

14.3.5 Editors - Video Sequence Editor - Sidebar - Sequencer - Modifier tab

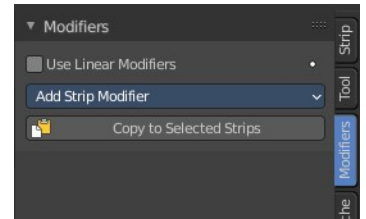
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Modifier Tab

In the Modifier tab you will find strip modifiers to manipulate image content. Modifiers is a non destructive way to manipulate the data.

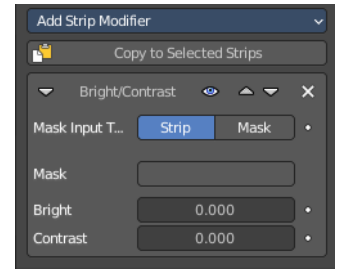
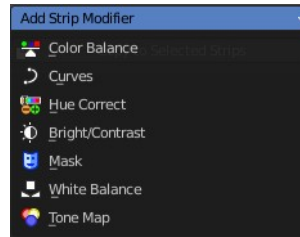
Note that these modifiers cannot be applied.



General functionality

Add

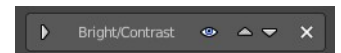
To add a modifier to an object, simply open the drop down menu, and choose the type of modifier that you want to add.



This will add the modifier to the list of modifiers. Also called the modifier stack.

Header elements

Elements are explained from left to right.



Collapse panel

The whole modifier panel can be collapsed. Click at the arrow button up left in the header.

Modifier Icon

This icon shows the type of the modifier. And has no further functionality.

Modifier Name

The name of the modifier. You can rename modifiers by clicking into the edit field and change the text.

Mute

Don't use this modifier.

Move Strip Modifier

Move the modifier upwards or downwards in the list.

Remove Strip Modifier

Removes the modifier from the list.

Modifiers Panel

Use Linear Modifiers

Calculate modifiers in linear space instead of sequencer space.

Add Strip Modifiers

The list of available modifiers. Clicking will insert it into the modifier stack.

Copy to selected Strips

Copies the modifiers from one strip to another strip.

Workflow

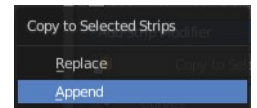
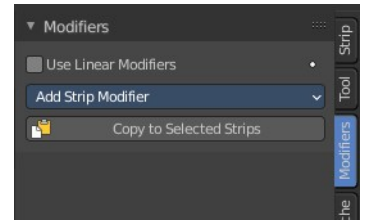
Select the strip without modifier. Hold down shift, select the strip with the modifiers. Click the copy to selected button, choose the method in the popup. And the modifier should now be at the first strip.

Replace

Replace the modifiers in the modifier stack of the target strip.

Append

Append the modifiers to the modifier stack of the target strip.



Color Balance Modifier

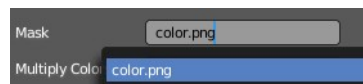
Color balance adjustments, through Lift, Gamma, and Gain.

Mask Input Type

Type of input data used for mask.

Mask

The strip used as mask input for the modifier.



Multiply Colors

Multiply the intensity of each pixel by this factor.

Lift

Color picker for the lift color. The panel content should be self explaining.



Gamma

Color picker for the Gamma color. The panel content should be self explaining.

Gain

Color picker for the Gain color. The panel content should be self explaining.

Curves Modifier

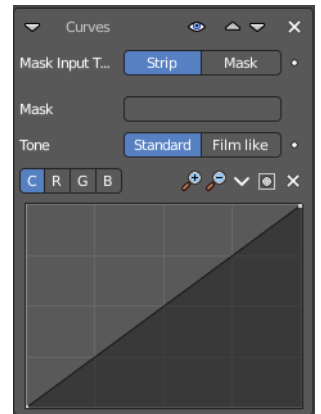
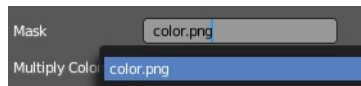
Color and RGB curves.

Mask Input Type

Type of input data used for mask.

Mask

The strip used as mask input for the modifier.



Tone

Tone mapping of the curve. Standard or film like.

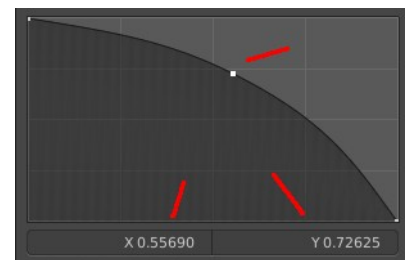
C R G B

What color channels to affect. C stands for color, for all channels.

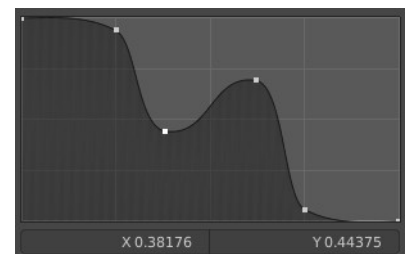
Selecting Points

You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points



Navigation elements

The navigation elements at the top are described from left to right.



Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.

Tools

Tools is a menu where you can find some curve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

Extend horizontal

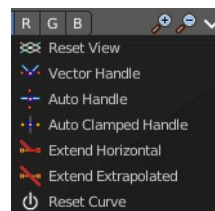
Extends the curve horizontal before the first curve point and after the last curve point.

Extend vertical

Extends the curve vertical before the first curve point and after the last curve point.

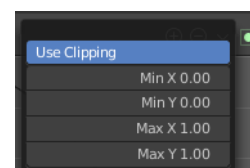
Reset Curve

Resets the curve to the initial shape.



Use Clipping

Clipping options. Set up clipping for the stroke. The blue button at the top turns clipping on or off.



Delete Points

Deletes the selected curve point.

Hue Correct Modifier

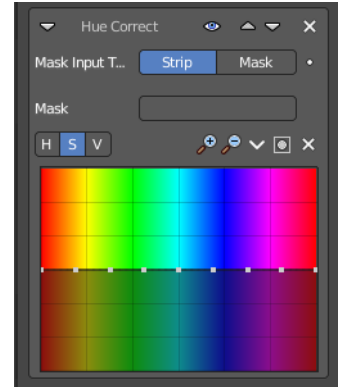
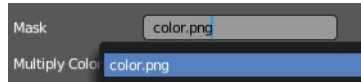
HSV multi points curves.

Mask Input Type

Type of input data used for mask.

Mask

The strip used as mask input for the modifier.



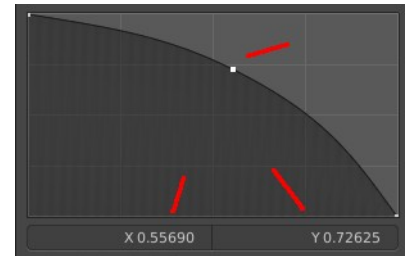
H S V

What color channels to affect. Hue, saturation, value.

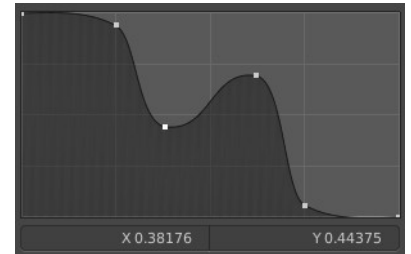
Selecting Points

You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points



Navigation elements

The navigation elements at the top are described from left to right.

Zoom in and out

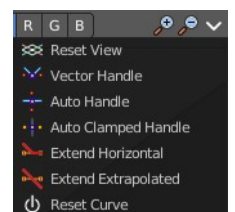
The two buttons with the magnifying glass at it zooms in and out in the curve window.

Tools

Tools is a menu where you can find some curve related tools.

Reset View

Resets the curve windows zoom.



Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

Extend horizontal

Extends the curve horizontal before the first curve point and after the last curve point.

Extend vertical

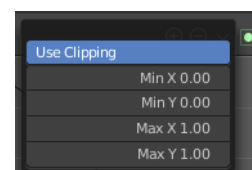
Extends the curve vertical before the first curve point and after the last curve point.

Reset Curve

Resets the curve to the initial shape.

Use Clipping

Clipping options. Set up clipping for the stroke. The blue button at the top turns clipping on or off.



Delete Points

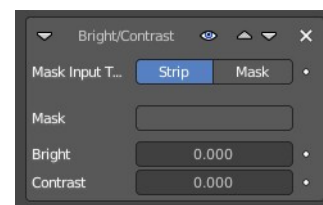
Deletes the selected curve point.

Bright / Contrast modifier

Adjusts the brightness and contrast of the modifier input.

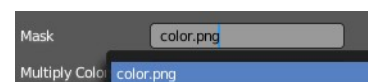
Mask Input Type

Type of input data used for mask.



Mask

The strip used as mask input for the modifier.



Bright

Adjust the luminosity of the colors.

Contrast

Adjust the contrast of the colors.

Mask modifier

Use it for masking the other modifiers in the stack which are below.

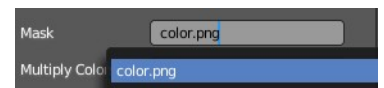
Mask Input Type

Type of input data used for mask.



Mask

The strip used as mask input for the modifier.

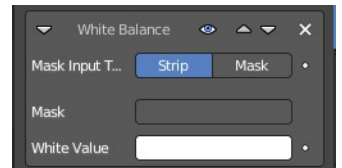


White Balance modifier

Use it to adjust the white balance by choosing the color that should be white.

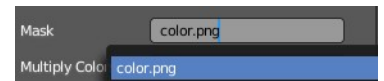
Mask Input Type

Type of input data used for mask.



Mask

The strip used as mask input for the modifier.



White Value

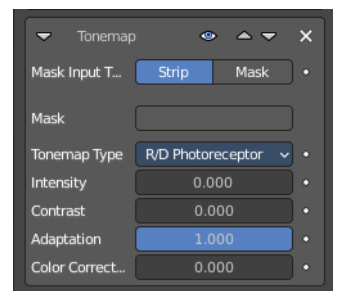
The color that defines white in the strip.

Tone map modifier

Used to map one set of colors to another in order to approximate the appearance of high dynamic range images in a medium that has a more limited dynamic range.

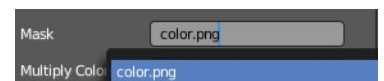
Mask Input Type

Type of input data used for mask.



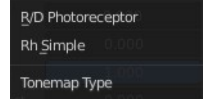
Mask

The strip used as mask input for the modifier.



Tone map Type

What tone mapping algorithm to use.



Intensity

A value less than zero darkens the image. A value higher than zero brightens the image.

Contrast

Adjust the contrast. A value of 0 uses the input value.

Adaption

The color adaption. If 0 global, if 1 based on pixel intensity.

Color Correction

The color correction. If 0 same for all channels. If 1 each independent.