



CREATOR STUDIO

AetherWave MCP User Manual

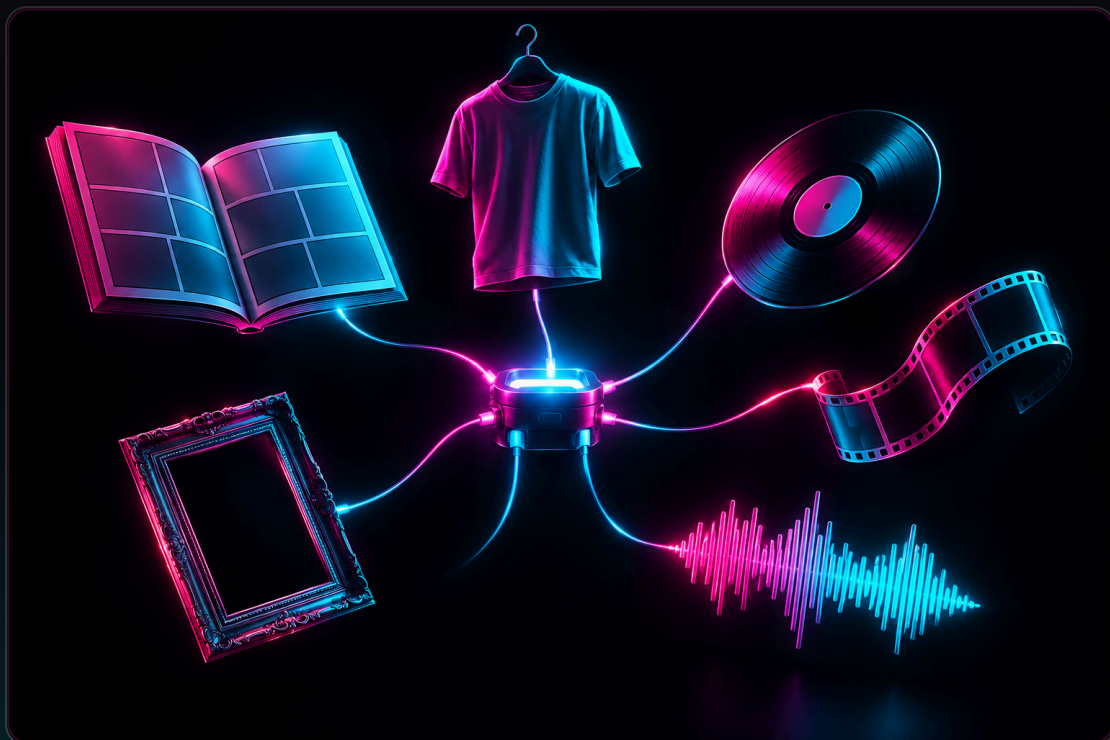
USER MANUAL

Product: AetherWave MCP server (`@aetherwave-studio/mcp`)

Connect: <https://mcp.aetherwavestudio.com/mcp> (Claude connector) or `npx -y @aetherwave-studio/mcp` (API key)

Version: 0.3.0, October 2026

Every tool named in this manual is live today.



AetherWave Studio · generated 2026-10-04

Written from the live code, not a spec. Every price below was read from the live pricing endpoints and the platform charge code on 2026-10-04. Covers everything shipped through 0.3.0: comic book tools, merch tools, character discovery, native video audio, and the 45-second answer with job tracking.

■ The idea in one paragraph

The AetherWave MCP lets an AI assistant use AetherWave Studio for you. Claude, Cursor, Continue or any Model Context Protocol client gets 31 tools: it can make images, video, music and mastered audio, edit and upscale what it made, look up your saved characters, write and draw a full comic book, and turn a design into merch with real mockups. You talk; the assistant picks the tools. Everything spends from the same credit balance you use on the website, and every result saves to your AetherWave gallery.

■ What is new in 0.3.0

- **Comic books.** Nine tools drive the Graphic Novel Engine end to end, from a one-sentence idea to a lettered PDF.
 - **Merch.** Four tools turn any image into a print file and Printful mockups; two more create products in your own Printful store.
 - **Your characters.** `aetherwave_list_characters` lets the assistant find the characters you saved in AetherWave and keep one face and voice across every video clip.
 - **Video with sound.** `generateAudio` renders speech and sound with the clip, and `referenceImages` holds a character's identity.
 - **Nothing gets lost.** Every tool answers within about 45 seconds. A job that takes longer comes back as "running" with a task ID, and `aetherwave_get_job` follows it to the end.
 - **31 default tools**, up from 16.
-

■ Part 1 - Connecting

There are two ways in. Pick one.

Option A: the Claude connector (recommended)

No key, nothing to install, and new tools reach you the day they ship.

1. In Claude or Claude Desktop open **Settings**, then **Connectors**, then **Add custom connector**.

2. Paste `https://mcp.aetherwavestudio.com/mcp`.
3. Click connect. Claude sends you to AetherWave to sign in and approve access.
4. The tools are now available in your chats.

Revoke access at any time under **Profile**, then **Developer**, then **Connected Apps**.

Option B: an API key and the npm package

For Claude Code, Cursor, Continue, your own scripts, or when you want the Printful store tools.

1. On <https://aetherwavestudio.com/profile> open the **Developer** tab and create a key. It starts with `aw_live_`. **Your first key comes with 50 free credits.**
2. Add the server to your client.

Claude Code:

```
claude mcp add aetherwave -e AETHERWAVE_API_KEY=aw_live_your_key_here -- npx -y @aetherwave-s
```

Claude Desktop, Cursor, Continue (the same block in each client's MCP config file):

```
{
  "mcpServers": {
    "aetherwave": {
      "command": "npx",
      "args": ["-y", "@aetherwave-studio/mcp"],
      "env": { "AETHERWAVE_API_KEY": "aw_live_your_key_here" }
    }
  }
}
```

3. Fully restart the client.

The package only changes when you update it. `npx -y @aetherwave-studio/mcp` picks up the newest version on each start; a pinned install does not.

Settings for the npm package

Variable	Needed	What it does
<code>AETHERWAVE_API_KEY</code>	yes	Your key, <code>aw_live_...</code>
<code>PRINTFUL_API_TOKEN</code>	for the store tools	Adds the two Printful store tools. Stays on your machine
<code>PRINTFUL_STORE_ID</code>	sometimes	Only for account-level Printful tokens
<code>AETHERWAVE_BASE_URL</code>	no	Points the tools at another AetherWave server

Try it

Ask: "Check my AetherWave balance, then generate a neon synthwave album cover."

Part 2 - How the tools behave

Credits

- One balance for the website and the MCP. No separate API plan.
- **You are charged when a result is delivered.** Failed generations are not charged, or are refunded.
- Ask the assistant to check `aetherwave_balance` before a big job. Every comic tool also reports which account is paying in an `account` field, which matters if you connect more than one account.

The 45-second answer

AI chat apps give up on a tool call after about 60 seconds. Video, music and comics routinely take longer. So every tool that starts a job waits at most about 45 seconds:

- **If the job finished**, you get the result.
- **If it is still running**, you get `state: "running"`, a `taskId` and a `kind`. The assistant then calls `aetherwave_get_job` every 10 to 15 seconds until it is done.

The job is already submitted and paid for at that point, and it saves to your gallery whatever happens to the chat. **Never resubmit a running job**; follow it with `aetherwave_get_job` instead.

Two switches on every long tool:

Switch	Effect
<code>async:</code> <code>true</code>	Start the job and return the task ID at once
<code>wait:</code> <code>true</code>	Wait for the finished result, up to several minutes. Only for clients that allow tool calls longer than 60 seconds

Following a job: `aetherwave_get_job`

Pass the `taskId` and the `kind` the tool returned.

kind	For
<code>image</code>	generate, edit, upscale, reframe and background removal for images
<code>video</code>	generate_video
<code>video-edit</code>	upscale, reframe and background removal for video
<code>music</code>	generate_music
<code>merch-mockup</code>	merch_mockup (the task ID is its taskKey)
<code>comic-export</code>	comic_export (also pass the <code>projectId</code>)

It also recovers a job whose chat call timed out: the work keeps running and saving on AetherWave's side.

Where results go

Every image, video and track saves to your gallery at <https://aetherwavestudio.com/gallery.html> with a permanent link. `aetherwave_list_my_creations` reads the gallery back, which is how the assistant chains one result into the next.

■ Part 3 - Account and discovery tools (all free)

Tool	What it returns
<code>aetherwave_balance</code>	Your credit balance and plan
<code>aetherwave_list_image_models</code>	Every live image model with its price, inputs and options
<code>aetherwave_list_video_models</code>	Every live video model with price per second, lengths and resolutions
<code>aetherwave_list_master_presets</code>	The 12 mastering presets with target loudness
<code>aetherwave_list_my_creations</code>	Your gallery, filtered by <code>image</code> , <code>video</code> or <code>audio</code> , newest first, with paging
<code>aetherwave_list_characters</code>	Your saved characters (see Part 7)
<code>aetherwave_get_job</code>	The state of any running job (see Part 2)

The two model lists are the source of truth for prices. The assistant should read them whenever you ask for a model by name or care about cost.

■ Part 4 - Images

`aetherwave_generate_image`

Text to image, or image to image with `referenceImages` .

Model	Price	Good for
<code>grok-image-t2i</code> (default)	6 credits, 2 images	Fast, general purpose, two options to pick from
<code>gpt-image-2-t2i</code>	9 at 1K, 12 at 2K, 1 image	The strongest single image: realism, illustration, lettering
<code>z-image-turbo</code>	2	Quick, cheap tests
<code>seedream-v4-t2i</code>	7	Sharp detail, up to 4K
<code>nano-banana-2</code>	8 at 1K, 12 at 2K, 18 at 4K	Clean commercial looks
<code>grok-image-quality-t2i</code>	14	Premium Grok quality

Options: `aspectRatio` (for example `1:1` , `16:9` , `9:16`), `resolution` (`1K` , `2K` , and `4K` on some models), `numImages` , `negative_prompt` , `seed` .

`aetherwave_edit_image`

Changes an existing image by instruction: "add a moon", "swap the background for a neon city", "make it a comic panel".

Model	Price
<code>grok-image-i2i</code> (default)	10 credits, 1 image
<code>seedream-v4-edit</code>	7 credits per image, up to 4K
<code>flux-kontext-pro</code>	7 credits, best at small, precise edits that keep a face the same
<code>qwen-image-edit</code>	6 credits
<code>gpt-image-1.5-i2i</code>	6 at medium, 31 at high quality; slow (about 5 minutes)

Source links with spaces or brackets can fail at the provider. Use clean links, such as the gallery links AetherWave gives you.

`aetherwave_upscale_image`

Upscales an image **2x** or **4x** for 4 credits. Pass `upscaleFactor`: `"2x"` or `"4x"` .

`aetherwave_reframe_image`

Extends an image to a new aspect ratio by painting new edges: `1:1`, `16:9`, `9:16`, `4:3`, `3:4`, `21:9`. Speed sets the price: `turbo` 5, `balanced` 10 (default), `quality` 14.

`aetherwave_remove_background`

A clean transparent cutout for 5 credits, with an automatic second provider if the first one fails.

■ Part 5 - Video

`aetherwave_generate_video`

Text to video, or image to video with `imageUrl`. A render takes 1 to 8 minutes, so this tool almost always answers "running" and the assistant follows it with `aetherwave_get_job`.

Model	Price	Good for
<code>grok-imagine-t2v</code> (default)	4 credits a second at 480p, 7 at 720p	Fast, cheap, general purpose
<code>seedance-2-mini</code>	6 a second at 480p, 12 at 720p	Characters that speak; audio included
<code>seedance-pro-t2v</code>	3 to 10 a second	Smooth camera moves
<code>kling-3.0-standard-t2v</code>	20 a second, 28 with audio	Cinematic motion
<code>veo3-fast</code> / <code>veo3-lite</code> / <code>veo3-quality</code>	84 / 42 / 350 for an 8-second clip	Google VEO 3.1

Read `aetherwave_list_video_models` for every model and price.

Settings that matter:

- `duration` in seconds, `resolution` (`480p` to `2K` depending on model), `aspectRatio`.
- `generateAudio: true` renders speech and sound with the clip. **Without it the clip is silent.** It costs nothing extra on Seedance 2.
- `referenceImages` (up to 9) holds a person or product the same across the clip.
- `imageUrl` **and** `referenceImages` **do not mix.** A first frame switches the engine into first-frame mode and drops the references, so passing both is refused.
- `endImageUrl` sets a last frame on models that support it.

`aetherwave_upscale_video`

Upscales a clip to `1080p` (7 credits a second, clips up to 53 seconds) or `2k` (9 credits a second, up to 23 seconds). The source must be 30 frames a second or less.

`aetherwave_reframe_video`

Changes a clip's aspect ratio (`16:9` , `9:16` , `1:1` , `4:3` , `3:4` , `21:9`) and paints the new edges, 17 credits a second. `reframePrompt` steers what appears in the new space, for example "extend the sky with sunset clouds".

`aetherwave_remove_background_video`

Removes the background frame by frame, 2 credits a second. `bgType: "transparent"` gives a WebM with transparency; `bgType: "color"` with `customColor` gives a solid background (green by default).

■ Part 6 - Music and audio

`aetherwave_generate_music`

Suno, two tracks per request, 20 credits per request. Default model V5.5; also `V5` , `V4_5` , `V4` , `V3_5` .

- `prompt` : the style, mood and topic.
- `lyrics` : your own words. Leave it out and Suno writes them.
- `instrumental: true` for no vocals.
- `title` , and `vocalGender` (`m` or `f`) with lyrics.
- With lyrics only: `styleWeight` (stick to the style or roam), `weirdnessConstraint` (safer or stranger), `audioWeight` , and `negativeTags` (sounds to avoid, for example "screaming, distorted guitar").

`aetherwave_master_audio`

AI mastering for an MP3 or WAV, 20 credits a track, **free on Artist, Producer, Mogul and Ultimate plans**. Pick one of 12 presets:

Preset	Target loudness	For
streaming	-14 LUFS	Spotify, Apple Music, YouTube
loud	-9	Competitive loudness
gentle	-16	Acoustic, classical, jazz
hip_hop	-11	Heavy low end, crisp highs
edm	-10	House, techno, drops
pop	-12	Radio-ready polish
rock	-12	Punchy mids
lofi	-14	Warm and relaxed
rnb	-13	R&B and soul
acoustic	-16	Keeps the dynamics
cinematic	-18	Wide dynamics
podcast	-16	Voice forward

The result is a WAV saved to your gallery. Mastering has no task ID: if it outlives the 45-second answer, it is still finishing and will appear in `aetherwave_list_my_creations` with type `audio`. Do not resubmit.

Part 7 - Your characters in video

A character is a recurring person you created in AetherWave's UGC Studio: a locked face, an approved pack of reference images, a voice and a personality. `aetherwave_list_characters` (free, optional `name` filter) is how the assistant finds them. Without it, "shoot this with my Amy character" gets a new stranger in every clip.

The loop the assistant runs for each shot:

1. `aetherwave_list_characters` with the character's name.
2. Write the shot, then add the character's `identityBlock` **word for word** and their voice description.
3. `aetherwave_generate_video` with the character's `referenceImages`, `generateAudio: true`, and `async: true`.
4. `aetherwave_get_job` until the clip is done.
5. Repeat per shot, then put the clips in order.

The four rules that keep a character consistent:

1. **Copy the identity block exactly.** Rewording it breaks the lock; identical text is the mechanism.
2. **Pass** `referenceImages` , **never** `imageUrl` . A first frame drops the references.
3. **Keep the voice text identical** in every clip.
4. **Turn on** `generateAudio` for anything with dialogue.

Writing lines to length. The engine fits the line to the clip length you ask for by changing pace. Budget about **2 words per second** of clip.

Check the speech before you assemble. A clip can come back saying the wrong words and still report success. On a 22-clip production, four clips were mis-spoken. Transcribe each clip and compare it with the script, and re-shoot the ones that do not match.

■ Part 8 - Comic books

Nine tools make a finished, lettered comic. You say something like:

Make me a 12-page adventure comic about a young courier and her grumbling mechanic uncle who fly the last airmail balloon over the Alps at night. All ages. Keep it under 350 credits.

The tools

Tool	What it does	Cost
<code>aetherwave_comic_estimate</code>	A quote for a page count before anything is made	free
<code>aetherwave_comic_create</code>	Creates the book: title, premise, genre, art style, page count, cast	free
<code>aetherwave_comic_character_reference</code>	<code>generate</code> : draws 1 to 4 full-body references for a character in the book's style. <code>approve</code> : locks the one you choose	6 per drawing
<code>aetherwave_comic_write_script</code>	Writes chapters, pages, panels, dialogue and captions (2 to 3 minutes)	charged on use, about 40 for 12 pages
<code>aetherwave_comic_draw</code>	Draws every panel still missing, one after another	9 per panel, only when the panel succeeds
<code>aetherwave_comic_status</code>	Progress, failed panels with reasons, pages, and the next step	free
<code>aetherwave_comic_redraw_panel</code>	Redraws one panel, optionally with a reworted scene	9 on success
<code>aetherwave_comic_assemble</code>	Lays out and letters the pages (about 4 seconds a page)	free
<code>aetherwave_comic_export</code>	A PDF, EPUB, CBZ or bundle as a download link that lasts about a day	free

The order

1. `aetherwave_balance` , then `aetherwave_comic_estimate` .
2. `aetherwave_comic_create` .
3. `aetherwave_comic_character_reference` with `generate` for each character, then `approve` the best one.
4. `aetherwave_comic_write_script` , then `aetherwave_comic_status` until the script is ready. The status now shows `creditsToFinishDrawing` , the real price of the panels.
5. `aetherwave_comic_draw` . `maxCredits` caps how much the run may spend.
6. `aetherwave_comic_status` every few minutes until every panel is drawn.
7. `aetherwave_comic_assemble` , then `aetherwave_comic_export` .

Measured on a real book

"The Last Balloon Post" was made exactly this way: **12 pages, 27 panels, 301 credits** (243 for panels, 40 for the script, 18 for three references). The estimate had quoted 462, because it assumes 4 panels a page; re-quote from `creditsToFinishDrawing` once the script exists. Drawing took about 65 minutes, about 80 minutes end to end. Nine panels failed along the way (content refusals, provider errors, a server restart) and none were charged; all were drawn on a later run. The PDF was 130 MB, which is why export returns a link.

Rules

- **Approve references before the script.** The script reads the approved description; an unapproved character drifts between panels.
- **A stopped run is not a finished book.** If `aetherwave_comic_status` says `drawing: "stalled"`, call `aetherwave_comic_draw` again. It only draws what is missing and never starts twice.
- **Reword, do not retry, a refused panel.** The reason is in the status. Use `aetherwave_comic_redraw_panel` with a new `prompt`. Physical contact between an adult and a child is refused even in an all-ages book.
- **Rewriting the script deletes every panel.** `aetherwave_comic_write_script` refuses on a book that has panels unless you pass `replaceExisting: true`.
- **Assemble again after a redraw.** The status lists those pages under `pages.staleSinceAssembly`.
- **References must be permanent links**, such as your gallery links.

You can open and edit the same book in Graphic Novel Studio on the website at any time.

■ Part 9 - Merch and your Printful store

Make a tee that says NIGHT SHIFT in chrome letters, put it on a black Bella+Canvas 3001, show me mockups, then add it to my Printful store at \$29.99.

Tool	What it does	Cost
<code>aetherwave_merch_garments</code>	Tees, tanks, hoodies and hats: colors, US in-stock sizes, print areas in inches, embroidery thread colors	free
<code>aetherwave_merch_prepare_design</code>	Turns any image (gallery link, data link or a local file) into a transparent, trimmed print file. <code>knockout</code> removes a plain background without eating white lettering inside the art	1
<code>aetherwave_merch_mockup</code>	Builds the print file at the garment's real print area and resolution, then renders Printful mockups. Up to 20 an hour	3, refunded if the render fails
<code>aetherwave_merch_mockup_status</code>	Checks a mockup that outlived the 90-second wait	free
<code>aetherwave_printful_create_product</code>	Creates the product in your own Printful store	free
<code>aetherwave_printful_list_products</code>	Lists your store's products	free

A wrong garment, color or placement is refused before anything is charged.

Connect your Printful store

The two store tools appear only on the npm package (Option B), and only when you add your Printful token:

```
"env": {
  "AETHERWAVE_API_KEY": "aw_live_...",
  "PRINTFUL_API_TOKEN": "your Printful private token"
}
```

Create the token in Printful under **Settings**, then **API**; a private token for one store is simplest. **The token is only used between your machine and Printful and is never sent to AetherWave.** From Printful, products publish to Shopify, Etsy and your other channels as usual.

Before you sell: Printful charges you per order for the garment, printing and shipping, and often US sales tax. Make sure your price covers it, and only print artwork and words you have the rights to.

■ Part 10 - Recipes

Things to ask for, and what the assistant does.

- **"Make three album cover options, upscale the one I pick, and give me a square and a 9:16 version."** generate_image, then upscale_image, then reframe_image twice.
 - **"Write and produce a lo-fi track about rain, then master it for Spotify."** generate_music, then master_audio with `streaming`.
 - **"Animate my last image into a 6-second loop with sound."** list_my_creations, then generate_video with `imageUrl` and `generateAudio`.
 - **"Shoot a 4-clip ad with my character Amy introducing the new app."** list_characters, then four generate_video calls with her references, then get_job for each.
 - **"Cut the background out of this product video and put it on solid white."** remove_background_video with `bgType: "color"` and `customColor: "#ffffff"`.
 - **"Make a 6-page comic of this story under 200 credits."** The Part 8 order, with `maxCredits` on the draw.
 - **"Put my band logo on a black hoodie and show me the mockups."** prepare_design, then merch_mockup.
-

Costs at a glance

What	Credits
Account, model lists, gallery, characters, job checks	free
Image	1 to 34 (default 6 for 2 images)
Image edit	6 to 34 (default 10)
Upscale image 2x or 4x	4
Reframe image	5, 10 or 14
Remove background (image)	5
Video	3 to 143 a second; VEO 3.1 fixed 42 to 350 a clip (default 4 a second at 480p)
Upscale video	7 a second (1080p), 9 a second (2K)
Reframe video	17 a second
Remove background (video)	2 a second
Music (2 tracks)	20
Mastering	20, free on Artist, Producer, Mogul and Ultimate
Comic book	6 a reference, about 40 a 12-page script, 9 a panel
Merch	1 to prepare, 3 a mockup

Live prices are always in `aetherwave_list_image_models` and `aetherwave_list_video_models`.

■ Troubleshooting

What you see	What to do
"AETHERWAVE_API_KEY environment variable is required"	The client is not passing the key. Check the <code>env</code> block, then fully restart the client
401, invalid API key	The key was revoked or replaced. Create a new one under Profile, then Developer
402, insufficient credits	Check <code>aetherwave_balance</code> and top up at https://aetherwavestudio.com/buy-credits
A tool answered <code>state: "running"</code>	Normal for long jobs. Follow it with <code>aetherwave_get_job</code> ; do not resubmit
The chat said the call timed out	The job kept running. Use <code>aetherwave_get_job</code> with the task ID, or find it in your gallery
"Unprocessable Entity" on a reframe	The source link has spaces or brackets. Use a clean gallery link
Comic status says <code>drawing: "stalled"</code>	Call <code>aetherwave_comic_draw</code> again; it only draws what is missing
A comic panel keeps being refused	Reword it with <code>aetherwave_comic_redraw_panel</code> and a new <code>prompt</code>
A video character has a different face in each clip	Use <code>referenceImages</code> , not <code>imageUrl</code> , and copy the identity block word for word
The Printful tools are missing	They only appear on the npm package with <code>PRINTFUL_API_TOKEN</code> set

■ Known gaps

- **Mastering has no task ID.** A master that outlives the call can only be found in the gallery. A server change to give it one is planned.
- **Upscale video reaches 2K.** 4K and 8K exist on the website and are coming to the MCP in 0.3.1.
- **Suno V6 is on the website but not yet in the MCP's model list** (the MCP tops out at V5.5).
- **Some tool descriptions in 0.3.0 quote older prices or retired models** (image upscale factors, a few image and video model names). The prices in this manual are the live ones; the descriptions are corrected in 0.3.1.
- **Soul Forge band creation** stays on the website only.

Version history

Version	Date	What changed
0.3.0	2026-10-04 on npm	Comic tools, merch tools, list_characters, get_job, native video audio and reference images, 45-second answer, 31 tools
0.2.11	2026-08	Music style weights and negative tags, client version on every request