Becky Secret Guide:
Koikatsu Studio Interface Basics Tour

Hello! In this guide I'll use proper capitalization even though I'm usually against it! In this guide, we'll explore the Koikatsu studio interface as a team! I'll go over some of the most basic functions as well, this guide is for absolute beginners! This guide also assumes you have a baseline of the HF Patch or BetterRepack version of the game.

Let's get started!

The Studio Interface

Look at this!

This is what you'll see when you load up Studio. If it doesn't look exactly the same as yours don't worry, I've added some things that may or may not be included by default. I'll go over those things as well.

We'll now go through different sections of the interface and what they do!

Let's start with this top left section!

The stuff you find here is how you bring items and characters into a scene and shape it. That's how I would describe it anyways. Let's click that first button!

When you click on the add button, it turns green! That's how you know what's selected! It also brings up another menu. Let's go down the list!

Loading Characters

The first option says Girls! This is how you add your cards to the scene! All you need to do is select a card from the menu that shows up on the right and click confirm. I went ahead and loaded Becky for this example.

You can see her card was added to the Workspace window on the right. You can also see two options under the confirm button. If you have a character selected in the Workspace, you can select those other two instead.

Change Character swaps to a new card while keeping the current pose or animation. Change Only Body does the same, but only changes the body...

Lastly, the other window that showed up is a file browser for your cards. You can see "female" is highlighted blue, that's because I'm in the base female folder. The other options under that are folders I made in the female folder to keep it organized. So you can make folders for your cards, and that window will let you navigate through them!
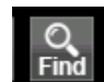**The folder is located in "Koikatu\UserData\chara\female".**

Next would be the Boys option, but it's exactly the same as the Girls option except boys. So let's go to the Items!

Items!?
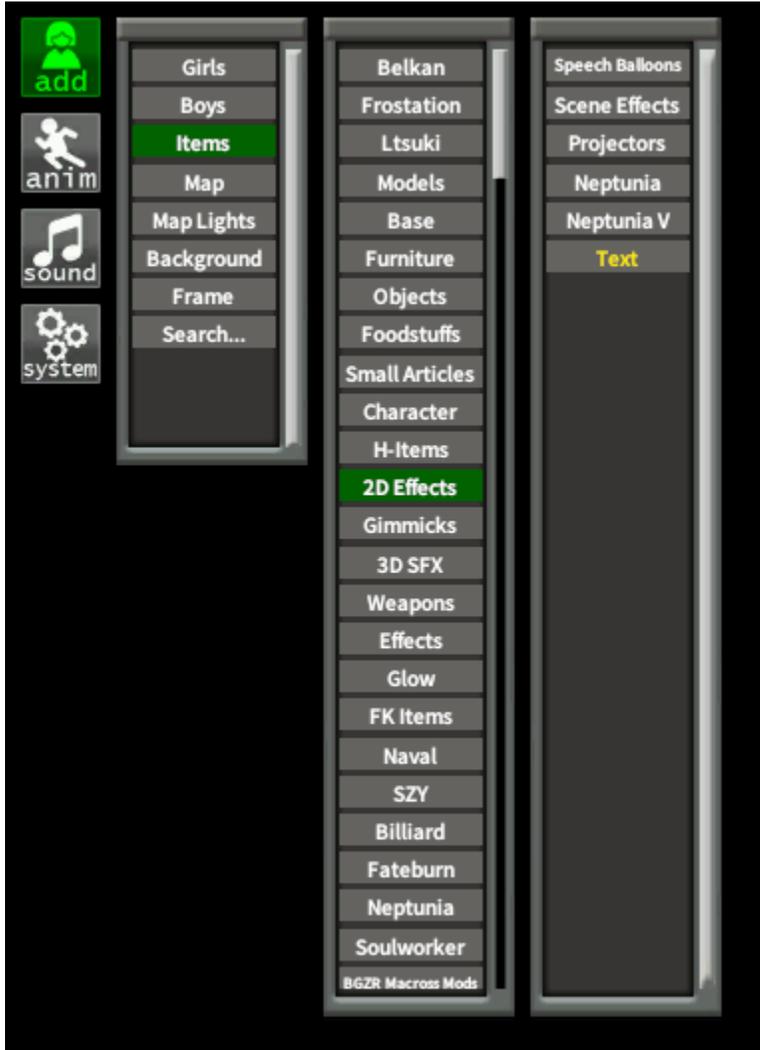
Clicking the Items will bring up this giant list. You can add things from here to the Workspace just by clicking them, but generally it's easier to use the find button located on the bottom left. This one here!

Most stuff in this list can be found using the find button, but some things like that useful text plugin highlighted in yellow can't be. We'll touch on using items a bit later, but it's pretty self-explanatory.

In short, it's good to know this list exists, but you won't be using it a lot. Probably.

Maps And Map Lights

The Maps option! You can add Maps from the story mode as well as some modded ones from here. Just click on them! Something to note from the maps here is that they won't show up on the Workspace window. You manipulate them with options we'll explore later!

Map Lights! In this option you can add more lights to the Workspace. Most modded lights can be found here in addition to the standard ones. I wouldn't worry about these if you're just starting out. They are here when you are ready to do lighting stuff though.
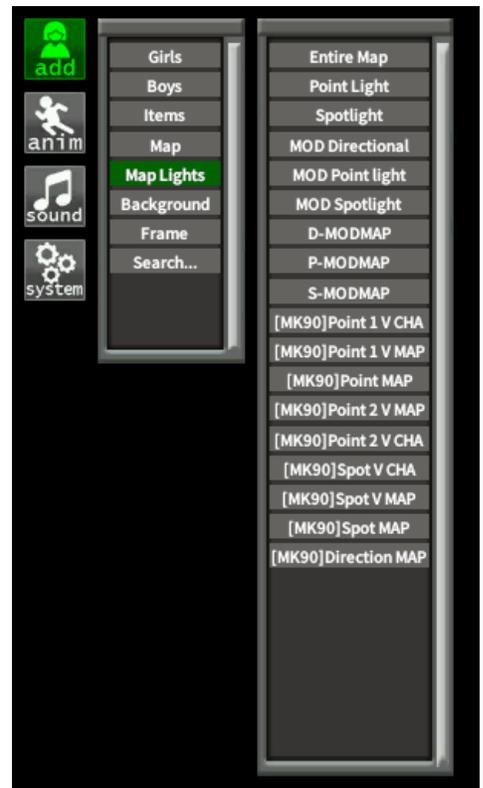
Background And Frame

The Background option lets you place an image in the background of your scene. You can add your own images to this list by adding a png to your Koikatu\UserData\bg folder.

The Frame option is the same as the Background option, except that the image will always be in the foreground instead. You can add your own image here as well by putting a png in your Koikatu\UserData\frame folder.

Search...

Search is the final option found in the Add button. All it does is bring up the menu you can use to search for items. You won't really need this since you can just use the Find button to bring up the menu instead.

Let's move on to the next section!

The Anim Button

It's important to know that just selecting the Anim button by itself won't do anything, as you can see in the pic above. You need to have something selected in the Workspace before you see any options appear. The options that appear will depend on what you have selected. Let's start with selecting Becky!

Current State

When you select a character, the first option you have is the Current State menu. It includes things like the current outfit, state of the clothes, some skin effects, and more! You can do a lot of stuff here so I recommend you scroll through it and see all the options.

Kinematics
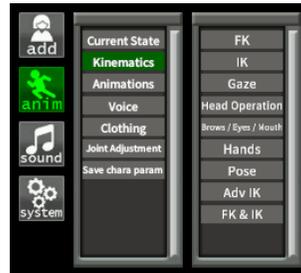
Next is kinematics. You'll find the options that allow you to move the character around here. Let's look at them!

FK, IK, And FK & IK

FK and IK are what will allow you to move different parts of the body around. Each will give you a different method of manipulating the body. Generally FK is used for posing and IK is used for animation.

You will need to activate them first with the button at the top there. Then you can choose what shows up with the other radio buttons. You'll be able to see these nodes if you press the axis button on the bottom left. Something to note is the Copy to FK/IK buttons. Those will "convert" your pose data to the other format if you want to switch for some reason. Click that before activating the other so you don't lose the pose!

Ordinarily you can only use one or the other, but you can use the FK & IK option at the bottom of the list to use them both at the same time. We'll cover how to move them in more detail when we explore those buttons later. I pretty much always use the FK & IK option.

Gaze and Head Operation

The next two options give you some automatic movement for the character! The Gaze will control the eyes and Head Operation will control the neck! I put them both on follow in the pics above and you can see the character follows the camera without having to do anything!

 Important to know is that setting Gaze to Adjust, and Head Operation to Anim will allow you to move them manually with the FK/ FK & IK nodes.

Expression Presets

The next option is called Brows/Eyes/Mouth. It will let you choose from some presets for those parts of the face to give your characters some expressions! You can even have them blink randomly!
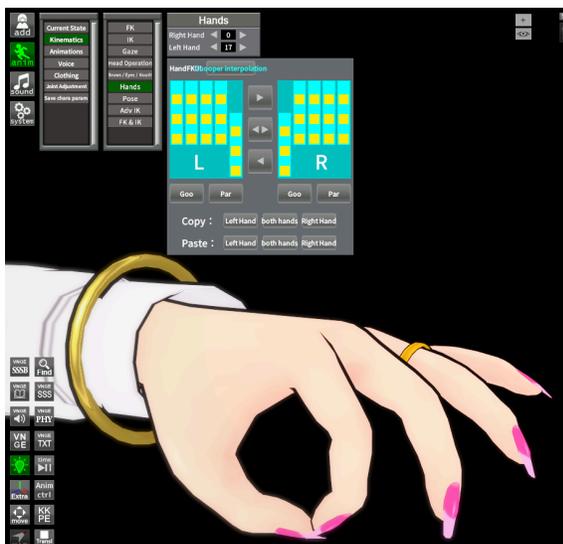

It's the same for the next option, Hands! This will let you choose from some preset hand poses. The bottom window with the blue and yellow is a mod I added that lets you pose hands from that window instead of using the FK nodes. So if you don't have it, don't worry!
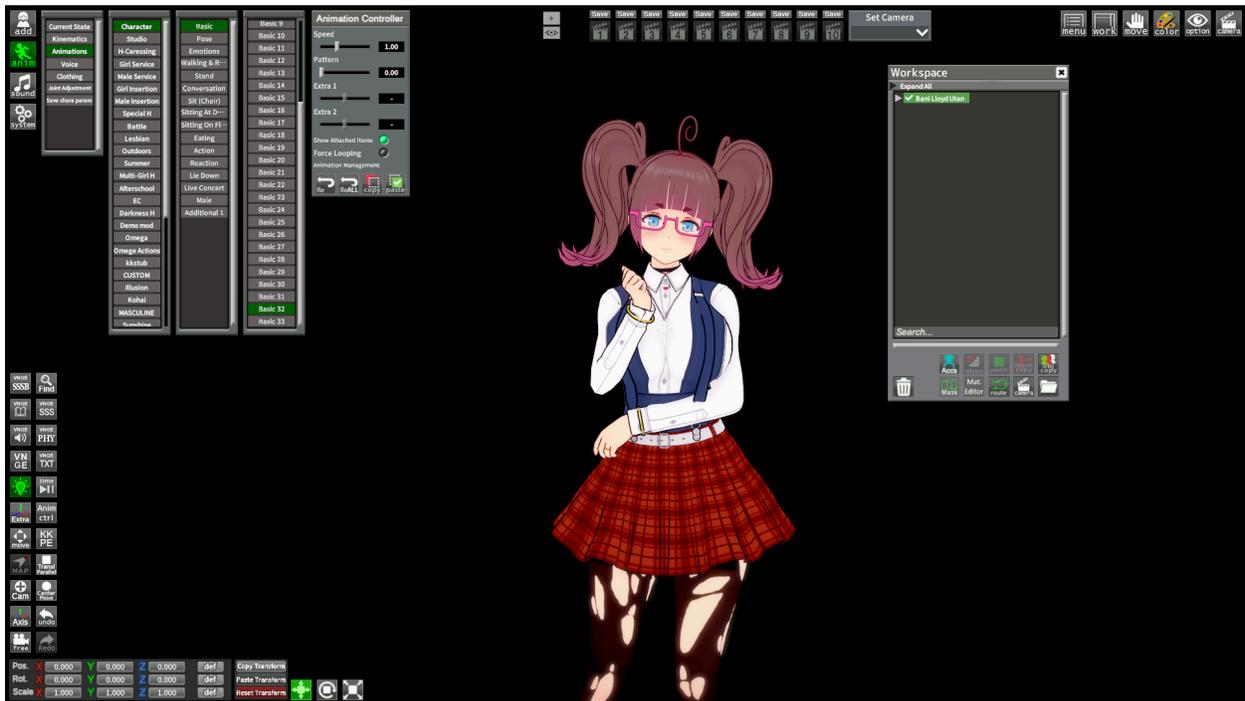
Pose And Adv IK

Next is the Pose option. As you can see I don't use it too much, but it's a nice feature! It will let you save and load poses to add in other scenes!
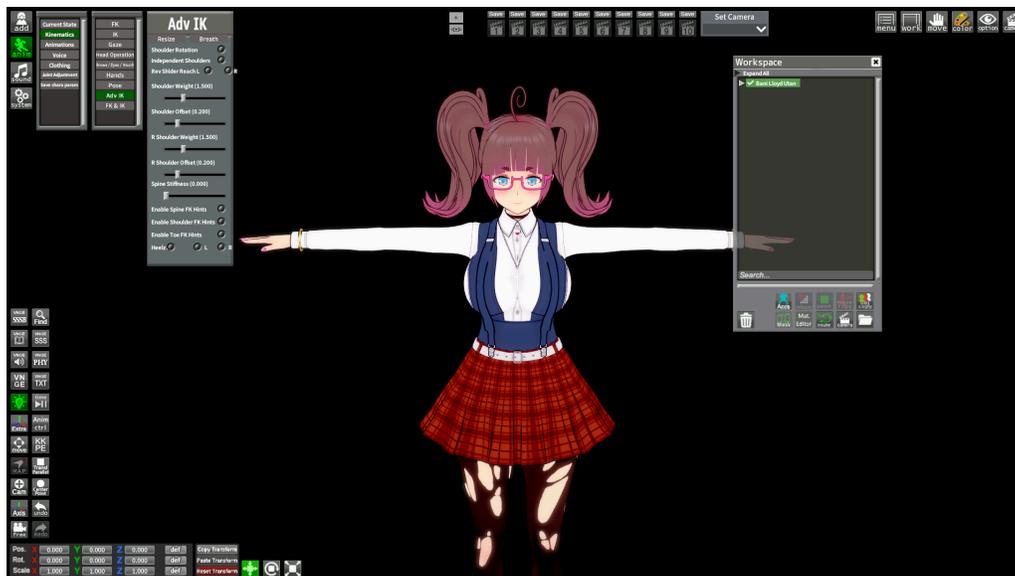
The last option in Kinematics is Adv IK. I don't use this stuff a lot either. To be honest, I don't understand it. Probably not beginner stuff. You can enable a "breathing" animation in the breath tab though! Nice!

Animations

Under the Kinematics menu is the Animations menu! You'll be able to load animations to the character here! There's a lot here as you can see, animations from the story mode and animations that were modded in. I recommend you look through them as they can be useful for making your own animations or poses.

You'll notice the animation controller on the side there. The speed slider is very useful in particular because it lets you stop an animation at a particular point by setting it to 0.

This is great because by doing this and pressing the Refer to Animation button in your FK/IK menus, it will use that pose data! This will save you a lot of time because you won't have to start from the T-Pose all the time!
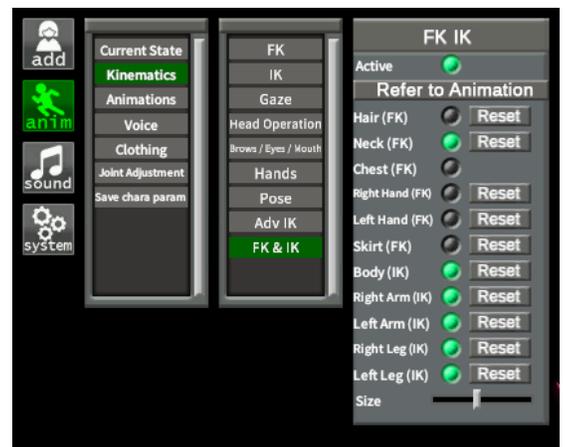
Voice and Clothing

To quickly touch on Voice, it lets you select voice clips from the game and play them. Unfortunately, there's no real practical way to use them in scenes like this. At least, not that I'm aware of. So this option usually goes unused.

Clothing! This option lets you swap the clothes you currently have selected with any Coordinate cards you have. You'll see you also have a file browser window for your outfits. That folder is found in Koikatu\UserData\coordinate.

There's some things to note about the outfit swaps. First, it will only work with the base outfit slots. Second, accessories will be overwritten, so that means it's very easy to make your girl bald if she uses accessory hair. You can switch the Replace Mode with Add Mode by clicking it, but it's very hit or miss.

Also you can select what clothes get swapped with the checkboxes. It works most of the time but the accessories boxes can be very buggy. I usually leave the Accessories box unchecked. It's easier to edit outfits in the Character Editor.

Joint Correction

Joint Adjustment or Joint Correction? You decide!
This stops the bones of the model from doing weird stuff basically. If you do posing with Joint Correction off, you may notice they warp or stretch in unnatural ways. I recommend the setup I have in the pic, it seems to work for most cases.

Anim Button For Items

Remember that items can have options in the Anim menu too! You can see the sphere has some options available here.
Not all items will have extra options though. For example, the hotdog here has less.

All items will have the option to enable FK nodes. It's important to know that because that's what you enable in order to pose items with bones.

Sound

The Sound button! This one is pretty straight forward. You can play music from the game in your scene! You can also add your own music in the second option called Load External File. You put your music in Koikatu\UserData\audio. It must be a 8bit or 16bit wav file. Unfortunately, you won't be able to save custom music in the scene, so this feature is kinda limited.
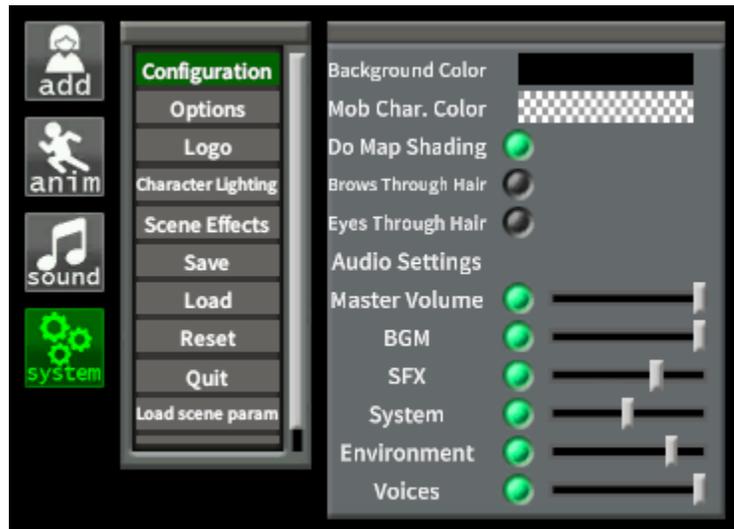
Next is the final button on the top left!

Settings

You'll find some important stuff here so let's go through the list!
One thing to note is that the Logo option is irrelevant with mods. It used to change the watermark of the Illusion logo in your screenshots, but it's disabled with mods nowadays. Your screenshots will be watermark free!

Configuration And Options

You'll find some pretty self explanatory stuff in the Configuration window. Background Color refers to the default black void, and the Mob Char. Color refers to the color of the males you add into a scene and make transparent.


In the Options menu you'll find a few more things you can customize. For example, the Axis Settings refers to the FK and IK nodes. You can see I changed the size a bit. You can also change how things spawn in with the Spawn Location, change the color of FK nodes, and a few more things!

Character Lighting And Scene Effects

Character Lighting is next! This will let you control the strength, direction, and color of the main studio light!

You may or may not have the bottom box there that says Shadow Type. That comes from a mod that just gives a bit more control over the light, so don't worry if it's not the same!
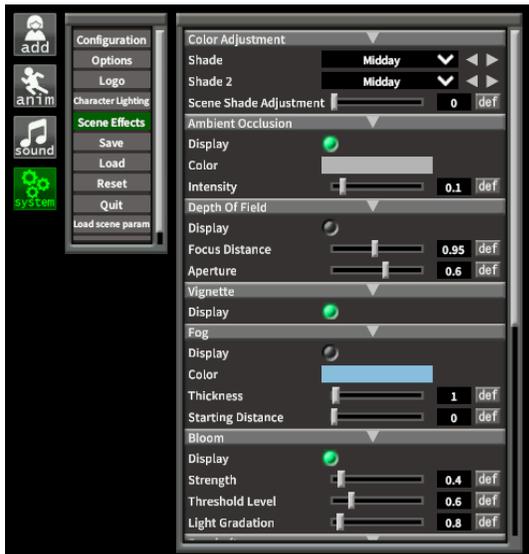
Next is Scene Effects! You'll find lots of stuff to change the look of a scene here! Some things here have been sort of replaced by mods, but there's still a few important things here!

Color Adjustment at the top lets you choose between some color filters. They can really change the look of a scene so you should look through them!

Bloom settings and the stuff in the Miscellaneous is also worth investigating! Shadow Type will also affect the look of a scene in a big way, so I recommend experimenting with it. You can also change how the outlines look here as well!

Saving And Loading Scenes

Let's talk about the next two, Save and Load!

Starting with Save! All you need to do is click save! That will save the scene you're currently working on!
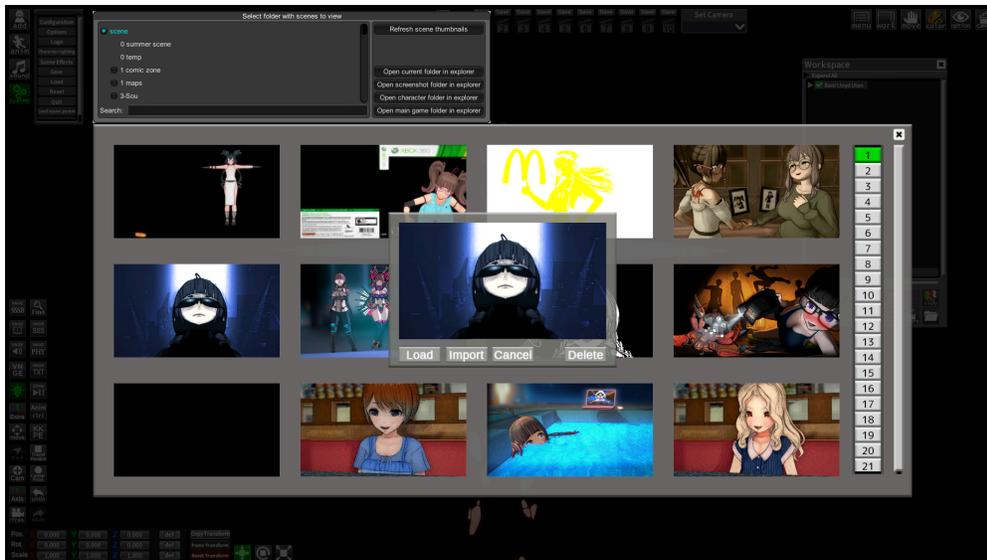
Load is also pretty easy! When you click Load you'll get a menu that looks like this! You'll see that familiar file browser at the top. You'll see your scenes in the bottom big box, if you click on the pictures you will get another pop up with four options. They are pretty easy to understand except maybe Import. Load will load a scene as you would expect, but Import will load the contents of a scene into the scene you currently have open! You can put a scene in a scene! Useful for importing any custom props you make or find!
By default the location of the scenes folder is
Koikatu\UserData\Studio\scene.

Reset and Quit

The last two options are pretty simple.

Reset will remove everything in the scene. Basically returning everything to when you first start up Studio.

Quit will exit Studio. You can also exit Studio by pressing the Esc key! Make sure you save before exiting because it doesn't do that automatically!
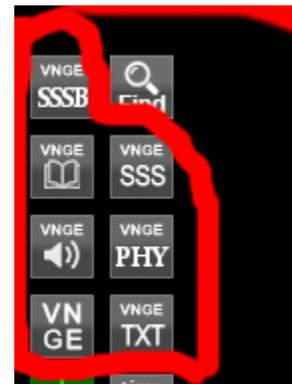
That's all for that Top Left section of buttons! Let's move on to the next section!

Bottom Left Cluster of Buttons

Let's take a look at these buttons next since we have already touched on them a bit.
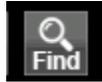

First thing to note is this group of buttons here. These are from the VNGE plugin. They are not often used or installed so don't worry about them if you don't see them.
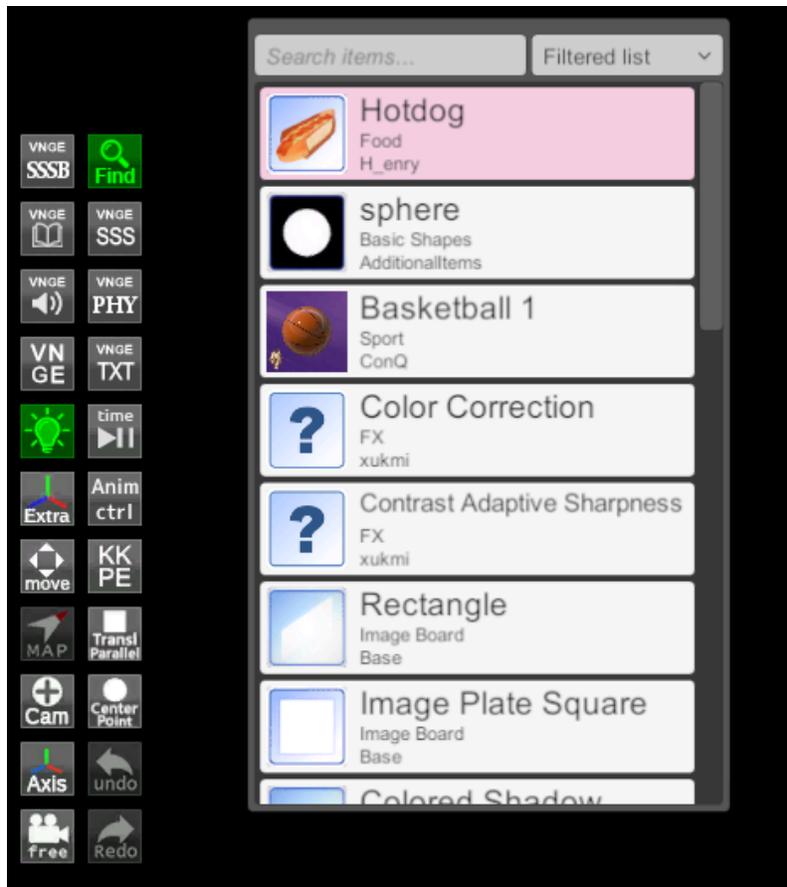
Also this button is another that I don't believe is standard. It comes from a mod and all it does is turn off the lights! So don't worry about that one either!

Find Box

We've briefly talked about the find button but let's talk about it in a bit more detail now.

When you click it you get this new box! Mine may look a little different than yours but don't worry about it because the mod I have doesn't help.

You can search for items in the search bar at the top there. You'll see the most recent items you have used in the list below. Worth knowing is the format the mods are using here. The top and biggest word of an item is the name of the item. Second is the category. Last is the name of the modder. Learning these names will help you search for stuff!

Once you find something you can just click on it and it will be added to the Workspace!

Movement Buttons

Another button we briefly looked at is the Axis button. Let's talk about it!

In these pics you can see the FK and IK nodes are visible when you select the axis button! You can then click on the nodes and move them around with your mouse or that box that pops up at the bottom with the Pos, Rot, and Scale boxes! You can click and drag on the colored letters instead of inputting numbers if you want!

Additionally, you can use the Extra button. This will give you an axis icon to the bottom right you can use for rotation and scale! You can switch modes with three boxes to the right of the Pos/Rot/Scale window.

If that's not enough, there's also the Move button! This will give you the Move Controller! It will also let you move nodes and stuff in the Workspace with this new box!
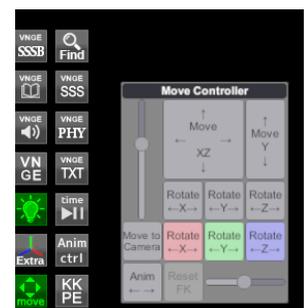
KKPE

There exists yet another method of moving stuff around!

The KKPE button brings up the KKPE menu. It will allow you to move the bones around by selecting them in that box! You can see in the pic I have the IK mode active.

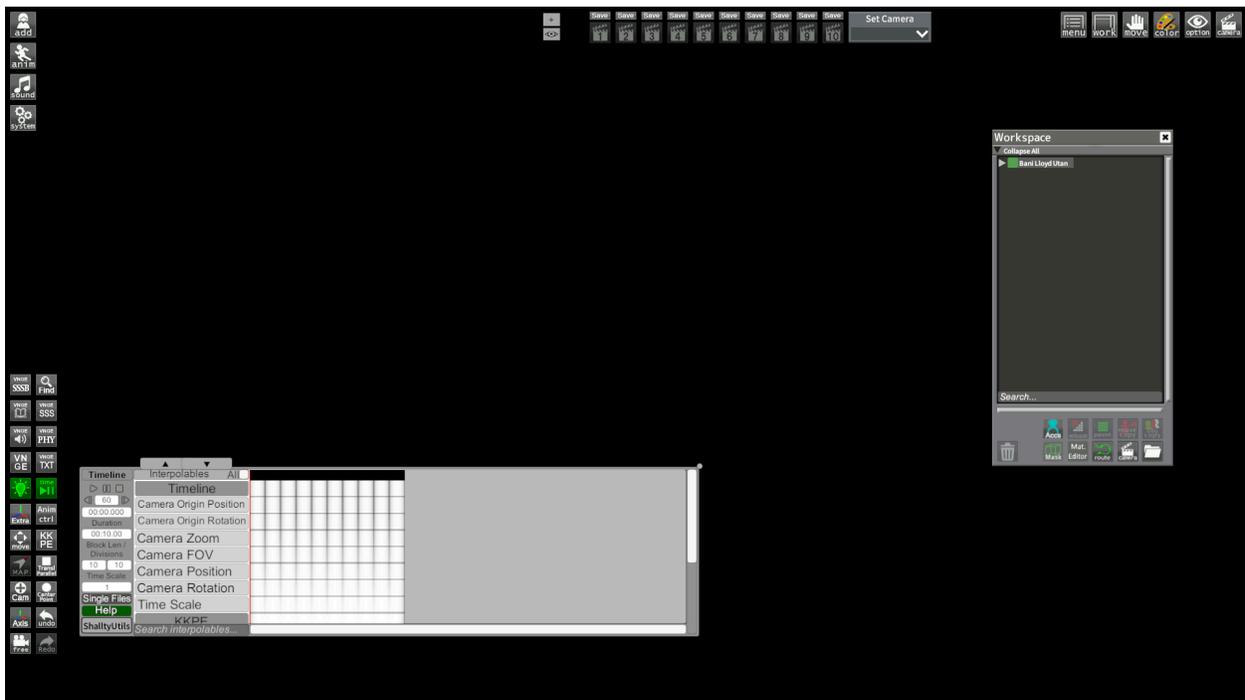**The Fk mod looks like a list. Here is an example with the hotdog in FK mode.**

Timeline Button

Timeline isn't really something I'd consider beginner friendly, but it's worth knowing what this button does.

Clicking on the button will pause and unpause any animations using Timeline in a scene. Right clicking it will bring up the Timeline menu and you will be able to see any Timeline stuff. This scene is empty!
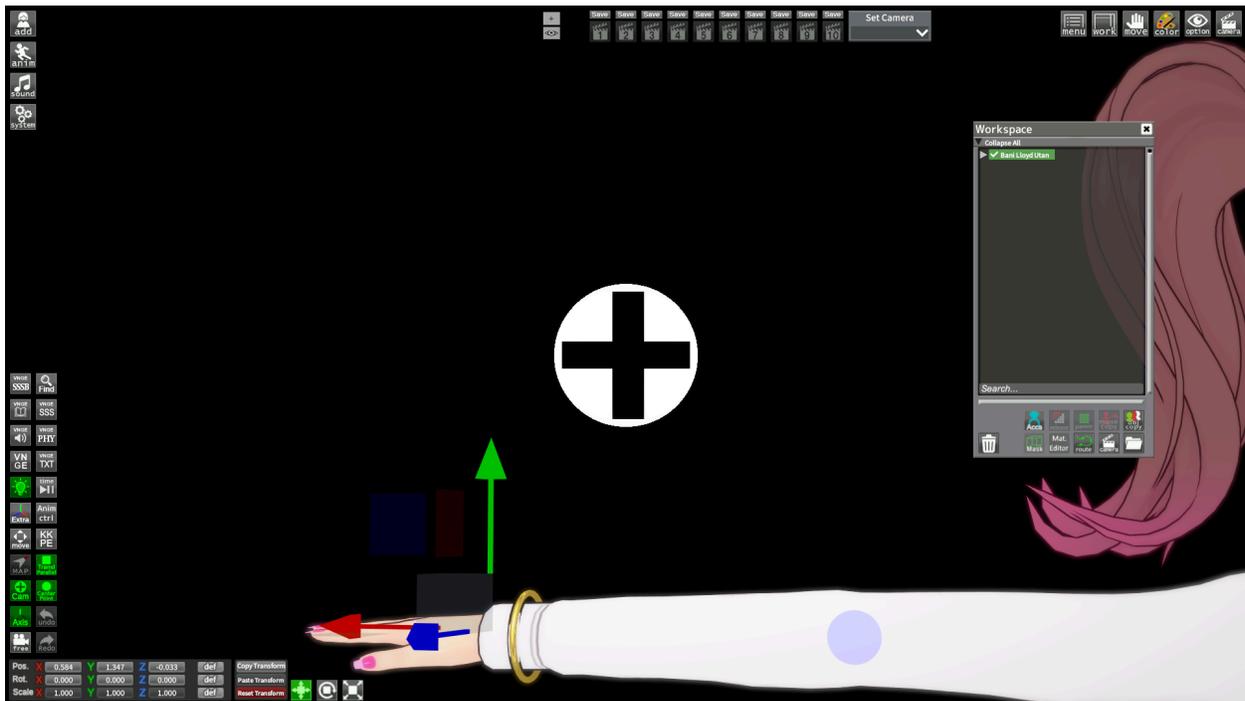
Map Button

The Map button is grayed out when you don't have a map loaded. So let's load up a map and click it!

Here I loaded a map from the Map list and clicked on the Map button! You can see it will allow me to move and rotate it, similar to other windows we have seen. You can also change the lighting on some maps with the Time Of Day!

The Other Buttons

The rest of the buttons on the bottom there have pretty simple purposes. The Cam button adds that crosshair when you move the camera. The Transl Parallel button adds parallel squares around your nodes. The Center Point adds a yellow dot at the center of your nodes.

The button on the bottom with the camera icon will lock and lock the camera. There's also those Undo and Redo buttons. Those don't work as well as you think they would.

That covers all the buttons! Let's move on to another section!

Camera Section
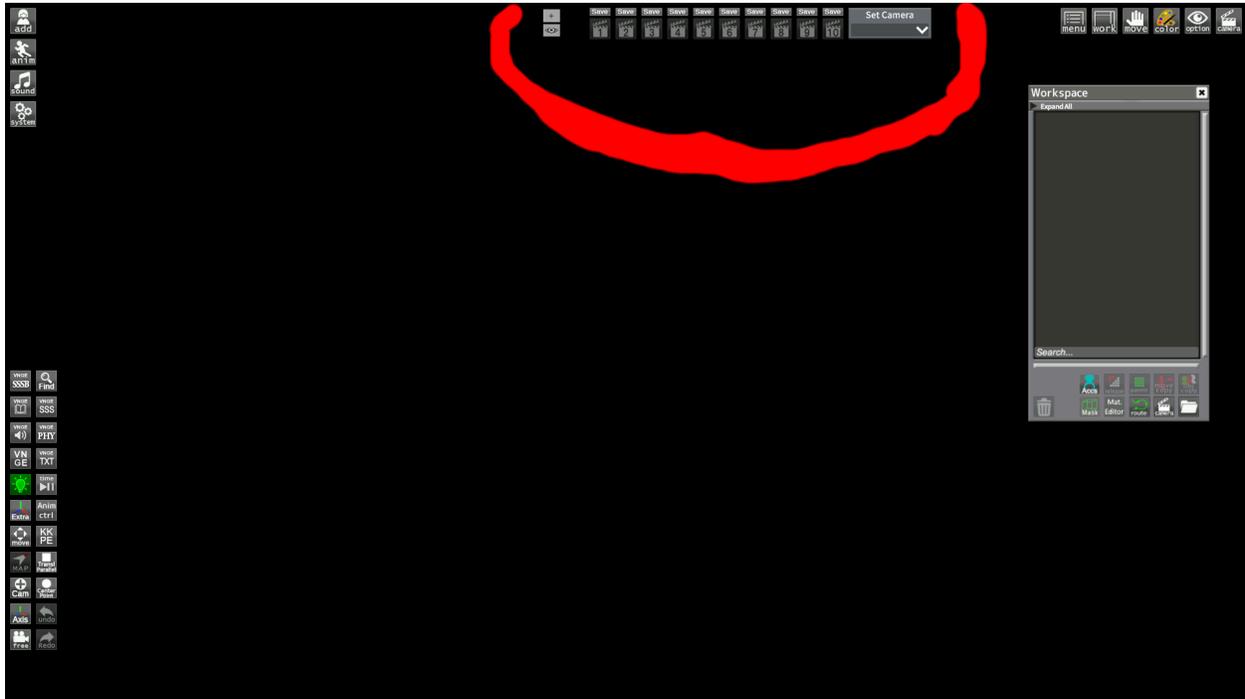
There's not a lot going in this top middle section, so let's look at it real quick!

This series of numbered boxes at the top here are cameras. By default you will have 10 angles and that drop down list next to them, but we'll cover that in a bit. All you need to do is click save on top of one of those numbered boxes and the current camera angle will be saved to that slot. You can see in the pics I have two different angles saved on 1 and 4!

That's really all there is to it! Let's look at something else!

HUD DISPLAY

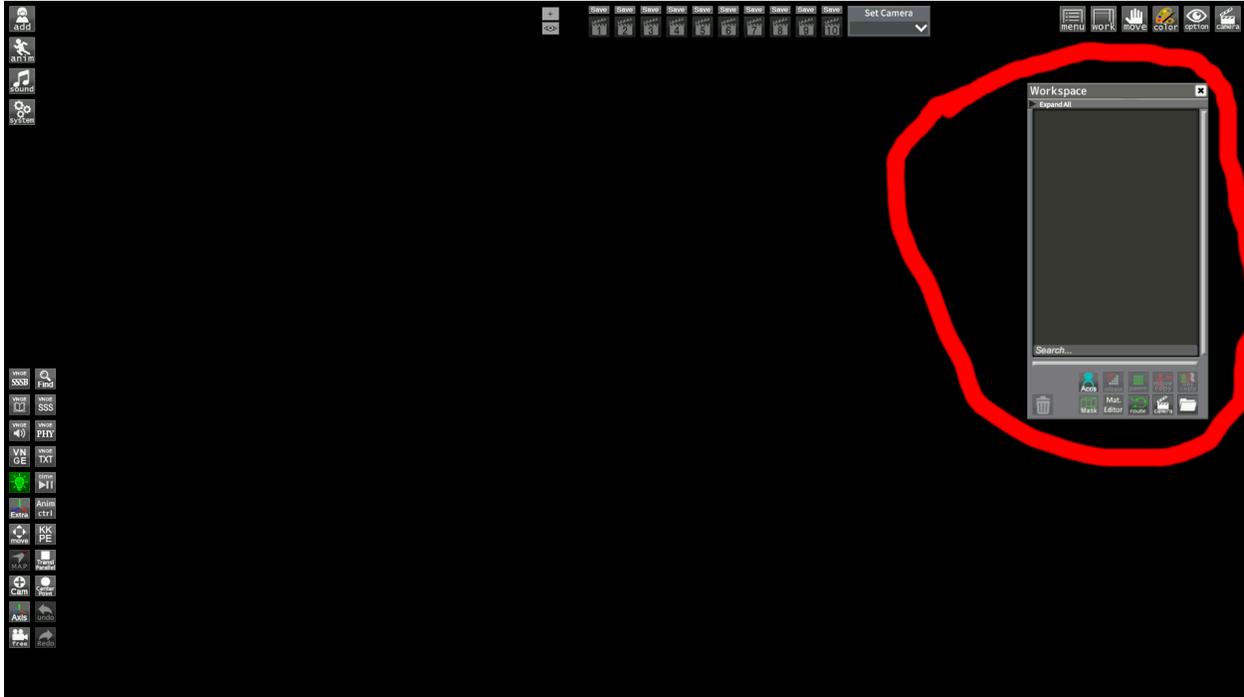**These buttons on the top right represent the different sections of the Studio interface.**

As you can see, all the menus are gone! That's because I clicked them all off! If you ever need to hide a specific part of the Studio interface, use those buttons!

Let's move on to the final section!
The Workspace

We have mentioned the workspace all throughout our journey, but now let's look at it in a little more depth!

I went ahead and loaded Becky again!

You can see here that her card is now in the list. It is highlighted green because it is currently selected. There is also a small triangle to the left of the name. This means the object in the Workspace has subgroups.
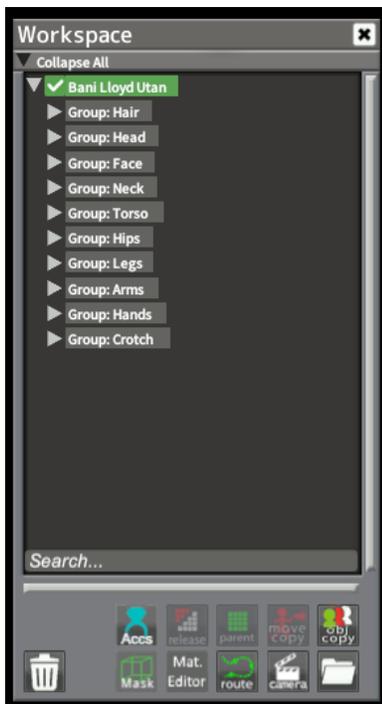
Clicking on that triangle will allow you to see the items that belong to that object. You can see I now have access to different parts of the body. This is useful if I want to do something like make her hold a hotdog!

Let's try that now!

Parenting Items

Parenting is important to know in Studio, and can let you do cool stuff. In this pic, I have Becky and a hotdog item. Right now they both move independently. What if I wanted the hotdog to move with Becky's hand as if she was actually holding it? I would parent it to her hand is what I would do!

It's actually really easy! First, you select the "parent" object, in this case it's Becky's right hand. You can see in this image on the right, all I did was hit the triangle on top, then hit the triangle for the Hands group. This lets me select her Right Hand bone. Just select it like normal.

Next, you just need to select the "child" object, in this case it's the hotdog. All you do is scroll down to the item you want and select it while holding ctrl. You'll see that both the right hand and the

hotdog are green! Also the Parent button in the Workspace window lit up!
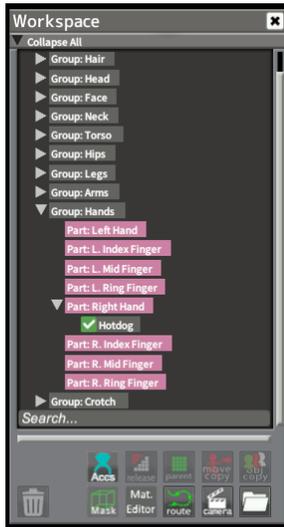
If you click the parent button when it's lit up, it will then parent the child object to the parent object! You can now see in this pic that the hotdog is in the subgroup for Becky's right hand!

It will now follow any movements the right hand makes! Nice!

If you ever want an object to not be parented, you can select the child object in the workspace and click the release button. You can see in the pic on the right that the Release button is lit up when the hotdog is selected in the Workspace.

Workspace Folders

Somewhat related to parenting is the folder button on the bottom right of the Workspace window. All it does is add a "folder" to the workspace. These can have a few uses, and they mostly involve parenting. For example, we can parent Becky to the new folder!

I put Becky in the folder! This can be useful for moving many things at once or for animation. It can also be useful for keeping a scene organized. If you select a folder, you can rename it with the Anim button menu!

Object Copy

- The Obj Copy button above the folder button copies stuff! It will duplicate anything you have selected, including folders! I just hit Obj Copy while I had the becky secret folder selected, and everything was duplicated as you can see in the pic above! Very useful!

Move Copy

To the left of the Obj Copy button is the Move Copy button. All this does is copy the position of objects. It works the same as parenting, you select two objects and then press the Move Copy button. The second will copy the position and rotation of the first.

Workspace Cameras

Next let's go over the camera button on the Workspace!

As you can see, clicking the camera button will add a camera item to the workspace! You can even toggle it on to see it in the scene! You can switch to this camera's view by selecting it in the Set Camera drop down list in the camera section. It's called camera 1 in the pic! What's nice about these is that because they are in the workspace, you can move them around like other items!

Other Buttons On the Workspace

Let's talk about the remaining buttons!

DELETING STUFF
You might be wondering what happened to the becky secret folder? I deleted it with that trash bin button on the bottom left of the Workspace! Selecting something in the workspace and then pressing that button will delete it!

Mat Editor
This button opens Material Editor. It's a very important tool to learn how to use but it's the type of thing that requires its own guide. Just know that it is used to change many aspects of an object's appearance.

Accs, Route, Mask
These buttons have limited use. Accs will reveal accessories in the workspace under their parent bones. Route is an old method of animating in Studio that isn't used much anymore. I don't even know what Mask does.

The End!

That's the end of the Studio Interface Tour! Hopefully now you have some idea of how to do stuff! Good luck!