

Video Editing in Blender

What is Video Editing

Video editing is the process of manipulating and rearranging video shots to create a new work. Editing is usually considered to be one part of the post production process — other post-production tasks include titling, colour correction, sound mixing, etc.

Many people use the term editing to describe all their post-production work, especially in non-professional situations. Whether or not you choose to be picky about terminology is up to you. In this tutorial we are reasonably liberal with our terminology and we use the word editing to mean any of the following:

- Rearranging, adding and/or removing sections of video clips and/or audio clips.
- Applying colour correction, filters and other enhancements.
- Creating transitions between clips.

The Goals of Editing

There are many reasons to edit a video and your editing approach will depend on the desired outcome. Before you begin you must clearly define your editing goals, which could include any of the following:

Remove unwanted footage:- This is the simplest and most common task in editing. Many videos can be dramatically improved by simply getting rid of the flawed or unwanted bits.

Choose the best footage:- It is common to shoot far more footage than you actually need and choose only the best material for the final edit. Often you will shoot several versions (takes) of a shot and choose the best one when editing.

Add effects, graphics, music, etc:- This is often the "wow" part of editing. You can improve most videos (and have a lot of fun) by adding extra elements.

Alter the style, pace or mood of the video:- A good editor will be able to create subtle mood prompts in a video. Techniques such as mood music and visual effects can influence how the audience will react.

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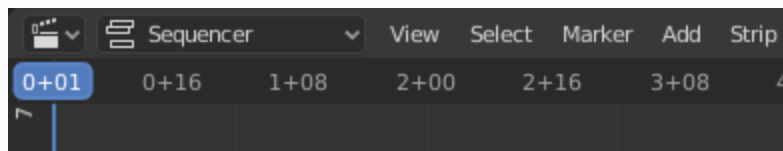
Introduction of Video Editing in Blender

The Sequencer region is horizontally divided into channels, each channel can contain what is called a strip. A strip can be an image, animation, or any number of effects. Each channel is numbered consecutively on the Y axis, starting from zero and allows up to 32 total channels. The X axis represents time. Each channel can contain as many strips as it needs as long as they do not overlap. If a strip needs to overlap another, it needs to be placed on a channel above or below the other strip. When strips are stacked, they stack from bottom to top where the lowest channel forms the background and the highest the foreground.

This region is where strips can be selected, modified by moving, cutting, or extending strips. There are also several built-in effects that can be combined with other strips to change their appearance.

Navigating

Header



Video Sequencer Header.

View Menu

As usual, the View Menu controls the editor's view settings.

Sidebar (N)

Show or hide the Sidebar.

Preview as Backdrop

Displays the current frame in the background of the main view like in the Compositor.

Frame Selected (NumpadPeriod)

Zooms in the display to fit only the selected strips.

Frame All (Home)

Zooms the display to show all strips.

Zoom (Shift-B)

Click and drag to draw a rectangle and zoom to this rectangle.

Navigation

Play Animation Spacebar

Start or stop playback of animation. This will start playback in all editors.

Go to Playhead Numpad0

Scrolls the timeline so the current frame is in the center.

Jump to Previous Strip PageDown

Current frame will jump to beginning of strip.

Jump to Next Strip PageUp

Current frame will jump to end of strip.

Jump to Previous Strip (Center) Alt-PageDown

Jump to previous center of the strip.

Jump to Next Strip (Center) Alt-PageUp

Jump to next center of the strip

Range

Set Preview Range P

Interactively define frame range used for playback. Allows you to define a temporary preview range to use for animation playback (this is the same thing as the *Playback Range* option of the [Timeline editor header](#)).

Clear Preview Range Alt-P

Clears preview range.

Set Start Frame Ctrl-Home

Set Start of animation range to current playhead position.

Set End Frame Ctrl-End

Set End of animation range to current playhead position.

Set Frame Range to Strips

Sets the frame range of preview and render animation to the frame range of the selected strips

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Refresh All

To force Blender to re-read in files, and to force a re-render of the 3D Viewport, click the *Refresh Sequencer* button. Blender will update and synchronize all cached images and compute the current frame.

Certain operations, like moving an object in the 3D Viewport, may not force the *Sequencer* to call for a refresh of the rendered image (since the movement may not affect the rendered image). If an image or video, used as a strip, is changed by some application outside of Blender, Blender has no real way of being notified from your operating system.

Show Seconds (Ctrl-T)

Shows seconds instead of frames on the time axis.

Show Offsets

Shows overflow bars of “extra” content from either cutting or sliding strips.

Show Markers

Shows the markers region. When disabled, the Markers Menu is also hidden and markers operators are not available in this editor.

Main View

Adjusting the View

Use these shortcuts to adjust the sequence area of the VSE:

- Pan: MMB
- Zoom: Wheel
- Vertical Scroll: use Shift-Wheel, or drag on the left scrollbar.
- Horizontal Scroll: use Ctrl-Wheel, or drag on the lower scrollbar.
- Scale View: Ctrl-MMB and drag up/down (vertical scale) or left/right (horizontal scale).
- Scale View Vertically: drag on the circles on the vertical scrollbar.
- Scale View Horizontally: drag on the circles on the horizontal scrollbar.

Playhead

The playhead is the blue vertical line with the current frame number at the top. It can be set or moved to a new position by pressing or holding **LMB** in scrubbing area at the top of the timeline. You can move playhead in increments by pressing **Left** or **Right**, or you can jump to the beginning or end frame by pressing **Shift-Left** or **Shift-Right**. As you do, the image for that frame is displayed in the Preview region.

When you drag the frame indicator with **Shift-RMB** directly on a sequence strip, this will show the strip *solo*, (temporarily disregarding effects and other strips, showing only this strip's output) and the strip will be highlighted.

When holding **Ctrl** while dragging it will snap to the start and endpoints of strips.

Real-time preview is possible on reasonable computers when viewing an image sequence or movie (**avi**/**mov**) file. Scene strips can use viewport previews or proxies for real-time playback, otherwise displaying rendered frame is supported, but typically too slow for real-time playback.

I N V E I S I H P H O O R A

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