

The Complete Brainlet's Guide to CharaStudio



>How do I use scenes

Put them in \userdata\studio\scene

>How do I play them though

Click the load button in the studio

>It's not moving

Most don't

>gay

You're the one who is the gay

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To start posing I'll add a girl. Click the add button at the top left, go to girls, click one, and then click confirm.



The girl should appear in her default school outfit. I'll use this page to go over some quick studio hotkeys. **Q** activates visibility of nodes. **W**, **E**, and **R** switch those nodes through movement, rotation, and scaling respectively. **F** moves your camera to the selected object. **C** moves the selected object to your camera. **CTRL+D** duplicates the selected object. **Z** is undo. **A** or **numpad 5** reset the camera. **.** (period key) and **** control rotation of the camera while **/** resets it. **=** and **]** control zoom while **;** resets it. F11 for screenshots with the plugin. Shift F11 to configure the screenshot plugin.



By default shadow density will be set so low that they don't really show up at all. Go to System > Scene Effects and scroll to the bottom. There's a dropdown menu for shadow type and a slider that controls shadow density. Increasing shadow density and changing shadow color to a darker color both make them pop more. Additionally, if you change the shadow color saturation to anything but 0, the selected hue will also be your rim light color. There's other scene effects in this menu like bloom and vignetting, so try them all out.



Character lighting is controlled through System> Character Lighting. No, you can't place lights that affect characters like in Honey Select.



Anim > Current State is where you control clothing sets, state of undress, accessory visibility, blush, etc. For males you can turn them transparent and blue as well. Here I switched the character's outfit and will toggle off an accessory.



It's usually easier to start from a preset animation than it is to pose straight from the T-pose. The Anim menu has all of the animations and poses used in the main game and more. You can control the speed of animation with the Animation Controller menu. Show Attached Items toggles things like dildos in certain animations. Extra1 and Extra2 are usually used to compensate for height differences between characters in H-Animations



Inverse Kinematics (IK) is a quick method for customizing a pose. Go to Anim > Kinematics > Inverse Kinematics and click the [Refer to Animation](#) button to copy our selected pose, then toggle on the IK with the circle at the top. Press [Q](#) to toggle visibility of nodes. IK is like moving around a ragdoll. You can grab a hand or foot and move it around. If you move it far enough, it'll affect other parts of the body.



I've moved the hand, but the elbow node is affecting how the arm bends. By grabbing and moving the elbow node I can correct that.



In IK Mode you can also select hand and feet nodes and press E to toggle rotation. Her Elbow looks pretty messed up so we'll go to anim > Joint adjustment to fix it.



Note that you don't always want to use this. Sometimes it does more harm than good.



Next, on the Anim > Kinematics > Inverse Kinematics menu, click Copy to FK and then toggle off IK. Then go to the Forward Kinematics (FK) menu and toggle on FK. Your old IK adjustments should be reflected in FK.

FK adjustments are all done through rotation. It requires a bit more planning but can get more natural-looking poses since it has more joints. It also allows precise control of the head and neck. If IK is like a ragdoll, FK is like posing a stiff, plastic figure. Moving the hand will never affect the elbow, but moving the shoulder affects both the elbow and the hand.



Kinematics > Hands gives you access to some preset hand gestures. Since Rem is making a notorious white power hand signal here we'll have to change that.



By going to FK and clicking the [Reset](#) button next to [Left Hand](#) I copy the selected hand gesture to FK. Failing to do so will result in the hand reverting to the original animation's gesture when you toggle on the hand FK node. From here I can adjust individual finger rotation. I recommend turning down the size slider while working with fingers.



Her face has been bugging me so we'll fix that next. Kinematics > Gaze controls the eyes. The default is front. Follow makes her look at the camera. Avert makes her look away from the camera. Adjust gives a node (toggled with Q) for her to look at. The node can be moved with the C hotkey like everything else. Fixed freezes her gaze where it is.



Expressions are pretty straightforward and if you can't figure them out then you probably can't read this shit anyway. The only things of note are the drop down menus that affect whether or not eyes/brows are displayed through hair. Toggling lip sync makes her mouth move if you decide to add any voice lines.



Now that we have our great pose we need a fuckin map. Add > Map gives you access to the Koikatsu maps. Rem seems to be stuck in a table though.



It's easiest to just move Rem by selecting her in the workspace and pressing Q and W to toggle the node visibility and movement, but you can also use the map button to pull up map properties. By clicking and dragging on the movement and rotation buttons you can do those things, and some maps have alternate evening/night versions. Options toggles off things like the swimmers on the pool map.



To add items to a scene go to Add > Item. Did you need me to tell you that? Good luck finding what you want.



To attach an item to a character, click the arrow next to the character's name in the workspace. Find the part you want to attach the item to (Right Hand in this case). Click on the part in the workspace menu, then CTRL-click the item you want to attach. Next, click the Parent button in the workspace. The order is important here – the first item you click is always the parent of everything else you CTRL-click



Next I turn one lens flare into a shitload by using the power of CTRL+D. By the way, you can duplicate a bunch of shit at the same time by Ctrl-clicking or Shift-clicking things in the workspace. This also works with scaling/rotating/moving multiple things at the same time.



The workspace was pretty messy so I cleaned it up with a folder. Folders are created with the folder button on the workspace and they'll appear at the center of your camera. To place shit inside a folder, select it and then use it as a parent for the objects you want inside of it. Folders can be moved and rotated like objects and so you can do all sorts of tricks with them – for example, you can create a folder at a certain location and use it as a point of rotation. Duplicating a folder will duplicate everything inside it.



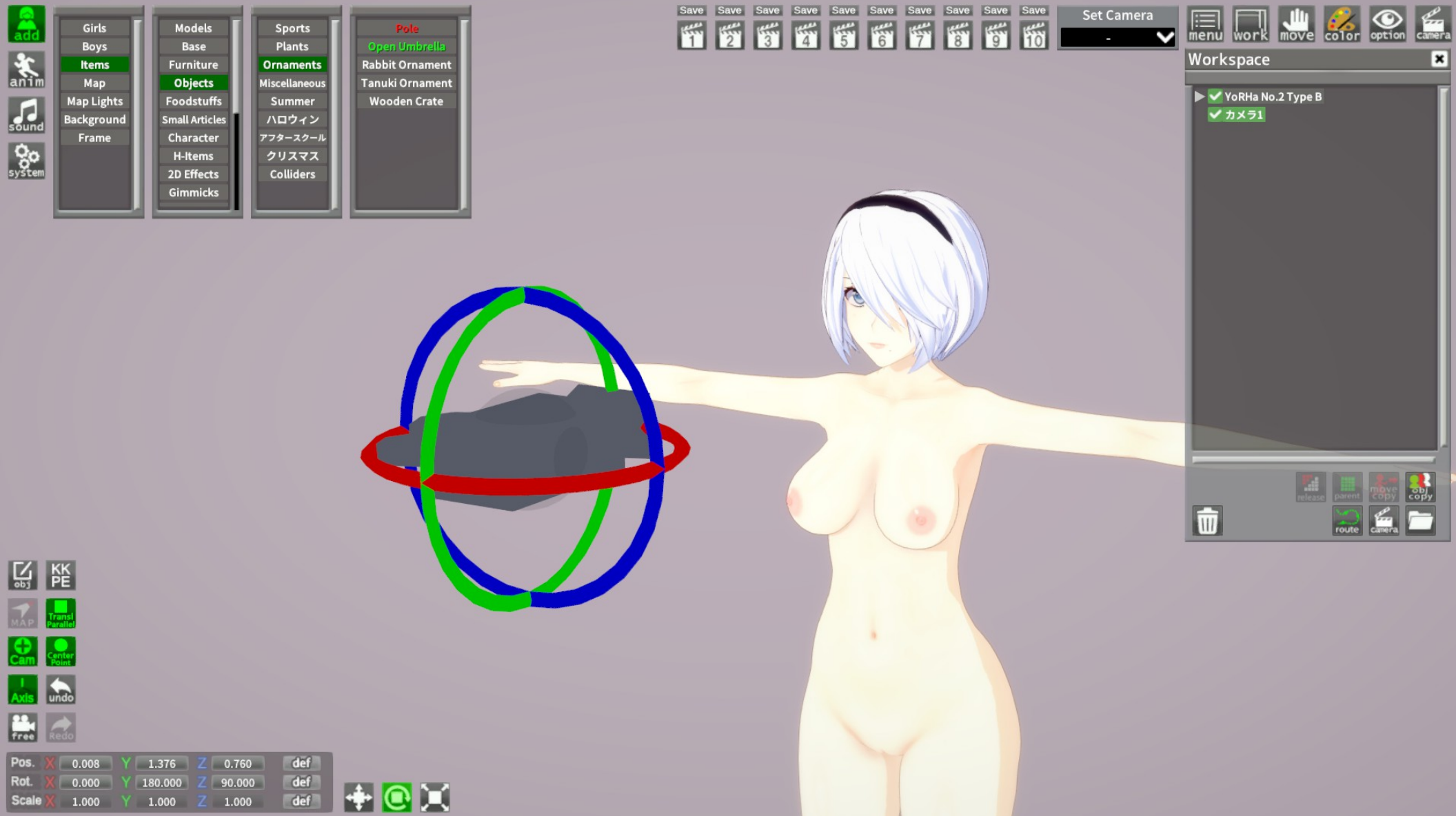
Map lights can be added through the Add menu and controlled via the anim panel and by movement and rotation.



The bepis is enabled at the bottom of the current state menu. It also has FK nodes and a size slider. Also, you can place characters into folders. It's useful.



I probably should have mentioned this at the start but replacing a character goes like this:
Select the character you want to replace in the Workspace
Select the character you want to replace them with in the add menu
Press the change character button



I forgot to mention cameras. You can save camera angles by clicking “save” on the 1-10 icons at the top of the screen, but there's also object cameras accessed through the workspace (by pressing the camera button). Object cameras can be parented to characters and items. This is useful for animation and replacing characters in scenes.



It's also good for getting a 90 degree turn for portrait-style shots. Obviously you have to rotate the image afterwards. To change the view to the object camera's, use the drop down in the top right. One thing to note is that your zoom and tilt settings carry over from whatever they were before you activated the object camera.



I forgot to talk about the move copy button. To use it, click one object in the workspace and ctrl click another. Click the button. This copies the position and rotation of the first object to the second.

Gimmick items are animated objects. When you use them as parents, the children objects take on those movement properties.



Item properties are managed through the anim panel. Some items have FK nodes, others have colors and patterns or line thickness. The Japanese text there basically toggles jiggle physics in certain items.

