



## 14.2 Editors - Video Sequence Editor - Tool Shelf

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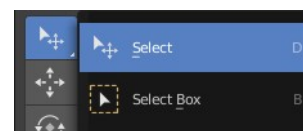
## Tool shelf in Preview view

The strip menu contains strip related functionality.



## Select Tools Group

Tools with a triangle down right are a group of tools. Click and hold to reveal the content. Then choose the tool that you need.

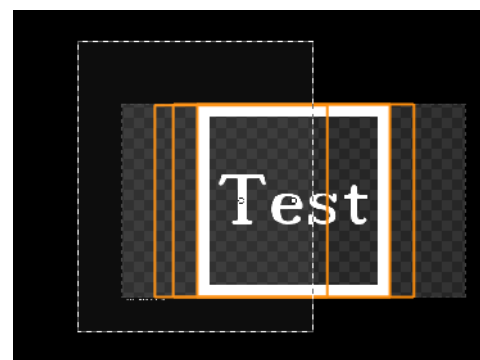


## Select

Allows you to select single elements by clicking at it.

## Select Box

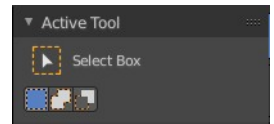
Draws a box to select several elements at once. Click at the start point, then drag.



## Tool Settings

### Mode

The available selection modes. The mode titles are pretty self explaining. So i won't go into detail here.



### *Set a new selection*

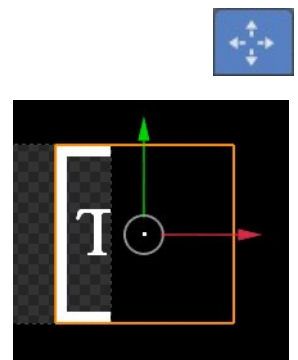
### *Extend existing selection*

### *Subtract existing selection*

## Move

Activates the move tool. Activating the move tool also reveals a move widget at the object. This widget allows you to move the object around, by using the corresponding axis.

Clicking and dragging at one of the axis moves the object along this axis. By clicking into the white square in the middle you can move the object freely.



## Snapping

Holding down Ctrl activates temporary global snapping.

### *Precision movement*

When you hold down shift, then you will have a much slower but also much preciser movement.

## Header Values

When you move your object then you will see some values in the header, which defines the current position of the object.

D: 0.1529 m (0.1529 m) along global Z

The value m stands for the default metric system. Meters. You can change the units in the Properties editor in the Scene properties in the Units panel. When you choose kilometers here then you will see a km instead m.

The value D stands for the distance of the current selected axis. This can also be two axis. Then you have two d values. The value in the brackets is then the direct distance to the starting point.

D: 0.7057 m D: -0.2678 m (0.7548 m) global

These values are always relative to the starting point. You always start with zero, regardless of the real world position.

## Numerical Input

When you move the object, and hold down the mouse and type in a value, like 20, then the movement will be performed by the value that you have typed in. In this case by 20 units in direction of the selected axis.

### *Limit Axis*

When you have accidentally grabbed the middle of the widget, and want to move

D: 0.1529 m (0.1529 m) along global Z

along a specific axis, then press X or Y to limit to this axis. The widget orientation remains at global orientation.

## Tool Settings

### **Drag**

What to do when you click in the off.

#### **Active Tool**

Use the transform tool.

#### **Tweak**

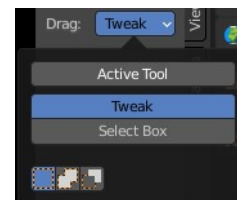
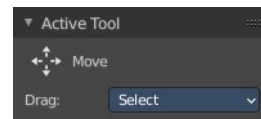
Deselect the current element and/or select another element.

#### **Select Box**

Deselect the current element and/or box select another element.

#### **Select mode**

The select mode for the select methods.



## Rotate

Activating the rotate tool reveals a rotate widget at the object. This widget allows you to rotate the object.



## Snapping

Snapping while rotation is by default on. It snaps in 5 degree steps.

Holding down Ctrl deactivates temporary global snapping.



### **Precision movement**

When you hold down shift, then you will have a much slower but also much preciser movement.

## Header Values

When you move your object then you will see some values in the header, which defines the current position of the object.

D: 0.1529 m (0.1529 m) along global Z

The value m stands for the default metric system. Meters. You can change the units in the Properties editor in the Scene properties in the Units panel. When you choose kilometers here then you will see a km instead m.

The value D stands for the distance of the current selected axis. This can also be two axis. Then you have two d values. The value in the brackets is then the

D: 0.7057 m D: -0.2678 m (0.7548 m) global

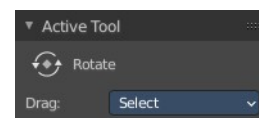
direct distance to the starting point.

These values are always relative to the starting point. You always start with zero, regardless of the real world position.

## Numerical Input

When you rotate the object, and hold down the mouse and type in a value, like 20, then the rotation will be performed by the value that you have typed in. In this case by 20 degrees clockwise.

## Tool Settings

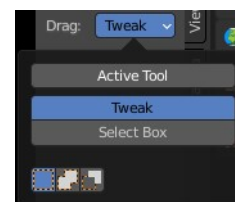


### Drag

What to do when you click in the off.

### Active Tool

Use the transform tool.



### Tweak

Deselect the current element and/or select another element.

### Select Box

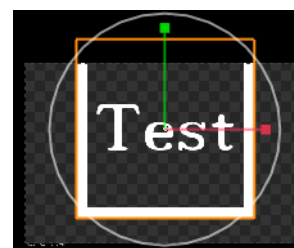
Deselect the current element and/or box select another element.

### Select mode

The select mode for the select methods.

## Scale

Activates the Scale tool. Activating the scale tool also reveals a traditional scale widget at the object. This widget allows you to scale the object, by using the corresponding axis. When you click at the outer white circle and drag, then you can scale the object uniformly.



## Snapping

Snapping while rotation is by default on. It snaps in 0.1 unit steps.

Holding down Ctrl deactivates temporary global snapping.

### Precision movement

When you hold down shift, then you will have a much slower but also much preciser transformation.

## Header Values

When you move your object then you will see some values in the header, which

D: 0.1529 m (0.1529 m) along global Z

defines the current position of the object.

The value m stands for the default metric system. Meters. You can change the units in the Properties editor in the Scene properties in the Units panel. When you choose kilometers here then you will see a km instead m.

The value D stands for the distance of the current selected axis. This can also be two axis. Then you have two d values. The value in the brackets is then the direct distance to the starting point.

D: 0.7057 m D: -0.2678 m (0.7548 m) global

These values are always relative to the starting point. You always start with zero, regardless of the real world position.

## Numerical Input

When you rotate the object, and hold down the mouse and type in a value, like 20, then the rotation will be performed by the value that you have typed in. In this case by 20 degrees clockwise.

### Limit Axis

When you have accidentally grabbed the middle of the widget, and want to move along a specific axis, then press X or Y to limit to this axis. The widget orientation remains at global orientation.

D: 0.1529 m (0.1529 m) along global Z

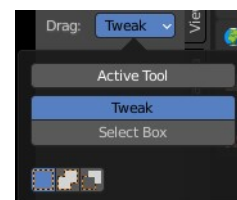
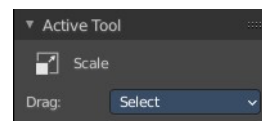
## Tool Settings

### Drag

What to do when you click in the off.

### Active Tool

Use the transform tool.



### Tweak

Deselect the current element and/or select another element.

### Select Box

Deselect the current element and/or box select another element.

### Select mode

The select mode for the select methods.

## Transform

Activates the Transform tool. The transform tool allows you to move, rotate and scale the object. You can also select more than one object and move it. To rotate or to scale more than one object simultaneously is currently not possible.



## Snapping

Snapping while rotation is by default on. It snaps in 0.1 unit steps.


Holding down Ctrl deactivates temporary global snapping.

## Precision movement

When you hold down shift, then you will have a much slower but also much preciser transformation.

## Header Values

When you move your object then you will see some values in the header, which defines the current position of the object.



The value m stands for the default metric system. Meters. You can change the units in the Properties editor in the Scene properties in the Units panel. When you choose kilometers here then you will see a km instead m.

The value D stands for the distance of the current selected axis. This can also be two axis. Then you have two d values. The value in the brackets is then the direct distance to the starting point.



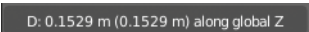
These values are always relative to the starting point. You always start with zero, regardless of the real world position.

## Numerical Input

When you rotate the object, and hold down the mouse and type in a value, like 20, then the rotation will be performed by the value that you have typed in. In this case by 20 degrees clockwise.

## Limit Axis

When you have accidentally grabbed the middle of the widget, and want to move along a specific axis, then press X or Y to limit to this axis. The widget orientation remains at global orientation.



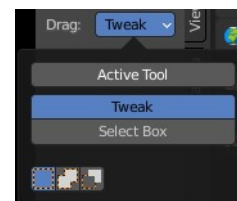
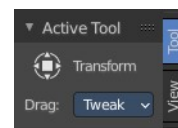
## Tool Settings

### Drag

What to do when you click in the off.

### Active Tool

Use the transform tool.



### Tweak

Deselect the current element and/or select another element.

### Select Box

Deselect the current element and/or box select another element.

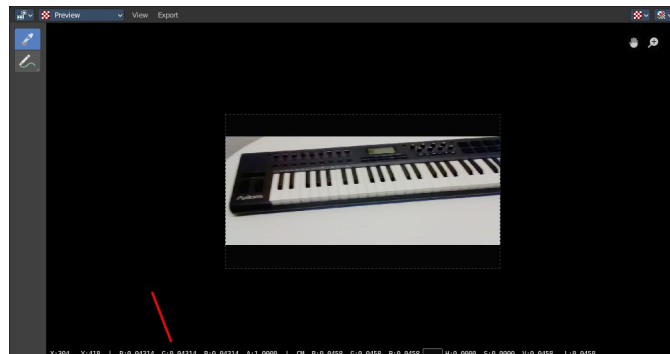


## Select mode

The select mode for the select methods.

## Sample

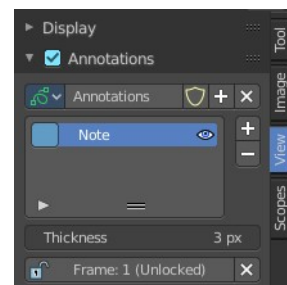
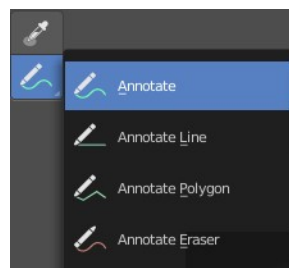
Samples colors under the mouse position when you left click at the position. The result is displayed at the bottom of the view.



## Annotate Tools group

The annotation tool is available in multiple editors. With this tool you can write notes at the screen. The annotate tools is the little brother of the grease pencil objects.

Further settings for annotate can be found in the sidebar. Here you can also remove an annotation when you don't longer need it. And here you can also adjust the size of the stroke.

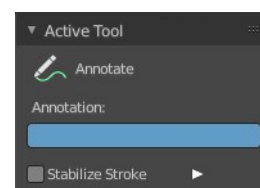


## Annotate

Draw free-hand strokes in the main window.

### Tool Settings

The tool settings for Annotate.



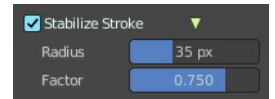
## Color

Clicking at the color field reveals a color picker. Define the color for the annotation stroke.



## Stabilize Stroke

Helper to draw smooth and clean lines. Pressing shift inverts the effect.



### Radius

The radius for the stroke stabilization.

### Factor

Stabilizer stroke factor. Higher values gives a smoother stroke.

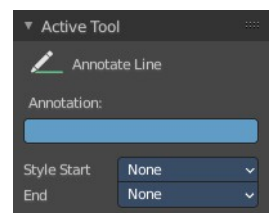
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## Annotate Line

Click and drag to create a line.

### Tool Settings

The tool settings for the Annotate tool.



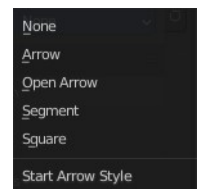
### Color

Clicking at the color field reveals a color picker. Define the color for the annotation stroke.



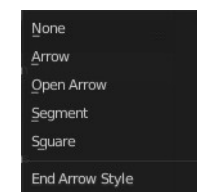
### Style Start

The stroke start style. With an arrow for example you place an arrow at the start of the stroke.



### End

The stroke end style. With an arrow for example you place an arrow at the end of the stroke.



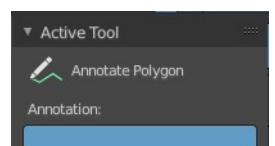
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## Annotate Polygon

Click multiple times to create multiple connected lines. The current polygon is finished when Esc or RMB is pressed.

### Tool Settings

The tool settings for Annotate.



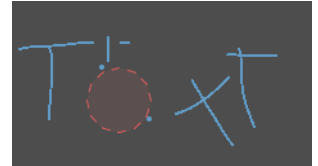
## Color

Clicking at the color field reveals a color picker where you can define the color for the annotation stroke.



## Annotate Eraser

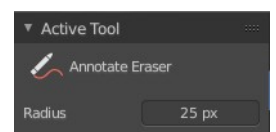
Click and drag to remove annotate lines.



### Tool Settings

#### Radius

The radius of the eraser pencil.

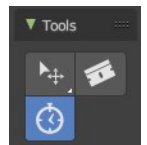


## Tool shelf in Sequencer view

## Tool shelf area

### Select

Select strips. This default mode allows you to select strips and move them around.

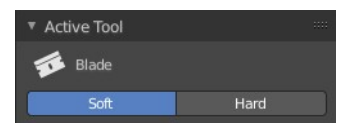


### Blade

Cut the selected strips at mouse position.

### Active Tool settings

Create a soft split or a hard split.



### Last operator Split Strips

#### Frame

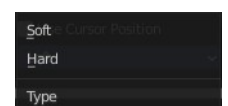
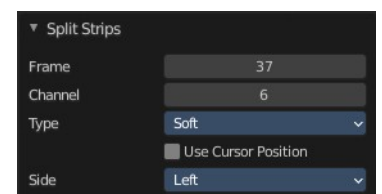
The frame at which the cut happens.

#### Channel

The channel of the strip.

#### Type

How to cut. Soft or hard.

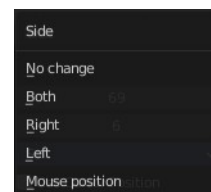


## Use Cursor Position

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.

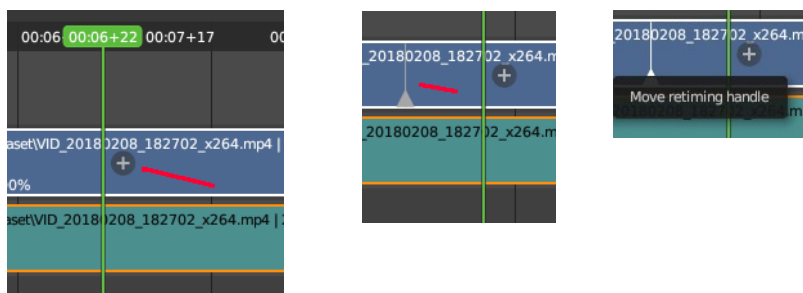


## Retime

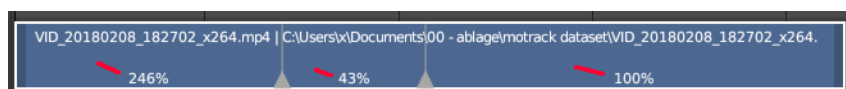
The retime toll lets you trim the playback speed of your clip by dragging around retime markers. The markers gets added at the clip. And just shows when the retime tool is activated.

## Adding Marker

When you activate the Retime tool then you will notice a plus sign besides the playhead cursor. Clicking at it will add a retime marker. Which is a handle that can be moved around. And by draggin around the handler you will stretch or compress the clip towards the handler position.

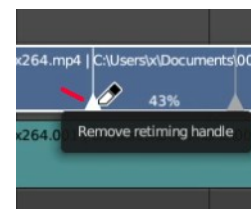


The retiming happens from marker to marker per section. The new playspeed of the marker section can be seen at the clip then.



## Remove Retime Marker

Markers can be removed by moving the mouse over the triangle area of the handler and a left click.



## Last Operator Add Retiming Handle

### Timeline Frame

The position at which the handler is added.



## Channel header

The channel headers allows you to activate and to lock the current channel. The channel names can be renamed by double clicking at it.

This header can be hidden away by dragging at the border. To reveal it, click at the little triangle button up left.

