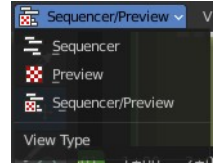


## 13.1.3 Editors - Video Sequence Editor - Header - View Menu

Type of Sequencer View.....	2
View Menu in Preview window.....	2
Sidebar.....	2
Toolbar.....	2
Zoom In.....	2
Zoom Out.....	2
Fit Preview in Window.....	2
Zoom Border.....	3
Fractional Zoom.....	3
Proxy.....	3
Setup.....	3
Rebuild.....	3
Scene Render Size.....	3
Sequence render Image.....	3
Sequence render Animation.....	3
Toggle Sequencer/Preview.....	3
Area.....	4
Horizontal Split.....	4
Vertical Split.....	4
Duplicate Area into New Window.....	4
Toggle Maximize Area.....	4
Toggle Full screen Area.....	4
View Menu in Sequencer window.....	4
Sidebar.....	5
Toolbar.....	5
Adjust Last Operation.....	5
Zoom In.....	5
Zoom Out.....	5
Zoom Border.....	5
Frame all.....	5
Frame selected.....	5
Refresh all.....	5
Sequence render Image.....	5
Sequence render Animation.....	5
Toggle Sequencer/Preview.....	5
Area.....	6
Horizontal Split.....	6
Vertical Split.....	6
Duplicate Area into New Window.....	6
Toggle Maximize Area.....	6
Toggle Full screen Area.....	6

## Type of Sequencer View

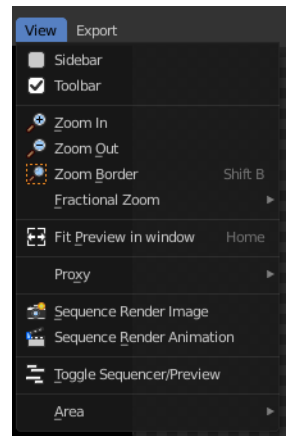
The Video Sequence Editor is two editors in one. The Preview sequencer view is a preview window. Here plays the video. The Sequencer sequencer view is the view that contains the video and audio strips.



The view menu for Sequencer/Preview contains the same menu items than in the other two views. So we won't explicitly list it here again.

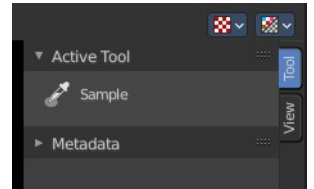
## View Menu in Preview window

The View menu contains all View related tools.



### Sidebar

Shows or hides the sidebar at the right in the viewport.



### Toolbar

Shows or hides the toolbar at the left.

### Zoom In

Zooms in.

### Zoom Out

Zooms out.

### Fit Preview in Window

Zooms in or out until the video displays fitting in the viewport.

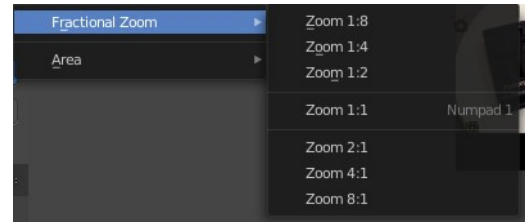


## Zoom Border

Zooms to the selection.

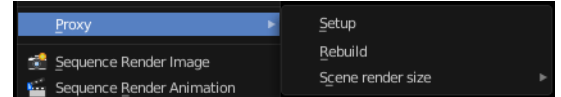
## Fractional Zoom

A set of predefined zoom factors.



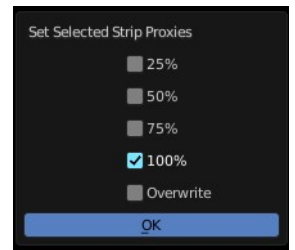
## Proxy

Proxy works just with movie or image strips. What it does is to create a smaller set of preview images. This speeds up the calculation while you are at editing the video. The final result uses the final images again then.



## Setup

Calls a panel where you can choose the resolution of the proxy images. Clicking OK starts the creation process.

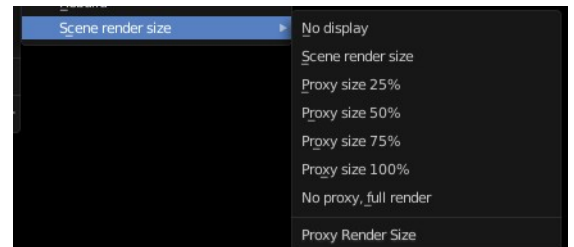


## Rebuild

Recreates the proxy images

## Scene Render Size

What render size the display should choose.



## Sequence render Image

Renders an image of the current frame.

## Sequence render Animation

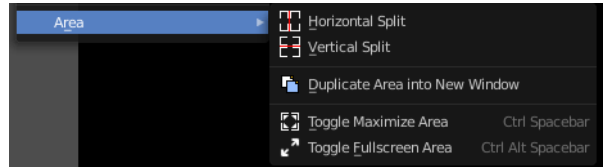
Renders the animation in the preview range.

## Toggle Sequencer/Preview

Toggles the type of sequencer view between Sequencer or Preview.

## Area

This menu contains general view functionality. And exists in most other editor types too.



## Horizontal Split

Splits the current view horizontally into two independent editor windows.

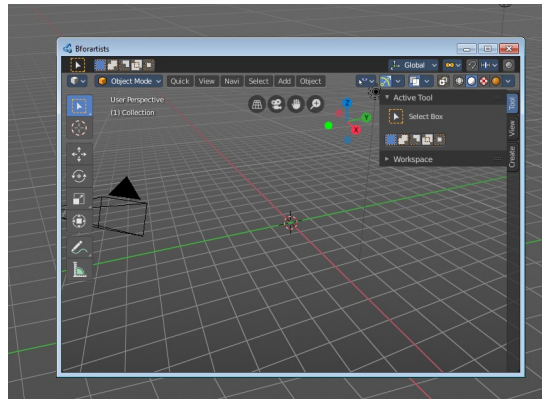
## Vertical Split

Splits the current view vertically into two independent editor windows.

## Duplicate Area into New Window

Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI anymore.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.



## Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + spacebar. Or reuse the menu item in the area menu.

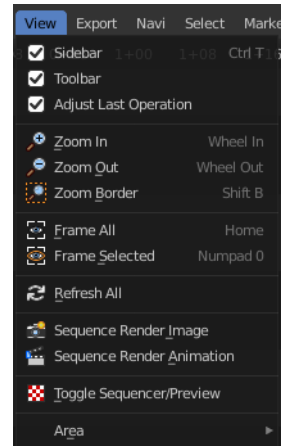
## Toggle Full screen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + spacebar.

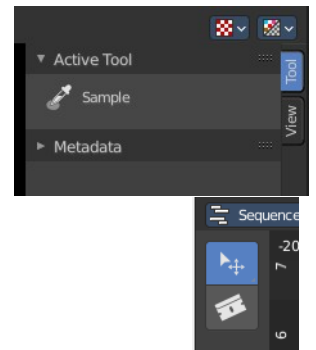
# View Menu in Sequencer window

The View menu contains all View related tools.



## Sidebar

Shows or hides the sidebar at the right in the viewport.



## Toolbar

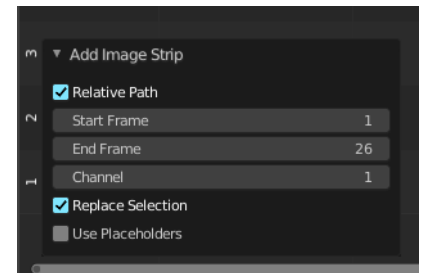
Shows or hides the toolbar at the left.

## Adjust Last Operation

Displays the Adjust last operation panel down left.

## Zoom In

Zooms in.



## Zoom Out

Zooms out.

## Zoom Border

Zooms to the selection.

## Frame all

Zooms in or out to display all elements fitting into the view.

## Frame selected

Zooms in or out to display the currently selected element fitting into the view.

## Refresh all

Refreshes the sequence editor.

## Sequence render Image

Renders an image of the current frame.

## Sequence render Animation

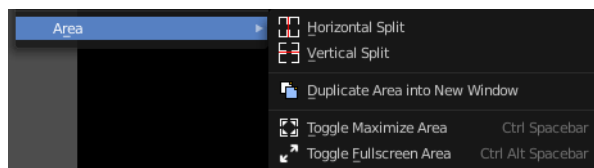
Renders the animation in the preview range.

## Toggle Sequencer/Preview

Toggles the type of sequencer view between Sequencer or Preview.

## Area

This menu contains general view functionality. And exists in most other editor types too.



## Horizontal Split

Splits the current view horizontally into two independent editor windows.

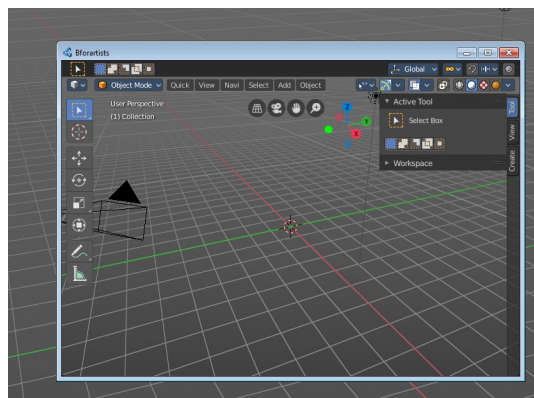
## Vertical Split

Splits the current view vertically into two independent editor windows.

## Duplicate Area into New Window

Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI anymore.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.



## Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + spacebar. Or reuse the menu item in the area menu.

## Toggle Full screen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + spacebar.