

14.3.3 Editors - Video Sequence Editor - Sidebar - Sequencer - Strip tab

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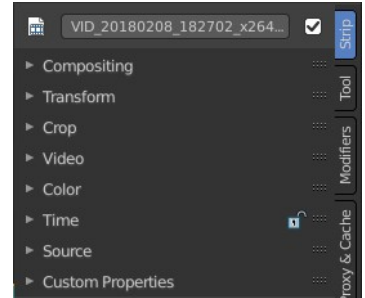
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Strip Tab

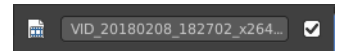
The strip tab contains all the strip type related settings. For the different strip types see the Add menu.

Some panels have the same content for all strip types. Some not. Some strip types have their own panels.



Strip tab header

In the strip tab header you will see an icon for the current strip type. The name of the strip. And a checkbox to set this strip active.

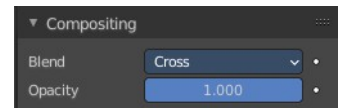


The strip can be renamed by double clicking left into the edit box.

Compositing Panel

Blend

The blend method to control how the strip combines with other strips.



Opacity

How much the strip color affects other strips.

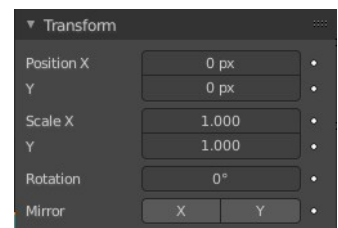
Transform Panel

Position X

The X offset.

Y

The Y offset.



Rotation

The rotation around the image center.

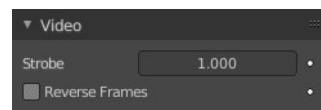
Mirror

Flip on the X and/or Y axis.

Video Panel

Strobe

Don't display every frame, but just every nth frame.



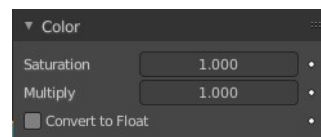
Reverse Frames

Reverse the frame order.

Color Panel

Saturation

The intensity of the input color.



Multiply

Multiply colors by this factor.

Convert to Float

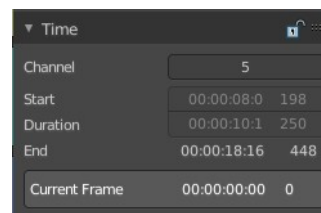
Convert input to float data.

Time Panel

Time related settings.

Lock

Lock strip so that it cannot be transformed.



Channel

The channel of the strip.

Start

The start frame of the strip.

Duration

The duration of the strip.

End

The end frame of the strip.

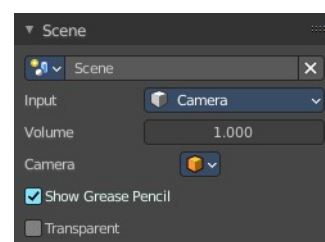
Current Frame

Info box that displays the position of the frame cursor.

Scene Panel

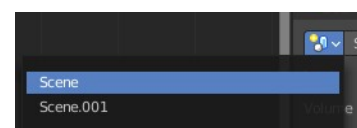
This panel just shows with strip type scene.

Scene Property



Scene Browser

A scene browser that contains the available scenes in the file.



Scene edit box

The name of the scene. It can be renamed by double clicking into the edit box.

Remove

Remove the scene as the active one. Note that the scene is still available in the scene browser.

Input

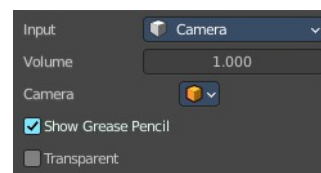
Type of input to use. The camera of the scene. Or a file from the sequencer in this scene.



Camera settings

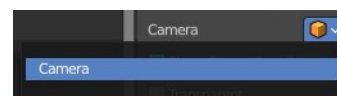
Volume

The audio volume.



Camera

Which camera of the scene to use.



Show Grease Pencil

Show grease pencil strokes in OpenGL previews.

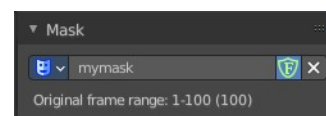
Transparent

Use a transparent background.

Mask Panel

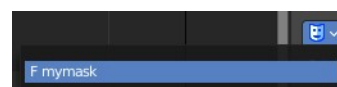
This panel just shows with strip type Mask.

Mask Property



Mask Browser

A mask browser that contains the available masks in the file.



Mask edit box

The name of the scene. It can be renamed by double clicking into the edit box.

Fake User

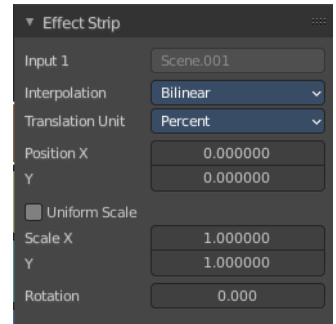
Assign a fake user to this mask. Fake users is a odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Remove

Remove the scene as the active one. Note that the scene is still available in the scene browser.

Effect Strip Panel

Settings for the single effect strip types.



Effect strip type Color Mix

Input 1

The first strip.

Input 2

The second strip.

Swap Strips

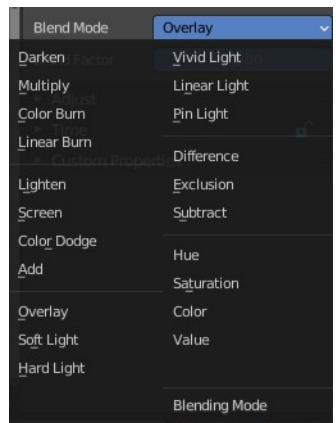
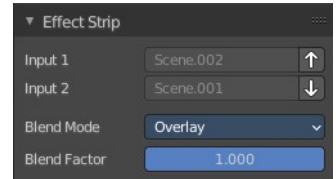
Swap the strips.

Blend Mode

The color blend mode to use.

Blend Factor

The blend factor. 1.000 means 100%.



Effect strip type Text

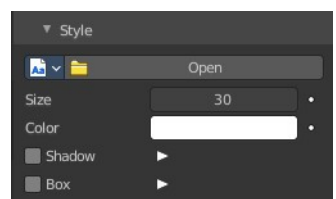
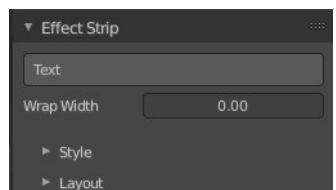
Text

The text to displayed.

Wrap Width

World wrap width as factor. Zero disables the wrap.

Style sub panel



Font property

When no font is loaded then the internal font is used.

Font browser

The list of loaded fonts. This list is empty by default.

Open

Load a font.

Font Edit Box

Display the current active font. You can rename the font by double clicking in the edit box.

Fake User

Assign a fake user to this font. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Open Font

Load a font.

Remove

Remove the selected font as the active one. Note that the font is still in the list then.

Size

Size of the text.

Color

The text color.

Shadow

Creates a shadow of the specified color under the text.

Shadow color

The color of the shadow. Clicking at the color field opens a color dialog.

Box

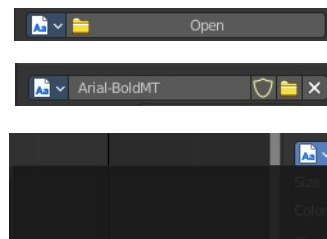
Display colored box behind text.

Box Color

The color of the box.

Box Margin

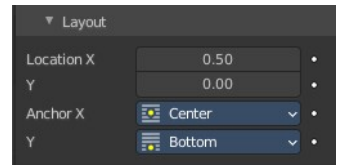
The margin of the box. Based at the image width.



Layout sub panel

Location X/Y

Positions the text on the X, Y axis.



Anchor X/Y

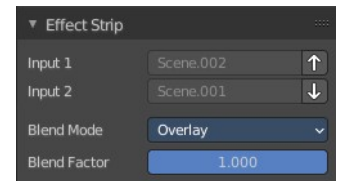
Horizontal (X) or vertical (Y) anchor point of the text relative to the location.



Effect strip type Gaussian Blur

Input 1

The strip to blur. This strip cannot be changed. You need to apply the effect with the correct strip selected.



Size X

The size of the blur along X axis.

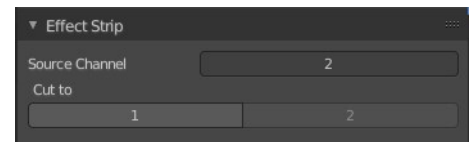
Y

The size of the blur along Y axis.

Effect strip type Multicam

Source Channel

The channel which the Multicam Selector gets its input from.



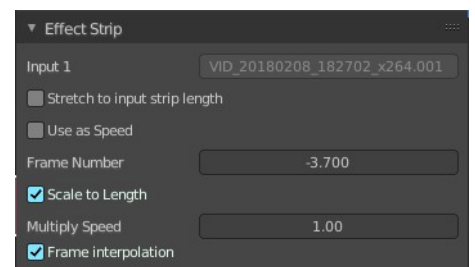
Cut to

Cuts the Multicam strip at the current frame and changes the Source Channel automatically to the selected channels.

Effect strip type Speed

Input 1

The strip to blur. This strip cannot be changed. You need to apply the effect with the correct strip selected.



Stretch to Input Strip Length

Automatically calculates the Speed Factor based on the length of the input strip. So if you make a strip 1/2 the original size the sequence will play back at 2 times the speed.

Use as Speed

Calculates the scale value based on a Speed Factor.

Note! You will have to manually re-adjust the length of the strip accordingly.

Speed Factor

Multiplies the current speed of the sequence by this value. So, a value of 0.5 will make the sequence half as fast while 2 would make the sequence twice as fast.

Frame Number

Specifies a frame to remap the current frame to, for example, setting this value to 50 displays the 50th frame. This can then be manually key framed to recreate the animation.

Scale to Length

Maps the frame range on a 0-1 scale. For example, using this and a Frame Number of 0.5 will select the frame halfway through the sequence.

Multiply Speed

A multiplier applied after all other calculations.

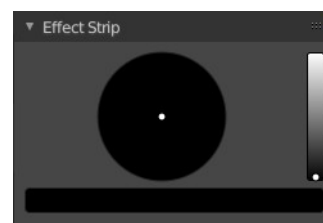
Frame Interpolation

Cross fades between frames to reduce screen tearing when the speed is slower than the original frame rate.

Effect strip type Color

Color Picker

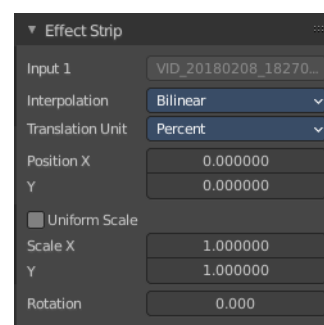
Adjust the color of the color strip.



Effect strip type Transform

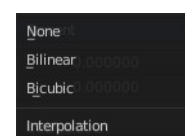
Input 1

The strip to transform. This strip cannot be changed. You need to apply the effect with the correct strip selected.



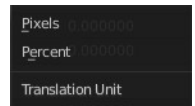
Interpolation

The interpolation type for the transform.



Translation Unit

The measure unit to use for the transform.



Position X

Amount to move the input in the X axis.

Y

Amount to move the input in the Y axis.

Uniform scale

Scale uniformly, preserve the aspect ratio.

Scale X

Amount to scale the input in the X axis.

Y

Amount to scale the input in the Y axis.

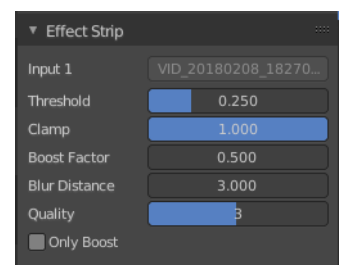
Rotation

Degrees to rotate the input.

Effect strip type Glow

Input 1

The strip to use. This strip cannot be changed. You need to apply the effect with the correct strip selected.



Threshold

Minimum intensity to trigger a glow.

Clamp

The brightness limit of intensity.

Boost Factor

Brightness multiplier.

Blur Distance

The radius of the glow effect.

Quality

The accuracy of the blur effect.

Only Boost

Show the glow buffer only.

Effect strip type Wipe

Input 1

The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.

Transition type

The wipe effect type.

Direction

The direction of the wipe.

Blur width

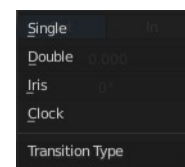
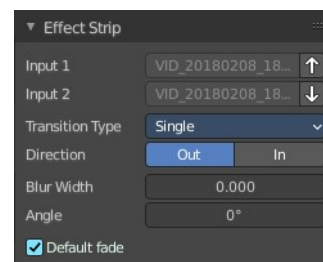
The width of the blur edge, relative to the image size.

Angle

The edge angle.

Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



Effect strip type Alpha over Drop

Input 1

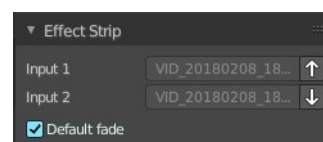
The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.



Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



Effect strip type Multiply

Input 1

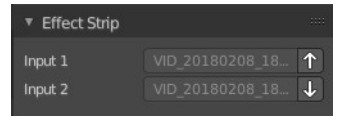
The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.



Effect strip type Gamma Cross

Input 1

The first strip.

Input 2

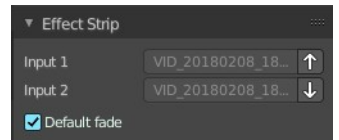
The second strip.

Swap Inputs

Swap the two strips.

Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



Effect strip type Alpha Under

Input 1

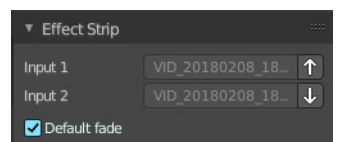
The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.



Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



Effect strip type Alpha Over

Input 1

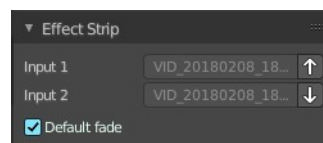
The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.



Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



Effect strip type Subtract

Input 1

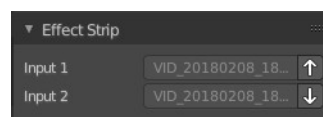
The first strip.

Input 2

The second strip.

Swap Inputs

Swap the two strips.



Effect strip type Add

Input 1

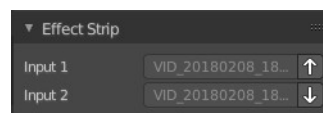
The first strip.

Input 2

The second strip.

Swap Inputs

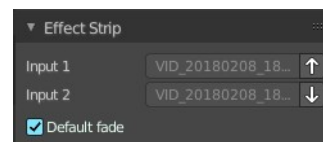
Swap the two strips.



Effect strip type Crossfade

Input 1

The first strip.



Input 2

The second strip.

Swap Inputs

Swap the two strips.

Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



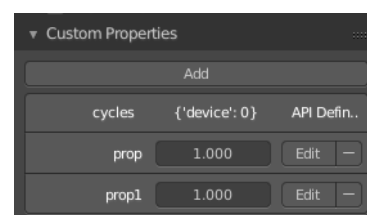
Custom Properties Panel

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.

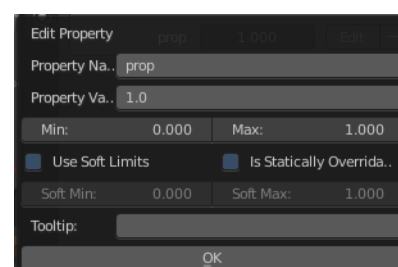
Add

Adds a new property.



Edit

Opens a panel where you can adjust the settings for the custom property.



Remove

Removes the property.