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Blender video editor tutorial pdf

Updated 2015-11-16 for WebM Although it is mostly known for animation, Blender includes a non-linear video editing system that is available in all current stable versions of Debian, Ubuntu and Fedora. Here are some screenshots that show you how to start editing video conversations from a conference. In this case, there are two input files: a video file from a DSLR camera, including an audio stream from the microphone to the camera Separate audio file with sound captured by the lapel microphone attached to the speaker's smartphone. It's a much better sound quality and we'd like it to replace the sound included in the video file. Open Blender and check the Blender Startup properties. Review the Maximum Memory Size property. Set the value to slightly less than the amount of physical memory on the workstation. Setting too low a value may slow down some operations in Blender. Installing it too high can take memory from other applications and lead to replacement. Choose a video editing mode Select a video sequence editor from the drop-down menu at the top of the window: Now you should see all the video sequence editor controls: Configure properties for your project Click the context menu below the band editor panel and change the panel to the Properties panel: The video file we are playing from is also 720p, so it seems reasonable to use 720p for output. Change this here: The input file is 25fps, so we need to use exactly the same frame rate for output, otherwise you will either watch the video happening at the wrong speed, or there will be a conversion that is intense CPU and impairs quality. Also make sure that the resolution _percentage under the image size is 100%: Now specify the output to the PNG files. Later, we will merge them into a WebM file with a script. Specify the directory where the files will be placed and use the #placeholder to specify the number of digits to be used to embed the frame number in the filename: Now your main rendering properties are set. If you want to create a source file, go back to this panel and use the Animation button at the top. Video editing Use the context menu, to change the property bar back to the bar view: Add a video file: then right-click the video bar (bottom bar) to select it, then add a conversion bar: Audio Wave right-click the audio bar to select it, then go to the properties on the right and click to show wave shape: Default Blender rendering length suggests you want to play 250 frames of output. Looking in the properties to the right of the audio or video band you can see the actual number of frames. Put this value in the box at the bottom of the window that says 250: Enable AV Synchronization Also At the bottom of the window is the control to enable AV synchronization. If you don't sync audio and video during preview, you'll need to AV-sync option, and also make sure you set the frame rate correctly in the properties: Add another soundbar Now add another audio file that was recorded using the microphone lapel: Enable the display of the waveform for this soundbar too, this will allow you to align the soundbars exactly: You will need to listen to the bands to estimate the difference in time. This rating is used to set the starting frame in the audio band properties, which will be a negative value if the audio bar starts before the video. Then you can increase the panel band to show about 3 to 5 seconds of sound and try to align the vertices. An easy way to do this is to seek applause at the end of the audio strip, applause generating a big rush that is easily visible. Once you sync the audio, you can play the track and you shouldn't be able to hear any echo. You can then mute the audio track from the camera by right-clicking, look into the properties on the right and change the volume to 0. Make any conversions you need For example to zoom in on the speaker, right-click the conversion bar (3rd from below), then in the right pane, click to enable Uniform Scale, and then set the zoom factor as required: Make a video exodation on PNG Click the context menu in the Curves panel and select Properties again. Click Animation to create a sequence of PNG files for each frame. Play Audio Output In the Properties panel, click the Audio button at the top. Select the filename for the audio file you created. Look at the bottom left of the window for audio file settings, change it to ogg container and Vorbis codec: Make sure the filename has an extension .ogg Now look at the upper-right corner of the window for the Mixdown button. Click on it and wait for Blender to create an audio file. Merge the PNG files and audio file into a WebM video file You will need to install several command line tools to manipulate files from scripts. Install them using package manager, for example, on debian or Ubuntu system: #apt-get install mjpegtools vpx-tools mkvtoolnix Now create a script like this: #!/bin/bash -e # Set this according to project properties FRAME_RATE=25 # Set this to speed, you want: TARGET_BITRATE = 1000 WORK_DIR &t;5>=\${HOME}/video1 PNG_DIR=\${WORK_DIR}/frames YUV_FILE=\${WORK_DIR}/video.yuv WEBM_FILE=\${WORK_DIR}/video.webm AUDIO_FILE=\${WORK_DIR}/audio.hybrid.ogg NUM_FRAMES=find \${PNG_DIR} - type f | wc -l | png2yuv -i p -f \$FRAME_RATE -b 1 -n \$NUM_FRAMES \ -j \${PNG_DIR}/%08d.png &t; \${YUV_FILE} vpxenc --good --cpu-used=0 --auto-alt-ref=1 \ --lag-in-frames=16 --end-usage =vbr --passes=2 \ --threads=2 --target-bitrate=\${TARGET_BITRATE} \ -o \${WEBM_FILE}-noaudio \${YUV_FILE} rm \${YUV_FILE} -o \${WEBM_FILE} -w \${WEBM_FILE}-noaudio \$AUDIO_FILE-rm \${WEBM_FILE}-noaudio Nextio Nextio There are many more comprehensive tutorials, including some videos on Youtube explaining how to do more advanced things like fading and decreasing or zooming in and panning dynamically at different points in videos. If the lighting isn't good (for example, the faces are too dark), you can right-click the video bar, go to the properties bar on the right side and click the modifiers, add a band modifier, and then select Color Balance. Use the Lift, Gamma, and Gain sliders to adjust shadows, midtones, and glare respectively. Blender comes with a built-in video sequence editor allowing you to perform basic actions such as video cuts and grading, as well as more complex tasks such as video masking or color grading. The video editor includes: live preview, luma wave, chrome vectorscope and histogram displays. Mixing, synchronizing, clearing sound, and visualizing waveforms. Up to 32 slots to add videos, images, audio, scenes, masks and effects. Speed control, layer adjustment, transitions, keyframes, filters and many others! Briefs: Blender's sophisticated interface makes many users confused and don't know how to use Blender for video editing. So, we share his beginner tutorial – How to use Blender video editor from scratch?. In case someone wants a handy solution, we introduce another simpler, freer alternative to blender video editor - FlexClip.com.Make Free VideoVideo TemplatesNothing beats freebies, especially a powerful freebie. When it comes to video editing, this is no exception. The world's leading open source Blender video editor is always in priority selection. Blender is a free, advanced open source software for all kinds of visual designs (including, 2D, 3D and vector animated designs). Video editing is just a piece of cake for Blender.CONTENTSPart One – How do I use a video editor blender to edit a video? - Beginner TutorialFor beginners who want to learn using blender video editor to create a video, a beginner tutorial will help you make or edit videos with Blender studio step by step. Don't worry about his complicated learning curve! Step one. Download & installing the official blender studio for FreeBlender supports a variety of OS, including Windows, macOS, Linux and Steam, and all of these releases are available for free downloads. Select the correct installer for your computer and install it. During setup, it is better to set the goal function once and at all. Picture: Set blender function goals. Step 2.Switch Blender Interface to the video editing workspaceFirst time you open Blender Studio, you will see its 3D animation creating interface. In order to use the video editor you need to change the default workspace to Edit Video manually. The toggle button is hidden in the drop-down list (it's not obvious) and you can find it next to the main menu (just after Help). Image: Switch blender interface to video editing The blender interface switches to Video Editing, everything will seem familiar and easier. If you've had experience with some video editing software before and you'll find out how to use blender video editor with a dozen attempts. Step three:Talk about Blender video editor for NavigationImage: Blender's video editing charms. We took a screenshot of blender's video editing interface for your easier understanding. To edit using blender video editor, you need to know 2 tagged icons: Tagged icon 1 (function / browser icon): Blender function / browser button allows you to access / change different workspaces. For fresher ones, this icon saves you from accidentally switching active windows to another, and this can take you back to the previous workspace. 2 vertical green bars are selected (beginning of line): a video clip will be added here. If you haven't already inserted clips, this is where the video consciousness starts. Step four:How do I add video and audio? [Step by step] Image: Add frames and audio to blender video editor. Step 1 Click the browser icon 1, go to [File View] in the push-down list and change the path to the frame folder. Step 2 Switch the display mode to Thumbnail Preview. – This step is important. Or you can barely drag any frames to the current video timeline in step 3. (The timeline is called the video sequence editor in Blender.) Phase 3 Add frames and audio to blender video sequence editor with drag and drop. Step 4 Download video editing in MP4. Video editing OnlineFree video IdeasBlender takes completely different commands (from major video editors), and you may be uncomfortable navigating it at the first attempt. In the Blender video sequence editor interface, scrolling your mouse alone will bring you zoom-in and zoom effects. When you hold Ctrl and scroll the mouse at the same time, the timeline moves left and right. In addition, we've also compiled the most useful Blender commands for your help:Image: Video preview in Blender video editing software. Picture: How do I output video editing to MP4 video in Blender? For a beginner to do standard video editing, you need to remember a couple of shortcuts and commands, and use them correctly. What if you don't like remembering shortcuts? Or hate repeating steps according to the handbook? At the moment, Blender Studio hasn't offered users a simpler solution (it's still a sophisticated tool). This makes a simpler alternative very enjoyable: flexclip.com.Make a Video NowVideo TemplatesPart Three: Alternative to Blender[Easy & Free]After nearly 1 years of hard work from 10 advanced SaaS developers, the project is a FlexClip video editor for all level users was successfully completed and released successfully. With human test reports and real user data, all FlexClip users enjoy developing open-ended video Its extensive resource library (1,000,000+ frames and images) provides more features and inspiration for users. Its simplified interface makes video editing at hand. Picture: Blender Video Editing Alternative – FlexClip free online video editor. Splitting (scissors icon) and volumeting frames is easier than the Blender editor. And with the use of storyboard architecture, you don't need to set the length of the video that's required in Blender. FlexClip will automatically extend the length of the video for you. In FlexClip, what you preview is what you get. You can download video production in the preview window and it will be saved as MP4 videos at 1080P, 720P or 480P. Another highlight: FlexClip offers a ratio of 16:9, 1:1 and 9:16 for desktop, Facebook and smartphones respectively. Make videos easyFree ideas video ideas

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