

## 14.3.4 Editors - Movie Clip Editor - Sidebar - Tracking Mode - Annotations tab

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### Preface

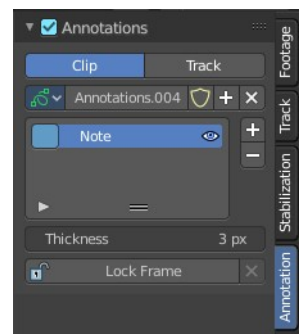
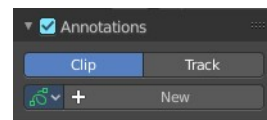
Note that the correct mode is Tracking Mode in Clip View. In Graph and Dope sheet View there is no sidebar.

Note also that some panels exists in both modes, tracking and masking. They have sometimes different content though. And so we will cover them in both chapters, in tracking mode and in mask mode.

### Annotations Tab - Annotations Panel

The Annotations panel is the place to manage the Annotation layers and materials.

When you don't have drawn an annotation yet then the panel just contains a New button.



### Clip / Track

Where the Grease Pencil comes from. From the movie Clip, or from a track.

## Annotations prop

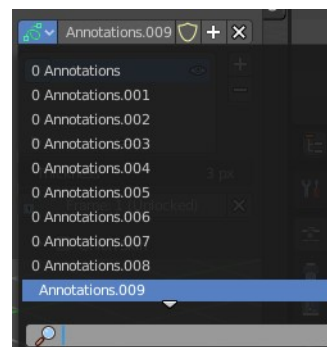
Add, remove and rename new annotations.

### Drop down box

A list of the available annotation layers.

### Edit Box

The name of the current annotation. You can rename the annotation to your needs here.



### Fake User

Assign a fake user to this annotation. 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.

### Add Annotation

Add a new annotation.

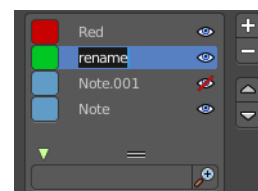
### Delete Annotation

Delete the annotation.

## List of Annotation Strokes

A list of the Annotation layers for the current Annotation. Every layer can have an own color.

At the right side you find buttons to sort them and to add and remove new Annotation layers.



You can change the color by clicking at the color field. A color dialog will pop up. You can rename annotation layers by double clicking at it.

The eye icon allows you to make it invisible And it has a search field.

## Thickness

The thickness of the annotation stroke.

## Frame Locked/Unlocked

Lock frame displayed by current layer. This toggles whether the active layer is the only one that can be edited.

## Delete Active Frame

This feature is active when there is an animation. Delete the active frame from the active annotations layer.