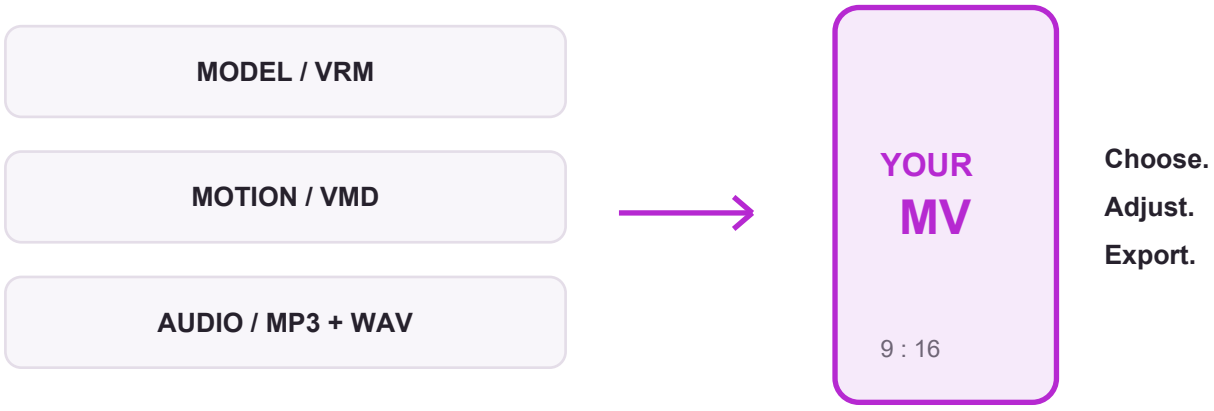
ShortMVStudio

SHORTMVSTUDIO / USER GUIDE

User Guide

From your first video to saving and editing again.

English guide EN-20261107-02 | Updated November 7, 2026



What you will make
A vertical music video with one character, up to 60 seconds long, on Windows 10 / 11 x64. Export is 9:16, 1080 x 1920, 30 fps, MP4.

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The diagrams show where controls are located; they are not screenshots. Layout can vary with window size and model. This guide covers the English interface, material corrections and the first-video workflow. Control locations may differ between app versions.

QUICK START

Finish your first video

After launch and sign-in, follow these steps. For first-time setup, see page 4.

01 **Create a project**
Select New at the top left. To continue a saved project, select Open.

02 **Import your VRM**
Open Assets at the top, then Choose model. Select the VRM file you want to use.

03 **Import your VMD**
Select Choose Motion. For a VMD not yet registered this period, review the quota confirmation and register it.

04 **Choose audio and duration**
Use Choose Audio for an MP3 / WAV. In Audio & duration, choose the range and select Apply range. You can also create without audio.

05 **Choose a stage and camera**
In Stage, select Use this Stage. In Camera, select Create Auto Camera. Adjust color and blur later if needed.

06 **Play and check**
Select Play to check movement, framing and audio timing. Adjust anything you want to change, then preview again.

07 **Save your project and export**
Select Save to keep editable project data. Select Export, choose an MP4 destination, and open the finished video when export completes.

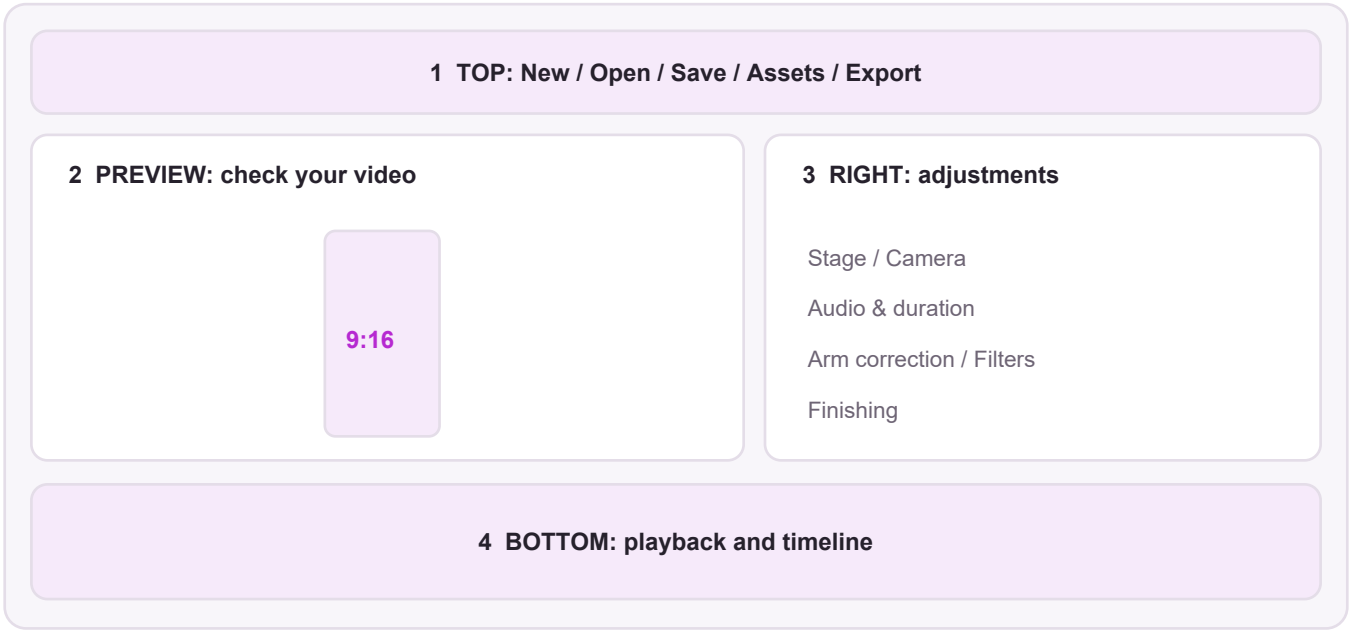
> **Choosing an audio file does not apply it**
> After choosing audio, select its range and choose Apply range. You cannot proceed to export with an unapplied audio selection. Use Cancel import if you decide not to import it.

Use User guide at the top right to start the in-app tutorial. That tutorial follows the workflow for a video with audio.

WORKSPACE

Find your way around

Manage the project at the top, adjust it on the right, and control time below.



Control-location diagram (not a screenshot)

Location	What you do
Top toolbar	New / Open / Save / Save As / Assets / Undo / Redo / Export
Top right	Open Account, start User guide, or choose Japanese / English
Preview	Check the finished 9:16 frame. Select Expand for a larger view.
Right panels	Switch between Stage, Camera, Audio & duration, Arm correction, Filters and Finishing.
Bottom timeline	Play, pause and return to the start. Select camera and expression ranges to edit timing.

Undo an edit
Use Undo at the top to reverse an edit and Redo to restore it. To keep a separate variation of the entire project, use Save As.

01 / GET READY

Launch, register and sign in

Extract the whole ZIP first. The website and app each need their own first sign-in.

01 **Extract the distribution ZIP**
Right-click the ZIP and choose Extract All, then open the extracted folder. Do not launch from inside the ZIP. Windows dialog labels depend on your OS language.

02 **Launch ShortMVStudio.exe**
Keep the data folder and related files beside the exe. Do not move only the exe. Choose English at the top right, even before sign-in; your manual language choice is saved.

03 **Register on the website if needed**
Review the English Terms and Privacy Policy, register, then confirm your email using the latest email link in the same browser and device where you registered. Passwords must be 12-128 characters; enter the same password twice.

04 **Open Account in the app**
Enter your registered email address and password, then select Log in. Check your plan, remaining quota and period, then Close to return to editing.

If an email link fails or you forget your password

Use Reset password on the website and open its latest email link in the same browser and device where you requested it. After changing the password, sign in to the app again. The link may not work in another browser. Return to the browser where you started and request a fresh link if necessary. If email confirmation is already complete, use normal sign-in. Use Resend confirmation email for a new confirmation link.

> **Sign-in storage**
> Website sign-in continues across page changes and reloads. A different browser or profile, and the Windows app's first sign-in, are separate. The website language does not automatically select the app language.

Register an account
https://shortmvstudio.com/en/account/register/

Latest download and launch instructions
https://shortmvstudio.com/en/download/

Import a model and motion

VRM supplies the character; VMD supplies the movement. Open a project before choosing assets.

Material	Format and role
Model	VRM 0.x / VRM 1.0. One character for your video.
Motion	VMD. Movement and supported expressions applied to your model.
Audio (optional)	MP3 / WAV. Music or voice for the video.

Import in this order

01 **Assets > Choose model**
Select a VRM and wait for it to finish loading.

02 **Choose Motion**
Select a VMD. If it is not registered this period, review the remaining quota and the selected file before confirming.

03 **Play and check movement**
Check model orientation, arms and hands. See page 10 for corrections.

> **A VMD Credit is not a video count**
> A VMD registered to the same account in the same usage period does not use another slot when you edit or export again. Changed file contents, or first registration in a new period, use a new slot.

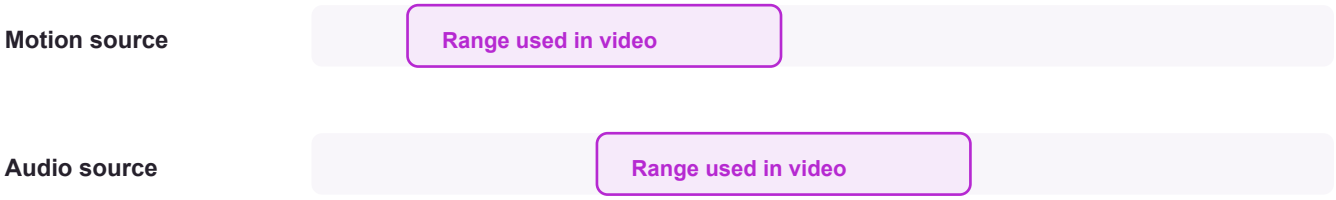
Keep source files and permissions

Projects refer to the source files' locations. Keep VRM, VMD and audio somewhere you can find again. See page 11 to relink moved files. If you need materials, ask your model creator for a VRM export and obtain VMD/audio from a rights holder or authorized distributor. Check permissions for your intended publication, monetization, modifications and credits before importing.

Material providers' terms remain separate, including terms written in Japanese. This guide does not grant permission or translate third-party licenses. No model, motion or music sample is bundled with this guide.

Set audio and video length

Set the finished length separately from where each source begins.



Different source starts. The selected length matches your finished video.

Video length and motion position

In Audio & duration, set Video length (s) and Motion start (s), then select Apply length & position. Videos can be up to 60 seconds. Change the source start to use a later part of the motion.

Choose audio and apply its range

01 **Assets > Choose Audio**
Select an MP3 / WAV, then open Audio & duration to select its range.

02 **Adjust the source start and listen**
Move the selection left or right, or enter Source start (s). Use Resume Preview and Stop Preview to check the audio.

03 **Select Apply range**
This applies the audio selection to the project. To change it, choose Change range. To abandon the pending import, choose Cancel import.

> **Short audio and precise adjustments**
> Fine-tune range opens a larger motion or audio range view. Drag the center to move a range and its ends to change length. If it exceeds the source duration, follow the error message to adjust video length or source start, then apply the change.

Adjust stage, color and light

The same motion can become a different video with a new stage and color.

01 **Choose a background in Stage**
Scroll the stage list and select Use this Stage.

02 **Choose a tint in Filters**
Choose Pink, Warm or Cool and adjust Color strength. Choose a stage first.

03 **Adjust Bloom**
Change the glow strength; 0% turns it off. Play the video to check that bright areas and the model's face remain readable.

Background blur in Finishing

Setting	Appearance
Normal	Focuses on the face. Hair, hands or feet may also blur depending on their depth.
Background only	Keeps the entire model, including hair, clothes, hands and feet, sharp.
None / Low / High	Blur strength. Select None when you do not want blur.

Light around the model

For Rim light, select Stage default, On or Off. Stage default follows the stage's enabled state. Strength 0% gives no rim light; 100% is the stage's standard strength. Changing strength while Off does not enable the light.

> **Check the result in motion**
> Choose Play, and Expand if needed. Changing backgrounds or colors, or exporting again with the same registered VMD, does not use another slot within the same period.

Adjust the camera and cuts

Start with Auto Camera, then adjust only the ranges you want to change.

01 **Camera > Create Auto Camera**
Create camera changes matched to the motion, then play to check the overall flow.

02 **Choose a range in Edit on timeline**
Click a camera range to select it. Drag its edges to adjust duration. Use details to change switch time or framing.

03 **Add a camera at the playhead**
Pause and move to the desired position, then select + Add camera. Unavailable shots are dimmed.

04 **Choose the transition**
In selected camera details, choose Cut or Smooth. Fine-tune also provides Distance (model heights), Camera height and Aim height.

Preview controls

Control	Use
Play / Pause	Check framing, movement and sound. Pause before editing for easier control.
To start	Return the playhead to the beginning.
All / + / -	Change the visible time range.
Expand / Esc	Check a larger 9:16 preview. Use Esc or Back to editor (Esc) to return.

> **Gaps between camera ranges**
> An empty camera range shows a fixed full-body view. If the model is cut off, adjust that range's framing or distance and check again.

Edit expressions and mouth

Choose the source first, then add expression or mouth layers to the ranges you want.

Choose the expression source

Open Camera & Expressions > Expression source below. Use VMD Expressions plays the VMD's morphs. To make your own adjustments, choose Generate / edit Expressions. While VMD expressions play, saved manual bars are retained but do not play.

01 **Generate an overall expression plan**
Generate Expressions places preset face expressions. Play afterward to check their appearance on your model.

02 **Select + Expression or + Mouth**
Choose a candidate to preview the face temporarily. Select Add to insert it; choosing a candidate alone does not add it.

03 **Adjust range and strength**
Select a timeline bar, then change its start, end and strength. Fine-tune also adjusts fade-in and fade-out times.

04 **Play before and after the range**
Check transitions into and out of the expression. A dimmed candidate is not supported by that model.

> **Regeneration and saved curves**
> Regenerating the face replaces preset face expressions while retaining mouth and special expressions. You can use Undo. For a saved manual curve, select previous or next keys or channels, change the value and choose Apply.

Correct arms, hands and hair

Use whole-motion adjustments or corrections limited to a hand and time range.

Arm correction: the whole motion

Open Arm correction > Arm correction (whole motion) on the right. Adjust each arm while checking movement; X / Y / Z effects vary by model. Use Reset to 0 or Reset all arm corrections to undo the correction. Mirror copies once to the other arm; it does not keep both sides linked.

Partial Motion correction: one hand and range

01 **Open Partial Motion correction**
Choose Add to left hand or Add to right hand, then set Start (s) and End (s). Left and right are from the character's perspective.

02 **Set position and fades**
Set Forward (cm), Up (cm), Right (cm), Fade in (s) and Fade out (s). Positive values mean forward, up and right respectively.

03 **Check enabled states, then play**
Check both the overall correction and Enable selected correction. Changing motion disables and stores these corrections; do not assume they still apply.

Hair missing in front of sleeves or clothing

Open Finishing > Missing hair or clothing > Choose material. If hair is missing, select the sleeve or clothing material overlapping in front and choose Apply correction. Use Undo to restore that material. You can correct multiple materials; check each affected material. Material names come from the model and are not translated. If no eligible material exists, the list is unavailable. The original VRM is not modified.

> **Additional bones**
> If the model or motion looks distorted, compare Additional bones enabled and disabled in Assets. Save your corrections and check both the preview and MP4.

Save and continue later

An editable project and a video for posting are different files.

Resume editing

.smvproj

Model, camera and edit settings

Watch or post

.mp4

Your exported video

01 **Select Save to keep project data**
Choose a destination and name the first time. Later saves update that project. Use Save As to keep a separate variation.

02 **Select Open to continue**
Choose the saved .smvproj project. Do not simply import its materials into a new project if you want to resume editing.

03 **Relink missing source files**
Use Relink in Assets to choose VRM, VMD and audio with the same contents as before. Choosing different contents triggers a replacement confirmation.

Project files do not contain the source materials
Moving only the .smvproj file to another PC or folder may leave VRM, VMD or audio missing. Keep the project and its materials together, and relink them when necessary.

When there are unsaved changes

Choice	Result
Save	Save your edits before continuing.
Discard	Continue without keeping unsaved edits.
Cancel	Cancel the next operation and return to this project.

09 / EXPORT

Export an MP4

Choose a destination, then open the finished video and check it.

01 **Play the finished video in preview**
Check framing, movement, audio, expressions and blur. Save the project first if you want to edit it later.

02 **Select Export at the top**
Review any usage conditions or VMD registration confirmation before proceeding.

03 **Choose the MP4 name and destination**
Select where to save the video, separately from the editable project. Wait for export to finish.

04 **Open the saved MP4**
Confirm the export-complete message, then use a video player to check picture, sound and duration.

Item	Export specification
Aspect / resolution	9:16 / 1080 x 1920
Frame rate / format	30 fps / MP4
Video length	Up to 60 seconds
Watermark	Included on Free; absent on Creator. Features and output quality are shared.

If export cannot start or fails

For an unapplied audio range, select Apply range, or Cancel import to abandon it. If a material is missing, quota or period cannot be verified, or the destination is unavailable, follow the error to fix that item. After a canceled or failed export, check the cause before choosing Export again. Export completion alone is not a playback check.

> **Repeated exports do not use another VMD slot**
> A registered VMD in the same usage period uses no extra credit in another project or a revised MP4. If the period renews or VMD contents change, see page 13.

Quota, subscriptions and updates

Quota counts unique VMDs, not videos or export attempts.

Plan	Period and VMD quota	Watermark
Free: JPY 0	1 unique VMD per JST calendar month	Included
Creator: JPY 2,980/month (tax included)	7 unique VMDs per month from subscription start	None

Features, stages, presets and output quality are shared. Unused slots and previous VMD registrations do not carry over. Switching to Creator starts a new period with 7 unique VMD slots; first registration of a VMD used on Free also uses one slot in Creator. Charges are made in Japanese yen (JPY).

Check quota, purchase or cancel

Open Account in the app for account details, quota and links to website signup or subscription management. After a purchase or subscription change, select Refresh account in the app. Creator renews automatically. Cancel through Plan & payments on the website before renewal; after scheduling cancellation, Creator remains available until the paid period ends. Dates shown in JST use UTC+09:00.

VTubers operating the app for their own activities use Free / Creator, independent or agency-affiliated. Other authorized operators must inquire about Operator. All plans prohibit commissioned production for third parties.

Online verification and app updates

New VMD registration and entitlement renewal require internet access. Verified entitlements permit offline use up to 24 hours after the last check and no later than the usage period end. Follow the displayed recheck deadline.

01 **Save your project and exit before updating**
Keep your original project, materials and old app folder.

02 **Extract the new ZIP to a new folder**
Do not overwrite the old app. Launch the new exe, check a copy of your project and use Save As to keep it separate.

Projects saved in a new version are not guaranteed to open in an older version. Updating or going back to an old app does not restore used VMD quota.

HELP & CONTACT

Troubleshooting and support

You can report app problems and unclear steps in this guide or the tutorial.

Problem	Where to check
Selected audio is not applied	Audio & duration > Apply range. For short audio and source starts, see page 6.
Hair, hands or feet look blurred	Finishing > Background only. See page 7.
Hair is missing in front of clothing	Finishing > choose the overlapping material > Apply correction. See page 10.
Expression edits have no effect	Check Expression source and model support. See page 9.
Materials missing when reopening	Relink the original source files. See page 11.
Quota or purchase display is outdated	Account > Refresh account. Check connectivity and period. See page 13.

Report a problem

No sign-in is required; contact email is optional. State the affected app or page and what happened. Include the PDF page, app version, steps and error text if known. You can provide an image or video sharing URL, or attach files to email. The form does not automatically collect local logs or materials. Send only files you have permission to share; never send passwords or payment information.

Report a problem (English form)
https://shortmvstudio.com/en/bug-report/
Scan the QR code or open the link.

Email support and attachments
ShortMVStudio@gmail.com

Online user guide
https://shortmvstudio.com/en/guide/

Frequently asked questions
https://shortmvstudio.com/en/faq/

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