

Art Academy™: Atelier

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

Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console. You can change the console language in  System Settings.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):


www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id_4=883

Connect to the internet to enjoy these features.



Post

You can post your artwork and/or upload video recordings showing how you made it. 




- ◆ Artwork will be posted to Miiverse™ and video recordings will be uploaded 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 them as reference images.  

- ◆ 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.
- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.
- ◆ For more information about Miiverse, please see the Miiverse section of the Wii U Electronic Manual.

3 Parental Controls


Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.














The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts communication features, such as voice chat, online play or Miiverse.
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting and comments only, or to restrict both posting and viewing, displaying artwork and other Miiverse features.

Touch an icon and then "Start" to access a mode.



- ◆  will be displayed as you progress and lessons become available.


 Lessons	Create artwork in Vince's lessons. 
 Free Paint	Use your own reference images and media, or those provided, to create any kind of artwork you like. Alternatively, you can start completely from scratch! 
 Recordings	Watch and share your saved recordings. 
 Miiverse	Sort and view the artwork of other artists that have been posted to Miiverse, or export them to the SD card. 
 Portfolio	A collection of all your saved artwork so far. 
 Gallery	A place to exhibit your art and enjoy the Family Wall. 
 Options	Change options such as screen calibration and which hand you use.

Screen Calibration

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

Surround Sound

This software supports Linear PCM surround sound.

To enable surround sound output, select the TV option in the  System Settings application, then set the TV Sound 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)
Switch TV display	(A)
Display options screen	(+)

Controls During Vince's Lesson

Skip text	(A)
Fast-forward (when prompted)	(X) (when  is displayed)

Handedness

It is possible to change the button layout related to the hand used in the Options menu. 

◆ 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/uploaded to YouTube via the Recordings menu. Each user can save their own data.

- ◆ The save method differs depending on the mode.

<p>Lessons</p>	<p>You can save your work during lessons via the Options menu. Completed artwork will be saved as Free Paint data.</p> <ul style="list-style-type: none"> ◆ Your course progress will be saved automatically.
<p>Free Paint and Family Wall</p>	<p>It is possible to save at any time via the Options menu.</p>

Video Recordings

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

Save Location



Course progress is only saved to the Wii U console. Artwork, recordings and lesson progress may also be saved to the SD card.

- ◆ SD cards for saving data must be initialised 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 an SD card depends on recorded video length. It is possible to use a new SD card when no more space is available on the current one.


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 exist, it will be created automatically.
- Miiverse files will be saved in the resolution of 800x450.
- Portfolio files will be saved in the resolution of 1920x1080.
- Your artwork cannot be edited in Art Academy™: Atelier once it has been exported and converted to JPEG format.

Deleting Data




It is possible to delete this software's save data via  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 option settings.

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



Learn how to use different media and create artwork step-by-step in Vince's lessons. Select a course and then touch "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. Touch  or press  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 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	Undo your last action.

Lower Toolbar

Replay Step	Rewatch the current step from the beginning. Your artwork won't be affected.
Media	Displays the current tool, or opens the toolbox.
Next Step	Proceed to the next step of the lesson.



While creating artwork you can use any media you like, including charcoal and pastels, using a subject image of your choosing.



Studio Subjects

Draw from images, including people or still lifes.

- ◆ Some subject images allow you to change the lighting or the model's pose by pressing . Why not 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 straight into drawing or painting!

Landscapes

There are five varieties of scenery available as 360 degree panoramas. Use the Wii U GamePad as a camera and move it around to capture the scene you would like to paint.

- ◆ Touch "OK" after you have taken the photo to proceed to the artwork screen.



1 Example Scenes

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

2 Capture

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)/ Ⓕ (Left Stick)
Take a Photo	Ⓐ
Zoom In	Ⓡ ↑
Zoom Out	Ⓡ ↓
Display Toolbar	Ⓩ/Ⓩ
Toggle Grid	Ⓨ

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 Format

- 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.

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



Upload Video	Upload recordings to YouTube.
Play	View recordings. ◆ You can upload 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 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.
- ◆ Touch "Upload" to upload your recording.

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

A collection of drawing tools including pencils (2H, HB), pens, and a sharpener on a wooden surface.

Sort and view the artwork of other artists that has been posted to Miiverse. You can save the pieces that you like and then use them later as subject images.

Miiverse Posts

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




1 Artwork

Touch 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 they may have added.

2 Currently Selected Tag

3 Miiverse Posts Menu

Tags	You can choose to only display artwork from a certain category.
Following	Displays only the images of users you are currently following on Miiverse.
Refresh List	Update the list with the latest data.
Export	Transfer an artwork as a JPEG image to an SD card. ◆ Saved images can then be used as subject images. 

4 View Post

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

Art Academy: Atelier Community Features

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



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 Add text to your artwork.

3 Touch "Send" to post your artwork.



You can put your favourite artwork in a frame and display it wherever you like. Use Ⓛ to move and Ⓡ to look around the gallery.

Displaying Artwork

Display an artwork by touching , or by pressing ⓐ when next to an illuminated place in the gallery.



Mount

- ① Select an artwork to display and then after touching "Title" and entering a name touch "OK".
- ② Adjust the settings listed below.




Change	Change the selected picture.
Unmount	Remove a picture.
High Detail	Displays the image in high detail on the TV screen.
Frame	Choose a frame for the artwork.
Rotate	Change the picture's orientation.

- ③ Touch  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 on the same Wii U console can contribute to this artwork.

Gallery Options

Touch , 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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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.
For use with the European/Australian version of the Wii U console only.

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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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If such an object file uses only numerical parameters, data

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