

Local Studio

User manual

No cloud. No limits.

AI images, videos, music and short films on your own PC.

ZeroG Labs · localstudiohq.com · version 2026.11.17.119

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1. What you need

	Minimum	Recommended
System	Windows 10 / 11, 64-bit	Windows 11
Graphics card	NVIDIA with 8 GB of video memory	NVIDIA RTX with 12 to 16 GB or more
Memory (RAM)	16 GB	32 GB or more
Free disk	60 GB	100 GB or more (an SSD)
Internet	Needed to install (about 21 to 75 GB, depending on what you choose) and for the extras you add later. After that, everything runs offline.	

Video memory	What to expect
16 GB and more	Everything at full quality
12 to 15 GB	Everything works, long videos take more time
8 to 11 GB	Images are fine, videos are slower and short («Fast» quality)
less than 8 GB	The installer warns you: video will probably not work

AMD and Intel graphics cards are not supported: the engine needs NVIDIA (CUDA). macOS and Linux are not supported.

> **Use the NVIDIA «Studio» driver.** On some cards (for example the RTX 50 series, also as an external eGPU) the «Game Ready» driver made the engine crash during long videos (Windows event 153). The «Studio» driver fixed it. Download it from *nvidia.com/drivers*, choose «Studio Driver», install it and restart the PC. The installer and the health dot (chapter 14) tell you when your driver is too old.

2. Buy and install

Local Studio is sold on **localstudiohq.com** and on **itch.io**. It is a one-time purchase: no subscription.

- **Bought on localstudiohq.com:** you receive an e-mail with your **serial number** (it starts with `LS-`). Keep it: it is shown only once. The installer is downloaded from **your account** on localstudiohq.com. A download link lasts 72 hours; when it has expired, open your account again for a new one.
- **Bought on itch.io:** download the zip from your itch.io download page. Keep the link itch.io gave you: it also activates the app.

1. Unzip the file anywhere (for example on the drive with the most free space) and double-click **Local-Studio-Setup.exe**.

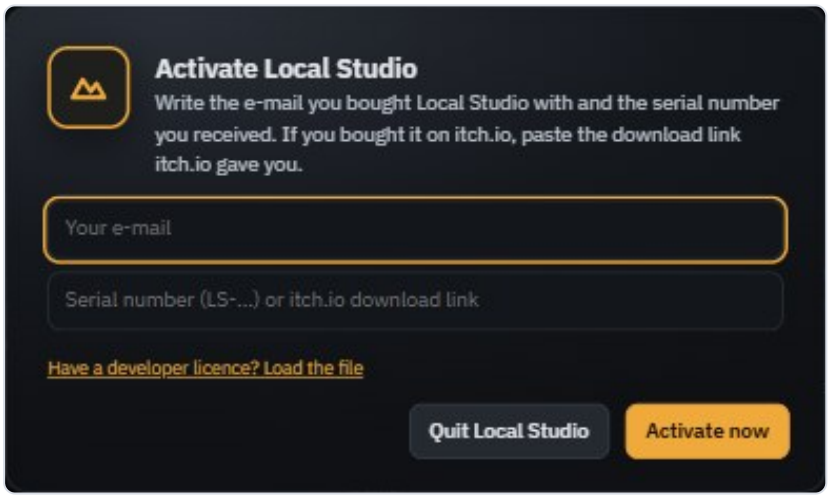
2. The setup checks your PC (graphics card, driver, memory, disk, internet speed) and tells you what to expect.
3. Choose the folder. Local Studio lives entirely in that folder and changes nothing in Windows.
4. Choose the models: the essential ones and the text model of «Improve» always; the recommended ones (video, editor tools, translator, subtitles…) are ticked; the optional ones are extras you can add now or later. Models you already have are found and never downloaded twice.
5. At the end the setup creates the **Local Studio** shortcut on the desktop and in the Start menu.

Typical time: 20 to 60 minutes, depending on your connection. If the connection drops or you close the setup, run it again: **it goes on where it stopped**.

At the first start a **starter pack** window suggests the models for your graphics card. Tick what you want and follow the downloads in the window. Downloads inside the app also go on from where they stopped if the connection drops, even after a restart.

Uninstall: Windows Settings → Apps → Installed apps → Local Studio → Uninstall (or «Uninstall Local Studio» in the Start menu). Your models and your creations stay unless you tick them.

3. Activate your copy



At the first start Local Studio asks for two things:

- the **e-mail** you used to buy it;
- the **serial number** (`LS-…`) from the e-mail of localstudiohq.com, or, if you bought on itch.io, the **itch.io download link**.

Press **Activate now**. Until the copy is active the window opens but makes nothing; **Quit Local Studio** closes the app. The same fields are in **Settings** → **Licence**.

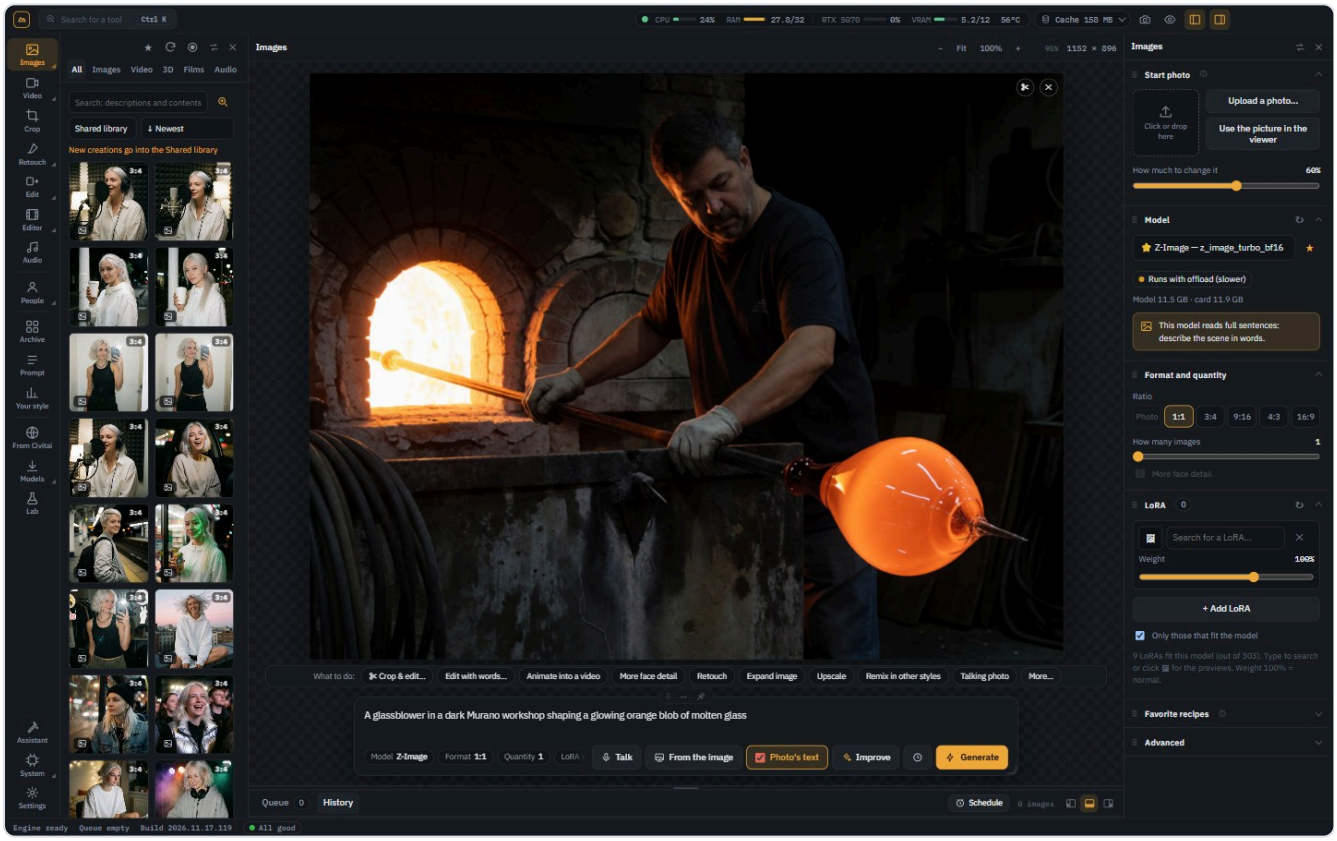
- One purchase works on **2 PCs**. To move it to a new PC, press **Deactivate** in **Settings** → **Licence** on the old one first.
- The licence renews itself online every 7 days. Without internet Local Studio keeps working for about two more weeks.
- Keep the PC's clock right: a clock set back stops the licence until it is fixed.

4. Users: who is using Local Studio

Every time it opens, Local Studio asks **Who is using Local Studio?**. The first time, press **Create your user**: a name, a password of at least 6 characters (written twice) and, if you like, your picture, then **Create and enter**. From then on Local Studio opens with your name and your password.

- Each user has **their own creations, collections, recipes and settings**. A new user starts empty and does not see the others' things. Models and tools are shared, so nothing is downloaded twice.
- Your round picture sits at the bottom of the tools on the left. Click it for **Change picture…** and **Change user** (a job that is running stops, so the app asks first).
- **Don't forget the password:** it also protects your keys. The phone and the VR headset sign in with the same user and password.

5. The window, in one minute



- **Left:** the tools, in groups (Images, Video, Crop, Retouch, Edit, Editor, Audio, People, Archive…). **Ctrl+K** (the search at the top left) finds any tool by name.
- **Next to them:** your library: everything you made, with its recipe. Tabs **All, Images, Video, 3D, Films, Audio**; search by content («woman, boots»), collections, favourites.
- **Middle:** the work area; under the picture the **What to do** bar (Crop & edit, Edit with words, Animate into a video…) and the description box. **Enter** creates, **Shift+Enter** adds a line.
- **Right:** the properties of the tool you are using (model, LoRAs, size, quality…).
- **Bottom:** the queue and the history. In the status bar: the engine, the queue and the **health dot**.

- **Right click** on any picture or video (in the library or in the middle) opens the menu of everything you can do with it.



The interface is in English; Italian can be chosen in **Settings** → **Language · Lingua**. You can write descriptions in either language.

6. Your first picture

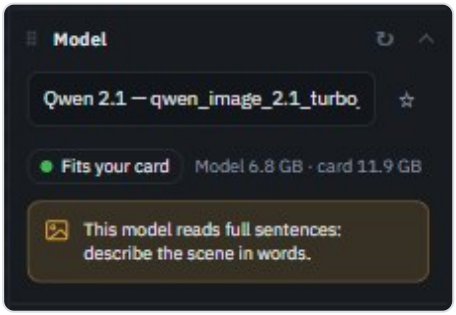
1. Open **Images**. In the properties choose a model (the Assistant can pick one for your card).
2. Write what you want in the description box, for example: *a glassblower in a dark Murano workshop shaping a glowing orange blob of molten glass*.
3. Press **Enter** or **Generate**. The progress shows on the button and in the status bar.

No ideas? **Prompt** → **Ready scenes** has one card per genre (portrait, cinema, fashion, food, landscape, sci-fi, anime…) with a real preview: **Create with this scene** takes you to Images with the description and the proportions already set.

Useful extras:

- **Improve** turns a few words into a rich description in the right style for the model (tags for SDXL / Pony / Illustrious, sentences for Flux, Krea, Z-Image, Qwen).
- **LoRAs:** add up to 6, chosen by their preview pictures. Click their keywords to add them to the description.
- **Try strengths** (next to a LoRA's strength): the same picture at 40, 60, 80, 100 and 120 %, side by side. Click the one you like: that strength stays for that LoRA.
- **Compare models:** the same description and seed with 2 to 6 models.
- **More face detail** (like ADetailer) and **the same face** on every picture.

Qwen 2.1 Turbo: words written in the picture

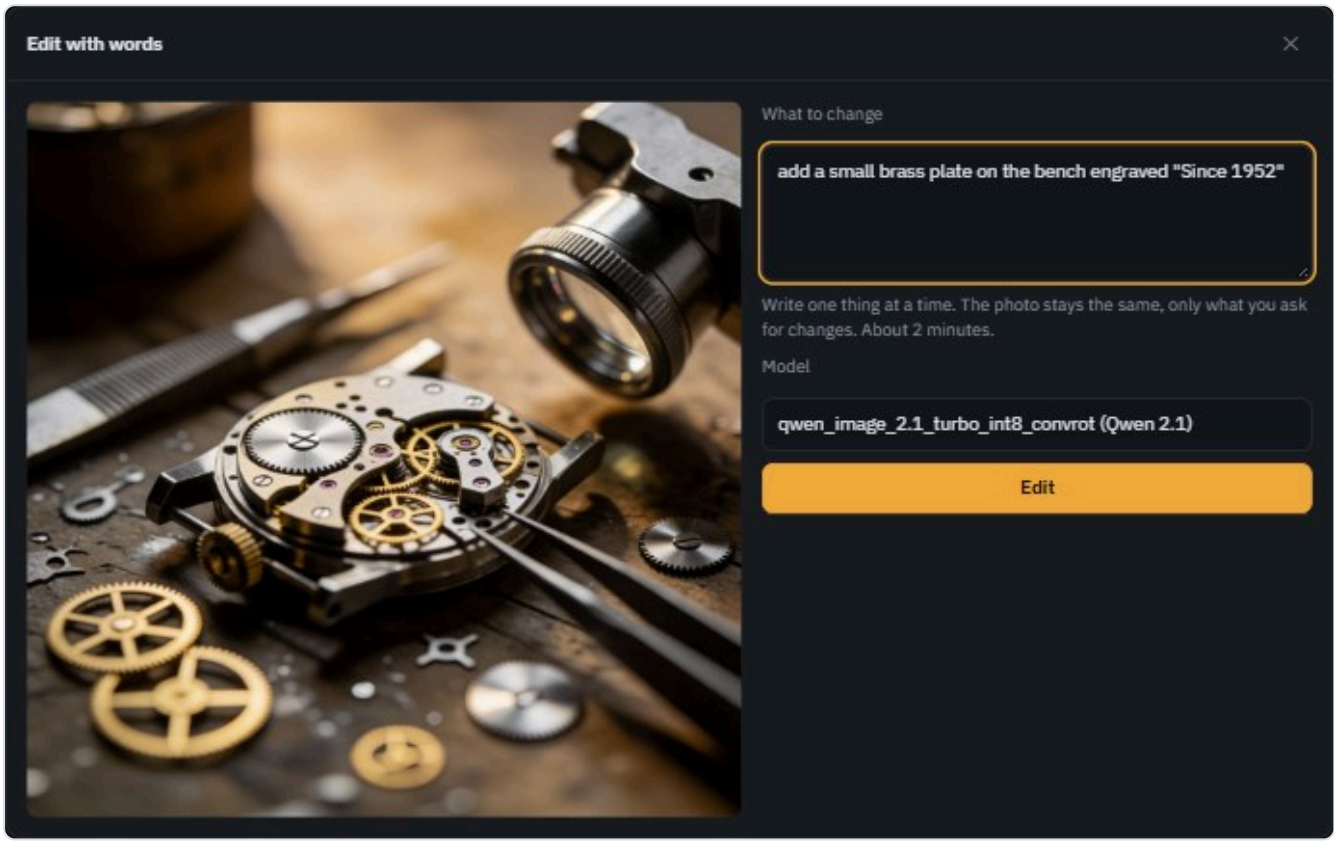


Images → **Model** → **«Qwen 2.1 Turbo (extra)»** is a model that reads plain sentences and is good at **text inside the picture**: signs, posters, labels, packaging. Put the words to write between quotes, for example *a bakery shop window with a hand-painted sign that says "Fresh bread"*. It makes a picture in 8 steps.

- It is an **extra**: its files (about **17 GB**) are downloaded the first time you choose it and make a picture, then everything stays offline.

- Its licence (Qwen Research License) allows **non-commercial use only**: use other models for paid work.

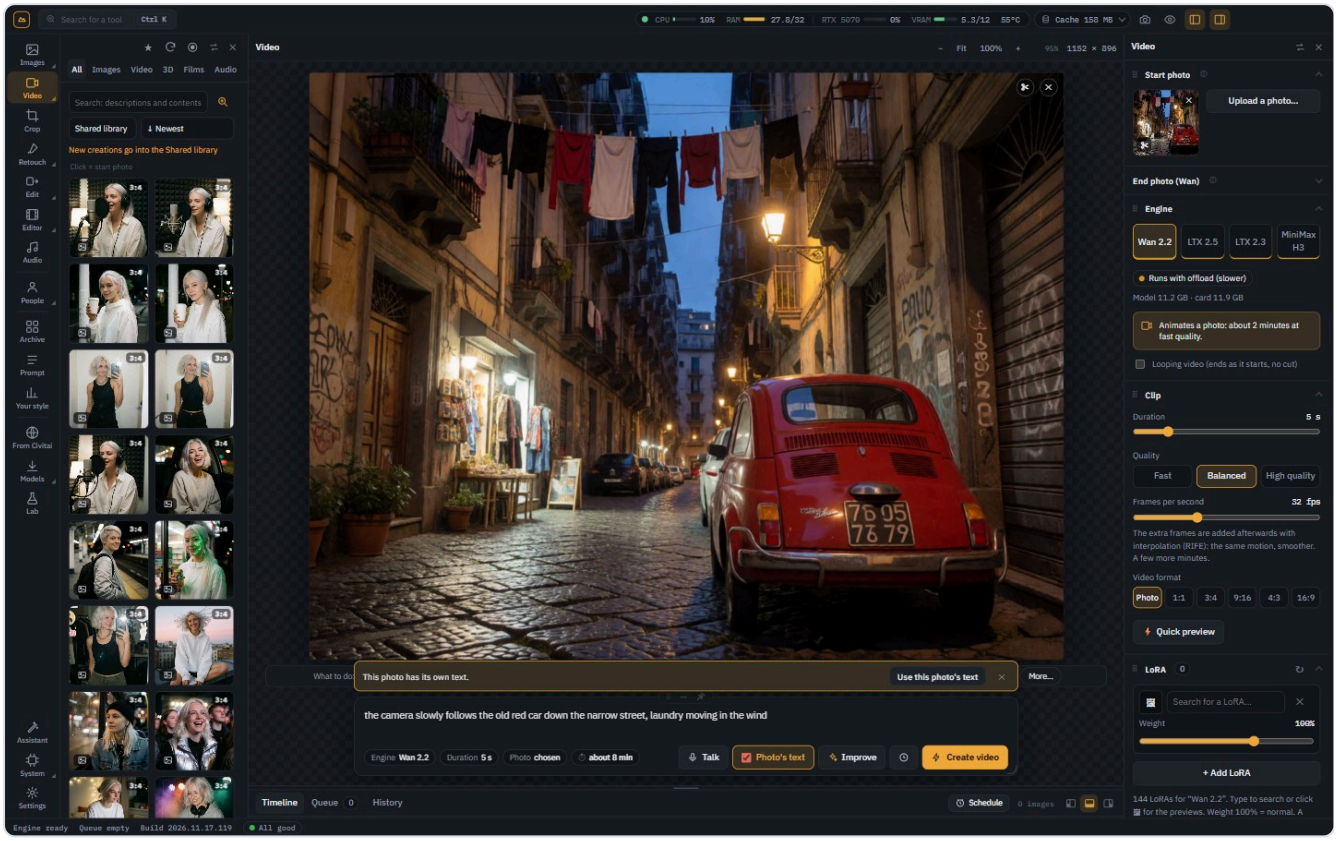
7. Edit with words



Change a photo by writing what to change: right click a picture → **Edit with words...** (or the button with the same name in the **What to do** bar). Write **one thing at a time** in **What to change** («make the shirt red», «add rain», «turn the scene into night») and press **Edit**. The photo stays the same; only what you ask for changes. It takes about 2 minutes.

Under **Model** you can choose **FLUX.2 Klein** or **Qwen 2.1**. Qwen 2.1 is the better choice to add or change written words; it is the same extra as in Images (about 17 GB the first time, non-commercial licence).

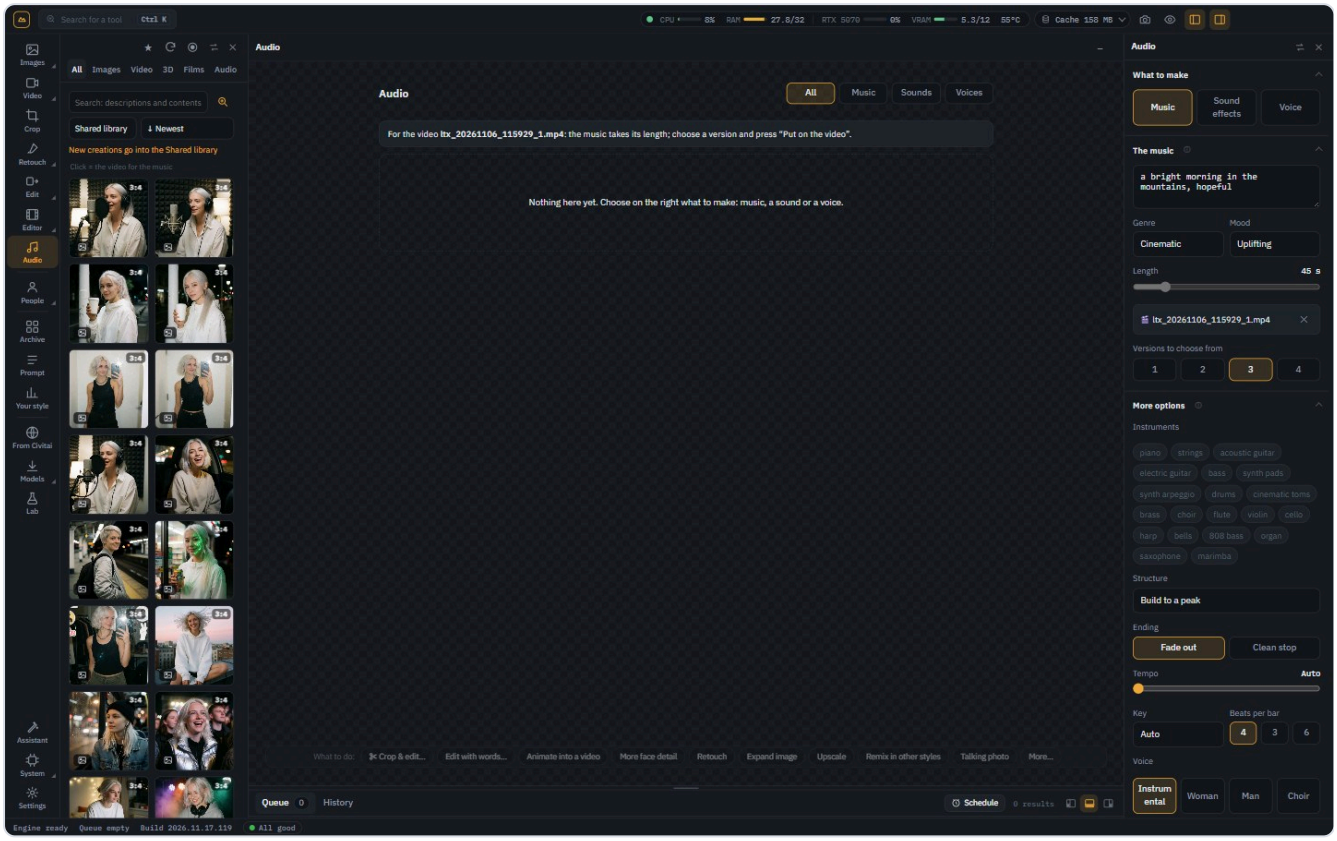
8. Videos, montage and the other tools



- **Video:** from a start photo, with **Wan 2.2** (up to 15 s per job), **LTX 2.5 / 2.3** (with voice and sound, up to 20 s per clip) or **MiniMax H3** (up to 45 s, made of 15 s pieces joined together). Before starting, Local Studio tells you how long it will take.
- **End photo (Wan):** choose a second photo and the video goes from one photo to the other.
- ⚡ **Quick preview** shows the motion in a few minutes at the lowest quality; then ✨ **Final in high quality** makes the same video, with the same seed, at the best quality.
- **Continue from where it ends** (right click a video) goes on with the engine that made it: each time up to 15 s more with Wan, 20 s with LTX, 45 s with H3, and you can do it again and again. **Extend video** and **Redo a part** make it longer or remake one piece.
- **Montage:** a timeline with cuts, crossfades, titles, music or your recorded voice, and AI morph between clips. Projects are saved by name.
- **People** (adult characters only): your avatars, a photo shoot, avatar scenes, talking photos and face swap.
- **Crop & edit, Retouch, Expand image, Upscale, Remix** (22 styles), **For social media** (formats, carousels, captions). In **Upscale**, **RelayVSR 2x (AI)** makes a video twice as big with sharper faces and hair (an extra of about 5 GB, downloaded when you choose it).
- **Audio for the video** (sounds made by AI or your own file), microphone and webcam recording.

Every job goes in the queue. You can keep working, start more jobs and reorder the queue by dragging. Click a job in the queue for its details; **Change** lets you fix a forgotten LoRA, the description, the length or the seed and send it again.

9. Audio: music, sound effects and voices



The **Audio** tool (on the left, or `N`) makes sound on your PC. On the right, under **What to make**, choose:

- **Music:** describe it in a few words, choose **Genre**, **Mood**, **Length** (up to 4 minutes) and how many **Versions to choose from** (1 to 4). **More options** opens instruments, structure, ending (**Fade out** or **Clean stop**), tempo, key, beats per bar, a singing voice with lyrics, and the seed. Press **Create the music**. Instrumental music comes out best: sung voices are the weakest part of music AI.
- **Sound effects:** ambience and effects (rain, footsteps, a door, a crowd, an engine) from a description, up to 30 s. Press **Create the sound**.
- **Voice:** write the sentence, choose the voice and the speed, press **Create the voice**.

In the middle you find the versions made, newest first, each with its player and its buttons: **Same settings, new take**, **Use these settings**, **Use in the montage**, **Save as...**, **Show in folder**. Every version is checked by itself (silence, clipping, noise, length) and made again when it fails; the volume is set the same for all (-14 LUFS, like YouTube and Spotify). Your sounds are also in the library, tab **Audio**.

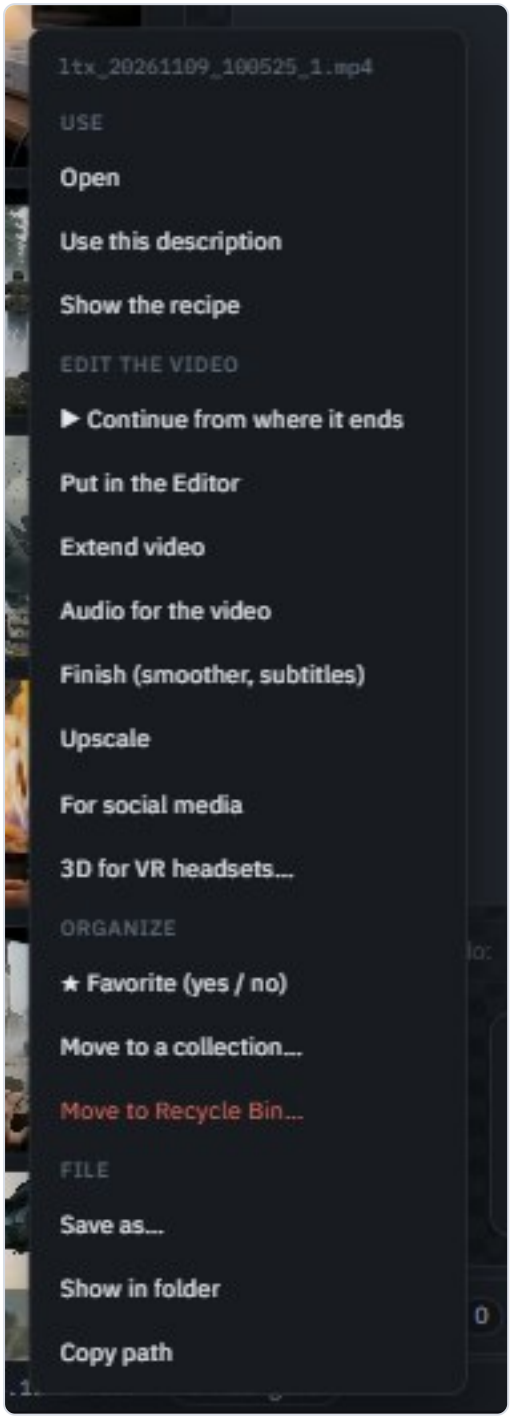
Put music on a video

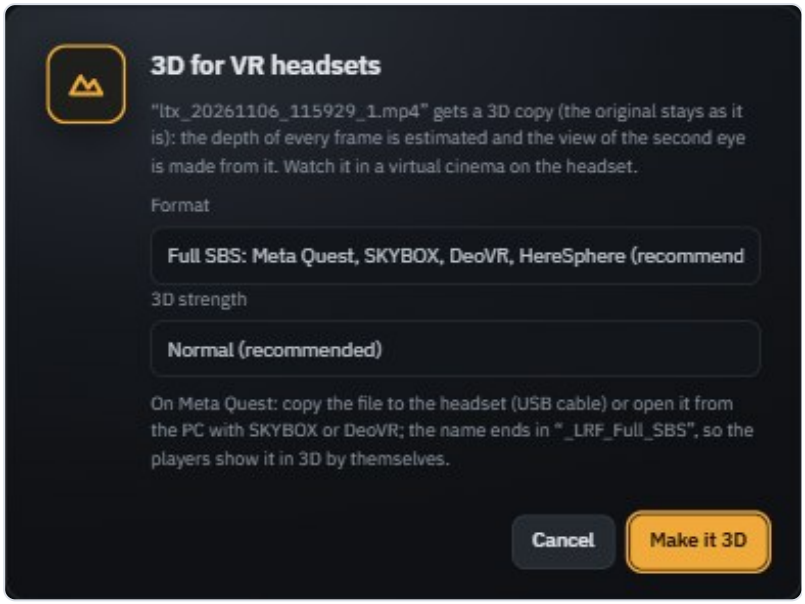
1. In the Audio tool, click a video in the library: the music takes its length.
2. Create the music (or the sound) and listen to the versions.
3. Press **Put on the video** under the one you like. The music is mixed under the video's own sound and saved as a **new video**: the original is untouched.

The music model (ACE-Step 1.5 XL) is an extra: about **18.5 GB**, downloaded the first time you ask for music. The app asks before downloading.

10. 3D for VR headsets

Any video or picture can get a **3D copy** to watch on a VR headset (Meta Quest and others) as if in a cinema: the depth of every frame is estimated and the view of the second eye is made from it.

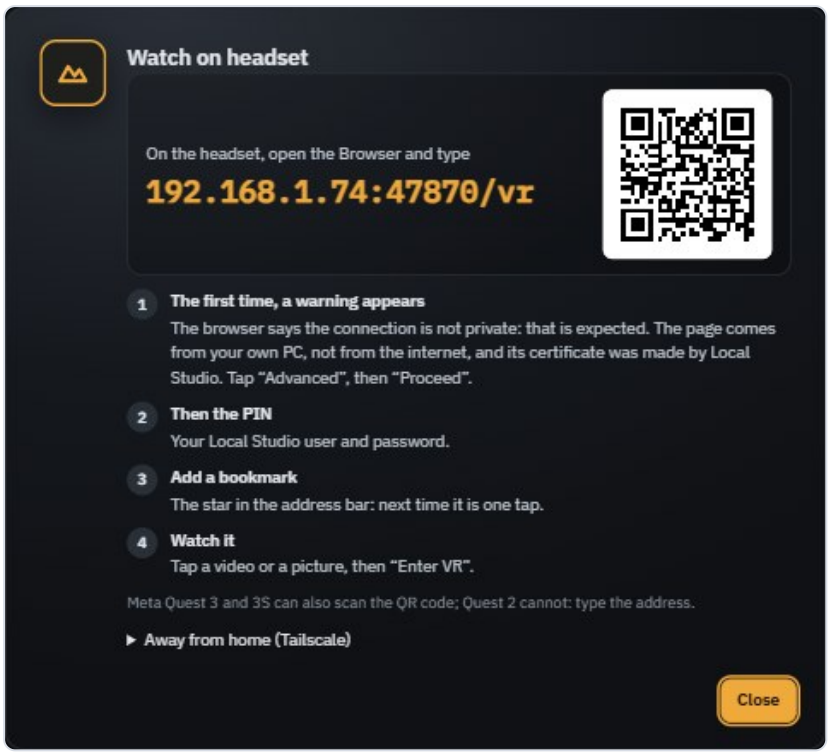




1. Right click a video or a picture → **3D for VR headsets...**
2. Choose the **Format**: **Full SBS** (Meta Quest, SKYBOX, DeoVR, HereSphere: recommended), Half SBS (older players and 3D TVs), Top-Bottom, or red-cyan glasses (no headset).
3. Choose the **3D strength** (Soft, Normal, Strong) and press **Make it 3D**.

The first time, a small extra (about 0.3 GB) is downloaded. The 3D copy goes next to your creations (folder `Outputs\3d`) and in the library tab **3D**; the original stays as it is.

Watch on headset



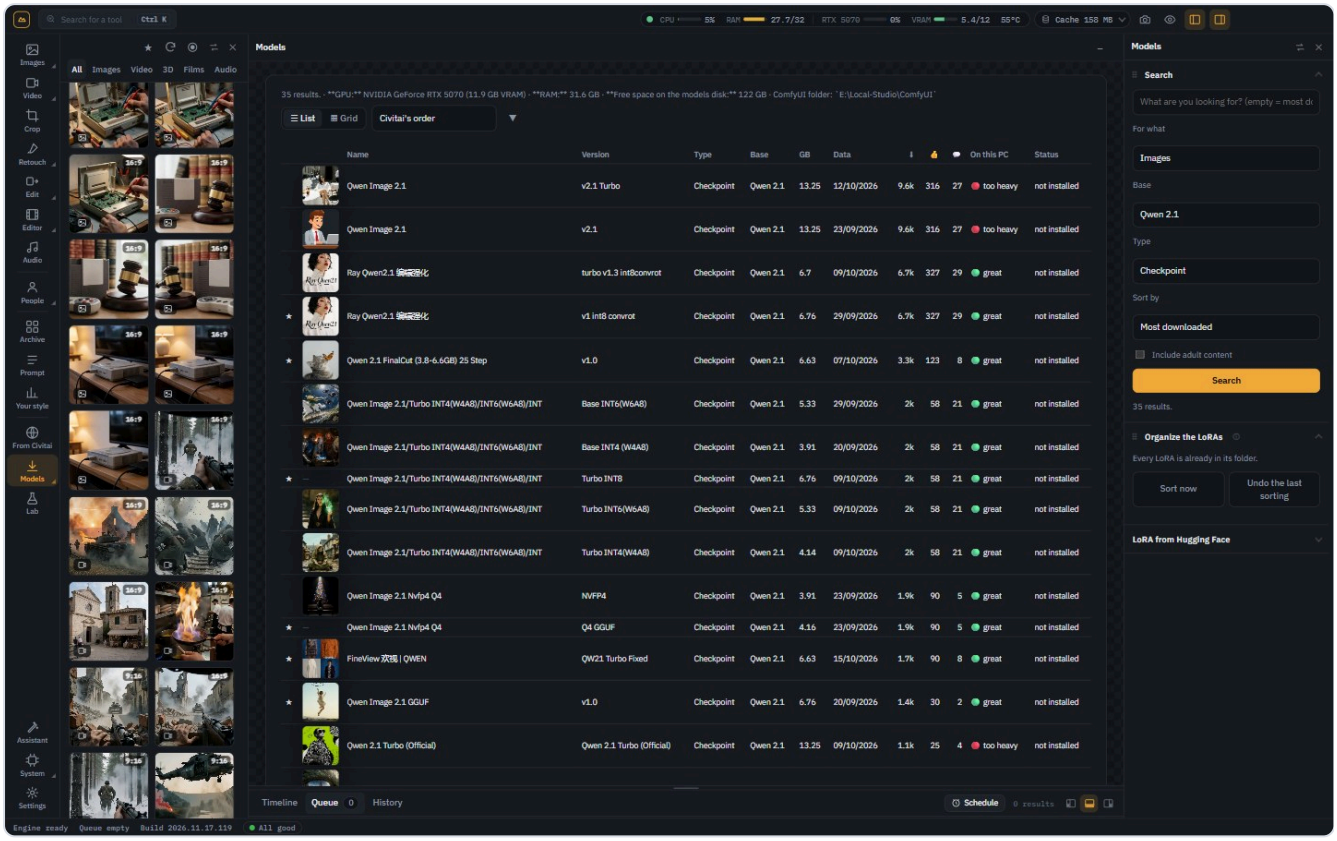
No copying and no app to install: the headset's browser opens your 3D copies straight from the PC. In the library tab **3D**, press **Watch on headset**. «From the phone» must be on (chapter 12); if it is not, the window offers **Turn on**.

1. On the headset, open the **Browser** and type the short address shown, for example `192.168.1.74:47870/vr`. Meta Quest 3 and 3S can also scan the QR code; Quest 2 cannot.
2. The first time the browser says the connection is not private: that is expected, the page comes from your own PC. Tap «Advanced», then «Proceed».
3. Sign in with your Local Studio user and password, then add a bookmark: next time it is one tap.
4. Tap a video or a picture, then **Enter VR**. The controller grips go to the previous / next video; press the stick to re-centre.

Away from home (Tailscale): the window shows the Tailscale address too. If it does not open, allow the headset page through the Windows firewall once, in PowerShell opened as administrator:

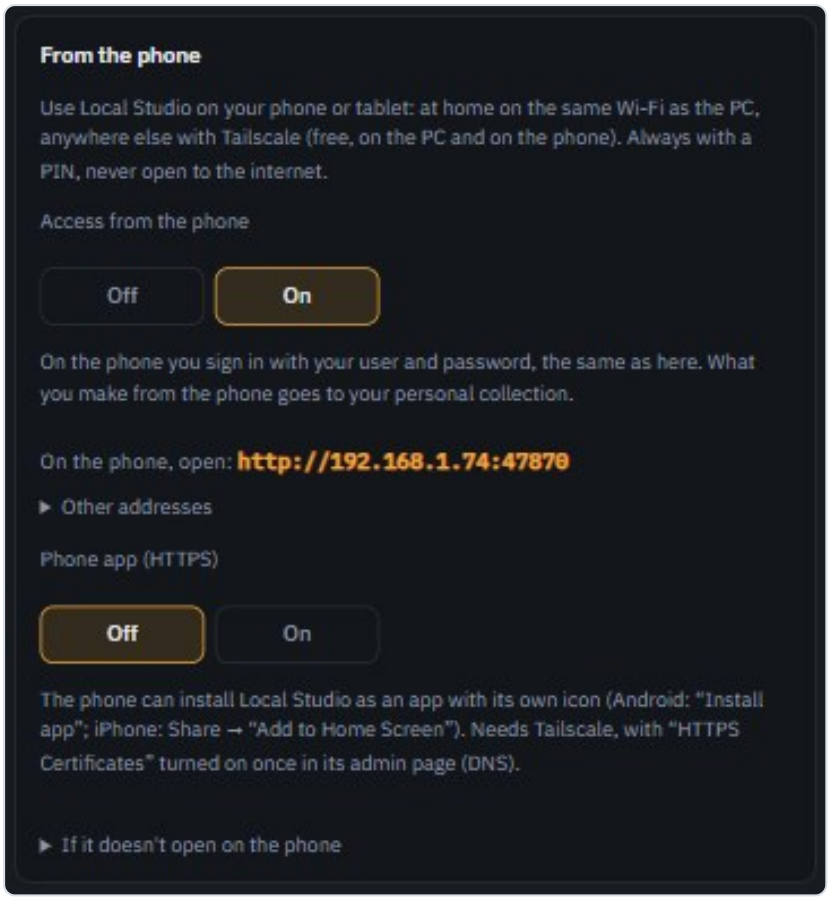
```
New-NetFirewallRule -DisplayName "Local Studio - headset (Tailscale)" -Direction Inbound -Protoc
ol TCP -LocalPort 47872 -RemoteAddress 100.64.0.0/10 -Action Allow -Profile Private
```

11. Models and LoRAs



- **Models:** search and download from Civitai and see how well each one runs on your PC (column «On this PC»). Choose **For what**, the **Base** (for example **Qwen 2.1**, Krea 2, Z-Image, SDXL, Pony, Illustrious, Wan…), the **Type** (checkpoint or LoRA) and press **Search**. Community models for Qwen 2.1 also need its text encoder and VAE: the app offers them for download when they are missing.
- A Civitai key (**Settings** → **Account**) is needed for some files. Some Hugging Face models ask you to accept their licence: open the model page signed in, press «Agree and access repository», and save a «Read» token in Settings → Account.
- **Already have models** from ComfyUI, Automatic1111, Forge, Fooocus, InvokeAI, SwarmUI, Stability Matrix, Pinokio, Kohya, FluxGym, OneTrainer, Wan2GP, LM Studio or Ollama? **Cleanup and updates** → **Find my models** looks for them on the drives you choose and puts them in order, so nothing is downloaded twice.
- **Cleanup** shows duplicate copies and which one to remove. The copies set aside by «Find my models» can be emptied with one button (Recycle Bin first; deleted for good only after you confirm).
- **Train a LoRA** (Models → Train a LoRA): name it, pick a trigger word, add 15 to 30 varied photos, press «Write the captions», choose the base model and Fast / Balanced / Quality, then «Train the LoRA». The first time it installs ai-toolkit (about 5 GB). On a 12 GB card «Fast» takes about 20 minutes.
- **Make your own checkpoint** (Models → Make your own checkpoint): mix up to three SDXL / Pony / Illustrious models and bake up to four LoRAs inside; «Try it: before and after» shows the difference, «Make the checkpoint» saves it among your models.

12. From the phone, at home and away (Tailscale)



Switch it on

On the PC: **Settings** → **From the phone**. Under **Access from the phone** choose **On**. On the phone you sign in with your **user and password**, the same as on the PC, and what you make there goes to your personal collection. (On a PC without users the phone asks for a PIN of 6 to 12 digits instead: type it here and press **Save the PIN**.) The page shows the address to open (**Other addresses** lists the rest). Nothing is ever open to the internet.

At home

With the phone on the same Wi-Fi as the PC, open the address shown there, for example `http://192.168.1.74:47870`, and sign in with your user and password. The phone gets its own app with four tabs: **Create** (a picture or a video), **Queue**, **Collections** and **Edit**. From the browser menu choose **Add to Home screen**: Local Studio gets its own icon.

If the phone does not reach the PC at home, Windows may be blocking it: when Windows asks, allow «Private networks» (the page **If it doesn't open on the phone** has a command for it).

Away from home, with Tailscale

Tailscale is free for personal use. It connects your devices privately, wherever they are.

1. Install Tailscale on the PC and on the phone and sign in to **both with the same account**. In the Tailscale admin page leave **MagicDNS** on.
2. Settings → From the phone now also shows the Tailscale address, for example `http://my-pc:47870`. It works at home and away: one address to keep.

3. **Windows Firewall, once.** Open PowerShell **as administrator** (Start → type PowerShell → right click → Run as administrator) and run:

   ```
   New-NetFirewallRule -DisplayName "Local Studio - phone (Tailscale)" -Direction Inbound -Proto
   col TCP -LocalPort 47870 -RemoteAddress 100.64.0.0/10 -Action Allow -Profile Private
   ```

   Without administrator rights it fails with «Access denied». The rule opens the port only to your own Tailscale devices; your password is still asked.

Install it as an app (HTTPS)

With an HTTPS address the phone installs Local Studio as a real app, with notifications when a job ends.

1. In the Tailscale admin page, **DNS**, turn on **HTTPS Certificates** (once).
2. On the PC: Settings → From the phone → **Phone app (HTTPS): On**. The address is shown there: `https://<pc-name>.<tailnet>.ts.net:47871`. The certificate renews by itself every month.
3. Open port 47871 too, again in PowerShell as administrator:

   ```
   New-NetFirewallRule -DisplayName "Local Studio - app (Tailscale)" -Direction Inbound -Protoco
   l TCP -LocalPort 47871 -RemoteAddress 100.64.0.0/10 -Action Allow -Profile Private
   ```

4. Android: browser menu → **Install app**. iPhone: Share → **Add to Home Screen**. In the app's Settings, **Notify me when a job ends**.

Without HTTPS, Android only makes a browser shortcut, not an app.

13. Several people, one studio

The PC window and any number of phones, browsers and headsets can be connected at the same time. They all use **the same Local Studio, the same queue and the same graphics card**. Jobs wait their turn and run one after another: a job started from the phone shows in the queue on the PC, and the other way round; the queue tells each one when it will start. The home address and the Tailscale address are two ways to reach the same studio. With users (chapter 4), everyone signs in with their own name and finds their own collections.

Two PCs

Two studios working at the same time need two PCs, each with its own graphics card and its own Local Studio (and its own place in the licence: one purchase covers 2 PCs). Tailscale gives each PC its own name, so each studio has its own address, for example `http://studio-1:47870` and `http://studio-2:47870`. On each PC turn on «From the phone» (each PC has its own users) and run the firewall command once. The phone reaches both: add each one to the Home screen and rename the icons («Studio 1», «Studio 2»). Each PC keeps its own queue, collections and settings.

14. Keeping the PC healthy

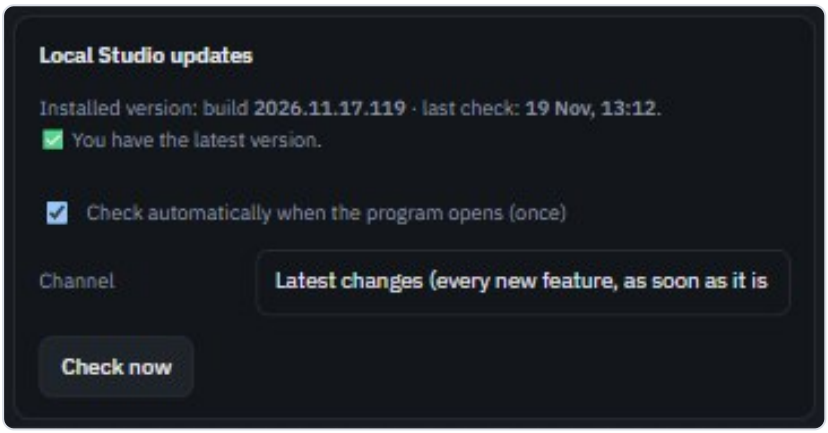
The **health dot** in the status bar is green when everything is fine. Yellow or red means something to check; click it to see what and how to fix it:

- a drive almost full (models and videos need room: a video model takes 10 to 20 GB);

- Windows using the disk as memory, which slows everything down a lot: close programs you don't use or pick lighter models;
- a graphics card that is too hot;
- an NVIDIA driver too old for your card.

When the memory is almost full, Local Studio frees it between jobs by itself, and a job that hangs the graphics card is retried once. The **System** page shows live cards for the processor, memory, graphics card and its memory, the disk and the engine, with maintenance buttons (clear the cache, clear old logs) and the log.

15. Updates



Settings → **Local Studio updates** → **Check now**, then **Update and restart**. Only the changed files are downloaded; your models, creations and settings stay. With **Check automatically when the program opens** ticked, Local Studio looks by itself once at every start. **Channel**: «Latest changes» gets every new feature as soon as it is ready, «Stable» only the versions marked as released.

The news of each version appear in the app after the update. If Local Studio does not start after an update, the previous version comes back by itself. Running a new installer on the same folder also works: it adds only what is missing.

16. Safety and privacy

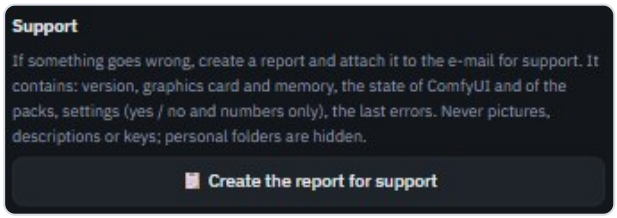
- Everything runs **on your PC**. Nothing you create is uploaded. The network is used only to download models and extras, for Civitai if you use it, for updates and for the licence check.
- **Adults only, always.** Local Studio refuses nude or sexual content with children or very young people, and tells you which word stopped the request.
- **Train a LoRA** and **Make your own checkpoint**: photos of a real person need the consent confirmation, and what is made from them never keeps explicit pictures.
- **Face swap** asks you to confirm the face is yours, an AI character's, or an adult who agreed. A real person's face is never put on explicit content.
- **Protected collections** keep their files encrypted and close by themselves when you do not use them.
- You are responsible for what you create and for the licences of the models you download (for example Qwen 2.1: non-commercial use only).

17. What Local Studio does not do

- It does not run without an NVIDIA graphics card, and not on macOS or Linux.
- It does not use the cloud: speed depends on your graphics card. Long videos with sound on an 8 to 12 GB card take time.
- It does not train whole checkpoints from scratch (it trains LoRAs, and makes checkpoints by mixing).
- Several phones share one graphics card: jobs run one after another, not at the same time.

18. If something goes wrong, and support

Problem	What to do
«No NVIDIA card»	Check the card is plugged in (and switched on, if external) and install the NVIDIA Studio driver.
The engine crashes during long videos	Install the NVIDIA **Studio** driver, then choose «Fast» quality or a shorter video.
Out of video memory	«Fast» quality, a shorter or smaller video, close other programs that use the card.
Everything is very slow	Look at the health dot: probably memory or disk. Close other programs.
A download stopped	Press the download button again: it goes on from where it stopped.
The phone does not connect away from home	Same Tailscale account on both, MagicDNS on, the firewall command run as administrator, «From the phone» on.
The headset does not open the page	Same Wi-Fi as the PC, «From the phone» on, the address typed as shown; away from home, the headset firewall command.
The activation window keeps coming back	Connect the PC to the internet and check the clock is right.
The download link of localstudiohq.com has expired	Open your account on localstudiohq.com: it gives a new link.



Support: write to **support@zeroglabs.it**. First press **Settings** → **Support** → **Create the report for support**: it makes a .zip in your Downloads folder (PC, versions, engine state, the last errors). It never contains your pictures, descriptions or keys. Attach it to your e-mail.

Local Studio · ZeroG Labs · **localstudiohq.com** · No cloud. No limits.