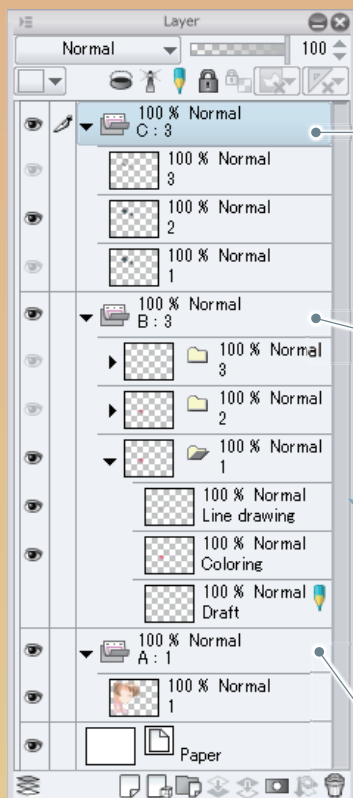# Animation menu

The [Animation] menu allows you to manage animation folders and cels and perform operations on the [Timeline] palette. This section describes the commands in the [Animation] menu.

Explanation: Animation folder and cel

Animation folders are folders for managing animation cels.

Layers and layer folders in an animation folder are treated as cels creating the movement of the animation.
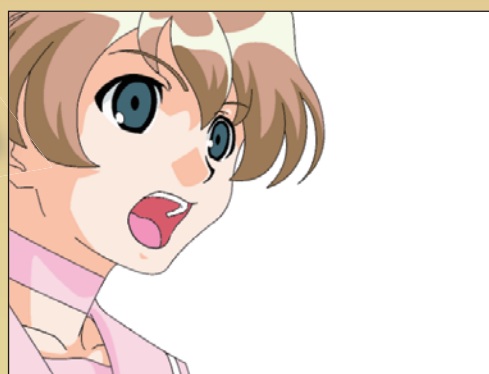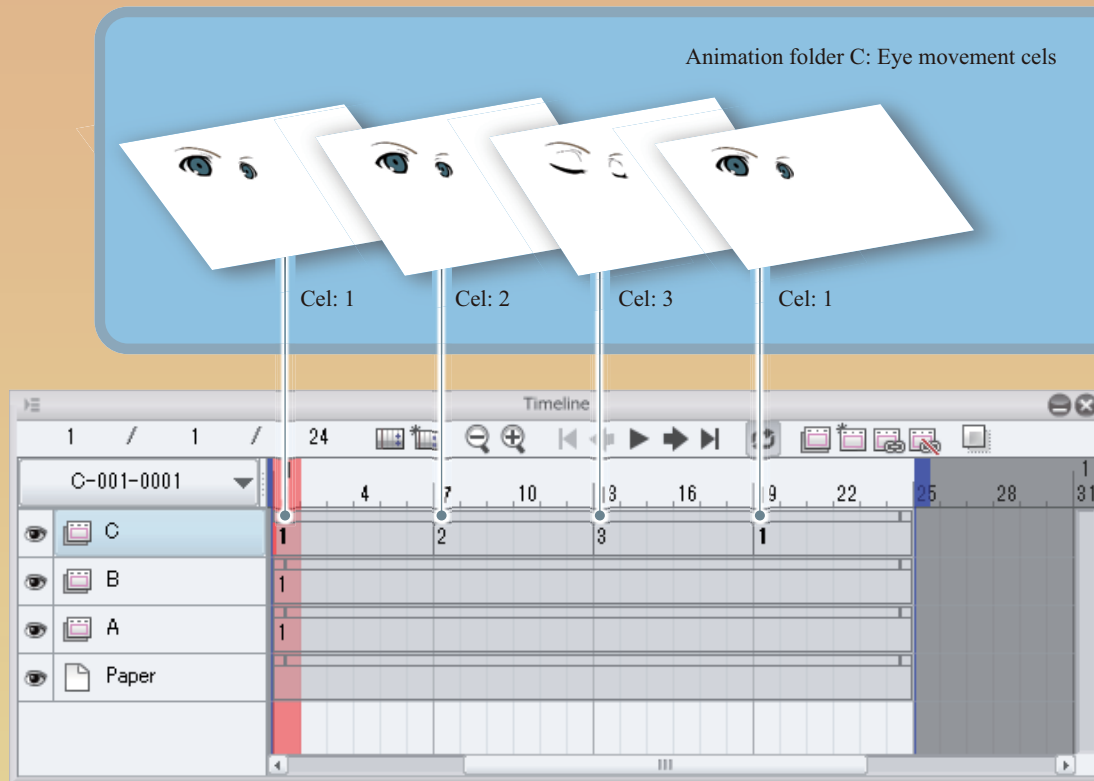

Animation folder C: Eye movement cels

Animation folder B: Mouth movement cels

Layer folders are handled as a single cel. These can be used in cases such as those where you want to use separate layers for the drawn lines and coloring.

Animation folder A: Outlines

You can create animation by specifying cels in the [Timeline] palette.

Specify a cel in the animation folder for each track (animation folder) on the [Timeline] palette.

! Important

Cels (layers) in an animation folder must be specified for display on the [Timeline] palette before they can be drawn on.
For details on specifying cels on the [Timeline] palette, see **"Operating the Timeline Palette"** → **"Cel specification operations"** .

New animation folder

Creates a new animation folder on the [Layer] palette and the [Timeline] palette. Animation folders are folders for storing animation cels (layers).

Layers and layer folders created in an animation folder can be used as cels.

✎ Memo

- Animation folders cannot be created inside an existing animation folder.
- If a single letter is set as the name of an animation folder, subsequent folders will automatically be named with the next letter of the alphabet. For example, if you select an animation folder called "A" in the [Layer] palette and create a new animation folder, the new animation folder will be called "B".
- Cels in an animation folder must be specified on the [Timeline] palette before they can be drawn on. For information on how to specify cels, see **"Specify cel"** . You can also specify a cel in the [Timeline] palette at the same time it is created by selecting the [Animation] menu → [New animation cel].

New animation cel

Creates a new cel in an animation folder.

If a cel is created while the [Timeline] palette is enabled, the cel is specified in the [Timeline] palette.

To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

> **Memo**
> - **A new cel is specified for the frame selected in the [Timeline] palette. If another cel is already specified for the selected frame, the new cel is specified for the next frame.**
> - **If another cel is already specified for the selected frame and there are multiple cels in the same clip, the new cel is specified between the specified frame and the previous cel.**
> - **The cel is created as a raster layer by default. You can change the layer type and expression color in the [Layer] menu→[Convert Layer]. For details, see "Convert layer [PRO/EX]" .**
> - **Cels can also be created by creating a new layer in the [Layer] palette or [Layer] menu. The cel is not specified in the [Timeline] palette in this case. Specify the cel in the [Timeline] palette by a method such as selecting the [Animation] menu→[Specify cel]. If you want to draw or edit a cel that is not specified in the [Timeline] palette, select the [Animation] menu→[Enable timeline] to disable the timeline.**
> - **Set [Cel template] in the [New] dialog in PRO or EX to create a cel with the layer configuration set as a template. This is convenient for creating layer folders or creating multiple layer folders together.**

Specify cel

Allows you to perform cell management operations such as specifying cels in the [Timeline] palette or changing the names of cels.
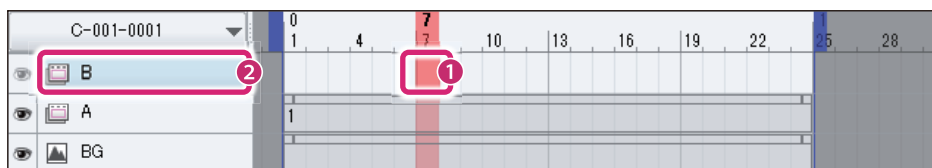
Specify cels

Select this to display the [Select layer] dialog box. Specify a cel for the frame selected in the [Timeline] palette. To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

> **Memo**
> - **Cels can also be specified by right clicking on the [Timeline] palette.**
> - **Cels can be specified while using the [Timeline] tool by selecting a frame in the [Timeline] palette and pressing the [Enter] key.**

1 Select the frame

Select the frame for which to specify a cel in the [Timeline] palette.

(1) Click the frame for which to specify a cel.

(2) Click the track (animation folder) for which to specify a cel.
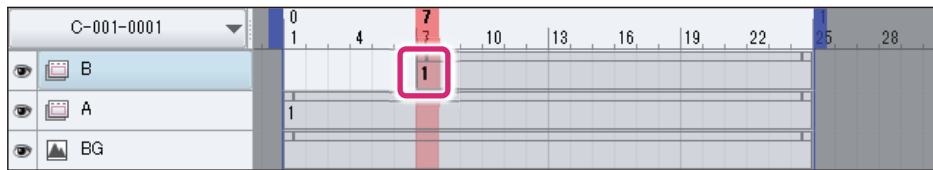
2 Select the command

Select the [Animation] menu → [Specify cel] → [Specify cels].

3 Specify the cel

Select the name of the cel to be specified from [Select layer] in the [Select layer] dialog box and click [OK].

4 The cel is specified.

The cel is specified on the [Timeline] palette.

Memo	•	If the cel to be specified has not yet been created, input the cel (layer) name in [Enter layer name] and click [OK]. In this case, the cel name is specified in the [Timeline] palette but the cel is not created in the [Layer] palette. Create a cel with the same name in the [Layer] palette.
	•	If a cel that has not yet been created is specified, the background of the area specified by that cel is transparent in the clip in the [Timeline] palette. Color appears in the background of the area specified by that cel when the cel is created.
	•	If a cel is specified on selecting a frame for which a cel has already been specified, the previous cel is replaced with the newly specified cel.

[Select layer] Dialog Box

(1) Select layer

A list of cel (layer) names in the currently selected animation folder. This allows you to select the cel to be specified in the [Timeline] palette.

(2) Enter layer name

Allows you to enter a desired cel (layer) name and specify it in the [Timeline] palette. The entered cel name is specified in the [Timeline] palette but the cel is not created in the [Layer] palette. To create the cel, select the [Animation] menu → [Specify cel] → [Create all supported cels].
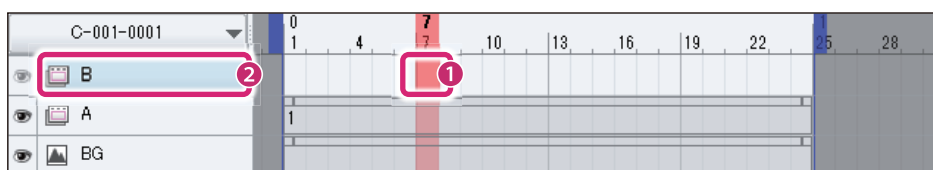
Batch specify cels

Select this to display the [Batch specify cels] dialog box. This allows you to batch specify cels in the [Timeline] palette from the selected frame onward.

To execute this item, select an animation folder on the [Layer] palette or [Timeline] palette.

1 Select the frame

Select the frame for which to specify a cel in the [Timeline] palette.

(1) Click the frame for which to specify a cel.

(2) Click the track (animation folder) for which to specify a cel.
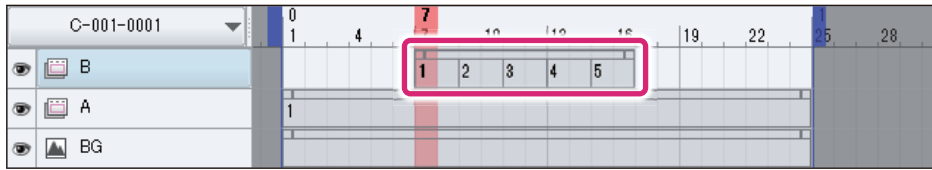
2 Select the command

Select the [Animation] menu → [Specify cel] → [Batch specify cels].

3 Specify the cel

Configure the settings in the [Batch specify cels] dialog box and click [OK].

4 The cel specifications are reflected

The cel specifications are reflected in the [Timeline] palette.

> **Memo**
>
> If [Batch specify cels] is executed for frames where a cel has already been specified, the frames for which a second cel has been specified are overwritten with the cels specified in [Batch specify cels]. The cel specifications of the other frames remain as they are.

[Batch specify cels] dialog box

A. How to specify

Select how to specify the cel. The setting methods for [Specify cel] change when a specification method is selected.

(1) Specify value

Specify a value by entering a numerical value in [Specify cel].

(2) Specify name of existing animation cel

[Specify cel] changes to a pull-down menu when this is selected. In the pull-down menu, select a cel name from the animation folder being edited.

B. Specify cel (when "Specify value" is selected)

(3) Start number

Input the number of the start cel.

(4) End number

Input the number of the end cel.

(5) Number of frames

Input the interval for which to specify cels. Cels are created in intervals of the specified number of frames.

C. Specify cel (when "Specify name of existing animation cel" is selected)

Allows you to select a cel from the animation folder being edited.

(6) Start cel

Select the name of the start cel.

(7) End cel

Select the name of the end cel.

(8) Number of frames

Input the interval for which to specify cels. Cels are created in intervals of the specified number of frames.

D. Repeat settings

Specify the number of times to repeat the cel specification.

(9) Number of repeats

Specify the number of times to repeat the cel specification by entering a value.

(10) Repeat to end

Repeats the cel specification to the end of the timeline.

E. Advanced settings

(11) Create gap of n frames for each cel specification

Leaves a gap of the specified number of frames between one cel specification and the next. Clips are not created in this area. When this is turned on, you can specify the [Number of frames].

For example, specifying "1" for [Number of frames] leaves one blank frame between one specification and the next.
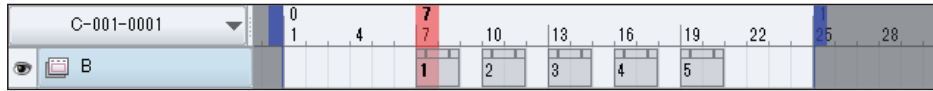
(12) Skip cel number for cel specification

Specify a number of numbered cels to be skipped when specifying cels. When this is turned on, you can specify the [Number of cels].

For example, when "1" is specified for [Number of cels] and cels are numbered 1 to 5, this setting specifies cels 1, 3 and 5, skipping one cel each time.
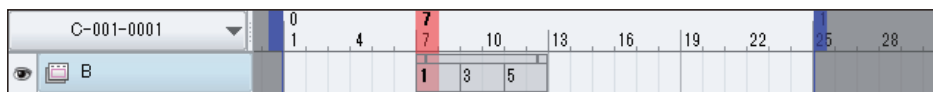

Create all supported cels

Cels that are specified in the [Timeline] palette but have not been created in the [Layer] palette can be created together by specifying this item. The cels are created in all animation folders included in the timeline.

Standardize in order of timeline

Renumbers the names of the cels in the selected animation folder in the order displayed on the [Timeline] palette. The changed cel names are applied to both the [Timeline] palette and the [Layer] palette. The order of the cels on the [Layer] palette is also changed according to the cel names.

✎ Memo
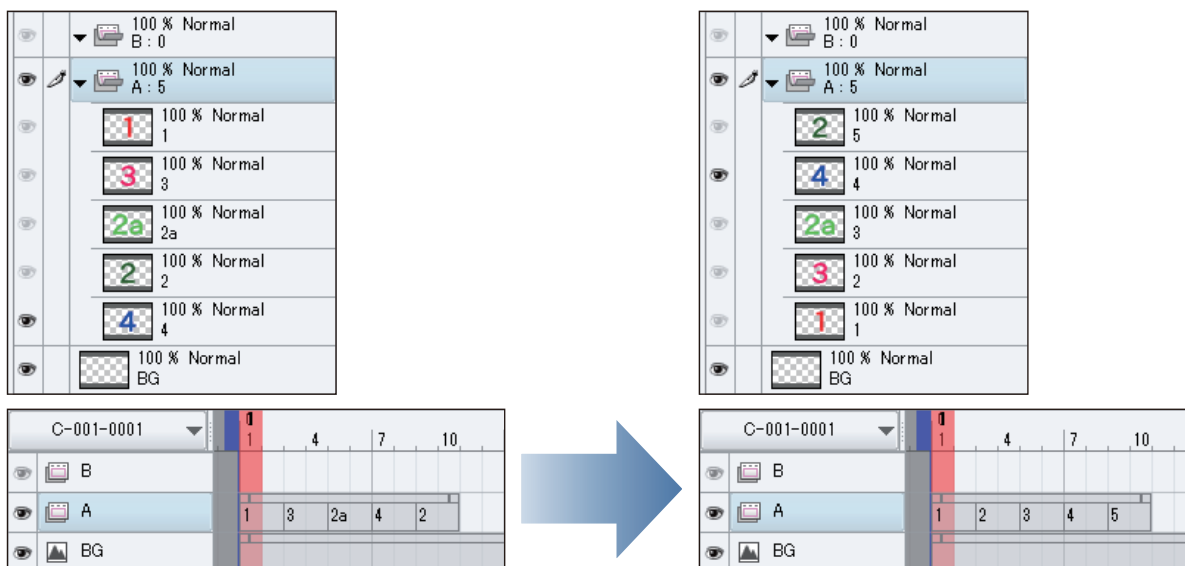
- Cel names consisting of text other than numbers will be changed to numbers.
- If any of the cels in the animation folder are not specified in the [Timeline] palette, numbers after those of the specified cels are assigned as the cel names for the unspecified cels. The order of the cels on the [Layer] palette is also changed according to the numbers.
- If the same animation folder is used for multiple timelines, the timeline currently displayed in the [Timeline] palette is prioritized. The other timelines are ordered according to the [Timeline list]. The order of the [Timeline list] can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline].

Standardize in order of layers

Renumbers the names of the cels in the selected animation folder according to the stacking order of the [Layer] palette. The changed cel names are applied to both the [Timeline] palette and the [Layer] palette.
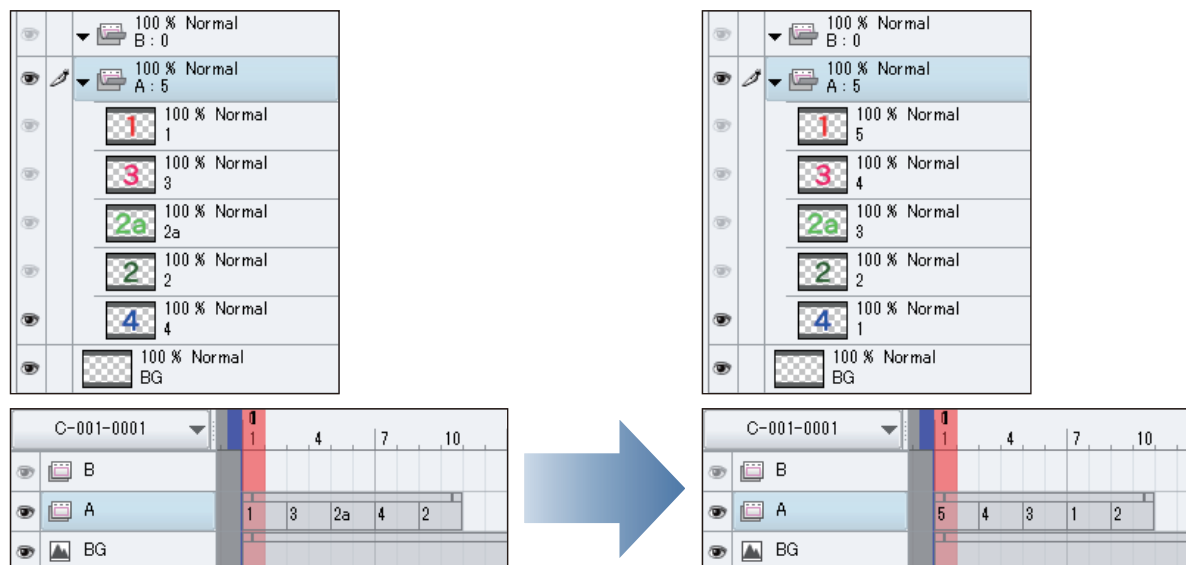
> **Memo**
> - Cel names consisting of text other than numbers will be changed to numbers.
> - If cels that have not been created in the [Layer] palette are specified in the [Timeline] palette, numbers after those of the cels on the [Layer] palette are assigned to the other cels specified in the [Timeline] palette.

Delete

Delete a cel specification from the [Timeline] palette.

The cels remain in the [Layer] palette even after the cel specification is deleted from the [Timeline] palette.

1 Select the cel

Click the cel specifications to be deleted from the [Timeline] palette. The cel names of selected cel specifications are displayed in bold.
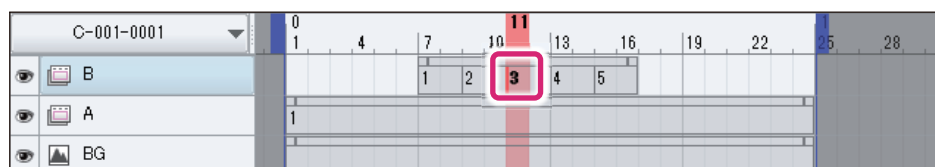
> **Memo**
> To select multiple cel specifications, click the additional cel specifications while holding down the [Ctrl] key or [Shift] key. You can also select multiple cel specifications by dragging to surround the cel specifications.

2 Delete the cels

Select the [Animation] menu → [Specify cel] → [Delete] to delete the cels from the [Timeline] palette.
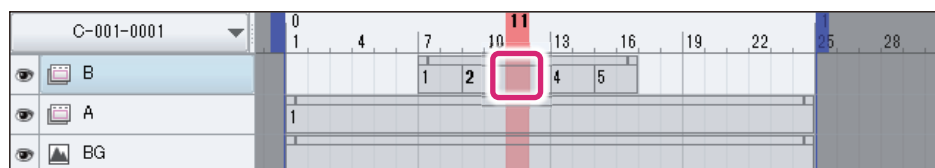
✏ **Memo**	You can also delete cel specifications by key operation on the [Timeline] palette. For details on how to delete, see "**Operating the Timeline Palette**" → "**Cel specification operations**" → "**Delete the cel specification**" .

Cut

Cuts a selected cel specification from the [Timeline] palette and stores it on the clipboard.

✏ **Memo**	To select multiple cel specifications, click the additional cels while holding down the [Ctrl] key. You can also select multiple cel specifications by dragging to surround the cel specifications.

Copy

Stores a selected cel specification from the [Timeline] palette on the clipboard. The cel remains on the [Timeline] palette.

✏ **Memo**	To select multiple cel specifications, click the additional cels while holding down the [Ctrl] key. You can also select multiple cel specifications by dragging to surround the cel specifications.

Paste

Pastes the cel specification stored on the clipboard to the [Timeline] palette.

Select the animation folder for pasting and then select the frame in which to paste the cel specification.

Select the [Animation] menu → [Specify cel] → [Paste] to paste the cel specification to the selected frame.

- If you paste to the same animation folder as the cel specification stored on the clipboard, the same cel is specified.

- If you paste to a different animation folder from the cel specification stored on the clipboard, a cel with the same name is specified in the new folder.

- You cannot paste different types of tracks (layers).

Set as first displayed frame

The start position of a clip can be set according to the frames on the [Timeline] palette.

On the [Timeline] palette, select the target track and then select the frame to be set as the start position of the clip.

Select the [Animation] menu → [Set as first displayed frame] to set the selected frame as the start position of the clip.

✏ **Memo**	• For details on the names of each part of the [Timeline] palette, see "**Timeline palette**" → "**Functions of Timeline Palette**" . • If a frame in the clip is selected when performing [Set as first displayed frame], the clip containing the frame is shortened and the selected frame becomes the start of the clip. • If a cel before the selected frame is specified, the cel specification position moves to the selected frame.

Set as last displayed frame

The end position of a clip can be set according to the frames on the [Timeline] palette.

On the [Timeline] palette, select the target track and then select the frame to be set as the end position of the clip.

Select the [Animation] menu → [Set as last displayed frame] to set the selected frame as the end position of the clip.

> **Memo**
>
> - For details on the names of each part of the [Timeline] palette, see **"Timeline palette"** → **"Functions of Timeline Palette"** .
> - If a cel after the selected frame is specified, the section of the clip from the specified frame to the next cel specification is deleted.
> - If a frame without a clip is selected when performing [Set as last displayed frame], the previous clip is extended and the selected frame becomes the end of the clip.
> - If a frame with a cel specification is selected when performing [Set as last displayed frame], the cel specification is deleted.

Clip

You can edit a clip by selecting the clip in the [Timeline] palette and executing various commands.

To select a clip, click above the clip to be selected on the [Timeline] palette. The mouse cursor changes to a hand icon when it is moved to an area where a clip can be selected.

Click

A clip is selected.
The selected clip turns blue.
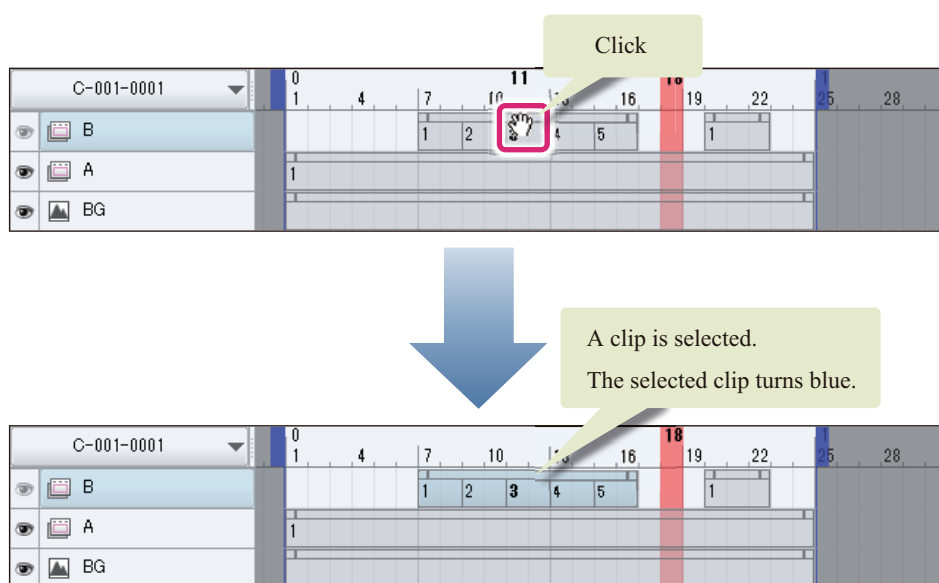
Delete

Deletes the clip selected on the [Timeline] palette.

> **Memo**
>
> Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Cut

Cuts a selected clip from the [Timeline] palette and stores it on the clipboard.

> **Memo**
>
> Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Copy

Stores a selected clip from the [Timeline] palette on the clipboard. The clip remains on the [Timeline] palette.

> **Memo**
>
> Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.

Paste

Pastes the clip stored on the clipboard to the [Timeline] palette.

✏️ **Memo**	● **Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.** ● **You cannot paste different types of tracks (layers).** ● **If you paste between different animation folders, the cels in the clip are renamed according to the cels in the paste destination.**

Join

Select multiple consecutive clips in the same track on the [Timeline] palette and join them together.

✏️ **Memo**	● **Multiple clips can be selected by holding down the [Ctrl] key while selecting clips.** ● **Clips in different tracks (animation folders) cannot be joined.**

Split

Splits the clip at the frame selected on the [Timeline] palette.

Select previous cel

The operation for this item differs depending on the canvas specification or the cel or layer that is selected.

● If the timeline is enabled, this selects the cel before the frame currently selected in the [Timeline] palette.

● If the timeline is disabled, this selects the cel below the cel currently selected in the [Layer] palette. If the bottom cel in the animation folder is selected, the top layer in the same folder is selected.

● If a light table layer on the [Animation cels] palette is selected, the display switches between the light table layers in the order they are displayed on the [Layer] palette. Clicking this displays the layer below. It also changes the light table layers linked to the edited cel.

Select next cel

The operation for this item differs depending on the canvas specification or the cel or layer that is selected.

● If the timeline is enabled, this selects the cel after the frame currently selected in the [Timeline] palette.

● If the timeline is disabled, this selects the cel above the cel currently selected in the [Layer] palette. If the top cel in the animation folder is selected, the bottom layer in the same folder is selected.

● If a light table layer on the [Animation cels] palette is selected, the display switches between the light table layers in the order they are displayed on the [Layer] palette. Clicking this displays the layer above. It also changes the light table layers linked to the edited cel.

Play/Stop

Plays or stops animation on the canvas.

✏️ **Memo**	● **Playback of the animation can be stopped by pressing the [ESC] key or clicking a palette other than the [Timeline] palette during playback.** ● **A cache of the played frames is created when the animation is played. This allows the animation to buffer more quickly the next time it is played. However, the previous playback cache is discarded when the canvas or [Timeline] palette is edited.**

Settings of play

Set the playback method for playing animation.

Play in real time

Plays the animation according to the frame rate.

> ✏ **Memo**   **When an animation is played with [Play in real time] turned on, it plays according to the set time. However, drop-frame (an issue where not all of the cels can be played) may occur depending on your operating environment.**

Play all frames

Plays all frames when playing the animation.

> ✏ **Memo**   **When an animation is played with [Play all frames] turned on, all frames are played without the restriction to play the animation in the set time. This means that the animation may play more slowly than the actual playback speed.**

Loop play

Turn this on to enable loop play. When playback reaches the last frame of the animation, it starts again from the first frame.

Render before starting playback

Turn this on to render the playback range of the animation before playing the animation.

This avoids issues where playback is delayed due to the time taken to load the animation. However, rendering before playing the animation means that it may be a while before playback starts.

Prefer speed

When the canvas has a high resolution, the resolution is automatically reduced when playing the animation to improve the playback speed.

A cache is created with images at a size near the scale of the canvas when playing the animation. When the scale is changed during playback, the cache is discarded according to the scale.

Prefer quality

When the canvas has a high resolution, the resolution is automatically reduced when playing the animation to improve the playback speed.

A cache is created with images at a size near the scale of the canvas when playing the animation. The cache is not discarded when the scale is changed during playback.

Move frame

Operate the frames in the [Timeline] palette using commands.

Go to start

Selects the first frame in the [Timeline] palette.

Go to end

Selects the last frame in the [Timeline] palette.

Go to previous frame

Selects the frame before the selected frame in the [Timeline] palette.

Go to next frame

Selects the frame after the selected frame in the [Timeline] palette.

Go to specified frame

Selects the frame corresponding to the specified number in the [Timeline] palette.

Selecting this command displays the [Go to specified frame] dialog box. Enter the frame to be selected in [Frame number] and click [OK]. The frame entered in [Frame number] is selected in the [Timeline] palette.

> 🖉 **Memo** **In PRO and EX, the [Frame number] is entered differently depending on the frame display method selected in [Playback time] in the [New] dialog box or the [New timeline] dialog box.**

Label

Set labels on the [Timeline] palette. Created labels can be used as markers when editing.

Timeline label

Track label
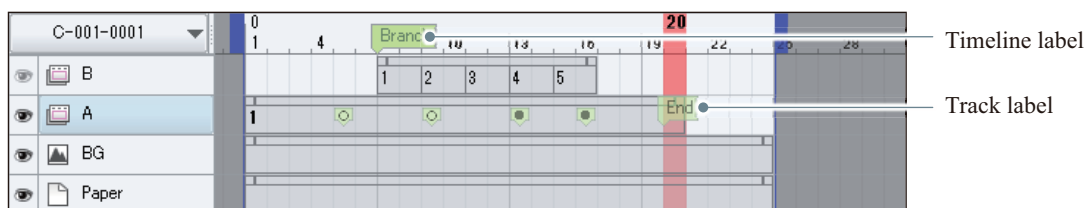
Create timeline label

Create a timeline label in the specified frame on the [Timeline] palette.

1 **Select the frame**

Select the frame to which to add a timeline label on the [Timeline] palette.

2 **Select the command**

Select the [Animation] menu → [Label] → [Create timeline label]. The [Create timeline label] dialog box opens.

3 **Set the name of the timeline label**

In the [Create timeline label] dialog box, enter the name of the label in [Label name] and click [OK].

4 **The label is created**

A timeline label is created in the specified frame on the [Timeline] palette.

> 🖉 **Memo** **Timeline labels with the same name cannot be created in the same file.**

Delete timeline label

Delete a timeline label from the [Timeline] palette.

1 **Select the frame**

Select the frame containing the timeline label to be deleted on the [Timeline] palette.

2 **Delete the timeline label**

Select the [Animation] menu → [Label] → [Delete timeline label]. The timeline label in the specified frame is deleted.

Go to timeline label

Specify the name of a timeline label and go to the frame containing that timeline label.

1 Select the command

Select the [Animation] menu → [Label] → [Go to timeline label]. The [Go to timeline label] dialog box opens.

2 Specify the label

In the [Go to timeline label] dialog box, select the name of the timeline label and click [OK].

3 Go to the frame containing the specified timeline label

The frame containing the specified timeline label becomes the [Current frame].

> ✏ **Memo** **If a file contains multiple timelines (cuts), you can select timeline labels created in a different cut. When this is selected, the [Timeline] palette switches to the cut containing the corresponding timeline label.**

Create track label

Create a track label in a frame in the specified track on the [Timeline] palette.

1 Select the frame and track

Select the track to which to add a track label on the [Timeline] palette.

(1) Select the frame to which to add the track label.

(2) Select the track to which to add the track label.

2 Select the command

Select the [Animation] menu → [Label] → [Create track label]. The [Create track label] dialog box opens.

3 Set the name of the track label

In the [Create track label] dialog box, enter the name of the track label in [Label name] and click [OK].

4 The label is created

A track label is created in the specified track on the [Timeline] palette.

Delete track label

Delete a track label from the [Timeline] palette. Inbetween track labels and reverse sheet track labels can be deleted in addition to standard track labels.

1 Select the frame

Select the frame in the track containing the track label to be deleted on the [Timeline] palette.

(1) Select the frame from which to delete the track label.

(2) Select the track from which to delete the track label.

2 Delete the track label

Select the [Animation] menu → [Label] → [Delete track label]. The track label in the specified frame is deleted.

Create inbetween track label

Add a track label specifying an inbetween point in a frame in the specified track on the [Timeline] palette.

Select the frame and track in which to specify the track label and select the [Animation] menu → [Label] → [Create inbetween track label] to create a track label specifying an inbetween point.

✎ **Memo**	● In the [Timesheet] palette, drag the track to the right to display the popup menu for specifying a cel. Press [Enter] while pressing the [Alt] key to create an inbetween track label.
	● Inbetween track labels are indicated by the inbetween symbol "○" when the [Timeline] palette is exported as a timesheet in CSV format. For information on how to export timesheets in CSV format, see **"File Menu"** → **"Export animation"** → **"Export time sheet [EX]"** .

Create reverse sheet track label

Add a track label specifying a reverse sheet inbetween point in a frame in the specified track on the [Timeline] palette.

Select the frame and track in which to specify the track label and select the [Animation] menu → [Label] → [Create reverse sheet track label] to create a track label specifying an inbetween point.

✎ **Memo**	● In the [Timesheet] palette, drag the track to the right to display the popup menu for specifying a cel. Press [Enter] while pressing the [Shift] + [Alt] keys to create an inbetween track label.
	● Reverse sheet track labels are indicated by the reverse sheet symbol "●" when the [Timeline] palette is exported as a timesheet in CSV format. For information on how to export timesheets in CSV format, see **"File Menu"** → **"Export animation"** → **"Export time sheet [EX]"** .

Enable timeline

Enable or disable the timeline on the canvas.

Enabling the timeline allows you to edit the [Timeline] palette. The canvas only displays cels and layers specified for selected frames on the [Timeline] palette.

When the timeline is disabled, the [Timeline] palette cannot be edited, but all cels in the animation folder are displayed on the canvas. Cels can be edited regardless of whether they are specified on the [Timeline] palette.

✎ **Memo**	When the timeline is enabled, cels in the animation folder that are not specified in the [Timeline] palette cannot be displayed or edited on the canvas. Specify these cels for frames on the [Timeline] palette or disable the timeline to display these cels on the canvas and enable editing.

Timeline

Multiple timelines can be created and managed for one canvas in CLIP STUDIO PAINT.

You can perform timeline management operations such as creating additional timelines and switching timelines.

New timeline

Select this item displays the [New timeline] dialog box. This can be used to create a new timeline on the canvas.

If the canvas does not have a timeline, creating a timeline allows you to create an animation.

[New timeline] Dialog Box

(1) Timeline name

Input the timeline name.

(2) Frame rate

Input the frame rate of the timeline.

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

(3) Playback time

Input the playback time. The content that can be edited differs depending on the settings configured in the [New] dialog.

When making the first timeline, use the pull-down menu to select how to display frames on the [Timeline] palette. The configuration method varies depending on the selected item.

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

(4) Scene number

Input how to read the scene number.

(5) Cut number

Input how to read the cut number.

(6) Division line

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

Go to previous timeline

Switches to the previous timeline if there are multiple timelines.

> ✏ **Memo**   The display order of the timelines can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline] and configuring the settings in the [Manage timeline] dialog box. For details on the [Manage timeline] dialog box, see **"Manage timeline"** .

Go to next timeline

Switches to the next timeline if there are multiple timelines.

> ✏ **Memo**   The display order of the timelines can be set by selecting the [Animation] menu→[Timeline]→[Manage timeline] and configuring the settings in the [Manage timeline] dialog box. For details on the [Manage timeline] dialog box, see **"Manage timeline"** .

Change settings

Change various settings for the timeline currently being edited.

Enter values for the settings to be configured in the [Change settings] dialog and click [OK] to change the timeline settings.

[Change settings] Dialog Box

<div style="color:blue">✏ **Memo**</div> **The values that can be entered for [Start frame] and [End frame] differ depending on the [Playback time] set in the [New] dialog box or the [New timeline] dialog box. For details, see "[New timeline] Dialog Box" .**

(1) Timeline name

Input the timeline name.

(2) Start frame

Input the start frame.

(3) End frame

Input the end frame.

(4) Division line

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

(5) Scene number

Input how to read the scene number.

(6) Cut number

Input how to read the cut number.

Change frame rate

Selecting this item displays the [Change frame rate] dialog box.

This allows you to change the frame rate (number of frames per second) set when creating the canvas.

[Change frame rate] Dialog Box

(1) Frame rate

Change the frame rate.

(2) Change total number of frames [EX]

When this is turned on, the number of frames on the timeline changes to fit the original playback time when the frame rate is changed. The position of specified cels also changes.

<div style="color:blue">✏ **Memo**</div> **The playback time of movie tracks, audio tracks and phonetic tracks cannot be changed according to the frames. This means that the clip position and length may not match those of the other tracks.**

Manage timeline

Allows you to manage timelines in the file.

You can perform operations such as adding, deleting or duplicating timelines in the [Manage timeline] dialog.

[Manage timeline] Dialog Box

(1) Timeline list

A list of timelines in the file. Select the timeline for which to change the settings.

(2) New timeline

Clicking the item displays the [New timeline] dialog box. This can be used to create a new timeline on the canvas.

If the canvas does not have a timeline, creating a timeline allows you to create an animation.

> ✎ **Memo**   For details on the [New timeline] dialog box, see **"New timeline"** .

(3) Duplicate

Allows you to duplicate the timeline selected in the [Timeline list].

Clicking the item displays the [Duplicate timeline] dialog box, where you can configure settings such as [Timeline name], [Scene number] and [Cut number].

[Duplicate timeline] Dialog Box

(4) Delete

Allows you to delete the timeline selected in the [Timeline list].

(5) Change settings

Allows you to change the settings of the timeline selected in the [Timeline list]. Clicking the menu item displays the [Change settings] dialog box.

> ✎ **Memo**   For details on setting items on the [Change settings] dialog box, see **"Change settings"** .

(6) Previous

Moves the timeline selected in the [Timeline list] one place back.

(7) Next

Moves the timeline selected in the [Timeline list] one place forward.

Delete motion of selected layer

Deletes edits made to a layer in CLIP STUDIO ACTION if the layer has been edited in CLIP STUDIO ACTION.

Layers can also be edited in CLIP STUDIO PAINT by turning on the timeline.

If a layer folder or animation folder is selected, this operation is applied to all layers in the folder.

Delete motion of all layers

Deletes edits made in CLIP STUDIO ACTION, such as key frames and blending, from all layers.

Phonetic tracks and audio tracks are also deleted.

Layers can also be edited in CLIP STUDIO PAINT by turning on the timeline after executing this command.

Show animation cels

Configure settings for displaying animation cels.

Show edited cel only

Turn this on to display only the cel selected for editing from the animation folder.

> **Memo**   **This item cannot be set when [Enable onion skin] is turned on.**

Enable onion skin

Onion skin is a function in which specified cels surrounding the selected cel are displayed on the canvas in addition to the selected cel.

Turn this on to display the onion skin on the canvas.

The surrounding cells are displays in a different color in onion skin form.
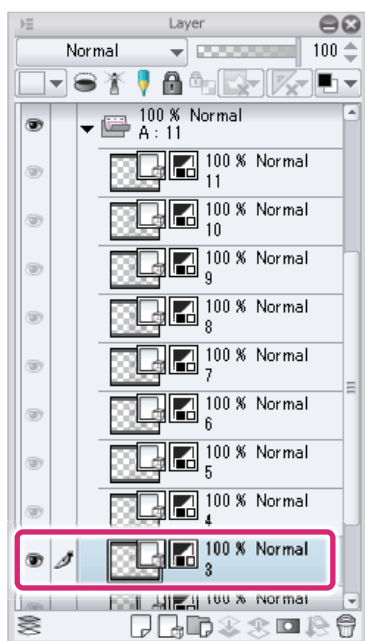
The displayed onion skin differs depending on the timeline settings.

When the timeline is enabled	The cels before and after the selected cel on the [Timeline] palette are displayed as onion skin.
When the timeline is disabled	The cels above and below the selected cel on the [Layer] palette are displayed as onion skin.

> **Memo**
> - **Onion skin settings such as the display color and number of displayed cels can be configured in the [Animation] menu → [Show animation cels]→[Onion skin settings]. For details, see "Onion skin settings" .**
> - **To modify a cel with the onion skin as a reference, select the [Animation] menu→[Light table]→[Register onion skin images]. Onion skin cels corresponding to that cel are registered in the [Light table specific to cel] on the [Animation cels] palette.**
> - **The onion skin display color is not applied to cels consisting of a layer folder with [Combine mode] set to [Through].**

Onion skin settings

Selecting this item displays the [Onion skin settings] dialog. This allows you to configure onion skin settings such as the number of displayed cels and the display color.
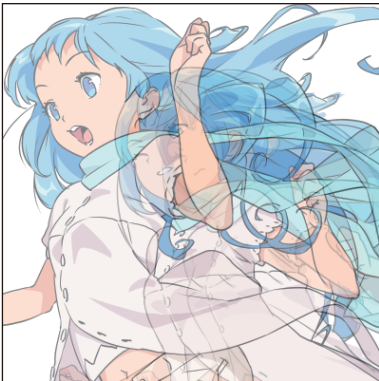
[Onion skin settings] Dialog Box
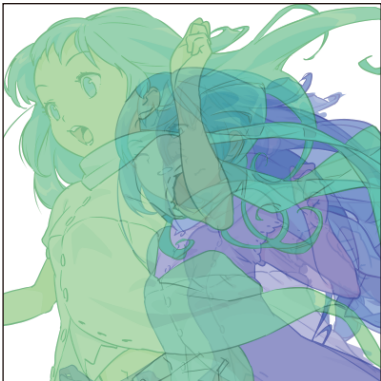
(1) Number of views

Set the number of cels to be displayed as onion skin. The number of preceding cels can be different from the number of following cels.
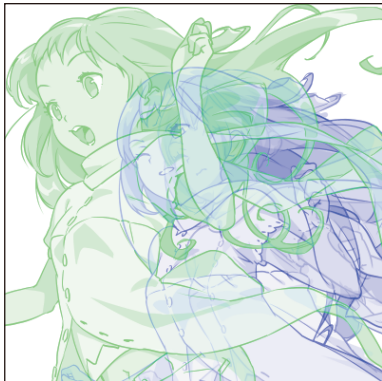
(2) How to show *

You can configure how to show onion skins.

Color	Half color	Monochrome

Color	The colors in the cels displayed as onion skins are displayed as is.
Half color	The colors set for [Display color of previous frame] and [Display color of next frame] are combined while maintaining the colors of the cels displayed as onion skins.
Monochrome	The colors of the cels displayed as onion skins are grayed and replaced by the colors set for [Display color of previous frame] and [Display color of next frame].

(3) Display color *

The display colors of the onion skins can be changed by setting [How to show] to [Half color] or [Monochrome]. The display color of the previous frame is displayed in [Display color of previous frame], and that of the next frame is displayed in [Display color of next frame]. Clicking each color indicator displays the [Color settings] dialog box. Here, a color can be set.

(4)   Set Opacity *

Turning this on sets the opacity of the onion skins.

(5) Opacity

The opacity of the onion skins can be set in [Start]. If multiple skins are set for [Number of skins], specify a value for [Step opacity] to display the skins with the opacity reduced by the specified value for each skin.

Check cel motion by key input

Allows you to check cel motion by key operation. A message saying [Check cel motion by key input] is displayed, allowing you to switch the displayed cel by using the numerical keys or the cursor keys on the keyboard. Click [Close] in the message to finish switching between cels by key operation.

The displayed cel is switched in the order of the layers in the animation folder on the [Layer] palette.

> ✏ **Memo**
>
> - **This item cannot be selected when an item other than an animation folder or cel is selected on the [Layer] palette or when the light table is disabled.**
> - **If multiple cels are selected on the [Layer] palette, the key operations are applied only to the selected cels.**
> - **If the light table is enabled and multiple light table layers are registered to the [Animation cels] palette, the key operations are applied to the light table layers on the [Animation cels] palette. For details on how to enable the light table layer, see "Enable light table" . For details on the [Animation cels] palette and light table layers, see "Animation cels palette" → "Functions of [Animation cels] Palette" .**
> - **The key operations may differ if shortcut keys are used. Follow the instructions in the message that is displayed.**

The cel display method differs depending on the key.

Numerical keys

Press the [1] key to display the bottom cel in the selected animation folder. The other cels can be displayed by pressing keys such as the [2] key and [3] key. The keys correspond to the order of the cels.

Cursor keys

Press the cursor keys to move through the cels in the selected animation folder.

[↑] key	Displays the cels in order from bottom to top. Releasing the key displays the selected cel on the [Layer] palette.
[↓] key	Displays the cels in order from top to bottom. Releasing the key displays the selected cel on the [Layer] palette.
[→] key	Displays the cels in order from bottom to top. Releasing the key displays the cel that was indicated at the time the key was released.
[←] key	Displays the cels in order from top to bottom. Releasing the key displays the cel that was indicated at the time the key was released.

> ✏ **Memo**
>
> **Pressing two numerical keys at once selects the cel corresponding to the last key that was pressed. If a different cel is selected, the cel selection changes.**

Check surrounding cels by key input

Allows you to check cel motion by key operation. A message saying [Check surrounding cels by key input] is displayed, allowing you to switch the displayed cel by using the numerical keys or the cursor keys on the keyboard. Click [Close] in the message to finish switching between cels by key operation.

The displayed cel is switched in the order of the layers in the animation folder on the [Layer] palette.

> **✏️ Memo**
> - This item cannot be selected when an item other than a cel in the animation folder is selected on the [Layer] palette or when the light table is disabled.
> - If multiple cels are selected on the [Layer] palette, the key operations are applied only to the selected cels.
> - If the light table is enabled and multiple light table layers are registered to the [Animation cels] palette, the key operations are applied to the light table layers on the [Animation cels] palette. For details on how to enable the light table layer, see "**Enable timeline**" . For details on the [Animation cels] palette and light table layers, see "**Animation cels palette**" → "**Functions of [Animation cels] Palette**" .
> - The key operations may differ if shortcut keys are used. Follow the instructions in the message that is displayed.

The cel display method differs depending on the key.

Numerical keys

Pressing the numerical keys allows you to display the selected cel and four cels on either side.

[5] key	Displays the cel selected on the [Layer] palette.
[4] key to [1] key	Displays the cels below the cel selected on the [Layer] palette.
[4] key to [1] key	Displays the cels above the cel selected on the [Layer] palette.

Cursor keys

Press the cursor keys to move through the cels in the selected animation folder.

[↑] key	Displays the cels in order from bottom to top. Releasing the key displays the selected cel on the [Layer] palette.
[↓] key	Displays the cels in order from top to bottom. Releasing the key displays the selected cel on the [Layer] palette.
[→] key	Displays the cels in order from bottom to top. Releasing the key displays the cel that was indicated at the time the key was released.
[←] key	Displays the cels in order from top to bottom. Releasing the key displays the cel that was indicated at the time the key was released.

> **✏️ Memo**
> Pressing two numerical keys at once selects the cel corresponding to the last key that was pressed. If a different cel is selected, the cel selection changes.

Light table

Allows you to configure the settings of the [Animation cels] palette and light table layers registered to the [Animation cels] palette.
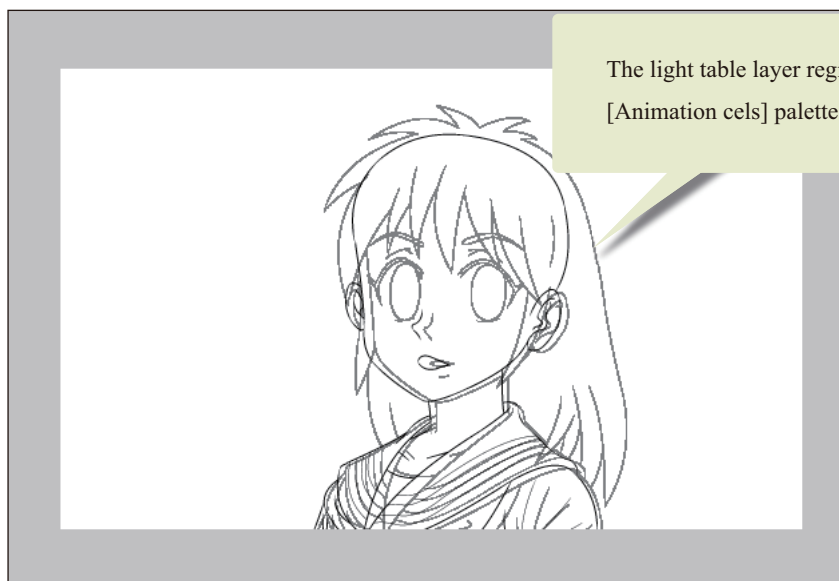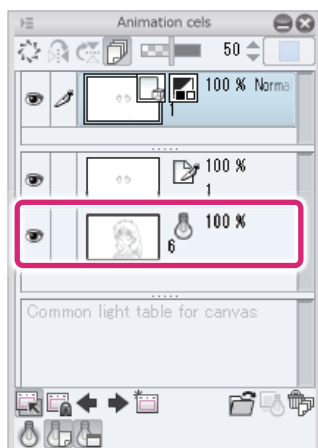
> **Memo** For details on the [Animation cels] palette and light table layers, see **"Animation cels palette"** → **"About the [Animation cels] Palette"** and **"Functions of [Animation cels] Palette"** .

Enable light table

Turn this on to display the light table layers on the canvas. Turn it off to hide the light table layers.

> **Memo** Selecting a light table layer on the [Animation cels] palette automatically turns on [Enable light table] if it is turned off.

The light table layer registered in the [Animation cels] palette is displayed.

Fix current animation cel as editing target

Fixes a registered cel as the [Edited cel]. When this is set, the [Edited cel] does not change when another cel is selected on the [Layer] palette or [Timeline] palette.

Register selected layer

Register a layer selected on the [Layer] palette as a light table layer on the [Animation cels] palette.

● If an [Edited cel] is set on the [Animation cels] palette and [Fix current cel as editing target] is turned on, the image is registered to the [Light table specific to cel].

● If an [Edited cel] is not set on the [Animation cels] palette, the image is registered to the [Common light table for canvas].

> **Memo** If the layer contains a layer folder or layer mask, the layer is registered to the [Animation cels] palette with the folder or mask merged.

Select and register file

Register other image files to the light table on the [Animation cels] palette. File formats that can be registered are: Files in CLIP STUDIO FORMAT (extension: clip), BMP, JPEG, PNG, TIFF, Targa, Adobe Photoshop Document (extension: psd) and Adobe Photoshop Big Document (extension: psb).

Select this to display the dialog box for selecting a file. Select a file to register the image to the [Animation cels] palette.

- If an [Edited cel] is set on the [Animation cels] palette, the image is registered to the [Light table specific to cel].

- If an [Edited cel] is not set on the [Animation cels] palette, the image is registered to the [Common light table for canvas].

✎ **Memo**	- If the file has multiple layers (CLIP STUDIO FORMAT (extension: clip), Adobe Photoshop Document (extension: psd) or Adobe Photoshop Big Document (extension: psb)), the layers are merged in the version of the image that is registered to the [Animation cels] palette. - When light table layers are registered from another file, the other file is referred to in the same way as with file object layers. The only information recorded for file object layers is the location where the loaded file is saved. This means that if the location of the registered file or the location of the canvas is changed, the file location needs to be re-specified by selecting the light table layer using the [Object] tool.

Register layer copied from another canvas

Pastes a layer copied from another canvas to the light table on the [Animation cels] palette.

If the selected layer is a light table layer from a [Light table specific to cel], it is registered to the [Light table specific to cel]. Otherwise, it is registered to the [Common light table for canvas].

✎ **Memo**	When light table layers are copied from another canvas, the other file is referred to in the same way as with file object layers. The only information recorded for file object layers is the location where the loaded file is saved. They therefore need to be deleted and re-registered if the save destination of the original file or the save destination of the canvas is changed.

Register onion skin images

If onion skin is enabled, the surrounding cels displayed as onion skin are registered to the [Light table specific to cel] on the [Animation cels] palette. The onion skin layer color of the registered cels (light table layers) is kept, but the opacity is not.

Cels registered to the light table cannot be displayed as onion skin.

## Deregister selected image from light table

Deregisters the selected light table layer from the [Animation cels] palette.

Deregister all images from light table

Deregisters all light table layers currently displayed on the [Animation cels] palette.

Move canvas to center

Selecting this item displays the [Move canvas to center] dialog. Drag the slider to adjust the position and angle of the canvas based on the light table layers displayed on the canvas.

The canvas moves.
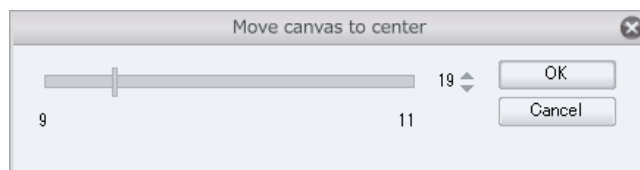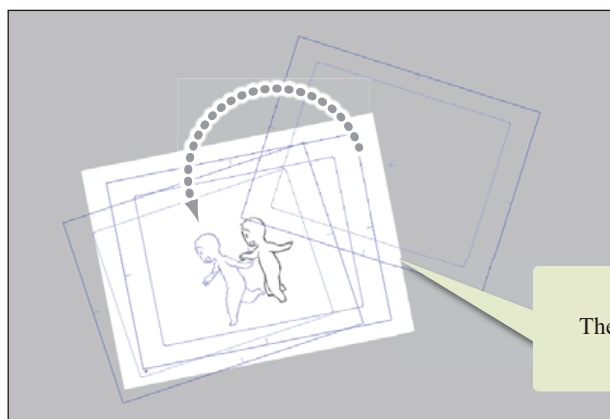
> **Memo**
>
> ● For details on how to operate [Move canvas to center], see **"Animation cels palette"** → **"Light Table Layer Operation"** → **"Move canvas to center"** .
>
> ● [Move canvas to center] can be used when two light table layers are registered to the [Light table specific to cel] on the [Animation cels] palette, or when two light table layers are selected.