



15.1.1 Editors - Movie Clip Editor - Header Tools and Options

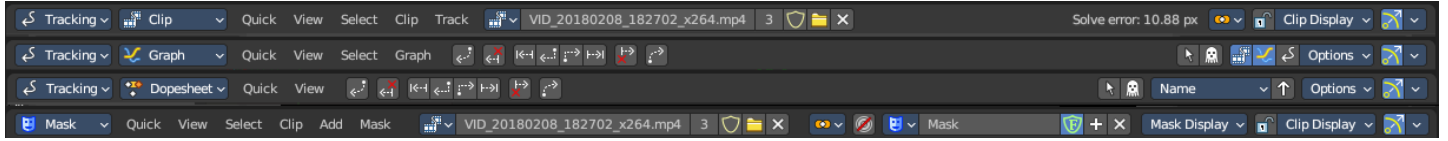
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Movie Clip Editor - Header

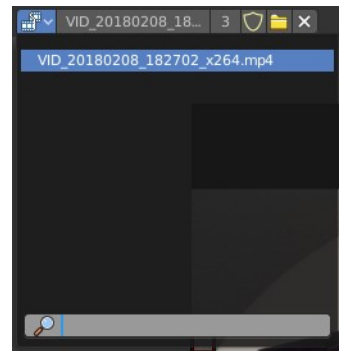
The Movie Clip Editor has two modes, and is three editors in one. So we have to explain the single header tools and options at a one by one base.



Movie Clip prop

Available in Tracking in Clip mode and Mask mode.

This property contains the list of loaded movie clips. When no movie clip is loaded or active, then it displays the Open Buttons. When a movie clip is loaded and active, then it displays the name of the currently active movie clip.



From left to right ...



List of clips in the scene

This is a list of the movie clips in the scene. Allows you to witch to other images.

Search form

Search for specific clips.

Clip Edit Box

The name of the currently selected movie clip. You can rename the movie clip here too.

Number of Fake Users

In case this file has a fake user assigned, then this number displays the number of fake users.

Fake User

With this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

Open

Open a new movie clip.

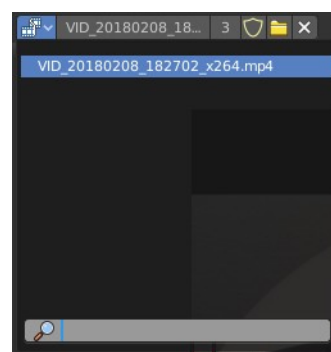
Remove

Removes the movie clip. Note that it will not be removed when it has a fake user assigned. Then the clip becomes simply inactive. You can still use it from the list again.

Info String

Available in Tracking in Clip mode.

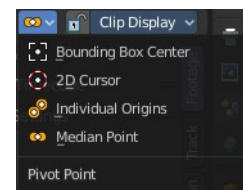
A string, giving you some informations about the scene. In this case the number of solve errors for the current tracking.



Pivot Point

Available in Tracking in Clip mode and Mask mode.

Adjust the pivot point for transform operations. The names should be self explaining.

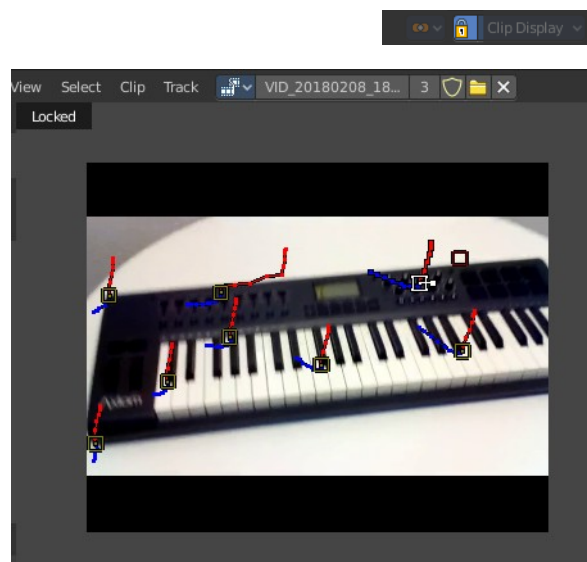


Lock to Selection

Available in Tracking in Clip mode.

With lock to selection disabled the viewport stands still and the markers moves. With lock to selection enabled the view is centered at the current selected marker, and the video moves around.

Available in Tracking in Clip mode and Mask mode.



Mask Display

Available in Mask mode.

These are display options for mask overlays.

Mask Display

Spline

Display spline overlays.

Edge Display

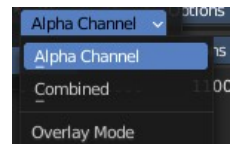
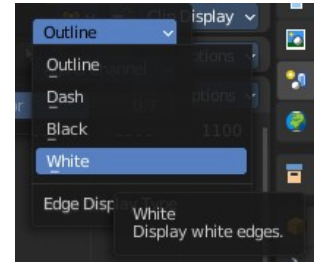
Changes the spline overlay to outline, dash, black or white edges.

Overlay

Displays an overlay overlays.

Overlay Mode

Show combined color channels or alpha channel. When using combined, the Blending Factor slider can be changed.



Clip Display

Available in Tracking in Clip mode and Mask mode.

Display options for the tracking footage.

Clip Display

R G B

Display the red green and blue channels of the footage

BW

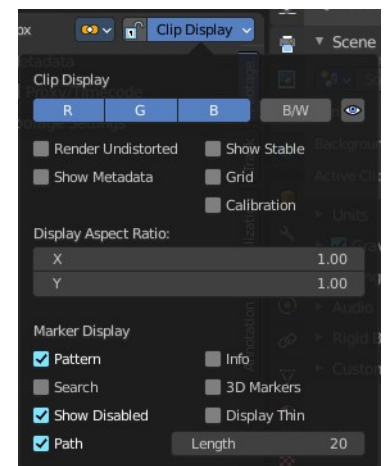
Display the footage in black and white.

Mute Footage

Hide the footage.

Render Undistorted

Render Preview undistorted.



Show Metadata

Shows the metadata of the clip if available.

Show Stable

Show stable footage in editor. Stabilization needs to be enabled.

Grid

Displays a red grid over the footage that displays the lens distortion.

Calibration

Use manual calibration helpers.

Display Aspect Ratio X Y

The aspect ratio to display the footage.

Marker Display

Pattern

Displays the rectangles around the markers.

Search

Shows a search bound box around the currently selected marker.

Path

Shows the paths for the markers.

Length

How much of the path is displayed before and after the current position in the movie clip.

Show Disabled

Show also disabled markers.

Info

Displays an information string at the currently selected markers.

3D Markers

Displays a green dot at the center of the marker.

Display Thin

Displays the markers, marker widgets and marker lines with thin lines.

Mask Display

Available in Tracking in the Mask mode.

Mask Display

Spline

Show splines in as a mask overlay

Edge Display Type

A drop down that shows the different spline mask overlay types.

Outline

Display white edges with a black outline.

Dash

Display dashed black-white edges.

Black

Display black edges.

White

Display white edges.

Overlay

Show mask overlays.

Overlay Mode

A drop down that shows different mask overlay types.

Alpha Channel

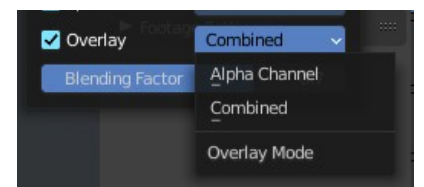
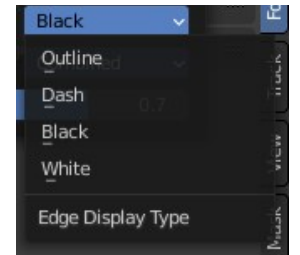
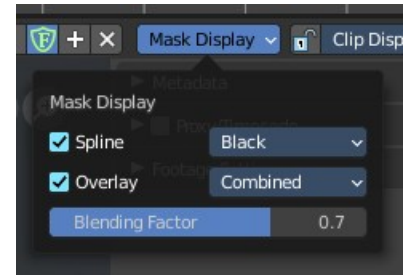
Show the alpha channel of the mask.

Combined

Show the combined space background of the image in the mask

Blending Factor

When combined is activated, you can control the overlay blending factor of rasterized masks.



Marker Tools

Available in Tracking mode in Graph and Dope sheet mode.



Tools to refine and modify the markers.

Refine Markers Backwards

Refine selected markers position by running the tracker from tracks reference to current frame.

Clear Track Path Backwards

Clear tracks before the current position.

Track Markers Backwards

Track selected markers backwards.

Track Markers Sequence Backwards

Track selected marker sequence backwards.

Track Markers Sequence Forwards

Track selected marker sequence forwards.

Track Markers Forwards

Track selected markers forwards.

Clear Track Path Forwards

Clear tracks after the current position.

Refine Markers Forwards

Refine selected markers position by running the tracker from tracks reference to current frame.

Graph editor Options

Only selected



Only display channels relating to the current objects and data.

Display Hidden

Display also channels from objects/bones that are not visible.

Show Frames

Show curve for per frame average error. Camera motion should be solved first.

Show Track Motion

Display the speed curves for the selected tracks. Red is X direction. Green is Y direction.

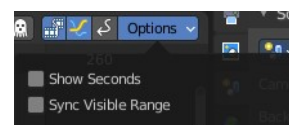
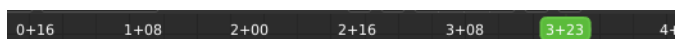
Show Tracks Error

Display the reprojection error curve for the selected tracks.

Options panel

Show Seconds

Option. Display the timeline numbering in seconds instead of frames.



Sync Visible Range

Option. Synchronize the visible timeline range with other time based editors.

Dopesheet editor Options

Only selected

Only display channels relating to the current objects and data.

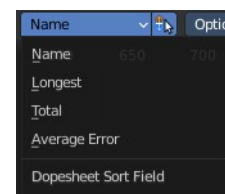


Display Hidden

Display also channels from objects/bones that are not visible.

Dope sheet Sort Field

Sort the list of the tracks by chosen method.



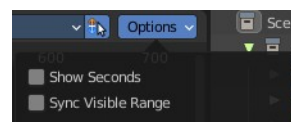
Invert

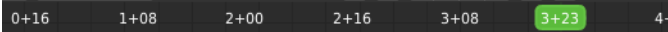
Invert the sort order of dope sheet channels.

Options panel

Show Seconds

Option. Display the timeline numbering in seconds instead of frames.





Sync Visible Range

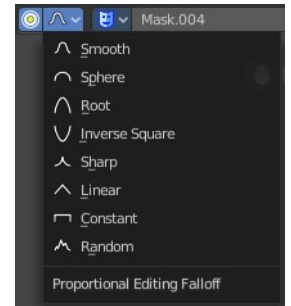
Option. Synchronize the visible timeline range with other time based editors.

Proportional Editing

Proportional Editing

Enables proportional editing.

Proportional Editing is a way of transforming selected elements (such as vertices, or in this case the handlers for the mask spline curves) while having that transformation affect other nearby elements with a falloff. For example, moving a single vertex will move unselected vertices within a given range. And the falloff means that selected vertices that are closer to the selected vertex will move more than those farther from it.



Settings

Choose between different falloff methods for the proportional editing. The settings are hidden when you have proportional editing off.

Mask Prop

Mask Prop



When you are in Mask mode then you can create a new mask, and work with this mask then.

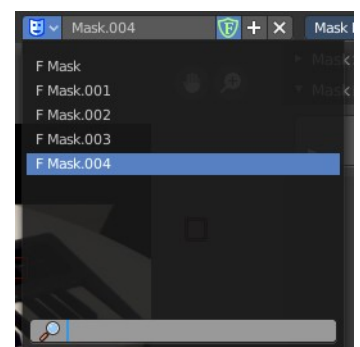
Masks have many purposes. They can be used to mask out, or influence a particular object in the footage in Motion tracking. They can be used for manual rotoscoping to pull a particular object out of the footage. They can be used as a rough matte for green-screen keying.

Masks are independent from a particular image of movie clip, and so they can also be used for creating motion graphics or other effects in the compositor.

Masks can be driven over the time so that they follow some object from the footage. For example a running actor. This can be achieved with shape keys or parenting the mask to tracking markers.

List of Masks

This is a list of the masks in the scene. Allows you to switch to other masks.



Mask Edit Box

The name of the currently selected mask. And you can rename the image mask too.

Fake User

With this button you assign a fake user to this selected mask. Masks get created with a fake user already. Means when you save the scene and reopen it, then this mask will still be there.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

Search form

Search for specific masks.

Mask Display

Mask Display

In Mask mode and with a Render result. Adjust the display of the mask.

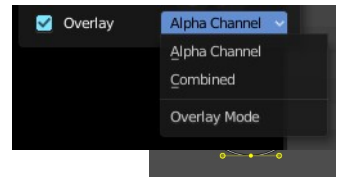


Smooth

Smoothens the outline of the mask curve.

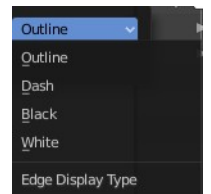
Overlay

When it's a closed curve then this closed area gets displayed as filled where it covers the image. When you tick Overlay then a second drop down box becomes active.



Edge Display Type

The mask curve can be displayed in different styles.



Gizmo

Show Gizmo

Show or hide all gizmos in the editor.

Viewport Gizmos

Navigate

Show or hide the Navigate Gizmo.

