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Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.



Connect to the Internet to enjoy these features.

Post


You can post your artwork as well as video recordings showing how you made it  9  11 .

- ◆ Artwork will be posted to Miiverse™, and video recordings will be posted to YouTube™.

View Other Artists' Artwork and Video Recordings

You can see artwork and video recordings from artists from around the world. You can also save other people's artwork and then use it as reference images  9  10 .

- ◆ You can view submitted artwork on Miiverse and video recordings on YouTube.
- ◆ It is necessary to carry out the initial settings for Miiverse and connect to the Internet.
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.
- ◆ For more information about Miiverse, please see the Miiverse section of the Wii U Operations Manual.


You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts communication features such as posting and viewing artwork on YouTube or Miiverse.
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. Also restricts uploading videos to YouTube. It is possible to restrict posting and comments only. You can also restrict both posting and viewing, displaying artwork, and other Miiverse features.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.


Tap an icon and then
Start to access a mode.



- ◆ The Main Menu has a number of options available.  will be displayed as you progress and lessons unlock.




Lessons

Create artwork by going through Vince's lessons  7 .




Free Paint

Use your own reference images and media or those provided to create any kind of artwork you want. Alternatively, you can start completely from scratch  8 .




Recordings

Watch and share your saved recordings  9 .




Miiverse

Sort and view artwork posted to Miiverse by other artists, or export it to the SD card  10 .




Portfolio

A collection of all the artwork you've saved so far  11 .



Gallery

An exhibit hall to hang your art and enjoy the Family Wall  12 .




Options

Change options such as screen calibration and which hand you use.

Screen Calibration

Follow the instructions to calibrate the Wii U GamePad screen's contrast and color to better match the TV you are using.

Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.

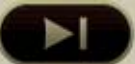


Use the stylus to select menu options and draw. You may also use buttons for the following controls:

Controls While Creating an Artwork

Display toolbar	(X)/(ZL)/(ZR)
Display current toolbox	(L)/(R)
Undo/Redo	(B)
Toggle grid	(Y)
Zoom in/out	+/-
Move zoomed area	(L)/(R)
Switch TV display (when applicable)	(A)
Display Options screen	(+)

Controls during Vince's Tutorial

Continue	(A)
Fast-forward (when prompted)	(X) (when  is displayed)

Handedness

In the Options menu, you can change the button layout related to the hand you use



- ◆ This manual only refers to the right-handed layout.

Saving

A recording of your session is saved with the artwork data and can be viewed or uploaded to YouTube via the Recordings menu. Each user can save their own data.

◆ The save method differs depending on the mode.

Lessons	You can save your work during lessons via the Options menu. Completed artwork will be saved as Free Paint data. ◆ Your course progress will be saved automatically.
Free Paint and Family Wall	You can save at any time via the Options menu.

Video Recordings

When continuing after saving, the video will be saved as one continuous recording.

Save Location



Lesson progress and artworks/recordings may be saved to either the Wii U console or an SD card.

- ◆ SD cards for saving data must be formatted separately beforehand.
- ◆ Recordings saved to SD cards cannot be viewed on other devices.
- ◆ You can move save files later.

Save Capacity

The number of artworks that can be saved on the Wii U Console or an SD card depends on recorded-video length. It is possible to use a new SD card when there is no more space available on the current one. The Wii U Console is able to save a total of 60 artworks (30 artworks in Lessons and 30 artworks in Free Paint) and the SD card is able to save 240 artworks (120 artworks in Lessons and 120 artworks in Free Paint).

Saving as a JPEG Image

If you save Miiverse  or portfolio  artwork as a JPEG image, you can then transfer it from the SD card to a device such as a PC and print it out.

JPEG Images

- Files are saved to the DCIM folder of the SD card. If the folder does not already exist, it will be created automatically.
- Miiverse files will be saved in the dimensions of 800 x 450.
- Portfolio files will be saved in the dimensions of 1920 x 1080.
- Your artwork cannot be edited in Art Academy™: Home Studio once it has been exported and converted to JPEG format.

Deleting Data




To delete this software's save data, go to Data Management in System Settings (🔧).


User Save Data	This contains a user's lesson progress as well as any finished artwork and videos.
Shared Save Data	This contains options settings as well as the artwork that is placed in the Gallery, including the Family Wall.

◆ Please check carefully before deleting any data. Once data has been deleted, it cannot be recovered.



Learn how to use different media to create artwork step-by-step in Vince's lessons. Select a course and then tap OK to begin.

	Beginner Course	Learn the fundamentals of drawing and painting.
	Advanced Course	Learn advanced techniques and concepts.
	Tools Course	Learn how to use the different tools.

- ◆ Lessons marked with  will become available as you progress through the Beginner and Advanced courses.

Resume Saved Lesson


If you have artwork saved from a previous lesson, you can continue to work on it here.

Lesson Screen

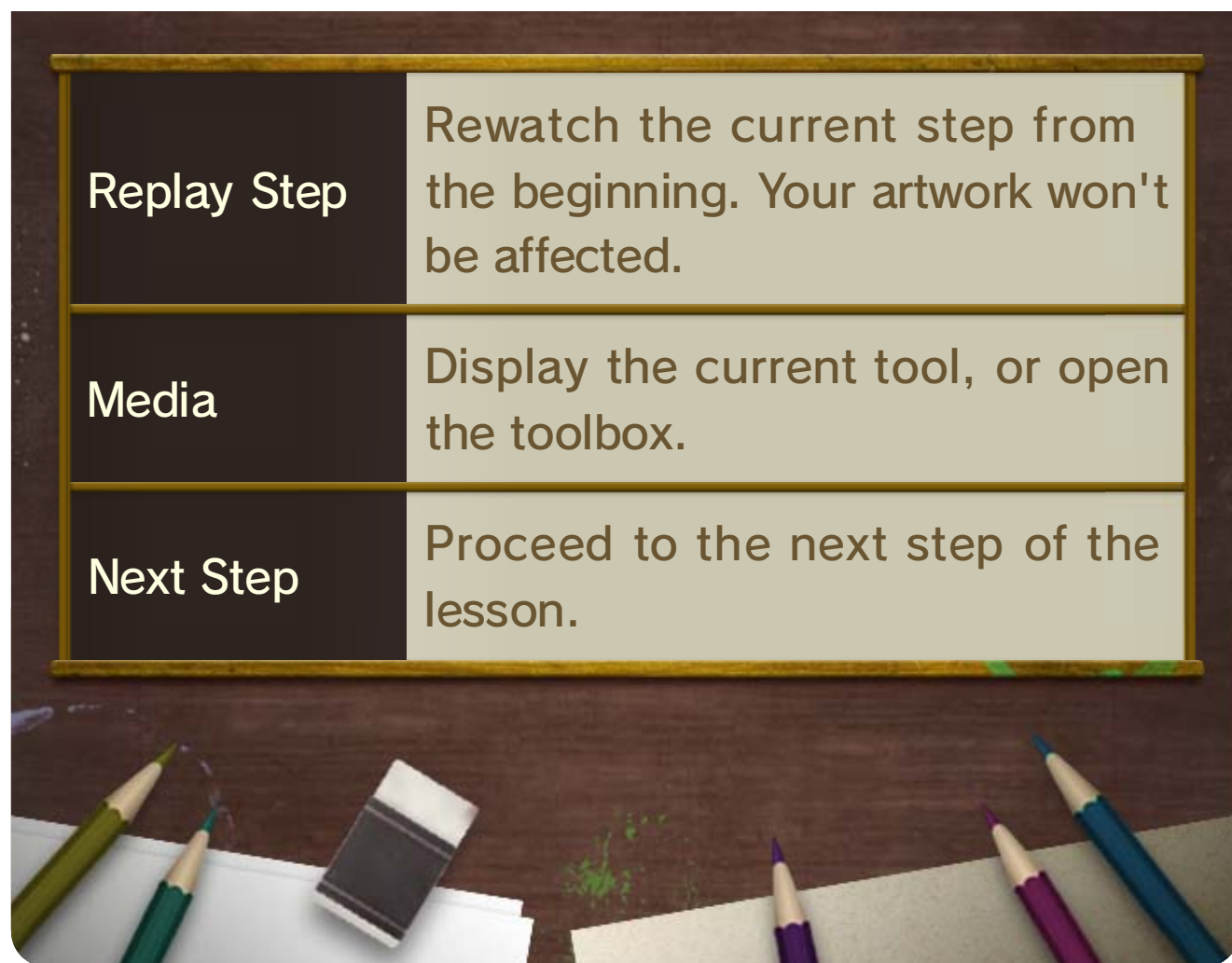
After watching Vince's demonstrations, you can begin to create your artwork. Tap  or press (X) to show the toolbar.



1 Upper toolbar

Options	You can fix/dry your artwork or clear it. You can also post your artwork to Miiverse  , save it, or quit the lesson.
Grid	Toggle the display of guidelines.
Zoom	Zoom in or out on the canvas.
TV Image	Change the image displayed on the TV. You can display the reference image, Vince's artwork, or your own artwork.
Glossary	View a list of art terms and artists.
Undo/Redo	Undo or redo your last action.

2 Lower toolbar



You can use any media you want, including charcoal and pastels, when creating an artwork from a subject image of your choosing.



Studio Subjects

Draw from images including people or still lifes.

- ◆ Press \oplus/\oplus to change the subject image's composition. Some subject images allow you to change the lighting or the model's pose. Give it a try!



Landscape Composition

Create your own composition from a variety of environments.



SD Card Images

You can use images taken from the SD card.



Quick Start

Choose a surface and get right into drawing or painting!

Landscape Composition

There are five varieties of scenery available as 360-degree panoramas. Use the Wii U GamePad controller as a camera, and move it around to capture the scene you would like to use. You can also use the Left Stick.

- ◆ After you have taken the photo, tap OK to proceed to the artwork screen.



1 Example scenes

Tap an Example icon to view one of Vince's recommended spots. Tap the same icon again or press **B** to go back and capture another scene.

2 Capture

Tap Capture to take a photo.

Controls While Taking Photos

There are two ways to move around with the Wii U GamePad; you can switch between them via the Options menu.

Move View	Move the Wii U GamePad (Motion Control) / L (Left Stick)
Take a Photo	A
Zoom In	R ↑
Zoom Out	R ↓
Display Toolbar	ZL / ZR
Toggle Grid	Y

SD Card Images

Pictures and photos (JPEG format) saved to the SD card from Miiverse and other sources can be read and then used as reference images for your own artwork.

Using Pictures and Photos

You can use pictures and photographs taken with a digital camera as reference images, providing they are saved in the JPEG format.

- ◆ You can view images on other devices, such as PCs, by following the instructions below.
- ◆ You will be unable to perform this process on the Wii U console itself.
- ① A folder named 100NIN04 is automatically created in the DCIM folder of the SD card inserted into the Wii U console.
- ② Place your JPEG files in folder \DCIM\100NIN04. Name the file NIN followed by four numbers: NIN_XXXX.jpg. (X = number)

Image Size

- You will be able to use JPEG image files saved from Miiverse or your portfolio.
- The resolution at which to save your images is between 160x120 and 1024x768 (recommended) pixels.
 - ◆ Please scale all images (even the small ones) to the same aspect ratio.
 - ◆ Certain images may not be readable.



9 Recordings

View artwork recordings.
You can also upload
these recordings to
YouTube.

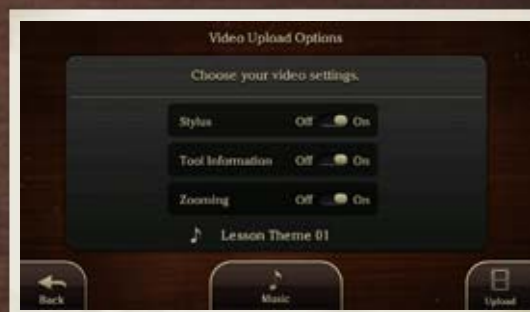


Upload Video	Upload recordings to YouTube.
Play	View recordings. ◆ You can post recordings and change settings with ⊕.

- ◆ For Free Paint and Lessons, data saved on either the SD card or Wii U can be displayed.

Uploading Videos to YouTube

- 1 Depending on the desired length of your recording, select from either Quick, Short, or Long.
- 2 You are able to adjust the settings listed below.



- ◆ You must have a registered Google™ account to upload videos to YouTube.
- ◆ Tap Upload to upload your recording.

Stylus	Display an indicator for the stylus.
Tool Information	Display the names of the various tools.
Zooming	Display the zoom box.
Music	Select the background music for a video.



Sort and view other artists' artwork that has been posted to Miiverse. You can save the pieces you like to an SD card and then use them later as reference images.

Miiverse Posts

Artwork will be listed from newest to oldest. Tap ◀ or ▶ to display artwork posted earlier or later.




1 Artwork

Tap an artwork to see a large version of it on your TV screen. You can also view the name of the artist and any comments that may have been added.

2 Currently selected tag

3 Miiverse posts menu

Tags	Choose to only display artwork from a certain category.
Following	Display only the images of users you are currently following on Miiverse.
Refresh List	Update the list with the latest data.
Export	<p>Transfer an artwork as a JPEG image to an SD card.</p> <p>◆ Saved images can then be used as reference images .</p>

4 View Miiverse posts

Takes you to the official Art Academy: Home Studio community to view the selected artwork.

Art Academy: Home Studio Community Features

View other artists' artwork. There are various different ways you can interact with other artists, including giving their work a Yeah! or adding comments.



Manage your data and view all of your completed artwork. You can also post any images you have saved.



Delete	Delete artwork and recordings. ◆ Deleting artwork will also remove it from the Gallery.
Copy	Copy artwork and recordings to the Wii U console or SD card.
Export	Save JPEG data of your artwork to the SD card.
Title	Give your artwork a name.
Post	Post your artwork to Miiverse.
Resume	Resume working on your artwork.

Posting Images to Miiverse

① Adjust the settings listed below.

Tag	Select a single tag (relevant keywords) <input type="text" value="10"/> .
Rotate	Rotate the image display.

② Tap Post.


③ Add text to your post.

④ Tap Send.



You can put your favorite artwork in a frame and display it in the Gallery. Use Ⓕ to move and Ⓖ to look around the Gallery.

View

Display an artwork by tapping  or by pressing Ⓐ when next to an illuminated place in the Gallery.



Mount

- ❶ Select an artwork to display. Tap Title, and after entering a name, tap OK.
- ❷ Adjust the settings listed below.




Change	Change the selected picture.
Unmount	Remove a picture.
High Detail	Display the image at full resolution on the TV screen.
Frame	Choose a frame for the artwork.
Rotate	Change the picture's orientation.

- ❸ Tap  or press Ⓑ to display your artwork.

Family Wall

The Family Wall feature can be found in the corner to the right after coming down the staircase. Here, all users linked to your Wii U console can contribute to the same artwork canvas.

Gallery Options

Tap  or press ⊕ to display the Gallery Options. Here you can adjust the settings or exit the Gallery.

◆ If you set Invert Y-axis to On, the up and down directions on Ⓡ will be inverted.



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This software is based in part on the work of the Independent JPEG Group.

This software includes "Wii U Share Movies Middleware".

■sbc

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"Source code" for a work means the preferred form of the work

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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You must give prominent notice with each copy of the work

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It may happen that this requirement contradicts the license

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