



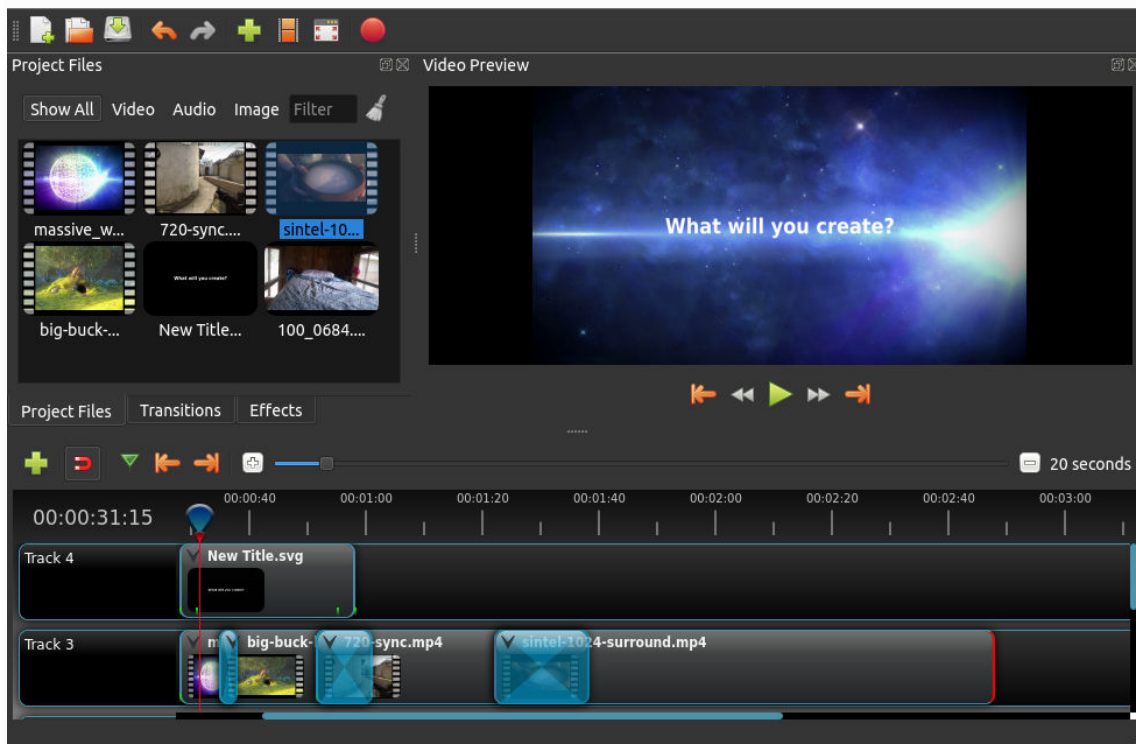
# OpenShot

Video Editor

## Quick Tutorial – Openshot

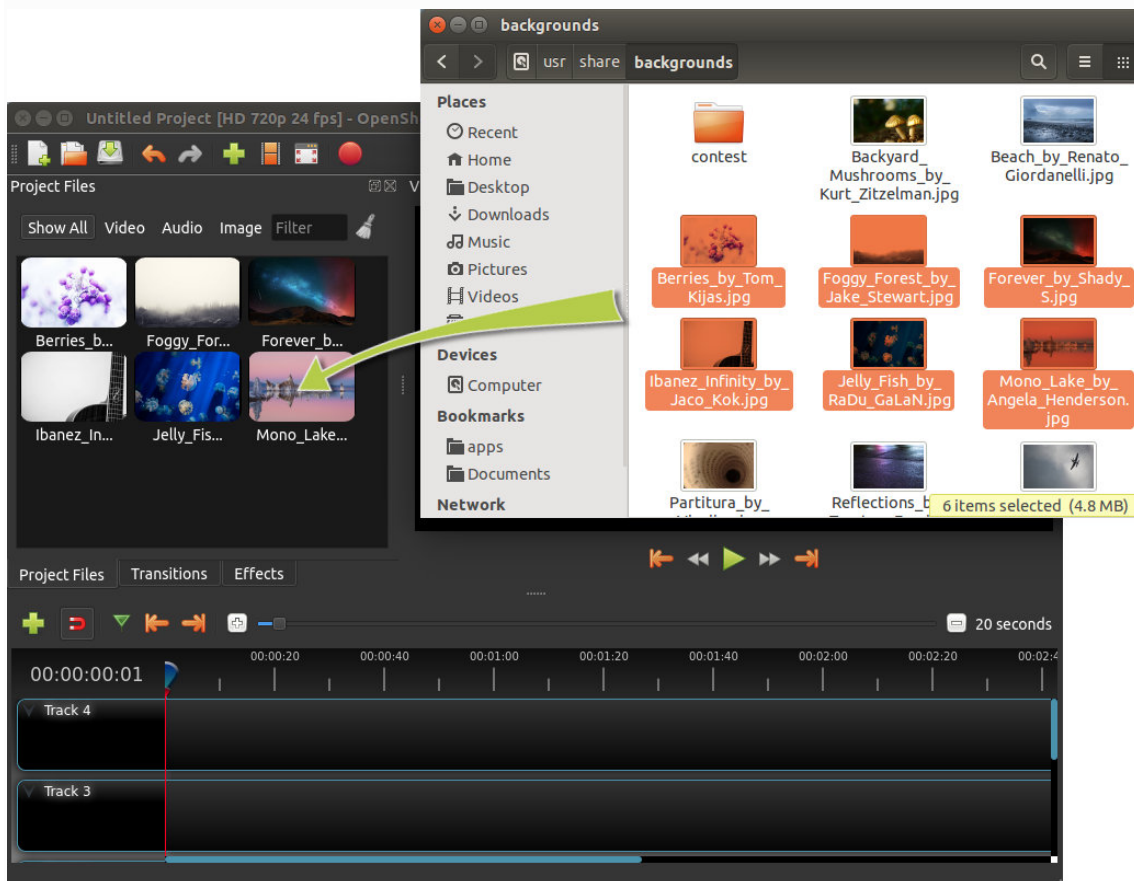
Nacho Yusim

OpenShot Video Editor is an open source video editor, available on Linux, Mac and Windows. OpenShot can create stunning videos, movies, and animations with a user-friendly interface and extensive feature set.



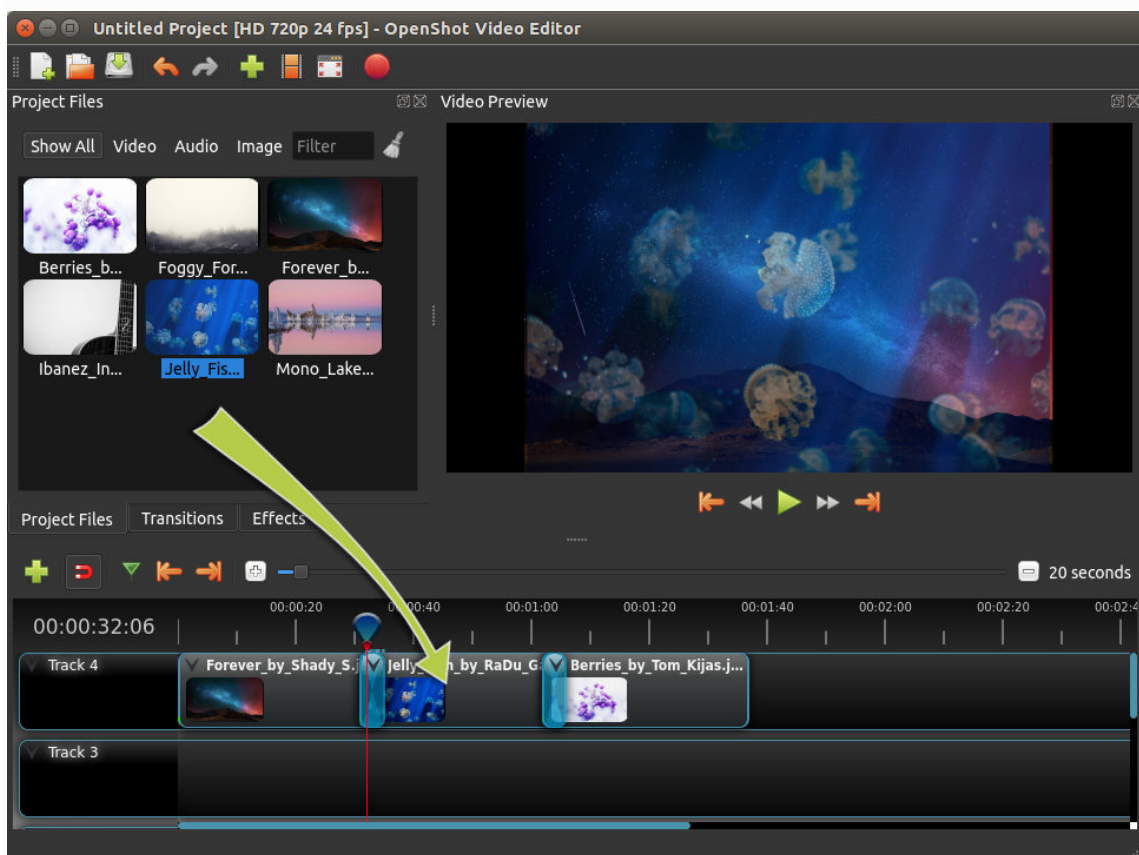
## Step 1 – Import Photos & Music

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



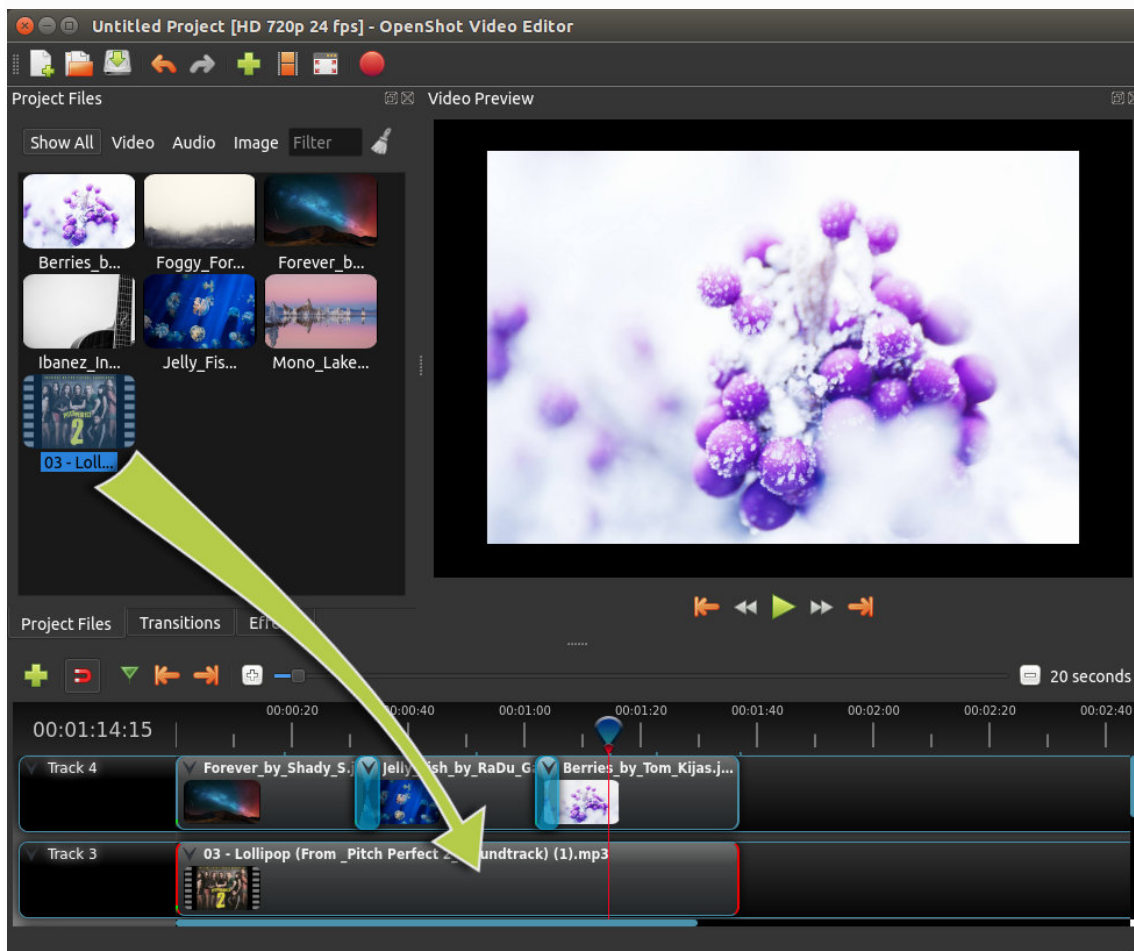
## Step 2 – Organize photos in the timeline

Then drag each photo onto the timeline (as seen in the illustration). The timeline represents your final video, so organize your photos in the sequence you want them to appear in your video. If you overlap two clips, OpenShot will automatically create a smooth fade between them, displayed with rounded blue rectangles between the clips. Remember, you can rearrange clips as many times as necessary by simply dragging and dropping them.



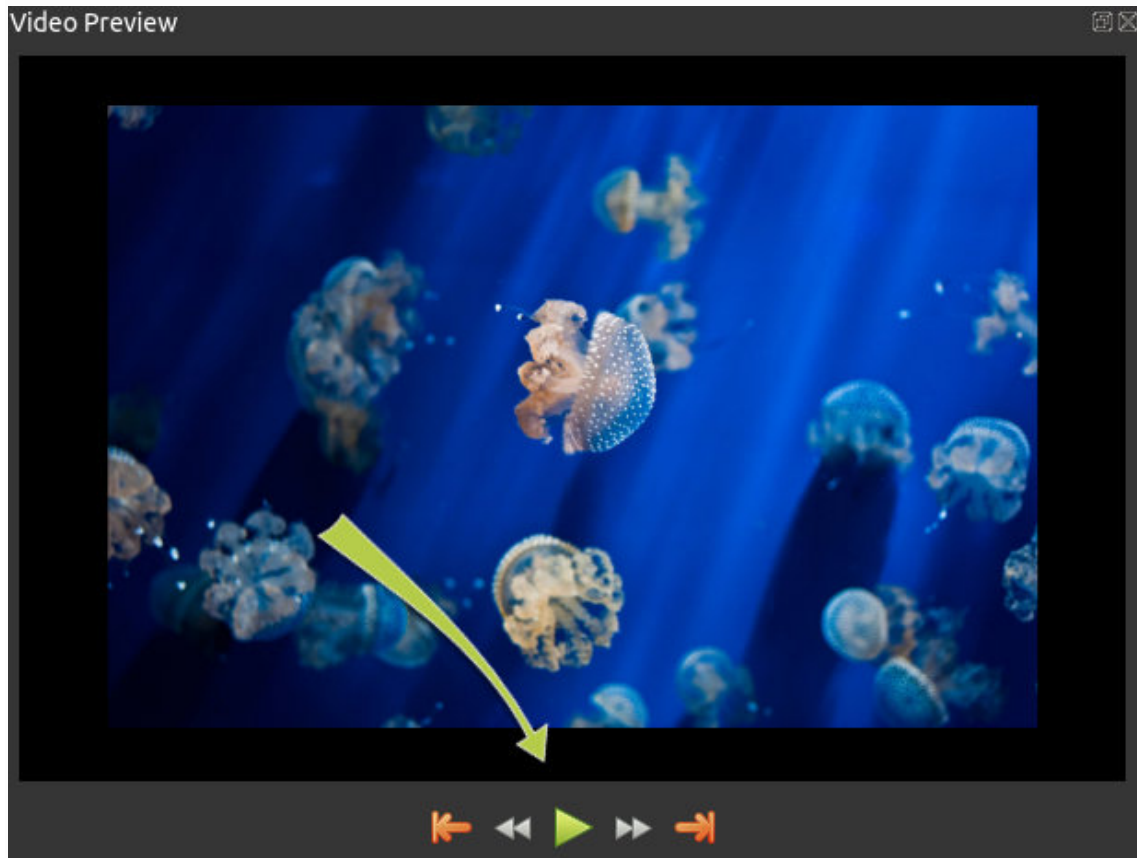
## Step 3 – Incorporate Music into the timeline

To make our 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 the timeline. If the song is too long, grab the right edge of your music clip and resize it to make it smaller.



## Step 4 – Preview your Project

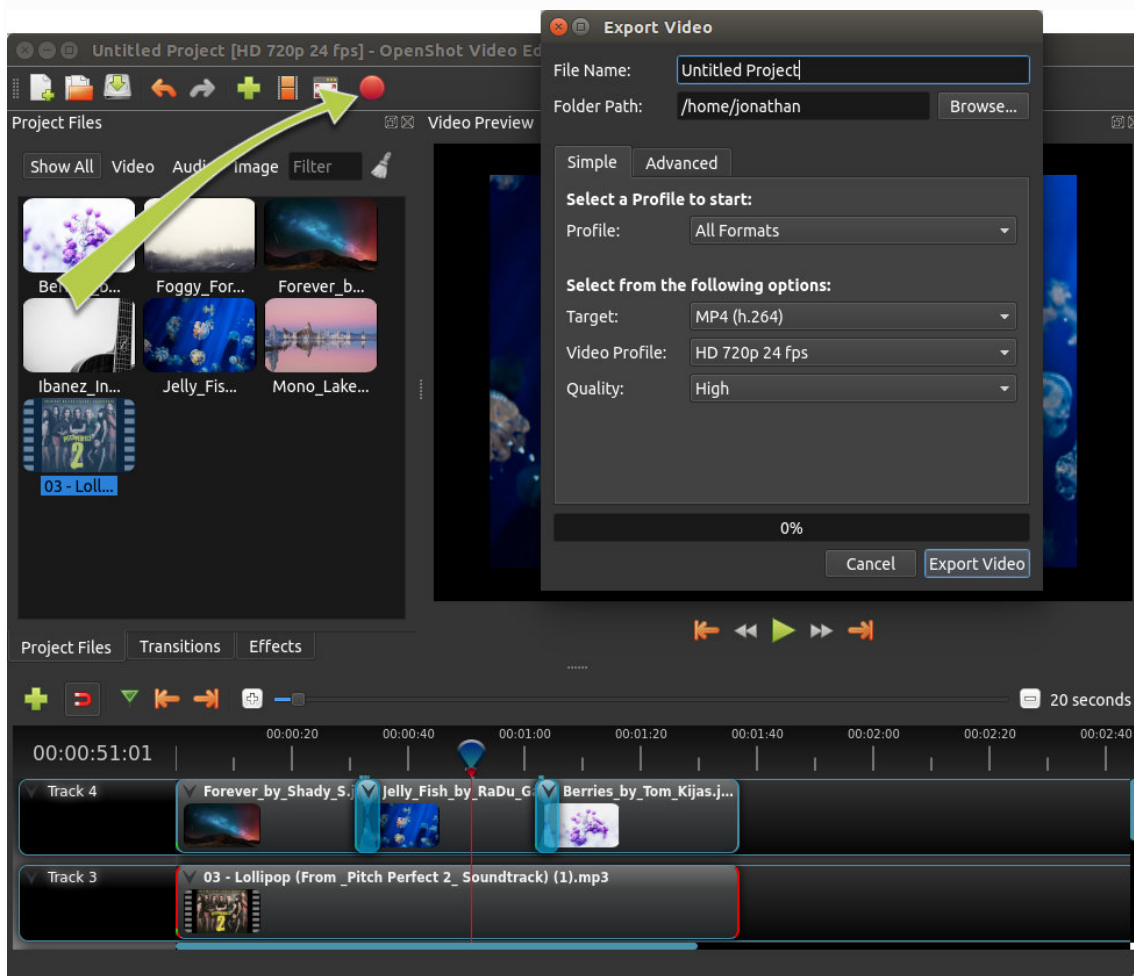
To preview what our video looks and sounds like, click the Play button below the preview window. You can also pause, rewind and fast forward your video project by clicking the corresponding buttons.



## Step 5 – Export your Video

Once you are satisfied with your slideshow video, the next step is to export your video. This will convert your OpenShot project into a single video file, which will work on most media players (like VLC) or websites (like YouTube, Vimeo, etc.).

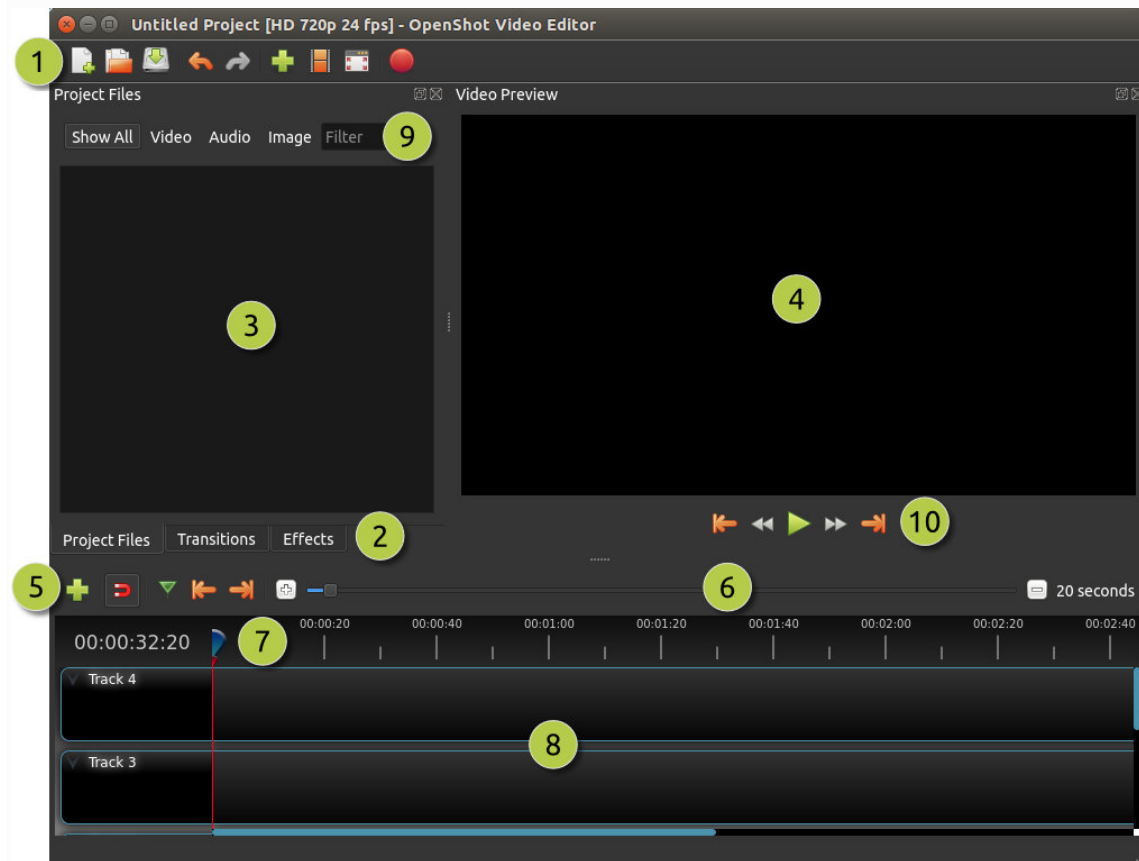
Click the Export video icon at the top of the screen (or use the File menu> Export video). Choose one of the many preset export options and click the Export Video button.



# Main Window

OpenShot Video Editor has a main window that contains most of the information, buttons, and menus necessary to edit your video project.

## Overview



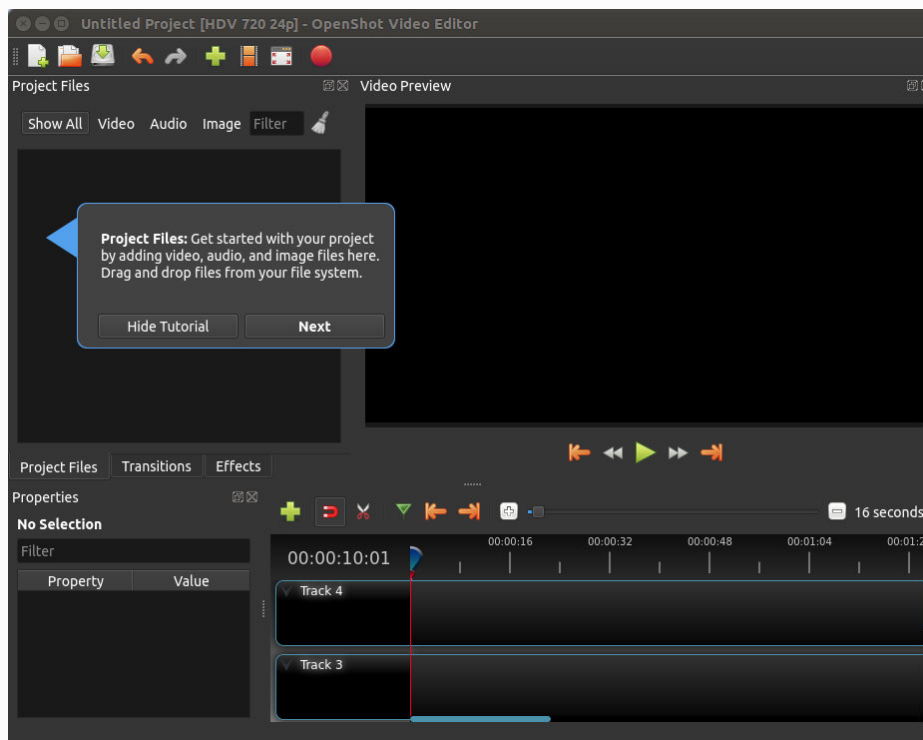
#	Name	Description
1	Main Toolbar	Contains buttons to open, save, and export your video project.
2	Function Tabs	Switch between Project Files, Transitions, and Effects.
3	Project Files	All audio, video, and image files that have been imported into your project.
4	Preview Window	This is the area that the video will playback on the screen.



#	Name	Description
5	Edit Toolbar	This toolbar contains buttons used for snapping, inserting markers, and jumping between markers.
6	Zoom Slider	This slider will adjust the time-scale of your timeline.
7	Play-head / Ruler	The ruler shows the time-scale, and the red line is the play-head. The play-head represents the current playback position.
8	Timeline	The timeline visualizes your video project, and each clip and transition in your project.
9	Filter	Filter the list of items shown (project files, transitions, and effects) by using these buttons and filter textbox. Enter a few letters of what you are looking for, and the results will be shown.

## Built-in tutorial

When you start OpenShot the first time, you'll be presented with a friendly built-in tutorial. Point out and explain the basic concepts.

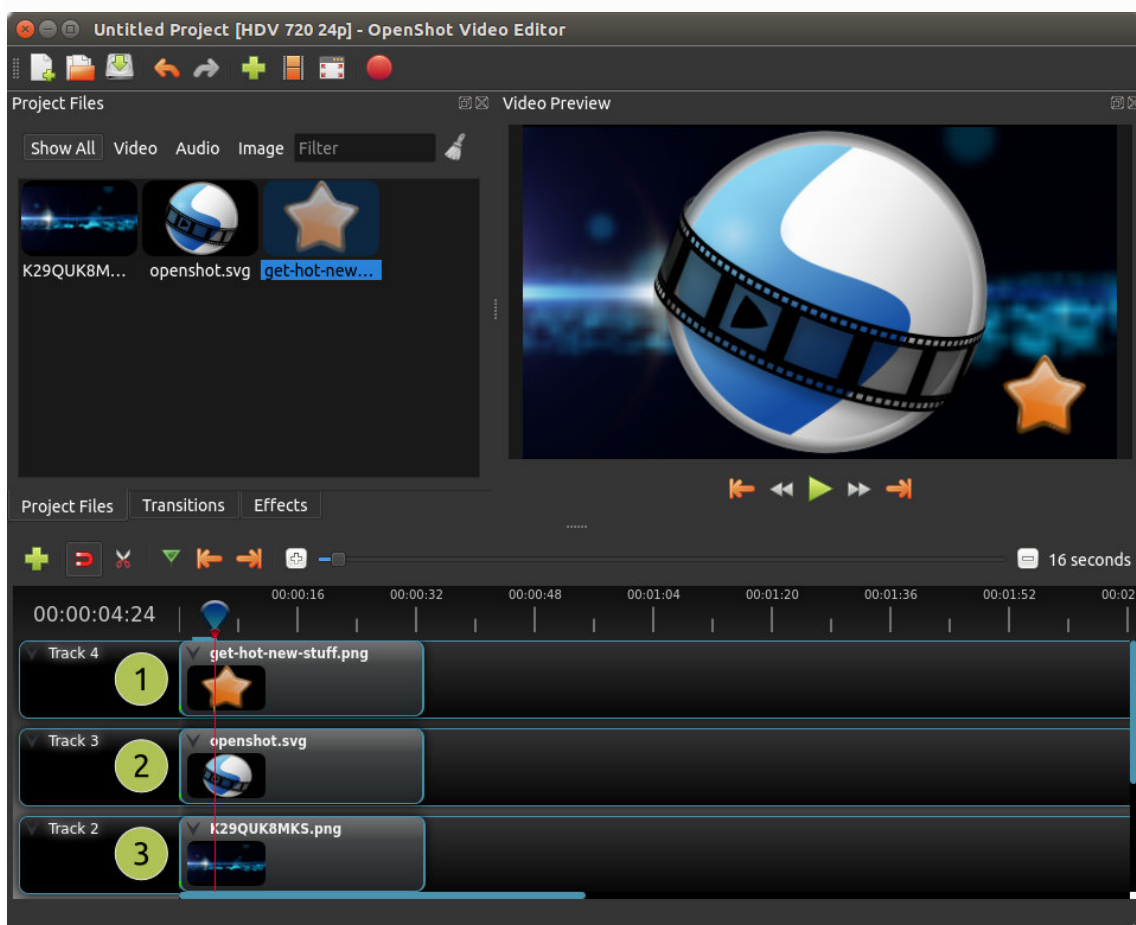




# Tracks and layers

OpenShot uses tracks to overlay videos and images. The topmost track is the top layer, and the bottom track is the bottom layer. If you are familiar with layers in a photo editing app then you should be quite familiar with this concept. OpenShot will blend each layer, just like a photo editing application. You can have an unlimited number of tracks, but generally a video project will not need more than 10 (more or less) tracks.

For example, imagine a 3-track video project:



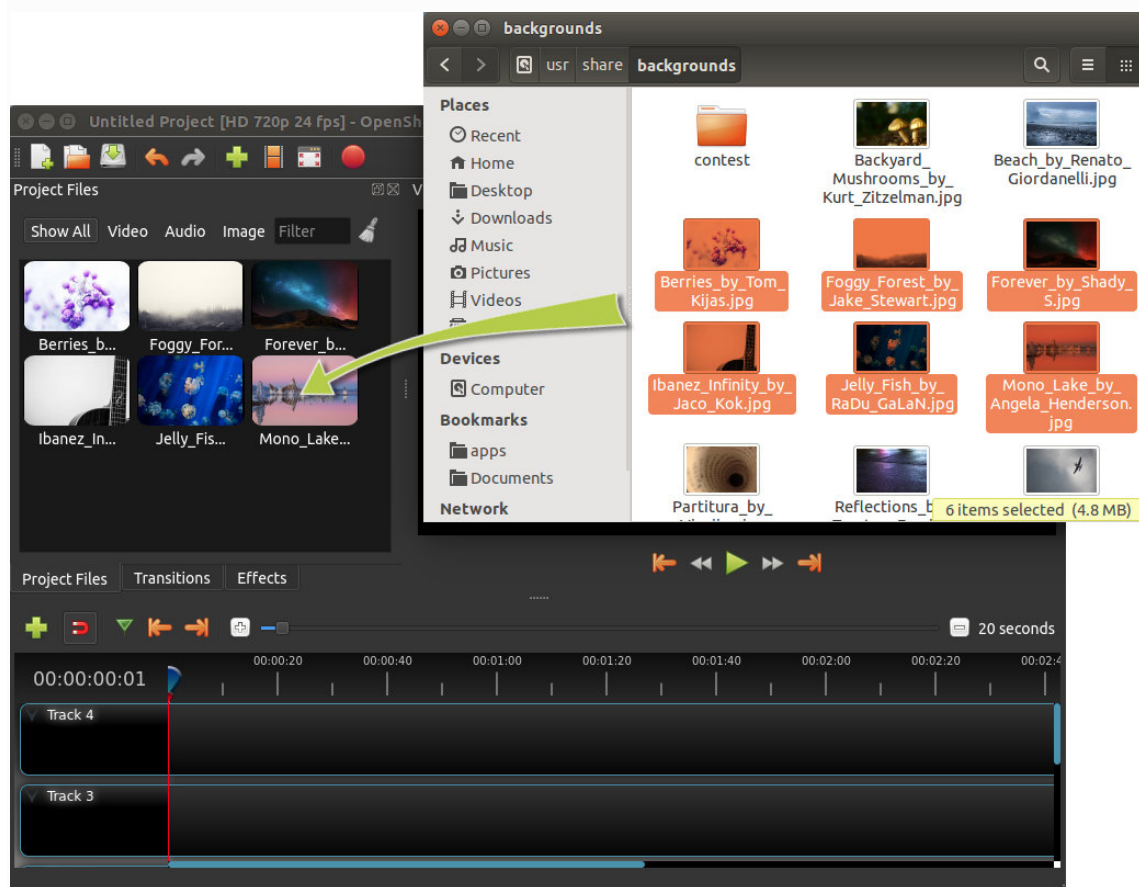
#	Name	Description
1	Top Track	Clips on this track will always be on top and visible
2	Middle Track	Clips in the middle (might or might not be visible, depending on what is above them)
3	Bottom Track	Clips on this track will always be on the bottom

# Files

Before we can start making a video, we need to import files into OpenShot. Most types of multimedia files are recognized, such as videos, images, and audio files. Files can be viewed and managed in the Project Files panel.

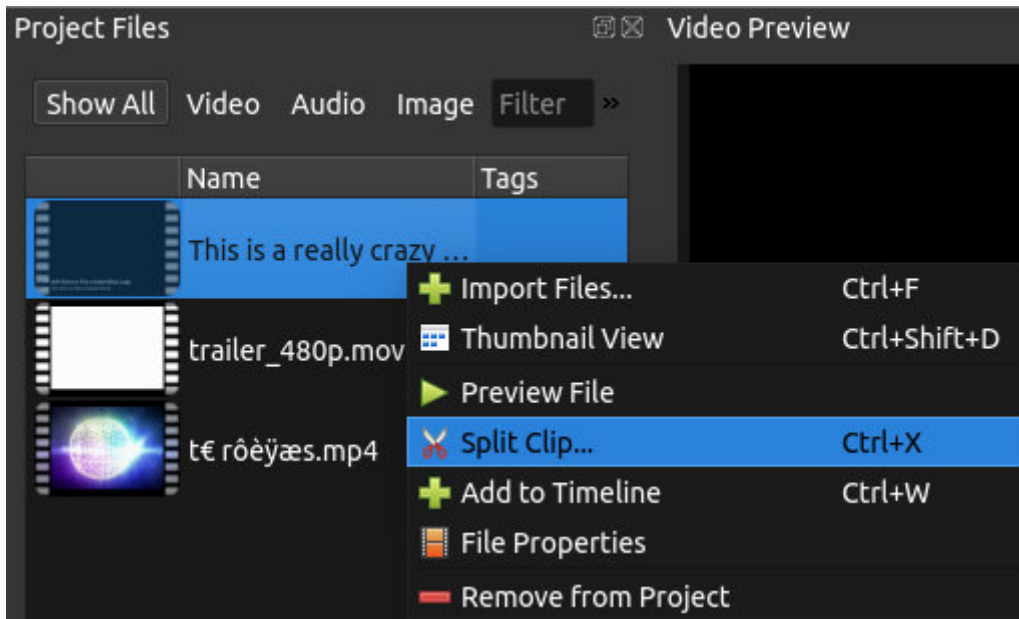
## Import Files

There are many ways to import multimedia files into OpenShot.



# Menu file

To view the file menu, right-click a file (in the Project Files panel). These are the actions that you can use from the file menu.



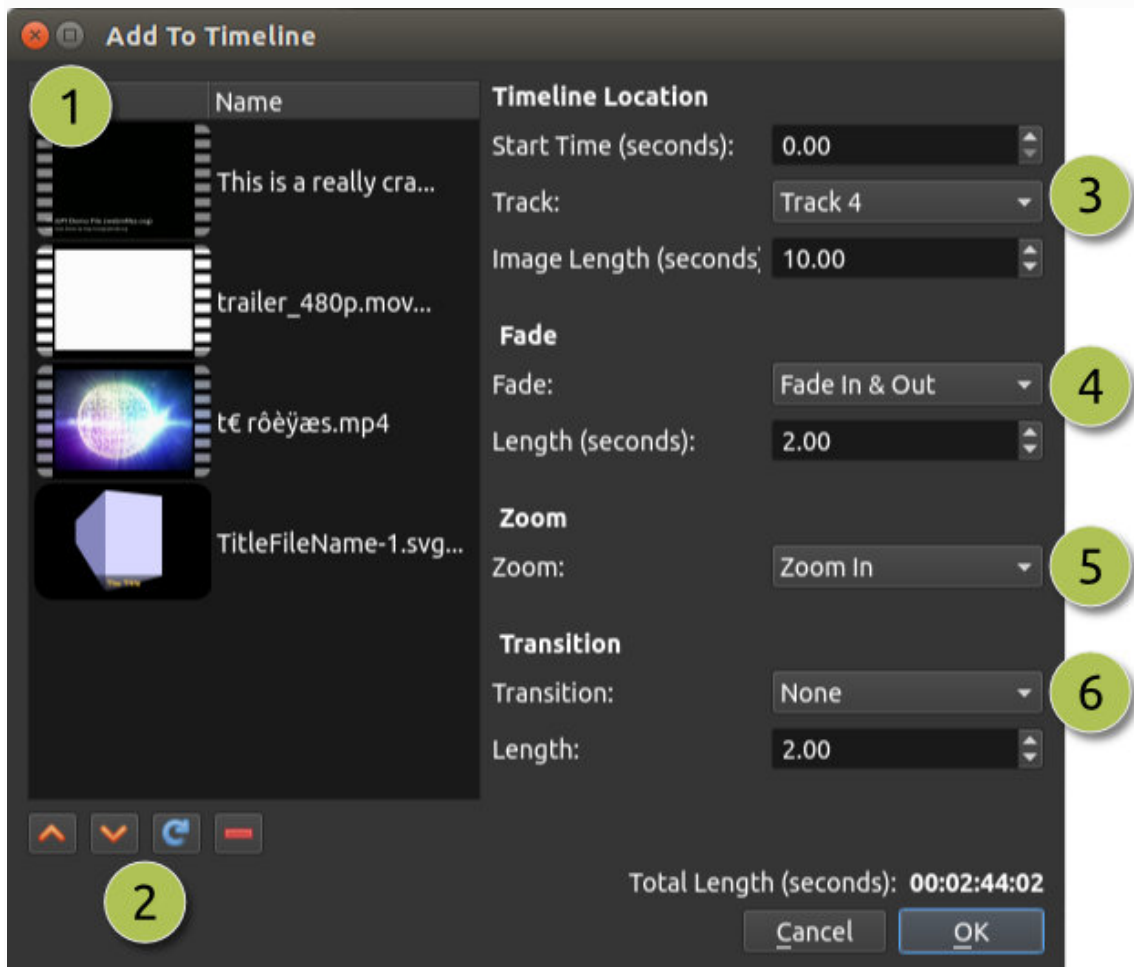
## Split clip

If you need to cut a file into many smaller clips before editing it, the Split Clip dialog box is created for exactly this purpose. Right-click on a file and choose Split Clip ... from the File menu. This opens the Split Clip dialog box. Use this dialog box to quickly cut as many small clips as you need. The dialog box remains open after creating a clip, to allow you to repeat the steps for your next clip. When you're done, just close the dialog box.



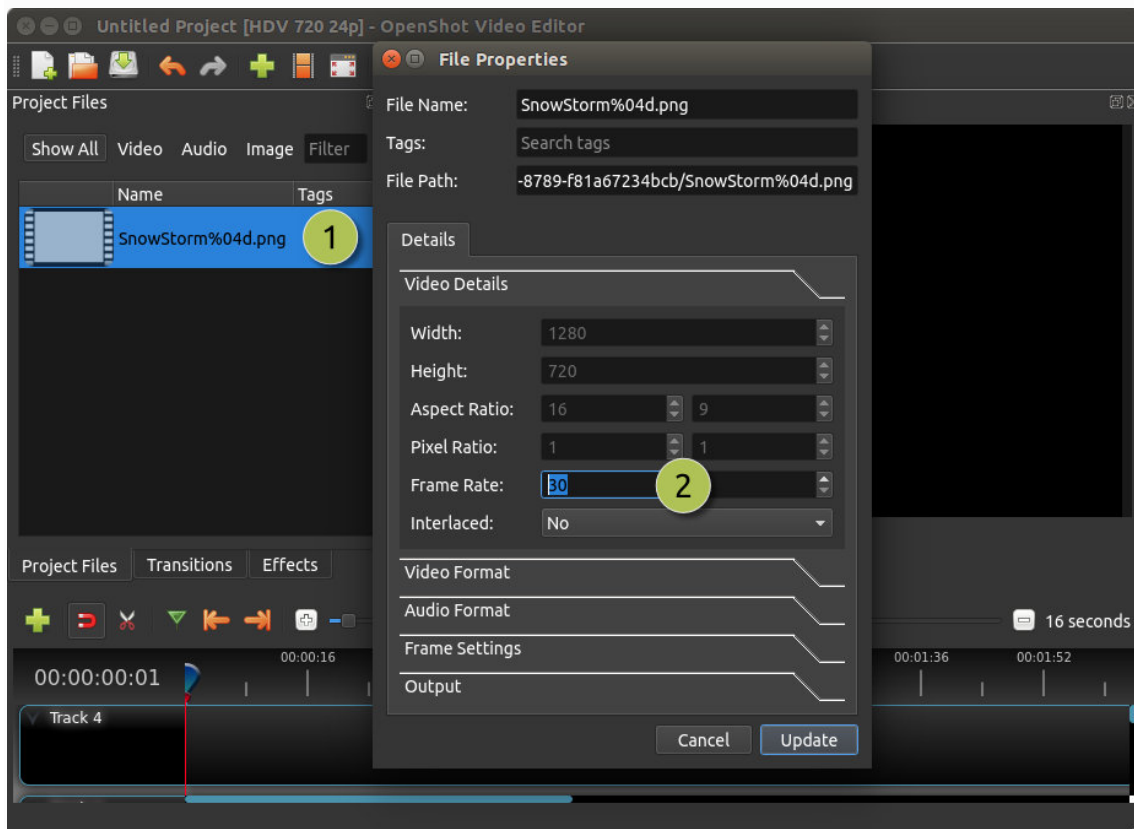
# Add to timeline

In certain cases, you may need to add many files to the timeline at the same time. For example, a photo slide show or a large number of short video clips. The Add to Timeline dialog box can automate this task for you. First, select all the files you need to add, right click and choose Add to Timeline.



# Properties

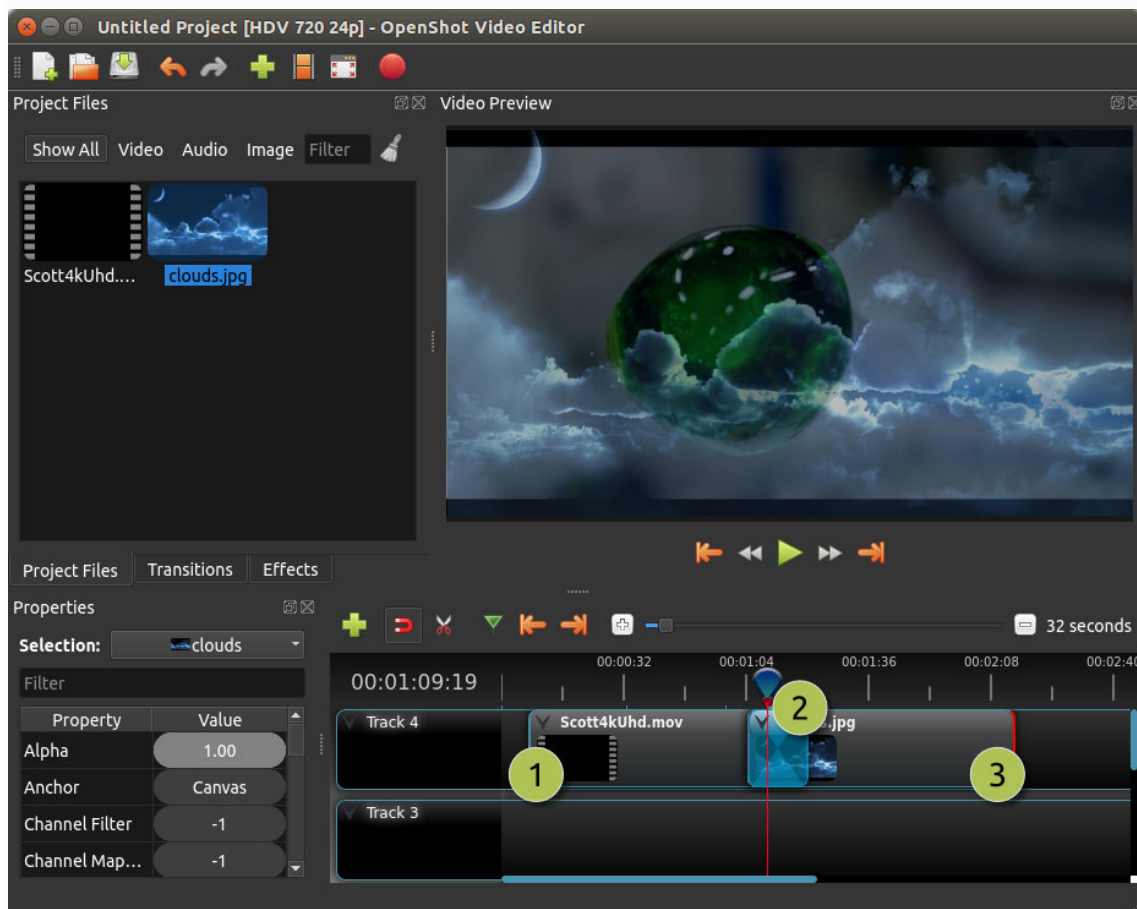
To view the properties of any imported files in your video project, right-click on the file and choose File Properties. This will open the file properties dialog box, which displays information about your media file. For certain types of images (i.e. image sequences), you can also adjust the frame rate in this dialog box.



# Clips

Each media file that you add to the OpenShot timeline is called a clip and is displayed by a dark rounded rectangle (as seen in the screenshot below). A clip has a large number of properties, which affect how the clip is rendered and composed, such as scale, location, rotation, and alpha. These properties can also be animated over time and, when combined, can create some amazing effects.

## Overview



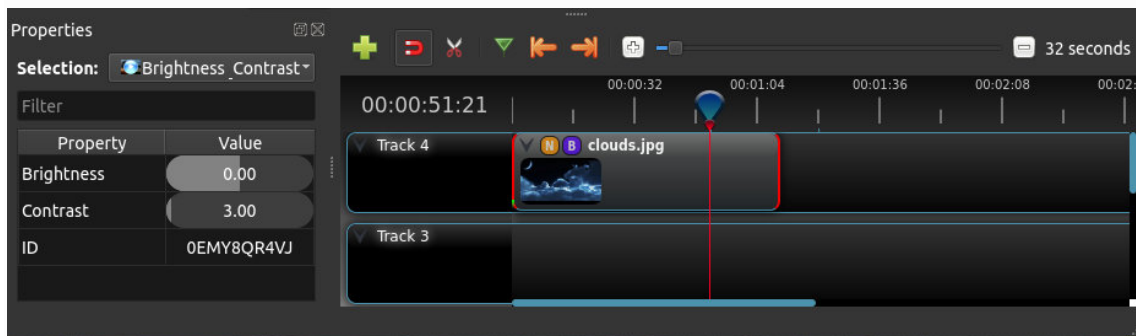


## Cut

OpenShot has many easy ways to adjust the start and end positions of a clip (also known as a cut). The most common method is to simply grab the left (or right) edge of the clip and drag it.

## Effects

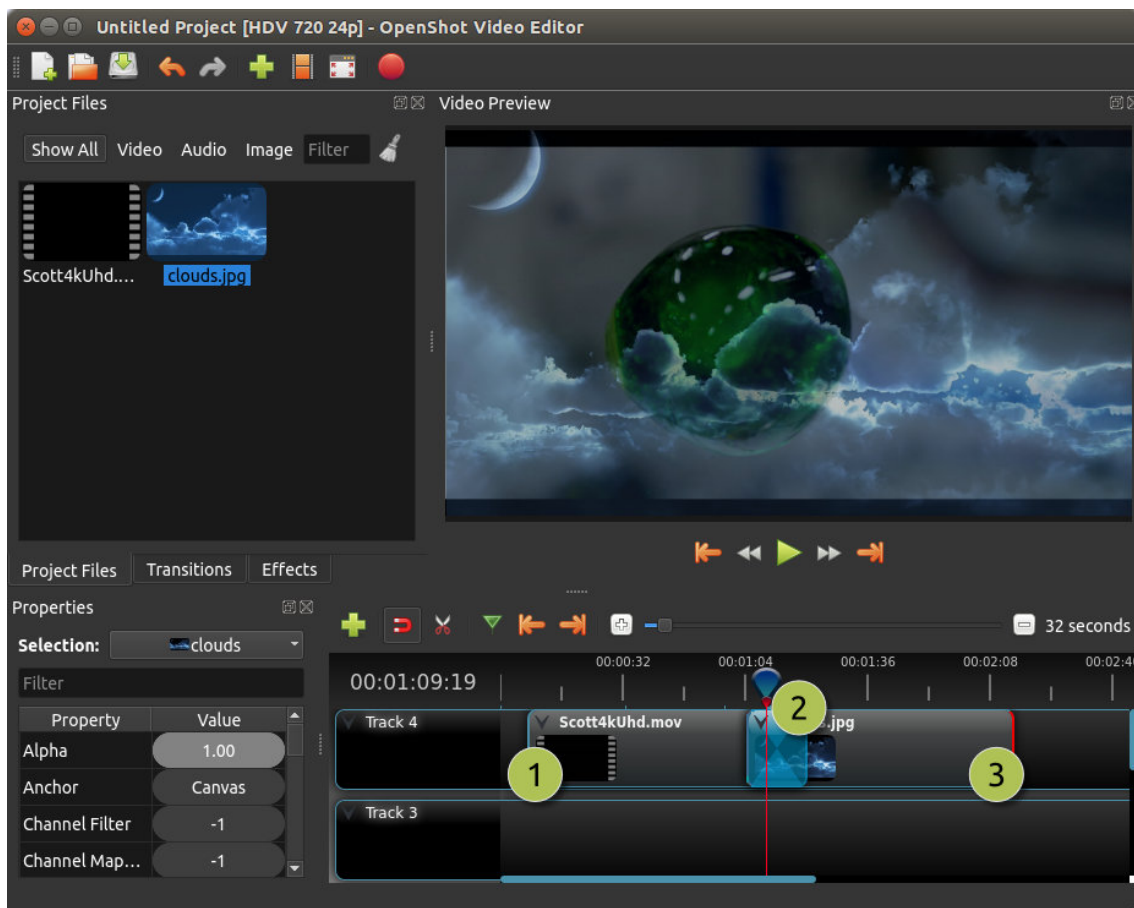
In addition to the many clip properties that can be animated and adjusted, you can also place an effect directly on a clip. Each effect is represented by a small print icon. Clicking on the effect icon will populate the properties of that effect and allow you to edit (and animate) them.



# Transitions

A transition is used to gradually fade (or erase) between two clips. In OpenShot, transitions are represented by rounded blue rectangles on the timeline. They are automatically created when two clips overlap and can be added manually by dragging one to the timeline from the Transitions panel. A transition should be placed on top of a (overlapping) clip, with the most common location being the beginning or end.

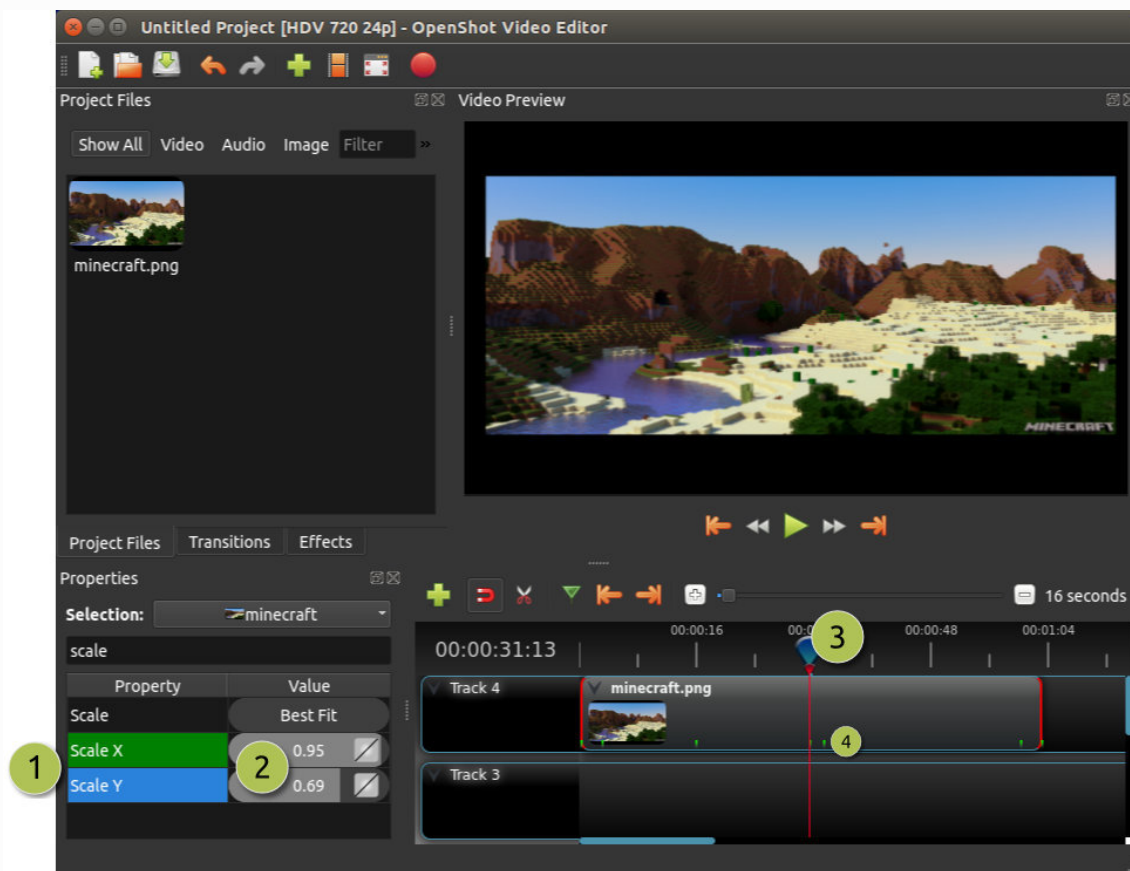
## Overview



# Animation

OpenShot has been specifically designed with animation in mind. The powerful curve-based animation framework can handle most jobs with ease and is flexible enough to create almost any animation. Keyframes specify values at certain points in a clip, and OpenShot does the hard work of interpolating intermediate values.

## Overview

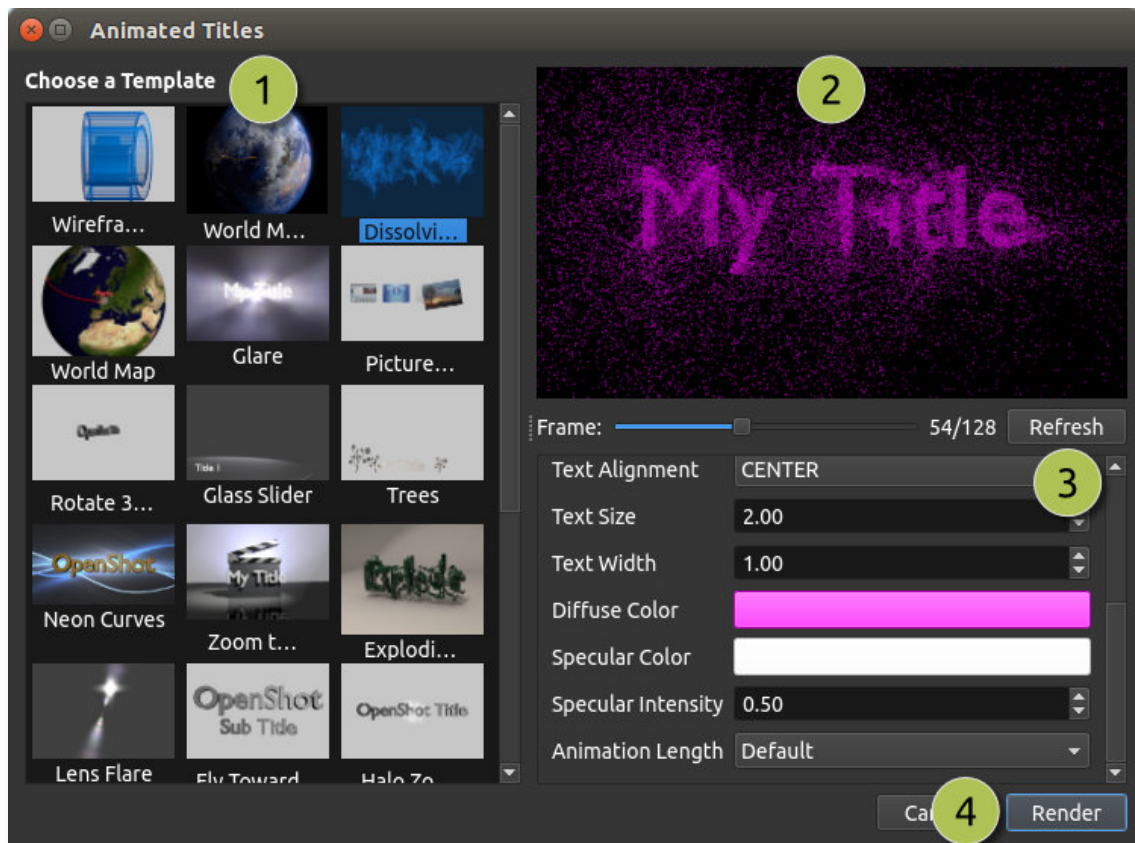


# Titles

Adding text and titles is an important aspect of video editing, and OpenShot comes with an easy-to-use Title Editor. Use the Title menu (located on the main OpenShot menu) to start the Title Editor. You can also use the keyboard shortcut Ctrl + T.

## Overview





You should now have a basic understanding of how OpenShot works. Import, organization, preview and export. Hopefully this tutorial has taken you less than 5 minutes to complete. Read the rest of this guide for a more detailed understanding of OpenShot and its advanced features. Enjoy!



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