



## 14.1.9 Editors - Video Sequence Editor - Header - Strip Menu

### Table of content

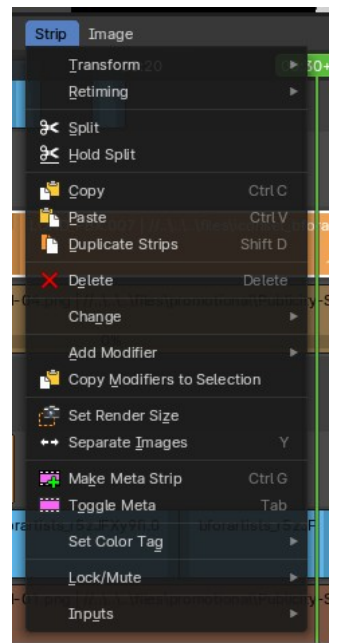
Strip menu in Sequencer window.....	3
Transform - Submenu.....	3
Move.....	3
Last operator Sequence Slide.....	4
Offset X.....	4
Y.....	4
Move/Extend from Frame.....	4
Last operator <i>Transform</i> .....	4
<i>Values X, Y, Z, W</i> .....	4
Axis.....	4
Orientation.....	4
Proportional editing.....	4
Slip strip content.....	4
Snap Strips to the current frame.....	4
Clear Strip Offset.....	4
Swap Strip Left.....	4
Swap Strip Right.....	4
Remove Gaps.....	5
Last operator <i>Remove Gaps</i> .....	5
All Gaps.....	5
Insert Gaps.....	5
Last operator <i>Remove Gaps</i> .....	5
Frames.....	5
Retiming - Submenu.....	5
Enable/Disable Retiming.....	5
Set Speed.....	5
Add Retiming Key.....	6
Last operator <i>Add Retiming Key</i> .....	6
Timeline Frame.....	6
Add Freezeframe.....	6
Last operator <i>Add Freeze Frame</i> .....	6
<i>Duration</i> .....	6
Reset Timing.....	6
Add Speed Transition.....	6
Last operator <i>Add Speed Transition</i> .....	6
<i>Duration</i> .....	6
Split.....	7
Last operator Split Strips.....	7
Frame.....	7
Channel.....	7
Type.....	7
Use Cursor Position.....	7
Side.....	7
Hold Split.....	7
Last operator Split Strips.....	7
Frame.....	7
Channel.....	7

Type.....	7
Use Cursor Position.....	8
Side.....	8
Copy.....	8
Paste.....	8
Duplicate Strips.....	8
Last operator Duplicate Strips.....	8
Offset X.....	8
Y.....	8
Delete.....	8
Delete Strip & Data.....	8
Change.....	8
Change Scene.....	9
Change Effect Input.....	9
Change Effect Type.....	9
Path/Files.....	9
Add Modifier – Submenu.....	9
Copy modifiers to selection.....	9
Movie Strip - Submenu.....	10
Set Render Size.....	10
Deinterlace Movies.....	10
Effect Strip.....	10
Reassign Inputs.....	10
Swap Inputs.....	10
Set Render Size.....	10
Separate Images.....	10
Last Operator Separate Images.....	10
Make Meta Strip.....	10
UnMeta Strip.....	11
Toggle Meta.....	11
Set Color Tag.....	11
Lock/Mute - Submenu.....	11
Lock Strips.....	11
Unlock Strips.....	11
Mute Strips.....	11
Last operator Mute Strips.....	11
Unselected.....	11
Unmute Strips.....	11
Last operator Unmute Strips.....	12
Unselected.....	12
Mute unselected strips.....	12
Last operator Mute Strips.....	12
Unselected.....	12
Unmute deselected Strips.....	12
Last operator Unmute Strips.....	12
Unselected.....	12
Inputs - Submenu.....	12
Reload Strips.....	12
Reload Strips and Adjust Length.....	12
Change Paths/Files.....	12
Swap Data.....	12
Strip menu in Preview window.....	12
Transform - Submenu.....	13

Move.....	13
Rotate.....	13
Scale.....	13
Delete.....	13
Delete Strip & Data.....	13
Update Scene Frame Range.....	13
Change - Submenu.....	13

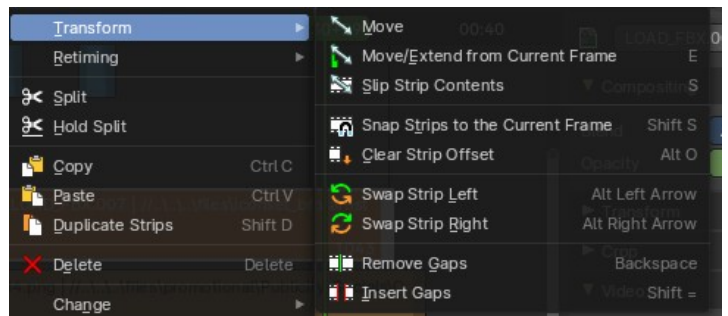
## Strip menu in Sequencer window

The strip menu contains strip related functionality. The content differs, dependent of the selected strip.



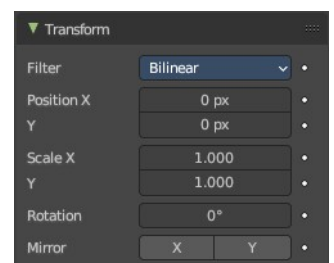
### Transform - Submenu

This sub-menu contains transform operators that you can use on strips.



### Move

Moves the selected strip(s).



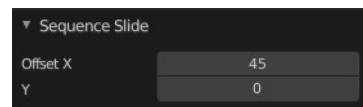
## ***Last operator Sequence Slide***

### ***Offset X***

The horizontal frame offset from the starting position.

### ***Y***

The vertical offset from the starting channel.



## **Move/Extend from Frame**

Extends the selected strips relative to the frame indicator and the mouse position. All selected strip handles to the mouse side of the current frame indicator will transform together.

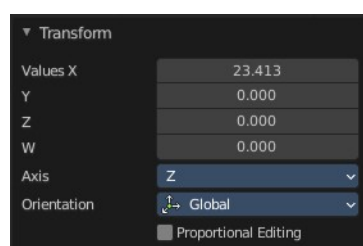
## ***Last operator Transform***

### ***Values X, Y, Z, W***

The transform values, relative to the starting point.

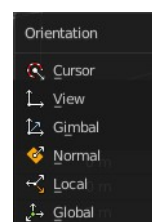
### ***Axis***

The transform axis orientation. This axis value box has no meaning here.



### ***Orientation***

Choose the type of orientation for the transform action.



## ***Proportional editing***

The tool has no proportional editing. The checkbox cannot be activated.

## **Slip strip content**

Change the position of the contents of a strip without moving the strip itself.

## **Snap Strips to the current frame**

Snaps the selected strips to the current frame.

## **Clear Strip Offset**

Clear strip offset from the start and end frames.

## **Swap Strip Left**

Swap the active strip with the strip to the left.

## **Swap Strip Right**

Swap the active strip with the strip to the right.

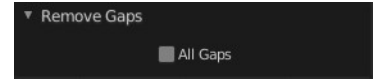
## Remove Gaps

Removes gaps at the frame indicator position in the current channel. Strips after the indicator will move to the left to close the gap.

### *Last operator Remove Gaps*

#### All Gaps

Remove all gaps between all clips at the right side.



## Insert Gaps

Inserts a gap at the frame indicator position. Strips after the indicator will move to the right by the amount of gap frames.

### *Last operator Remove Gaps*

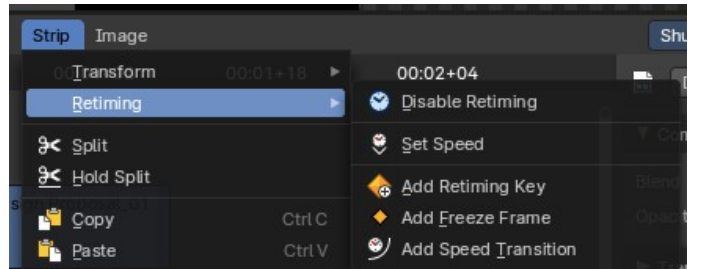
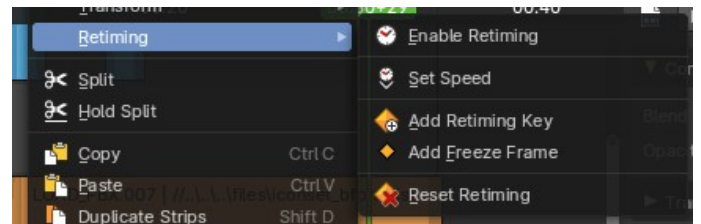
#### Frames

The size of the gap in frames.

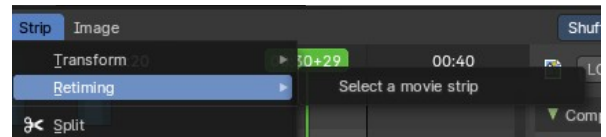


## Retiming - Submenu

This submenu contains retiming operators to help change the speed of movie strips. This menu is context sensitive. If you select a retiming keyframe, you will see a new set of operators.

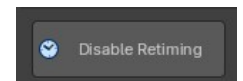
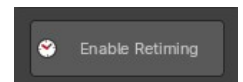


**Note:** *These operators only work on movie strips, and you must have one selected to see the operators.*



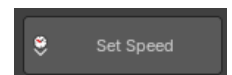
## Enable/Disable Retiming

Enables and Disables the retiming keys of a strip. When you enable retiming, you will be able to set keyframes to retime at difference speeds, to set freeze frames, and or set gradient time changes between keyframes.



## Set Speed

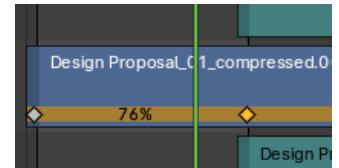
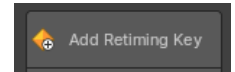
Sets the speed of a retimed segment. If there is no segment, it will create a new segment. To edit the segment, Enable Retiming.



**Note:** The speed is a percentage of total, where 100% is original speed, 110% of the movie playback is 10% faster, and at 90% the movie playback is 10% slower.

## Add Retiming Key

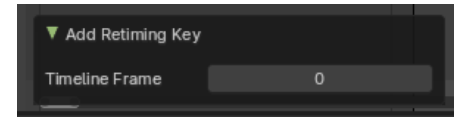
Adds a retiming key. Here you can change strip speeds in various locations within the strip to squash and stretch time dynamically. To edit a retiming key, click on it in the bottom row of the movie strip and drag left or right. A percentage overlay will show the amount of time change is happening between the keyframes.



### Last operator Add Retiming Key

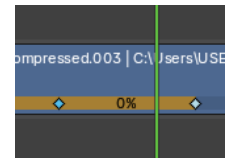
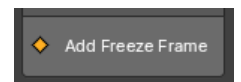
#### Timeline Frame

Defines which frame the new retiming keyframe is placed.



## Add Freezeframe

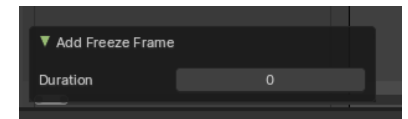
Adds a freeze frame by creating two retiming keyframes with 0% time change between them. You can then later adjust the length of the freezeframe by adjusting either of the retiming keyframes.



### Last operator Add Freeze Frame

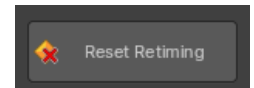
#### Duration

Defines the duration of the freeze frame.



## Reset Timing

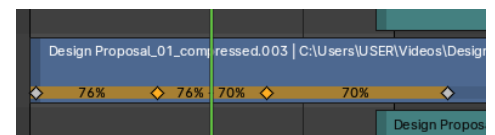
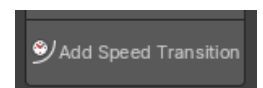
Resets the movie strip to original playback speed.



## Add Speed Transition

Add a smooth time transition between two retimed segments.

To do this, create 3 retiming keyframes, select the middle one, then use the operator. This will create two new keyframes with a beginning percentage and an ending percentage. The distance between these two retiming keyframes will be the duration of the transition.

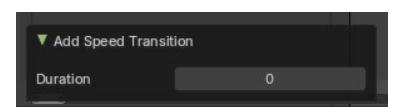


**Note:** This operator only shows when you have a retiming keyframe selected.

### Last operator Add Speed Transition

#### Duration

Defines the duration of the Speed Transition between the two new retiming keyframes.



## Split

Split the selected strip into two parts at the current frame.

### Last operator Split Strips

#### Frame

The frame at which the cut happens.

#### Channel

The channel of the strip.

#### Type

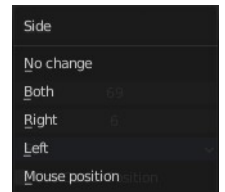
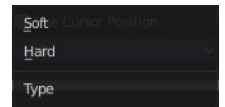
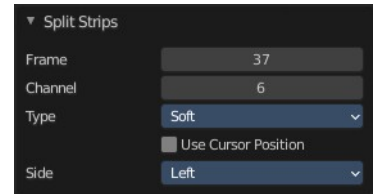
How to cut. Soft or hard.

#### Use Cursor Position

Split at the position of the cursor instead of the current frame. Note! This setting makes no sense. You can't adjust the cursor position afterwards.

#### Side

The side that remains selected after the split.



---

## Hold Split

Like Split, it splits a strip in two strips. But you will not be able to drag the endpoints to show the frames past the split of each resulting strip. You can adjust the Hold Offset number fields in the Strip Info panel.

### Last operator Split Strips

#### Frame

The frame at which the cut happens.

#### Channel

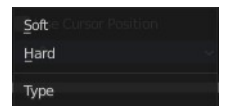
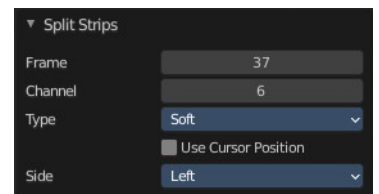
The channel of the strip.

#### Type

How to cut. Soft or hard.

#### Use Cursor Position

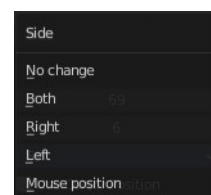
Split at the position of the cursor instead of the current frame. Note! This setting makes no sense. You can't



adjust the cursor position afterwards.

## Side

The side that remains selected after the split.



## Copy

Copies the selected strip(s).

## Paste

Pastes copied strip(s).

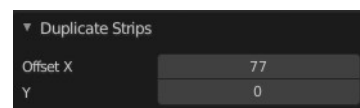
## Duplicate Strips

Duplicates the selected strip(s).

### Last operator Duplicate Strips

#### Offset X

The horizontal frame offset from the starting position.



#### Y

The vertical offset from the starting channel.

---

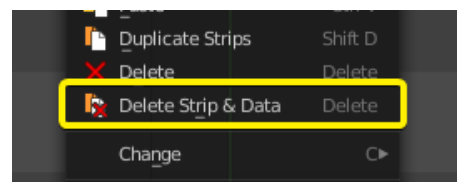
## Delete

Deletes the selected strip(s).

## Delete Strip & Data

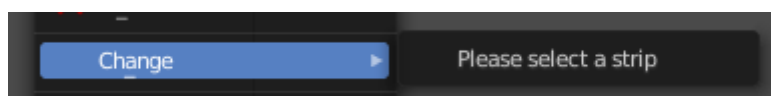
Deletes the selected scene strip types and associated scene data.

This will then convert the associated scene to an orphan data block which will be permanently removed upon save and re-load of the \*.blend file.



## Change

This menu changes existing strip contents.



If no strip is selected, it will advise you to select a strip. If a strip cannot be changed, it will advise you to selected a changeable strip which are scene, effect and data strips.



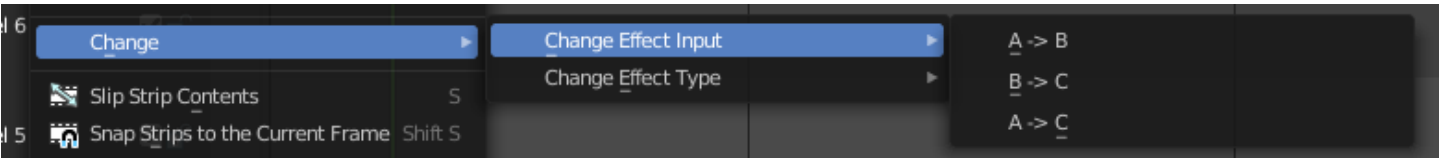
## Change Scene

Changes a scene strip with another scene. Only shows when a scene strip is selected.



## Change Effect Input

Changes a selected existing effect strip input order. Only shows when an effect strip is selected.



## Change Effect Type

Changes a selected existing effect strip effect type. Only shows when an effect strip is selected.

## Path/Files

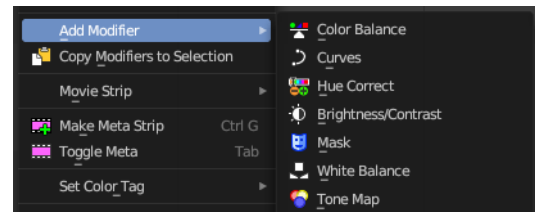
Changes a selected existing strip path/file. Only shows when a data strip is selected. Audio, Movie and Image/Sequence strip are data strips.



## Add Modifier – Submenu

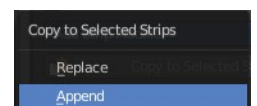
All strip types. Adds a strip modifier. Strip modifiers are explained in the sidebar chapters.

Sound strips has different content in the modifier menu.



## Copy modifiers to selection

Copies the modifiers from the source strip to the target strip by given method. It opens a popup where you can choose the method.



First select the source strip. Hold down shift, select the second strip. Perform the tool.

## Movie Strip - Submenu

Strip type Movie.



## Set Render Size

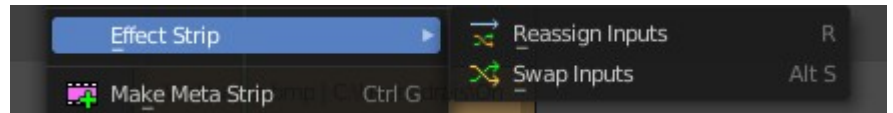
Set the render size and aspect from the active strip. Attention, there is no feedback if the operation was successful. It simply sets it.

## Deinterlace Movies

Deinterlaces the selected movie strips.

## Effect Strip

Strip type Effects.



## Reassign Inputs

Reassigns the input of the strips.

Unfortunately not to find out how this works.

## Swap Inputs

Swaps the inputs of the selected strips.

Unfortunately not to find out how this works.

## Set Render Size

Strip type Image. Set the render size and aspect from the active image strip. Attention, there is no feedback if the operation was successful. It simply sets it.



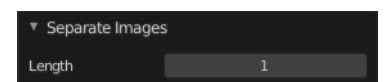
## Separate Images

Strip type Image. Create a strip for every image in the image sequence strip.



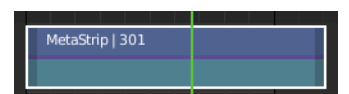
## Last Operator Separate Images

The length of each frame of the new created strips.



## Make Meta Strip

Creates a meta strip out of the selected strips. A Meta Strip is a strip which contain multiple strips treated as if it was one strip. It allows you to reduce the vertical space used in the Sequencer. You can edit it the same way as any other strips.



Note! The default blend mode for a Meta strip is Replace. There are many cases where this alters the results of

the animation so be sure to check the results and adjust the blend mode if necessary.

## UnMeta Strip

Separating (ungrouping) the Meta strip restores the strips to their relative positions and channels.

## Toggle Meta

Toggles between the meta and unmeta state. You need to have a meta strip in the sequencer timeline already.

## Set Color Tag

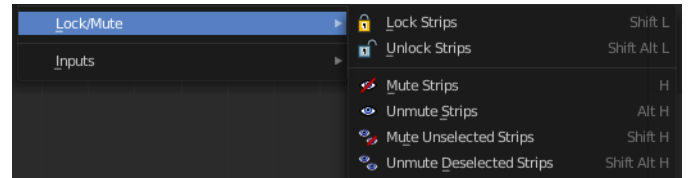


Set the display color of the strips.

## Lock/Mute - Submenu

### Lock Strips

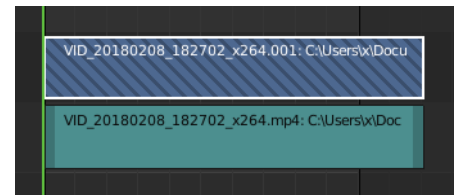
Locks the strip from editing. They can't be moved or edited anymore.



Locked strips appears hatched.

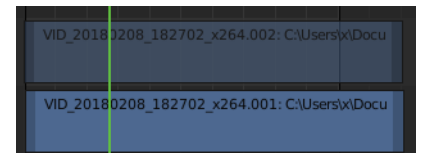
### Unlock Strips

Unlock locked strips.



### Mute Strips

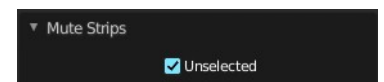
Mutes the selected strips. They do not play anymore, and they appear greyed out.



### *Last operator Mute Strips*

#### Unselected

Mute unselected strips.



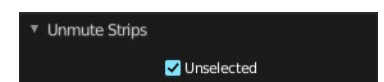
### Unmute Strips

Unmutes selected muted strip.

### *Last operator Unmute Strips*

#### Unselected

Unmute unselected strips.



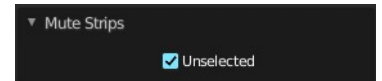
## Mute unselected strips

Mute the unselected strips.

### *Last operator Mute Strips*

#### Unselected

Mute unselected strips.



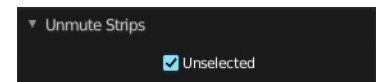
## Unmute deselected Strips

Unmute all deselected strips.

### *Last operator Unmute Strips*

#### Unselected

Unmute unselected strips.



## Inputs - Submenu

### Reload Strips

Reloads the strips in the sequencer.

### Reload Strips and Adjust Length

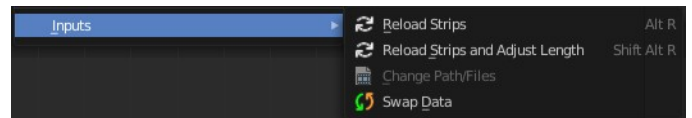
Reloads the strips in the sequencer.

### Change Paths/Files

Undocumented Operator. Opens a file selector.

### Swap Data

Swaps the data between two selected strips. The strips must be compatible.



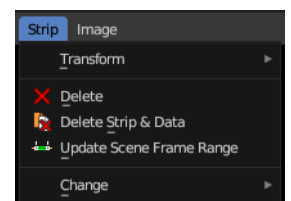
## Strip menu in Preview window

The strip menu contains strip related functionality.

## Transform - Submenu

### Move

Move the selected item.



## Rotate

Rotate the selected item.

## Scale

Scale the selected item.

## Delete

Delete the selected item.

## Delete Strip & Data

Deletes the selected item and all of its data.

## Update Scene Frame Range

Shows with a scene strip. Update the frame range of the scene strip.

## Change - Submenu

Allows you to change things like the source scene. Or the effect of a effect strip.

