

Edit Menu

The [Edit] menu is mainly for performing edit operations on images. This section describes the commands in the [Edit] menu.

Undo

Selecting [Edit] menu → [Undo] cancels the last operation.

Redo

Selecting [Edit] menu → [Redo] immediately after undoing, redoes the undone operation.

Cut

Copies the selected area of an image to the clipboard and clears that portion from the image on the canvas.

1 Create a selection

Using a selection tool, create a selection.

- (1) Display the [Layer] palette and select the target layer. In this example, [Feather] is selected.
- (2) Using a selection tool, create a selection.

-  **Memo**
- Cutting without selecting an object and without creating a selection cuts the layer itself.
 - If [Object] of the [Operation] tool is in use, the object selected by [Object] is cut.

2 Select the command

Select [Edit] menu → [Cut].

The selected area of the image is copied to the clipboard and cleared from the original position.

Copy

Copies the selected area of an image to the clipboard. The copied portion remains on the canvas.

1 Create a selection

Using a selection tool, create a selection.

- (1) Display the [Layer] palette and select the target layer. In this example, [Feather] is selected.
- (2) Using a selection tool, create a selection.

-  **Memo**
- Copying without creating a selection copies the entire layer.
 - If [Object] of the [Operation] tool is in use, the object selected by [Object] is copied.

2 Select the command

Select [Edit] menu → [Copy].

The selected area of the image is copied to the clipboard. The image on the canvas remains the same.

Paste

Pastes the image copied to the clipboard to a canvas.

In this example, the feather will be selected, cut, and then pasted.

1 Create a selection

Using a selection tool, create a selection.



- Cutting without creating a selection cuts the entire layer.
- If [Object] of the [Operation] tool is in use, the object selected by [Object] is cut.

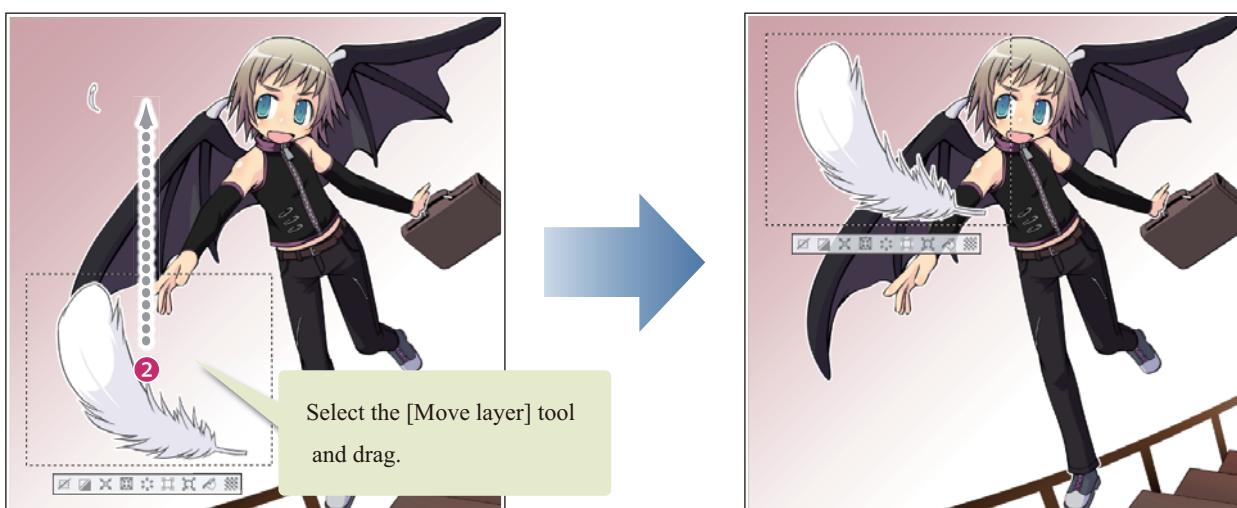
2 Cut the selection

Select [Edit] menu → [Cut].

3 Select the command

Select [Edit] menu → [Paste].

- (1) The image that has been copied to the clipboard is pasted to a new layer in the [Layer] palette.



- (2) The image is pasted to the position from where it was copied. To change the position of the image, select the newly created layer on the [Layer] palette and drag the image with the [Move layer] tool.



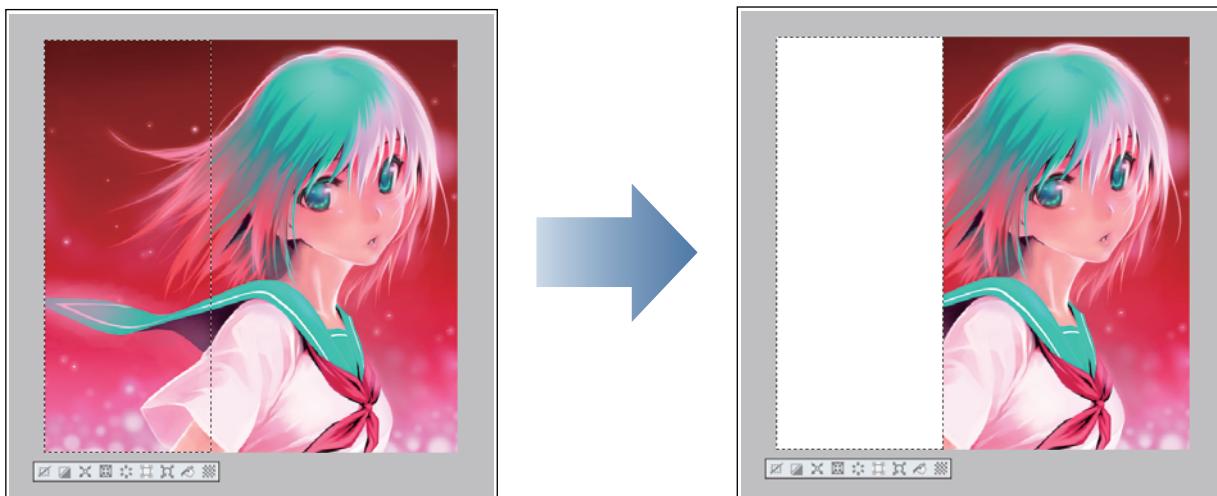
Lines and balloons in vector format cut or copied with the [Object] tool are pasted to the currently edited layer.

Clear

Selecting [Edit] menu → [Clear] clears the selected object. For layers such as the [Image material] layer and [Frame border] layer that do not allow objects to be selected, the entire layer is cleared.

Raster layer

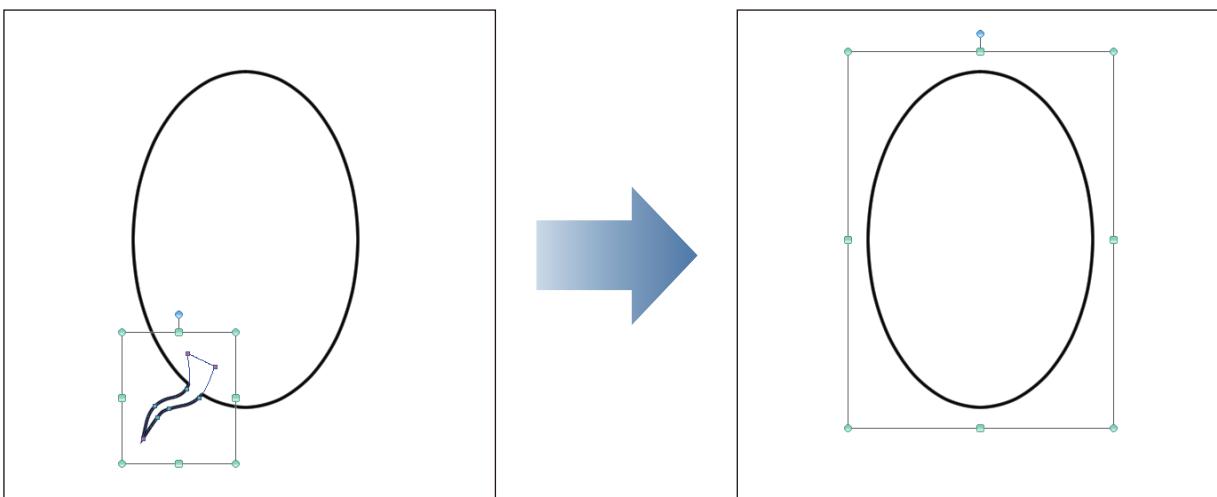
The drawing inside a selected area is cleared.



Memo Clearing without creating a selection clears the entire layer.

When [Object] Sub Tool Is in Use

If [Object] of the [Operation] tool is in use, the object selected by [Object] is cleared.



Clear Outside Selection

Clears the content outside the selected area.

1 Create a selection

Create a selection.

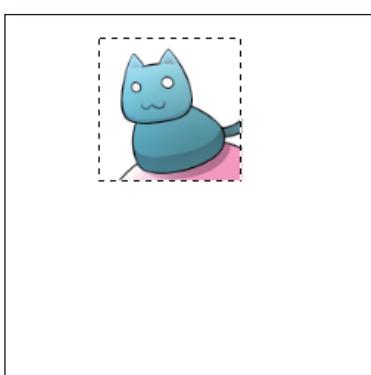


2 Select the command

Select [Edit] menu → [Clear Outside Selection].

3 Clear outside of the selection is complete

The content outside the selected area is cleared.



Fill

Fills a selected area in a specified color.

1 Create a selection

Using a selection tool, create a selection.



Filling without creating a selection fills the entire layer.

2 Select the layer

On the [Layer] palette, select the layer you want to fill.

3 Select the command

Select [Edit] menu → [Fill].

4 Fill of the selected area is complete

The selected area is filled.



Advanced Fill [PRO/EX]

Fills based on detailed conditions configured on the [Advanced fill] dialog box.

Applicable layer types	Raster Layer Selection layer Quick mask
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[Advanced fill] Dialog Box

(1) Drawing color

Select the fill color. Available colors vary depending on the expression color of the layer.

When expression color is gray or monochrome (drawing color is black only)

Select the fill color from [Black] and [Transparent color].

When expression color is gray or monochrome (drawing color is white only)

Select the fill color from [White] and [Transparent color].

When expression color is monochrome (drawing color is black and white)

Select the fill color from [Main drawing color], [Sub drawing color], [Black], [White] and [Transparent color].

When expression color is gray (drawing color is black and white)

Select the fill color from [Main drawing color], [Sub drawing color], [Transparent color] and [Specified color].

Click [Specified color] to input the grayscale using the slider or by directly inputting the numeric value.

Color

Select the fill color from [Main drawing color], [Sub drawing color], [Transparent color] and [Specified color].

Clicking [Specified color] displays the [Color settings] dialog box. Here, a color can be set.

- For details on expression color and drawing color, see "[Explanation: Expression Color and Drawing Color](#)".
- For details on the [Color settings] dialog box, see "[\[Advanced settings of color\] Dialog Box](#)".

(2) Opacity

Configure the opacity of the fill color.



[Opacity] does not display when expression color is monochrome.

(3) Blending mode

Configure how to overlay the fill color on the original colors. Select one from the combine modes described below.



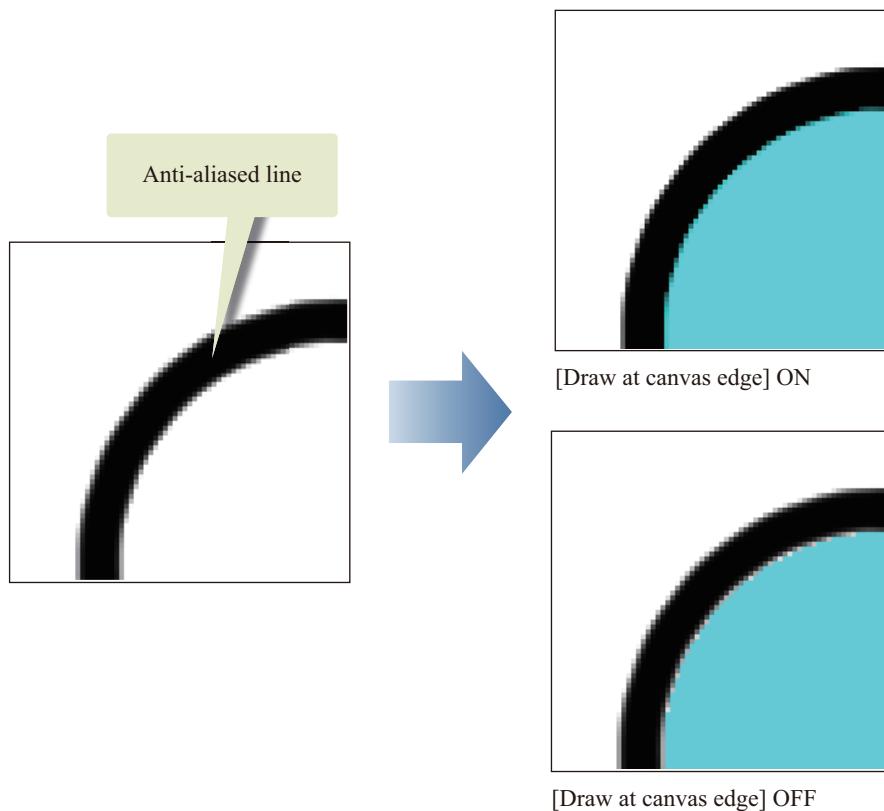
Blending modes are also explained in "Layer Palette" → "Layer Operations" → "Configuring the Combine Mode".

Normal	Overlays the fill color as-is over the original color.
Compare (Darken)	The RGB values of the fill color and the original color are compared and the color with the lower value is displayed.
Multiply	The RGB values of the fill color are multiplied by those of the original color. After combine, the colors are darker than the originals. When the fill color is white, the color on the lower layer is displayed as is.
Color burn	Produces an effect similar to the "burn" in silver halide photography. The original drawing colors are first darkened to enhance contrast and then combined with the fill color. When the fill color is white, the original color is displayed as is.
Linear burn	The original drawing colors are first darkened and then combined with the fill color. When the fill color is white, the original color is displayed as is.
Black burn	Darkens the drawn area producing an effect similar to underexposure in photography. The effect is not applied when the original color is transparent.
Subtract	The RGB values of the fill color are subtracted from those of the original color. After combine, the colors are darker than the originals. When the fill color is black, the original color is displayed as is.
Lighten	The RGB values of the fill color and the original color are compared and the color with the higher value is displayed.
Screen	The original drawing colors are first inverted and then multiplied by the fill color. After combine, the colors are brighter than the originals. However, when the fill color is black, the original color is displayed as is. When the fill color is white, white is used as is.
Color dodge	As with "Dodge" in silver halide photography, brightens the colors used in the lower layer to decrease contrast. When the fill color is black, the original color is displayed as is.
Dodge (Glow)	Produces stronger effect on semi-transparent areas than [Color dodge]. When the fill color is black, the original color is displayed as is.
Add	The RGB values of the fill color are added to those of the original color. After combine, the colors are brighter than the originals. When the fill color is black, the original color is displayed as is.
Add (Glow)	Produces stronger effect on semi-transparent areas than [Add]. When the fill color is black, the original color is displayed as is.
Overlay	Combines by applying [Multiply] or [Screen] depending on the overlapped colors. After combine, bright areas are brighter and dark areas, darker.
Soft light	Produces different results depending on the brightness of the fill color. When the fill color is brighter than 50% gray, the result is brighter than the original color, as in the dodge effect. When the fill color is darker than 50% gray, the result is darker than the original color, as in the burn effect. When the fill color is 50% gray, the original color is displayed as is.
Hard light	Produces different results depending on the brightness of the fill color. When the fill color is brighter than 50% gray, the result is a brighter color resembling the effect of [Screen]. When the fill color is darker than 50% gray, the result is a darker color resembling the effect of [Multiply]. When the fill color is 50% gray, the original color is displayed as is.

Difference	Subtracts the fill color from the original color and replaces the original color with the absolute value of the difference.
Clear	The drawing is erased in the filled area.
Background	Places the fill color below the original color. The fill color behaves as if it were applied first.
Replace alpha	Overlays the fill color over the original color. The opacity of the overlaid area is converted to the [Opacity] specified in the dialog box.
Compare density	Fills only when the opacity of the fill color is greater than the original color.
Erase (compare)	Erases the drawing only when the result of subtracting the opacity of the fill color from 100 is smaller than the opacity of the original color.
Vivid light	The contrast is strengthened or weakened depending on the fill color. If the fill color is brighter than 50% gray, burn is applied and the image is brightened. If it is darker than 50% gray, dodge is applied and the contrast of the image is strengthened.
Linear light	The brightness is increased or decreased depending on the fill color. If the fill color is brighter than 50% gray, the image is brightened. If it is darker than 50% gray, the image is darkened.
Pin light	The colors of the image are replaced depending on the fill color. If the fill color is brighter than 50% gray, the original color is only replaced by the fill color if the original color is darker. If the fill color is darker than 50% gray, the original color is only replaced by the fill color if the original color is brighter.
Hard mix	The RGB values of the fill color are added to those of the original color. If the total of an RGB value is higher than 255, it is converted to 255. If the total of an RGB value is lower than 255, it is converted to 0.
Exclusion	An effect similar to [Difference], except with a lower contrast. If the fill color is white, the color of the lower layer is inverted when blending. When the fill color is black, the original color is displayed as is.
Darker color	The brightnesses of the fill color and the original color are compared and the color with the lower value is displayed.
Lighter color	The brightnesses of the fill color and the original color are compared and the color with the higher value is displayed.
Divide	The RGB values of the original color are multiplied by 255 and then divided by the RGB values of the fill color.
Hue	The hue of the fill color is applied while maintaining the brightness and saturation of the original color.
Saturation	The saturation of the fill color is applied while maintaining the brightness and hue of the original color.
Color	The hue and saturation of the fill color are applied while maintaining the brightness of the original color.
Luminance	The brightness of the fill color is applied while maintaining the hue and saturation of the original color.

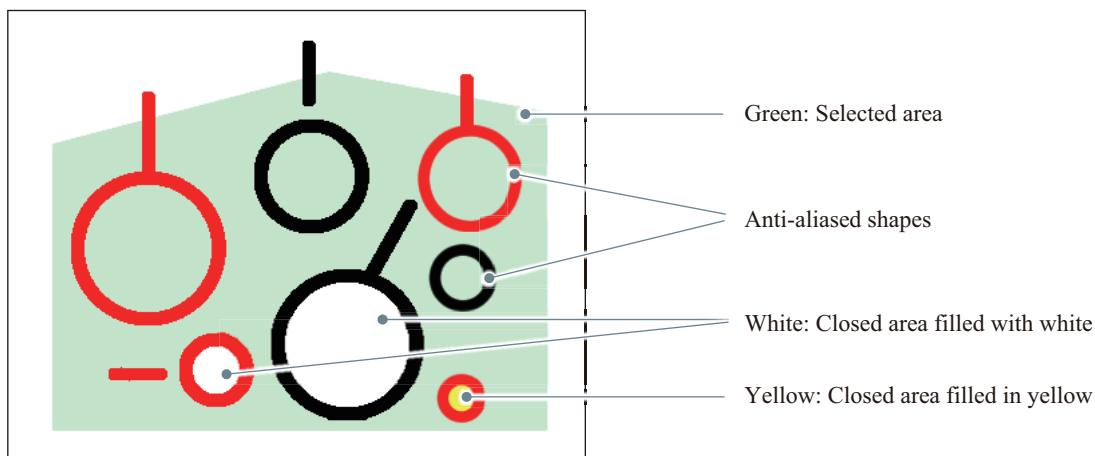
(4) Anti-aliasing

Toggles anti-aliasing between on and off. When turned on, anti-aliasing is applied after fill if an area bordering an anti-aliased line is filled.

**(5) Target color**

Refers to the specified color to decide whether or not to fill.

The effect of this item on fill will be described using the following figure as an example.



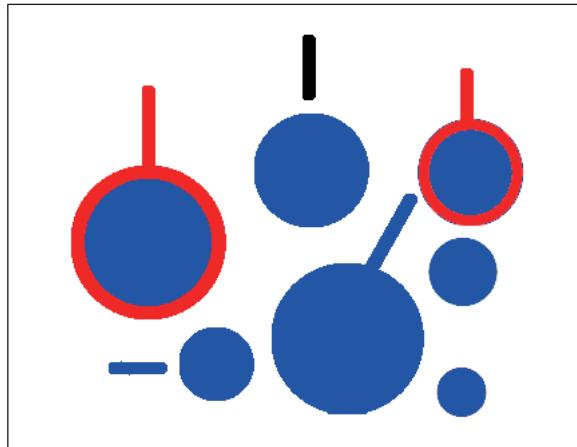
- Changing the [Target color] setting or adjusting the [Color margin] value may improve run over of the fill color.
- Items that may be selected for [Target color] are partially different depending on whether [Fill closed area] is turned on or off.



Target all colors

The result of fill varies depending on whether [Fill closed area] is turned on or off.

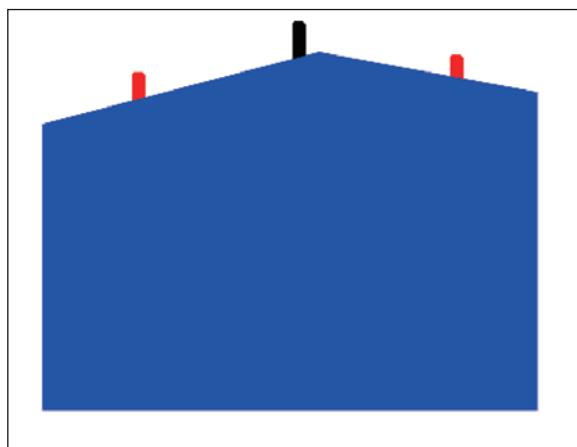
When [Fill closed area] is turned on, all closed areas in the selected area are filled.



[Fill closed area] ON:

All closed areas within the selected area are filled.

When [Fill closed area] is turned off, the selected area itself is filled.

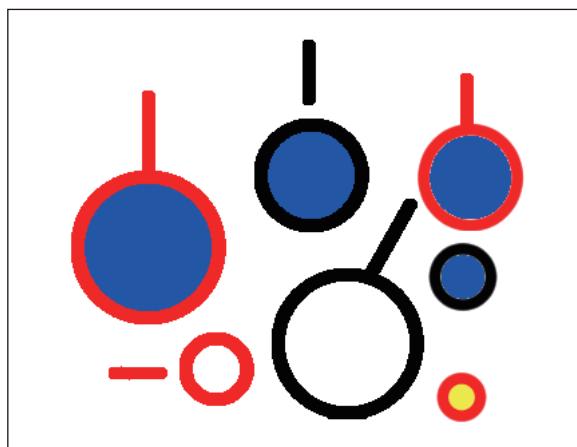


[Fill closed area] OFF:

The selected area is entirely filled.

Only transparent

Fills transparent areas.

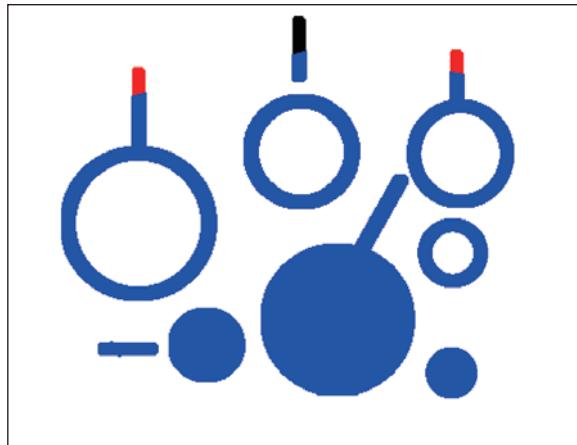


Closed areas that are transparent are filled.

Areas that are filled in a color such as white are not filled.

Other than transparent

Fills non-transparent areas. This item is displayed when [Fill closed area] is turned off.

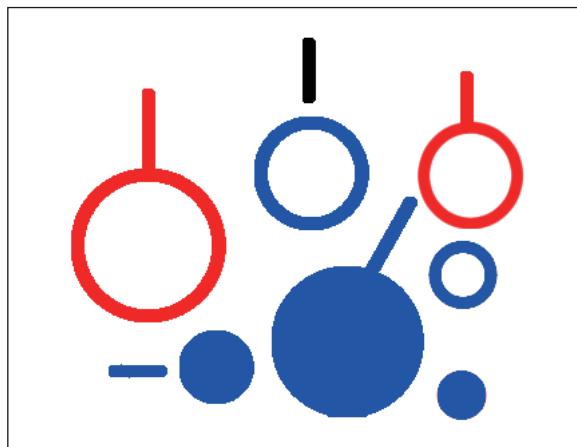


Areas other than transparent areas are filled.

Lines outside the specified area are not filled.

Area surrounded by transparent

Fills areas surrounded by transparent. This item is displayed when [Fill closed area] is turned on.

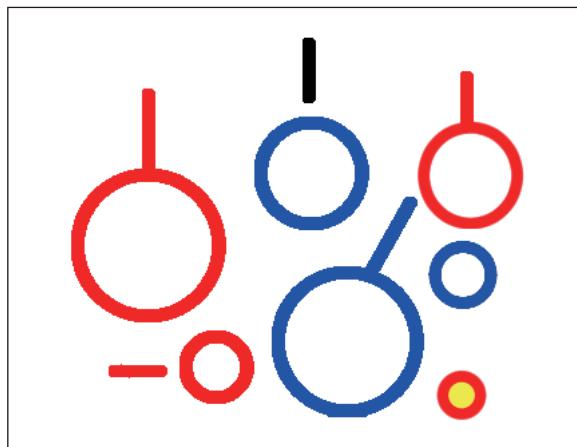


Transparent closed areas are filled.

Lines and figures outside the specified area are not filled.

Only black

Fills areas drawn in black.

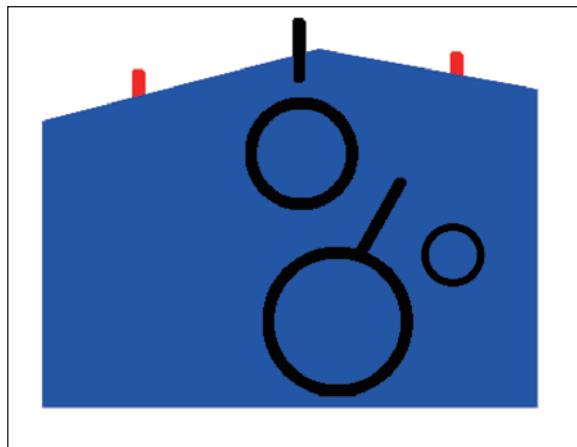


Black areas within the specified area are filled.

Lines outside the specified area are not filled.

Other than black

Fills areas drawn in other than black. This item is displayed when [Fill closed area] is turned off.

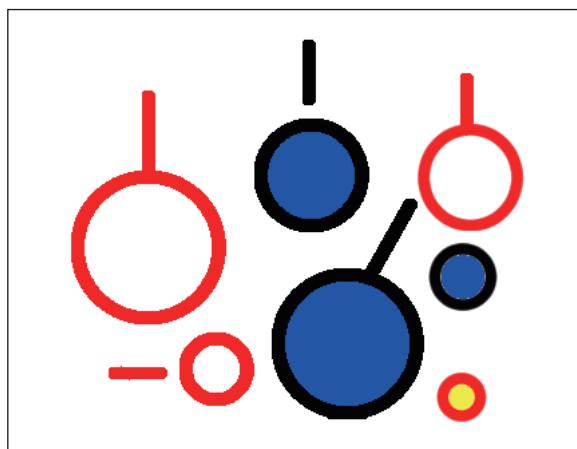


Areas other than those drawn in black are filled.

Lines outside the specified area are not filled.

Area surrounded by black

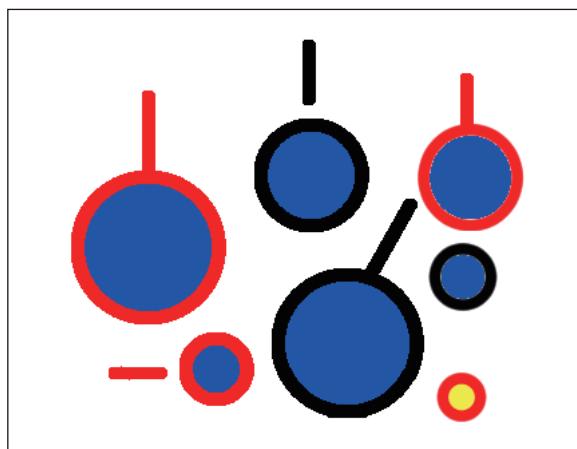
Fills areas surrounded by black. This item is displayed when [Fill closed area] is turned on.



Only areas enclosed in black and within the specified area are filled.

Only white and transparent

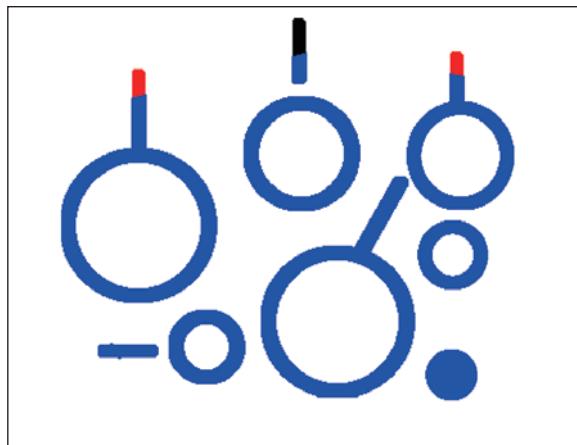
Fills areas drawn in white and transparent areas.



Enclosed areas that are white or transparent are filled.

Other than white and transparent

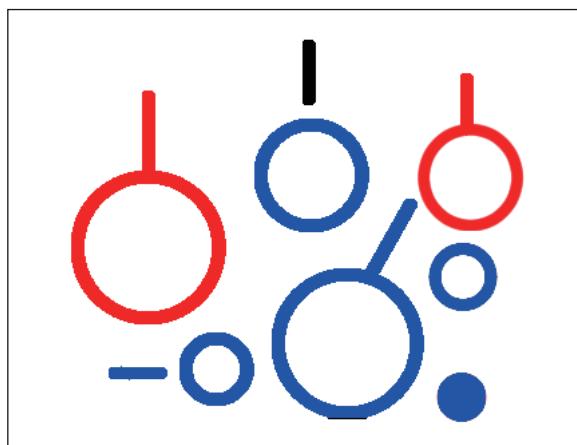
Fills areas drawn in other than white and non-transparent areas. This item is displayed when [Fill closed area] is turned off.



Areas drawn in other than white and non-transparent areas are filled.
Lines outside the specified area are not filled.

Area surrounded by white and transparent

Fills areas surrounded by white and areas surrounded by transparent. This item is displayed when [Fill closed area] is turned on.

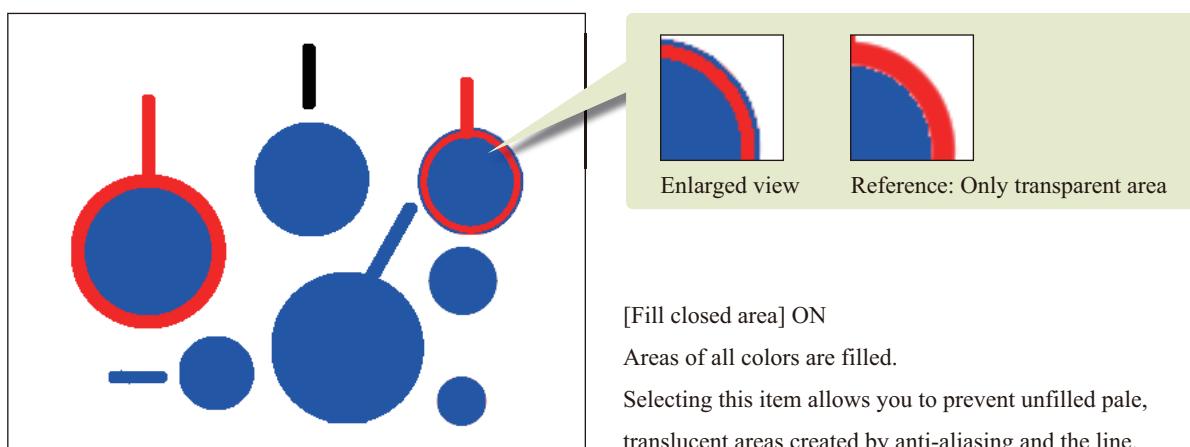


White and transparent closed areas are filled.
Lines and figures outside the specified area are not filled.

Treat pale transparent as transparent

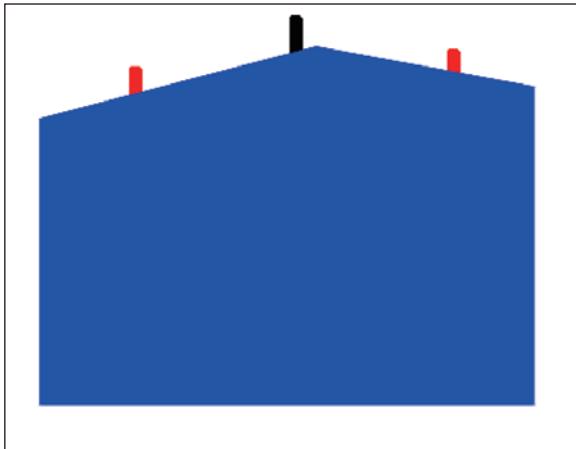
The result of fill varies depending on whether [Fill closed area] is turned on or off.

When [Fill closed area] is turned on, pale semi-transparent areas created by anti-aliasing and the like are treated as transparent and filled.



[Fill closed area] ON
Areas of all colors are filled.
Selecting this item allows you to prevent unfilled pale, translucent areas created by anti-aliasing and the line.

When [Fill closed area] is turned off, the selected area itself is filled.



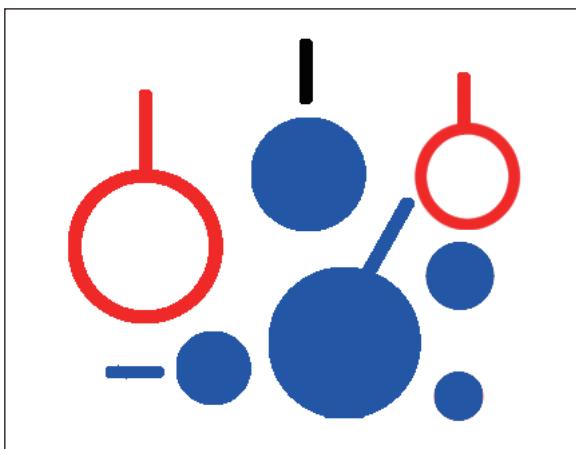
[Fill closed area] OFF:

The selected area is entirely filled.

Other than transparent and inner transparent

The result of fill varies depending on whether [Fill closed area] is turned on or off.

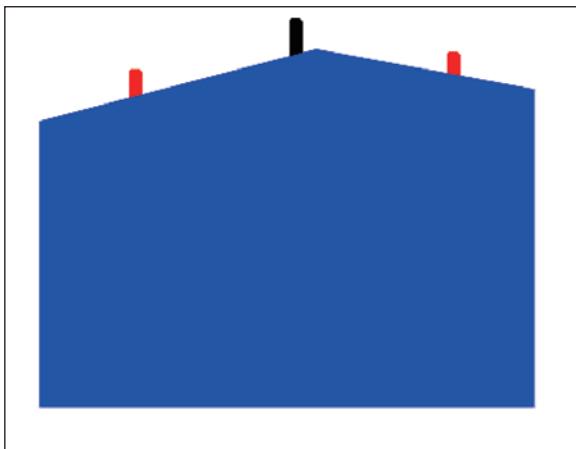
When [Fill closed area] is turned on, the inside of the outer perimeter is filled if the selected area completely includes the outer perimeter.



Figures within the specified area, including lines, are filled.

Lines and figures outside the specified area
are not filled.

When [Fill closed area] is turned off, the selected area itself is filled.



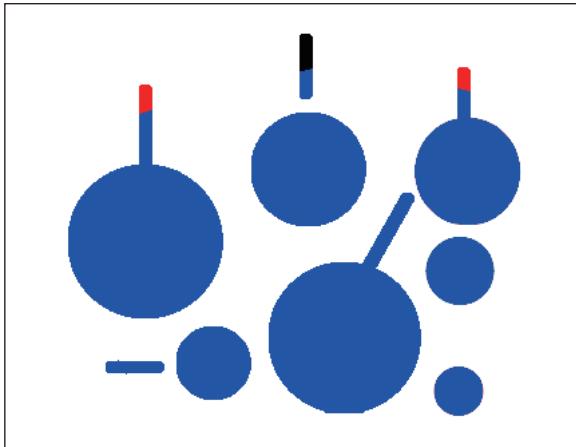
[Fill closed area] OFF:

The selected area is entirely filled.

Apply open area too other than transparent

The result of fill varies depending on whether [Fill closed area] is turned on or off.

When [Fill closed area] is turned on, the drawing lines and transparent areas enclosed by drawing lines are filled.

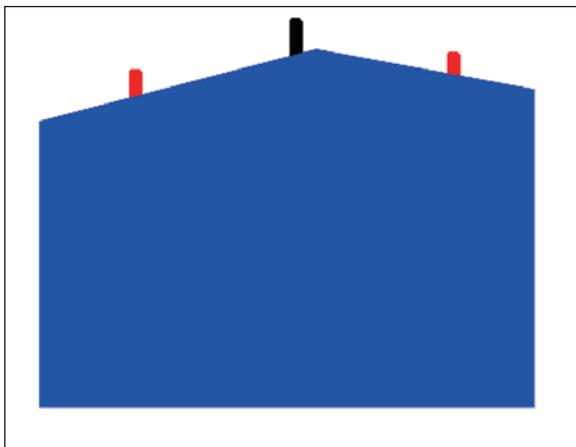


[Fill closed area] ON:

Lines and closed transparent areas within the specified area are filled.

Areas outside the specified area are not filled.

When [Fill closed area] is turned off, the selected area itself is filled.

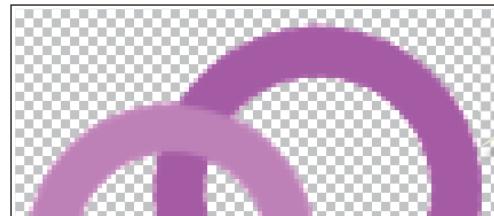


[Fill closed area] OFF:

The selected area is entirely filled.

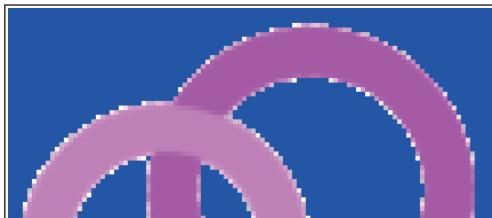
(6) Color margin

Specifies the error margin of color to recognize an area as the same when filling. The larger the value, the larger will be the tolerance to include areas in other colors than the target.

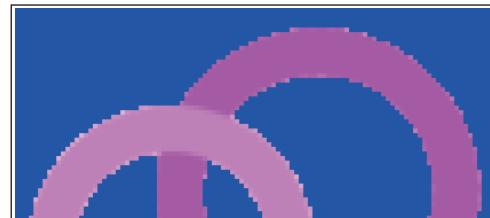


Configure [Only transparent part] for [Target color] to fill in blue.

Before Advanced fill



Error margin of color: 0.0



Error margin of color: 50.0

(7) Area scaling

Enlarges or reduces the area to fill by the specified number of pixels.

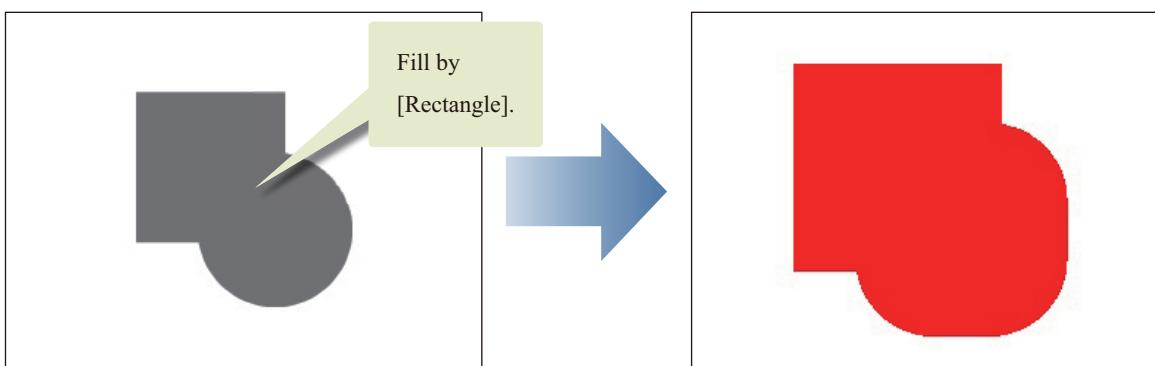
Memo The unit of [Area scaling] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit".

(8) How to zoom

Configures the corner shape for enlarged or reduced areas.

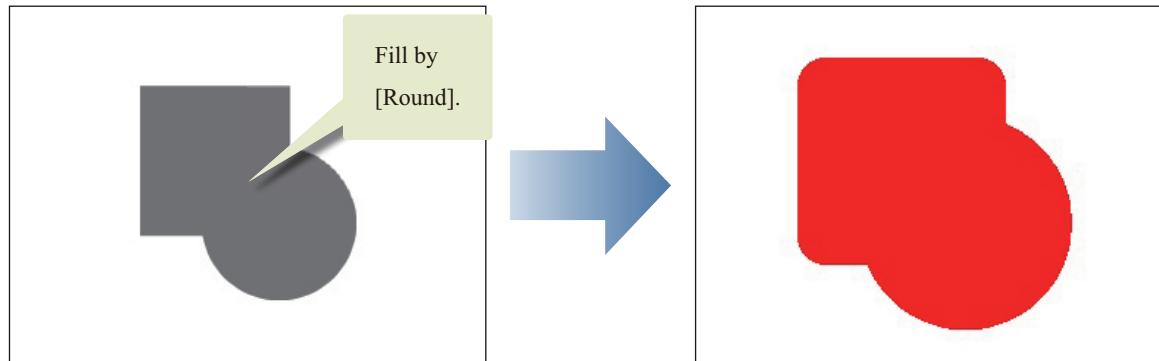
Rectangle

Determines the area by placing a rectangle on each pixel on the outline of the area to enlarge or reduce. The outline of the enlarged or reduced area often becomes rectangular.



Round

Determines the area by placing a circle on each pixel on the outline of the area to enlarge or reduce. The outline of the enlarged or reduced area becomes round as angles are rounded off.



To darkest pixel

Recognizes the area of the line with the darkest color and fills up to that area. If configured when enlarging the area with [Area scaling], it will prevent runovers to the outside of line pixels with maximum opacity.



(9) **Fill closed area**

Turning on this item fills closed areas within a selected area.

(10) **Close gap**

When gaps are present in the area to fill, fills by closing gaps of up to a specified number of pixels.



The unit of [Close gap] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit".

(11) **Multiple referring**

When turned on, it allows you to configure the layers to refer to when filling. If turned off, only the selected layer is referred to.

All layers	Refers all layers. However, hidden layers cannot be referred to.
Reference layer	Refers to layers configured as reference layer.
Selected layer	Refers to layers that are selected on the [Layer] palette.
Layer in folder	Refers to layers within the layer folder. The layer to refer to must be in the same folder as the currently edited layer.

(12) Non-reference layer

Toggles non-reference to a layer between on and off. This item can be configured when [Multiple referring] is turned on.

Not refer draft	Excludes the [Draft layer] from the targets of reference.
Not refer text	[Text layer] and [Balloon layer] are excluded from the reference targets.
Not refer editing layer	Excludes layers for drawing from the targets of reference.
Not refer paper	Excludes the [Paper layer] from the targets of reference.
Not refer to locked layer	Excludes locked layer(s) from the targets of reference.

(13) Refer to image border

When turned on, includes the outer perimeter of the canvas in the border.

(14) Stop filling at center line of vector

Selects the area up to the center line of vectors. This is valid only when [Vector] layers are referred to.

Change color of line to drawing

Changes the color of (non-transparent) lines in a drawing to that selected in [Drawing color].

[Change color of line to drawing] can be used on the following layers.

[Change color of line to drawing] layer	Raster Layer Vector layer
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[Change color of line to drawing] cannot be used for the following expression colors:



- Gray or monochrome (black only)
- Gray or monochrome (white only)

1 Select the layer

On the [Layer] palette, select the layer whose line color you want to change.

2 Create a selection

Using a [Marquee] tool, create a selection.





In the case of [Vector] layers, vector lines are cut at the edge of the created selection for color conversion.

3 Select the drawing color

On a color palette, select a [Drawing color]. In this example, [Red] is selected.

4 Select the command

Select [Edit] menu → [Change color of line to drawing].

5 The change is complete

The drawing color of non-transparent portions in the selected area is now [Red].



Outline Selection [PRO/EX]

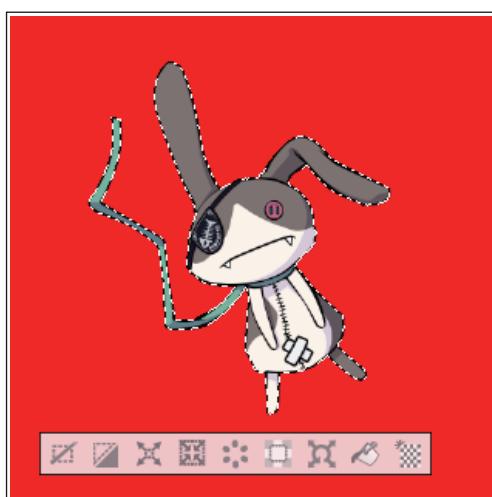
Creates an edge around the border of a selected area.

1 Specify the edge color

Select a color from the [Color Set] palette and the like. In this example, yellow will be used.

2 Create a selection

Using a selection tool, create a selection.



3 Select the layer

On the [Layer] palette, select the layer where you want to draw the edge.

4 Select the command

Selecting [Edit] menu → [Outline Selection] displays the [Outline Selection] dialog box.

- (1) Configure [Border type], [Line width] and the like.
- (2) Click [OK].

5 The edge is drawn

The edge is drawn to the selected area.



[Outline Selection] Dialog Box

(1) Border type

Specify where to draw the edge.

Draw outside	Outside the border of the selected area.
Draw on border	In the center of the border of the selected area.
Draw inside	Inside the border of the selected area.

(2) Line width

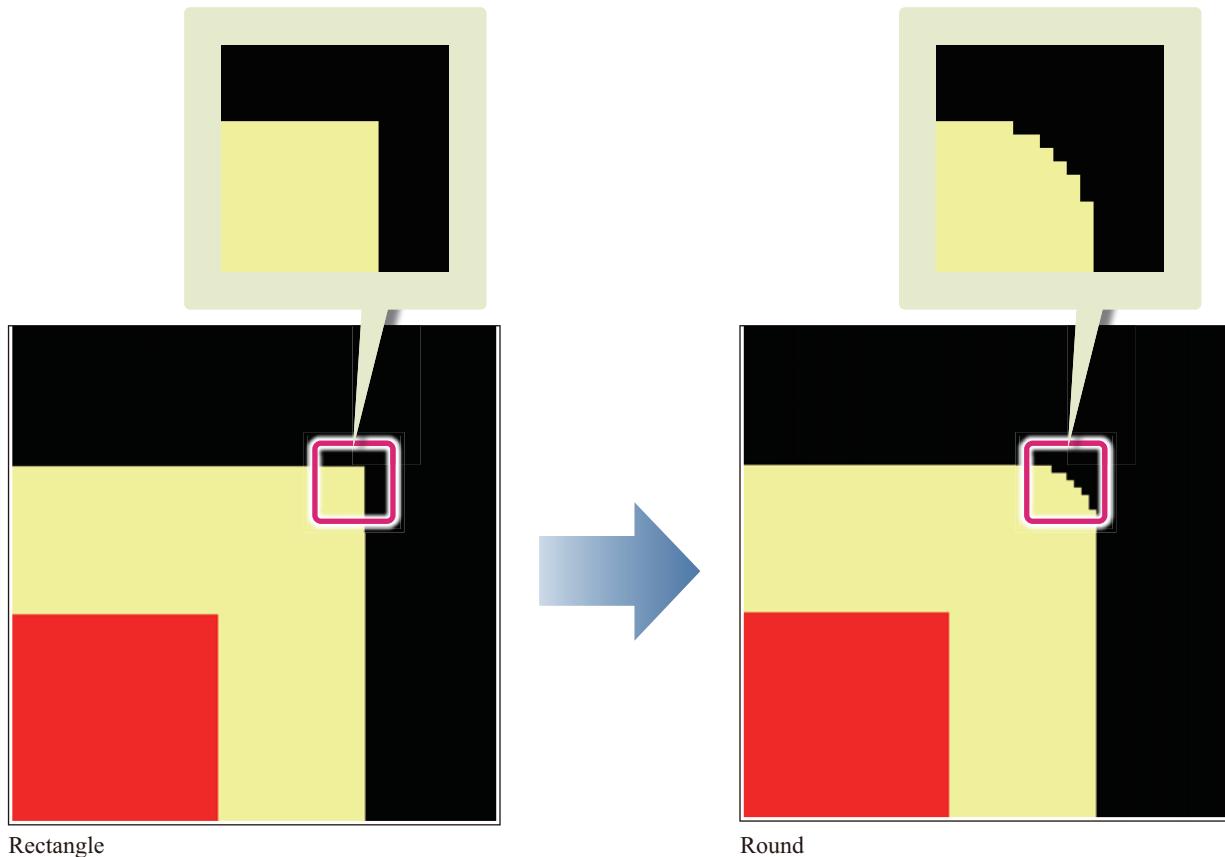
Specify the width of the edge.



The unit for [Line width] can be changed on the [Preferences] dialog box. For details, see "File Menu" → "Preferences [Windows]" → "Ruler/Unit".

(3) Expansion type

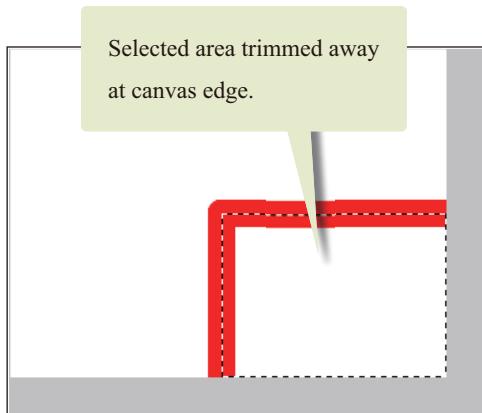
Specify how to process the edge at the corners of the selected area. You can select from [Rectangle] and [Round].



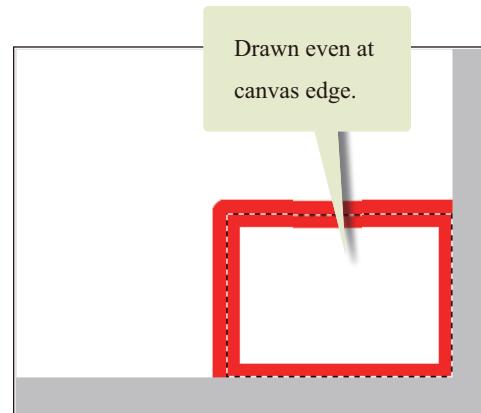
[Expansion type] is not available for [Vector] layers.

(4) Draw on canvas edge

When the created selection is on the canvas edge, the selected area is trimmed away at the canvas edge, but you can select whether or not to have the edge line drawn.



[Draw at canvas edge] OFF



[Draw at canvas edge] ON

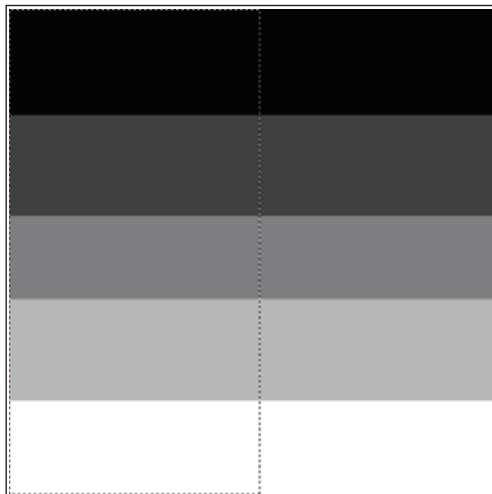
(5) Anti-aliasing

Allows you to configure the strength of anti-aliasing of a vector line to be created for a vector layer.

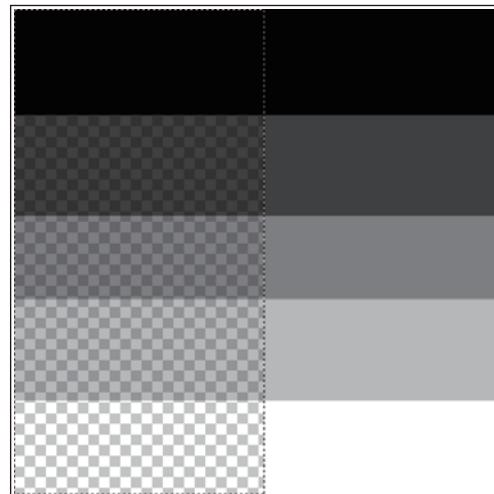
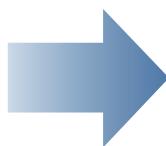
You can select from [None], [Weak], [Middle] and [Strong].

Convert brightness to opacity

Converts the brightness of the image in the selected area into opacity.

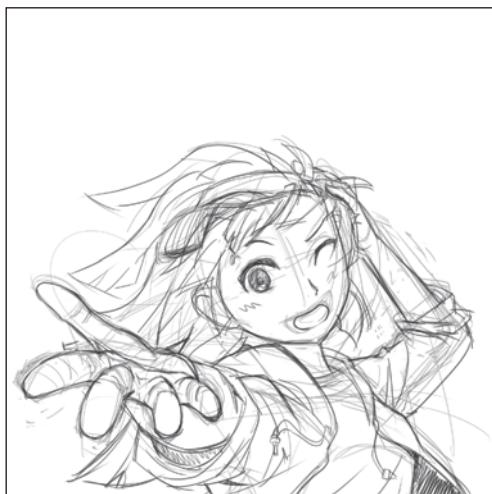


Original image: Paper layer hidden

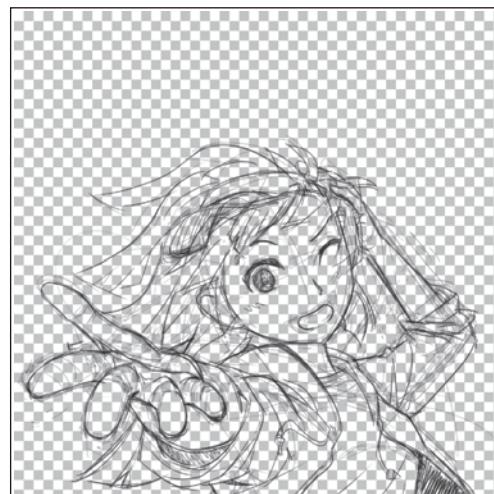
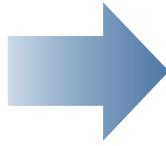


After Convert brightness to opacity: Paper layer hidden

When a scanned grayscale image is converted, the closer is the grayscale to white the more transparent, and the closer is the grayscale to black the more opaque.



Original image: Paper layer hidden



After Convert brightness to opacity: Paper layer hidden

Register Material [PRO/EX]

Selected contents can be turned into a material and registered on the [Material] palette. The type of material varies depending on the selected item.

Image

Converts the layer selected on the [Layer] palette to a material. Converted materials are registered in a [Material] palette.

In addition to raster layers and vector layers, you can register gradient layers and fill layers.

If a selection area is created on the canvas, the selection area is registered as a material.



For details on how to register in the [Material] palette, see "Material Palette" → ["Registering a Material \[PRO/EX\]"](#) → ["Registering a Material from the Canvas"](#) / ["Registering a Layer as Material"](#).

Template

Registers a canvas and all layers included in the canvas as a whole in the [Material] palettes.

The registered material can be used as a template from [Template] on the [New] dialog box.



- For details on how to register in the [Material] palette, see "Material Palette" → ["Registering a Material \[PRO/EX\]"](#) → ["Register Layer as Template Material"](#) .
- For details on the [New] dialog box, see ["New"](#) .
- The registered material can also be used as a normal material from the [Material] palettes.
- When a canvas composed of [Frame border folders] only is registered, it is registered as a [Framing template]. In all other cases, the canvas is registered as [Layer template]. Either material, [Framing template] or [Layer template], may be used as template.

Animation

Convert the clip or track selected in the [Timeline] palette to a material.

Converted materials are registered in the [Material] palette as animation materials.

The cels (layers) and cel specifications in the selected clip or track are registered in the animation material.



- For details on how to register in the [Material] palette, see "Material Palette" → ["Registering a Material \[PRO/EX\]"](#) → ["Register animation material"](#) .
- Animation materials cannot be registered if the timeline is disabled.

Tonal correction

Allows you to adjust image brightness, contrast, tone, gradient and the like.

Brightness/Contrast	Adjusts the brightness and contrast of the selected layer.
Hue/Saturation/Luminosity	Changes the color of the selected layer by adjusting the three components (hue, saturation and luminosity) of the HSV color model.
Posterization [PRO/EX]	Converts an image into the specified gradient.
Reverse gradient [PRO/EX]	Inverts the colors in an image.
Level Correction	Adjusts the contrast of an image using the histogram.
Tone curve [PRO/EX]	Adjusts the contrast of an image using the tone curve.
Color balance [PRO/EX]	Allows for image tone adjustment by configuring the balance of each RGB color for the selected layer.
Binarization [PRO/EX]	Converts the selected layer into a black and white duotone layer.
Gradient map [PRO/EX]	Each shade in the image is replaced with one of the gradient colors.

Brightness/Contrast

Adjusts the brightness and contrast of the selected layer.

Applicable layers	Raster layer (gray) Raster layer (color)
--------------------------	---

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Brightness/Contrast]. The [Brightness/Contrast] dialog box is displayed. Configure the items on the dialog box.

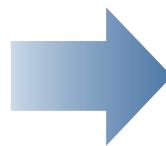
- (1) Adjust the brightness and contrast.
- (2) Click [OK].

3 The adjustment of brightness and contrast is complete

The brightness and contrast of the background are now adjusted.



Original image



Brightness: -50, Contrast: 50

[Brightness/Contrast] Dialog Box

(1) Brightness

Adjust the brightness of the image. The smaller the value, the darker will be the image while the larger the value, the brighter will be the image.

(2) Contrast

Adjust the contrast (difference between light and shadow) of the image. The smaller the value, the lower will be the contrast while the larger the value, the higher will be the contrast.

(3) Preview

Previews the image on the canvas.

(4) Auto adjust

Automatically adjusts [Brightness] and [Contrast] in accordance with the imported image.

Hue/Saturation/Luminosity

Changes the color of the selected layer by adjusting the three components (hue, saturation and luminosity) of the HSV color model.

Applicable layers	Raster layer (color)
-------------------	----------------------

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Hue/Saturation/Luminosity]. The [Hue/Saturation/Luminosity] dialog box is displayed. Adjust the color of the image by moving the sliders.

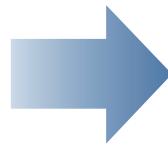
- (1) Adjust the color of the image by moving the sliders [Hue], [Saturation] and [Luminosity].
- (2) Click [OK].

3 The adjustment of hue, saturation and luminosity is complete

The color of the background is now adjusted.



Original image



Hue: 120, Saturation: -30, Luminosity: 25

[Hue/Saturation/Luminosity] Dialog Box

(1) Hue

Indicates gradient of color. Adjusts color types such as red, blue and yellow.

(2) Saturation

Adjusts the vividness of the color. The larger the value, the more vivid will be the color.

(3) Luminosity

Adjusts the brightness of the color. The larger the value, the brighter will be the color.

(4) Preview

Previews the image on the canvas.

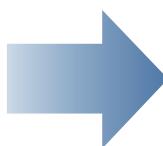
Posterization [PRO/EX]

Converts an image into the specified gradient.

Applicable layers	Raster layer (gray) Raster layer (color)
--------------------------	---



Original image



After posterization: 3-level posterization

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Create a selection

Create a selection in the area where you want apply the filter.



If a selection is not created, the effect will apply to the entire canvas.

3 Select the command

Select [Edit] menu → [Tonal Correction] → [Posterization]. The [Posterization] dialog box is displayed. On the [Posterization] dialog box, configure the effect.

- (1) Configure the gradient.
- (2) Click [OK].

4 The adjustment of the gradient is complete

The gradient is now adjusted.



[Posterization] Dialog Box

(1) Number of gradients

Configure the number of posterization levels.

(2) Preview

Previews the image on the canvas.

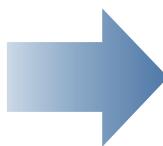
Reverse gradient [PRO/EX]

Inverts the colors in an image.

Applicable layers	Raster layer (monochrome) Raster layer (gray) Raster layer (color)
--------------------------	--



Original image



After Reverse gradient

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Background] layer is selected.

2 Create a selection

Create a selection in the area where you want apply the filter.



If a selection is not created, the effect will apply to the entire canvas.

3 Select the command

Select [Edit] menu → [Tonal Correction] → [Reverse gradient].

4 The gradient is inverted

The image is displayed with the colors inverted.



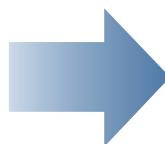
Level Correction

Adjusts the contrast of an image using the histogram.

Applicable layers	Raster layer (gray) Raster layer (color)
--------------------------	---



Original image



After level correction

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Level Correction]. The [Level Correction] dialog box is displayed. Adjust the brightness of the image by moving the slider.

- (1) Select the channel whose brightness you want to adjust.
- (2) Turn on the [Preview] check box.
- (3) Move the triangular [Control point] at the base of the histogram to adjust the brightness of the image.
- (4) Move the [Control point] below [Output] to adjust the intensity of the brightest point and that of the darkest point in the image.
- (5) Click [OK].

Memo

If either edge of the mountain in the histogram does not reach the range edge, move the control point to the edge of the mountain on that side. To correct the entire image, adjust in such a way as to spread the mountain across the entire histogram range.

3 The tonal correction is complete

The contrast of the image on the layer is adjusted with the settings configured on the dialog box.



[Level Correction] Dialog Box

(1) Channel

Select the channel whose level you want to correct from [RGB], [Red], [Green] and [Blue].

(2) Histogram

A graph where the information volume of the dark area (left side) and that of the bright area (right side) display as a mountain-like shape.

(3) Shadow input

Configure the darkest point in the image.

Normally place the darkest point on the left base of the mountain in the [Histogram].

(4) Gamma input

Configure the mean brightness of the image.

(5) Highlight input

Configure the brightest point in the image.

Normally place the brightest point on the right base of the mountain in the [Histogram].

(6) Shadow output

Configure the intensity of the darkest point in the image.

(7) Highlight output

Configure the intensity of the brightest point in the image.

(8) Preview

Previews the image on the canvas.

(9) Auto adjust

Automatically adjusts the contrast in accordance with the imported image.

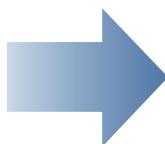
Tone curve [PRO/EX]

Adjusts the contrast of the selected layer.

Applicable layers	Raster layer (gray) Raster layer (color)
--------------------------	---



Original image



Tone Curve

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Tone Curve]. The [Tone Curve] dialog box is displayed. Adjust the contrast of the image by modifying the curve.

- (1) Select the channel to adjust.
- (2) Click on the curve to add a control point. Drag the control point to modify the curve and adjust.
- (3) Click [OK].

- To delete a control point, drag it outside the graph.
- The horizontal axis of the graph is the "Input" value (original brightness) and the vertical axis, the "Output" value (brightness after adjustment).
- In the background of the graph, the information volume of the dark area (left side) and that of the bright area (right side) of the original image are displayed as a mountain-like graph (histogram). Adjust the tone curve by checking the exposure balance of the original image in the histogram.



3 The tonal correction is complete

The contrast of the image on the layer is adjusted with the settings configured on the dialog box.



[Tone Curve] Dialog Box

(1) Channel

Select the channel whose contrast you want to correct from [RGB], [Red], [Green] and [Blue].

(2) Tone curve

A graph to adjust the contrast of the image. Drag the control point to adjust.

The horizontal axis of the graph is the "Input" value (original brightness) and the vertical axis, the "Output" value (brightness after adjustment).

Memo

In the background of the graph, the information volume of the dark area (left side) and that of the bright area (right side) of the original image are displayed as a mountain-like graph (histogram). Adjust the tone curve by checking the exposure balance of the original image in the histogram.

(3) Preview

Previews the image on the canvas.

(4) Reset

Initializes the settings.

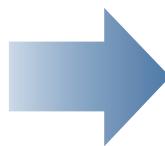
Color balance [PRO/EX]

Allows for image tone adjustment by configuring the balance of each RGB color for the selected layer.

Applicable layers	Raster layer (color)
--------------------------	----------------------



Original image



Color balance

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Color balance]. The [Color balance] dialog box is displayed. Adjust the balance of each RGB color by modifying the graph.

- (1) From [Gradient balance], select the item to adjust. You can configure color balance by item.
- (2) Adjust the color by moving the [Color balance] sliders. You may also input the values in the [Color level] fields.
- (3) If [Preview] is turned on, you can preview the settings on the canvas.
- (4) Click [OK].

3 The tonal correction is complete

The tone of the image on the layer is adjusted with the settings configured on the dialog box.



[Color balance] Dialog Box

(1) Color balance

Adjust the color balance of the image with the sliders. When the [Cyan/Red], [Magenta/Green] and [Yellow/Blue] sliders are moved to the right, the colors respectively become more red, green and blue while they respectively become more cyan, magenta and yellow when moved to the left.

The value of each slider is displayed in [Color level]. From left to right, they are the current values of [Cyan/Red], [Magenta/Green] and [Yellow/Blue]. You can also adjust by inputting values in there.

(2) Gradient balance

Select the gradient balance for the image from [Shadow], [Half tone] and [Highlight]. You can adjust the color balance for each gradient as the settings are managed separately.

(3) Keep brightness

Keeps the brightness when gradient is adjusted.

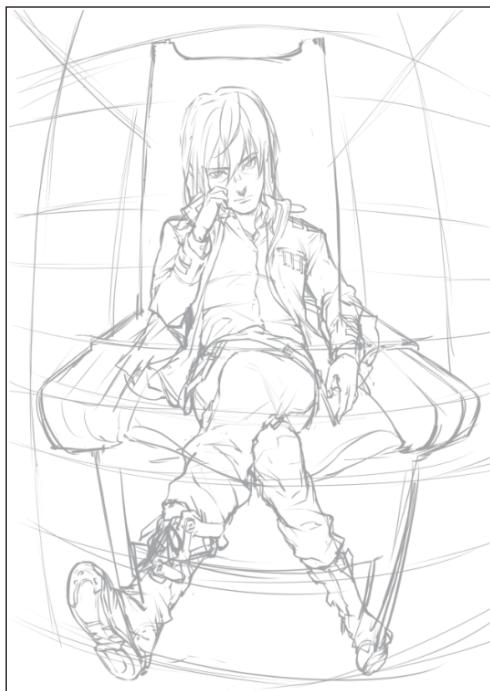
(4) Preview

Previews the image on the canvas.

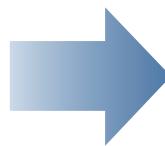
Binarization [PRO/EX]

Converts the selected layer into a black and white duotone layer.

Applicable layers	Raster layer (gray) Raster layer (color)
-------------------	---



Original image



After binarization

1 Select the layer

On the [Layer] palette, select a layer. In this example, the [Character draft] layer is selected.

2 Select the command

Select [Edit] menu → [Tonal Correction] → [Binarization]. The [Binarization] dialog box is displayed. Adjust the black and white balance of the image by moving the slider. If you want to keep the transparency of the original image, turn on [Leave transparency].

3 The tonal correction is complete

The image on the selected layer is now converted into a black and white duotone image.



[Binarization] Dialog Box

(1) Threshold

The color of dots darker than the configured threshold is reduced to black while the color of dots brighter than the configured threshold is reduced to white.

(2) Leave transparency

If turned on, the transparency of the original image is kept.

(3) Preview

Previews the image on the canvas.

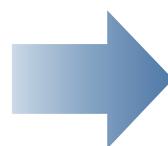
Gradient map [PRO/EX]

Each shade in the image is replaced with one of the gradient colors.

Applicable layers	Raster layer (color)
--------------------------	----------------------



Original image



Gradient map

1 Select the layer

On the [Layer] palette, select a layer.

2 Select the command

Select the [Edit] menu → [Tonal Correction] → [Gradient map] to display the [Gradient map] box.

3 Configure color settings

Configure the following settings in the [Gradient map] dialog.

- (1) Click outside the [Color] bar to create a node. You can adjust the position of the node later.
- (2) Select a color to be used in the gradient from [Color]. Steps (1) and (2) can be repeated if necessary.
- (3) If [Preview] is turned on, you can preview the settings on the canvas.
- (4) Click [OK].



You can change the color of a node created in step (1) by clicking the node.

4 The tonal correction is complete

The shades in the image on the selected layer are converted to the colors set in the [Gradient map] dialog.



[Gradient map] dialog box



A. Gradient settings

Create gradient by moving the nodes.

(1) Color bar

Previews the configured gradient.

(2) Node

Allows you to configure the color for the gradient. You may create multiple nodes. Clicking an empty space adds a [Δ].

Dragging a node horizontally allows you to adjust the tone of the gradient. A selected node is indicated by a colored [Δ].

To delete a node, drag vertically.

(3) Select left node

Switches the selected node to the next node on the left.

(4) Select right node

Switches the selected node to the next node on the right.

(5) Reverse gradient

Inverts the gradient settings.

(6) Delete node

Deletes the selected node.

B. Gradient set

Manage gradient settings.

(1) Show Gradient Sets

Allows you to view the [Gradient set] list and make a selection.

(2) Show Menu

Displays the gradient set menu.

Create new set	Create a new color gradient data set.
Delete set	Deletes the selected gradient set.
Duplicate set	Duplicates the selected gradient set.
Settings of set	Change the name of the selected gradient set.
Register set as material	Displays the [Material property] dialog box and allows you to register the selected gradient set in the [Materials] palette. For details on the [Material property] dialog box, see " [Material property] Dialog Box ".
Import material set	Displays the [Import material set] dialog box and allows you to import a gradient set registered to the [Materials] palette. For details on the [Import material set] dialog box, see " [Import material set] dialog box ".
Add Gradient	Add the settings of the gradient displayed on the color bar to the list. The added gradient settings are displayed at the bottom of the list.
Delete Gradient	Deletes the gradient settings selected in the list.
Duplicate Gradient	Duplicates the selected gradient settings.
Change Gradient Name	Change the name of the selected gradient settings.
Replace Gradient	Overwrites the settings selected in the list with the settings of a gradient displayed on the color bar.
Apply to Gradient Settings	Imports the gradient settings selected from the list into the color bar.
Import Gradient	Import a gradient settings file from IllustStudio (extension: cgs).

-  **Memo**
- Gradient sets registered to the [Material] palette can be uploaded to the CLIP server using the included portal application, CLIP STUDIO. For details on CLIP STUDIO, see "[CLIP STUDIO.NET](#)".
 - CLIP STUDIO can be started by selecting [Start CLIP STUDIO] in the [File] menu.

(3) Gradient list

A list of gradient settings included in the gradient set currently being viewed.

(4) Up/Down

Move the display position of the gradient settings selected in the list up or down.

(5) Replace Gradient

Overwrites the settings selected in the list with the settings of a gradient displayed on the color bar.

(6) Apply to Gradient Settings

Imports the gradient settings selected from the list into the color bar.

(7) Duplicate Gradient

Duplicates the selected gradient settings.

(8) Add Gradient

Add the settings of the gradient displayed on the color bar to the list. The added gradient settings are displayed at the bottom of the list.

(9) Delete Gradient

Deletes the gradient settings selected in the list.

C. Position

Allows you to configure the position of the selected node.

D. Color

Configures a color for the selected node.

(1) Main drawing color

Configures the main drawing color for node color. Changing the main drawing color with a color palette also changes the node color.

(2) Sub drawing color

Configures the sub drawing color for node color. Changing the sub drawing color with a color palette also changes the node color.

(3) Specified color

Allows you to configure a specified color for node color. Clicking the color indicator displays the [Color settings] dialog box.



For details on the [Color settings] dialog box, see "[Advanced settings of color] Dialog Box **".

(4) Obtain screen color

Allows you to reference a color on the screen using the eyedropper and set it as a [Specified color].

E. Mixing rate curve

Allows you to adjust the change in color between the selected node and that to the right.

- The horizontal axis of the graph indicates the position of the nodes.
- The vertical axis of the graph indicates the color mixing rate with respect to the node at the right. The larger the value, the more proximate is the color of the node to that of the node at the right. The smaller the value, the more proximate is to the color of the selected node.
- Clicking on the curve allows you to add up to 16 points, which you can drag to adjust the mixing rate curve. Dragging a point out of the graph allows you to delete the point.

F. Preview

Previews the image on the canvas.

[Material property] Dialog Box

(1) Material name

Input a name for the material.

(2) Location to save material

Click a folder to specify the location to save the material. The specified location is reflected in the [Tree view] of the [Material] palette.

(3) Search tag

Click the tag list to specify the search tag to be displayed on the [Tag list].

Clicking the tag with a + sign in the lower right will allow you to create a new tag.

[Import material set] dialog box

(1) Search box

Allows you to input a keyword and search for a gradient set image.

(2) Tag list

A list of tags assigned to materials displayed as buttons. Clicking a button displays brush shapes meeting the specified information in [Gradient set list].

(3) Gradient set list

Displays the list of gradient sets.

(4) Show item check box

Shows a check box for each thumbnail of the gradient sets shown in [Gradient set list]. You can select a material by turning on the check box.

(5) Thumbnail [Large]

Shows the large thumbnails of the gradient sets shown in [Gradient set list].

(6) Thumbnail [Small]

Shows the small thumbnails of the gradient set images shown in [Gradient set image list].

(7) Thumbnail [Detail]

Shows the thumbnails as well as information of the gradient set images shown in [Gradient set image list].

Transform

Selecting [Edit] menu → [Transform] allows you to move and transform a selected area within an image.

Scale up/Scale down/Rotate

Scales up/down or rotates the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to scale up/down or rotate.

2 Create a selection

Using a selection tool, create a selection.



If a selection is not created, the image drawn on the selected layer will be the target of scale up/down or rotate.

3 Select the command

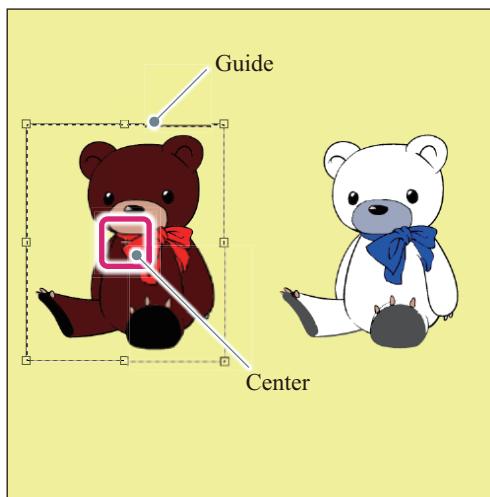
Select [Edit] menu → [Transform] → [Scale up/Scale down/Rotate].

4 Adjust the image orientation, size and the like

A guide line is displayed in the selected area. Using the handles and control point of the guide line, adjust the image orientation, size and the like.

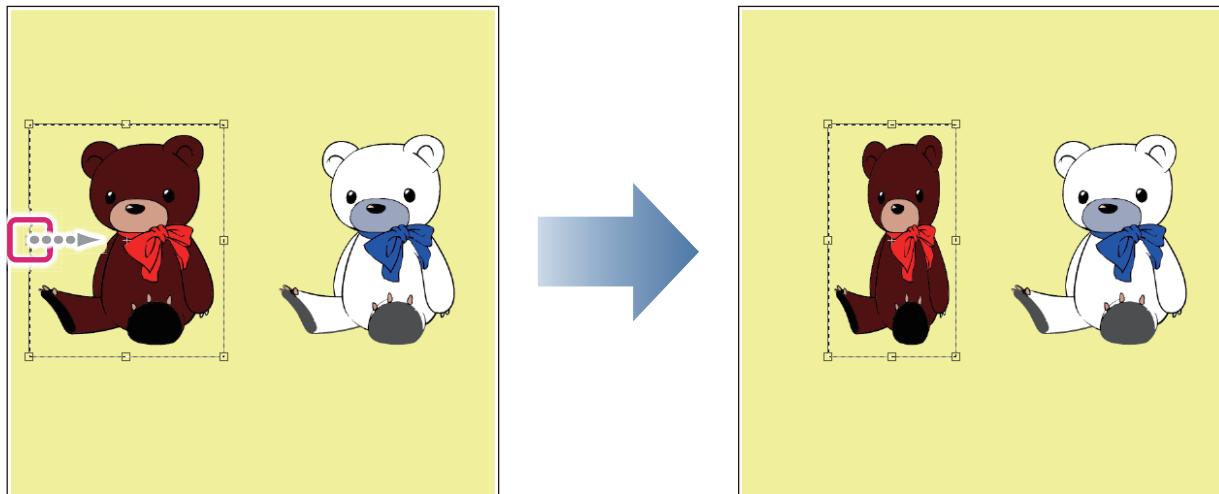


On the [Tool Property] palette, you can configure the color separation line and the like. For details, see "[Tool Property] during Scale up/down".



Scaling up/down an image

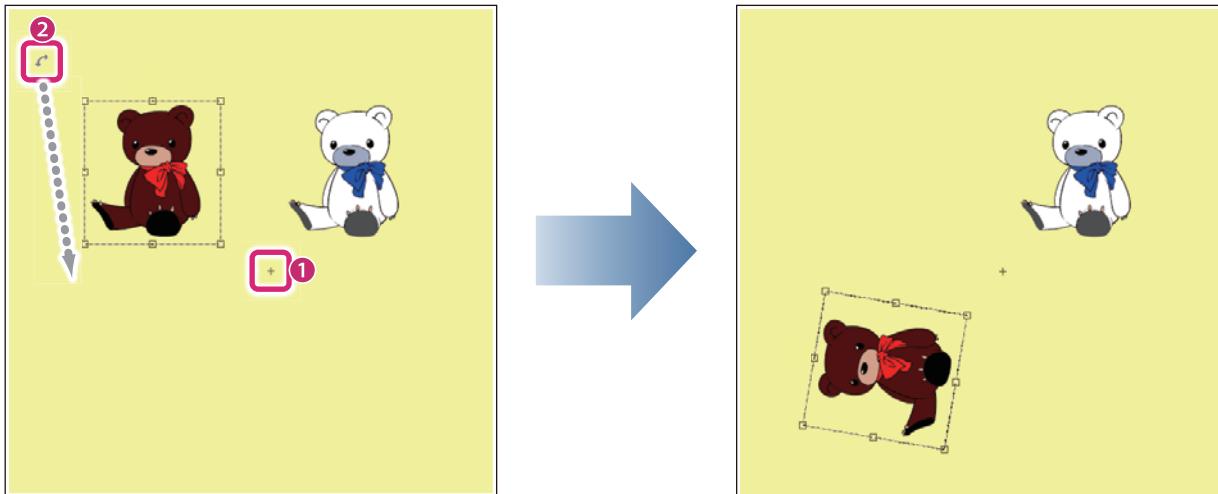
Dragging a handle allows you to scale up/down the image.



- Pressing the [Alt] key while transforming allows you to transform around the center of rotation.
- Pressing the [Shift] key while transforming allows you to transform with fixed aspect ratio.
- Dragging a handle while holding down the [Ctrl] key allows you to freely transform the image.
- Dragging a handle while holding down the [Shift] + [Ctrl] keys moves the handle according to the direction of the guideline.(*)

Rotating an Image

Dragging outside the guide line allows you to rotate the image.

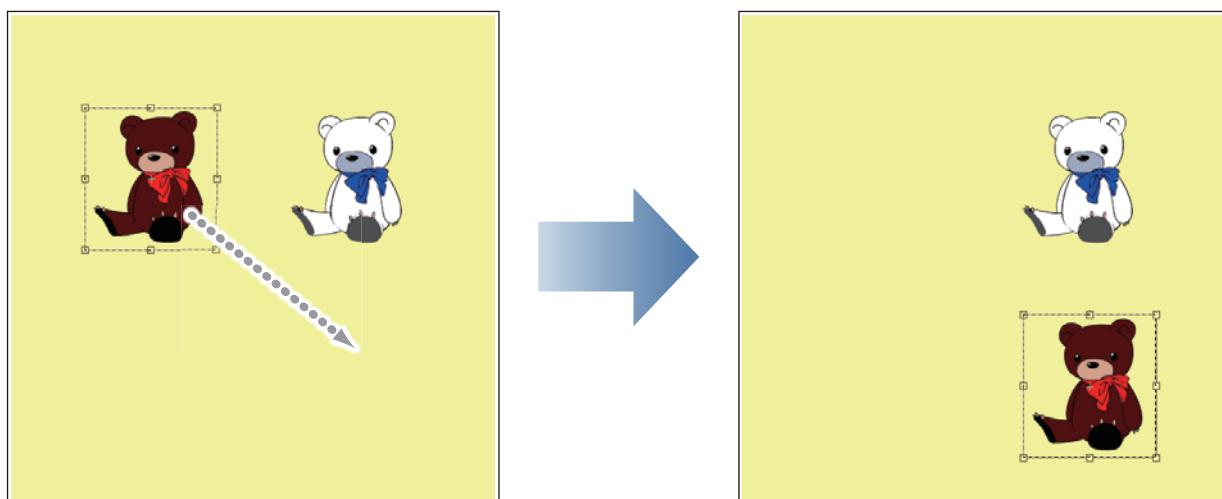


- (1) Move its center point (+).
- (2) Drag outside the guide line. The image rotates around the center point.

- Dragging while holding down the [Shift] key allows you to move horizontally, vertically and rotate in increments of 45°
- When dragging the center point while holding down the [Shift] key, the center point can be moved horizontally, vertically or 45° diagonally. (*)

Moving an Image

Dragging inside the guide line allows you to move the image.



Memo When dragging the drawing area or guide line while holding down the [Shift] key, the drawing area or guideline can be moved horizontally, vertically or 45° diagonally.

5 Commit scale up/down or rotate

Double click inside the guide line to commit the scale up/down or rotate.

-  **Memo**
- Pressing the [Enter] key also commits the scale up/down or rotate.
 - Pressing the [ESC] key cancels the scale up/down or rotate.
 - [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.

[Tool Property] during Scale up/down

During scale up/down, the following operations can be performed from the [Tool Property] palette.

 **Memo**

When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not be adjusted.

- For details on the [Bleed border], [Cropped border], [Default border], see "Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]" .
- When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. When rotated, the outline is processed so to be more emphasized compared to [Smooth]. However, white noise may occur around the outline depending on the content to be transformed.

Free Transform

Allows you to freely transform the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.



If a selection is not created, the image drawn on the selected layer will be the target of free transform.

3 Select the command

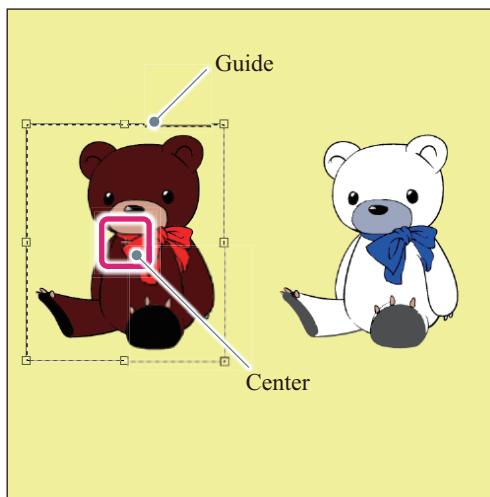
Select [Edit] menu → [Transform] → [Free Transform].

4 Adjust the image orientation, size and the like

A guide line is displayed in the selected area. Using the handles and control point of the guide line, adjust the image shape, orientation and the like.

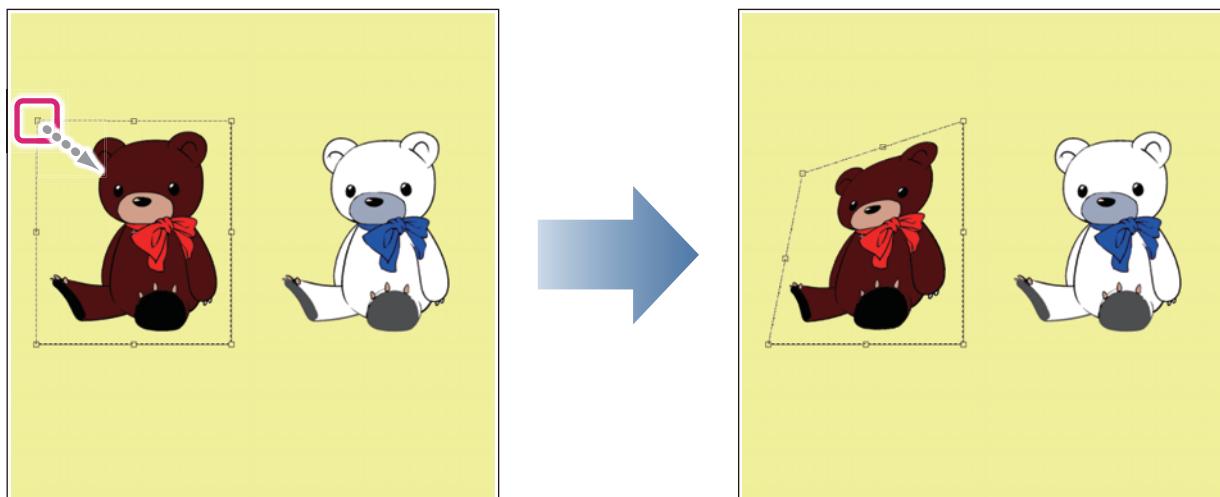


On the [Tool Property] palette, you can configure the color separation line and the like. For details, see "[Tool Property] during free transform".



Transforming an Image

Dragging a handle allows you to transform the image.

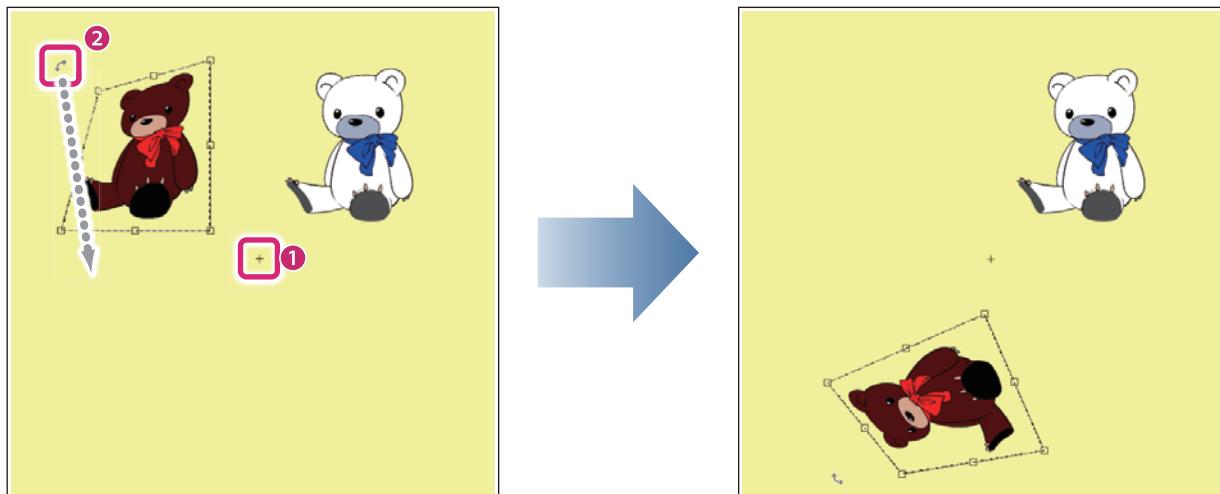


- Dragging a handle while holding down the [Shift] key moves the handle according to the direction of the guideline.(*)
- Dragging a handle while holding down the [Ctrl] key allows you to scale the image up and down. (*)
- Dragging a handle while holding down the [Ctrl] + [Shift] keys while scaling up or down allows you to scale the image up or down without changing the original aspect ratio.
- Dragging a handle while holding down the [Ctrl] + [Alt] keys allows you to scale up/down the image from the center point.



Rotating an Image

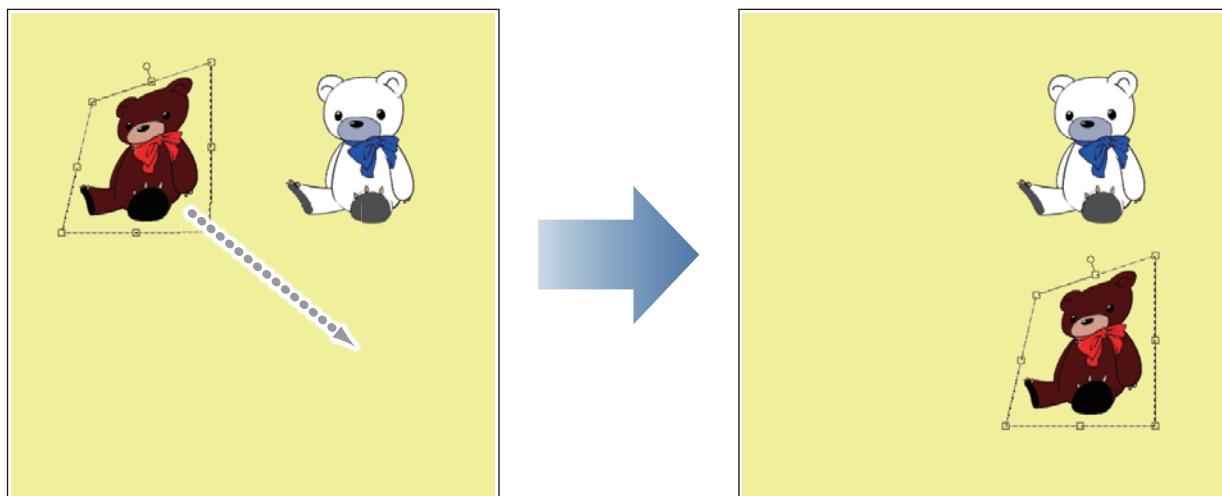
Dragging outside the guide line allows you to rotate the image.



- (1) Move its center point (+).
- (2) Drag outside the guide line. The image rotates around the center point.

Moving an Image

Dragging inside the guide line allows you to move the image.



5 Commit the transform

Double click inside the guide line to commit the transform.



- Pressing the [Enter] key also commits the transform.
- Pressing the [ESC] key cancels the transform.
- [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.

[Tool Property] during free transform

During free transform, the following operations can be performed from the [Tool Property] palette.

 When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not be adjusted.

-  ● For details on the [Bleed border], [Cropped border], [Default border], see "Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]" .
- When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].



(10) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. It is possible to process so that the outline is more emphasized compared to [Smooth]. However, white noise may occur around the outline depending on the content to be transformed.

Flip Horizontal

Allows you to horizontally reverse the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

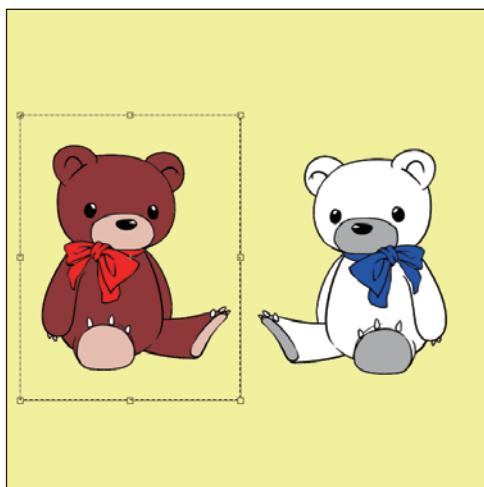
2 Create a selection

Using a selection tool, create a selection.



3 Select the command

Select [Edit] menu → [Transform] → [Flip Horizontal]. The image in the selected area is reversed horizontally.



4 Commit the transform

Double click inside the guide line to commit the transform.

- Pressing the [Enter] key also commits the transform.
- Pressing the [ESC] key cancels the transform.
- [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.



Tool property during Flip horizontal

During flip horizontal, the following operations can be performed from the [Tool Property] palette.

Memo

When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not be adjusted.

- For details on the [Bleed border], [Cropped border], [Default border], see "Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]" .
- When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Flip Vertical

Allows you to vertically reverse the selected area within an image.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

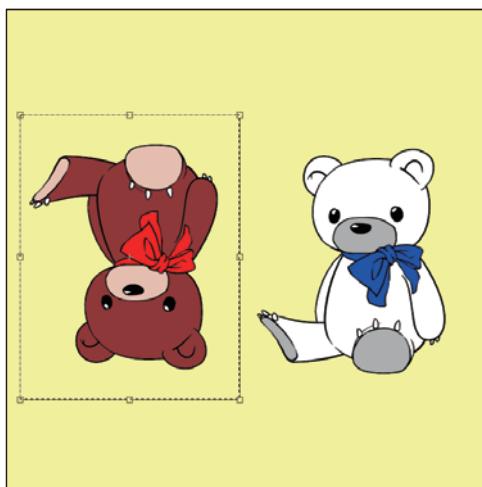
2 Create a selection

Using a selection tool, create a selection.



3 Select the command

Select [Edit] menu → [Transform] → [Flip Vertical]. The image in the selected area is reversed vertically.



4 Commit the transform

Double click inside the guide line to commit the transform.

- Pressing the [Enter] key also commits the transform.
- Pressing the [ESC] key cancels the transform.
- [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.



Tool Property during Flip vertical

During flip vertical, the following operations can be performed from the [Tool Property] palette.

 When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "CLIP STUDIO PAINT Tool Setting Guide".

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Configures the center of rotation of the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width [PRO/EX]

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Scale ratio (width)

Specifies the width of the imported image as a ratio (%) of the original image.

(10) Scale ratio (height)

Specifies the height of the imported image as a ratio (%) of the original image.

(11) Keep ratio of original image

Scales up/down by keeping the original aspect ratio.

(12) Rotation angle

Specifies the image rotation angle with respect to the horizontal position.

(13) Adjust position

Allows you to automatically adjust the size of an image being transformed. The size is specified by the size of the [Guide line] of the image to transform.

Canvas	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Canvas].
Bleed border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Bleed border].
Cropped border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Cropped border].
Default border	The size of the [Guide line] of the image you will transform will be adjusted to fit the [Default border].
Free position	For an image you will transform, the [Guide line] size will not be adjusted.

- For details on the [Bleed border], [Cropped border], [Default border], see "Explanation: What Are Default Border, Cropped Border and Bleed Border? [PRO/EX]" .
- When [Bleed border], [Cropped border], or [Default border] is selected on a canvas on which [Bleed border], [Cropped border], and [Default border] are not configured, the [Grid] size is adjusted so that it is included in [Canvas].

(14) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Hard outline	The outline of the color separation borders are sharp because it is not affected by adjacent pixels. However, the outline may become rough edged depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Mesh Transformation [PRO/EX]

Allows you to create guides and handles by dividing a selected area with a lattice to transform an image by portions by dragging the corresponding lattice point.

1 Select the layer

On the [Layer] palette, select the layer you want to transform.

2 Create a selection

Using a selection tool, create a selection.



3 Select the command

Select [Edit] menu → [Transform] → [Mesh Transformation].

4 Configure the lattice points

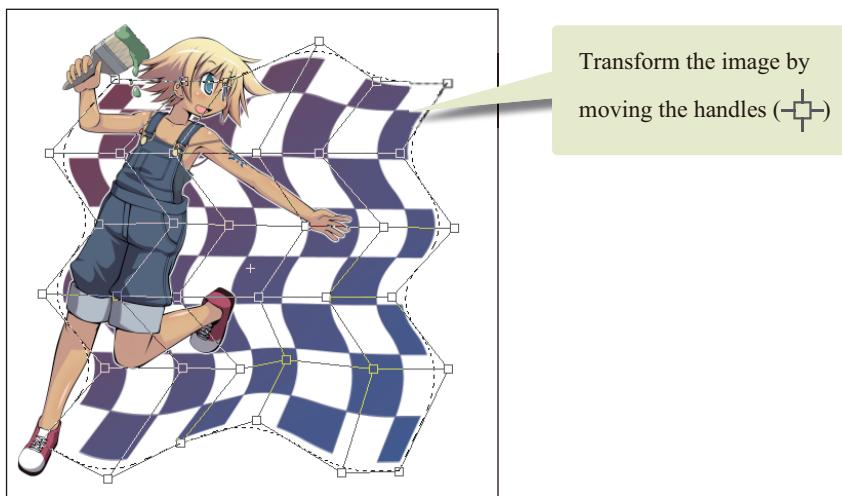
On the [Tool Property] palette, configure the number of lattice points (handles).



You can configure up to 10 lattice points.

5 Transform

In the selected area of the image, as many lattices as you configured will display. Transform by dragging the guides and/or handles.



 **Memo**

Drag a handle while holding down the [Shift] key to move the handle horizontally, vertically or 45° diagonally.(*)

6 Commit the transform

Double click other than the handles inside the guides to commit the transform.

 **Memo**

- Pressing the [Enter] key also commits the transform.
- Pressing the [ESC] key cancels the transform.
- [OK] and [Cancel] on the [Tool Property] palette can also commit and cancel the transform.

[Tool Property] during Mesh transformation

During Mesh transformation, the following operations can be performed from the [Tool Property] palette.

 **Memo**

When the transform operation is recorded in auto action, [Auto action settings] is shown on the [Tool Property] palette. For details on the setting items, see the description of "Transforming settings" in "[CLIP STUDIO PAINT Tool Setting Guide](#)".

(1) Reset transformation

Restores the image being edited to the state before transform.

(2) Flip horizontal

Reverses the image horizontally around the center.

(3) Flip vertical

Reverses the image vertically around the center.

(4) OK

Commits the transform.

(5) Cancel

Cancels the transform.

(6) Center of rotation

Specifies the center for transforming the image.

You can select from [Center], [Top left], [Top right], [Bottom right], [Bottom left], [Top], [Left], [Right], [Bottom] and [Free position].

(7) Change vector width

If turned on, the line width changes in accordance with transform when a vector layer is scaled up/down.

(8) Keep the original image

When turned on, the original image can be kept when moving or transforming.

(9) Number of horizontal lattice points

Specifies the number of horizontal lattice points.

(10) Number of vertical lattice points

Specifies the number of vertical lattice points.

(11) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The outline of the color separation borders are blended with adjacent pixels and smoothed. However, the outline may become blurred depending on the content to be transformed.
Emphasize outline	The outline of the color separation borders are blended with the color of the adjacent pixels and smoothed. However, white noise may occur around the outline depending on the content to be transformed.

Fix

Commits the image transform.

Cancel

Cancels the image transform.

Change Image Resolution

Allows you to change the resolution of the currently edited canvas.



Executing [Change Image Resolution] clears [Crop mark] and [Default border].

1 Select the command

Select [Edit] menu → [Change Image Resolution].

2 Configure

Configure the [Change Image Resolution] dialog box that is displayed.

- (1) Configure size, resolution and the like.
- (2) Click [OK].

3 The canvas resolution change is complete

The dialog box closes, and the canvas resolution changed.

[Change Image Resolution] Dialog Box

! Important

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

(1) Width

Configure the paper width.

(2) Height

Configure the paper height.

(3) Resolution

Input the paper resolution. Clicking ▼ allows you to select the resolution.

(4) Unit

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

(5) Scale

Specify the paper size as a ratio of the current paper size.

(6) How to correct

Configure how to blend colors between adjacent pixels.

Smooth	The color separation line is smooth.
Hard outline	The color separation line is sharp.

(7) Fix pixel

Changes the resolution without changing the number of pixels.

Change Canvas Size

Allows you to change the size of the currently edited canvas.



Executing [Change Canvas Size] clears [Crop mark] and [Default border] when creating a selection range or when the crop marks are not aligned correctly in a spread. You can also clear [Crop mark] and [Default border] by turning off [Fix center] in the [Change Canvas Size] dialog.



Creating a selection allows you to fit the canvas size to the selected area.

1 Select the command

Select [Edit] menu → [Change Canvas Size].

2 Configure

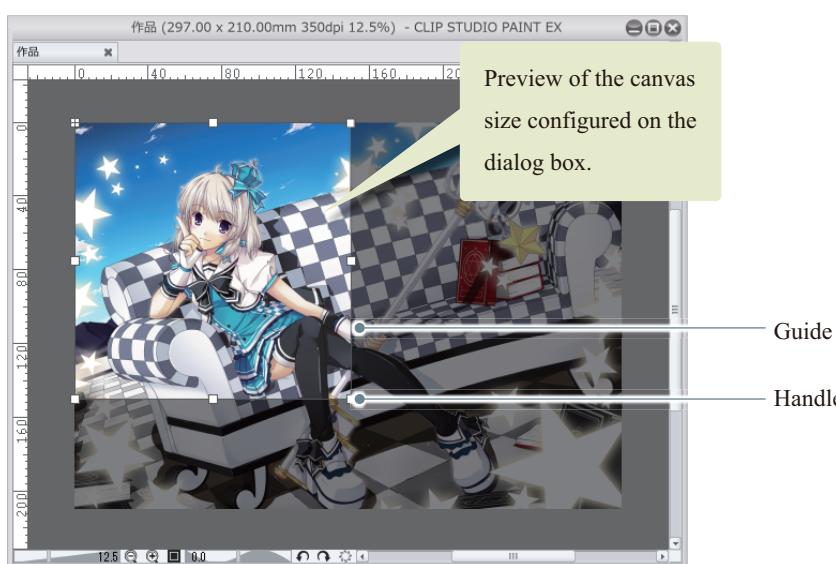
Configure the [Change Canvas Size] dialog box that is displayed.

- (1) In [Reference point], configure the point of reference for changing the canvas size.
- (2) Configure the canvas size you want to have.

3 Check the canvas

A preview of the settings is displayed on the canvas.

You can change the position and/or size by dragging the guide and/or handles.

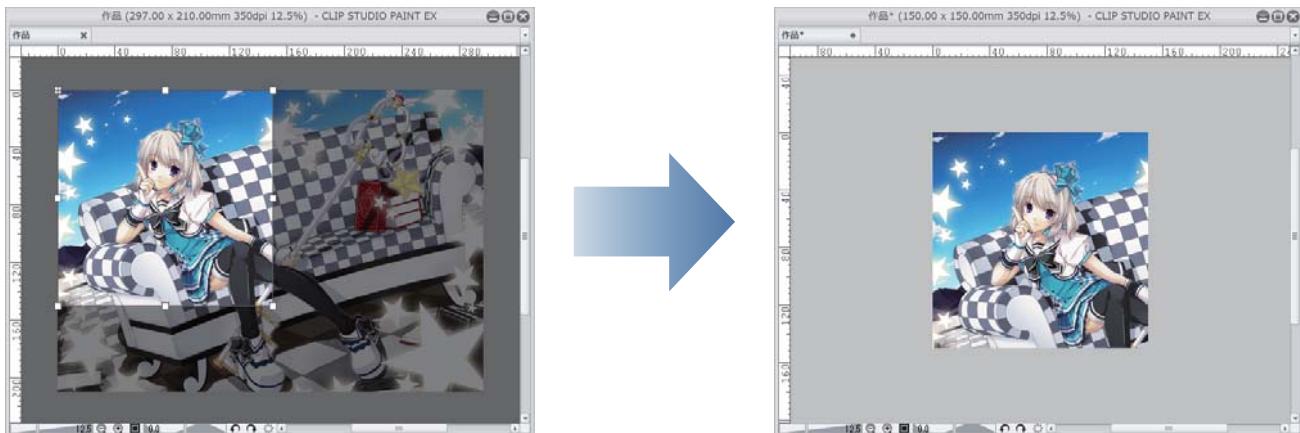


- Dragging a handle while holding down the [Shift] key allows you to resize without changing the original aspect ratio.
- Dragging a handle while holding down the [Alt] key allows you to resize with center in the [Reference point].
- Dragging the [Reference point] in the preview on the canvas allows you to move the point of reference.



4 The canvas size change is complete

Click [OK] on the [Change Canvas Size] dialog box. The dialog box closes and the canvas resizing is complete.



[Change canvas size] Dialog Box

! Important

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

(1) Width

Configure the paper width.

(2) Height

Configure the paper height.

(3) Reference point

Specify the point of reference for adjusting the canvas size by clicking one of the buttons. If a reference point is specified, the canvas size changes with respect to that point when its width and/or height are changed on the dialog box.

(4) Unit

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

(5) Fix center[PRO/EX]

Turn this on to fix the center of the [Crop mark] and [Default border] so that it remains in the same position when changing the size of the canvas.

If [Reference point] is set in a position other than the center, the actual center of the canvas may be in a different position from the center of the [Crop mark] and [Default border] after changing the canvas.

Turn this off to clear [Crop mark] and [Default border] from the canvas.

Memo

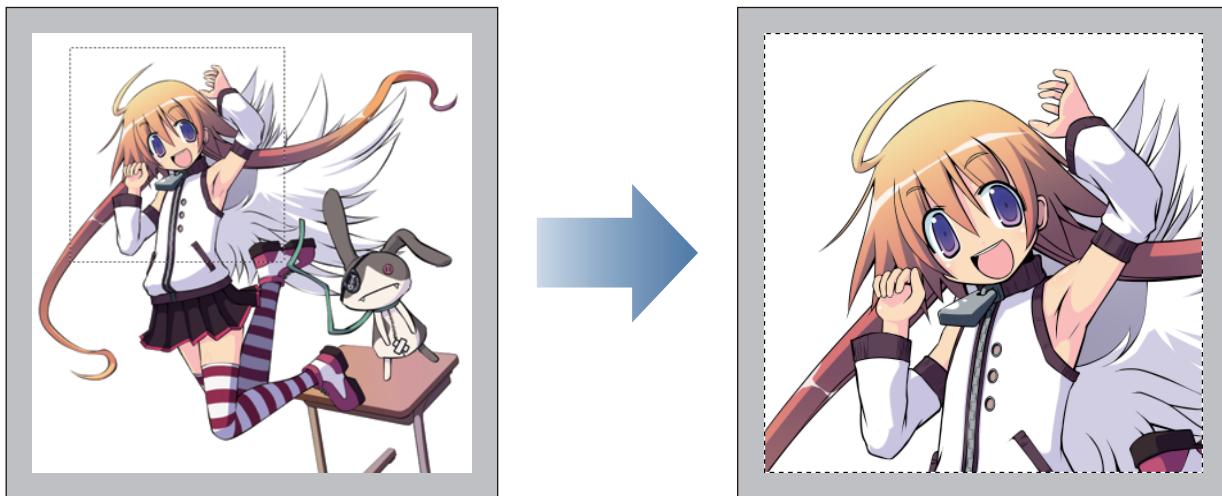
This item is only displayed if [Crop mark] and [Default border] are set on the canvas.

(6) Reset

Resets the settings configured in the [Change Canvas Size] dialog box to their previous settings.

Crop

Changes the canvas size so that it matches the selected area.

**Rotate/Invert canvas**

Rotates/inverts the canvas.

- Does not rotate/invert the view but the whole canvas.
- This status is also retained in printing.
- The canvas size is also changed automatically.

File_01 (859 x 612px 72dpi 100.0%)

Canvas size of the original size

File_01* (612 x 859px 72dpi 100.0%)

Canvas size after rotation



Display angle after rotation

(same as that of the original image)



Display angle of the original image

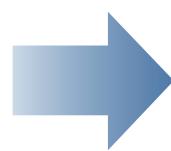
- [Text layer] and [3D layer] are converted to [Raster layer] at the time of rotation/inversion.
- In the case of [Vector layer], the brush patterns and spraying expressions may change after rotation/inversion.
- The expression of the dots of [Tone] may change after rotation/inversion.
- In EX, [Crop mark] and [Default border] are deleted after rotating or inverting the canvas if the canvas is a spread and the crop marks are not aligned.

Rotate by 90 degrees clockwise

Rotates the canvas clockwise by 90 degrees.



Original image



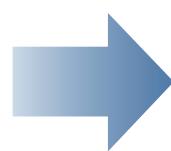
Rotate clockwise by 90 degrees

Rotate 180

Rotates the canvas by 180 degrees.



Original image



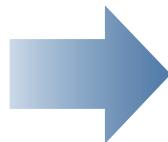
Rotate by 180 degrees

Rotate by 90 Degrees Counterclockwise

Rotates the canvas counterclockwise by 90 degrees.



Original image



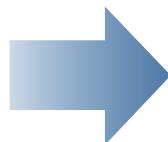
Rotate clockwise by 90 degrees

Flip Horizontal

Reverses the canvas horizontally (mirror image).



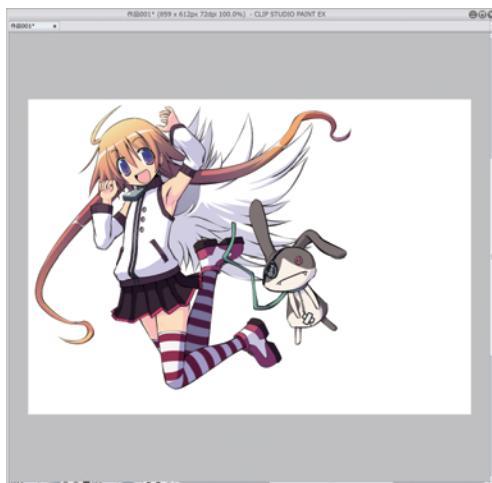
Original image



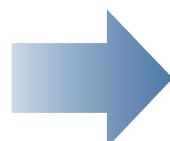
Flip Horizontal

Flip Vertical

Reverses the canvas vertically (upside-down mirror image).



Original image



Flip Vertical

Canvas Properties [PRO/EX]

Selecting the menu item opens the [Canvas Properties] dialog box. This allows you to change the settings of the currently displayed canvas. The settings that can be configured differ depending on whether the work is an illustration, manga or animation.

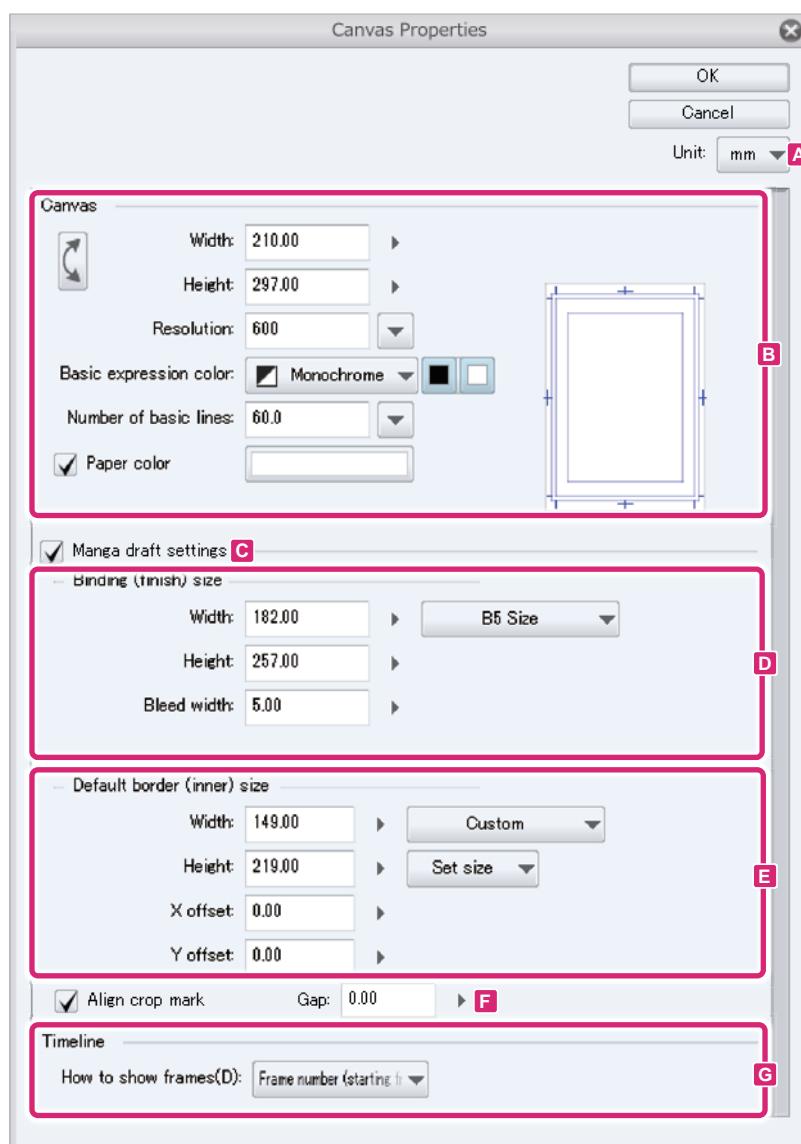
- "[Canvas Properties] Dialog Box (Illustration)"
- "[Canvas Properties] Dialog Box (Animation)"



The configured content will be used as default settings when creating a new layer, for example.

[Canvas Properties] Dialog Box (Illustration)

The default expression color and screen frequency and the crop mark and default border size can be set if [Use of work] is set to [Illustration], [Comic], [Printing of fanzine] or [Show all comic settings] when creating a new canvas.



A. Unit

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

B. Canvas

Configures settings related to the canvas.



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

(1) Swap width/height

Swaps the width and height of the canvas.

(2) Width

Configure the width of the canvas.

(3) Height

Configure the height of the canvas.

(4) Resolution

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

(5) Basic expression color

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

(6) Drawing color

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

Gray

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

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

Monochrome

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

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



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

(7) Number of basic screen frequency

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

(8) Paper color

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

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

C. Manga draft settings

Turning on this item creates [Crop mark], [Default border(inner)], [Cropped border] and [Bleed border] on the canvas. Configuring the sizes of [Bleed border], [Default border] and [Canvas] displays guides on the canvas.

D. Manga draft settings → Binding (finish) size

Configure settings related to manga manuscripts.

(1) Width

Horizontal length to print.

(2) Height

Vertical length to print.

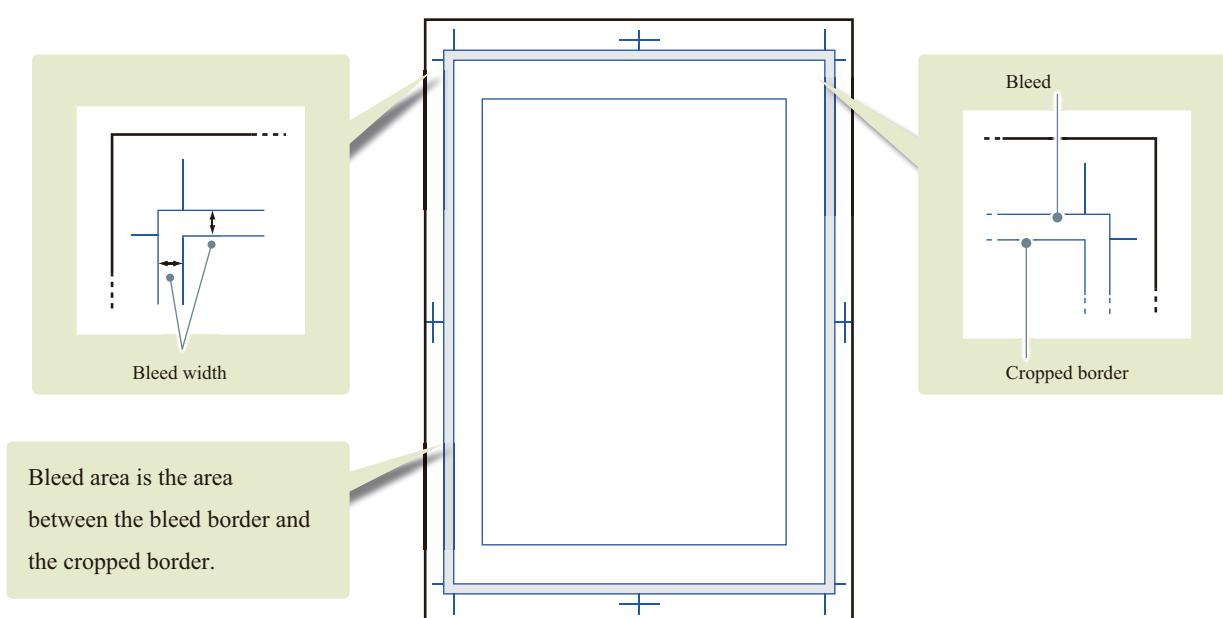
(3) Default size (Cropped border)

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

(4) Bleed width

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

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



E. Manga draft settings → Default border (inner)

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

(1) Default size (Default border)

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

(2) How to specify default border

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

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

(3) Default border settings

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

Set size

Configures the default border based on the size and position.

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

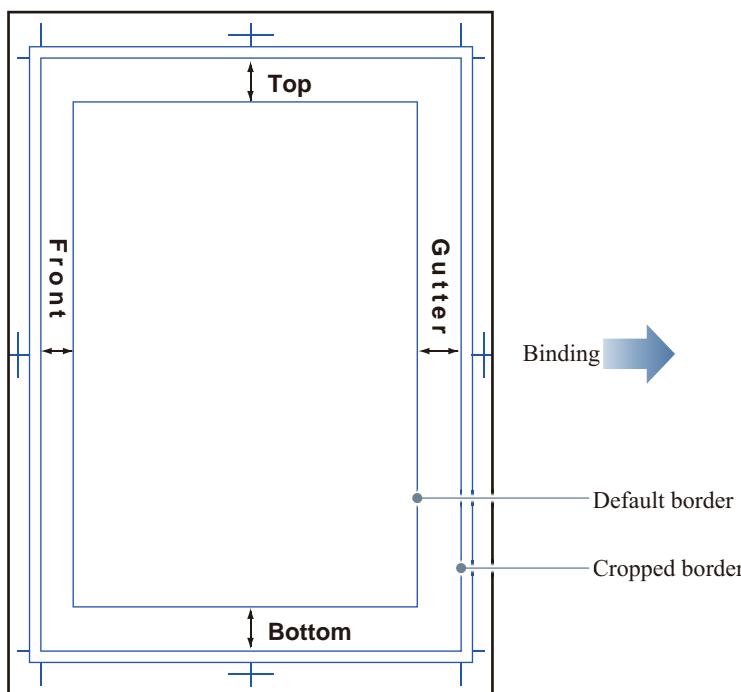
- When [X offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] on the left and right.
- When [Y offset] is 0, that means the [Default border] is centrally located with respect to the [Cropped border] at the top and bottom.



Set margin

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

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

**F. Align crop mark [EX]**

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

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



[Align crop mark] is displayed only for 2-page spreads.

G. Timeline

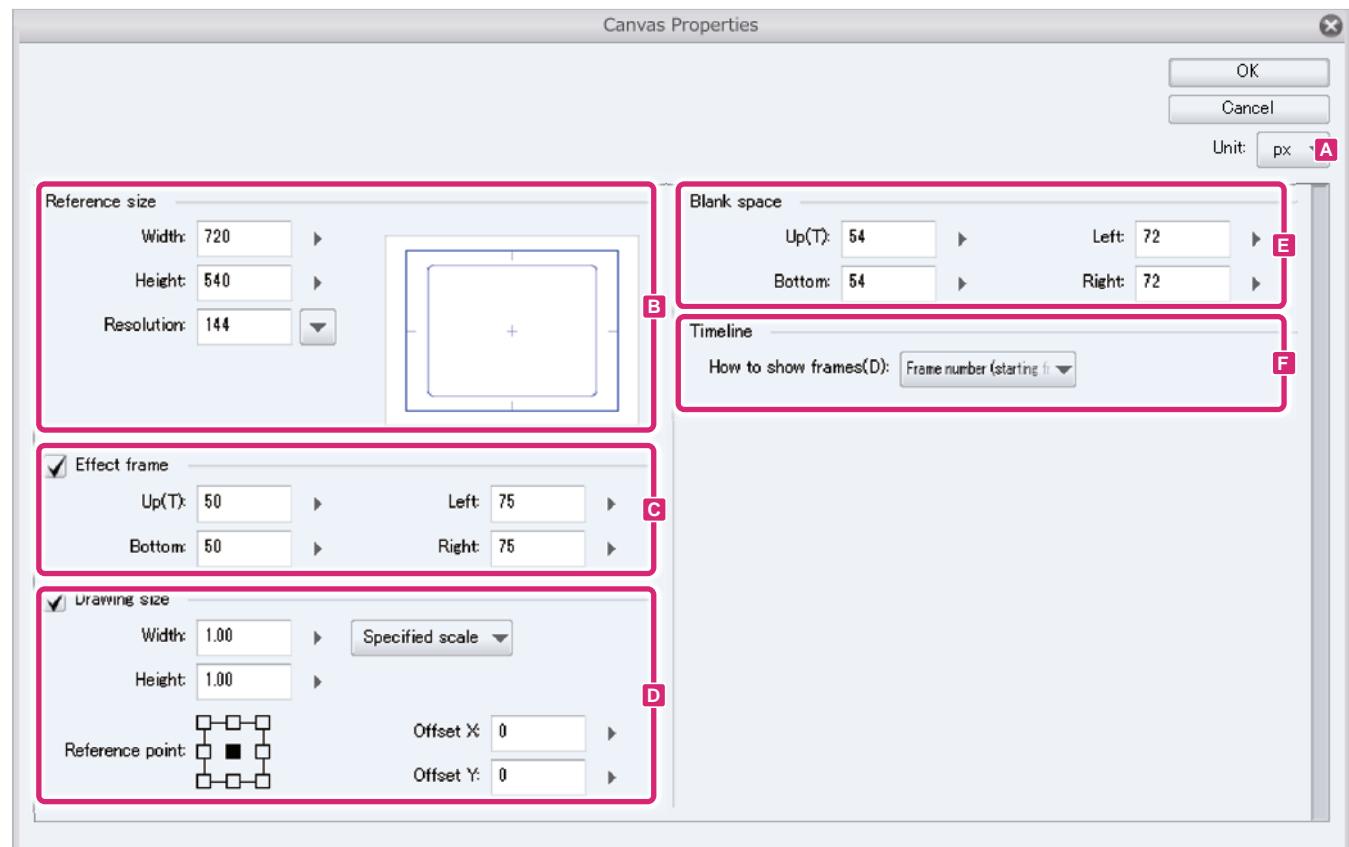
This is displayed if [Create moving illustration] is set in the [New] dialog. [How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.

- This is also displayed when a timeline is created by selecting the [Animation] menu→[Timeline]→[New timeline].
- It is not displayed if the timeline is disabled by selecting the [Animation] menu→[Enable timeline].

Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

[Canvas Properties] Dialog Box (Animation)

You can set the size of the various frames and the method by which to show frames in the timeline if [Use of work] is set as [Animation] when creating a new canvas.



A. Unit

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

B. Reference size

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

(1) Width

Configure the reference frame width.

(2) Height

Configure the reference frame height.

(3) Resolution

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

C. Effect frame

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

D. Drawing size

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

(1) How to specify drawn frame

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

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

(2) Width

Configure the drawn frame width.

(3) Height

Configure the drawn frame height.

(4) Reference point

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

(5) Offset X

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

(6) Offset Y

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

E. Blank space

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

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

F. Timeline

[How to show frames] allows you to select the method by which to display the number of frames in the [Timeline] palette.

Frame number (starting from 1), Frame number (starting from 0)	Displays the number of frames for the entire timeline. The only difference between [Frame number (starting from 1)] and [Frame number (starting from 0)] is the start number of the frames.
Seconds + frame	The frame number is displayed as "number of seconds + frame number". The frame number starts from 1 again each time the second changes.
Time code	The frame number is displayed as "minutes:seconds:frame number" according to the playback time.

Clear memory [PRO/EX]

Clears the content stored in the application memory, such as the operation history for [History].

Obtain screen color

Allows you to reference a color on the screen using the eyedropper and register it as a drawing color.

Unlike the [Eyedropper] tool, [Obtain screen color] allows you to register any color on the screen. You can also reference colors from image materials open in other applications.

1 Select the command

Select the [Edit] menu → [Obtain screen color].

2 Obtain screen color

The [Eyedropper] and [Obtain screen color] window are displayed. Click to register a color on the screen as a drawing color.

You can exit [Obtain screen color] by performing the following operations while executing [Obtain screen color].

- Right click
- Pressing a key on the keyboard

3 Color registration is complete

The screen color you have clicked is registered as a drawing color.

Obtain screen color by hiding windows

Allows you to reference a color on the screen using the eyedropper and register it as a drawing color. CLIP STUDIO PAINT is immediately hidden from the desktop when [Obtain screen color by hiding windows] is selected. Colors on the screen can now be referenced.

Like [Obtain screen color], this allows you to register any color on the screen. You can also reference colors from image materials open in other applications.

1 Select the command

Select the [Edit] menu → [Obtain screen color by hiding windows].

2 Obtain screen color

The [Eyedropper] and [Obtain screen color] window are displayed. Click to register a color on the screen as a drawing color.

You can exit [Obtain screen color] by right clicking while executing [Obtain screen color].

3 Color registration is complete

The screen color you have clicked is registered as a drawing color.