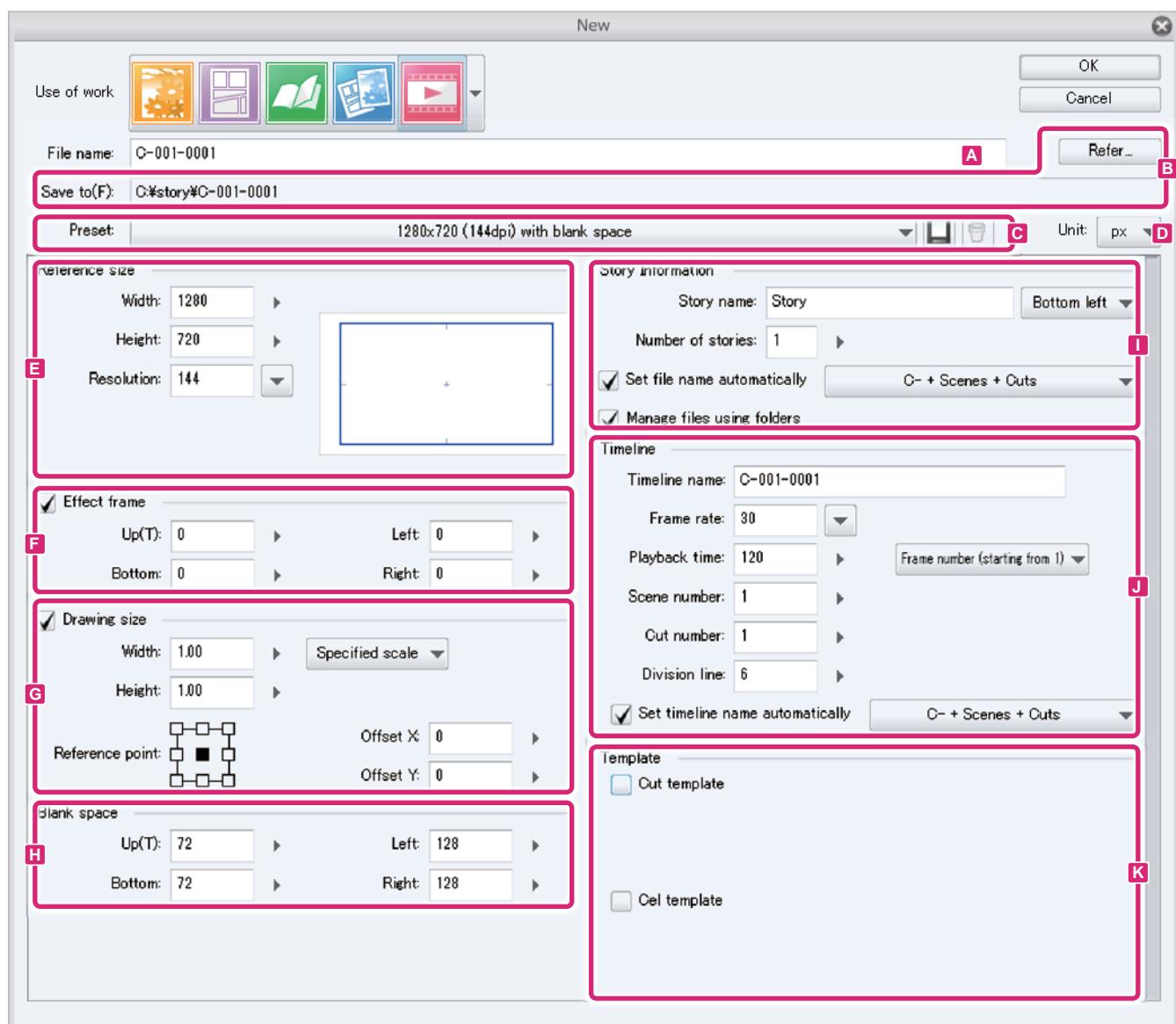
Configure the font size for the page number.

(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.



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

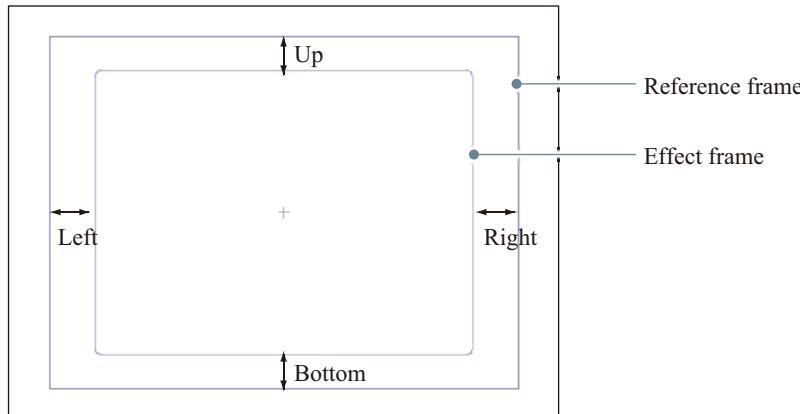
Input the resolution of the canvas. Clicking ▼ allows you to select the resolution.

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).



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.



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.

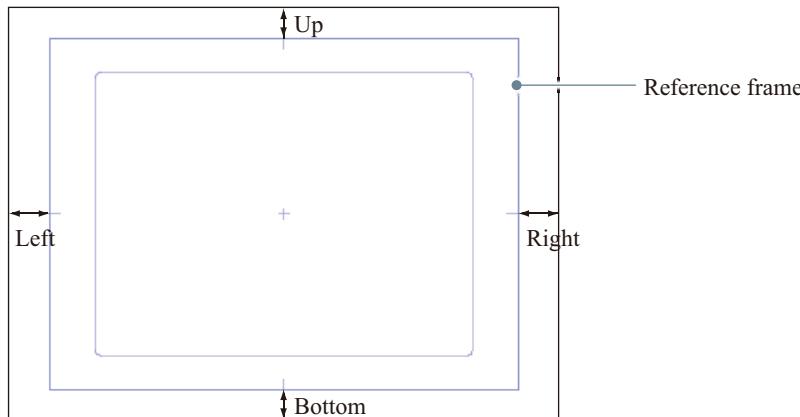
(6) Offset Y

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).

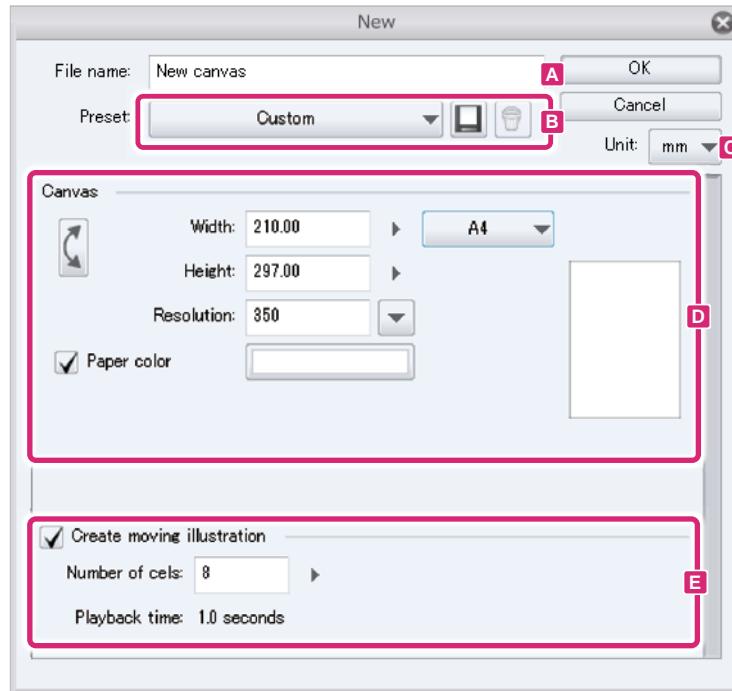
K. Template

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.



[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].



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].



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].

- [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.

- [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.

[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].



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].



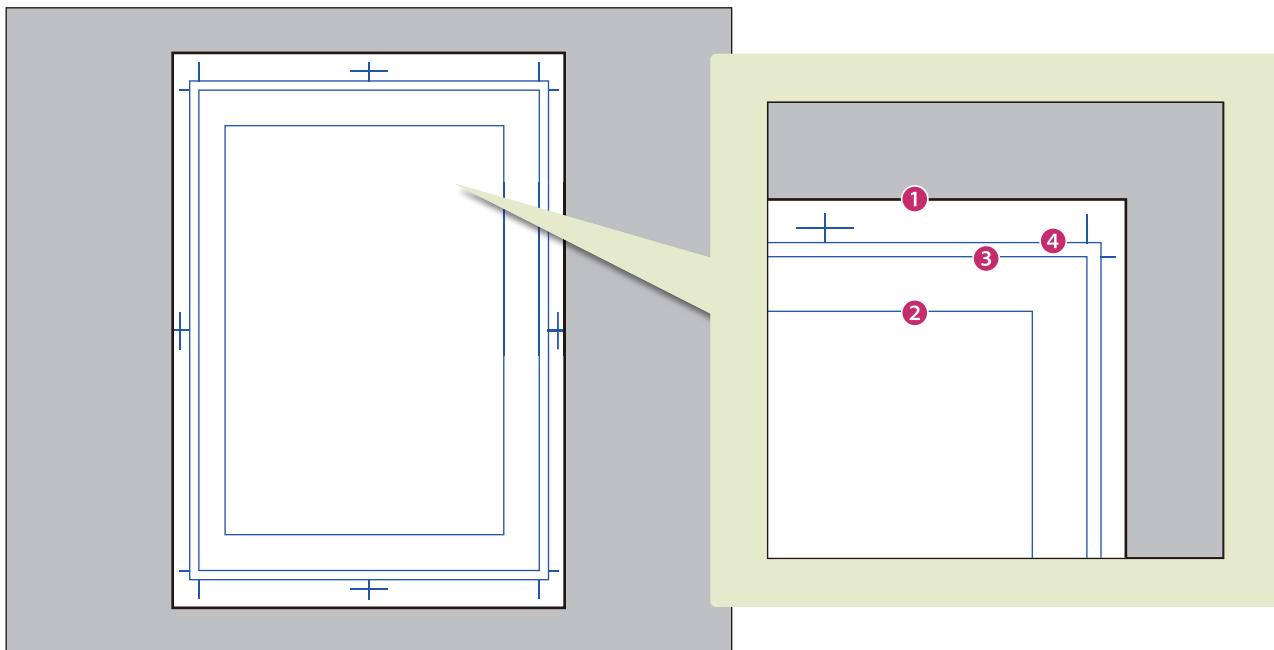
- The [Page settings], [Cover page settings] and [Folio settings] items are only displayed in EX.
- [Basic expression color], [Template], [Frame rate], [Cut template] and [Cel template] items are only displayed in PRO and EX.



- [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

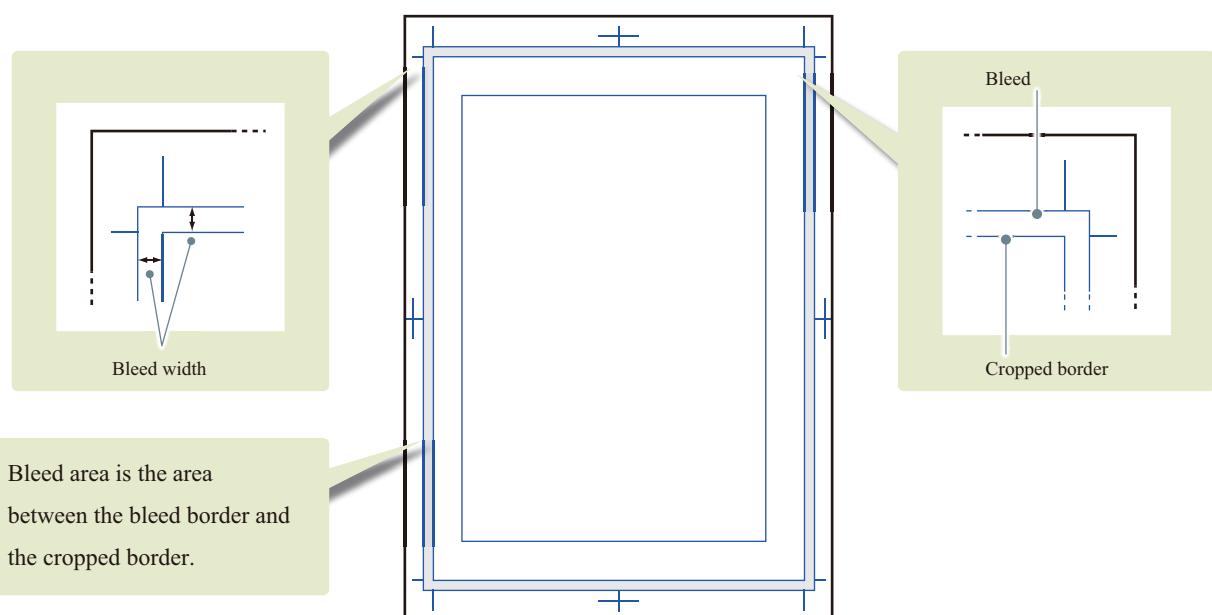
This is the reference border to lay out frames.

(3) Cropped border

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

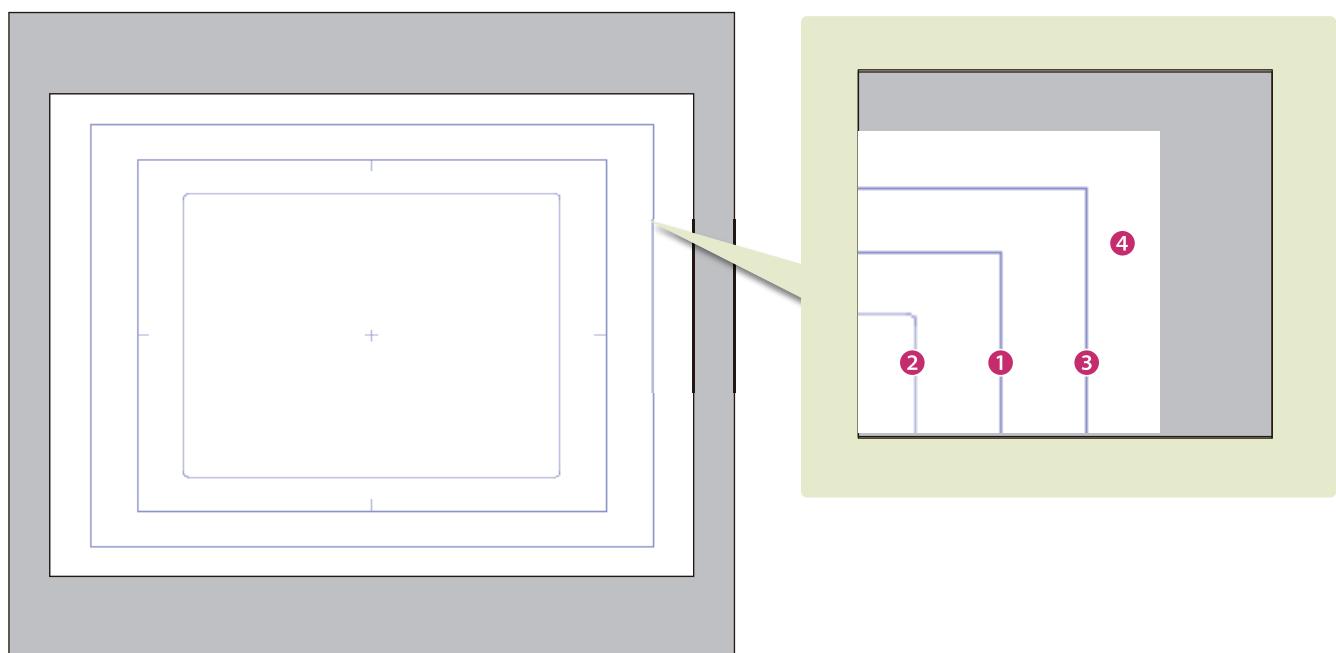
(4) Bleed border

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.



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.



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.



[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).

- 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..

! Important

- [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.

Memo

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.
Vector layer (32 bits)	Vector layer (color)	To prevent shapes from changing, configure [File] on the [Preferences] dialog box to import the vector layers as raster layers.
Ground layer	Raster Layer	
Reference layer	Reference layer	
Text layer	Text layer	<p>When text is re-edited in CLIP STUDIO PAINT, it is replaced with CLIP STUDIO PAINT's text drawing.</p> <p>Furthermore, the following text layer settings are not maintained.</p> <ul style="list-style-type: none"> ● [Edge] ● [Text/Background color] ● [TateChuYoko (Horizontal in Vertical)] ● Option <p>In addition to those listed above, the text may be substantially different due to differences in text specifications, etc.</p>
Balloon layer (Ruler balloon)	Balloon layer (Including balloon and text)	<p>In the cases below, the balloon is imported as a balloon layer and the text, as a text layer:</p> <ul style="list-style-type: none"> ● 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)	<ul style="list-style-type: none"> ● 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. <ul style="list-style-type: none"> ● [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).

- 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).

! Important

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).



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).



- 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 \(For Photoshop Document and Photoshop Big Document\)](#)".



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.



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.

- 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.



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



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.



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].



[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]" .

- [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.



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.

- 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].

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.

-  **Memo**
- 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).



[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).



- 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.



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].



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.

- 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.

- 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.



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.



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].



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.



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



- 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.



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.



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.



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.



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.

 **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).

 **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 reduced 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.



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.



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.

	0xFFFFFFF		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 PaintMan] 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.



- 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.

- OpenToonz must be installed in the same environment as CLIP STUDIO PAINT in order to execute an [OpenToonz 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	<ul style="list-style-type: none"> ● 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)		0xFF0000 (α255)
	0xFFFFFFFF (α0)		0x00FF00 (α255)

	0x0000FF (α255)
--	-----------------

- Memo**
- Anything drawn in white (0xFFFFFFFF) 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		0xFF8000
	0x80FFC0		0x00C0FF
	0xFFFF00		0x80FFFF
	0x8080FF		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 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.

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.

- 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.

 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

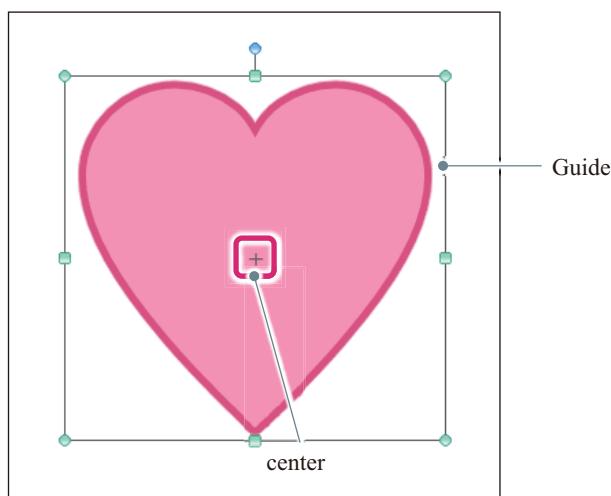
For details on the setting method, see the descriptions of "Transforming settings" and "Image material" in "CLIP STUDIO PAINT Tool Setting Guide".

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.

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].



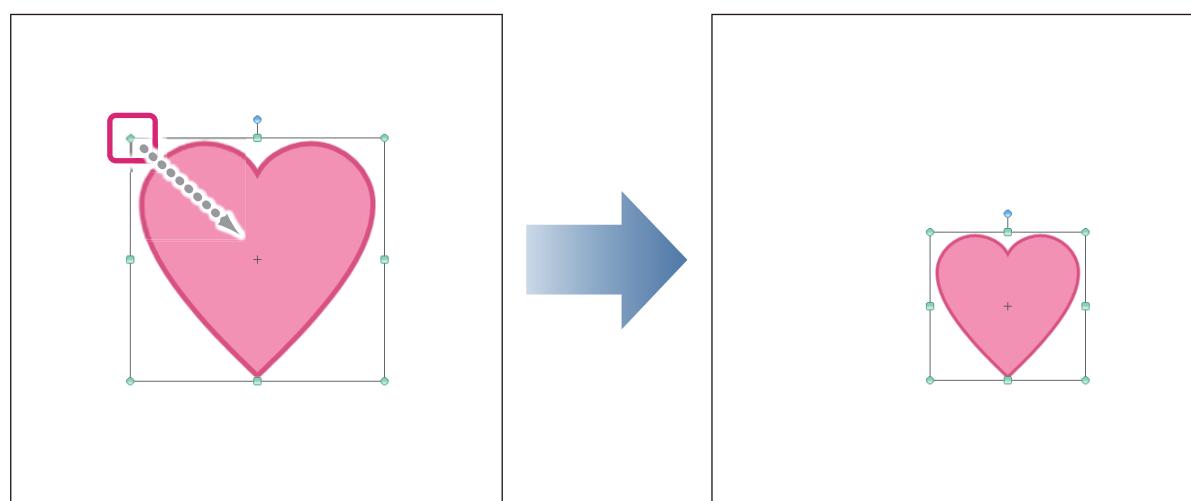
Guide

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].

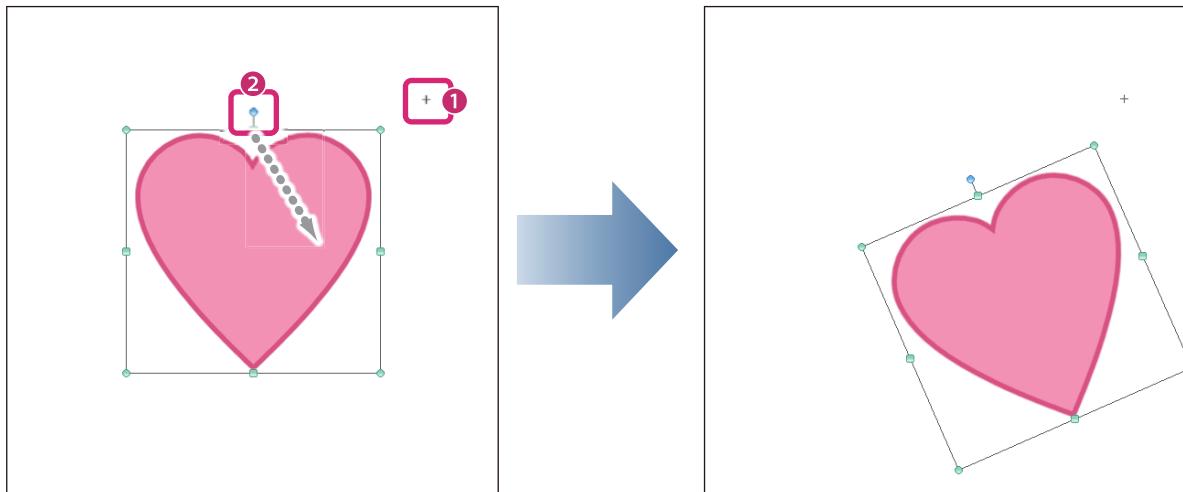


- To transform the vertical length or horizontal length, turn [Keep ratio of original image] off in the [Tool Property] palette.
- Dragging a handle while holding down the [Shift] key enables you to scale up or down the image with a fixed aspect ratio, even if [Keep ratio of original image] is off



Rotating an Image

Dragging the control point allows you to rotate the image.

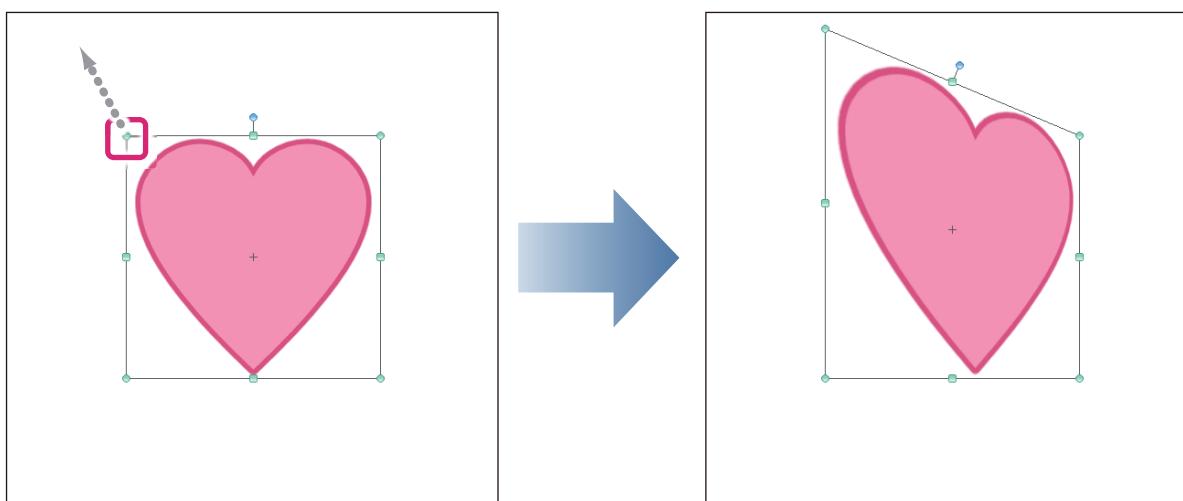


- (1) Move its center point (+).
- (2) Drag its control point. The image will rotate around its center point.

- 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

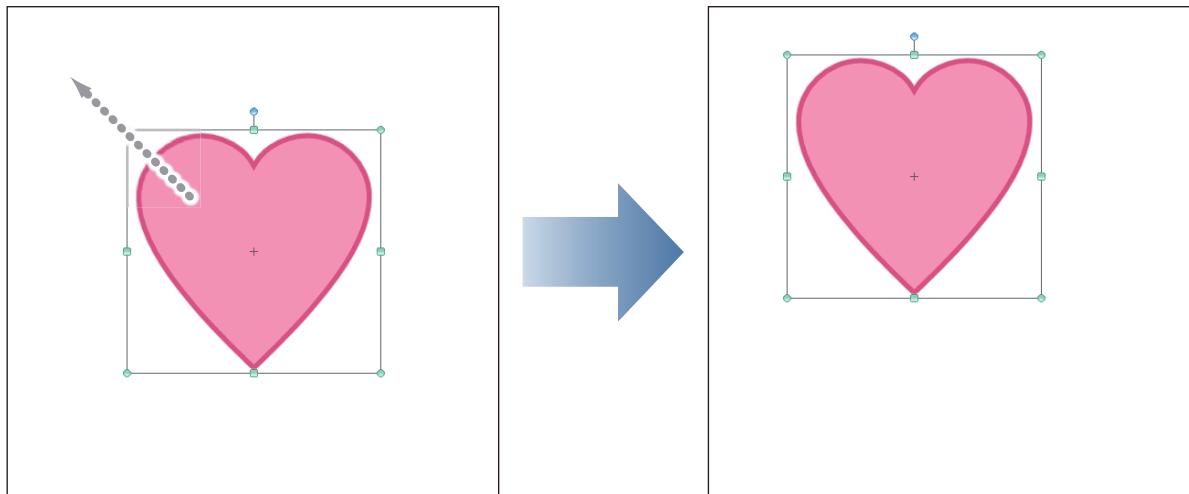
When [How to transform] in the [Tool Property] palette is set to [Free Transform], you can transform an image freely by dragging handles. This is used when you want to emphasize depth.



- 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.



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.



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.



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.



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.



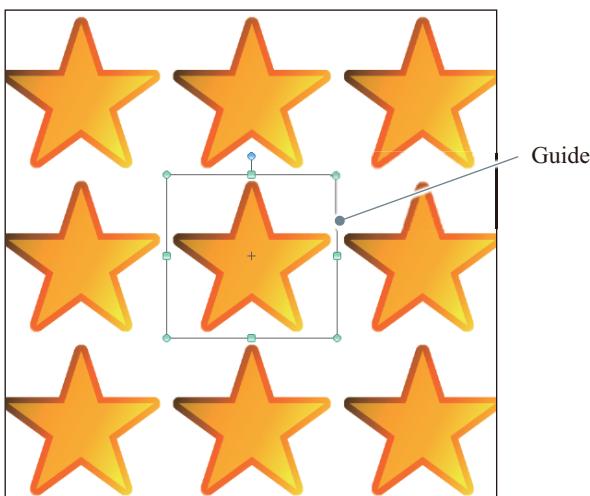
For details on the setting method, see the descriptions of "Transforming settings" and "Image material" in "CLIP STUDIO PAINT Tool Setting Guide".

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.

You can adjust the image afterwards: To display the guide line afterwards, follow the procedure below.

- Memo**
- (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].

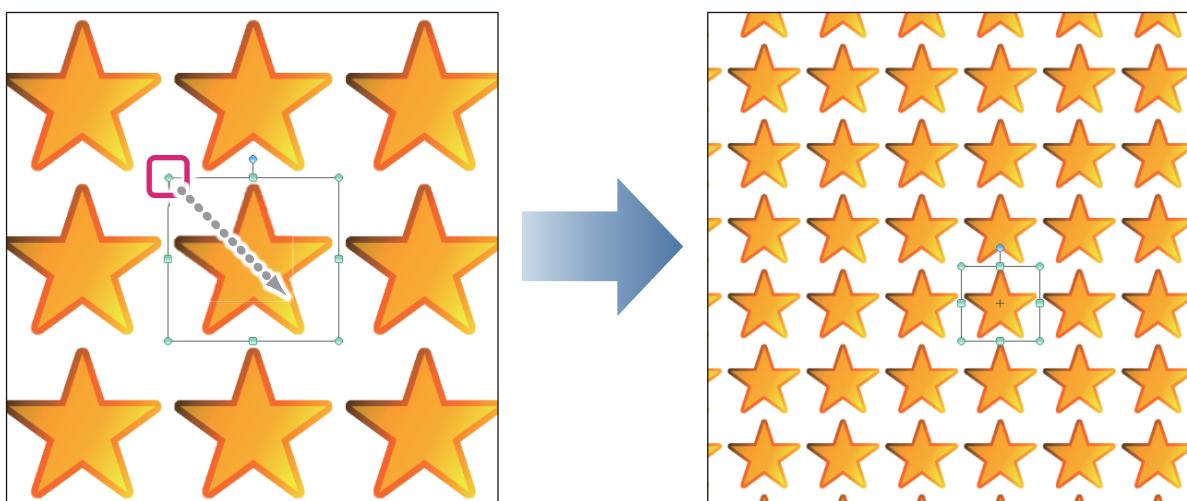


Memo

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

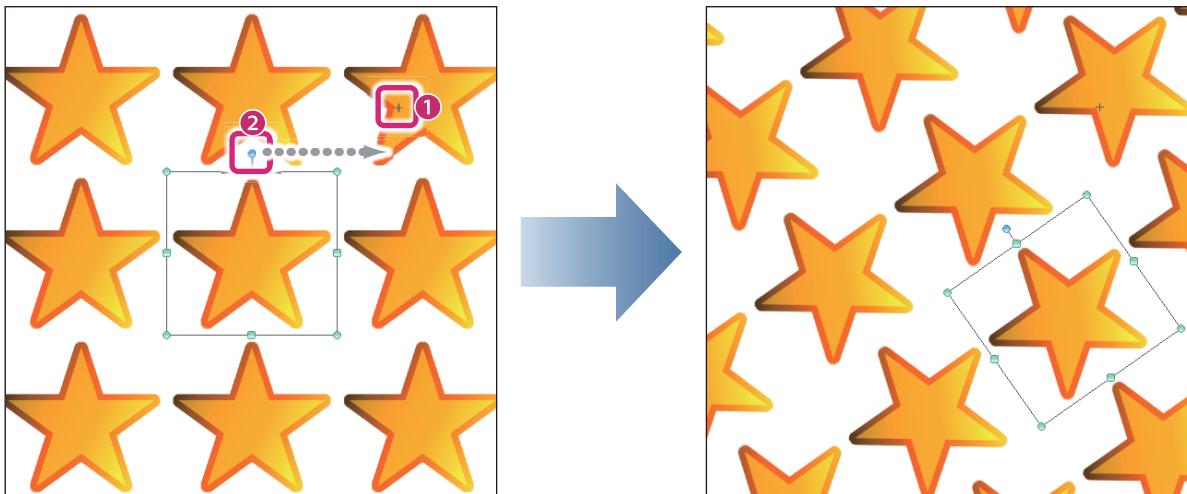
Dragging a handle allows you to scale up/down the pattern image when [How to transform] in the [Tool Property] palette is set to [Scale up/Scale down/Rotate].



- 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.



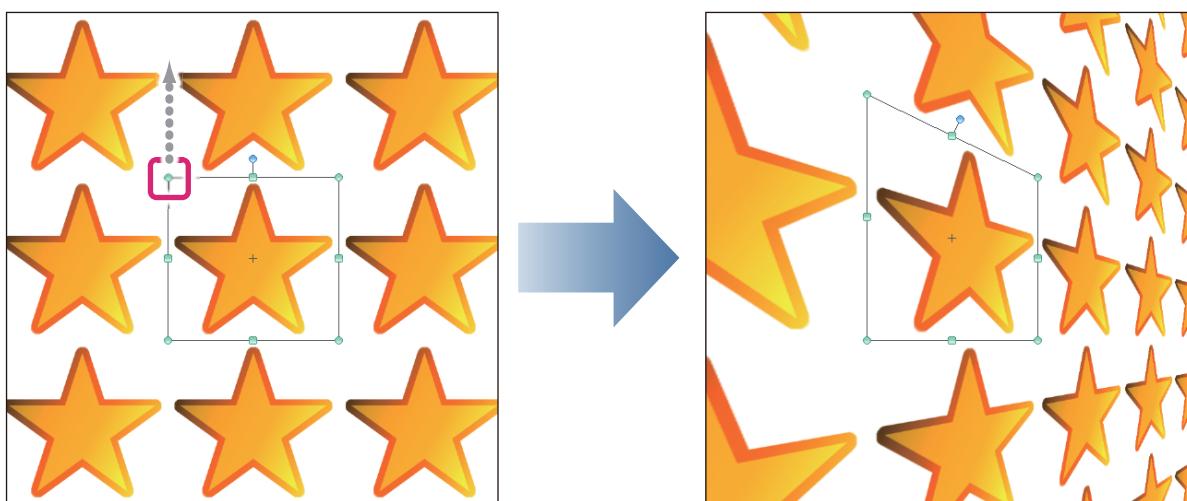
- (1) Move its center point (+).
 (2) Drag its control point. The pattern image will rotate around its center point.

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

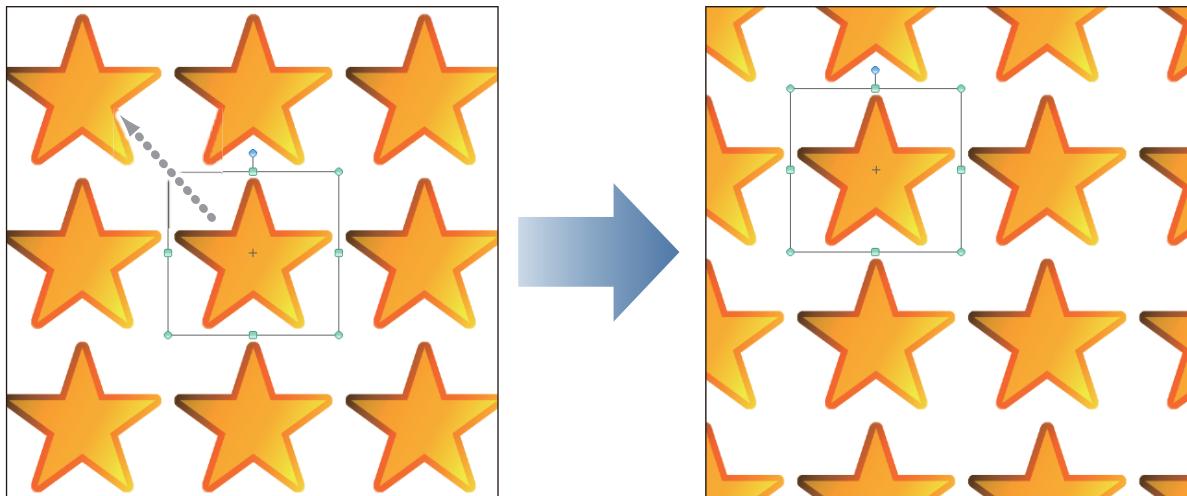
When [How to transform] in the [Tool Property] palette is set to [Free Transform], you can transform a pattern image freely by dragging handles. This is used when you want to emphasize depth in the pattern image.

**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.



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.

- 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].

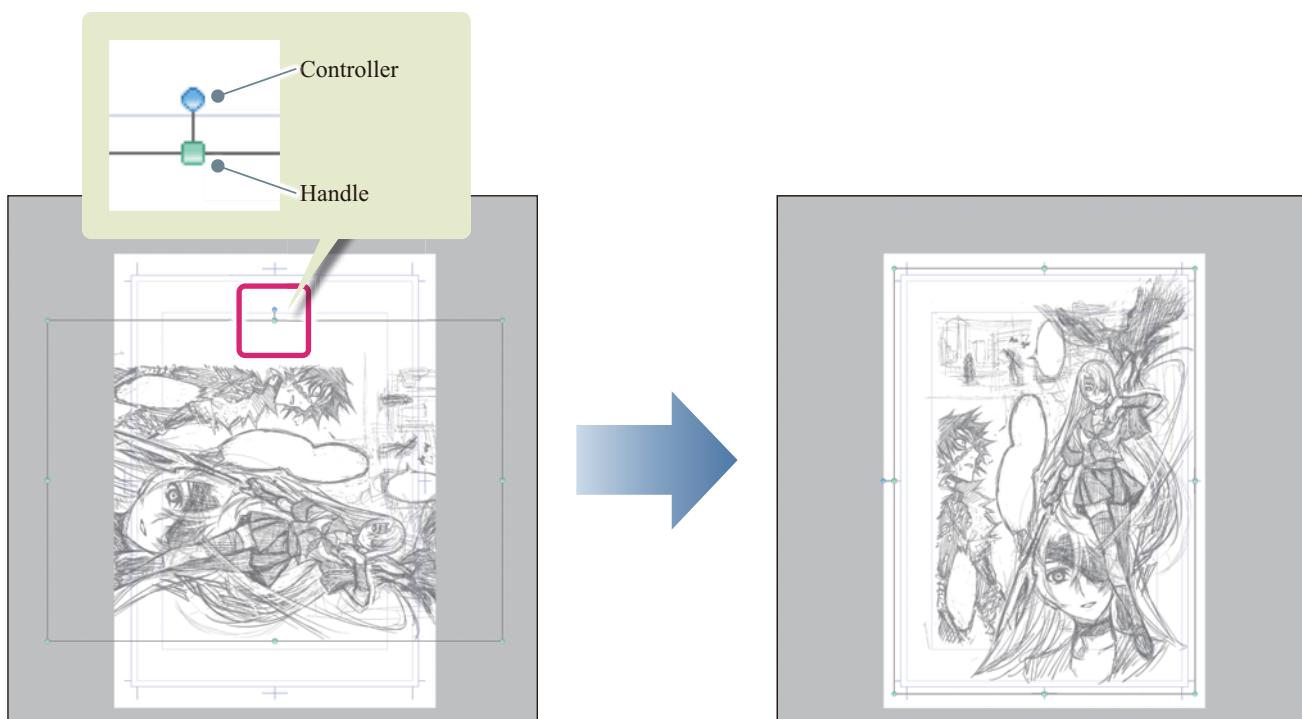
3 Specify the image file

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.

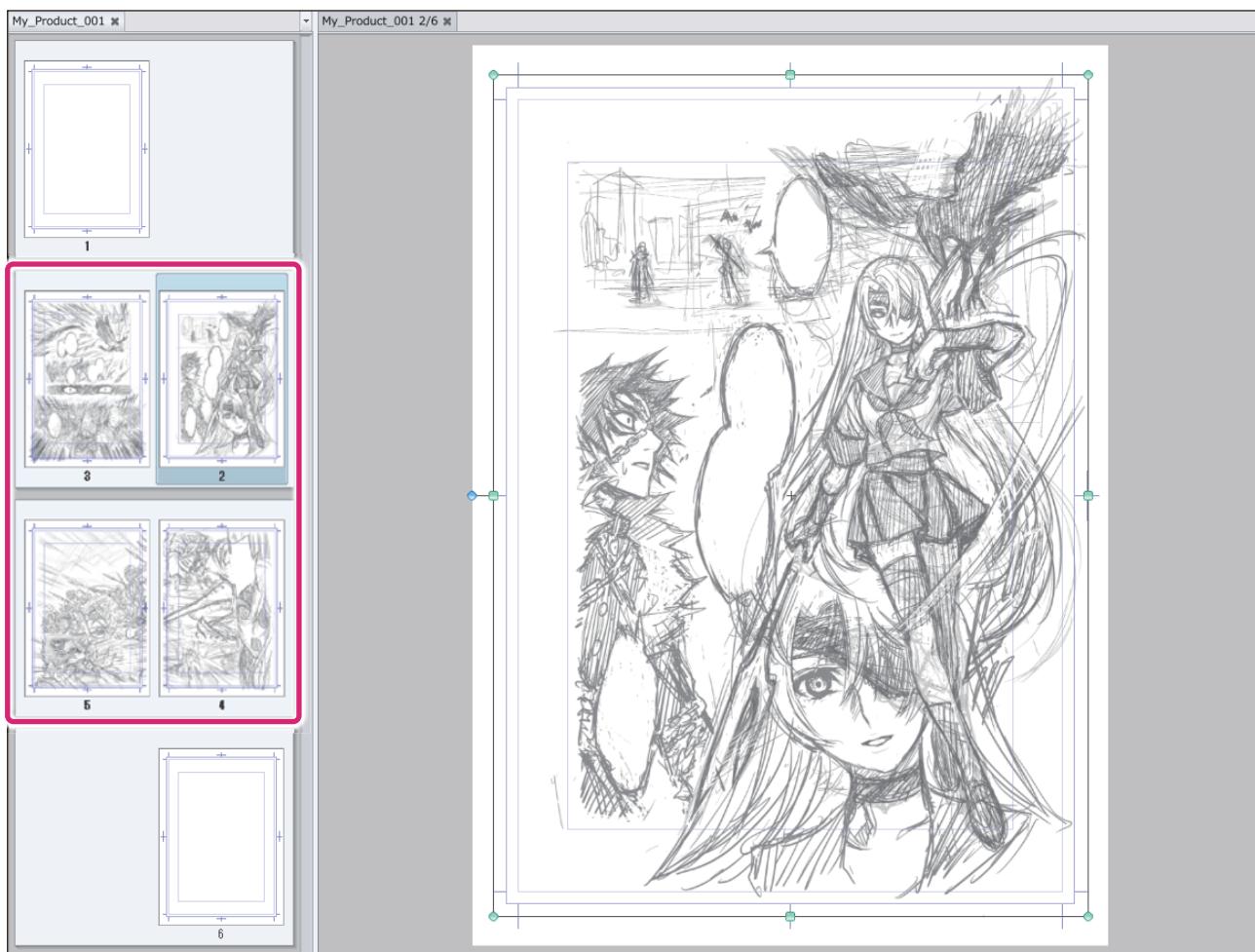
(3) Click [OK].

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].



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.



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.



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.



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.



- 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.



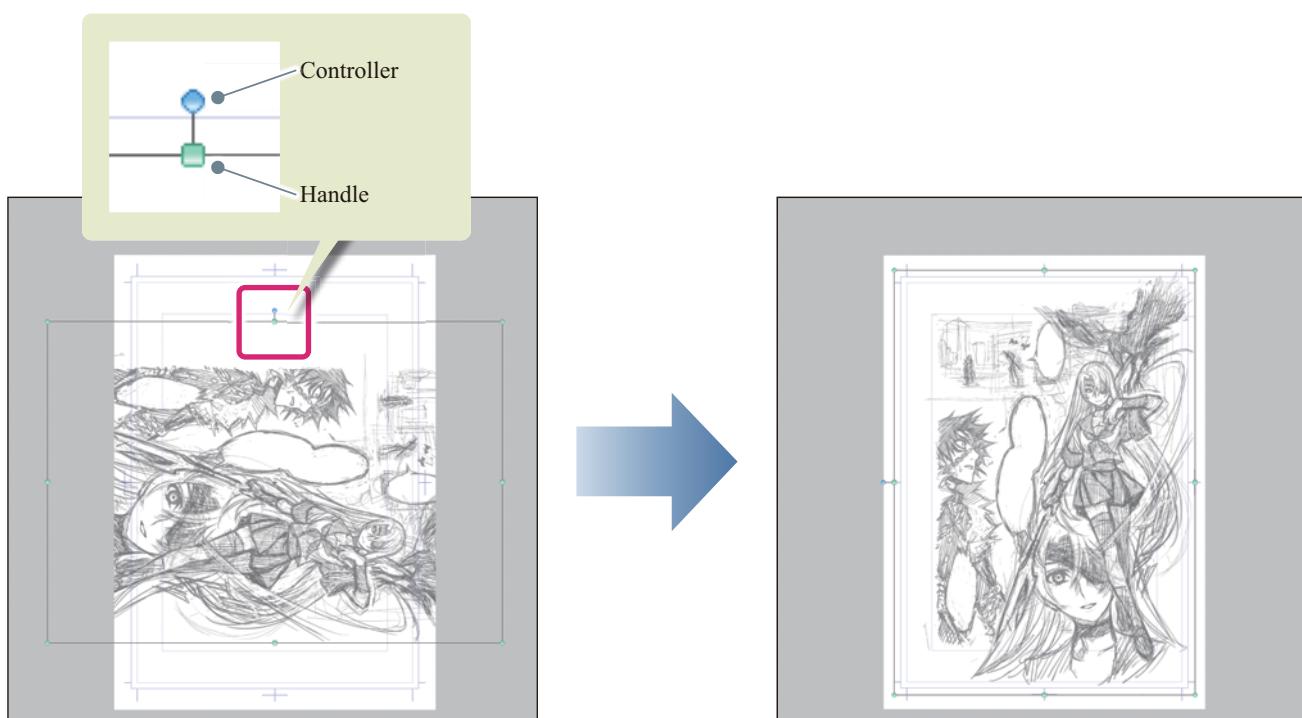
The procedure to scan varies according to the scanner in use. See the instruction manual of the scanner as well.

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.

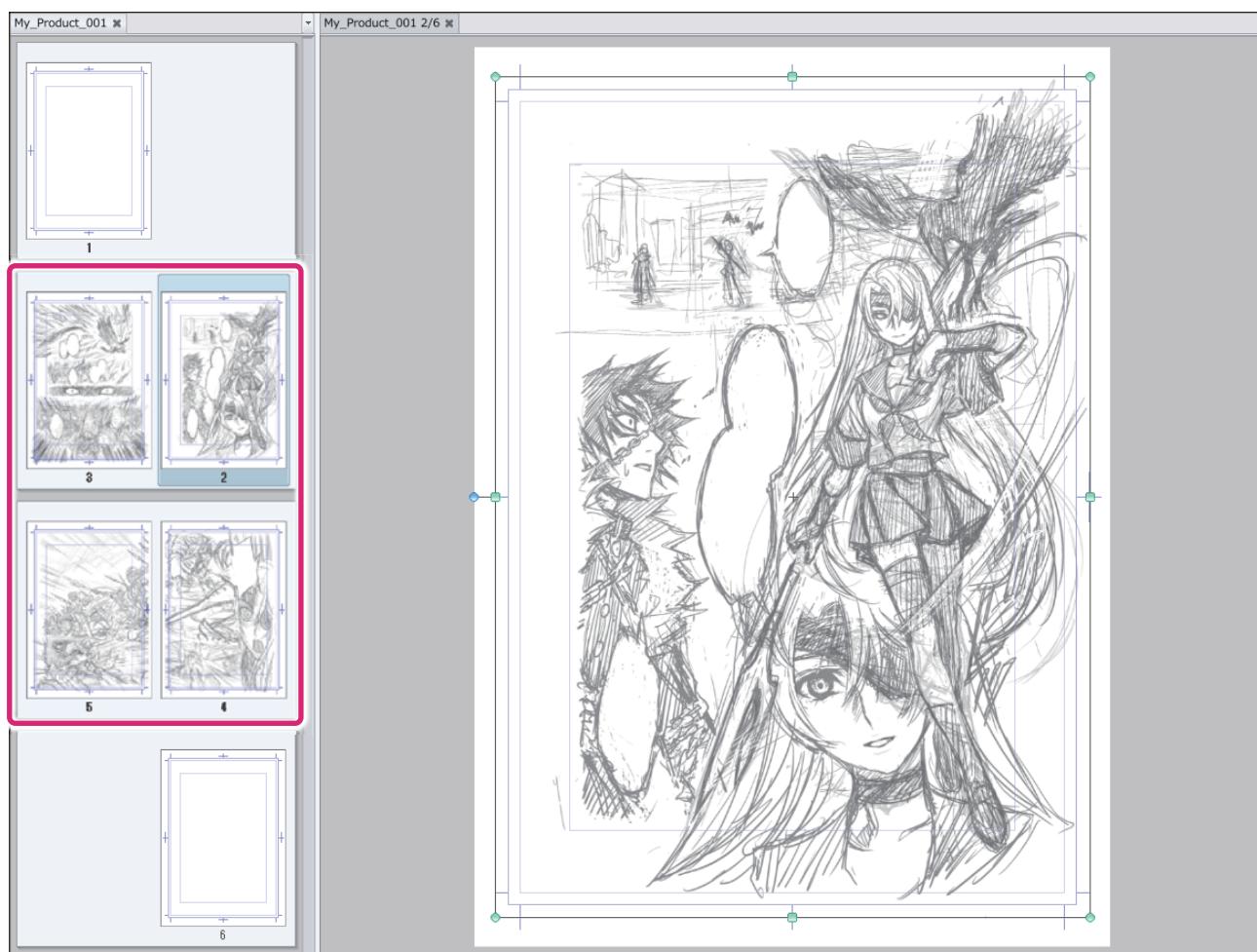
- Dragging the [Controller] allows you to rotate the image.
- Dragging a [Handle] allows you to adjust the image size.
- Dragging an image allows you to adjust the image position.

- (2) Specify the start page to import on [Start page] of the [Continuous Scan] dialog box.
- (3) Click [OK].

[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.

- 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].

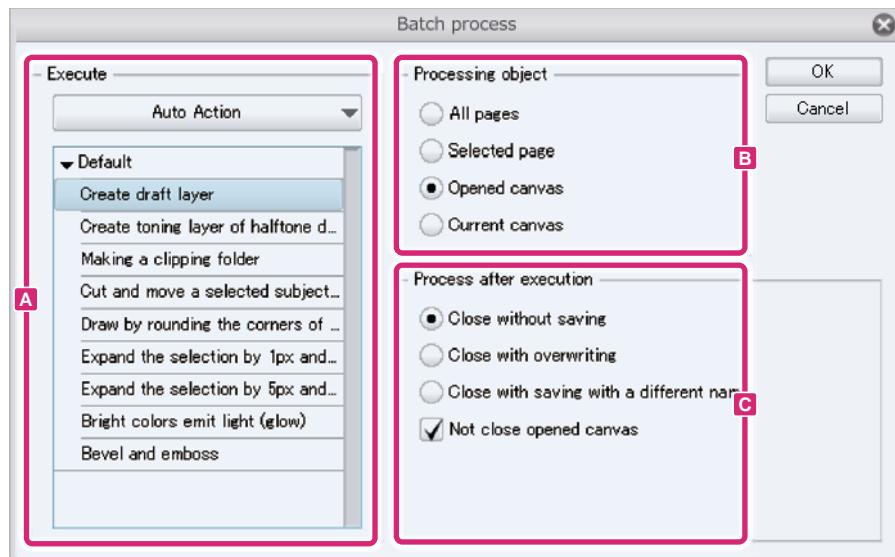
3 The batch process runs

Closing the dialog box runs the batch process on the specified page file(s).

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.

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.



In EX, the [Print preview] dialog box is not displayed when printing more than one page.



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]	<p>The page layout for printing is configured to dual page.</p> <ul style="list-style-type: none"> ● 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]	<p>The page layout for printing is configured to 2-page spread.</p> <ul style="list-style-type: none"> ● 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].

- 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.

- 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.

- 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.



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.

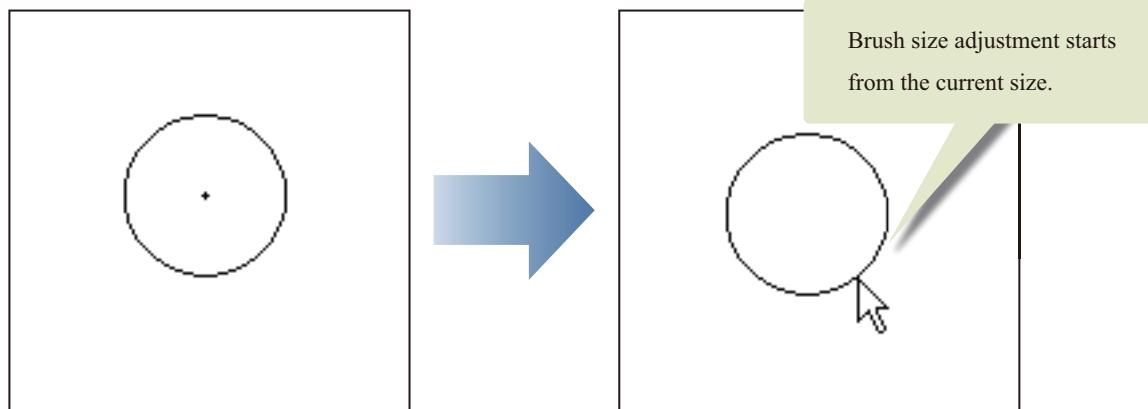
Option

(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.

**(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.



[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.



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.



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.



- 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].



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.

- 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.

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.

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.

If 3D materials are not displayed correctly, turning off [Use multi-sampling] may improve the way the 3D materials are displayed.

Cursor

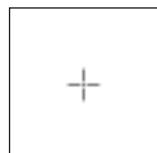
Specifies the shape of the cursor when used. You can also configure an additional view for small brush size, or the display position for reversed cursor (brush size, sight, single pixel dot).

(1) Shape of cursor

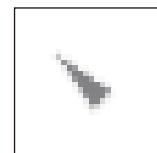
Specifies the shape of the cursor when used.



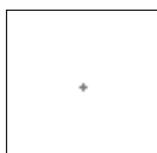
Tool specific



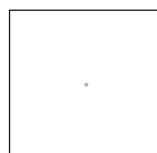
Cross



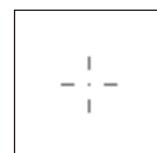
Triangle (Orientation adjustable)



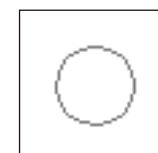
Dot



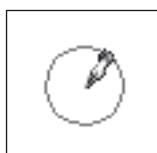
Single pixel dot



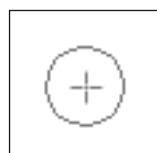
Sight



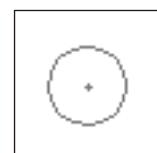
Brush-size



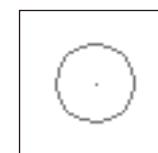
Brush-size and tool specific



Brush-size and cross



Brush-size and dot



Brush-size and Single pixel dot



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



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].



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.



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.



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.



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]

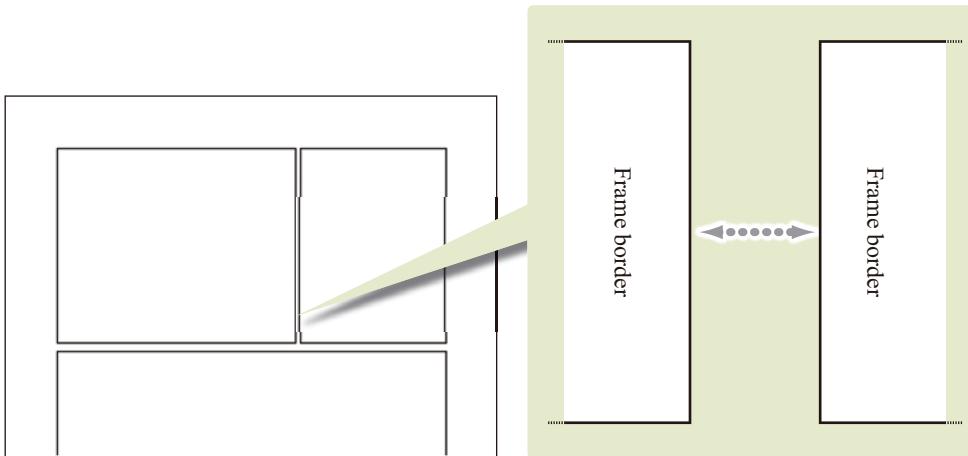
Configures the default value of the space between frame borders when using the [Divide frame border] and [Divide frame folder] sub tools.



[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.

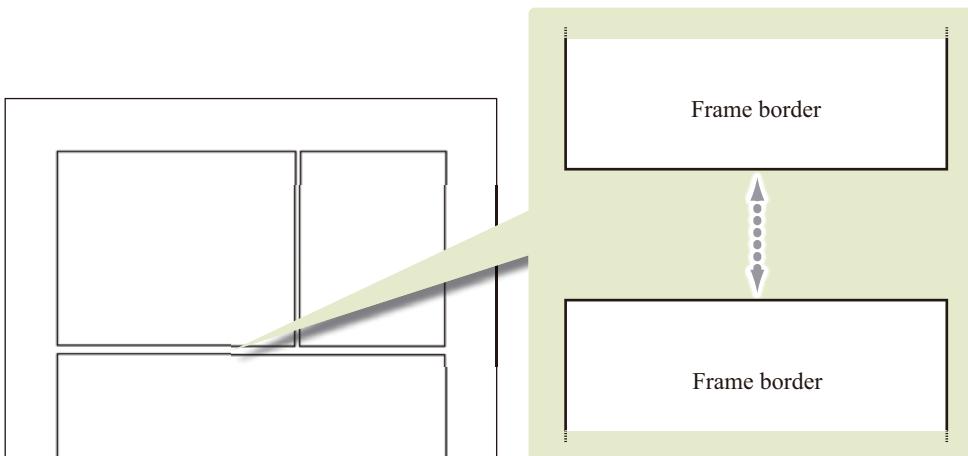
(8) Horizontal space

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.



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.



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.



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.



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].



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].



[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.



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].



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].

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].

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.

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.

- 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.

- 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.



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.

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.



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.



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.



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.



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].



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.



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].



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.

- 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.

 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.

 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]

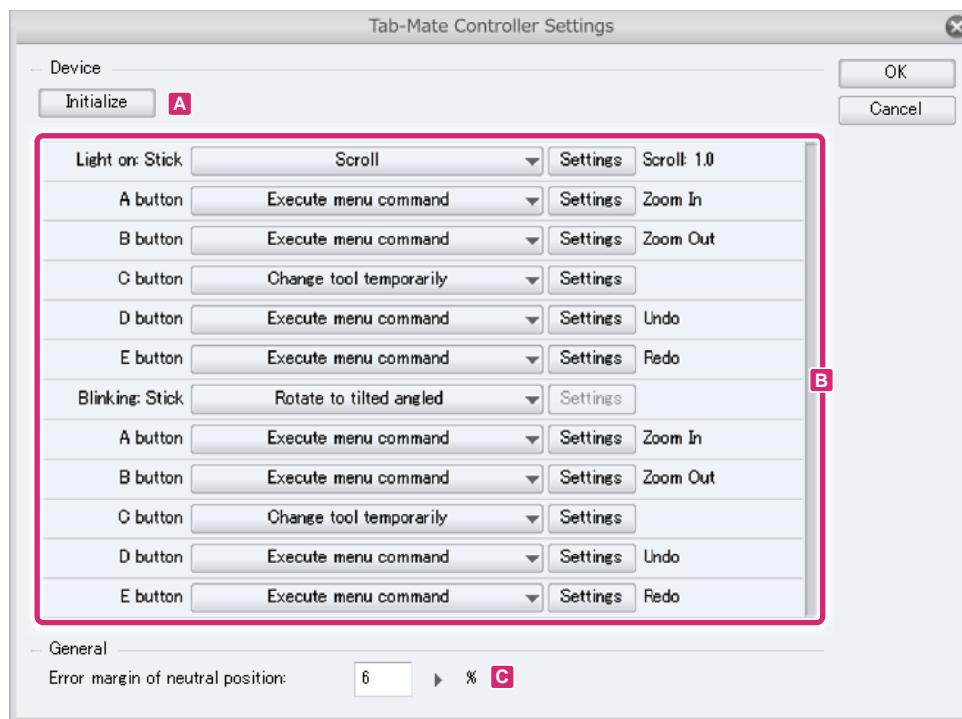
Assigns CLIP STUDIO PAINT operations to the Tab-Mate Controller (sold separately). Furthermore, assigns commands to the Tab-Mate Controller [Quick Menu].

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.



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.



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.



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.

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.

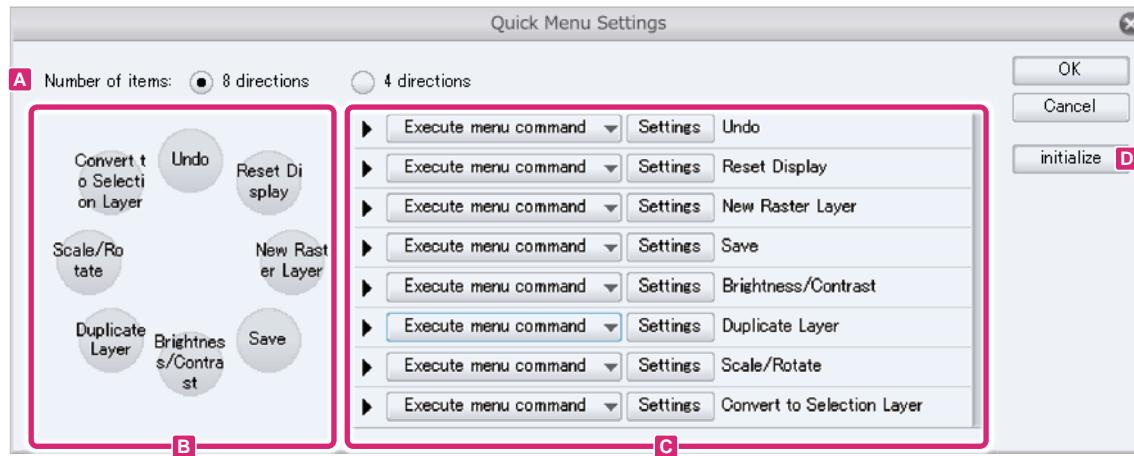
- (1) Select the modifier key to assign. Selecting multiple items is equivalent to pressing multiple modifier keys simultaneously.
- (2) Clicking [OK] assigns the function.

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].



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].



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.

Disable

Does not assign any menu item.

Execute menu command

Assigns a CLIP STUDIO PAINT menu item. Clicking [Settings] displays the [Settings for "Execute menu command"] dialog box.



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

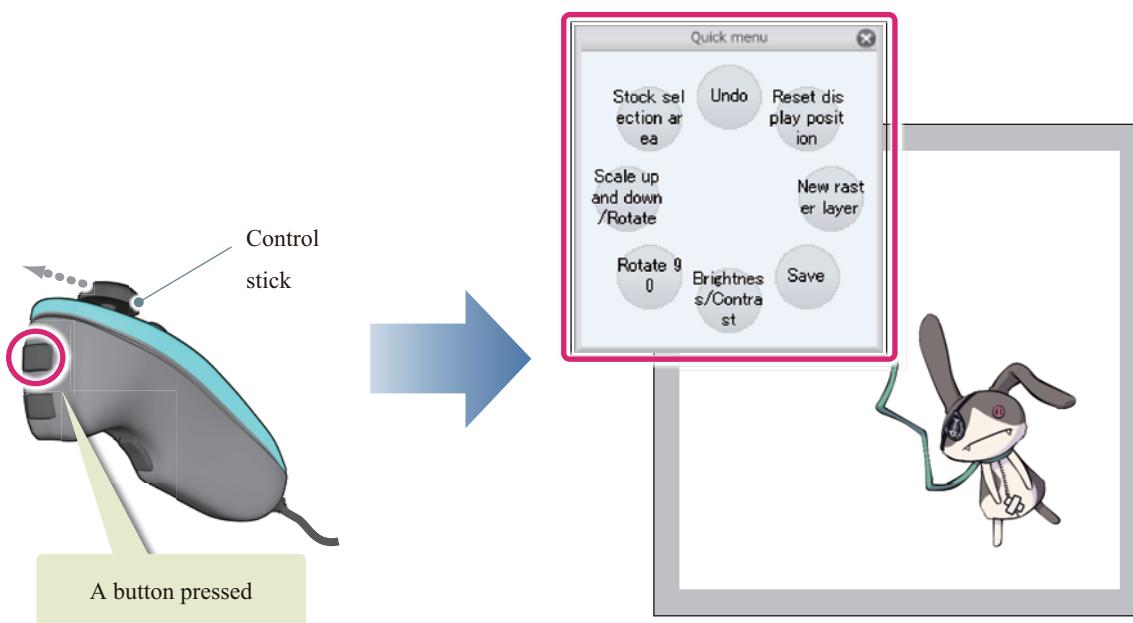
Initializes the [Quick menu] settings.

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

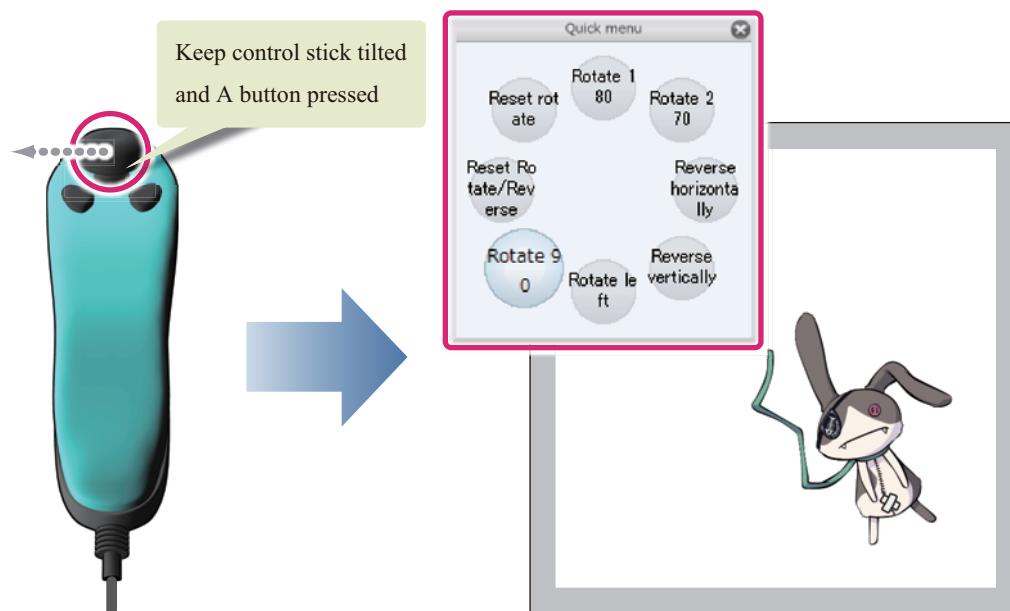
Tilt the control stick while holding down the A button of the Tab-Mate Controller. The [Quick Menu] is displayed. Keep the A button of the Tab-Mate Controller down even after the [Quick Menu] is displayed.



Releasing the A button will close the [Quick Menu]. Keep the button down while operating the [Quick Menu].

2 Select the root menu item

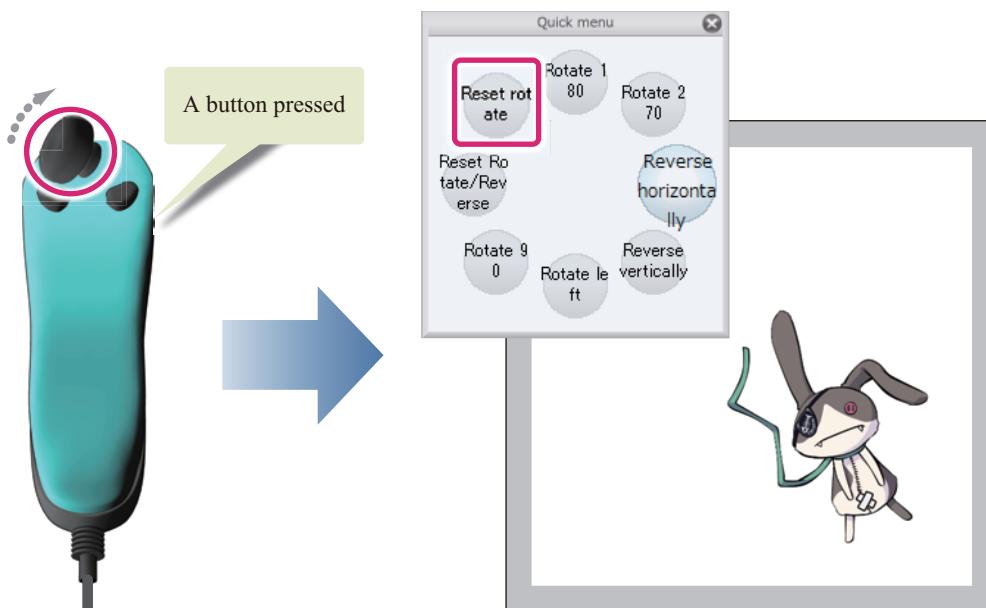
While holding down the A button of the Tab-Mate Controller, tilt the control stick in the direction in which the root menu you want to execute is displayed. The [Child menu] is displayed.



For information on how to configure the [Quick Menu], see "Quick Menu Settings".

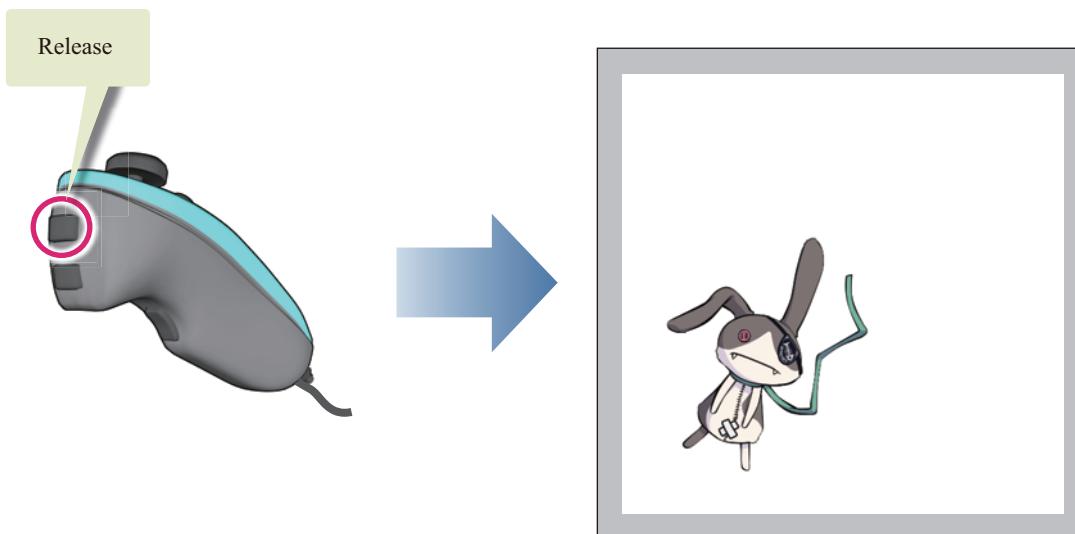
3 Select the menu item

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.



4 Execute the menu item

Release the A button of the Tab-Mate Controller. The selected menu item executes.

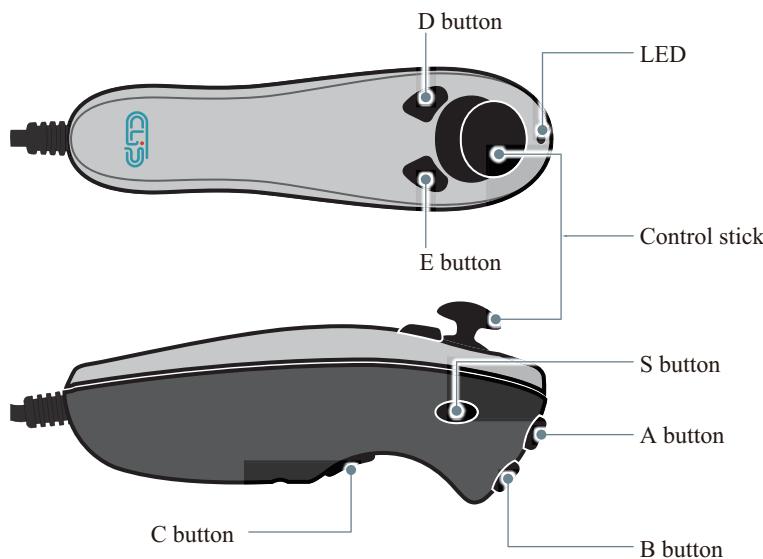


Releasing the A button of the Tab-Mate Controller when the control stick is in the neutral position cancels the [Quick Menu].

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



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.

You can adjust the pen pressure detection level by dragging the control points of the curve.

-  **Memo**
- 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.

 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.

 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).

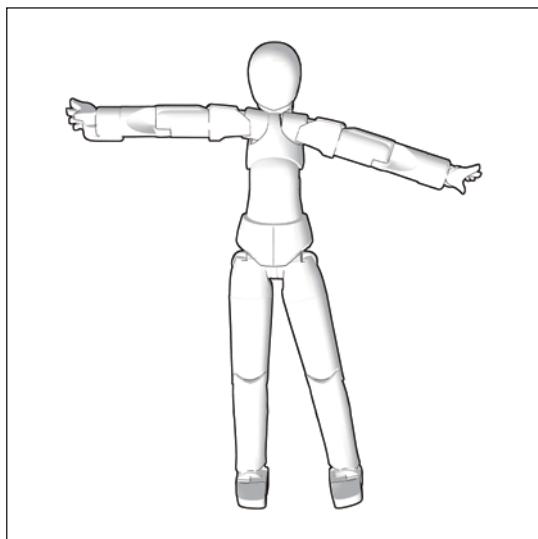
 For details on calibration of QUMARION, see "[Explanation: When Displayed 3D Character Is Misaligned](#)".

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.



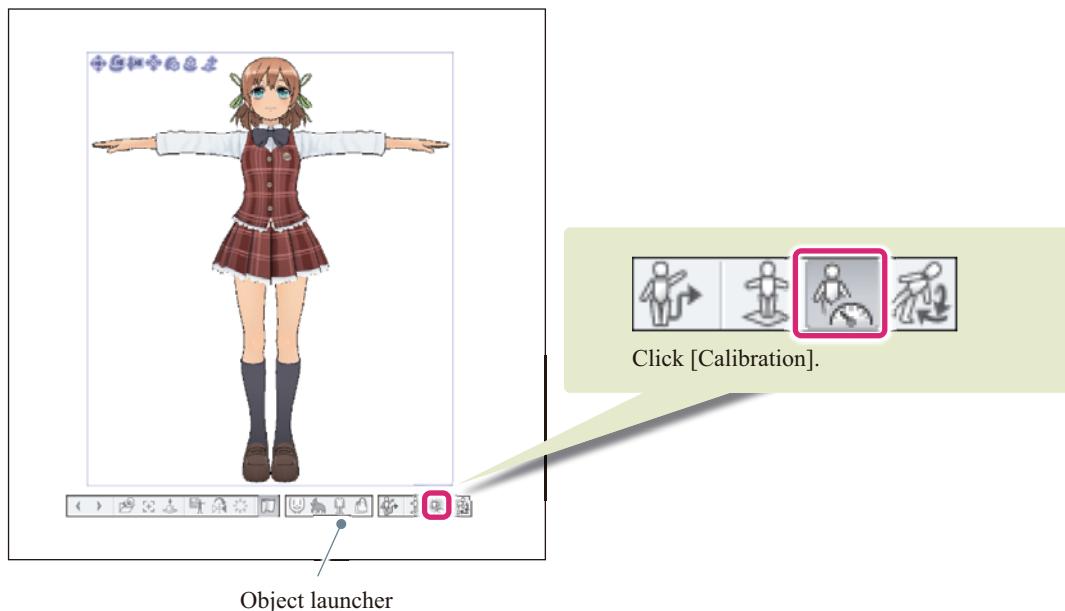
QUMARION pose



3D character material view

1 Enable calibration

Click [Calibration] on the [Object launcher].

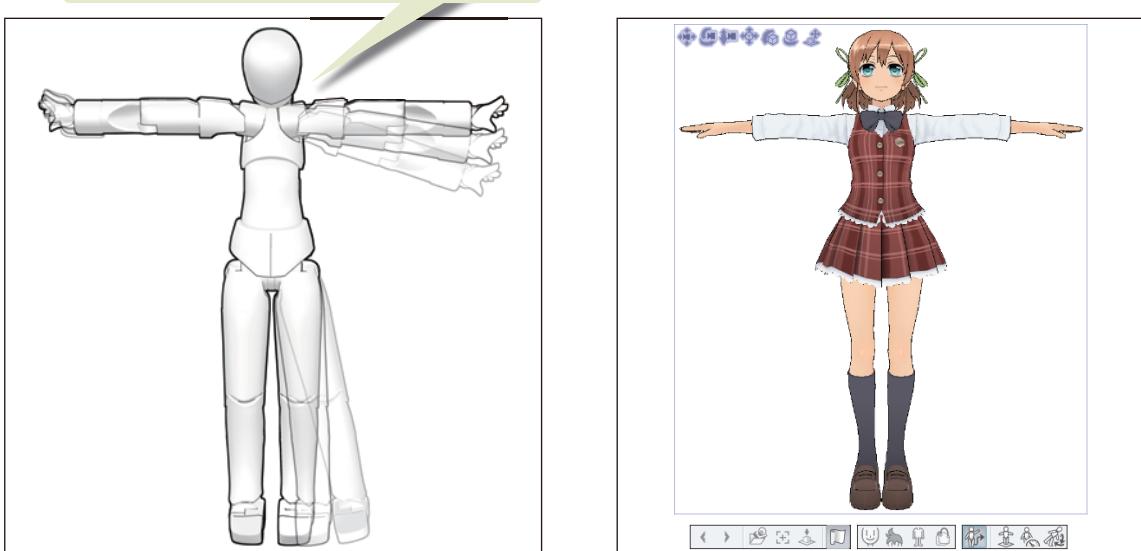


Object launcher

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.

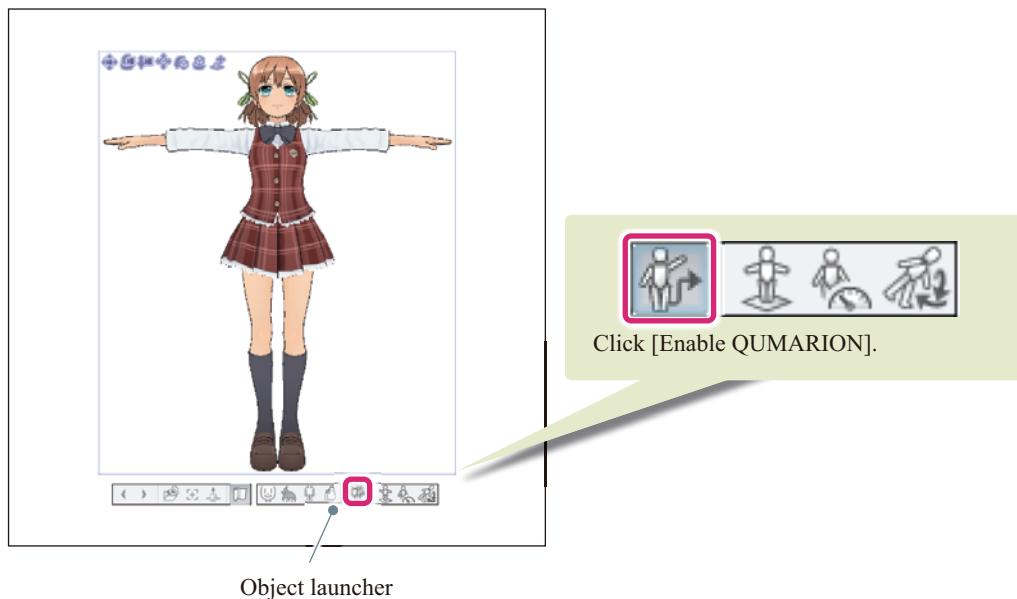


QUMARION pose

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.



Object launcher

- 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.