



14.1.3 Editors - Video Sequence Editor - Header - View Menu

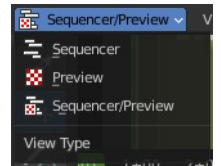
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Type of Sequencer View

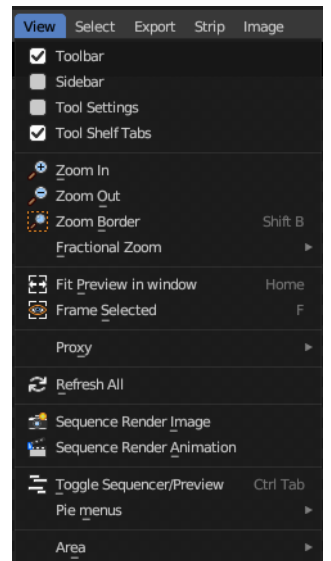
The Video Sequence Editor is two editors in one. The Preview sequencer view is a preview window. Here plays the video. The Sequencer sequencer view is the view that contains the video and audio strips.



The view menu for Sequencer/Preview contains the same menu items than in the other two views. So we won't explicitly list it here again.

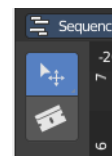
View Menu in Preview window

The View menu contains all View related tools.



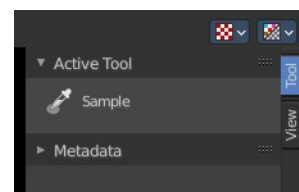
Toolbar

Shows or hides the toolbar at the left.



Sidebar

Shows or hides the sidebar at the right in the viewport.



Tool Settings

Show or hide the tool settings at the top.

Tool shelf tabs

Show or hide the tool shelf tabs in the tool shelf.

Annotations (Legacy)

This group of operators is useful to take notes without changing tool-shelf operators. These notes can be colored in the View tab of the Property Shelf. Each layer is a single color. You can also animate the notes with keyframes, editable in the dopesheet.

Note: *These are legacy operators, meaning they are equally available in the Toolshelf as a modal operator.*

Draw Annotation

Starts the annotation free hand draw tool in the editor.

Draw Line Annotation

Starts the annotation line draw tool to draw straight lines in the editor.

Draw Polyline Annotation

Starts the annotation Polyline draw tool in the editor which allows to draw multiple connected straight lines in the editor.

Erase Annotation

Starts the annotation erase tool in the editor which erases any strokes in the editor.

Add Annotation Layer

Starts a new annotation layer.

Erase Annotation Active Keyframe

Erases the active keyframe of the annotation.

Zoom In

Zooms in.

Zoom Out

Zooms out.

Fit Preview in Window

Zooms in or out until the video displays fitting in the viewport.

Frame Selected

Centers the selection and zooms to fit.

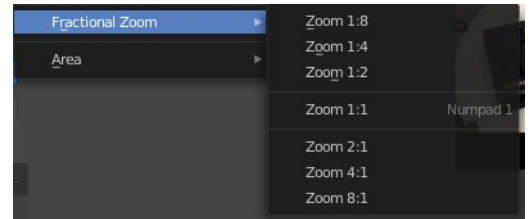
Zoom Border

Draw a rectangle around the target area to zoom in or out.

Left mouse button zooms in. Middle mouse button zooms out.

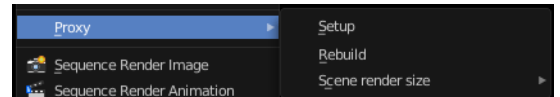
Fractional Zoom

A set of predefined zoom factors.



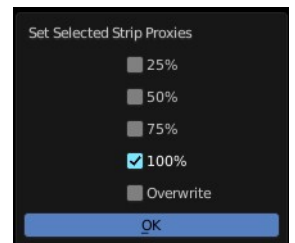
Proxy

Proxy works just with movie or image strips. What it does is to create a smaller set of preview images. This speeds up the calculation while you are at editing the video. The final result uses the final images again then.



Setup

Calls a panel where you can choose the resolution of the proxy images. Clicking OK starts the creation process.

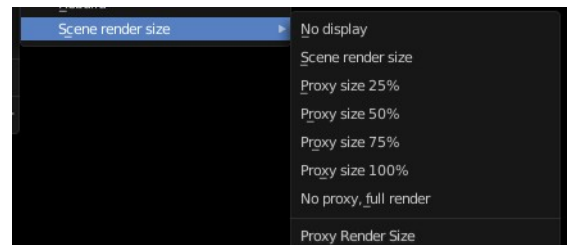


Rebuild

Recreates the proxy images

Scene Render Size

What render size the display should choose.



Refresh All

Refresh the sequence editor.

Sequence render Image

Renders an image of the current frame.

Sequence render Animation

Renders the animation in the preview range.

Toggle Sequencer/Preview

Toggles the type of sequencer view between Sequencer or Preview.

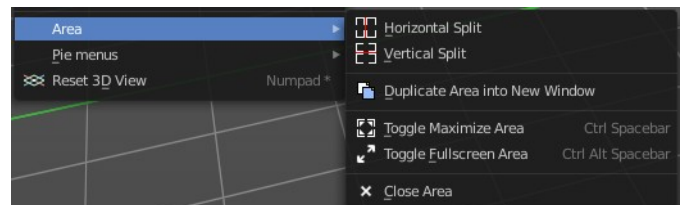
Pie Menu

The available pie menus for the sequencer in View mode.



Area

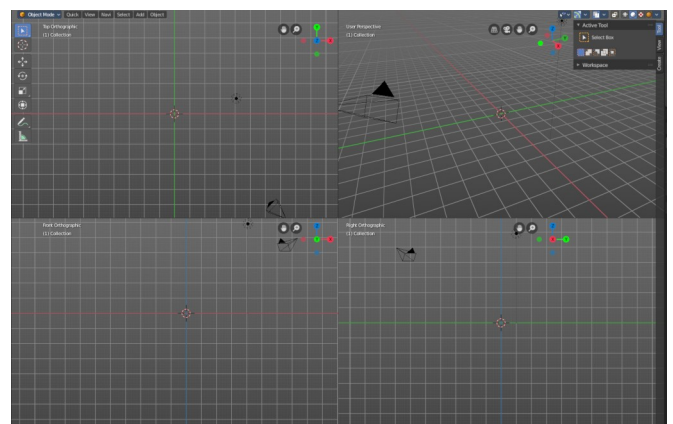
This menu contains general view functionality. And exists in most other editor types too.



Toggle Quad view

Displays the 3D View divided into four split screen parts. Note that the orthographic views cannot be switched in this mode. They remain orthographic, you cannot rotate them.

To return to single view reuse the menu item in the View menu.



Horizontal Split

Splits the current view horizontally into two independent editor windows.

Vertical Split

Splits the current view vertically into two independent editor windows.

Duplicate Area into New Window

Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI anymore.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.

Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + space bar. Or reuse the menu item in the area menu.

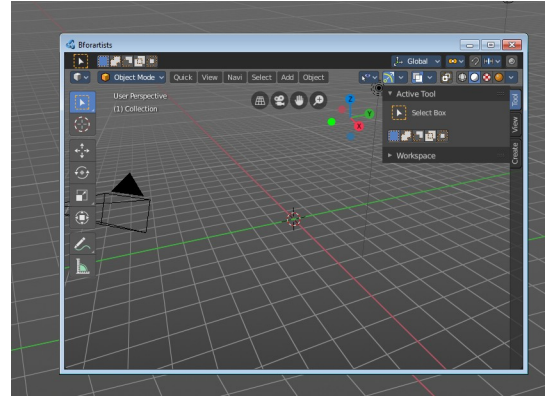
Toggle Full screen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + space bar.

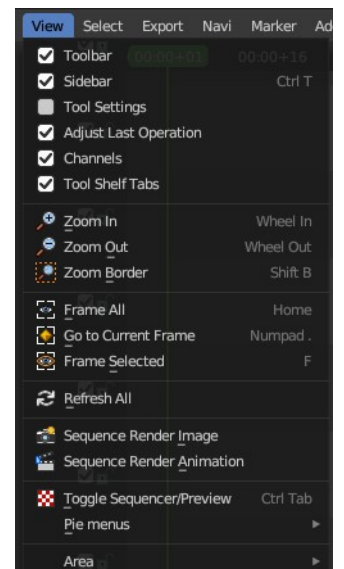
Close Area

Closes the area window.



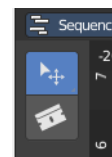
View Menu in Sequencer window

The View menu contains all View related tools.



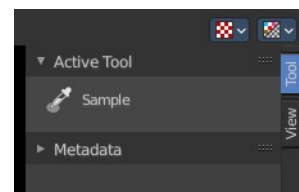
Toolbar

Shows or hides the toolbar at the left.



Sidebar

Shows or hides the sidebar at the right in the viewport.

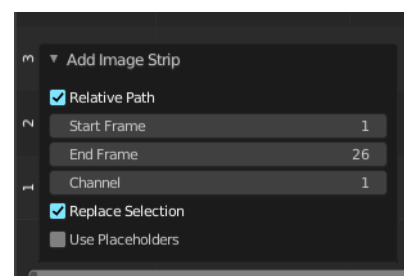


Tool Settings

Show or hide the tool settings at the top.

Adjust Last Operation

Displays the Adjust last operation panel down left.



Channels

Display the channels in front of the timeline

Tool Shelf Tabs

Show or hide the tool shelf tabs in the tool shelf.

Zoom In

Zooms in.

Zoom Out

Zooms out.

Zoom Border

Zooms to the selection.

Frame all

Zooms in or out to display all elements fitting into the view.

Go to current frame

Centers the view at the current frame.

Frame selected

Zooms in or out to display the currently selected element fitting into the view.

Refresh all

Refreshes the sequence editor.

Sequence render Image

Renders an image of the current frame.

Sequence render Animation

Renders the animation in the preview range.

Toggle Sequencer/Preview

Toggles the type of sequencer view between Sequencer or Preview.

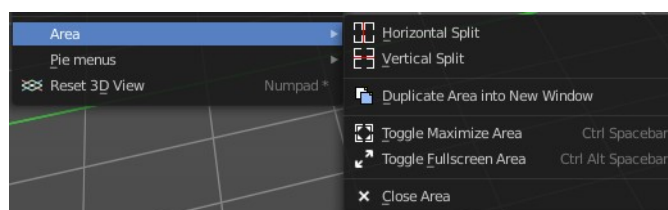
Pie Menu

The available pie menus for the sequencer in Sequencer mode.



Area

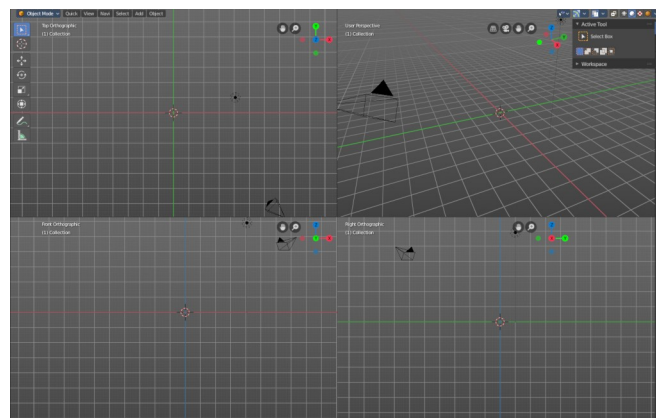
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Toggle Full screen Area

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + space bar.

Close Area

Closes the area window.

