CLIP STUDIO
MODELER

USER GUIDE

Before You Read This Guide

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

Structure and Contents of This Guide

The screens in CLIP STUDIO MODELER are as follows:

- 3D Object Setup screen

- 3D Character Setup screen

This guide is divided into sections about each screen, along with a section about information common to multiple screens. Below is a list of the sections and their contents.

3D Object Setup Screen

The "3D Object Setup Screen" section describes the features and operating instructions for each palette in the 3D Object Setup screen. All features in the 3D Object Setup screen can be used in the trial version.

- "Configuration of the 3D Object Setup screen"

- "Functions in the 3D Object Setup Screen"

- "Tool List (3D Object Setup Screen)"

- "Object configuration palette"

- "Object Information Palette"

3D Character Setup Screen

The "3D Character Setup Screen" section describes the features and operating instructions for each palette in the 3D Character Setup screen. All features in the 3D Character Setup screen can be used in the trial version.

- "Configuration of the 3D Character Setup Screen"

- "Functions in the 3D Character Setup Screen"

- "Tool List (3D Character Setup Screen)"

- "Character Configuration Palette"

- "Character Information Palette"

- "Default Bone Mapping Mode"

- "Standard Bone Creation Mode"

- "Skirt Settings Mode"

Common Features

The "Common Features" section describes items that appear in all screens.

- "Tool-type Palettes"

- "Navigator Palette"

- "Camera Settings Palette"

- "View Settings Palette"

- "Material Palette"

- "Menu"

- "Shortcut List"

Regarding the Content of This Guide

- This guide (including in electronic data format) has been written and edited based on product programs current as of August 2018 and may differ from actual product program specifications.

- The screenshots in this guide show the model currently in development. The specifications may differ from the actual program model released for this product.

Regarding Operations Described in This Guide

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

If you are a macOS user, replace and read as indicated below. Operations are equivalent on both Windows and macOS when substituted as follows.

Windows	macOS
[Alt] key	[Option] key
[Ctrl] key	[Command] key
[Enter] key	[Return] key
[Backspace] key	[Delete] key
Right click	[control] key + click
Right drag	[control]] key + drag

Symbols Used in This Guide

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

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

🖉 Memo   **Indicates tips and supplementary information useful when using CLIP STUDIO MODELER.**

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References

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

3D Object Setup Screen

This section describes the following items in the 3D Object Setup screen.

- Configuration of the 3D Object Setup screen
- Functions in the 3D Object Setup Screen
- Tool List (3D Object Setup Screen)
- Object configuration palette
- Object Information Palette

Configuration of the 3D Object Setup screen

The 3D Object Setup screen in CLIP STUDIO MODELER is displayed by selecting [3D object] in the [New] dialog box.
This section describes the configuration of the 3D Object Setup screen.
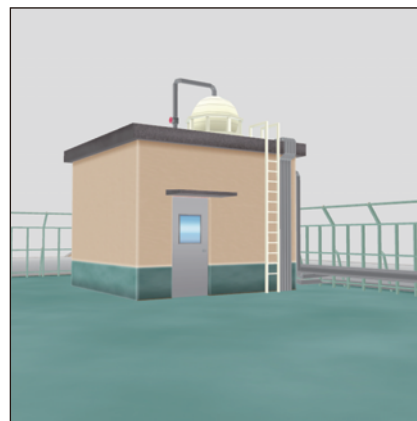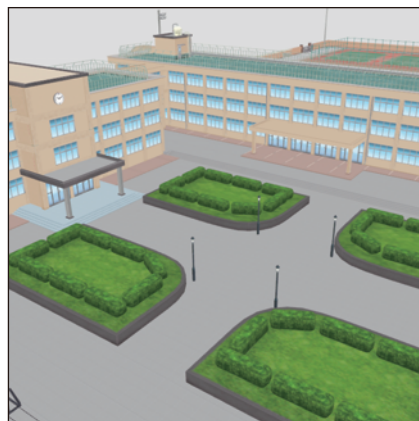
- About the 3D Object Setup Screen

About the 3D Object Setup Screen

The 3D Object Setup screen is the screen displayed when [3D object] is selected in the [New] dialog box.
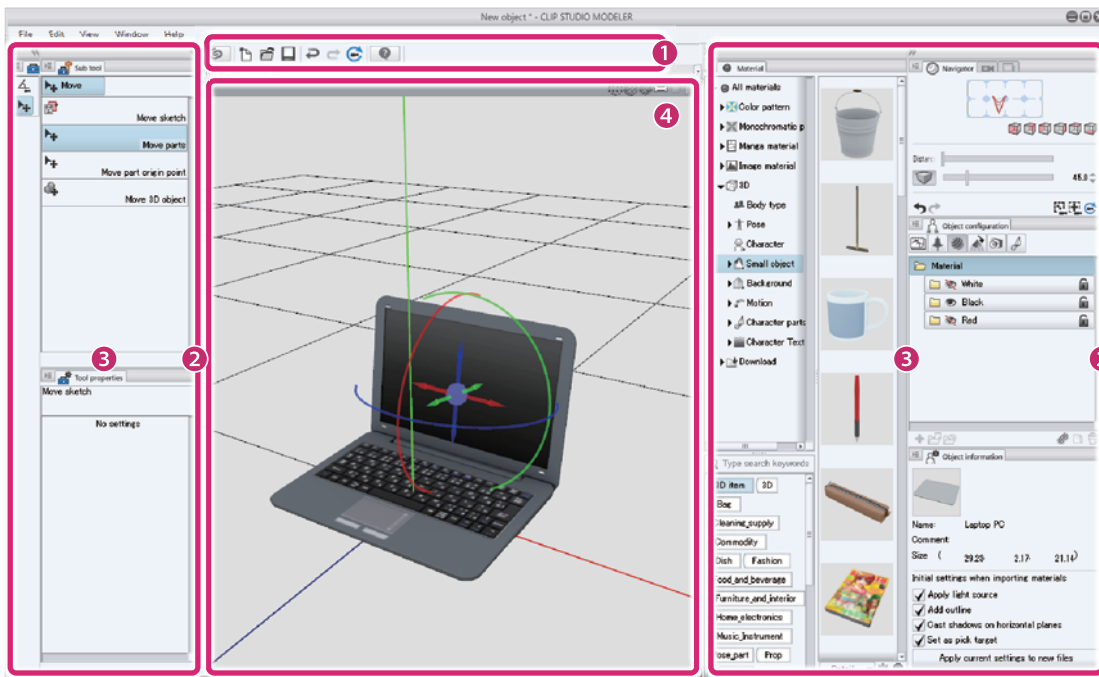
In this screen, you can load 3D data and set up a 3D object that can be used in CLIP STUDIO PAINT. Settings to switch between multiple textures or move specific parts with a slider can be added. Setting these allows you to customize the display of 3D object materials in CLIP STUDIO PAINT.
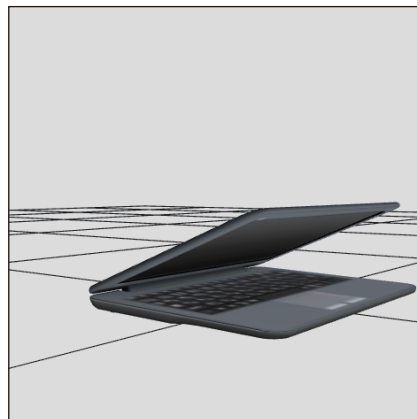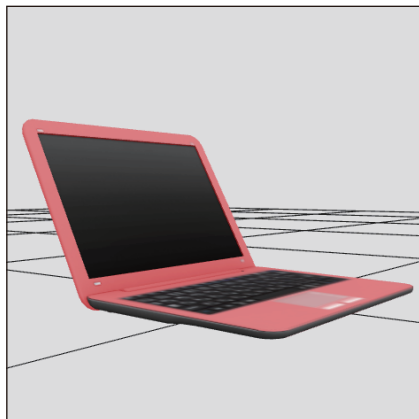
Camera angles and [Node] (part) displays can also be set in the 3D data, and can then be selected in CLIP STUDIO PAINT.

The 3D Object Setup screen in CLIP STUDIO MODELER consists of the following main components.

(1) Command Bar

Allows you to use various functions by clicking the icons. For information on each item in the [Command Bar], see "Command Bar" .

(2) Palette Dock

Area accommodating multiple palettes.

(3) Palette

Screen for configuring settings. There are various types of palettes. In this screen, palettes are accommodated in palette docks. However, they can also be displayed individually as windows or dialog boxes.

For information on palettes that can be used in the 3D object setup screen, see "Palettes in the 3D Object Setup screen" .

(4) Document Window

Area for displaying and performing operations for models being created. For information on each item in the [Document] window, see "Document Window" .

Command Bar

The area on the upper part of the main window where function icons are arranged is called "Command Bar". Clicking an icon on the [Command Bar] is equivalent to executing a menu function.

(1) Start CLIP STUDIO

Start CLIP STUDIO. CLIP STUDIO is a tool for supporting creative activities.

(2) New

The [New] dialog box is displayed. You can select the type of work and create a new work.

(3) Open

Opens a saved file, etc. for re-editing.

(4) Save

Saves the edited file newly or under the same name.

(5) Undo

Clicking it cancels the last operation.

(6) Redo

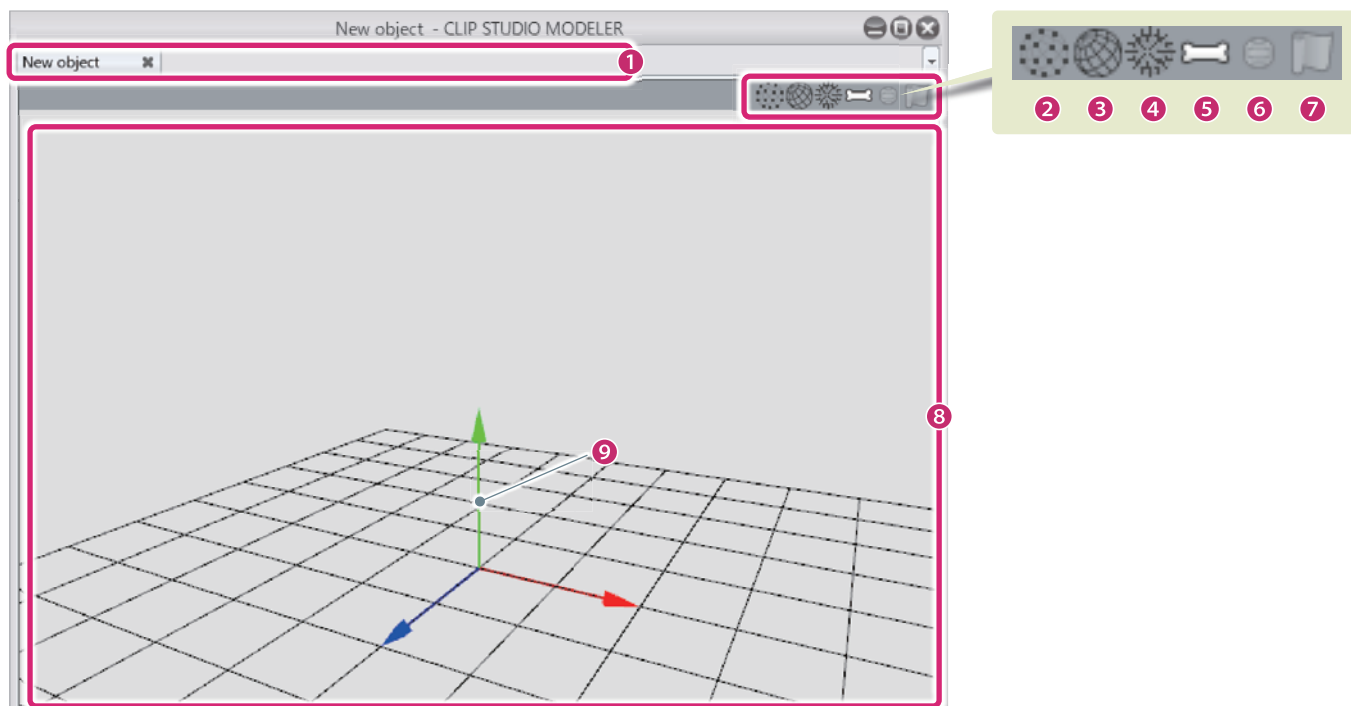Clicking it redoes the undone operation.

(7) Reset camera

Returns the viewpoint of the camera to its initial status.

(8) CLIP STUDIO MODELER Support

The web browser is launched and the CLIP STUDIO MODELER Support site is displayed.

Document Window

The [Document] window is an area for displaying and performing operations for 3D objects being created.
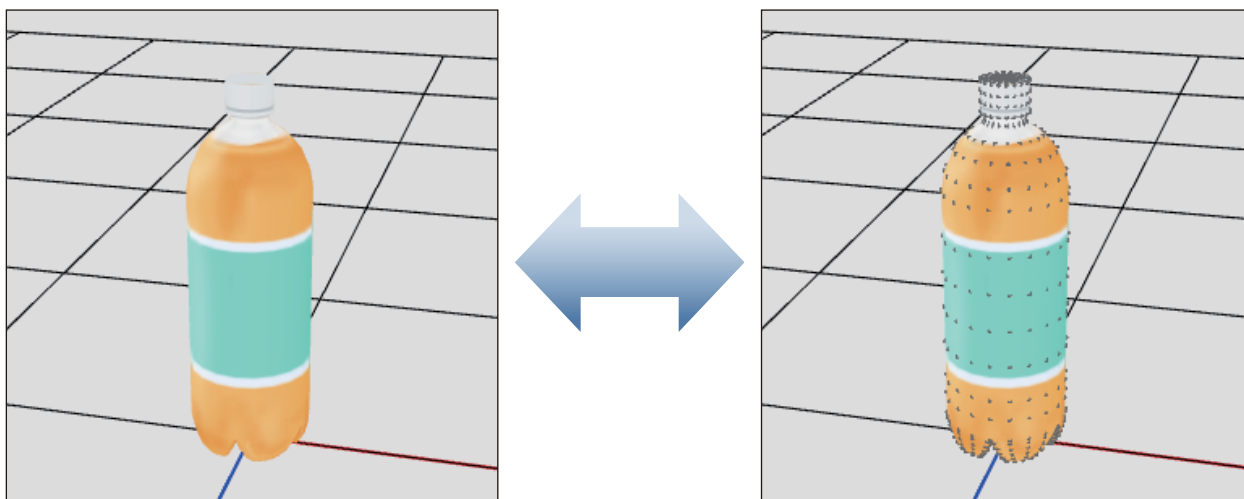

(1) Tabs for switching between documents

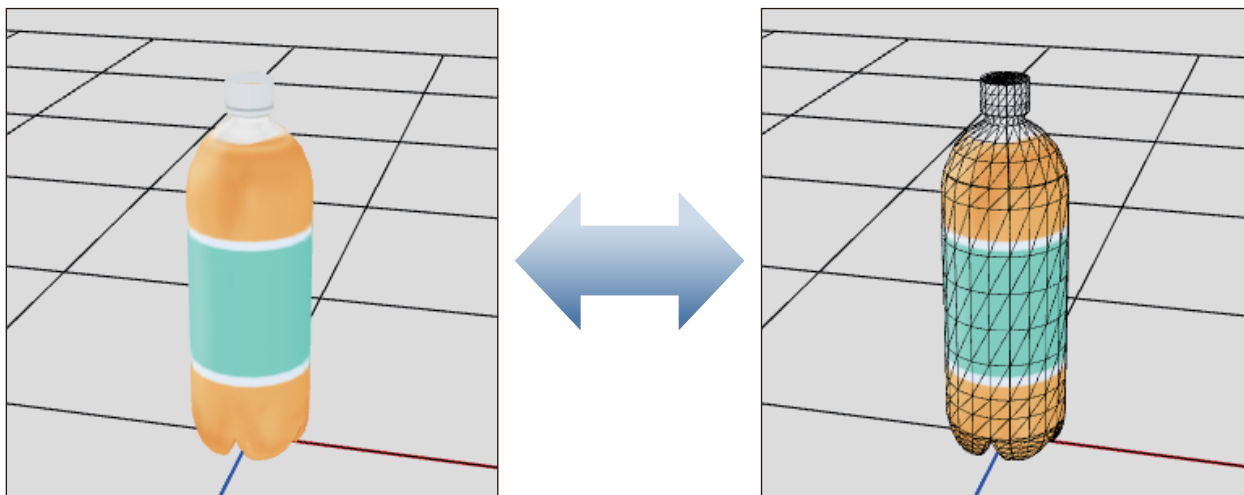Displays the file names of the models being edited. Clicking the tabs allows you to switch the file or view to edit.

(2) Show / Hide point

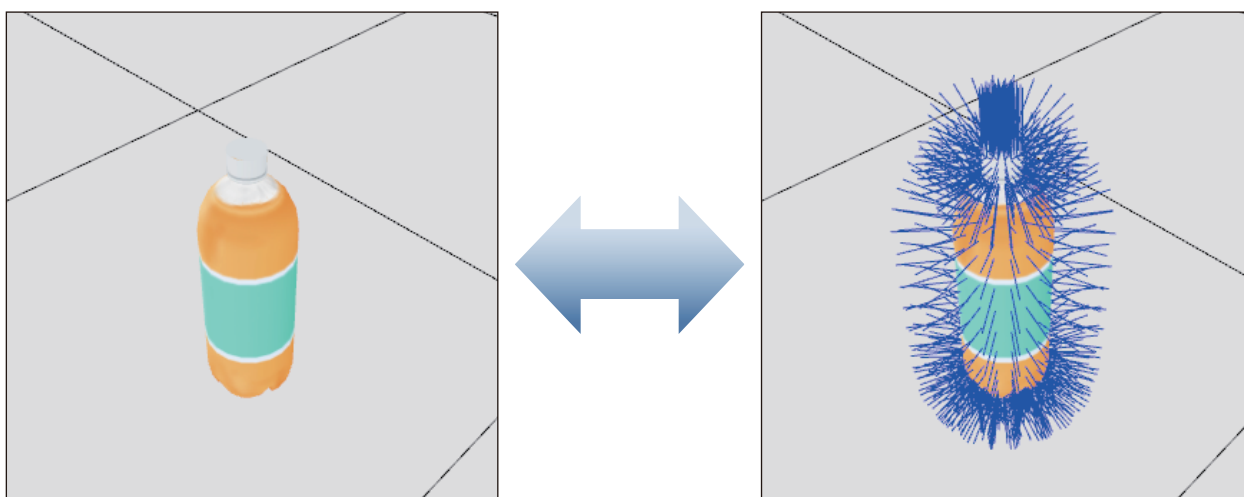Displays/hides the highest point of the 3D object.

(3) Show / Hide edge

Displays/hides the edge of the 3D object.

(4) Show / Hide normals

Displays/hides the normals of the 3D object.

(5) Show / Hide bone

Displays/hides the bones of the 3D object.

(6) Show / Hide physics object

Cannot be used.

(7) Enable / Disable physics operation

Cannot be used.

(8) Document

The area for editing 3D objects.

(9) World coordinate axes

The baseline coordinate axes of the 3D space. There are three axes: the X axis (red), the Y axis (green) and the Z axis (blue).

Palettes in the 3D Object Setup screen

The following palettes are displayed in the 3D Object Setup screen.

Tool Palette	Various tools are arranged as buttons. Clicking a button enables the tool for use. For details on the [Tool] palette, see "Tool Palette" .
Sub tool palette	Each tool comes with preconfigured settings called [Sub tool]. Select a sub tool in accordance with the purpose of the tool to use. For details on the [Sub tool] palette, see "Sub Tool Palette" .
Tool property Palette	Allows you to adjust the settings of the sub tool selected on the [Sub Tool] palette. For details on the [Tool Property] palette, see "Tool Property Palette" .
Object configuration palette	The [Object configuration] palette can be used to manage [Node], [Material], [Layout] and [Movability] items. For details on the [Object configuration] palette, see "Object configuration palette" .
Object Information Palette	The [Object information] palette is used to configure advanced settings for items selected on the [Object configuration] palette. For details on the [Object information] palette, see "Object Information Palette" .
Navigator Palette	The [Navigator] palette is used to adjust the camera angle by dragging the rectangle on the palette. You can also change the camera distance and switch the projection method and perspective using the icons and sliders on the palette. For details on the [Navigator] palette, see "Navigator Palette" .
Camera Settings Palette	The [Camera settings] palette is used to change the camera angle and distance and switch the projection method and perspective. For details on the [Camera settings] palette, see "Camera Settings Palette" .
View Settings Palette	The [View Settings] palette is used to configure grid count and screen view settings such as [Drawing effects] and the [Shader]. For details on the [View Settings] palette, see "View Settings Palette" .
Material Palettes	The [Material] palette is used to manage various materials in the CLIP STUDIO series. For details on the [Material] palette, see "Material Palette" .

Functions in the 3D Object Setup Screen

This section describes how to set up 3D object materials that can be used in CLIP STUDIO PAINT using the 3D Object Setup screen.

- Importing 3D Materials
- Editing and Setting Materials
- Setting a Layout
- Setting Movability Parts
- Setting Information
- Setting Camera Angles
- Capturing a Thumbnail
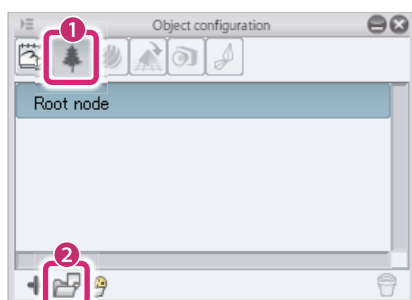- Setting Movability Parts

Importing 3D Materials

This section explains how to import 3D files in the 3D Object Setup screen. The following file formats can be imported.

File formats that can be imported	CLIP STUDIO MODELER file format (extension: csmf), fbx, 6kt, 6kh, lwo, lws, obj

1 Select the file to be imported

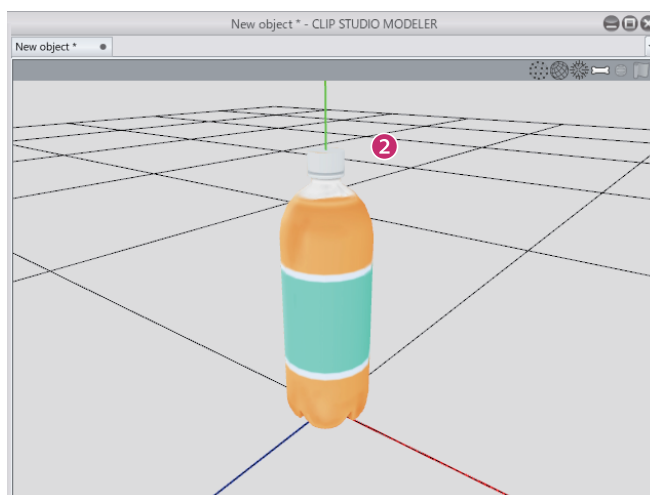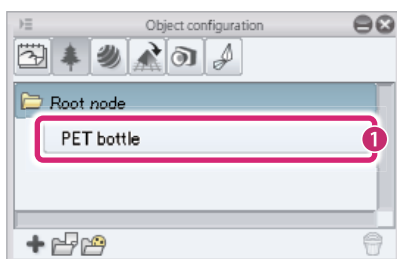Import an image file in the [Object configuration] palette.

(1) Select [Node] from the group on the [Object configuration] palette.

(2) Click [Add from file].

(3) When the dialog box for opening a file is displayed, select the file to be imported and click [Open].

> **✐ Memo** Select [Add from material] to display the [Node] dialog box, where 3D files can be imported from materials on the [Material] palette. Nothing is displayed in the [Node] dialog if there are no materials corresponding to 3D objects on the [Material] palette.

2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.

(1) The [Node] of the imported file is displayed in the [List] of [Nodes].

(2) The imported 3D file is displayed in the [Document] window.

> **! Important** When a 3D file for which bones are set is imported to the [Object configuration] palette, other 3D files cannot be imported. If you have imported the wrong 3D file, select the [Edit] menu → [Undo].

> ✎ **Memo**
>
> - Multiple 3D files can be added in the [Object configuration] palette. For example, a 3D file for a room can be imported, followed by 3D files for furniture.
> - The node hierarchy level of the imported 3D object can be edited. For information on how to edit this, see "**Node operations**" .

Editing and Setting Materials

The [Surface materials] of 3D objects can be edited to change settings such as the color of the 3D object.

Adding a material panel folder

Before editing a [Surface material], duplicate the [Material panel folder] (add a new one). Duplicating the folder means that the original [Surface material] can be restored later after editing the [Surface material].
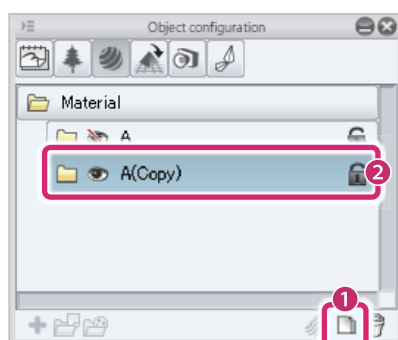
1 Select a material panel folder
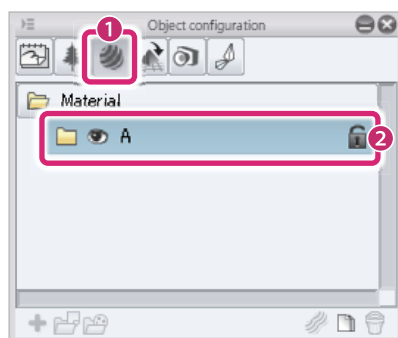
Select the [Material panel folder] to be duplicated.

(1) Click [Material] in the group on the [Object configuration] palette.

(2) Select the [Material panel folder] to be duplicated in the list.

2 Duplicate the material panel folder
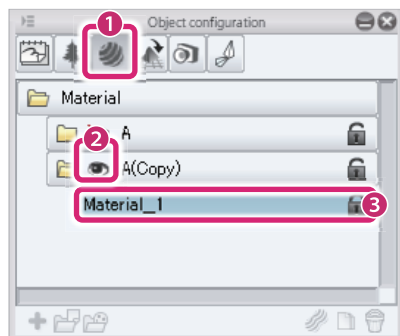
Duplicate the [Material panel folder].

(1) Click [Duplicate node].

(2) The [Material panel folder] is duplicated in the [List].

Exporting Textures

[Surface materials] (textures) in [Material panel folders] can be exported as images in PNG format. Exported images can be edited in image editing software.

1 Select a texture

Select the [Surface material] to be exported from the [Object configuration] palette.

(1) Click [Material] in the group on the [Object configuration] palette.

(2) Display the [Material panel folder] containing the [Surface material] to be exported in the [List].

(3) Select the [Surface material].

2 Exporting Textures

Click [Export texture] in the [Object information] palette.
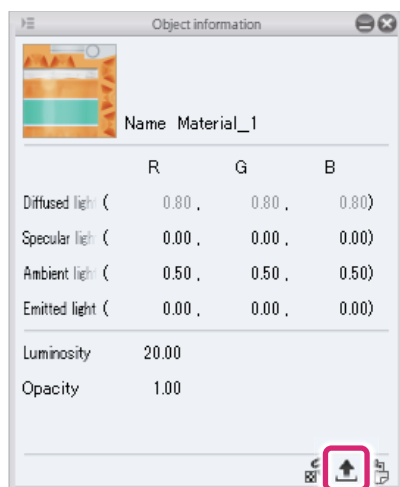
When the [Save As] dialog box is displayed, specify a location and save the image.

Memo	The exported file can be imported into CLIP STUDIO MODELER after editing with image editing software. For information on importing, see "Changing Textures" .

Changing Textures

[Surface materials] (textures) in [Material panel folders] can be converted to other images.

The following file formats are supported.

| File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

> ✏️ **Memo**
> If you want to keep the original [Surface material], select the [Material panel folder] in the [Object configuration] palette and click [Duplicate node].
> The [Material panel folder] containing the original [Surface material] is duplicated.

1 Select a texture

Select the [Surface material] to be converted from the [Object configuration] palette.
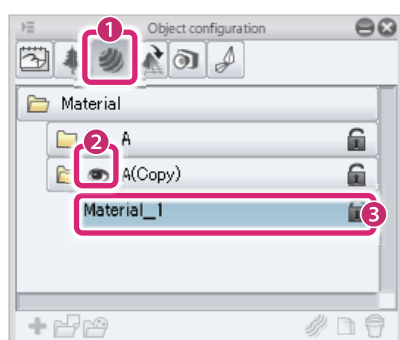
(1) Click [Material] in the group on the [Object configuration] palette.

(2) Display the [Material panel folder] containing the [Surface material] to be converted in the [List].

(3) Select the [Surface material].

2 Import a texture

You can import a new texture for the selected [Surface material].
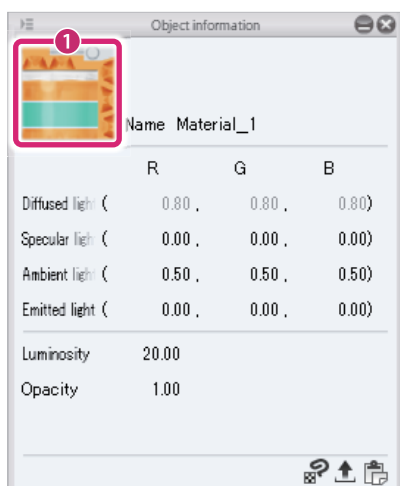
(1) Click [Import texture] in the [Object information] palette. When the dialog box for selecting a file is displayed, select the image file to be used for the texture.
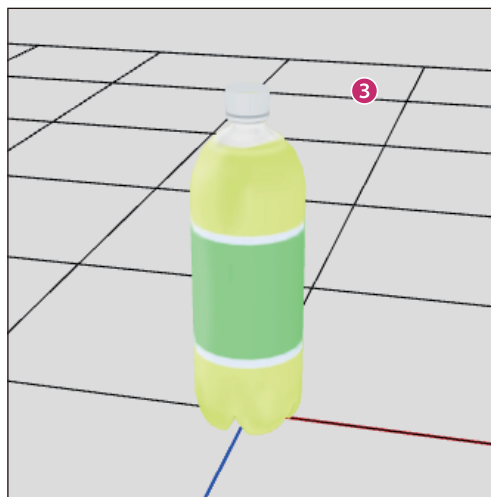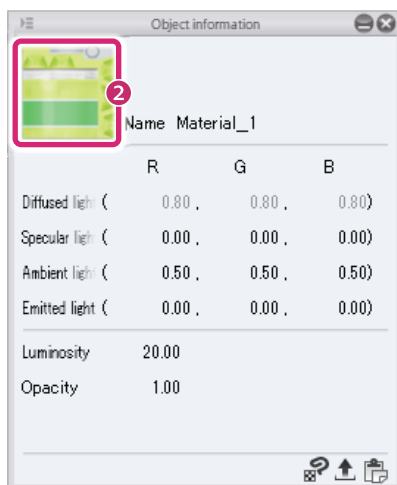
(2)   The [Surface material] changes and the new texture is applied to [Import texture] in the [Object information] palette.

(3)   The new texture is applied to the 3D object in the [Document] window.

> **✎ Memo**   You can also import a texture by copying the image for the desired texture to the clipboard in software such as an image editing program, then clicking [Paste texture] in the [Object information] palette.

Editing Textures in CLIP STUDIO PAINT

If both CLIP STUDIO PAINT and CLIP STUDIO MODELER are installed on your computer, you can start CLIP STUDIO PAINT and edit [Surface materials] (textures) there.
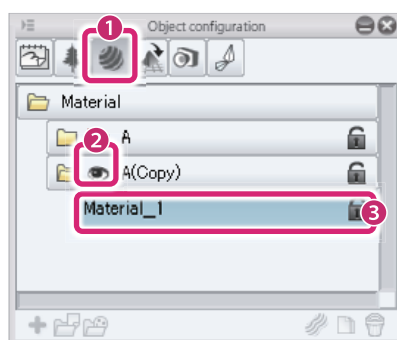
> **✎ Memo**   If you want to keep the original [Surface material], select the [Material panel folder] in the [Object configuration] palette and click [Duplicate node].
> The [Material panel folder] containing the original [Surface material] is duplicated.

1 Select a texture

Select the [Surface material] to be edited from the [Object configuration] palette.

(1)   Click [Material] in the group on the [Object configuration] palette.

(2)   Display the [Material panel folder] containing the [Surface material] to be converted in the [List].

(3)   Select the [Surface material] in the [Material panel folder] to be edited in the list.

2 Start CLIP STUDIO PAINT

Click [Edit in PAINT] in the [Object information] palette.
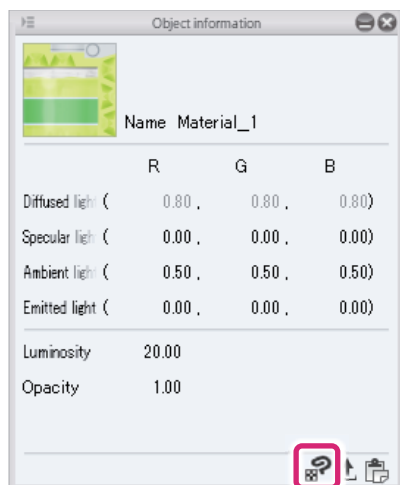
3 Edit in CLIP STUDIO PAINT

CLIP STUDIO PAINT opens in synchronized edit mode and the texture is displayed on the canvas.

The [Editing texture] window is also displayed.

When you edit a texture in CLIP STUDIO PAINT, the edits are automatically applied in the [Editing texture] window.

Edit the texture in CLIP STUDIO PAINT.

The edited item can be checked in the [Editing texture] window of CLIP STUDIO MODELER.

Memo
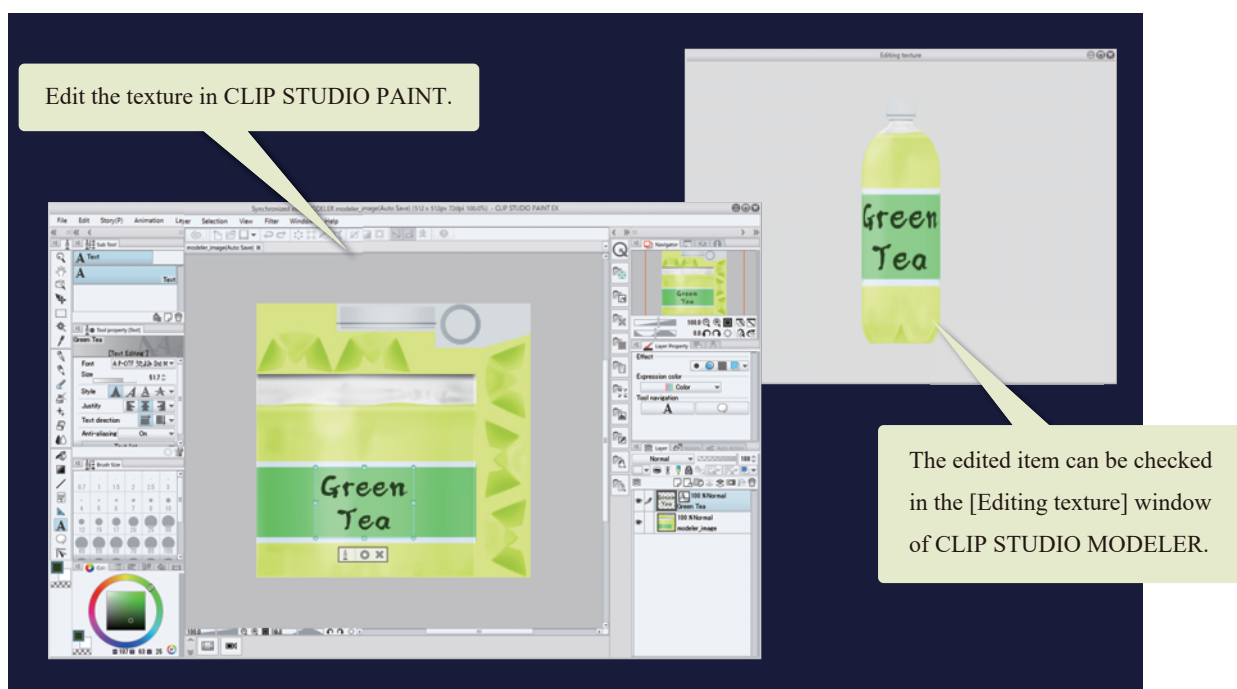
- For instructions on using CLIP STUDIO PAINT, see **"CLIP STUDIO PAINT User Guide"**.
- If the edits are not applied in CLIP STUDIO PAINT, turn on [Enable Auto Save] in the [File] menu of CLIP STU-DIO PAINT.
- If the texture being edited is not displayed in the [Editing texture] window, change the camera angle of the [Editing texture] window. For information on how to change this, see "Setting Camera Angles".
- If the texture is edited with multiple layers in CLIP STUDIO PAINT, the [Surface material] is saved with the lay-ers merged.

4 Exit the editing screen

Exit CLIP STUDIO PAINT or close the window of the [Surface material] being edited in CLIP STUDIO PAINT. CLIP STUDIO MOD-ELER returns to the normal view.

Changing the display of materials

Multiple [Material panel folders] can be kept on the [Object configuration] palette.

This section explains how to switch the [Material panel folders] displayed in the [Document] window.

✏ Memo	**Only one [Material panel folder] can be displayed in the [Document] window.**

Select [Material] in the group on the [Object configuration] palette and click [Visible/Invisible] for the [Material panel folder] to be displayed.

Parts for which you have clicked [Visible/Invisible] are displayed.
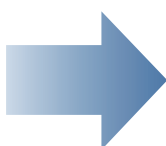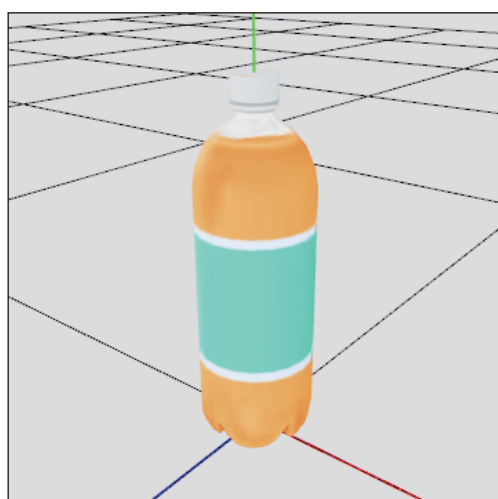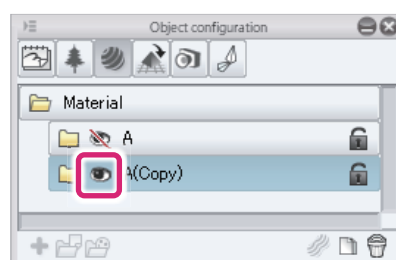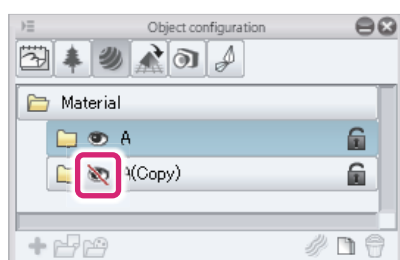
| ! Important	It is not possible to edit [Material panel folders] only by clicking [Visible/Invisible] and displaying them in the [Document] window. [Material panel folders] can be selected and their contents can be edited by meeting the following conditions. ● **Display the [Material panel folder] in the [Document] window.** ● **Click to select the following items in the [Material panel folder] displayed in the [Object configuration] palette.**

Setting a Layout

Set layouts for 3D objects. [Layouts] are used to save the position and display status of parts in a 3D object. If the part allocation of a 3D object is changed, it can be restored to its last saved state by applying the [Layout].

Saving a Layout

Add a [Layout] to the [Project configuration] palette and save the allocation of the [Nodes] (parts) of the 3D object.

1 Adding a Layout
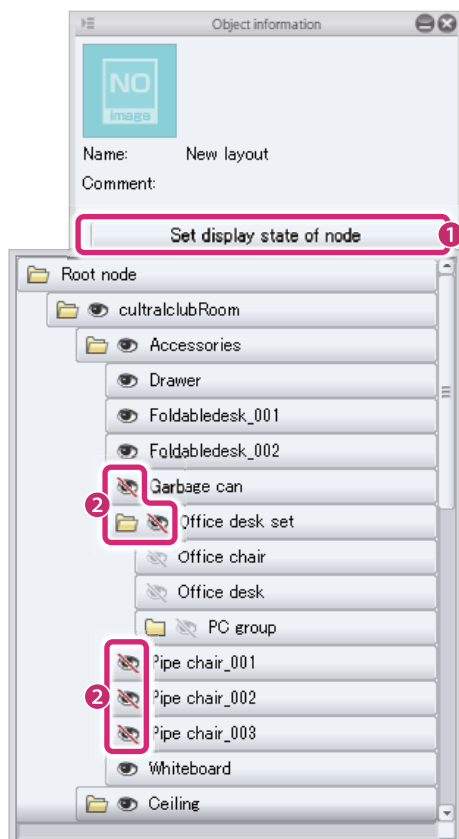
Create a [Layout] in the [Object configuration] palette.
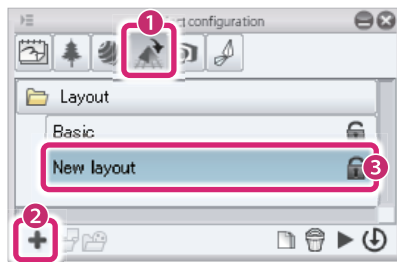
(1) Select [Layout] from the group on the [Object configuration] palette.

(2) Click [Add new].

(3) A layout is added.

2 Configuring Part Display Settings

Set the [Nodes] to be displayed in the [Object information] palette.


(1) Click [Set display state of node].

(2)   Click the [Visible/Invisible] icon to hide [Nodes] that you do not want to display and show [Nodes] that you want to display.

> **✎ Memo**
> * If the item you want to set is not displayed when [Set display state of node] is opened, check the [List] in the [Node] group of the [Object configuration] palette.
> * When a [Node] folder is closed in the [List], [Nodes] below that folder are not displayed in [Set display state of node]. Make sure that the folder containing the [Node] to be configured is open and displayed in the [List].

3 Select the tool

Select the [Move] tool from the [Tool] palette and select [Move parts] from the [Sub Tool] palette.
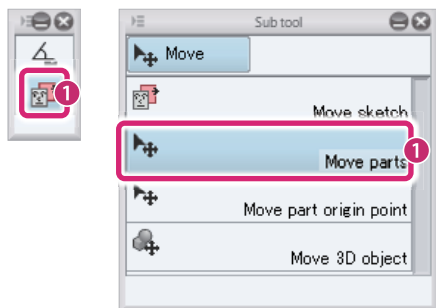
4 Select the part to be moved

Select the [Node] to be moved from the [Object configuration] palette.
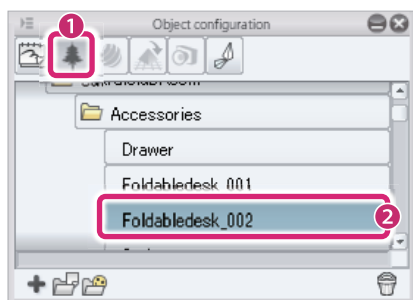
(1)   Select [Node] from the group on the [Object configuration] palette.

(2)   Select the [Node] to be moved.

5 Change the part allocation

Move the [Node] by dragging the arrows and rings of the manipulators in the [Document] window.

Move other [Nodes] to change their allocation if necessary.
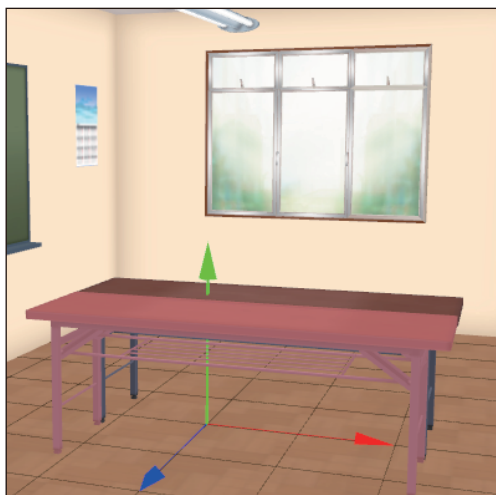
> **Memo**
> - For information on the [Move parts] tool, see "Move parts" .
> - If the [Node] cannot be selected properly, select [Node] in the group in the [Object configuration] palette and select the [Node] to be moved from the [List]. Select [Layout] in the group again when saving the [Layout].

6 Saving a Layout

Save [Layouts] for 3D objects.

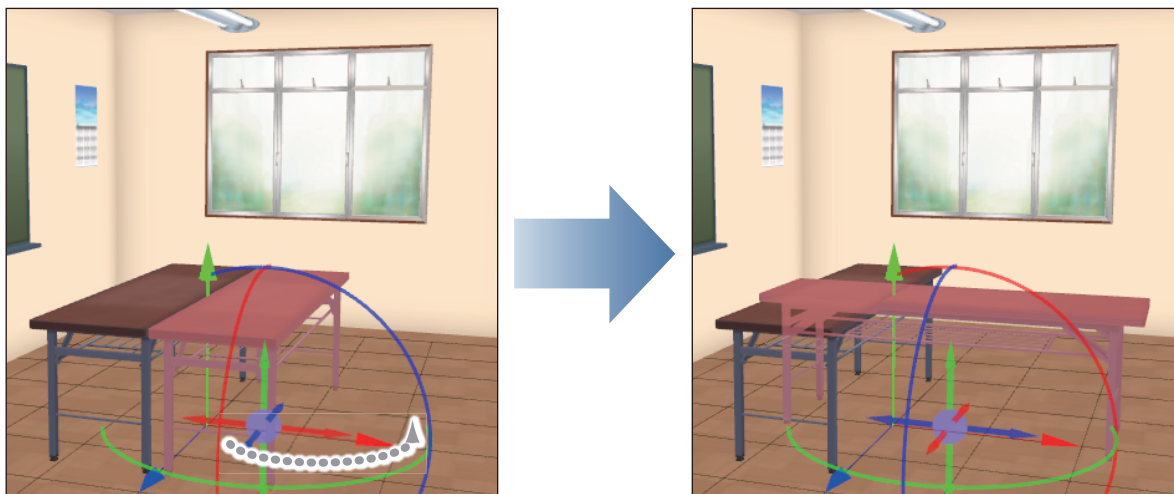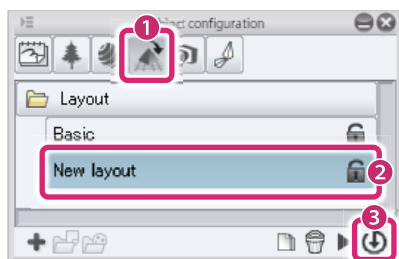(1)   Select [Layout] from the group on the [Object configuration] palette.

(2)   Select the [Layout] added in step 1 from the [Object configuration] palette.

(3)   Click [Save 3D object layout].

> **Memo**
> - To check whether a [Layout] is registered, see "Applying a Layout" .
> - To change the [Layout] name or create a thumbnail, see "Setting Item Information in a Group" .

Applying a Layout

Apply a [Layout] to the 3D object in the [Document] window.

1 Select a layout

Select the [Layout] to be applied from the [Object configuration] palette.
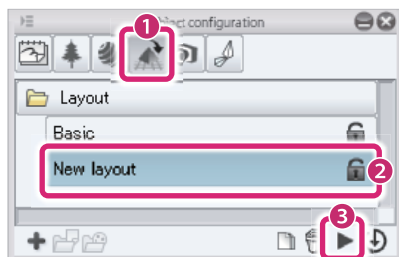
(1)   Select [Layout] from the group on the [Object configuration] palette.

(2)   Select the [Layout] to be applied from the [List].

(3)   Click [Apply layout to 3D object].

2 The layout is applied

The selected [Layout] is applied in the [Document] window.
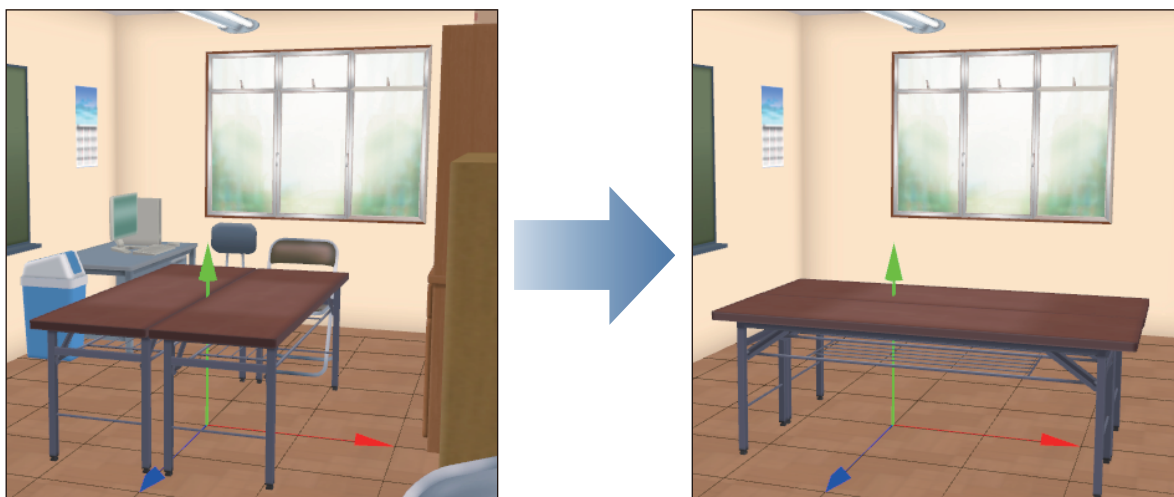
Setting Angles

Set the angles of 3D objects. [Angle] is used to save the camera angles for displaying 3D objects and the display settings of [Nodes] (parts). If the camera of a 3D object is changed, it can be restored to its last saved state by applying the [Angle].

Save angle

Add an [Angle] to the [Project configuration] palette and save the camera angle for displaying 3D objects and the display settings of [Nodes].

1 Add an angle

Create an [Angle] in the [Object configuration] palette.
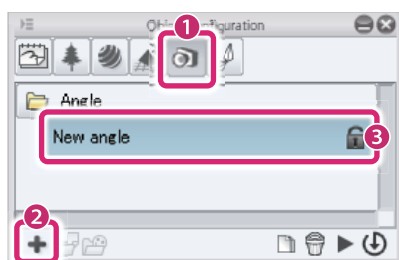
(1) Select [Angle] from the group on the [Object configuration] palette.

(2) Click [Add new].

(3) The [Angle] is added.

2 Changing the camera angle

Change the camera angle applied to a 3D object in the [Document] window.

(1) Select the [View] tool from the [Tool] palette and select [Camera orientation from the [Sub Tool] palette.
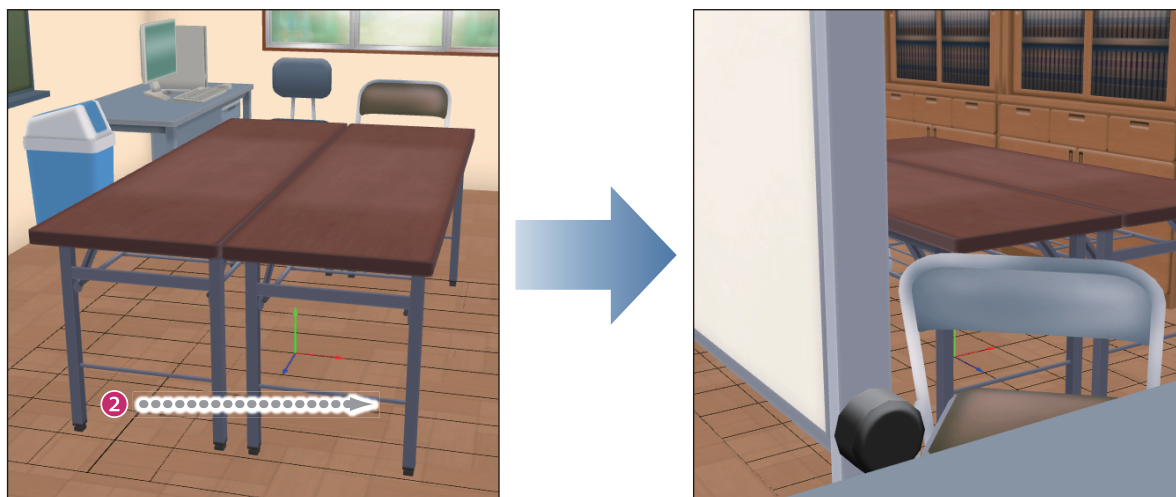
(2)   Drag in the [Document] window to set the camera angle to be applied to a 3D object.

> ✎ **Memo**
> - **Use the [Camera position] and [Camera distance] sub tools too if necessary. For information on the functions of each sub tool, see "View Tool" .**
> - **To change the camera angle without using the [View] tool, see "Setting Camera Angles" .**

3 Configuring Part Display Settings

Set the [Nodes] to be displayed in the [Object information] palette.

(1)   Click [Set display state of node].

(2)   Click the [Visible/Invisible] icon to hide [Nodes] that you do not want to display and show [Nodes] that you want to display.

> ✎ **Memo**
> If the item you want to set is not displayed when [Set display state of node] is opened, check the [List] in the [Node] group of the [Object configuration] palette.
> When a [Node] folder is closed in the [List], [Nodes] below that folder are not displayed in [Set display state of node]. Make sure that the folder containing the [Node] to be configured is open and displayed in the [List].

4 Save angle

Save the [Angle] to the 3D object.
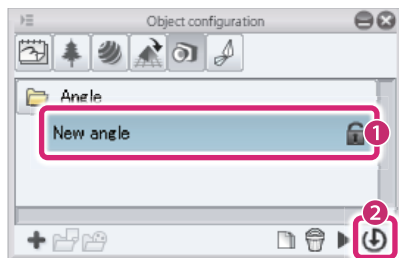
(1) Select the [Angle] added in step 1 from the [Object configuration] palette.

(2) Click [Save object angle].

> **Memo**
> - To check whether an [Angle] is registered, see "**Applying an Angle**" .
> - To change the [Angle] name or create a thumbnail, see "**Setting Item Information in a Group**" .

Applying an Angle

Apply an [Angle] to the 3D object in the [Document] window.

1 Select the angle

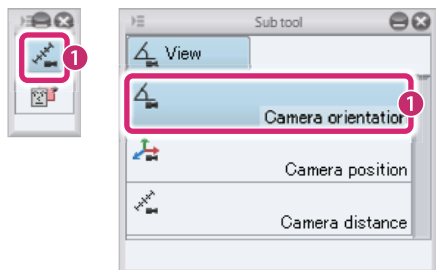Select the [Angle] to be applied from the [Object configuration] palette.
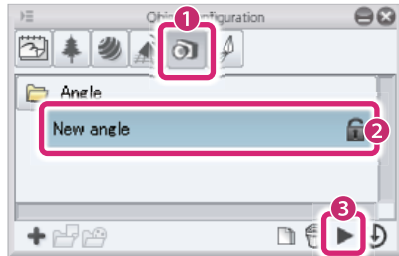
(1) Select [Angle] from the group on the [Object configuration] palette.

(2) Select the [Angle] to be applied from the [List].

(3) Click [Apply angle to object].

2 The angle is applied

The selected [Angle] is applied in the [Document] window.
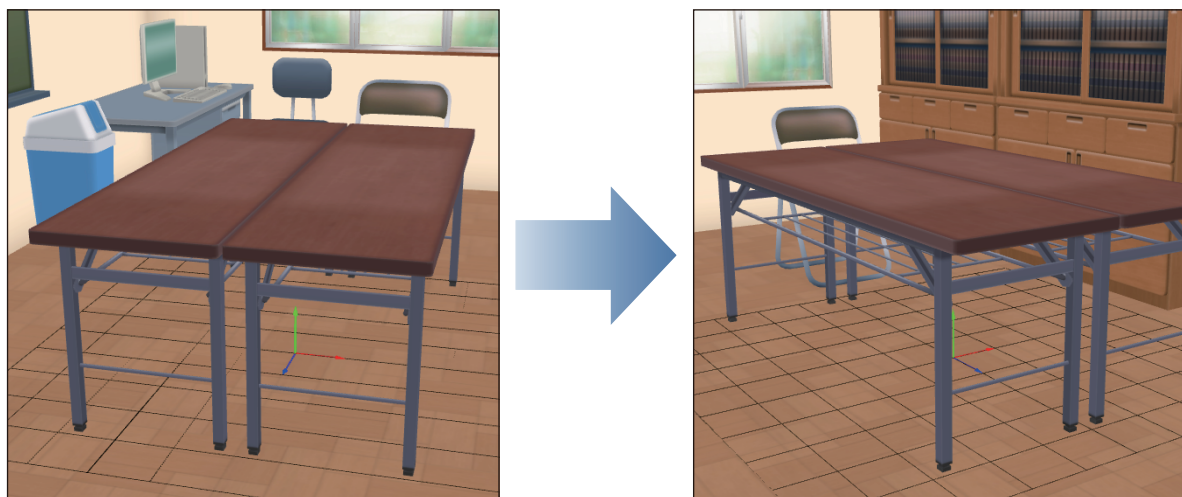
Setting Movability Parts

Record movement or rotation of the [Nodes] (parts) of 3D objects so that they can be operated by moving the [Nodes] in CLIP STUDIO PAINT.

Add a [Movability] part to the [Object configuration] palette and record the movement of the [Nodes] of the 3D object.
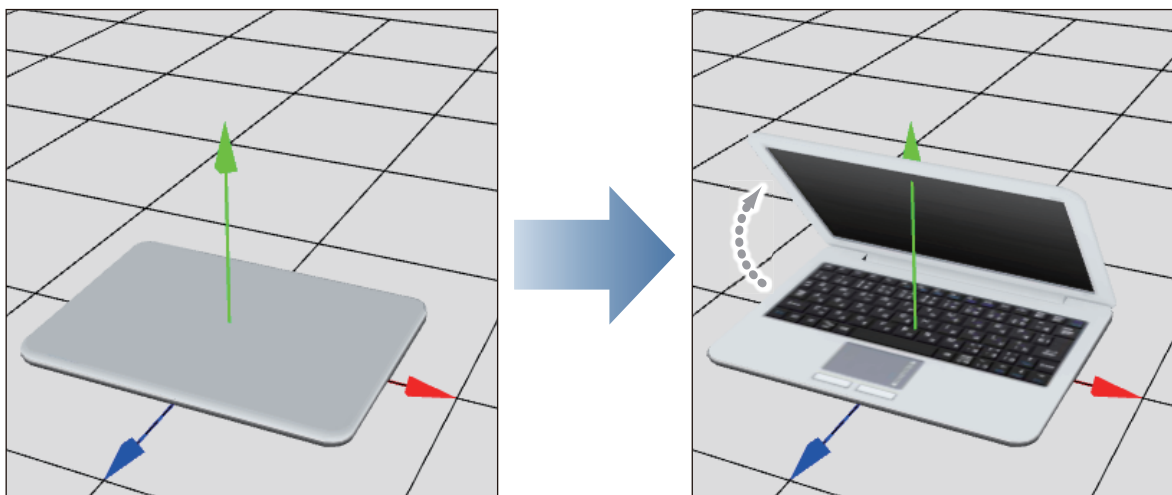
1 Add a movability part

Create a [Movability] part in the [Object configuration] palette.
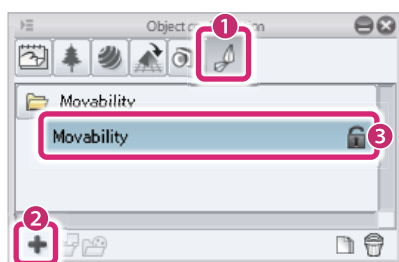
(1)   Select [Movability] from the group on the [Object configuration] palette.

(2)   Click [Add new].

(3)   The [Movability] part is added.

2 Record the movement of the node

Select a [Node] in the [Object information] palette and record the movement.
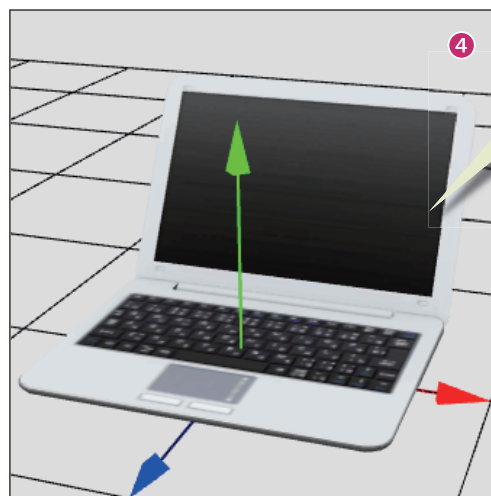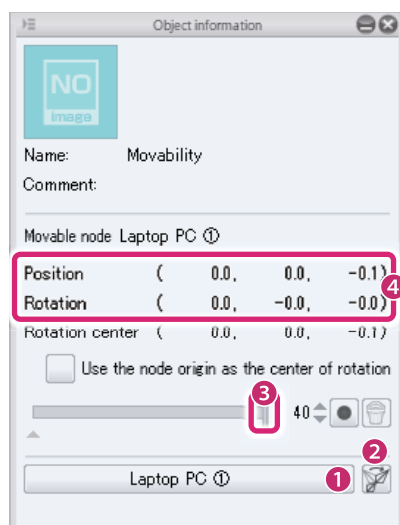
The [Node] position has been changed according to the direction in which the laptop cover opens.

(1) Select the [Node] to be moved from [Target node].

(2) Click [Turn this node into a movable node] to confirm a [Target node].

(3) Move the slider to the right end.

(4) Input the [Position] and [Rotation] values to adjust the position of the [Node]. The results of the adjustment can be checked in the [Document] window.

> **Memo**
>
> - If it is difficult to move the [Node], you can select the [Move parts] sub tool and edit it using the manipulators in the [Document] window. For details, see "**Move parts**" .
> - To change and check the camera angle of the [Document] window, see "**Setting Camera Angles**" .
> - In case the value for the [Rotation center] was changed, and a value for [Rotation] is set, the [Node] rotates according to the position set for the [Rotation center]. In addition, when selecting the [Move part origin point] sub tool, the position of the "rotation center" moves accordingly. For details, see "**Move part origin point**" .
> - Checking [Use the node origin as the center of rotation] and setting a value for [Rotation] the node is rotated with its origin at the center. The origin of the [node] can be edited by operating the manipulator in the [Document] window through the [Move part origin point] sub tool. For details, see "**Move part origin point**" .
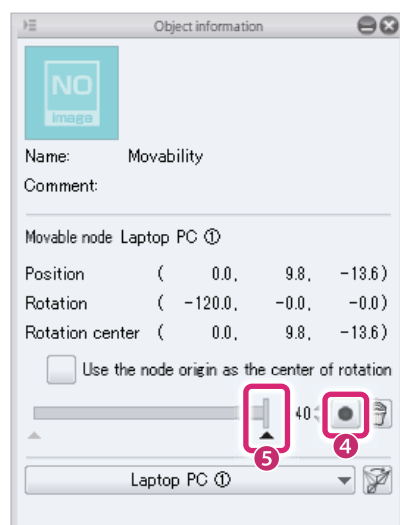
(5) Click [Add key frame].

(6) The [Node] position is recorded in the slider and a [Key frame] (▲) is added below the slider.

3 Playing movability parts

Drag the slider in the [Object information] palette left and right.

The [Node] in the [Document] window moves with the slider.
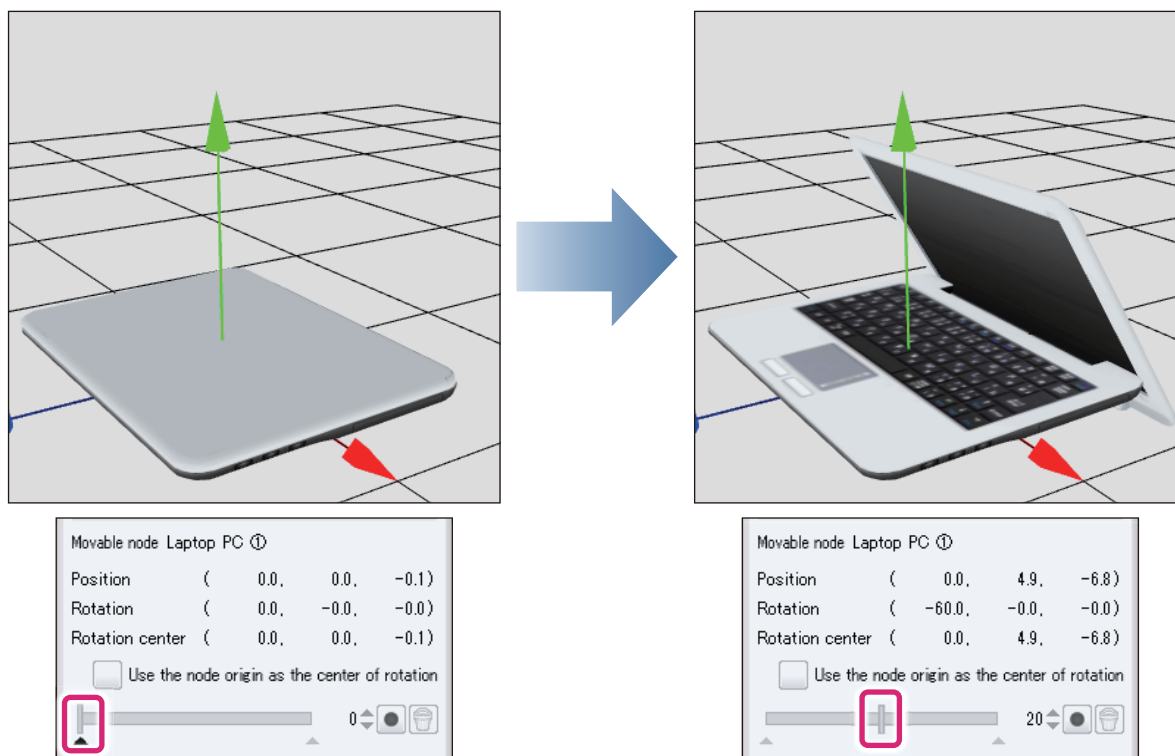
If you are satisfied with the result, the setting process is now complete.

In the top picture, the laptop cover is down. If there are any movement issues like this, proceed to the next step.

4 Adjust the movement of the part

In the [Object information] palette, create an additional key frame and adjust the movement of the [Node].

Adjust the [Node] position.
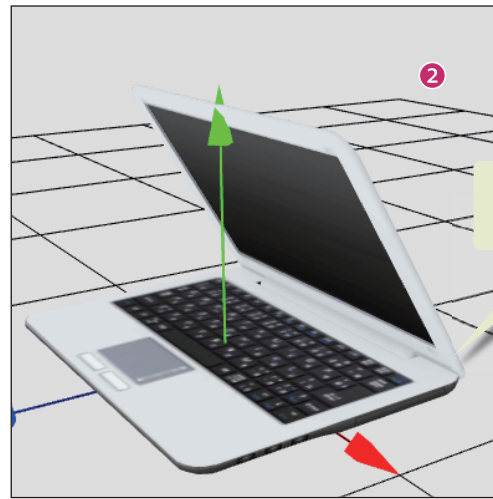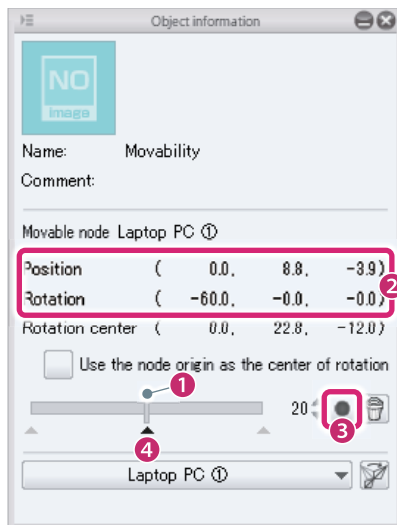
(1) Drag the slider to the position where the movement of the [Node] is odd.

(2) Input the [Position] and [Rotation] values to adjust the [Node] to its natural position. The results of the adjustment can be checked in the [Document] window.

(3) Click [Add key frame].

(4) The [Node] position is recorded in the slider and the [Key frame] is added below the slider.

(5) Repeat steps 3-4 if necessary until the movement becomes natural.

Setting Information

Set various information on 3D objects to be displayed in the [Material] palette and the settings screen of CLIP STUDIO PAINT.

Setting 3D object information

Set 3D object information. You can set a material name and thumbnail to be displayed when the 3D object is registered in the [Material] palette.

The thumbnail and material name set here are also displayed in CLIP STUDIO when the 3D object is published in CLIP STUDIO ASSETS.
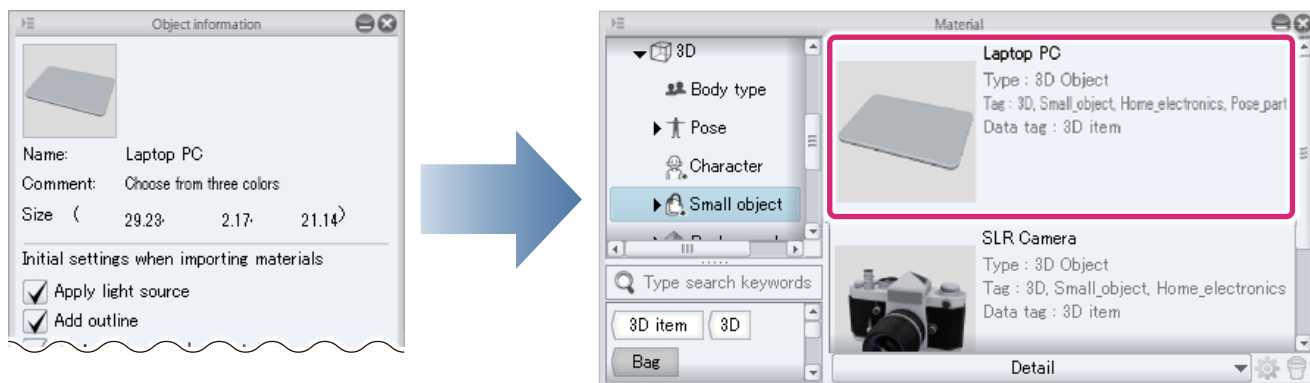
1 Select the group

Select [Sketch] in the [Object configuration] palette.
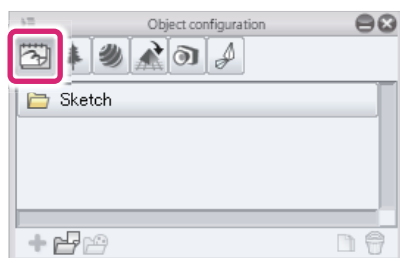
2 Set the thumbnail

Add a thumbnail for the 3D object in the [Object information] palette.
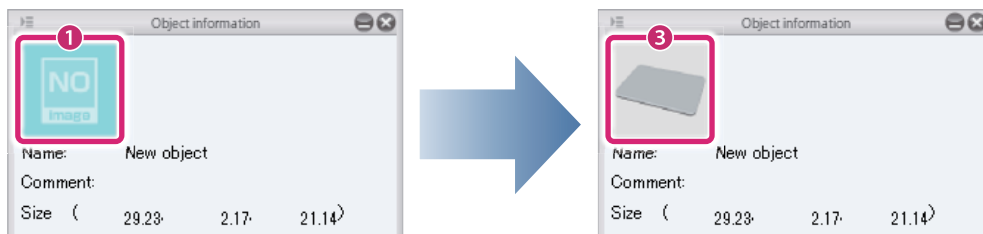
(1) Click [Thumbnail].

(2) Capture a thumbnail in the [Capture thumbnail] window. For information on operations in the [Capture thumbnail] window, see →"Capturing a Thumbnail" .

(3) The captured thumbnail is applied.

3 Set the name of the 3D object

Input information on the 3D object in the [Object information] palette.
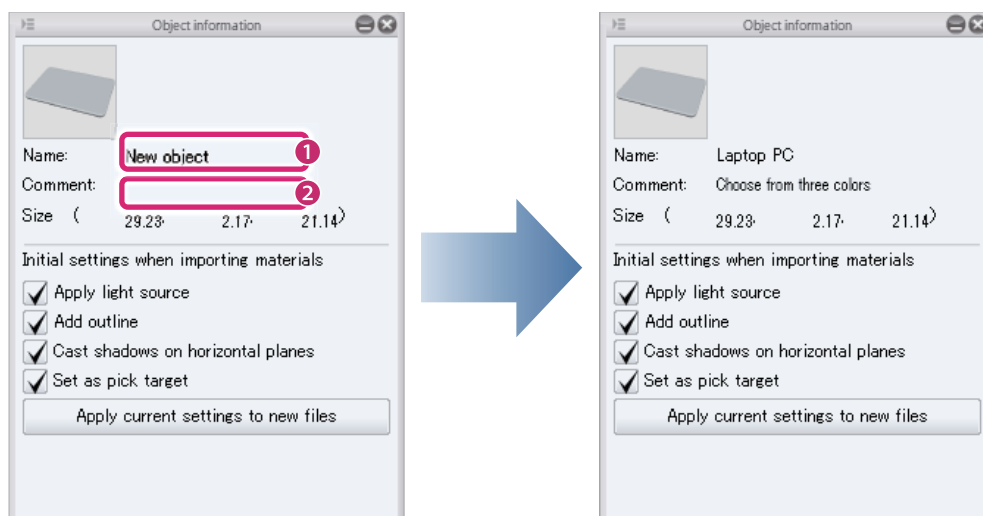
(1)   Click the name of the 3D object displayed in [Name]. When an input field is displayed, input the new name.

(2)   Click the area to the right of [Comment]. When an input field is displayed, input a comment.

> ✎ **Memo**   **Comments are not displayed in CLIP STUDIO and CLIP STUDIO PAINT.**

Setting Item Information in a Group

Set item names and thumbnails that can be configured in CLIP STUDIO PAINT for 3D object elements such as [Materials], [Layouts] and [Movability] parts.

This explanation uses [Material panel folders] as an example, but elements such as [Layouts] and [Movability] parts can be set in the same way.

1 Select a material panel folder

Select the [Material panel folder] for which you want to edit the information from the [Object configuration] palette.
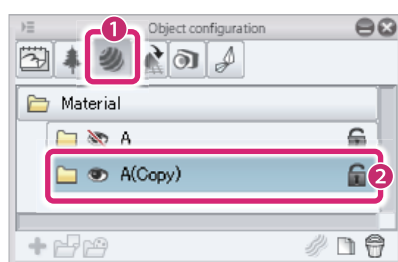
(1)   Click [Material] in the group on the [Object configuration] palette.

(2)   Select the [Material panel folder] to be edited in the list.

2 Set the thumbnail

Add a thumbnail for the [Material panel folder] in the [Object information] palette.
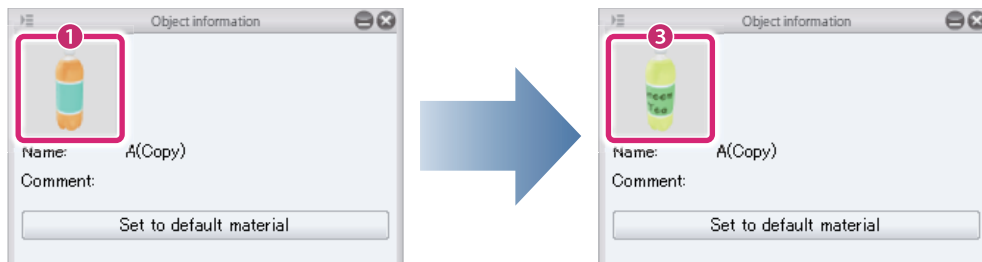
(1) Click [Thumbnail].

(2) Capture a thumbnail in the [Capture thumbnail] window. For information on operations in the [Capture thumbnail] window, see →"Capturing a Thumbnail" .

(3) The captured thumbnail is applied.

3 Set information for the material panel folder

Input information for the [Material panel folder] in the [Object information] palette.
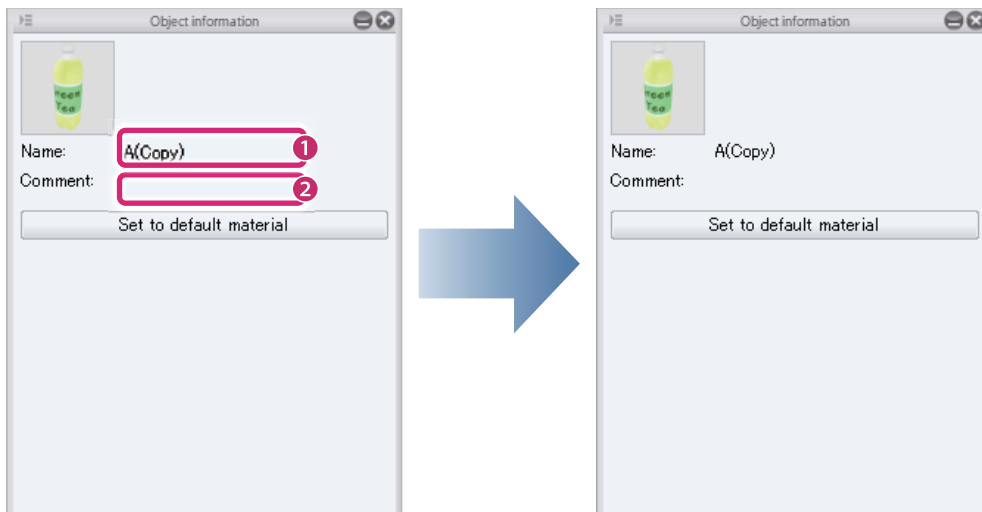
(1) Click the name displayed in [Name]. When an input field is displayed, input the new name.

(2) Click the area to the right of [Comment]. When an input field is displayed, input a comment.

Memo	● Comments are not displayed in CLIP STUDIO and CLIP STUDIO PAINT.
	● When the name is changed in the [Object information] palette, the name changes in the [Object configuration] palette and [Material panel folder] too.

Setting Camera Angles

The camera angle can be changed at times such as when saving works in the [Document] window, by using the mouse with tools other than the [View] tool.

These operations can also be used to change the camera angle in the [Capture thumbnail] window.

Camera orientation

Drag to change the camera orientation.

If this does not change the camera angle, press the [Space] key while dragging.

Drag

Camera position

Drag with the mouse wheel to move the camera directly up, down, left or right.

If this does not change the camera angle, press the [Space] key while dragging with the mouse wheel.

Drag the wheel
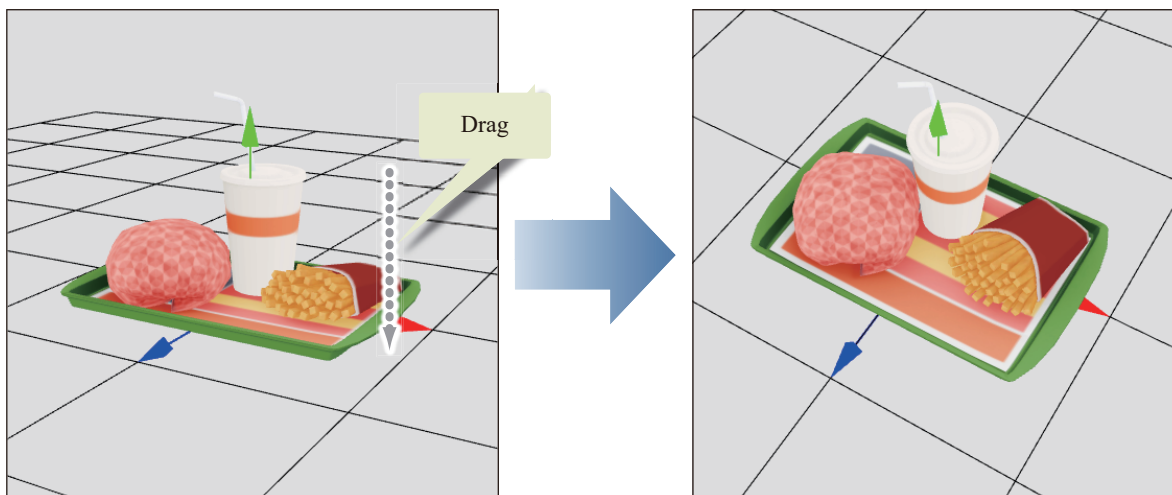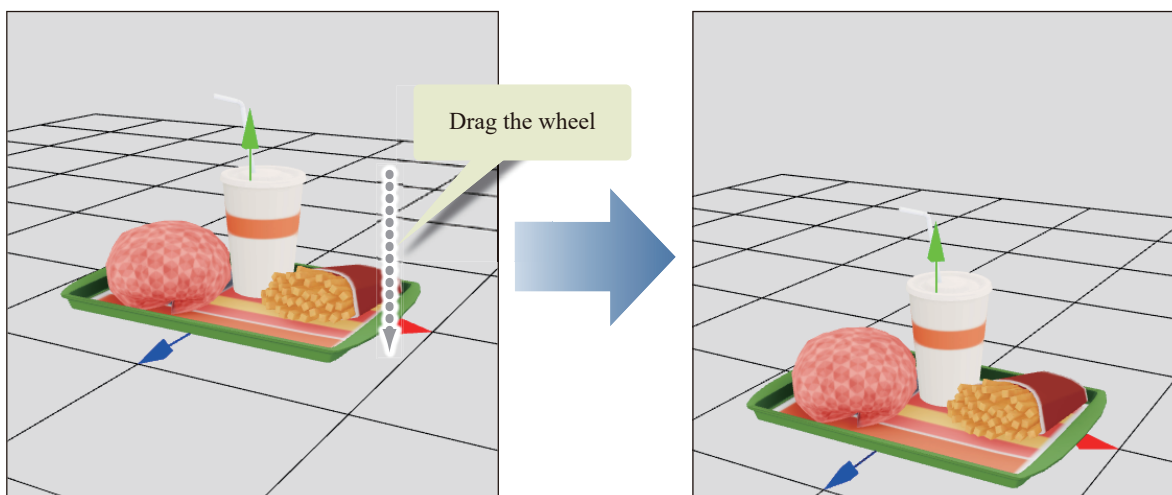
Camera distance

Right click and drag to move the camera back and forth.

If this does not change the camera angle, press the [Space] key while right clicking and dragging.

Capturing a Thumbnail

This section explains operations in the [Capture thumbnail] window that is displayed when capturing a thumbnail for a material. The captured thumbnail is displayed in the [Material] palette and the screen for setting materials in CLIP STUDIO PAINT.

✎ Memo	For [Movability], [Layout], [Angle], etc., capture a thumbnail of the applied settings in the [Document] window to create a thumbnail that clearly shows the setting information.

1 Display the [Capture thumbnail] window

Click [Thumbnail] in the [Object information] palette.

2 Capturing a Thumbnail

Capture the thumbnail in the [Capture thumbnail] window.

(1) Drag in the [Preview area] to set the desired angle for the thumbnail. The area displayed will be used for the thumbnail.

(2) Click [Complete].

> **Memo**   For information on how to set the angle, see "**Setting Camera Angles**" .

3 The thumbnail is complete

The thumbnail in the [Object information] palette changes to the one captured in the [Capture thumbnail] window.

> **Memo**   To change a thumbnail, click [Thumbnail] on the [Object information] palette to display the [Capture thumbnail] window.

Saving a 3D Object

Save a work you have set up. Works can be saved in the following three ways.

Saving Project Data	Saving as a project file to be edited in CLIP STUDIO MODELER.
Saving in a Format for Importing in other CLIP STUDIO Products	Saving as a 3D file that can be imported to CLIP STUDIO PAINT.
Registering to the Material Palette	Registering as a 3D material in the [Material] palette or CLIP STUDIO. 3D materials can be imported from CLIP STUDIO PAINT's [Material] palette immediately. They can also be published on CLIP STUDIO ASSETS.

Saving Project Data

Saving as a project file to be edited in CLIP STUDIO MODELER. It is recommended that you save works in this format first so that they can be edited again in CLIP STUDIO MODELER.

From the [File] menu, select [Save]. When the [Save As] dialog box is displayed, select [CLIP STUDIO MODELER object file (*.csmo)] in [File type] and save the work.

! Important	**Project files cannot be imported in CLIP STUDIO PAINT as they are. To use works in CLIP STUDIO PAINT, see "Saving in a Format for Importing in other CLIP STUDIO Products" or "Registering to the Material Palette" .**

Saving in a Format for Importing in other CLIP STUDIO Products

Saving 3D files in CLIP STUDIO format enables them to be imported as 3D materials in CLIP STUDIO PAINT.

From the [File] menu, select [Save as]. When the [Save As] dialog box is displayed, select [CLIP STUDIO 3D object file (*.cs3o)] in [File type] and save the work.

Registering to the Material Palette

Register works set up in CLIP STUDIO MODELER as 3D materials in the [Material] palette or CLIP STUDIO. Registered 3D materials can be imported from CLIP STUDIO PAINT's [Material] palette immediately. They can also be published in CLIP STUDIO ASSETS.

1 Select the command

From the [File] menu, select [Register as new material].

2 Set the material information

Set the material information and the location for saving the material in the [Material property] dialog box.

(1)　Check [Material name]. To change it, change the input.

(2)　Configure settings such as [Location to save material] and [Search tag].

(3)　Click [OK].

> ✎ **Memo**　For information on how to publish materials in CLIP STUDIO ASSETS, see "CLIP STUDIO TIPS"→"How to publish materials to ASSETS[Windows/macOS]".

Tool List (3D Object Setup Screen)

This section introduces the functions and settings in the [Tool] palette of the 3D Object Setup screen by tool. For information on how to use the [Tool] palette, see Tool-type Palettes.

- View Tool
- Move Tool

View Tool

The sub tools of the [View] tool change the view of the [Document] window.

Camera orientation

The camera orientation can be changed by dragging in the [Document] window.

✏ **Memo**	**It can also be changed by dragging while pressing the [Space] key when using other tools.** **If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.**

Drag

Tool Property

Below are the setting items on the [Tool Property] palette when the [Camera orientation] sub tool is selected.

(1)   Fixed rotation angle

When you finish dragging at an angle that is almost directly forward or sideways, the camera orientation is fixed directly forward or side-on. The projection method changes to [Parallel projection] when the camera orientation is forward or side-on.

Camera position

The camera can be moved, up, down, left or right in the screen by dragging in the [Document] window.

> **✎ Memo**
>
> **It can also be moved in the same way by dragging with the mouse wheel while pressing the [Space] key when using other tools.**
> **If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.**

Drag

Camera distance

The camera can be moved back and forth in the screen by dragging in the [Document] window.

> **✎ Memo**
>
> **It can also be moved in the same way by right clicking and dragging while pressing the [Space] key when using other tools.**
> **If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.**

Drag

Move Tool

The sub tools of the [Move] tool can be used to move [Nodes] (parts) or sketches.

Move sketch

Selecting this displays the control points and outlines of the sketches imported in the [Sketch] group of the [Object configuration] palette. Dragging a control point allows you to transform the sketch. Dragging a sketch allows you to move the sketch to a new position.
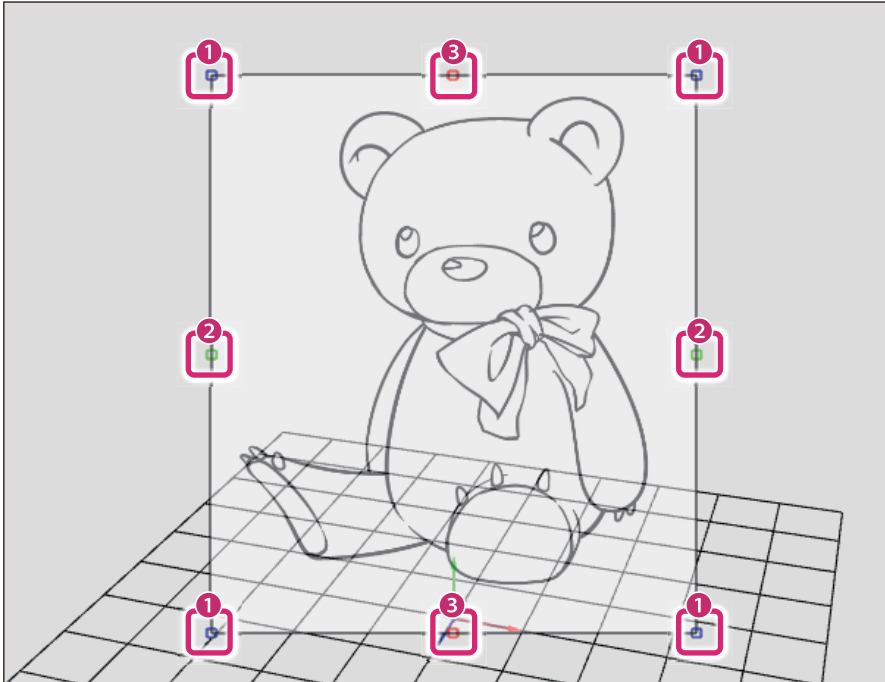
(1) Same size scale

Drag to scale up/down while keeping the original aspect ratio of the sketch.

(2) Stretch (Width)

Drag to change the width of the sketch.

(3) Stretch (Height)

Drag to change the height of the sketch.

Move parts

Click a [Node] (part) in the [Document] window to select the [Node].

When a [Node] is selected, manipulators are displayed at the origin of the [Node], enabling the position and orientation of the [Node] to be set.

> ✏ **Memo**
> - **Parts that are not displayed in the [Document] window cannot be edited.**
> - **[Nodes] can also be edited by selecting them from the [Node] group of the [Object configuration] palette and editing them with the [Move parts] tool.**
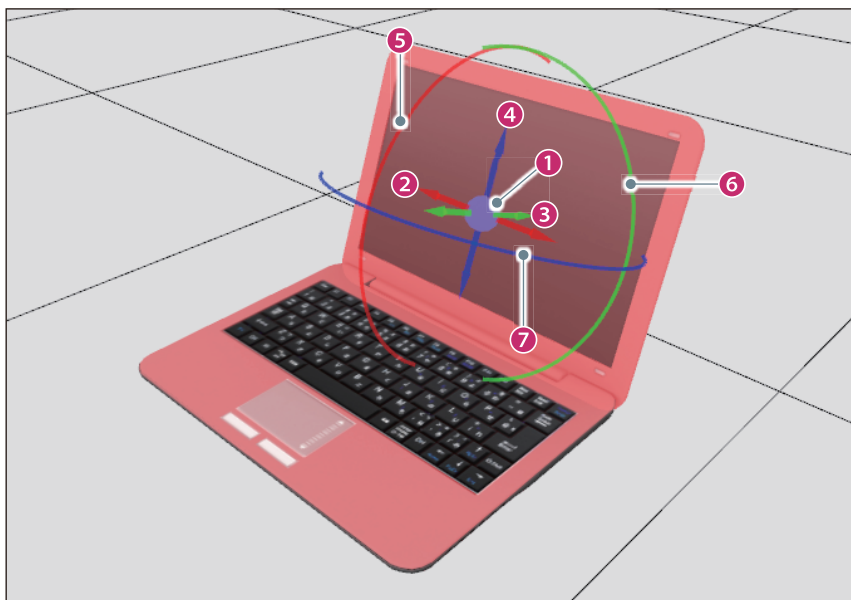
(1) Controller

The center point where the arrows intersect is the origin of the [Node].

Click and drag the controller (blue circle) to move the [Node] freely.

When the [Movability] parts group from the [Object configuration] palette is selected, it is displayed at the rotation center of the [Node], instead of at the origin of the [Node].

(2) Move (x)

Click and drag the red arrow (X axis) to move the selected [Node] in the direction of the arrow.

(3) Move (y)

Click and drag the green arrow (Y axis) to move the selected [Node] in the direction of the arrow.

(4) Move (z)

Click and drag the blue arrow (Z axis) to move the selected [Node] in the direction of the arrow.

(5) Rotate back and forth (x)

Click and drag the [Red] ring. The selected [Node] rotates in the direction of the ring.

(6) Rotate horizontally (y)

Click and drag the [Green] ring. The selected [Node] rotates in the direction of the ring.

(7) Rotate left/right (z)

Click and drag the blue ring. The selected [Node] rotates in the direction of the ring.

Move part origin point

When selecting the [Move part origin point] sub tool, manipulators are displayed at the origin of 3D objects and nodes (parts), and the position of the origin can be adjusted.

> ✎ **Memo**
>
> In case [Movability] parts are selected in a [Group] in the [Object configuration] palette, and if [Use the node origin as the center of rotation] is unchecked in the [Object information] palette, the manipulator is displayed at the position of the rotation center, instead of at the origin of the [node]. When operating the manipulator, the position of the rotation center can be adjusted. The position of the origin can be adjusted in the same way. For details, see "**When a movability part is selected**" .
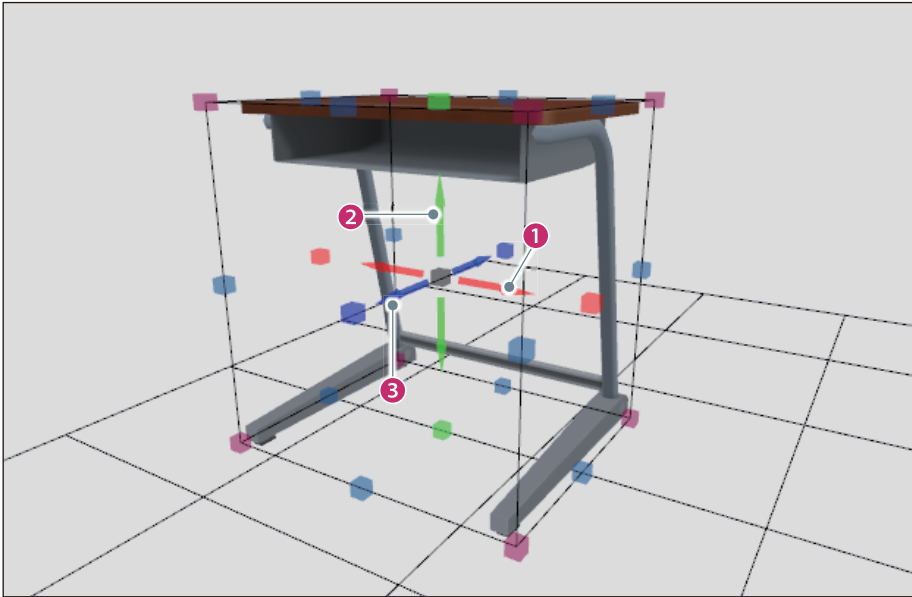
(1) Move (x)

Click and drag the red arrow (x axis) to move the origin in the direction of the arrow.

(2) Move (y)

Click and drag the green arrow (y axis) to move the origin in the direction of the arrow.

(3) Move (z)

Click and drag the blue arrow (z axis) to move the origin in the direction of the arrow.

Also, if a bounding box is displayed on the 3D object or node (part), click the point on the bounding box to move the origin of the 3D object to the clicked position.

Click

Memo
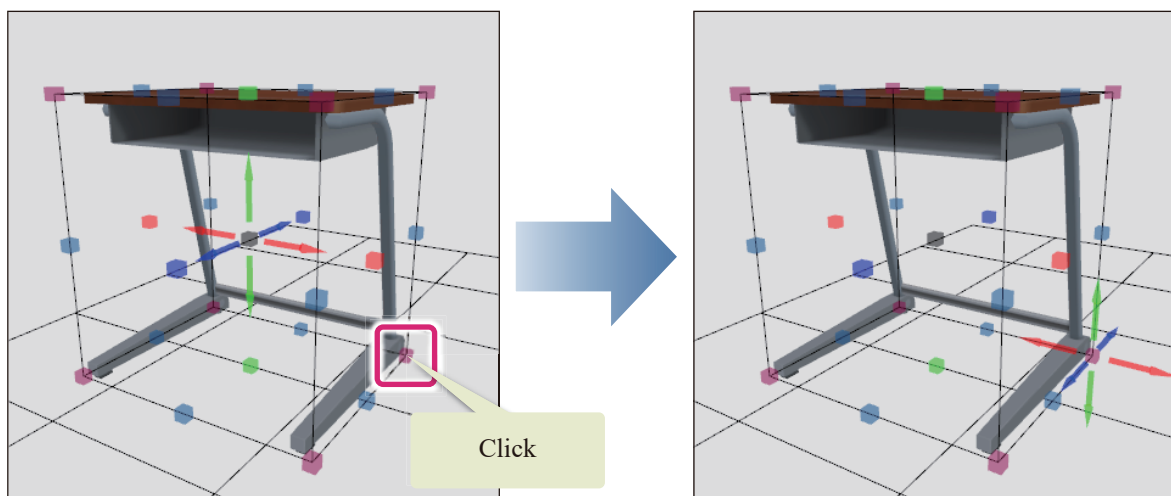
- When selecting the [Move part origin point] sub tool, only [Sketches], [Nodes] and [Movability] parts in the [Object configuration] palette can be edited. Editing in other groups cannot be done.

- When a [Node] or [Movability] part is selected inside a [Group] in the [Object configuration] palette, the origin of a 3D object or a node can be set in the [Object information] palette. For details, see "When a node is selected" and "When a movability part is selected" .

Move 3D object

Selecting the [Move 3D object] sub tool displays manipulators at the original of the 3D object, enabling the position and angle of the 3D object to be adjusted.

> **✏ Memo**   Only [Sketches] and [Nodes] on the [Object configuration] palette can be edited when the [Move 3D object] sub tool is selected. Editing in other groups cannot be done.
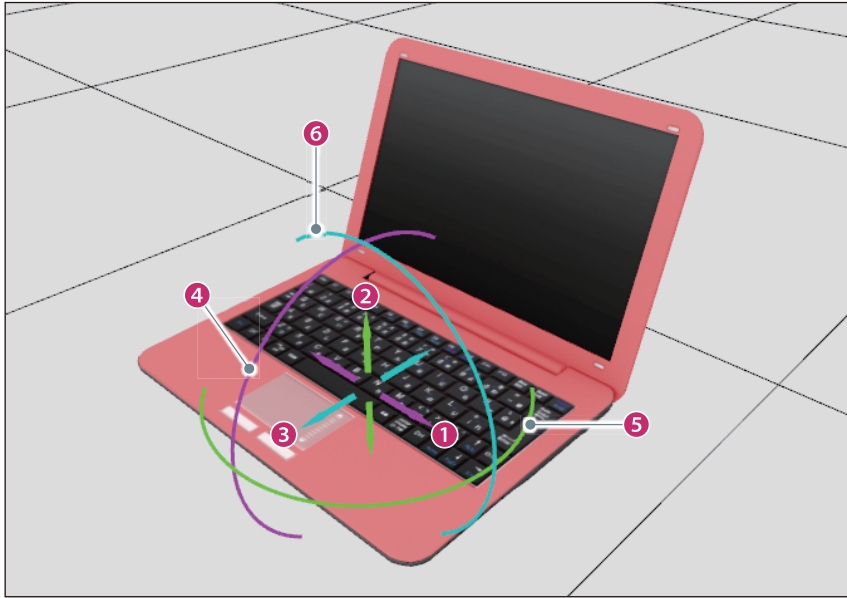
(1) Move (x)

Click and drag the pink arrow (x axis) to move the 3D object in the direction of the arrow.

(2) Move (y)

Click and drag the green arrow (y axis) to move the 3D object in the direction of the arrow.

(3) Move (z)

Click and drag the blue arrow (z axis) to move the 3D object in the direction of the arrow.

(4) Rotate back and forth (x)

Click and drag the pink ring. The 3D object rotates in the direction of the ring.

(5) Rotate horizontally (y)

Click and drag the [Green] ring. The 3D object rotates in the direction of the ring.

(6) Rotate left/right (z)

Click and drag the blue ring. The 3D object rotates in the direction of the ring.

Object configuration palette

The [Object configuration] palette can be used to manage [Nodes], [Materials], [Layouts], [Angles], etc. for 3D objects. This section describes the functions of the [Object configuration] palette.

- Functions in the Object Configuration Palette

Functions in the Object Configuration Palette

This section describes the common functions of the [Object configuration] palette.
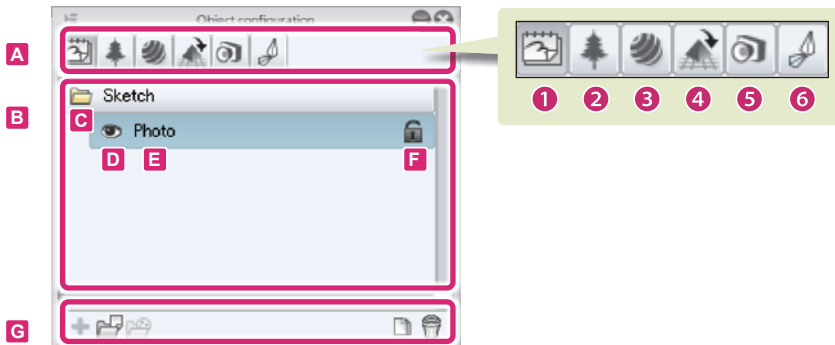
A. Groups

The settings that can be configured on the [Object configuration] palette are divided into groups.

Click each group button to switch the settings in the [List] and [Command Bar].

(1) Sketch

Configure settings related to sketch image files.

(2) Node

Import files to be used as 3D objects and manage the [Nodes] of 3D objects.

(3) Material

Manage materials (textures) for 3D objects.

(4) Layout

Manage the [Layouts] of 3D objects. [Layout] is used to set the allocation of parts in a 3D object.

(5) Angle

Manage the [Angles] of 3D objects. [Angle] is used to set the camera angles for displaying 3D objects and configure the display settings of [Nodes].

(6) Movability

Manage the [Movability] of 3D objects. [Movability] is a setting for moving and rotating specific [Nodes].

B. List

Clicking the group buttons in [Group] displays advanced settings for the selected group.

The settings vary depending on the selected group. For details, see the items indicated below.

Sketch	See "Sketch" .
Node	See "Node" .
Material	See "Material" .
Layout	See "Layout" .
Angle	See "Angle" .
Movability	See "Movability" .

C. Open Folder/Close Folder

Open and close folders. Clicking this icon toggles the folder between open and closed.

D. Visible/Invisible

Set display state of folders and sketches. Clicking this icon toggles between display and hide.

E. Element name

The name of each element such as nodes and textures. It may be possible to rename this by double clicking.

F. Lock

Enable/disable editing Clicking this icon toggles the layer between enabling and disabling editing.

G. Command Bar

3D files can be imported to the [List] and various operations from the [List] can be performed.

The displayed items vary depending on the selected group. For details, see the items indicated below.

Sketch	See "Sketch" .
Node	See "Node" .
Material	See "Material" .
Layout	See "Layout" .
Angle	See "Angle" .
Movability	See "Movability" .

Sketch

When [Sketch] is selected from [Group], a sketch is imported to the [Document] window and management items are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .

List

(1) Sketch folder

The folder where sketch images are stored. Multiple sketch images can be imported and managed. It is not possible to delete the [Sketch folder] or change its name.

(2) Sketch image

The image imported as a reference for the creation of a 3D object. Click [Visible/Invisible] for [Sketch image] to toggle between displaying and hiding the sketch in the [Document] window. Only one sketch can be displayed at once. Double click the name to rename the sketch.

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

Imports an image file to be used as a sketch in the [Object configuration] palette.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(3) Add from material

Cannot be used.

(4) Duplicate node

Duplicates a sketch selected from the [List].

(5) Delete node

Deletes a sketch selected from the [List].

Node

Select [Node] in [Group] to import files to be used as 3D objects and manage the [Nodes] of 3D objects.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .

List

The [Nodes] of 3D objects are displayed in a node tree. The node tree shows the hierarchical structure of the nodes.

(1) Root node folder

The folder where all [Nodes] of a 3D object are stored. It is not possible to delete the [Root node folder] or change its name.

(2) Node

3D data parts imported in the [Object configuration] palette. Items consisting of multiple parts are displayed as multiple nodes.

Multiple folders may be stored as one node depending on the structure of the imported 3D data.

For information on how to operate [Nodes], see "Node operations" .

! Important	When a [Node] folder is closed in the list, the display status of the [Nodes] below that folder cannot be set when setting the [Layout] or [Angle]. Make sure that the [Node] to be configured is displayed in the [List].

Command Bar

(1) Add new

Adds an empty [Node] that contains no 3D data.

(2) Add from file

Imports an image file for the 3D object in the [Object configuration] palette.

A [Node] for the imported file is added below the [Node] selected in the [List].

File formats that can be imported	CLIP STUDIO MODELER file format (extension: csmf), fbx, 6kt, 6kh, lwo, lws, obj

(3) Add from material

Materials in the [Material] palette can be added to the [Object configuration] palette.

Clicking these displays the [Node] dialog box. Select a material in the [Material] palette and click [OK] to import the part.

A [Node] for the imported file is added below the [Node] selected in the [List].

✏ Memo	Materials are not displayed in the [Node] dialog box if there are no materials that can be used as [Nodes].

(4) Delete node

Deletes the selected [Node]. When a parent [Node] is deleted, all child [Nodes] below it are deleted too.

! Important
- **It is not possible to delete [Nodes] for which movability is set, or parent [Nodes] of these [Nodes].**
- **It is not possible to delete [Nodes] created from a 3D file in which bones are set.**

Node operations

You can change the display order and create folders for [Nodes] in the [Object configuration] palette.

Change node position

Select a [Node] and drag it to the position where you want to move it. You cannot move nodes within the same level in the hierarchy.
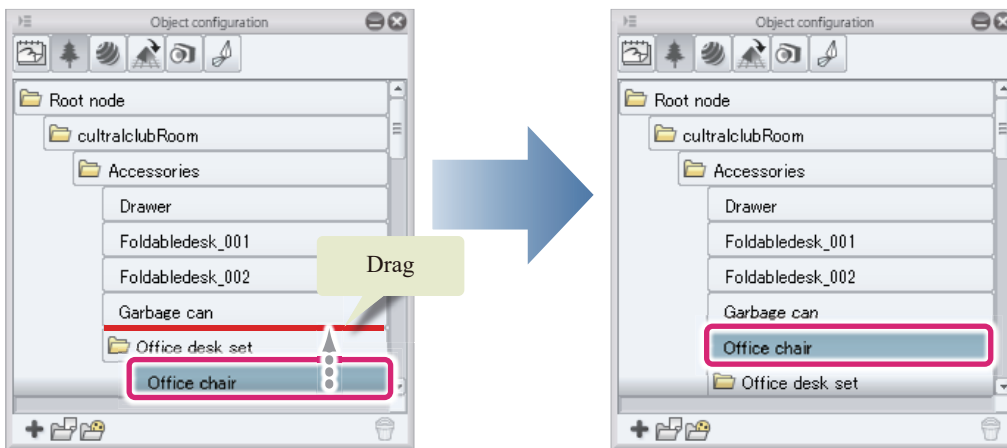
Change parent-child relationship of nodes

Select a [Node] and drag it to the [Node] that you want to set as the parent.

The [Node] where you dragged the selected [Node] becomes a folder, and the node that you dragged becomes a child of that [Node].
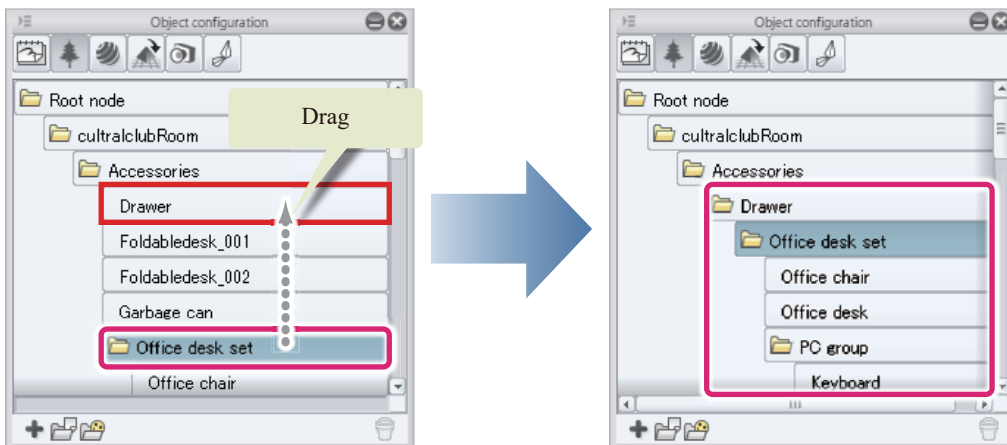
Material

Select [Material] in [Group] to manage materials (textures) for 3D objects.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .

Command Bar

List

(1) Material folder

The folder where all [Material panel folders] are stored. Multiple [Material panel folders] can be created and saved. It is not possible to delete the [Material folder] or change its name.

(2) Material panel folder

Folders for managing the [Surface materials] of [Materials]. Materials can be set as visible or invisible. The names of these folders are displayed in the screen for selecting materials in CLIP STUDIO PAINT.

(3) Surface material

[Surface materials] (textures) used for [Materials]. Multiple [Surface materials] may be used for some 3D objects.

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

Cannot be used.

(3) Add from material

Cannot be used.

(4) Merge same materials

This feature allows matching materials to be merged. Depending on the item selected from the [List], the items that can be merged may vary.

- When selecting the [Material folder], the [Material information] inside the [Material folder] can be merged.
- When selecting the [Material panel folder], the [Materials] inside the [Material panel folder] can be merged.
- When selecting [Surface materials], only matching [Surface materials] can be merged. Only [Materials] in the same [Material panel folder] can be merged here.

(5) Duplicate node

Duplicates the [Material panel folder] selected from the [List].

(6) Delete node

Deletes the [Material panel folder] selected from the [List].

Layout

Select [Layout] in [Group] to manage the layouts of 3D objects. [Layout] is used to set the position and display status of [Nodes] in a 3D object.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .

List

(1) Layout folder

The folder where all [Layout] items are stored. Multiple [Layouts] can be saved and managed in a [Layout folder]. It is not possible to delete the [Layout folder] or change its name.

(2) Layout

Record the [Layouts] of 3D objects. One [Layout] is recorded for each item. Double click the name to rename the layout. The layout name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Command Bar

(1) Add new

Click this to add a [Layout].

(2) Add from file

Cannot be used.

(3) Add from material

Cannot be used.

(4) Duplicate node

Duplicates the selected [Layout].

(5) Delete node

Deletes the [Layout] selected in the [List].

(6) Apply layout to object

Apply a [Layout] selected from the [List] to a 3D object in the [Document] window.

(7) Save object layout

Saves the allocation status of the 3D object in the [Document] window to the [Layout] selected in the [List].

Angle

Select [Angle] in [Group] to manage the angles of 3D objects. [Angle] is used to set the camera angles for displaying 3D objects and configuring multiple display settings of [Nodes] (parts).

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .

List

(1) Angle folder

The folder where all [Angle] items are stored. Multiple [Angles] can be saved and managed in the [Angle folder]. It is not possible to delete the [Angle folder] or change its name.

(2) Angle

Record the [Angles] of 3D objects. One [Angle] is recorded for each item. Double clicking the angle name allows you to enter an angle name. The angle name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Command Bar

(1) Add new

Click this to add an [Angle].

(2) Add from file

Cannot be used.

(3) Add from material

Cannot be used.

(4) Duplicate node

Duplicates an [Angle] selected from the [List].

(5) Delete node

Deletes an [Angle] selected from the [List].

(6) Apply angle to object

Apply an [Angle] selected from the [List] to a 3D object in the [Document] window.

(7) Save object angle

Saves the camera angle and [Node] display status of the 3D object in the [Document] window to the [Angle] selected in the list.

Movability

Select [Movability] in [Group] to manage the [Movability] of 3D objects parts. [Movability] is a function that records movement or rotation of the [Nodes] (parts) of 3D objects so that they can be operated using the sliders in CLIP STUDIO PAINT.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions in the Object Configuration Palette" .
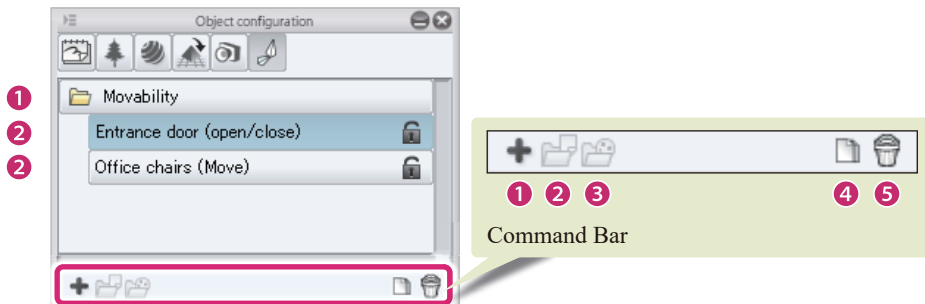
List

(1) Movability folder

The folder where all [Movability] parts are stored. Multiple [Movability] parts can be saved and managed in the [Movability folder]. It is not possible to delete the [Angle folder] or change its name.

(2) Movability

Records the [Nodes] of 3D objects. Recording movement in [Movability] makes it possible to operate [Nodes] simply by dragging the sliders.

[Movability] can be operated using the sliders in the [Object information] palette in CLIP STUDIO MODELER.

Command Bar

(1) Add new

Click this to add a [Movability] part.

(2) Add from file

Cannot be used.

(3) Add from material

Cannot be used.

(4) Duplicate node

Duplicates a [Movability] part selected from the [List].

(5) Delete node

Deletes a [Movability] part selected from the [List].

Object configuration palette menu

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Object configuration] palette.

Hide object configuration palette

Hides the [Object configuration] palette.

> 🖊 **Memo**   To display the [Object configuration] palette again, select [Window] menu → [Object configuration].

Object Information Palette

The [Object information] palette is used to configure advanced settings for items selected on the [Object configuration] palette.

This section describes the functions of the [Object configuration] palette.

- Functions of the Object Information Palette

Functions of the Object Information Palette

This section describes the functions and names of each part of the [Object information] palette. The settings that can be configured in the [Object information] palette vary depending on the item selected in the [List] of the [Object configuration] palette.

- **"Standard display"**

- **"When a sketch is selected"**

- **"When a node is selected"**

- **"When a material panel folder is selected"**

- **"When a surface material in a surface material folder is selected"**

- **"When a layout is selected"**

- **"When an angle is selected"**

- **"When a movability part is selected"**

Standard display

The following settings can be configured when no items are selected in the [Object configuration] palette.
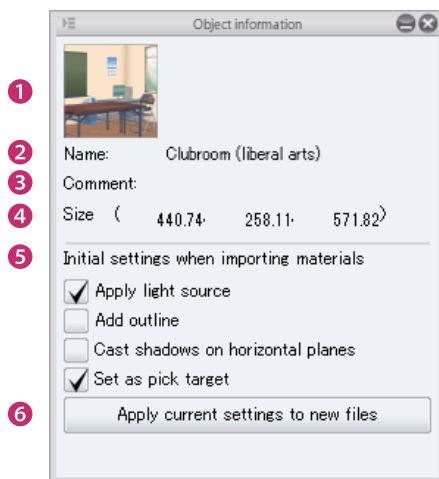
| ✎ **Memo** | This screen is displayed even when the selected item is locked or there are no items that can be configured individually. |

(1) Thumbnail of 3D object material

A thumbnail of the 3D object material. This is displayed in CLIP STUDIO and the [Material] palette.

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited material. Click this field to input a material name.

(3) Comment

A comment about the 3D object material can be set. Click this field to input a comment. Information such as a description of the material can be entered here.

(4) Size

The size of the 3D object can be specified in centimeters. Click this field to input a size.

The size of the 3D object is applied when the character is imported in CLIP STUDIO PAINT.

> ✏ **Memo**   **The same ratio between width, depth and height is maintained when the size of the 3D object is changed.**

(5) Initial settings when importing materials

Set the state for loading 3D object materials into CLIP STUDIO PAINT.

Apply light source	When checked, the light source is enabled in CLIP STUDIO PAINT when loading the 3D object material.
Add outline	When checked, outlines are enabled in CLIP STUDIO PAINT when loading the 3D object material.
Cast shadows on horizontal planes	When checked, shadows are enabled in CLIP STUDIO PAINT when loading the 3D object material.
Set as pick target	When checked, this can be selected in CLIP STUDIO PAINT when loading the 3D object material. When selection is enabled, specific parts can be selected on the canvas.

> ✏ **Memo**   **The contents set for [Initial settings when importing materials] can be changed inside CLIP STUDIO PAINT.**

(6) Apply current settings to new files

Clicking this saves the [Initial settings when importing materials] with the set contents. When creating another 3D object, the saved settings will be applied.

When a sketch is selected

The following settings can be configured after selecting [Sketch image] in the [List] when [Sketch] is selected in the [Group] of the [Object configuration] palette.

> ✏ **Memo**　　**A [Sketch image] cannot be edited in the [Object information] palette when it is hidden.**
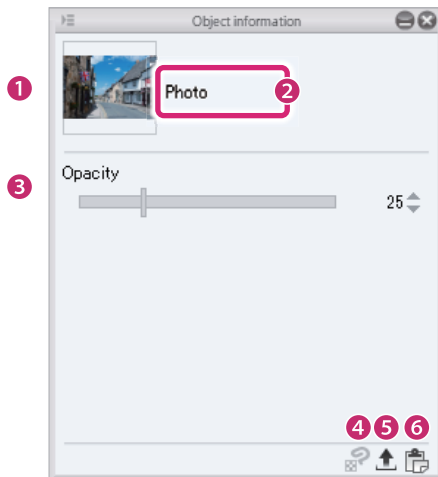
(1)　Import texture

Displays a preview of the sketch image selected in the [Object configuration] palette. Click this to display the dialog box for selecting a file. Import the image to be used as the [Sketch image]. This replaces the [Sketch image] being edited.

Image materials for textures can be imported as a [Sketch image] by dragging and dropping an image material from the [Material] palette to [Import texture].

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(2)　Sketch image name

Displays the name of the sketch image being edited. Double click this to input a sketch image name. When the sketch image name is changed, the sketch image name in the [Object configuration] palette also changes.

(3)　Opacity

Allows you to configure the opacity of the [Sketch image].

(4)　Edit texture in PAINT

Cannot be used.

(5)　Export texture

Exports the sketch image displayed in [Import sketch image] in PNG format.

(6)　Paste texture

Replaces the selected [Sketch image] with the image on the clipboard.

When a node is selected

When a [Node] is selected from a [Group] in the [Object configuration] palette, the following items can be set.
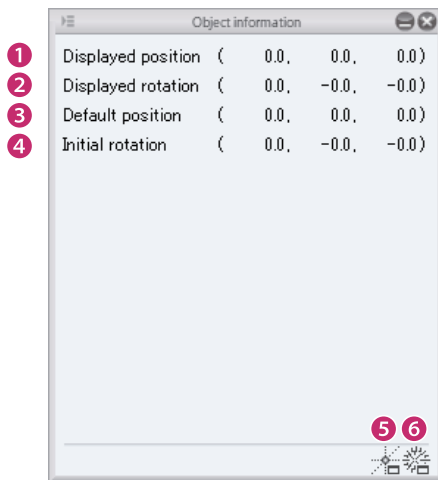
(1) Displayed position

The [X coordinate], [Y coordinate] and [Z coordinate] can be set for the position of the [Node]. Enter a numeric value to move the [Node]. This is not applicable for the [Root node folder].

(2) Displayed rotation

Set the angle of a [Node] with [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis]. Enter a numeric value to change the angle of the [Node] based on its origin. This is not applicable for the [Root node folder].

(3) Default position

The [X coordinate], [Y coordinate] and [Z coordinate] can be set for the position of the origin of the [Node]. Enter a numeric value to move the origin of the [Node]. This is not applicable for the [Root node folder].

(4) Initial rotation

[Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] can be set for the angle of the origin of the [Node]. Enter a numeric value to change the angle of the origin of the [Node]. This is not applicable for the [Root node folder].

(5) Adjust origin position

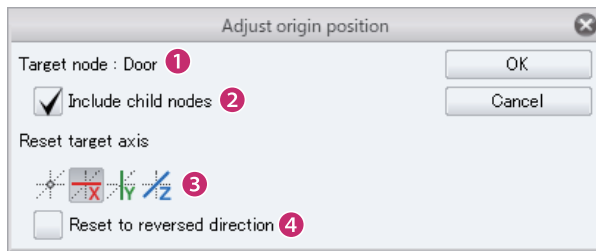Clicking this displays the [Adjust origin position] dialog box. The origin position of the node can be adjusted by selecting it in the [Object configuration] palette.

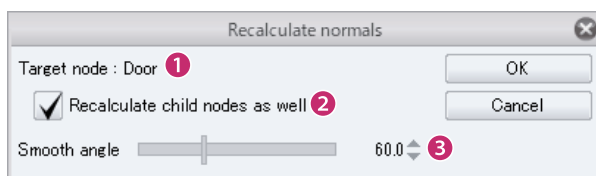**Dialog box for Adjusting the Origin's Position**

(1) Target node	Displays the name of the [Nodes] for adjusting the position of origin.
(2) Apply to Child node(s)	When checked, the origin is adjusted for all nodes included in the [Node] folder.
(3) Reset target axis	Resets the default axis for the origin's position. Select [Center], [x axis], [y axis] or [z axis]. When [Center] is selected, the node's origin is reset to its center. When either the [x axis], [y axis], or [z axis] are selected, the selected axis is reset to face forward. The origin's value can be confirmed via [Default center] in the [Object information] palette.
(4) Reset to reversed orientation	This can be set when [x axis], [y axis] or [z axis] are selected as [Standard direction]. When checked, the origin's position is reset to the opposite direction of the direction selected for [Reset target axis]. The origin's value can be confirmed via [Default center] in the [Object information] palette.

(6) Recalculate normals

Clicking these displays the [Recalculate normals] dialog box. This recalculates the normals for the nodes selected in the [Object configuration] palette.

Recalculate normals dialog box

| (1) Target node	Displays the name of the [Nodes] for adjusting the position of origin.
(2) Apply to Child node(s)	When checked, the normals are recalculated for all nodes included in the [Nodes] folder.
(3) Smooth angle	If the angle between the faces is larger than the angle set here, the normals are calculated to not be continuous.

> ✏️ **Memo**　　For information on how to display normals, see **"Document Window"** .

When a material panel folder is selected

The following settings can be configured in the [Object information] palette after selecting a [Material panel folder] in the [List] when [Material] is selected in the [Group] of the [Object configuration] palette.

> ✎ **Memo**   A [Material panel folder] cannot be edited in the [Object information] palette when it is hidden.
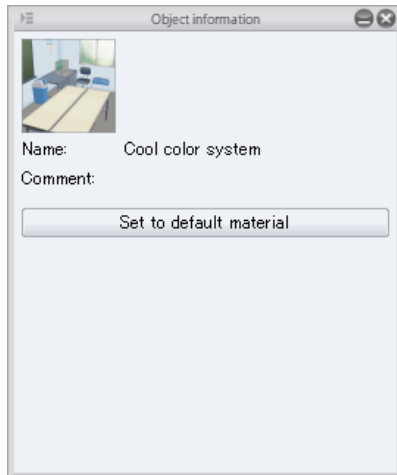
(1) Thumbnail

The thumbnail of the [Material panel folder].

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the [Material]. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the material being edited. Click this field to input the material name. The input name is applied to the [Object configuration] palette.

This material name is displayed in the screen for configuring 3D object material settings in CLIP STUDIO PAINT.

(3) Comment

A comment about the [Material panel folder] can be set. Click this field to input a comment. Information such as a description of the [Material panel folder] can be entered here.
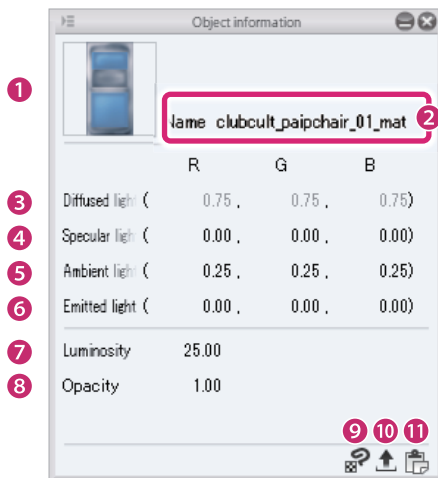
(4) Set to default material

In case of 3D objects with more than one [Material panel folder], [Material panel folders] selected in the [Object configuration] palette can be set as default [Materials].

When loading 3D object materials into CLIP STUDIO PAINT, the set [Material] is applied.

When a surface material in a surface material folder is selected

The following settings can be configured in the [Object information] palette after selecting a [Surface material] in a [Surface material folder] when [Material] is selected in the [Group] of the [Object configuration] palette.

(1) Import texture

When a texture image is linked to the [Surface material] selected in the [Object configuration] palette, a preview of the texture image is displayed. Click this to display the dialog box for selecting a file. Import the image file to be set as the texture and replace the texture image.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(2) Name

Displays the name of the selected surface material. Double clicking the field allows you to enter a surface material name. The input name is applied to the [Object configuration] palette.

(3) Diffused light

The RGB value for the [Diffused light] of the [Surface material] can be adjusted.

[Diffused light] is light that creates an even (diffused) reflection when the light source illuminates a [Surface material].

✏️ Memo	[Diffused light] cannot be set when a texture image is linked to the [Surface material]. If a texture image is linked, the [Texture image] is displayed in the [Object information] palette.

(4) Specular light

The RGB value for the [Specular light] of the [Surface material] can be adjusted.

(5) Ambient light

The RGB value for the [Ambient light] of the [Surface material] can be adjusted.

[Ambient light] is light that illuminates the 3D object evenly from all directions.

(6) Emitted light

The RGB value for the [Emitted light] of the [Surface material] can be adjusted.

(7) Luminosity

The luminosity of the [Surface material] can be set.

(8) Opacity

The opacity of the [Surface material] can be changed.

(9) Edit in PAINT

If CLIP STUDIO PAINT is installed on your computer or device, the texture linked to the [Surface material] can be edited in CLIP STUDIO PAINT.

For details, see "Editing Textures in CLIP STUDIO PAINT" .

✏ **Memo**   [Edit in PAINT] cannot be set when a texture image is linked to the [Surface material].

(10) Export texture

The texture linked to the [Surface material] can be exported as an image in PNG format.

✏ **Memo**   [Export texture] cannot be set when a texture image is linked to the [Surface material].

(11) Paste texture

Replaces the texture linked to the [Surface material] with the image on the clipboard.

✏ **Memo**   [Paste texture] cannot be set when a texture image is linked to the [Surface material].

When a layout is selected

The following settings can be configured in the [Object information] palette after selecting a [Layout] in a [Layout folder] when [Layout] is selected in the [Group] of the [Object configuration] palette.
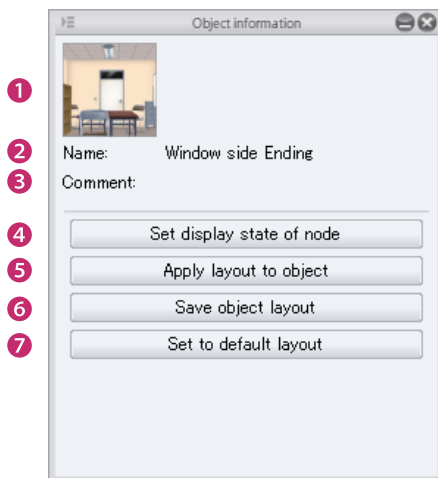
(1) Thumbnail

The thumbnail of the [Layout]. Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the [Layout]. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the [Layout] being edited. Click this to rename the [Layout]. The input name is applied to the [Object configuration] palette.

The [Layout] name is displayed in the screen for configuring 3D object material settings in CLIP STUDIO PAINT.

(3) Comment

A comment about the [Layout] can be set. Click this field to input a comment. Information such as a description of the [Layout] can be entered here.

(4) **Set display state of node**

Click this to display a list of nodes. Set the [Nodes] to be displayed in the [Layout] using the [Visible/Invisible] icons.

> ✏ **Memo**
>
> ● If the item you want to set is not displayed when [Set display state of node] is opened, check the [List] in the [Node] group of the [Object configuration] palette.
>
> ● When a [Node] folder is closed in the [List], [Nodes] below that folder are not displayed in [Set display state of node]. Make sure that the folder containing the [Node] to be configured is open and displayed in the [List].
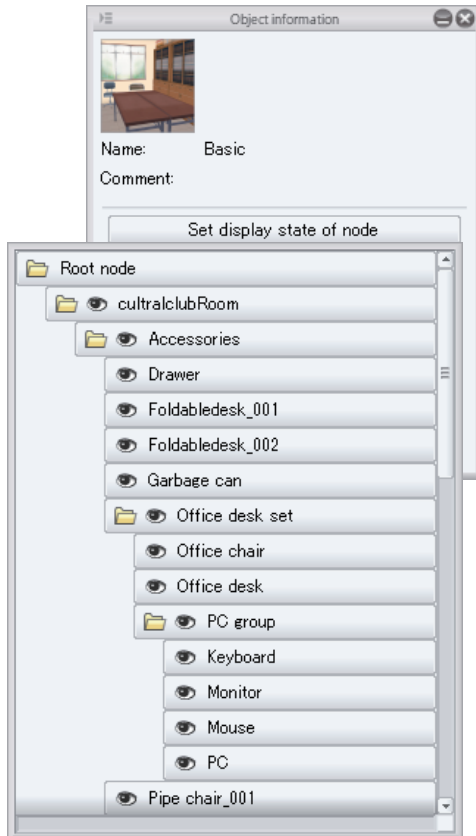
(5) **Apply layout to object**

Apply a [Layout] selected from the [Object configuration] palette to a 3D object in the [Document] window.

(6) **Save object layout**

Saves the [Node] allocation status of the 3D object in the [Document] window to the [Layout] selected in the [Object configuration] palette.

(7) **Set to default layout**

In case of 3D objects with more than one [Layout], [Layouts] selected in the [Object configuration] palette can be set as default [Layouts].

When loading 3D object materials into CLIP STUDIO PAINT, the set [Angle] is applied.

When an angle is selected

The following settings can be configured in the [Object information] palette after selecting an [Angle] in an [Angle folder] when [Angle] is selected in the [Group] of the [Object configuration] palette.
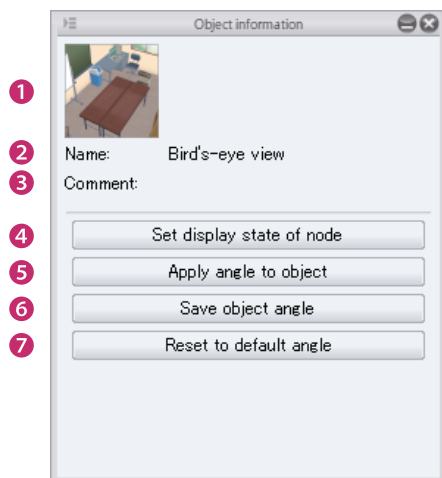
(1) Thumbnail

The thumbnail of the [Angle]. Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the angle. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the [Angle] being edited. Click this field to input an [Angle] name. The input name is applied to the [Object configuration] palette.

This angle name is displayed in the screen for configuring 3D object material settings in CLIP STUDIO PAINT.

(3) Comment

A comment about the [Angle] can be set. Click this field to input a comment. Information such as a description of the [Angle] can be entered here.

(4) Set display state of node

Click this to display a list of nodes. Set the [Nodes] to be displayed in the [Angle] using the [Visible/Invisible] icons.

✏ **Memo**
- If the item you want to set is not displayed when [Set display state of node] is opened, check the [List] in the [Node] group of the [Object configuration] palette.
- When a [Node] folder is closed in the [List], [Nodes] below that folder are not displayed in [Set display state of node]. Make sure that the folder containing the [Node] to be configured is open and displayed in the [List].
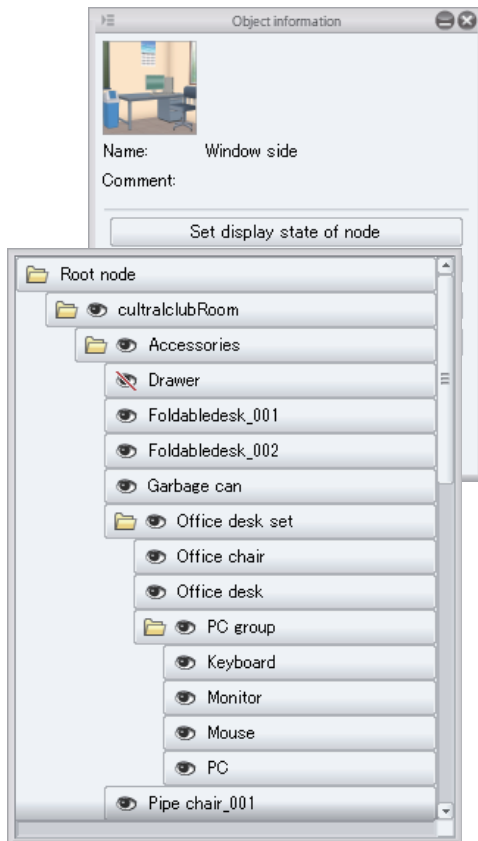
(5) Apply angle

Apply an [Angle] selected from the [Object configuration] palette to an object in the [Document] window.

(6) Save angle

Saves the angle of the object in the [Document] window to the [Angle] selected in the [Object configuration] palette.

(7) Reset to default angle

In case of 3D objects with more than one [Angle], [Angles] selected in the [Object configuration] palette can be set as default [Angles].

When loading 3D object materials into CLIP STUDIO PAINT, the set [Angle] is applied.

When a movability part is selected

The following settings can be configured in the [Object information] palette after selecting a [Movability] part in a [Movability folder] when [Movability] is selected in the [Group] of the [Object configuration] palette.
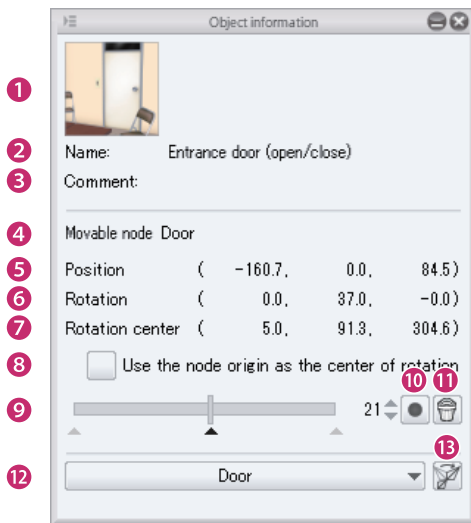
(1) Thumbnail

The thumbnail of the part with [Movability]. Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part with [Movability]. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the [Movability] part being edited. Click this field to input a name for the part with [Movability]. The input name is applied to the [Object configuration] palette.

This name is displayed in the screen for configuring 3D object material settings in CLIP STUDIO PAINT.

(3) Comment

A comment about the [Movability] part can be set. Click this field to input a comment. Information such as a description of the [Movability] part can be entered here.

(4) Movable node

Displays the name of the [Nodes] for setting [Movability] parts.

> ✏ **Memo**　　To select the node for which to set [Movability], select a [Node] from [Target node] and confirm with [Turn this node into a movable node].

(5) Position

Set the [X coordinate], [Y coordinate] and [Z coordinate] of the [Node]. The position of [Nodes] can be adjusted by inputting numeric values. When selecting the [Move parts] sub tool, the position of the [Nodes] in the [Document Window] can be adjusted directly. For details, see "Move parts" .

(6) rotation

Set [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] for the [Node]. Enter a numeric value to adjust the angle of the [Node] based on its origin or rotation center.

The rotation center of a [Node] is displayed by selecting the [Move parts] sub tool. The position for the controller of the manipulator is the center of rotation. The [Move parts] sub tool can also be used to adjust the angle of [Nodes]. For details, see "Move parts" .

(7) Rotation center

Set the rotation center of a node by entering an [X coordinate], [Y coordinate] and [Z coordinate]. The rotation center of a [Node] is displayed by selecting the [Move parts] sub tool. The position for the controller of the manipulator is the center of rotation.

> **✏ Memo**
> - When [Use the node origin as the center of rotation] is turned off, and the [Move part origin point] sub tool is selected, use the manipulator to move the rotation center of the [Node]. For information on the [Move part origin point] tool, see "**Move part origin point**".
> - When [Use the node origin as the center of rotation] is turned on, the [Rotation center] cannot be set.

(8) Use the node origin as the center of rotation

When checked the node origin is used as the center of rotation.

> **✏ Memo**
> - When selecting the [Move part origin point] sub tool, use the manipulator to move the origin of the [Node]. For information on the [Move part origin point] tool, see "**Move part origin point**".
> - When [Use the Position origin as the center of rotation] is turned off, and the [Move part origin point] sub tool is selected, the manipulator to move the origin position of the [Node] is displayed.

(9) Key frame

A slider for recording the movement of the [Node]. The left end of the slider records the initial status of the [Node] and the right end records the maximum movement of the [Node]. A [Key frame] is displayed below the slider in areas where a movement is recorded. [Key frame] positions can also be recorded by inputting values between 0 and 40.

Drag the slider to play the movement of [Nodes] recorded with [Movability].

(10) Add key frame

Record the [Node] movement on the slider. A [Key frame] is created in the recorded position. Key frames can also be added between sliders.

(11) Delete key frame

Deletes a [Key frame] added to the slider. Move the slider to the position where the [Key frame] is located before deleting the [Key frame].

(12) Target node

Select a [Node] (part) to be made into a movability part from the pull down menu. Movability parts cannot be set only through selection. Click [Turn this node into a movable node] to confirm.

(13) Turn this node into a movable node

Confirm the [Node] selected via [Target Node] as the [Node] to set movability for. Once confirmed, the [Node] selected via [Target node] is displayed under [Movable node].

Object information palette menu

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Object information] palette.

Hide object information palette

Hides the [Object information] palette.

> **✏ Memo**
> To display the [Object information] palette again, select [Window] menu → [Object information].

3D Character Setup Screen

This section describes the following items in the 3D Character Setup screen.

- Configuration of the 3D Character Setup Screen
- Functions in the 3D Character Setup Screen
- Tool List (3D Character Setup Screen)
- Character Configuration Palette
- Character Information Palette
- Default Bone Mapping Mode
- Standard Bone Creation Mode
- Skirt Settings Mode
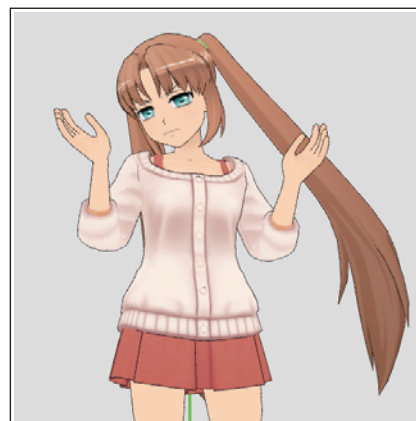
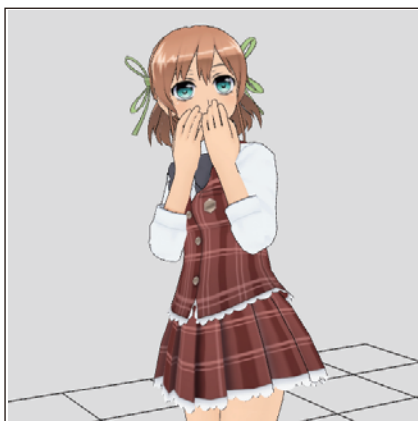# Configuration of the 3D Character Setup Screen

The 3D Character Setup screen in CLIP STUDIO MODELER is displayed by selecting [3D character] in the [New] dialog box. This section describes the configuration of the 3D Character Setup screen.

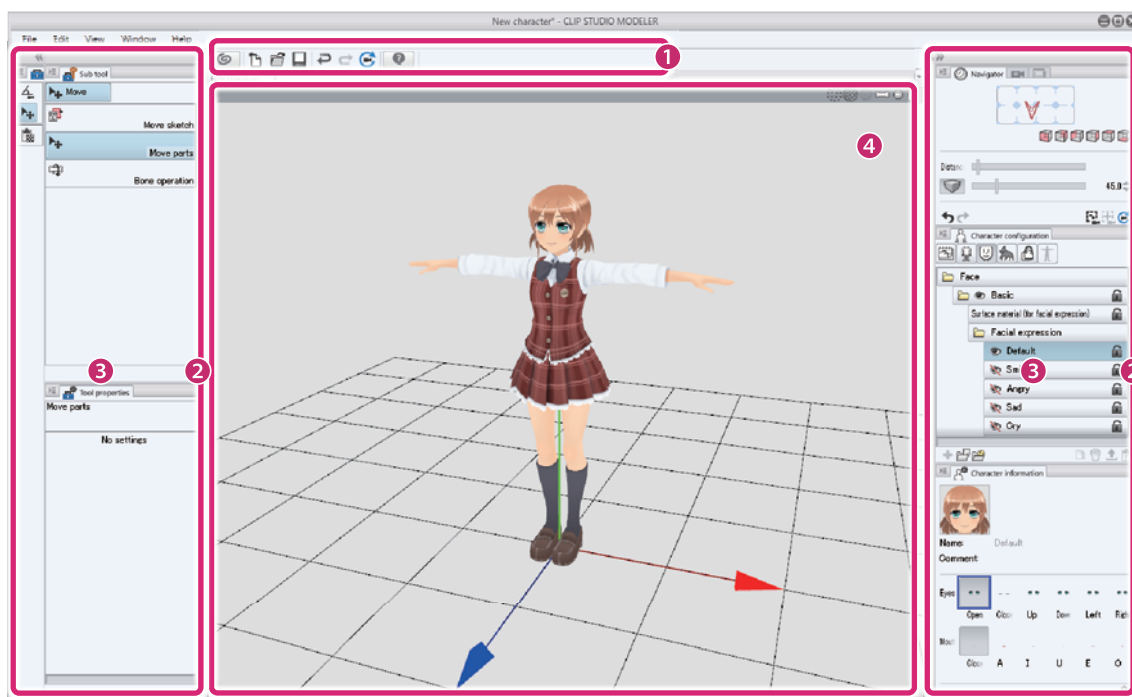- About the 3D Character Setup Screen

About the 3D Character Setup Screen

The 3D Character Setup screen is displayed by selecting [3D character] in the [New] dialog box.

In this screen, you can load 3D data and set up a 3D character that can be used in CLIP STUDIO PAINT. You can load multiple 3D data items, such as a body, hairstyle and facial expression, and combine them to customize your 3D character. You can also set bones compatible with CLIP STUDIO PAINT for your 3D data, so that your character can be freely posed.

The 3D Character Setup screen in CLIP STUDIO MODELER consists of the following main components.

(1) Command Bar

Allows you to use various functions by clicking the icons. For information on each item in the [Command Bar], see "Command Bar" .

(2) Palette Dock

Area accommodating multiple palettes.

(3) Palette

Screen for configuring settings. There are various types of palettes. In this screen, palettes are accommodated in palette docks. However, they can also be displayed individually as windows or dialog boxes.

For information on palettes that can be used in the character setup screen, see "Palettes in the Character Setup Screen" .

(4) Document Window

Area for displaying and performing operations for models being created. For information on each item in the [Document] window, see "Document Window" .

Command Bar

The area on the upper part of the main window where function icons are arranged is called "Command Bar". Clicking an icon on the [Command Bar] is equivalent to executing a menu function.

(1) Start CLIP STUDIO

Start CLIP STUDIO. CLIP STUDIO is a tool for supporting creative activities.

(2) New

The [New] dialog box is displayed. You can select the type of work and create a new work.

(3) Open

Opens a saved file, etc. for re-editing.

(4) Save

Saves the edited file newly or under the same name.

(5) Undo

Clicking it cancels the last operation.

(6) Redo

Clicking it redoes the undone operation.

(7) Reset camera

Returns the viewpoint of the camera to its initial status.
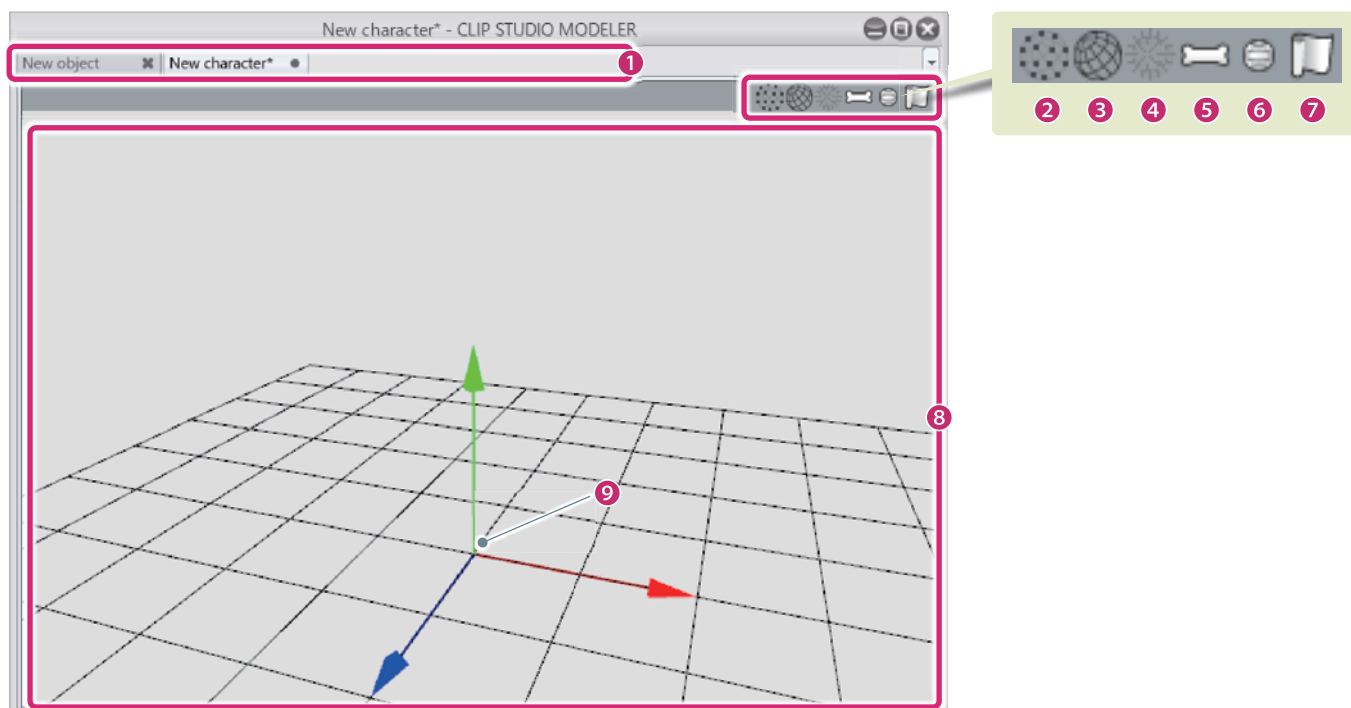
(8) CLIP STUDIO MODELER Support

The web browser is launched and the CLIP STUDIO MODELER Support site is displayed.

Document Window

The [Document] window is an area for displaying and performing operations for models being created.

> ✏️ **Memo**   Select the [Window] menu → [Document] to switch to the [Document] window. For details, see **"Menu"** →**"Window Menu"** →**"Document"** .
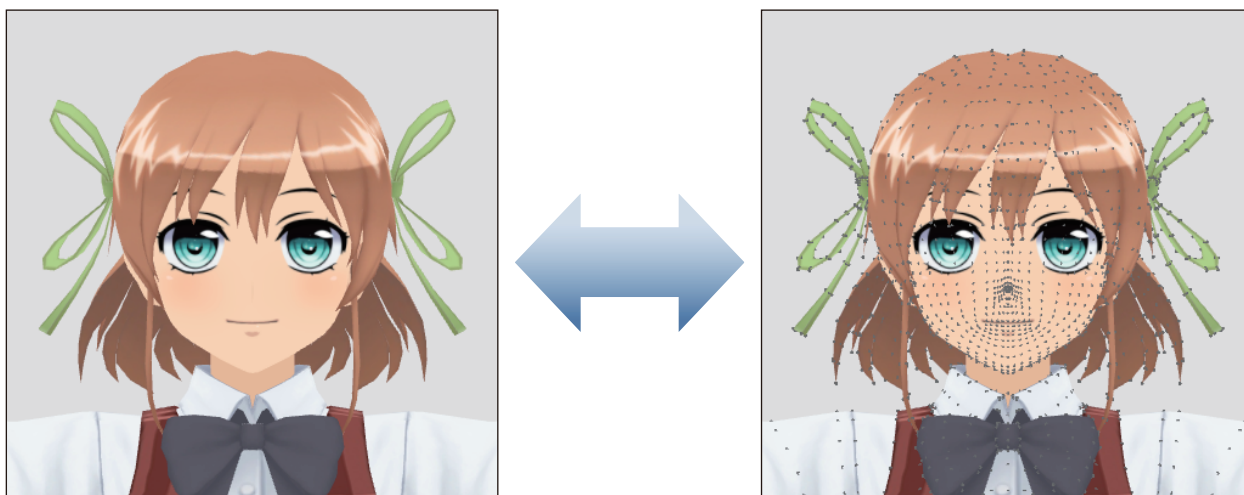

(1) Tabs for switching between documents

Displays the file names of the models being edited. Clicking the tabs allows you to switch the file or view to edit.
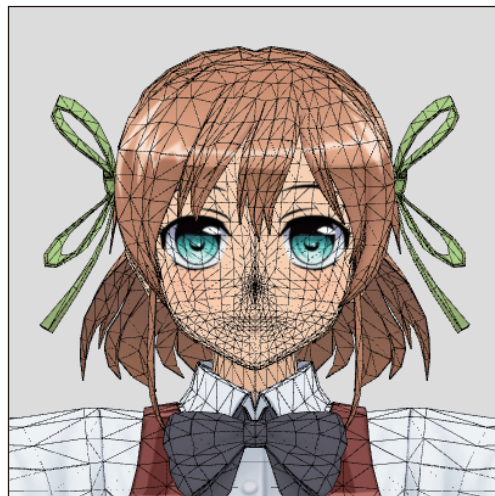
(2) Show / Hide point

Displays/hides the highest point of the 3D character.

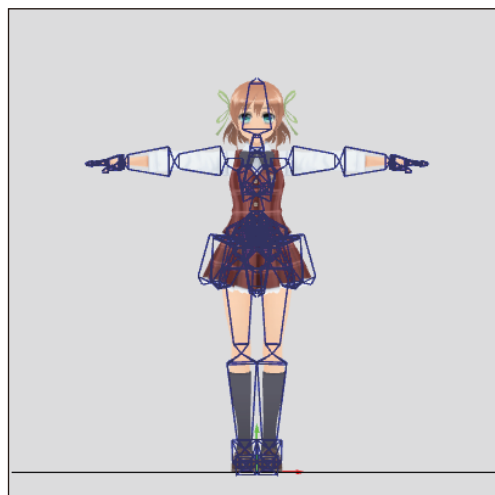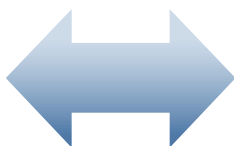### (3) Show / Hide edge

Displays/hides the edge of the 3D character.

(4) Show / Hide normals

Cannot be used.

(5) Show / Hide bone

Displays/hides the bones of the 3D character.

(6) Show / Hide physics object

Displays/hides the physics object for 3D characters where a physics object is set.
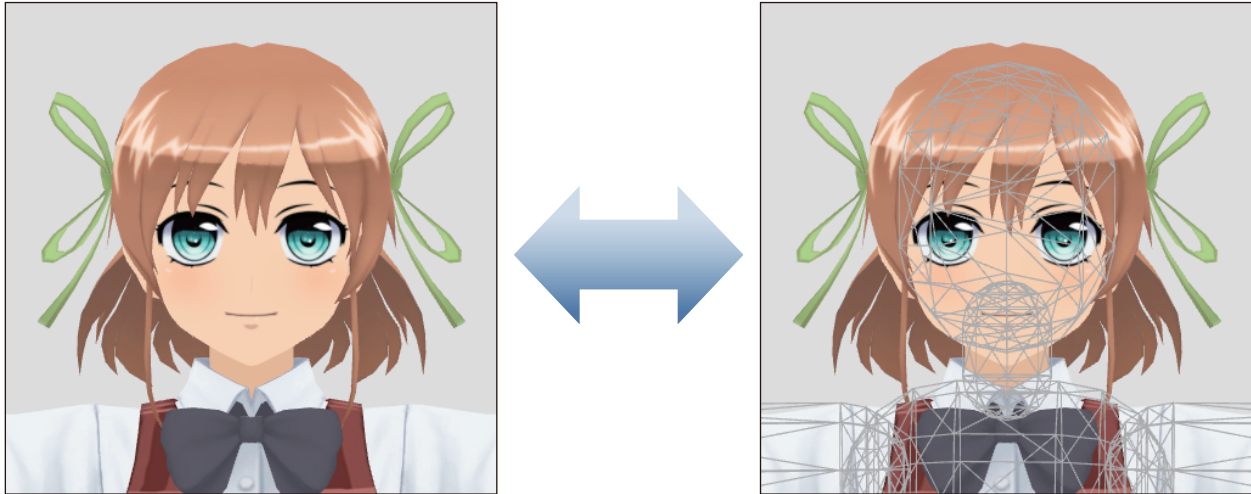
(7) Enable / Disable physics operation

If physics operations are enabled for 3D characters where skirt settings or physics operations are set, the settings are applied when the 3D character is dragged.

The skirt transforms according to
the shape of the legs.
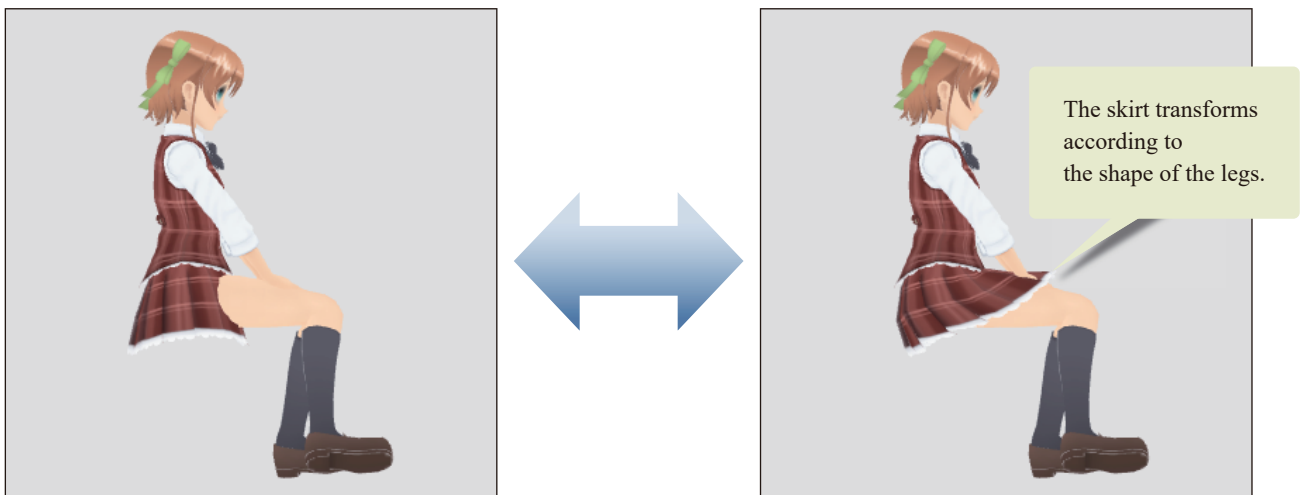
(8) Document

The area for editing 3D characters.

(9) World coordinate axes

The baseline coordinate axes of the 3D space. There are three axes: the X axis (red), the Y axis (green) and the Z axis (blue).

Palettes in the Character Setup Screen

The following palettes are displayed in the character setup screen.

Tool Palette	Various tools are arranged as buttons. Clicking a button enables the tool for use. For details on the [Tool] palette, see "Tool Palette" .
Sub tool palette	Each tool comes with preconfigured settings called [Sub tool]. Select a sub tool in accordance with the purpose of the tool to use. For details on the [Sub tool] palette, see "Sub Tool Palette" .
Tool property Palette	Allows you to adjust the settings of the sub tool selected on the [Sub Tool] palette. For details on the [Tool Property] palette, see "Tool Property Palette" .
Character Configuration Palette	The [Character configuration] palette is used to manage multiple body, face and hair parts in a folder. For details on the [Character configuration] palette, see "Character Configuration Palette" .
Character Information Palette	The [Character information] palette is used to configure advanced settings for items selected on the [Character configuration] palette. For details on the [Character information] palette, see "Character Information Palette" .
Navigator Palette	The [Navigator] palette is used to adjust the camera angle by dragging the rectangle on the palette. You can also change the camera distance and switch the projection method and perspective using the icons and sliders on the palette. For details on the [Navigator] palette, see "Navigator Palette" .
Camera Settings Palette	The [Camera settings] palette is used to change the camera angle and distance and switch the projection method and perspective. For details on the [Camera settings] palette, see "Camera Settings Palette" .
View Settings Palette	The [View Settings] palette is used to configure grid count and screen view settings such as [Drawing effects] and the [Shader]. For details on the [View Settings] palette, see "View Settings Palette" .
Material Palettes	The [Material] palette is used to manage various materials in the CLIP STUDIO series. For details on the [Material] palette, see "Material Palette" .

Functions in the 3D Character Setup Screen

This section explains how to use the 3D Character Setup Screen to set up 3D characters that can be used in CLIP STUDIO PAINT.

- Importing 3D Materials
- Editing and Setting Texture
- Creating and Registering Poses
- Setting 3D Character Information
- Mapping Default Bones to Different Bones
- Adding Default Bones to a Model with No Bones
- Setting Natural Movement for Skirts

Importing 3D Materials

This section explains how to import 3D files in the character setup screen.

Full-body Character Data

This section explains how to import a complete character file including body, face and hair.

The following file formats can be imported.

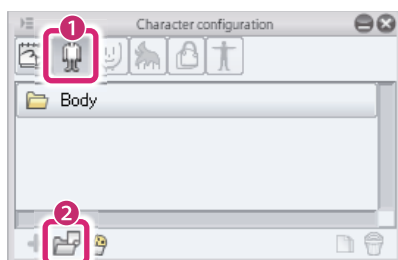| File formats that can be imported	CLIP STUDIO MODELER file format (extension: csmf), fbx, 6kt, 6kh, lwo, obj

> ✏️ **Memo**
>
> **If you are creating a 3D model using Autodesk Maya, you can set default bones at this time for greater convenience.**
> **Default bones are the bones set for movable models. Setting default bones makes it possible to create 3D characters that will operate correctly with CLIP STUDIO products. For information on the specifications of default bones, see "Specifications of Default Bones (Guide to Creating Movable Models)".**
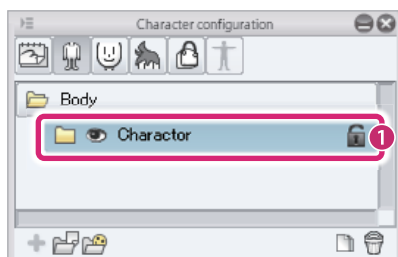
1 Select the file to be imported

Files are imported in the [Character configuration] palette.

(1) Select [Body] from the group on the [Character configuration] palette.

(2) Click [Add from file].

(3) When the dialog box for opening a file is displayed, select the file to be imported and click [Open].
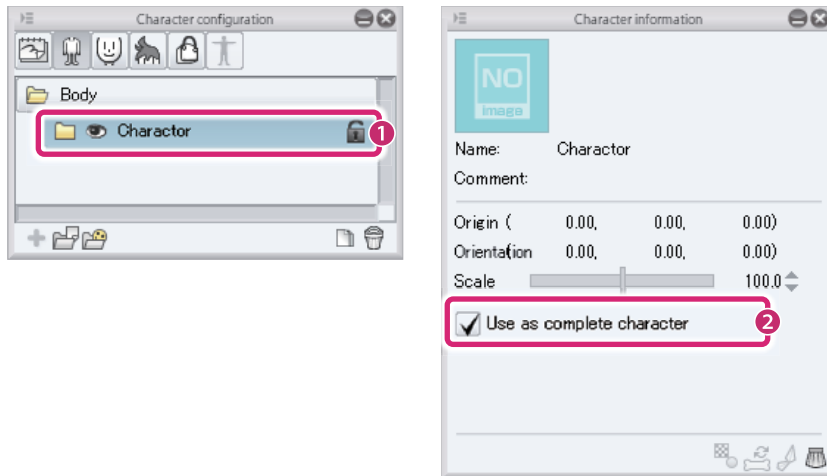
2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.

(1) A [Body parts folder] is displayed for the imported file under [Body].

(2) The imported body is displayed in the [Document] window.

3 Set the character as a complete character

Set the character you have imported as a complete character.

(1)   Select the [Body parts folder] for the imported file on the [Character configuration] palette.

(2)   Turn on [Use as complete character] in the [Character information] palette.

> **Memo**   When a character is set as a full character, duplicate parts such as [Face] and [Hair] can be hidden.

Body

This section explains how to import body files.

The following file formats can be imported.

File formats that can be imported	CLIP STUDIO MODELER file format (extension: csmf), fbx, 6kt, 6kh, lwo, obj

> **Memo**   If you are creating a 3D model using Autodesk Maya, you can set default bones at this time for greater convenience.
> Setting default bones makes it possible to create 3D characters that will operate correctly with CLIP STUDIO products. For information on the specifications of default bones, see **"Specifications of Default Bones (Guide to Creating Movable Models)"**.
> If default bones cannot be added, they can be assigned in **"Default Bone Mapping Mode"** or **"Standard Bone Creation Mode"** .

1 Select the file to be imported

Files are imported in the [Character configuration] palette.

(1)   Select [Body] from the group on the [Character configuration] palette.

(2)   Click [Add from file].

(3)　When the dialog box for opening a file is displayed, select the file to be imported and click [Open].

2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.
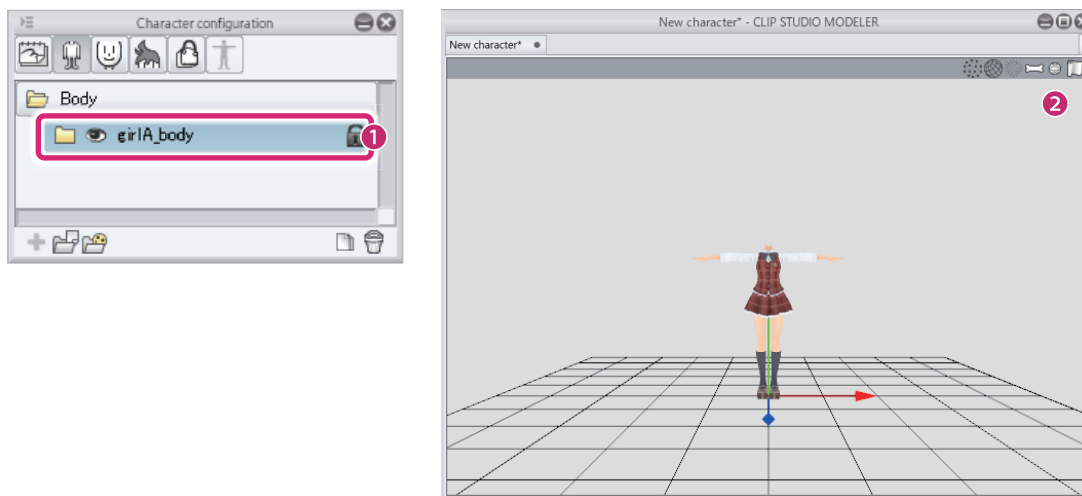
(1)　A [Body parts folder] is displayed for the imported file under [Body].

(2)　The imported body is displayed in the [Document] window.

Face

This section explains how to import face files.

The following file formats can be imported.

File formats that can be imported	fbx

> ✏ **Memo**　Default bones need to be set for 3D files for faces. For information on the specifications of default bones, see **"Specifications of Default Bones (Guide to Creating Movable Models)"**.

1 Select the file to be imported

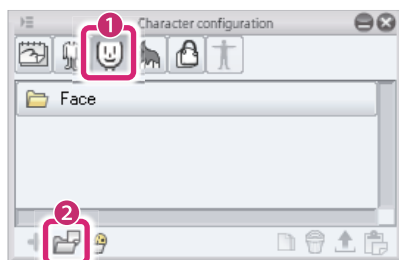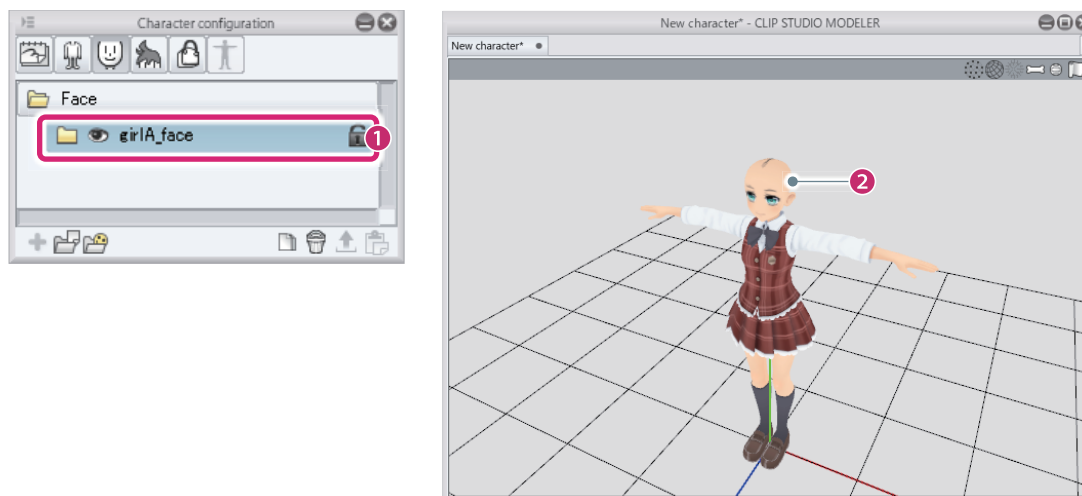Files are imported in the [Character configuration] palette.

(1)　Select [Face] from the group on the [Character configuration] palette.

(2)　Click [Add from file].

(3)　When the dialog box for opening a file is displayed, select the file to be imported and click [Open].

2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.

(1)   A [Face parts folder] is displayed for the imported file under [Face].

(2)   The imported face is displayed in the [Document] window.

> **Memo**
> To adjust the position and size of face parts, select the [Face parts folder] to be adjusted in the [Character configuration] palette and set [Origin], [Orientation] and [Scale] in the [Character information] palette. For details, see "**When a part is selected**" →"**Face parts folders**" .
> The position of hair parts can also be adjusted using the [Move parts] sub tool. For details, see "**Move parts**" .

Hair

This section explains how to import hair files.

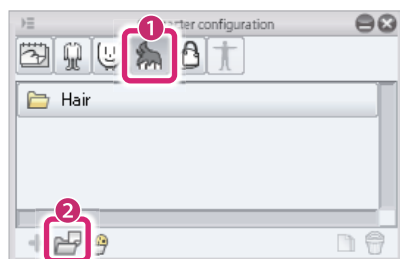The following file formats can be imported.

File formats that can be imported	fbx

> **Memo**
> Default bones need to be set for 3D files for hair. For information on the specifications of default bones, see"**Specifications of Default Bones (Guide to Creating Movable Models)**".

1 Select the file to be imported
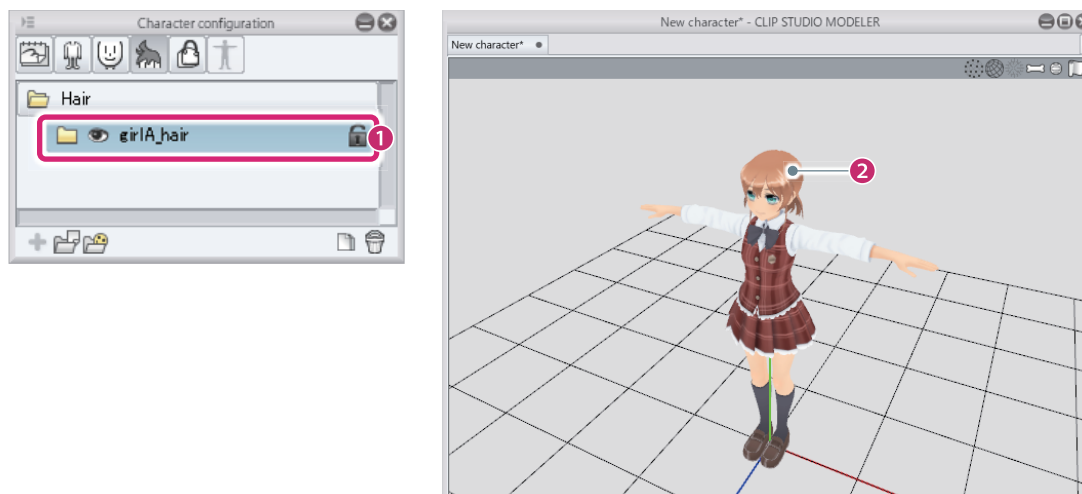
Files are imported in the [Character configuration] palette.

(1)   Select [Hair] from the group on the [Character configuration] palette.

(2)   Click [Add from file].

(3)   When the dialog box for opening a file is displayed, select the file to be imported and click [Open].

2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.

(1) A [Hair parts folder] is displayed for the imported file under [Hair].

(2) The imported hair is displayed in the [Document] window.

> **Memo**
>
> To adjust the position and size of hair parts, select the [Hair parts folder] to be adjusted in the [Character configu-ration] palette and set [Origin], [Orientation] and [Scale] in the [Character information] palette. For details, see "**When a part is selected**" →"**Hair parts folders**" .
> The position of hair parts can also be adjusted using the [Move parts] sub tool. For details, see "**Move parts**" .

Accessories

This section explains how to import accessory files.

The following file formats can be imported.

File formats that can be imported	fbx

1 Select the file to be imported

Files are imported in the [Character configuration] palette.
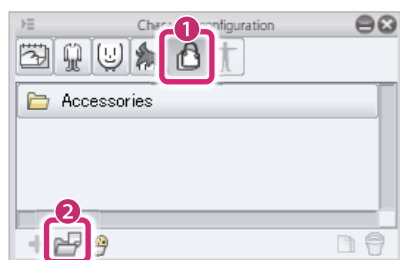
(1) Select [Accessories] from the group on the [Character configuration] palette.

(2) Click [Add from file].

(3) When the dialog box for opening a file is displayed, select the file to be imported and click [Open].

2 The file is imported

The selected file is imported in CLIP STUDIO MODELER.
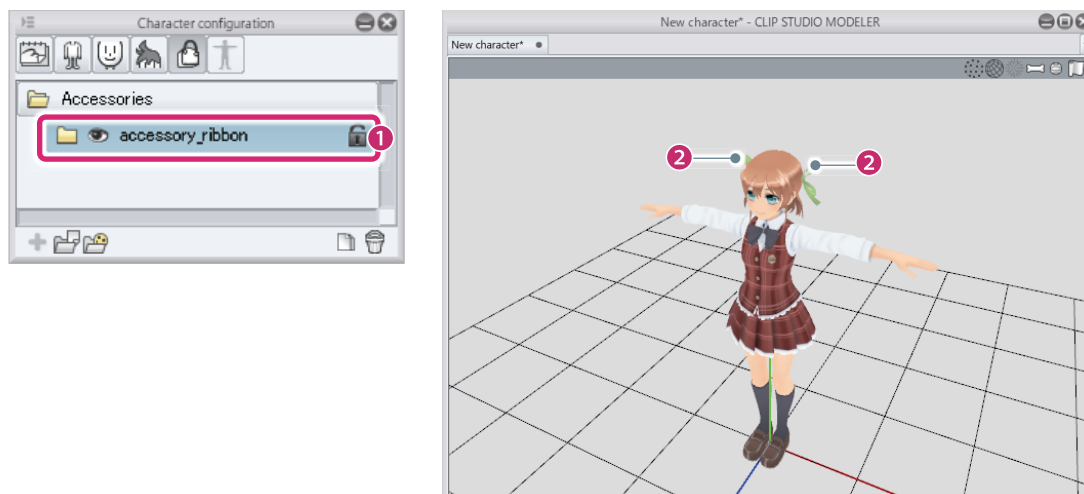
(1) An [Accessory parts folder] is displayed for the imported file under [Accessories].

(2) The imported accessory is displayed in the [Document] window.

3 Adjust the position and size of the accessory

Adjust the position and size of the accessory relative to the character.

(1) Select the [Accessory parts folder] from the group on the [Character configuration] palette.

(2) Select the bone where you want to attach the accessory from [Attachment destination] in the group on the [Character information] palette.

(3) Adjust the [Origin] and [Orientation] values in the [Character information] palette to change the position and angle of the accessory.

(4) Adjust [Scale] in the [Character information] palette to change the size of the accessory.

> ✎ **Memo**   The position of accessory parts can also be adjusted using the [Move parts] sub tool. For details, see "**Move parts**" .

Displaying Parts

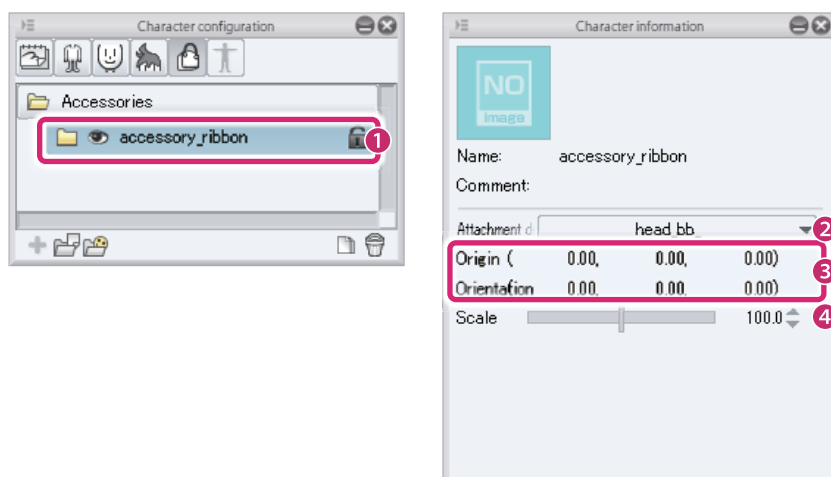Multiple parts can be assigned by using the [Body], [Face], [Hair] and [Accessories] groups on the [Character configuration] palette.
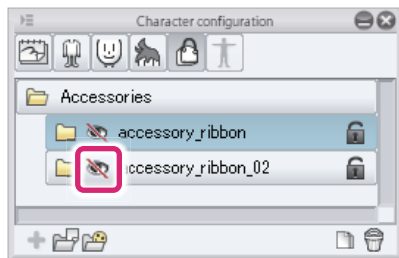
This section explains how to switch the parts displayed in the [Document] window.

> ✏ **Memo**　　**Only one [Body], [Face] and [Hair] part can be displayed in the [Document] window.**
> **Multiple [Accessories] parts can be displayed at once.**

Click [Visible/Invisible] for the part to be displayed in the [Character configuration] palette.

Parts set as [Visible] are displayed.

Parts set as [Visible] are displayed.
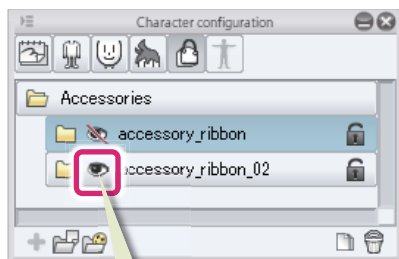
Visibility status

> ⚠ **Important**　　**It is not possible to edit items in parts folders by clicking [Visible/Invisible] to display them in the [Document] window.**
> **Parts folders can be selected and their contents can be edited by meeting the following conditions.**
> ● **Display the part in the [Document] window.**
> ● **Click to select the following items in the parts folder displayed in the [Character configuration] palette.**

Editing and Setting Texture

The texture of a 3D character can be edited to change the color of their clothing or their facial expression.

Adding a Parts Folder

Before editing a [Surface material], duplicate the [Parts folder] (add a new one). Duplicating the folder means that the original [Surface material] can be restored later after editing the [Surface material].

1 Select a parts folder

Select the [Parts folder] from the [List] on the [Character configuration] palette.
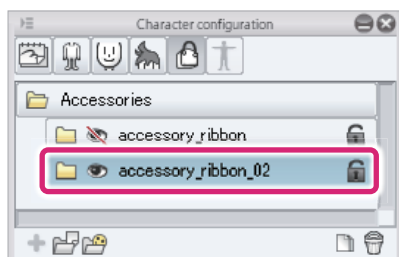
2 Duplicate the parts folder

Duplicate the selected [Parts folder].

(1)　Click [Duplicate node].

(2)　The [Parts folder] is duplicated in the [List].

Exporting Textures

Textures can be exported as images in PNG format. Exported texture images can be edited in image editing software.

[Surface material] items in [Surface material information] and [Texture] items in [Additional texture] can be exported as textures.

1 Select a texture

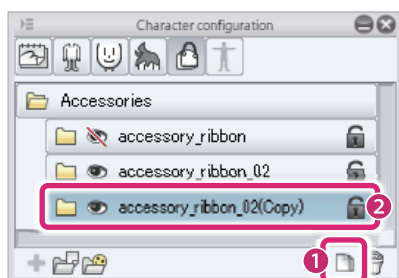Select the texture to be exported from the [Character configuration] palette.
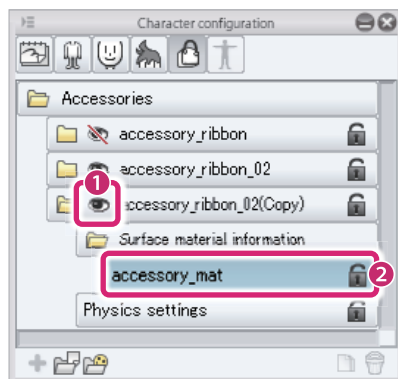
(1) Display the [Parts folder] containing the texture to be exported in the [List].

(2) Select the texture to be changed.

2 Exporting Textures

Click [Export texture] in the [Character information] palette.
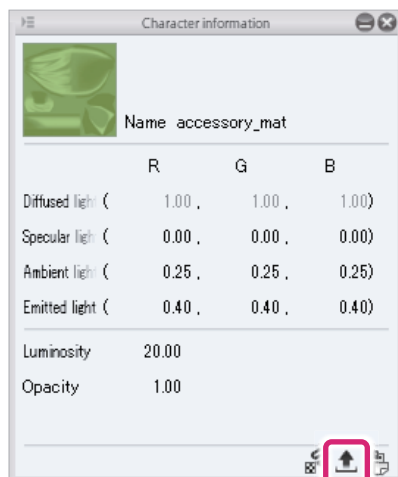
When the [Save As] dialog box is displayed, specify a location and save the texture.

> ✎ **Memo** The exported file can be imported into CLIP STUDIO MODELER after editing with image editing software.
> For information on importing, see "Changing Textures" .

Changing Textures

You can change textures to a different image format. [Surface material] items in [Surface material information] and [Texture] items in [Additional texture] can be changed in this way.

The following file formats are supported.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

| ✏ **Memo**	If you want to keep the original [Surface material], select the [Parts folder] in the [Character configuration] palette and click [Duplicate node]. The [Parts folder] containing the original [Surface material] is duplicated.

1 Select a texture

Select the texture to be changed from the [Character configuration] palette.
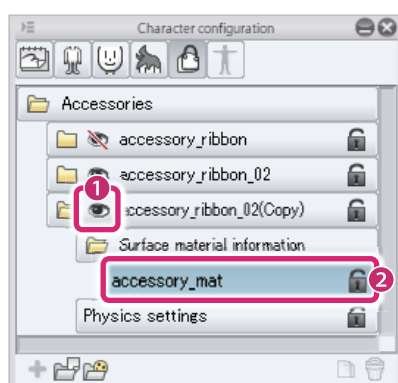
(1) Display the [Parts folder] containing the texture to be exported in the [List].

(2) Select the texture to be changed.

2 Import a texture

You can import a new texture for the selected texture.

(1) Click [Import texture] in the [Character information] palette. When the dialog box for selecting a file is displayed, select the image file to be used for the texture.
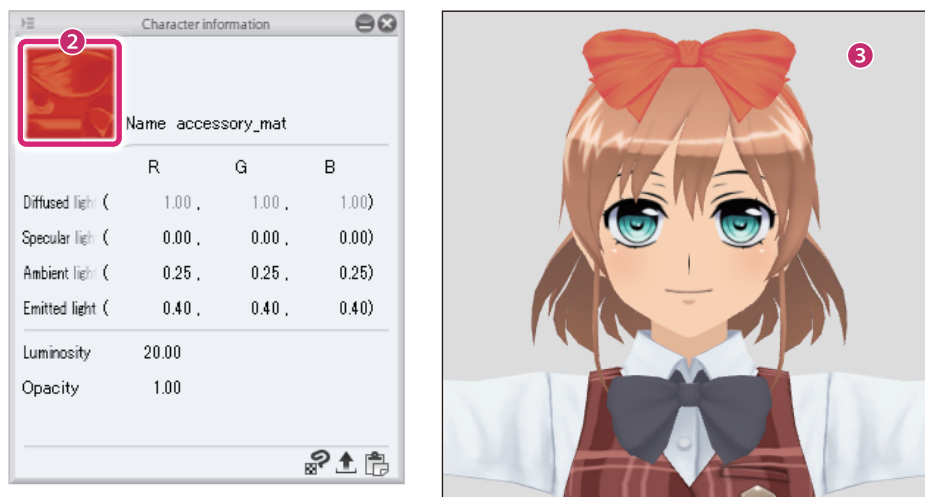
(2)   The texture changes and the new texture is applied to [Import texture] in the [Character information] palette.

(3)   The new texture is applied to the 3D character in the [Document] window.

> **Memo**
> You can also import a texture by copying the image for the desired texture to the clipboard in software such as a graphics program, then clicking [Paste texture] in the [Character information] palette.

Editing Textures in CLIP STUDIO PAINT

If both CLIP STUDIO PAINT and CLIP STUDIO MODELER are installed on your computer, you can start CLIP STUDIO PAINT and edit textures there.

[Surface material] items in [Surface material information] and [Texture] items in [Additional texture] can be edited in this way.

> **Memo**
> If you want to keep the original texture, select the [Parts folder] in the [Character configuration] palette and click [Duplicate node].
> The [Parts folder] containing the original texture is duplicated.

1 Select a texture

Select the texture to be edited from the [Character configuration] palette.
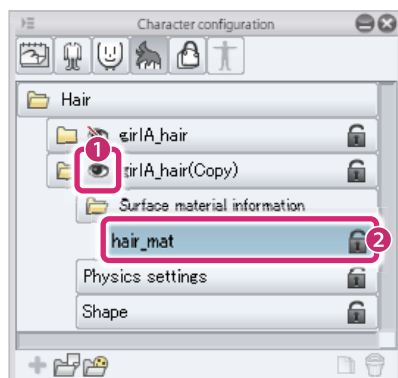
(1)   Display the [Parts folder] containing the texture to be exported in the [List].

(2)   Select the texture to be changed.

2 Start CLIP STUDIO PAINT

Click [Edit in PAINT] in the [Character information] palette.
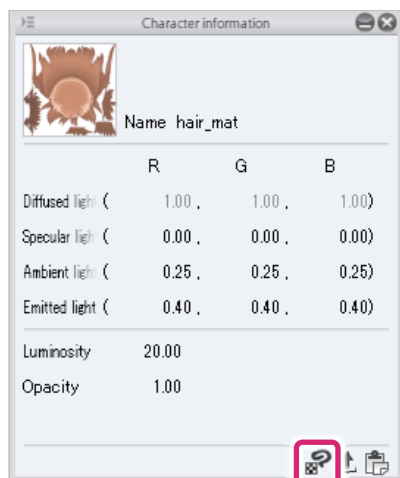
3 Edit in CLIP STUDIO PAINT

CLIP STUDIO PAINT opens in synchronized edit mode and the texture is displayed on the canvas.

The [Editing texture] window is also displayed.

When you edit a texture in CLIP STUDIO PAINT, the edits are automatically applied in the [Editing texture] window.

Edit the texture
in CLIP STUDIO PAINT.

The edited item can be checked
in the [Editing texture] window
of CLIP STUDIO MODELER.

Memo
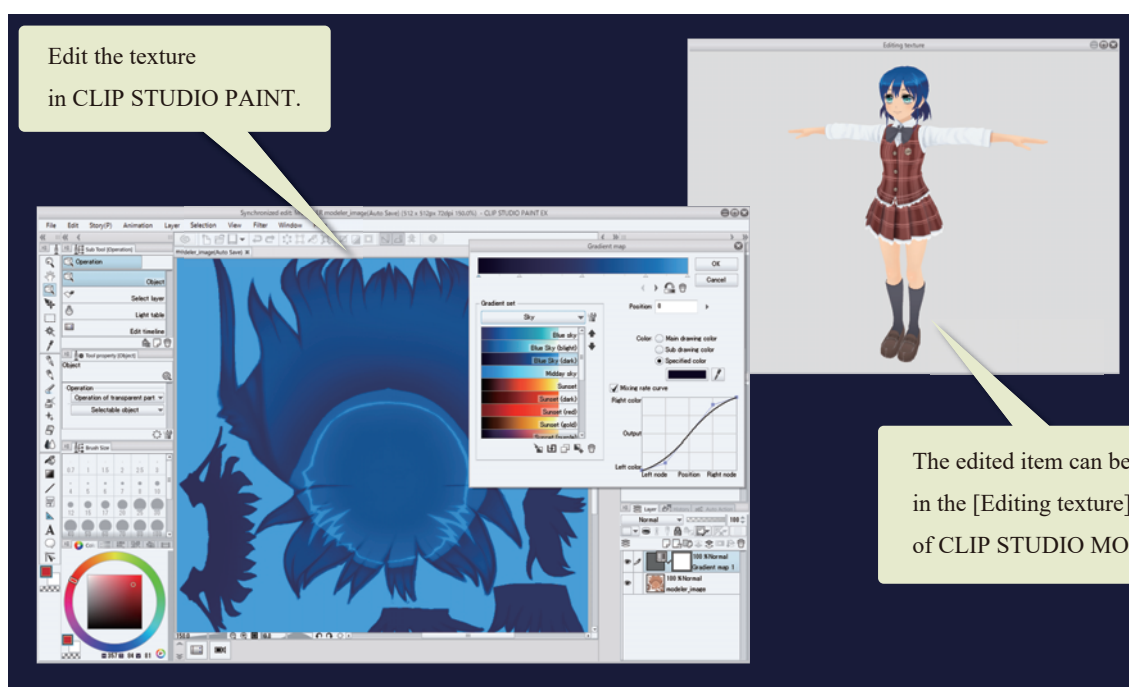
- For instructions on using CLIP STUDIO PAINT, see **"CLIP STUDIO PAINT User Guide"**.
- If the edits are not applied in CLIP STUDIO PAINT, turn on [Enable Auto Save] in the [File] menu of CLIP STU-DIO PAINT.
- You can also edit it using multiple layers in CLIP STUDIO PAINT, then save it with the layers integrated.

4 Exit the editing screen

Exit CLIP STUDIO PAINT or close the window of the texture being edited in CLIP STUDIO PAINT. CLIP STUDIO MODELER returns to the normal view.

Editing Facial Expressions

Facial expression textures for 3D characters can be exported from CLIP STUDIO MODELER and edited in image editing software that supports Photoshop documents (extension: psd).

Edited facial expression textures can be imported to CLIP STUDIO MODELER.

First, prepare the facial expression texture so that it can be used in the [Face parts folder]. Select a [Face parts folder] from the [Face] group on the [Character configuration] palette.

Turning on [Use facial expression texture] in the [Character information] palette enables facial expression textures to be exported and imported.
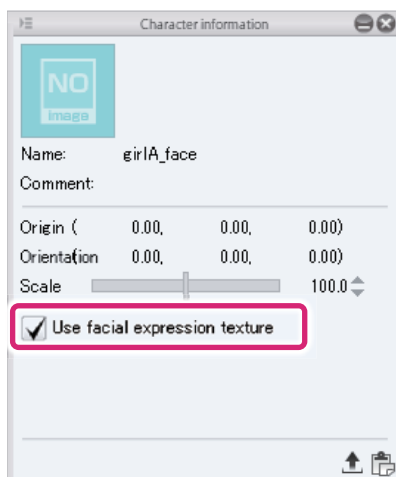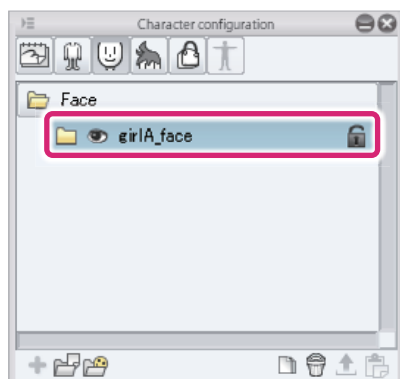
Exporting Facial Expression Textures

Facial expression textures are exported as Photoshop document files (extension: psd). The exported Photoshop document files can be imported into image editing software to edit the texture.

1 Select the part

Select a [Face parts folder] in the [Facial expression] group on the [Character configuration] palette to export the facial expression texture.
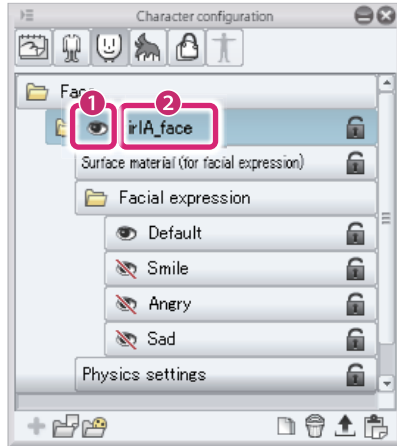
(1)   Display the [Face parts folder] containing the texture to be exported in the [List].

(2)   Click the name of the [Face parts folder] where you want to export the facial expression texture.

2 Export the facial expression texture

Click [Export facial expression] in the [Character configuration] palette. When the dialog box for saving is displayed, specify the location and file name to export the facial expression texture as a Photoshop document file (extension: psd).

> 📝 **Memo**
>
> ● Facial expression textures can also be exported by clicking [Export facial expression] in the [Character information] palette.
>
> ● All facial expression textures belonging to the selected part are exported. It is not possible to export a specific facial expression texture on its own.
>
> ● Exported facial expression textures can be edited in image editing software such as CLIP STUDIO PAINT. For information on the specifications of facial expression textures, see "Specifications of Facial Expression Textures" .

Importing Facial Expression Textures

Import facial expression textures in the [Character configuration] palette.

! Important	If a facial expression texture with the same name already exists in the [Face parts folder] where you have imported the facial expression texture, it is overwritten with the imported texture. It is recommended that you back up any textures that you want to keep before importing a new texture. Facial expression textures can be backed up by exporting the texture or duplicating the part.

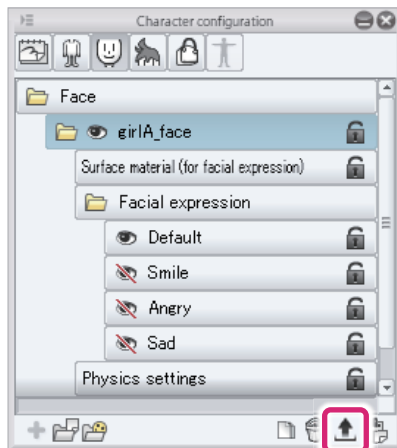| ✐ Memo	For information on the specifications of facial expression textures, see "Specifications of Facial Expression Textures" .

1 Select the part

Select a [Face parts folder] in the [Facial expression] group on the [Character configuration] palette to import the facial expression texture.
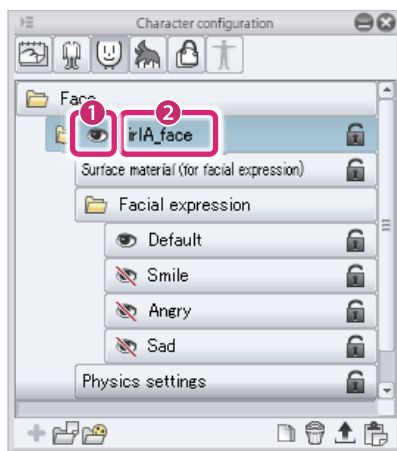
(1)   Display the [Face parts folder] containing the texture to be imported in the [List].

(2)   Click the name of the [Face parts folder] where you want to import the facial expression texture.

2 Import the facial expression texture

Click [Import facial expression] in the [Character configuration] palette. When the dialog box for selecting a file is displayed, select the Photoshop document file to be used for the facial expression texture.
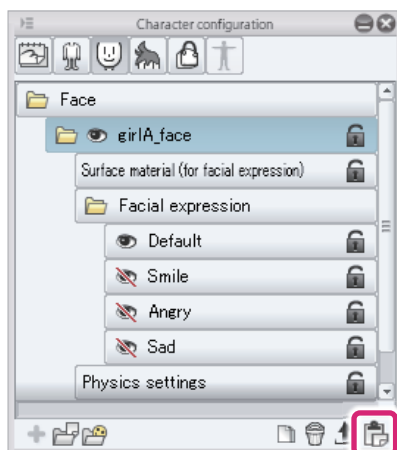
✐ Memo	Facial expression textures can also be imported by clicking [Import facial expression] in the [Character information] palette.

3 Check the facial expression texture

The edited facial expression texture is applied to the [Face parts folder]→[Facial expression] in the [Character configuration] palette.

If the number of facial expressions has not changed, click the [Visible/Invisible] icon for facial expression textures to display the facial expression in the [Document] window.
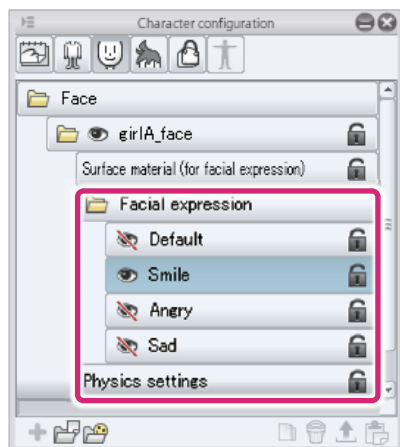
> ✎ **Memo**   For information on how to capture thumbnails of facial expressions, see "Capturing a Thumbnail" →"Facial Expressions for Characters" .

Specifications of Facial Expression Textures

This section explains the specifications of facial expression textures for reference when editing exported facial expression textures in image editing software.

Facial expression textures are created from the layer configuration shown below.

> ✏️ **Memo**
>
> ● **When face parts are imported, the facial expression texture linked to the 3D model is copied to the base folder for each facial expression layer.**
>
> ● **Facial expressions can be added in image editing software. A new layer folder is created when a facial expression is added. The configuration in the layer folder is the same as existing layer folders such as [exp_default_] and [exp_smile_].**
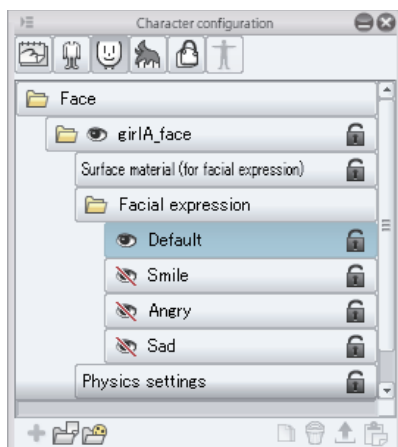
The edited item can be checked in the [Editing texture] window of CLIP STUDIO MODELER. [Character configuration] palette
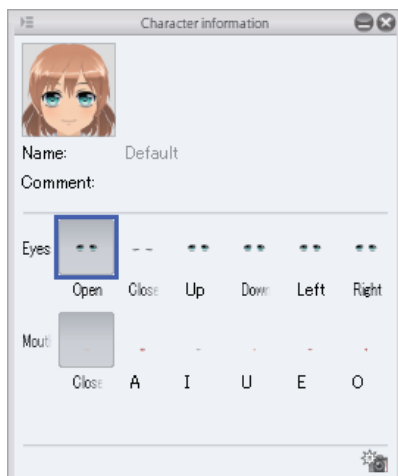
The edited item can be checked in the [Editing texture] window of CLIP STUDIO MODELER. [Character information] palette
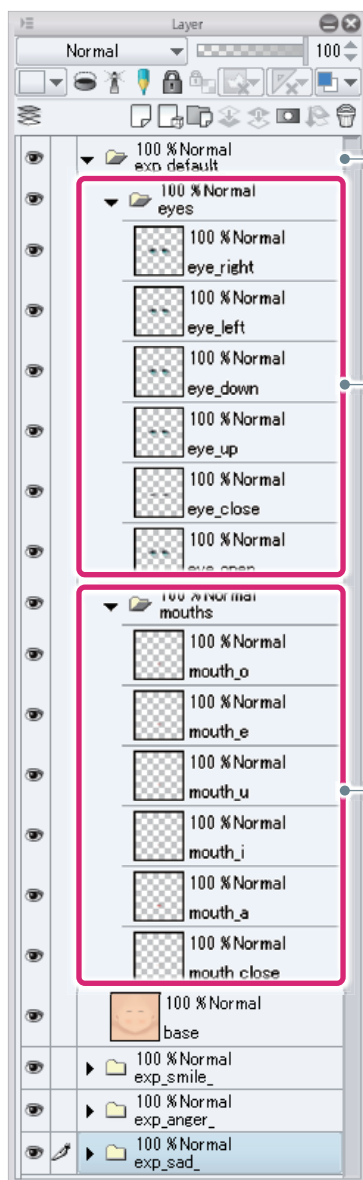
[Character configuration] palette: [Facial expression]

[Character information] palette: [Eyes]

[Character information] palette: [Mouth]

Layer name			Display and role in the palette
exp_default_			The layer folder used to manage the [Default] facial expression on the [Character configuration] palette.
	eyes		The layer folder used to manage the [Eyes] facial expression on the [Character information] palette.
		eye_right	The [Right] setting for [Eyes]
		eye_left	The [Left] setting for [Eyes]
		eye_down	The [Down] setting for [Eyes]
		eye_up	The [Up] setting for [Eyes]
		eye_close	The [Close] setting for [Eyes]
		eye_open	The [Open] setting for [Eyes]
	mouths		The layer folder used to manage the [Mouth] facial expression on the [Character information] palette.
		mouth_o	The [O] setting for [Mouth]
		mouth_e	The [E] setting for [Mouth]
		mouth_u	The [U] setting for [Mouth]
		mouth_i	The [I] setting for [Mouth]
		mouth_a	The [A] setting for [Mouth]
		mouth_close	The [Close] setting for [Mouth]
	base		The base for the [Default] facial expression.
exp_smile_			The layer folder used to manage the [Smile] facial expression on the [Character configuration] palette.
	eyes		The layer folder used to manage the [Eyes] facial expression on the [Character information] palette.
		eye_right	The [Right] setting for [Eyes]
		eye_left	The [Left] setting for [Eyes]
		eye_down	The [Down] setting for [Eyes]
		eye_up	The [Up] setting for [Eyes]
		eye_close	The [Close] setting for [Eyes]
		eye_open	The [Open] setting for [Eyes]
	mouths		The layer folder used to manage the [Mouth] facial expression on the [Character information] palette.
		mouth_o	The [O] setting for [Mouth]
		mouth_e	The [E] setting for [Mouth]
		mouth_u	The [U] setting for [Mouth]
		mouth_i	The [I] setting for [Mouth]

Layer name			Display and role in the palette
		mouth_a	The [A] setting for [Mouth]
		mouth_close	The [Close] setting for [Mouth]
	base		The base for the [Smile] facial expression.
exp_anger_			The layer folder used to manage the [Anger] facial expression on the [Character configuration] palette.
	eyes		The layer folder used to manage the [Eyes] facial expression on the [Character information] palette.
		eye_right	The [Right] setting for [Eyes]
		eye_left	The [Left] setting for [Eyes]
		eye_down	The [Down] setting for [Eyes]
		eye_up	The [Up] setting for [Eyes]
		eye_close	The [Close] setting for [Eyes]
		eye_open	The [Open] setting for [Eyes]
	mouths		The layer folder used to manage the [Mouth] facial expression on the [Character information] palette.
		mouth_o	The [O] setting for [Mouth]
		mouth_e	The [E] setting for [Mouth]
		mouth_u	The [U] setting for [Mouth]
		mouth_i	The [I] setting for [Mouth]
		mouth_a	The [A] setting for [Mouth]
		mouth_close	The [Close] setting for [Mouth]
	base		The base for the [Anger] facial expression.
exp_sad_			The layer folder used to manage the [Sad] facial expression on the [Character configuration] palette.
	eyes		The layer folder used to manage the [Eyes] facial expression on the [Character information] palette.
		eye_right	The [Right] setting for [Eyes]
		eye_left	The [Left] setting for [Eyes]
		eye_down	The [Down] setting for [Eyes]
		eye_up	The [Up] setting for [Eyes]
		eye_close	The [Close] setting for [Eyes]
		eye_open	The [Open] setting for [Eyes]
	mouths		The layer folder used to manage the [Mouth] facial expression on the [Character information] palette.
		mouth_o	The [O] setting for [Mouth]

Layer name			Display and role in the palette
		mouth_e	The [E] setting for [Mouth]
		mouth_u	The [U] setting for [Mouth]
		mouth_i	The [I] setting for [Mouth]
		mouth_a	The [A] setting for [Mouth]
		mouth_close	The [Close] setting for [Mouth]
	base		The base for the [Sad] facial expression.

Creating and Registering Poses

3D characters can be posed and the poses can be registered. The set poses cannot be used in CLIP STUDIO PAINT.

Importing a Pose

Pose materials registered to a 3D character in the [Material] palette can be imported.

1 Select the tool

Select the [Move] tool from the [Tool] palette and select [Bone operation] from the [Sub Tool] palette.
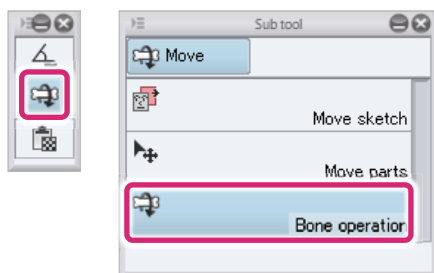
2 Import the pose

Pose materials are imported in the [Character configuration] palette.

(1)   Click [Add from material].

(2)   Select a pose material from the [Pose data] dialog box.

(3)   Click [OK].

(4) The [Pose] is added.

> | Memo | ● **For information on applying the added [Pose], see "Applying a Pose" .** |
> | --- | --- |
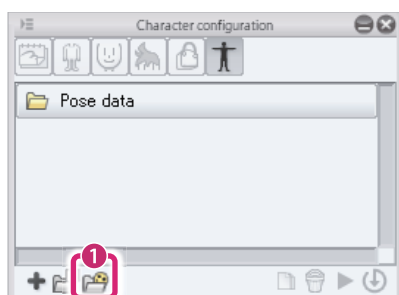> | | ● **Click [Add from file] on the [Character configuration] palette to add a POSE STUDIO pose file (extension: pep).** |

Creating a Pose

Simple poses can be added to 3D characters by using the [Bone operation] sub tool in CLIP STUDIO MODELER.

Select the [Move] tool from the [Tool] palette and select [Bone operation] from the [Sub Tool] palette.
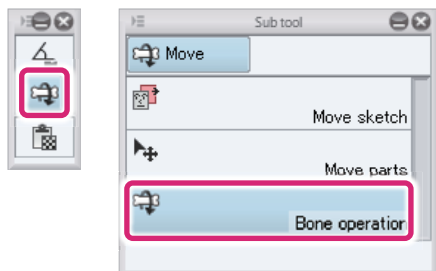
Moving parts

Drag the part of the 3D character to be moved. This moves the part.
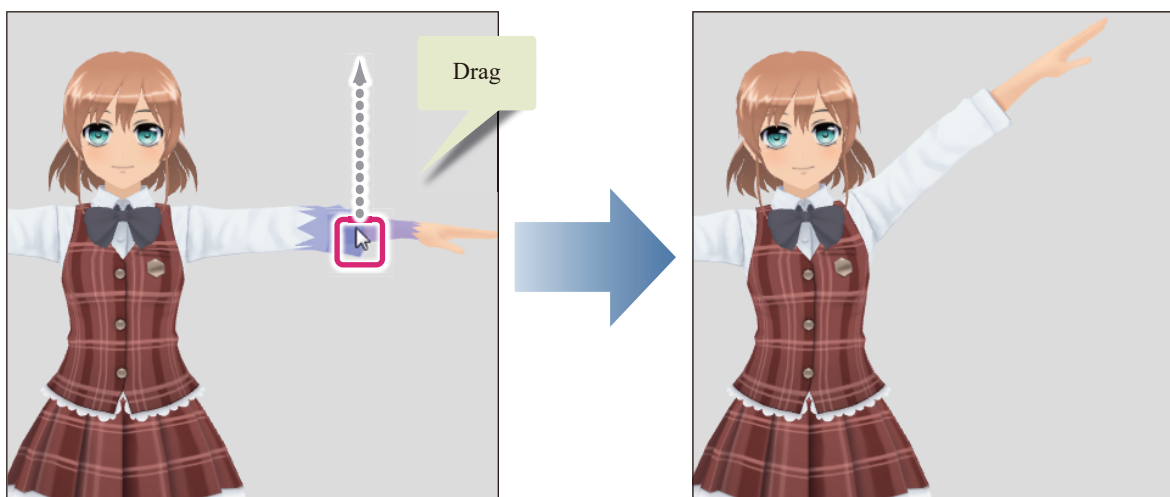
Rotating parts

Click to select the part of the 3D character to be rotated and move the mouse wheel. The selected part rotates.

Operate the wheel to rotate the part.
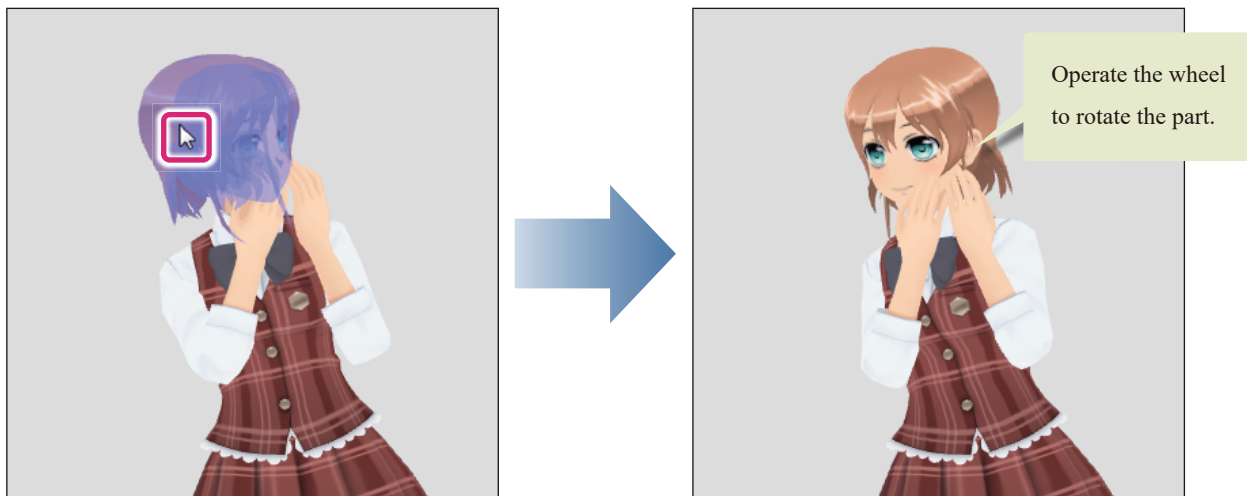
Using manipulators

Manipulators are displayed when you click to select the part of the 3D character to be rotated.

Drag the ring of the [Red], [Blue] or [Green] manipulator with the mouse cursor. The part bends in the direction of the manipulator ring.

Drag along the ring.
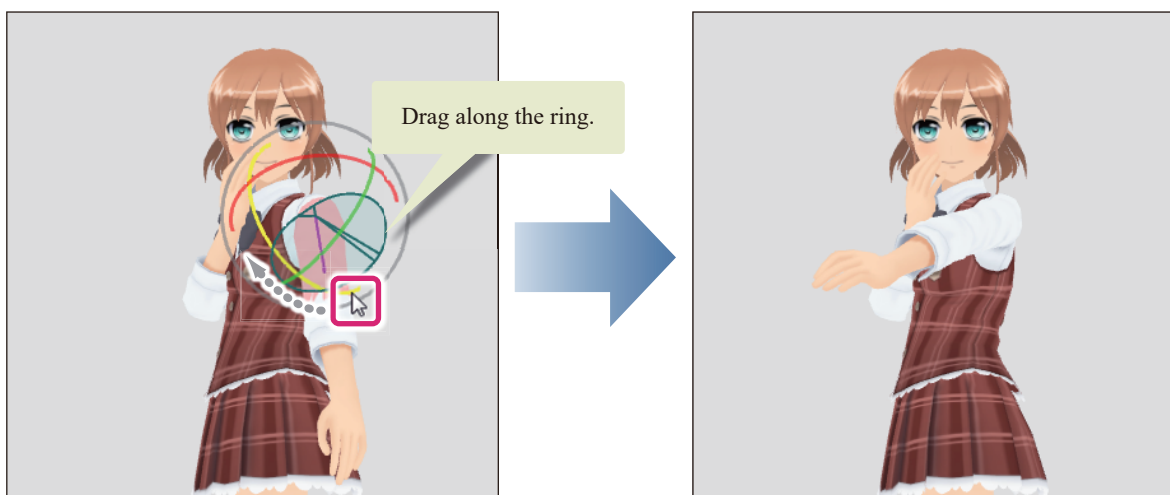
> ✎ **Memo**   For information on manipulators, see "**Bone operation**" .

Registering a Pose

Poses displayed in the [Document] window can be registered to the [Character configuration] palette.

1 Select the tool

Select the [Move] tool from the [Tool] palette and select [Bone operation] from the [Sub Tool] palette.
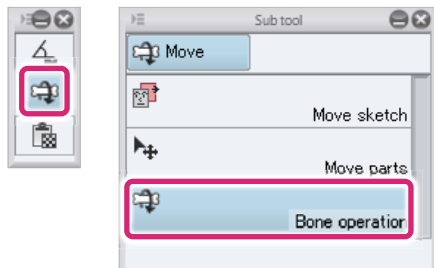
2 Add a new pose
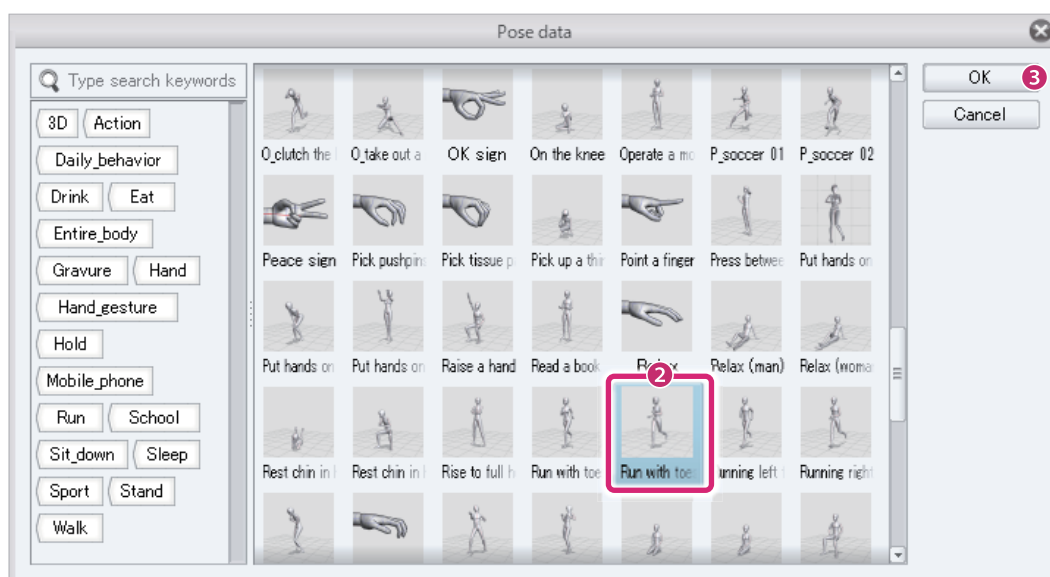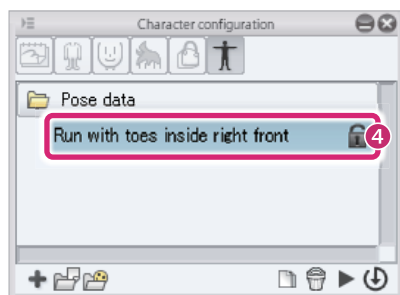
Create a [Pose] in the [Character configuration] palette.
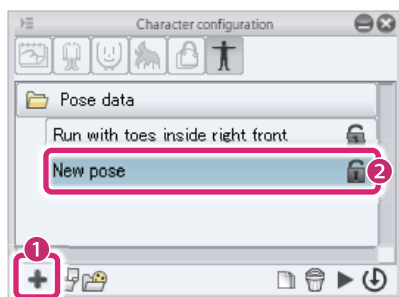
(1)   Click [Add new].

(2)   The [Pose] is added.

3 Pose a 3D character

Pose a 3D character in the [Document] window. For information on how to pose a character, see "Creating a Pose" .

4 Registering a Pose

Register the pose in the [Document] window to the newly added [Pose].
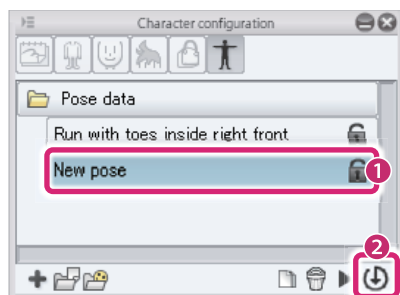
(1) Select the newly added [Pose].

(2) Click [Save character pose].

| Memo | ● To check whether a [Pose] is registered, see "**Applying a Pose**" . |
| | ● To change the pose name or create a thumbnail, see "**Changing the Name and Information of Parts**" . |

Applying a Pose

Apply a [Pose] to a 3D character in the [Document] window.

1 Select the tool

Select the [Move] tool from the [Tool] palette and select [Bone operation] from the [Sub Tool] palette.
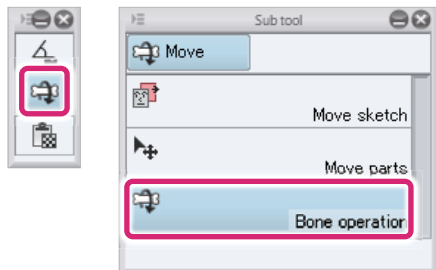
2 Select the pose

Select the [Pose] to be applied from the [Object configuration] palette.
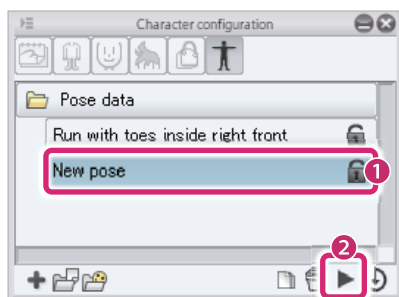
(1) Select the [Pose] to be applied from the [List].

(2) Click [Apply pose to character].

3 The pose is applied

The selected [Pose] is applied in the [Document] window.
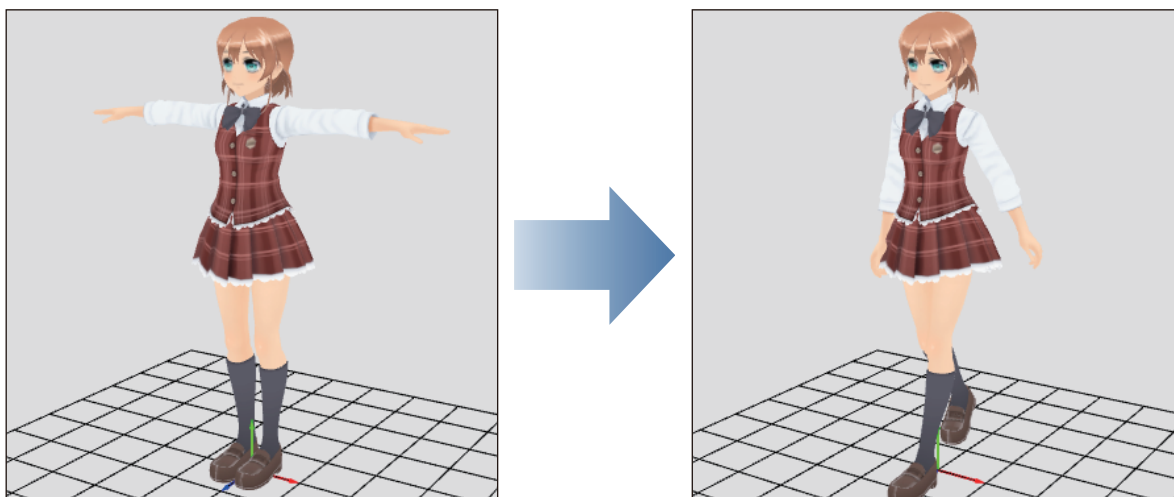
Setting 3D Character Information

Set various information on 3D characters to be displayed in the [Material] palette and the settings screen of CLIP STU-DIO PAINT.

Setting 3D Character Information

Set 3D character information. You can set a material name and thumbnail to be displayed when the 3D character is registered in the [Material] palette.

The thumbnail and material name set here are also displayed in CLIP STUDIO when the 3D character is published in CLIP STUDIO ASSETS.
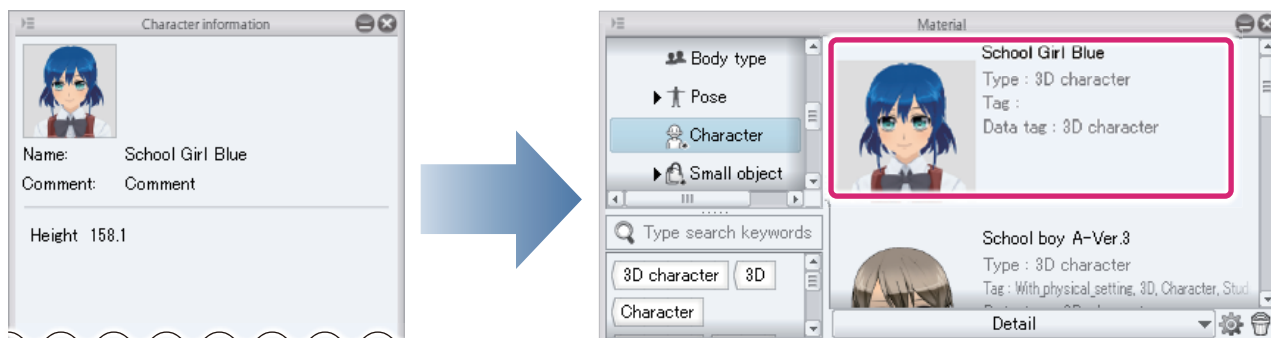
### 1 Select the tool

Select the [Move] tool from the [Tool] palette and select [Bone operation] from the [Sub Tool] palette.
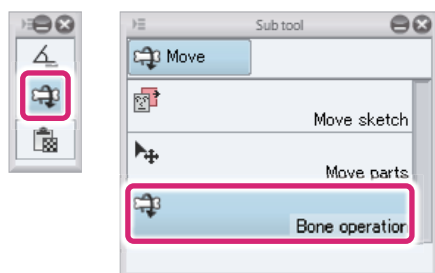
2 Pose the 3D character

Create a pose for the thumbnail by using the operations in the [Document] window and [Character configuration] palette.

> ✎ **Memo**　　**For information on creating poses, see "Creating a Pose" .**

3 Setting 3D Character Information

Select the [Pose folder] on the [Character configuration] palette.
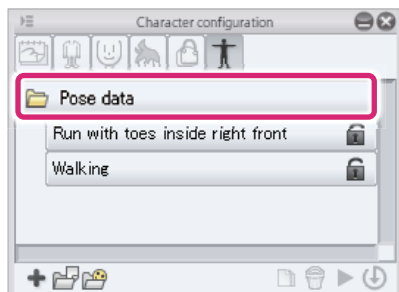
4 Set the thumbnail

Add the thumbnail for the 3D character in the [Character information] palette.
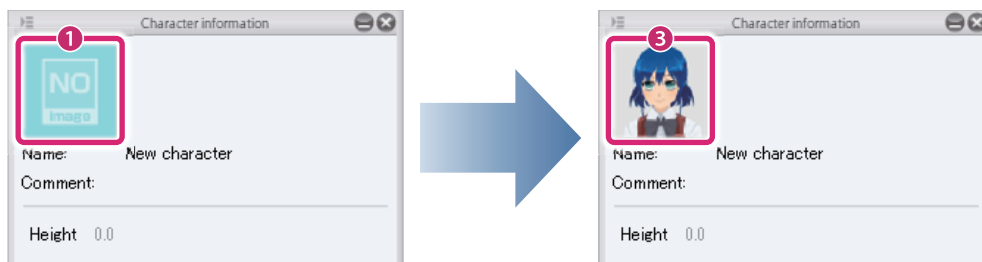
(1)　Click [Thumbnail].

(2)　Capture a thumbnail in the [Capture thumbnail] window. For information on operations in the [Capture thumbnail] window, see
　　　→"Capturing a Thumbnail" .

(3)　The captured thumbnail is applied.

5 Set the name of the 3D character

Input information on the 3D character in the [Character information] palette.
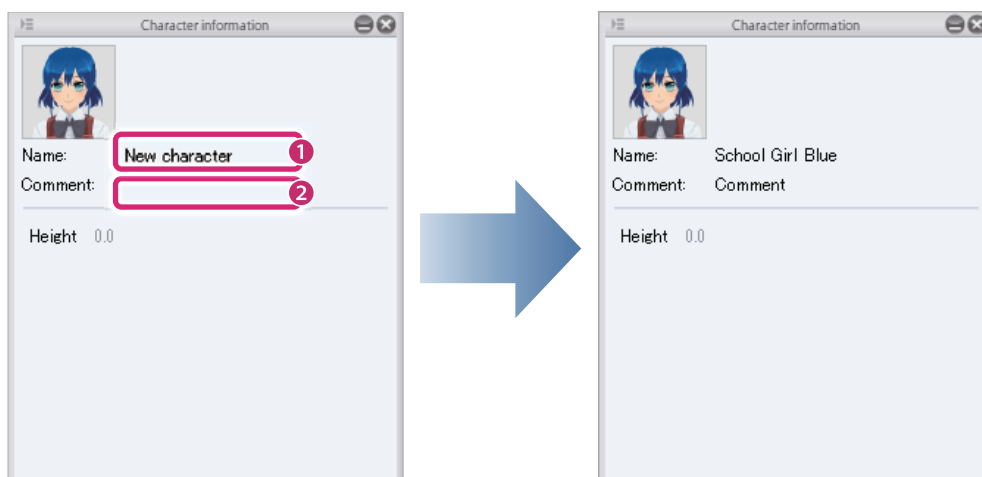
(1)　Double click the character name displayed in [Name]. When an input field is displayed, input the new name.

(2)　Double click the area to the right of [Comment]. When an input field is displayed, input a comment.

> **✎ Memo**   Comments are not displayed in CLIP STUDIO and CLIP STUDIO PAINT.

6 Set the height of the 3D character

Set the height of the 3D character.
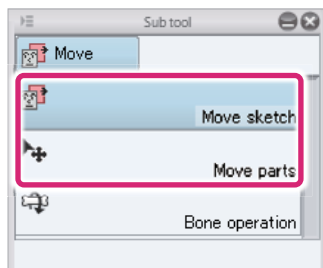
(1) Select a sub tool other than [Bone operation] on the [Sub Tool] palette.

(2) Double click [Height] in the [3D Character information] palette and input the height of the character.

Changing the Name and Information of Parts

When a part is first imported, the file name is displayed as the part name. This section describes how to change the name of parts.

🖉 **Memo**	Part names are displayed as 3D character material setting items in CLIP STUDIO PAINT. It is recommended that you choose a name that is easily recognizable.

1 Select the part

Select the part for which to change the name from the [Character configuration] palette.
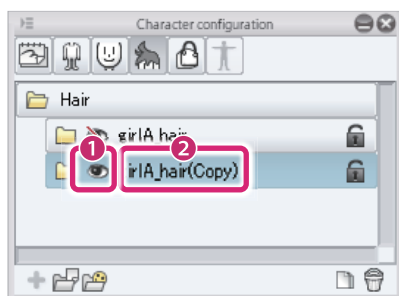
(1)　Display the [Parts folder] containing the texture to be exported in the [List].

(2)　Click the name of the [Parts folder] for which to change the name.

2 Change the part name

Change the part name in the [Character information] palette.
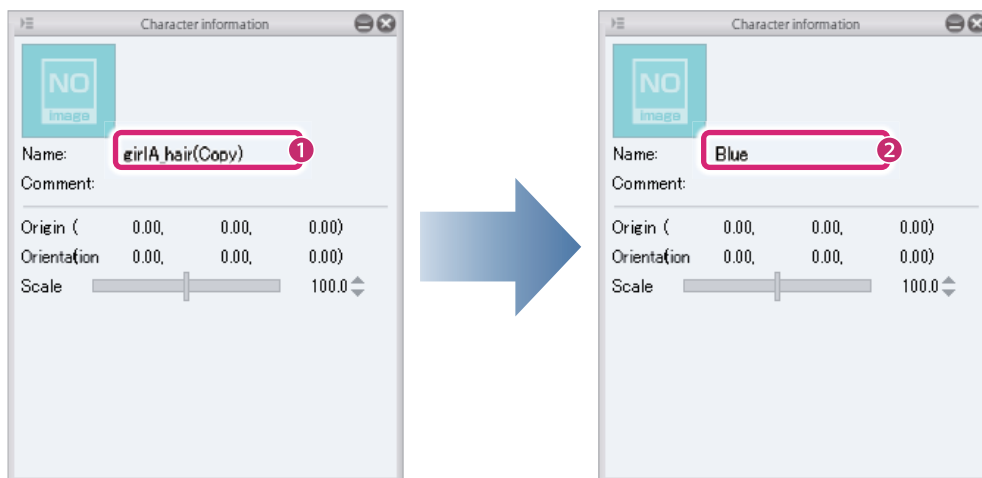
(1)　Double click the part name displayed in [Name].

(2)　When an input field is displayed, input the new name.

🖉 **Memo**	The [Comment] field on the [Character information] palette can be input in the same way as for the name. Comments are not displayed in CLIP STUDIO PAINT.

3 The part name is changed

The name of the part folder on the [Character configuration] palette changes to the name input in step 2.
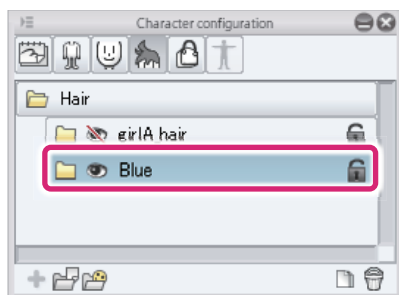
4 Add a thumbnail

Add a thumbnail for the selected part.
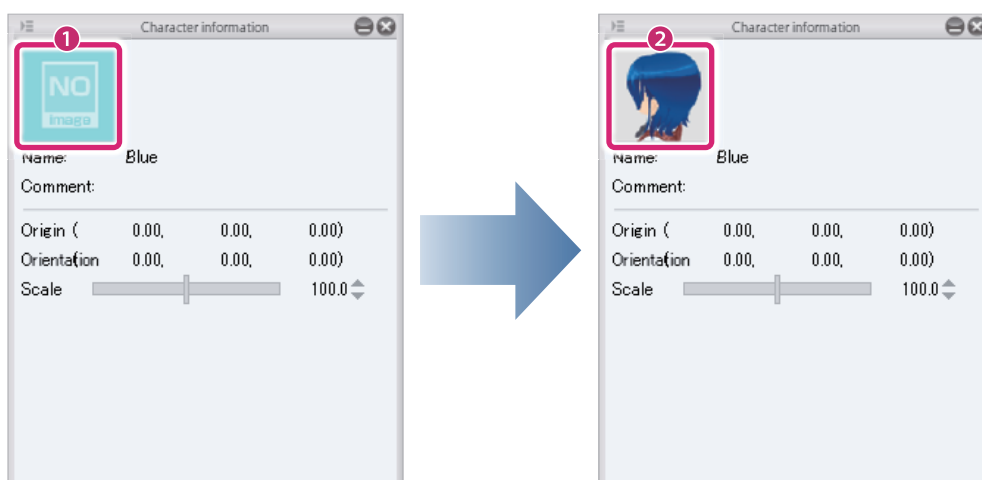
(1) Click [Thumbnail] in the [Character information] palette.

(2) Capture a thumbnail in the [Capture thumbnail] window. For information on operations in the [Capture thumbnail] window, see →"Capturing a Thumbnail" .

(3) The captured thumbnail is applied.

| Memo | ● You can also change the name by double clicking the part name in the [Parts folder] on the [Character config-uration] palette.
● The names of a [Surface material], [Texture], etc. can be changed in the same way. |

Mapping Default Bones to Different Bones

Default bones can be assigned to 3D characters that use other bones. Assigning default bones to a 3D model enables it to be imported as a 3D character material in CLIP STUDIO PAINT.

For information on how to configure this, see "Default Bone Mapping Mode" .

Adding Default Bones to a Model with No Bones

Default bones can be added to 3D characters with no bones. Assigning default bones to a 3D model enables it to be imported as a 3D character material in CLIP STUDIO PAINT.

For information on how to configure this, see "Standard Bone Creation Mode" .

Setting Natural Movement for Skirts

A rigid body can be set for skirts to create natural movement. When a rigid body is set for a skirt, the skirt moves with the body when the character is posed in CLIP STUDIO PAINT.

For information on how to configure this, see "Skirt Settings Mode" .

Setting Camera Angles

The camera angle can be changed at times such as when saving works in the [Document] window, by using the mouse with tools other than the [View] tool.

These operations can also be used to change the camera angle in the [Capture thumbnail] window and various modes in the 3D Character Setup screen.

Camera orientation

Drag to change the camera orientation.

If this does not change the camera angle, press the [Space] key while dragging.

Camera position

Drag with the mouse wheel to move the camera directly up, down, left or right.

If this does not change the camera angle, press the [Space] key while dragging with the mouse wheel.

Camera distance

Right click and drag to move the camera back and forth.

If this does not change the camera angle, press the [Space] key while right clicking and dragging.

Right drag

Capturing a Thumbnail

This section explains operations in the [Capture thumbnail] window that is displayed when capturing a thumbnail for a material. The captured thumbnail is displayed in the [Material] palette and the screen for setting materials in CLIP STU-DIO PAINT.

✎ Memo	For [Movability], [Layout], [Angle], etc., capture a thumbnail of the applied settings in the [Document] window to create a thumbnail that clearly shows the setting information.

1 Display the [Capture thumbnail] window

Click [Thumbnail] in the [Object information], [Background information] or [Character information] palette.

2 Capturing a Thumbnail

Capture the thumbnail in the [Capture thumbnail] window.

(1) Drag in the [Preview area] to set the desired angle for the thumbnail. The area displayed will be used for the thumbnail.

(2)   Click [Complete].

✎ **Memo**	For information on how to set the angle, see "Setting Camera Angles".

3 The thumbnail is complete

The thumbnail in the [Object information], [Background information] or [Character information] palette changes to the one captured in the [Capture thumbnail] window.

✎ **Memo**	To change a thumbnail, click [Thumbnail] on the [Object information] or [Character information] palette to display the [Capture thumbnail] window.

Facial Expressions for Characters

If [Facial expression] is selected on the [Character configuration] palette, the [Capture thumbnail] window is not displayed when the [Thumbnail] for [Eyes] or a [Mouth] is clicked on the [Character information] palette.

Click the button for the [Eyes] or [Mouth] to be captured and click [Capture component thumbnail] to display the [Capture thumbnail] window. The operations in the [Capture thumbnail] window are the same as for all other thumbnails.
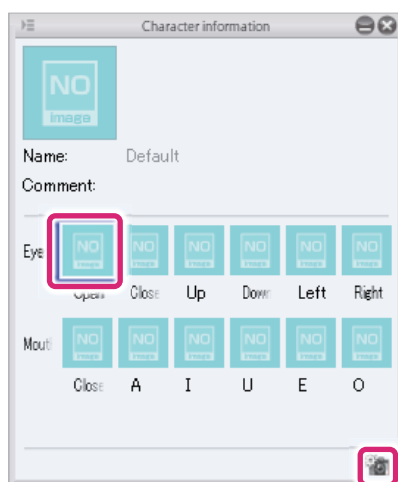
Saving a 3D Character

Save a work you have set up. Works can be saved in the following three ways.

Saving Project Data	Saving as a project file to be edited in CLIP STUDIO MODELER.
Saving in a Format for Importing in other CLIP STUDIO Products	Saving as a 3D file that can be imported to CLIP STUDIO PAINT.
Registering to the Material Palette	Registering as a 3D material in the [Material] palette or CLIP STUDIO. 3D materials can be imported from CLIP STUDIO PAINT's [Material] palette immediately. They can also be published on CLIP STUDIO ASSETS.

Saving Project Data

Saving as a project file to be edited in CLIP STUDIO MODELER. It is recommended that you save works in this format first so that they can be edited again in CLIP STUDIO MODELER.

From the [File] menu, select [Save]. When the [Save As] dialog box is displayed, select [CLIP STUDIO MODELER Character file (*.csmc)] in [File type] and save the work.

The items that can be selected differ depending on the type of work being saved.

! Important   **Project files cannot be imported in CLIP STUDIO PAINT as they are. To use works in CLIP STUDIO PAINT, see "Saving in a Format for Importing in other CLIP STUDIO Products" or "Registering to the Material Palette" .**

Saving in a Format for Importing in other CLIP STUDIO Products

Saving 3D files in CLIP STUDIO format enables them to be imported as 3D materials in CLIP STUDIO PAINT.

From the [File] menu, select [Save as]. When the [Save As] dialog box is displayed, select [CLIP STUDIO 3D character file (*.cs3c)] in [File type] and save the work.

Registering to the Material Palette

Register works set up in CLIP STUDIO MODELER as 3D materials in the [Material] palette or CLIP STUDIO. Registered 3D materials can be imported from CLIP STUDIO PAINT's [Material] palette immediately. They can also be published in CLIP STUDIO ASSETS.

1 Select the command

From the [File] menu, select [Register as new material].

2 Set the material information

Set the material information and the location for saving the material in the [Material property] dialog box.

(1) Check [Material name]. To change it, change the input.

(2) Configure settings such as [Location to save material] and [Search tag].

(3) Click [OK].

> **Memo**   **For information on how to publish materials in CLIP STUDIO ASSETS, see "CLIP STUDIO TIPS"→"How to publish materials to ASSETS[Windows/macOS]".**

Tool List (3D Character Setup Screen)

This section introduces the functions and settings in the [Tool] palette of the 3D Character Setup screen by tool.

For information on how to use the [Tool] palette, see Tool-type Palettes.

View Tool

[View] has the following sub tools.

> **Memo**
> Editing in the [Pose] group on the [Character information] palette cannot be done when the [View] tool is selected. Editing in other groups can be done.

Camera orientation

The camera orientation can be changed by dragging in the [Document] window.

> **Memo**
> It can also be changed by dragging while pressing the [Space] key when using other tools.
> If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.

Drag

The camera orientation changes.

Tool Property

Below are the setting items on the [Tool Property] palette when the [Camera orientation] sub tool is selected.

(1)   Fixed rotation angle

When you finish dragging at an angle that is almost directly forward or sideways, the camera orientation is fixed directly forward or side-on. The projection method changes to [Parallel projection] when the camera orientation is forward or side-on.

Camera position

The camera can be moved, up, down, left or right in the screen by dragging in the [Document] window.

> **✎ Memo**
>
> **It can also be moved in the same way by dragging with the mouse wheel while pressing the [Space] key when using other tools.**
> **If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.**

Drag

The camera position moves.

Camera distance

The camera can be moved back and forth in the screen by dragging in the [Document] window.

> **✎ Memo**
>
> **It can also be moved in the same way by right clicking and dragging while pressing the [Space] key when using other tools.**
> **If you are running this software on a device that uses full-width characters, make sure that the input is set to English or half-width characters when using this function.**

Drag

The camera moves back or forward.

Move Tool

The following sub tools are available when the [Move] tool is selected.

Move sketch

Selecting this displays the control points and outlines of the sketches imported in the [Sketch folder]. Dragging a control point allows you to transform the sketch. Dragging a sketch allows you to move the sketch to a new position.
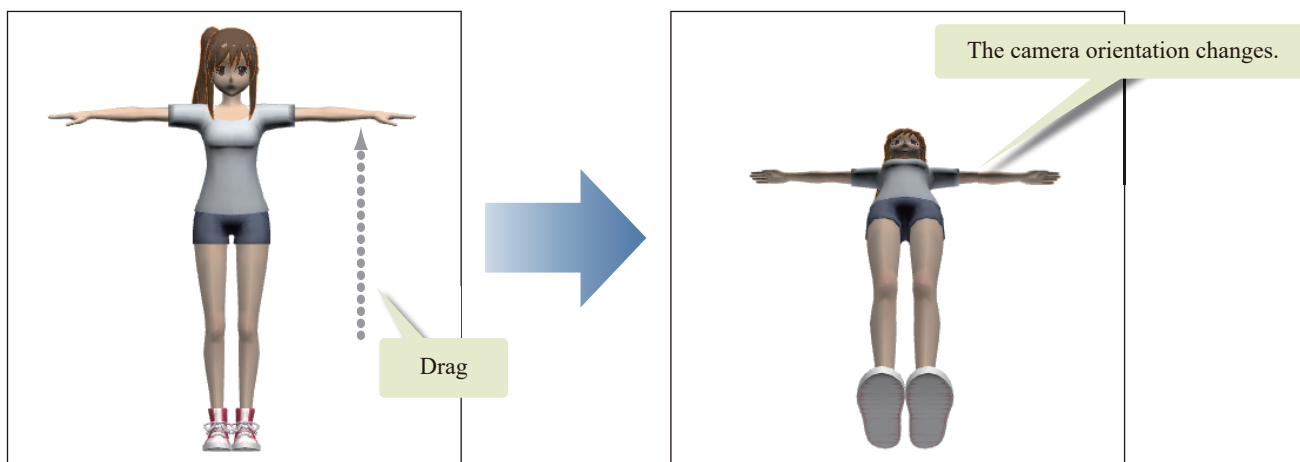
> ✎ **Memo**
> **Editing in the [Pose] group on the [Character information] palette cannot be done when the [Move sketch] sub tool is selected.**
> **Editing in other groups can be done.**
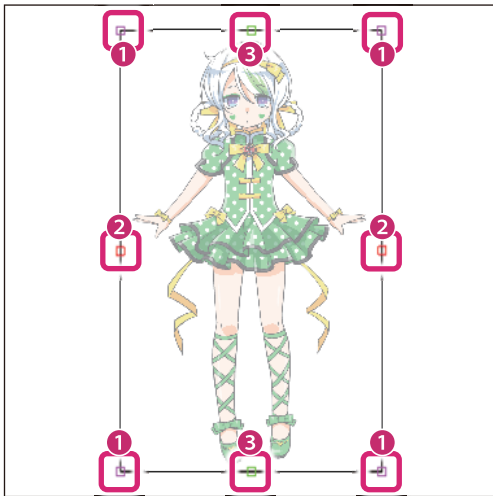
(1) Same size scale

Drag to scale up/down while keeping the original aspect ratio of the texture.

(2) Stretch (Width)

Drag to change the width of the texture.

(3) Stretch (Height)

Drag to change the height of the texture.

Move parts

Click a part in the [Document] window to select the part. When a part is selected, manipulators are displayed at the origin of the part, enabling the origin and orientation to be set.

> **✎ Memo**
> - **Parts that are not displayed in the [Document] window cannot be edited.**
> - **Parts can also be edited by selecting them from the [Character configuration] palette and editing them with the [Move parts] tool.**
> - **Editing in the [Pose] group on the [Character information] palette cannot be done when the [Move parts] sub tool is selected.**
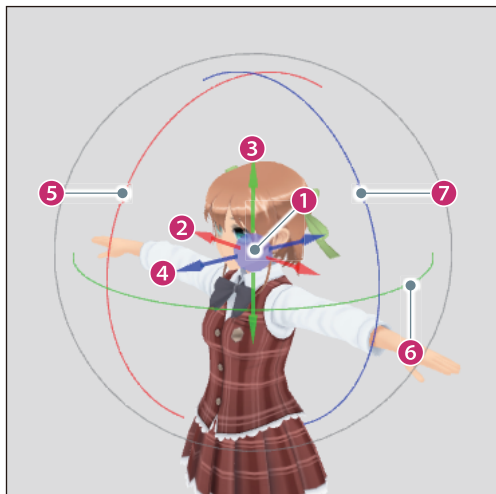
(1) Origin

The center point where the arrows intersect is the origin of the part.

Click and drag the controller (blue circle) to move the part freely.

(2) Move (x)

Click and drag the red arrow (X axis) to move the selected part in the direction of the arrow.

The [Origin] value in the [Character information] palette changes according to the movement of the part.

(3) Move (y)

Click and drag the green arrow (Y axis) to move the selected part in the direction of the arrow.

The [Origin] value in the [Character information] palette changes according to the movement of the part.

(4) Move (z)

Click and drag the blue arrow (Z axis) to move the selected part in the direction of the arrow.

The [Origin] value in the [Character information] palette changes according to the movement of the part.

(5) Rotate back and forth (x)

Click and drag the [Red] ring. The selected part rotates in the direction of the ring.

The [Orientation] value in the [Character information] palette changes according to the rotation of the part.

(6) Rotate horizontally (y)

Click and drag the [Green] ring. The selected part rotates in the direction of the ring.

The [Orientation] value in the [Character information] palette changes according to the rotation of the part.

(7) Rotate left/right (z)

Click and drag the blue ring. The selected part rotates in the direction of the ring.

The [Orientation] value in the [Character information] palette changes according to the rotation of the part.

Bone operation

Select and rotate an area (bone) of a 3D character.

Manipulators are displayed when you click an area in the [Document] window. These can be moved to rotate (bend or twist) parts.

✏️ **Memo**	**Editing in the [Pose] group on the [Character information] palette can be done when the [Bone operation] sub tool is selected.** **However, editing in other groups cannot be done.**
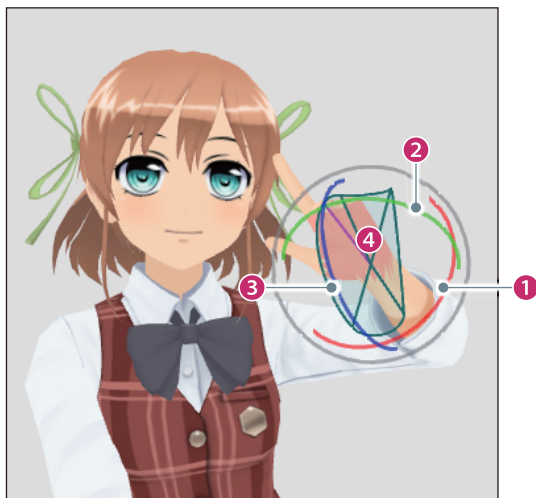
(1) Twisted rotation (red)

Drag along the red ring. Rotates the selected part in the direction of the ring.

(2) Bending rotation (green)

Drag along the green ring. Rotates the selected part in the direction of the ring.

(3) Bending rotation (blue)

Drag along the blue ring. Rotates the selected part in the direction of the ring.

(4) Movable range

Displays the range in which the part can be moved.

✏️ **Memo**	**[Twisted rotation (red)], [Bending rotation (green)], [Bending rotation (blue)] are only displayed when rotation in the corresponding direction is possible.**

Textures

The texture sub tool is used to paste textures to parts. Pasted textures can also be moved or transformed.

> 📝 **Memo**   **Selecting the [Texture] tool enables editing in the [Body] and [Face] groups on the [Character information] palette. However, editing in other groups cannot be done.**

Paste texture

Click the part where you want to paste a texture and drag to paste the texture. The image for the texture can be imported from the [Tool Property] palette.

Pasting Textures

Paste textures to parts using the [Paste texture] sub tool.

1 Select the tool

Select the [Texture] tool from the [Tool] palette and select the [Paste texture] sub tool from the [Sub Tool] palette.
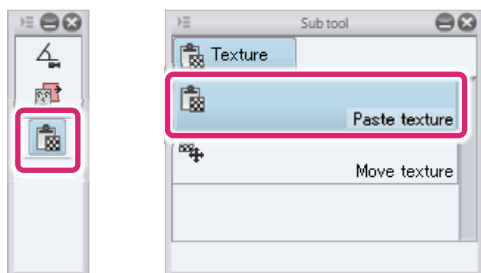
2 Select the part

Select the part for which to paste a texture from the [Character configuration] palette.

3 Import a texture

Click [Texture image] in the [Tool Property] palette and select the image file for the texture from the dialog box for selecting a file.
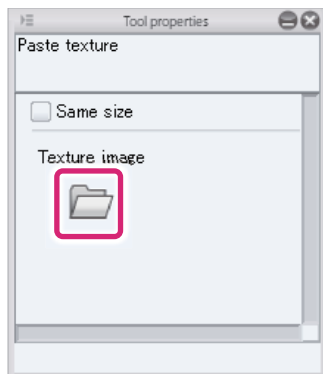
> **✎ Memo** — Image materials for textures can be imported by dragging and dropping a character texture from the [Material] palette to [Texture image] on the [Tool Property] palette.

4 Pasting a texture

Drag in the [Document] window to make a rectangle surrounding the area in which to paste the texture.

The texture color darkens in the position where the texture is pasted. The texture is pasted according to the shape of the part.
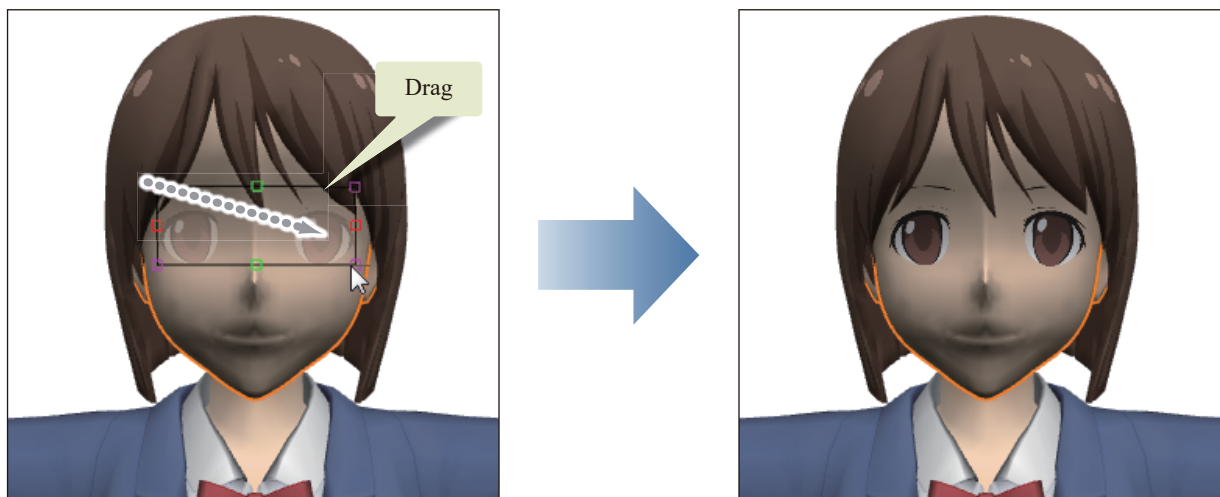
The pasted texture is added to [Additional texture] in the [Character configuration] palette.
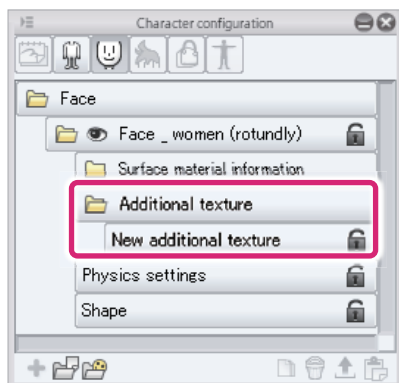
> ✏️ **Memo**   **The size and position of pasted textures can be adjusted using the [Move texture] sub tool. For details, see "Move texture" .**

Tool Property

Below are the setting items on the [Tool Property] palette when the [Paste texture] sub tool is selected.

> ✏️ **Memo**   **There are no setting items on the [Tool Property] palette when the [Move texture] palette is selected.**
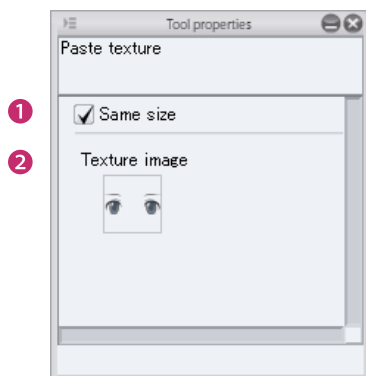
(1) Same size

Maintains the original aspect ratio of the texture image when dragging during pasting.

(2) Texture image

When clicked, displays the dialog box for selecting a file. Select the file to be used as a texture. The file is imported to the [Tool Property] palette and a preview is displayed in [Texture image].

Image materials for textures can be imported by dragging and dropping an image material from the [Material] palette to [Texture image].

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

Move texture

When this is selected, the texture "floats" in the [Document] window and the control points and outline are displayed. Drag the control points to transform the texture. Drag the texture to change the position of the texture.
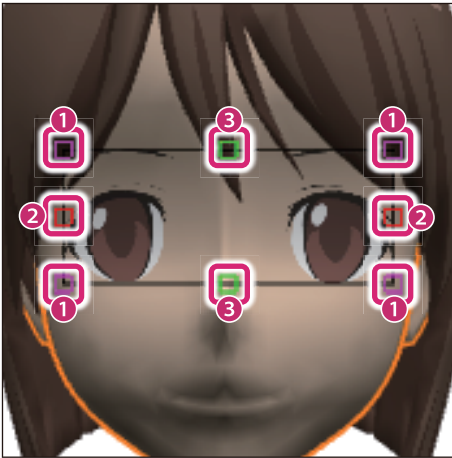
(1) Same size scale

Drag to scale up/down while keeping the original aspect ratio of the texture.

(2) Stretch (Width)

Drag to change the width of the texture.

(3) Stretch (Height)

Drag to change the height of the texture.

The following operations can be performed with the [Move texture] sub tool depending on the position that is clicked or dragged.

When a texture is clicked	Textures mapped to parts will "float" in the [Document] window. Click a floating texture to map it to a part.
When a texture is dragged	This moves the floating texture.

Character Configuration Palette

The [Character configuration] palette is used to manage multiple parts such as [Body], [Face], [Hair], and [Accessories] in a folder. This section describes the functions of the [Character configuration] palette.

● Functions of the Character Configuration Palette

Functions of the Character Configuration Palette

This section describes the common functions of the [Character configuration] palette.
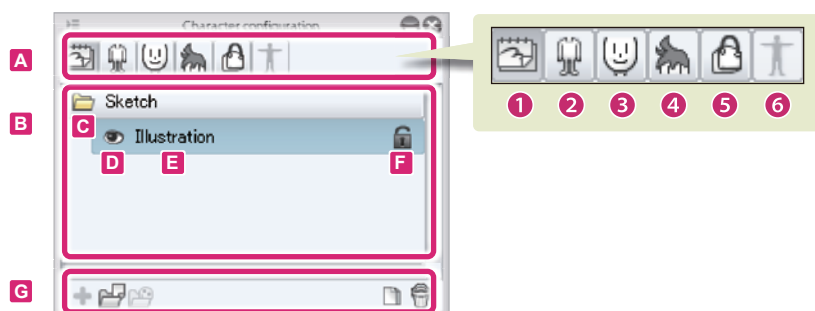
A. Groups

The settings that can be configured on the [Character configuration] palette are divided into groups.

Click each group button to switch the settings in the [List] and [Command Bar].

(1) Sketch

Configure settings related to sketch image files.

(2) Body

Import and manage body parts for 3D characters and configure related settings.

(3) Face

Import and manage face parts for 3D characters and configure related settings.

(4) Hair

Import and manage hair parts for 3D characters and configure related settings.

(5) Accessories

Import and manage accessory parts for 3D characters and configure related settings.

(6) Pose data

Manage poses for 3D characters and configure related settings.

B. List

Clicking the group buttons in [Group] displays advanced settings for the selected group.

The settings vary depending on the selected group. For details, see the items indicated below.

Sketch	See "Sketch" .
Body	See "Body" .
Face	See "Face" .
Hair	See "Hair" .
Accessories	See "Accessories" .
Pose data	See "Pose data" .

C. Open Folder/Close Folder

Open and close folders. Clicking this icon toggles the folder between open and closed.

D. Visible/Invisible

Set display state of folders and sketches. Clicking this icon toggles between display and hide.

E. Element name

The name of each element such as parts and textures. Double click to rename.

F. Lock

Enable/disable editing Clicking this icon toggles the layer between enabling and disabling editing.

G. Command Bar

3D files can be imported to the [List] and various operations from the [List] can be performed.

The displayed items vary depending on the selected group. For details, see the items indicated below.

Sketch	See "Sketch" .
Body	See "Body" .
Face	See "Face" .
Hair	See "Hair" .
Accessories	See "Accessories" .
Pose data	See "Pose data" .

Sketch

When [Sketch] is selected from [Group], a sketch is imported to the [Document] window and management items are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

Command Bar

List

(1) Sketch folder

The folder where sketch images are stored. Multiple sketch images can be imported and managed. It is not possible to delete the [Sketch folder] or change its name.

(2) Sketch image

The image imported as a reference for the creation of a 3D character. Click [Visible/Invisible] for [Sketch image] to toggle between displaying and hiding the sketch in the [Document] window. Only one sketch can be displayed at once. Double click the name to rename the sketch.

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

Imports an image file to be used as a sketch in the [Character configuration] palette.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(3) Add from material

Cannot be used.

(4) Duplicate node

Duplicates a sketch selected from the [List].

(5) Delete node

Deletes a sketch selected from the [List].

Body

When [Body] is selected in [Group], items for importing body parts for 3D characters and storing and managing various settings are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

Command Bar
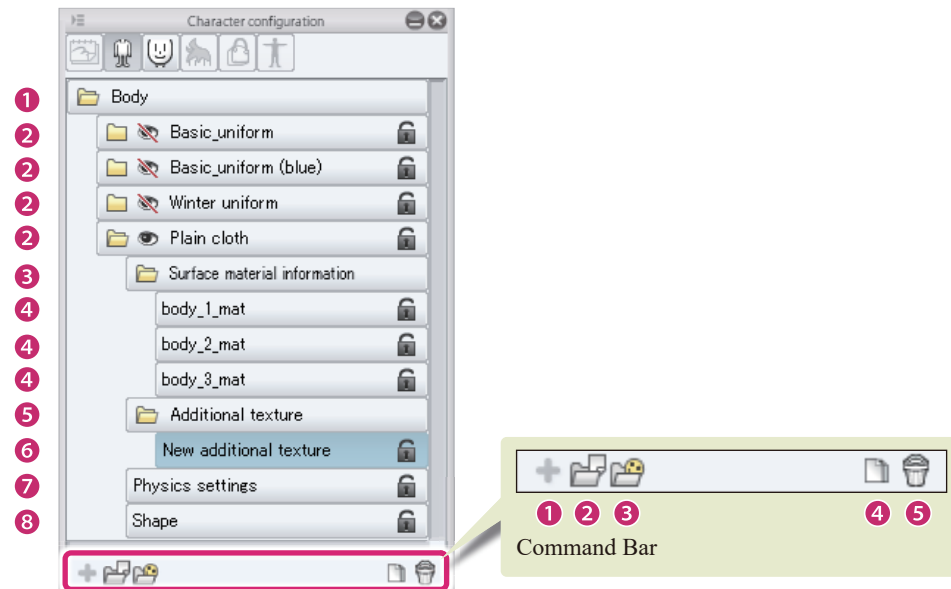
List

(1) Body folder

The folder where all [Body parts folders] are stored. Multiple [Body parts folders] can be imported and managed in the [Body folder]. It is not possible to delete the [Body folder] or change its name.

(2) Body parts folders

The folders created when 3D files for bodies are imported to the [Body folder].

Click [Visible/Invisible] for [Body parts folder] to toggle between displaying and hiding the corresponding body parts in the [Document] window. Only one type of each body part can be displayed at a time. Double clicking the folder name allows you to enter a folder name. The folder name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Each folder contains [Surface material information], [Additional texture], [Physics settings] and [Shape] settings.

(3) Surface material information folder

The folder for managing and storing the textures used as the base for bodies.

(4) Surface material

Preset surface materials for 3D files. Texture images may be linked to surface materials.

(5) Additional texture folder

The folder for managing textures pasted using tools such as the [Paste texture] tool. Multiple textures can be stored.

(6) Texture (Paste texture)

The texture image pasted to the body parts. Textures are created by pasting a texture to a body using the [Paste texture] tool. Double clicking allows you to enter a texture name.

(7) Physics settings

Click this to configure the settings for the applied physics in the [Character information] palette.

(8) Shape

When a 3D file containing shape settings is imported, this can be clicked to display the settings of the shape in the [Character information] palette.

> ✏️ **Memo**   **The displayed shape settings vary depending on the imported model. Shapes can be previewed in CLIP STUDIO MODELER, but operations for shapes cannot be performed in CLIP STUDIO PAINT.**

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

3D files for bodies are imported in the [Character configuration] palette.

File formats that can be imported	Files in CLIP STUDIO MODELER format (extension: csmf), fbx, 6kt, 6kh, lwo, obj

(3) Add from material

Materials in the [Material] palette can be added to the [Character configuration] palette.

Clicking these displays the [Body] dialog box. Select a part in the [Material] palette and click [OK] to import the part.

> ✏️ **Memo**   **Materials are not displayed in the [Body] dialog box if there are no materials that can be used as [Body parts].**

(4) Duplicate node

Duplicates an item selected from the [List]. Textures in [Body parts folders] and the [Additional texture folder] can be duplicated. Other items cannot be duplicated.

(5) Delete node

Deletes an item selected from the [List]. Textures in [Body parts folder]s and the [Additional texture folder] can be deleted. Other items cannot be deleted.

Face

When [Face] is selected in [Group], items for importing face parts for 3D characters and storing and managing various settings are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

Command Bar
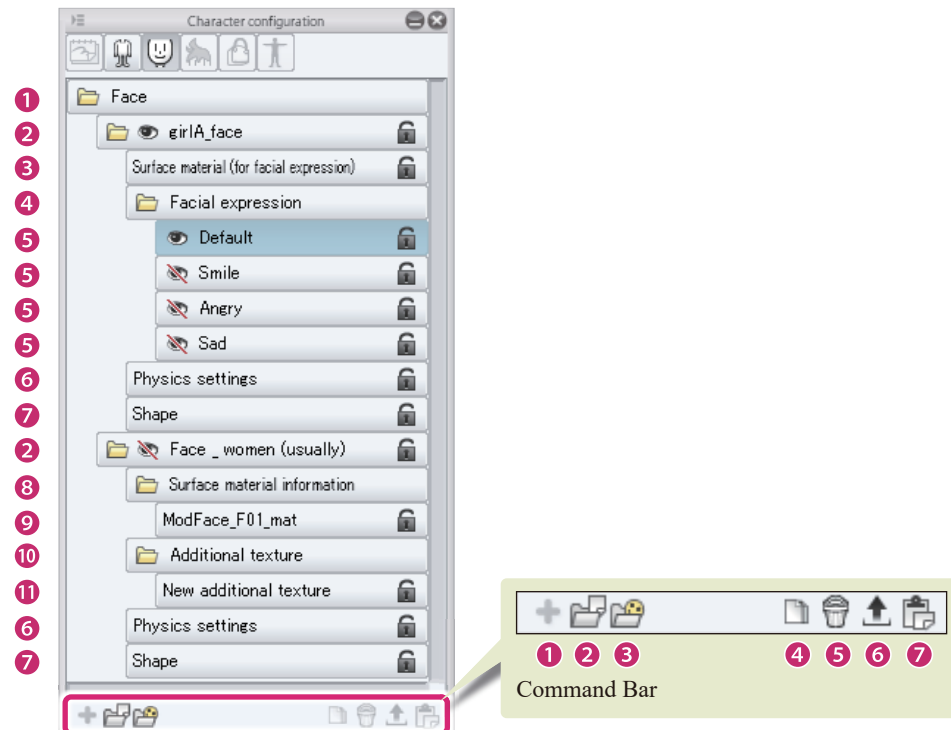
List

(1) Face folder

The folder where all [Face parts folders] are stored. Multiple [Face parts folder]s can be imported and managed in the [Face folder]. It is not possible to delete the [Face folder] or change its name.

(2) Face parts folder

The folders created when 3D files for faces are imported to the [Face folder].

Click [Visible/Invisible] for [Face parts folder] to toggle between displaying and hiding the corresponding face parts in the [Document] window. Only one type of each face part can be displayed at a time. Double clicking the folder name allows you to enter a folder name. The folder name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Each folder contains settings such as [Surface material (for facial expression)], [Facial expression], [Physics settings] and [Shape].

> ✏️ **Memo**   **Face parts folders have a different configuration if [Use facial expression texture] is turned off on the [Character information] palette when the face parts folder is selected.**

(3) Surface material (for facial expression)

The texture used as the base for face parts.

(4) Facial expression folder

A list for managing the facial expressions of 3D characters.

(5) Facial expression

Click [Visible/Invisible] to switch the facial expression of the 3D character in the [Document] window.

Double click the facial expression name to input or change the name. The facial expression name input here is displayed in the settings screens in CLIP STUDIO PAINT.

> ✎ **Memo**   The names of the facial expressions created in the default settings ([Default], [Smile], [Anger] and [Sad]) cannot be changed by double clicking.

(6) Physics settings

Click this to configure the settings for the applied physics in the [Character information] palette.

(7) Shape

When a 3D file containing shape settings is imported, this can be clicked to display the settings of the shape in the [Character information] palette.

> ✎ **Memo**   The displayed shape settings vary depending on the imported model. Operations for shapes can be performed in CLIP STUDIO MODELER, but not in CLIP STUDIO PAINT.

(8) Surface material information folder

The folder for managing and storing the textures used as the base for face parts. This is displayed when [Use facial expression texture] is turned off in the [Character information] palette.

(9) Surface material

Preset surface materials for 3D files. Texture images may be linked to surface materials.

This is displayed when [Use facial expression texture] is turned off in the [Character information] palette.

(10) Additional texture folder

The folder for managing textures pasted using tools such as the [Paste texture] tool. Multiple textures can be stored. This is displayed when [Use facial expression texture] is turned off in the [Character information] palette.

(11) Texture (Paste texture)

The texture image pasted to the face parts. Textures are created by pasting a texture to a face using the [Paste texture] tool. Double clicking allows you to enter a texture name. This is displayed when [Use facial expression texture] is turned off in the [Character information] palette.

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

3D files for faces (extension: fbx) are imported in the [Character configuration] palette.

(3) Add from material

Materials in the [Material] palette can be added to the [Character configuration] palette.

Clicking these displays the [Face] dialog box. Select a part in the [Material] palette and click [OK] to import the part.

> ✎ **Memo**   Materials are not displayed in the [Face] dialog box if there are no materials that can be used as [Face parts].

(4) Duplicate node

Duplicates an item selected from the [List]. In the [Face] folder the following items can be duplicated.

- Face parts folders
- Facial expressions
- Texture (Paste texture)

(5) Delete node

Deletes an item selected from the [List]. In the [Face] folder the following items can be deleted.

- Face parts folders
- Facial expressions
- Texture (Paste texture)

(6) Export facial expression

When a [Face parts folder] with [Use facial expression texture] turned on is selected, the facial expression texture can be exported in Photoshop document format (extension: psd). For details, see "Exporting Facial Expression Textures" .

(7) Import facial expression

When a [Face parts folder] with [Use facial expression texture] turned on is selected, facial expression textures can be imported. Photoshop document format (extension: psd) can be imported. For details, see "Importing Facial Expression Textures" .

Hair

When [Hair] is selected in [Group], items for importing hair parts for 3D characters and storing and managing various settings are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

List

(1) Hair folder

The folder where all [Hair parts folders] are stored. Multiple [Hair parts folders] can be imported and managed in the [Hair folder]. It is not possible to delete the [Hair folder] or change its name.

(2) Hair parts folders

The folders created when 3D files for hair are imported to the [Hair folder].

Click [Visible/Invisible] for [Hair parts folder] to toggle between displaying and hiding the corresponding hair parts in the [Document] window. Only one type of hair can be displayed at a time. Double clicking the folder name allows you to enter a folder name. The folder name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Each folder contains settings for [Surface material information], [Physics settings] and [Shape].

(3) Surface material information folder

The folder for managing and storing the textures used as the base for hair.

(4) Surface material

Preset surface materials for 3D files. Texture images may be linked to surface materials.

(5) Physics settings

Click this to configure the settings for the applied physics in the [Character information] palette.

(6) Shape

When a 3D file containing shape settings is imported, this can be clicked to display the settings of the shape in the [Character information] palette.

> ✎ **Memo**   **The displayed shape settings vary depending on the imported model. Operations for shapes can be performed in CLIP STUDIO MODELER, but not in CLIP STUDIO PAINT.**

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

Hair files (extension: fbx) are imported in the [Character configuration] palette.

(3) Add from material

Materials in the [Material] palette can be added to the [Character configuration] palette.

Clicking these displays the [Hair] dialog box. Select a part in the [Material] palette and click [OK] to import the part.

(4) Duplicate node

Duplicates the selected [Hair parts folder] from the [List].

(5) Delete node

Deletes the selected [Hair parts folder] from the [List].

Accessories

When [Accessories] is selected in [Group], items for importing accessory parts for 3D characters and storing and managing various settings are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

Command Bar

List

(1) Accessories folder

The folder where all [Accessory parts folders] are stored. Multiple [Accessory parts folder]s can be imported and managed in the [Accessories folder]. It is not possible to delete the [Accessories folder] or change its name.

(2) Accessory parts folder

The folders created when 3D files for accessories are imported to the [Accessories folder].

Click [Visible/Invisible] for [Accessory parts folder] to toggle between displaying and hiding the corresponding accessory parts in the [Document] window. Multiple accessory parts can be displayed at once. Double clicking the folder name allows you to enter a folder name. The folder name input here is displayed in the settings screens in CLIP STUDIO PAINT.

Each folder contains settings for [Surface material information] and [Physics settings].

(3) Surface material information folder

The folder for managing and storing the textures used as the base for accessories.

(4) Surface material

Preset surface materials for 3D files. Texture images may be linked to surface materials.

(5) Physics settings

Click this to configure the settings for the applied physics in the [Character information] palette.

Command Bar

(1) Add new

Cannot be used.

(2) Add from file

Accessory files (extension: fbx) are imported in the [Character configuration] palette.

(3) Add from material

Materials in the [Material] palette can be added to the [Character configuration] palette.

Clicking these displays the [Accessories] dialog box. Select a part in the [Material] palette and click [OK] to import the part.

(4) Duplicate node

Duplicates the selected [Accessory parts folder] from the [List].
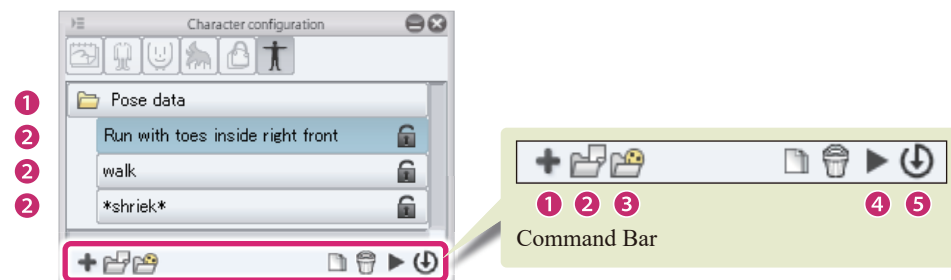
(5) Delete node

Deletes the selected [Accessory parts folder] from the [List].

Pose data

When [Pose data] is selected in [Group], items for managing poses that can be linked to 3D characters are displayed.

This section describes the functions of the [List] and [Command Bar]. For information on other functions, see "Functions of the Character Configuration Palette" .

> **！ Important**
> - To select [Pose] from the [Character configuration] palette, select the [Move] tool and select [Bone operation] from the [Sub Tool] palette.
> - Operations for pose data can be performed in CLIP STUDIO MODELER, but not in CLIP STUDIO PAINT.

List

(1) Pose data folder

The folder where all [Pose] items are stored. Multiple [Pose] items can be imported and managed in the [Pose data folder]. It is not possible to delete the [Pose data folder] or change its name.

(2) Pose

[Pose] items for 3D characters can be recorded here. One [Pose] is recorded for each item. Double click the pose name to input or change the [Pose] name.

Command Bar

(1) Add new

Click this to add a [Pose].

(2) Add from file

Pose files (extension: pep) are imported in the [Character configuration] palette.

(3) Add from material

Materials registered to the [Material] palette can be added to the [Character configuration] palette.

Clicking these displays the [Pose data] dialog box. Select a pose in the [Material] palette and click [OK] to import the pose.

(4) Duplicate node

Duplicates a [Pose] selected from the [List].

(5) Delete node

Deletes a [Pose] selected from the [List].

(6) Apply pose to character

Apply a [Pose] selected from the [List] to a 3D character in the [Document] window.

(7) Save character pose

Saves the pose of the 3D character in the [Document] window to a [Pose] selected from the [List].

Menu of the Character Configuration Palette

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Character configuration] palette.

Hide character configuration palette

Hides the [Character configuration] palette.

> ✏ **Memo**   **To display the [Character configuration] palette again, select [Window] menu → [Character configuration].**

Character Information Palette

The [Character information] palette is used to configure advanced settings for items selected on the [Character configuration] palette.

This section describes the functions of the [Character information] palette.

- Functions of the Character Information Palette

Functions of the Character Information Palette

This section describes the functions and names of each part of the [Character information] palette. The settings that can be configured in the [Character information] palette vary depending on the item selected in the [List] of the [Character configuration] palette.

- **"Standard display"**

- **"When a sketch is selected"**

- **"When a part is selected"**

- **"When a surface material in a surface material information folder is selected"**

- **"When a texture in [Additional texture] is selected"**

- **"When a texture in a facial expression is selected"**

- **"When physics settings are selected"**

- **"When a shape is selected"**

- **"When a pose is selected"**

Standard display

The following settings can be configured when no items are selected in the [Character configuration] palette.

> ✎ **Memo**   This screen is displayed even when the selected item is locked or there are no items that can be configured individually.

(1) Thumbnail of character material

A thumbnail of the character material. This is displayed in CLIP STUDIO and the [Material] palette.

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited material. Click this field to input a material name.

(3) Comment

A comment about the 3D character material can be set. Click this field to input a comment. Information such as a description of the material can be entered here.

(4) Height

The height of the 3D character can be set. Click this field to input the height.

The height of the 3D character is applied when the character is imported in CLIP STUDIO PAINT. If you create two 3D character materials consisting of the same 3D model with different heights, they will be imported as shown below.
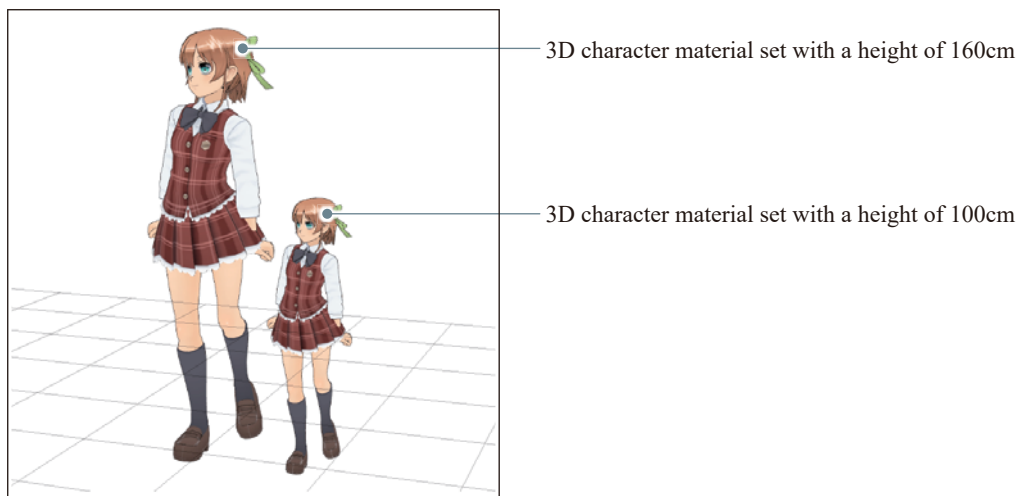
3D character material set with a height of 160cm

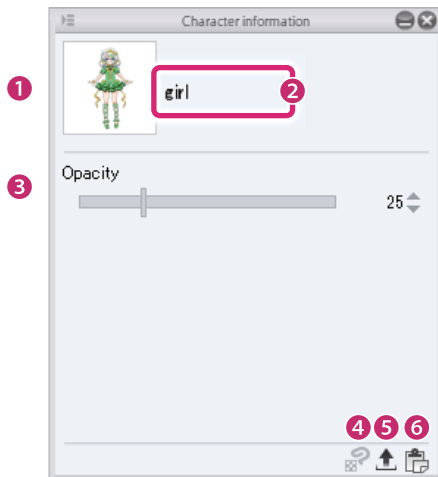3D character material set with a height of 100cm

When a sketch is selected

The following settings can be configured after selecting [Sketch image] in the [List] when [Sketch] is selected in the [Group] of the [Character configuration] palette.

> ✎ **Memo**   A [Sketch image] cannot be edited in the [Character information] palette when it is hidden.

(1) Import texture

Displays a preview of the sketch image selected in the [Character configuration] palette. Click this to display the dialog box for selecting a file. Import the image to be used as the [Sketch image]. This replaces the [Sketch image] being edited.

Image materials for textures can be imported as a [Sketch image] by dragging and dropping an image material from the [Material] palette to [Import texture].

(2) Sketch image name

Displays the name of the sketch image being edited. Double click this to input a sketch image name. When the sketch image name is changed, the sketch image name in the [Character configuration] palette also changes.

(3) Opacity

Allows you to configure the opacity of the [Sketch image].

(4) Edit texture in PAINT

Cannot be used.

(5) Export texture

Exports the sketch image displayed in [Import sketch image] in PNG format.

(6) Paste texture

Replaces the selected [Sketch image] with the image on the clipboard.

When a part is selected

When a part is selected in the [List] of each group in the [Character configuration] palette, the settings that can be configured differ depending on the selected part.
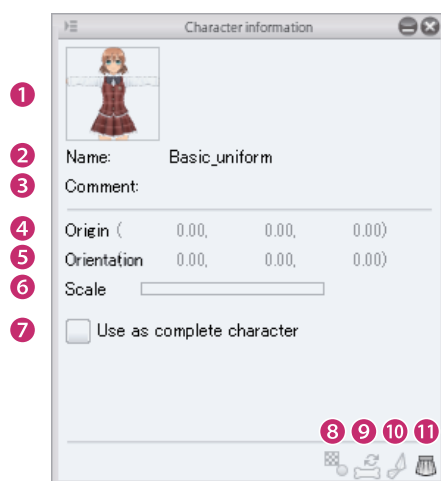
● "Body parts folders"

● "Face parts folders"

● "Hair parts folders"

● "Accessory parts folders"

Body parts folders

The following settings can be configured in the [Character information] palette when a [Body parts folder] is selected in the [List].

> ✏ **Memo**   A [Body parts folder] cannot be edited in the [Character information] palette when it is hidden.

(1) Thumbnail

The thumbnail of the [Body parts folder].

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited part. Click this field to input a part name. The input name is applied to the [Character configuration] palette.

(3) Comment

A comment about the [Body parts folder] can be set. Click this field to input a comment. Information such as a description of the [Body parts folder] can be entered here.

(4) Origin

Set the [Origin x coordinate], [Origin y coordinate] and [Origin z coordinate] of the [Body parts folder]. The position of body parts can be adjusted by inputting numeric values.

The origin of a [Body parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the position of body parts. For details, see "Move parts" .

(5) Direction

Set [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] for the [Body parts folder]. The angle of body parts can be adjusted relative to the origin by inputting numeric values.

The origin of a [Body parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the orientation of body parts. For details, see "Move parts" .

(6) Scale

The size of the [Body parts folder] can be set using the slider.

(7) Use as complete character

Turn this on to register the selected [Body parts folder] as a full 3D character combining the [Body], [Face] and [Hair].

Use this when the full 3D character, including the [Body], [Face] and [Hair], has been loaded to the [Character configuration] palette.

(8) Bake additional texture

Bakes textures pasted using tools such as the [Paste texture] tool.

Baked textures are moved from the [Additional texture folder] to the [Surface material information folder].

! Important	Once a texture is baked, it can no longer be edited with the [Move texture] tool.

(9) Standard bone mapping

When the bone configuration of the selected [Body parts folder] is different from the standard bones, the standard bones can be assigned. Click this to switch to the standard bone mapping settings mode. For information on how to configure the standard bone mapping settings, see "Default Bone Mapping Mode" .

(10) Create standard bone

When the selected [Body parts folder] does not have bones, standard bones can be created. Click this to switch to the standard bone creation mode. For information on creating standard bones, see "Standard Bone Creation Mode" .

(11) Skirt settings

Skirts in [Body parts folders] can be set to flutter according to the movement of the 3D character. Click this to switch to skirt settings mode. For information on how to configure skirt settings, see "Skirt Settings Mode" .

Face parts folders

The following settings can be configured in the [Character information] palette when a [Face parts folder] is selected in the [List].

> ✎ **Memo**   A [Face parts folder] cannot be edited in the [Character information] palette when it is hidden.
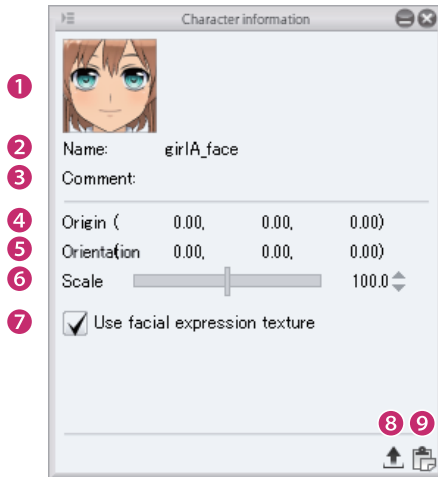
(1) Thumbnail

The thumbnail of the [Face parts folder].

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited part. Double click this field to input a part name. The input name is applied to the [Character configuration] palette.

(3) Comment

A comment about the [Face parts folder] can be set. Click this field to input a comment. Information such as a description of the [Face parts folder] can be entered here.

(4) Origin

Set the [Origin x coordinate], [Origin y coordinate] and [Origin z coordinate] of the [Face parts folder]. The position of face parts can be adjusted by inputting numeric values.

The origin of a [Face parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the position of face parts. For details, see "Move parts" .

(5) Direction

Set [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] for the [Face parts folder]. The angle of face parts can be adjusted relative to the origin by inputting numeric values.

The origin of a [Face parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the orientation of face parts. For details, see "Move parts" .

(6) Scale

The size of the [Face parts folder] can be set using the slider.

(7) Use facial expression texture

Turn this on to set the facial expression of a 3D character as a facial expression texture. Using facial expression textures makes it possible to set multiple facial expressions in one [Face parts folder]. Eye and mouth movements can also be set in the texture.

When this is turned off, the texture is stored in the [Surface material information] folder like that of the body and hair. If multiple facial expressions need to be set for 3D characters in this case, a separate [Face parts folder] needs to be set for each facial expression.

> ✏ **Memo**
> - For information on how to configure the settings of facial expression textures, see "**Editing Facial Expressions**" .
> - **[Use facial expression texture] cannot be set if there are multiple [Surface materials] in the [Surface material information folder] of the [Face parts folder].**

(8) Export PSD file for facial expression settings

When a [Face parts folder] with [Use facial expression texture] turned on is selected, the facial expression texture can be exported in Photoshop document format (extension: psd). For details, see "Exporting Facial Expression Textures" .

(9) Import PSD file for facial expression settings

When a [Face parts folder] with [Use facial expression texture] turned on is selected, facial expression textures can be imported. Photoshop document format (extension: psd) can be imported. For details, see "Importing Facial Expression Textures" .

Hair parts folders

The following settings can be configured in the [Character information] palette when a [Hair parts folder] is selected in the [List].

> ✏ **Memo**
> **A [Hair parts folder] cannot be edited in the [Character information] palette when it is hidden.**
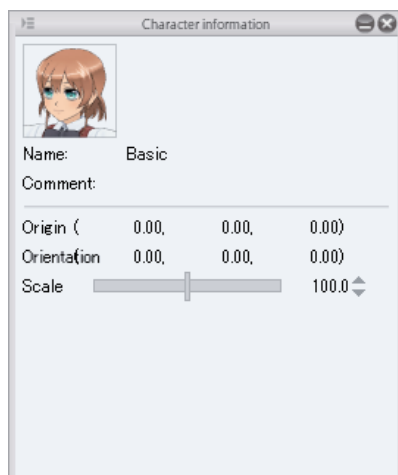
(1) Thumbnail

The thumbnail of the [Hair parts folder].

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited part. Double click this field to input a part name. The input name is applied to the [Character configuration] palette.

(3) Comment

A comment about the [Hair parts folder] can be set. Click this field to input a comment. Information such as a description of the [Hair parts folder] can be entered here.

(4) Origin

Set the [Origin x coordinate], [Origin y coordinate] and [Origin z coordinate] of the [Hair parts folder]. The position of hair parts can be adjusted by inputting numeric values.

The origin of a [Hair parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the position of hair parts. For details, see "Move parts" .

(5) Direction

Set [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] for the [Hair parts folder]. The angle of hair parts can be adjusted relative to the origin by inputting numeric values.

The origin of a [Hair parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the orientation of hair parts. For details, see "Move parts" .
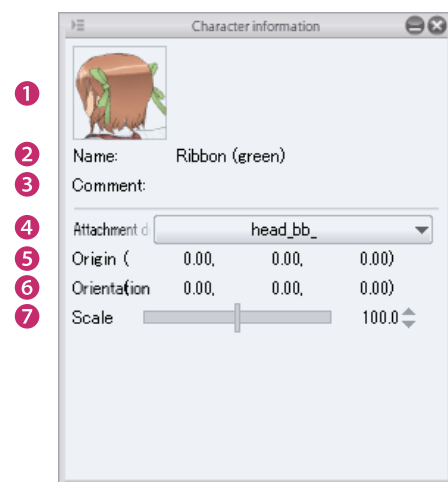
(6) Scale

The size of the [Hair parts folder] can be set using the slider.

Accessory parts folders

The following settings can be configured in the [Character information] palette when an [Accessory parts folder] is selected in the [List].

> 🖉 **Memo**   An [Accessory parts folder] cannot be edited in the [Character information] palette when it is hidden.

(1) Thumbnail

The thumbnail of the [Accessory parts folder].

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the part. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited part. Double click this field to input a part name. The input name is applied to the [Character configuration] palette.

(3) Comment

A comment about the [Accessory parts folder] can be set. Click this field to input a comment. Information such as a description of the [Accessory parts folder] can be entered here.

(4) Attachment destination

Select the bone where you want to attach the [Accessory parts folder].

> 🖉 **Memo**   For information on the names of the bones, see "Specifications of Deandard Bones (Guide to Creating Movable Models)"

(5) Origin

Set the [Origin x coordinate], [Origin y coordinate] and [Origin z coordinate] of the [Accessory parts folder]. The position of accessory parts can be adjusted by inputting numeric values.

The origin of an [Accessory parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the position of accessory parts. For details, see "Move parts" .

(6) Orientation

Set [Rotate around x axis], [Rotate around y axis] and [Rotate around z axis] for the [Accessory parts folder]. The angle of accessory parts can be adjusted relative to the origin by inputting numeric values.

The origin of an [Accessory parts folder] is displayed by selecting the [Move parts] tool. The [Move parts] tool can also be used to adjust the orientation of accessory parts. For details, see "Move parts" .
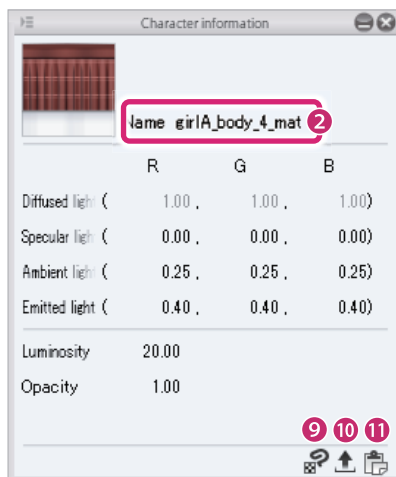
(7) Scale

The size of the [Accessory parts folder] can be set using the slider.

When a surface material in a surface material information folder is selected

The following settings can be configured in the [Character information] palette when a [Surface material] stored in the [Surface material information folder] of the [Character configuration] palette is selected.

> ✎ **Memo** [Surface material information folders] are stored in parts folders in the [Body], [Face], [Hair] and [Accessories] groups,
> except for [Face parts folders] for which [Use facial expression texture] is set.

(1) Import texture

When a texture image is linked to the [Surface material] selected in the [Character configuration] palette, a preview of the texture image is displayed. Click this to display the dialog box for selecting a file. Import the image file to be set as the texture and replace the texture image.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(2) Name

Displays the name of the selected surface material. Double clicking the field allows you to enter a surface material name. The input name is applied to the [Character configuration] palette.

(3) Diffused light

The RGB value for the [Diffused light] of the [Surface material] can be adjusted.

[Diffused light] is light that creates an even (diffused) reflection when the light source illuminates a [Surface material].

> ✎ **Memo** [Diffused light] cannot be set when a texture image is linked to the [Surface material]. If a texture image is linked, the [Texture image] is displayed in the [Character information] palette.

(4) Specular light

The RGB value for the [Specular light] of the [Surface material] can be adjusted.

(5) Ambient light

The RGB value for the [Ambient light] of the [Surface material] can be adjusted.

[Ambient light] is light that illuminates the 3D character evenly from all directions.

(6) Emitted light

The RGB value for the [Emitted light] of the [Surface material] can be adjusted.

(7) Luminosity

The luminosity of the [Surface material] can be set.

(8) Opacity

The opacity of the [Surface material] can be changed.

(9) Edit in PAINT

If CLIP STUDIO PAINT is installed on your computer or device, the texture linked to the selected [Surface material] can be edited in CLIP STUDIO PAINT.

For details, see "Editing Textures in CLIP STUDIO PAINT" .

> ✎ **Memo**   [Edit in PAINT] cannot be set when a texture image is linked to the [Surface material].

(10) Export texture

The texture linked to the selected [Surface material] can be exported as an image in PNG format.

> ✎ **Memo**   [Export texture] cannot be set when a texture image is linked to the [Surface material].

(11) Paste texture

Replaces the texture linked to the selected [Surface material] with the image from the clipboard.

> ✎ **Memo**   [Paste texture] cannot be set when a texture image is linked to the [Surface material].

When a texture in [Additional texture] is selected

The following settings can be configured in the [Character information] palette when a [Texture] stored in [Additional texture] in the [Character configuration] palette is selected.
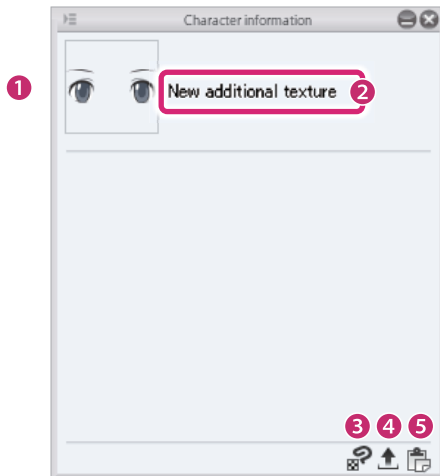
(1) Import texture

Displays a preview of the texture image. Click this to display the dialog box for selecting a file. Import the image file to be set as the texture and replace the texture image.

File formats that can be imported	BMP, JPG, PNG, TIFF, TGA

(2) Name

Displays the texture name. Click this field to input a texture name. The input name is applied to the [Character configuration] palette.

(3) Edit in PAINT

If CLIP STUDIO PAINT is installed on your computer or device, the texture can be edited in CLIP STUDIO PAINT.

(4) Export texture

Exports the texture as an image in PNG format.

(5) Paste texture

Replaces the texture with the image from the clipboard.

When a texture in a facial expression is selected

The following settings can be configured in the [Character information] palette when a [Texture] stored in [Facial expression] in the [Character configuration] palette is selected.
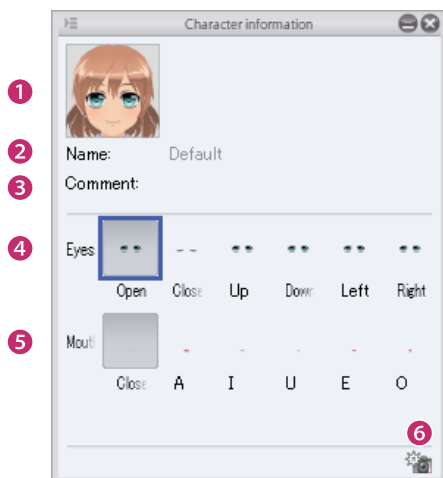
(1) Thumbnail

The thumbnail of the [Facial expression]. Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the facial expression. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited facial expression. Double clicking the field allows you to enter a facial expression name. The input name is applied to the [Character configuration] palette.

> ✏️ **Memo**   **The [Names] created in the default settings ([Default], [Smile], [Anger] and [Sad]) cannot be changed by double clicking.**

(3) Comment

A comment about the [Facial expression] can be set. Right click the item name to input text. Information such as a description can be entered here.

(4) Eyes

Click each button to switch the eye expression of the 3D character.

(5) Mouth

Click each button to switch the mouth expression of the 3D character.

(6) Capture component thumbnail

Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the selected [Eye] or [Mouth] expression. For information on how to configure this, see "Facial Expressions for Characters" .

When physics settings are selected

The following settings can be configured in the [Character information] palette when [Physics settings] in the [Character configuration] palette are selected.
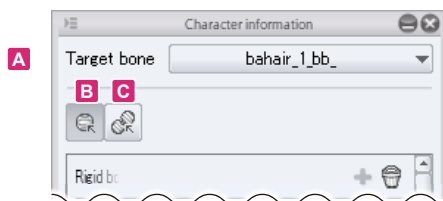
A. Target bone

Click this to display a list of bones. Select the bone to which you want to apply physics settings.

B. Rigid body

Turn this on to display the rigid body settings.

The rigid body is a mass used to configure physics operations for the character. One can be created for each bone. For information on rigid body settings, see "Rigid bodies" .

The boxes or capsule shapes around the character are rigid bodies.
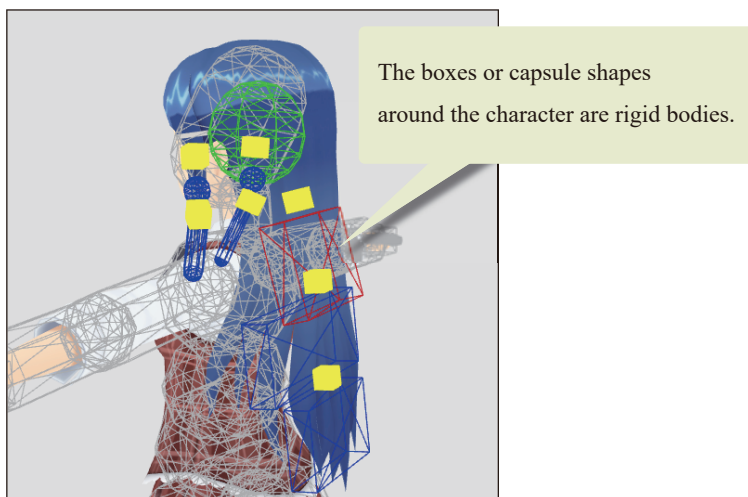
C. Joints

Turn this on to display the joint settings.

Joints are the connection areas between rigid bodies. Multiple joints can be created for each rigid body. For information on joint settings, see "Joints" .

The squares between rigid bodies are joints.
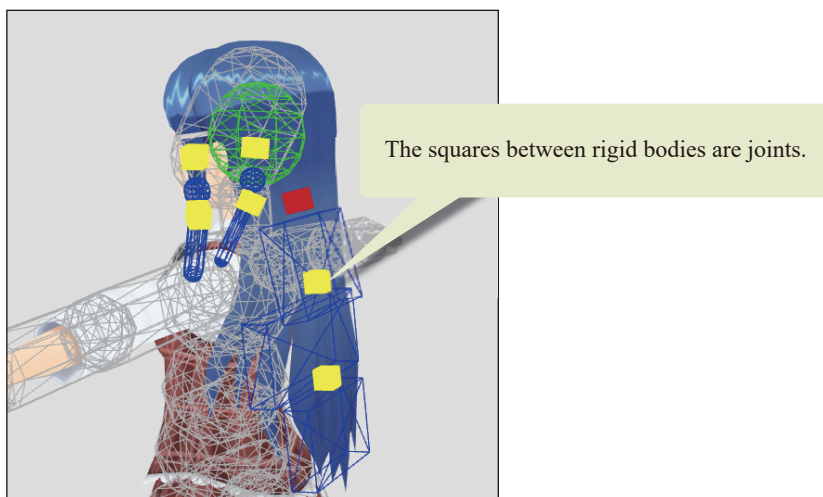
Rigid bodies

The following settings are displayed when [Rigid body] is turned on in the [Character information] palette.

! Important **Please note that rigid bodies and joints affect other settings. This means that your character may still not move as expected when the settings are changed, or the movement of the rigid body or joint may be affected by the settings of another rigid body.**
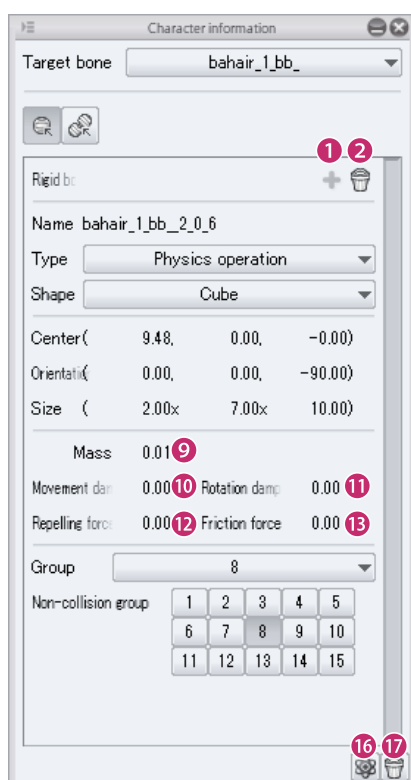
(1) Add rigid body

If no rigid body has been created for the bone selected in [Target bone], you can create a rigid body for that bone.

A rigid body cannot be added for a bone that already has a rigid body.

(2) Delete rigid body

Deletes the rigid body of the bone selected in [Target bone].

(3) Name

The name of the rigid body. Usually displays the name of the bone associated with the rigid body. Click this field to input a name.

(4) Type

Select the type of rigid body.

Bone emulation	The rigid body moves to emulate the associated bone. The rigid body does not move when it collides with another rigid body.
Physics operation	The rigid body moves freely within the limited range configured in the joint settings.
Match bone position	The rigid body moves when force is applied, such as when it collides with another rigid body. When a strong force is applied and the rigid body is about to move outside the movement range of the bone, the position of the rigid body is automatically corrected to stay within the bone's movement range.

(5) Shape

Select the shape of the rigid body. Three rigid body shapes are available: [Sphere], [Cube] and [Capsule].

(6) Center

Adjust the position of the rigid body. Click the numeric value to input a value.

(7) Orientation

Adjust the angle of the rigid body. Click the numeric value to input a value.

(8) Size

Adjust the size of the rigid body. Click the numeric value to input a value.

(9) Mass

Set the mass of the rigid body. Click this field to input a numeric value. When [Physics operation] or [Match bone position] causes a collision between multiple rigid bodies, the rigid body with the lower mass is affected more strongly.

(10) Movement damping

Creates a slight delay in movement speed when a rigid body moves. Click this field to input a numeric value. A value from 0 to 1 can be input. The larger the value, the smaller the movement and the shorter the movement time will be.

(11) Rotation damping

Creates a slight delay in rotation speed when a rigid body moves. Click this field to input a numeric value. A value from 0 to 1 can be input. The larger the value, the smaller the movement and the shorter the movement time will be.

(12) Repelling force

Set how strongly the rigid body rebounds when it comes into contact with other rigid bodies. Click this field to input a numeric value. The larger the value, the more strongly the rigid body rebounds.

(13) Friction force

Set the resistance created by friction when the rigid body rubs against another rigid body. Click this field to input a numeric value. The higher the value, the greater the resistance created by friction and the slower the movement will be.

(14) Group

Set groups of rigid bodies. Select a number from the pull down menu.

Dividing rigid bodies into groups makes it possible to add effects such as adjustments without causing collisions between particular rigid bodies. Multiple rigid bodies (bones) can be set together in a group.

(15) Non-collision group

Set a group that you do not want to collide with the selected group.

(16) Add rigid bodies to standard bones

Adds multiple rigid bodies and joints to the bones within a part.

For example, if [Physics settings] is selected in a [Body parts folder] in the [Character configuration] palette, rigid bodies and joints are set for all bones in that body part.
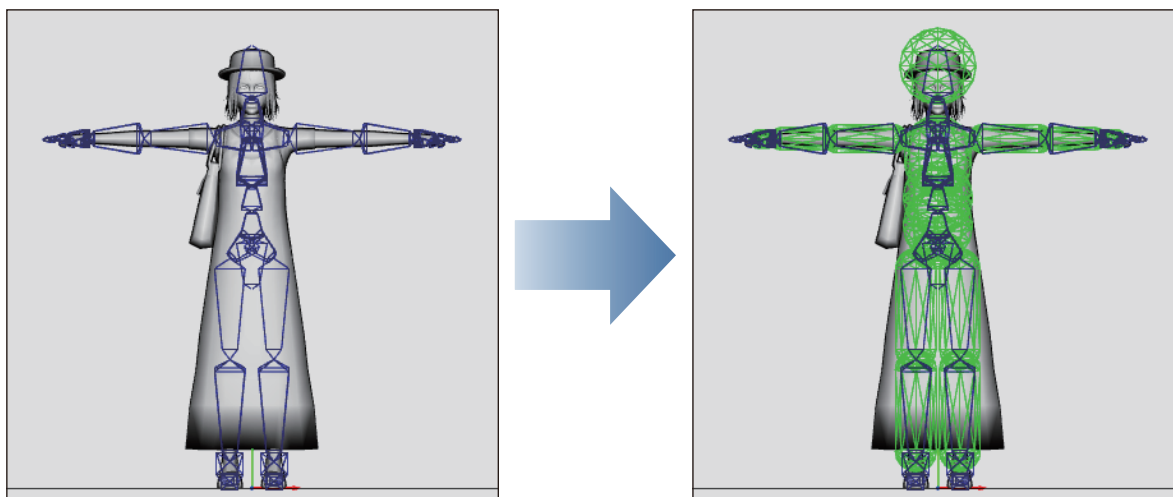
(17) Delete

Deletes multiple rigid bodies and joints from the bones within a part.

For example, if [Physics settings] is selected in a [Body parts folder] in the [Character configuration] palette, all rigid bodies and joints in that body part are deleted.

Joints

The following settings are displayed when [Joint] is turned on in the [Character information] palette.

> ⚠ **Important** **Please note that rigid bodies and joints affect other settings. This means that your character may still not move as expected when the settings are changed, or the movement of the rigid body or joint may be affected by the settings of another rigid body.**
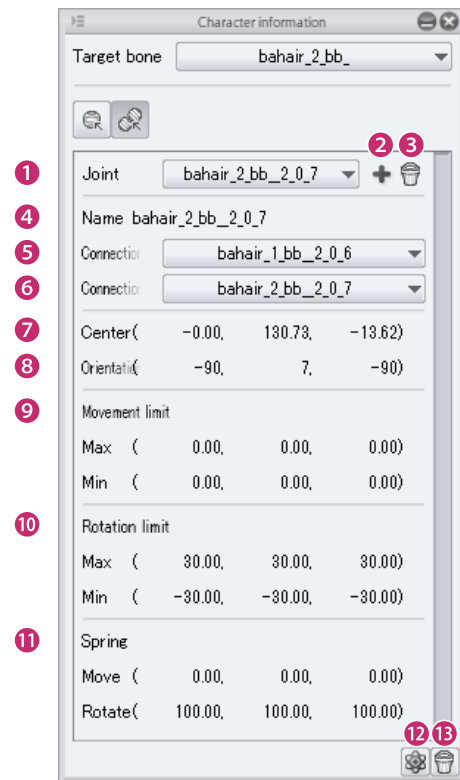
(1) Joint

If the bone (rigid body) selected in [Target bone] has multiple joints, select the joint for which you want to configure the settings.

(2) Add joint

Add a joint to a character. Select a rigid body as the [Connection origin] and a rigid body as the [Connection destination] and click [Add joint] to create a joint.

(3) Delete joint

Deletes the joint selected in [Joint].

(4) Name

Set a name for the joint. Click this field to input a joint name.

(5) Rigid body as connection origin

Set a rigid body as the connection origin. Select a rigid body name from the pull down menu.

(6) Rigid body as connection destination

Set a rigid body as the connection destination. Select a rigid body name from the pull down menu.

(7) Center

Adjust the position of the joint. Click the numeric value to input a value.

(8) Orientation

Adjust the orientation of the joint. Click the numeric value to input a value.

The [Rotation limit] is based on the numeric value input for [Orientation].

(9) Movement limit

Set a movement limit for the joint. Click the numeric value to input a value. A [Max] and [Min] can be set.

(10) Rotation limit

Set a rotation limit for the joint. Click the numeric value to input a value. A [Max] and [Min] can be set.

(11) Spring

Add spring force to the joint.

Move	Set the force with which the joint returns when the spring is pulled. Click this field to input a numeric value.
Rotate	Set the force with which the joint returns when the spring is rotated. Click this field to input a numeric value.

(12) Add rigid bodies to standard bones

Adds multiple rigid bodies and joints to the bones within a part.

For example, if [Physics settings] is selected in a [Body parts folder] in the [Character configuration] palette, rigid bodies and joints are set for all bones in that body part.

(13) Delete

Deletes multiple rigid bodies and joints from the bones within a part.

For example, if [Physics settings] is selected in a [Body parts folder] in the [Character configuration] palette, all rigid bodies and joints in that body part are deleted.

When a shape is selected

When a [Shape] belonging to a 3D model is selected on the [Character configuration] palette, the shape settings are displayed.

The displayed shape settings vary depending on the imported model. Drag the sliders to apply the shape settings to the 3D character in the [Document] window.

> ✏ **Memo**   Operations for shapes can be performed in CLIP STUDIO MODELER, but not in CLIP STUDIO PAINT.

When a pose is selected

The following settings can be configured in the [Character information] palette when a [Pose] in the [Character configuration] palette is selected.
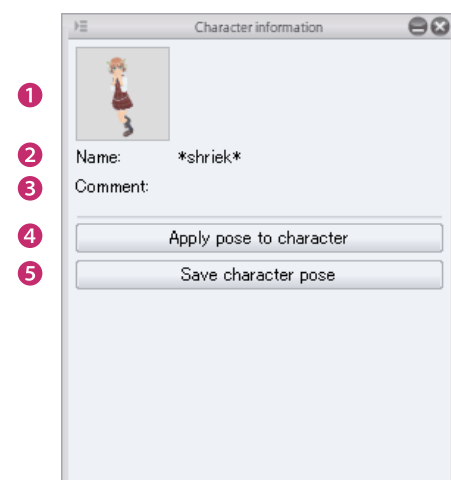
> ✏ **Memo**   Operations for poses can be performed in CLIP STUDIO MODELER, but not in CLIP STUDIO PAINT.

(1) Thumbnail

The thumbnail of the [Pose]. Click the thumbnail to display the [Capture thumbnail] window where a thumbnail can be captured for the pose. For information on how to configure this, see "Capturing a Thumbnail" .

(2) Name

Displays the name of the edited pose. Double clicking the field allows you to enter a pose name. The input name is applied to the [Character configuration] palette.

(3) Comment

A comment about the [Pose] can be set. Right click the item name to input text. Information such as a description of the [Pose] can be entered here.

(4) Apply pose to character

Apply a [Pose] selected in the [Character configuration] palette to a 3D character in the [Document] window.

(5) Save character pose

Saves the pose of the character in the [Document] window to a [Pose] selected in the [Character configuration] palette.

Menu of the Character Information Palette

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Character information] palette.

Hide Character Information Palette

Hides the [Character information] palette.

🖉 **Memo**	To display the [Character information] palette again, select [Window] menu → [Character information].

Default Bone Mapping Mode

Default bone mapping mode is a settings screen for assigning default bones to 3D characters that use other bones. This section describes the following items in default bone mapping mode.

- About Default Bone Mapping Mode
- Setting Default Bone Mapping

About Default Bone Mapping Mode

The default bone mapping settings mode can be displayed by selecting a [Body parts folder] in the [Character configuration] palette and clicking [Default bone mapping] in the [Character information] palette.

This assigns default bones that can be used in CLIP STUDIO products to 3D characters that use other bones. The 3D characters can be used in CLIP STUDIO PAINT after the default bones are assigned.
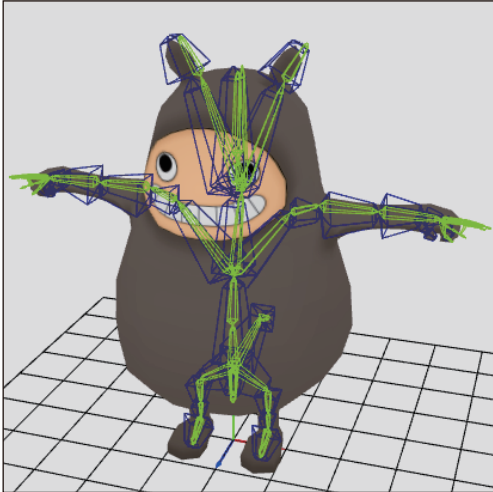
The default bone mapping settings mode is divided into the following main areas.
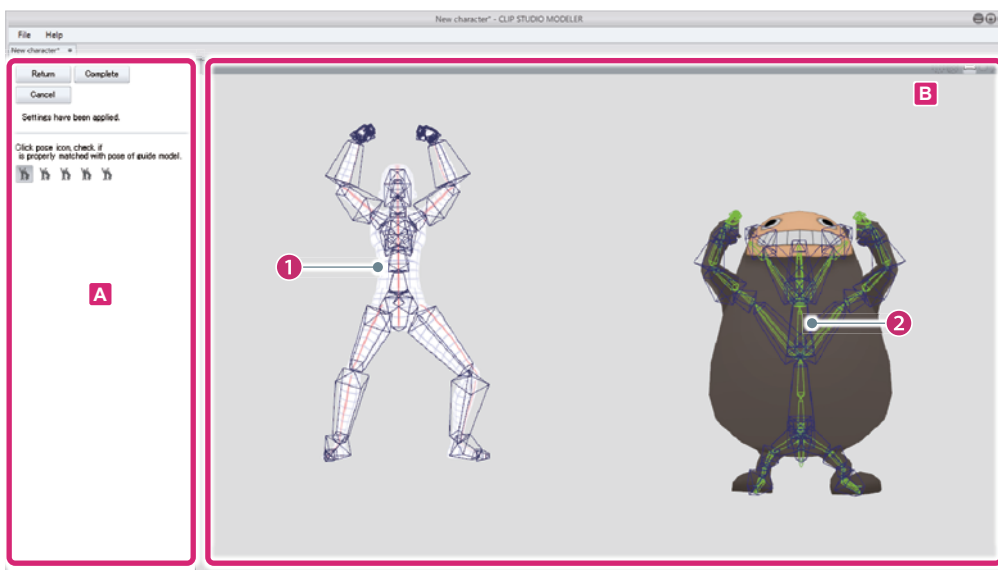
A. Navigation area

Displays settings for default bone mapping. The settings vary depending on the setting procedure.

B. Preview area

A screen for setting and checking default bone mapping.

(1) Guide model

Default bone mapping is set according to this model's bones.

(2) 3D character

The 3D character for which default bone mapping is set.

Setting Default Bone Mapping

After importing a 3D file in CLIP STUDIO MODELER, display the default bone mapping mode and set default bones.

1 Select a body part

Select a [Body parts folder] from the [Character configuration] palette.
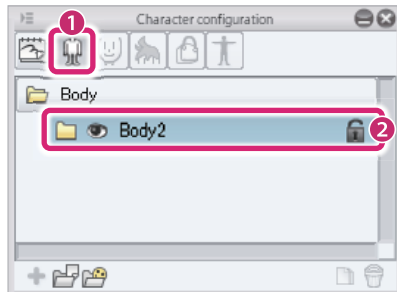
(1) Select [Body] from the group on the [Character configuration] palette.

(2) Select the body parts folder to be edited from the [List].

> ✏ **Memo**   For information on importing a 3D file as a [Body], see "**Importing 3D Materials**" →"**Full-body Character Data**" .

2 Display default bone mapping mode

Click [Default bone mapping] in the [Character information] palette.
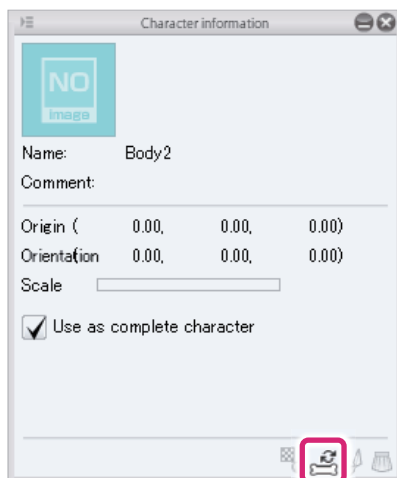
> ✏ **Memo**   A message saying "You will no longer be able to edit the position, orientation or scale after performing this operation." is displayed. If you do not need to configure these settings further, click [OK]. The position, orientation and scale can be edited by configuring the settings in the [Character information] palette when the body part is selected. For details, see "**Setting 3D Character Information**" .

3 Adjust the angle of the arms to match the 3D character

Configure this setting while the default bone mapping mode is displayed.
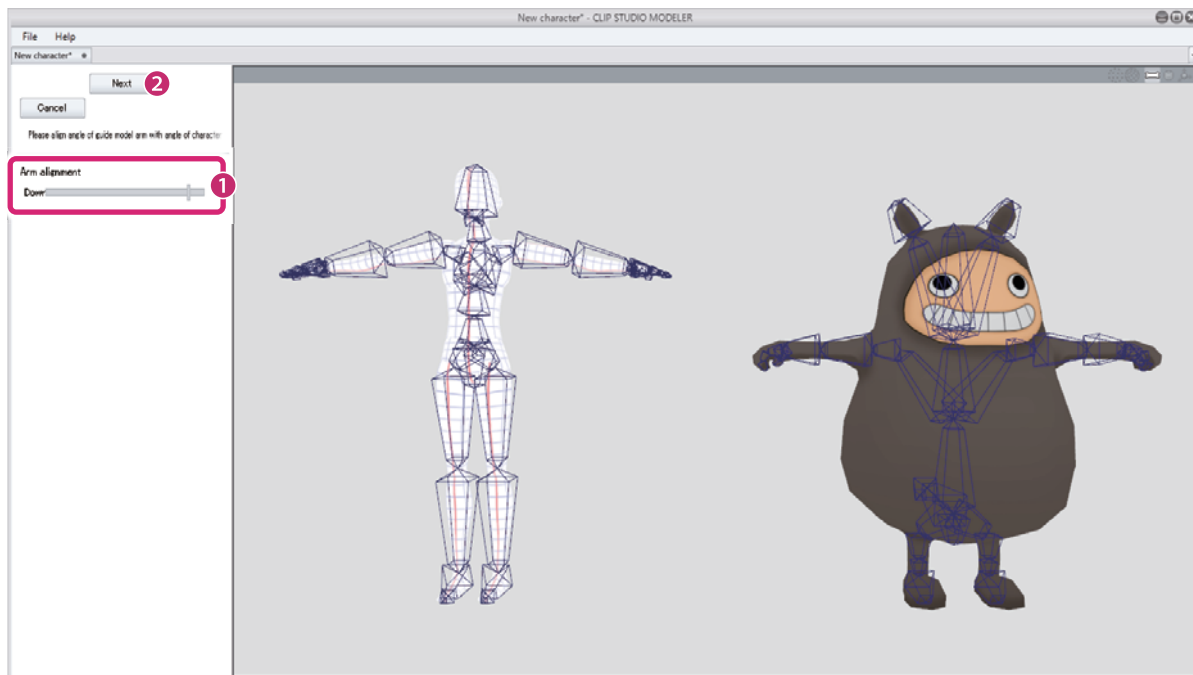
(1) Drag the slider to change the angle of the guide model's arms. Set the angle of the guide model's arms to match the arms of the 3D character.

(2) Click [Next].

4 Assign the bones

Assign the default bones as the 3D character's bones.
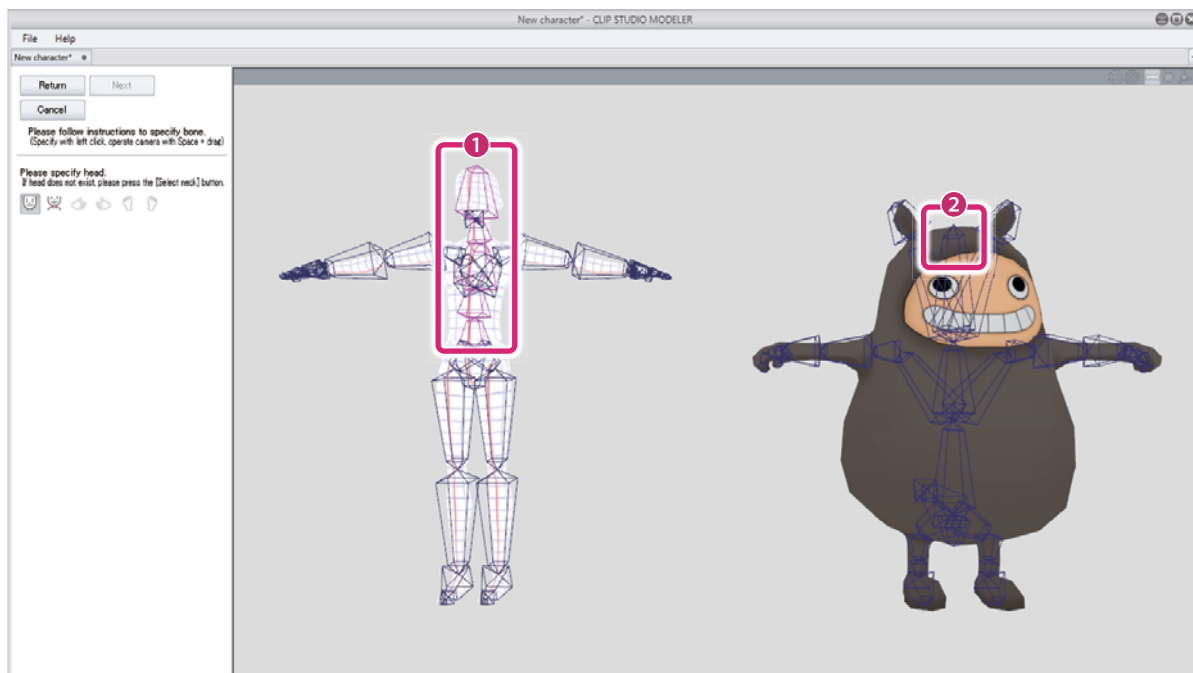
(1) Check the pink areas of the guide model's bones. These are the bone positions that will be specified for the 3D character.

(2) Click the bones of the 3D character to specify the bones.
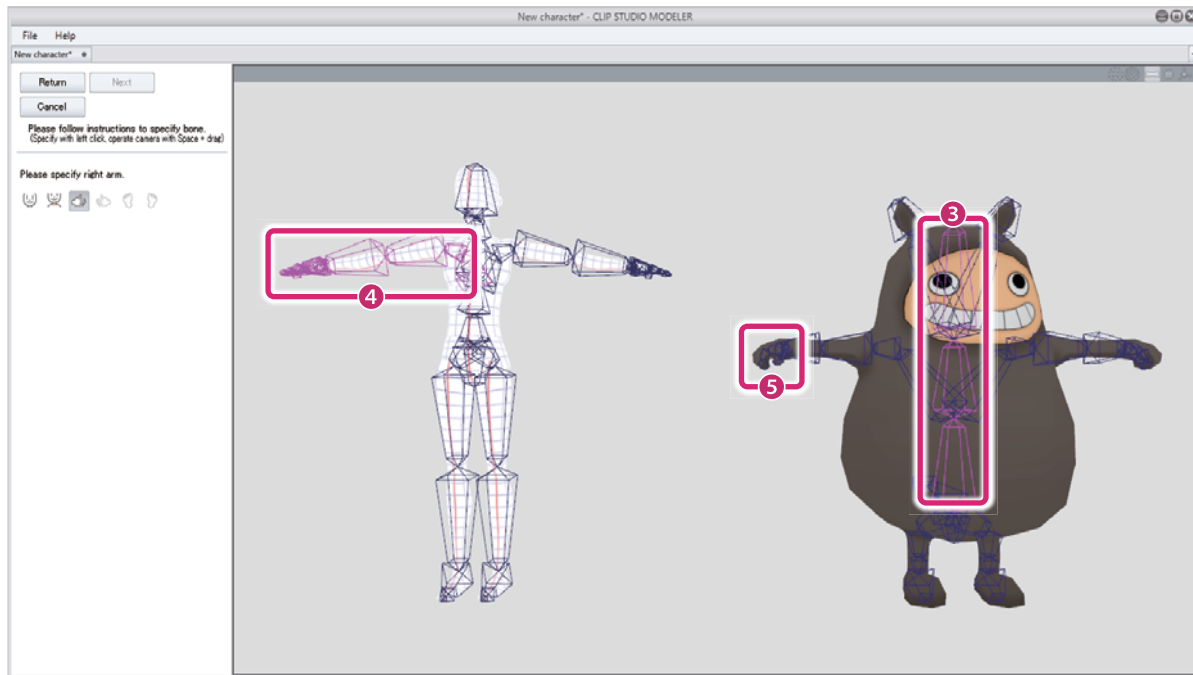
(3)   The 3D character's head bones are specified and turn pink.

(4)   The pink area of the guide model's bones switches to the next position to be specified.

(5)   Repeat step (1), clicking the bones of the 3D character to specify the bones.

> ✏ **Memo**
>
> ● For models where the head cannot be specified, such as models used for body parts, click [Select neck]. The neck position is specified in place of the head.
>
> ● If bones are specified incorrectly on the 3D character, click the button in the [Navigation area] for the area where the mistake occurred. This allows you to specify the bones again.

5 Finish assigning the bones

When you have finished assigning all of the bones, click [Next].
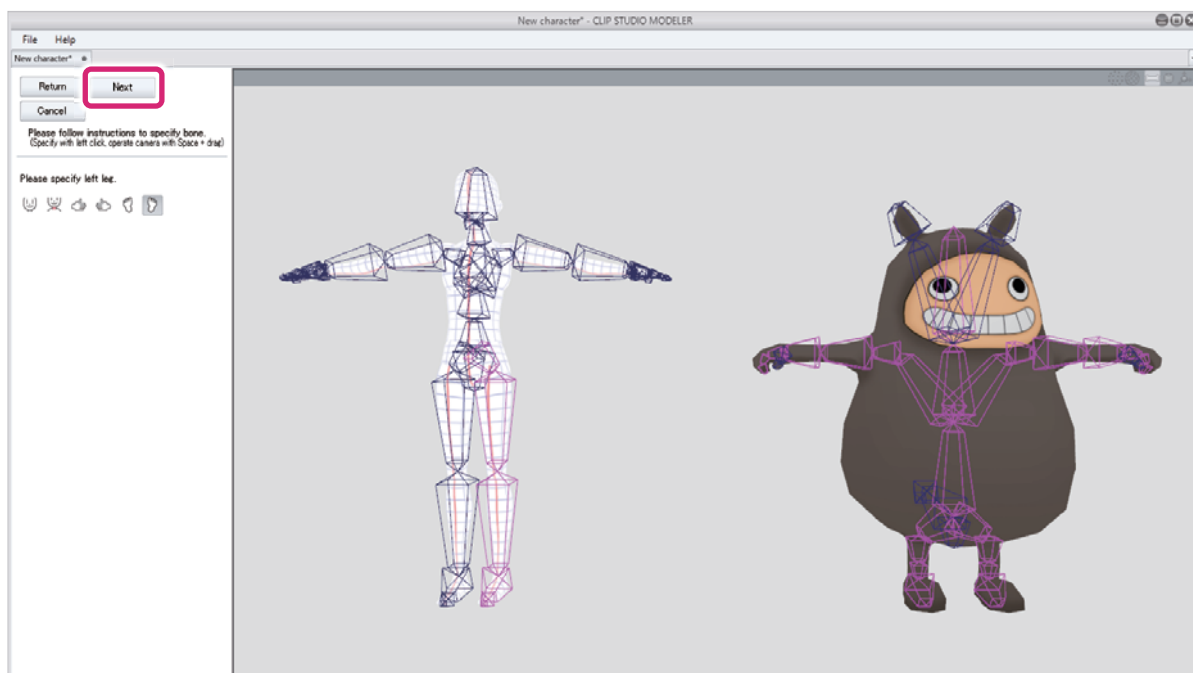
6 Check the mapping results

Check the default bone mapping results.
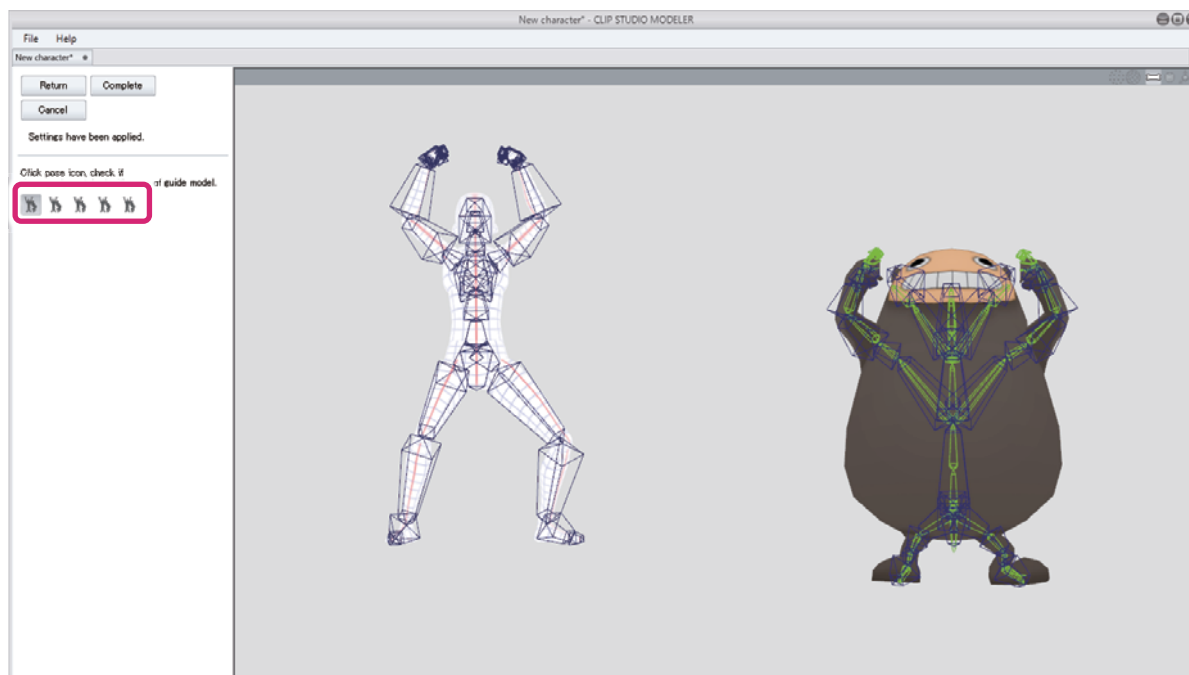
(1) Click the pose icons.

(2) Check that the pose of the 3D character is the same as the guide model.

> **Memo**
> ● A different pose is assigned to each pose icon.
> ● It may not be possible to recreate the poses in 3D characters with an extremely different body, such as animals.
> ● The camera orientation can be changed by dragging in the [Preview area]. This makes it possible to check the 3D character from various angles.

7 Exit the settings mode

Click [Complete] in the [Navigation area].

> **Memo**   To redo the settings, click [Return] to return to the previous screen.
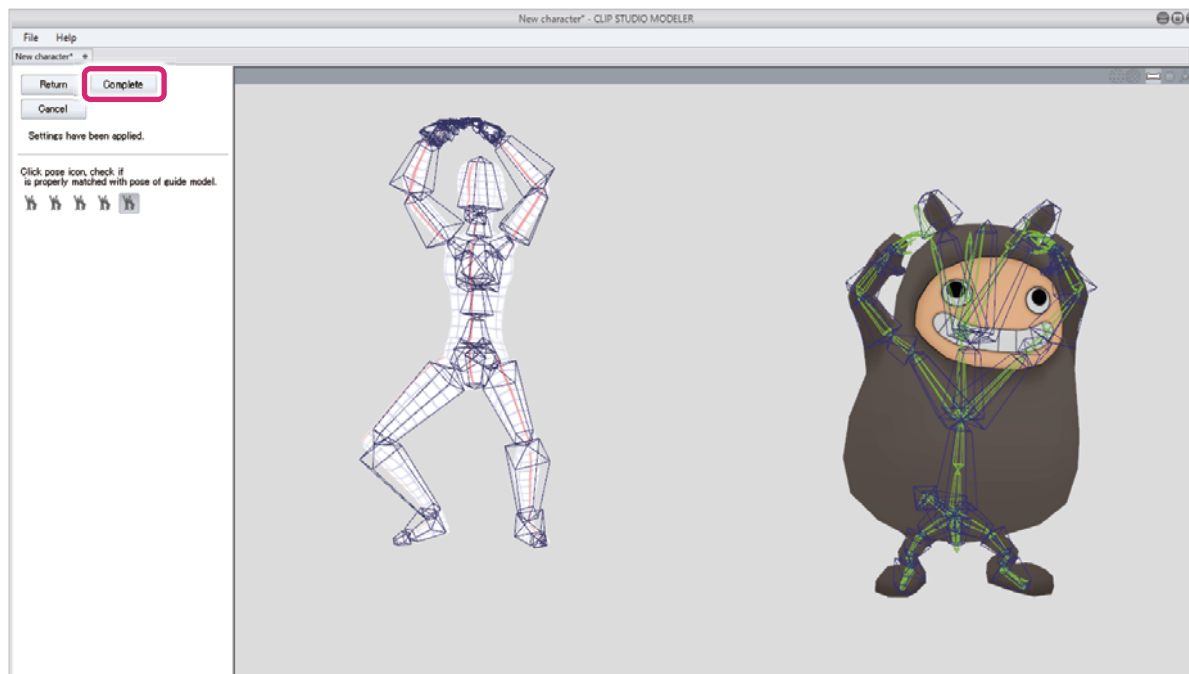
This exits the default bone mapping settings mode and returns to the 3D Character Setup screen. Default bones are assigned to the 3D character.
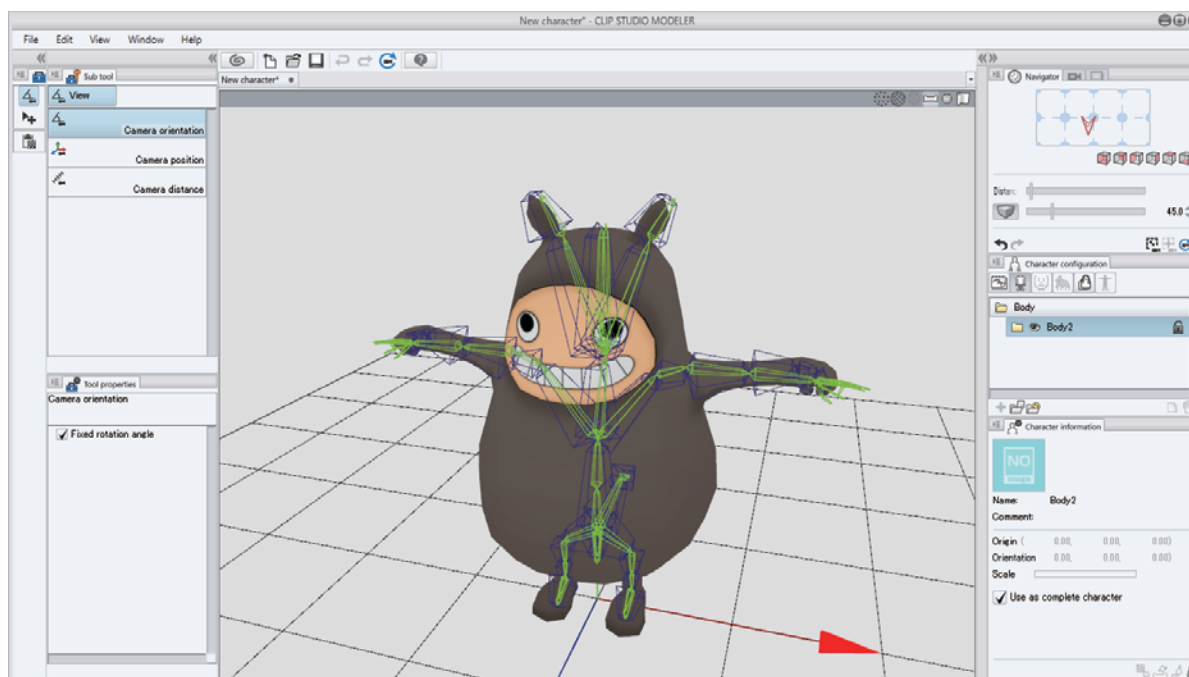
Standard Bone Creation Mode

Standard bone creation mode is a settings screen for adding standard bones to 3D characters that do not have bones. This section describes the following items in standard bone creation mode.

- About Standard Bone Creation Mode
- Creating Standard Bones

About Standard Bone Creation Mode

The standard bone creation screen can be displayed by selecting a [Body parts folder] in the [Character configuration] palette and clicking [Create standard bone] in the [Character information] palette.

This creates standard bones that can be used with CLIP STUDIO products for 3D characters that do not have bones. The 3D characters can be used in CLIP STUDIO PAINT after the bones are created.
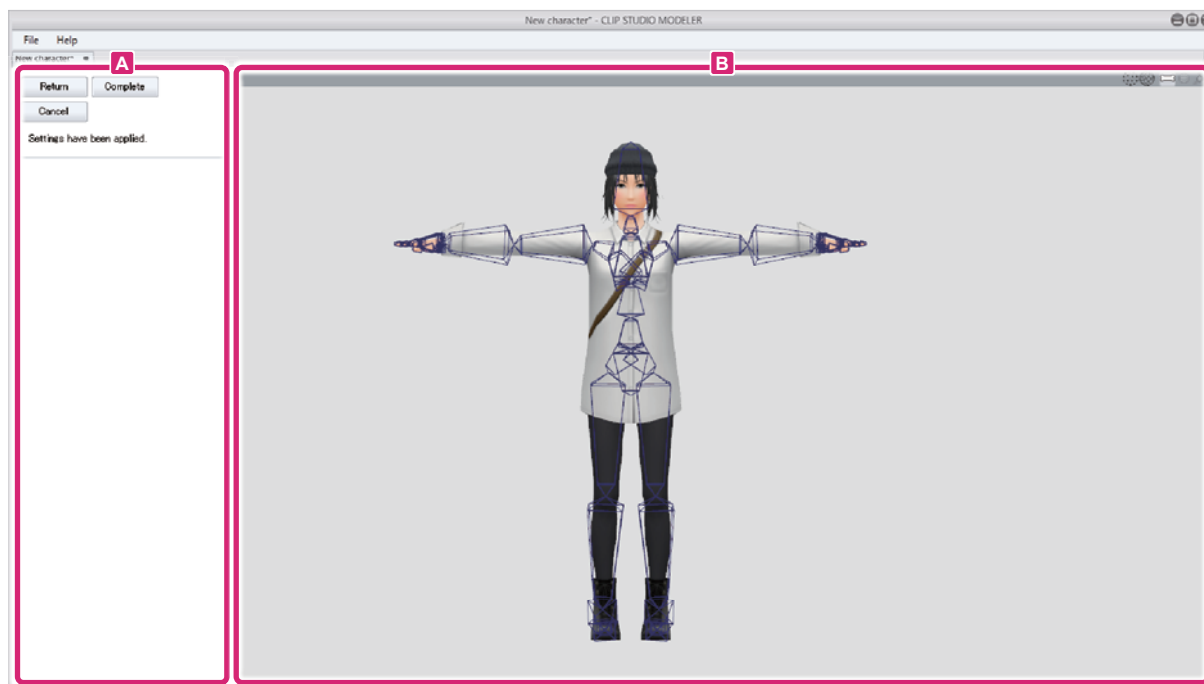
A. Navigation area

Displays settings for standard bone creation. The settings vary depending on the setting procedure.

B. Preview area

A screen for setting and checking standard bone creation.

Creating Standard Bones

After importing a 3D file in CLIP STUDIO MODELER, display standard bone creation mode and set standard bones.

1 Select a body part

Select a [Body parts folder] from the [Character configuration] palette.
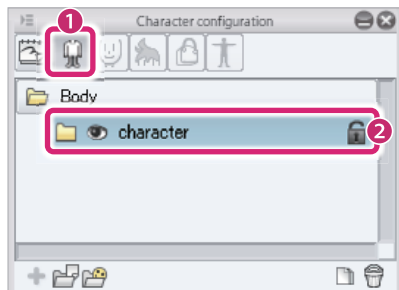
(1) Select [Body] from the group on the [Character configuration] palette.

(2) Select the [Body parts folder] to be edited from the [List].

✏ Memo	For information on importing a 3D file as a body part, see "Importing 3D Materials" →"Full-body Character Data" .

2 Display standard bone creation mode

Click [Create standard bones] in the [Character information] palette.
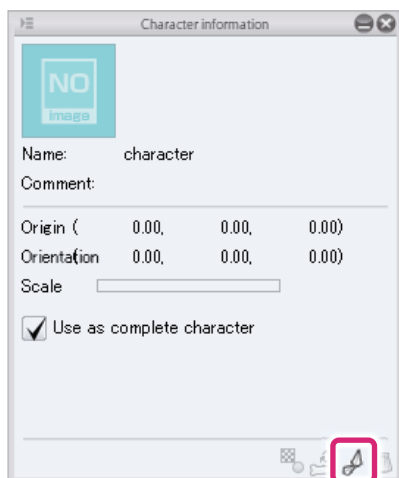
Next, proceed to "Set the bone position" .

Set the bone position

Set the position of the [Hips], [Head], [Arms] and [Legs] zones.

Set the hip bone and model position

When the hip bone is displayed in the [Preview area], align it with the hip area of the 3D character.

1 Select the hip bone

Click the hip bone displayed in the [Preview area].
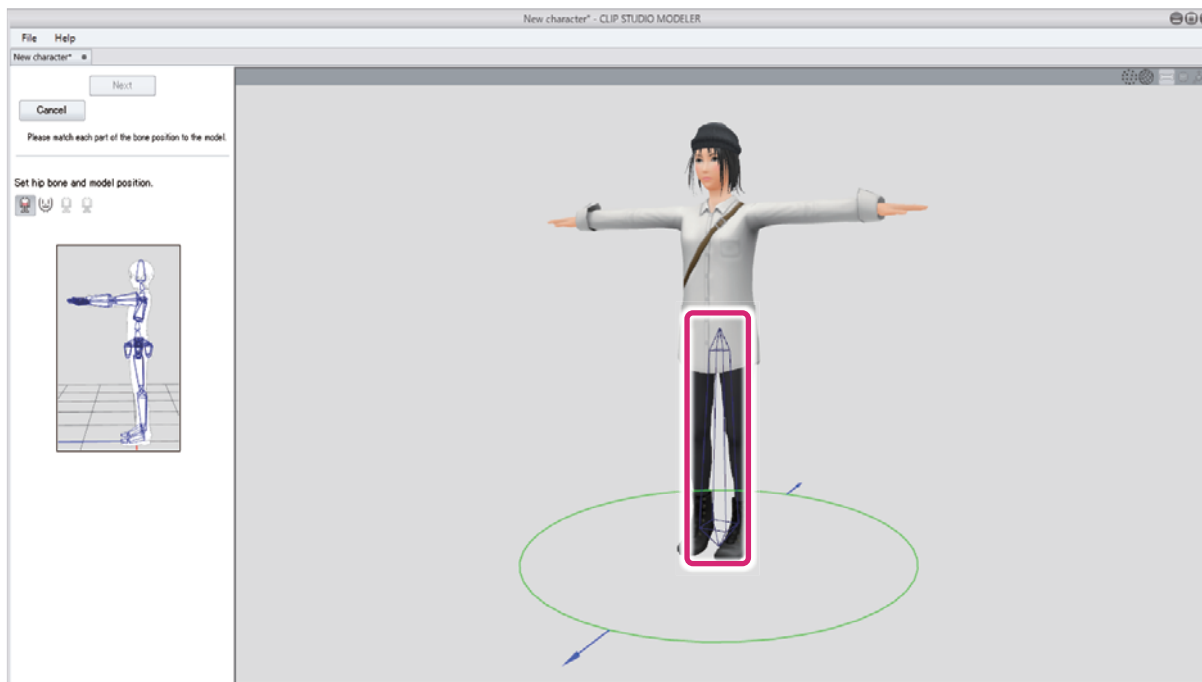
2 Adjust the height of the hip bone

When the manipulator is displayed over the bone, drag the arrows with the mouse cursor.

Match the height of the bone with the height of the 3D character's hips.
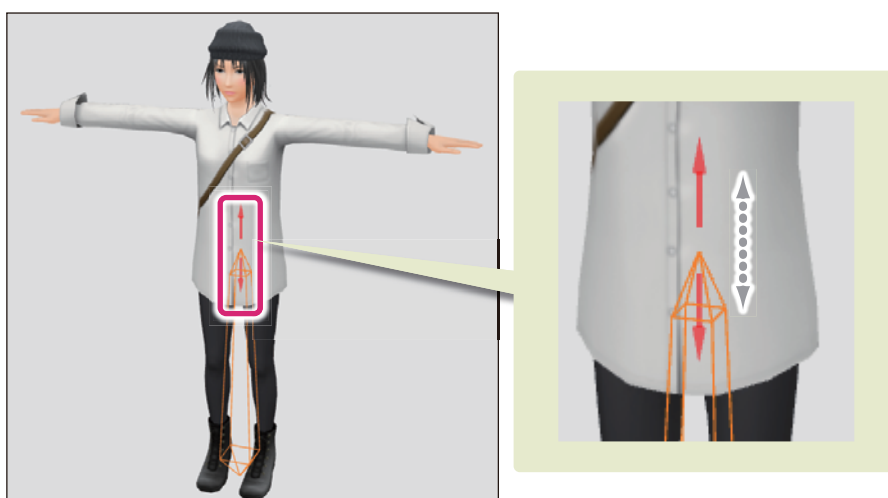
3 Adjust the position of the 3D character

Align the position of the 3D character with the bone.
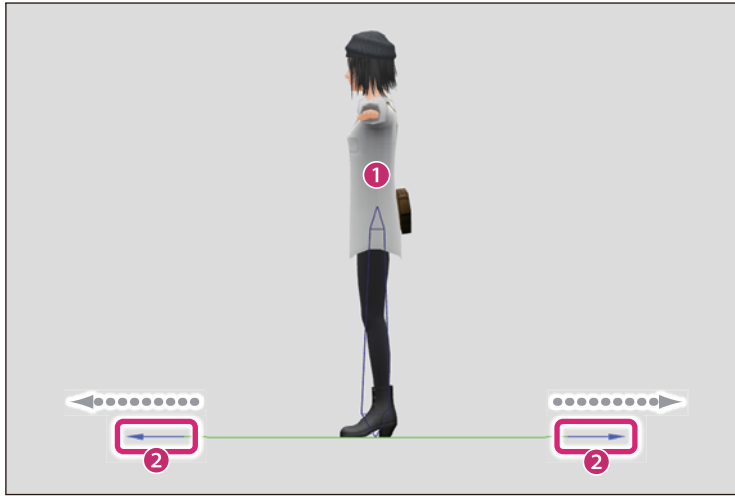
(1) Click the 3D character.

(2) When the manipulator is displayed at the character's feet, drag the blue arrows with the mouse cursor. Align the position of the 3D character with the bone.

> ✎ **Memo**   For information on how to change the camera angle in the [Preview area], see "**Setting Camera Angles**" .

Next, proceed to "Set the head bone position" .

Set the head bone position

Set the head and neck bones of the 3D character.

1 Change the bone settings

Click [Set head bone position] in the [Navigation area].

The [Preview area] switches to the screen for setting the head bone.

> ✎ **Memo**   To return to the hip settings, click [Set hip bone and model position] in the [Navigation area].
> Clicking [Cancel] clears all of the settings configured so far.

2 Set the bone position

Align the position of the bone with the 3D character.
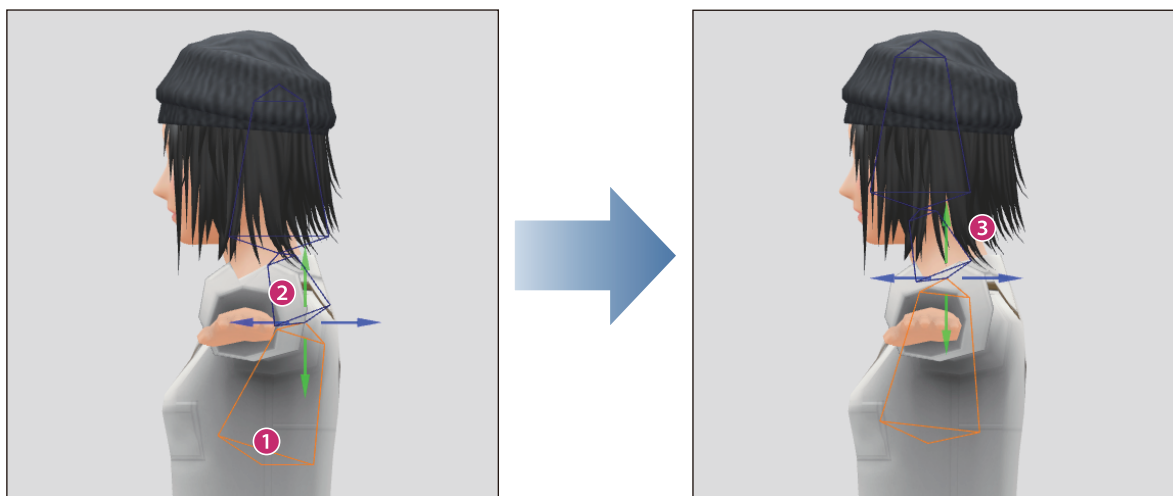
(1)   Click the lower bone in the [Preview area].

(2)   A manipulator is displayed. Drag the arrows of the manipulator with the mouse cursor to move the entire bone.

(3)   Align the position of the bone with the model. The bottom of the center bone should be aligned with the base of the neck.

> ✎ **Memo**   **For information on how to change the camera angle in the [Preview area], see "Setting Camera Angles" .**

3 Set the length of the neck

Set the correct neck bone length for the 3D character.
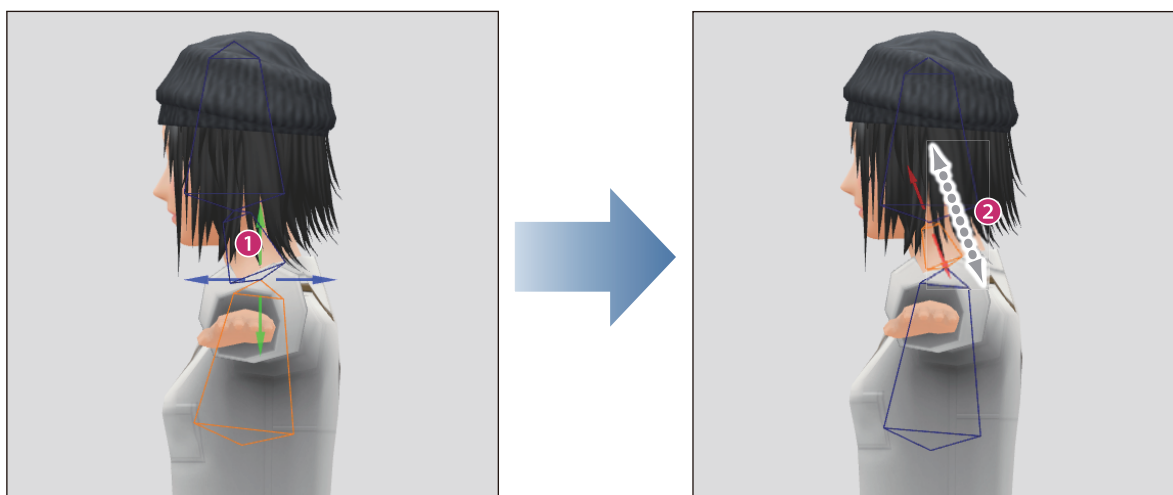
(1)   Click the center bone in the [Preview area].

(2)   When the manipulator is displayed over the bone, drag the arrows with the mouse cursor. Match the height of the bone with the 3D character's neck.

4 Set the length of the head

Set the correct head bone length for the 3D character.
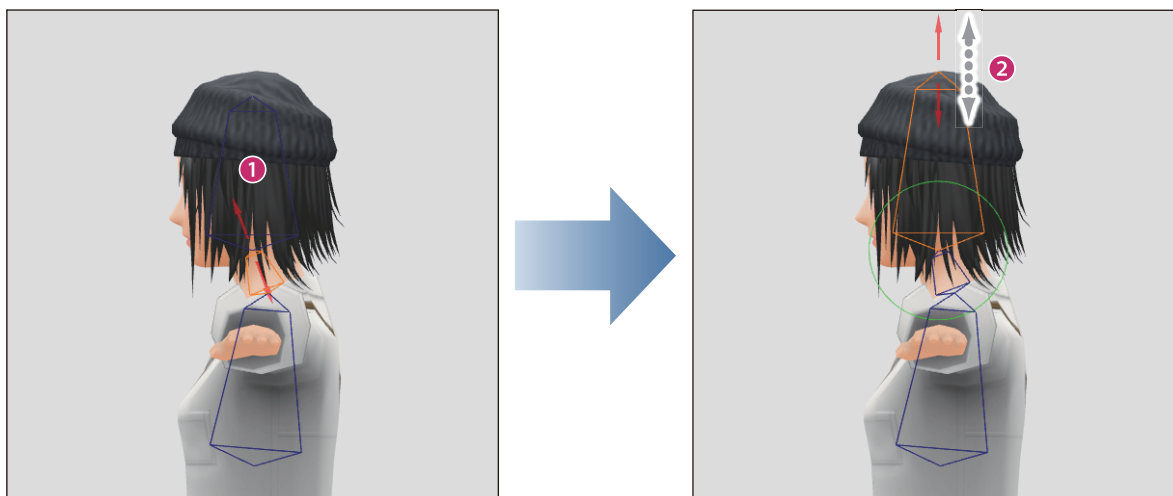
(1) Click the upper bone in the [Preview area].

(2) When the manipulator is displayed over the bone, drag the arrows with the mouse cursor. Match the height of the bone with the 3D character's head.

5 Check the position of the bones

Change the camera angle and check the position of the bones from various angles.

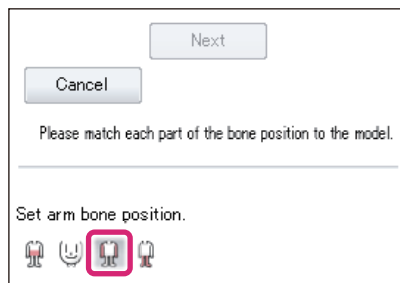If any corrections are needed, readjust the bone positions in the [Preview area].

Next, proceed to "Set the arm bone position" .

Set the arm bone position

Set the arm bones of the 3D character.

1 Change the bone settings

Click [Set arm bone position] in the [Navigation area].

The [Preview area] switches to the screen for setting the arm bones.

> ✏ **Memo**
>
> **To return to the [Hips] or [Head] settings, click [Set bone and model position] or[Set head bone position] in the [Navigation area].**
> **Clicking [Cancel] clears all of the settings configured so far.**

2 Set the bone position

Align the position of the bone with the 3D character.

(1)   Click the bone at the base of the arm in the [Preview area].

(2)   When the manipulator is displayed over the bone, drag the arrows with the mouse cursor. Set the bones so that the tops are in the same position as the base of the 3D character's arms.

> ✏ **Memo**
>
> **When you set the bones of one arm, the setting is applied to the other arm at the same time.**

3 Set the bone angle

Match the angle of the bone with the 3D character.

Drag along the ring to change the angle of the bone.
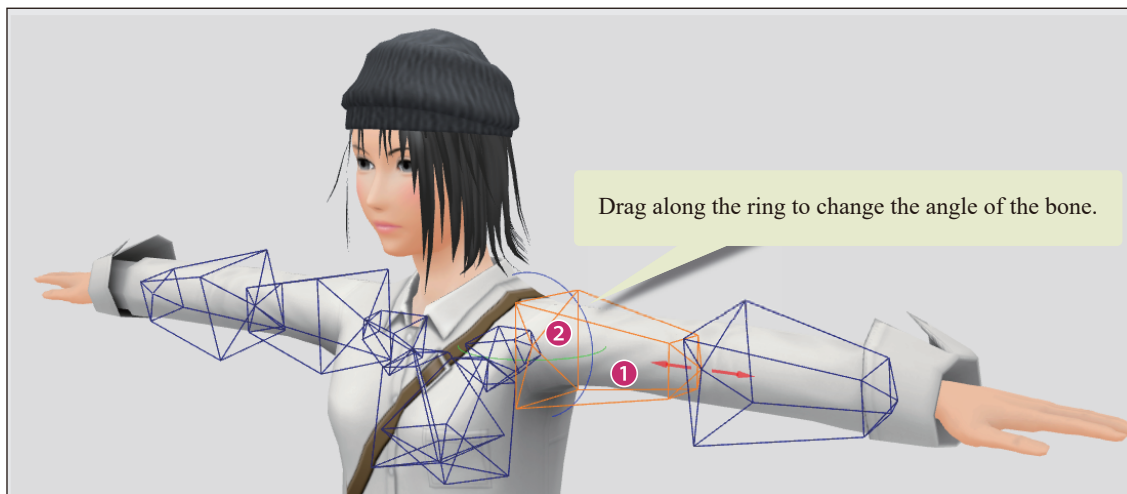
(1)　Click the upper arm bone in the [Preview area].

(2)　A manipulator is displayed. Drag the ring of the manipulator with the mouse cursor to change the angle of the bone. Match the angle of the bone with the 3D character.

> ✏ **Memo**　　For information on how to change the camera angle in the [Preview area], see "Setting Camera Angles" .

4 Set the length of the bones

Drag the arrow of the manipulator with the mouse cursor. Align the end of the bone with the elbow of the 3D character.

> ✏ **Memo**　　If the manipulator is not displayed, click the upper arm bone to display it.

5 Check the position of the bones

Change the camera angle and check the position of the bones from various angles.

If any corrections are needed, readjust the bone positions in the [Preview area].

Next, proceed to "Set the leg bone position" .

Set the leg bone position

Set the leg bones of the 3D character.

1 Change the bone settings

Click [Set leg bone position] in the [Navigation area].
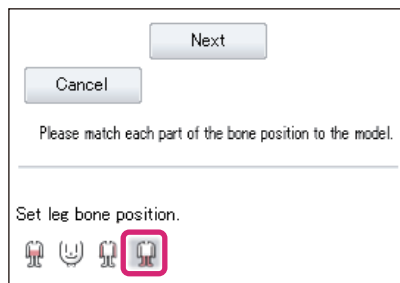
The [Preview area] switches to the screen for setting the leg bones.

> **Memo**　To return to the [Hips], [Head] or [Arm] settings, click [Set hip bone and model position], [Set head bone position]
> or [Set arm bone position] in the [Navigation area].
> Clicking [Cancel] clears all of the settings configured so far.

2 Set the bone position

Align the position of the bone with the 3D character.
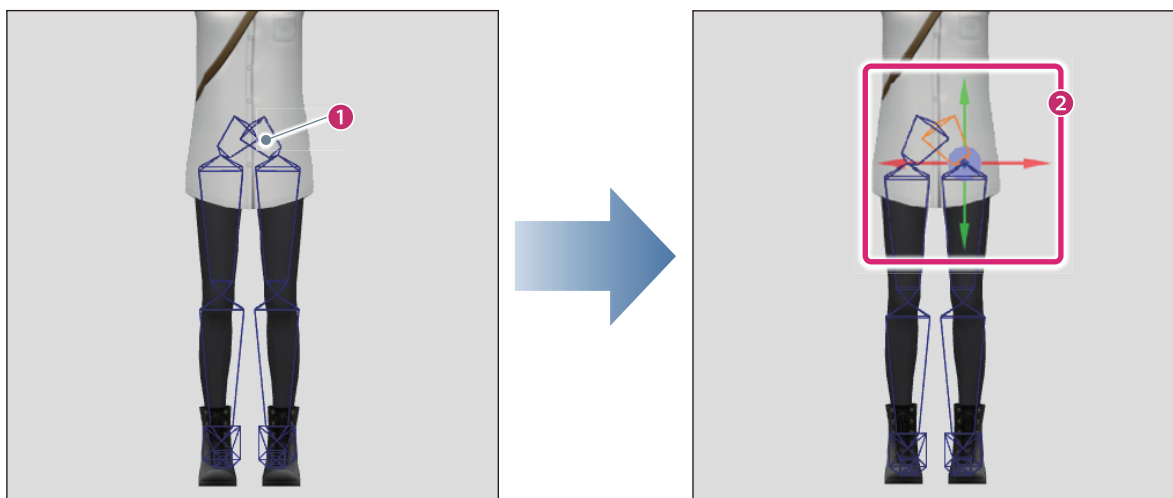
(1) Click the bone at the base of the leg in the [Preview area].

(2) A manipulator is displayed. Drag the arrow of the manipulator with the mouse cursor and align the position of the bones with the 3D character.

> **Memo**　When you set the bones of one leg, the setting is applied to the other leg at the same time.

3 Set the bone angle

Match the angle of the bone with the 3D character.
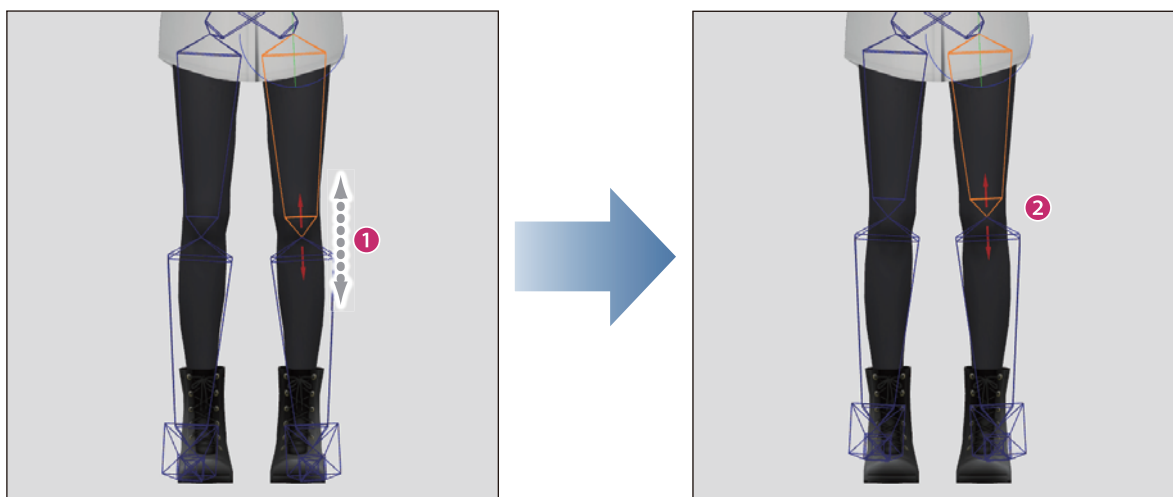

Drag along the ring to change the angle of the bone.
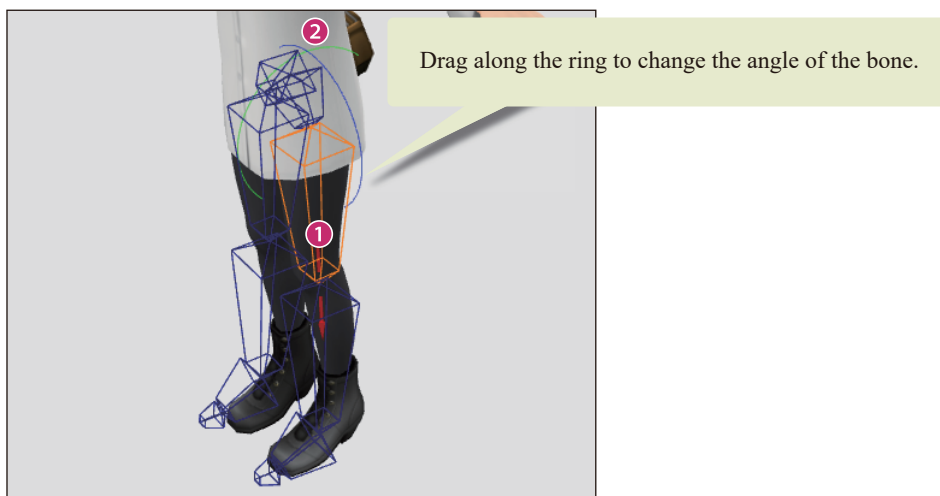
(1) Click the thigh bone in the [Preview area].

(2) A manipulator is displayed. Drag the ring of the manipulator with the mouse cursor to change the angle of the bone. Match the angle of the bone with the 3D character.

4 Set the length of the bones

Use the manipulator of the thigh bone to match the length of the thigh bone with the 3D character.

> ✏ **Memo**   **If the manipulator is not displayed, click the leg bone to display it.**

(1) Drag the arrows of the manipulator with the mouse cursor to change the length of the bone.

(2) Align the bottom of the bone with the knee of the 3D character.

5 Adjust the shin bones

Set the angle and length of the shins.
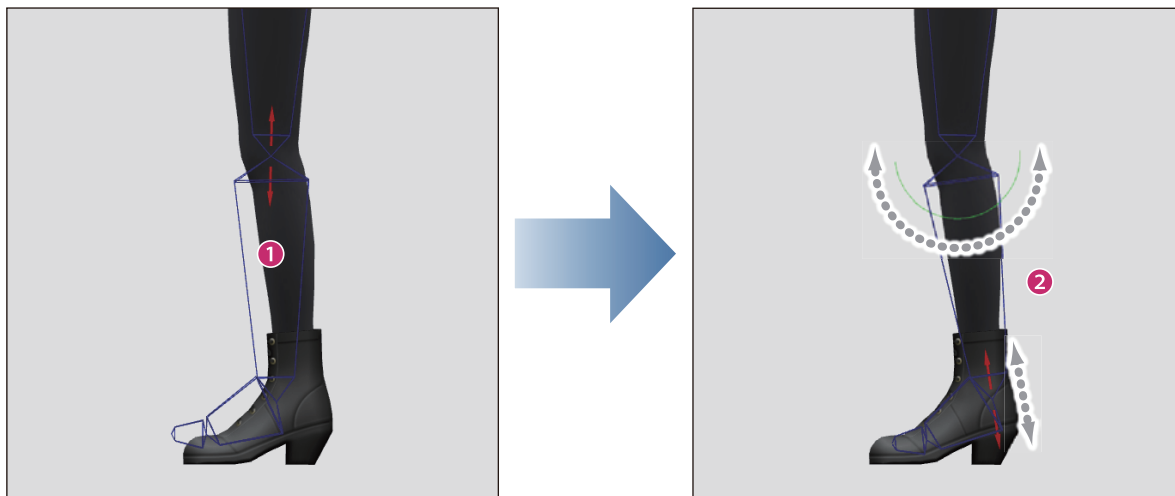
(1) Click the shin bone in the [Preview area].

(2) A manipulator is displayed. Drag the manipulator with the mouse cursor to change the angle and length of the bone. Align the bottom of the bone with the ankle of the 3D character.
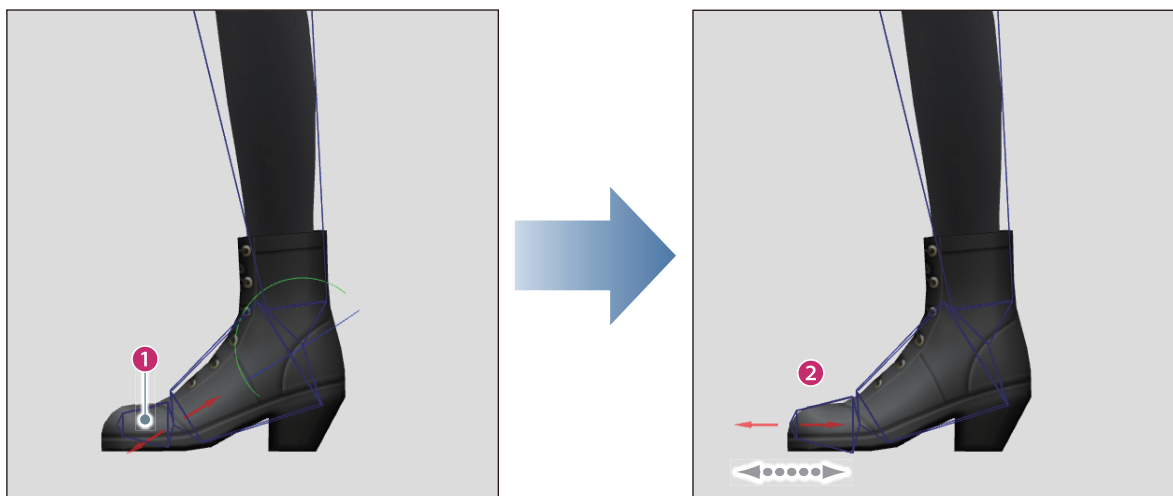
6 Adjust the foot bones

Set the angle and length of the feet.
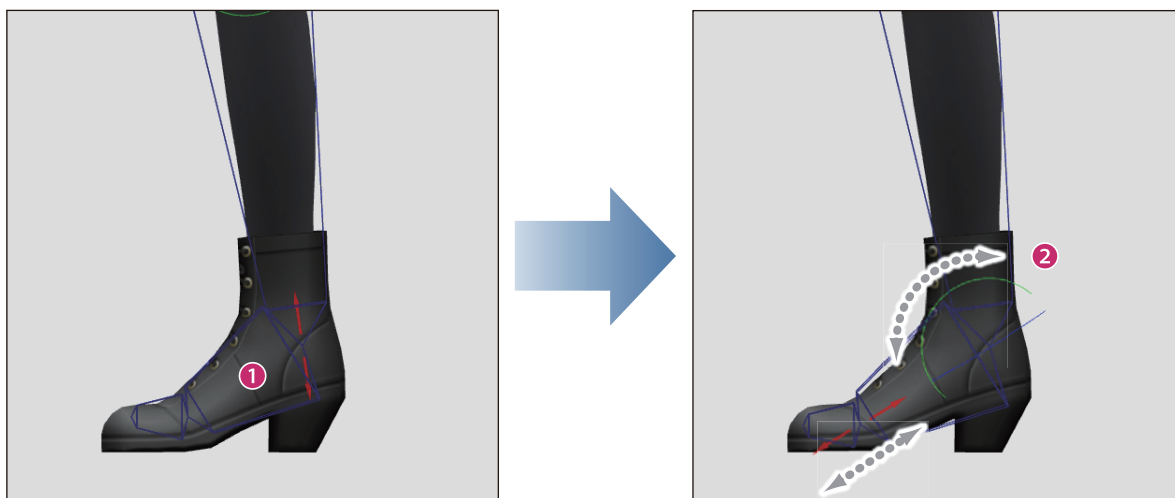
(1) Click the foot bone in the [Preview area].

(2) A manipulator is displayed. Drag the manipulator with the mouse cursor to change the angle and length of the bone. Match the bone with the foot shape of the 3D character.

7 Adjust the toe bones

Set the length of the toes.

(1) Click the toe bone in the [Preview area].

(2) A manipulator is displayed. Drag the manipulator with the mouse cursor to change the length of the bone. Align the end of the bone with the end of the 3D character's toes.
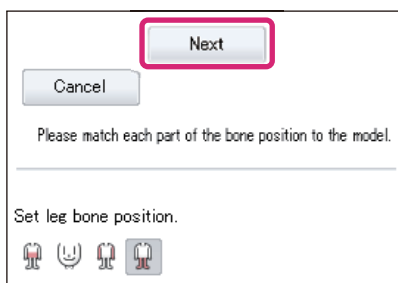
8 Check the position of the bones

Change the camera angle and check the position of the bones from various angles.

If any corrections are needed, readjust the bone positions in the [Preview area].

## 9 Exit the bone settings mode

Click [Next] in the [Navigation area].

The display switches to the screen for setting the position of the fingers. Next, proceed to "Set the finger position" .

Set the finger position

Specify the finger position of the 3D character and set the finger bones.
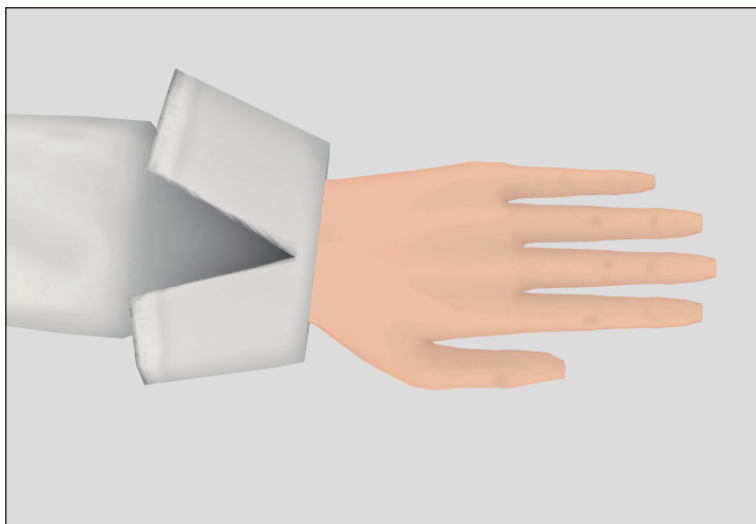
1 Select a finger

Select the finger to be specified in the [Navigation area]. In this example, [Thumb] is selected.
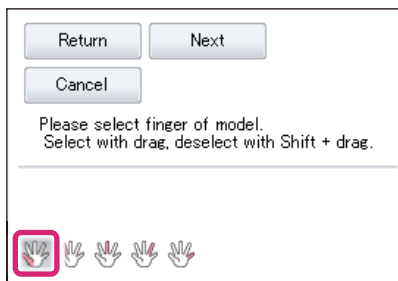
2 Change the camera position

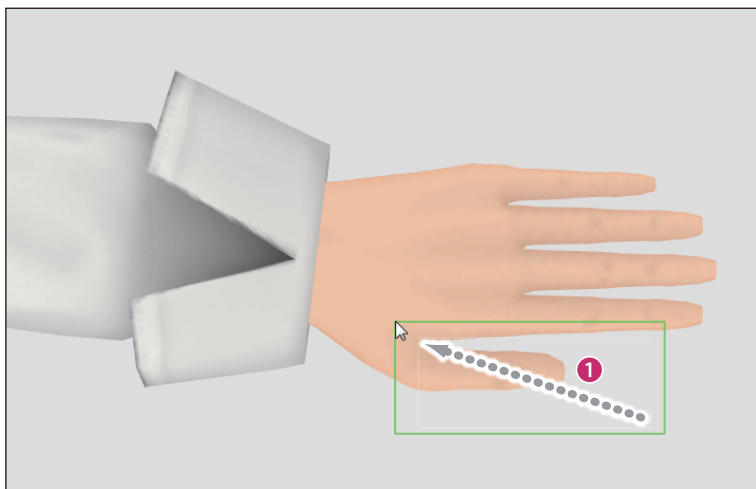Operate the camera in the [Preview area] to zoom in on the finger.

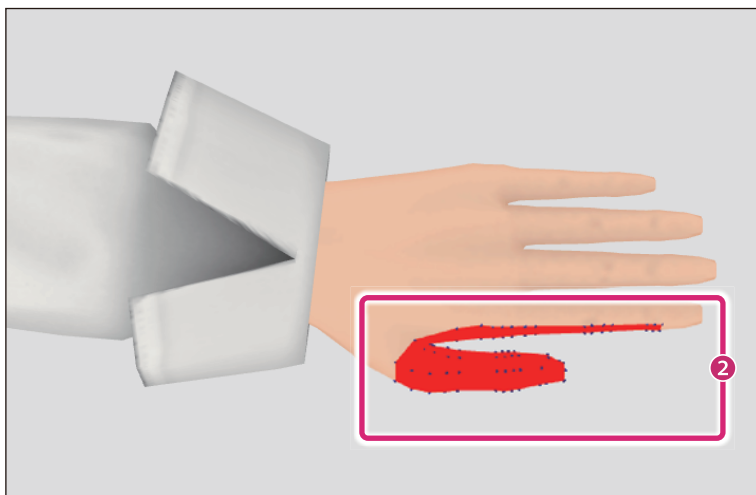For information on how to operate the camera, see "Setting Camera Angles" .

Memo	When zooming in on the hand, zoom in with the fingers open and parallel, as this makes it easy to specify finger positions.

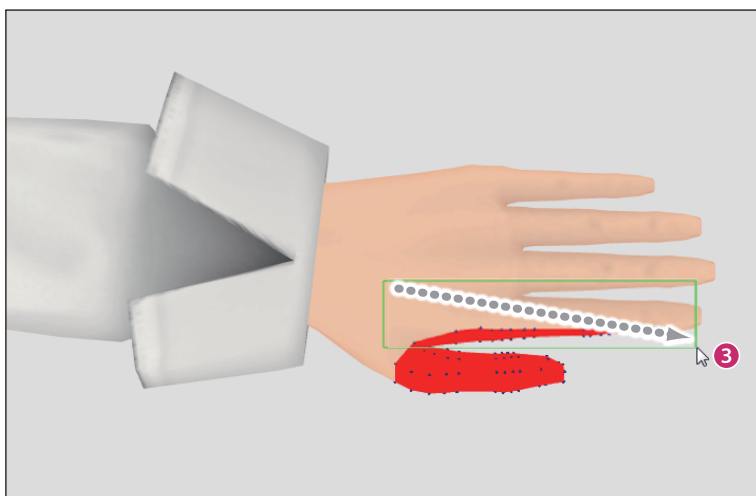## 3 Specify the finger position
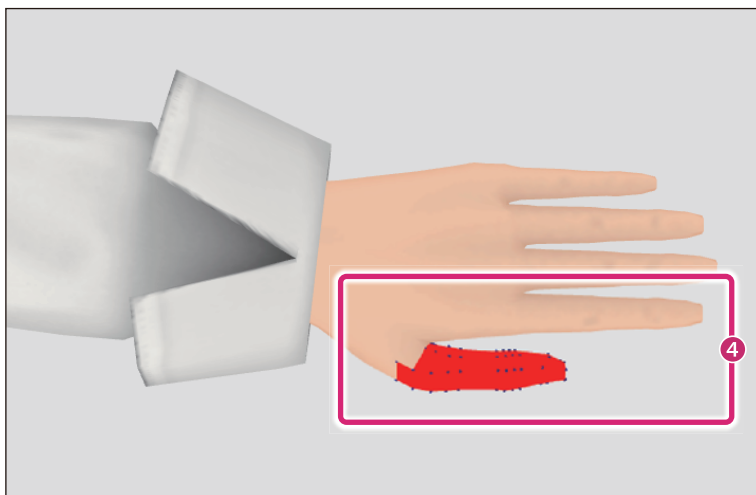
Drag to specify the finger position.

(1)   Drag to surround the thumb of the 3D character in the [Preview area].

(2)   The specified area for the finger is colored. In the case of the thumb, the area turns red. If part of the thumb is not specified, drag again to surround the whole thumb.

(3)   If the area is too large, hold down the [Shift] key and drag to surround the area you want to remove.

(4)   The dragged area is removed from the specified area.

> 📝 **Memo**
> - **If it is difficult to specify the finger while the hand is lying flat, adjust the camera angle to a position where it is easier to specify the finger.**
> - **When a finger position is set for one hand, the position is set for the other hand too.**
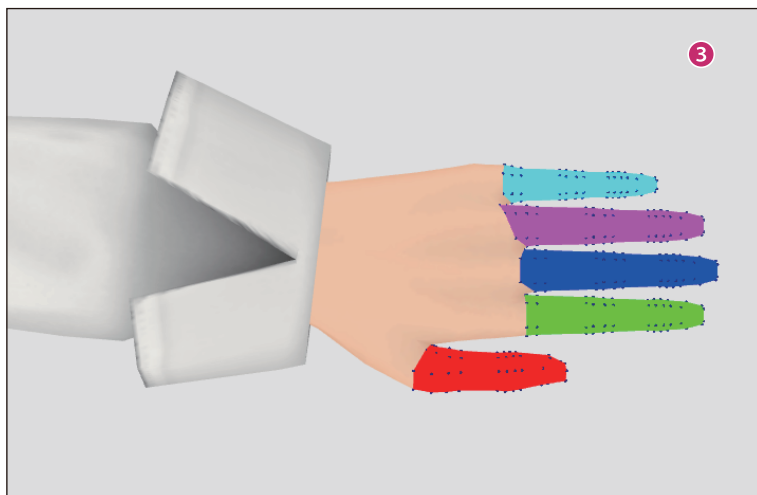
4 Specify the next finger.

Repeat the operations in steps 2 and 3 for all of the fingers.
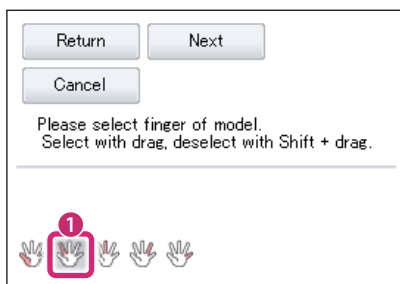
(1)   Select the next finger to be specified in the [Navigation area]. In this example, [Index finger] is selected.
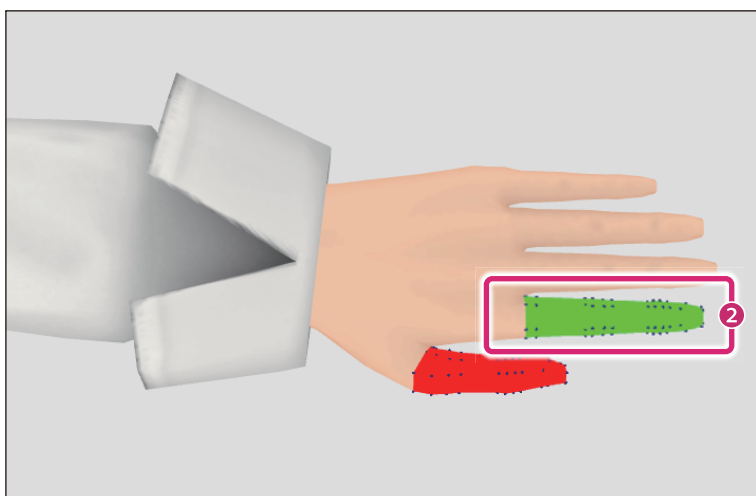
(2)   Repeat the operations in step 3 to specify the position of the finger.

(3) Repeat the operations in steps 1 and 2 to specify the positions of all of the fingers.

> **Memo** **To correct a finger specification, select the button for the finger you want to correct in the [Navigation area]. Set the selected finger again.**
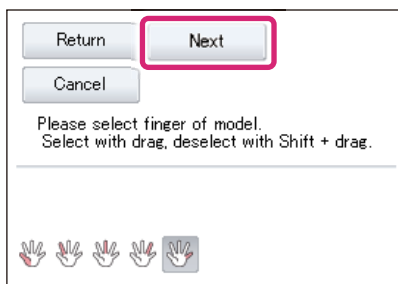
5 Check the settings

Change the camera angle and check the finger settings from various angles.

If any corrections are needed, specify the positions again in the [Preview area].

6 Exit the finger position settings mode

Click [Next] in the [Navigation area].

A screen for checking the bones is displayed. Next, proceed to "Check the bones" .

Check the bones

When the screen for checking the bones is displayed, check the movement of the bones in the [Preview area].

1 Check the movement of the bones

Check the movement of the bones in the [Preview area].

For information on how to operate the bones, see "Creating a Pose" .
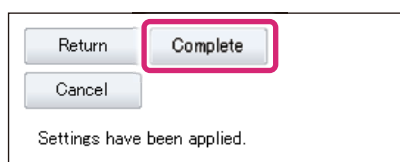

2 Exit the settings mode

Click [Complete] in the [Navigation area].

> ✎ **Memo**　**To redo the settings, click [Return] to return to the previous screen.**

This exits the standard bone creation settings mode and returns to the 3D Character Setup screen. Standard bones are created for the 3D character.
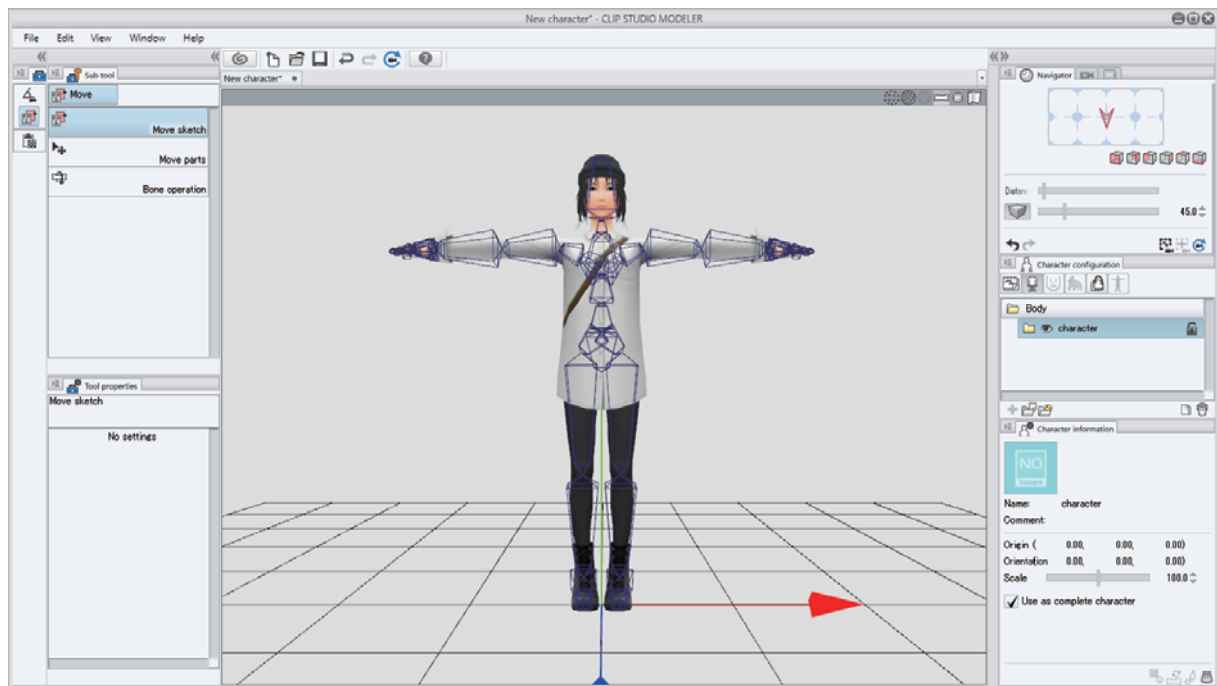
Skirt Settings Mode

Skirt settings mode is a settings screen to make natural skirt movements. This section describes the following items in skirt settings mode.

- About Skirt Settings Mode
- Configuring Skirt Settings

About Skirt Settings Mode

**Skirt settings mode can be displayed by selecting a [Body parts folder] in the [Character configuration] palette and clicking [Skirt settings] in the [Character information] palette. In this mode, you can set a skirt net for a 3D character.**

Set the outer skirt net. Setting a skirt net enables the skirt to move naturally with the body when applying a pose.

When the skirt settings are configured,

the skirt moves according to the movement of the legs.

The skirt settings mode is divided into the following main areas.
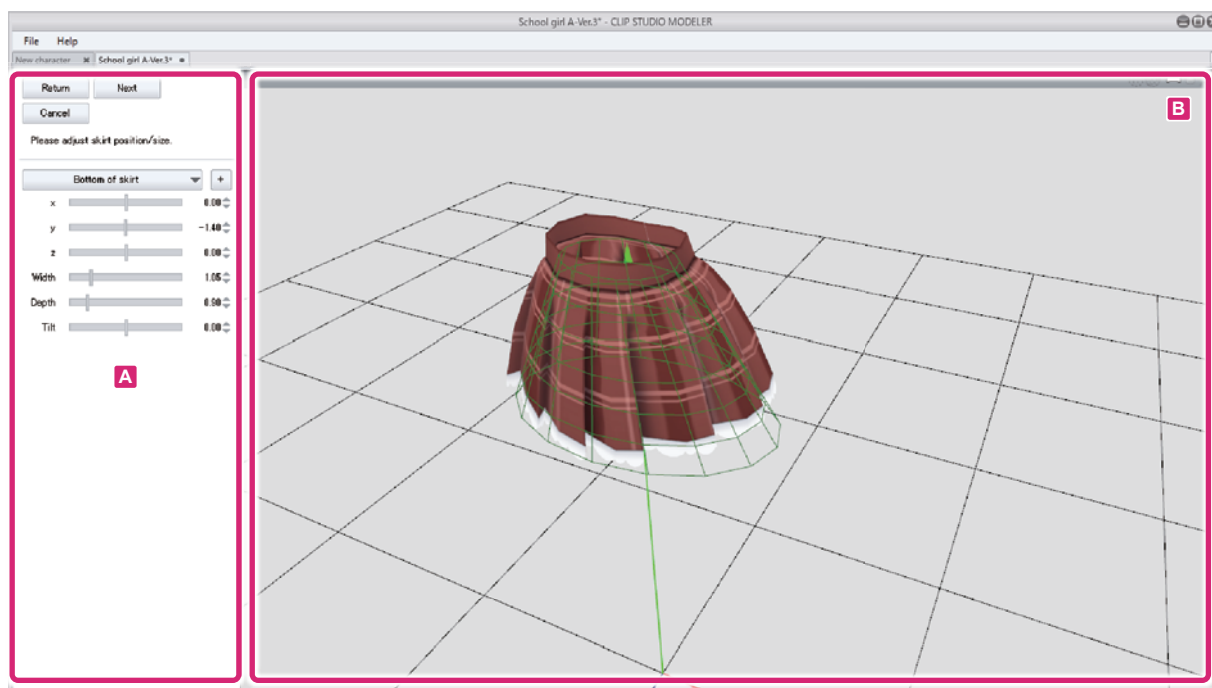
A. Navigation area

Displays skirt settings. The settings vary depending on the setting procedure.

B. Preview area

A screen for checking the settings. The direction from which the skirt being edited is viewed can be changed by dragging in the [Preview area]. Like the [Document] window, this screen has world coordinate axes.

Configuring Skirt Settings

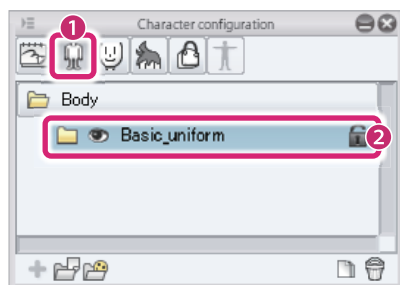**The skirt settings mode will be explained with the following steps.**

- **"Display skirt settings mode"**

- **"Select the material"**

- **"Set the skirt net"**

- **"Set the collision shape"**

Display skirt settings mode

Display skirt settings mode from the 3D Character Setup screen.

1 Select a body part

Select a [Body parts folder] from the [Character configuration] palette.
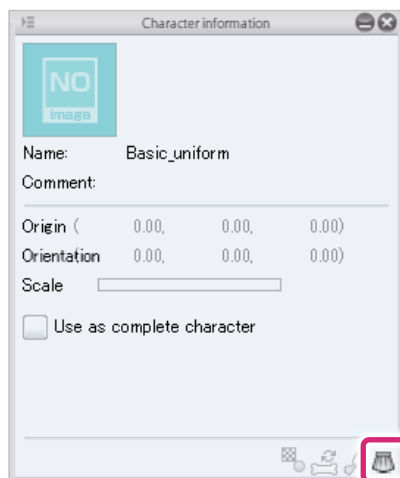

(1) Select [Body] from the group on the [Character configuration] palette.

(2) Select the [Body parts folder] to be edited from the [List].

> **Memo**   For information on importing a 3D file as a body part, see **"Importing 3D Materials"** →**"Full-body Character Data"** .

2 Display skirt settings mode

Click [Skirt settings] in the [Character information] palette.

> ✏ **Memo**
>
> **A message saying "You will no longer be able to edit the position, orientation or scale after performing this operation." is displayed. If you do not need to configure these settings further, click [OK]. The position, orientation and scale can be edited by configuring the settings in the [Character information] palette when the body part is selected. For details, see "When a part is selected" → "Body parts folders" .**

Skirt settings mode is displayed.
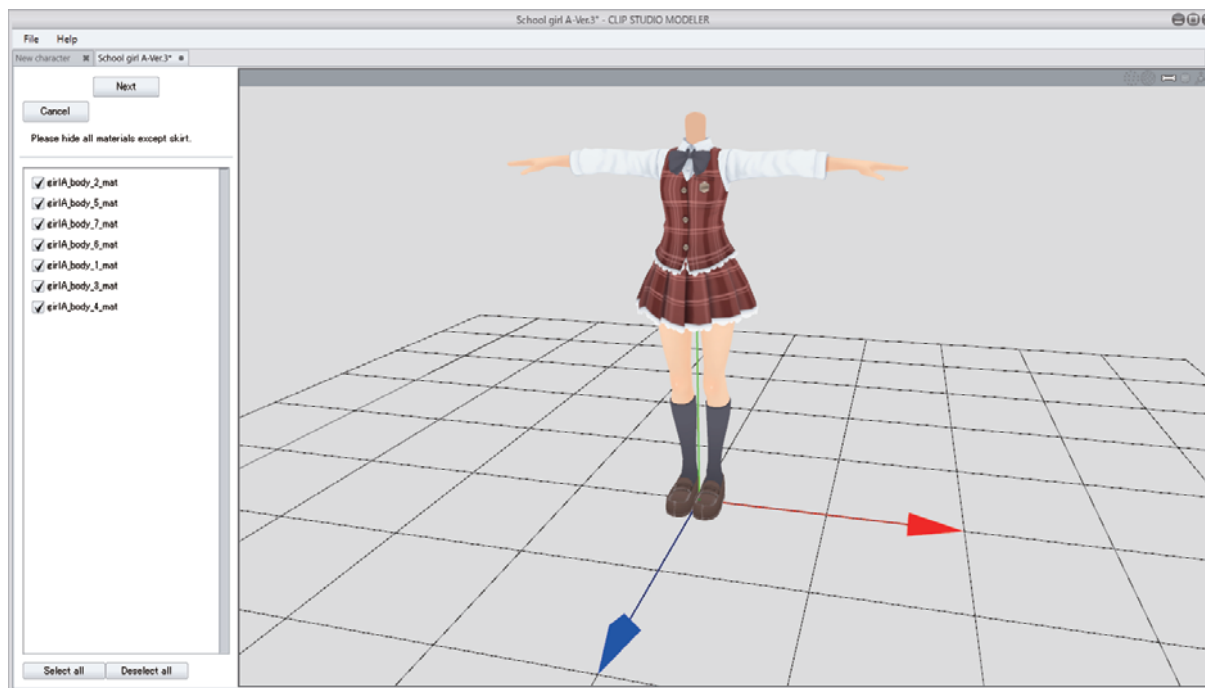
Next, proceed to "Select the material" .

Select the material

Select the skirt material from the [Material list] in the [Navigation area].
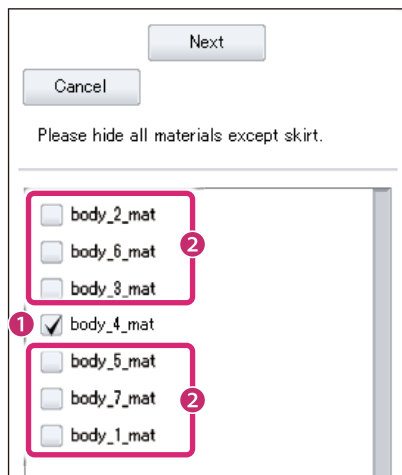
1 Select the skirt material

Select the materials so that only the skirt material is shown in the [Preview area].

(1) Check the check box for the skirt material. Parts indicated by the checked materials are displayed in the [Preview area].

(2) Uncheck the check boxes for the other materials. Parts indicated by the unchecked materials are not displayed in the [Preview area].

> ✏️ **Memo**　　**If there is a large number of materials, you can display or hide all materials by selecting [Select all] or [Deselect all] in the [Navigation area].**
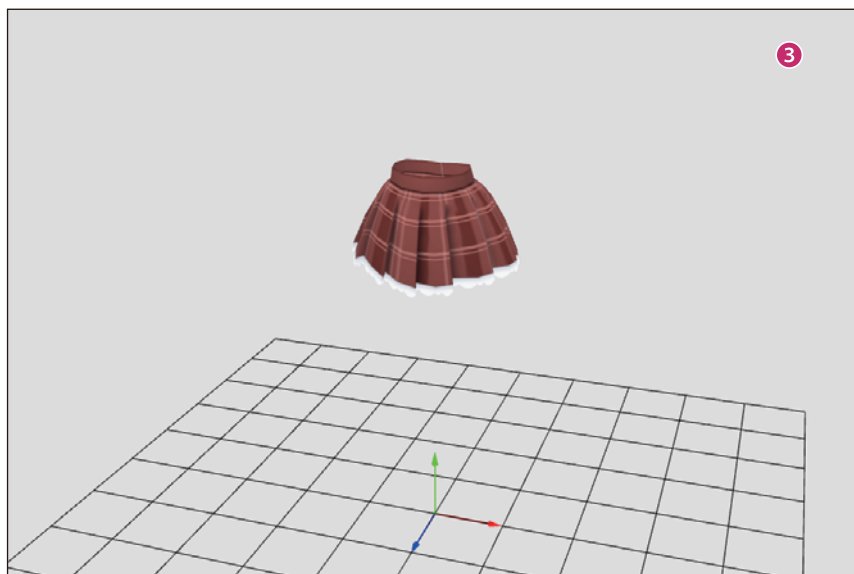
(3) Make sure only the skirt is displayed in the [Preview area]. If the skirt is combined with other items, select the materials so that only the material containing the skirt is displayed.

2 Exit the material selection mode

After selecting a skirt material, click [Next] in the [Preview area].
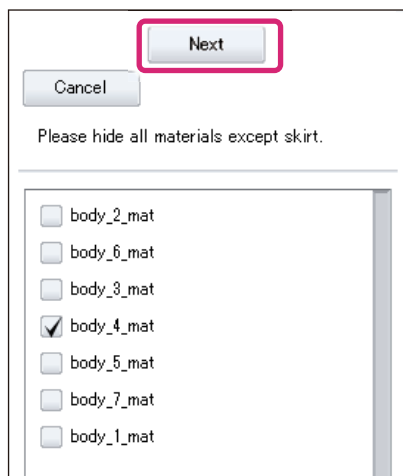
The next screen is displayed, allowing you to proceed to "Set the skirt net" .

Set the skirt net

When the skirt net is displayed in the [Preview area], align the net with the skirt.

Skirt net

1 Set the top position of the skirt net

Set the position and size of the top of the skirt net in the [Navigation area].

Set the top of the skirt net according to the position and size of the top of the skirt.
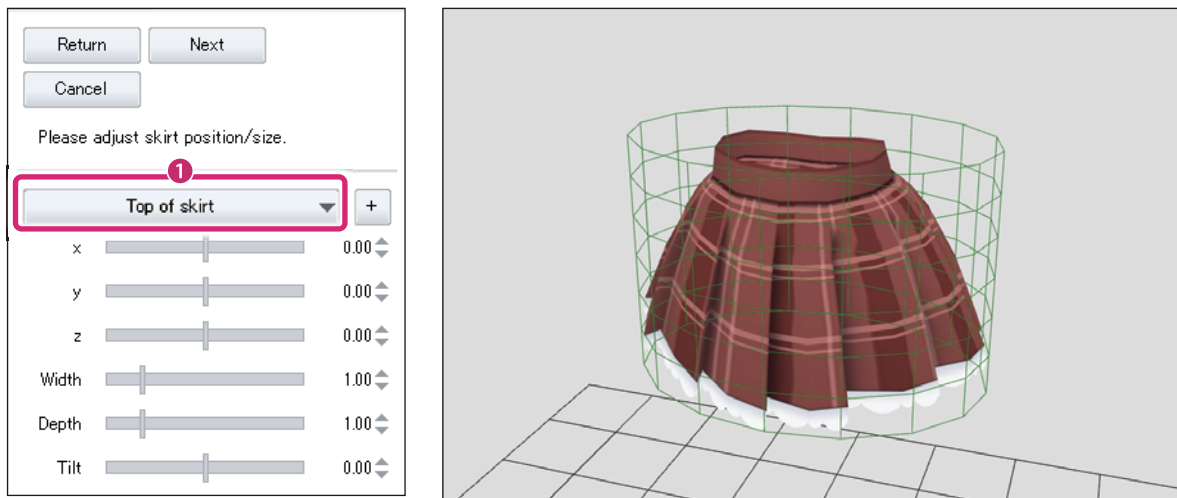
(1)   Select [Top of skirt] from the settings in the [Navigation area].
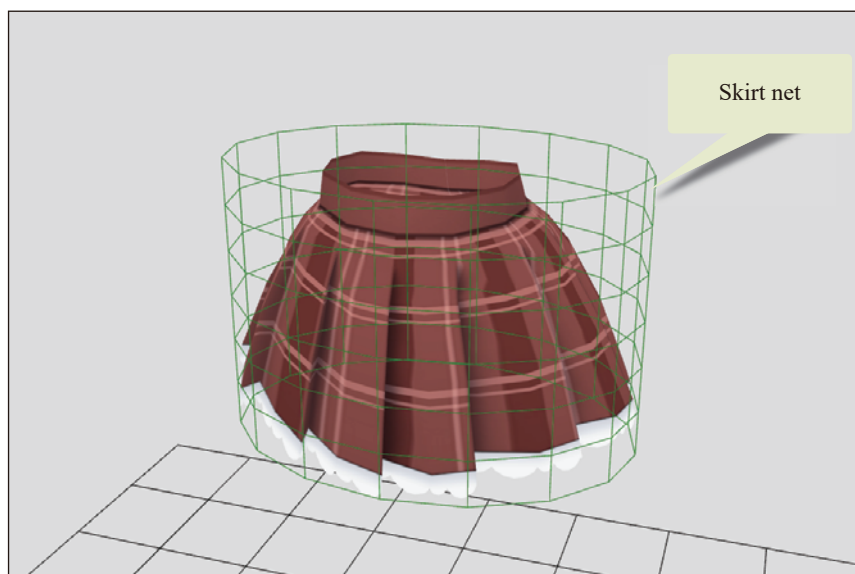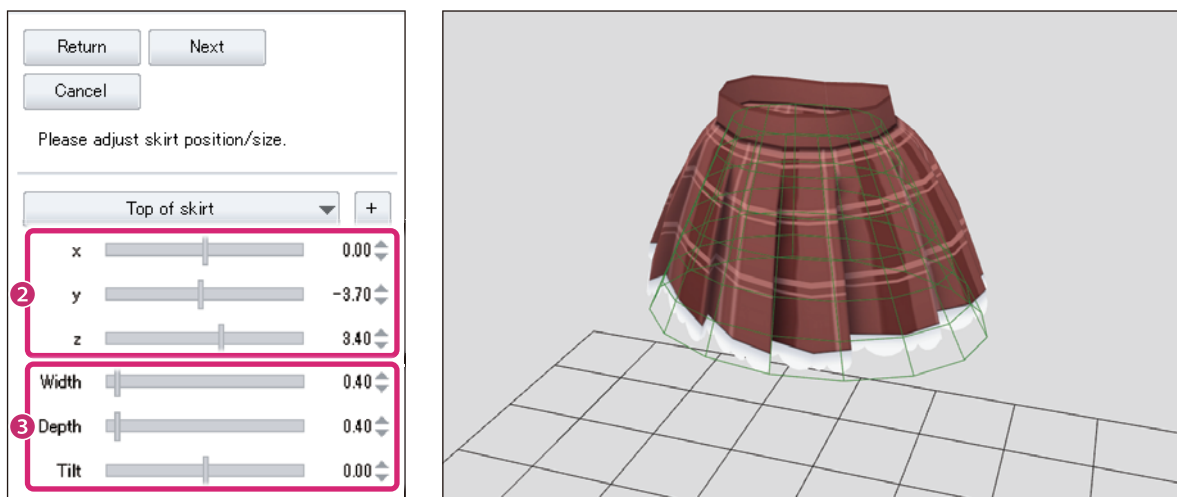

(2)   Set the position of the top of the skirt net by adjusting the [x], [y] and [z] sliders.

(3)   Set the size of the top of the skirt net by adjusting the [Width], [Depth] and [Tilt] sliders.

> **✎ Memo**
>
> ● For information on how to change the camera angle in the [Preview area], see "**Setting Camera Angles**" .
>
> ● The order of steps (2) and (3) can be reversed.
>
> ● If the material includes items other than the skirt, align the skirt net with the area corresponding to the skirt (e.g. from the hips to the hem of the skirt).

2 Set the bottom position of the skirt net

Set the position and size of the bottom of the skirt net in the [Navigation area].

Set the bottom of the skirt net according to the position and size of the bottom of the skirt.
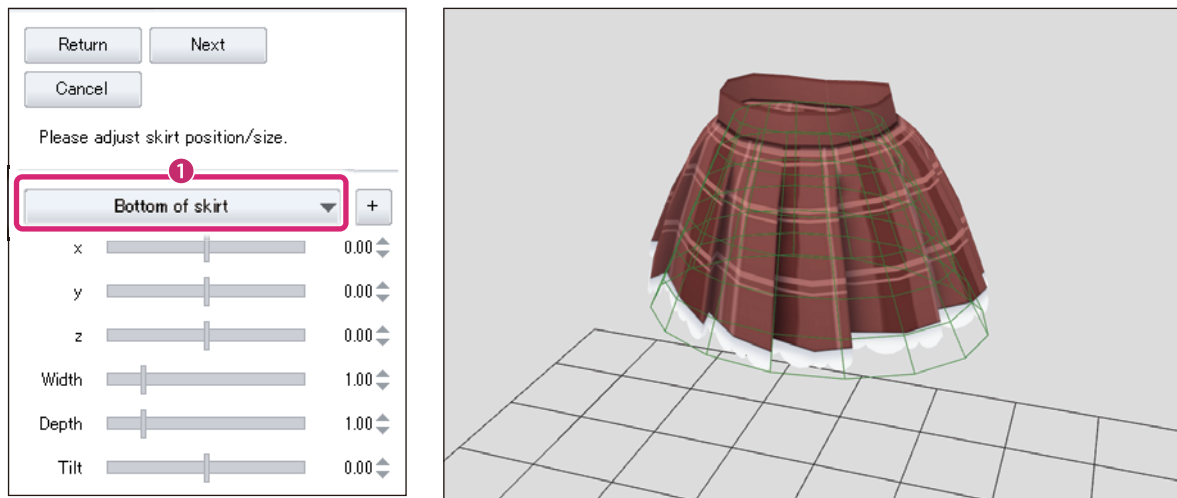
(1) Select [Bottom of skirt] from the settings in the [Navigation area].
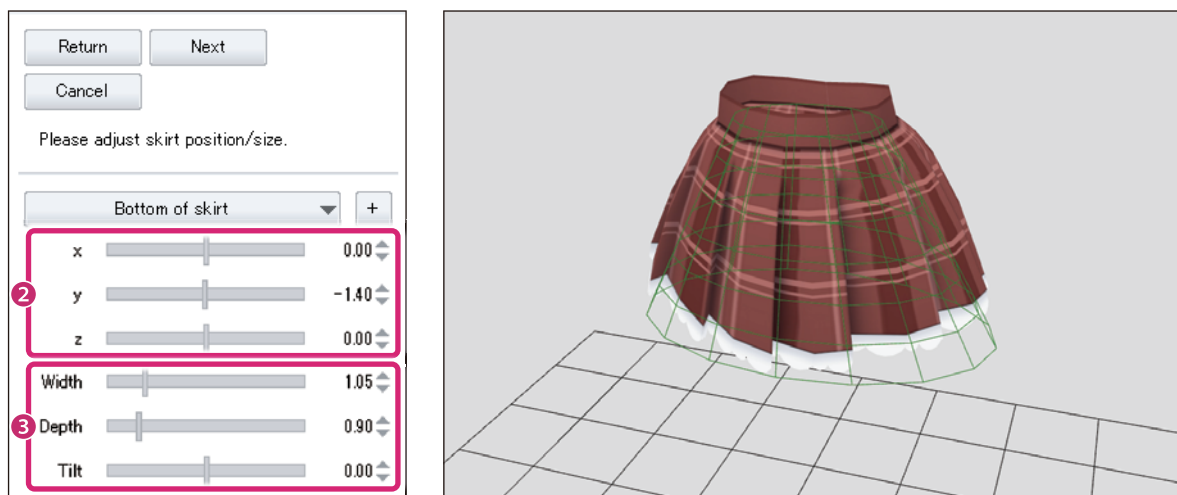
(2) Set the position of the bottom of the skirt net by adjusting the [x], [y] and [z] sliders.

(3) Set the size of the bottom of the skirt net by adjusting the [Width], [Depth] and [Tilt] sliders.

> ✎ **Memo**
> - For information on how to change the camera angle in the [Preview area], see **"Setting Camera Angles"** .
> - The order of steps (2) and (3) can be reversed.

3 Check the position of the skirt net

Change the camera angle and check the position of the skirt net from various angles.

If any corrections are needed, readjust the skirt net in the [Navigation area].

4 Move to the next screen

When you have finished setting the skirt net, click [Next] in the [Navigation area].
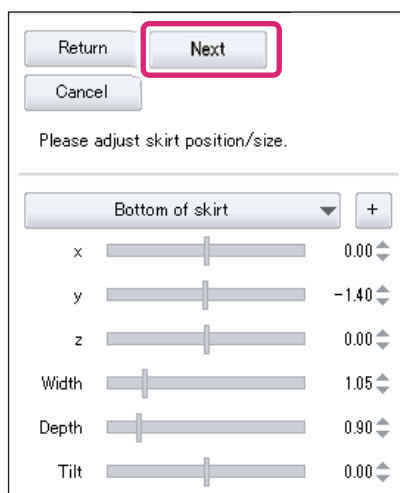
The next screen is displayed, allowing you to proceed to "Set the collision shape" .

> **Memo** For information on settings in the [Navigation area], see "**Skirt net settings**" .

Skirt net settings

This section explains the skirt net settings in the [Navigation area].

The settings are configured according to the axes at the character's feet.
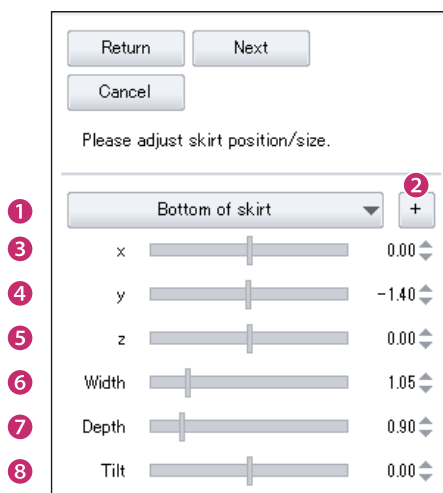
(1) Settings

Select the position of the skirt net to be set. You can select from [Top of skirt] and [Bottom of skirt] by default.

(2) Add setting

Adds [Middle of skirt] to the skirt net settings. This makes it possible to set the middle of the skirt net too.

This is useful for long or fluttery skirts.

(3) x

Moves the position of the skirt net along the red world coordinate axis.

(4) y

Moves the position of the skirt net along the green world coordinate axis.

(5) z

Moves the position of the skirt net along the blue world coordinate axis.

(6) Width

Adjusts the width of the skirt net along the red world coordinate axis.

(7) Depth

Adjusts the depth of the skirt net along the blue world coordinate axis.

(8) Tilt

Tilts the skirt net along the green world coordinate axis.

Set the collision shape

The collision shape is displayed along the character's hips and legs in the [Preview area]. Adjust the position and size of the collision shape to set the movement of the skirt.
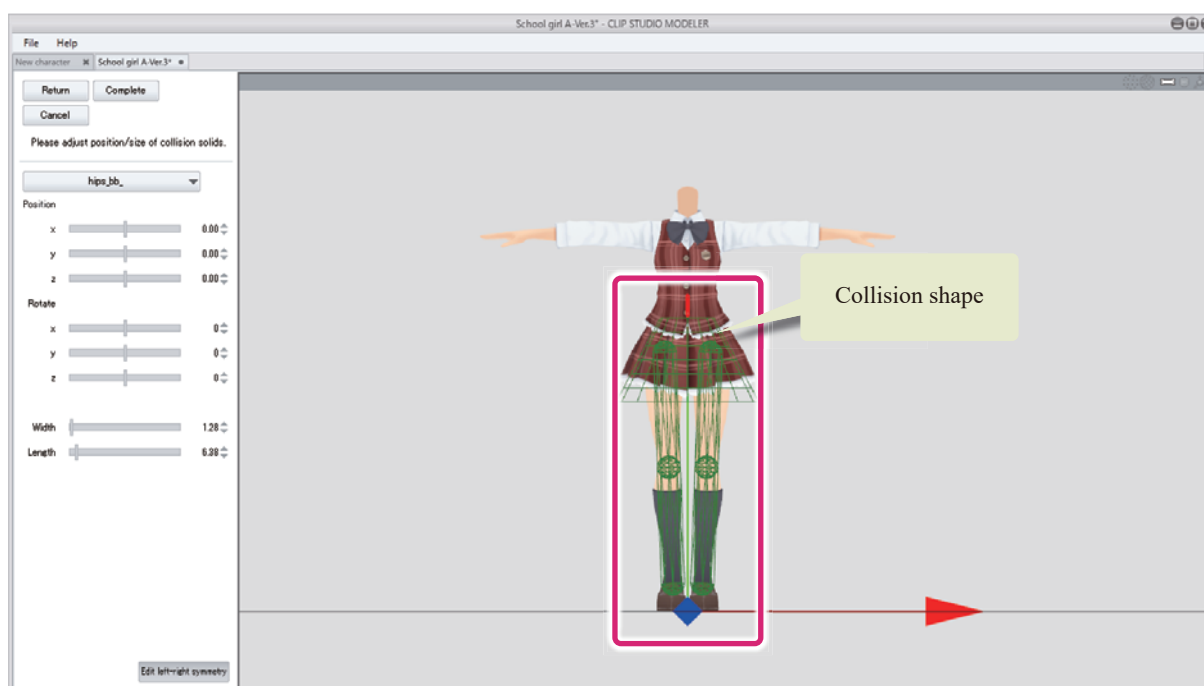
1 Select the collision shape of the hip area

Click the collision shape of the hip area in the [Preview area]. The [Part] name changes in the [Navigation area].
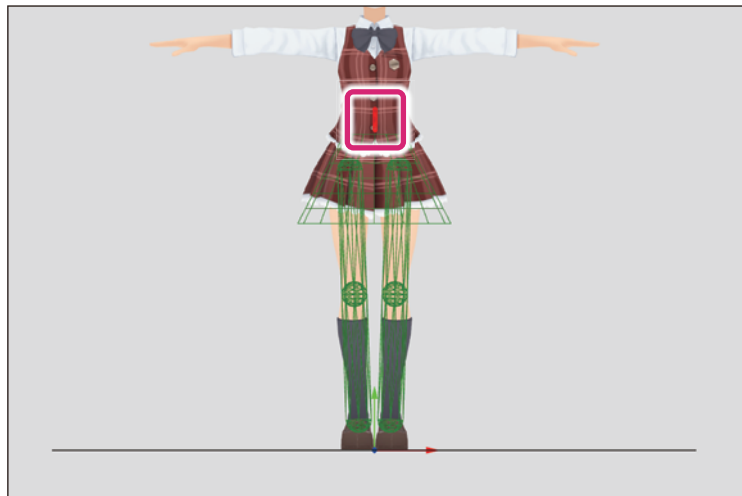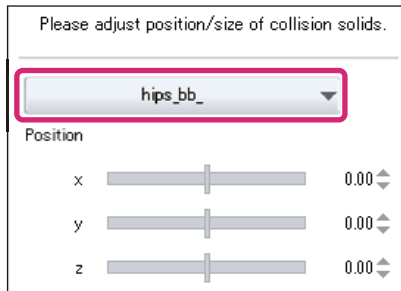
> **Memo**   The collision shape can also be selected by clicking the collision shape you want to set in the [Preview area].

2 Set the collision shape of the hips

Set the collision shape according to the shape of the hips.

(1)   Set the [z] value for [Rotate] to "90".

(2)   Set the position of the collision shape by adjusting the [x], [y] and [z] sliders for [Position].

(3)   Set the width of the collision shape by adjusting the [Width] slider.

(4)   Set the length of the collision shape by adjusting the [Length] slider.

> **Memo**
> - For information on how to change the camera angle in the [Preview area], see "**Setting Camera Angles**" .
> - To change the [Position] after setting the [Position], [Width] and [Height], use each slider to set these values.

3 Select the collision shape of the thigh area

Click the collision shape of the thigh area in the [Preview area]. The [Part] name changes in the [Navigation area].
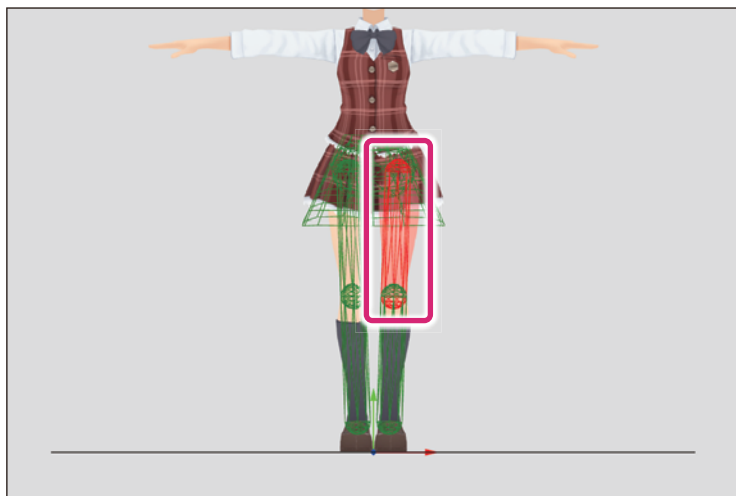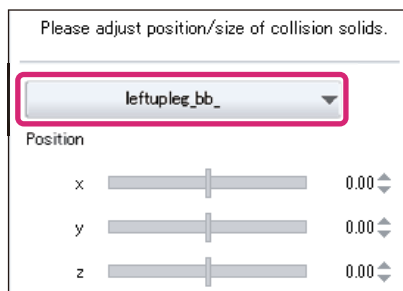
4 Set the collision shape of the thigh area

Set the collision shape according to the shape of the thighs.
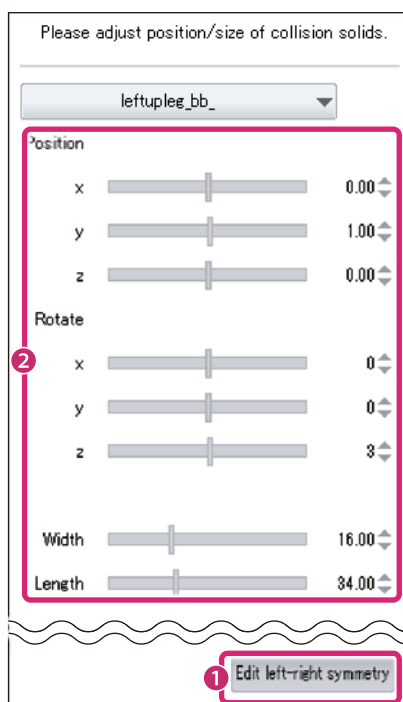
(1) Check that [Edit left-right symmetry] is turned on. Enabling this means that when you set one leg, the setting is applied to the other leg at the same time.

(2) Set [Position], [Rotate], [Width] and [Length] according to the shape of the thighs.

5 Select the collision shape of the shin area

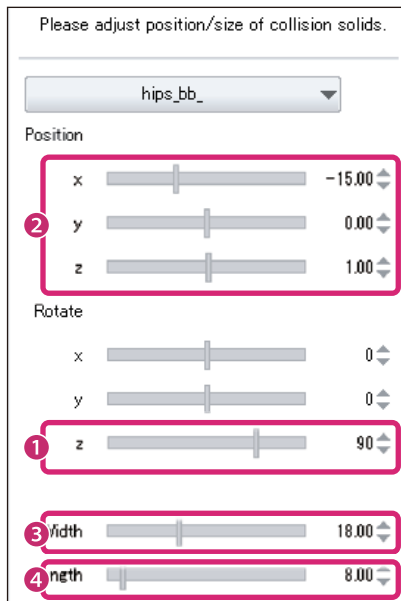Click the collision shape of the shin area in the [Preview area]. The [Part] name changes in the [Navigation area].
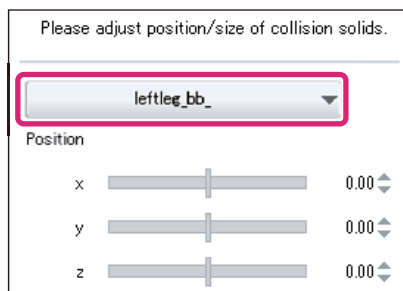
6 Set the collision shape of the shins

Set the collision shape according to the shape of the shins.
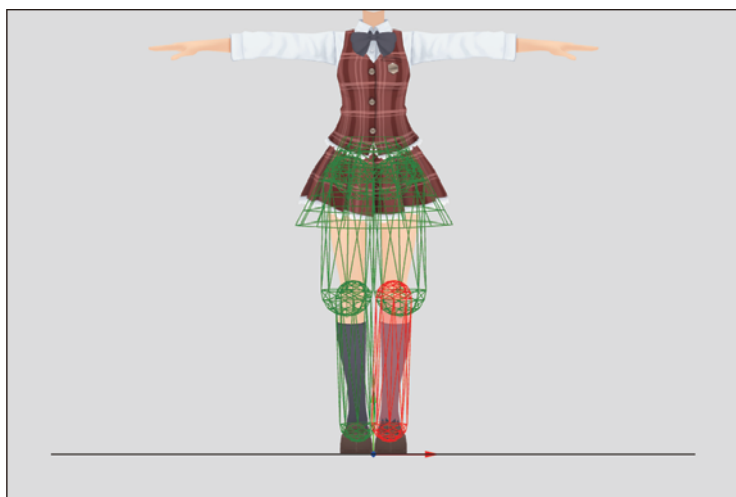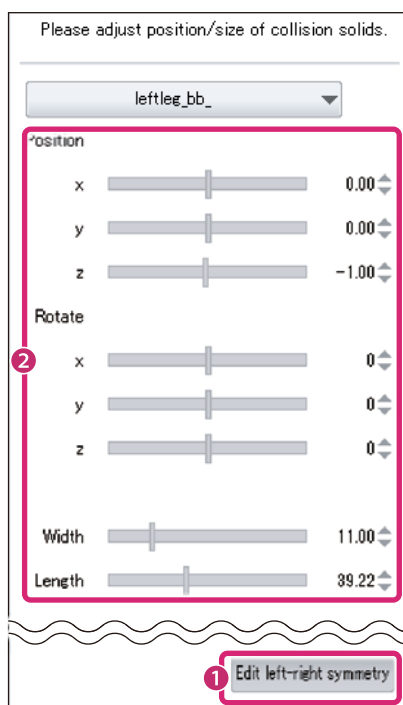
(1) Check that [Edit left-right symmetry] is turned on. Enabling this means that when you set one leg, the setting is applied to the other leg at the same time.

(2) Set [Position], [Rotate], [Width] and [Length] according to the shape of the shins.

7 Check the movement of the skirt

Drag the legs of the character and check the movement of the skirt.
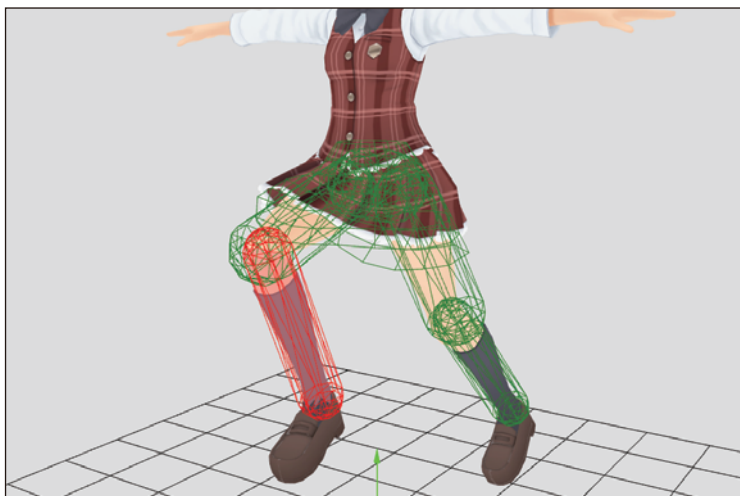
8 Exit the settings mode

Click [Complete] in the [Navigation area].
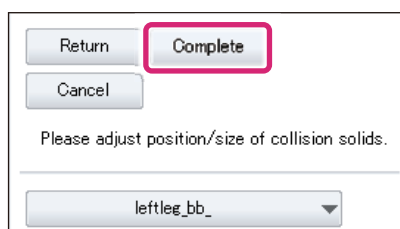
| Memo | ● To redo the settings, click [Return] to return to the previous screen. |
| | ● For information on these settings, see "Collision shape settings" . |

This exits the skirt settings mode and returns to the 3D Character Setup screen.
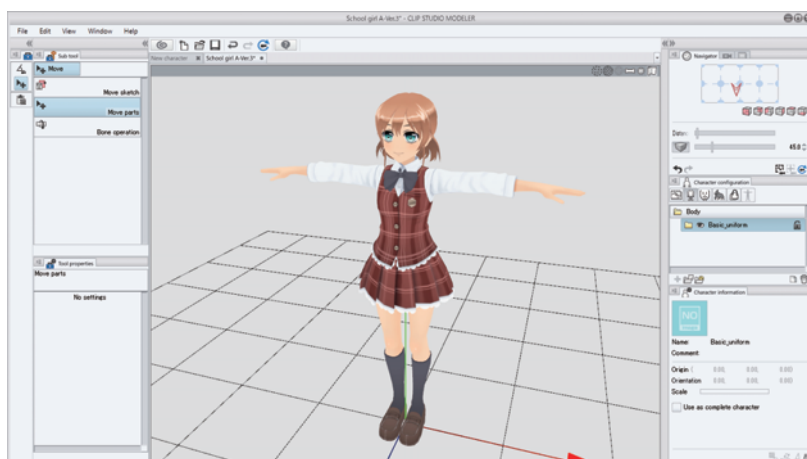
| Memo | The collision shape created in the skirt settings mode cannot be displayed in the 3D Character Setup screen. |

Collision shape settings

This section explains the collision shape settings in the [Navigation area].

(1) Part

Click this to display a list of parts. Select the part you want to set. The collision shape for the selected part is displayed in red in the [Preview area]. When a part is clicked in the [Preview area], the name of the clicked part is displayed in [Part].

A collision shape can only be set for the hips, thighs and shins.

(2) Position

Adjust the position of the collision shape using the sliders.

x	Move the position of the collision shape up or down.
y	Move the position of the collision shape left or right.
z	Move the position of the collision shape forward or back.

(3) Rotate

Adjust the angle of the collision shape using the sliders.

x	Rotate the collision shape around the up-down axis.
y	Rotate the collision shape around the left-right axis.
z	Rotate the collision shape around the front-back axis.

(4) Width

Set the diameter of the collision shape to change the width. Click this field to input a numeric value.

(5) Height

Set the distance between the centers of the two spheres of the capsule to set the height of the collision shape. Click this field to input a numeric value.

(6) Edit left-right symmetry

When this is turned on, when one side of a collision shape with left-right symmetry is set, the same settings are applied to the other side.

Common Features

The Common Features section explains items used in all screens of CLIP STUDIO MODELER.

- Tool-type Palettes
- Navigator Palette
- Camera Settings Palette
- View Settings Palette
- Material Palette
- Menu
- Shortcut List

Tool-type Palettes

This section explains the functions of tool-type palettes in CLIP STUDIO MODELER.

- About Tool-type Palettes
- Tool Palette
- Sub Tool Palette
- Tool Property Palette

About Tool-type Palettes

The following tool-type palettes are used in CLIP STUDIO MODELER.

- **"Tool Palette"**

- **"Sub Tool Palette"**

- **"Tool Property Palette"**

How to use tool-type palettes

To use a tool-type palette, proceed as follows.

1 Select the tool

On the [Tool] palette, select the tool to use.

2 Select the sub tool

On the [Sub tool] palette, select the sub tool for the intended purpose.
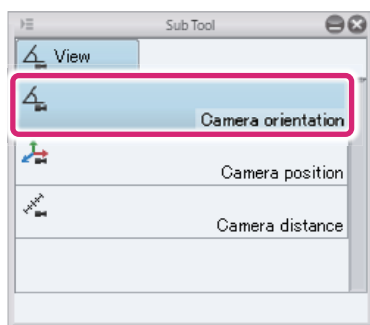
3 Adjust the sub tool settings

On the [Tool Property] palette, adjust the settings of the currently selected sub tool.
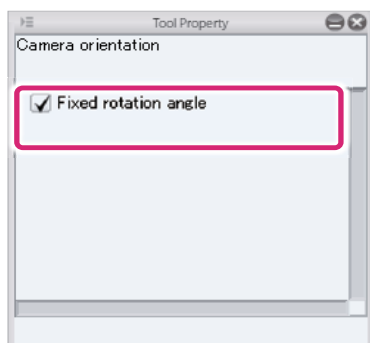
4 Tool setup complete

The tool setup is complete. The tool is now configured for the intended purpose.

Tool Palette

The [Tool] palette displays when [Window] menu → [Tool] is selected. Various tools are arranged as buttons. Clicking a button enables the tool for use.

(1) Tool buttons

Various tools are arranged as buttons. Clicking a button enables the tool for use.

Note that a tool button is displayed with the icon of the selected sub tool.

Memo	Different tools are displayed in the [Tool] palette in the 3D Object Setup screen and material setup screens. ● For information on tools in the 3D Object Setup screen, see "**Tool List (3D Object Setup Screen)**" . ● For information on tools in the 3D Character Setup screen, see "**Tool List (3D Character Setup Screen)**" .

Tool palette menu

The following describes the functions included in the menu that displays when you click [Palette menu] on the upper left corner of the [Tool] palette.

Show Menu

Hide Tool palette

Hides the [Tool] palette.

Memo	To display the [Tool] palette again, select [Window] menu → [Tool].

Sub Tool Palette

The [Sub tool] palette displays when [Window] menu → [Sub tool] is selected. Each tool comes with preconfigured settings called [Sub tool].

A sub tool is assigned to each button in the [Sub Tool] palette. Click to change the [Tool Property] palette settings. For some tools, [Switch group] can be clicked to display another group of sub tools.

Switch group
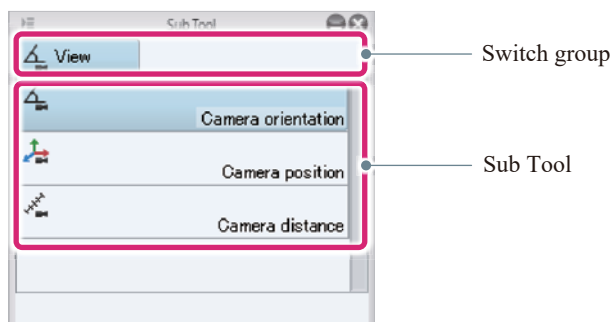
Sub Tool

✎ Memo	The [Sub Tool] settings differ depending on the selected tool.

Sub Tool palette menu

The following describes the functions included in the menu that displays when you click [Palette menu] on the upper left corner of the [Sub tool] palette.
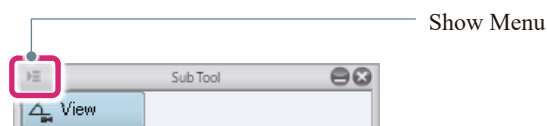
Show Menu

Hide Sub Tool palette

Hides the [Sub tool] palette.

✎ Memo	To display the [Sub Tool] palette again, select [Window] menu → [Sub Tool].

Tool Property Palette

The [Tool Property] palette displays when [Window] menu → [Tool Property] is selected. The [Tool Property] palette adjusts the settings of the selected sub tool.
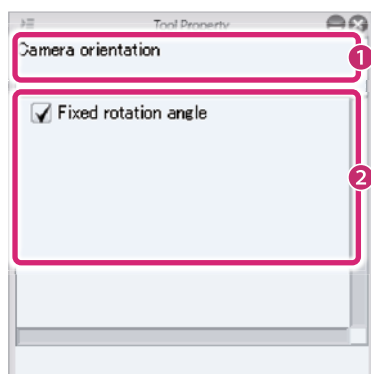
(1) Selected sub tool

Displays the name of the sub tool selected on the [Sub Tool] palette.

(2) Tool Property

Allows you to adjust the settings of the sub tool selected on the [Sub tool] palette.

> ✏ **Memo**   The [Tool Property] settings differ depending on the selected sub tool.

Tool Property palette menu

The following describes the functions included in the menu that displays when you click [Palette menu] on the upper left corner of the [Tool Property] palette.
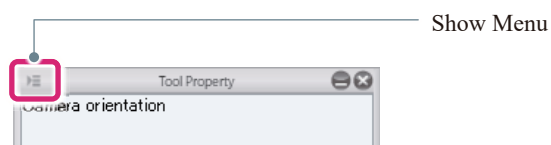
Hide Tool Property palette

Hides the [Tool Property] palette.

> ✏ **Memo**   To display the [Tool Property] palette again, select [Window] menu → [Tool Property].

Navigator Palette

The [Navigator] palette is used to adjust the camera angle by dragging the rectangle on the palette.
You can also change the camera distance and switch the projection method and perspective using the icons and sliders on the palette.
The [Navigator] palette is displayed when the [Window] menu → [Navigator] is selected.

- Functions of the Navigator Palette

Functions of the Navigator Palette

This section describes the functions and names of each part of the [Navigator] palette.
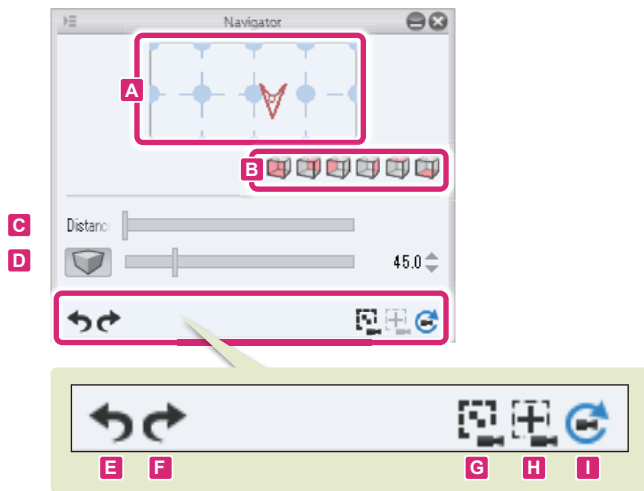
A. Navigator controls

The orientation of the camera can be changed by clicking the mouse buttons and dragging the rectangular area.

The orientation of the camera changes based on the direction in which the rectangular area is dragged and the combination of mouse buttons clicked.
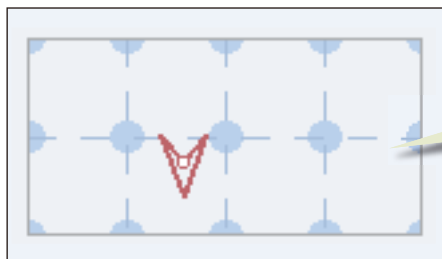
The orientation of the camera can be changed by dragging the mouse.

The orientation of the camera changes based on the direction

in which the mouse is dragged and the combination of mouse buttons clicked.

Changing the x axis orientation of the camera

Left click and drag the rectangular area up or down to change the x axis orientation of the camera.

Changing the y axis orientation of the camera

Left click and drag the rectangular area left or right to change the y axis orientation of the camera.

Changing the z axis orientation of the camera

Right click and drag the rectangular area to change the z axis orientation of the camera.

Memo

Click the circle where the x axis (vertical line) and y axis (horizontal line) meet in [Navigator controls] to move the camera position. The center of the circle indicates the camera position.

B. Change perspective

Clicking this icon changes the display in the [Document] window to orthographic projection.

(1) Front view	Changes the camera perspective to a front view.
(2) Back view	Changes the camera perspective to a back view.
(3) Left view	Changes the camera perspective to a left view.
(4) Right view	Changes the camera perspective to a right view.
(5) Top view	Changes the camera perspective to a top view.
(6) Bottom view	Changes the camera perspective to a bottom view.

C. Distance

Set the distance of the camera. Moving the slider to the right moves the camera further away.

D. Perspective projection/Parallel projection

Switch the display of the [Document] window between perspective projection and parallel projection.

- When off, parallel projection is used for the display in the [Document] window.
- When on, perspective projection is used for the display in the [Document] window. Switching to perspective projection makes it possible to adjust the viewing angle using the sliders to the right of the icon.

E. Undo point of view

Undoes changes to the perspective.

F. Redo point of view

Redoes undone changes to the perspective.

G. Show all 3D items

Adjusts the perspective so that all meshes and characters are displayed.

> ✎ **Memo**   **The camera orientation does not change.**

H. Set as center of camera

Adjusts the camera position so that the selected area is displayed at the center. If no area is selected, the camera position is adjusted to center all mesh objects.

I. Reset camera

Restores the settings of the camera to the default.

Navigator palette menu

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Navigator] palette.
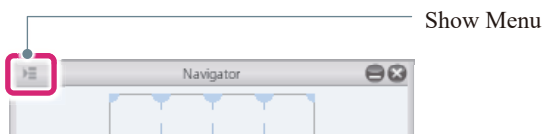
Show Menu

Hide Navigator palette

Hides the [Navigator] palette.

| Memo | To display the [Navigator] palette again, select [Window] menu → [Navigator]. |

Camera Settings Palette

The [Camera settings] palette is used to change the camera angle and distance and switch the projection method and perspective.
The [Camera settings] palette is displayed when the [Window] menu → [Camera settings] is selected.

- Functions of the Camera Settings Palette

Functions of the Camera Settings Palette

This section describes the functions and names of each part of the [Camera settings] palette.
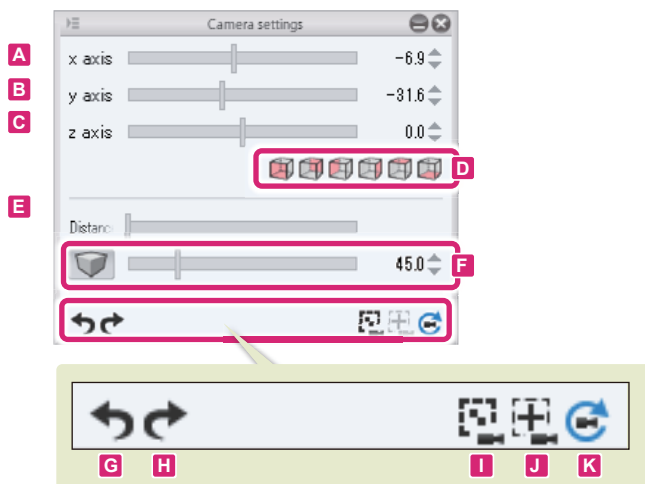
A. x axis rotation

Set the rotation of the x axis of the camera.

B. y axis rotation

Set the rotation of the y axis of the camera.

C. z axis rotation

Set the rotation of the z axis of the camera.

D. Change perspective

Clicking this icon changes the display in the [Document] window to orthographic projection.
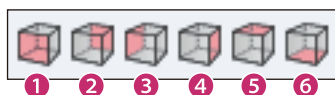
(1) Front view	Changes the camera perspective to a front view.
(2) Back view	Changes the camera perspective to a back view.
(3) Left view	Changes the camera perspective to a left view.
(4) Right view	Changes the camera perspective to a right view.
(5) Top view	Changes the camera perspective to a top view.
(6) Bottom view	Changes the camera perspective to a bottom view.

E. Camera distance

Set the distance of the camera. Moving the slider to the right moves the camera further away.

F. Perspective projection/Parallel projection

Switch the display of the [Document] window between perspective projection and parallel projection.

- When off, parallel projection is used for the display in the [Document] window.
- When on, perspective projection is used for the display in the [Document] window. Switching to perspective projection makes it possible to adjust the viewing angle using the sliders to the right of the icon.

G. Undo point of view

Undoes changes to the perspective.

H. Redo point of view

Redoes undone changes to the perspective.

I. Show all 3D items

Adjusts the perspective so that all meshes and characters are displayed.

> ✏ **Memo**   **The camera orientation does not change.**

J. Set as center of camera

Adjusts the camera position so that the selected area is displayed at the center. If no area is selected, the camera position is adjusted to center all mesh objects.

K. Reset camera

Restores the settings of the camera to the default.

Camera settings palette menu

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [Camera settings] palette.
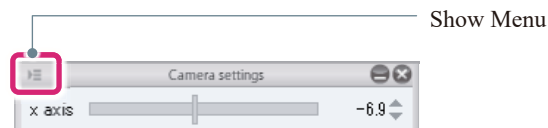
Show Menu

Hide Camera settings palette

Hides the [Camera settings] palette.

> ✏ **Memo**   **To display the [Camera settings] palette again, select [Window] menu → [Camera settings].**

View Settings Palette

The [View Settings] palette can be used to configure display settings such as mesh, grids and coordinates.
The [View Settings] palette is displayed when the [Window] menu → [View Settings] is selected.

- Functions of the View Settings Palette

Functions of the View Settings Palette

This section describes the functions and names of each part of the [View Settings] palette.
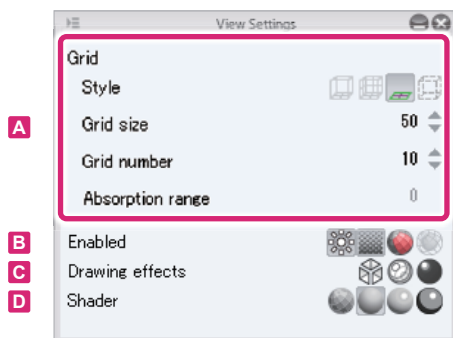
A. Grid

Set how to show grids.
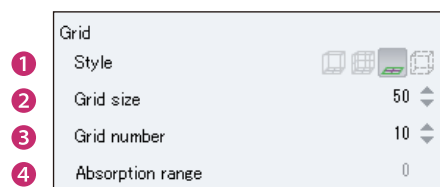
(1) Style

Set how to show grids.

Cube and one plane	Displays a grid on one plane. This cannot be set in the material setup screen.
Cube and three planes	Displays a grid on three planes. This cannot be set in the material setup screen.
1plane	Displays a grid on only one plane. The grid is not displayed.
None	No grid is displayed.

> ✏️ **Memo**   In the quad screen view, the [Style] setting is applied only to the perspective view.

(2) Grid size

Set the size of each square in the grid.

(3) Grid number

Set the number of squares in the grid. Input the number of squares to be created in each row of a plane.

(4) Absorption range

Use the [Move] tool to set the area to be absorbed by the grid when the mesh or an element is moved. The area of the mesh or elements indicated by [Absorption range] is absorbed by each square.

> ✏️ **Memo**   In the Edit 3D Shape screen, these are absorbed by the grid during movement when [Grid snap] is turned on in the [Tool Property] palette of the [Move] tool.

B. Enabled

Set how to show meshes and 3D models.

Lighting	Enables lighting. This cannot be set in the Edit 3D Shape screen.
Show texture	Enables textures. This cannot be set in the Edit 3D Shape screen.
No back-face culling	Displays/hides the back faces of a surface.
Curved surface	Displays/hides curved surfaces.

C. Drawing effects

Set drawing effects for 3D models in the material setup screen. This cannot be set in the Edit 3D Shape screen.

Wireframe	Displays 3D models only as wires.
Show outline	Displays the outlines of 3D models.
Show shadow	Displays the shadows of 3D models.

D. Shader

Set the shading method for 3D models in the material setup screen. This cannot be set in the Edit 3D Shape screen.

Select from [Flat shading], [Gouraud shading], [Phong shading] and [Toon shading].

View Settings palette menu

This section describes the functions included in the menu that is displayed when you click [Show Menu] on the upper left corner of the [View Settings] palette.

Hide View Settings palette

Hides the [View Settings] palette.

> 🖉 **Memo**　　**To display the [View Settings] palette again, select [Window] menu → [View Settings].**

Material Palette

This section describes the functions, operations and materials of the [Material] palettes.

- Materials that Can be Used in CLIP STUDIO MODELER
- Functions of Material Palettes
- Using Materials
- Searching for a Material

Materials that Can be Used in CLIP STUDIO MODELER

A list of materials that can be used in all CLIP STUDIO products is displayed in the [Material] palette. The following materials can be used in CLIP STUDIO MODELER.

Folder in the default tree view		Details
3D	Pose	Contains pose materials for 3D characters. Pose materials can be imported from [Add from material] in the [Character configuration] palette of the 3D Character Setup screen and applied to a 3D character. For information on how to operate pose materials, see "Creating and Registering Poses" .
	Character	Contains 3D character materials. Drag and drop a material pre-installed in CLIP STUDIO PAINT or CLIP STUDIO MOD-ELER or a material registered using CLIP STUDIO MODELER to the [Document] window. This displays the 3D Character Setup screen, where the material can be edited.
	Small object	Contains 3D object materials. Drag and drop a material pre-installed in CLIP STUDIO PAINT or CLIP STUDIO MOD-ELER or a material registered using CLIP STUDIO MODELER to the [Document] window. This displays the 3D Object Setup screen, where the material can be edited.
	Background	Contains 3D object materials (3D background materials). Drag and drop a material pre-installed in CLIP STUDIO PAINT or CLIP STUDIO MOD-ELER or a material registered using CLIP STUDIO MODELER to the [Document] window. This displays the 3D Object Setup screen, where the material can be edited.
	Character parts	Contains part materials for creating characters in CLIP STUDIO MODELER. There are three types: [Body], [Face] and [Hair]. The position and size can be adjusted with the [Move parts] tool. Character part materials can be imported from [Add from material] in the [Character configuration] palette of the 3D Character Setup screen and edited.
	Character textures	Contains textures to paste to characters created in CLIP STUDIO MODELER. The position and size can be adjusted with the [Texture] tool. These can be used in the 3D Character Setup screen.
Download		Displays materials downloaded from the CLIP server using CLIP STUDIO.

Functions of Material Palettes

This section describes the functions of the [Material] palettes.
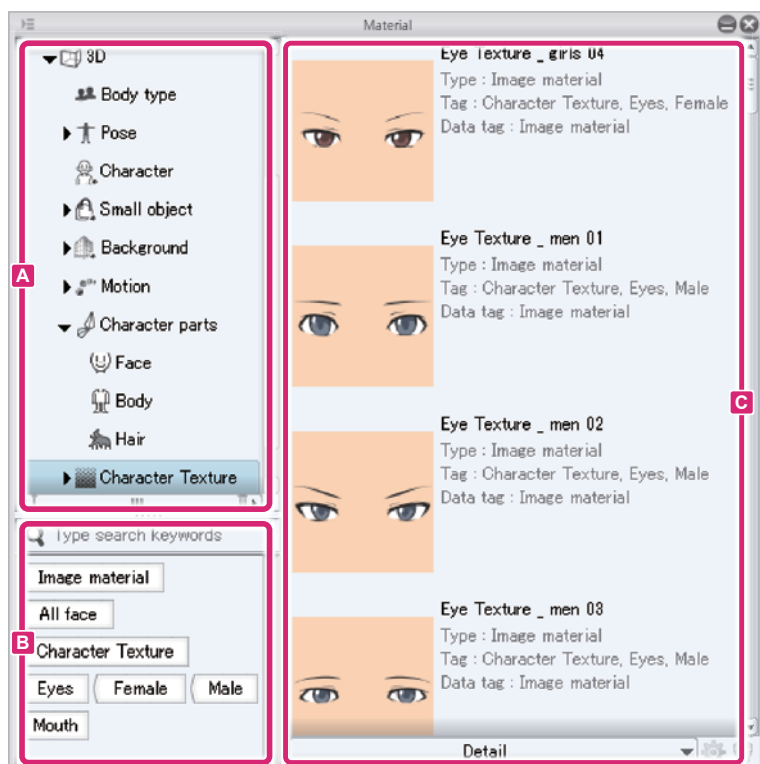
! Important	● A list of materials that can be used in all CLIP STUDIO products is displayed in the [Material] palette. ● For details on materials that can be used in CLIP STUDIO MODELER, see → **"Materials that Can be Used in CLIP STUDIO MODELER"** .

A. Tree View

Displays the [Material] folders in the palette hierarchically. Double clicking the folder or folder name part expands the sub-folders.

✎ Memo	● Materials downloaded from the CLIP server using CLIP STUDIO are registered in the [Download] folder. ● CLIP STUDIO can be started by selecting [Start CLIP STUDIO] in the Command Bar.

B. Tag List

Displays tags assigned to materials as a list of buttons. It also allows for keyword input to search for a material.

(1) Search box

Input a keyword to search for a material registered in the currently open [Material] palette.

(2) Tag list

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

C. Material List

Displays the list of materials registered in the currently open [Material] palette folders. Materials can be selected from the list and pasted in the [Document] window. You can also open the [Material property] dialog box and configure various settings for the material.

! Important	For details on materials that can be used in CLIP STUDIO MODELER, see → **"Materials that Can be Used in CLIP STUDIO MODELER"** .
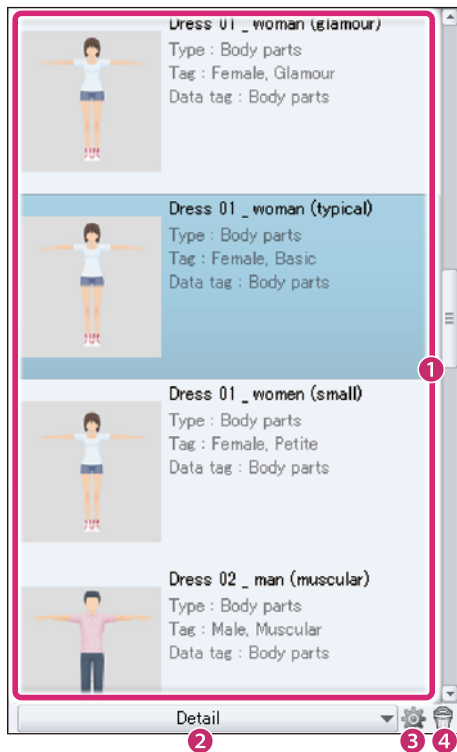
(1) Material list

Displays the list of materials registered in the currently open [Material] palette folders.

! Important	A cloud icon with an arrow may be displayed in the top right corner of a material. This icon is displayed if the material data only exists in the cloud. A confirmation message is displayed when you drag and drop the material to the canvas. Click [Yes] to start CLIP STUDIO and start downloading the material. After downloading, the material can be used as normal.

✎ Memo	● For information on how to paste materials, see **"Using Materials"** . ● [Show all the materials in the folder] in the [Material list] is used to clear the search conditions.

(2) Thumbnail size

Select the size of thumbnails displayed in the [Material list] from [Large], [Small] and [Detail].

(3) Material property

Cannot be used.

(4) Delete material

Deletes the material selected on the [Material list].

Material Palette Menu

This section describes the functions included in the menu that displays when you click [Palette menu] on the upper left corner of the [Material] palette.
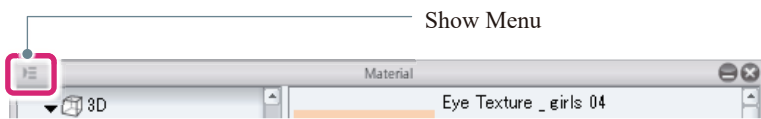
Show Menu

Hide material palette

Hides the [Material] palette.

✎ **Memo**	**To display the [Material] palette again, select [Window] menu → [Material].**

Operating the Tree View

To edit the [Tree view] folder, proceed as follows.

Adding a Folder to the Tree View

Select the folder and right click to display the menu. Selecting [Create new] from the menu creates a new folder in the selected folder.
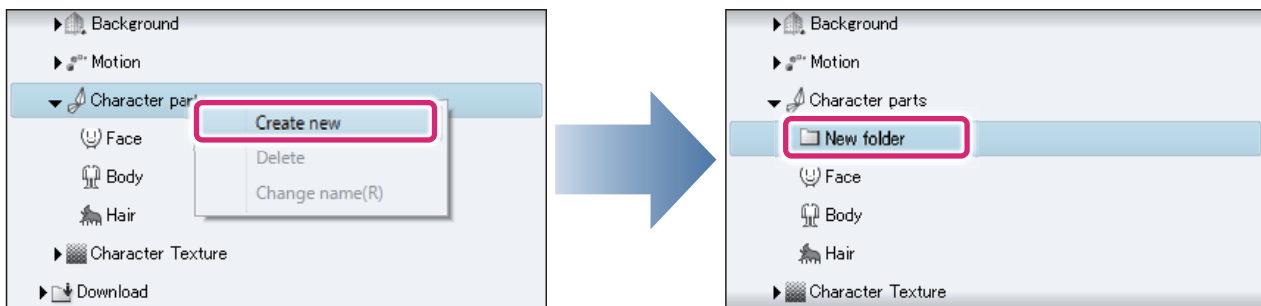
Deleting a Folder from the Tree View

Select the folder and right click to display the menu. Select [Delete] from the menu. Clicking [Yes] on the dialog box confirming deletion deletes the selected folder.

⚠ **Important**	● **Default folders cannot be deleted.** ● **Deleting a folder deletes the materials inside.**
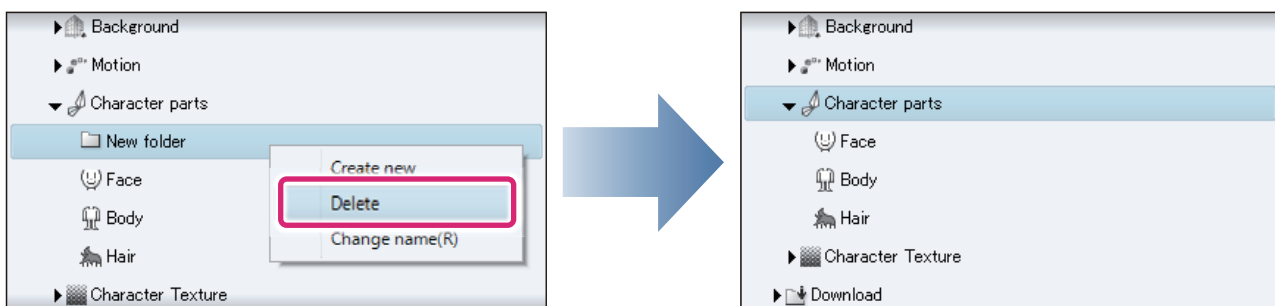
Renaming a Folder in the Tree View

Select the folder and right click to display the menu. Select [Change name] from the menu to change the name of the selected folder.

> **! Important**   **Default folders cannot be renamed.**
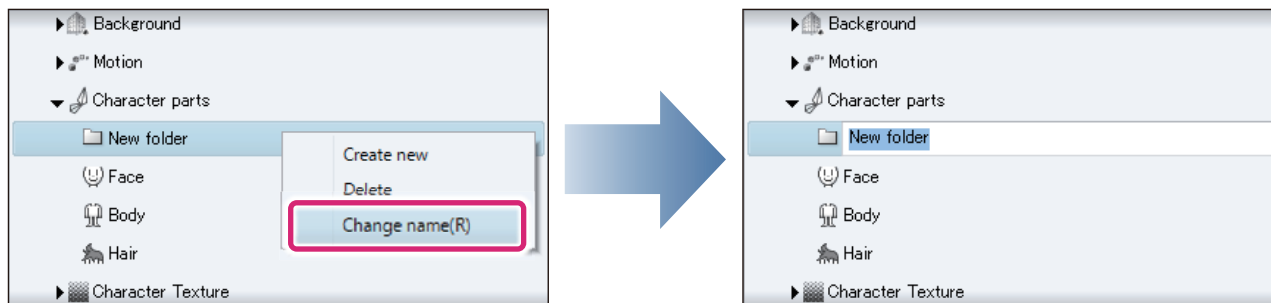
Moving a Folder in the Tree View

To move a folder, select the folder and drag and drop it to the desired position.
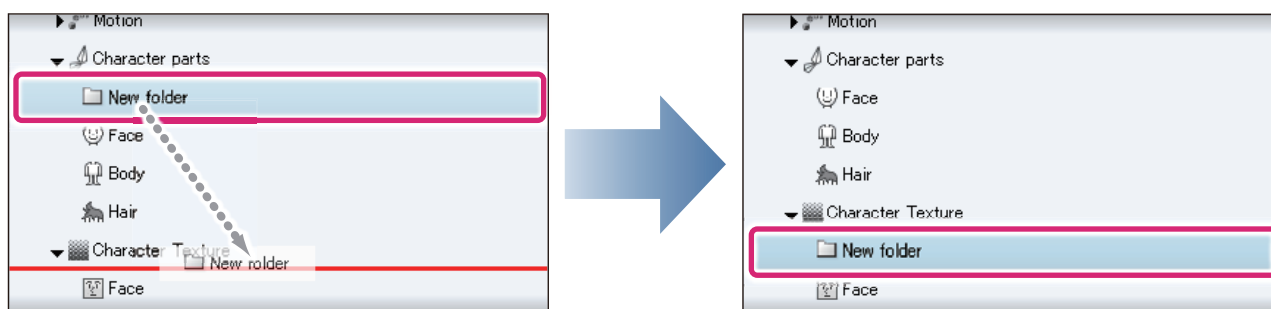
> **! Important**   **Default folders cannot be moved.**

Moving Materials of Another Folder

To move a material to another folder, select the material on the [Material list] and drag and drop it to the other folder on the [Tree view].
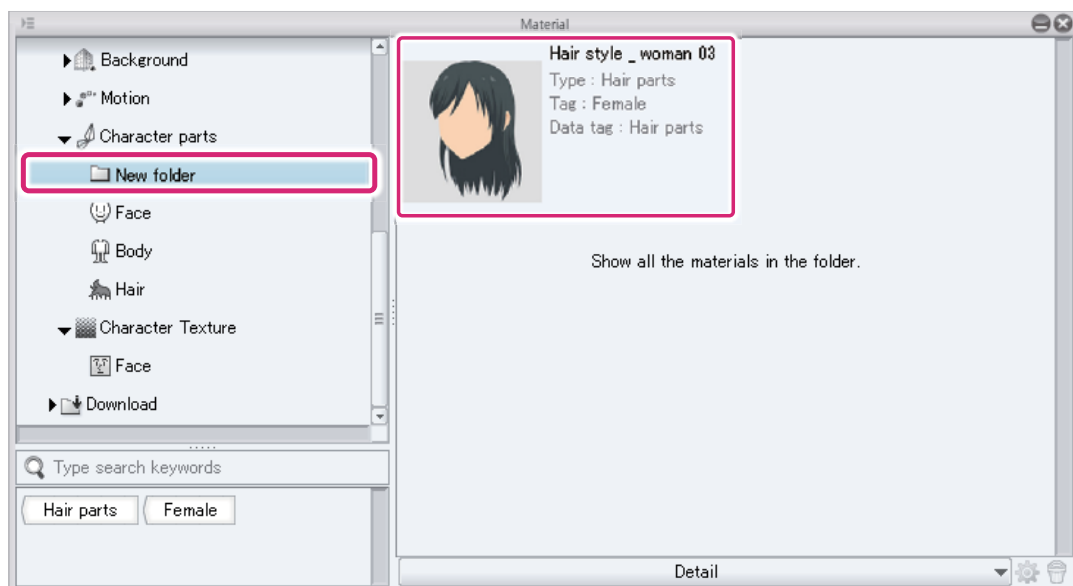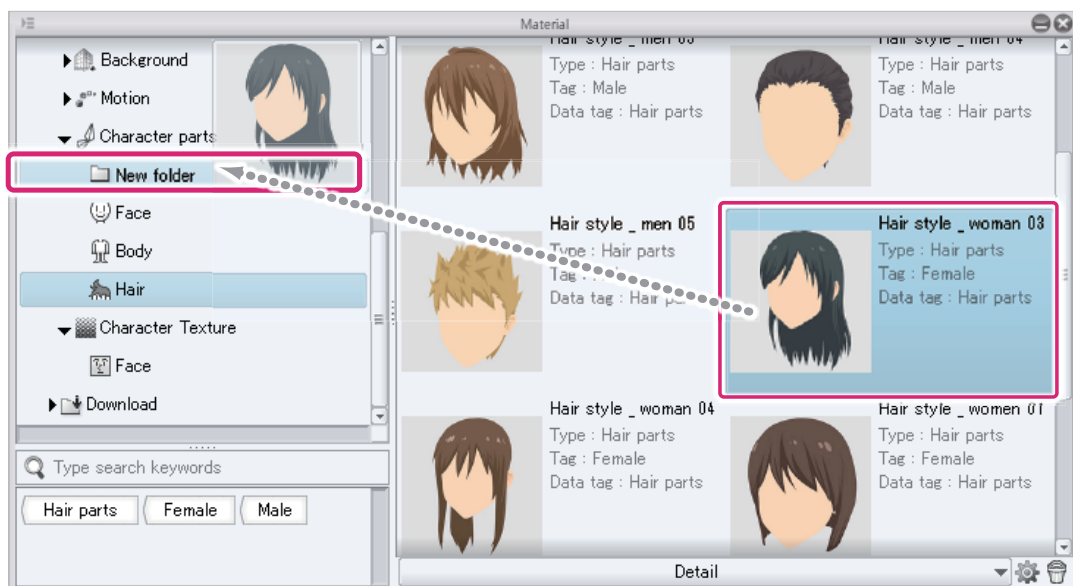
Using Materials

This chapter describes how to import materials.

Importing materials

The way to import a material varies depending on the selected material.

Character texture materials

This section explains how to paste character texture materials from the [Material] palette in the 3D Character Setup screen.

1 Select the tool

Select the [Texture] tool from the [Tool] palette and select the [Paste texture] sub tool from the [Sub Tool] palette.
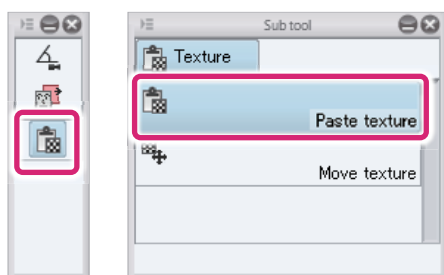
2 Import the material

Drag and drop a character texture material from the [Material] palette to [Texture image] in the [Tool Property] palette.

A preview is displayed in [Texture image] when the character texture material is imported.
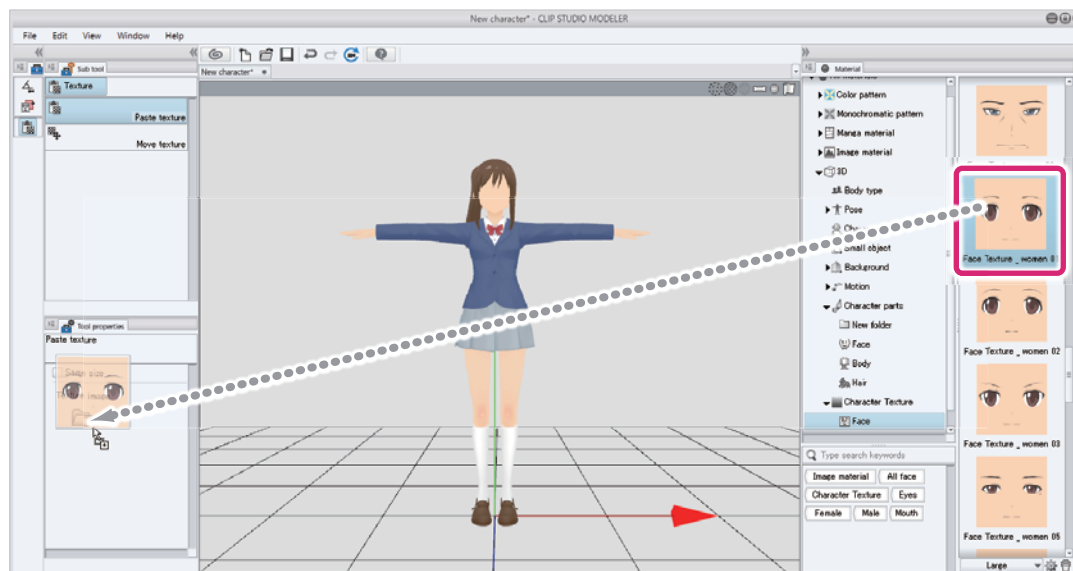
🖊 **Memo**	Character texture materials can also be imported by dragging and dropping from the [Material] palette to [Import texture] in the [Character information] palette.

3 Select the part

Select the [Face parts folder] where you want to paste the character texture material from the [Character configuration] palette.
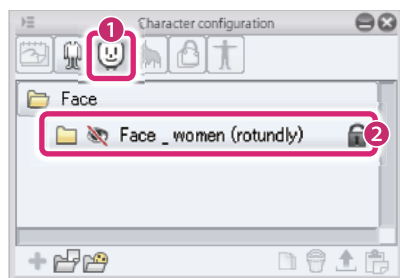
(1) Select [Face] from the group on the [Character configuration] palette.

(2) Select the [Face parts folder] where you want to paste the character texture material.

4 Pasting a texture

Drag in the [Document] window to make a rectangle surrounding the area where you want to paste the character texture material.

Drag
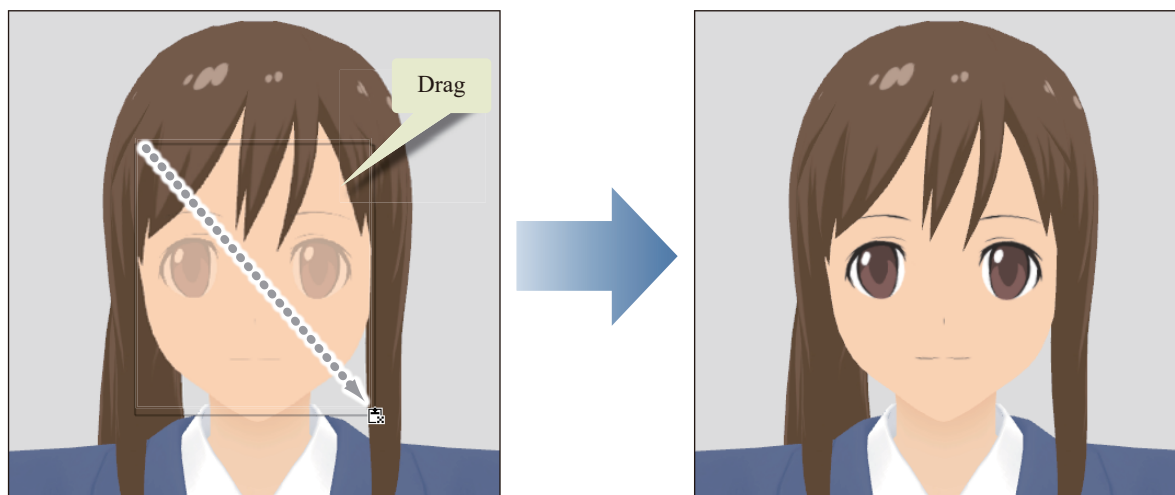
> **Memo**
> When a character texture material is pasted, the display automatically switches to the [Move texture] sub tool, allowing you to adjust the position and size of the character texture material.

5 The character texture material is added

The character texture material is added in the [Additional texture folder] in the [Face parts folder] in the [Character configuration] palette.
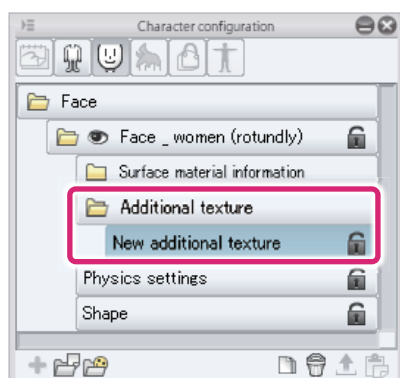
3D materials

This section explains how to import 3D materials pre-installed in CLIP STUDIO PAINT.

3D object materials, 3D background materials and 3D character materials can be imported as 3D materials. Materials set up in CLIP STUDIO MODELER and registered to CLIP STUDIO can be used in the same way.

> ✏ **Memo**   **3D materials set up using CLIP STUDIO COORDINATE and 3D materials compatible with Ver.1.5 cannot be imported in CLIP STUDIO MODELER.**

Drag and drop a 3D material from the [Material] palette to the [Document] window.

A new setup screen is created for the material and the material is imported.
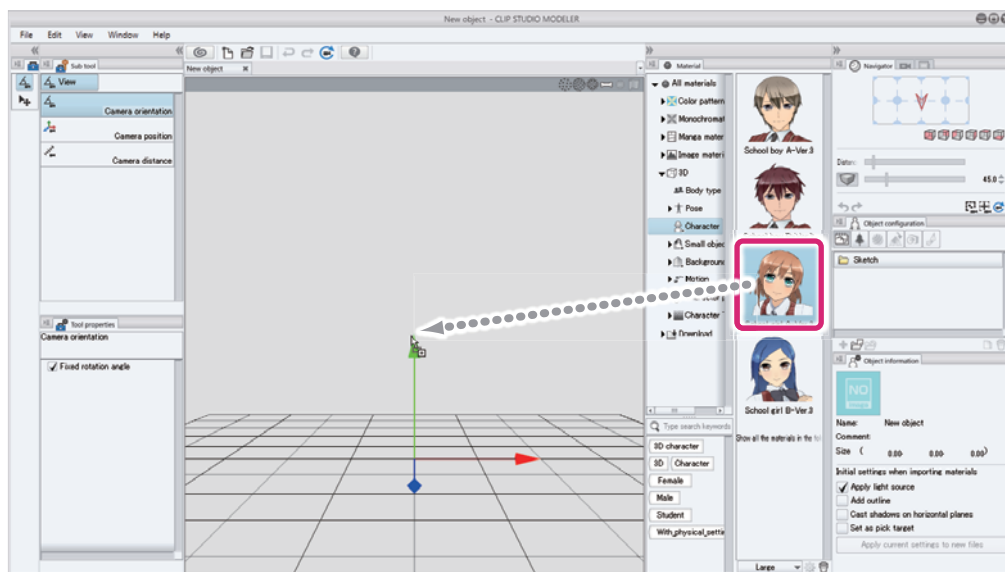
The 3D Character Setup screen is displayed and the 3D character material is imported.
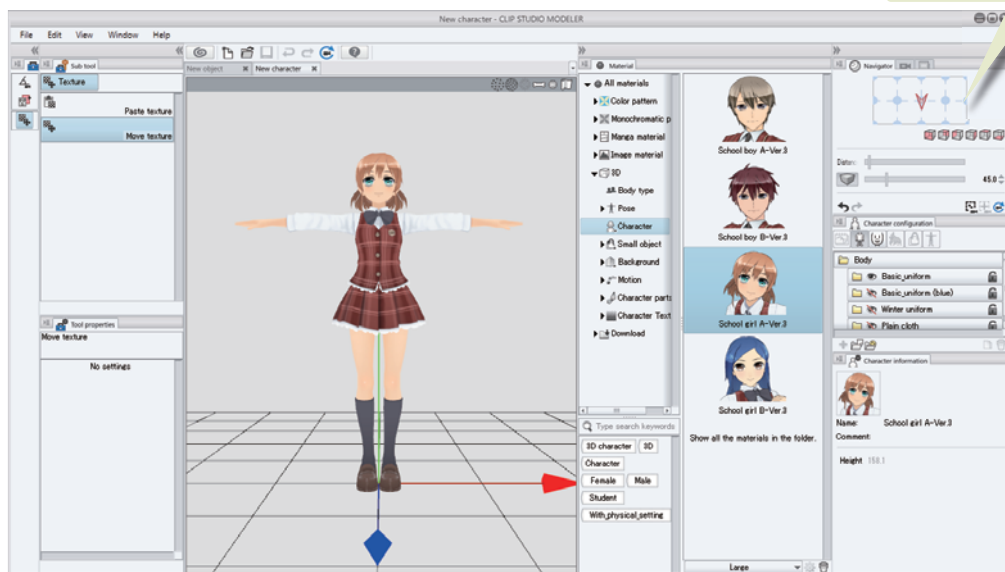
Searching for a Material

Searching for a material is possible from the [Search box] or the [Tag list].

Search box — (points to) Type search keywords

Tag List — (points to) Image material / All face / Character Texture / Eyes / Female / Male / Mouth
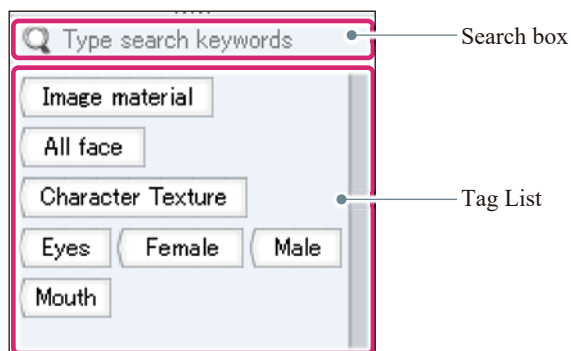
✏ Memo	The [Search box] and [Tag list] can be used in combination for a search.

Searching from the search box

Input a keyword to search for a material registered in the currently open [Material] palette.

✏ Memo	To clear the search conditions, use [Show all the materials in the folder] inside the [Material list].

How to use keywords

- Input a material name or tag name for keyword.

- Words partially matching the keyword can also be searched.

- Words including spaces can be searched by enclosing them between double quotation marks (").

- Search is not sensitive to hiragana and katakana.

Specifying multiple keywords

Specifying multiple keywords using a space as separator will allow you to narrow down the search results.

For example, assuming that there are two materials having "smile" in its name, and that

the [Tag] of one of them contains "male" and that of the other contains "female",

inputting "smile" displays both materials in the results. Inputting "smile female" displays only the material with "smile" in its [Material name], and "female" in its [Tag] in the results.

Searching from the tag list

Turning on a button on the [Tag list] displays materials with the same tag on the [Material list].

✏ Memo	To clear the conditions for searching the tag list, proceed as follows: - Click the button again. - Click [Show all the materials in the folder] inside the [Material list].

Menu

This section explains the menu in CLIP STUDIO MODELER.

- CLIP STUDIO MODELER Menu [macOS]
- File Menu
- Edit Menu
- View Menu
- Window Menu
- Help Menu

CLIP STUDIO MODELER Menu [macOS]

This section explains the functions in CLIP STUDIO MODELER's menu.

About CLIP STUDIO MODELER [macOS]

Displays a screen with product information about CLIP STUDIO MODELER. You can check information such as the version of CLIP STU-
DIO MODELER that you are currently using.

Version Information [mac OS]

Displays a screen with product information about CLIP STUDIO MODELER. You can check information such as the version of CLIP STU-
DIO MODELER that you are currently using.

Start CLIP STUDIO [mac OS]

Start CLIP STUDIO. CLIP STUDIO supports creative activities.

Quit CLIP STUDIO MODELER [macOS]

Quits CLIP STUDIO MODELER.

File Menu

The [File] menu is mainly for performing file input/output operations.

New

Select this to display the [New] dialog box. Select the type of work and click [OK] to create a new work.

New dialog box

(1) New 3D object

The 3D Object Setup screen can be selected. In 3D object setup, you can load 3D data and set up a 3D object material that can be used in CLIP STUDIO PAINT.

(2) New 3D character

Select a 3D Character Setup screen. In the 3D character setup screen, you can load 3D data and set up a 3D character material that can be used in CLIP STUDIO PAINT.

(3) Display this dialog box when CLIP STUDIO MODELER is started

Turn this on to display the [New] dialog box when CLIP STUDIO MODELER is started.

(4) Create (selected item)

Click this to display a setup screen or editing screen for the item selected in (1) to (2).

(5) Close

Closes the [New] dialog box.

Open

Specify the file you want to open in CLIP STUDIO MODELER from the dialog box.

	CLIP STUDIO MODELER character files (extension: csmc)
File formats that can be imported	CLIP STUDIO MODELER object files (extension: csmo)
	CLIP STUDIO MODELER background files (extension: csms)
	CLIP STUDIO 3D character files (extension: cs3c)
	CLIP STUDIO 3D object files (extension: cs3o)
	CLIP STUDIO 3D background files (extension: cs3s)

Close

Closes the edited file.

Save

Saves the edited file under the same name. The file name and save location are specified only when saving for the first time.

The formats in which the file can be saved differ depending on the displayed screen.

3D Object Setup screen	CLIP STUDIO MODELER object files (extension: csmo)
	CLIP STUDIO 3D object files (extension: cs3o)
3D Character Setup screen	CLIP STUDIO MODELER character files (extension: csmc)
	CLIP STUDIO 3D character files (extension: cs3c)

Memo
- To use files in CLIP STUDIO MODELER format (extension: csmf) in CLIP STUDIO PAINT, import the saved file in the material setup screen and save it.
- For information on formats that files can be saved in and saving methods that can be used in the material setup screen, see "**Saving a 3D Object**" and "**Saving a 3D Character**" .

Save as

Saves the edited file under a new name, creating a new file.

The formats in which the file can be saved differ depending on the displayed screen.

3D Object Setup screen	CLIP STUDIO MODELER object files (extension: csmo)
	CLIP STUDIO 3D object files (extension: cs3o)
3D Character Setup screen	CLIP STUDIO MODELER character files (extension: csmc)
	CLIP STUDIO 3D character files (extension: cs3c)

Memo
- To use files in CLIP STUDIO MODELER format (extension: csmf) in CLIP STUDIO PAINT, import the saved file in the material setup screen and save it.
- For information on formats that files can be saved in and saving methods that can be used in the material setup screen, see "**Saving a 3D Object**" and "**Saving a 3D Character**" .

Register as new material

Converts a 3D model created in CLIP STUDIO MODELER into a 3D material that can be used in CLIP STUDIO products.

Select an item in the menu to display the [Material property] dialog. Input material information and click [OK] to register the 3D material to CLIP STUDIO.

The type of material that can be registered depends on the screen that is displayed.

3D Object Setup screen	3D Object Materials
3D Character Setup screen	3D Character Materials

> ⚠ **Important**   3D shape materials can only be used in CLIP STUDIO MODELER. They cannot be used in CLIP STUDIO PAINT.

> ✏ **Memo**   CLIP STUDIO supports creative activities.

Material property dialog box

The following describes the [Material property] dialog box.
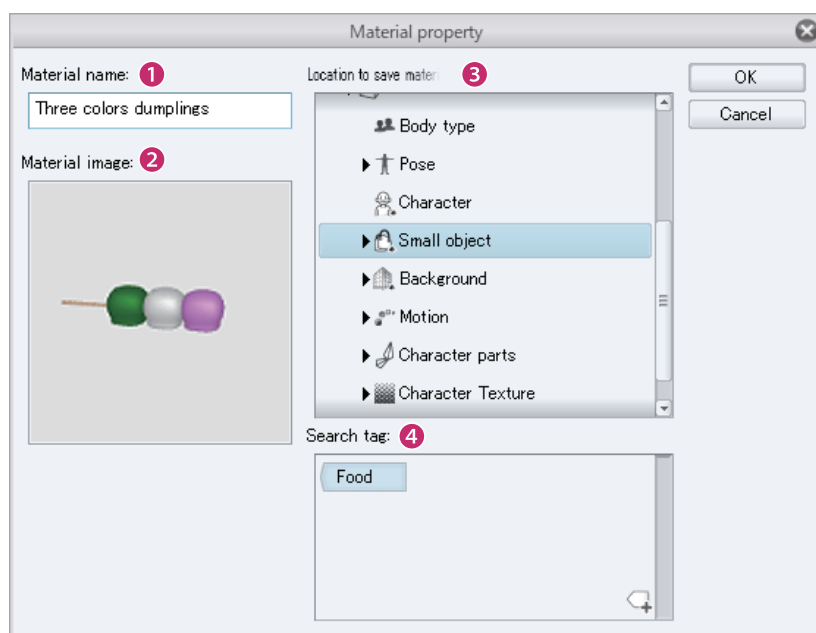
(1) Material name

Input a name for the material. "New document" is displayed if nothing is input. The material name can be changed in this dialog box.

(2) Material image

Displays a thumbnail of the material. The content displayed on the thumbnail differs depending on the material.

- The display of the [Document] window is applied to the Edit 3D Shape screen.
- The content captured in [Capture thumbnail] mode is displayed in the material setup screen.

> ✏ **Memo**   For information on capturing thumbnails in the material setup screen, see "**Capturing a Thumbnail**" .

(3) Location to save material

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

(4) 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.
- When a search tag is clicked, it changes color Light blue indicates that the tag is specified as a search tag for the material. White indicates that the tag is not specified as a search tag.
- To delete a tag, move the mouse cursor to the tag. A "×" mark appears on the right side of the tag. Click the "×" mark to delete the tag.

Overwrite and close material

The 3D material edited in the Edit Material mode of CLIP STUDIO MODELER is saved under the same name and CLIP STUDIO MODELER is closed.

Edit Material mode is a mode for editing 3D materials registered in CLIP STUDIO.

Open CLIP STUDIO and select the 3D material you want to edit. Open the information screen of the material and click [Open in MODELER] to open CLIP STUDIO MODELER in Edit Material mode.

! Important	Only materials set up in CLIP STUDIO MODELER and registered to CLIP STUDIO can be saved under the same name. Preinstalled materials and materials downloaded in CLIP STUDIO cannot be saved under the same name.

Memo	This item is not displayed in the 3D shape editing screen.

Start CLIP STUDIO [Windows]

Start CLIP STUDIO. CLIP STUDIO supports creative activities.

Quit CLIP STUDIO MODELER [Windows]

Quits CLIP STUDIO MODELER.

Edit Menu

The [Edit] menu is used to edit mesh, faces and edges.

Undo

Undoes the last shape transformation performed and restores the shape to its previous state.

Redo

Select this after undoing an action to redo the action.

View Menu

This is used to adjust settings such as [How to show] in the [Document] window.

Undo point of view

Undoes changes to the viewing angle or viewing position made with the [Magnifier] or [Camera] sub tool.

Redo point of view

Redoes changes to the viewing angle or viewing position that were undone from the [View] menu → [Undo point of view].

View entire object

Adjusts the view so that all of the mesh fits in the [Document] window at the current viewing angle.

Return to initial viewing angle

Restores the initial viewing angle and viewing position.

Make selected area center of display rotation

Makes the center of the selected mesh or area the center of rotation when performing camera orientation operations.

> **Memo**
> - **If multiple mesh items are selected, the center point between the selected mesh items is the center of rotation.**
> - **Camera orientation operations can be performed using the [Camera orientation] sub tool.**

Wireframe

Turn this on to display 3D models only as wires.

> **Memo**
> **This item is not displayed in the 3D shape editing screen.**

Outline

Turn this on to display the outlines of 3D models.

Shadow

Turn this on to display the shadows of 3D models.

Lighting

Turn this on to apply light source settings to 3D models.

Textures

Turn this on to display the textures of 3D models.

Culling

Turns culling on or off. Select from [Culling (Frontface)], [Culling (Backface)] and [No culling].

Bone

Turn this on to display the bones of 3D models.

Physics object

Turn this on to display physics objects for 3D characters.

🖉 Memo	This item is not displayed in the 3D Object Setup screen or 3D shape editing screen.

Window Menu

The [Window] menu is for performing operations related to the windows.

Document

Various operations related to the [Document] window can be performed.

Cascade

When multiple [Document] windows are displayed separately, this function displays them on top of each other.

Multiple windows are displayed on top of each other.
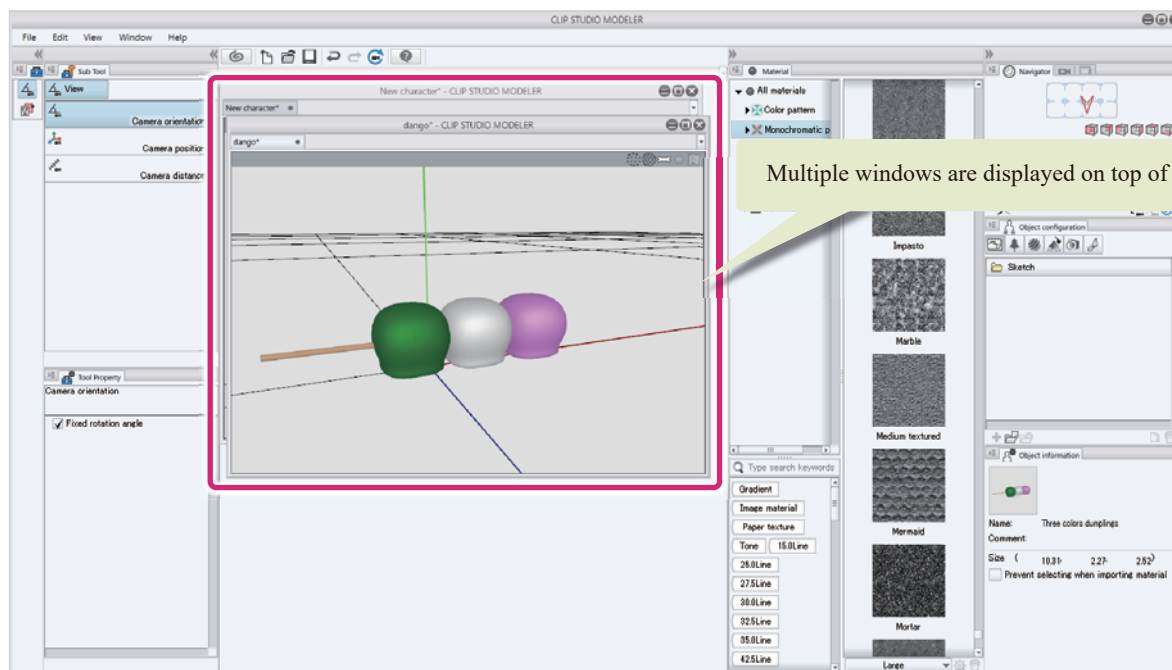
Tiled

When multiple [Document] windows are displayed separately, this function displays them alongside each other.

Multiple windows are displayed alongside each other.
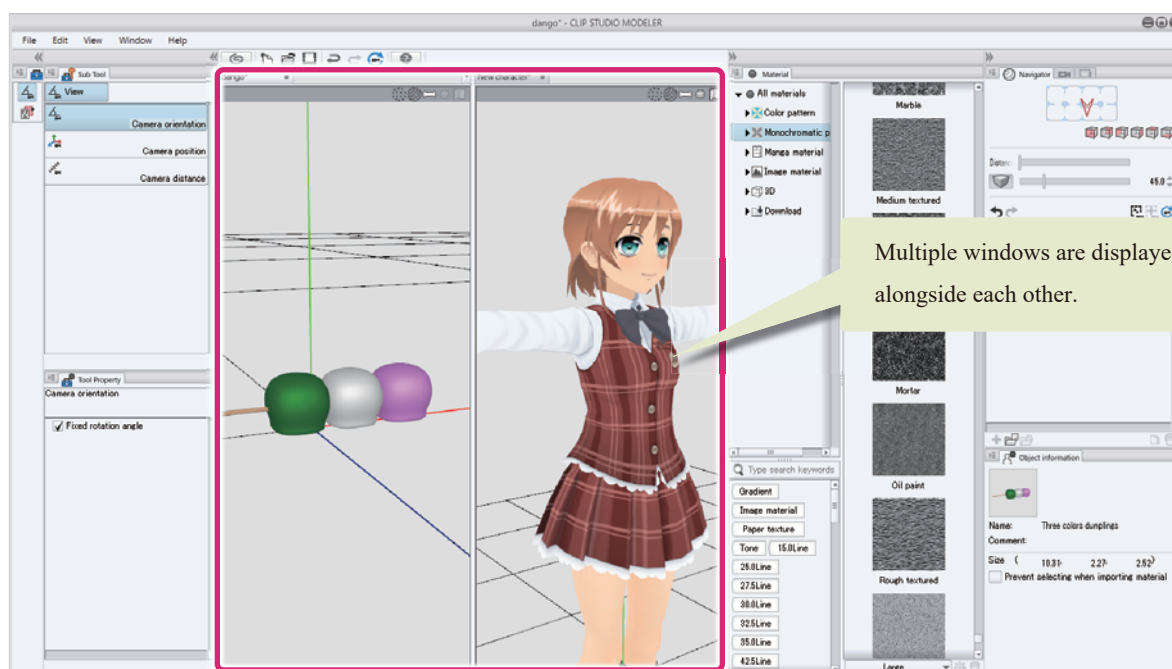
Workspace

The palette layout is called a workspace. This section describes settings related to the workspace.

Reset to Default

Returns the palette layout to its initial status.

Command Bar

Displays/hides the [Command Bar].

Tool

Displays/hides the [Tool] palette.

Sub Tool

Displays/hides the [Sub tool] palette.

Tool Property

Displays/hides the [Tool Property] palette.

Navigator

Displays/hides the [Navigator] palette.

Camera settings

Displays/hides the [Camera settings] palette.

View Settings

Displays/hides the [View Settings] palette.

Object configuration

Displays/hides the [Object configuration] palette.

> ✐ **Memo**   This item is not displayed in the 3D Character Setup screen or 3D shape editing screen.

Object information

Displays/hides the [Object information] palette.

> ✐ **Memo**   This item is not displayed in the 3D Character Setup screen or 3D shape editing screen.

Character configuration

Displays/hides the [Character configuration] palette.

> ✐ **Memo**   This item is not displayed in the 3D Object Setup screen or 3D shape editing screen.

Character information

Displays/hides the [Character information] palette.

> ✎ **Memo** This item is not displayed in the 3D Object Setup screen or 3D shape editing screen.

Material

Displays/hides the [Material] palettes.

Show/Hide All Palettes

Displays/hides the currently displayed [palettes].

Help Menu

This section explains the functions in CLIP STUDIO MODELER's [Help] menu.

Manual

Select this to open your web browser and display the CLIP STUDIO MODELER manual.

Training and Tutorials

Select this to open your web browser and display CLIP STUDIO MODELER Training and Tutorials.

Support

Select this to open your web browser and display the CLIP STUDIO MODELER support website.

This website has answers to frequently asked questions, along with a message board where you can post questions and requests about CLIP STUDIO MODELER.

Graphics performance check

Select this to check whether your computer's graphics performance is suitable for CLIP STUDIO MODELER.

The check results will provide information such as hints to improve the graphics performance.

About CLIP STUDIO MODELER [Windows]

Displays a screen with product information about CLIP STUDIO MODELER. You can check information such as the version of CLIP STU-DIO MODELER that you are currently using.

Version information [Windows]

Displays a screen with product information about CLIP STUDIO MODELER. You can check information such as the version of CLIP STU-DIO MODELER that you are currently using.

Shortcut List

Below is a list of the shortcuts set by default in CLIP STUDIO MODELER.

- Menu Shortcuts

Menu Shortcuts

Menu shortcuts are as follows.

> ⚠ **Important**   In the English version, menu commands not displayed in the software are not available as shortcuts.

CLIP STUDIO MODELER Menu [macOS]

Below are the [CLIP STUDIO MODELER] menu shortcuts.

Menu item	Shortcut key
About CLIP STUDIO MODELER [macOS]	
Version Information [mac OS]	
Start CLIP STUDIO [mac OS]	
Quit CLIP STUDIO MODELER [macOS]	Cmd+Q

File Menu

Below are the [File] menu shortcuts.

Menu item	Shortcut key
New	Ctrl+N
Open	Ctrl+O
Close	Ctrl+W
Save	Ctrl+S
Save as	Shift+Alt+S
Register as new material	
Overwrite and close material	
Start CLIP STUDIO [Windows]	
Quit CLIP STUDIO MODELER [Windows]	Ctrl+Q

Edit Menu

Below are the [Edit] menu shortcuts.

Menu item	Shortcut key
Undo	Ctrl+Z
Redo	Ctrl+Y

View Menu

Below are the [View] menu shortcuts.

Menu item		Shortcut key
Undo point of view		Ctrl+Alt+X
Redo point of view		Ctrl+Alt+Y
View entire object		Ctrl+Alt+0
Return to initial viewing angle		Ctrl+@
Wireframe		
Outline		
Shadow		
Lighting		
Texture		
Culling	Culling (Frontface)	
	Culling (Backface)	
	No culling	
Bone		
Physics object		

Window Menu

Below are the [Window] menu shortcuts.

Menu item		Shortcut key
Document	Cascade	
	Tiled	
Workspace	Reset to default	
Command Bar		
Status bar		
Tool		
Sub Tool		
Tool Property		
Navigator		
Camera settings		
View Settings		
Object configuration		
Object information		
Character configuration		

Menu item	Shortcut key
Character information	
Material	
Show/Hide All Palettes	Tab

Help Menu

Below are the [Help] menu shortcuts.

Menu item	Shortcut key
Manual	F1
Training and Tutorials	
Support	
Graphics performance check	
About CLIP STUDIO MODELER [Windows]	
Version information [Windows]	

CLIP STUDIO MODELER USER GUIDE

CLIP STUDIO.net
http://www.clipstudio.net/en/