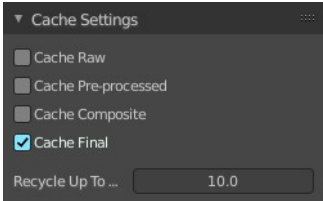


13.3.6 Editors - Video Sequence Editor - Sidebar - Sequencer - Proxy&Cache tab

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Cache Settings panel

The Cache is used to save frames in memory for preview, so they can be later displayed much faster than rendered from scratch. Cache capacity can be set in System tab of the Preferences.



In this panel you can set up types of images that will be cached for all strips.

Cache Raw

Cache raw images read from drive, for faster tweaking of strip parameters at the cost of memory usage.

Cache Preprocessed

Cache preprocessed images, for faster tweaking of effects at the cost of memory usage.

Cache Composite

Cache intermediate composited images, for faster tweaking of stacked strips at the cost of memory usage.

Cache Final

Cache final image for each frame.

Recycle Up To Cost

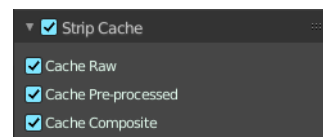
Only frames with cost lower than this value will be recycled.

Each stored image has a cost assigned. Cost is calculated as ratio of time spent on rendering to maximum possible time to keep up with chosen frame rate. The higher the cost, the harder it is to render image.

Maximum image cost is limited to arbitrary value of 10.

Strip Cache panel

Similar to Cache Settings Panel, this panel sets the types of images that will be cached for the active strip.



Enable Strip Cache

Enable overriding the cache defaults. When disabled, Cache Settings will be used.

Cache Raw

Cache raw images read from drive, for faster tweaking of strip parameters at the cost of memory usage.

Cache Preprocessed

Cache preprocessed images, for faster tweaking of effects at the cost of memory usage.

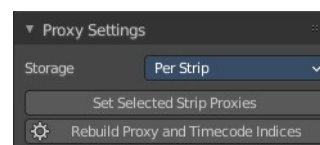
Cache Composite

Cache intermediate composited images, for faster tweaking of stacked strips at the cost of memory usage.

Proxy Settings Panel

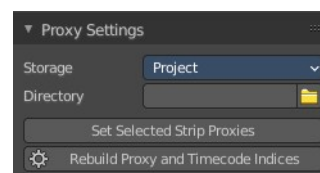
Storage

Defines whether the proxies are for individual strips or the entire sequence.



Per Strip

Proxies are stored in the directory of the input.



Project

All proxies are stored in one directory.

Proxy Directory

The location to store the proxies for the project.

Set Selected Strip Proxies

Set proxy size and overwrite flag for all selected strips.

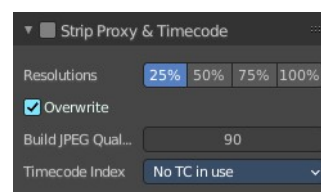
Rebuild Proxy and Time code Indices

Generates Proxies and Time codes for all selected strips, same as doing Strip ? Rebuild Proxy and Time code indices.

Strip Proxy & Time code panel

Resolutions

Buttons to control how big the proxies are. The available options are 25%, 50%, 75%, 100 percent of original strip size.



Overwrite

Saves over any existing proxies in the proxy storage directory.

Build Jpeg Quality

Defines the quality of the JPEG images used for proxies.

Time code Index

When you are working with footage directly copied from a camera without pre-processing it, there might be bunch of artifacts, mostly due to seeking a given frame in sequence. This happens because such footage usually does not have correct frame rate values in their headers. This issue can still arise when the source clip has the same frame rate as the scene settings. In order for Blender to correctly calculate frames and frame rate there are two possible solutions:

Preprocess your video with e.g. MEncoder to repair the file header and insert the correct keyframes.

Use Proxy/Time code option in Blender.

The following time codes are supported:

No TC in use – do not use any time code

Record Run

Free Run

Free Run (rec date)

Record Run No Gaps

Note! Record Run is the time code which usually is best to use, but if the clip's file is totally damaged, Record Run No Gaps will be the only chance of getting acceptable result.