

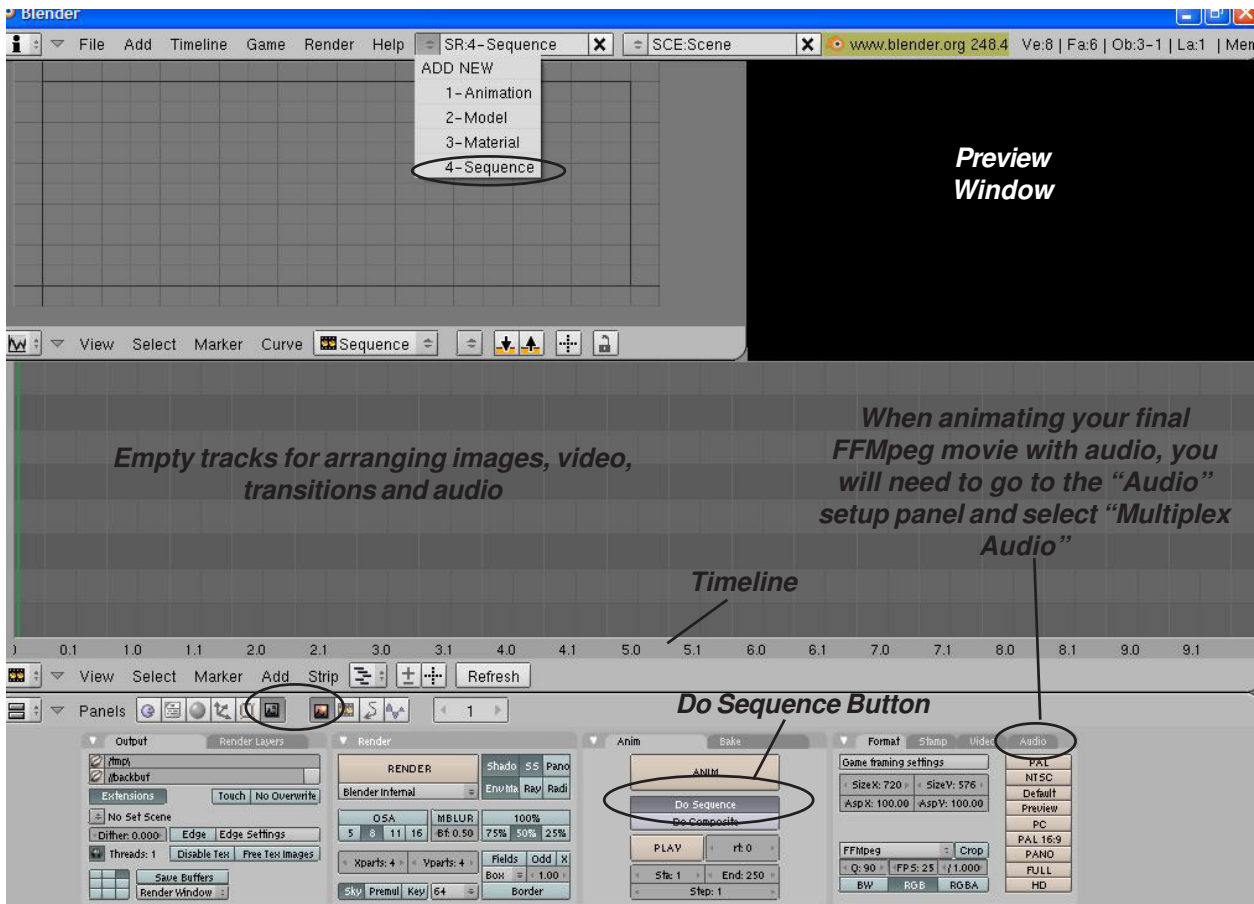
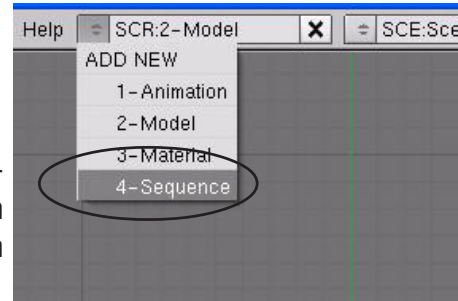
# Chapter 22- Video Sequence Editor

## Producing a Movie From Individual Clips

Movies are never produced from one continuous camera shot. A movie is made up of short clips and images combined together with sound and effects to give us an end production. Blender has the capability of doing much of this production work. Blender can combine video and audio together in the form of an MPEG movie, capable of being played on any media player of saved to DVD through other programs.

### Setting Up the Sequence Editor Screen

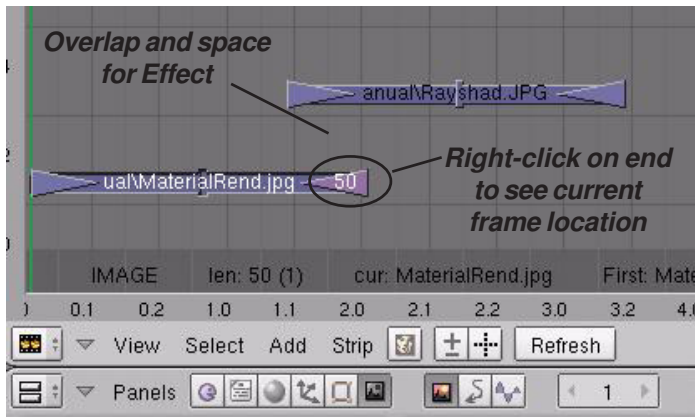
Blender has a preset screen for *Sequence Editing*. To access it, go to the top toolbar and select the bottom screen option “**4-Sequence**”. When you select this, your screen will look like this:



If you are familiar with programs like Premiere, this will seem familiar, if not, the process is simple. First, set up your output options in the render buttons for what you want your final movie to be. Press the “**Do Sequence**” button so you render the sequence and not the 3D window (*what the camera sees*).

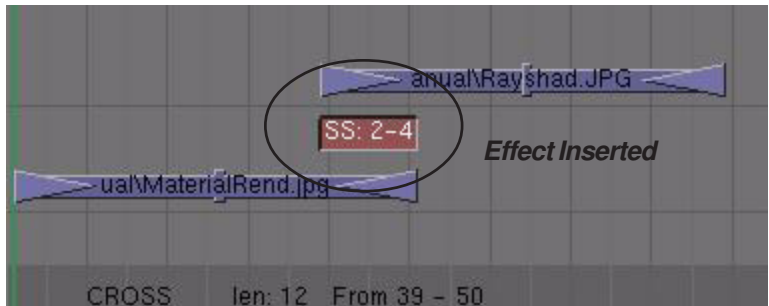
## Chapter 22- Video Sequence Editor

Next, select the “Add” button above the buttons window. We are interested in the **Effect** (transitions), **Audio**, **Images** and **Movie** options. Select a movie or image from your files to add to the timeline. Pay close attention to the frame markers at the ends of the file you are inserting. Images can be lengthened or shortened by **RMB clicking** on the end and using the “G” key to grab it. *Movies can only be shortened.* If you would like to add an **Effect** between the two files (*like a cross-fade*), overlap the files a second or two as shown below. *I like to leave a space between the files as*



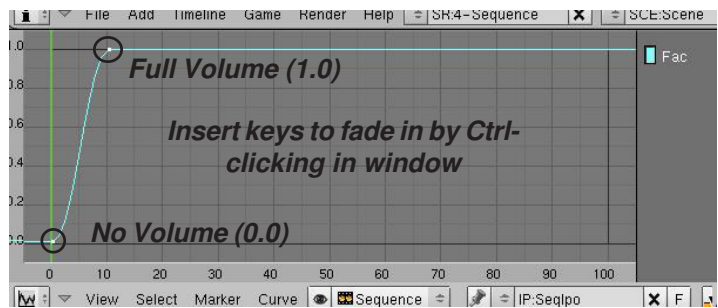
*shown to insert the Effect later.* Continue adding images and movies as needed. When you are ready to insert the **Effects**, you need to hold down the “**Shift**” key, then select the **first** file in the sequence, then the **second** one of the transition. *Selecting them backwards will cause the Effect to not function properly!* Go to the “**Add**” menu and select “**Effect**” and the effect you want to use. A simple “**Cross**” dissolve works well for most things. Place

the effect between the files. To view a sample of the move, Place your cursor up in the **Preview** window and press “**Atl-A**”. Continue down the timeline and insert all transitions. If you do not wish to use transitions, but go straight from one image to another, simply “butt” the tracks to one another being careful not to overlap them. To create the final movie, **RMB click on the last image in the movie to find out the final frame.** Set this in your **End** frame movie output. Press the “**Animate**” button in the button window. *Rendering time will be faster since you are only compiling already created images.*



### Adding an Audio Track

Do the same thing with your audio track. Be aware that some audio formats will not be supported and that you will need to experiment with them. Wave (.wav) files work best, but others are always being added. for more consistent results, use “**Audio HD**” rather than “**Audio RAM**”. To fade an audio track, select it, then go up into the IPO window in the upper-left corner. Hold down the **Ctrl** key and click in the timeline to insert a **key** at the appropriate frame.



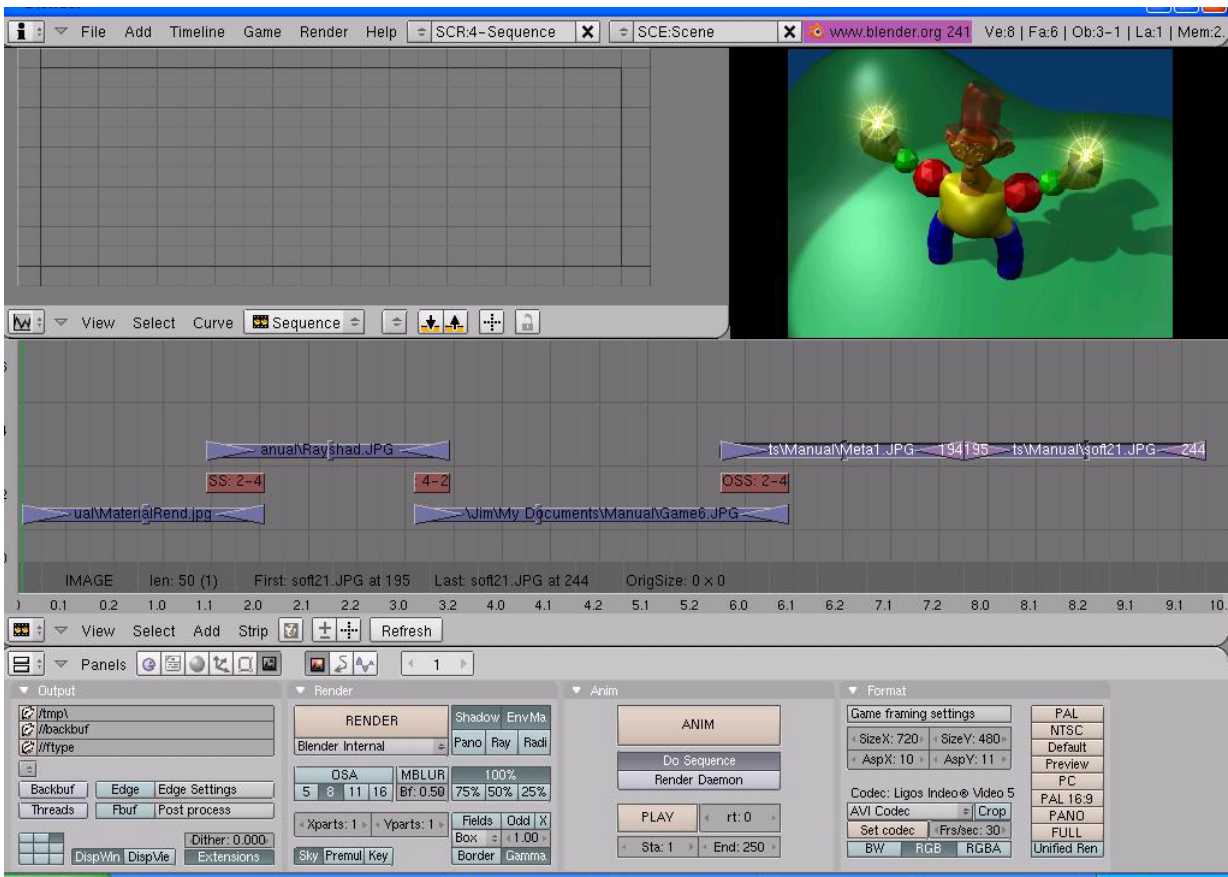
## Movie Producer Practice Exercise

This is a great exercise to end the book with. Your job is to take all of the images and movies you have created through these exercises and produce a compiled movie. I recommend making a **Black JPEG image** to use for your **first** and **last** image (*start and end in black*). Images should be displayed for approx. 3-5 seconds with 1 second transitions.



**RoboDude Says:** *It is best to work with movie files that have all been rendered at the same size and frames-per-second. Problems may occur when Blender tries to convert files that are different from the output you have selected.*

*I hope that this manual has been helpful in learning this difficult, yet powerful program. The projects that you can create in it are limited to only what you can imagine and are willing to learn. We have covered a lot of information, but it is only a fraction of what Blender can do. Visit the Blender forums, Blendernation.com, and Blender.org often.*



**\*\* Call the instructor when finished\*\***

**Happy Blending!**

