SILPA KUTIR

শিল্প কুটিৰ

JADUMONI'S CRAFT STUDIO

User Manual

Version 1.1 · October 2026



Dedicated to my Guru, Ningombam Jadumani Singh of Manipur, master craftsman of the stage and Sangeet Natak Akademi awardee.

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About this guide

This manual describes SILPA KUTIR 1.1. The screens show the sample production *Ram Vijaya*. Words in **bold** are buttons, menus and fields as they appear in the app.

1 Introduction

SILPA KUTIR is a working tool for the people who design and make what the performer wears and the stage carries: set, props, costume, masks, make-up and models. One production lives in one place, from the list of scenes to the build schedule, in English and Assamese, with or without internet.

It is made for set, props and costume designers, makers and workshop heads, theatre groups, mobile theatre crews, and Bhaona and Sattra makers. Teachers and students can use it as a studio for practice work.

WHAT IS INSIDE

Production	Title, team, venue, opening date, budget, scenes, characters, artists and their photos.
Set design	Ground plan and 3D set in feet and inches or metres, pieces you draw yourself such as pipe frames, ramps that slope down to the floor, a hand-drawn plan as an underlay, drawings at scale and the cut list.
Model box	Card nets to print, cut, fold and glue at 1" = 1'-0", ½" = 1'-0" or ¼" = 1'-0" (1:20, 1:25 or 1:50 in metres).
Build schedule	Every item to make with its maker, dates and status, and a timeline up to the opening.
Props	Props list, 3D prop builder, photos, weight, safety, repair log and the prop sheet.
Costume	3D costume on a figure built from the artist's measurements, costume plot, pattern cards, fabric calculator and wardrobe record.
Masks and make-up	Masks, crowns, wigs and puppets in 3D, make-up plot, face chart and make-up sheet.
Drawing studio	Pencil, ink, brushes and textures on layers, photo tools for hand drawings, and make-up try-on on the artist's photo.
Other AANK apps	Send a production to the other AANK digital tools, and open work that comes from them.
Tools	Materials library and budget, workshop calculators, the user guide, Feedback and the About page.

> Your work is stored in the browser on your own device. The app needs no account and no internet connection. Keep a copy with **Save file** at the end of each work session (see section 2).

NEW IN VERSION 1.1

- Feet and inches throughout Set design, the Model box and the calculators, with a switch to metres.

- A **Draw** toolbar: line, polyline, rectangle, square, circle, ellipse, arc, polygon, freehand, text, dimension and measure. Each drawn piece can be a pipe frame, a solid, a flat or wall, a floor marking or cloth, or a note, and goes into 3D and the cut list.
- Ramps and solid pieces slope from any height down to 0, with the slope shown and a warning when it is steep.
- Snapping to the grid and to other pieces, sizes typed while drawing, round handles to reshape, mirror, mirrored copy, repeat in a row, and undo and redo.
- Hand drawings come in as photos, scans or PDF pages, by button, drag and drop or paste, with a clear message when a file cannot be opened.

2 Getting started

To put SILPA KUTIR on a computer, phone or tablet, see the separate *Installation Guide*. When the app opens for the first time it shows the welcome screen with the dedication. Choose **Start** to begin or **Help** to open the user guide inside the app. You can show the welcome screen again from **About**.

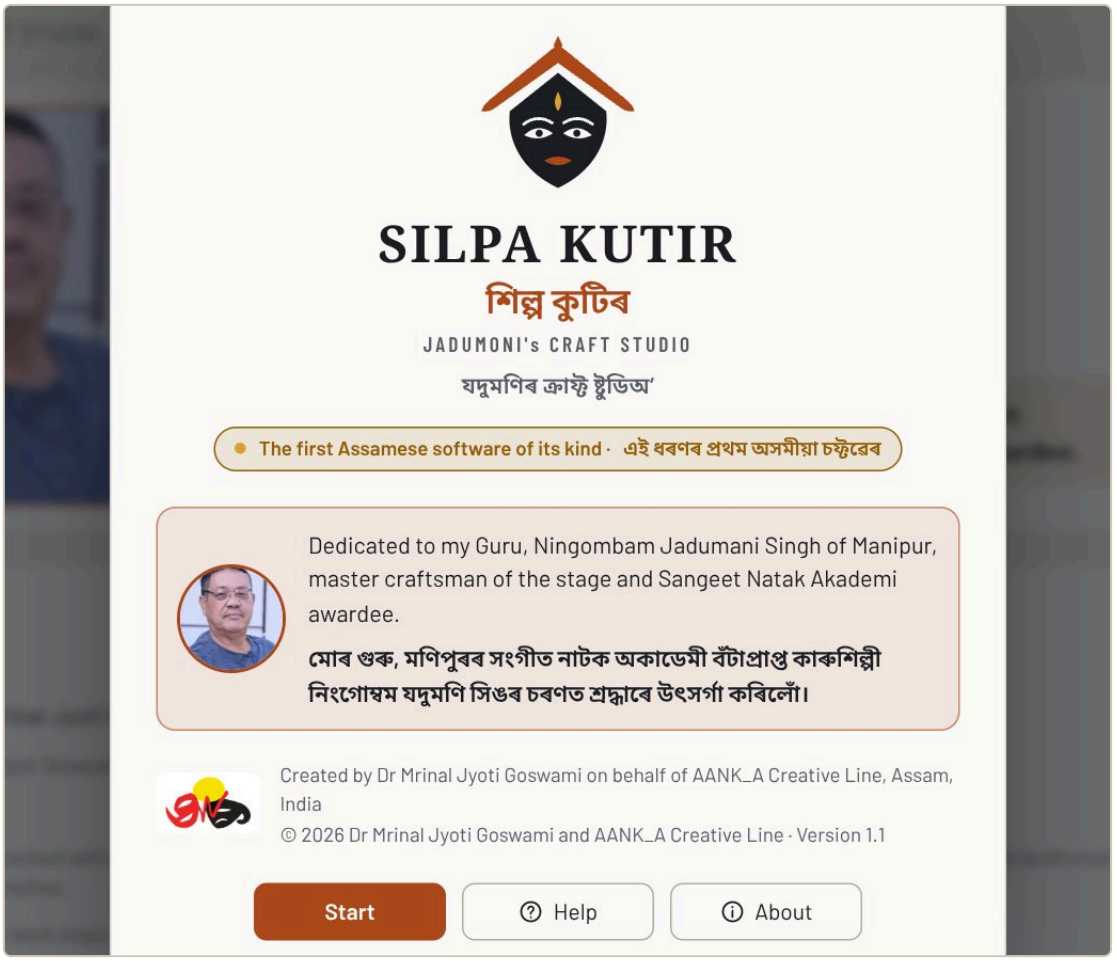

Figure 1. The welcome screen.

THE SCREEN

- **Top bar.** The production name opens the productions menu. Beside it are the save indicator, **Last file copy**, **English** and **অসমীয়া**, the light or dark display button, **Open file** and **Save file**.

- **Side rail.** The sections in five groups: Plan, Make, Studio, Other AANK apps and Tools, with **Help**, **Feedback** and **About** at the end. On a phone the rail becomes a strip that scrolls sideways under the top bar.
- **Work area.** Each section opens here with a short line on what it does.

SAVING YOUR WORK

Every change is saved on this device as you work. The dot beside **Saved on this device** turns amber while it saves and green when it is done. This copy lives in the browser, so it is lost if the browser's site data is cleared or if you work in a private window.

- **Save file** downloads the production as a `.silpakutir.json` file, with its photos and drawings.
- **Open file** brings a saved production back, on this device or another one.
- **Last file copy** in the top bar shows when you last saved a file. It turns amber after a week as a reminder.
- Five automatic backups are kept on this device. To restore one, open **About › Saving, backups and licences**.

THE PRODUCTIONS MENU

Click the production name in the top bar. The menu lists your productions with the date each was last edited, and offers: **New production**, **Duplicate this production**, **Rename**, **Open a production file**, **Save this production as a file**, **Save a copy of all productions**, **Add the sample production** and **Delete this production**. Deleting asks for a second click.

The app opens with a sample production, *Ram Vijaya*, so that every tool has something to show. Try things on it freely, then start your own.

3 Production details

Everything made for a production starts here. Fill in the title of the play, playwright, director, designer, theatre group, venue, opening date and budget limit.

- The **designer** name goes into the title block of every drawing.
- The **opening date** appears on the build schedule and its timeline.
- The **budget limit** drives the budget meter at the top of this page and in Materials and budget.

List the **scenes** in order and the **characters** with their artists. Tap the camera in the **Photo** column to add each artist's photo from the camera or from your files. The artist photo appears on the costume, prop and make-up sheets and can be used for make-up try-on in the studio.

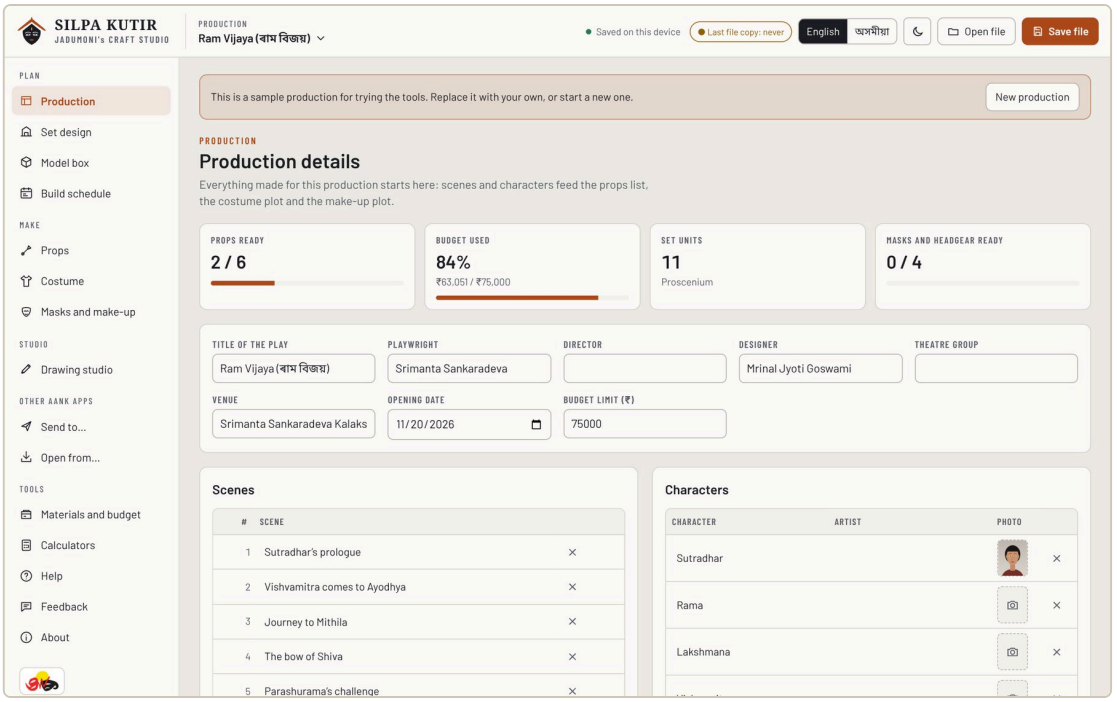

Figure 2. Production details with the four status cards: props ready, budget used, set units and masks ready.

4 Set design

Lay out scenic units on the ground plan, draw your own pieces, give each one a colour and a surface, and walk round the set in 3D.

THE STAGE AND THE UNITS OF LENGTH

Choose the stage type: Proscenium, Thrust, Arena, Black box, Namghar or Bhaona space, Mobile theatre or Open air. Under **Units**, choose **Feet and inches** or **Metres**. Then set the width, depth and grid, and whether pieces snap to the grid.

Every length box reads feet and inches or metres, whatever the setting:

YOU TYPE	THE APP READS
`10'` or `10 ft`	10 feet
`10' 6"`, `10-6` or `10 6`	10 feet 6 inches
`126"` or `6½"`	inches only
`3.2 m`, `320 cm`, `3200 mm`	metric lengths
`10.5`	a plain number, in the unit chosen under **Units**

ADDING UNITS

1. Choose a unit from **Add a scenic unit**: Flat, Platform, Steps, Ramp, Wagon, Drape, Furniture or object, Scale figure, or Prop from the list.
2. Drag it on the plan. Arrow keys move the selected unit; hold Shift to move it 1 foot (0.5 m) at a time.
3. In **Selected unit**, set its label, size, height, base level, rotation and position, colour and surface.
4. For a surface, choose a texture such as wood, plywood, bamboo, cane weave, cloth, brick, stone, marble or gold leaf, or one of your own drawings to use as a painted cloth.

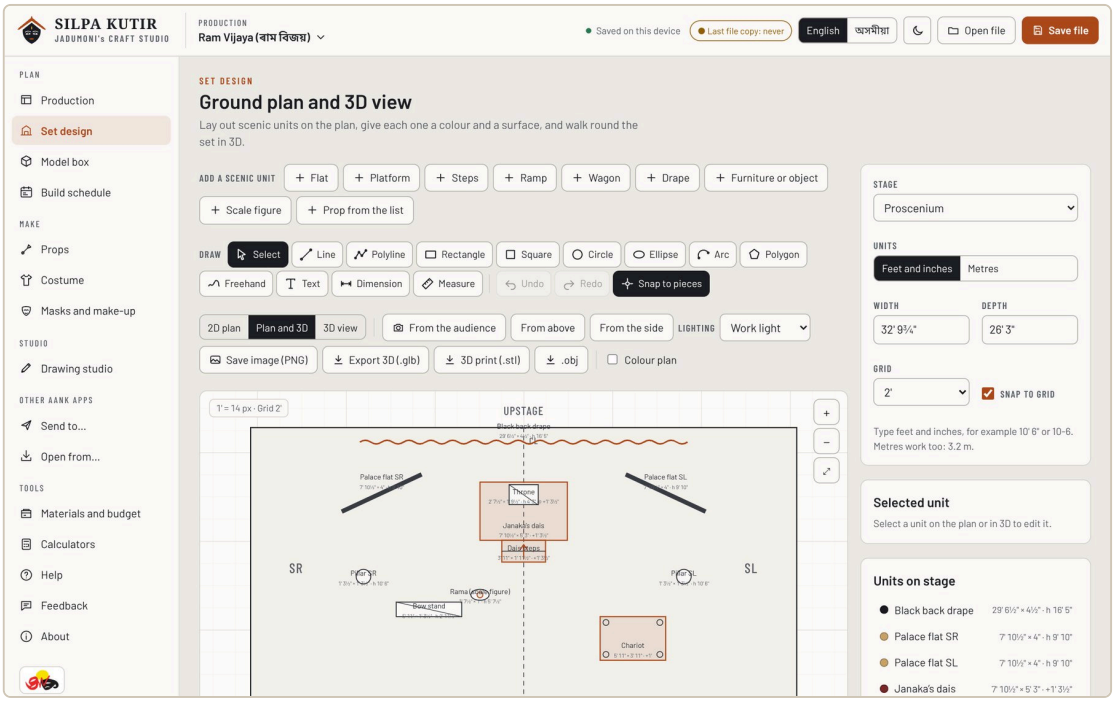

Figure 3. Plan and 3D side by side. The unit list on the right shows every unit with its size in feet and inches.

DRAWING YOUR OWN PIECES

The **Draw** toolbar draws on the plan. Choose a tool; the hint at the foot of the plan says what to do, and the options bar above it shows the choices for that tool.

TOOL	HOW TO DRAW
Line	Click two points, or press and drag.
Polyline	Click each corner. Click the first point to close the shape; double-click or press Enter to finish an open one.
Rectangle, Square	Drag from corner to corner, or click one corner and type the size.
Circle, Polygon	Click the centre, then the edge (for a polygon, a corner). Set the number of sides in the options bar.
Ellipse	Drag the box that the ellipse fits in.
Arc	Click the centre, then where the arc starts, then where it ends.
Freehand	Press and draw. End near the start to close the shape.
Text	Click where the words go and type them in the panel.
Dimension	Click two points. The measured line and its length stay on the plan and change when the ends move.
Measure	Click two points to read the distance and angle. Nothing is added.

Before drawing, choose in **Build as** what the piece is. It can be changed later in the panel.

Pipe frame	Pipe along the outline, with joints at the corners, in the pipe size you choose (¾" to 2"). The cut list gives the pipe length and the number of joints. Tick **Stand it upright** for a frame that holds a cloth or a screen.
Solid (deck or block)	A raised closed shape with a top, built like a platform. Give the low end a different height to make a slope.
Flat or wall	A standing wall along the line, with a height and thickness.
Floor marking or cloth	A floor cloth for a closed shape, a tape or paint line for an open one.
Drawing only (note)	Shows on the plan only, as a continuous, dashed or centre line. Not in 3D or the cut list.

Write what each piece is under **What is it?**, for example “Pipe frame for the river cloth”. The name appears on the plan, in the unit list, the cut list and the build schedule.

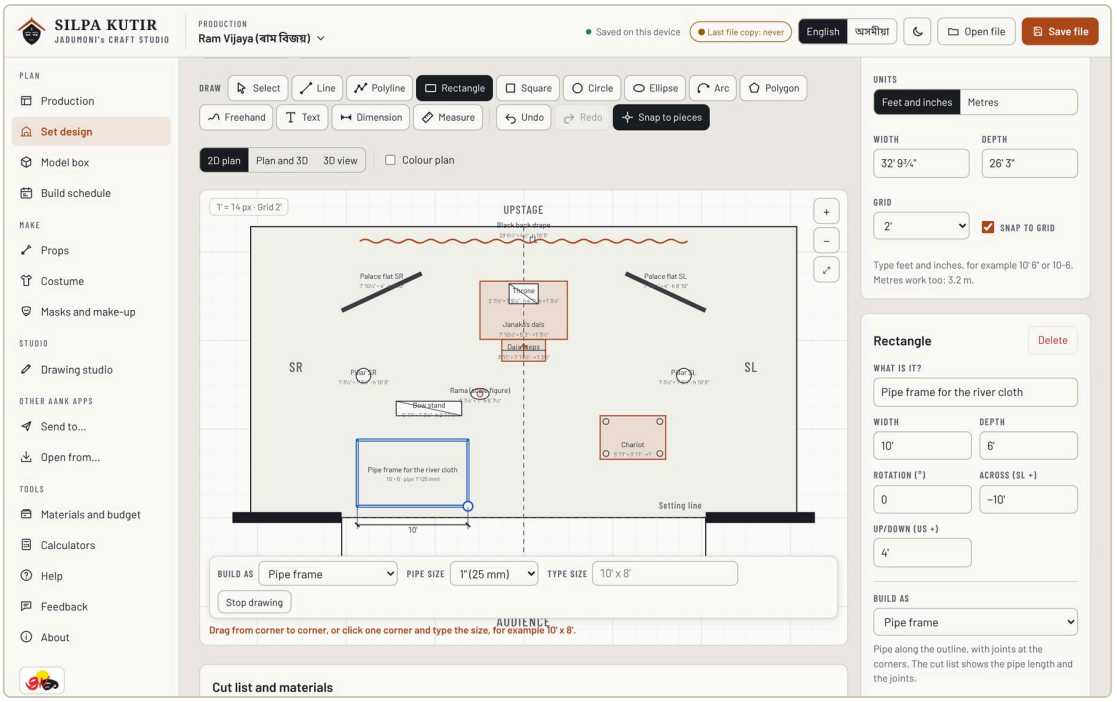

Figure 4. A 10' × 6' pipe frame drawn with the Rectangle tool, its size typed as 10' x 6', with a dimension along the front edge. The options bar shows Build as and Pipe size.

TYPING SIZES AND SNAPPING

- While drawing, type a size in **Type size** and press Enter: `10'` for a line, `10' <45` for a line at 45°, `10' x 8'` for a rectangle, `6'` for the diameter of a circle or `r 3'` for its radius. For an arc, type the radius and then the angle.
- 0° points to stage left and 90° points upstage.
- **Snap to pieces** catches the corners, mid-points and centres of other pieces and the stage. Hold Alt to draw freely. Hold Shift for straight lines and 45°.
- To move the plan while drawing, drag with the right mouse button, or hold Space and drag.

CHANGING A PIECE

- Click a piece to select it. Drag it to move it. Drag its round handles to change its size or move the corners of a line or polyline.
- In the panel, type the exact size, the length and angle of each side of a polyline, the rotation, and the position: **Across** from the centre line (+ is stage left) and **Up/down** from the setting line (+ is upstage).
- **Rotate 90°**, **Duplicate**, **Mirror** and **Mirrored copy, other side**, which puts a mirrored copy on the other side of the centre line.
- **Repeat in a row** makes several copies at a set step, for example five columns 6' apart.
- **Undo** and **Redo** (Ctrl+Z and Ctrl+Y) work for everything in Set design.

RAMPS AND SLOPES

A ramp has a **High end** (upstage, where the arrow points) and a **Low end**. Set the low end to 0 to run down to the floor. Place the high end against a platform and press **Take height from the platform**: the ramp takes the platform's height. **Turn the slope round** swaps the ends.

The panel shows the slope as a ratio, in degrees and in per cent. Up to 1:12 is gentle and right for a wheelchair; up to 1:8 is fine for actors; steeper slopes get a warning. Steps can also take their height from a platform. A drawn solid piece slopes the same way, from its high end to its low end.

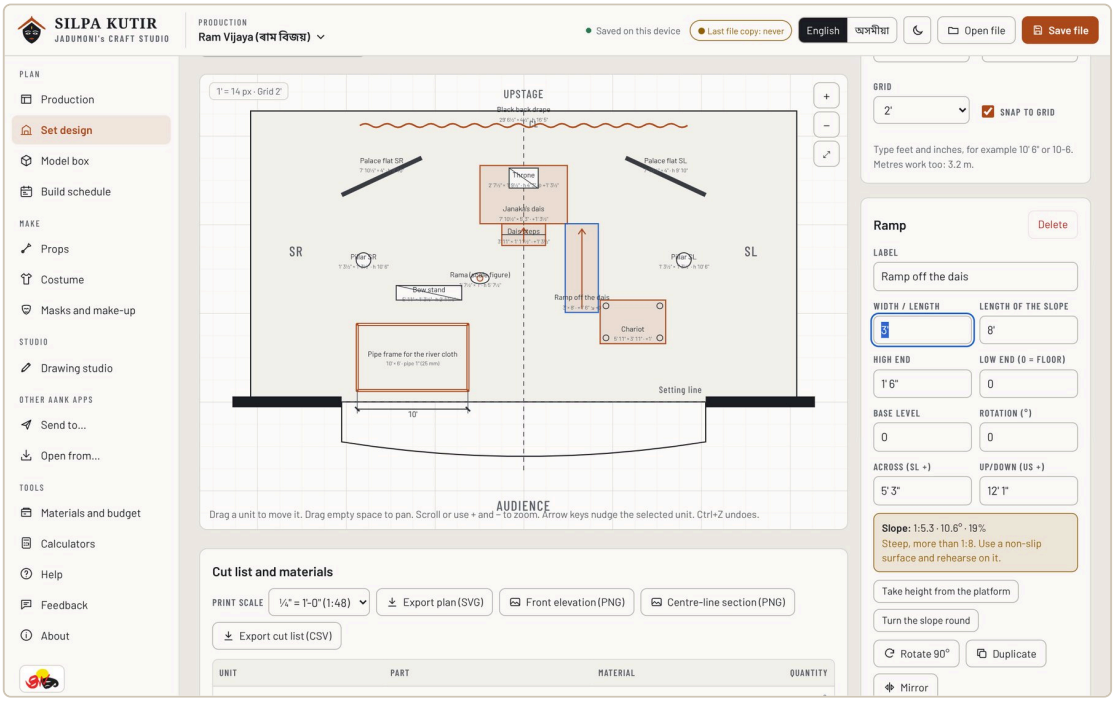

Figure 5. A ramp from the dais down to the floor. Its height was taken from the dais, and the panel shows the slope with a warning.

VIEWS AND LIGHTING

Switch between **2D plan**, **Plan and 3D** and **3D view**. In 3D, look **From the audience**, **From above** or **From the side**; drag to orbit, right-drag to pan and scroll to zoom. Try the set under **Work light**, **Warm stage** or **Night**. **Colour plan** fills the plan with each unit's colour.

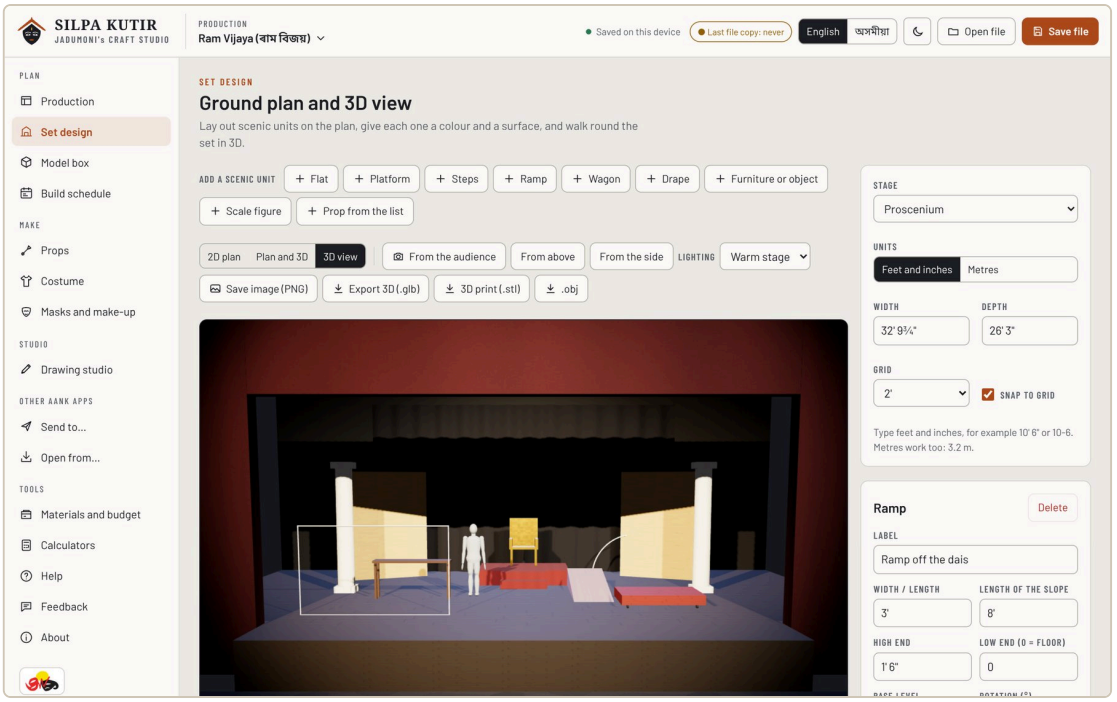

Figure 6. The 3D view under warm stage light, with an upright pipe frame downstage right and a pipe arch upstage left.

WORKING FROM A HAND-DRAWN GROUND PLAN

1. Photograph or scan the drawing. Choose **Bring in a drawing**, drag the file onto the plan, or copy the picture and press Ctrl+V. Photos (JPG, PNG, WebP), scans and scanned PDF pages open.
2. Choose **Set its scale**, click both ends of a length you know on the drawing, and type the real length, for example `10'`.
3. Choose **Move it** and drag the drawing to line it up with the stage. Use the slider to make it lighter.
4. Lay the units over it, or trace it with the Draw tools. **Remove** takes the drawing away when you no longer need it.

> If a file does not open, the app says why under **Hand drawing**. An iPhone photo in HEIC: on the iPhone choose **Settings › Camera › Formats › Most Compatible**, or share the photo as JPEG. A PDF made on a computer, with no picture inside: save the page as PNG or JPG first.

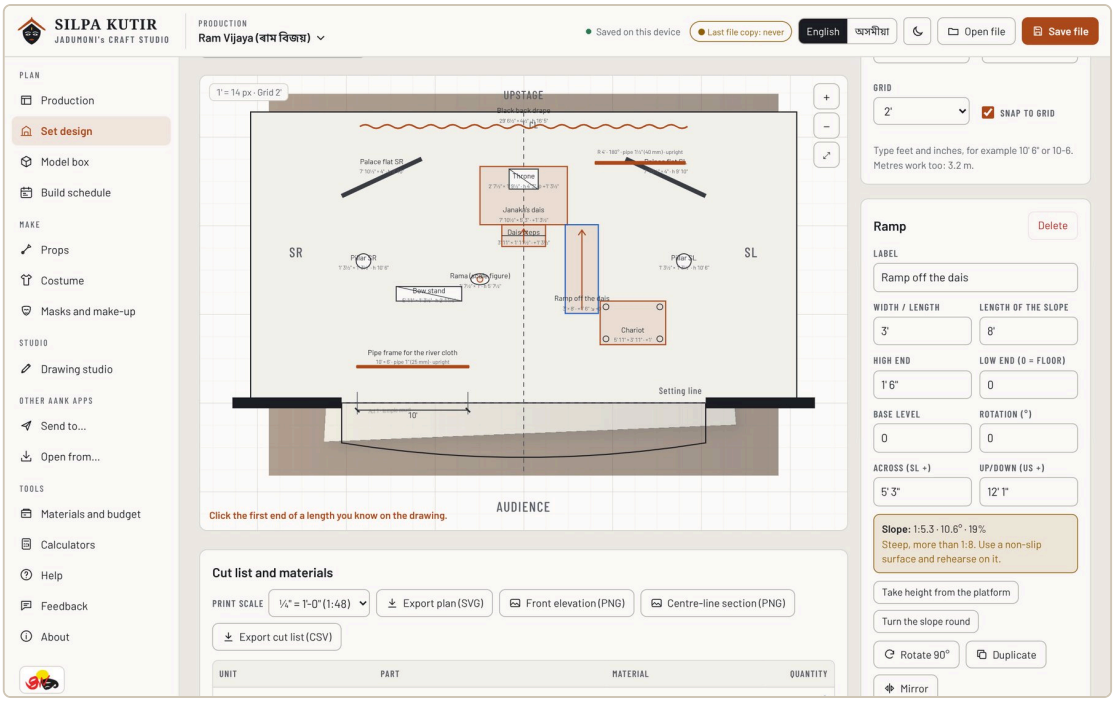

Figure 7. A scanned PDF of a hand drawing brought onto the plan, ready for its scale to be set.

DRAWINGS AND LISTS

- **Export plan (SVG)**: the ground plan at the print scale you choose, ½" = 1'-0", ¼" = 1'-0" or ⅛" = 1'-0" (1:25, 1:50 or 1:100 in metres), with a title block and a scale bar in feet. Print at 100 percent.
- **Front elevation (PNG)** and **Centre-line section (PNG)**: A4 landscape sheets at 150 dpi with a title block and scale bar. The app picks the largest standard scale that fits the sheet.
- **Cut list and materials**: the parts of every unit and drawn piece, with sizes in feet and inches, and the materials they need, costed from the materials library. Pipe frames list the pipe length by size and the joints. Export it as CSV.
- **Save image (PNG)**, **Export 3D (.glb)**, **3D print (.stl)** and **.obj** from the 3D view.

5 Model box

Pick a unit and a scale: 1" = 1'-0", ½" = 1'-0" or ¼" = 1'-0" when the production is in feet, or 1:20, 1:25 or 1:50 in metres. The app draws a card net with cut lines, fold lines and glue tabs, and a 3D preview beside it.

1. Choose **Download (SVG)** and print the file at 100 percent, with no fit to page.
2. Check that the test square on the sheet measures 10 mm.
3. Cut on the solid lines, fold on the dashed lines and glue the tabs.

Add a unit makes a flat, platform, steps, ramp or wagon for the model only. It can be any size and does not appear on the stage plan. **Put on the stage plan** moves it to Set design. Pieces you draw yourself in Set design do not get a card net; build them for the model from the plan.

> If a net is larger than A4 at that scale, the app tells you. Print on A3 or choose a smaller scale.

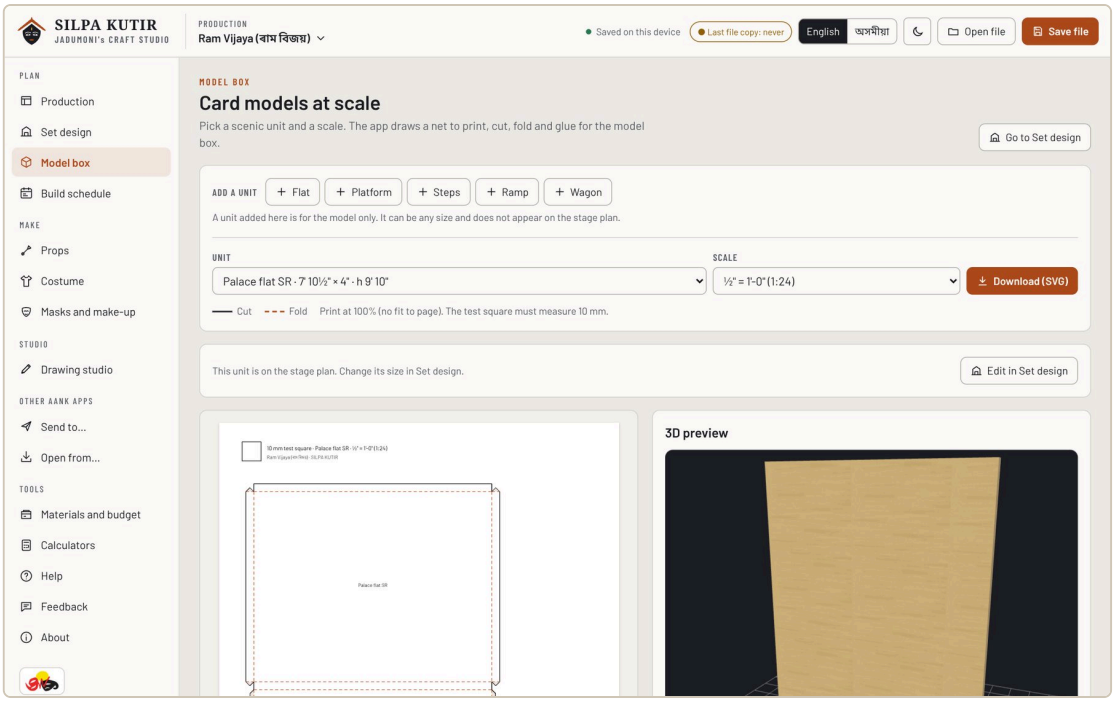

Figure 8. A card net and its 3D preview.

6 Build schedule

The build schedule lists every set unit, prop, costume and mask of the production, with its maker, start date, due date and status: **To do**, **In progress** or **Ready**. A change here also shows on the item's own page.

- The cards at the top count the items to make and how many are ready, the overdue items, the days to the opening and the number of makers.
- The **timeline** draws a bar for each dated item, coloured by status. Overdue items are outlined in red. A blue line marks today and an orange line marks the opening date.
- Filter the list by department, and export it as CSV for the workshop wall.

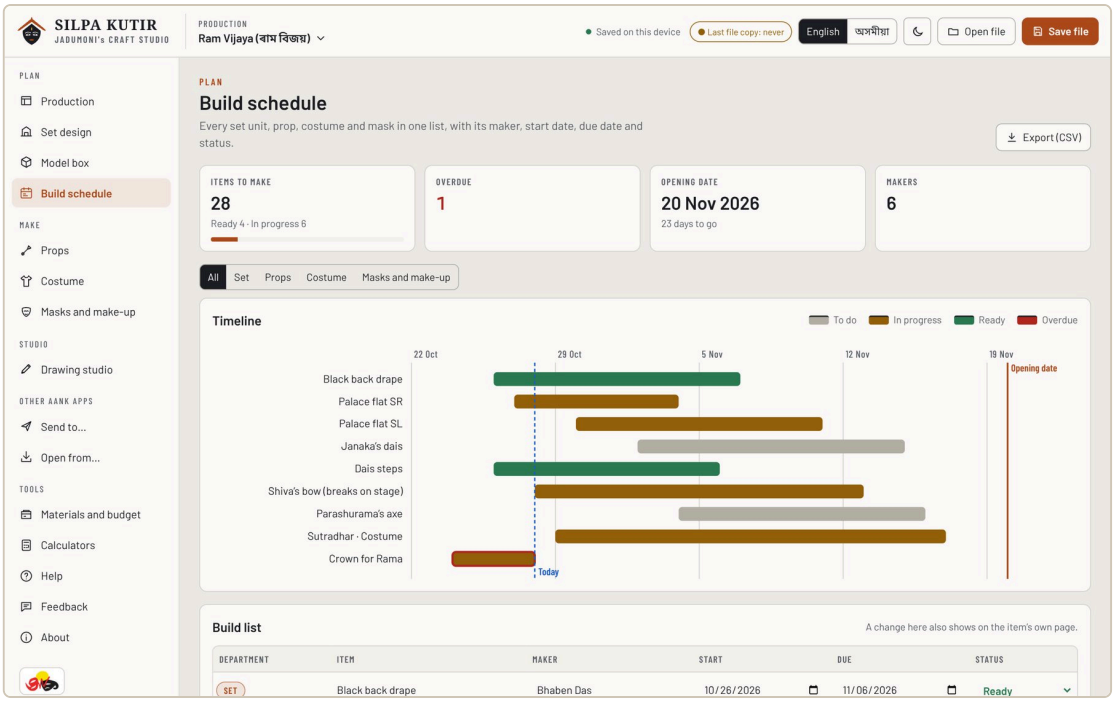

Figure 9. The build schedule with its timeline.

7 Props

List every prop with its scene, user, type (hand prop, set prop, set dressing, consumable or breakaway), source (build, buy, borrow or hire), number of copies, preset position, status and cost. Click a row to open that prop in the 3D builder.

THE 3D PROP BUILDER

- Build the prop from parts: box, cylinder, sphere, cone, and ring or arc. Sizes are in centimetres.
- Each part has its own size, position, angle, colour and surface. Duplicate or delete a part from its panel.
- Tick **Show a 1.7 m figure for scale** to judge the size against a person.

DETAILS, PHOTOS AND SHEETS

Under the builder, add photos of the prop and its weight, safety notes and a repair log. **Prop sheet (PNG)** makes an A4 sheet with the 3D picture, the details, the parts and the photos.

The 3D buttons save a picture (PNG), a 3D model (.glb), a 3D print file (.stl, in millimetres) and an .obj file for other 3D programs. To place a prop on the stage, add **Prop from the list** in Set design.

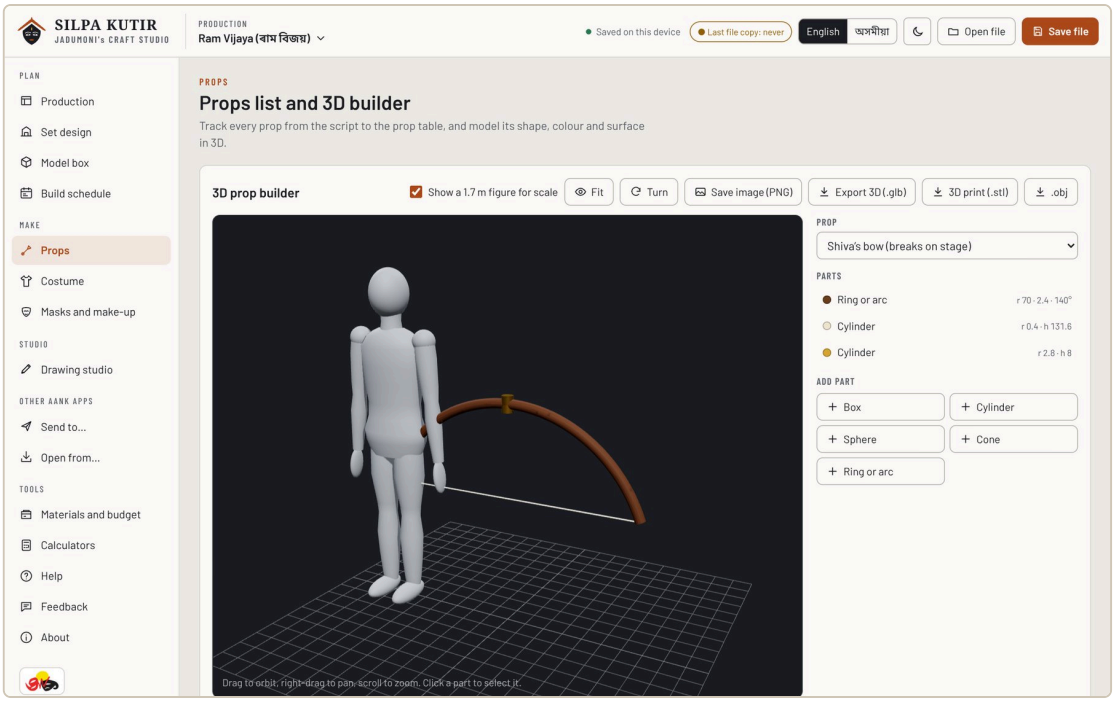

Figure 10. The 3D prop builder with the scale figure.

8 Costume

Pick a character. The 3D figure is built from the artist's body measurements; choose them under **Body measurements** and set the skin tone.

DRESSING THE FIGURE

A costume has four layers, each with its own style, colour, surface and texture size:

Upper garment	Blouse, kurta, jama (long robe), royal robe
Lower garment	Dhoti, mekhela, trousers, flared skirt, potloi (Manipuri)
Sador or uttariya	Sador, uttariya, gamosa
Headwear	Turban (pag), crown, cap, matted hair (jata)

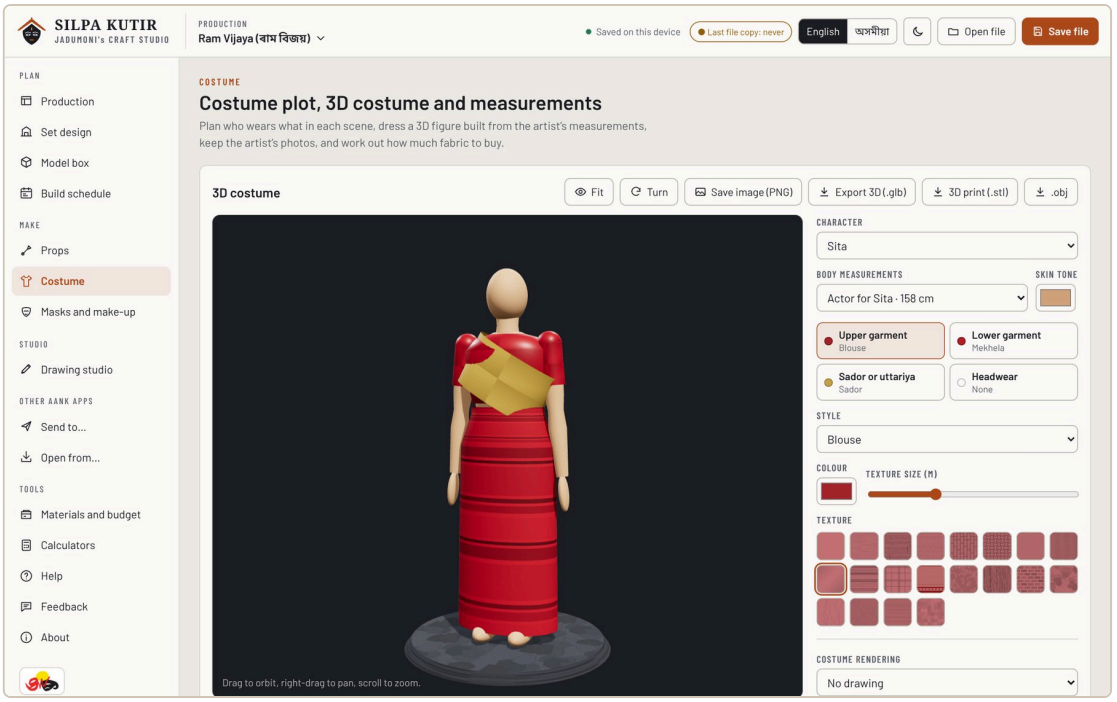

Figure 11. A 3D costume built on the artist's measurements.

COSTUME RENDERING AND COLOURS

Link a costume rendering drawn in the studio, or choose **Draw one in the studio**. Its main colours appear under the picture; tap a colour to use it on the selected layer.

PHOTOS AND THE COSTUME SHEET

Keep the artist photo with fitting, reference and performance photos. **Costume sheet (PNG)** brings the artist photo, the rendering, the 3D costume, the four layers, the plot for that character, the measurements and the photos onto one A4 sheet.

PATTERN CARDS AND FABRIC

Pattern cards give starting sizes for each piece of the chosen garments, worked out from the artist's measurements with seam allowance. Check them on the artist before cutting. **Add to fabric calculator** sends the pieces to the fabric calculator, which works out how much cloth to buy for the fabric width you enter and shows a simple layout.

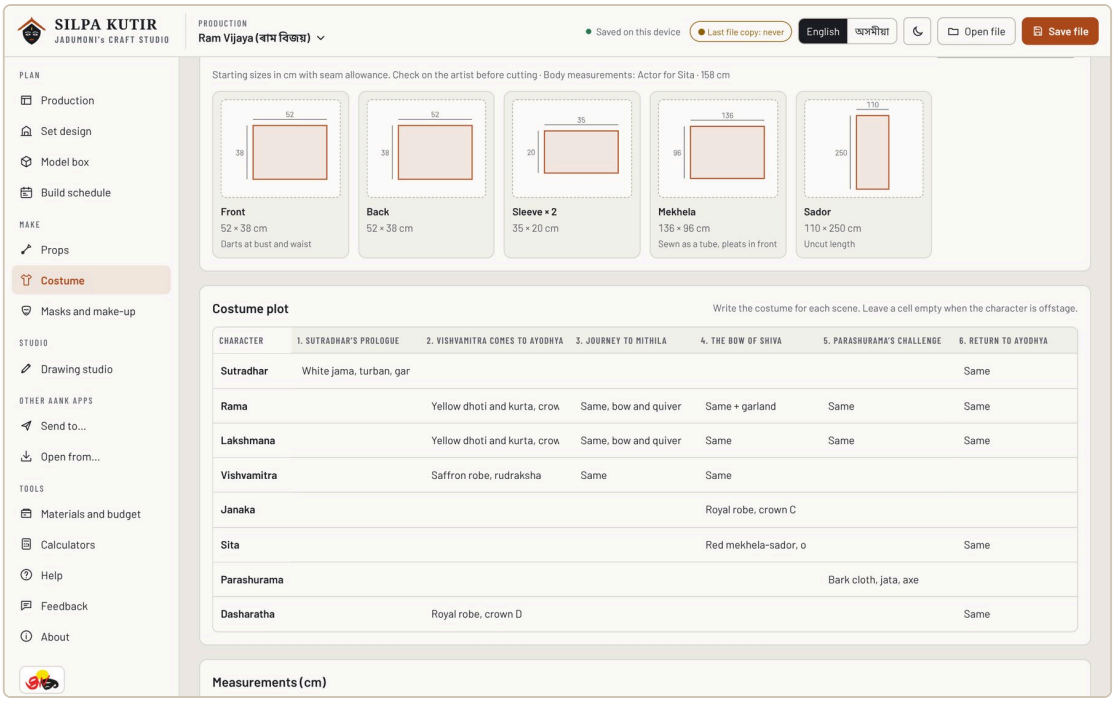

Figure 12. Pattern cards for a blouse and mekhela, and the costume plot.

PLOT, MEASUREMENTS AND WARDROBE

- **Costume plot**: what each character wears in each scene. Leave a cell empty when the character is offstage.
- **Measurements (cm)**: height, chest, waist, hip, shoulder, sleeve, neck, inside leg and head for each artist. Export as CSV.
- **Wardrobe and hire**: each garment with its character, size, source (own stock, build, buy, borrow or hire), the dates it was issued and returned, where it is kept and its condition. Export as CSV.

9 Masks and make-up

List every mask, crown, wig and puppet with its character, type, materials, status and cost, and set its size in the panel beside the 3D view. The types include the Sattra mask forms of Majuli: face mask (mukha), chest mask (lutukai) and head-and-body mask (cho-mukha). Each item shows in 3D with its face paint colour and surface, or with a face you draw on the **Mask** paper in the studio.

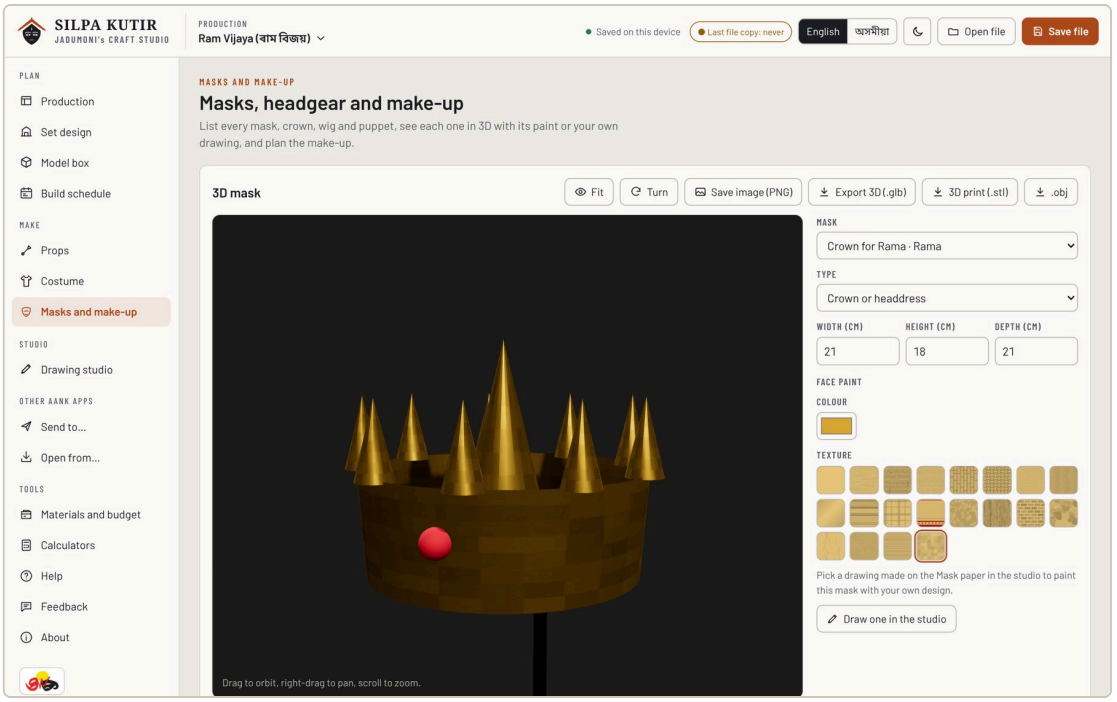

Figure 13. A crown in the 3D mask view.

MAKE-UP

- **Make-up plot**: for each character, the base, eyes and brows, lines and ageing, lips, hair, products and colours, and the skin patch test.
- **Face chart**: a printable chart for each character (SVG) to draw the make-up on by hand.
- **Make-up sheet (PNG)**: the artist photo, face chart, make-up plot and photos (before, after, make-up design and reference) on one A4 sheet.
- **Try make-up on the artist photo** opens the drawing studio with the photo ready to paint on (see section 10).

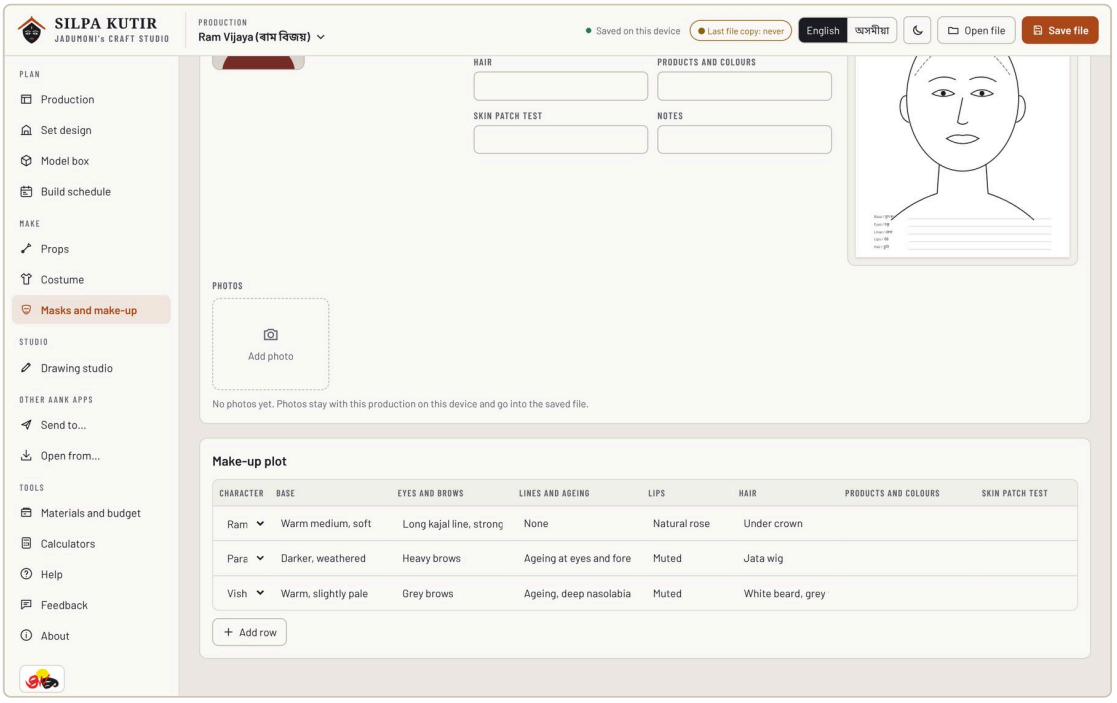

Figure 14. The face chart and the make-up plot.

10 Drawing studio

The studio is a drawing and painting table for costume renderings, mask faces, set sketches and make-up designs. The tools are on the left, the page in the middle, the options on the right and **My drawings** below.

TOOLS

Move layer, pencil, ink pen, marker, soft brush, watercolour, airbrush, texture brush, eraser, fill, line, rectangle, ellipse and colour picker. Each tool keeps its own size and strength. On a tablet with a pen, the line follows the pen pressure. **Mirror drawing** repeats every stroke on the other side of the centre line, which helps with masks and faces.

The colour panel has a colour picker and three ready palettes: the traditional pigments (white clay, hengul, haital and charcoal black), make-up colours and stage colours. The texture brush and the fill can paint with textures such as cloth, bamboo, cane weave or brick.

LAYERS

A drawing can have up to ten layers. For each layer you can set its name, blend mode (normal, multiply, screen, overlay, soft light or colour only), strength and visibility, move it up or down, duplicate it, merge it into the layer below, lock it or delete it.

PAPERS

Start a new drawing on white, sketch paper, grid, dot grid, costume figure, face, mask or stage perspective. The blue guide lines help you draw and are left out when you save or export.

TURNING A HAND DRAWING INTO A CLEAN DRAWING

1. Photograph the drawing and choose **Bring in an image**. It goes onto the Photo layer.
2. Open **Photo tools**. Adjust brightness, contrast, colour strength and rotation, then choose **Apply**. **Flip left to right** mirrors the layer.
3. Choose **Straighten a photo**, drag the four blue handles onto the corners of the paper, and choose **Apply**. The drawing is squared to the page.
4. Under **Clean up a photographed drawing**, set the paper cut-off and choose what to keep: lines only, in the current colour, or the colours without the paper. Choose **Clean up this layer**.
5. Add a layer above and paint over the clean lines.

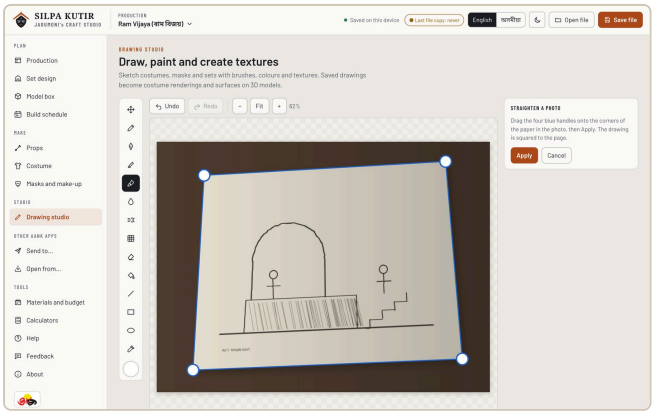

Figure 15. Straightening: the four handles on the corners of the paper.

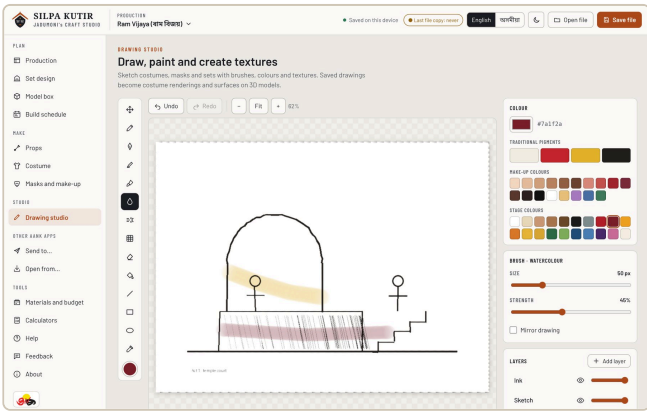

Figure 16. After straightening and clean-up, with colour on a new layer.

MAKE-UP TRY-ON

Choose **Try make-up on the artist photo** in Masks and make-up, or pick a character under **Make-up try-on** in the studio panel and choose **Start**. The artist photo is placed on a locked layer, so it stays untouched. Above it are ready layers for the base tone, shading, colour, highlights and ink lines. Save each try as a new version; it appears on the make-up sheet as a make-up design.

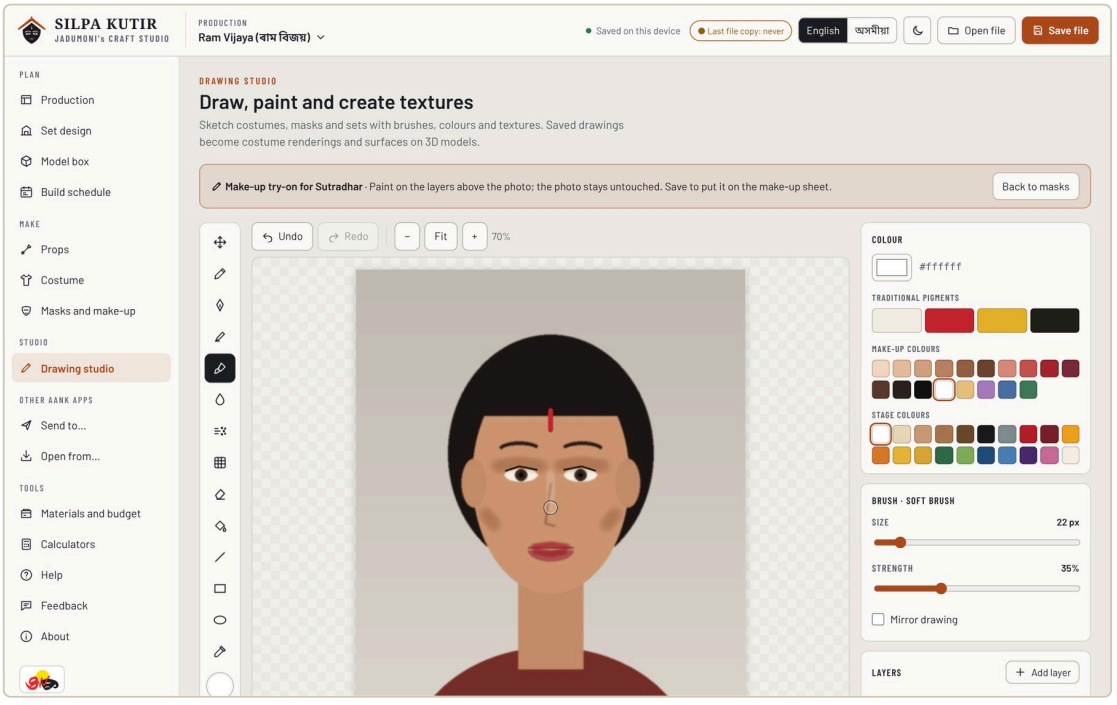

Figure 17. Make-up try-on: tilak, eye shading, liner and lip colour painted above the locked photo.

SAVING AND USING DRAWINGS

- **Save to My drawings** keeps the drawing with all its layers. **Save as new version** keeps the old one and saves a numbered copy. **Export PNG** downloads the picture.
- Under each saved drawing, **Use in…** sends it to a costume rendering, a make-up sheet, the face paint of a mask, or Set design as a hand drawing.
- **Clear all layers** empties the page and **Delete all drawings** empties My drawings. Both ask for a second click, as does deleting a single drawing.

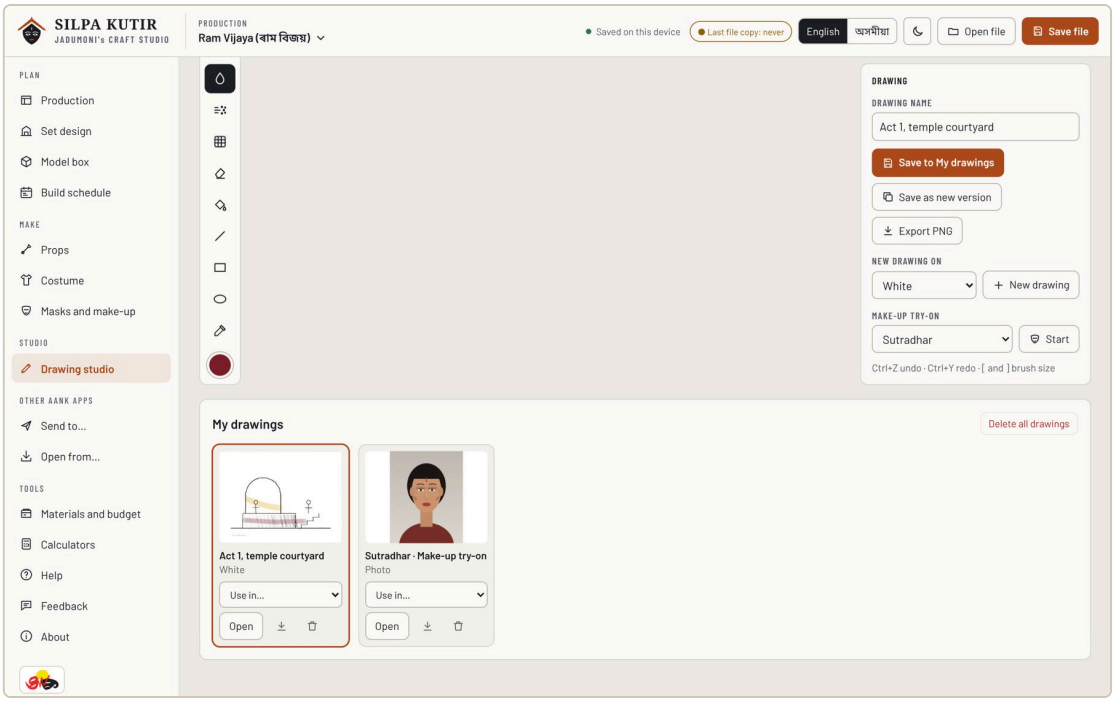

Figure 18. My drawings, each with Use in..., Open, download and delete.

11 Materials, budget and calculators

Enter your local prices once in the **Materials library**: each material with its unit and price. The sample prices are only examples. The cut list in Set design costs itself from this library. When you draw your first pipe frame, PVC pipes from 20 to 50 mm (per metre) and pipe joints (each) are added with example prices; change them to your local prices.

The **Budget summary** adds the set construction from the cut list, the props, the masks and headgear, and any **other budget lines** you enter, and compares the total with the budget limit.

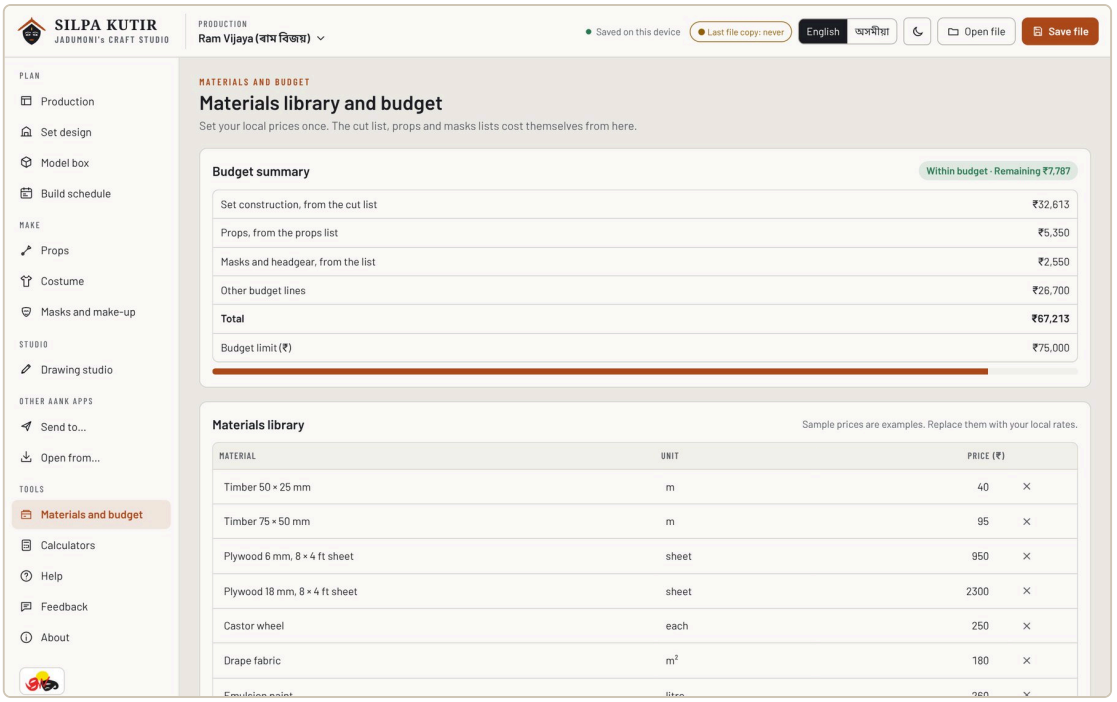

Figure 19. Budget summary and the materials library.

The **Calculators** page has three quick sums:

Scale converter	Model size m = R ÷ N, where R is the real size and N is the scale (1:N). Type the real size in feet and inches or metres; the model size shows in millimetres and inches.
Paint needed	Paint V = A × c ÷ s litres, where A is the area in m^2, c the number of coats and s the spread rate in m^2 per litre, printed on the tin.
Sheets for a surface	The number of 8 × 4 ft, 7 × 3 ft or 6 × 3 ft sheets for a surface.

12 Files and exports

FILE	WHAT IT HOLDS	OPEN IT WITH
`.json`	The production file, with photos and drawings	SILPA KUTIR, on any device
`.aank`	Work moving between the AANK apps	**Open from…** in any AANK app
`.svg`	Ground plan, card nets, face chart	A browser, Inkscape or Illustrator. Print at 100 percent.
`.png`	Costume, prop and make-up sheets, front elevation, section, 3D pictures, drawings (150 dpi for A4)	Any image viewer or printer
`.jpg`	A saved drawing from My drawings	Any image viewer
`.csv`	Cut list, props, measurements, wardrobe, build schedule	Excel, LibreOffice Calc or Google Sheets
`.glb`	3D model with colours and textures	Blender, 3D viewers, web 3D tools
`.stl`	3D print file, in millimetres	3D printer slicers
`.obj`	3D shape for exchange	Blender, SketchUp and most 3D programs

> In the online version, 3D files download inside a `.zip` file. Unzip it to get the model.

Hand drawings can be brought into Set design as JPG, PNG, WebP, GIF or BMP pictures, or as a scanned PDF (the largest picture on its first pages is used).

13 Working with the other AANK apps

SILPA KUTIR is one of the AANK digital tools. Work can move between them.

- **Send to…** passes this production to XUDHAKANTHA, the mother app, or to SRINIBARAN, XUNPAKHILI, BURHA LUIT, AAROHAN or KUMSUNG: the title, stage size, characters, scenes and a design report with sets, props, costumes, masks and the build schedule. On aank.org the other app receives it at once; elsewhere, save it as an `.aank` file.
- **Open from…** brings in work from the other apps. Characters join the costume characters, scenes join the scene list, the stage size goes to Set design, and the other app's report is kept under Production for reference.
- **Feedback** opens a form for problems, content errors, questions and ideas. Nothing is sent until you press **Send by email**.

14 Keyboard shortcuts

WHERE	KEYS	ACTION
Set design	Ctrl+Z, Ctrl+Y	Undo, redo
	Ctrl+D	Duplicate the selected piece
	Arrow keys (with Shift for 1 foot or 0.5 m)	Move the selected piece
	[and] (with Shift for 1°)	Turn the selected piece by 15°
	Delete or Backspace	Remove the selected piece
	Space and drag, or right-drag	Move the plan
While drawing	Enter	Apply a typed size, or finish a polyline
	Backspace	Remove the last point of a polyline
	Escape	Cancel the shape; press again to go back to Select
	Shift	Straight lines and 45°
	Alt	Draw without snapping to pieces
Drawing studio	Ctrl+Z, Ctrl+Y	Undo, redo
	[and]	Smaller or larger brush
	V P N M B W A T E G L R O I	Move layer, pencil, ink pen, marker, brush, watercolour, airbrush, texture, eraser, fill, line, rectangle, ellipse, colour picker
	Ctrl + scroll	Zoom the page
Photos	Escape, ← and →	Close the photo viewer, previous and next photo

15 Good practice and problems

- **Keep a file copy.** Use **Save file**, or **Save a copy of all productions** in the productions menu, at the end of each work session and before you update the app or clear the browser.
- **Moving to another device.** Save the file on the first device and use **Open file** on the other.
- **Large photos.** Photos take most of the space. If the app says a production is too large to keep on the device, save it as a file and remove photos you no longer need.
- **No 3D view.** The 3D views need WebGL. If it is turned off, turn on hardware acceleration in the browser settings. Lists, sheets and the studio still work without it.

- **Printing to scale.** Always print drawings and nets at 100 percent, and check the scale bar or the 10 mm test square with a ruler.
- **Feet or metres.** Productions made in version 1.0 open in feet and inches. Their sizes are unchanged; choose **Metres** under **Units** to see them as before.
- **A hand drawing does not open.** Read the message under **Hand drawing**. Use JPG, PNG, WebP or a scanned PDF.
- **Assamese text.** The fonts are built into the app, so Assamese shows the same on every device and in every exported sheet.

SILPA KUTIR · শিল্প কুটিৰ

Jadumoni's Craft Studio · User Manual · Version 1.1 · October 2026



Dedicated to my Guru, Ningombam Jadumani Singh of Manipur, master craftsman of the stage and Sangeet Natak Akademi awardee.

Created by Dr Mrinal Jyoti Goswami on behalf of AANK_A Creative Line, Assam, India

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Release 1.0 was launched with the other AANK digital tools at the inaugural session of BBITF 2026, Sri Sri Madhavadeva International Auditorium, Guwahati, on 25 October 2026. Version 1.1 adds drawing tools and feet and inches.

3D rendering uses three.js (MIT licence).