Manga Studio 4.0

Creating Manga in Manga Studio

STEP 1 — Preparing a Page

Select[FileMenu]-->[New]->[Story] and set up the page you want from the [New Title] Dialog.

Manga Studio lets you select pages based on size and resolution. You can also customize pages.

STEP 2 — Names / Sketching

Manga Studio lets you work in an analog, pencil-like style.
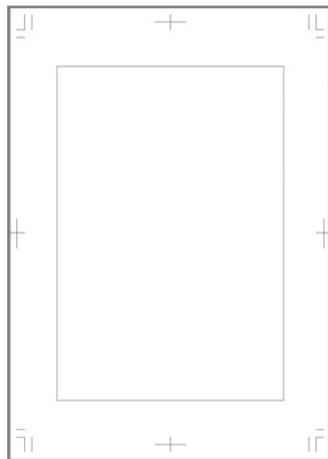
Use the [Pencil] tool for sketching.

STEP 3 — Panel Layout

Simply drag the [Panel Ruler Cutter] tool over the Panel Ruler layer to create a panel.

Manga Studio also offers other panel materials that you can use with ease.

For more details on panel materials, see "Panel Materials" (P.17).

The following illustrates the workflow when using Manga Studio to create Manga.

STEP 4 — Inking

You can also use analog drawing with inking tools, such as G pens, round pens, and dip pens.

NEW

Manga Studio EX also features a [Calligraphy Pen] tool.

STEP 5 — Background

Use the [Pen] tool and the [Ruler Function] to draw backgrounds.

If you select [Special Ruler] from the [Ruler] menu, you can use the [Perspective ruler to] create perspective backgrounds easily. You may also find the [3D Materials] (P.12) useful.

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Manga Creation
Process

Support for Beginners

Additional Tone
Functions

Convenient Materials
for Creating Manga
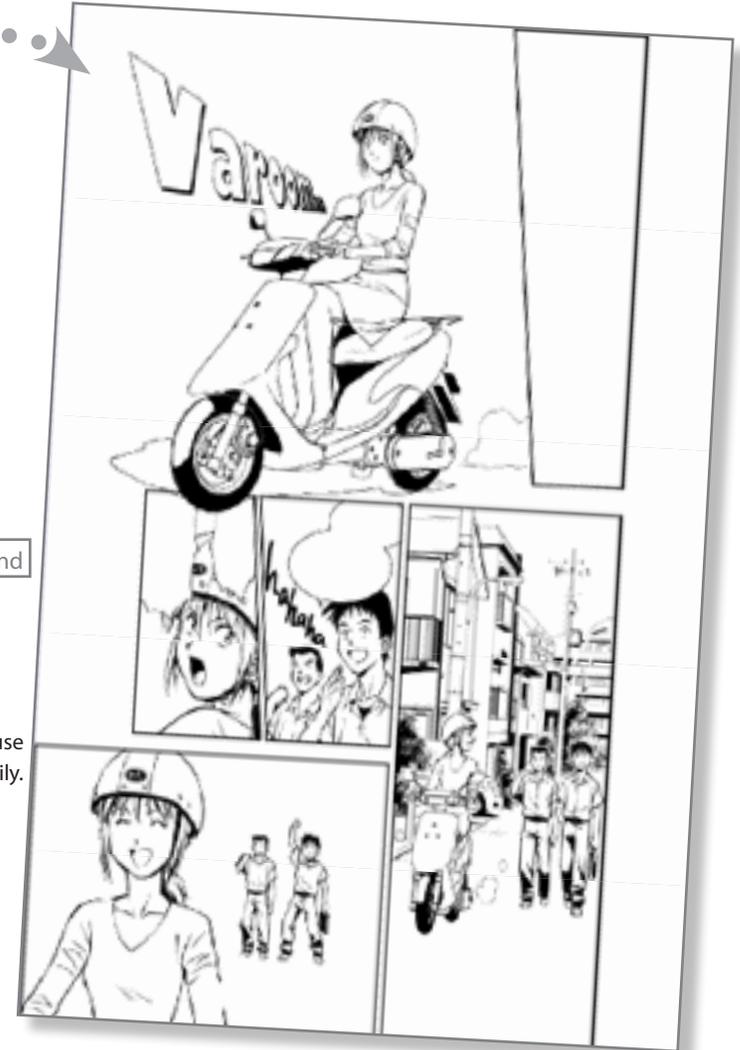
STEP 6 — Adding Effect Lines

You can add effects like focus lines and speed lines to the picture.

Use the [Filter Function] and the [Ruler Function] to create effects.
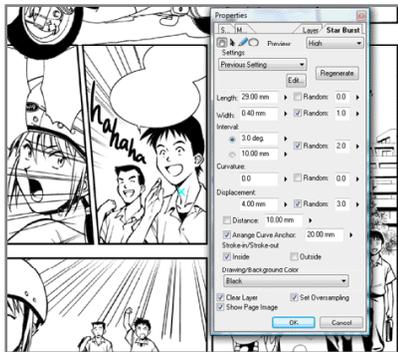
● **Filter Function**

The [Filter Function] lets you create focus lines and speed lines, just by entering numbers.

● **Ruler Function**

Manga Studio EX features a [Ruler Function] that you can use to create effect lines.
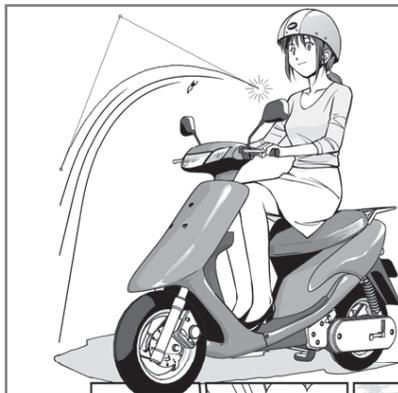
NEW

Manga Studio 4.0 features a new [Radial Ruler] that you can use to draw lines according to your definition.

# STEP 7 — Pasting Tones

Paste Tones to add effects to your page/drawing.

There are thousands of tones that you can use. Since Manga Studio 4.0 is digital, you don't need to worry about running out of tones.

STEP 8 — Entering Dialog

You can enter text easily, just like a word processor. Manga Studio provides you with detailed settings for the fonts and font sizes you want to use.

Manga Studio comes with numerous word balloon options.
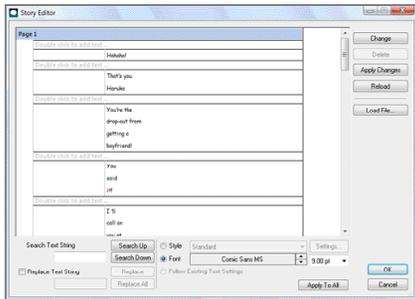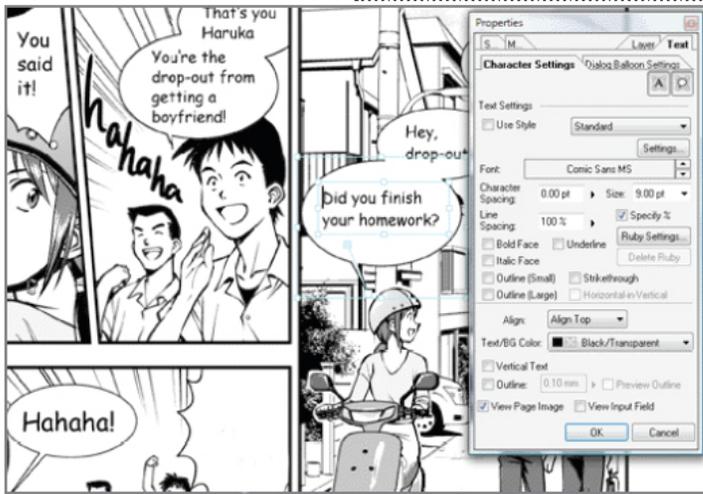
NEW

You can enter and edit the text for the whole page, using the [Story Editor] in Manga Studio EX.

STEP 9 — Completion

You have finished your manga.

Now you can publish your finished Manga by printing it out or publishing it on a website.

Manga Creation
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Helping You Get Started Quickly Using Manga Studio

In addition to the familiar user-oriented "Standard Interface" of previous versions of Manga Studio, Manga Studio 4.0 features a new "Beginner's Assistant" aimed at those who are just starting out.

—— We insisted on ease of use,
to make creating manga easier ——

[Layer List]
Displays necessary layers for each process.

[Tool Settings]
A list of tools needed for each process. Click each icon to perform the relevant action.

[Tool Settings]
You can set the tools which you selected in the toolset.

Selection Parameter Launcher

This launcher appears when you create selection parameters.
Once you have created selection parameters, you can just click on the variety of tasks to use them:

1 Create selection parameters with the selection tool.

2 From the [Selection Parameters Launcher], select [Fill Selection in Drawing Color].

Fill Selection With Foreground Color

3 The fill operation for the selected area is complete.

Beginner's Assistant

The "Beginners Assistant" screen takes all of the functions needed to create Manga, and places them into a single "toolbox."
The screen changes for each process in production, displaying the tools and operations needed..

Selecting and Configuring Drawing Tools in [Beginner's Assistant]

The following illustrates how to select and configure drawing tools, using the [Draw] tab in [Beginner's Assistant] as an example.
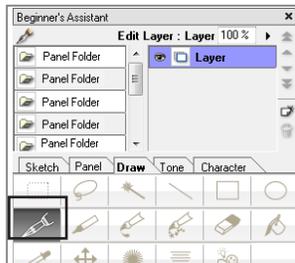
1 Click the [Pen] tool icon in the [Tool Settings].
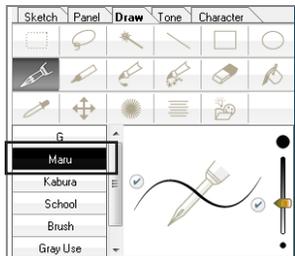
**2** Select a pen type from [Tool Settings].
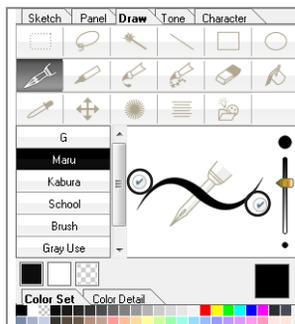
**3** Adjust the thickness of the [pen] with the slider to the right of [Tool Settings].

You can configure the [In] and [Out] settings of the pen by clicking the [In] and [Out] check buttons.

Selecting Materials in [Beginner's Assistant]

This example illustrates how to select materials, using the [Character] tab in [Beginner's Assistant] as an example.

1 Double click a folder in the [Material Display] area.
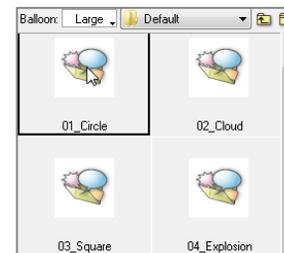
2 Double click a Word balloon type in the [Material Display] area.
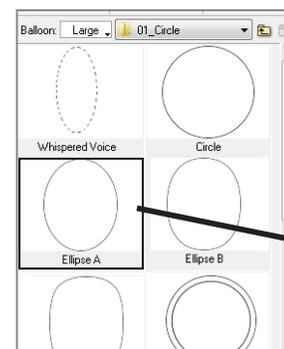
3 Select the thumbnail of the Word balloon you want to use from the [Material Display] area and drag and drop it into the page.

AdditionalPowerfulToneFunctions

Manga Studio is a digital environment, so you can work without worrying about running out of tones; correction and replacing are easy.

## Use a variety of tones to suit any scene.

◎A complete range of standard tones

Hatched tones, gradation, line tones - all the standard tones required to create manga are available.
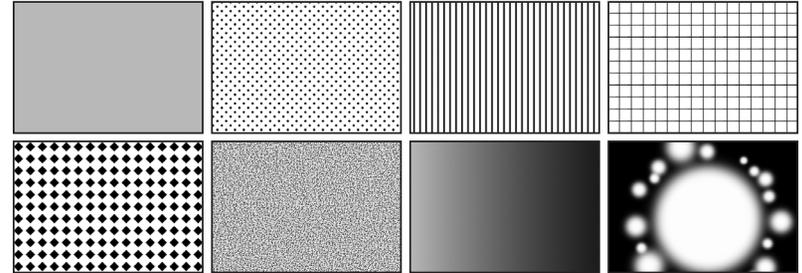

・ Pasting Tones

On the page, choose the area that you want to paste the tones, then drag and drop the tones.

1 Select the location where you want to paste the tone with the selection tool.
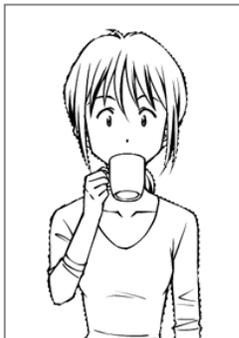
Here,
select the background.

2 Select the tone you want to paste from the [Materials] palette, and drag and drop it onto the page.
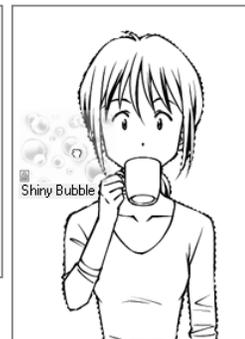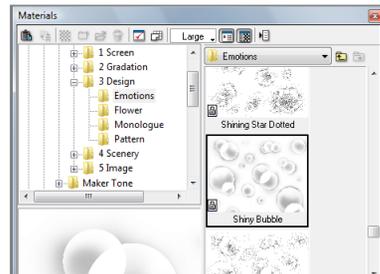
3 Tone pasting is complete.

With digital tools, tone functions are even more convenient.

With Manga Studio, you can easily change/edit tones after pasting.

· Replacing a Tone EX

Because Manga Studio is digital, replacing tones is easy. You can even try out various tones if you're unsure which one you want to use.

1 Select the [Tone Layer] you want to change in the [Layer] palette.
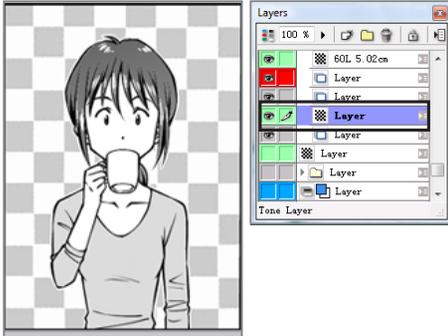
2 Select the tone you want to use from the [Materials] palette, then click the [Replace Tone] button in the toolbar.
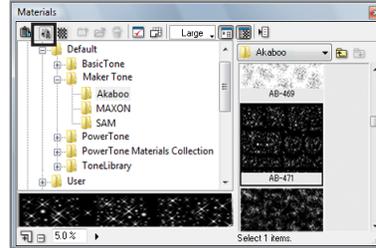
3 Tone replacement is complete.

· Editing Tones EX

Manga Studio offers you the ability to edit tones with ease, for example by enlarging and reducing them. Manga Studio EX features a new [Mesh Transform] function.
You can change tones to express the texture of clothing, or add a pychological element to your work.

1 Select the tone you want to transform in the [Layer] palette.
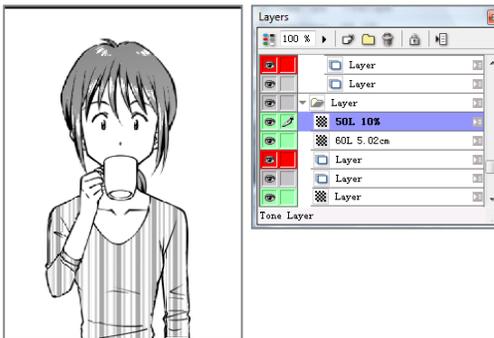
2 Select [Edit] menu -> [Tone Distort] -> [Mesh Transform]
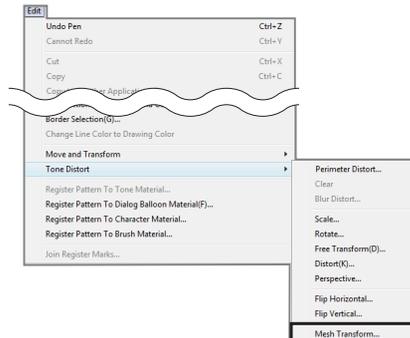
3 Drag the handle displayed on top of the page tone.

4 Tone transforming is complete.

Simple Management of Many Tones

Manga Studio offers functions that let you manage a multitude of tones with ease.

・Tone Search Function

The [Tone Search Function] in the [Materials] palette lets you search by simply entering tone names, characteristics, or keywords, so that you can easily find the tone you want to use.

1 Click the [Menu Display] button in the [Materials] palette and select [Search].
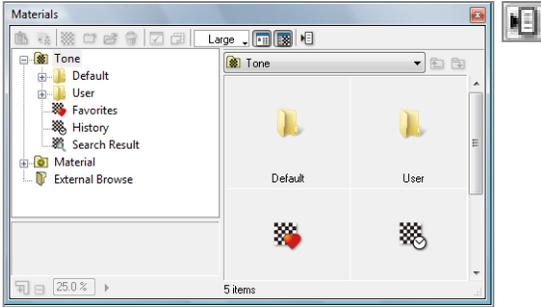
**2** Enter a keyword in the [Name] field of the [Search] dialog.

You can also define the types of tones you want to search for.

3 Your search results will appear in the [Search] palette.

・Register (save) as Favorites

Bookmark the tones that you often use, and they will be available in the [Favorites] folder of the [Materials] palette for easy access.

1 Select the tone you want to register in the [Favorites] section of the [Materials] palette.
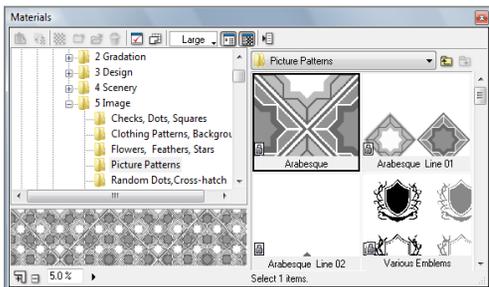
2 Click the [Favorites] button in the [Materials] palette.
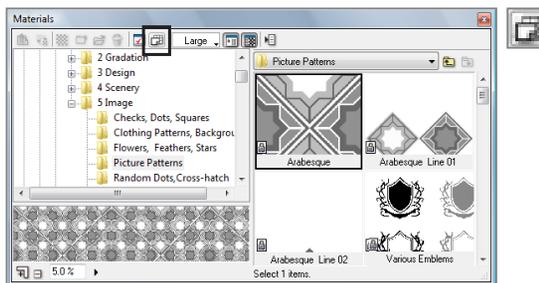
3 The tone is saved to the [Favorites] folder of the [Materials] palette.
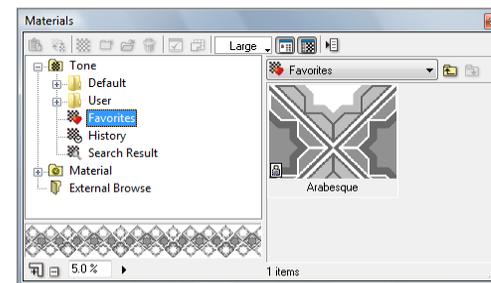
Convenient Materials for Creating Manga of All Types

Manga Studio 4.0 also comes with various materials you can use to make the manga production process easier.

▶ 3D Materials EX

You can use 3D model data to help sketch backgrounds and objects.
You can create manga quicker by using the various functions that come with Manga Studio 4.0.

・3D Sketching Functions

With [3D Sketching Functions], you can use 3D materials for your sketches.

1 Choose [File]->[Import]-> [3D File]] to import the 3D materials.
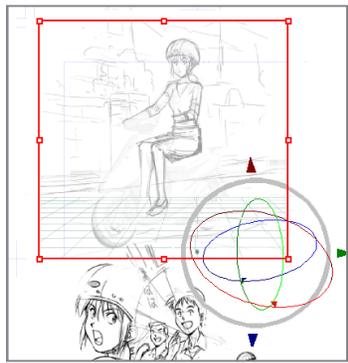
2 Arrange the 3D material on the page.

3 From the [Layers] Palette, click the 3D material's [Layer Properties] icon and choose [3D Workspace Settings].
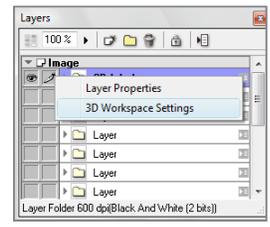
4 On the [3D Work-space], set the position, orientation, size, etc. for the 3D material.
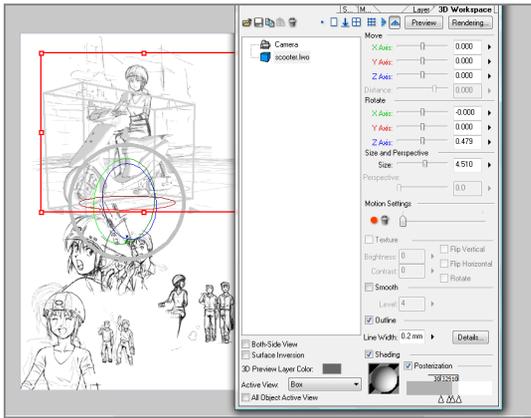
5 Once you've set the 3D material's position, use drawing tools to sketch the object.
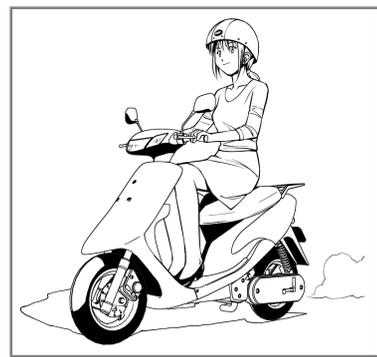
6 Finish up by applying tones.

・Modifying Model Components

Some 3D materials have data that can be modified. You can customize the orientation, size, etc. of parts of the model.

1	Import a 3D material.
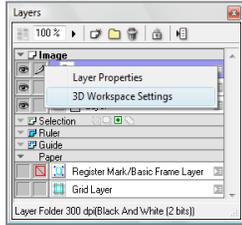
2	From the [Layers] Palette, click the 3D material's [Layer Properties] icon and choose [3D Workspace Settings].

3	On the [3D Workspace], choose the part you want to modify.
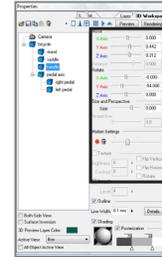
4	On the [3D Workspace], set the position, orientation, size, etc. for the 3D material.

5	The data was modified.

・3DLT Rendering Functions   EX

Manga Studio EX includes [3DLT Rendering Functions] you can use to transform the lines and tones in a 3D model.

1	Import a 3D material and set its position.

2	On the [3D Workspace], click the [Rendering] button.
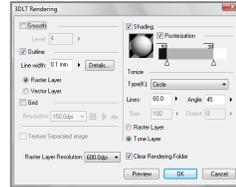
3	In the [3DLT Rendering] Dialog, set the shading and other options, then click the [OK] button.
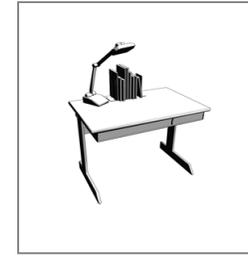
4	The lines and tones of the 3D model have been changed.

■ Useful 3D Materials   EX

Manga Studio 4.0 comes with a large number of 3D materials. By partnering with a variety of leading companies that produce 3DCG materials, we've added models of schools and buildings that are very popular

Manga Creation Process

Support for Beginners

Additional Tone Functions

Convenient Materials for Creating Manga

▶ Filter Materials   EX

・Using Filters

By using filters, you can apply an array of transforms and effects to your images. In this example, we use [2D Rotate].

1 Open the page you want to modify.

**2** From the [Layers] Palette, choose the layer you want to modify.
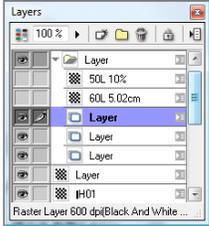
3 Select [Filter] Menu→ [Distort]→[2D Rotate].
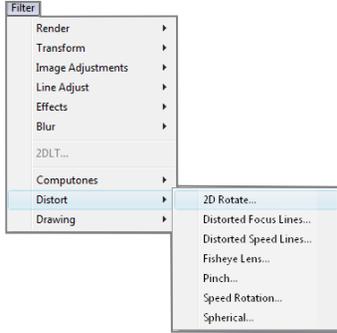
4 Set values in the dialog, and click the [OK] button.
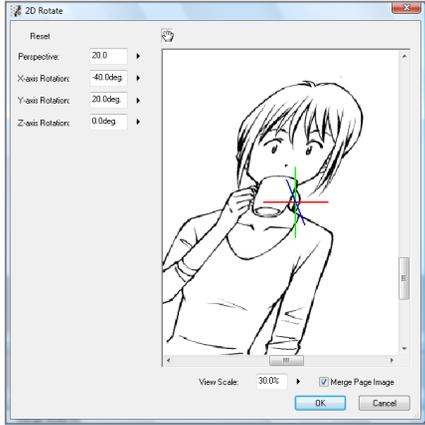
5 The filter has been applied.

Other filters are also available, like the ones below. Try them all!
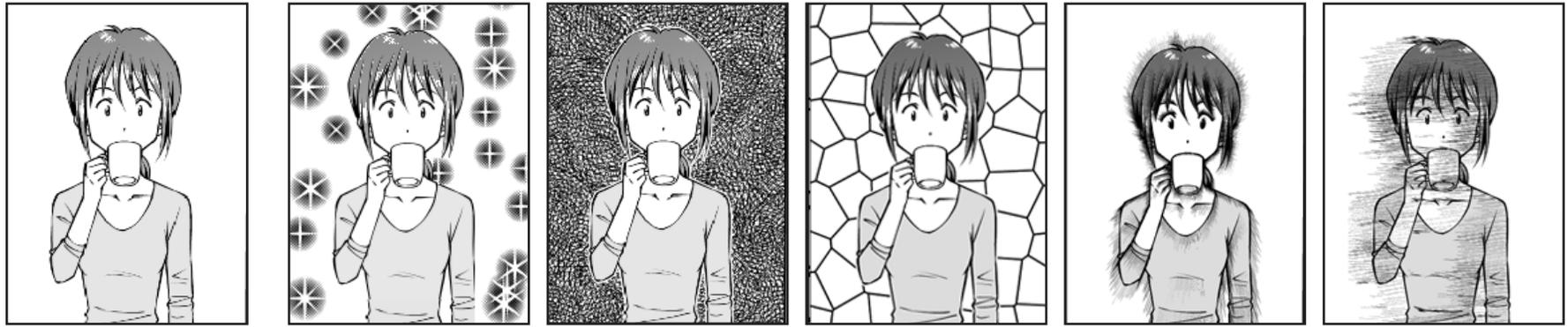
Original Image   [Sparkle]   [Patterns]   [Random Grid Pattern]   [Distorted Focus Line]   [Distorted Speed Line]

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▶ Word Balloons

Manga Studio includes nearly 100 different word balloon materials commonly used in manga.

・ Placing Word Balloons

Placing word balloon materials is easy: just drag & drop.

1 From the [Materials] Palette, choose a word balloon material to use.
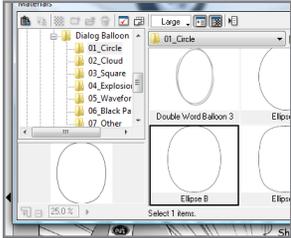
2 Drag & drop the word balloon material onto the page.

3 Arrange the word balloon material on the page.
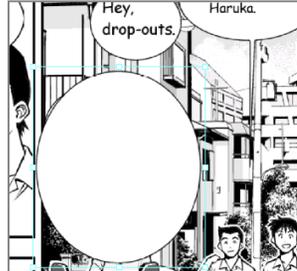
4 Drag the word balloon's border handles to change its size.

**5** Adjust the word balloon's position by dragging it around.

・ Adding Dialogue

Add text to word balloon materials.

1 Double-click the word balloon.

2 Type in the desired text.

3 In the [Properties] Dialog, edit the text font and size and click the [OK] button.
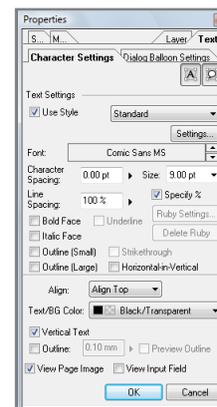
4 The text has been added.
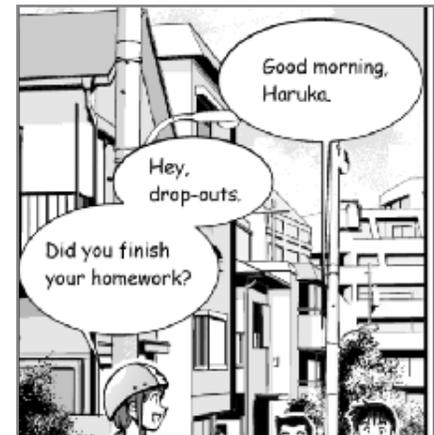
■ A Variety of Customization Options

・Customizing Fonts
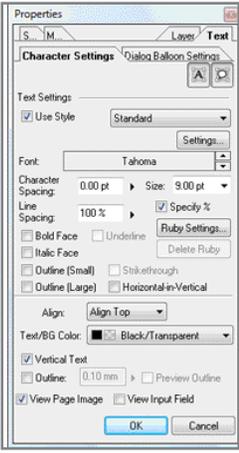
You can customize your fonts on the [Properties] Palette.
On the [Layers] Palette, click the [Layer Properties] icon, then [Text Settings] to show the customization options.

From the [Properties] Dialog's [Character Settings] Tab, you can customize the type and size of your fonts.

・Changing Word Balloons

The following types of customization options are available in the [Properties] Dialog.

You can enlarge, shrink and move word balloons around, or change their material or color. You can also add tails wherever you like.
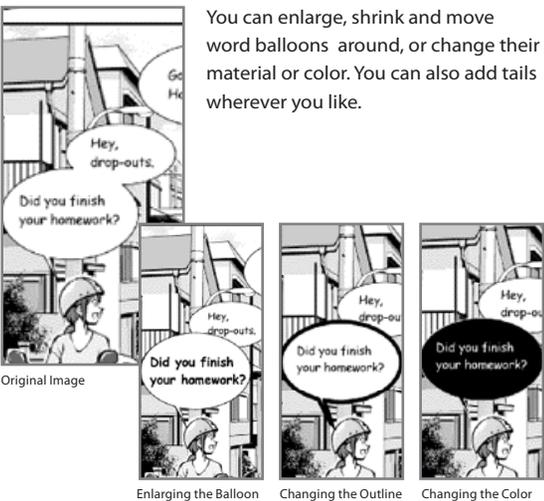
Original Image

Enlarging the Balloon   Changing the Outline   Changing the Color

▶ Panel Materials

Manga Studio includes materials you can use to create panel layouts just by dragging & dropping.

・ Laying Out Panels with Panel Materials

You can lay out your panels by using panel materials.

1 From the [Materials] Palette, choose the panel material you want to use and drag it onto the page.
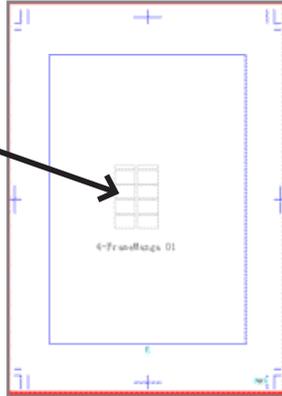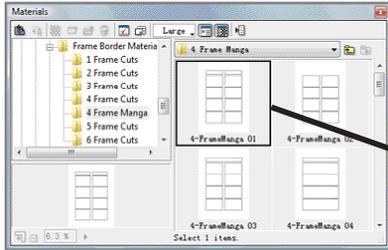
2 Panel layout has been completed.
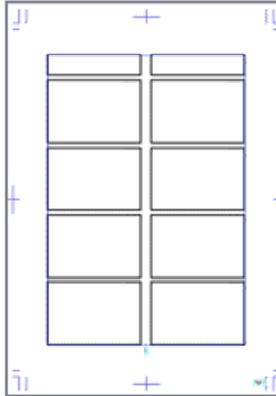
▶ Pattern Brushes

Manga Studio comes with the [Pattern Brush] Tool for drawing symbols and patterns just like using a pen.

Using Pattern Brushes

・ Using Pattern Brushes

The following shows how to use the [Pattern Brush] Tool.

1 Select the [Pattern Brush] Tool on the [Tools] Palette.

2 On the [Tool Options] Palette, choose which type of [Pattern Brush] to use.
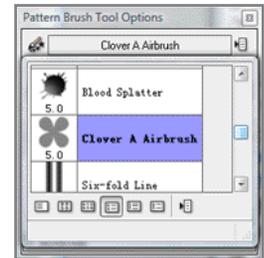
3 Drag the brush across the page. Drawing with the [Pattern Brush] Tool has been completed.