

Blender Video Editor

Concepts

There are n channels: channel 0 is seen in top of other, channel with major number is seen in top of others.

Stripes

Edit strip → Blend → Over Drop Edit strip → Image Offset → X,Y

Select strip and Add → Effect strip → Transform

Add proxy and timecode "Record Run" for every strip to have faster video preview.

Transitions

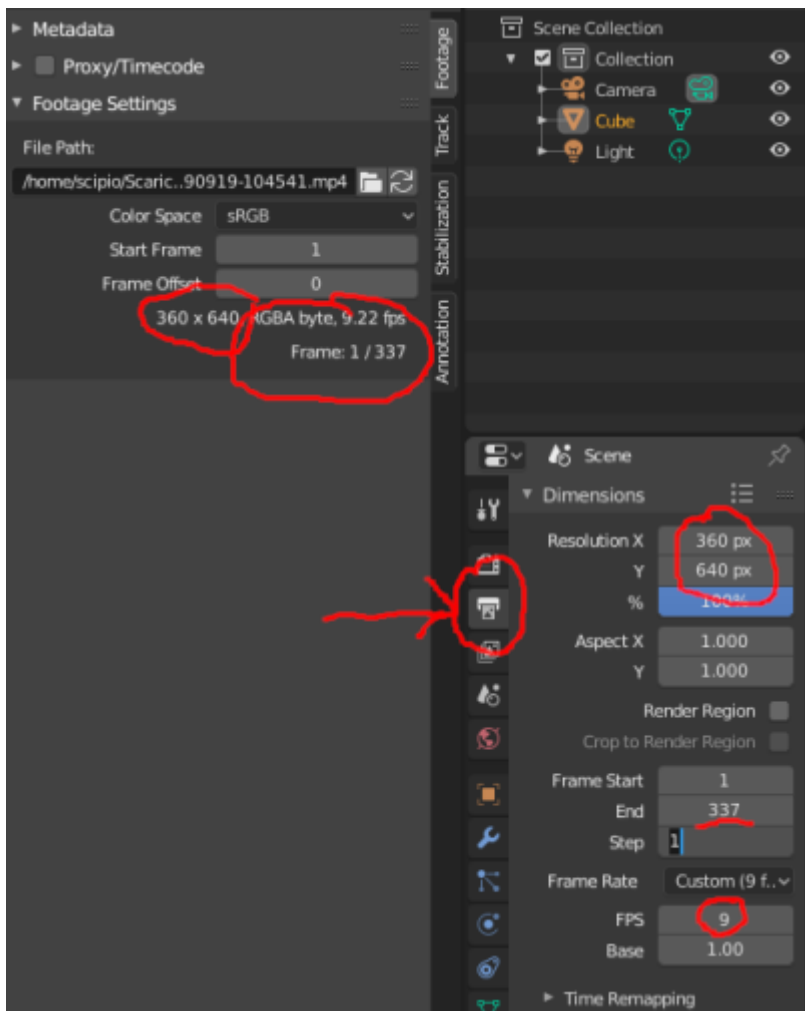
Make strip overlapping in two channels. Select first strip, hold shift and select second. Then Add → Effect strip → gamma cross

Keys

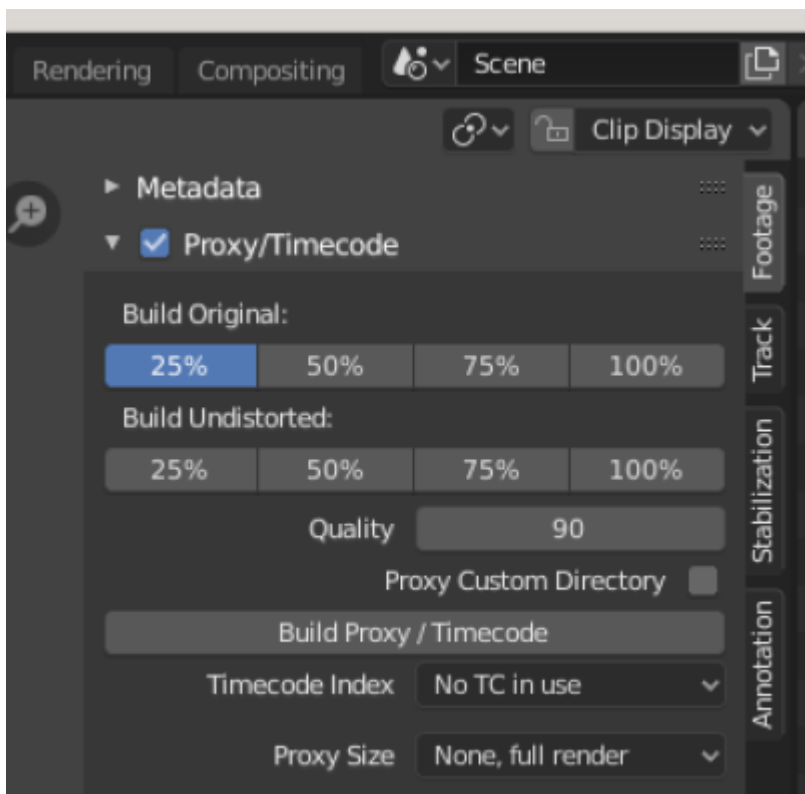
- m: marker
- CTRL+m: rename marker
- HOME: adjust timeline
- k: cut (soft)
- b: box area selection
- SHIFT+b: box area zoom
- g: move selected objects
- h: mute strip. When transform a strip mute original.
- e: set end frame
- s: set start frame
- PAGEUP/PAGEDOWN: navigate in strip edge

blur object

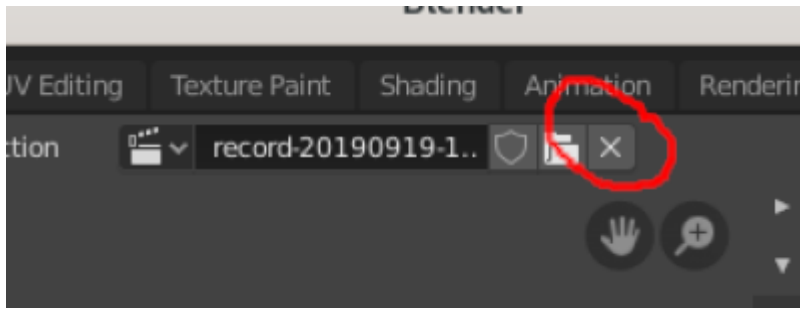
- * SHIFT+F2 to enter "video clip editor" mode
- * open video with top centered button
- * adjust video setting as in the picture



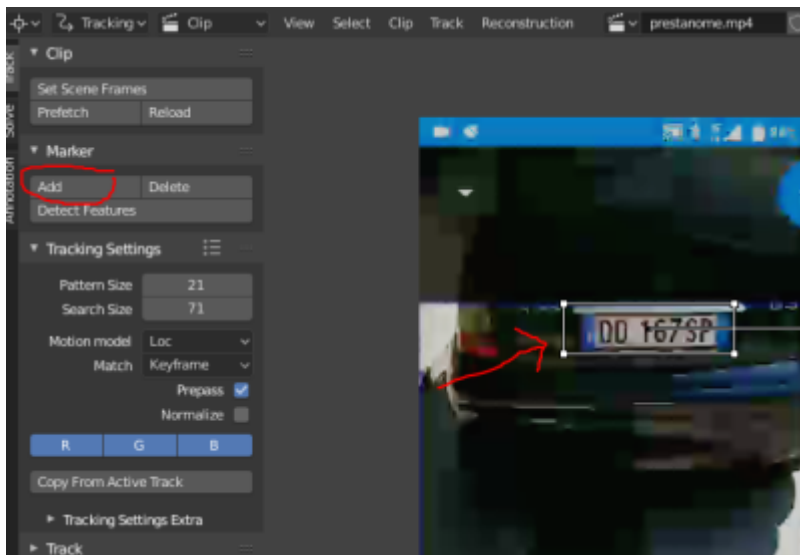
optional: enable proxy mode clicking on "Build Proxy / Timecode"



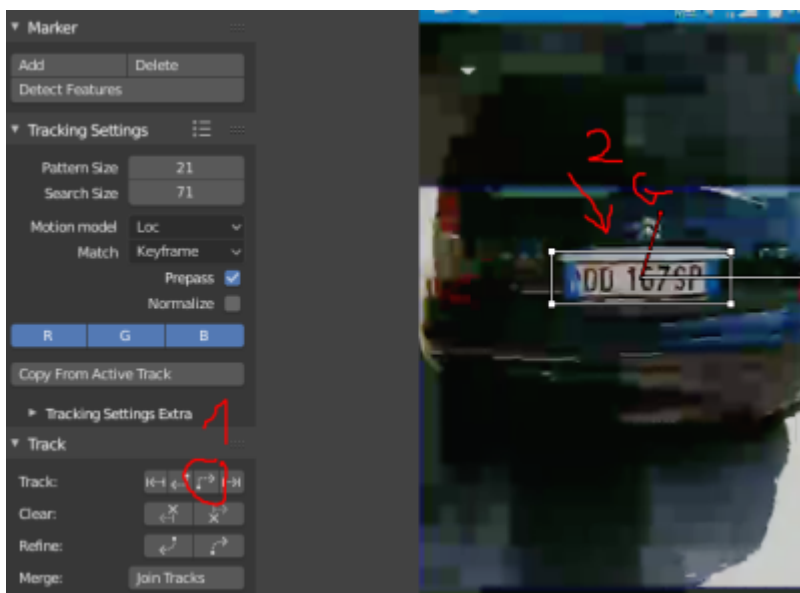
optional: close video and reopen proxied version (in same folder as original in subfolder proxy)



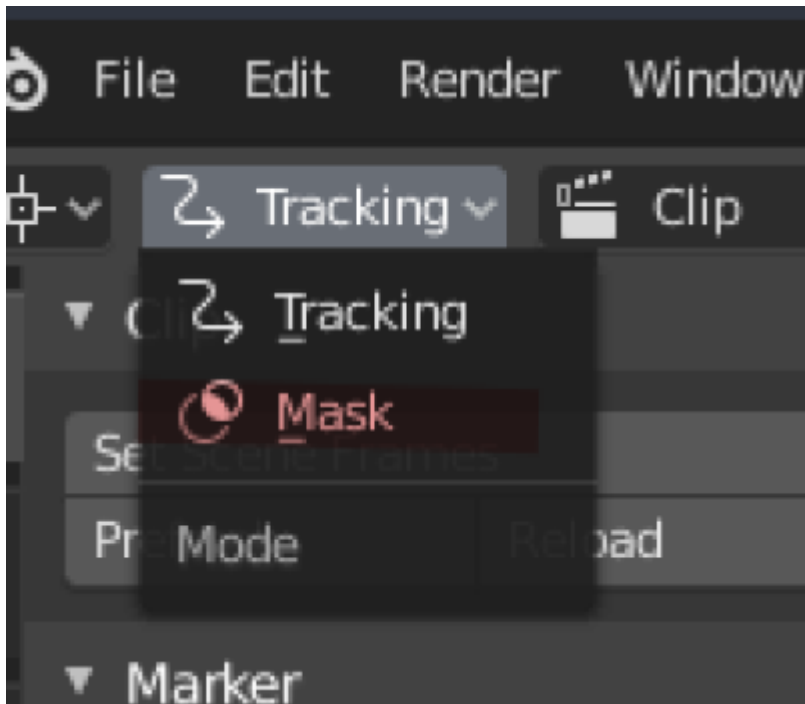
move to desired frame and add mark on object



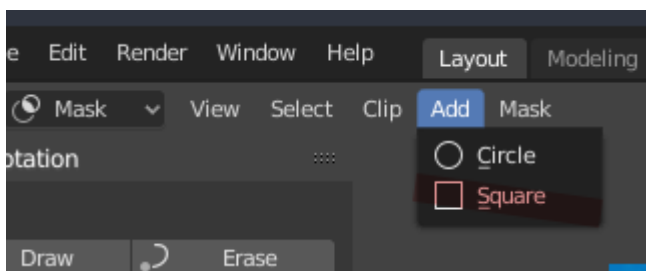
iterate with "Track markers" button (CTRL+T) and grab mark (G) on failed frames



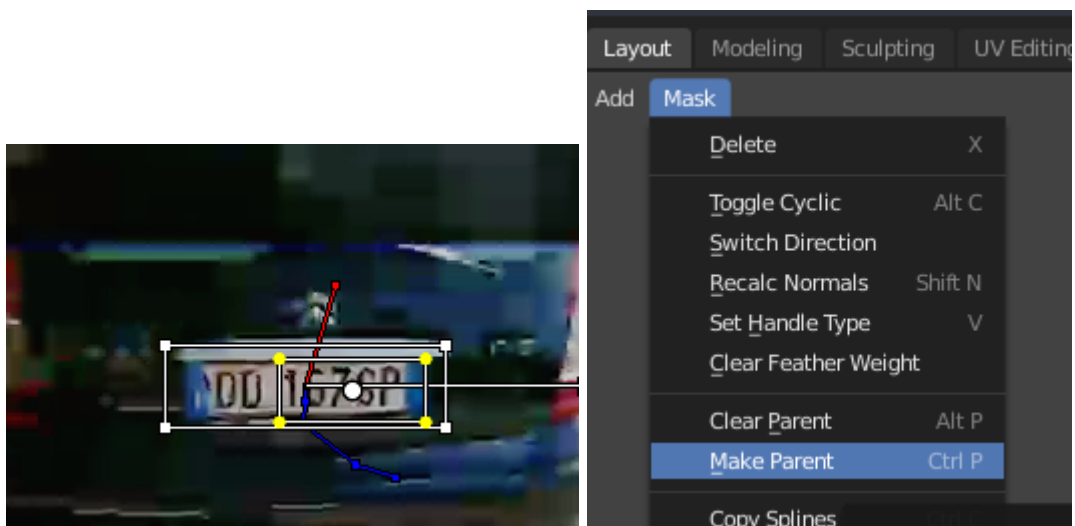
select mask menu



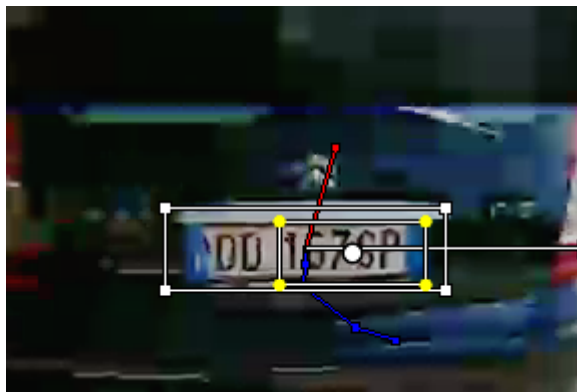
add circle or square mask



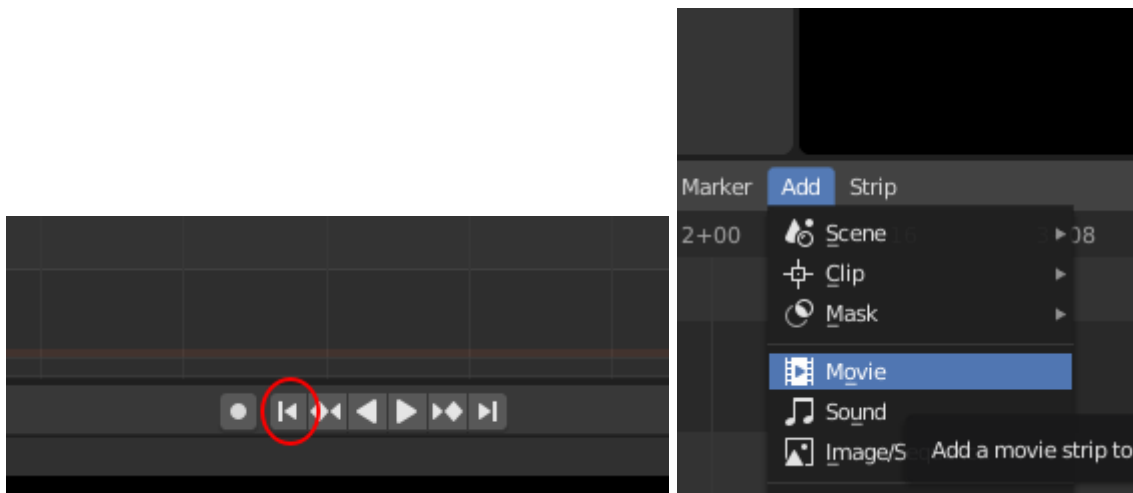
drag on position (G) and parent with mask (CTRL+P)



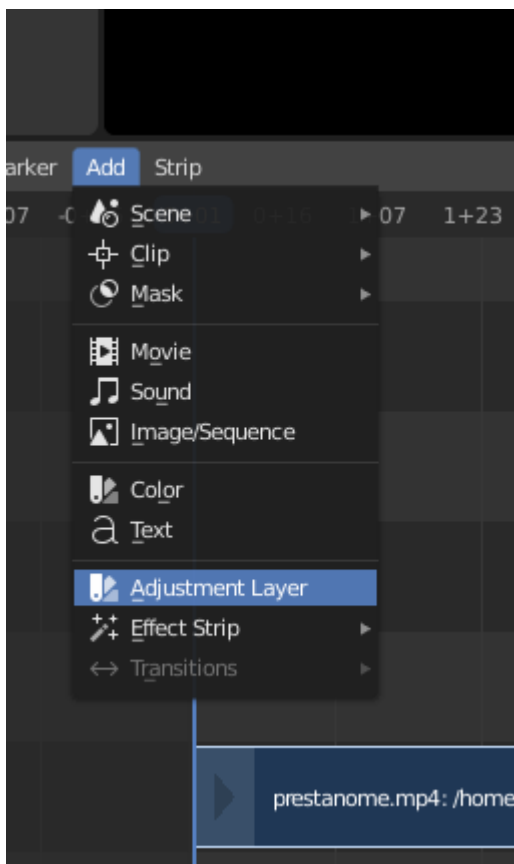
add "Video Editing Workspace" with top "+" button



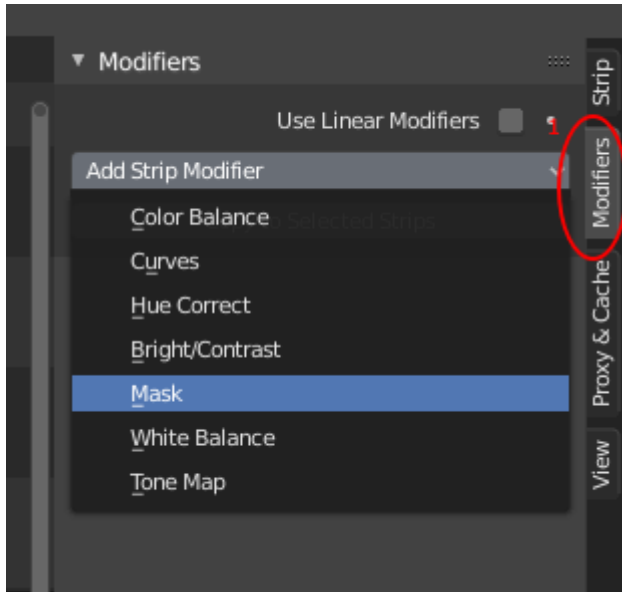
move to first frame and add movie clip



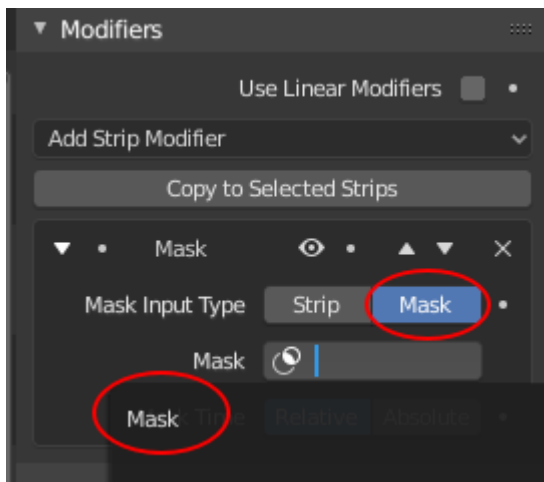
add adjustment layer



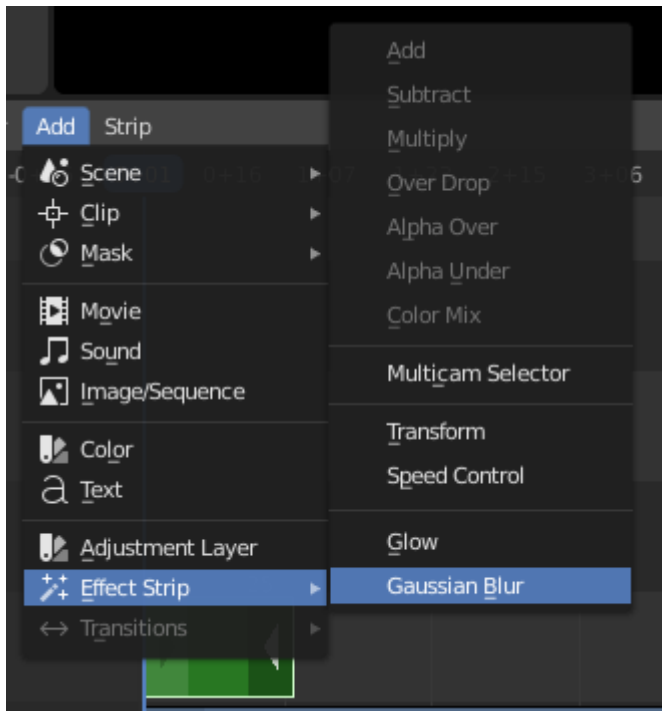
add mask in "Add strip modifier" in modifiers tab



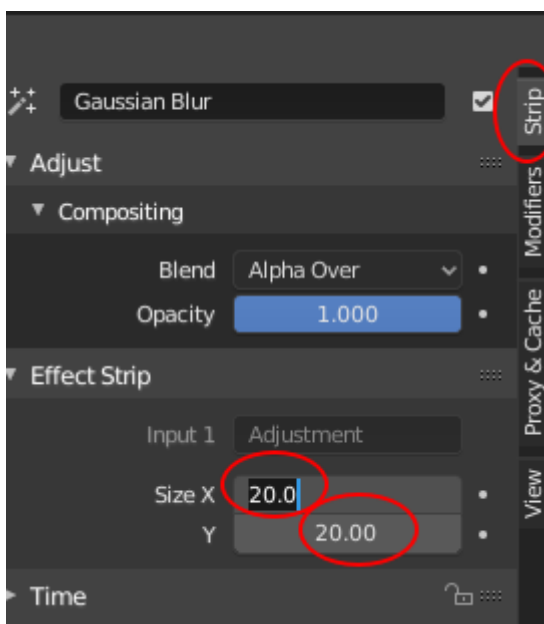
select mask input type ande select Mask in Mask field



add effect strip → gaussian blur



select 20 in effect strip to blur masked area



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Last update: 2019/09/25 12:50

