

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

### Table of content

Modifier Tab.....	4
General functionality.....	4
Add.....	4
Header elements.....	4
Collapse panel.....	4
Modifier Icon.....	4
Modifier Name.....	4
Mute.....	4
Move Strip Modifier.....	4
Remove Strip Modifier.....	4
Modifiers Panel.....	5
Use Linear Modifiers.....	5
Add Strip Modifiers.....	5
Copy to selected Strips.....	5
Workflow.....	5
Replace.....	5
Append.....	5
Color Balance Modifier.....	5
Mask Input Type.....	5
Mask Input Type type Strip.....	6
Mask.....	6
Mask Input Type type Mask.....	6
Mask.....	6
Mask Time.....	6
Relative.....	6
Absolute.....	6
Multiply Colors.....	6
Lift.....	6
Gamma.....	6
Gain.....	6
Curves Modifier.....	6
Mask Input Type.....	6
Mask.....	6
Tone.....	7
C R G B.....	7
Selecting Points.....	7
Adding Points.....	7
Navigation elements.....	7
Zoom in and out.....	7
Tools.....	7
Reset View.....	7
Vector Handle.....	7
Auto Handle.....	7
Auto Clamped Handle.....	7

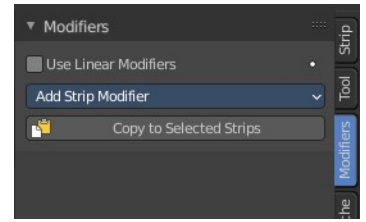
Extend horizontal.....	8
Extend vertical.....	8
Reset Curve.....	8
Use Clipping.....	8
Delete Points.....	8
Hue Correct Modifier.....	8
Mask Input Type.....	8
Mask.....	8
H S V.....	8
Selecting Points.....	8
Adding Points.....	9
Navigation elements.....	9
Zoom in and out.....	9
Tools.....	9
Reset View.....	9
Vector Handle.....	9
Auto Handle.....	9
Auto Clamped Handle.....	9
Extend horizontal.....	9
Extend vertical.....	9
Reset Curve.....	9
Use Clipping.....	10
Delete Points.....	10
Bright / Contrast modifier.....	10
Mask Input Type.....	10
Mask.....	10
Bright.....	10
Contrast.....	10
Mask modifier.....	10
Mask Input Type.....	10
Mask.....	10
White Balance modifier.....	10
Mask Input Type.....	11
Mask.....	11
White Value.....	11
Tone map modifier.....	11
Mask Input Type.....	11
Mask.....	11
Tone map Type.....	11
Intensity.....	11
Contrast.....	11
Adaption.....	11
Color Correction.....	11
Equalizer modifier.....	12
Adding Points.....	12
Navigation elements.....	12
Zoom in and out.....	12
Clipping Options.....	12
Tools.....	12
Reset View.....	12
Reset Curve.....	12
Footer.....	13
Handles.....	13

Auto Handle.....	13
Vector Handle.....	13
Auto Clamped.....	13
X / Y Values.....	13
Delete Points.....	13

## 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.

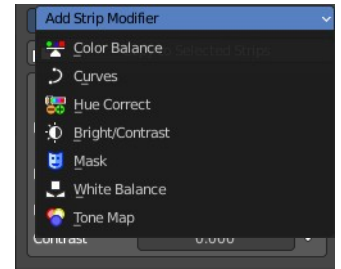


## General functionality

### Add

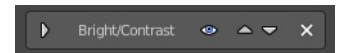
To add a modifier to an object, simply open the drop down menu, and choose the type of modifier that you want to add.

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

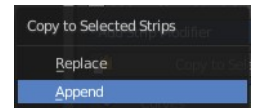
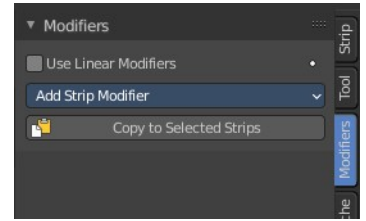
Select the strip without modifier. Hold down shift, select the strip with the modifiers. Click the copy to selected button, choose the method in the popup. And the modifier should now be at the first strip.

### 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

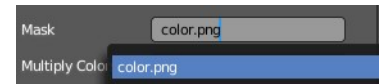
Type of input data used for mask.



## Mask Input Type type Strip

### Mask

The strip used as mask input for the modifier.



## Mask Input Type type Mask

### Mask

The mask used as mask input for the modifier.



### Mask Time

Time to use for the mask animation.

### Relative

Mask animation is offset to start of strip.

### Absolute

Mask animation is in sync with scene frame.

## 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

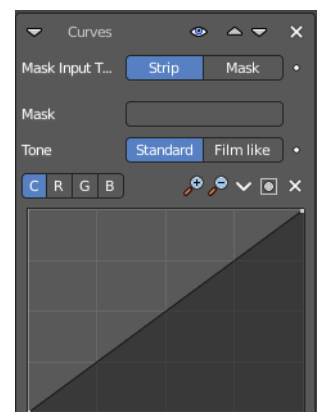
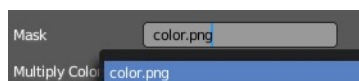
Color and RGB curves.

## 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.

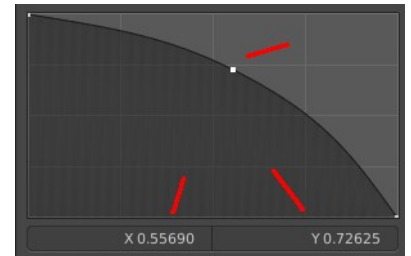
## C R G B

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

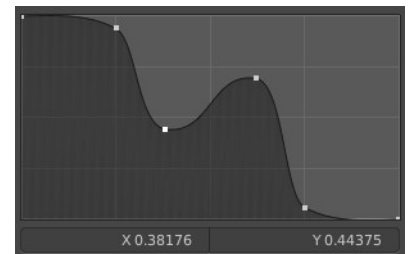
## Selecting Points

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***

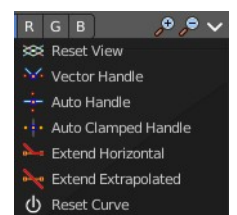
Set handle type to Vector.

### ***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***

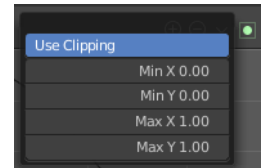
Extends the curve vertical before the first curve point and after the last curve point.

## ***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

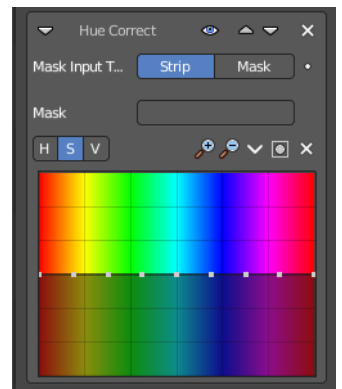
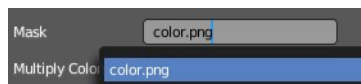
HSV multi points curves.

## **Mask Input Type**

Type of input data used for mask.

## **Mask**

The strip used as mask input for the modifier.



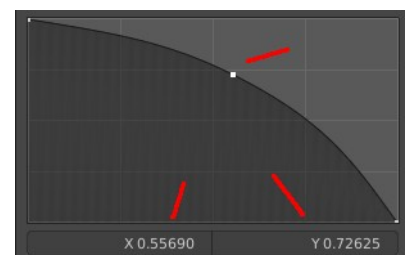
## **H S V**

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.

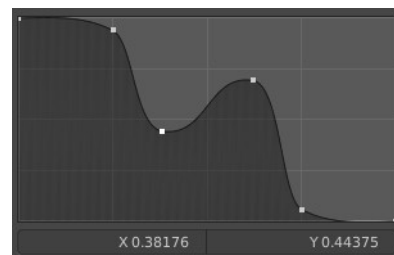
Selected points can be moved around. Left click at them, hold the mouse





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***

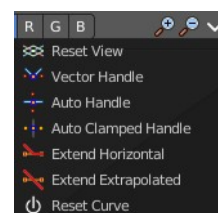
Extends the curve horizontal before the first curve point and after the last curve point.

### ***Extend vertical***

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

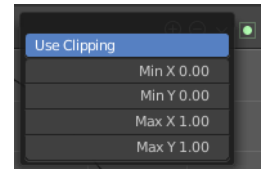
### ***Reset Curve***

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

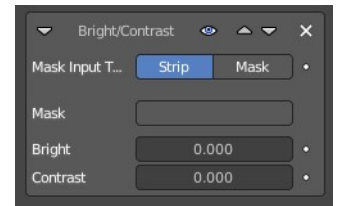
Deletes the selected curve point.

## Bright / Contrast modifier

Adjusts the brightness and contrast of the modifier input.

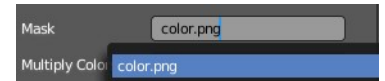
### Mask Input Type

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

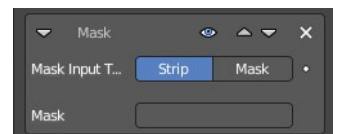
Adjust the contrast of the colors.

## Mask modifier

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

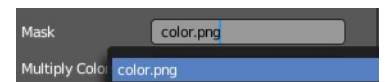
### Mask Input Type

Type of input data used for mask.



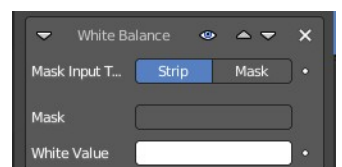
### Mask

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.

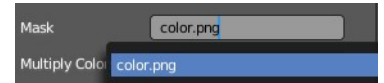


## Mask Input Type

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

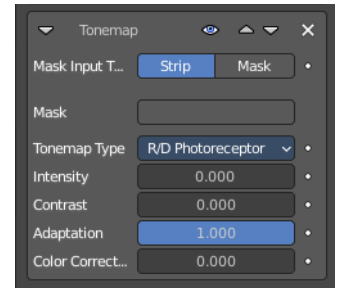
Used to map one set of colors to another in order to approximate the appearance of high dynamic range images in a medium that has a more limited dynamic range.

## Mask Input Type

Type of input data used for mask.

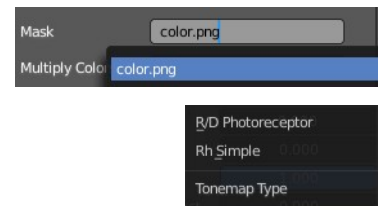
## Mask

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

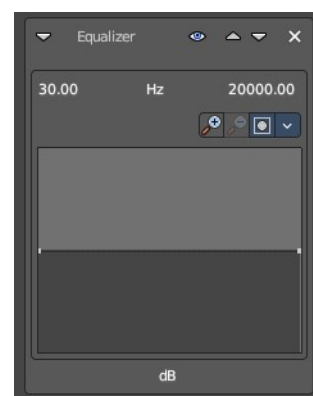
The color adaption. If 0 global, if 1 based on pixel intensity.

## Color Correction

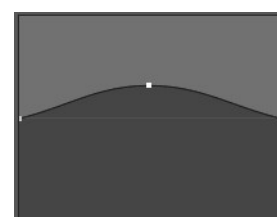
The color correction. If 0 same for all channels. If 1 each independent.

## Equalizer modifier

An audio equalizer for audio clips. The range goes from 30 hz to 20.000 hz



### Adding Points



### Navigation elements



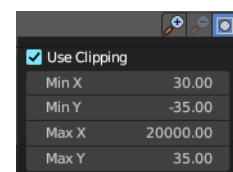
The navigation elements at the top are described from left to right.

### Zoom in and out

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

### Clipping Options

Clips the values.



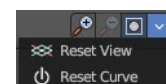
### Tools

#### ***Reset View***

Resets the view.

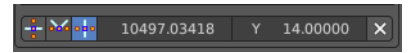
#### ***Reset Curve***

Resets the curve.



## **Footer**

The footer contains further tools to modify the selected point



## ***Handles***

### **Auto Handle**

Set the handle type to auto

### **Vector Handle**

Set the handle type to vector

### **Auto Clamped**

Set the handle type to auto clamped.

## ***X / Y Values***

The position of the selected point.

## ***Delete Points***

Removes the selected point.