

## Changes in Ver.1.6.7

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



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

### Changes Common to CLIP STUDIO PAINT DEBUT, PRO and EX

#### Menu

- "New" → "[New] dialog box (Illustration) [PRO/EX]" "[New] Dialog Box [DEBUT]"  
[Frame Rate] has been added to [Create moving illustration]. It is possible to set the number of cells to be displayed per second.
- "Export (Single Layer)"  
[Output as [Background]] has been added when the save format is Adobe Photoshop document (extension: psd) and Adobe Photoshop big document (extension: psb). Turning on this item enables the background to be merged with the Photoshop background layer and saved.
- "Export animation" → "Animated GIF"  
[Loop count] has been added to the [Animated GIF output settings] dialog box. It is possible to set the number of playback loops of an animated GIF.
- "Export animation" → "Animated sticker (APNG) \*"  
[Animated sticker (APNG)] has been added to [File] menu → [Export animation]. Allows you to export an APNG (animated PNG) for use as a LINE Sticker or in some browsers.
- "Export animation" → "Image sequence"  
When the number of cells to be exported is less than 10,000, the cells are now exported with a 4-digit sequential number.
- "Import" → "Image"
  - When dragging a handle while holding down the [Shift] key to freely transform an image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key to transform an image, the center point can now be moved horizontally, vertically or 45° diagonally.
- "Import" → "Pattern from Image"
  - When dragging a handle while holding down the [Shift] key to freely transform a pattern image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key to transform a pattern image, the center point can now be moved horizontally, vertically or 45° diagonally.
- "Preferences [macOS]" / "Preferences [Windows]" → "Light table \*"  
[Light table] category has been added to the [Preferences] dialog box. It is possible to set the display method of the light table layers registered in the [Animation Cell] palette.
- "Preferences [macOS]" → "Tablet [mac OS]"  
[Raw Input] has been added to [Preferences] dialog -> [Precision] of [Tablet].
- "Shortcut settings [macOS]" "Shortcut settings [Windows]"  
[Edit] has been added to [Options] in the [Shortcut settings] dialog box. It is possible to set shortcuts for [Cut and paste] and [Copy and paste].

- "Command Bar Settings [macOS] [PRO/EX]" / "Command bar settings [Windows] [PRO/EX]"  
Icon designs for [CLIP STUDIO.NET], [CLIP STUDIO PAINT Manual], [Training and Tutorials] and [CLIP STUDIO PAINT Support] have been updated.
- "Tab-Mate Controller [macOS]" / "Tab-Mate Controller [Windows]"  
[Brush Size], [Timeline] and [Parallel line ruler [PRO/EX]] can now be set for the control stick.
- "Transform" → "Scale up/Scale down/Rotate"
  - When dragging a handle while holding down the [Ctrl] + [Shift] keys to scale up/down an image, the handle now moves in the same direction as the guide line.
  - When dragging the center point while holding down the [Shift] key, the center point can now be moved horizontally, vertically or 45° diagonally.
- "Transform" → "Free Transform"
  - The operation that occurs when dragging the handle while holding down the [Shift] key when transforming an image has been changed. The handle now moves in the same direction as the guide line. The operation for scaling the image up or down can be performed by dragging the handle while holding down the [Ctrl] key.
  - When dragging the center point while holding down the [Shift] key, the center point can now be moved horizontally, vertically or 45° diagonally.
- "Show animation cels" → "Onion skin settings"  
[View Settings] has been added to the [Onion skin settings] dialog. The onion skin display method can be selected from [Color], [Half color] and [Monochrome].
- "CLIP STUDIO.NET (<http://www.clipstudio.net/en/>)."  
The name of the [Help] menu → [CLIP website] has been changed to [CLIP STUDIO.NET].

## Tool List

- "Marquee Tool" → "Selection Launcher"  
[Cut and paste] and [Copy and paste] have been added to [Selection Launcher].

## Color Palettes

- "Functions of Color Palettes" → "Color Wheel Palette"  
Double-clicking the color icon now displays the [Color settings] dialog box. Colors can also be selected from the [Color settings] dialog box.
- "Functions of Color Palettes" → "Color Slider Palette"  
Double-clicking the color icon now displays the [Color settings] dialog box. Colors can also be selected from the [Color settings] dialog box.
- "Functions of Color Palettes" → "Color Set Palette"  
Placing the mouse cursor over a color tile now displays the RGB value (HSV value) and the name of the color as a tool tip. However, it is not displayed in macOS X 10.9.

## [Animation cels] palette

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

## [Timeline] palette

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

## Explanation: 3D Materials

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

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

## Explanation: Unique Windows Feature

- **"Operating CLIP STUDIO PAINT Using Surface Dial \*"**

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

## Improvement of color setting methods

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

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

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

## Improvement of the Palette Scroll Method

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

- "Layer Palette"
- "Material Palettes"
- "Item bank palette"

## Changes in CLIP STUDIO PAINT PRO/EX

### Menu

- "Preferences [macOS]" / "Preferences [Windows]" → "Layer/Frame"  
[Tone effect in case of scaling down] has been added. When the canvas scale is reduced, you can select whether to prioritize displaying the tone pattern or to make it gray. The tone may be displayed as gray due to the scale or screen frequency, even if the tone pattern is prioritized.
- "Transform" → "Mesh Transformation [PRO/EX]"  
When dragging the handle while holding down the [Shift] key to transform an image, the handle can now be moved horizontally, vertically or 45° diagonally.
- "New Layer" → "3D Layer[PRO/EX] \*"  
[3D] has been added to [Layer] menu → [New Layer]. You can now newly create 3D layers that do not contain 3D material.
- "Explanation: Editing a Vector Layer [PRO/EX]" → "Editing with the Operation Tool"  
When dragging a handle while holding down the [Shift] key to freely transform an image, the handle now moves in the same direction as the frame line.
- "Color Profile [PRO/EX]" → "Preview"  
The [Preview] display status of color profiles is now kept for the next time the application is launched.
- "Workspace" → "Register workspace as material [PRO/EX] \*"  
[Window] menu → [Workspace] → [Register workspace as material] has been added. You can now register palette layouts, shortcut settings, command bar settings and preferences for unit settings as a workspace material in the [Material] palette.
- "Workspace" → "Search for workspace material(s) [PRO/EX] \*"  
[Window] menu → [Workspace] → [Search for workspace material(s)] has been added. Workspace materials can be added from CLIP STUDIO ASSETS.
- "Workspace" → "Workspace import settings [PRO/EX] \*"  
[Workspace import settings] has been added to [Window] menu → [Workspace]. You can set the items you want to be reflected when importing a workspace.
- "Workspace" → "Reload Workspace [PRO/EX] \*"  
The [Window] menu → [Workspace] → [Reset Workspace] name has been changed to [Reload workspace]. Furthermore, when returning the workspace to the previous settings, you can select the items that you want to revert.

### Explanation: Window Operation

- "CLIP STUDIO PAINT Screen Components" → "Command Bar"  
[CLIP STUDIO PAINT Support] is now displayed in the [Command bar] in the initial settings.

## Tool List

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

## Color Palettes

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

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

## Layer Property Palette

- "Functions of Layer Property Palette"

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

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

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

## Sub view Palette

- "Functions of Sub View Palette"

The images in the [Sub View] palette can now be rotated or flipped.

- [Rotate slider], [Rotate left], [Rotate Right], [Reset Rotate], [Flip Horizontal] and [Flip Vertical] have been added to the [Sub View] palette.
- [Rotate/Invert] and [Show Rotate/Invert on the command bar] have been added to the [Sub View] palette menu.

## Material Palettes

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

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

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

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

## Auto Action Palette

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

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

## Shortcut list

- "Optional Shortcuts" → "Edit \*"

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

## Improvement of the Palette Scroll Method

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

- "Search layer Palette [PRO/EX]"
- "Auto Action Palette [PRO/EX]"
- "History Palette [PRO/EX]"

## Changes in CLIP STUDIO PAINT EX

### Menu

- "New" → "[New] dialog box (Comic) [PRO/EX]"  
[Align crop mark] has been added. The alignment method for crop marks in the 2-page spread can be set for all pages.
- "Export animation" → "OpenToonz Scene File [EX] \*"  
[OpenToonz Scene File] has been added to [Animation Export]. Cels and timelines created in CLIP STUDIO PAINT can be exported for OpenToonz.
- "Sort page file names \*"  
[Sort page file names] has been added to the [Story] menu. It is possible to reassign file names so that the pages managed in the [Page Manager] window have the same numbers as the pages in the [Page Manager] window.
- "LT conversion of layer [EX]"  
[Adjust precision to the scene dimension] has been added to the [LT conversion of layer] dialog box when 3D layer is connected. This allows the precision with which outlines are detected to be automatically adjusted according to the size of 3D materials.
- "All sides view [EX] \*"  
[All sides view] has been added to the [Window] menu. It is possible to display/hide the [All sides view] palette.

### All Sides View Palette

- "[All sides view] Palette [EX] \*"  
The [All sides view] palette has been added. When a 3D layer is selected, it is possible to view a 3D material from four directions at the same time. When placing a 3D material, it is possible to adjust the position of the camera and focal point, as well as the position the of the 3D material.  
For details on how to use, also see "[Explanation: 3D Materials](#)" → "[Operations Using Palettes](#)" → "[All sides view] Palette [EX] \*" .