OpenShot Video Editor Manual – v2.0.0

Introduction

OpenShot Video Editor is a program designed to create videos on Linux. It can easily combine multiple video clips, audio clips, and images into a single project, and then export the video into many common video formats.

OpenShot is a non-linear video editor, which means any frame of video can be accessed at any time, and thus the video clips can be layered, mixed, and arranged in very creative ways. All video clip edits (trimming, cutting, etc...) are non-destructive, meaning that the original video clips are never modified.

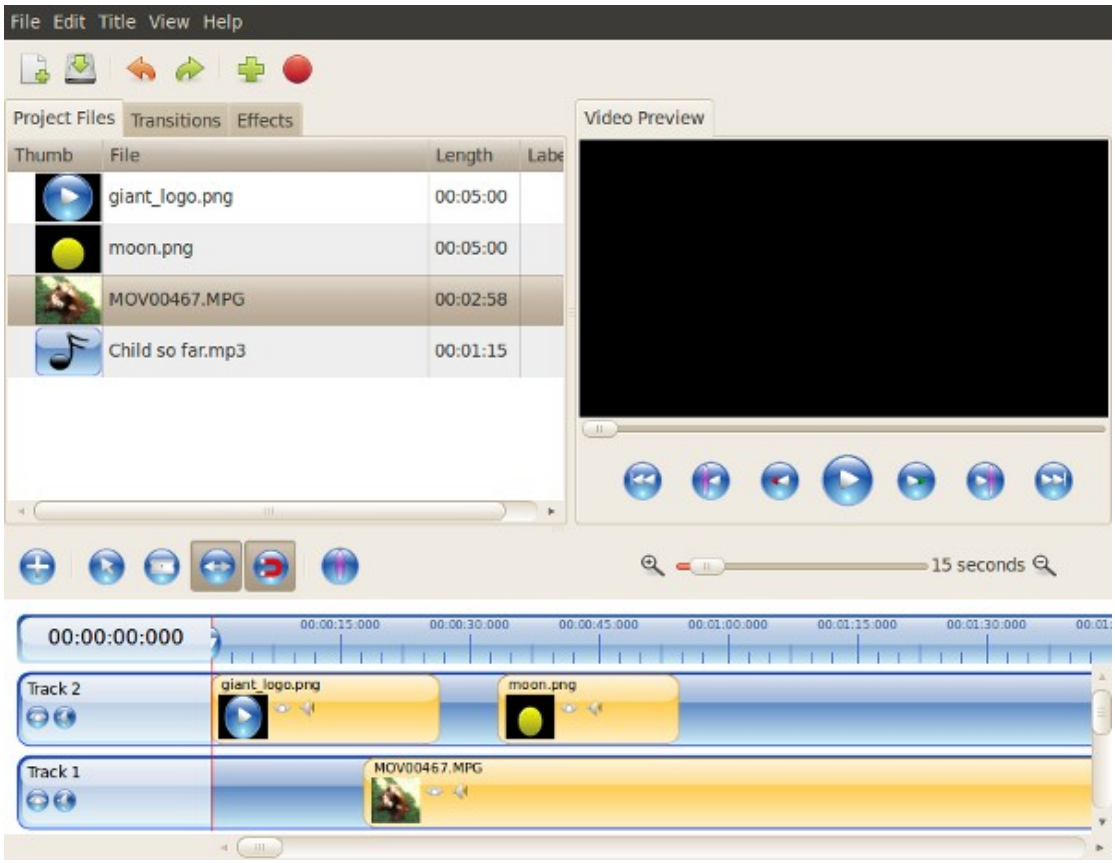
You can use OpenShot to create photo slide shows, edit home videos, create television commercials and on-line films, or anything else you can dream up.

Features Overview:

- Support for many video, audio, and image formats (based on FFmpeg)
- Gnome integration (drag and drop support)
- Multiple tracks
- Clip resizing, trimming, snapping, and cutting
- Video transitions with real-time previews
- Compositing, image overlays, watermarks
- Title templates, title creation
- SVG friendly, to create and include titles and credits
- Scrolling motion picture credits
- Solid color clips (including alpha compositing)
- Support for Rotoscoping / Image sequences
- Drag and drop timeline
- Frame stepping, key-mappings: J,K, and L keys
- Video encoding (based on FFmpeg)
- Key Frame animation
- Digital zooming of video clips
- Speed changes on clips (slow motion etc)

- Custom transition lumas and masks
- Re-sizing of clips (frame size)
- Audio mixing and editing
- Presets for key frame animations and layout
- Ken Burns effect (making video by panning over an image)
- Digital video effects, including brightness, gamma, hue, greyscale, chroma key (bluescreen / greenscreen), and over 20 other video effects

Screenshot



Getting Started

To Launch OpenShot Video Editor

You can start **OpenShot** in the following ways:

Applications menu

Choose *Sound & Video* > *OpenShot Video Editor*.

Command Line

To start **OpenShot** from a command line, launch a Terminal and type the following command, then press **Return**:

openshot [filename]

The optional [filename] parameter can be either an audio or video file, or an OpenShot project file (*.osp). Multiple files can also be specified (with spaces between each filename), and all files will be imported into a single instance of **OpenShot**.

Open With...

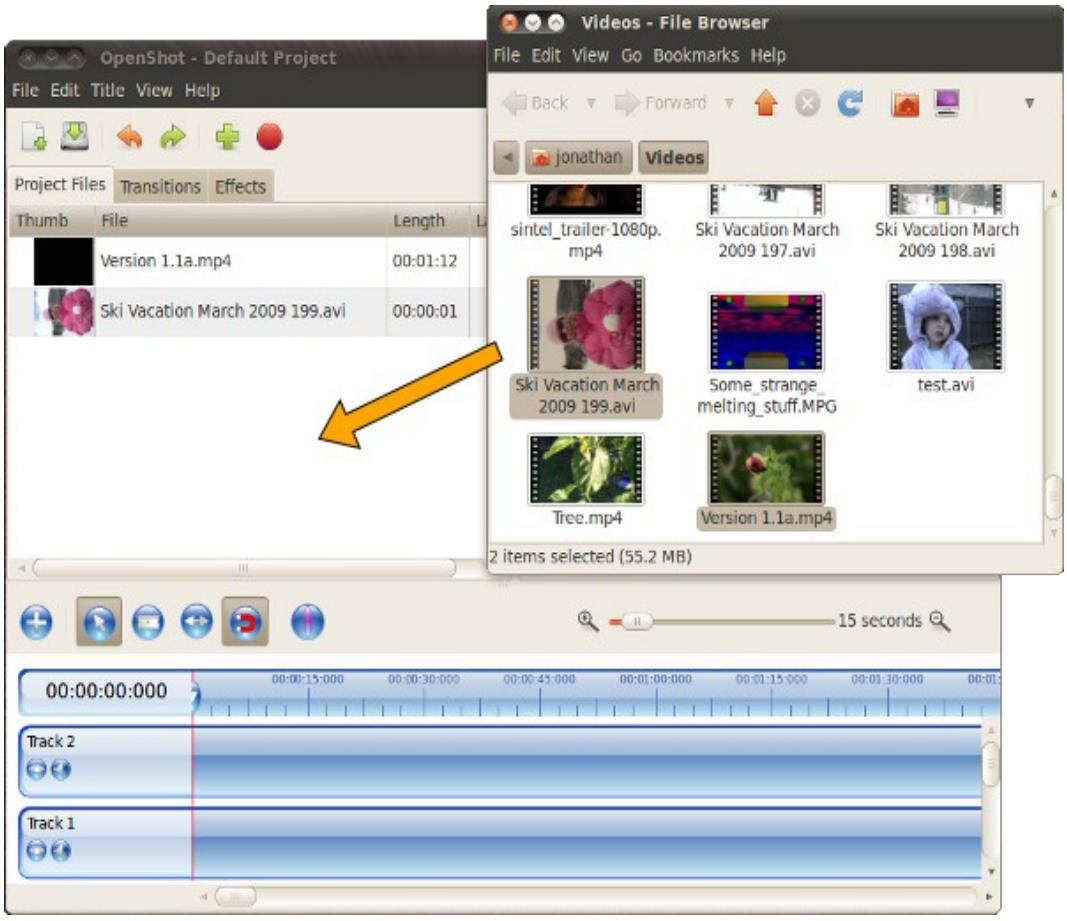
To start **OpenShot** from Nautilus, right-click on an image, video, or audio file, and choose *Open With* > *OpenShot Video Editor*. Or choose *Open With* > *Open with Other Application* > **openshot**.

Learn OpenShot in 5 Minutes!

Using OpenShot is very easy, and this tutorial will take you through the basics in under 5 minutes. After this tutorial, you will be able to make a simple photo slide-show with music.

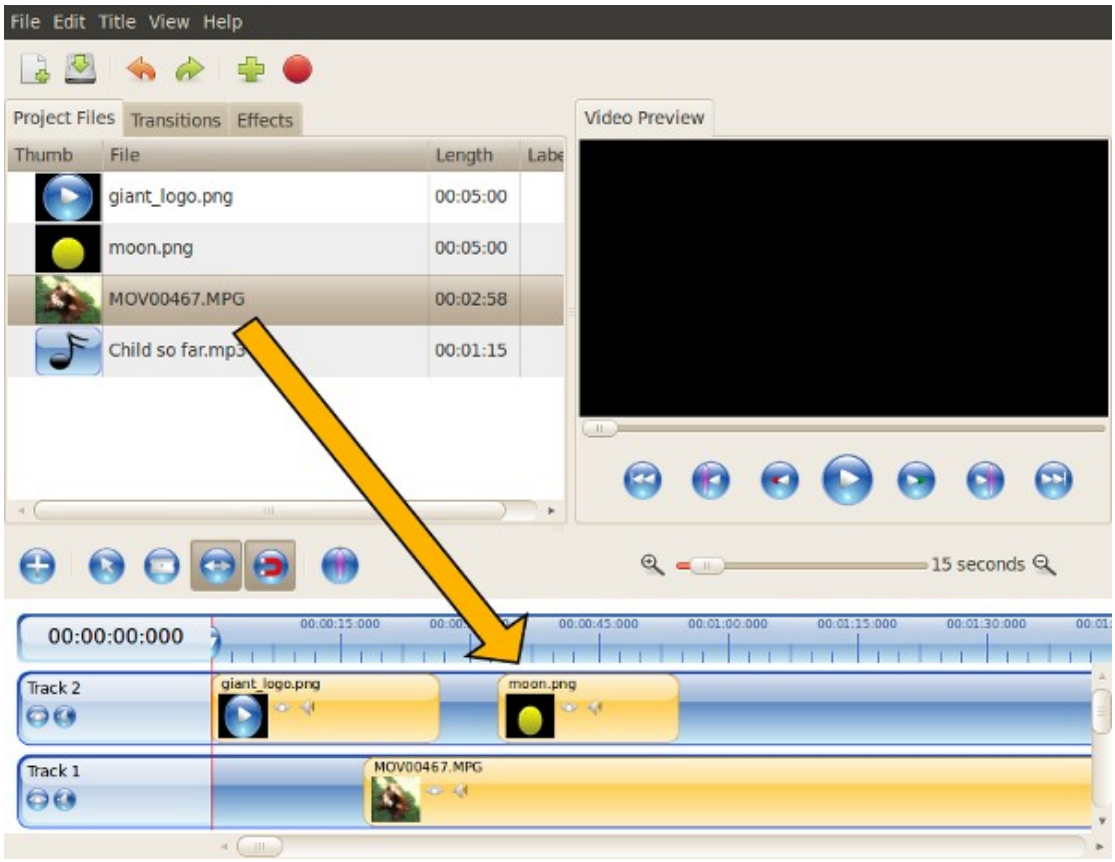
Step 1 – Import Photos & Music

Before we can begin making a video, we need to *import files* into OpenShot. Drag and drop a few *images* (*.JPG, *.PNG, etc...) and a *music file* (most formats will work) from your Desktop to OpenShot Video Editor. Be sure to drop the files where the arrow in the illustration is pointing to.



Step 2 – Arrange Photos on Timeline

After you have imported some files, the next step is adding them to the timeline and arranging them. Click on each photo (one at a time), and drag them onto *Track 2* on the timeline. Drag and drop the photos (also known as clips) to arrange them.



Step 3 – Add Music to Timeline

To make our photo slide-show more interesting, we need to add some music. You should have imported a music file in step 1. Click on the music file, and drag it onto *Track 1* on the timeline.

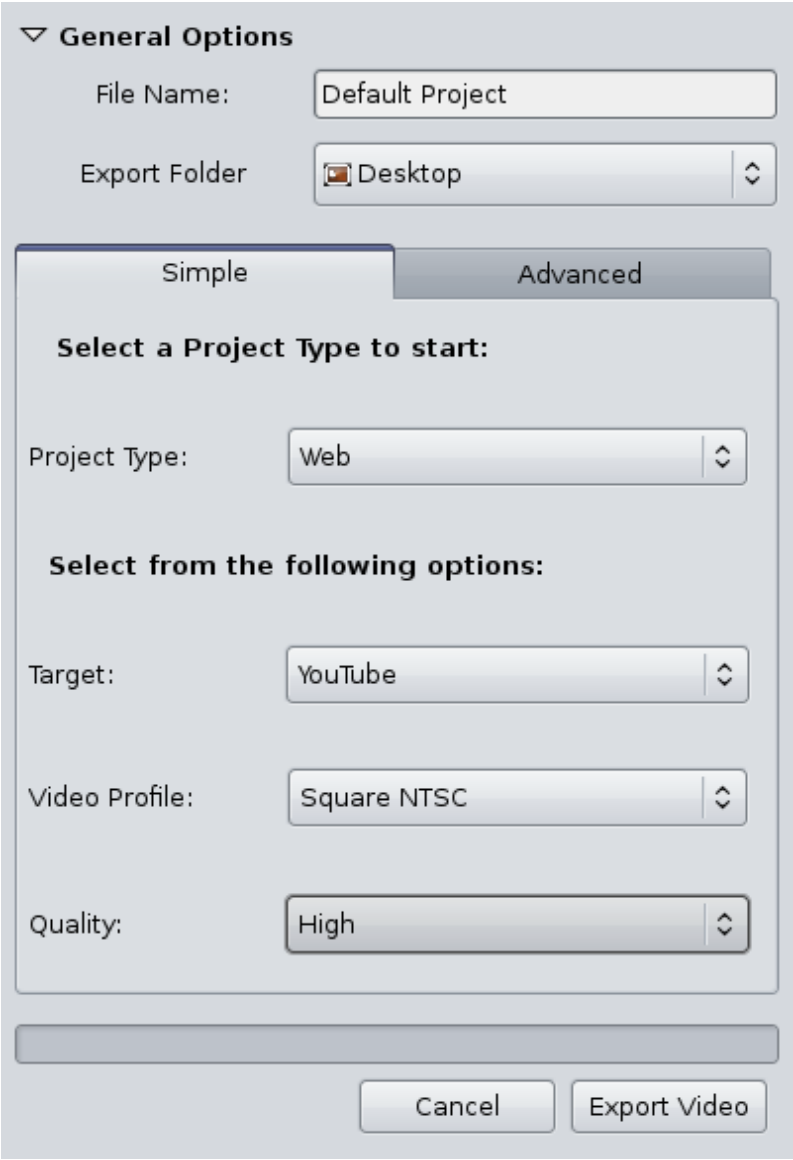
Step 4 – Preview your Project

To preview what our video looks & sounds like, click the *Play button* under the preview window. Click the *Play button* again to pause your video. Remember, if you need to re-arrange any clips, just drag and drop the clips to move them.

Step 5 – Export your Video

Once you are happy with your photo slide-show video, the next step is to export your video. This will convert your OpenShot project into a single video file, which should work on any Linux media player (such as Totem, VLC, etc...) or websites (such as YouTube, Vimeo, etc...).

Click on the *Export Video* icon at the top of the screen (or use the *File* > *Export Video...* menu). Choose from one of the many preset export options, and click the *Export Video button*.



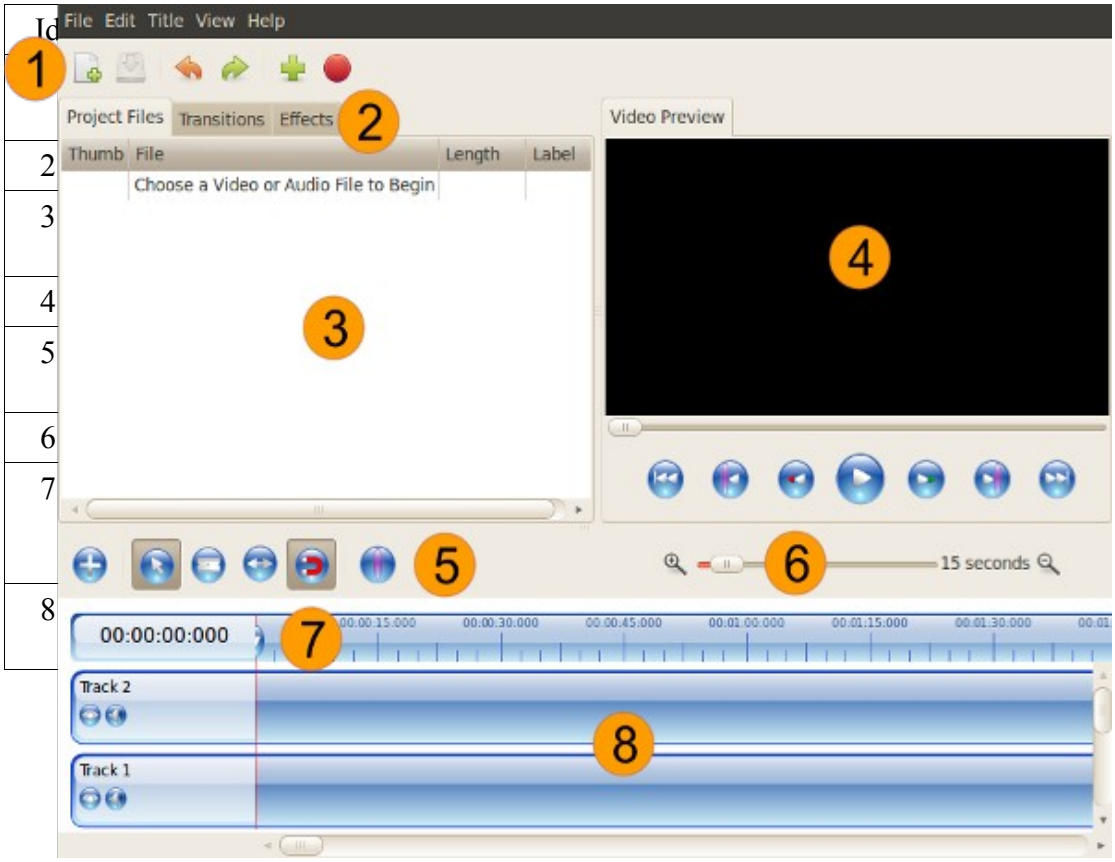
Step 6 – Enjoy OpenShot!

You should now have a basic understanding of how OpenShot works. *Importing, Arranging, Previewing, and Exporting*. Hopefully this tutorial took less than 5 minutes for you to complete. Please read the rest of this manual for a more detailed understanding of OpenShot, and it's advanced features. Enjoy!

Main Window

OpenShot Video Editor has one main window which contains most of the information, buttons, and menus needed to edit your video project.

Overview



Main Toolbar

The *main toolbar* contains buttons to quickly open and save your project, import files, and export your video. All of these functions can also be accessed through the *File* menu.

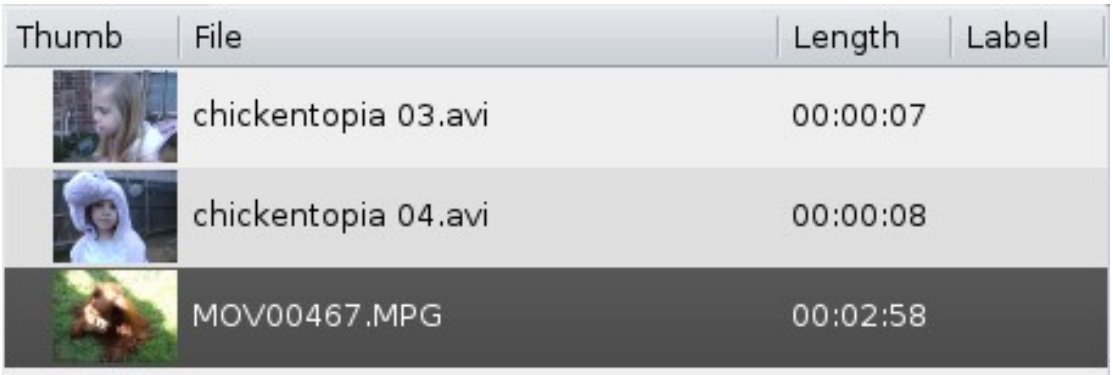
Id	component	description
1	Open Project	Open an OpenShot project file (*.OSP).
2	Save Project	Save the current project. If no project has been created, a dialog screen will open to gather more information.
3	Undo	Undo the most recent action.
4	Redo	Reverses the most recent Undo.
5	Import Files	Import 1 or more files into your current OpenShot project.
6	Export Video	Export the current project to a single video file.

Function Tabs

These tabs let you switch between 3 different functions: Project Files, Transitions, and Effects. The items in these tabs can be dragged and dropped onto the timeline.

Project Files

The Project Files section contains all clips that have been imported into your project. Before you can add an image, audio file, or video file to your project timeline, it must first be imported into your Project Files section.



Preview Window

The Preview Window is what controls the playback (or preview) of your video project. Clicking the buttons under the preview window controls the playback, and outputs video to this area. The size of this area can be modified by clicking and dragging on the handles (or lines) around this section.

Id	component	description
1	Skip to Beginning	Skip to the very beginning of the project.
2	Previous Marker	Skip to the previous marker (if any).
3	Rewind	Rewind the video from the current playback position.
4	Play / Pause	Play or Pause the playback of your project.
5	Fast Forward	Fast forward the video from the current playback position.
6	Next Marker	Skip to the next marker (if any).
7	Skip to End	Skip to the end of the project.

Edit Toolbar

The Edit Toolbar lets you toggle between different edit modes for the timeline. When moving, trimming, and slicing clips, it is necessary to change the edit mode using this toolbar.

Id	component	description
1	Add Track	Add a new track to the top of the stack.
2	Select Mode	Select mode allows you to click and move clips.
3	Razor Mode	Razor mode allows you to split a clip where ever you click.
4	Resize Mode	Resize mode allows you to grab the edges of a clip and drag to resize (or trim) the clip.
5	Snap Mode	Snap mode allows clips to snap (or jump) to the nearest clip or play-head (if any are close) when you drop them.
6	Add Marker	Add a new marker, which allows you to quickly jump back to this exact point while previewing.

Zoom Slider

The zoom slider allows you to change the time-scale of the timeline. Zoom in to see the timeline more closely, or zoom out the see the entire project without scrolling. You can either click the zoom buttons (on the left and right), or slide the zoom slider. When dragging the slider, it will update the timeline when you pause or stop moving it.

Timeline

The timeline visualizes your project in a very graphical way. Each clip is represented by a yellow rectangle. Each track is represented by a a blue rectangle. The Play-head (red line) represents the current playback (or preview) position of your project.

Click anywhere on the ruler to jump to that point in time. If you drag along the ruler, it will "scrub" the video, which is a fast, rough way to preview your project.

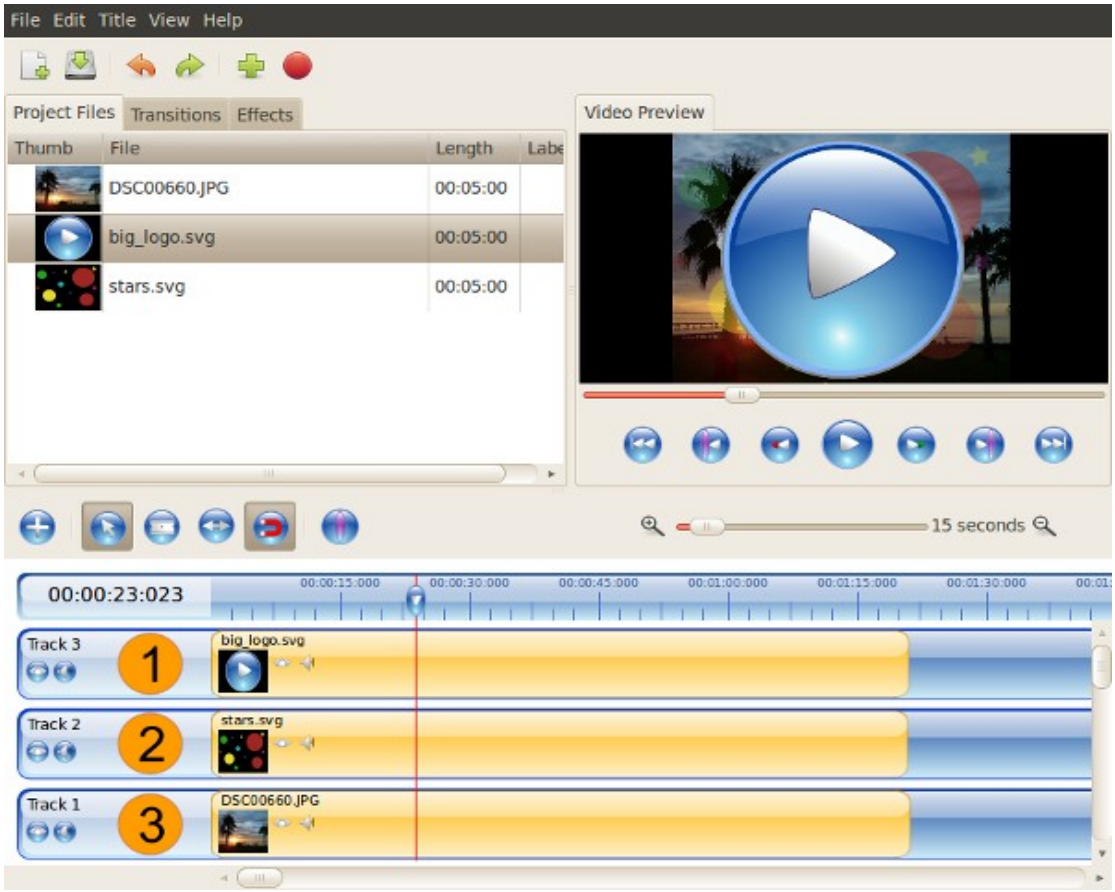
Id	component	description
1	Ruler	The ruler shows the current time-scale of the timeline.

2	Play-Head	The Play-head represents the current playback position of your preview window.
3	Clip	A clip represents an audio, image, or video file.
4	Track	A track is similar to a layer. The higher tracks show video and images above the lower tracks. There is no limit to how many tracks a project can have.

Tracks

OpenShot uses tracks to layer videos and images. The top most track is the top layer, and the bottom track is the bottom layer. If you are familiar with layers in a photo editing application, then you should be quite familiar with this concept. OpenShot will mix each layer together, just like a photo editing application.

For example, imagine a 3 track video project. A sunset image should be used as the background, a moon should be in the middle, and a logo should be on top.



Id	component	description
1	Top Track	Clips on this track will be on top. Logos and watermarks should be on this layer. The OpenShot logo is on this track in the illustration.

2	Middle Track	These clips are under the top track, but above the bottom track. The moon image is on this track in the illustration.
3	Bottom Track	These clips are under all other tracks. The sunset is on this track in the illustration.

Controlling Playback of Video

Playing, Pausing, and Seeking are very important features in a video editor. While you are creating a video project, you will need to playback the project over and over again. While clicking on the *Play button* is an easy way to accomplish this, there are many faster ways.

Playback Methods

There are *7 ways* to control the video playback in **OpenShot**.

- Click the *Preview Toolbar* (Play, Fast-forward, etc...)
- Dragging the Slider above the Preview Toolbar
- Dragging the *Play-Head* on the Ruler
- Clicking on the Ruler at any point
- Using Keyboard Shortcuts (J, K, L keys)
- Using the Arrow Buttons (Left, Right, Up, Down)
- Using the Space bar key (Play / Pause)

Keyboard Short-Cuts

A keyboard short-cut is simply a key on the keyboard that saves you the trouble of moving your mouse and clicking. It is often faster to type a key, than to point and click. Here are all keyboard short-cuts in **OpenShot**:

key	description
C or S	Cut all tracks at the playhead position.
J	Rewind the video playback
K	Pause / Play
L	Fast-forward the video playback
Ctrl + B	Open the 3d Title Editor.
Ctrl + D	Take a snapshot of the current video frame.
Ctrl + E	Open the Export Window.
Ctrl + F	Open the File Import Window.
Ctrl + I	Open the Image Sequence import Window.
Ctrl + N	Create a new project.
Ctrl + O	Open an existing project.
Ctrl + P	Open the Preferences Window.
Ctrl + Q	Exit Openshot.
Ctrl + S	Save the current project.
Ctrl + T	Open the Title Editor.

Ctrl + Y	Redo.
Ctrl + Z	Undo.
Space bar	Pause / Play
Up	Seek to previous maker (if any)
Down	Seek to next marker (if any)
Left	Step backwards one frame (frame stepping)
Right	Step forwards one frame (frame stepping)
TAB	Switch between *Resize* and *Select* mode
Ctrl + Scroll Wheel	Zoom in & out of the timeline
Ctrl + Home	Seek to the beginning of the timeline
Ctrl + End	Seek to the end of the timeline
F1	Launch the help file (if installed)
F11	Fullscreen Mode

Projects - Create, Open, and Save

OpenShot needs a *project file* to save the information that makes up a video project. Information such as the name and location of your project, video and audio files, timeline information, which clips have been trimmed, arranged, etc...

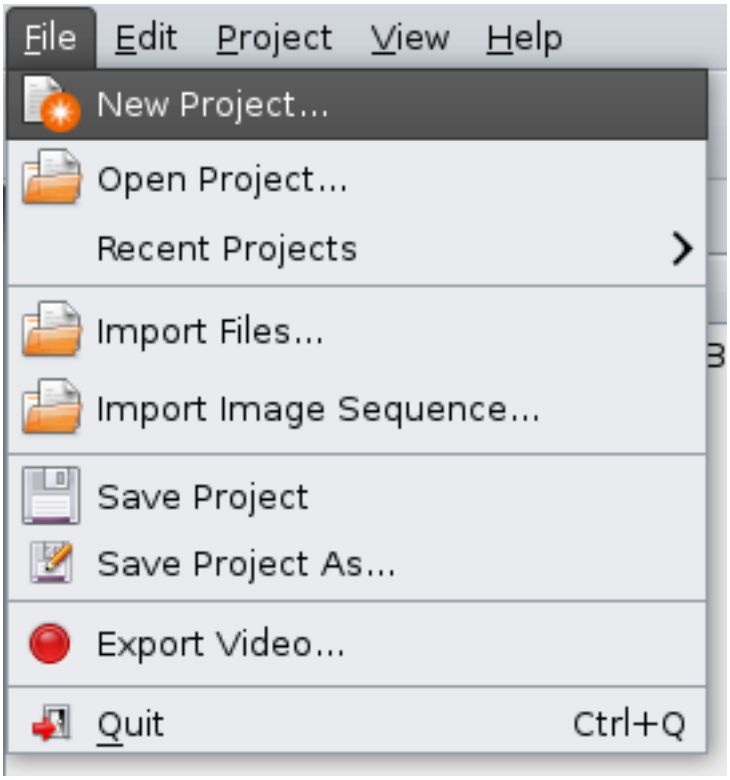
When **OpenShot** is launched, it creates a new project file automatically. You can start using **OpenShot** immediately, without first creating a project.

Project files have an .OSP file extension (ExampleProject.osp). Also, project files need a /thumbnail/ folder, which contains all of the thumbnails in your project. If you move a project file, be sure to move the /thumbnail/ folder also.

Project File	/home/user/Desktop/ProjectA.osp
Thumbnail Folder	/home/user/Desktop/thumbnail/

Create a Project

There are 2 ways to create a project file.



Method 1 – File Menu:

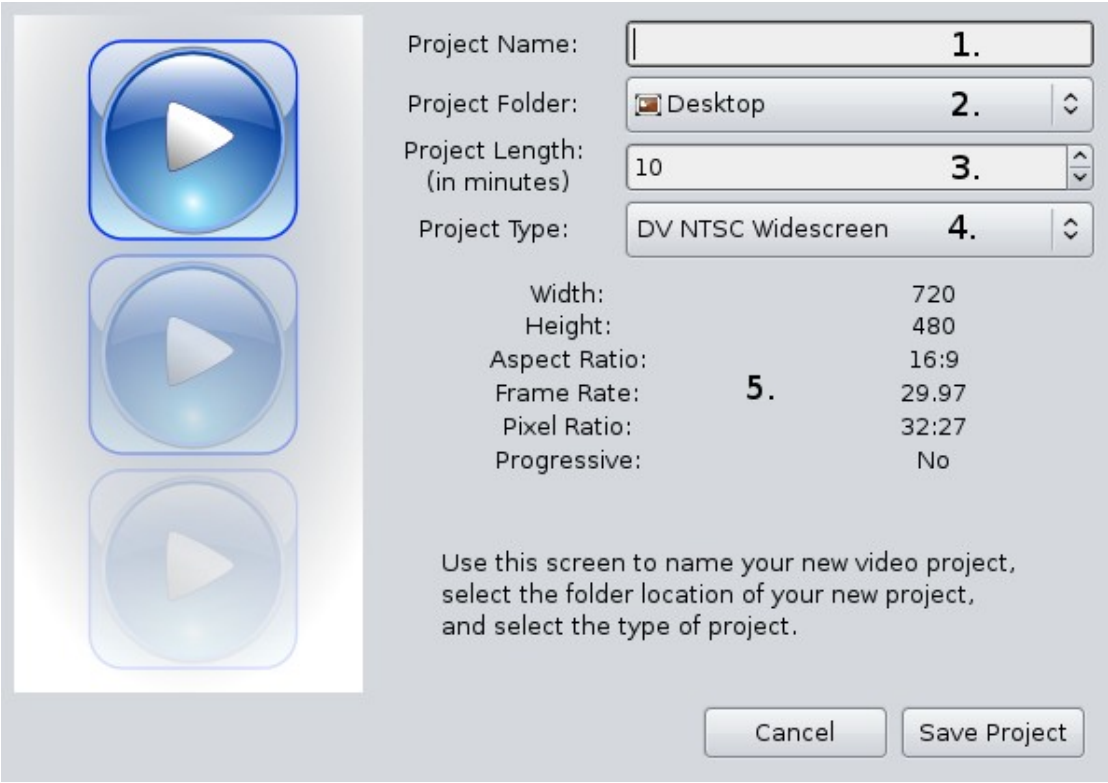
Choose *File > New Project*. The *New Project* screen will open. Change the project name, project type, length of timeline, and then click "Save Project".

Method 2 – Save Default:

Since OpenShot creates a project by default when you launch the program, you can simply choose *File > Save*. The *Save Project* screen will open. Change the project name, project type, length of timeline, and then click "Save Project".

Save Project Screen

Clicking *New Project* or *Save Project* will result in this screen being shown.



Open a Project

To open a project, choose *File > Open Project*. The *Open Project* dialog is displayed. Select the project file (*.osp) that you want to open, then click *Open Project*.

If you are opening a recent project, choose *File > Recent Projects*. This is often the fastest way to open a project from within **OpenShot**.

If you want to launch OpenShot and have your project automatically opened, double click on the .OSP file (on your computer), and choose **openshot** as the command.

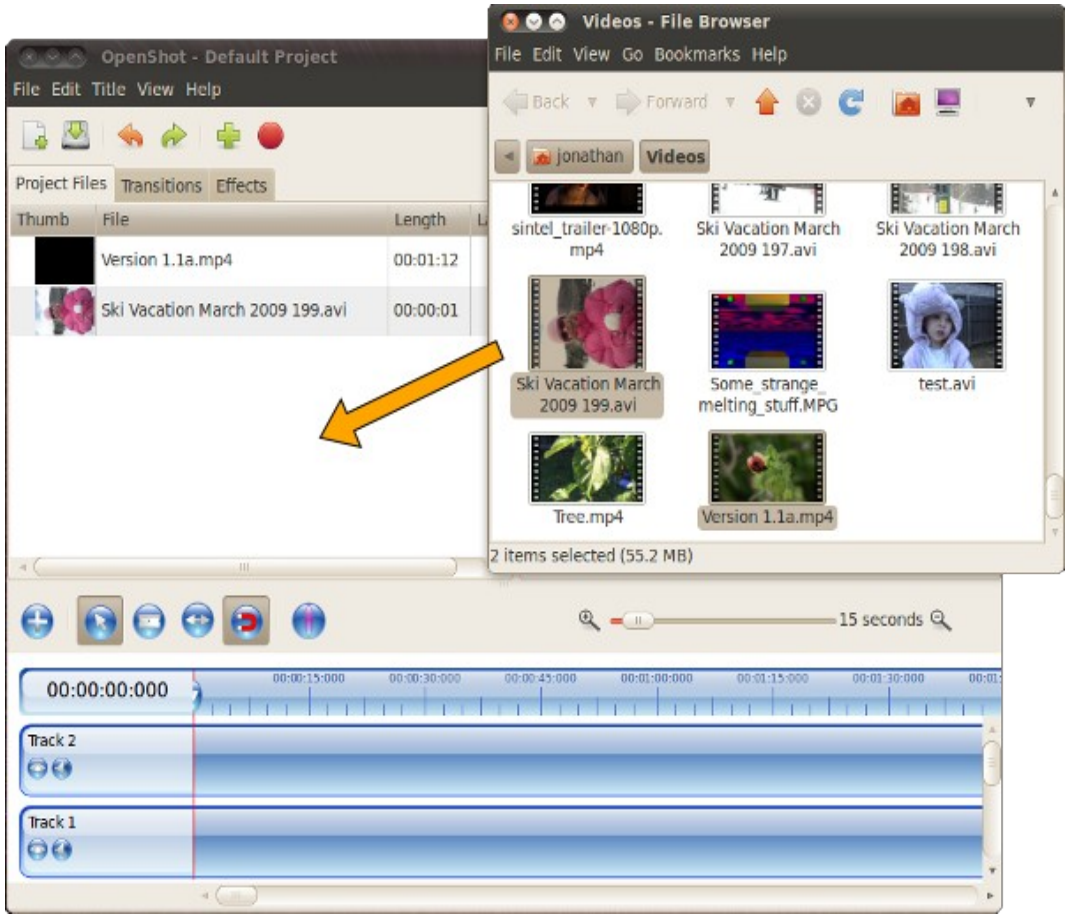
Import Files – Audio, Video, and Images

Before you can use a clip on the timeline, you must first *import* the clip into your project. There are a few different ways to import a clip. The most common way is to drag and drop files from your computer into the *Project Files* section of the screen.

There are 4 different methods to import a clip.

Method 1 - Drag & Drop

- Run **OpenShot**
- Drag and drop multiple files at once from your Desktop to the *Project Files* tree.



Method 2 - Drop Folder

- Run **OpenShot**
- Drag and drop a folder full of media files from your Desktop to the "Project Files" tree.
  ** All audio, video, and image files will be imported from this folder*

Method 3 - Open With

- While browsing files in Gnome, select 1 or more media files
- Right click on the selected files, and choose "Open With Other Application..."
- Choose "**OpenShot Video Editor**" (or the **openshot** command)
  ** Even after you start working in* **OpenShot** *with your files, you can still return to the file system, and right click on more files and choose "OpenShot". It will add them to the currently running instance of OpenShot.*

Method 4 - Import Button

- Run **OpenShot**
- Click the "Import Files" toolbar button
- Select 1 or more files, and click "Import"

Image Sequences

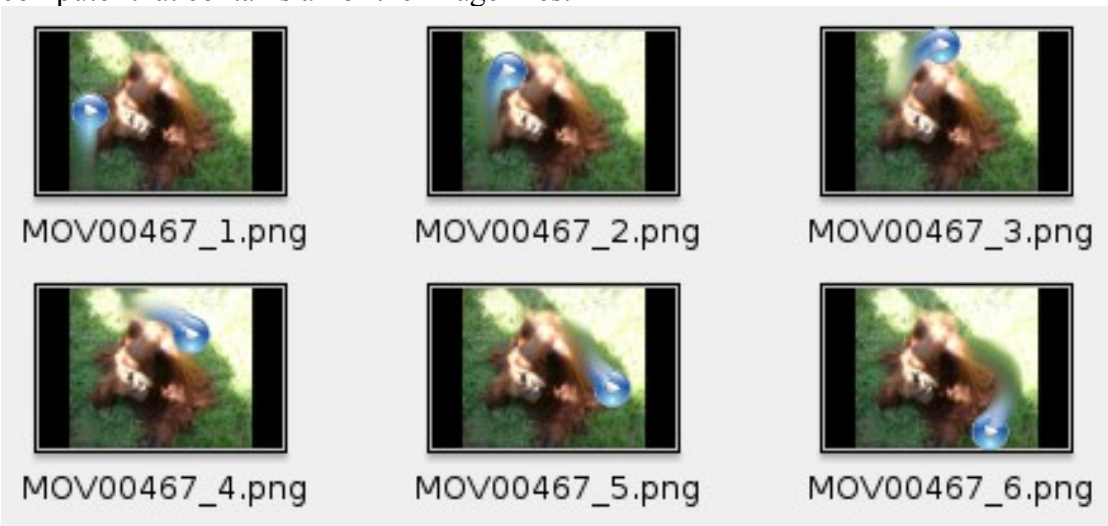
One of the most powerful features in OpenShot is the ability to import sequences of images. A sequence of images is really just a folder full of images that are named very similar, and of course named sequentially. Each image file represents one frame of video. So for a 30 second long clip, with 30 frames per second, you would have

900 image files. Although image sequences can be tough to work with (because of the shear volume of files), it can do just about anything.

To import an image sequence, follow these steps:

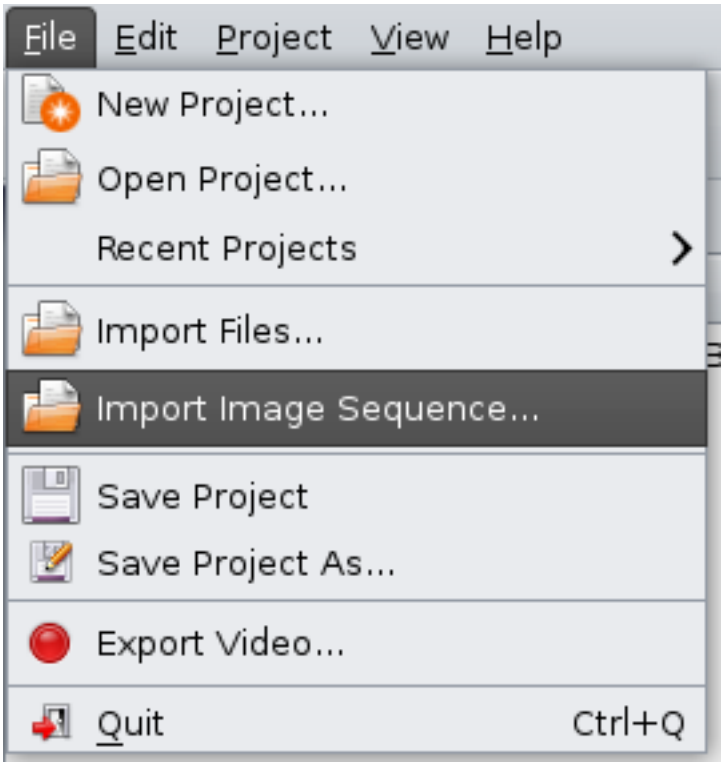
Locate an Image Sequence

Many programs can generate an image sequence. For example, in Blender (a 3D animation package), you can create a great animated title sequence and export it as a series of named .PNG files (with transparency). It will create a folder on your computer that contains all of the image files.

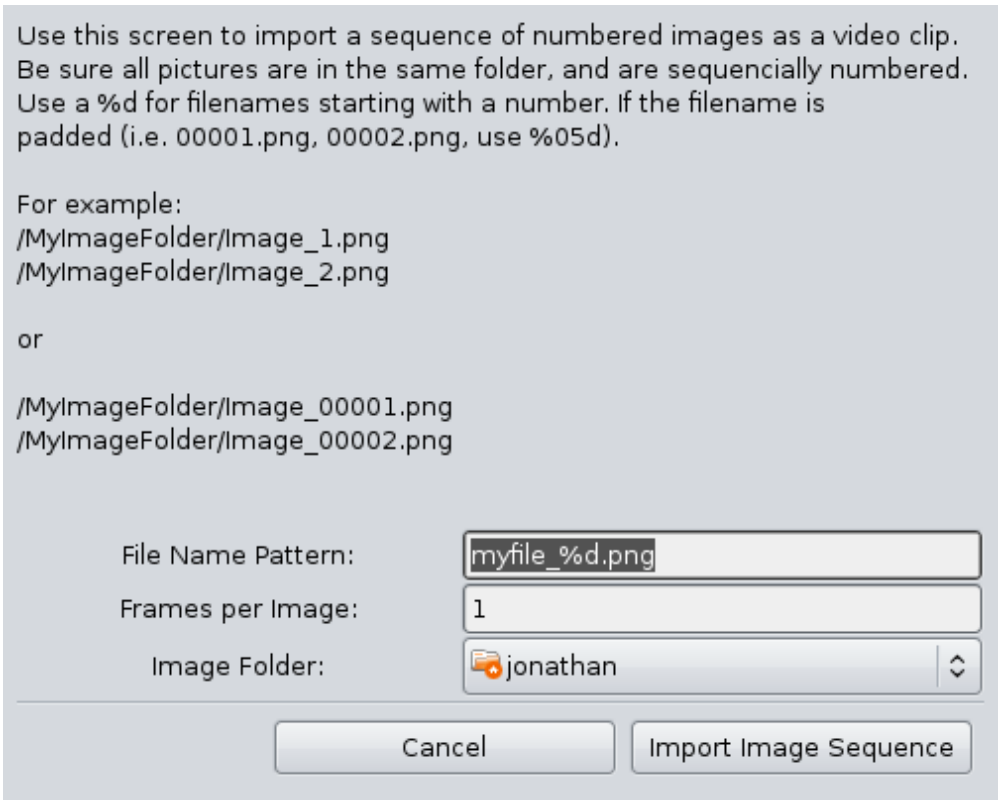


Import the Image Sequence

Choose the *File* > *Import Image Sequence* menu option, and that will launch the Image Sequence dialog.



Choose the folder location of your image sequence, and the file naming pattern. Not all image sequences are named the same way. For example, Movie_0001.JPG is different from Movie_1.JPG. Once you enter the correct filename pattern, click *Import Image Sequence*.

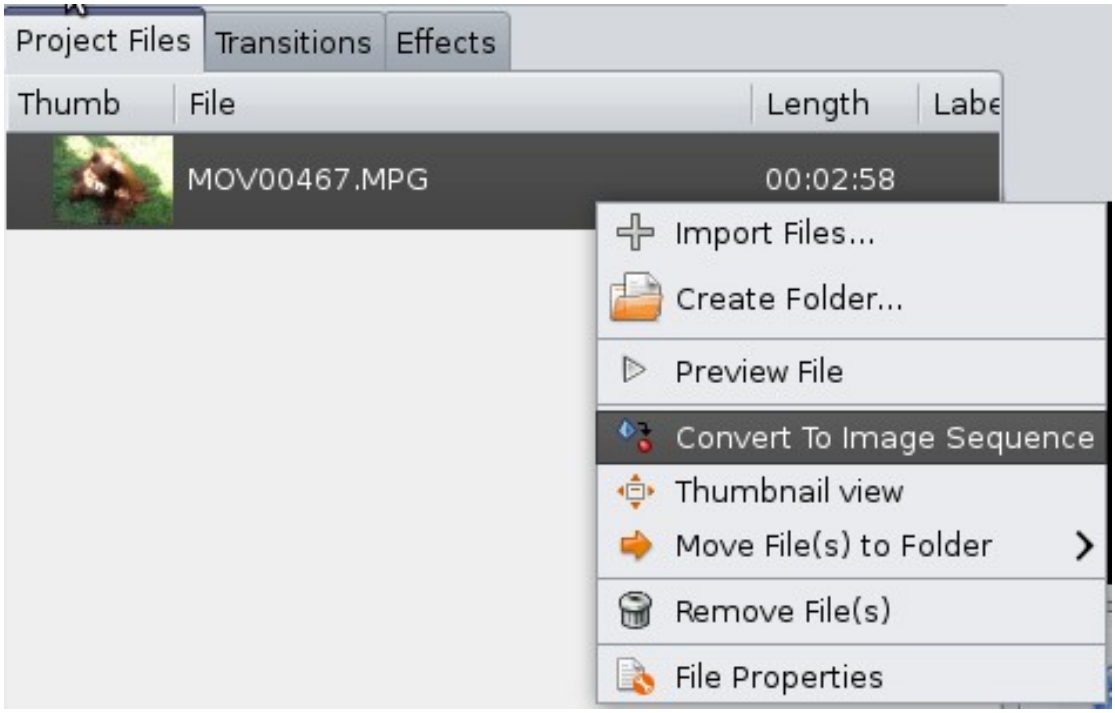


Add to Timeline

Drop your new image sequence on the timeline. It is represented by a single clip, just like a regular video clip.

Create an Image Sequence

If you do not already have an image sequence, it is easy to create one. Just right-click on any *video file* in your *Project Files* and choose *Convert to Image Sequence*. It will create a new folder, and export every frame as a .PNG image file. It will also add a reference to your new image sequence in the *Project Files* section automatically.



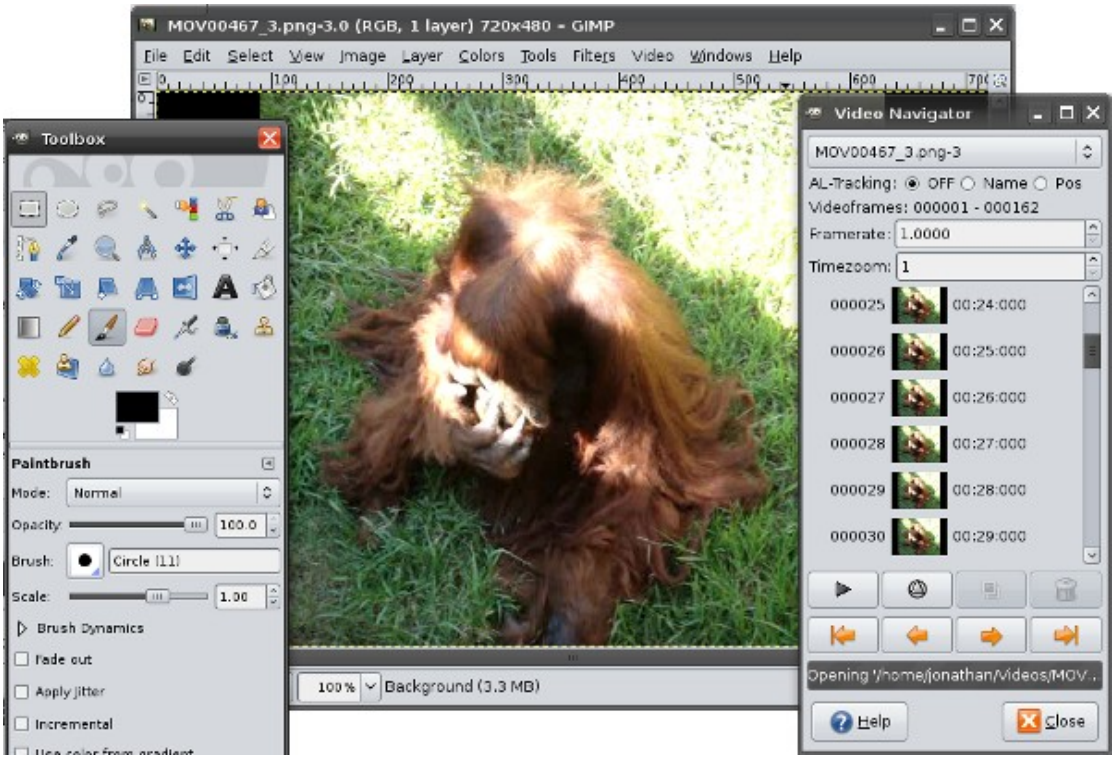
Edit an Image Sequence

If you want to edit a sequence of images, we recommend using The Gimp (an open-source image editor). It has plug-ins to assist in editing large sequences of images, and can simplify the process of editing, saving, and opening the next image in a sequence. You can then touch up each frame, remove red-eye, add glowing effects to light sabers, erase wires, etc... There is really nothing you can not do with a frame by frame editing approach, but it does take a lot of effort.

Gimp Animation Package (GAP)

GAP is a plug-in for The Gimp, which assists in editing image sequences. It can quickly save the current image and load the next image in a sequence. It can also use key-frames to apply effects across many frames, or even create animations. If you need to edit an image sequence, you should definitely take a look at GAP.

Screenshot of Gimp Animation Package



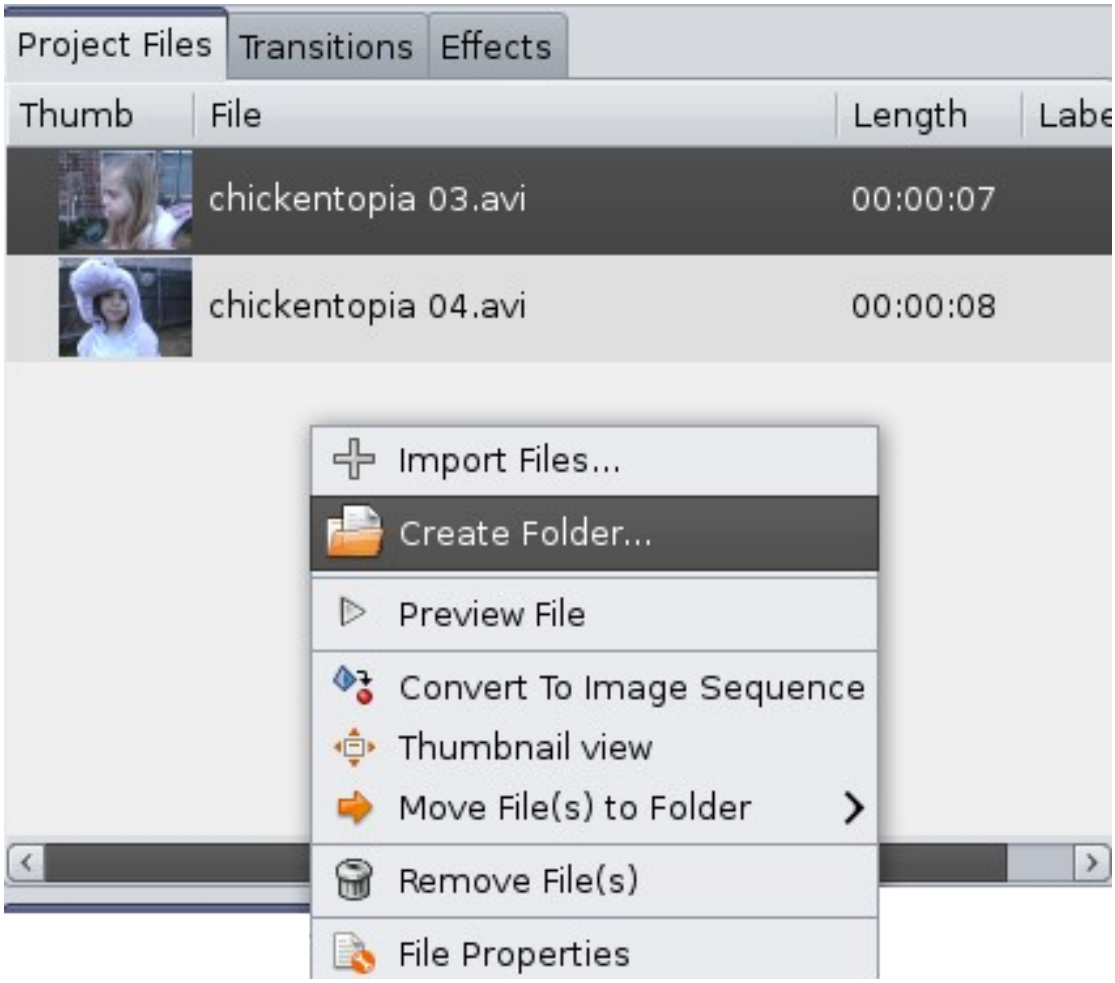
Manage Files & Folders

When making a video, you will need to import many different files into your project, including audio, videos, images, titles, overlays, sound effects, and more. This can quickly get out of hand, and make your list of project files too long, which will slow you down looking for the right file.

If your project has too many files (which is up to you to decide), you can use folders as a way to organize your files.

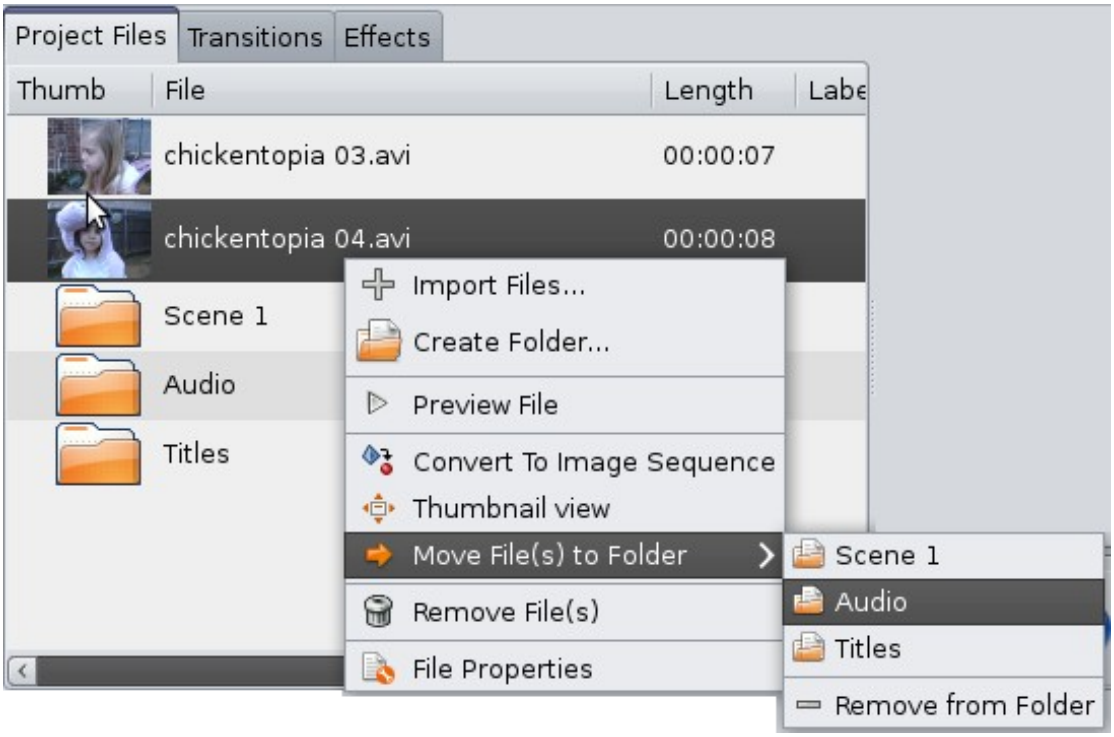
Create a Folder

- Right click on the *Project Files* section.
- Choose *Create Folder...*
- Enter a name for your folder.



Move Files to a Folder

- Be sure you have created a folder first.
- Right click on 1 or more files in the *Project Files* section.
- Choose *Move File(s) to Folder*.
- Choose a folder.



Remove a Folder

- Right click on a folder
- Choose *Remove Folder*.

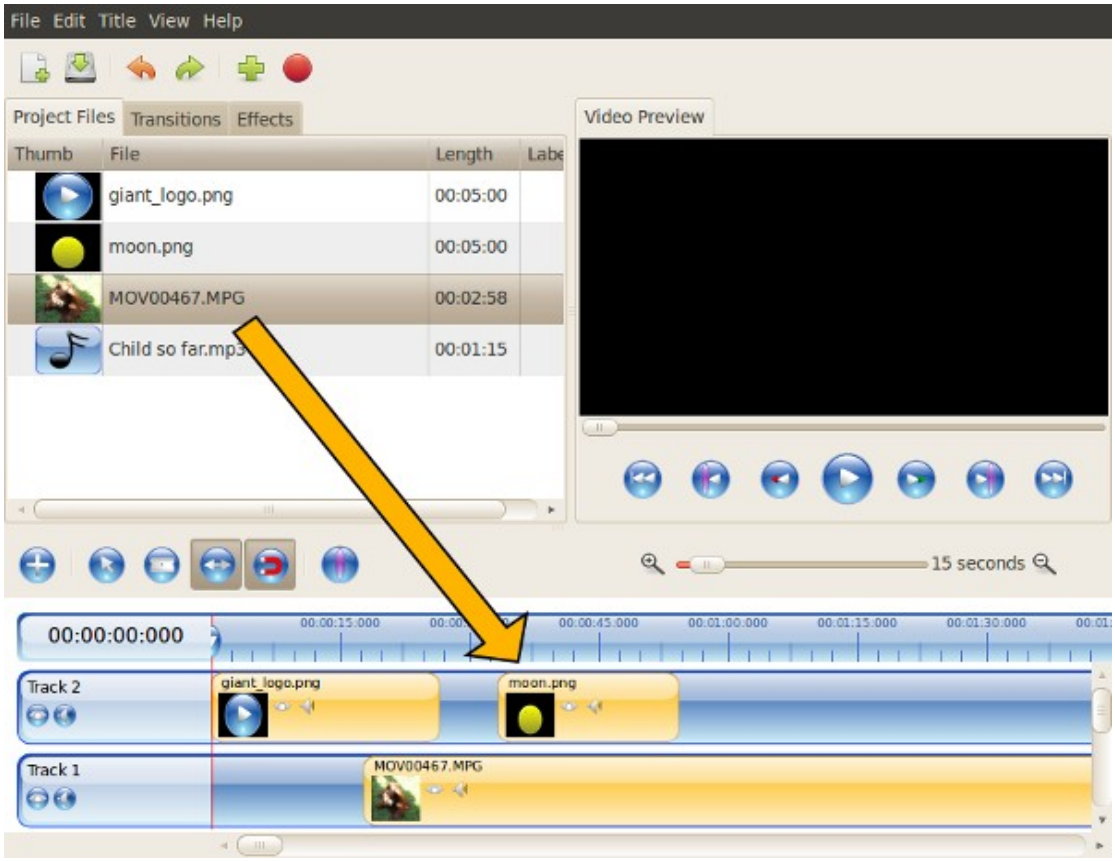
  ** Be sure to move all files out of a folder before removing it.*

Add Files to Timeline

Once you have imported files into your project, the next step is to add them to the timeline. To add a file from your *Project Files* to the *timeline*, follow these steps:

- Click on a file.
- Drag over the *timeline* and drop it.
- The clip will now be added to the timeline.

  ** You can only add 1 file at a time.*



Move & Trim Clips on Timeline

Once you have files (also referred to as clips) on the timeline, we need to arrange them onto tracks, and put them in the correct order. Also, we will need to trim off the beginning and endings of the video clip (if needed).

Move a Clip (Select Mode)

- Switch to *Select Mode* (this is the default mode)
- Click on a clip.
- Drag the clip to a new position on the *timeline*, and drop it.

  ** If snapping is enabled, the clip will jump to any close-by clips (or the play-head, if it is close-by).*

Trim a Clip (Resize Mode)

- Switch to *Resize Mode*, by clicking on the resize icon.
- Move you mouse cursor over the right or left edge of a clip.
- Drag the edge of the clip to trim the video.

  ** As you drag the edge of the clip, the preview window will display where the clip will begin or end (based on which side of the clip you are dragging).*

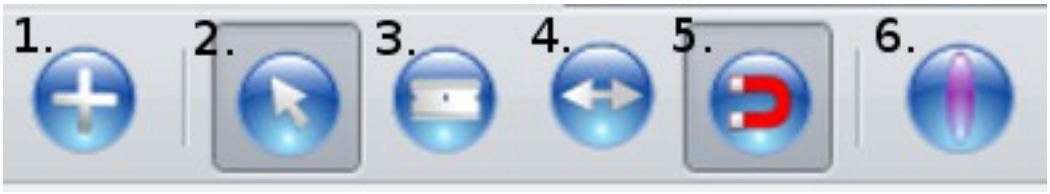
Slice a Clip (Razor Mode)

- *To slice a clip into 2 pieces, switch to Razor Mode.*

- *The mouse cursor will change to a dotted line & razor icon.*
- *Click on a clip at the point you want to cut / slice it.*

Edit Toolbar

The Edit Toolbar lets you toggle between different edit modes for the timeline. When moving, trimming, and slicing clips, it is necessary to change the edit mode using this toolbar.



Id	component	description
1	Add Track	Add a new track to the top of the stack.
2	Select Mode	Select mode allows you to click and move clips.
3	Razor Mode	Razor mode allows you to split a clip where ever you click.
4	Resize Mode	Resize mode allows you to grab the edges of a clip and drag to resize (or trim) the clip.
5	Snap Mode	Snap mode allows clips to snap (or jump) to the nearest clip or play-head (if any are close) when you drop them.
6	Add Marker	Add a new marker, which allows you to quickly jump back to this exact point while previewing.

Separate Audio From Video

OpenShot can separate the audio and video of a clip, if needed. If you only want to play the audio of a clip, or only play the video with no audio, then follow these steps:

Only the Video

To only play the video of a clip, click on the speaker icon, located on the clip. This will mute the audio for this clip. Or if you want to mute the audio for the entire track, click the speaker icon on the track.

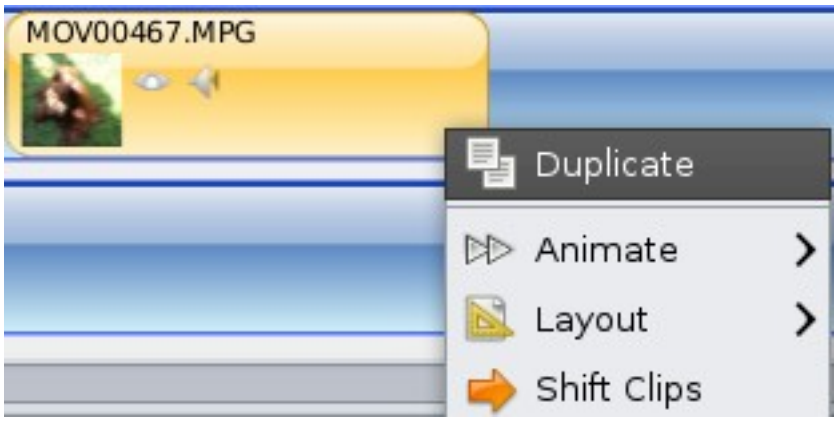
Only the Audio

To only hear the audio of a clip, click on the eye icon, located on the clip. This will hide the video output. Or if you want hide the video output for the entire track, click

the eye icon on the track.

Duplicate Clips

A very useful feature in OpenShot is the ability to duplicate clips, transitions, and masks. To duplicate an item, right-click on the item (such as a clip or transition), and choose *Duplicate*. This will add an exact copy of the duplicated item to the timeline. Including the IN and OUT points, effects applied to the clip, and key-frame animation settings.



A common use of the *Duplicate* feature, is to trim a video clip down to a specific scene, and then duplicate the clip. Once you have two identical clips, you can mute the audio on one, and hide the video of the other. The is a quick way to separate the audio and video of a clip. Now you can offset the audio of the clip, or continue the audio of the clip, while trimming the video down. This is often used in films, when two people are talking. They continue to play the audio from the first person talking, while showing the reaction of the second person.

Clip Properties

Each clip in OpenShot has many properties that can be manipulated. However, because it is not possible to display and adjust all of the settings on the timeline, this screen was created. It lets the user adjust every possible setting and property that a clip has, including Length, Speed, Volume, Size, Position, Aspect Ratio, and many others.

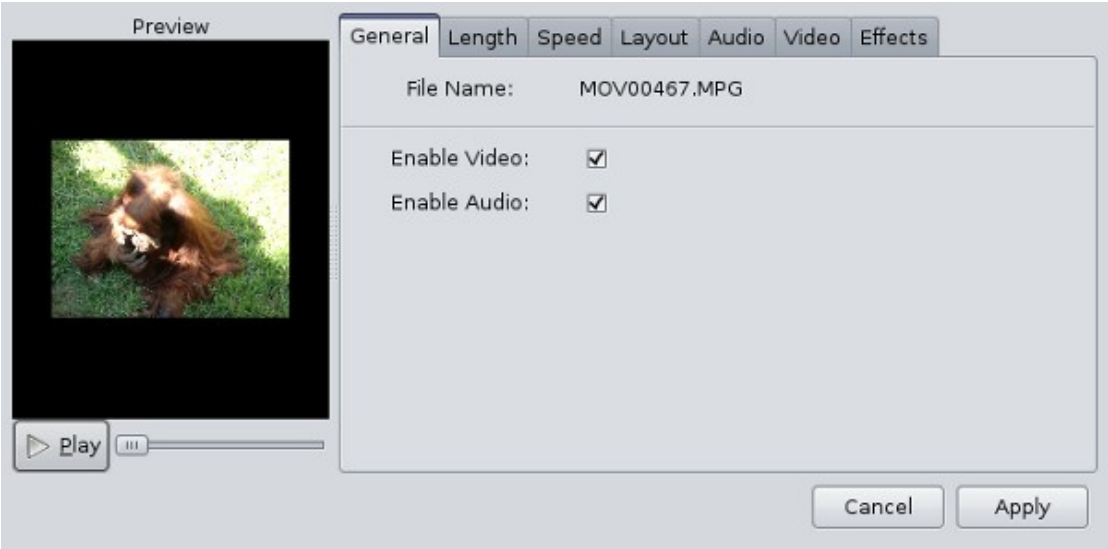
Launch the Clip Properties Screen

To launch the clip properties screen, right-click on a clip and choose *Properties*.

Preview Changes

To quickly preview what your new settings will produce, click the *Play button* or drag the preview *Slider*. You can preview your changes over and over again to get them just right. No changes are saved to your timeline until you click the *Apply* button.

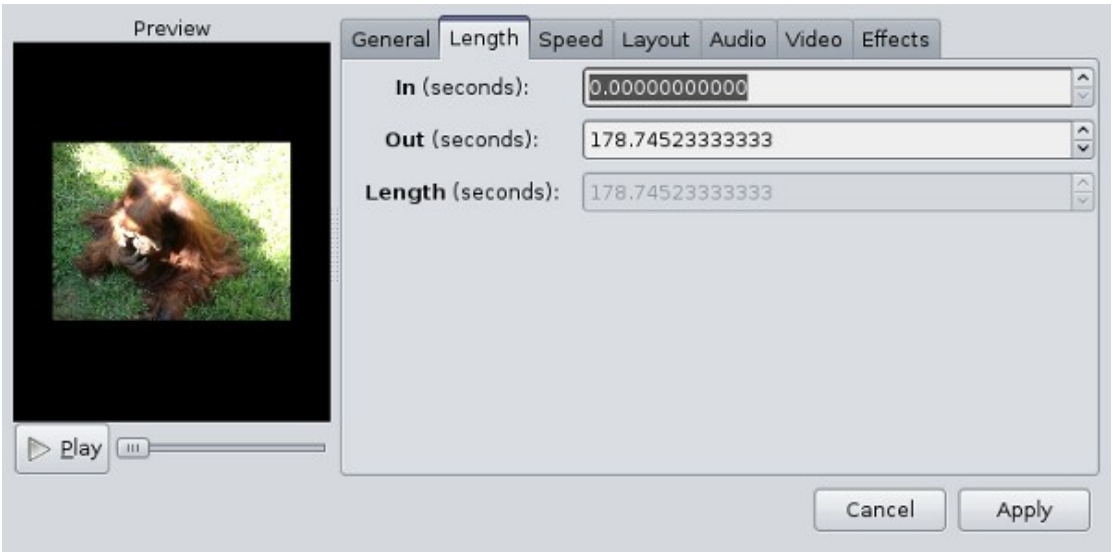
General Tab



The general tab has the following properties:

component	description
Enable Video	Output video for this clip
Enable Audio	Output audio for this clip

Length Tab



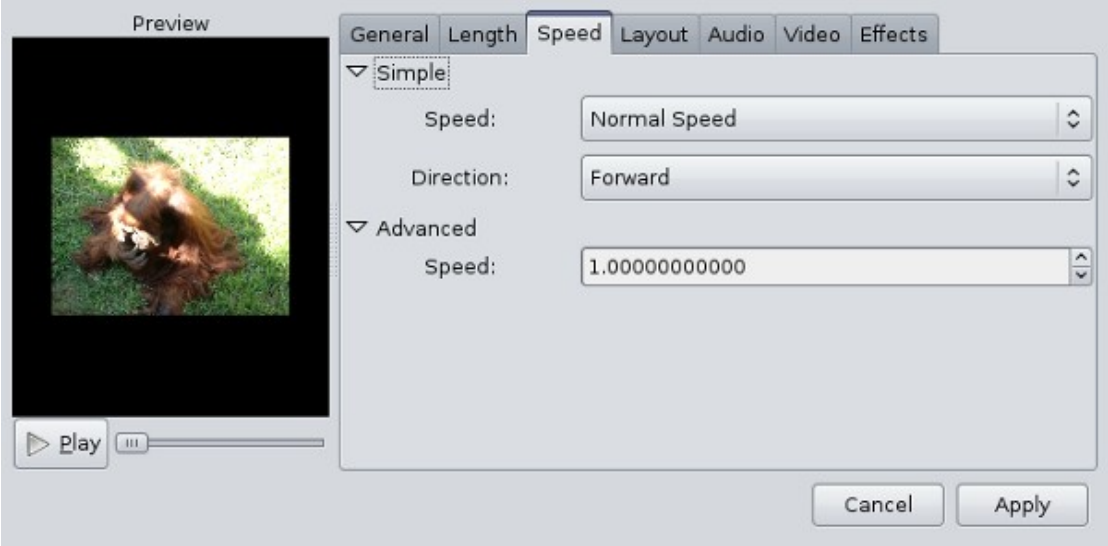
The length tab provides information on the beginning, end, and total length of a clip. By adjusting these values, you can delay when a clip starts, end the clip sooner, or both. Use the *Play button* to preview your changes. Practice by adjusting these values without using the Resize tool.

The length tab has the following properties:

component	description
In (seconds)	The second to start playing the video (decimal)

Out (seconds)	The last second of the video clip (decimal)
Length (seconds)	The length of the clip is calculated based on the IN and OUT points.

Speed Tab

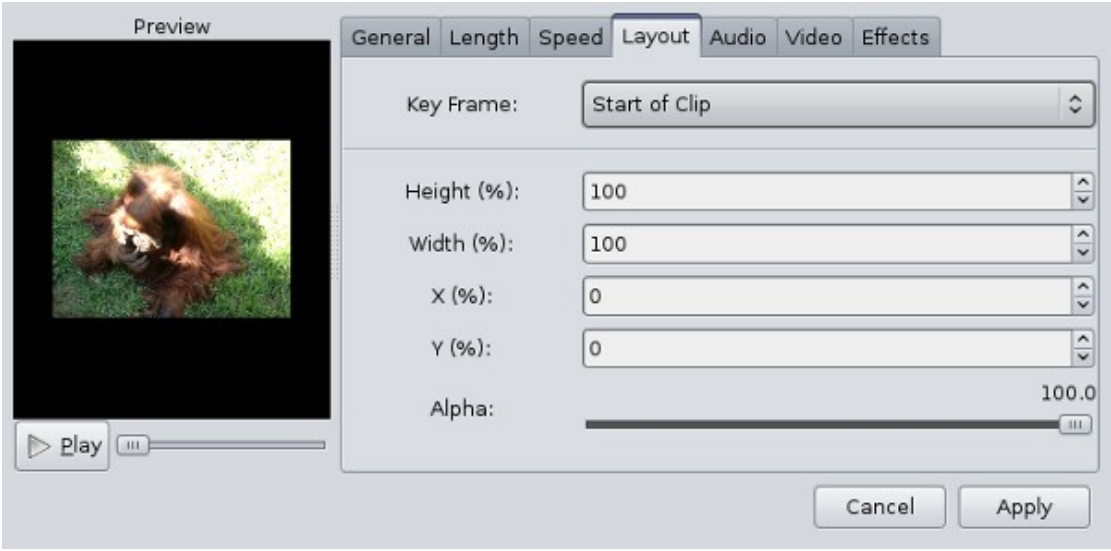


The speed tab speed consists of a simple mode and advanced mode. In the simple mode, using predefined values, you can speed up the clip to 16x normal speed or slow down the clip to 1/16 normal speed. Also, you can change the direction. The advanced tab let's you set a high-precision speed decimal, instead of the simple predefined fractions.

The speed tab has the following properties:

component	description
Speed	The second to start playing the video (decimal)
Direction	The last second of the video clip (decimal)
Advanced Speed	A high-precision decimal value for the speed of a clip. This value changes as the speed dropdown changes.

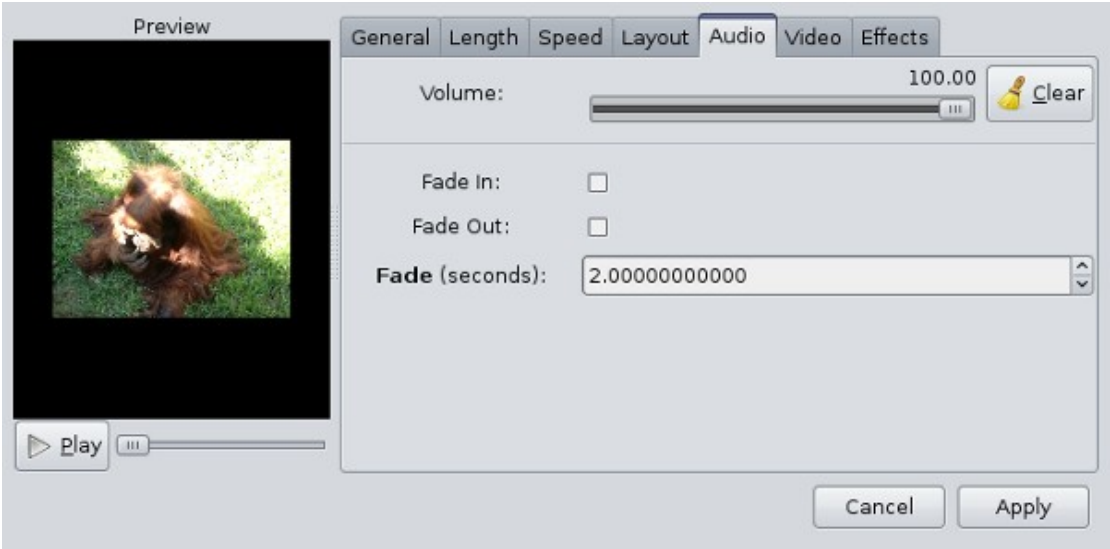
Layout Tab



The layout tab has the following properties:

component	description
Key Frame	This dropdown determines which key frame you are working with. Each clip has 2 key frames, the start of a clip, and the end of a clip.
Height	The height of a clip (percent based). The larger the number, the taller the clip will be. The smaller the number, the shorter the clip will be. This only affects the current key-frame, not the entire clip.
Width	The width of a clip (percent based). The larger the number, the wider the clip will be. The smaller the number, the narrower the clip will be. This only affects the current key-frame, not the entire clip.
X	X position of the center of the clip. The larger the number, the further to the right the clip will be. The smaller the number, the closer to the left the clip will be. This only affects the current key-frame, not the entire clip.
Y	Y position of the center of the clip. The larger the number, the closer to the bottom the clip will be. The smaller the number, the closer to the top the clip will be. This only affects the current key-frame, not the entire clip.
Alpha	The alpha level of the clip. 100 = opaque. 0 = invisible. This only affects the current key-frame, not the entire clip.

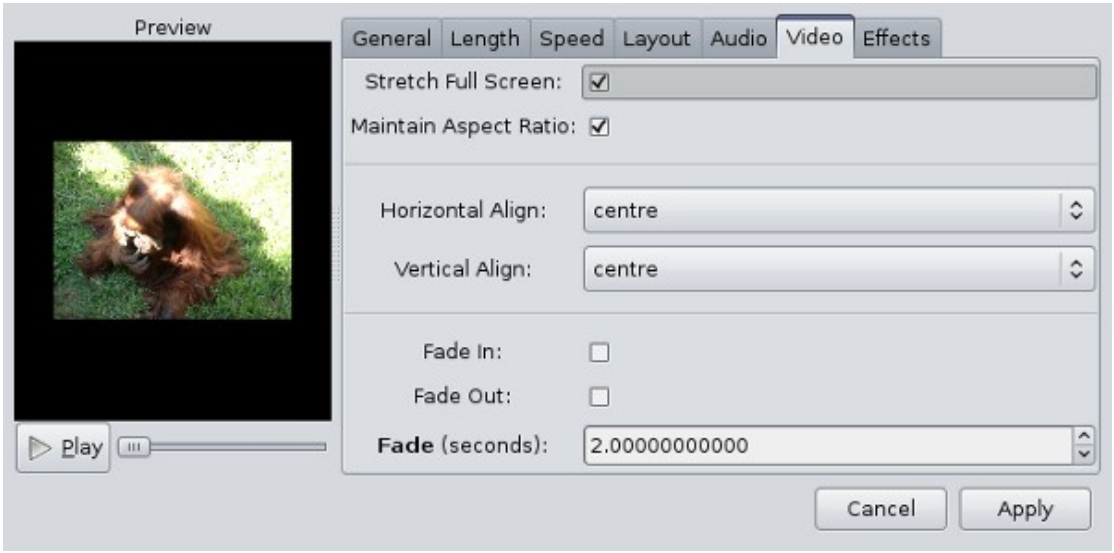
Audio Tab



The audio tab has the following properties:

component	description
Volume	The volume level of this clip. 0 = mute, 100 = max.
Fade In	Fade the clip in from mute to volume level.
Fade Out	Fade the clip out from volume level to mute.
Fade (Seconds)	The number of seconds the fade will last. The bigger this number, the more gradual the fade will be.

Video Tab



The video tab can adjust the size, position, and alignment of a clip. Also, it can apply a fade effect to the beginning and ending of a clip, which is sometimes easier than using a transition. Because the fade is a property of the clip, it moves when you move the clip. So, unlike transitions, fades stay with the clip when you move them.

The video tab has the following properties:

component	description
Stretch Full Screen	Stretch clips to the size of the screen (based on project type).
Maintain Aspect Ratio	Do not distort the clip.
Horizontal Align	Alignment of the clip left to right.
Vertical Align	Alignment of the clip top to bottom.
Fade In	Fade the clip in from transparent to opaque.
Fade Out	Fade the clip out from opaque to transparent.
Fade (Seconds)	The number of seconds the fade will last. The bigger this number, the more gradual the fade will be.

Effects Tab

The effects tab can apply and manage multiple effects that are applied to a clip. To preview your clip with effects, use the *Play button*. Each effect can have many settings, so use the *Play button* as you change settings to see the result.

The effects tab has the following properties:

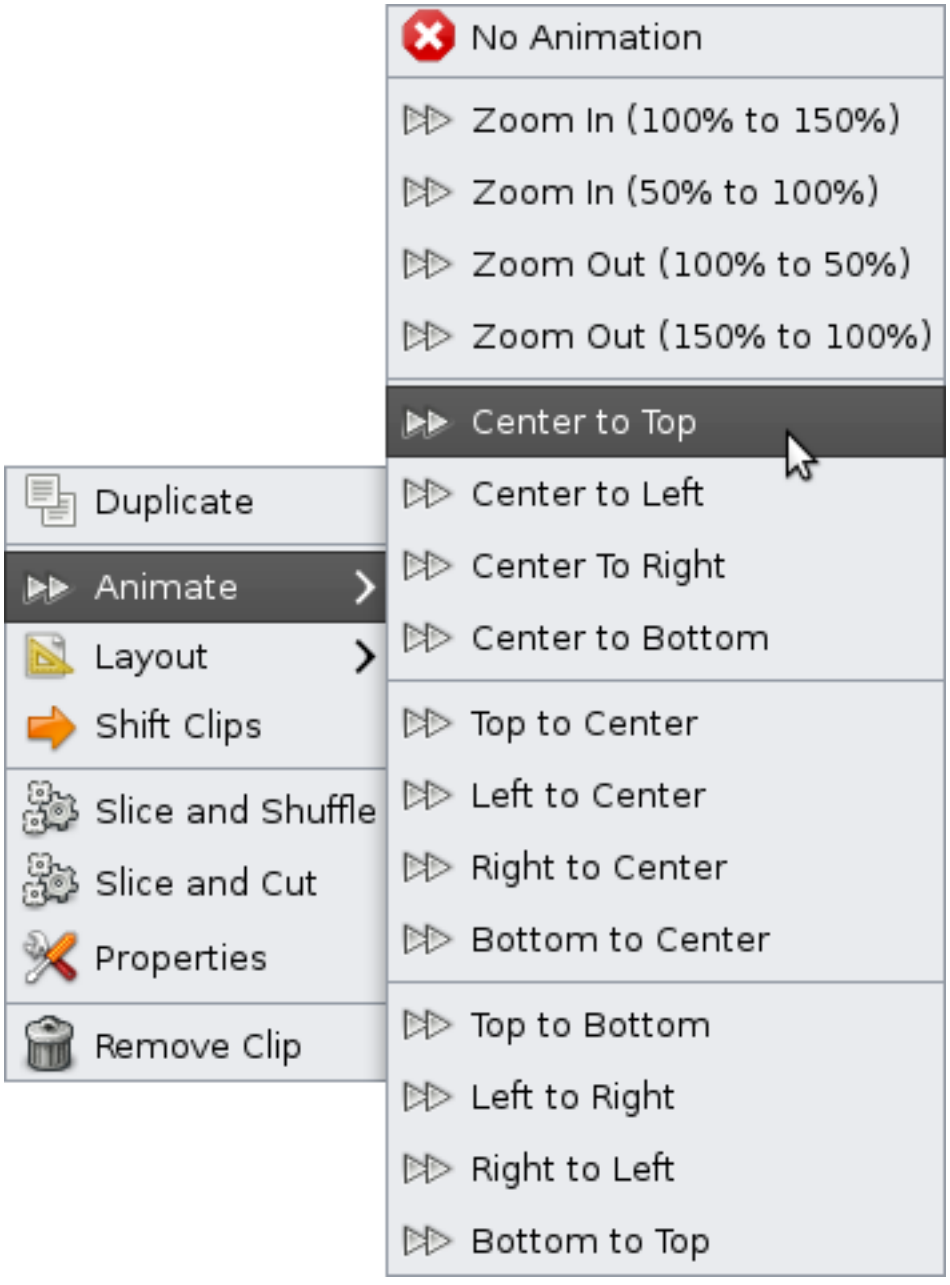
component	description
Effect List	This box has a list of all effects applied to this clip. Clips are processed in a top to bottom order.
Add	Add a new effect to this clip.
Remove	Remove the selected effect from the clip.
Up	Move the selected effect up in the list.
Down	Move the selected effect down in the list.
Effect Settings	This area will contain settings for the selected clip (if any).

Key Frames

OpenShot can use *Key Frames* to animate a clip. A key frame is a point in time that contains many settings, such as size, position, and transparency. There are two ways to set key-frames in OpenShot, manually or with a preset.

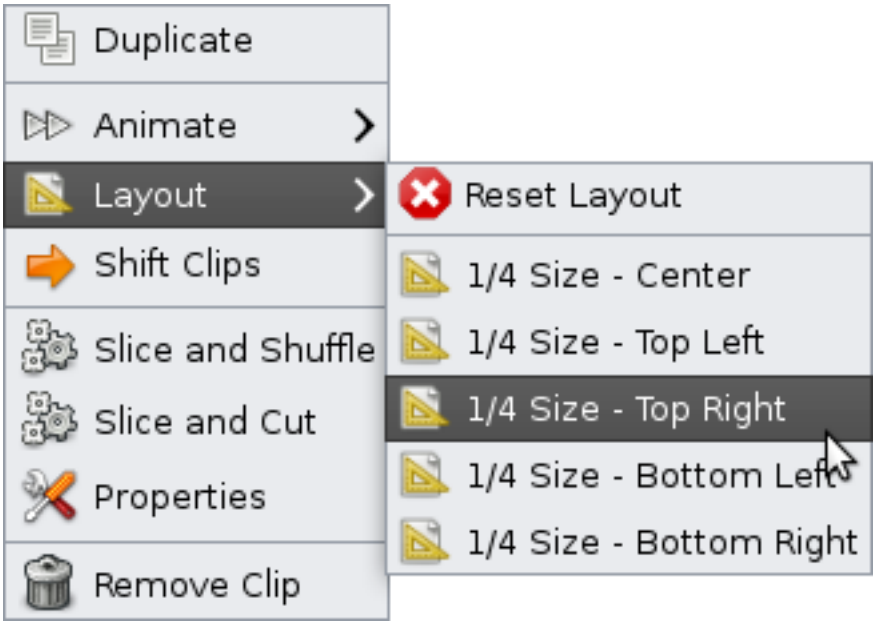
Preset Animation

Many preset animations are available, such as moving a clip from bottom to top of the screen or slowly zooming up on a clip. To add a preset animation to a clip, right-click on a clip, and choose *Animate*.



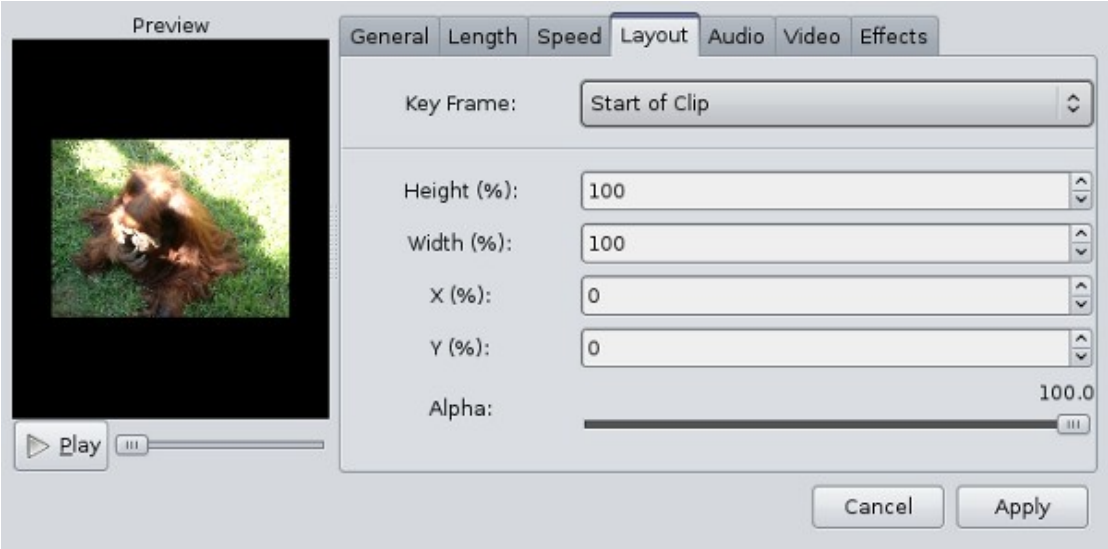
Preset Layout

Many preset layouts are available, such as resizing a clip and positioning it to the corner of the screen or centering a clip. To add a preset layout to a clip, right-click on a clip, and choose *Layout*.



Manually

To manually create key frames, right click on a clip, and choose *Properties*. Switch to the *Layout tab*, and choose which key frame you want to edit from the dropdown.



Each clip has 2 key frames, the start of a clip, and the end of a clip. If there are any differences between the start and end key frames, OpenShot will interpolate the

difference on a each frame, and thus animate the clip. The following properties are effected by key-frames: *Height, Wight, X, Y, and Alpha*.

For example, consider these key frames:

Start Key Frame:	X=-50, Y=0
End Key Frame:	X =150, Y=0

This would result in the clip animating from the left to the right side of the screen. The difference in the X setting is interpolated across all frames in this clip. The longer the clip, the slower the animation. The shorter the clip, the faster the animation.

If you want to statically change the size or position of a clip, just set the start and end key frames to the same value:

For example, consider these key frames:

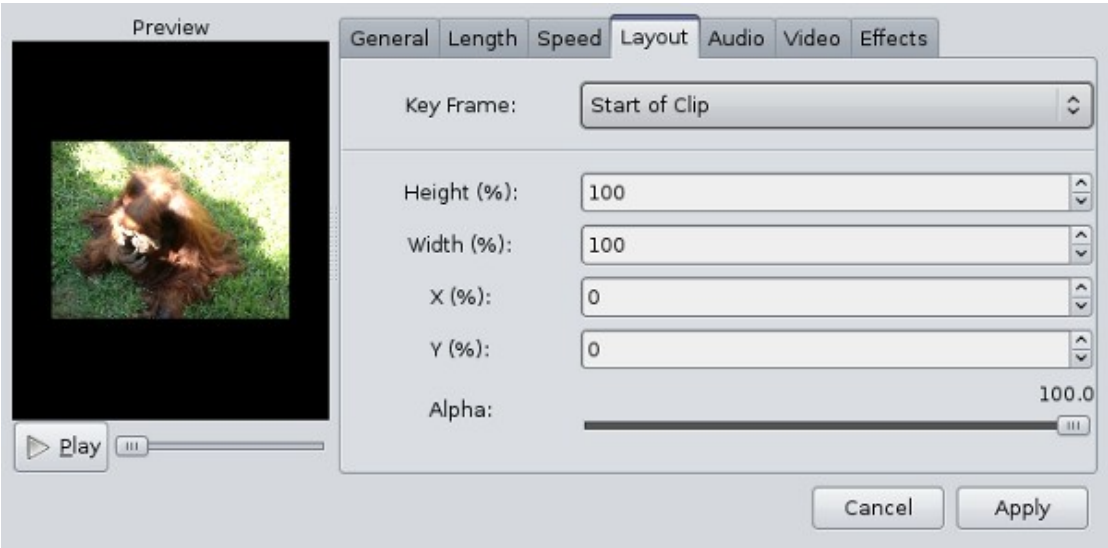
Start Key Frame:	X=-50, Y=-50
End Key Frame:	X=-50, Y=-50

This would offset the clip to the top right of the screen. It would not animate, because the start and end key frames are the same value.

If you need to more than 2 key frames, slice the clip into many pieces, and at the beginning and ending of each slice, you can set the key frames, thus giving you the ability to make an unlimited number of key frames.

Crop Effect

OpenShot can crop video and image clips using our Layout setting, found on the *Clip Properties* screen. Right click on a clip, and choose *Properties*. Then switch to the *Layout tab*.



To crop a clip, you need to zoom up on the part of the clip you want to see. Adjust

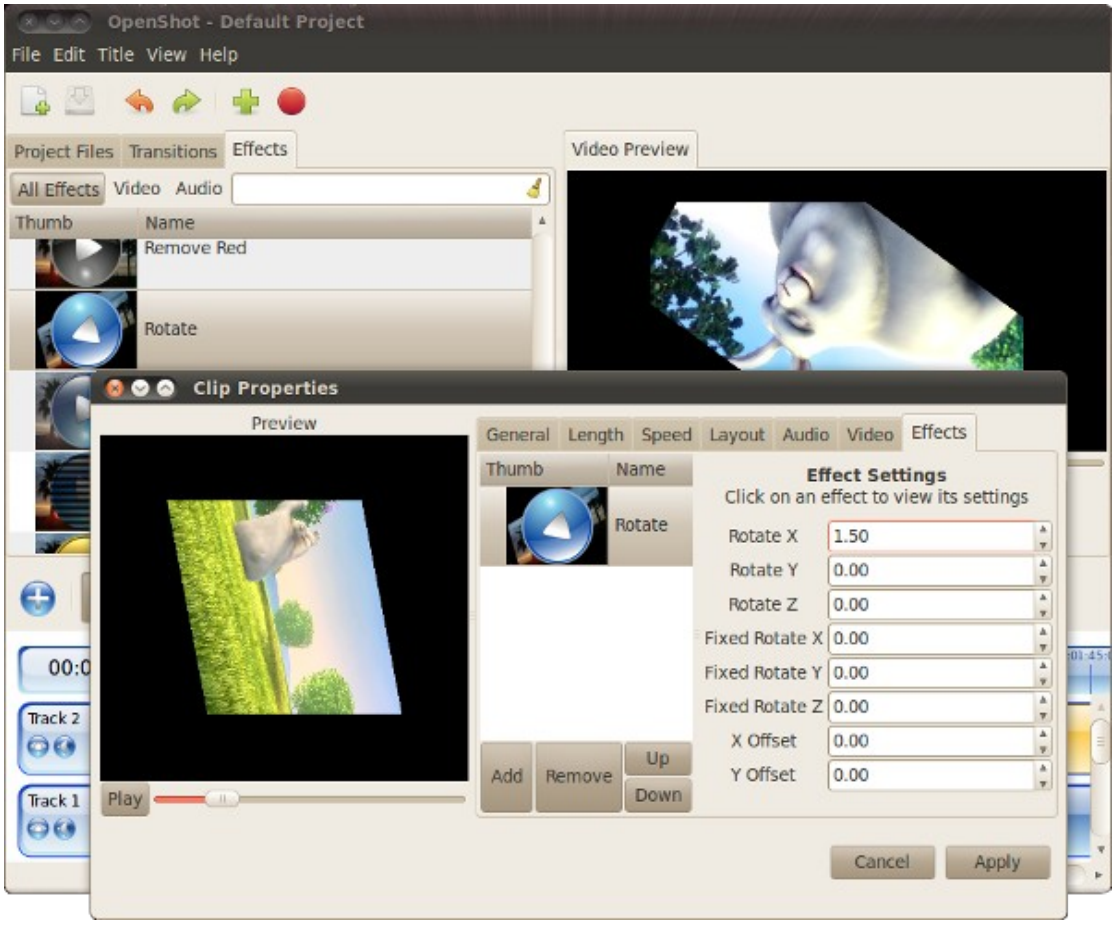
the Height, Width, X, and Y settings to zoom up on the area of the clip you want to crop. Be sure to set both key frames to the same values. Use the *Play button* to preview your crop. Once you are happy with the crop, click the *Apply* button.

Rotate Effect

If you need to rotate a clip 90 degrees, 180 degrees, or even animate the rotation around in circles, OpenShot has a *Rotate* effect which can help.

OpenShot has two types of rotation effects available, fixed and animated. To apply a rotation effect, switch to the *Effects Tab* on the *main window*, and drag the *Rotate* effect onto your clip.

To adjust your rotation settings, right-click on the clip and choose *Properties*. Then switch to the Effects tab on the properties window, and click on the Rotate effect. This will bring up a list of rotation settings that can be adjusted. Try changing each setting, and use the *Play Button* to preview the effect.



Fixed Rotation

A fixed rotation can rotate a video 90 degrees, 180 degrees, or any number of degrees you need. It does not animate the rotation. This is useful when you record a video sideways, and need to rotate it. To use a fixed rotation, only adjust the settings with that start with “Fixed”. Be sure to adjust the other settings back to zero.

Animated Rotation

An animated rotation can be used to spin a clip around in circles, or many other patterns. This can be a nice effect for titles, spinning newspapers, or other creative uses. To use an animated rotation, adjust the "Fixed" settings to zero, and only use the settings that start with "Rotate".

Title Editor

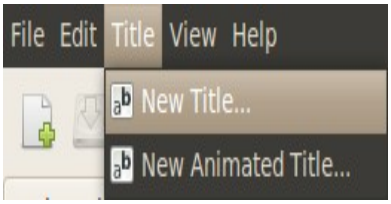
Like many video editors, OpenShot has a built-in title editor. It has some basic functionality to help you create titles for your video project. Here are the features of OpenShot's title system:

- Many Templates (Including a Solid Color Template)
- Easy Text Editing (title, subtitle)
- Change Font and Color (including alpha channel)
- Change the Background Color (including alpha channel)
- Uses SVG Image Format (vector based)
- Adds Titles to the *Project Files* Section
- Integration with Inkscape (as the advanced editor)

However, if the basic editor is not powerful enough for you, any SVG image file can be imported and used as a title. The alpha channel (transparency) is respected, which means titles can be overlayed on top of other tracks, and will show the video through the transparent parts.

Launch Title Editor

To add a new title, click the *Project* > *New Title...* menu option. This will launch the Title Editor.

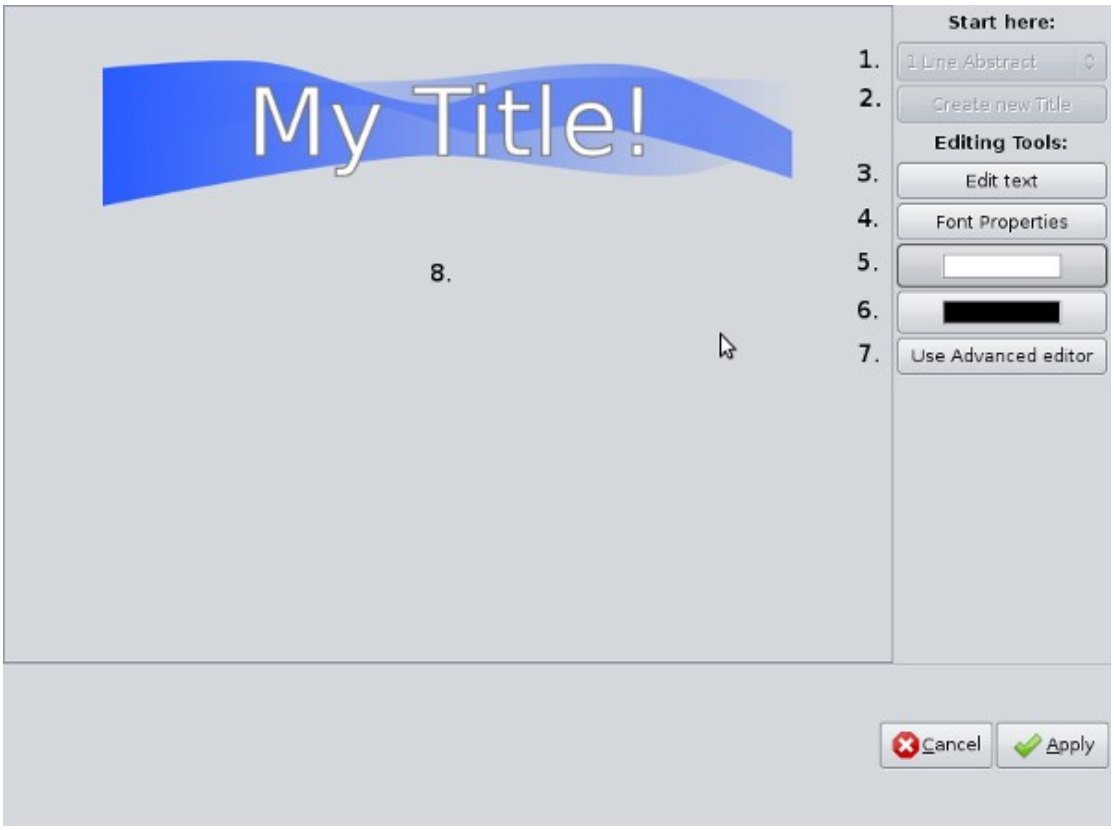


Create New Title File

Once the title editor launches, you need to select a template, and click the *Create New Title* button. The will make a copy of the template SVG title, and add it to your *Project Files*. Enter the name of the file, as it will be saved to your hard-drive.

Title Editor Window

The title dialog allows you to choose a template, edit text, change colors, and create your own titles for your video project. Once you are finished editing your title, click the *Apply* button.

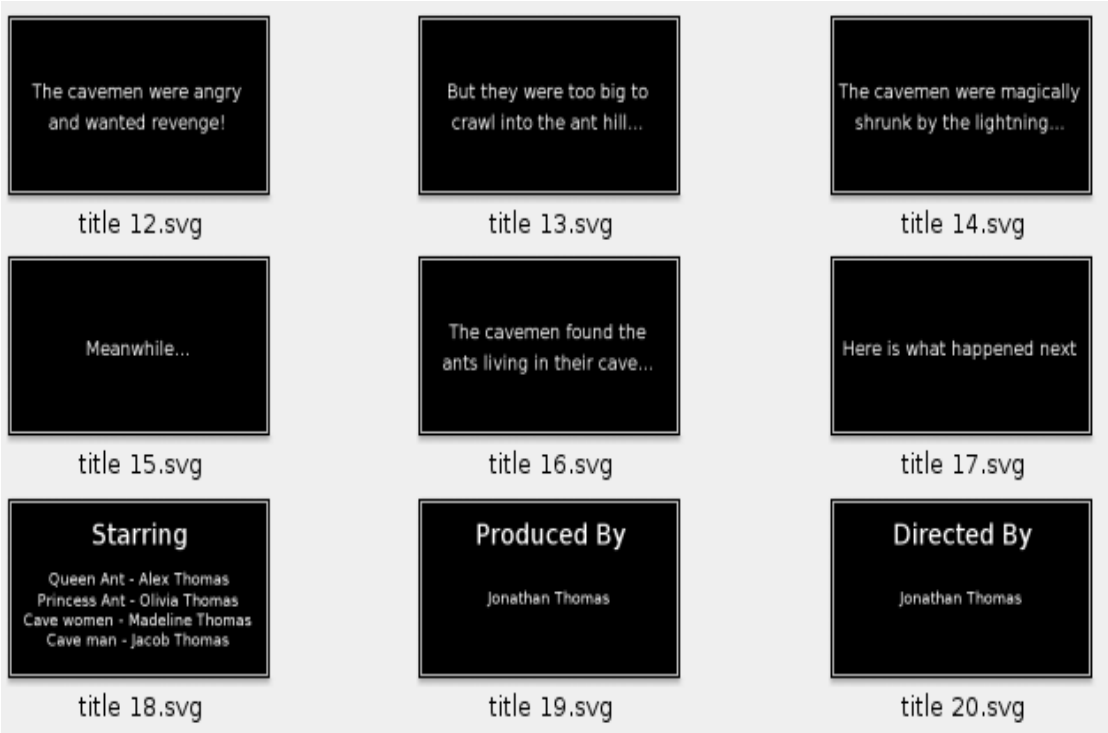


Id	component	description
1	Choose Template	Choose a template SVG file to use as a title.
2	Create Title Button	Click this button to create your copy of the SVG template.
3	Edit Text	Launch the text editing window.
4	Change Font	Change the size and family of the font.
5	Font Color	Change the font color and alpha (transparency) level.
6	Background Color	Change the background color and alpha (transparency) level.
7	Advanced Editor	Edit this SVG title in Inkscape.
8	Title Preview	Preview your title after each edit, color change, or font change.

Scrolling Titles / Credits

To create the effect of scrolling titles, you need to cut your title sequence into many different screen-sized titles.

Create Each Title Image



Offset Each Title on the Timeline

Add each title image of your scrolling credits to the timeline, set the length of each image to 7 seconds, and then offset them between two tracks.

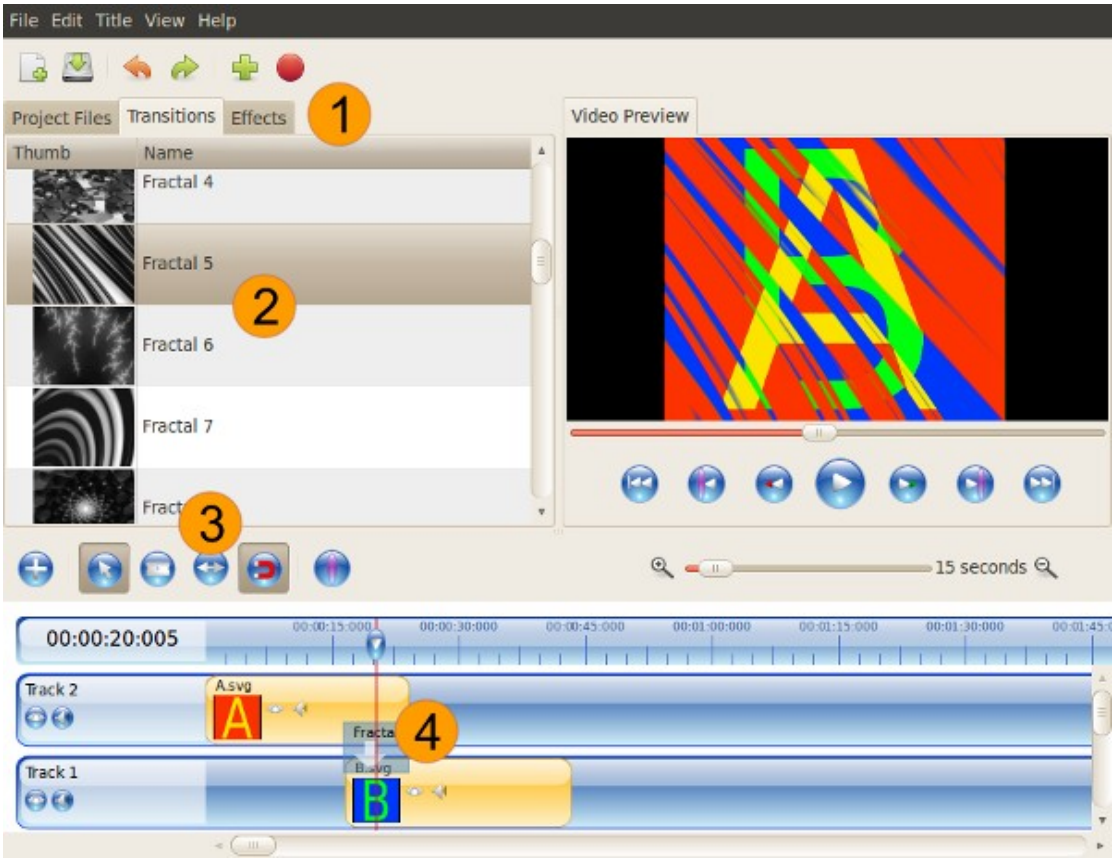
Animate Each Title

Right-click on each title clip and choose *Animate* > *Bottom to Top*. This will create the illusion that your entire credits are scrolling from bottom to top in one continuous sequence, with no gaps. Be sure to overlap the titles (as show in the illustration) so there are no gaps between the titles.

Transitions

Transitions are used to gradually move between 2 different clips. Many different transitions are available in **OpenShot**. They are easy to drag and drop onto the timeline, and can add lots of fun to a video project.

Transition Screen



Id	component	description
1	Transition Tab	This is the transitions tab. It contains a list of all transitions available in **OpenShot**.
2	Transition List	This is the transition list. Select a transition and drag and drop it onto the timeline.
3	Resize Tool	The resize tool can be used to resize a transition.
4	Transition on the Timeline	Once you drop a transition on the timeline, it can be moved and resized just like any other clip. The transition snaps between tracks, and blends between the 2 tracks.

Add a Transition

To add a transition, switch to the *Transition Tab*, and select a transition by clicking on it. Drag and drop the transition onto the *timeline*. It will snap between 2 tracks.

Move a Transition

To move a transition, switch to *Select Mode* on the *Timeline Toolbar*, and drag it to a new position.

Resize a Transition

To resize a transition, switch to *Resize Mode* on the *Timeline Toolbar*, and drag the left or right edge to a new size.

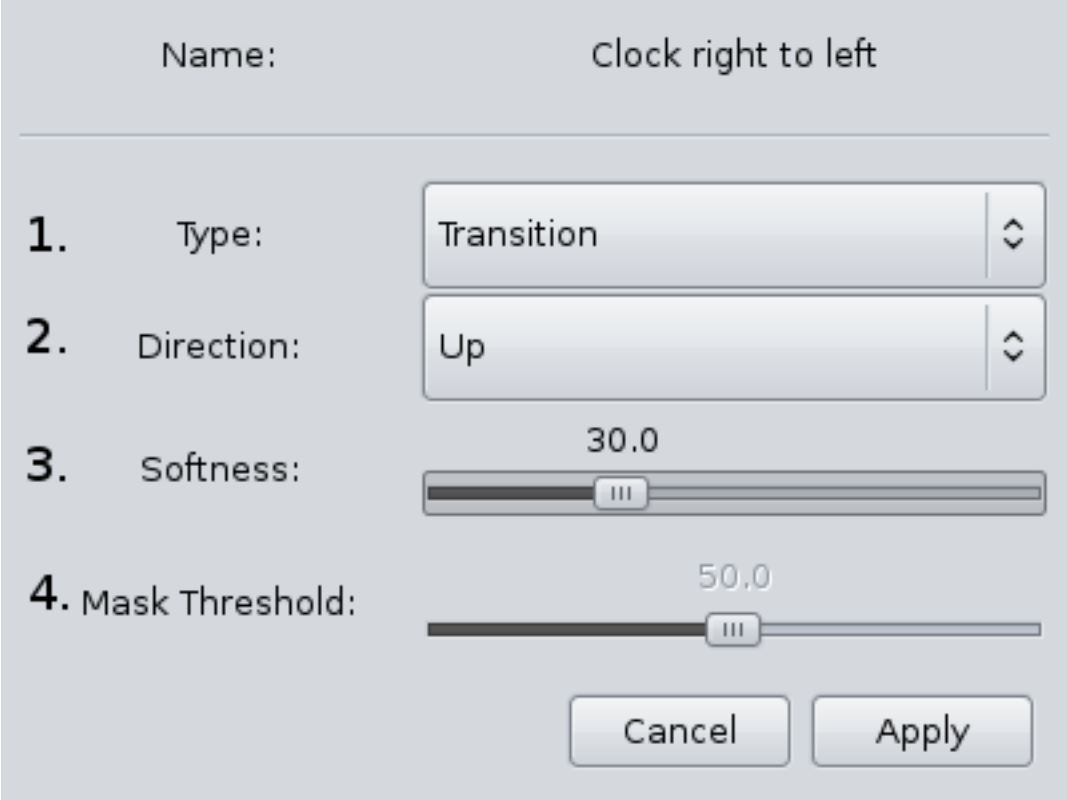
Switch the Direction

Because transitions blend between 2 tracks, it is important to know which direction it is blending. On the transition, it has an arrow that shows the direction, top to bottom, or bottom to top. In general, the transition should go from the first clip to the next clip by timeline position.

To change the direction of a transition, right-click on a transition, and choose *Switch Direction*.

Transition Properties

Just like a clip, a transition has a properties window. To launch the properties window for a transition or a mask, right-click on the item, and choose *Properties*. To save your changes, click on the *Apply* button.



Id	component	description
1	Type	Mask or Transition
2	Direction	The direction of the transition or mask. *Up* blends from the bottom clip to the top clip. And *Down* blends from the top clip down to the bottom clip.

3	Softness	The softness of the transition. The bigger the number, the wider the wipe, and the smaller the number to narrower the wipe.
4	Mask Threshold	The mask threshold is the amount of gray to use for the mask. The bigger the number, the more of the mask is used, the smaller the number, the less is used. Experiment to find the right threshold for a mask.

Convert to Mask

A mask is very similar to a transition, except that a mask is static. It does not gradually change from one clip to the next. Instead, it mixes the 2 tracks at some predetermined point. A mask can be used to only show a small section of a clip, to show a border around a clip, to block out something from a clip. To experiment with a mask, simply convert a transition to a mask and watch what happens.

To convert a transition to a mask, right-click on the transition, and choose *Convert to Mask*.

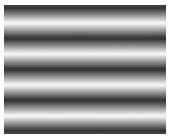
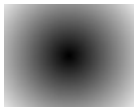
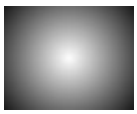
Create a New Transition / Mask

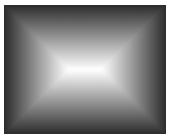
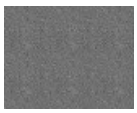
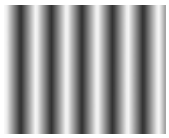
Transitions are just gray-scale images. They can be easily created in any graphics program. Locate the **/openshot/transitions/** folder on your computer, and take a look at the default transitions. To add your own, just copy a new gray-scale image into this folder. The next time you launch **OpenShot**, it will show up in the list of transitions.

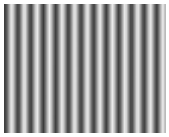
Remove a Transition

To remove a transition, right-click on a transition on the timeline, and choose *Remove*.

List of Transitions

	Blinds In to Out Big
	Blinds In to Out Small
	Circle In to Out
	Circle Out to In

	Clock Left to Right
	Clock Right to Left
	OpenShot Logo
	Rectangle In to Out
	Rectangle Out to In
	Dissolve – This is the default transition in OpenShot. It smoothly blends between 2 clips.
	Spiral Big
	Spiral Medium
	Spiral Small
	Vertical Blinds Big

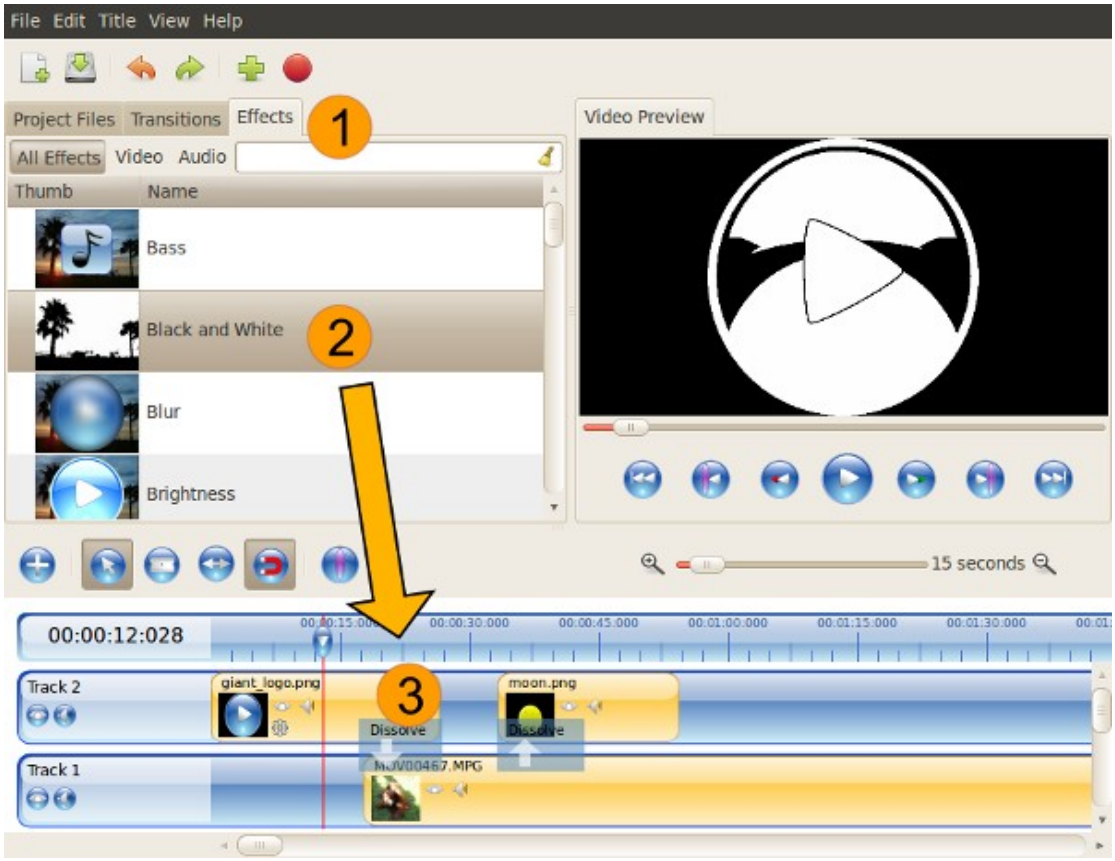
	Vertical Blinds Small
	Wipe Bottom to Top
	Wipe Left to Right
	Wipe Right to Left
	Wipe Top to Bottom

Effects

OpenShot has over 30 effects designed to manipulate the video or audio output of a clip. Adjusting color hue, brightness, and gamma can all be done with effects. Also, more exotic effects, such as distort, wave, old-film, green screen (also known as Chroma Key), and audio effects.

Add an Effect

To add an effect, switch to the *Effects tab*, select an effect from the list, and drag the effect onto a clip on the *timeline*.



Id	component	description
1	Effects Tab	This tab holds the effects list.
2	Effects List	The effects list contains every effect available in OpenShot.
3	Clip	Drag the selected effect onto any clip. Use the Clip Properties to adjust effect settings.

Adjust Effect Settings

To adjust the settings of an effect, right-click on a clip, and choose *Properties*. Switch to the *Effects tab*, and you will see a list of all effects that have been applied to the current clip.

Id	component	description
1	List of Effects	List of effects that belong to the selected clip.
2	Effect Settings	A list of settings for the selected effect. Click on an effect to load this list of settings. As you change the values of these settings, use the *Play button* to preview the effect.
3	Preview Buttons	Use the *Play button* and *slider* to preview the effects before you click *Apply*.
4	Add Effect	This button launches the Add Effect window. Select an effect to add and click *Add Effect*.
5	Remove Effect	This button removes the selected effect (if any).
6	Move Effect	Effects are applied top to bottom. Use these buttons to arrange the order of effects. Use the *Play button* to preview your changes.

List of Effects

Black and White - This effect converts the video to just black and white. This is different than gray-scale, as it only has two colors, and no gray.

Blur – This effect blurs the video. It can also animate the blur from blurry to focused, or focused to blurry.

Brightness – This effect adjusts the brightness of a video clip.

BurningTV – This effect animates a fire burning your video.

Charcoal – This effect applies a charcoal filter to the video.

Chroma Key (also known as green-screen or blue-screen). This effect removes a specific color and makes it transparent.

Deinterlace – Remove the odd and even fields, and combine them into a single full frame.

Distort – This effect adds ripples and distortions to a video clip.

Gamma – This effect adjusts the gamma level of the video.

Glow – This effect adds a glow to the video.

Gray-scale – This effect converts a color video clip into shades of gray. If you want just black and white, use the *Black and White* effect.

Hue – Adjust the hue / color of the clip.

Invert – This effect produces a negative of the video output.

Mirror – Creates a mirror effect. Vertical, horizontal, and diagonal mirrors are supported.

Old Dust – Adds dust particles to your clip. Add all 4 “old” effects for the ultimate old video look.

Old Film – Jumps the video up and down randomly. Add all 4 “old” effects for the ultimate old video look.

Old Grain – Adds some grain to the clip. Add all 4 "old" effects for the ultimate old video look.

Old Lines – Adds some lines to the clip. Add all 4 "old" effects for the ultimate old video look.

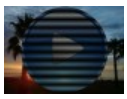
Oversaturate – This effect over-saturates the color of a video.

Pixelate – This effect turns the video into small blocks, to distort the video and make it less clear.

Remove Blue – This effect removes the color blue from the video.

Remove Green – This effect removes the color green from the video.

Remove Red – This effect removes the color red from the video.



Scan-lines – Add artificial scan-lines, similar to a TV or some computer monitors.

Sepia – This effect tints the color, and makes it look like an old photograph.

Sobel – This effect finds the edges in your video clip.

Threshold – This effect will adjust which colors to show based on a threshold.

Water – Add rain drops, surfing waves, or a vortex.

Wave – Ripple the screen in a wave pattern. This can be animated to slowly wave your video.

	*White Balance* – Adjust what color is considered white, and then adjust all other colors to be relative to that adjustment.
	*Echo* – Add an echo to the audio of the clip.
	*Phaser* – Give a futuristic sound to your clip.
	*Pitch* – Adjust the audio pitch of a clip.

Export Video

Once your have completed a project, you will want to export it to the correct format, based on your needs. OpenShot has many predefined formats to simplify this process. There are two modes to export a video in OpenShot, Simple Mode and Advanced Mode.

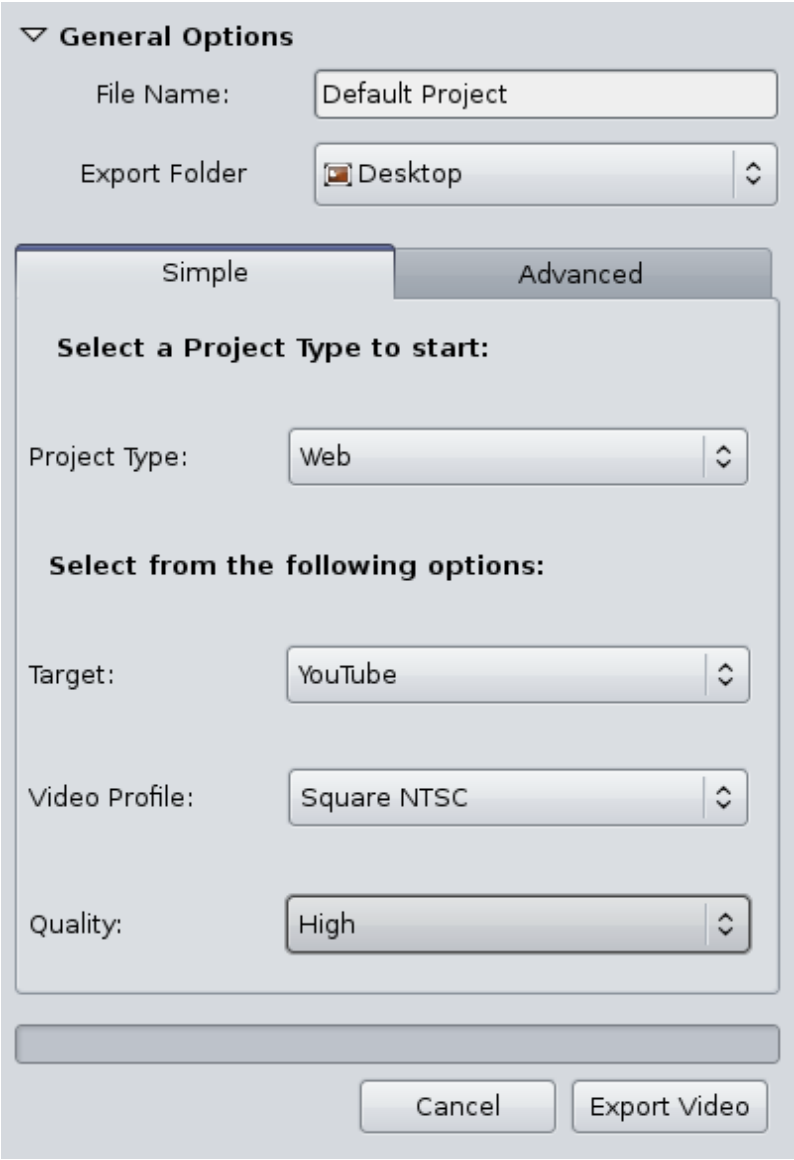
Both modes share a common area at the top of the screen, *General Options*. Name your video file (no extension) and choose an export folder.

Launch Export Window

To launch the export window, click on the *Export Video* toolbar icon at the top of the main window, or choose *File* > *Export Video*.

Simple Mode

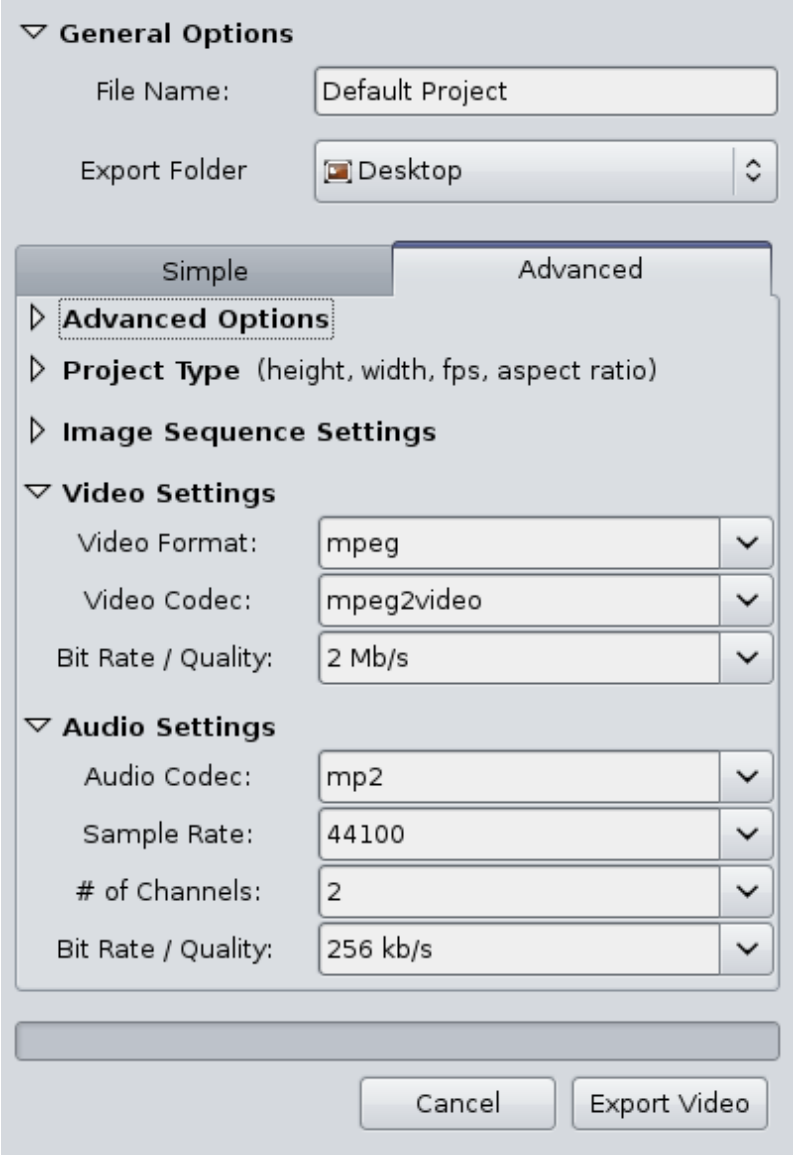
OpenShot has many predefined export formats, which cover the most common export scenarios. Select a *Project Type*, such as DVD or Web, and then choose the *Target*, *Video Profile*, and *Quality*. If you select *All Formats*, it will give you a list of all common formats, and let you pick the one you want.



Advanced Mode

The advanced options should only be used by someone familiar with FFmpeg, since it is so easy to create invalid combinations of codecs, formats, and bit-rate settings. However, if you are familiar with these settings, any FFmpeg supported format/codec/bit-rate can be used, which opens up dozens and dozens of additional formats that can be used during the export process. You can also export your video as an image sequence, which can be useful if you intend to import this video into a program that requires image sequences, such as Blender.

Also, if you first select values for the *Simple Mode*, and then switch to the *Advanced Mode*, it will preselect all of the Simple Mode settings.



List of Formats & Codecs

Set of tables for exports based on video type categories

Video Type	Video Format	Video Codec	Audio Codec	Suggested Project Profile	Notes on Usage
AVC HD Disks	MPEG-TS	libx264	libfaac	ATSC 1080i 50Hz	1920x1080 Interlaced Use for Blu-Ray and AVCHD Disks
AVC HD Disks	MPEG-TS	libx264	ac3	ATSC 1080i 50Hz	1920x1080 Interlaced Use for Blu-Ray and AVCHD Disks

AVC HD Disks	MPEG-TS	libx264	libfaac	ATSC 1080i 60Hz	1920x1080 Interlaced Use for Blu-Ray and AVCHD Disks (mainly in USA) but not necessary Modern TV's adapt rate.
AVC HD Full HD	MKV	libx264	libfaac	ATSC 1080p 25Hz	1920x1080 Progressive for use on computers
AVC HD Full HD	MKV	libx264	ac3	ATSC 1080p 25Hz	1920x1080 Progressive for use on computers
Quick Time Full HD	mov	libx264	libfaac	ATSC 1080p 25Hz	1920x1080 AVCHD Quicktime 7 Progressive
Quick Time Full HD	mov	libx264	ac3	ATSC 1080p 25Hz	1920x1080 AVCHD Quicktime 7 Progressive
Quick Time Apple TV	mov	libx264	libfaac	ATSC 720p 30Hz	1280x720 29.97Hz AVCHD Quicktime 7 Progressive Web Publishing
Quick Time Web	mov	libx264	ac3	ATSC 720p 30Hz	1280x720 29.97Hz AVCHD Quicktime 7 Progressive Web Publishing
Quick Time Web	ipod	libx264	libfaac	Square NTSC	640x480 29.97Hz AVCHD Quicktime 7
Quick Time iPod	ipod	libx264	libfaac	Quarter Square NTSC	320x240 29.97Hz AVCHD Quicktime 7
DVD	vob	MPEG-2	ac3	DV PAL DV PAL Widescreen	For native SD movies only! Not for down-converting HD
DVD	vob	MPEG-2	ac3	DV NTSC DV NTSC Widescreen	For native SD movies only! Not for down-converting HD
Xbox 360	mov	libx264	libfaac	DV NTSC Widescreen HDV 720 30p HDV 720 60p	
Xbox 360	mp4	libx264	libfaac	DV NTSC Widescreen HDV 720 30p HDV 720 60p	

Vimeo High Def	mp4	libx264	libfaac	HDV 720 25p HDV 720 30p	1280x720 square pixels needs to be de-interlaced or progressive
Vimeo Std Def	mp4	libx264	libfaac	Square NTSC	640x480 square pixels needs to be de-interlaced or progressive
Vimeo Std Def Widescreen	mp4	libx264	libfaac	Square NTSC Widescreen	854x480 square pixels needs to be de-interlaced or progressive
Flickr High Def	mov	libx264	ac3	HDV 720 30p	1280x720 square pixels needs to be de-interlaced or progressive
Picasa	mpeg	mpeg2video	mp2	Square NTSC	640x480 will be converted to 480x360 or 320x240 Flash
YouTube	mpeg	mpeg2video	mp2	Square NTSC	640x480 will be converted to 480x360 or 320x240 Flash
YouTube High Def	mp4	libx264	libfaac	HDV 720 25p HDV 720 30p	1280x720 square pixels needs to be de-interlaced or progressive
YouTube Full High Def	mp4	libx264	libfaac	HDV 1080 25p HDV 1080 30p	1920x1080 square pixels needs to be de-interlaced or progressive
Nokia nHD	mp4	libxvid	libfaac	Nokia nHD	640x360 New Standard for S60 5th Edition Devices
MetaCafe	mp4	mpeg4	libmp3lame	Square NTSC	640x480 will be converted to 320x240 Flash

Project Types / Profiles

Every project in **OpenShot** must have a *project type* (also known as a *profile*). A profile determines the following playback & export settings for your video project: *frame rate, height & width, aspect ratio, and pixel ratio*.

Here is an example profile, for ATSC 1080i 60Hz:

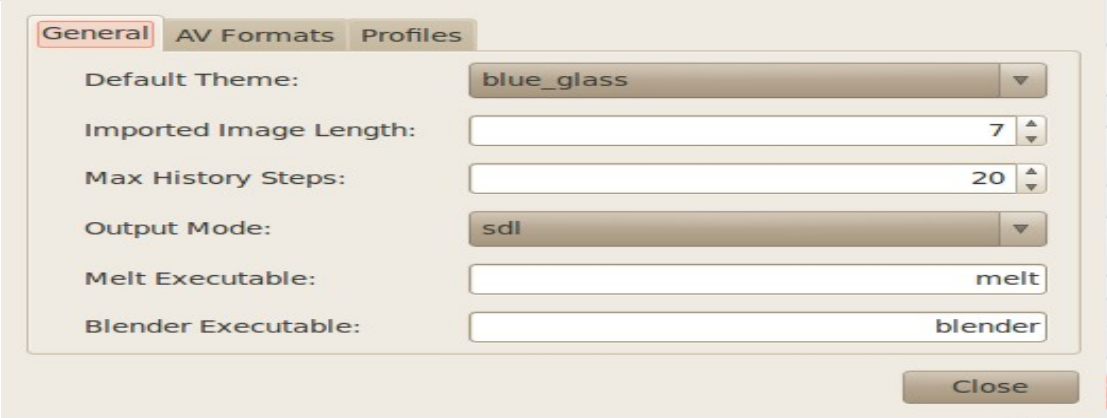
description	**ATSC 1080i 60Hz**	Name of your profile as it will appear in OpenShot.
frame_rate_num	**30000**	Numerator of the frame-rate.
frame_rate_den	**1001**	Denominator of the frame-rate.
width	**1920**	Width of the video.
height	**1080**	Height of the video.

progressive	**0**	0 = Interlaced, 1 = Progressive
sample_aspect_num	**1**	Numerator of pixel ratio.
sample_aspect_den	**1**	Denominator of pixel ratio.
display_aspect_num	**16**	Numerator of display aspect ratio.
display_aspect_den	**9**	Denominator of display aspect ratio.

OpenShot has over 40 predefined profiles / project types available. However, if you can not find a profile that works for your project, you can also create your own. Locate the **/openshot/profiles/** folder. Copy and rename an existing profile. Edit the profile with your favorite text editor. Next time you launch OpenShot, you will be able to choose your new profile.

Preferences

To configure **OpenShot**, choose *Edit > Preferences* . The *Preferences* dialog can adjust the default length of images, the default theme, and the default project type / profile. Setting these values can save you valuable time when starting a new project.



About OpenShot

OpenShot was created by Jonathan Thomas (Jonathan.Oomph@gmail.com) in August 2008 with the objective to provide a stable, free, and friendly-to-use video editor.

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More Information

To find more information about **OpenShot**, please visit the OpenShot Web page

(http://www.OpenShotVideo.com). To report a bug or make a suggestion regarding this application or this manual, go to the OpenShot site on Launchpad. To discuss OpenShot with other users, visit our user website & forum: http://OpenShotUsers.com/forum/

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