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Clip Studio Paint EX v4.0.3 (Win,Mac)

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Clip Studio Paint EX v3.2.2 (Win): A Mixing mode feature is now available in the section for Ink in the detail palette of Sub-tools for brush-type tools. You can change this option to Perceptual to create a more real and natural mixing of colors. You can enable Brightness Correction to make more precise adjustments to mix colours.

To get the most out of improved brush settings, the default settings of some sub-tools that are currently in use have been changed.

Gfx plugin details of Clip Studio Paint EX

The product is in the **Software category**, for more information about this post you can click on the home page link in the sidebar.
To search for similar products to Clip Studio Paint EX,

New Changes:

- Enhanced 3D features
- 3D models with hierarchical settings
- Makes it easy to link and move objects together
- Attach objects to specific body parts on 3D drawing figures
- Improved 3D drawing figures
- Easily make poses symmetrical
- Adjust the upper and lower arms and the upper and lower legs individually.
- Additional body shape customization options like waist height and shoulder thickness
- Supports 3D objects with shape keys
- Use shape keys of imported 3D objects to manipulate the shape
- Import VRM files
- You can now import 3D files that are used for 3D avatars and VTuber models
- Import normal maps
- Use 3D materials that express detailed textures for drawings
- New filter to generate normal maps
- Integration with Posemaniacs
- Import poses from the popular reference site Posemaniacs, apply them directly to 3D models and rotate the camera.
- Layer comps (EX feature)
- Create and switch between layer comps with set layer visibility
- Export works based on created layer comps
  Easily create and manage differences
- Work time recording and display
- See total work time in the Information palette
- Improved finishing/processing features
- Improved mesh transformation
- Select and move multiple grid points at once
- Increased number of divisions for more detailed editing
- Enhanced tonal correction feature
- "Color Match" to intuitively change colours by setting images and gradations for target colours
- New filters
- New chromatic aberration filter, noise filter, and retro film filter - perfect for finishing off illustrations to post online
- Plus, there is new adjustable Pencil drawing filter that makes any image look like a pencil drawing

- Improved text features
- Even more freedom with layouts
- Added alignment and justify
- Adjust lettering with kerning
- Arrange text in a circle
- Font search
- Select fonts by keyword search
- New comic font, "CLIP STUDIO COMIC", now available
- A comic-style font ideal for comics, manga, and webtoons was developed jointly with Iwata Co., Ltd., incorporating artist feedback.
- The "I" will automatically change to a crossbar "I" when used as a personal pronoun.
- Characters have different patterns and will be displayed randomly for a handwritten feel.
- Improved animation features
- More intuitive operation
- Intuitively add or delete layers within animation folders
- Added audio scrubbing
- Playback audio tracks on your timeline to match animation movement and sound
- Transparent animated GIF support
- Export animated GIFs with transparent backgrounds
- Enhanced import/export features
- Watermark settings
- Set an image of your choice as a watermark when exporting images and time-lapses
- Set up customized export presets
- Save your frequently used settings and use them any time
- Reduction of timelapse file size
- Up to 80% smaller clip files with timelapse recording
- Import and export WebP files
- You can now import and export this lightweight file format used for web pages.
- Improved interface
- Improved Sub View palette
- Thumbnail menu of all registered images
- New Simple Mode
- Create on a wider screen with simple UI on tablets and smartphones.

Learn more about the Clip Studio Paint features that are available for various types of artwork!

- Concept Art & Painting
- Character Art
- Illustration for Design
- Comics, Manga & Webtoons
- Animation

Shading Assists in the automatic generation of shadows

Shading Assist is now included in the edit menu. Shading Assist adds shading based on the lines and current colors to accelerate the coloring process. You can adjust the position as well as the angle and color of the shadow source of light and alter the shading using an interactive preview window.

Head model for sketching characters

The head is now part of the section for 3D in the Material palette. You can alter your 3D head model which includes the overall shape of the head as well as facial features so that you can make it a reference for drawing characters. Certain functions are not included with Clip Studio Paint.

hand pose scanner which will incorporate hand poses captured by cameras to the 3-D models

Hand Scanner is now available in the Tool Property palette and in the Object Launcher when you select 3D drawing figures and materials. It is possible to utilize the camera of your device to import a hand pose in real time and add it to the character.

Perspective rulers support angle fisheye (PRO/EX)

Fisheye perspectives are now added to the canvas using an angle ruler. This setting can be used via the Tool Property palette or Layer menu > Ruler/Frame > Make Perspective ruler and then fisheye perspectives from the Tool Property palette.

The Liquify tool can be used to apply the tool to many layers

You are now able to apply the Liquify tool to apply the effect to several selected raster layers or selection layers as well as layer masks. This effect can be applied to masks connected to the selected layers.

Align and Distribute layers and object

Align and Distribute functions are now available. It is possible to align and distribute several objects and control points within one or more vector layers. You can locate these options within the Align/Distribute panel or via Edit > Align/Distribute.

enhanced features 3D

3D camera tilt correction (PRO/EX)

The Lens category was introduced to the sub-Tool Detail palette after you select a 3D model by using the object tool. Lens shift lets you alter the drawing location within the layer while maintaining the view of the camera as it is. Straighten corrects the vertical perspective of the vertical distortion of 3D space. It also transforms into a two-point perspective.

Fog is a setting that conveys three-dimensional depth

The category of fog is now part of the sub-Tool Detail palette after the 3D layer is selected using the object tool. Enable Fog to create the appearance of a fog, which reveals the depth of 3D space.

Google layers using the keyword (EX)

A function that allows you to search for layers using keywords is now available in the Search Layer palette.

Better Text tool now supports word wraps and ligatures

You can now choose several texts using the Text tool to change or move them simultaneously. Additionally, you can use it is possible to use the Tool Property palette can also be used to alter the settings of multiple texts simultaneously. You can make the text box using dragging and typing text in such a way that it is able to fit within. Additionally, new features have been added. They are available within the Sub Tool Detail palette. Sub Tool Detail Palette.

The text breaks now in more appropriate locations when Wrap at Frame is enabled under the sub-Tool Detail palette of The Text Tool.

A Ligatures setting is now available in the sub Tool Detail palette under the category Font for the text tool. It is possible to replace certain combinations of characters with the appropriate ligatures.

Filter Spin Blur that creates a spinning blurring effect (PRO/EX)

The option to Spin blur was introduced to Filter, which is Blur. You can alter the dimensions of the blur, its shape, direction, and the level of blur effect.

Set 3D camera settings by using touch gestures.

The Adjust camera using touch gestures option was included in the Sub Tool Detail palette when you select a 3D layer by using the object tool. When it's turned on, it allows you to change the position and rotation of your camera by using gestures. You can choose the gestures that are allowed.

Additional languages available

The application is now available in four different languages: Simple Chinese, Thai, Brazilian Portuguese, and Indonesian. Be aware that Simplified Chinese isn't available on Windows and macOS.

Fog setting that conveys three-dimensional depth

The Fog category was introduced to the sub-Tool Detail palette after you select a 3D layer using the object tool. Enable Fog to create an effect reminiscent of fog that reflects the depth of 3D space.

A [Running On Unsupported OS] message is displayed on the screen.

The [Running On Unsupported OS] message is displayed if your OS does not meet CLIP STUDIO PAINT's operation environment requirements.

CLIP STUDIO PAINT licenses are separated by [Japanese], [Traditional Chinese], and [Other Languages]. Operation environment OS changes depending on the license type.

For example, the license for the [Japanese Version] only runs on an OS set up in Japanese.

If you try to use the [Japanese Version] on a Chinese OS, the above-mentioned message will be displayed.

The message is also displayed if you are using an old OS that does not meet the operation environment requirements.

Please use the application on a device which meets the operational environment requirements.

资源列表

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