



## 14.1.1 Editors - Video Sequence Editor - Header - Tools and Options

### Table of content

Detailed table of content.....	1
Header tools and options - Preview view.....	3
Pivot Point.....	3
Display Mode.....	3
Display Channels.....	3
Show Gizmo.....	4
Show Overlay.....	4
Options.....	4
Show Metadata.....	4
Zoom to Fit.....	4
Header tools and options - Sequencer View.....	5
Snap.....	5
Show Overlay.....	5
Options.....	6
Preview as Backdrop.....	6
Show Seconds.....	6
Sync visible range.....	6
Cache.....	7
Show Markers.....	7
Lock Markers.....	7
Sync Markers.....	7
Header tools and options - Sequencer & Preview view.....	7

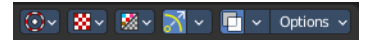
### Detailed table of content

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Detailed table of content.....	1
Header tools and options - Preview view.....	3
Pivot Point.....	3
Display Mode.....	3
Image Preview.....	3
Luma Waveform.....	3
Chroma Vectorscope.....	3
Histogram.....	3
Display Channels.....	3
Color and Alpha.....	3
Color.....	4
Show Gizmo.....	4
Viewport Gizmos.....	4
Show Overlay.....	4
Preview Overlays.....	4
Image Outline.....	4
2D Cursor.....	4
Frame Overlay.....	4

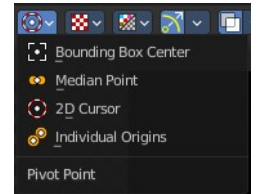
Safe Areas.....	4
Metadata.....	4
Annotations.....	4
Options.....	4
Show Metadata.....	4
Zoom to Fit.....	4
Header tools and options - Sequencer View.....	5
Snap.....	5
Snapping Settings.....	5
Snap to.....	5
Current Frame.....	5
Hold Offset.....	5
Ignore.....	5
Muted Strips.....	5
Sound Strips.....	5
Snap Current Frames to Strips.....	5
Show Overlay.....	5
Name.....	5
Source.....	5
Duration.....	5
Color Tags.....	6
Offset.....	6
F-Curves.....	6
Thumbnails.....	6
Grid.....	6
Waveform Display.....	6
Options.....	6
Preview as Backdrop.....	6
Preview during translation.....	6
Show Seconds.....	6
Sync visible range.....	6
Cache.....	7
Show Cache.....	7
Final Images.....	7
Raw Images.....	7
Pre Process Images.....	7
Composite Images.....	7
Show Markers.....	7
Lock Markers.....	7
Sync Markers.....	7
Header tools and options - Sequencer & Preview view.....	7

## Header tools and options - Preview view



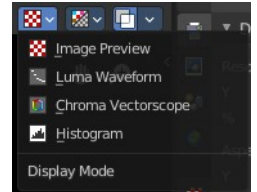
### Pivot Point

The Pivot Point is the center of your object or your selection. The names should be self explaining.



### Display Mode

How to display the preview video.



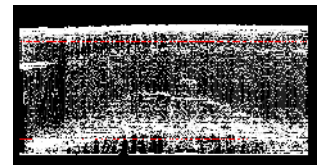
### Image Preview

Displays the image material.



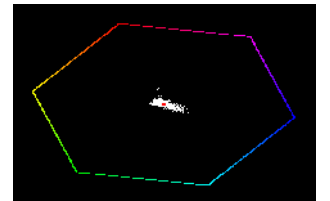
### Luma Waveform

Displays the luma waveform of the image.



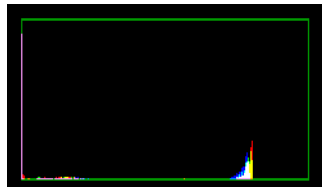
### Chroma Vectorscope

Displays the chroma vectorscope of the image.



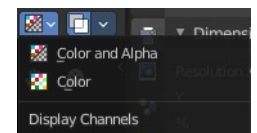
### Histogram

Displays a histogram of the image.



### Display Channels

What channels of the video to display.



### Color and Alpha

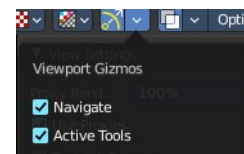
Display the color channels and alpha channel.

## Color

Display just the color channels.

## Show Gizmo

Show or hide the viewport gizmos.



## Viewport Gizmos

What kind of gizmos to show.

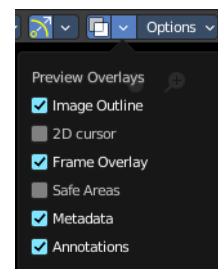
## Show Overlay

Turn on or off all overlays.

## Preview Overlays

### *Image Outline*

Outline the selected image element.



### *2D Cursor*

Show the 2d cursor.



### *Frame Overlay*

Show the frame overlays.

### *Safe Areas*

Show the safe area overlays.

### *Metadata*

Show the Metadata overlay.

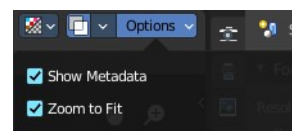
### *Annotations*

Show the annotations.

## Options

### Show Metadata

Show metadata of first visible strip in the viewport.



### Zoom to Fit

Automatically zoom preview image to fully fit into the preview window. Note that zooming in or out turns off the feature then.

## Header tools and options - Sequencer View

### Snap

Snap to strip edges or current frame.

### Snapping Settings

#### *Snap to*

##### Current Frame

Snap to the current frame

##### Hold Offset

Snap to strip Hold offsets.

#### *Ignore*

##### Muted Strips

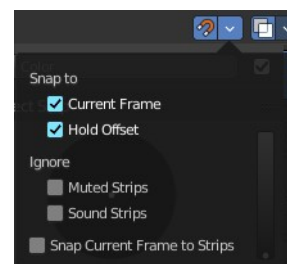
Ignores muted strips.

##### Sound Strips

Ignores sound strips.

### Snap Current Frames to Strips

Sets the current frame to the start or end point of the selected clip.



### Show Overlay

Turn on or off all overlays.

#### Name

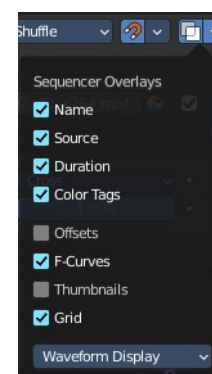
Show the name of the clip.

#### Source

Show the source of the clip.

#### Duration

Display the duration of the clip.



## Color Tags

Display the strip color tags in the sequencer.

## Offset

What offset frame to use, relative to the current frame position.

## F-Curves

Display the strip opacity/Volume curve.

## Thumbnails

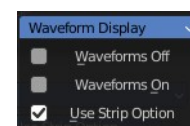
Draw thumbnails as strip overlay. This works for movie and image strips. To draw thumbnails, this overlay has to be enabled and strips must be tall enough.

## Grid

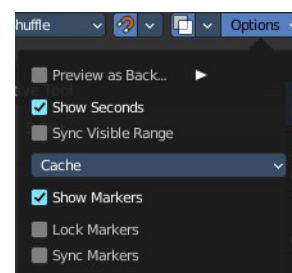
Show the grid lines.

## Waveform Display

How wave forms are drawn.



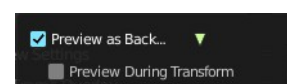
## Options



## Preview as Backdrop

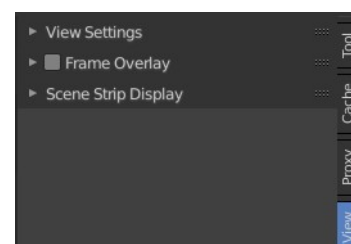
Display the result as a backdrop under the strips.

When you turn on Preview as Backdrop, then you will activate the View Settings, Frame Overlay and Scene Strip Display panels from the Preview mode. Please have a look there for the descriptions.



## Preview during translation

Show a preview of the transformed frames.



## Show Seconds

Show the timing in the timeline area in seconds instead of frames.

## Sync visible range

Synchronize the visible timeline range with other visible time based editors.

## Cache

Cache settings.

### Show Cache

Visualize cached images in the timeline.

### Final Images

Show the final images.

### Raw Images

Show the raw images.

### Pre Process Images

Show the pre process images.

### Composite Images

Show the composite images.

## Show Markers

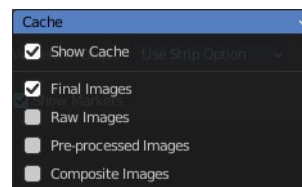
Display the markers menu and the markers at the bottom in the timeline.

## Lock Markers

Prevent marker editing.

## Sync Markers

Transform markers with the strips.



## Header tools and options - Sequencer & Preview view

The tools in the Sequencer & Preview view mode are usually the same than in the single modes. Both showing at the same time. With one exception in the options panel. Preview as backdrop is not showing in this mode.

