

CMYK Color Manipulation Using ClipStudioPaint

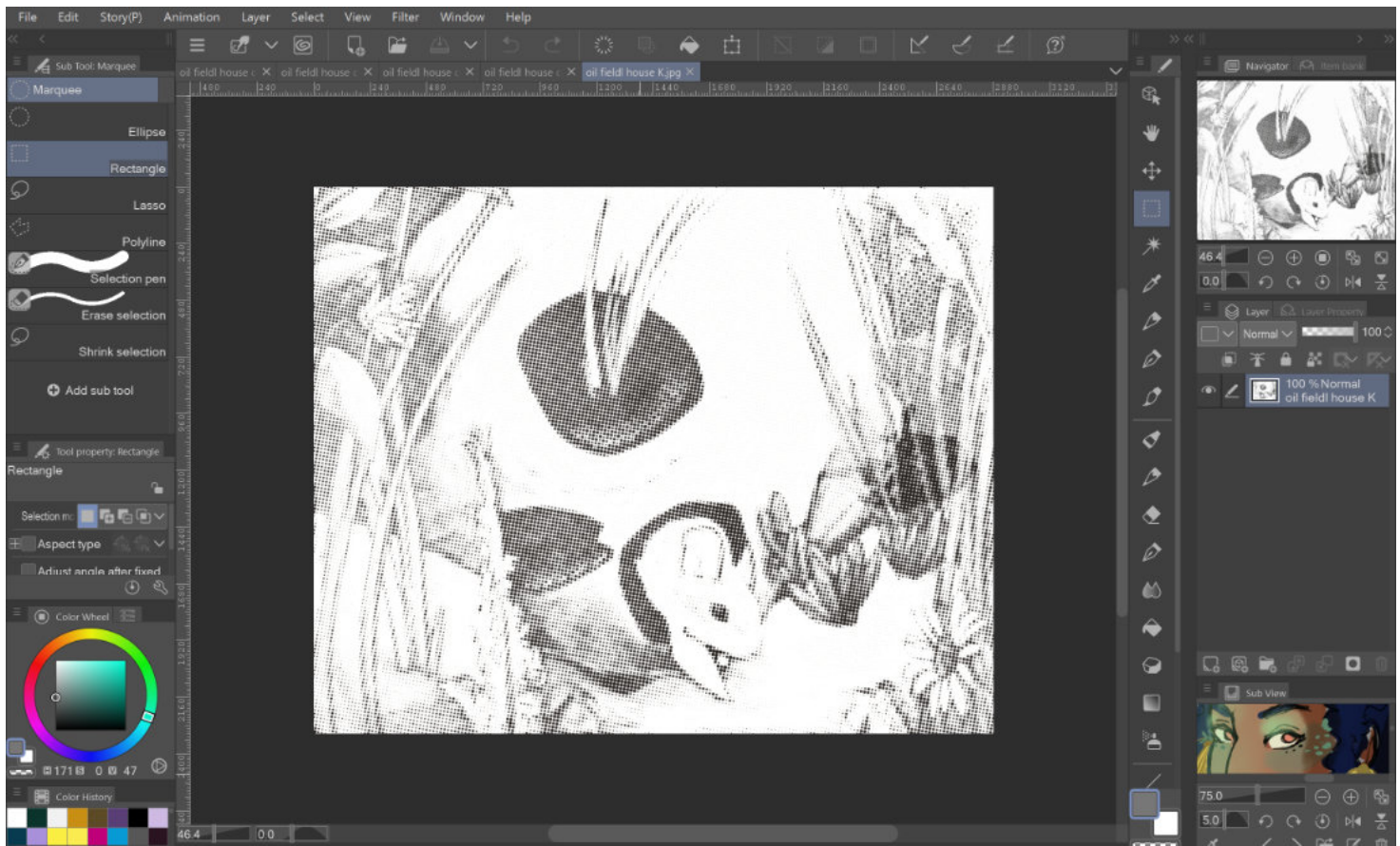
Please note: You will need your color channels
ALREADY SEPARATED before starting. This
can be done through photopea, photoshop,
affinity photo, or other photo editing software.



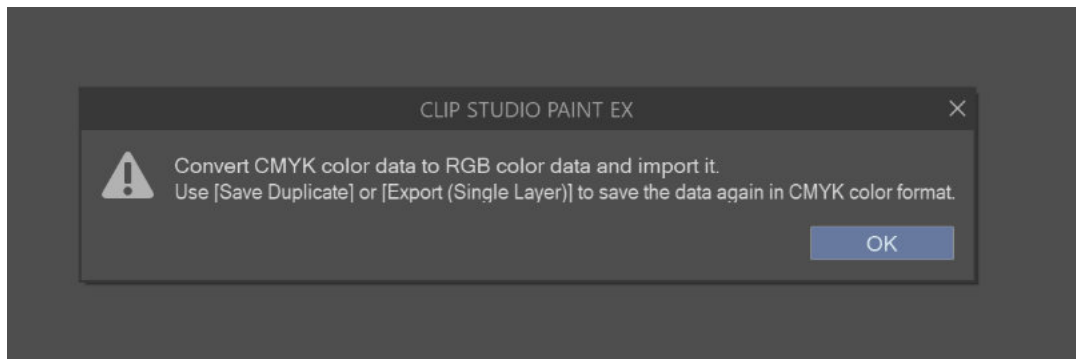


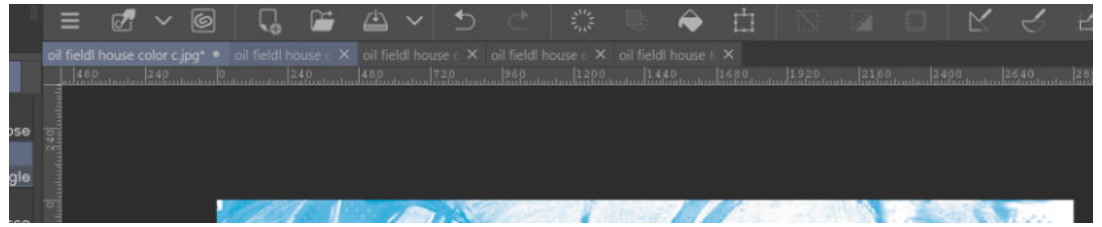
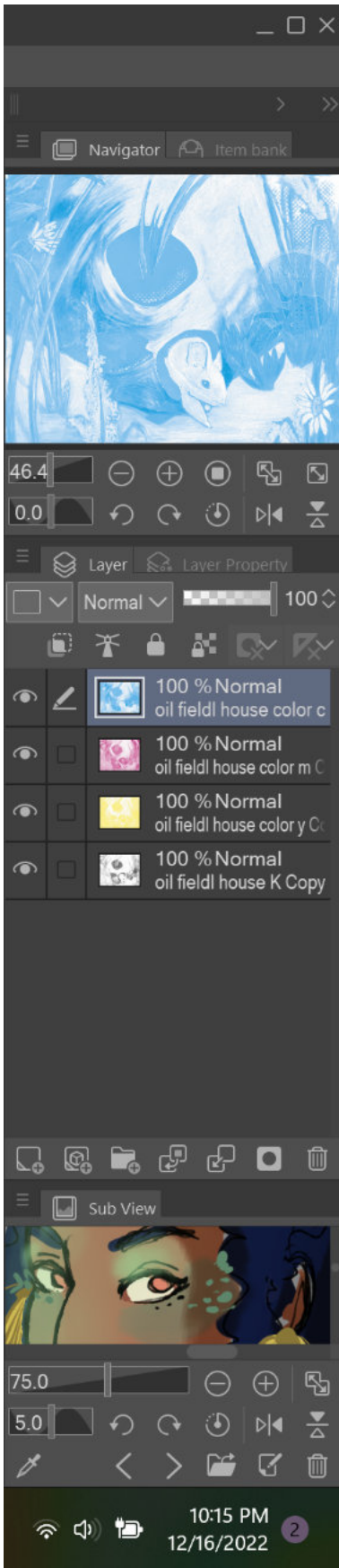
For this tutorial, you'll need to already have your colors separated out as seen here. Clipstudio can do a ton of neat things, but separating out colors like this is something it lacks. By importing color separated layers into ClipStudio paint, you can experiment with different shape, size, and density of screentones for both digital and traditional CMYK process prints.



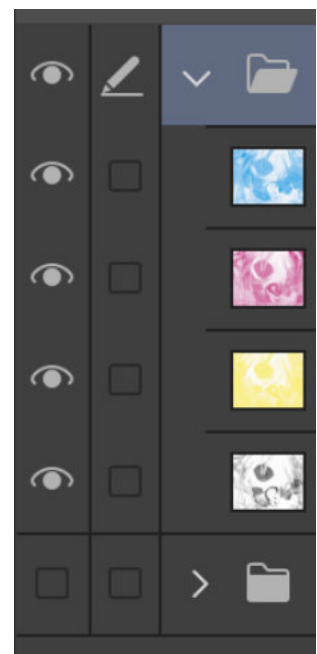
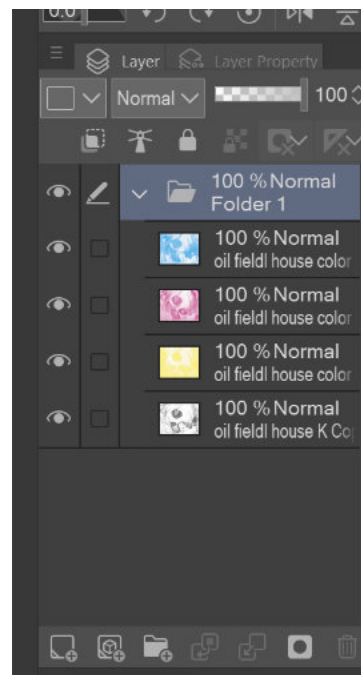
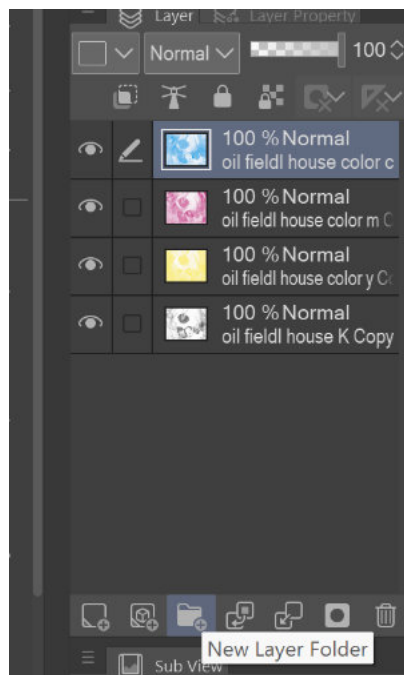


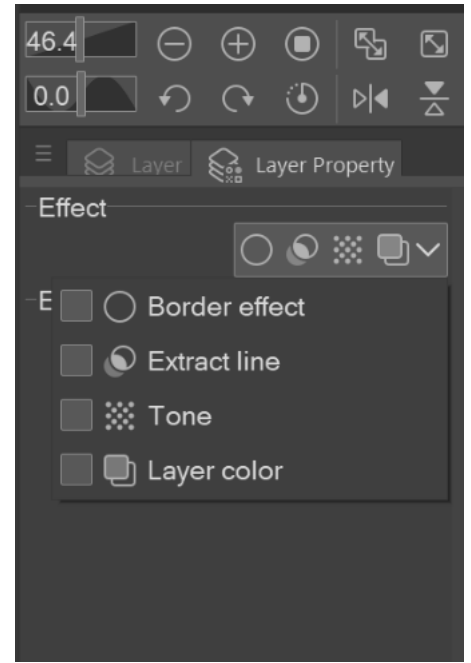
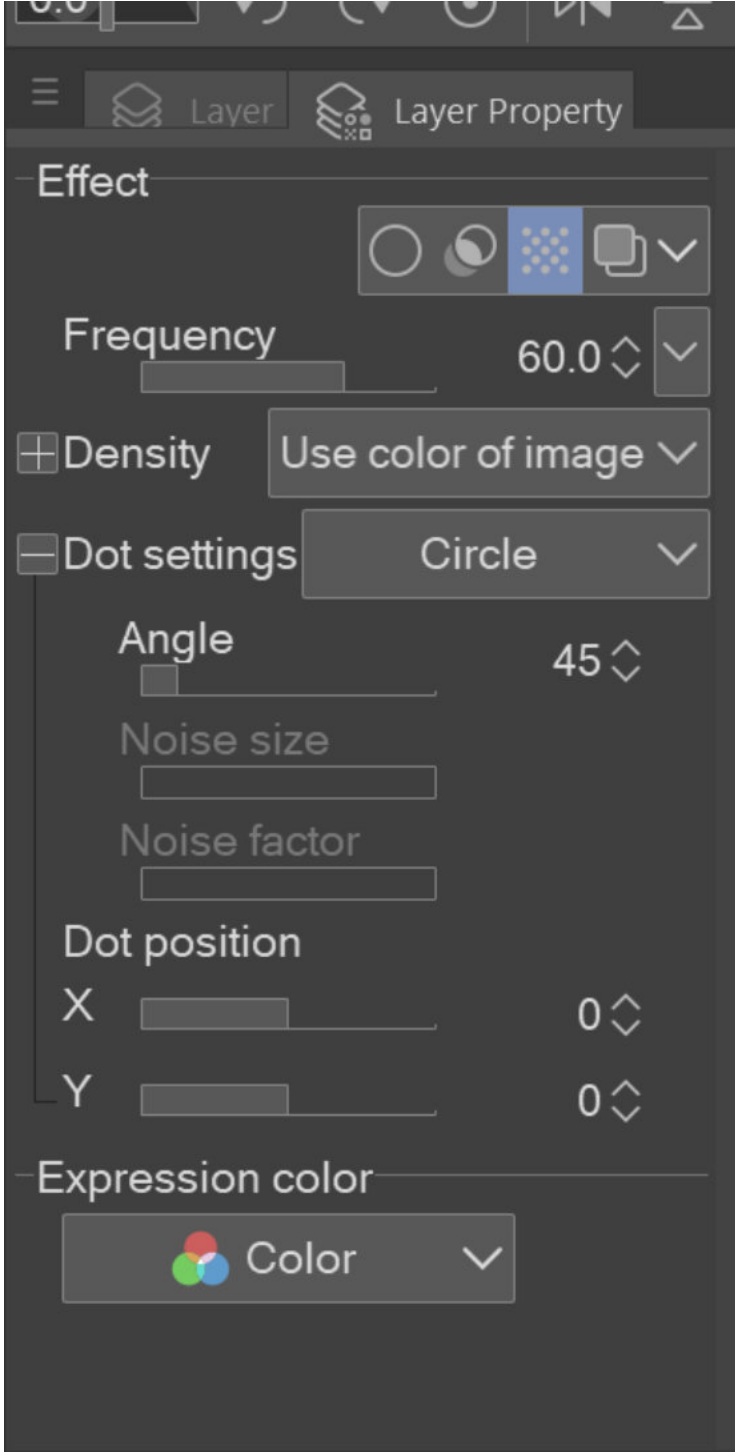
To start, open ClipStudio and click and drag your four separate images from your files onto the ClipStudio window. This will cause all of them to open as separate files. You'll get this message if your images are already in CMYK format. This is fine, just click OK and continue on.





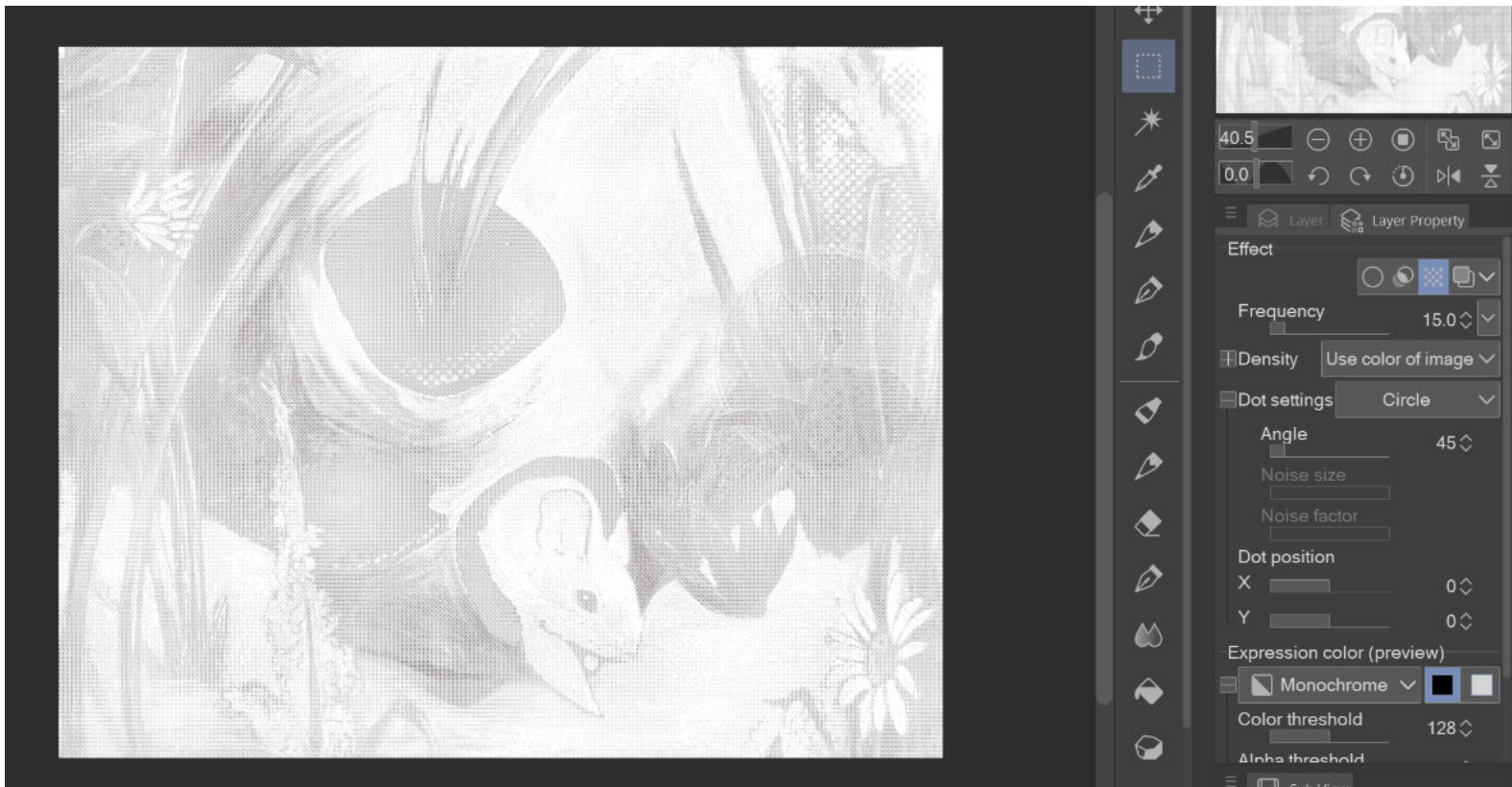
Next, we're going to get all the layers into the same file. Go to each file, and copy the layers (cntl+C on windows) then go to your main file and paste them in (cntl+V on windows). Because all our images are the exact same size, ClipStudio will layer them perfectly on top of one another for us. Arrange your layers as shown on the left. If you want to make sure you have this exact setup to go back to, go ahead and put all these layers in a folder, as shown below, and duplicate it by cutting and pasting the entire folder. Click the eyeball mark next to one of the folders to hide it. This will be your backup.





To set up halftones, select TONE on the layer properties menu. Although you can also set layer color, doing so at this stage makes the image washed out. So instead we'll add that later.





For each layer, set the expression option to MONOCHROME and click the black box. Don't worry about the color loss right now, we'll fix that in a minute. Make sure the DENSITY of all layers is the same. For the ANGLE of the halftones, use the following values:

Halftone Size: 15-25

C: 55

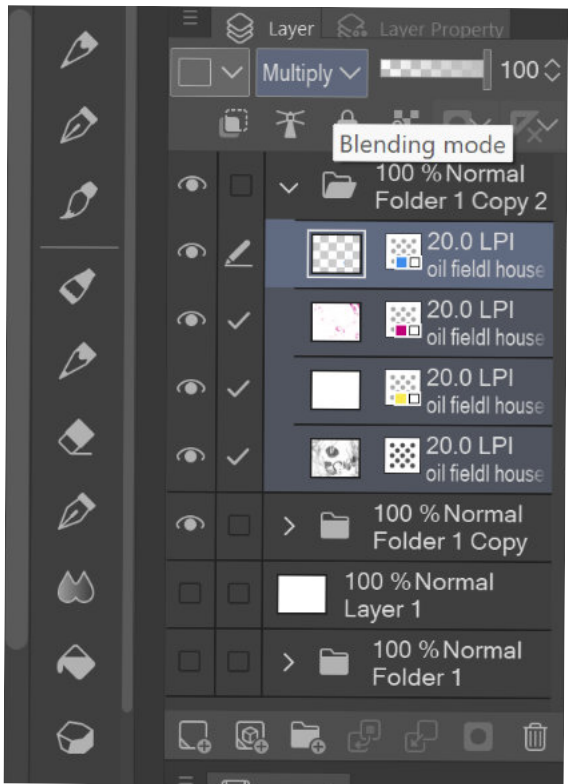
M: 22

Y: 5

K: 80

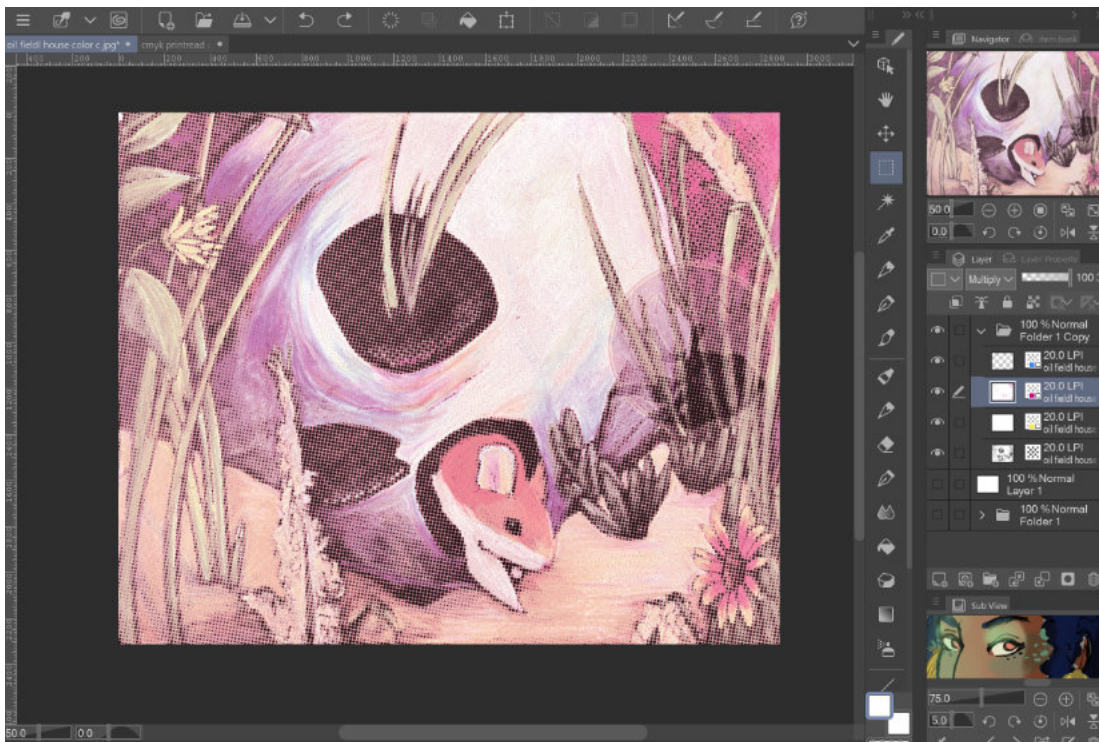
This is where you can start playing around. Under the Dot Setting menu you'll find tons of shapes to mess with. These different half tones can give your image a different final feel and change the overall result in unpredictable ways. You want to keep your density the same for each layer, but mixing and matching halftone shapes can create neat effects

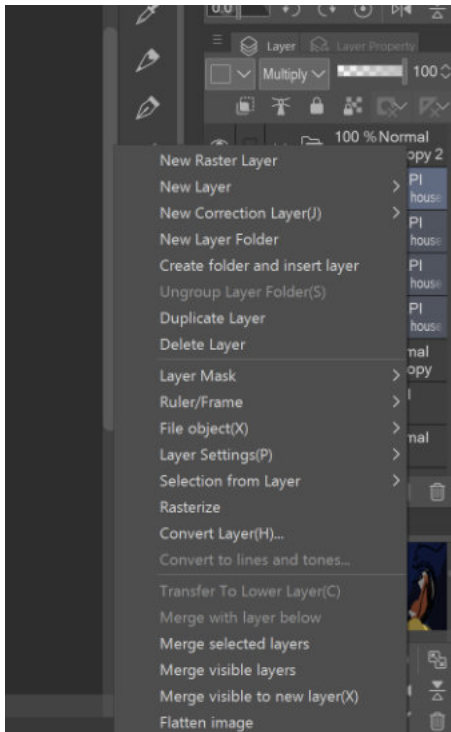




Now select all your layers (click on the first one, hold shift and then click on the last) and set the blending mode to **MULTIPLY**

This is the stage you play with screen tone size, shape, and frequency. Below is what happens if you change the layer color with the setting. It's a neat effect, but not what we're going for at the moment.

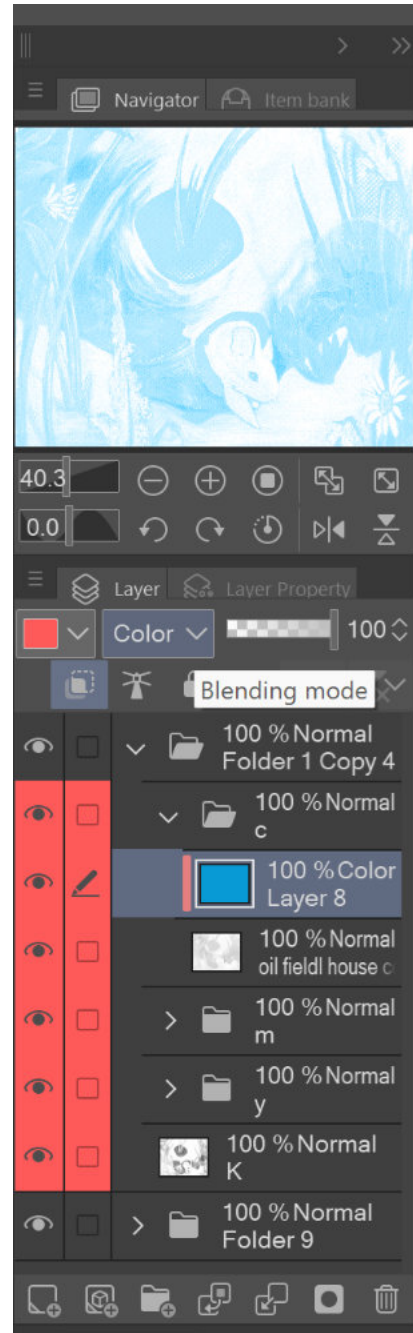


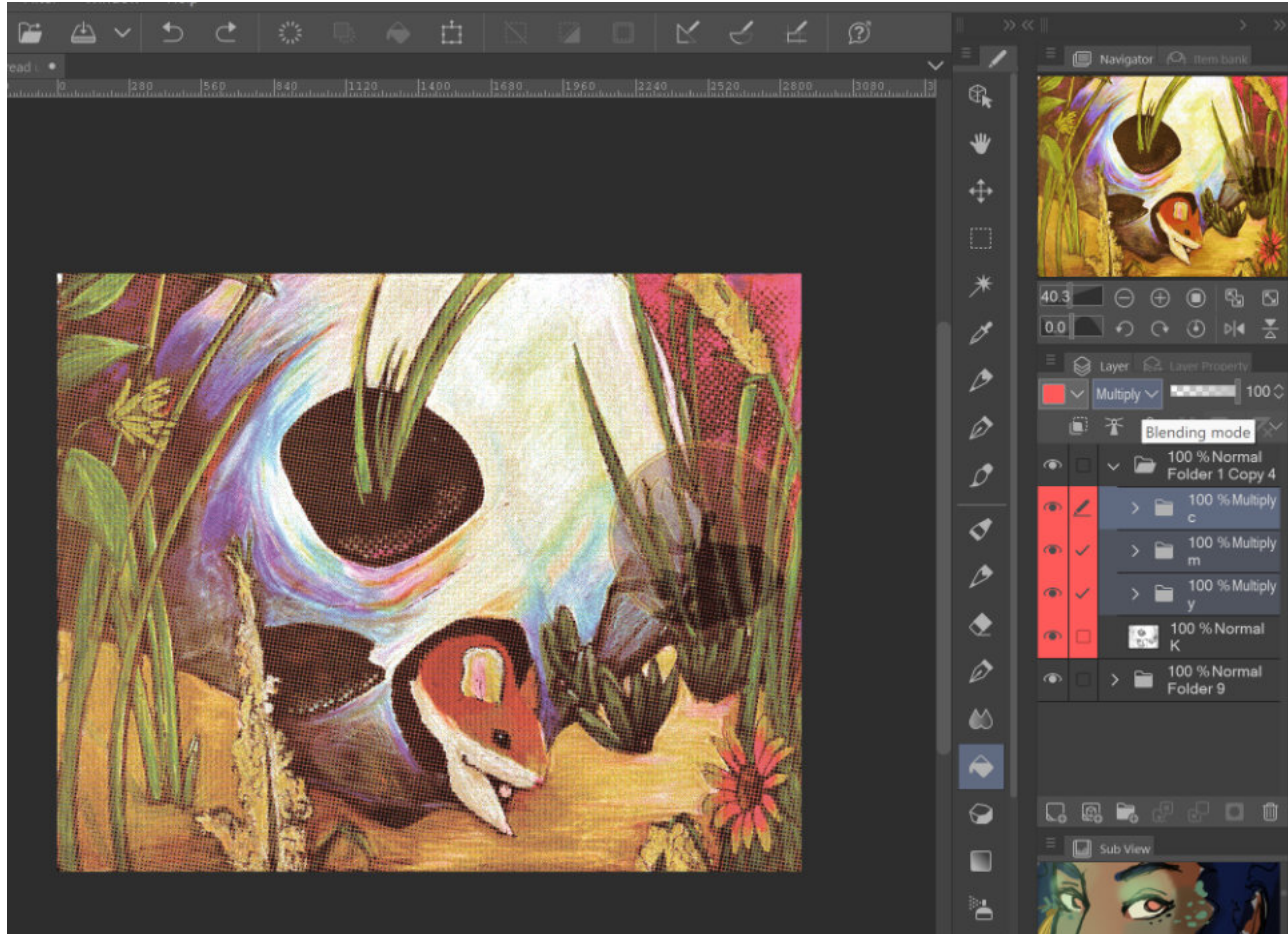


Now to set the layers so we can see a real preview image of our final result! First, convert each layer to a RASTER layer. Select all your layers, right click on the layers, then select rasterize

Next, we're going to add color.

For this. Separate each layer into a folder, and create a clipping mask layer. We're going to set these additional layers to COLOR mode, and fill with CMY respectively using the bucket tool. The K layer is already good to go. The layers we're affecting are highlighted in RED here for easy reference.





At this point, select your three folders containing layers C M and Y, and set them to MULTIPLY. This lets you see what your final image would be printed out! If you are printing digitally, you can use correction layers at this point to adjust hues. If you are printing traditional CMYK and you dislike the final colors, you must go back to your original image to alter colors.

