



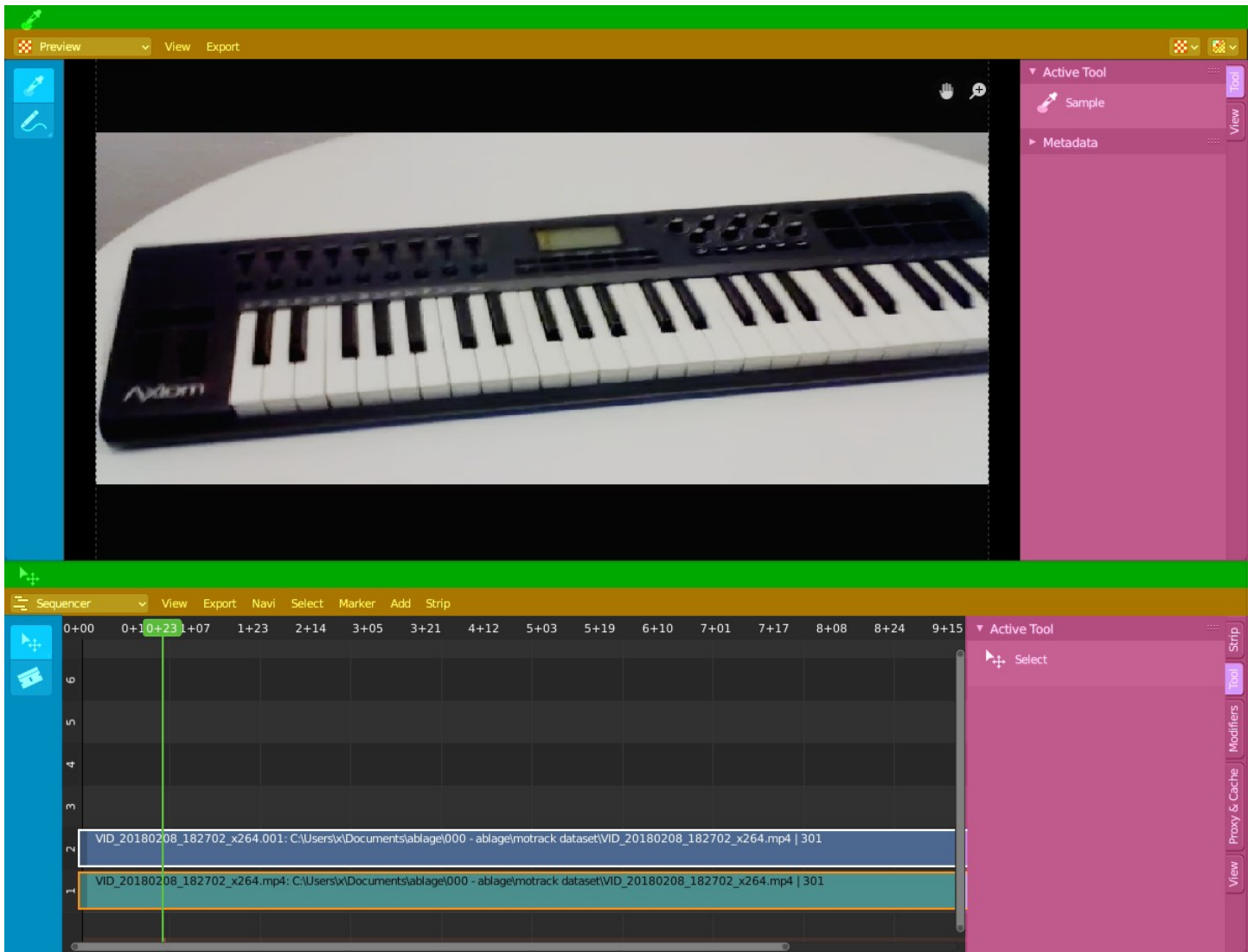
## 14 Editors - Video Sequence Editor

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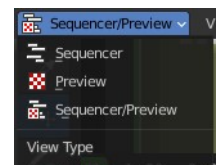
# Video Sequence Editor



The Video Sequence Editor is a complete video editing system. It allows you to cut videos and add effects and audio.

## 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 the video and audio strips. The third method is both editor view types in one editor.



Both editor view types are divided into several areas.

Green - Tool area. Note that, different from the 3D view, the tool area cannot be hidden away.

Yellow – Header

Blue - Tool Shelf

Pink - Sidebar

## Drag n Drop

You can drag n drop several elements like movie and audio clips into the Sequencer timeline. In this case you get the import options from the file browser displayed in the adjust last operator panel. The settings are pretty similar.

### Last operator Add Movie / Image etc. Strip

When you drop a strip then you will get a last operator panel down left.

#### **Relative Path**

Select the file relative to the blend file.

#### **Start Frame**

The start frame of the strip.

#### **End Frame**

The end frame of the strip

#### **Channel**

The channel to place this strip into.

#### **Replace Selection**

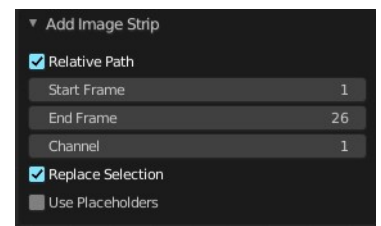
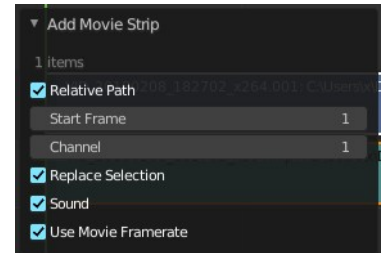
Replace the current selection.

#### **Sound**

Load the audio of the movie.

#### **Use Movie Frame rate**

Use the frame rate from the movie to keep sound and video in sync.



## Navigating in the viewport

### Hotkeys

Pan the view - MMB

Zoom - Mouse Wheel, MMB+CTRL, Numpad + / -

View All - Home

Deselect - left click into the off.

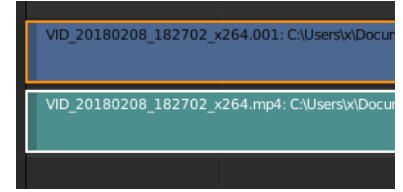
Select - left click

Add to selection - Shift + left click

## Strips

An element in the sequencer timeline is called strip. Strips are represented as bars.

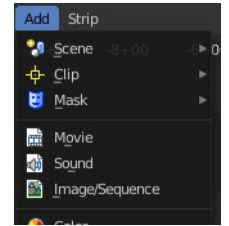
Every strip displays the name of the strip up left.



## Strip Types

Videos can also contain audio. When you import a video with audio, then you will have two strips in the timeline. A video strip that contains the image material. And an audio strip that contains the sound.

But the sequencer does not only display video and audio strips. There are several more strip types available. You can in the Add menu load image sequences, single images, masks, and even whole scenes.

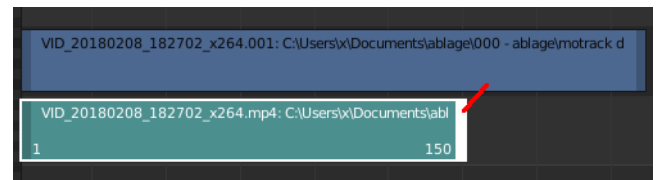


## Move Strips

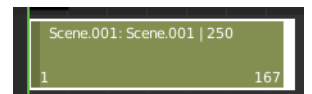
To move strips in the sequencer timeline select the strip and drag it. Upwards will put it into another channel. Sideways will move it in the timeline.

## Resizing strips

A strip has a drag handler at the left and a drag handler at the right. This handler allows you to resize the strip.

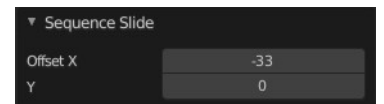


When the handlers are active you will see the frame numbers at the start and/or end of the clip. You can't move the strip as a whole while one of the handlers is active. Click in the off to deactivate the handlers. Then you can move the whole clip again.



## Last operator Sequence Slide

This adjust last operator shows for both, move strips and resize strips.



### Offset X

The modified frame position, relative to the start position of the strip.

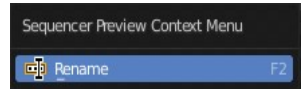
### Y

The modified channel position, relative to the start position of the strip.

## Preview - Sequencer Preview context menu

When you right click into the preview window then you will call a menu.

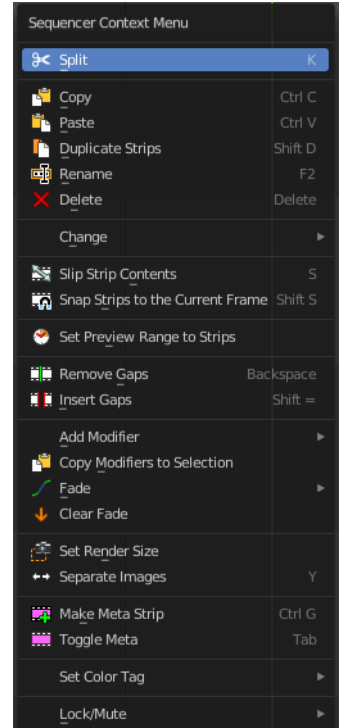
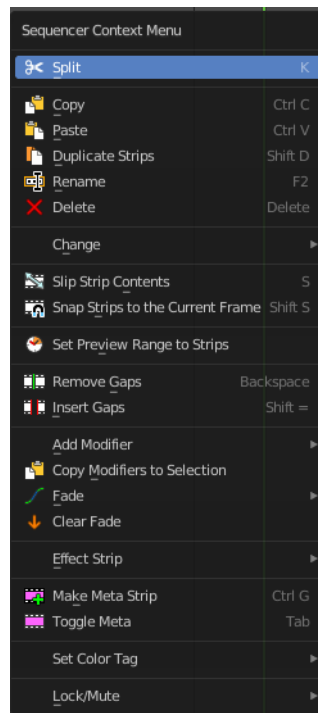
Allows you to rename the active sequence strip.



## Sequencer - Sequencer context menu

When you double right click into the Sequencer view, then you will open a menu. The Sequencer Context menu. Its content is to 100% double content to already existing menu entries. And it is despite the name not contextual.

The menu content differs, dependant of which sort of strip is selected



### Split

Splits the selected strips at the chosen mouse position.

### Last operator Split Strips

#### Frame

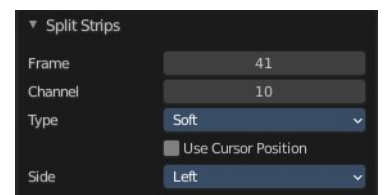
The frame at which the split happens.

#### Channel

The channel

#### Type

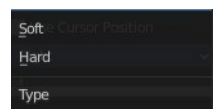
Split type. Soft or hard.



#### Use Cursor Position

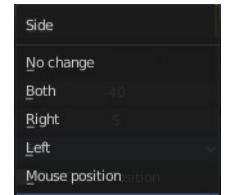
Split the strip at the cursor position instead of the current frame.

This feature is pretty useless since you adjust this setting afterwards, after you have already cut at the current frame. There is no cursor position available anymore.



## **Side**

The side that remains selected after splitting.



## **Copy**

Copies the selected strips.

## **Paste**

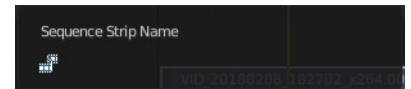
Pastes the copied strips. The strip will be pasted to the next free channel.

## **Duplicate Strips**

Duplicates the selected strips. The duplicate will stick to the mouse. Move the duplicate with the mouse, then click to release. In case of overlapping strips the duplicate will snap behind the strip under the mouse.

## **Rename**

Allows you to rename the current active strip. A popup opens up where you can type in another name.



## **Delete**

Deletes the selected nodes. All Connections gets removed.

## **Slip Strip Contents**

The Slip tool allows you to change the position of the contents of a strip without moving the strip itself.

## **Last Operator Trim Strips**

### **Offset**

The offset of the content to the strip.



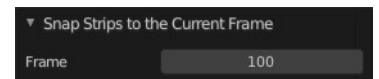
## **Snap Strips to the current frame**

Snaps the selected strips to the current frame.

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

### **Frame**

The frame to snap to.



## **Set Preview Range to Strips**

Sets the preview range to the selected strips. The playback will then happen in this range.

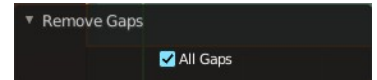
## Remove Gaps

Snaps the selected strip to the end of the strip before the selected one.

### Last operator Remove Gaps

#### All Gaps

Snaps all strips to the ends of the previous strips to close all gaps.



## Insert Gaps

Insert a gap of frames before the selected strip.

### Last operator Insert Gaps

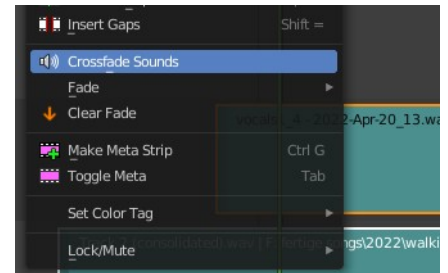
#### Frames

The number of frames to insert.



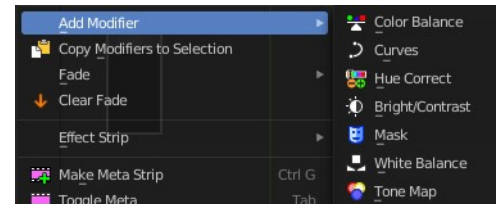
## Cross fade Sounds

Audio Strips only. And you need to have two strips selected. Cross fade two selected audio strips.



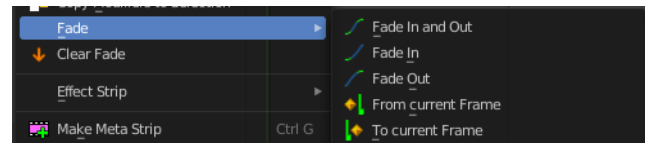
## Add Strip Modifier

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



## Fade

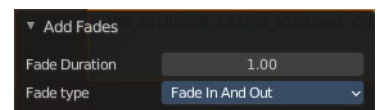
Fade effects for strips. The names should be self explaining.



### Last operator

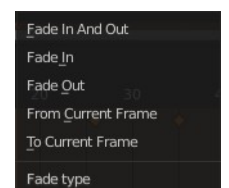
#### Fade Duration

The duration of the fade.



#### Fade Type

The fade type to choose.





## Clear Fade

Clears the fade effects at the selected strips.

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## Movie Strip



## Set Render Size

Sets the render resolution and aspect to match the strip's resolution.

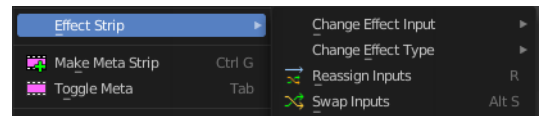
## Deinterlace Movies

Converts interlaced video into progressive video.

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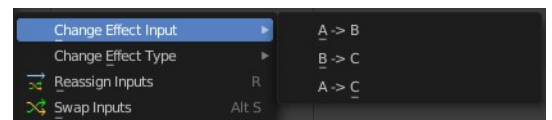
## Effect Strip

Strip type Effects.



## Change Effect Input

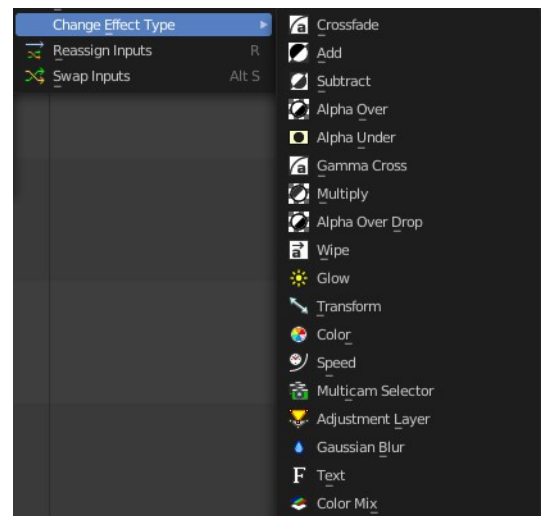
Changes the effect input of two selected effect strips.



Unfortunately not to find out how this works.

## Change Effect Type

Sets the effect type to a new chosen type.



## Reassign Inputs

Reassigns the input of the strips.

Unfortunately not to find out how this works.

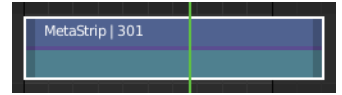
## Swap Inputs

Swaps the inputs of the selected strips.

Unfortunately not to find out how this works.

## 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

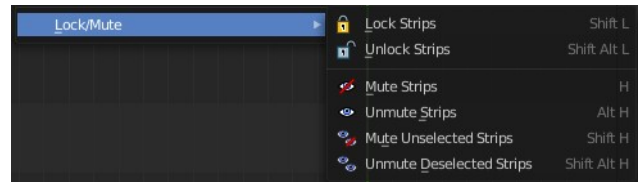
Changes the header or the body color of the selected strip. This depends of the strip type.



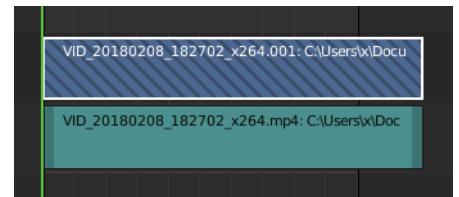
## Lock/Mute

### Lock Strips

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



Locked strips appears hatched.

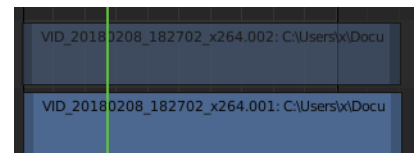


### Unlock Strips

Unlock locked strips.

### Mute Strips

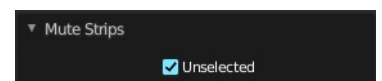
Mutes the selected strips. They do not play anymore, and they appear greyed out.



### Last operator Mute Strips

#### Unselected

Mute unselected strips.



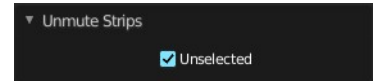
### Unmute Strips

Unmutes selected muted strip.

## ***Last operator Unmute Strips***

### **Unselected**

Unmute unselected strips.



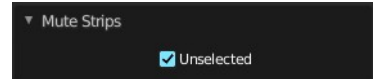
## **Mute unselected strips**

Mute the unselected strips.

## ***Last operator Mute Strips***

### **Unselected**

Mute unselected strips.



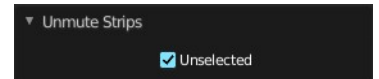
## **Unmute deselected Strips**

Unmute all deselected strips.

## ***Last operator Unmute Strips***

### **Unselected**

Unmute unselected strips.

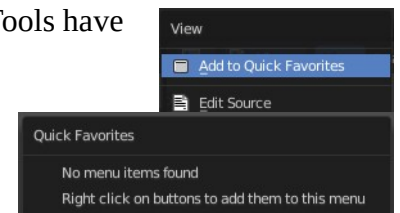


## **Quick Favorites menu**

When you right click at a menu or a button, then a right click menu will open. Tools have usually a Add to Quick Favorites menu entry.

The Quick Favorites Menu is empty by default. With Add to Quick favorites you can add this menu to the Quick menu.

In the 3D view we have a menu called Quick in the header, which shows this content then. In the Image Editor you can just call it with its hotkey. Q. It has no regular menu entry here.



## **Slider snapping**

Snapping also works at sliders. Hover with the mouse over the slider, start to slide, and holding down **Ctrl** will snap the sliders in incremental steps.



When it's a default value between 0 and 1 then it usually snaps in 0.1 steps. When it's a default value over 1 then it usually snaps in steps of 10.

## **Hotkey only functionality**

Important! These hotkeys works with the default Bforartists key map And they do not list the N dof hotkeys. N dof is a 3d connexion mouse device that is also used for tablets.

Most of the tools can be found in the graphical UI. But there are still some tools that are hotkey only. Some have a UI brother with equal functionality. For example, Pick shortest path is the hotkey sister of Select shortest path. Some are hotkey only since they cannot be integrated in the graphical UI. Like calling the File menu under the mouse. Or mouse position dependent functionality like selecting an edge loop.

The navigation hotkeys and the context menus are excluded here since they are already covered.

## Context Set - O

Preview view. Context Set for overlay frame. Calls a box select tool.

