



## 26.19 Editors - Properties Editor – Strip Tab

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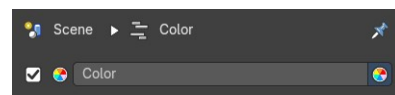
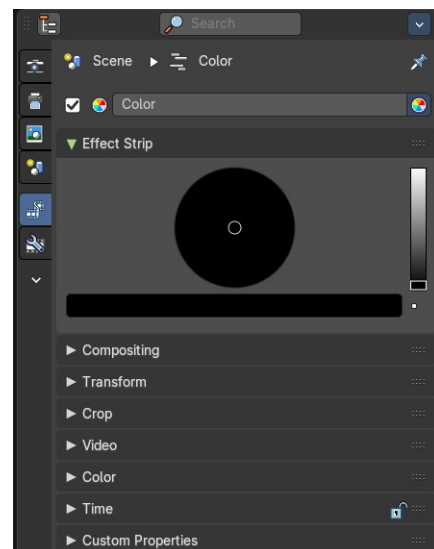
Remove.....23

## Strip Tab

The strip tab contains all the strip type related settings. For the different strip types see the Add menu.

Some panels have the same content for all strip types. Some not. Some strip types have their own panels.

**Note:** *Like in the 3D View, this tab is also accessible from the Sequencer sidebar.*



### Strip tab header

In the strip tab header you will see an icon for the current strip type. The name of the strip. And a checkbox to set this strip active.

The strip can be renamed by double clicking left into the edit box.

### Breadcrumb

This shows what scene and what strip the active selected strip tab properties are showing.

### Pin

This pins the active selected strip so that when you select another strip, the properties won't change and remembers the pinned strip properties.

### Type Icon

This indicates what kind of strip is selected

### Name

The name of the strip.

### Color

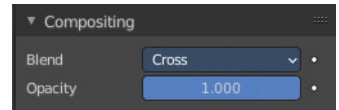
The color of the strip in the sequencer timeline.

### Mute

Enables/Disables the strip.

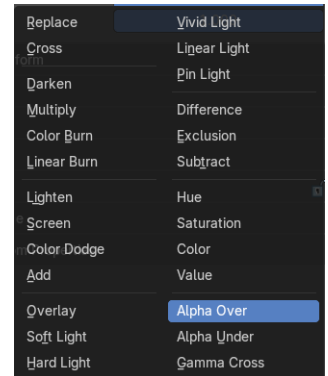
# Compositing Panel

Available for Movie, Image, Adjustment and Meta strips.



## Blend

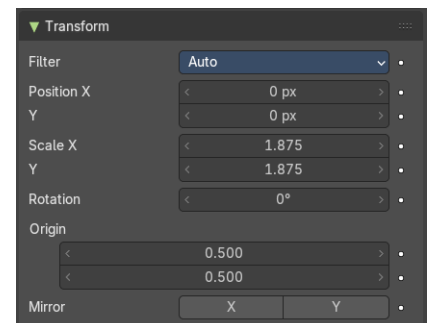
The blend method to control how the strip combines with other strips.



## Opacity

How much the strip color affects other strips.

# Transform Panel

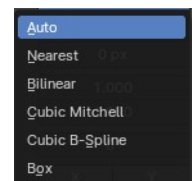


## Filter

Filter type to use for transformations.

## Auto

Automatically choose filter based on scaling factor.



## Nearest

Use nearest sample.

## Bilinear

Interpolate between 2x2 Samples

## Cubic Mitchell

Cubic Mitchell filter on 4x4 Samples.

## Cubic B-Spline

Cubic B-Spline Filter on 4x4 Samples. Blurry, but not ringing.

## Box

Averages source image samples that fall under destination pixel.

## Position X

The X offset.

## Y

The Y offset.

## Scale X

The X scale.

## Y

The Y scale.

## Rotation

The rotation around the image center.

## Origin

Origin of image for transformation.

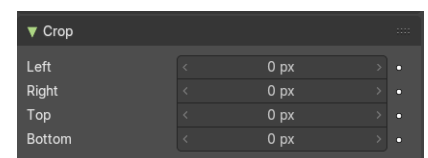
## Mirror

Flip on the X and/or Y axis.

## Crop Panel

### Left, Right, Top, Bottom

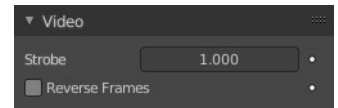
Crop the frame.



## Video Panel

## Strobe

Don't display every frame, but just every nth frame.



## Reverse Frames

Reverse the frame order.

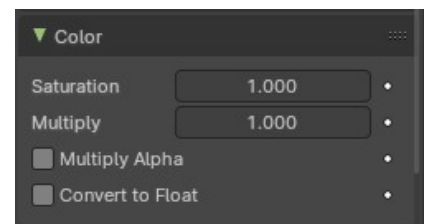
# Color Panel

## Saturation

The intensity of the input color.

## Multiply

Multiply colors by this factor.



## Multiply Alpha

Multiply Alpha along with color channels.

## Convert to Float

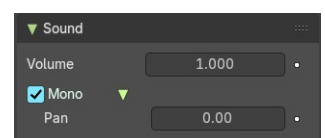
Convert input to float data.

# Sound Panel

This panel shows with an audio clip selected.

## Volume

The volume of the audio clip.



## Mono

Set the audio clip to mono.

## Pan

When mono, the pan of the audio clip.

## Time Panel

Time related settings.

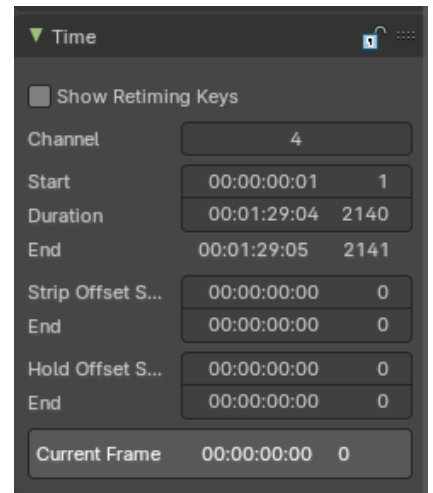
## Lock

Lock strip so that it cannot be transformed.

## Show Retiming Keys

This toggles the overlay and retiming state of a Movie or Image Sequence strip. For more information, refer to chapter **Editors - Video Sequence Editor - Header - Strip Menu** retiming section.

**Note:** To retime a strip, select a Movie or Image Sequence strip.



## Channel

The channel of the strip.

## Start

The start frame of the strip.

## Duration

The duration of the strip.

## End

The end frame of the strip.

## Strip Offset Start

The strip offset start. This offsets the beginning of the strip in the timeline.

## End

The strip offset end. This offsets the end of the strip in the timeline.

## Hold Offset Start

Animation start offset (trim start)

## End

Animation end offset (trim end)

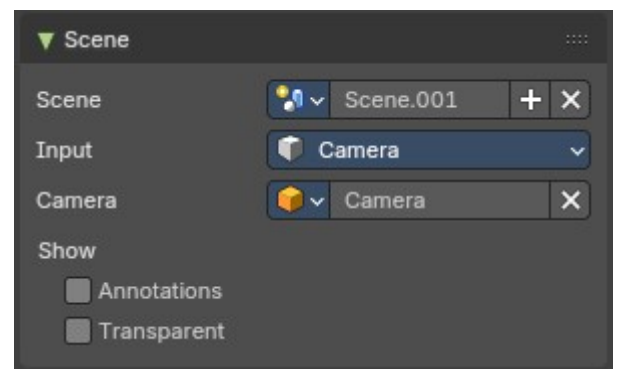
## Current Frame

Info box that displays the position of the frame cursor at the current frame.

# Scene Panel

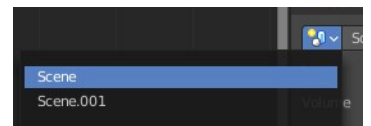
This panel just shows with strip type scene.

## Scene Property



## Scene Browser

A scene browser that contains the available scenes in the file.

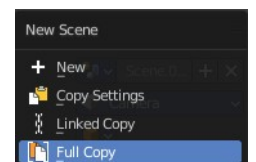


## Scene edit box

The name of the scene. It can be renamed by double clicking into the edit box.

## Add

Add a new scene. This button calls a menu where you can choose with what method you want to create the new scene.



## New

Adds a new empty scene.

## Copy Settings

Adds a new empty scene. And copies the settings from the current scene.

## Linked Copy

Link in the collections from the current scene. (Shadow Copy)

## Full Copy

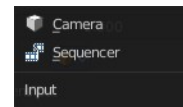
Make a full copy of the current scene.

## Remove

Remove the scene as the active one. Note that the scene is still available in the scene browser.

## Input

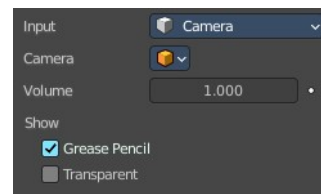
Type of input to use. The camera of the scene. Or a file from the sequencer in this scene.



## Input Type Camera

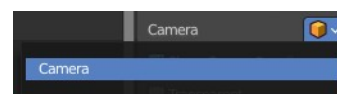
### Volume

The audio volume.



### Camera

Which camera of the scene to use.



### Show Annotation

Show grease pencil strokes in workbench previews.

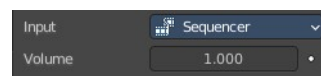
### Transparent

Use a transparent background.

## Input type Sequencer

### Volume

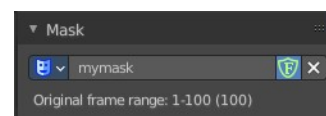
The audio volume.



# Mask Panel

This panel just shows with strip type Mask.

## Mask Property



## Mask Browser

A mask browser that contains the available masks in the file.



## Mask edit box

The name of the scene. It can be renamed by double clicking into the edit box.

## Fake User

Assign a fake user to this mask. Fake users is a odd concept to keep data in the scene even if it has no user

somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

## Remove

Remove the scene as the active one. Note that the scene is still available in the scene browser.

# Effect Strip Panel

Settings for the single effect strip types.

The content differs, dependant of the chosen type.

## Effect strip type Color Mix

### Input 1

The first strip.

### Input 2

The second strip.

### Swap Strips

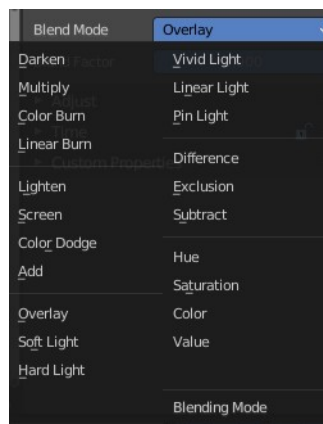
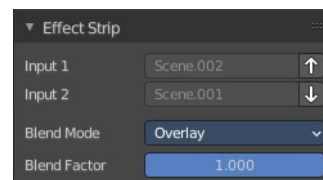
Swap the strips.

### Blend Mode

The color blend mode to use.

### Blend Factor

The blend factor. 1.000 means 100%.



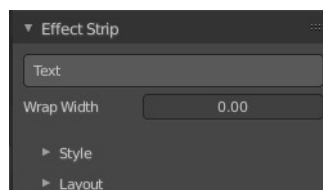
## Effect strip type Text

### Text

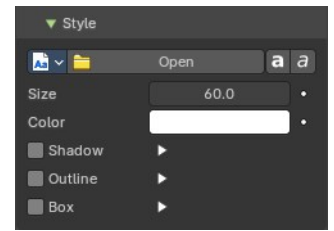
The text to displayed.

### Wrap Width

World wrap width as factor. Zero disables the wrap.

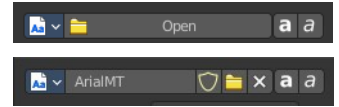


## Style sub panel



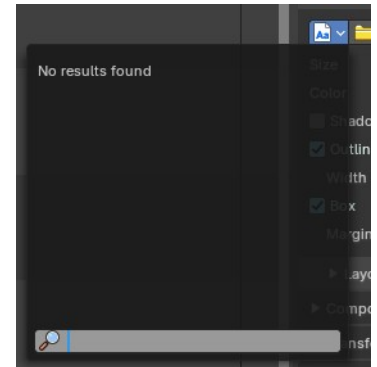
### Font property

When no font is loaded then the internal font is used.



### Font browser

The list of loaded fonts. This list is empty by default. It displays the fonts that you load.



### Open

Load a font.

### Font Edit Box

Display the current active font. You can rename the font by double clicking in the edit box.

### Fake User

Assign a fake user to this font. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

### Open Font

Load a font.

### Remove

Remove the selected font as the active one. Note that the font is still in the list then.

### Bold

Display the font bold.

### Italic

Display the font italic.

### Size

Size of the text.

## Color

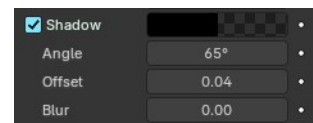
The text color.

## Shadow

Creates a shadow of the specified color under the text.

### Shadow color

The color of the shadow. Clicking at the color field opens a color dialog.



### Angle

The shadow angle. In which direction the shadow shall point.

### Offset

Add an offset to the shadow in pixels

### Blur

Blur the shadow by a pixel amount.

## Outline

### Color

The outline color.



### Width

The outline width.

## Box

Display colored box behind text.



### Box Color

The color of the box.

### Margin

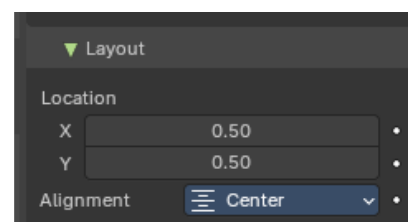
The margin of the box. Based at the image width.

---

## Layout sub panel

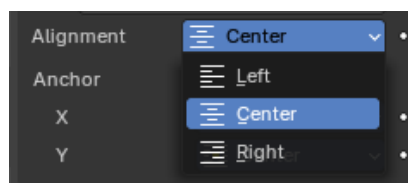
### Location X/Y

Positions the text on the X, Y axis.



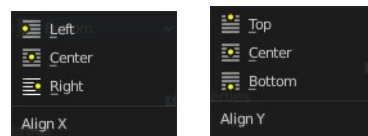
### Alignment

The horizontal X alignment of the text. Can be Left, Center or Right



## Anchor X/Y

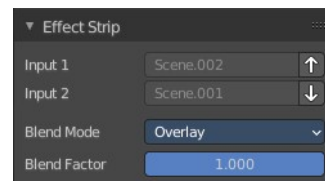
Horizontal (X) or vertical (Y) anchor point of the text relative to the location.



## Effect strip type Gaussian Blur

### Input 1

The strip to blur. This strip cannot be changed. You need to apply the effect with the correct strip selected.



### Size X

The size of the blur along X axis.

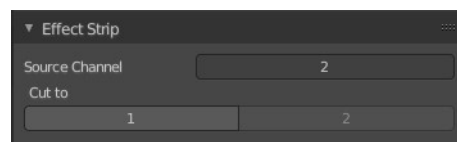
### Y

The size of the blur along Y axis.

## Effect strip type Multicam

### Source Channel

The channel which the Multicam Selector gets its input from.



### Cut to

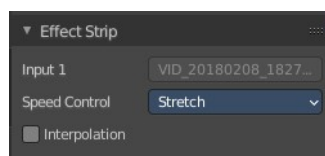
Cuts the Multicam strip at the current frame and changes the Source Channel automatically to the selected channels.

## Effect strip type Speed Control

### Input

The video where the speed control is applied to. This is read only.

### Speed Control

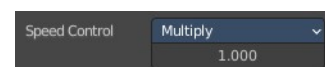


### Stretch

Adjust input playback so that the input duration fits the strip length

### Multiply

Multiply with the speed factor.

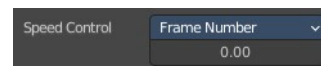


### Multiply factor

The speed factor.

## Frame Number

Frame Number of the Input strip.



## Frame number

The frame number.

## Length

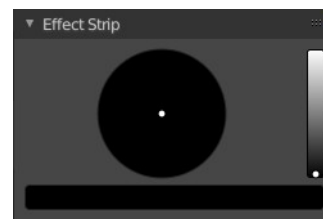
## Interpolation

Do crossfade blending between current and previous frame.

## Effect strip type Color

### Color Picker

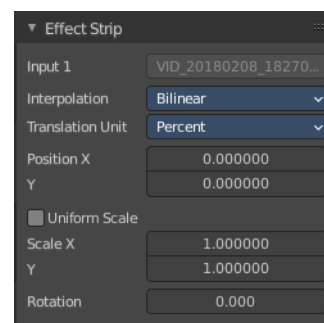
Adjust the color of the color strip.



## Effect strip type Transform

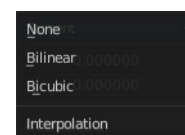
### Input 1

The strip to transform. This strip cannot be changed. You need to apply the effect with the correct strip selected.



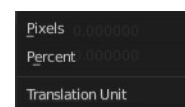
## Interpolation

The interpolation type for the transform.



## Translation Unit

The measure unit to use for the transform.



## Position X

Amount to move the input in the X axis.

## Y

Amount to move the input in the Y axis.

## Uniform scale

Scale uniformly, preserve the aspect ratio.

## Scale X

Amount to scale the input in the X axis.

## Y

Amount to scale the input in the Y axis.

## Rotation

Degrees to rotate the input.

## Effect strip type Glow

### Input 1

The strip to use. This strip cannot be changed. You need to apply the effect with the correct strip selected.

### Threshold

Minimum intensity to trigger a glow.

### Clamp

The brightness limit of intensity.

### Boost Factor

Brightness multiplier.

### Blur Distance

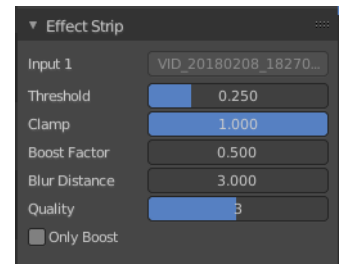
The radius of the glow effect.

### Quality

The accuracy of the blur effect.

### Only Boost

Show the glow buffer only.



## Effect strip type Wipe

### Input 1

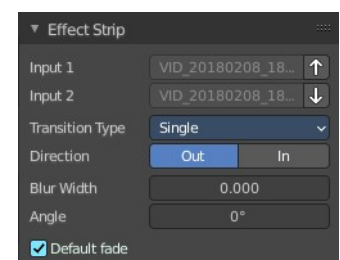
The first strip.

### Input 2

The second strip.

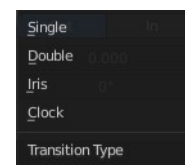
### Swap Inputs

Swap the two strips.



## Transition type

The wipe effect type.



## Direction

The direction of the wipe.

## Blur width

The width of the blur edge, relative to the image size.

## Angle

The edge angle.

## Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



## Effect strip type Alpha over Drop

### Input 1

The first strip.

### Input 2

The second strip.

### Swap Inputs

Swap the two strips.

## Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



## Effect strip type Multiply

### Input 1

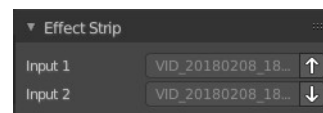
The first strip.

### Input 2

The second strip.

### Swap Inputs

Swap the two strips.



## Effect strip type Gamma Cross

### Input 1

The first strip.

### Input 2

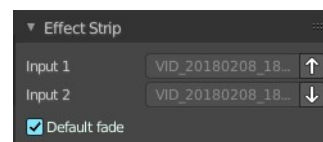
The second strip.

### Swap Inputs

Swap the two strips.

### Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



## Effect strip type Alpha Under

### Input 1

The first strip.

### Input 2

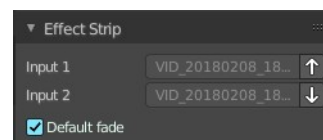
The second strip.

### Swap Inputs

Swap the two strips.

### Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



## Effect strip type Alpha Over

### Input 1

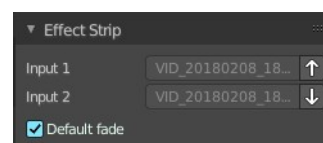
The first strip.

### Input 2

The second strip.

### Swap Inputs

Swap the two strips.



## Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



## Effect strip type Subtract

### Input 1

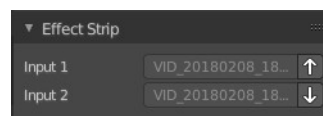
The first strip.

### Input 2

The second strip.

### Swap Inputs

Swap the two strips.



## Effect strip type Add

### Input 1

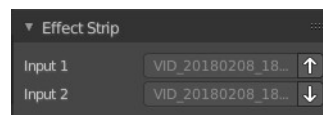
The first strip.

### Input 2

The second strip.

### Swap Inputs

Swap the two strips.



## Effect strip type Crossfade

### Input 1

The first strip.

### Input 2

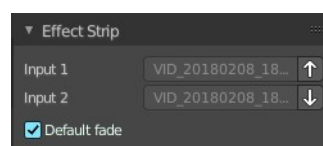
The second strip.

### Swap Inputs

Swap the two strips.

## Default Fade

Use the builtin default effect time, which is as long as the fade clip. Or adjust the effect time.



# Source Panel

The source path and settings for a loaded video clip.

## File

The source file.

## Browse

Browse for another file.

## Color Space

Which color space to use for the loaded video clip.

## Stream Index

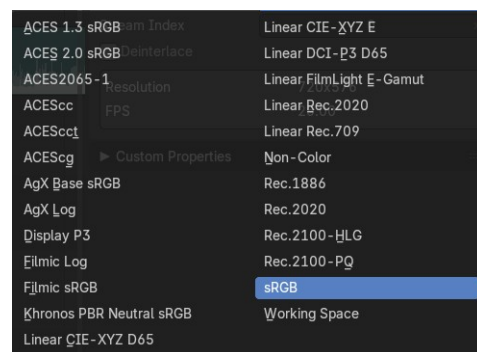
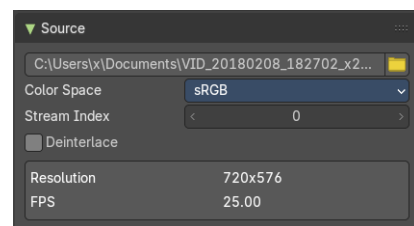
For files with several movie streams, use the stream with the given index.

## Deinterlace

Remove fields from video movies.

## Info Box

The resolution and frames per seconds of the video.



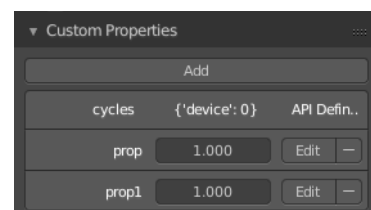
# Custom Properties Panel

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.

## Add

Adds a new property.



## Edit

Opens a panel where you can adjust the settings for the custom property.

## Remove

Removes the property.

