Movavi Video Editor 14 Plus



Don't know where to start?

Read these tutorials:

[How to remove trial restrictions]

Save your video without a watermark and use the program after 7 days.

[Make a video in easy mode]

Have your video ready in just 5 minutes using the new Montage Wizard.

[Make a video in full-feature mode]

Learn how to do basic editing using the Timeline in full-feature mode.

More questions?

Write us an e-mail at support@movavi.com

Table of contents

Activating Video Editor 3
Trial restrictions 3
Getting an activation key 3
Activating without Internet access 4
Basic and Plus editions 5
Activating and installing packages 5
Easy mode – quick start 7
Full-feature mode – quick start 10
Creating and managing projects 12
Saving a project 12
Opening a project 13
Project settings 14
Adding media 15
Using built-in media 16
Recording audio 18
Recording video 19
Importing AVCHD video 20
File information 22
Preview and organize clips 22
Timeline tracks 24
Hiding and muting clips 25
Zooming the Timeline 26
Undo actions 26
Cutting clips 27
Edit and enhance clips 28
Rotating videos and images 29
Cropping 29
Color adjustments 31
Video properties 32
Video speed 32
Reversing video 33
Image duration 34
Fading video 35
Creating overlays 36
Adding a watermark 37
Creating a freeze frame 39
Removing black bars 39
Fading effects 40
Editing audio 42
Adding audio 43
Extracting audio from videos 44
Looping audio 45
Using sounds 45
Audio properties 46
Volume levels 47
Volume curves 48
Linking audio 48
Fading audio 49
Equalizer 49
Noise removal 50
Audio effects 51
Beat detection 52
Filters 52
Transitions 54
Titles 56
Adding a timer 57
Saving custom titles 58
Stickers 59
Callouts 60
Animation 62
Pan and zoom 64
Stabilizing video 65
Highlight and conceal 67
Chroma key 69
Exporting videos 70
Export only audio 72
Export for devices 74
Export for TVs 75
Uploading to the Internet 77
Video Editor preferences 80
General preferences 80
File preferences 81
Acceleration preferences 81
Sharing preferences 82
Help and support 83
Keyboard shortcuts 83
System requirements 84

Supported formats 84
Codec activation 86
OpenGL troubleshooting 86
Updating the graphics card driver 86
Glossary 88

Activating Video Editor

When you first start Movavi Video Editor Plus, it will be running in TRIAL MODE. To use the program without trial restrictions, you will need to buy the full version and activate Movavi Video Editor Plus.

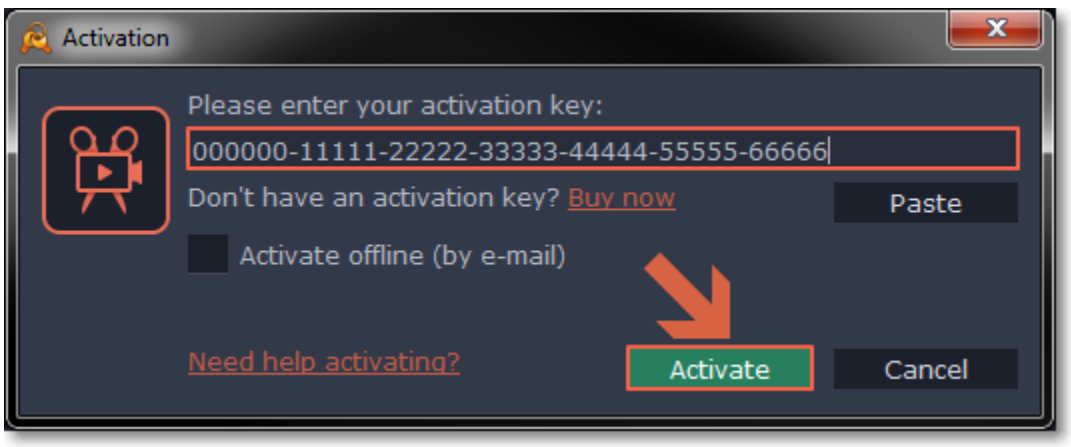
Step 1: Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail. If you already have a key, skip to the next step.

Buy Activation Key

Step 2: Launch Movavi Video Editor Plus and click **Activate** on the welcome screen.
Or open the **Help** menu in full-feature mode and select **Activate software**.



Step 3: Enter your activation key and click **Activate**.



Activating without Internet access

If the computer you have installed Movavi Video Editor Plus on is not connected to the Internet, you can activate the program via e-mail.
See detailed instructions

I bought Movavi Video Editor Plus, but my videos already have a watermark

After you have activated the program, you can open the movie project and re-export the movie without the watermark.
How to export videos

Trial restrictions

When you first start your copy of Movavi Video Editor Plus, it will be running in **LIMITED TRIAL MODE**. In trial mode, you can try out all of the main features, but the following trial restrictions will apply:

TRIAL VERSION	FULL VERSION
Movavi Video Editor Plus will stop working after 7 days	Lifetime license
A watermark with the words ' trial version' will be added to all exported videos.	No annoying watermarks
Audio files will only be saved halfway.	Free updates
	Discounts on other Movavi products and upgrades

To remove the restrictions, buy an activation key and use it to activate Movavi Video Editor Plus.

Getting an activation key

You can get an activation key either from our official website or from any of our partners in your region. Follow the steps below to buy an activation key from the Movavi website:

Step 1: Go to the purchase page

To open the purchase page for Movavi Video Editor Plus:

• In the Help menu, choose **Buy Activation Key,**

• On the welcome screen, click the cart button,

• Or click the button below...

Buy Activation Key

Step 2: Choose a license type

• If you plan to use Movavi Video Editor Plus at home, click **Buy Now** on the purchase page to proceed with buying the personal license.

• If you plan to use Movavi Video Editor Plus at work, in a government institution, or gain profit in any way, click **Business license** on the purchase page.

After that, you will be redirected to an online store depending on your region and the available payment methods. All of our vendor partners are secure and completely safe.

Step 3: Fill in your billing details

1. Choose any of the available payment methods.

2. Fill in the information required on the page.

3. Enter a valid e-mail address. This e-mail will be used to deliver your activation key.

Step 4: Get your activation key

After the purchase has been verified, you will receive a letter containing your activation key. Now you can use it to activate the program.

Activation instructions
Activating without Internet access

If you haven't received your activation key within the hour:

• Check the **Spam** folder of your mailbox

• Contact support

Activating without Internet access

When you first start Movavi Video Editor Plus, it will be running in TRIAL MODE. To use the program without trial restrictions, you will need to buy the full version and activate Movavi Video Editor Plus.

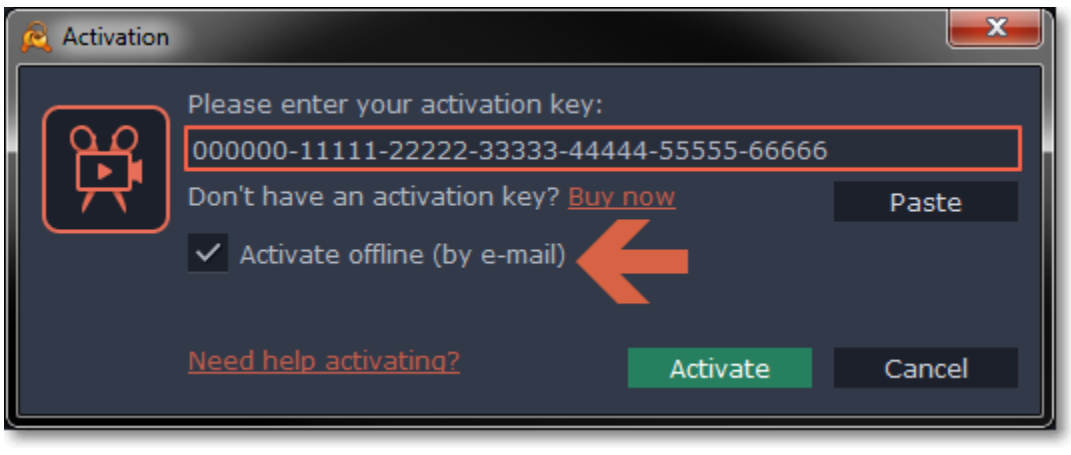
Step 1: Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail. If you already have a key, skip to the next step.

Buy Activation Key

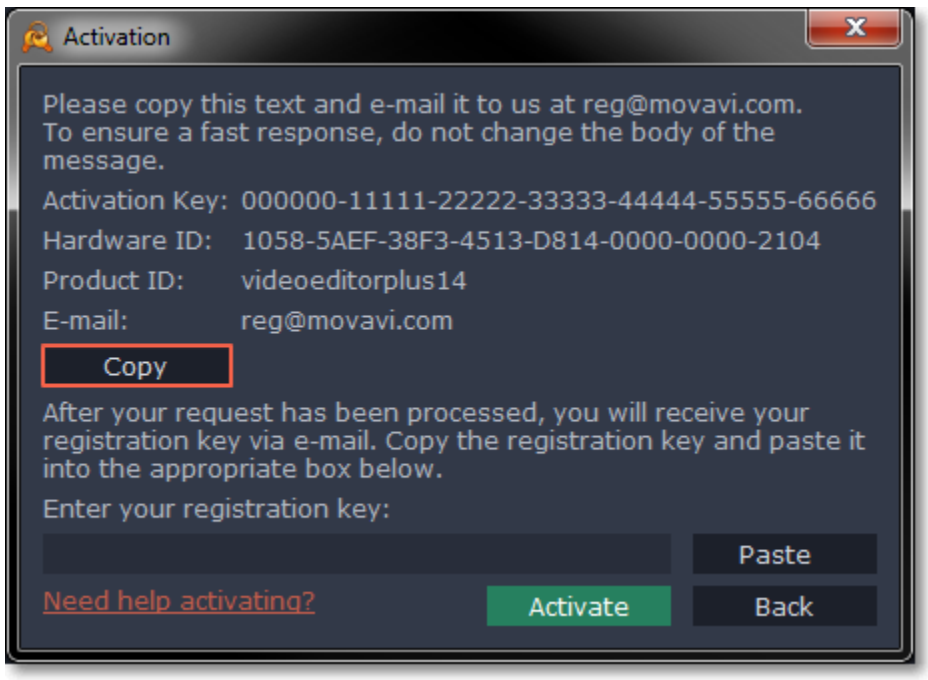
Step 2: Launch Movavi Video Editor Plus and click **Activate** on the welcome screen.
Or open the **Help** menu in full-feature mode and select **Activate software**.



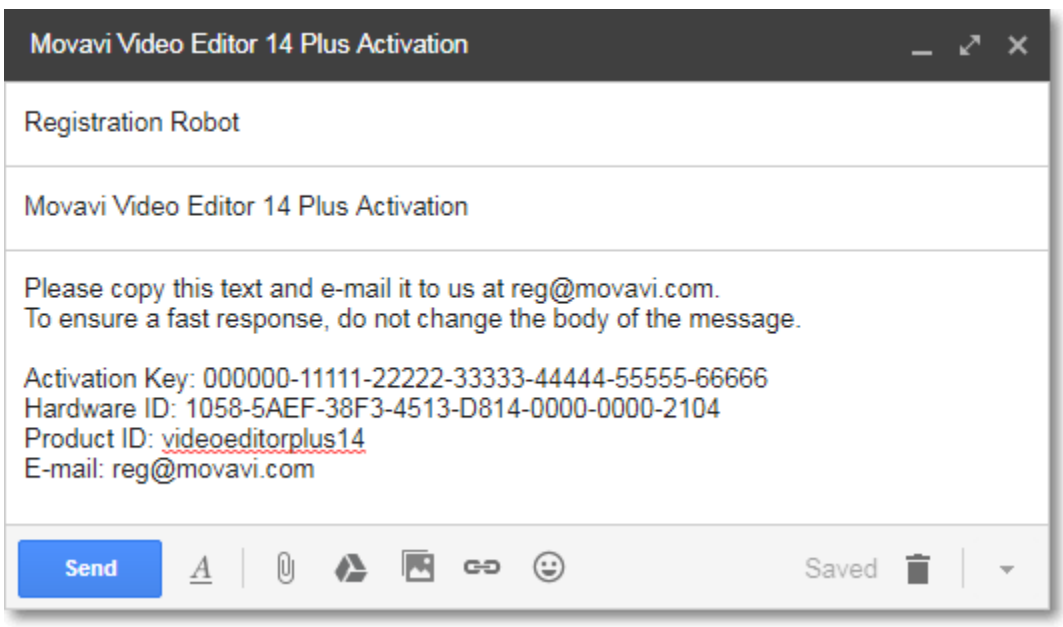
Step 3: Enter your activation key and select the **Activate offline** option. Then, click **Activate**.



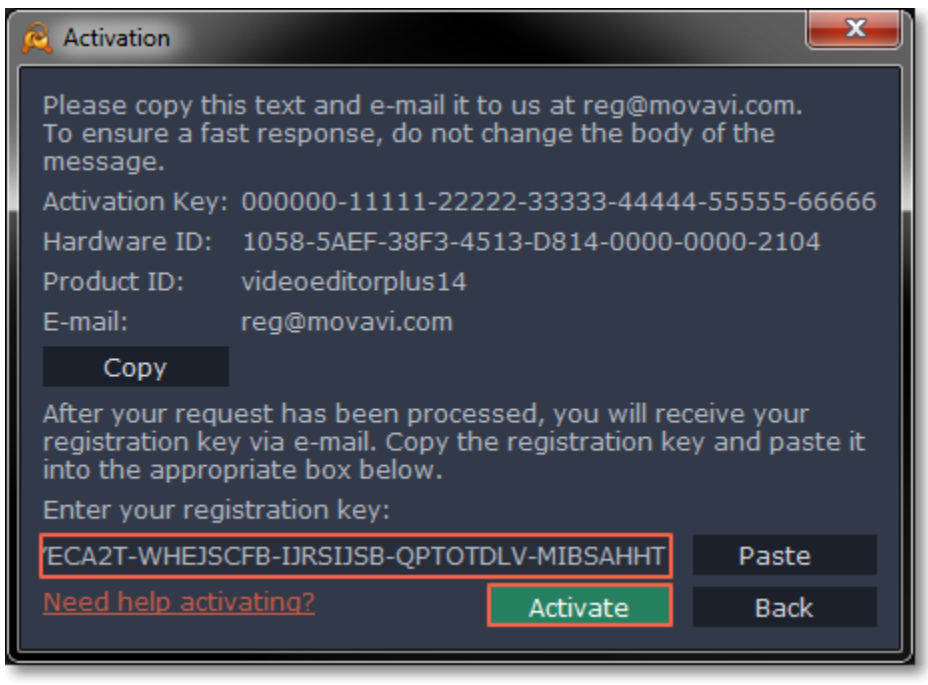
Step 4: In the next window, click **Copy** and transfer this information to a computer or device with an Internet connection.



Step 5: When you have access to the Internet, paste the information you copied into a new e-mail and send it to reg@movavi.com. You should receive a reply within an hour. Copy the **registration key** from the reply and transfer it to the computer with Movavi Video Editor Plus.



Step 6: Return to the window with offline activation. If you've closed the window, repeat steps 1-3 and enter the *same activation key you used before.* Then, paste the registration key into the box and click **Activate**.



Basic and Plus editions

Movavi Video Editor comes in two editions: **Video Editor 14** and **Video Editor 14 Plus**. Each edition needs its own activation key to remove trial restrictions: you will not be able to activate **Video Editor 14 Plus** with a **Video Editor 14** key. Projects created in Video Editor 14 Plus can only be opened in the Plus version.

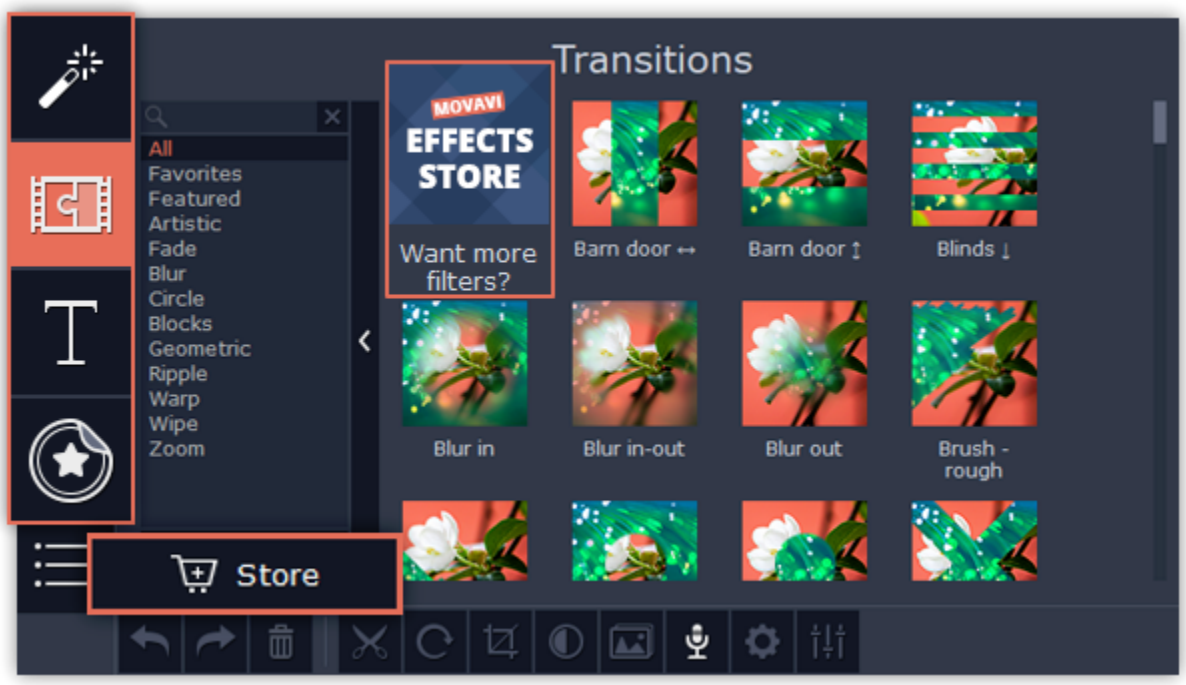
Features	Video Editor 14	Video Editor 14 Plus
Montage Wizard	✓	✓
Animation	✗	✓
Music tracks	24	36
Video clips	10	20
Stickers	10	86
H.265 support ** on Windows 10 only*	reading only	✓

Activating and installing packages

Expansion packages are the sets of additional content which include transitions, titles, stickers, backgrounds and music. The packages are created to help you achieve your creative goals, broaden your freedom of expression and save your time choosing the right artistic tools.

Step 1: Acquiring the package

To use the content expansion packages, open Movavi Video Editor Plus. Switch to the **Transitions**, **Titles** or **Stickers** tab. Then find and click the **Store** button at the bottom of the categories list or find the **More Effects** element in any of the effects categories. You will be redirected to the Movavi Effects Store web-page to choose and purchase the packages.

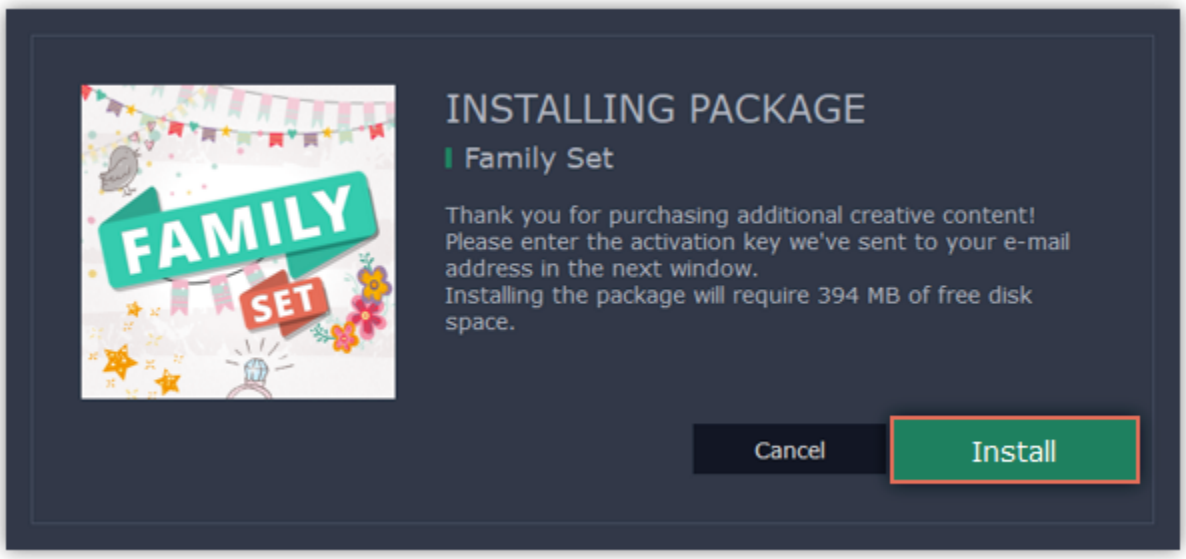


Step 2: Making a purchase

On the website, choose and purchase the set you like. After the purchase is processed you will receive an e-mail with an activation key, a link to download the package, and an instruction on how to install it.

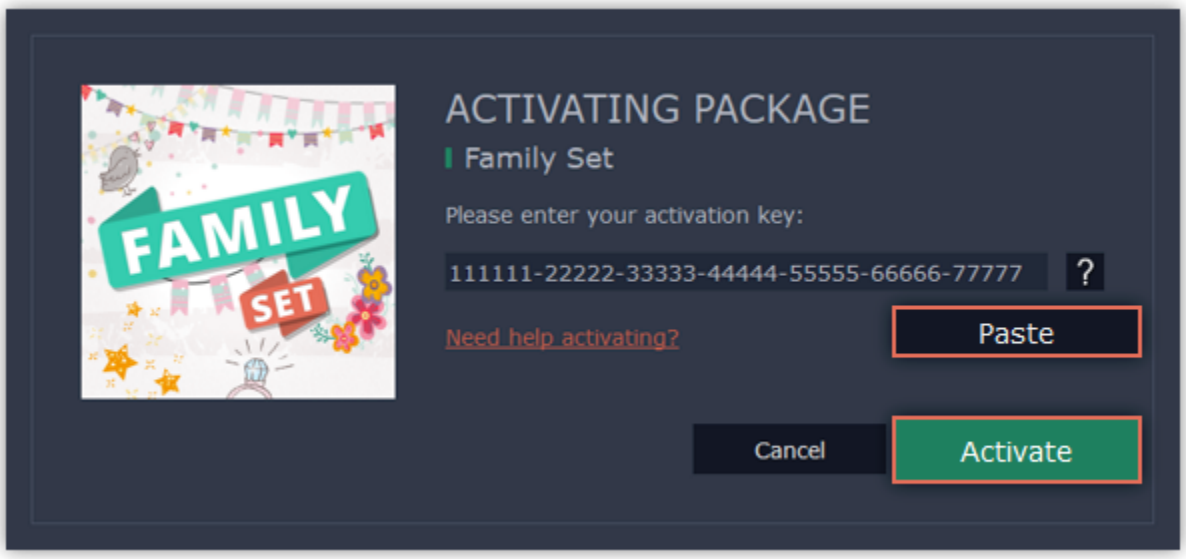
Step 3: Installing a package

Click the link you received with the e-mail and download the package. When the downloading is finished, open the package as you normally would open your project: double-click the file or drag and drop it in the Video Editor. The program will run the installation process. In the **Installing Package** window click **Install** and follow the instructions on the screen.

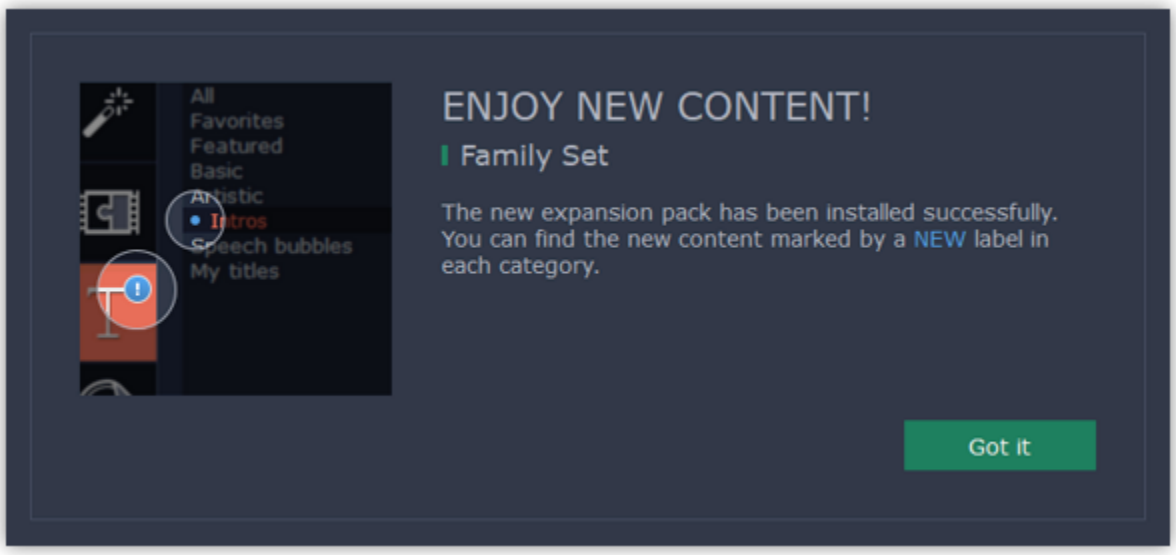


Step 4: Activating a package

Copy the activation key from your e-mail and **Paste** it in the in the **Activating Package** window and click **Activate**.



Wait until the installation is finished. The new elements will appear in the corresponding categories of the Video Editor. The categories with the new elements will have a blue dot on them and the elements will be marked with the NEW label.



Cannot install or activate the package? Make sure that:

• The Video Editor you have installed on your system supports the packages;
• You use the key that was sent to you after the purchase of a package and there are no additional symbols after the key;
• You have enough free disk space to install the package.

Easy mode – quick start

How to make a video using the Montage Wizard

In easy mode, you can use the **Montage Wizard** to automatically build a video for you in minutes. All you need to do is provide the wizard with some video clips or photos, choose a music track, and let the Wizard cut and build the video for you. You can also use the Montage Wizard to make slideshows.

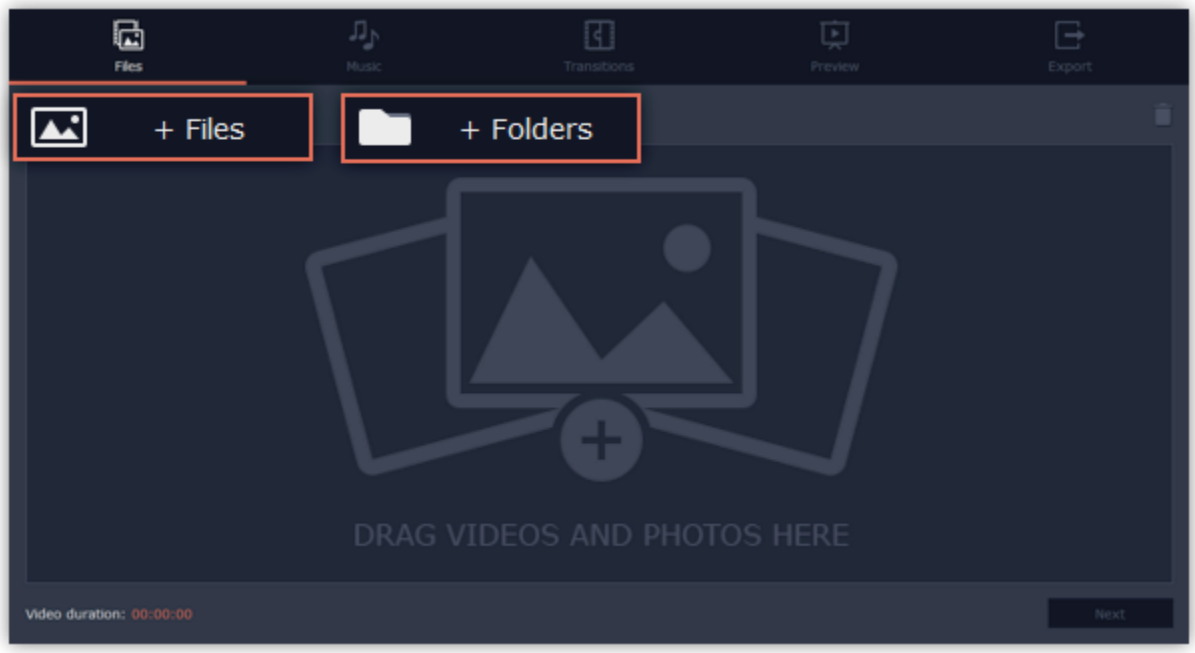
Step 1: Open the Wizard

• If you've just started the Editor, click **Create a montage in easy mode** on the welcome screen.
• Or open the **File** menu and choose **New Montage**.

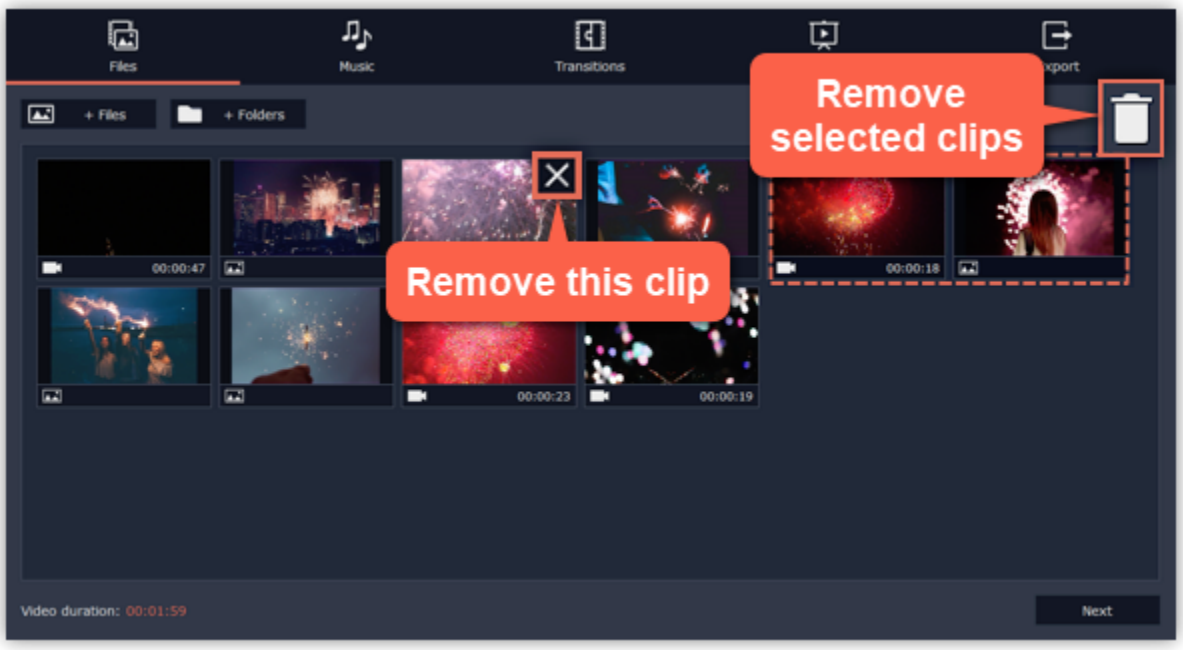


Step 2: Add files

On the **Files** tab of the Wizard, add the videos and photos that you want to see in your video.
• Click **+Files** to add several files from one folder,
• Click **+Folders** to add the entire contents of one or more folders,
• Or drag and drop the files onto the Wizard window.



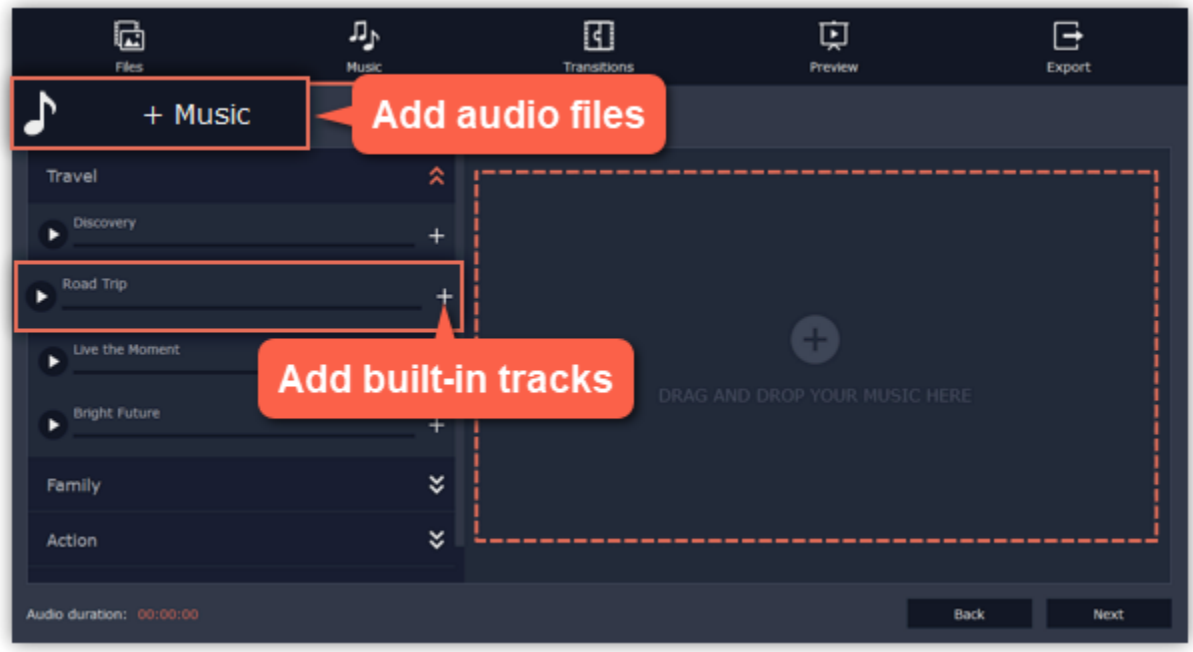
The files you've added will appear below. You may need to wait a couple minutes for all the files to load.
• To change the order of the files, simply drag their thumbnails with your mouse.
• To remove files from the video, click the ✕ in the upper right-hand corner of each file, or select the files you want to delete and click the **trash can** button above the list.



Step 3: Add music

Click **Next** or the **Music** tab at the top to proceed to the next step. Here you can choose music to play along with the video. You can add your own audio files or use any of the provided audio clips listed in the left-hand column. These audio tracks are royalty-free so you can upload these videos to YouTube and other services.

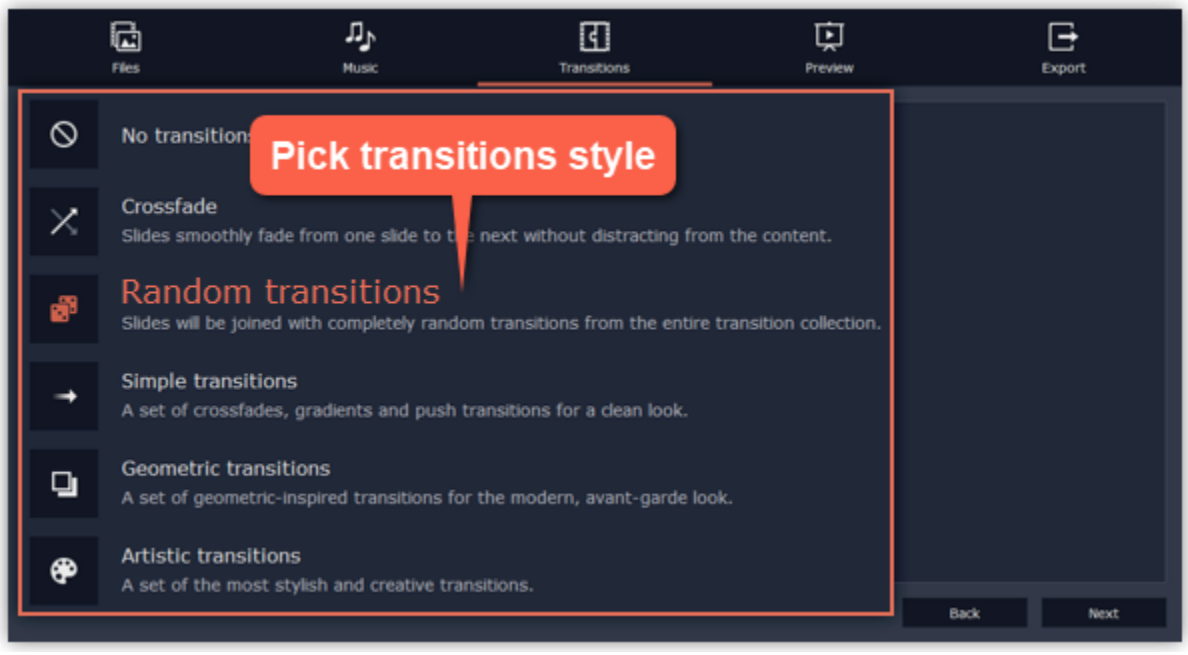
• To use one of the built-in tracks, click the + button.
• To add your own audio file, click the **+Music** button at the top and select the audio track, or simply drag the file onto the Wizard window.



The audio tracks selected for this video will be listed in the right-hand column.

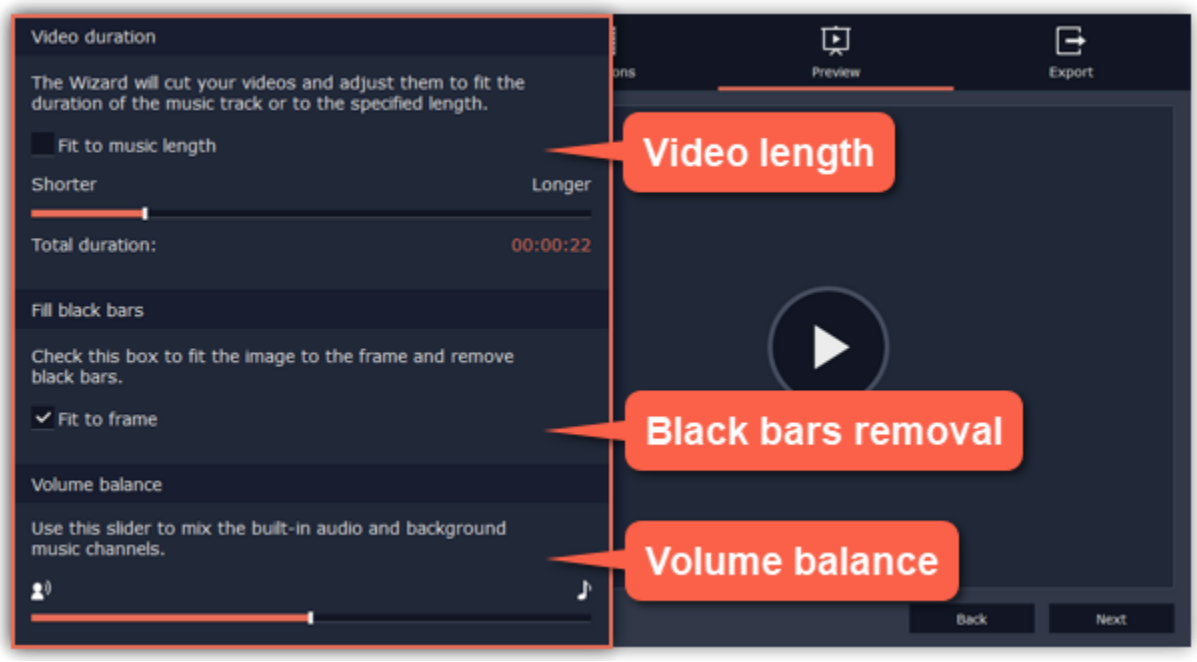
Step 4: Add transitions

Click **Next** or the **Transitions** tab to move to the next step. Choose among the given types of transitions.



Step 5: Preview and adjust your video

You're almost done! Click **Next** or the **Preview** tab at the top to proceed. If you've added a lot of videos, you may have to wait up to a couple minutes while the Wizard does its magic. You can then preview the video and make some adjustments to get it just right.



Video length

By default, the video will be just as long as the background audio. To change the length, deselect the **Fit to music length** option and use the slider to set how long you want the video to be. If you opt for a shorter video, some clips may not appear in the end result.

Black bars removal

If the files in your slideshow are of different resolution than the project

If the resolution of the project and the files in your slideshow are different, black bars will appear. You can remove them by checking the **Fit to frame** option – the image resolution will be automatically fitted to the frame size.

Learn more about frame size

Volume balance

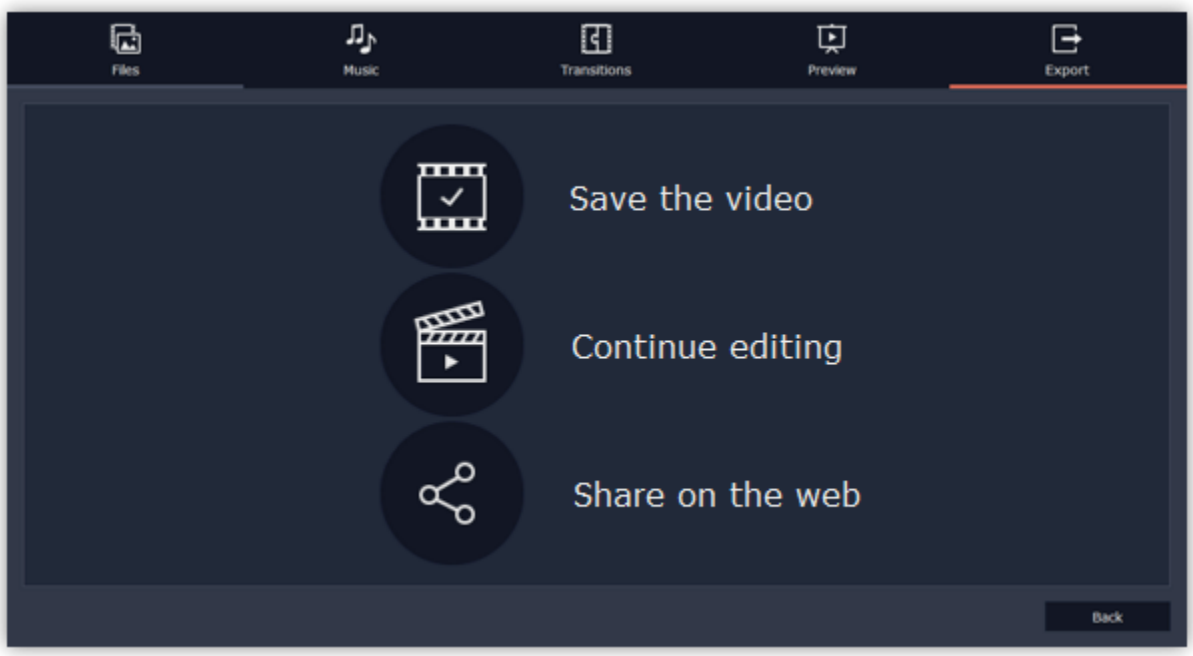
The volume balance slider determines what kind of sounds you can hear in the video. Move the slider to the left side to hear more of the video sounds (such as speech and ambient sounds), or move the slider to the right to make the video's sound quieter and raise the background music volume.

Learn more:

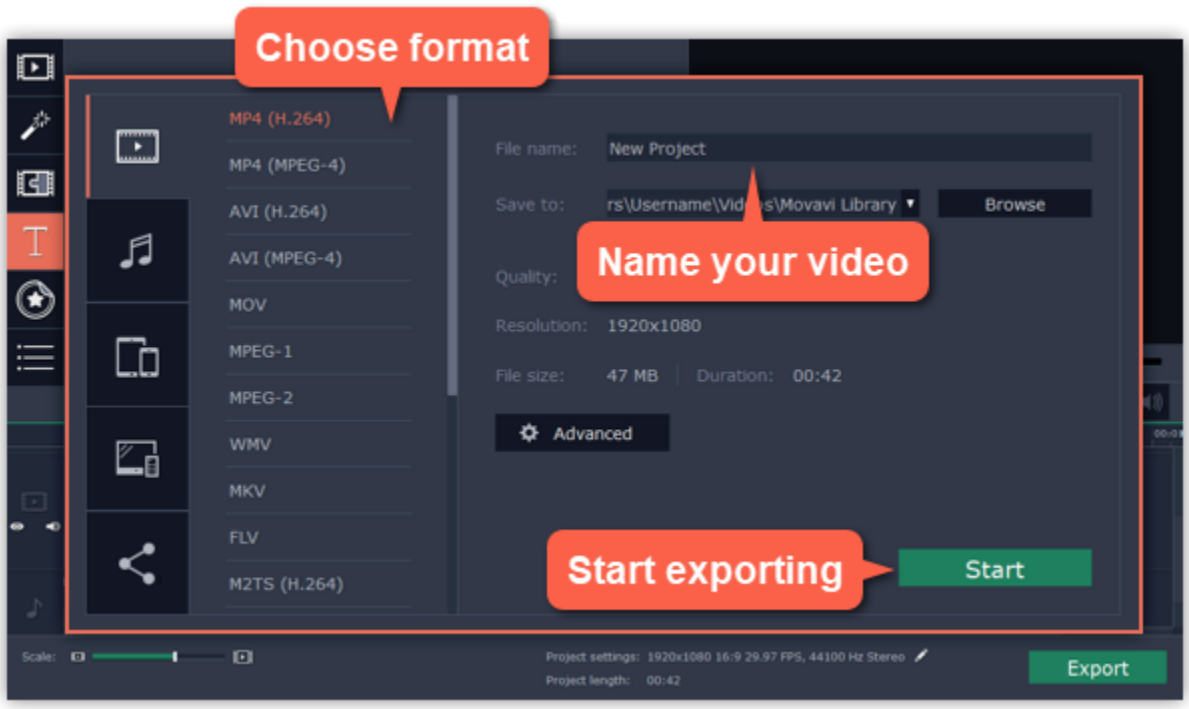
Adding filters
Adding titles
Color adjustments
Removing black bars

Step 6: Save the finished video

Finally, click the **Export** tab at the top and decide what you want to do with your finished video.



Save the video – choose this option to save the result as a video file.
Continue editing – this will close the wizard and let you add finishing touches in full-feature mode. After you're finished, you can always click the big green **Export** button at the bottom to save the result.
Share on the web – choose this option to save a video file and upload it to YouTube or Google Drive right away.



To save the video, choose a video format you want to use and pick a folder to save the video file. If you're uploading the video to YouTube, sign in with your YouTube account and fill in the details about your video. Then, click **Start** to begin saving your video file.

Learn more: Exporting videos | Uploading to YouTube

Full-feature mode – quick start

How to make a movie in full-feature mode

In full-feature mode you can use all the tools that the Video Editor has to offer and create professional-looking videos without complicated software.

Step 1: Create a project

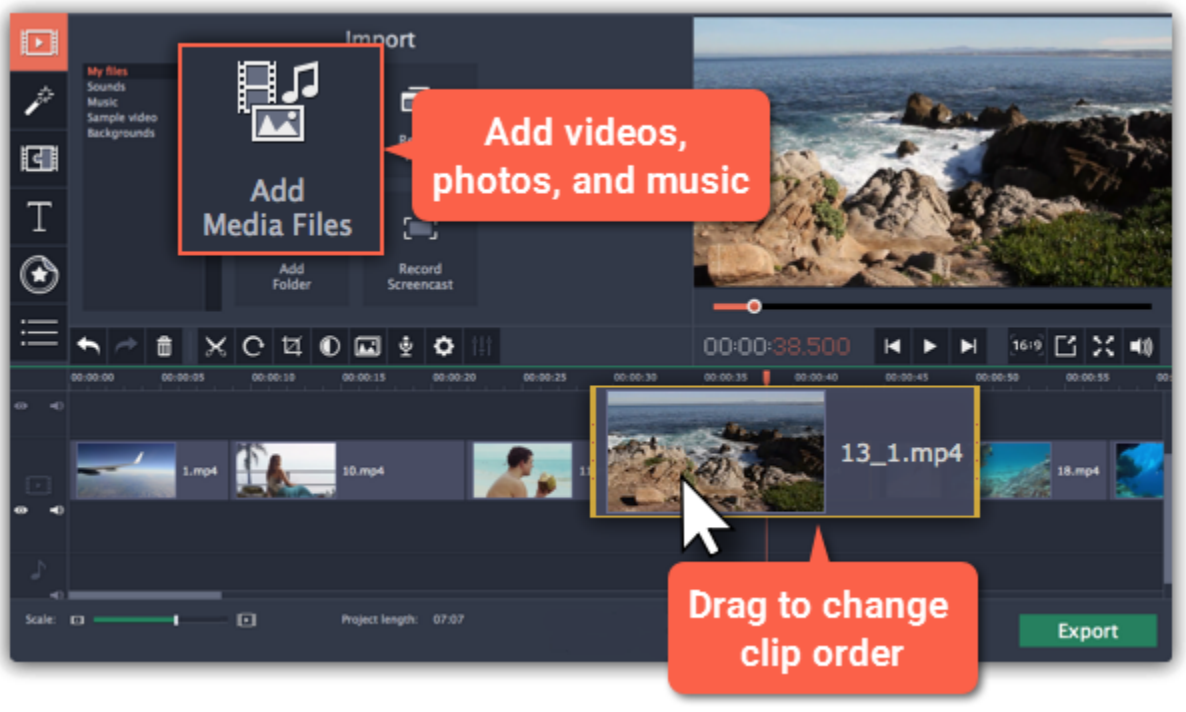
On the welcome screen, click **Create a project in full-feature** mode to begin making your movie.

Learn more: Creating and managing projects



Step 2: Add files

Now it's time to add the files that'll make up your movie. On the **Import** tab, click **Add Media Files** and choose the files you want to use.



Learn more: Adding files | Recording video | Recording audio | Using built-in media

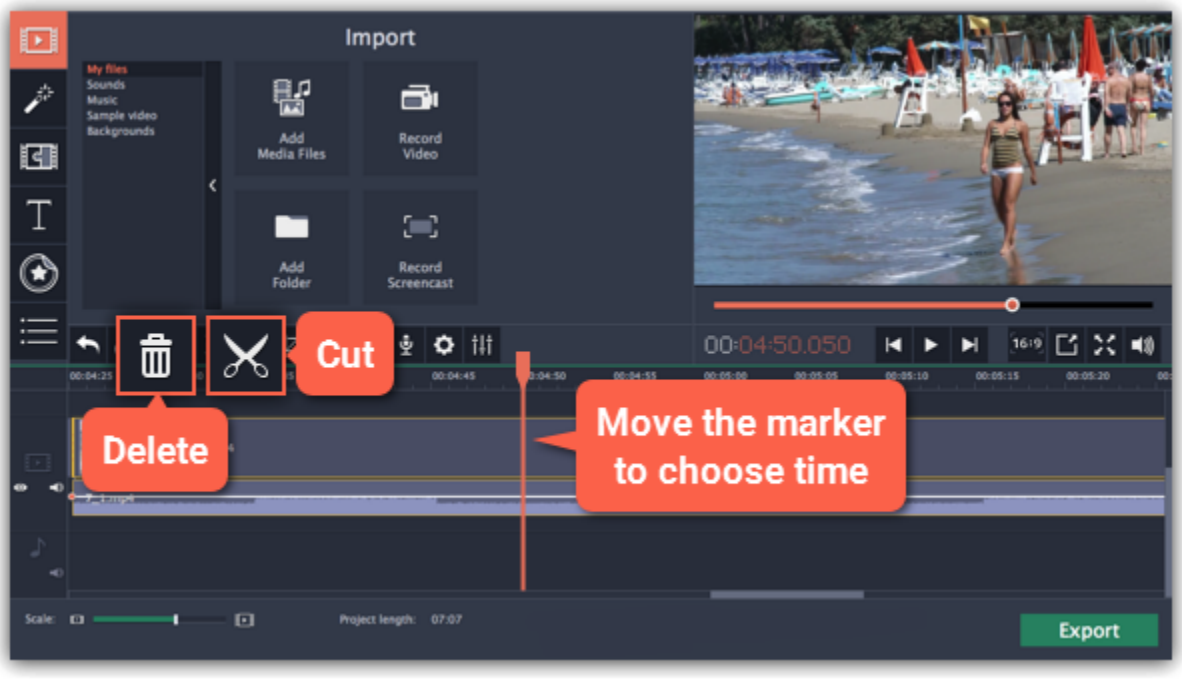
Step 3: Cut clips

To split clips or cut out unwanted bits, use the **scissors** button on the toolbar:

1. On the Timeline, select the clip you want to cut.

2. Place the position marker where you want to split the clip.

3. Click the **scissors** button to cut in the current position.



To delete parts, repeat the steps to cut off the unwanted fragment so that it is a separate clip, then select it and click the **trash can** button.

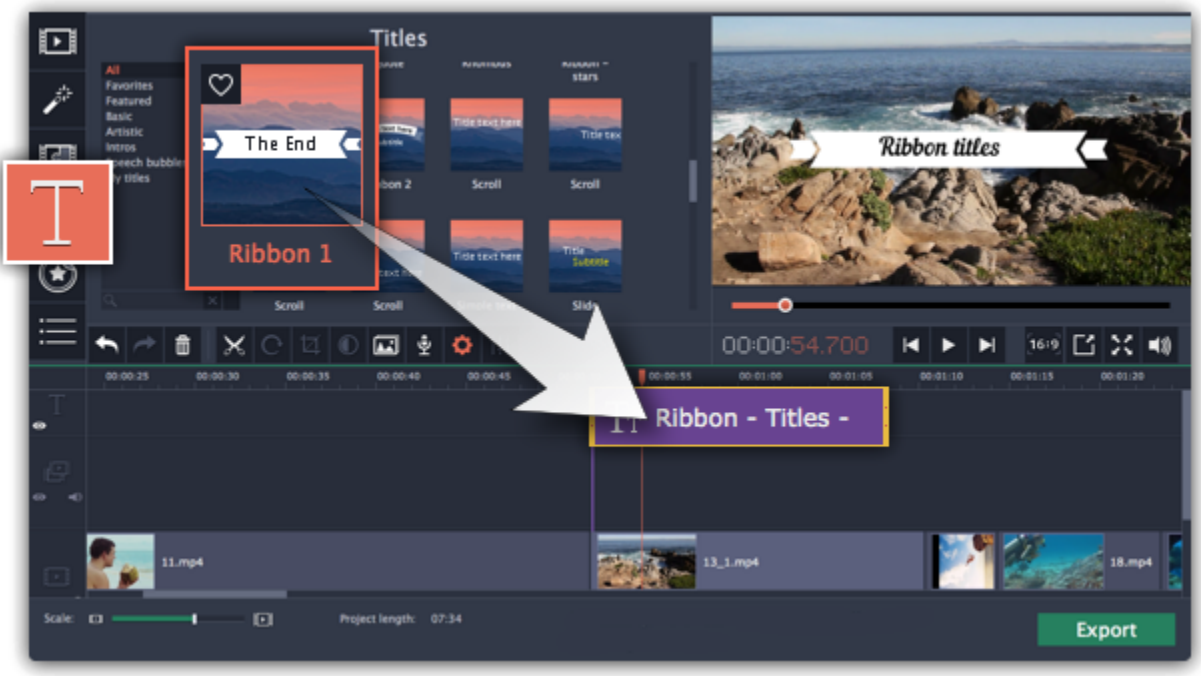
Step 4: Add and edit music

You can add audio files the same way you add videos and photos: on the Import tab, click **Add Media Files** and choose the audio file you want to use. The audio clip will appear as a blue ribbon at the bottom of the Timeline. To change the volume and edit the audio track, select it on the Timeline and click the **Audio properties** button.



Step 5: Annotate your video

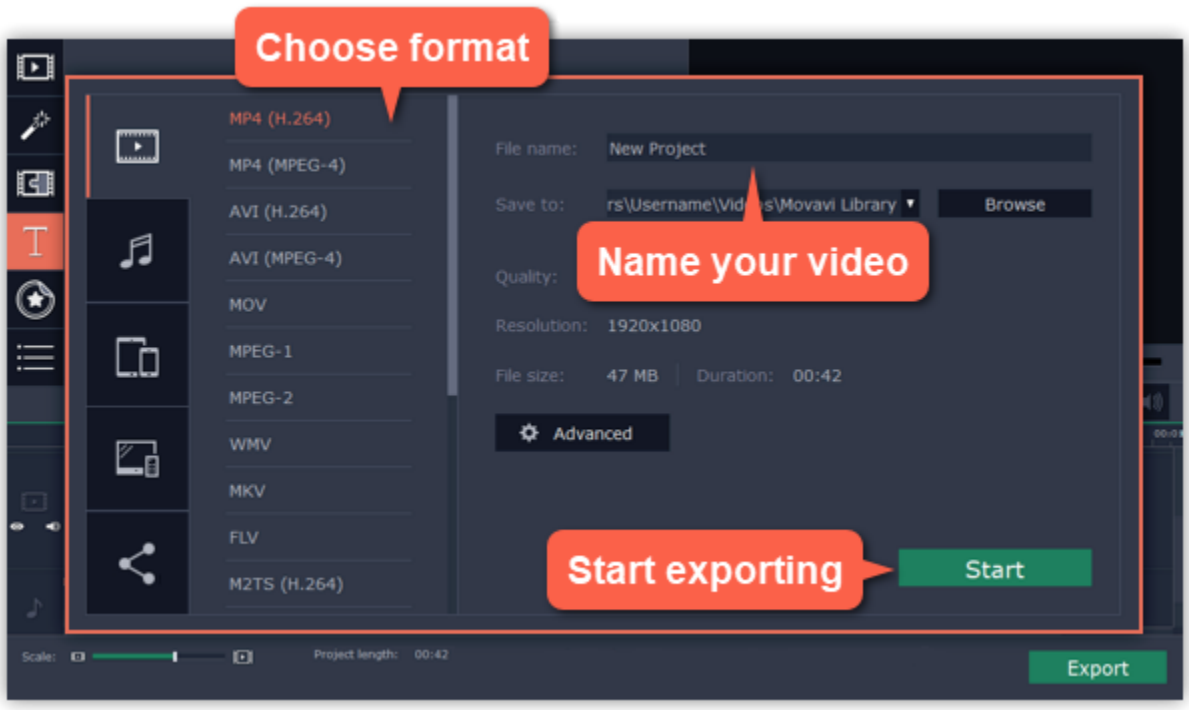
1. Click the **Titles** button on the left.
2. Pick a text style in the list and drag it onto the uppermost track of the Timeline. The text clip will appear as a purple ribbon.
3. Double-click the title clip and edit the text in the player. Here, you can change the font, color, and other properties of the text.
4. To change how long the text appears, drag the edges of the title clip on the Timeline.



Step 6: Save your movie

When you're finished with your video, it's time to save it in a format that can be viewed in any video player.

1. Click the **Export** button to open the exporting options.
2. In the **Export** window, choose a format you want to save the video in, and name your movie.
3. Finally, click **Start** to begin processing the video. Your video will be ready in a few minutes.
Learn more about saving your video



__Tip:__ Make sure to save your work once in a while: choose __Save__ from the __File__ menu to save the project so that you can access it later.

Creating and managing projects

When you work on your movie, all the changes you make are stored in a *project*. A new project is created automatically when you start working on a video.

To create a new project:

• On launching the Video Editor: click **Create a project in full-feature mode** if you want to make the video yourself or **Create a montage in easy mode** to make a quick automated video.
• In full-feature mode: open the **File** menu and choose **New Project** for a new video in full-feature mode, or **New Montage** to start in easy mode.

After that, you can save your project as a file in the **.mepx* format on your computer and open it later to continue editing your movie.

How can I play my project?

Project files cannot be viewed in a regular video player, but can only be opened with Movavi Video Editor. To view the finished work in a player, you need to first export your movie to a common video format.
Learn how to export your project

Saving projects

To avoid losing your editing progress, make sure to save your project every once in a while. To save a project, open the **File** menu and choose **Save Project**.
Saving projects

Opening projects

To open a previous project, open the **File** menu and choose **Open**. Then, find the project file and continue working on your movie.
Learn how to open projects

Plus edition projects

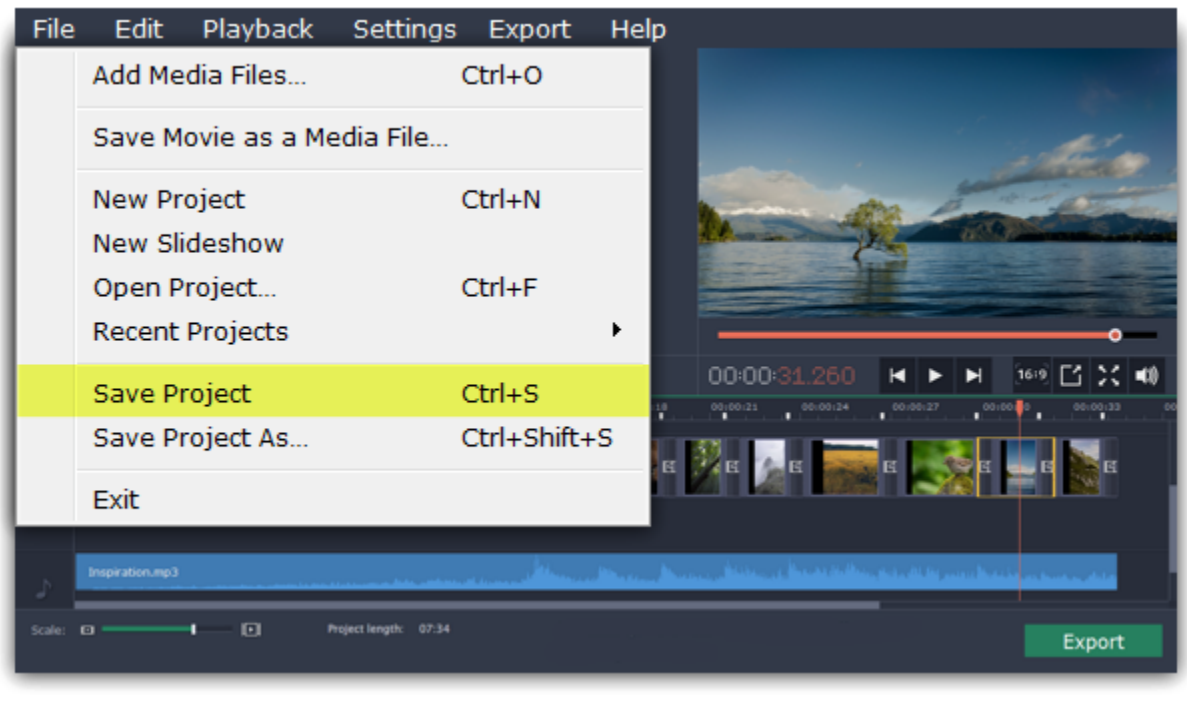
Projects created with the Movavi Video Editor Plus edition cannot be opened in the regular Movavi Video Editor. Projects created in the basic version of the Editor can be opened in the Plus version, however, you will need to save them in the new format.

Saving a project

A project stores all the work on your movie or slideshow. You can save the project for finishing your work later, or restore your work if you need to edit something after you've finished.

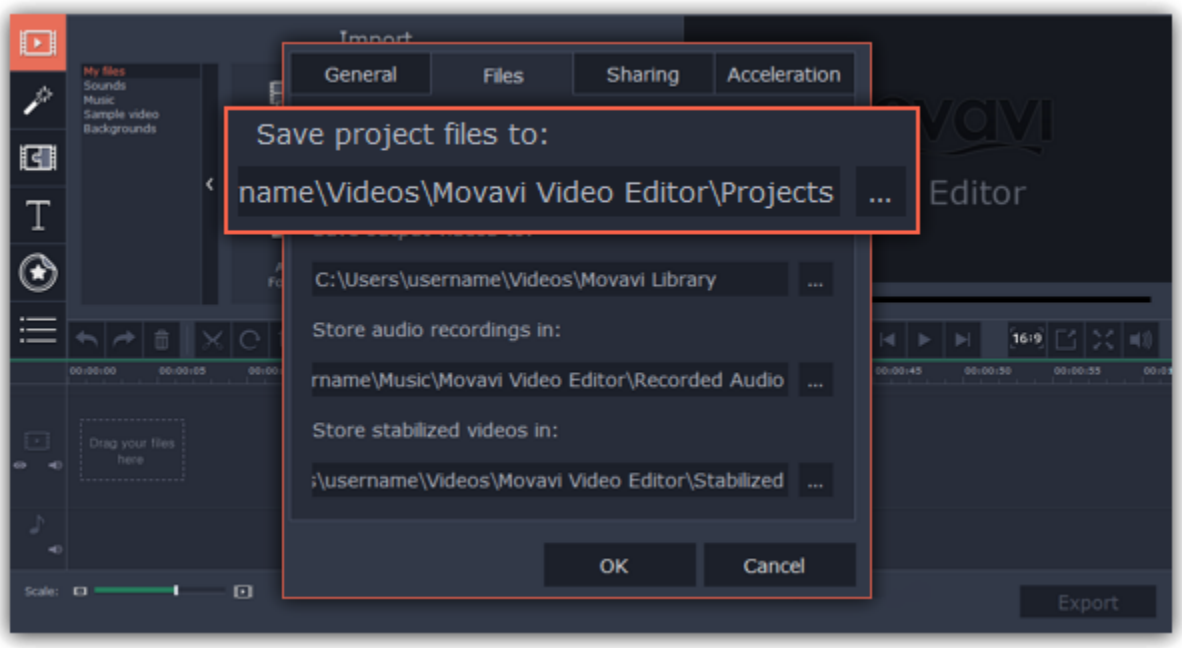
Saving the project

1. Open the **File** menu and choose **Save Project**.
2. You will be asked to enter a name for the project. Your project files should be stored in the *"\My Videos\Movavi Video Editor\Projects*" folder of your user.
3. Click **Save** to confirm saving.



How to change where projects are saved

1. Open the **Settings** menu and choose **Preferences**.
2. Click the **Files** tab.
3. Find the **Save project files to** box and click the button next to it to choose a different folder for storing your projects.
4. Select the folder you want to use and click **Select Folder**.



See also:

Project settings
Exporting videos

Opening a project

Open a project to continue working on your video.

Where are my projects located?

By default, your projects are saved to *"\My Videos\Movavi Video Editor\Projects"*, but you can save your projects anywhere else you like.

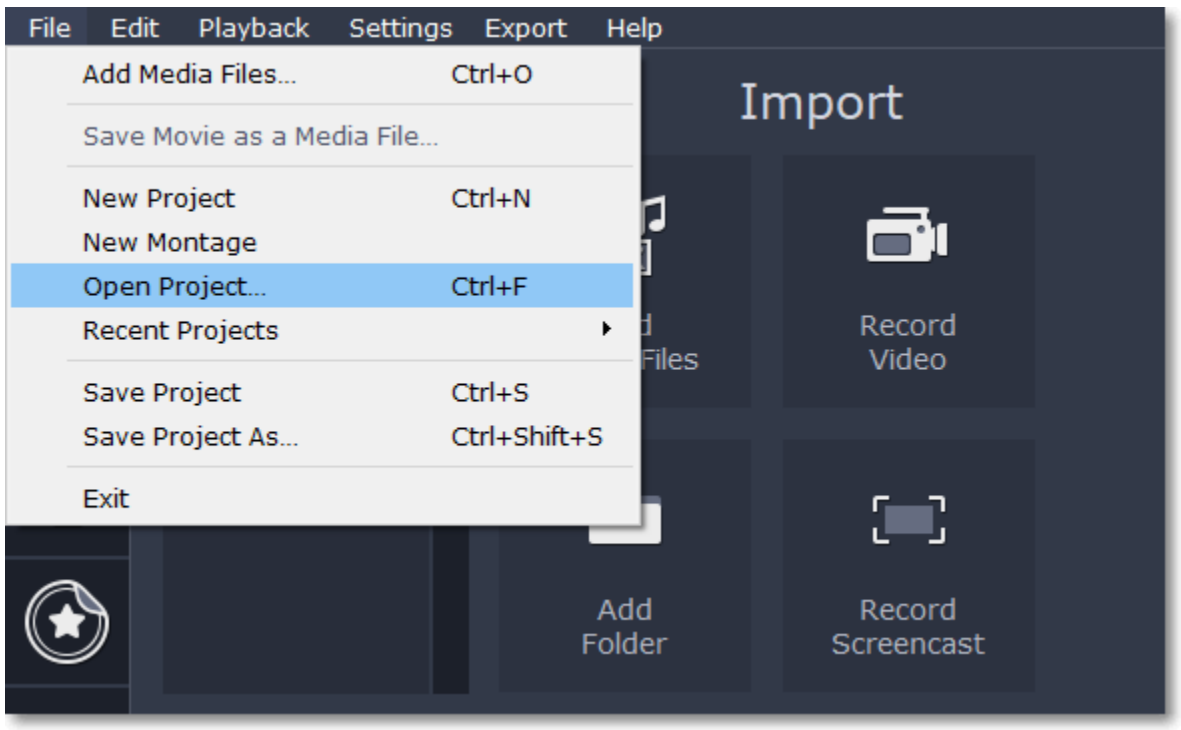
How to open a project

A: Find your project in Windows Explorer and drag it onto the Video Editor window.

B: Find your project in Windows Explorer and double-click it to open it.

C: Click **Open Project** on the welcome screen. Then, locate the project file in the Windows Explorer box and click **Open**.

D: Open the **File** menu and choose **Open Project**. Then, locate the project file in the Windows Explorer box and click **Open**.



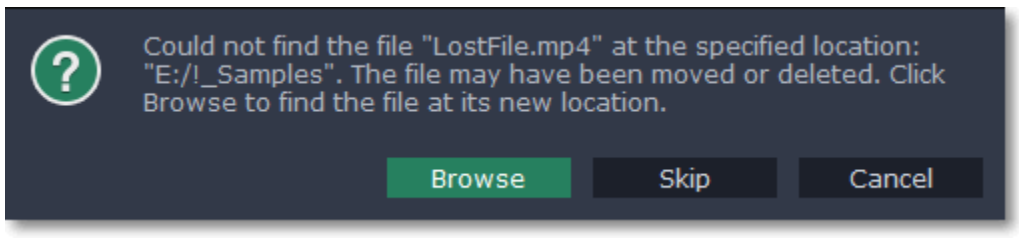
Restoring work from an autosave

If your computer malfunctions and you cannot save the project, some of your work may be restored using an **autosave** file. Simply rename the *"autosave.mepx"* file and open it in the Video Editor to continue working on your project.



Media use

When you open a previously created project, you may see a message saying that a file is missing from the project. This may happen if one of the files used in the project has been moved somewhere else or deleted from disk. In this case, click **Browse** in the message box to find the file in its new location, or click **Skip** to open the project without the missing file. We recommend that you copy all the files to your hard drive before editing.



Transferring the project to another computer

If you need to work on your project on another computer, you might want to transfer it. To make this transition easy and not to lose any important files, collect the project file and all the files that you have used or only going to use in a separate folder on your computer. Then move the folder to another computer that also has a copy of Movavi Video Editor. Open the project in the Video Editor and in the error window set the new path to the files location.
Note: If you only transfer the project file and leave the media files out, the project will not contain any files.

Upgrading to Plus version

The basic version of Movavi Video Editor saves projects in the *.mepb extension. If you've upgraded to Movavi Video Editor Plus and want to keep working on your project from the previous version, you'll need to save it again with the new *.*mepx* extension. You'll be reminded to do that when you open any *.*mepb* projects.

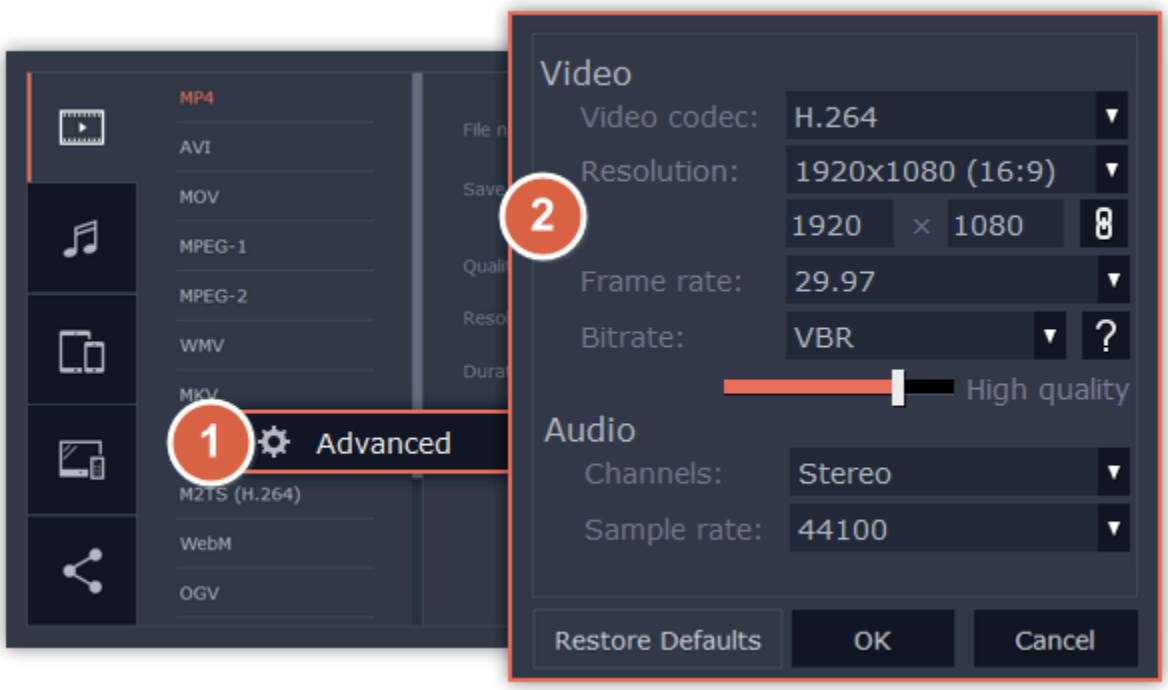
Project settings

How to change the video's resolution

Project settings affect your entire project and define how different kinds of videos, photos, and audio files are composed into your finished video. You can set up your project's video and audio settings when creating the project or at any other time.

Opening project settings

In the Export window click the **Advanced** button.



Video settings

The video settings apply to all videos and photos used in the project. When you import the media files, they will be scaled to fit inside the selected frame size according to your settings.

Video codec

Codec is a program that encodes and decodes data. Codecs, as well as bitrate, use data compression and affect the size of a final media file, so it is easier to store and manage the file.

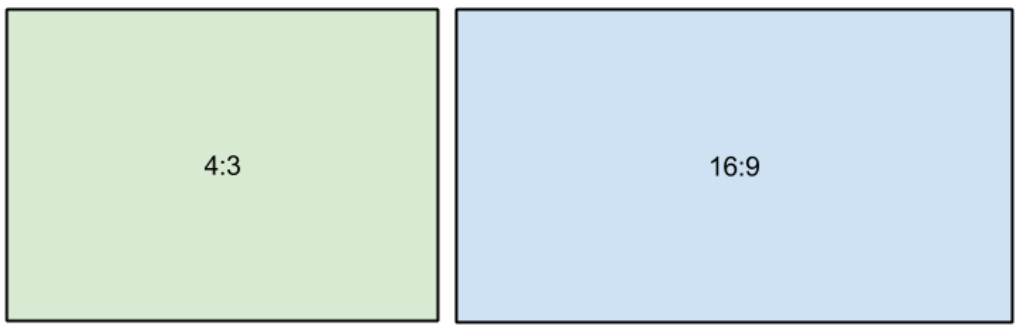
Resolution

The *frame size* or *resolution* determines the videos width and height in pixels. Open the **Resolution** list to select from the most common resolutions. For your convenience, each resolution is marked with its respective aspect ratio. Ideally, the frame size should match the resolution of the videos and photos you plan to use in your project, and should not exceed the resolution of the largest video. Smaller resolutions allow you to make the output video smaller and thus save your disc space, however, this will sacrifice some video quality due to downscaling.

Frame Size	Aspect Ratio
320x240	4:3
640x480	4:3
1280x720	16:9
1280x960	4:3
1920x1080	16:9
1920x1440	4:3

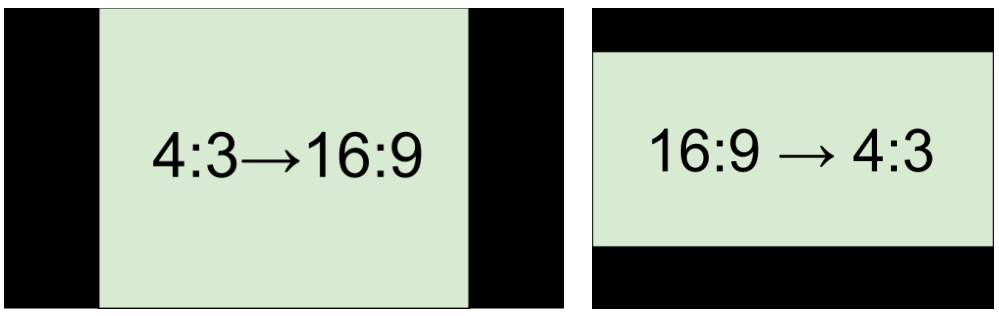
Aspect ratio

The *aspect ratio* is the ratio of the video or photo's width to its height. The most commonly used aspect ratios are 4:3, used generally for analog TV and in many old movies, and 16:9, the standard resolution for widescreen digital video.



A relative comparison of aspect ratios

When you add videos and photos to the project, they will be scaled to fit the specified frame size. If you add media files with an aspect ratio different from that of the project, you may see black bars appear on the sides of the video. Furthermore, if you add low-quality videos to a project set up to a high resolution (frame size), the small video may be stretched to fit the frame and thus may appear pixellized. For best results, we recommend setting the frame size and aspect ratio to match all or most of the videos and photos you are planning to use.



Examples of black bars appearing when importing videos with a different aspect ratio.

If you cannot find the necessary frame size in the list, you can manually enter the width and height into the respective boxes of the **Project Settings** window. Note the button with the link icon to the right of the boxes. It allows you to maintain existing proportions when entering new values: – the proportions are constrained, allowing you to set a larger or smaller frame size without changing the aspect ratio; – you can freely enter the width and height with any proportions. Simply click this button to toggle the two states.

Frame rate

Frame rate or FPS defines the frequency at which frames appear on a display per second. Frame rate affects the smoothness of the video being played. Standard frame rate in most types of videos is 24-30 frames per second. The video plays smoother at a higher value, but the file size rises as well.

Bitrate

Bitrate is the amount of digital information contained in one second of a media file. It is measured in kilobits per second (Kbps). You can control the output file size by changing the bitrate value. There are three types of bitrate available in the video editor:
Auto bitrate (CBR) is a constant value set by the program and calculated according to other already set quality options such as video codec, resolution and frame rate.
Constant bitrate (custom CBR) is a constant manually entered value which is then used to process the entire video. This type of bitrate allows to predict the size of a final media file.
Variable bitrate (VBR) is an automatically picked value that is set within the set quality requirements for the video. VBR will adjust to the image using the optimal values to save the quality: lower values for a static image and higher values for a more dynamic one. But in this case it is impossible to predict the output file size.

Audio settings

Sample rate

The *sample rate* affects the quality of digital sound, and defines the maximum frequencies that an audio stream can contain. The default sample rate is set to 44100 Hz, which exceeds the maximum frequencies of human hearing and is used to record Audio CDs and most music tracks.

Channels

Stereo sound contains two channels and has the capacity to convey the relative location of sound sources, which makes it best for recording music; **mono** sound has only one channel and produces sound without differentiating left and right channels. Stereo is the generally preferred number of channels, however, some mobile devices record sound only in mono mode. **5.1 surround sound** comprises six audio channels. It is one of the most popular to be used in home theater systems.

Adding media

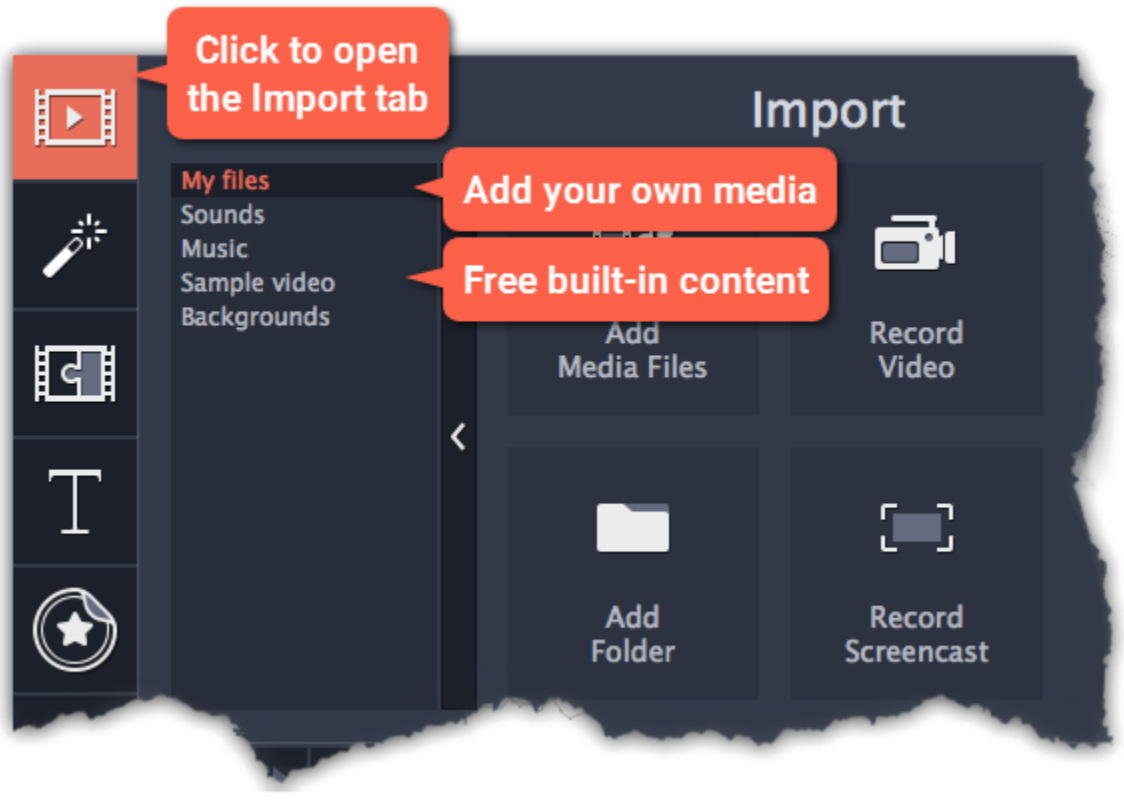
To begin working on your video project, you will first need to add some media files to the Editor.

Step 1: Open the Import tab

The Import tab is the first one you see when you start a new project. To open the Import tab, click the very first button in the upper left-hand corner of the window.

Step 2: Go to the My files section

In the left part of the **Import** tab, you can switch between adding your own media files or using built-in clips. Click on **My files** to show file import options.

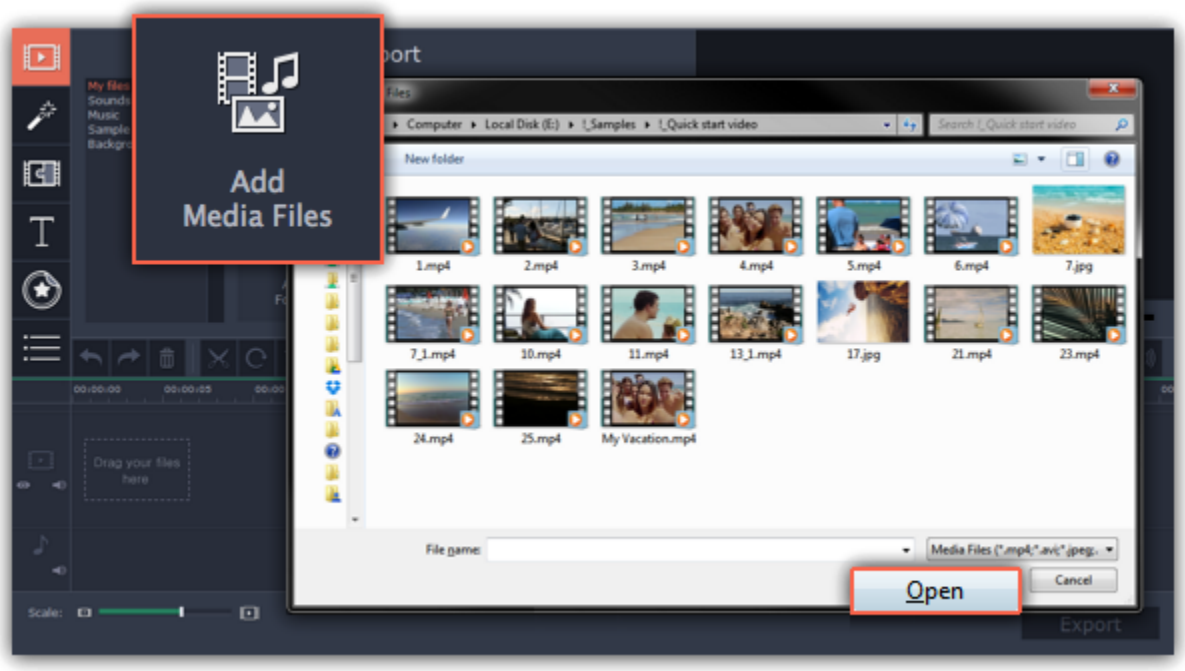


Step 3: Open files

1. Click **Add Media Files**.

2. A Windows Explorer dialog box will open. Locate your files or folders and click **Open**.

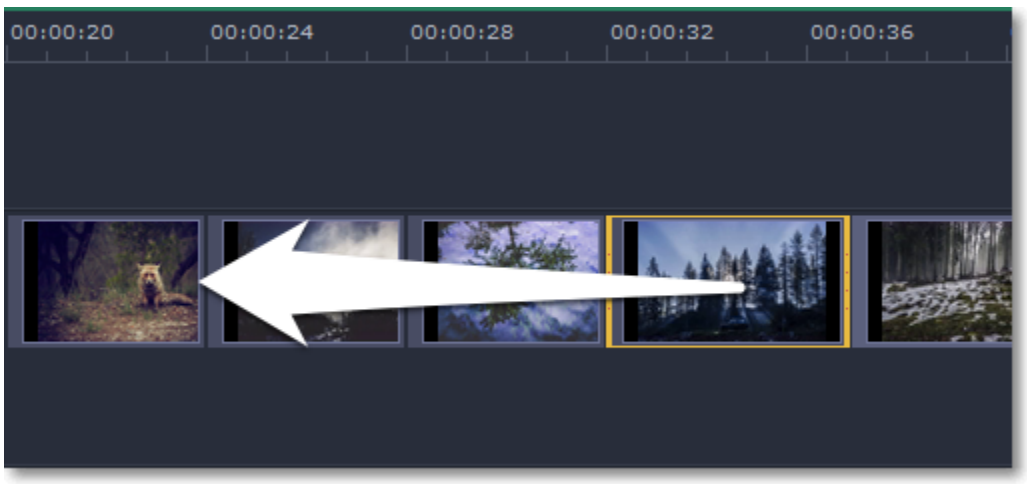
If you want to add the entire contents of one or several folders, click **Add Folder**, select the folder(s) you want to use and then click **Select Folder** to add the files.



Step 4: Arrange the files

Once you've added the files, they will appear on the ***Timeline*** at the bottom of the window. The Timeline allows you to arrange the clips in the order you want. The clips' position relative to the time ruler at the top of the Timeline determines when it will appear in the finished video. To reorder the clips, select the clips you want to move and then drag them to the new position on the Timeline.

Learn about using the Timeline



Moving a clip on the Timeline

See also:

Working with video

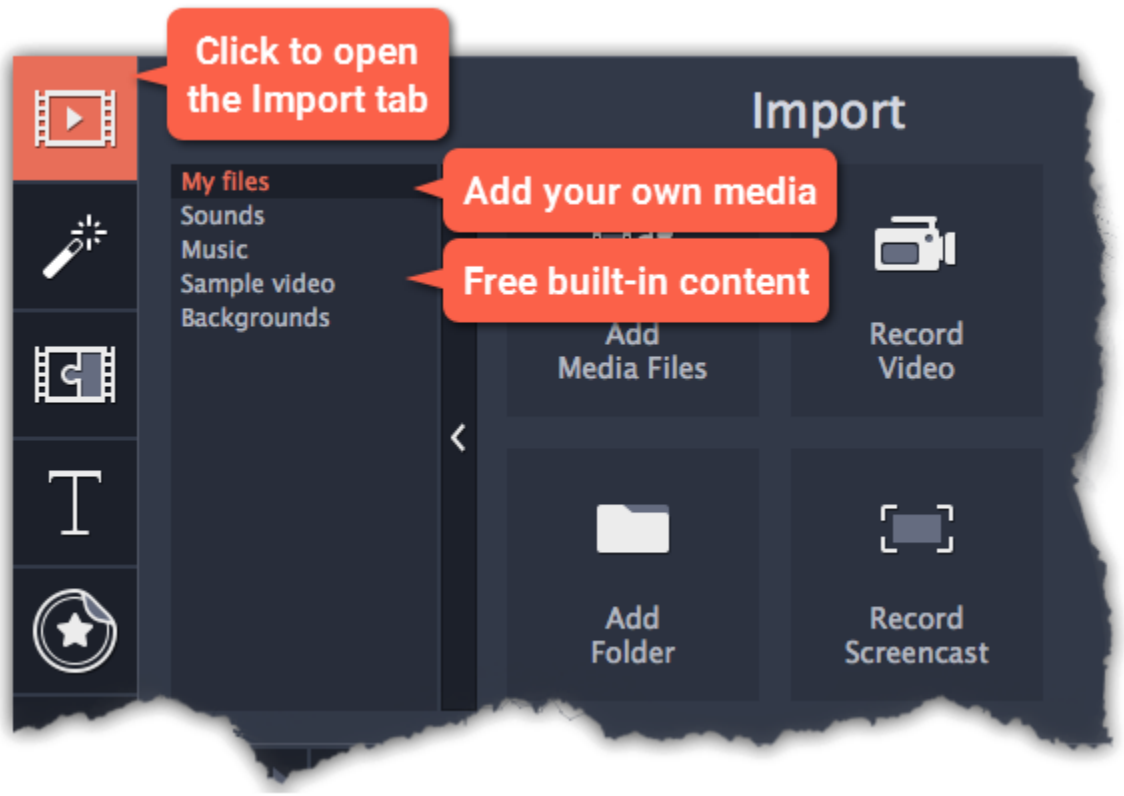
Working with audio

Using built-in media

Movavi Video Editor comes with an extensive collection of built-in royalty-free music, sounds, videos and backgrounds that you can use in your videos.

Step 1: Open the Import tab

Click the **Import** button in the upper left-hand corner to open the media options.



Step 2: Choose a media type

On the left side of the **Import** tab, you can switch between using your own media files and adding clips from the stock collection.

• **Sounds** – fun sound effects and audio samples to make your videos more expressive.

• **Music** – instrumental tracks for your background music.

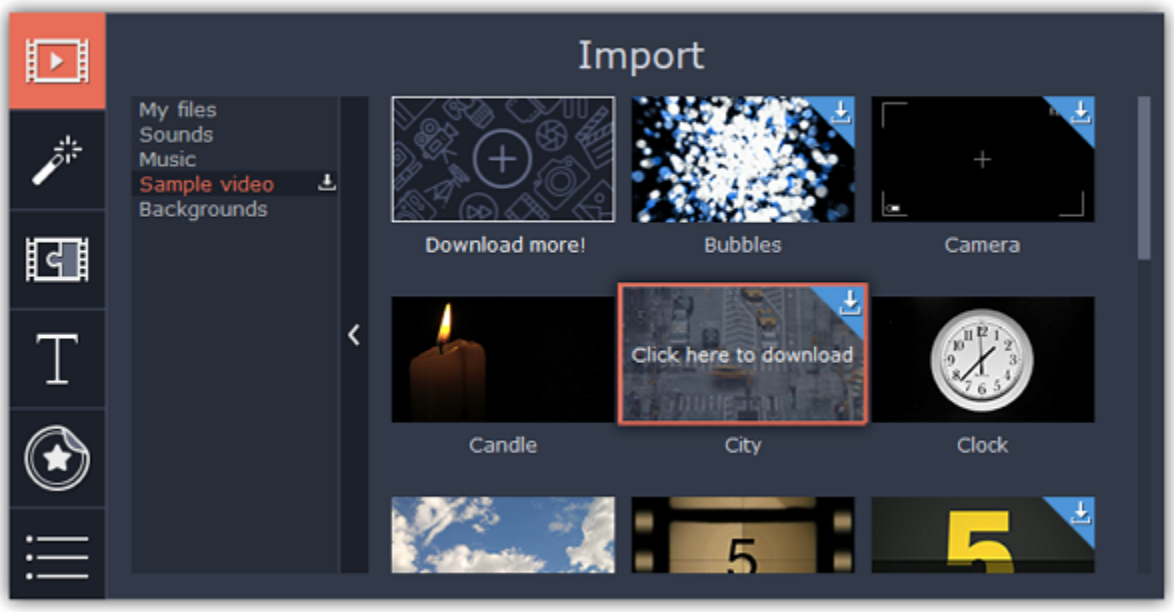
• **Sample video** – video clips that you can use as intros, overlays, and animated backgrounds.

• **Backgrounds** – image backdrops for your titles and transparent clips.

Step 3: Download media files

You need to download built-in media to use it. If a thumbnail has a download icon , it means the file has not been yet installed to the category. To download it point the cursor at the media thumbnail. The "**Click here to download**" message will appear. Click on the thumbnail. The download will start and a progress bar will appear. When the download is finished, you can use the media file.

You can cancel the download by clicking the **Stop** icon .



You can also download the whole category at once. To do this, open the tab you need and click the download icon next to the category name. All the files in the category will be downloaded.

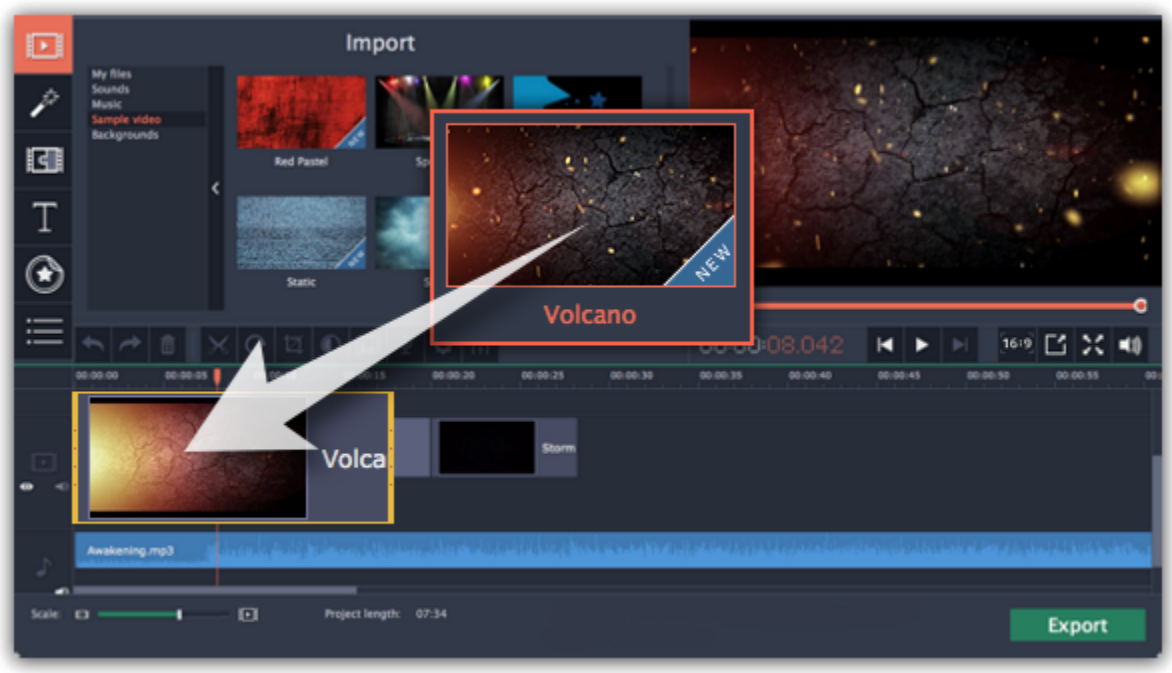
**If your device has a limited amount of space or running out of it, choose the option where you can download only the media you want to use.*

Step 4: Add the clip to your project

To use a stock clip in your project, pick a clip you like and drag it onto the Timeline.

• Drag **sample video** clips and **backgrounds** onto the video or overlay track,

• Drag **sounds** and **music** onto the audio track. To link a sound clip to a video clip, select it on the Timeline and drag it up, towards the video track until a line appears between the audio clip and the video clip. Now, when you move the video clip, the sound will stay in sync.



An error occured while downloading the media files

An error can occur in case if there is no internet access. Check your internet connection and restart the download by clicking on the files on which the error occured. The clips will be downloaded and stored in your *"\My Videos\Movavi Video Editor\Media Content"* folder.

Recording audio

After you've added some videos and photos to the Timeline, you can record audio from a microphone or any other recording device.

Step 1: Open audio recording options

On the toolbar, click the microphone button to open audio recording options.



Step 2: Set up recording

1. In the **Audio device** box, choose the device you want to use.

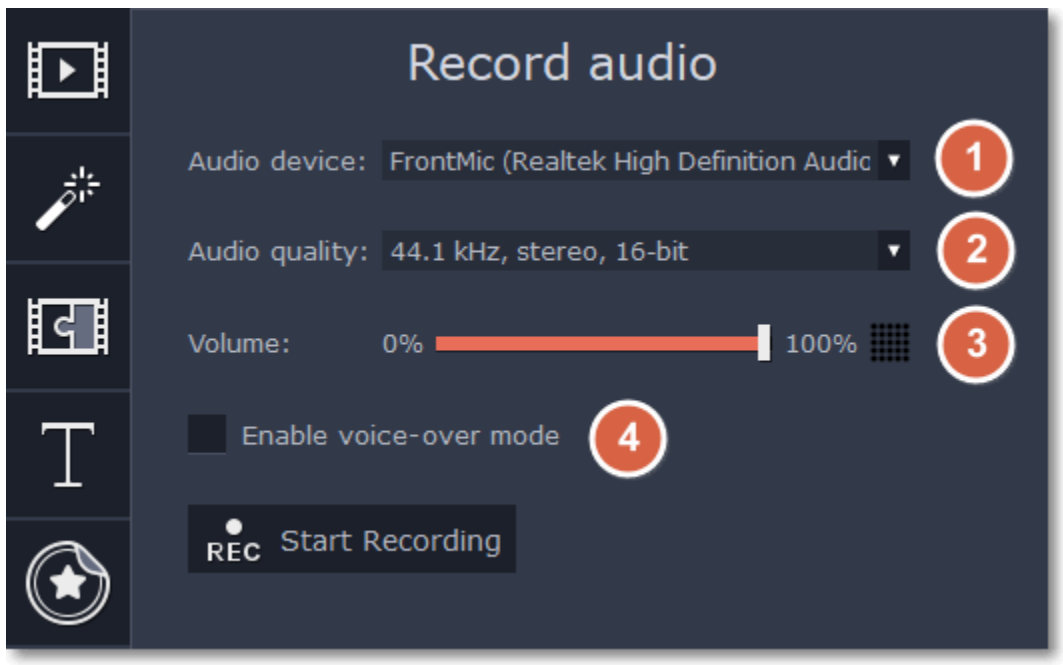
To record from a microphone: choose your preferred microphone or webcam microphone. If you don't see the device in the list, try reconnecting it to your computer.

To record audio from the computer: select **Stereo Mix** from the list. This will allow you to record any music, alerts, or other sounds playing on your computer. If you don't see "Stereo Mix" in the list, it may be disabled on your computer.

2. **(Advanced)** In the **Audio quality** box, choose the sample rate and number of channels that you need.

3. Set the volume level you want to use in your project.

4. Enable voice-over mode if you want to record an audio commentary. This way, the video will start playing simultaneously with the recording and you will be able to use the video as a visual aid as you speak.



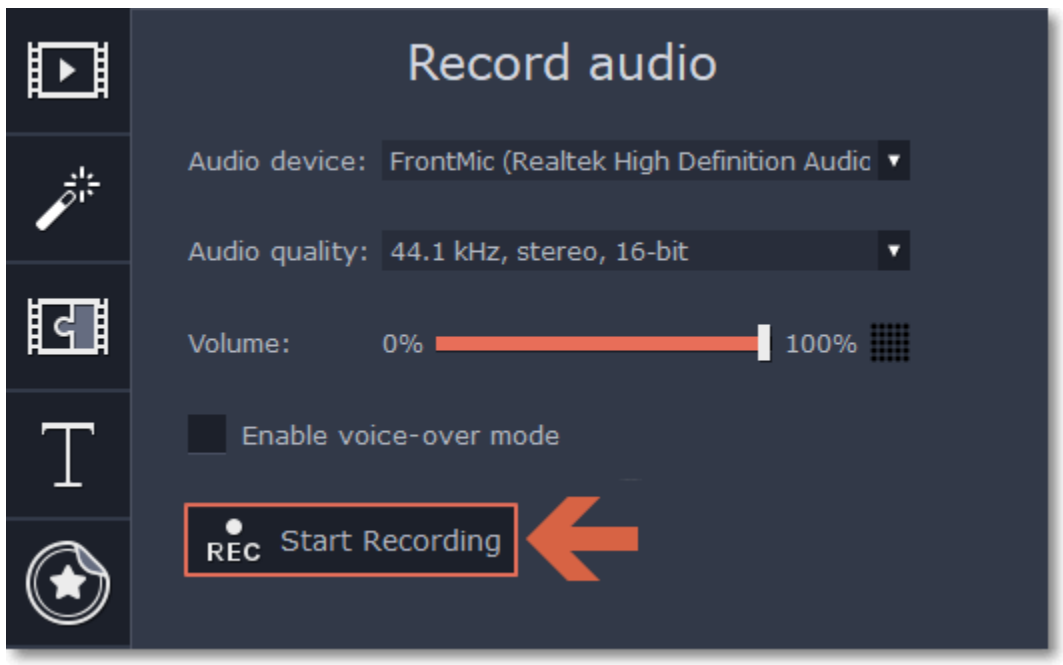
5. On the Timeline, place the progress marker to where you want the recording to begin. You will be able to move the clip later.

Step 3: Record sound

1. When you're ready, click **Start Recording**. You will be given a three-second countdown.

2. The video will start playing simultaneously with the recording. This way, if you're recording a voice-over, you will be able to use the video as a visual aid as you speak.

3. When you're done, click **Stop Recording**. The recorded audio clip will already be on the Timeline, as a linked audio clip.



Recording video

Follow the steps below to record video from a camera that's connected to your computer.

Step 1: Connect the camera you want to capture from to the computer. Make sure that the system recognizes the device and that it is working correctly.

Step 2: On the **Import** tab of the Video Editor, click **Record Video**. The recording module will open in a separate window.



Step 3: In the **Video capture device** box, choose the camera you want to use for capture. Then, select the **resolution** and **frame rate**. A larger resolution will be able to retain better quality, however, the video file size will be larger. A higher frame rate is necessary for recording motion, while static scenes can be captured with a lower frame rate.

Step 4: In the **Audio capture device** box, choose the microphone that you want to record the sound with.



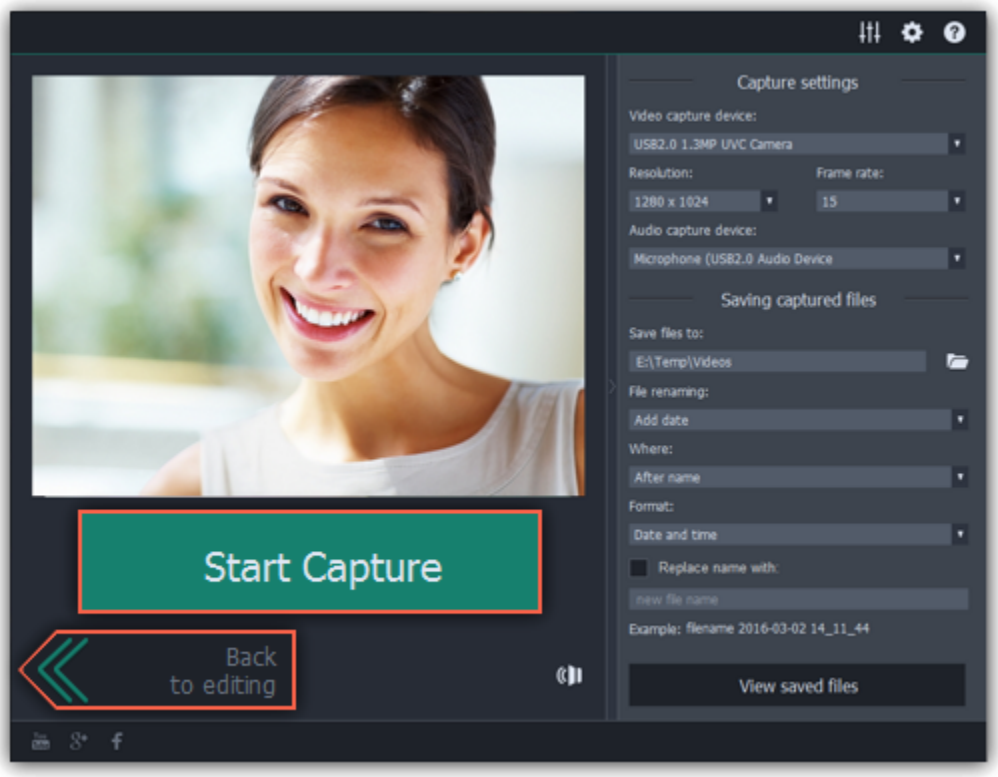
Step 5: (Optional) By default, the recordings will be saved to your Movavi Library folder. If you want to save them somewhere else, click the folder button under '**Save files to**' and choose a different location.

Step 6: (Optional) If you want to batch rename the files, choose a renaming option from the '**File renaming**' box and set up the new file name template.

Step 7: Click **Start Capture** to begin recording the video. During capture, you can take snapshots using the camera button on the right.

Step 8: To finish the recording, click **Stop Capture**. If you need to record more videos, repeat steps 7 and 8.

Step 9: When you're done, click **Back to editing** at the bottom of the window. The captured files will be added to your project's Timeline. Also, they are saved to disk in case you want to use them later.

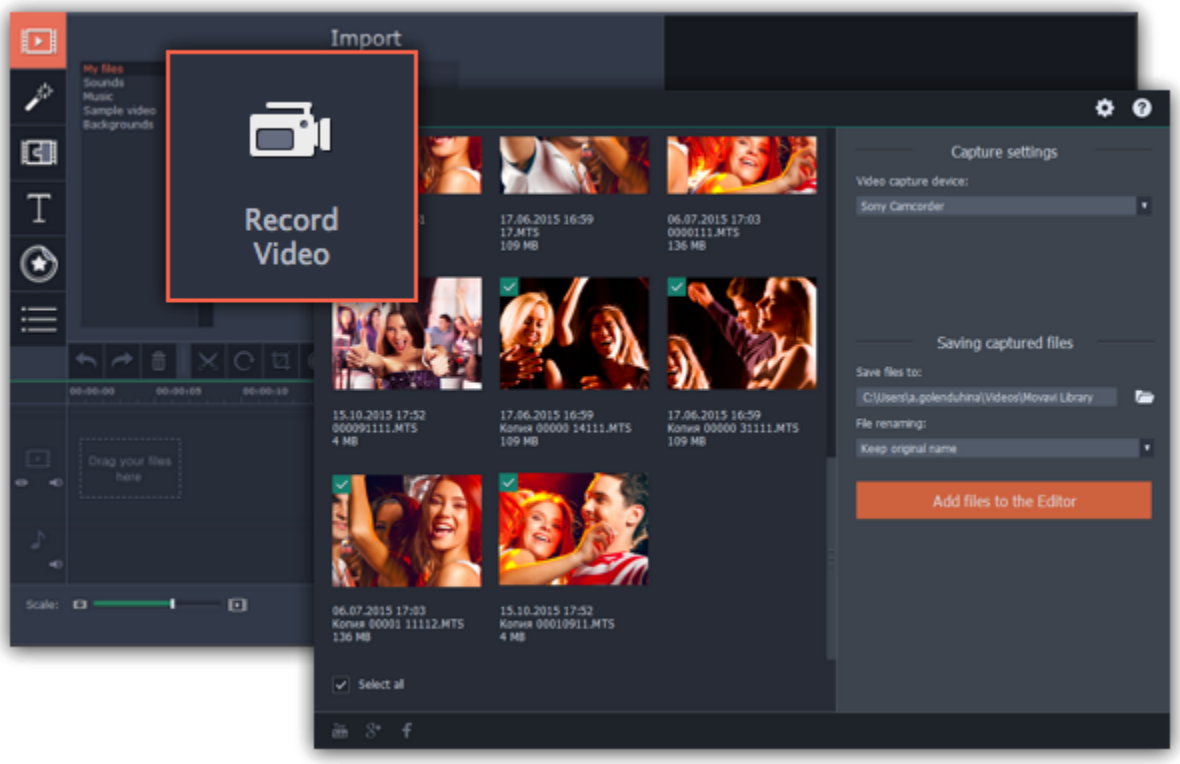


Importing AVCHD video

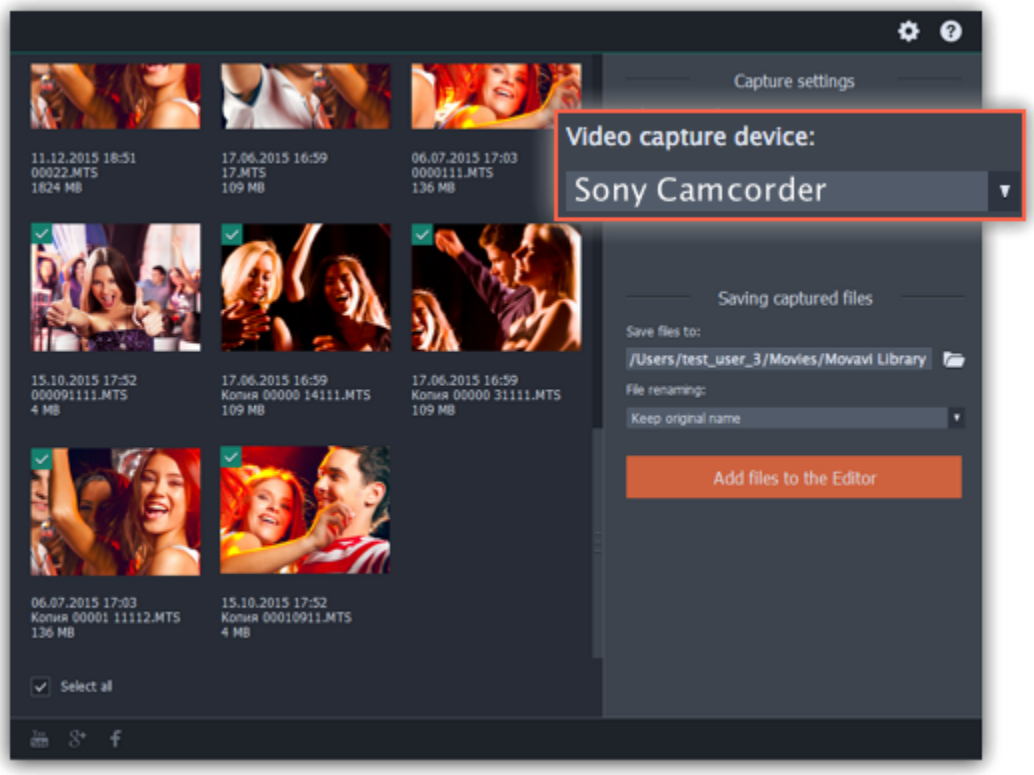
Follow the steps below to import previously recorded videos from an AVCHD camera.

Step 1: Connect the camera you want to capture from to the computer, and enable USB connection mode on your camera. Make sure that the system recognizes the device and that it is working correctly.

Step 2: On the **Import** tab of the Video Editor, click **Record Video**. The recording module will open in a separate window.



Step 3: In the **Video capture device** box, select your AVCHD camera.



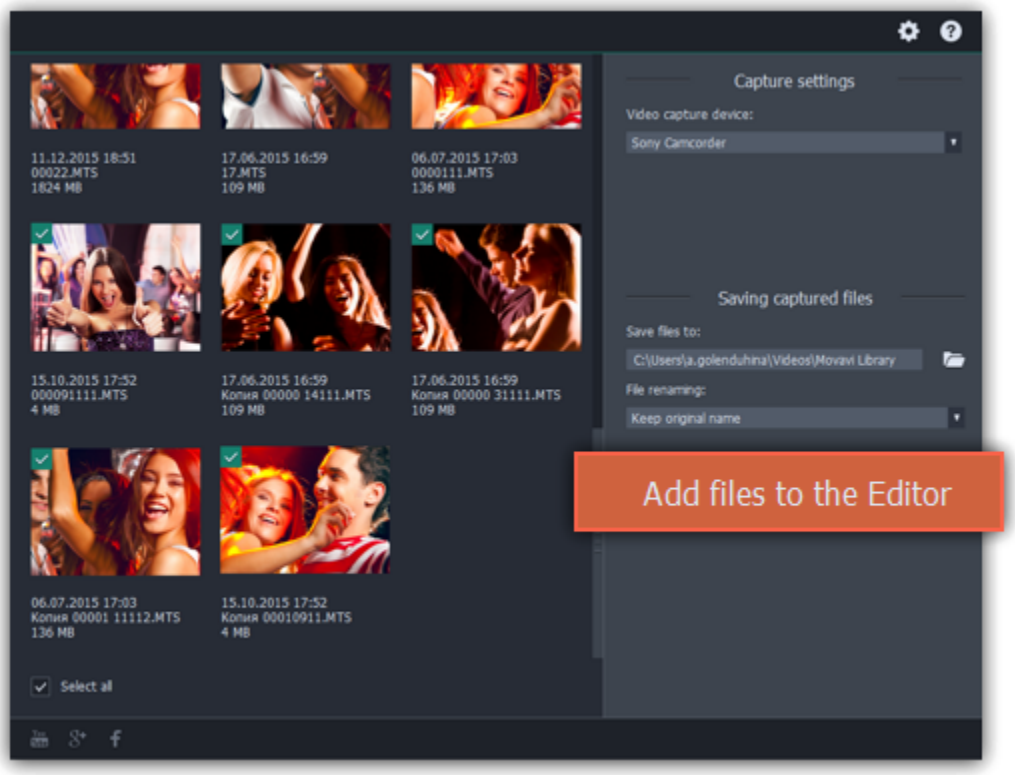
Step 4: On the left, you will see a list of all clips on the camera storage. Review the files and deselect the ones you don't need.



Step 5: (Optional) After importing, the files will be saved to your *Movavi Library* folder. If you want to save them somewhere else, click the folder button  under '**Save files to**' and choose a different location.

Step 6: (Optional) If you want to batch rename the files, choose a renaming option from the '**File renaming**' box and set up the new file name template.

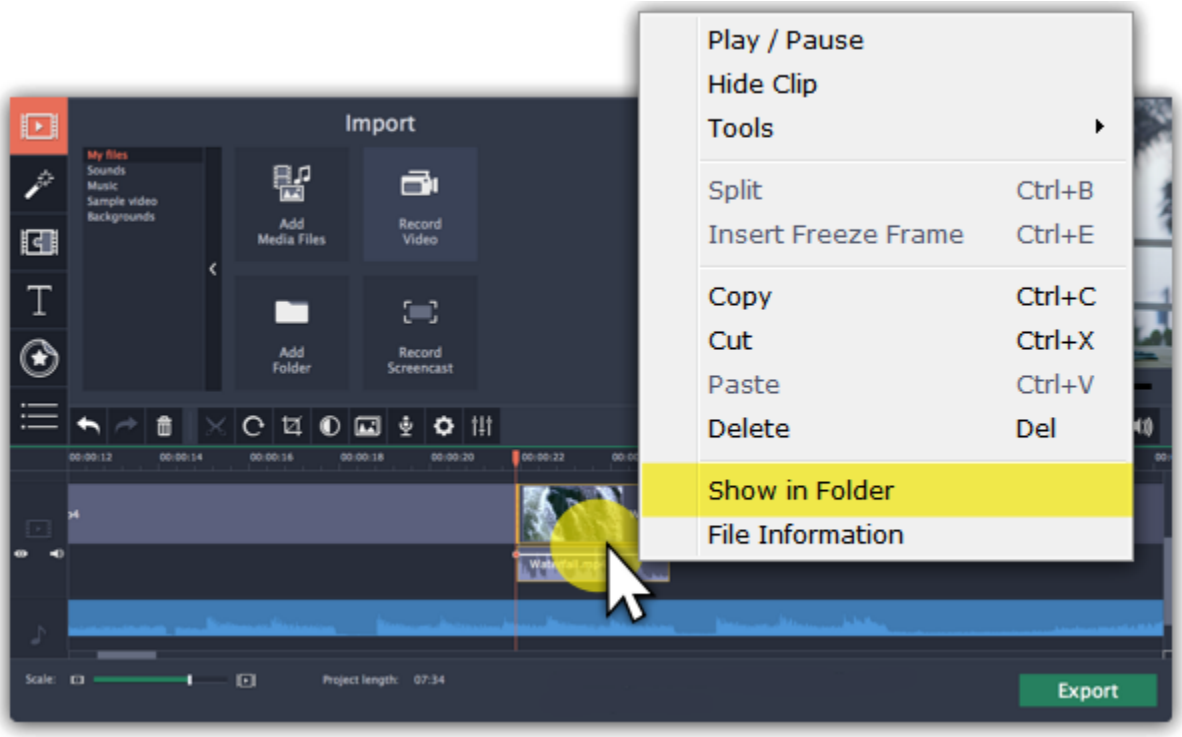
Step 7: Click **Add files to the Editor** to start copying the files. This may take a while depending on the size of the videos.



File information

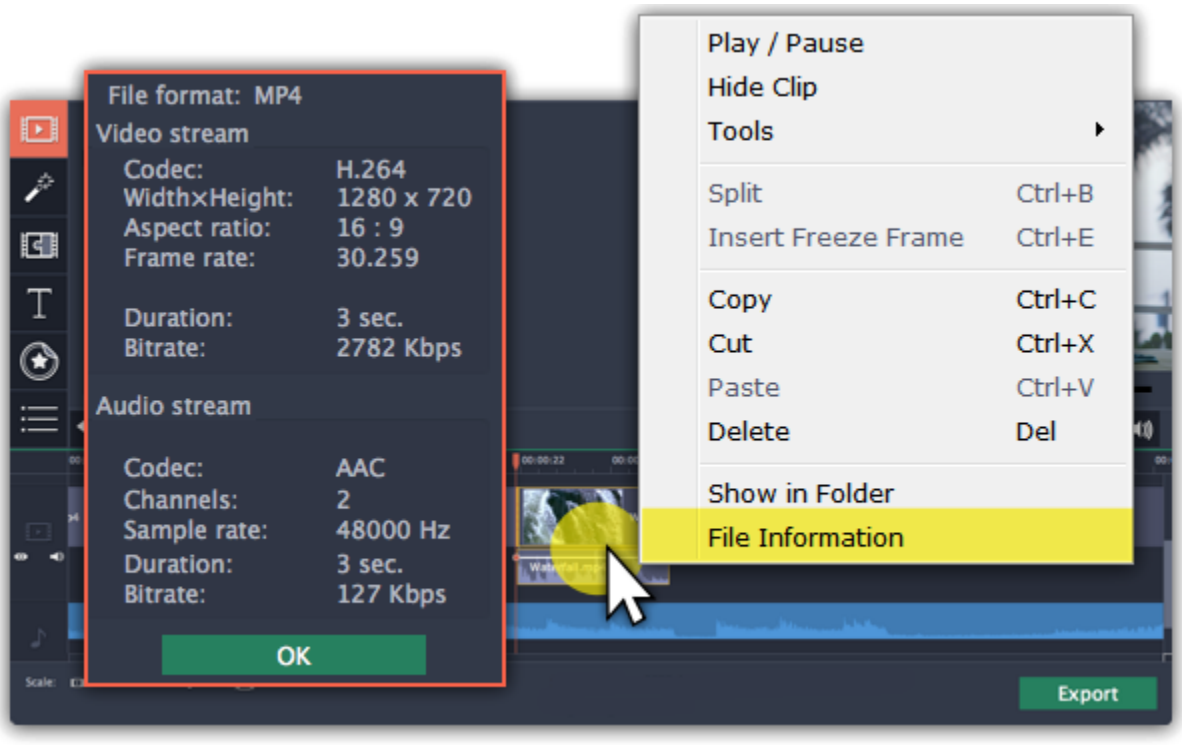
Find the file's location

To find the location of the clip's original file, right-click on the clip on the Timeline and choose **Show in Folder** from the menu.



See a clip's media information

To see a clip's media properties, right-click it on the clip Timeline and choose **File Information** from the menu.



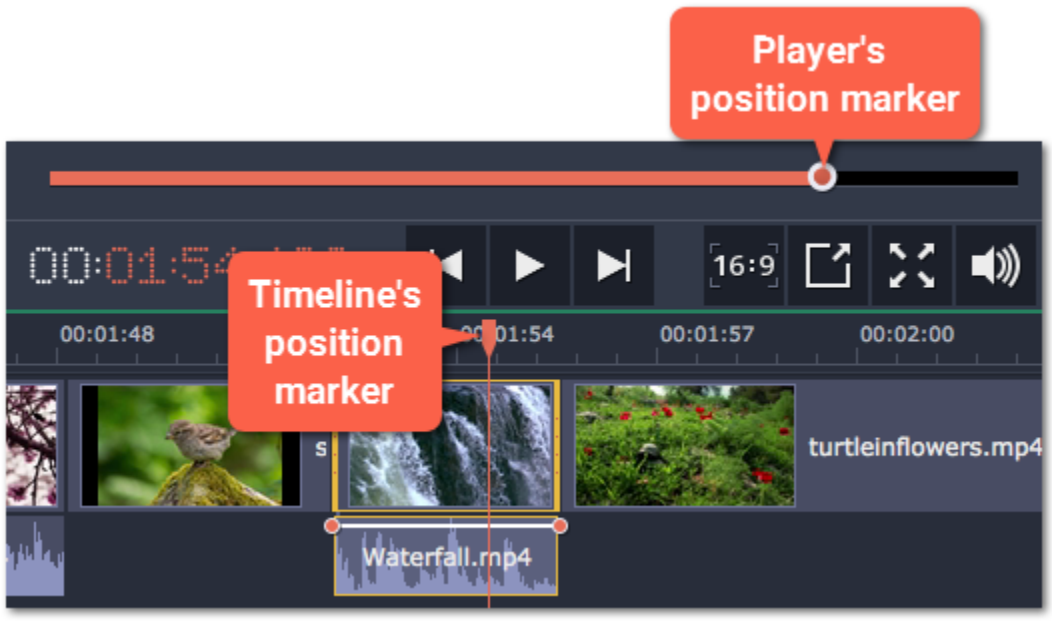
A small **File Information** window will appear. Here, you can find the resolution, aspect ratio, and other properties of the original file. Knowing certain information about a clip will allow you to better understand which settings are best for your videos.

Preview and organize clips

Use the player in the upper right-hand part of the window to preview your project.

Current position

Your current playback position can be controlled using the position marker under the player and on the Timeline.



For precise positioning:

• To move in 0.5 second increments, open the **Playback** menu and choose **Skip Forward by 0.5 Seconds** (Ctrl+Shift+#) or **Skip Backward by 0.5 Seconds** (Ctrl+Shift+#).

• To move precisely from frame to frame, use the **Previous frame** (Ctrl+#) and **Next frame** (Ctrl+#) buttons in the player. This will move the position marker exactly one frame backward or forward.

• Use the **Scale** slider to zoom in on the Timeline to make positioning easier.



Playing the video

1. Move the position marker to where you want to start playback.

2. Click **Play** or press the **Space Bar** key.

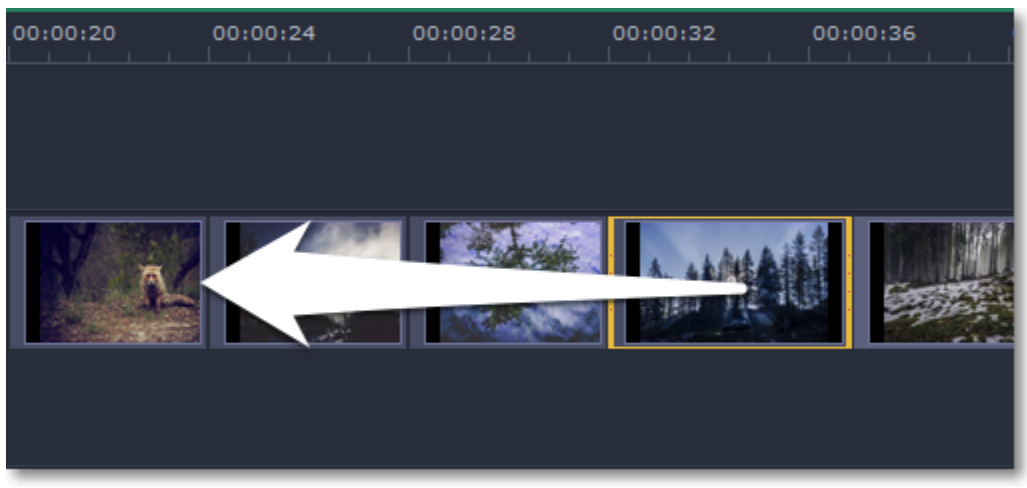
3. Click the **Pause** button or press the **Space Bar** again to pause playback.



1 – player position marker
2 – current time
3 – previous frame
4 – play/pause
5 – next frame
6 – aspect ratio of the project
7 – unpin player
8 – view in full screen mode
9 – player volume

Arranging clips

By default, media files will appear on the Timeline in the same order in which you've added them. To rearrange the clips, drag them with your mouse and drop them onto the desired position. To select multiple clips, use *Ctrl+click* or click and drag to draw a selection on the Timeline.



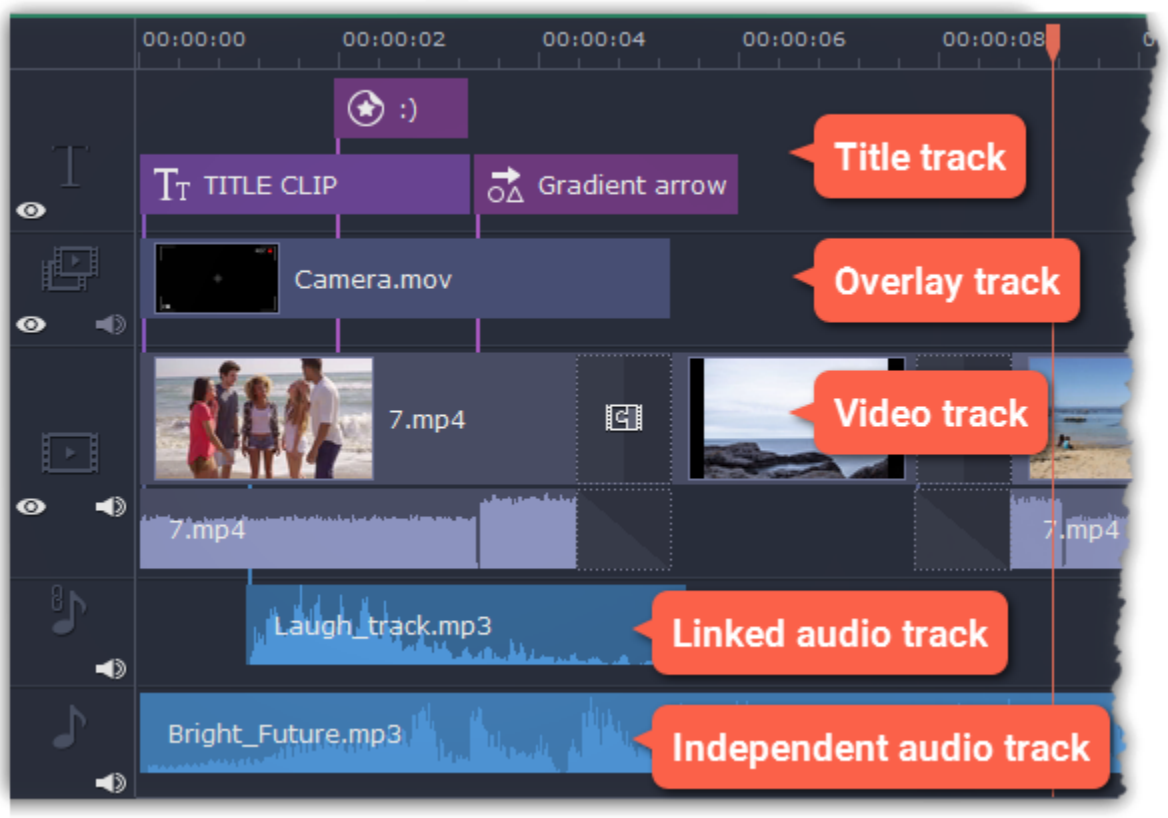
Working with two monitors

If you have more than one monitor, you might want to detach the player into a separate window to have more room for editing. To do that, click the **Unpin player** button under the player:

The player will then open in a separate window. When you want to return the player back into the main window, click the **Pin player** button in the detached player or close the player window.

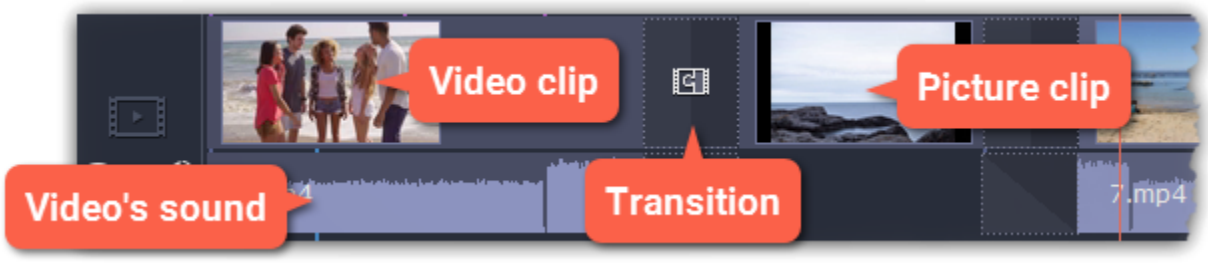
Timeline tracks

The Timeline at the bottom of the window is your working area where you can organize and edit the clips that make up your video project. The Timeline consists of several tracks for different types of media, that are all synchronized against the time scale at the top. You can imagine the tracks as layers: the uppermost layer appears on top of all others. With the exception of the video track, you can layer several clips on each of the tracks to make your video more dynamic.



Video track

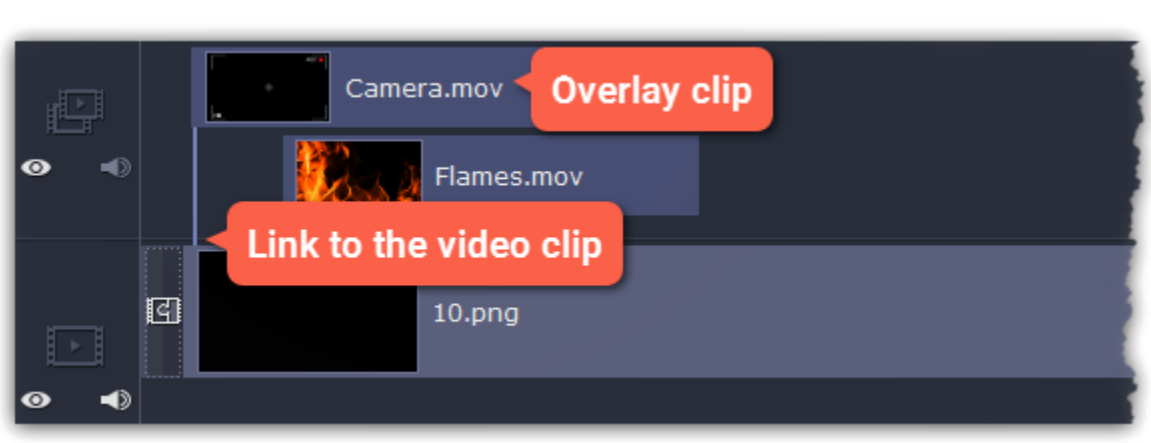
The video track holds videos, pictures, and the transitions between them. You can also place titles, callouts and stickers on the video track if you want them to appear against a black background.



Overlay track

You can use the overlay track to show videos and images on top of the main video track. Simply drag the clips from the main video track up onto the overlay track. Overlay clips are linked to a corresponding clip on the main video track. This way, they will stay in sync even of you move or cut the video clip.

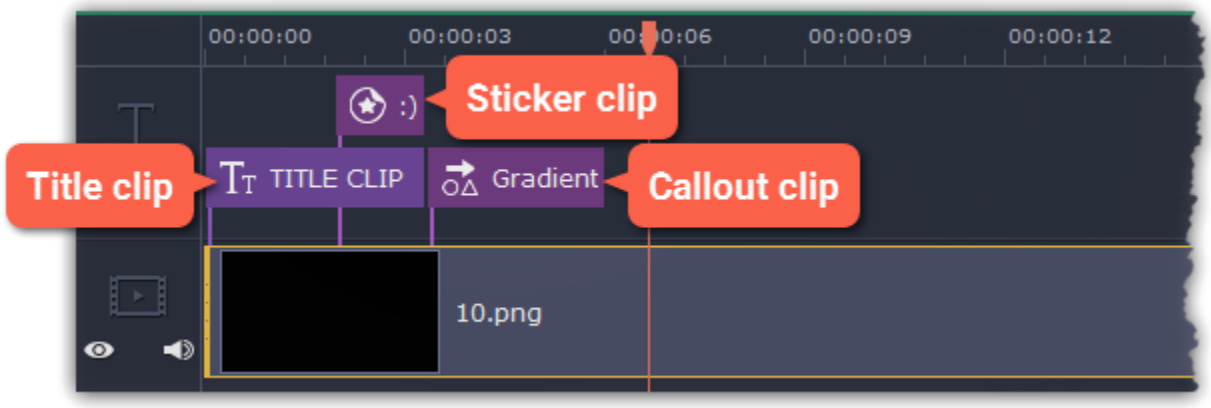
Learn more: Creating overlays



Title track

The title track holds all of your text clips, as well as callouts and stickers. Clips on this track are linked to a corresponding clip on the main video track. You can't use transitions or effects on any of these clips, but you can animate them.

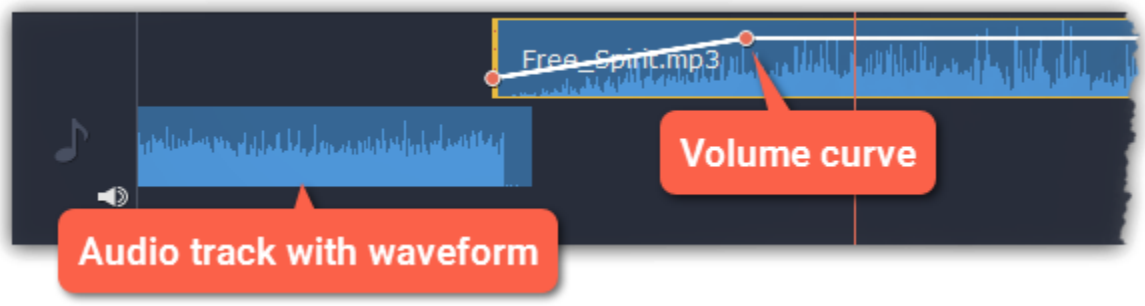
Learn more: Titles | Callouts | Stickers



Independent audio track

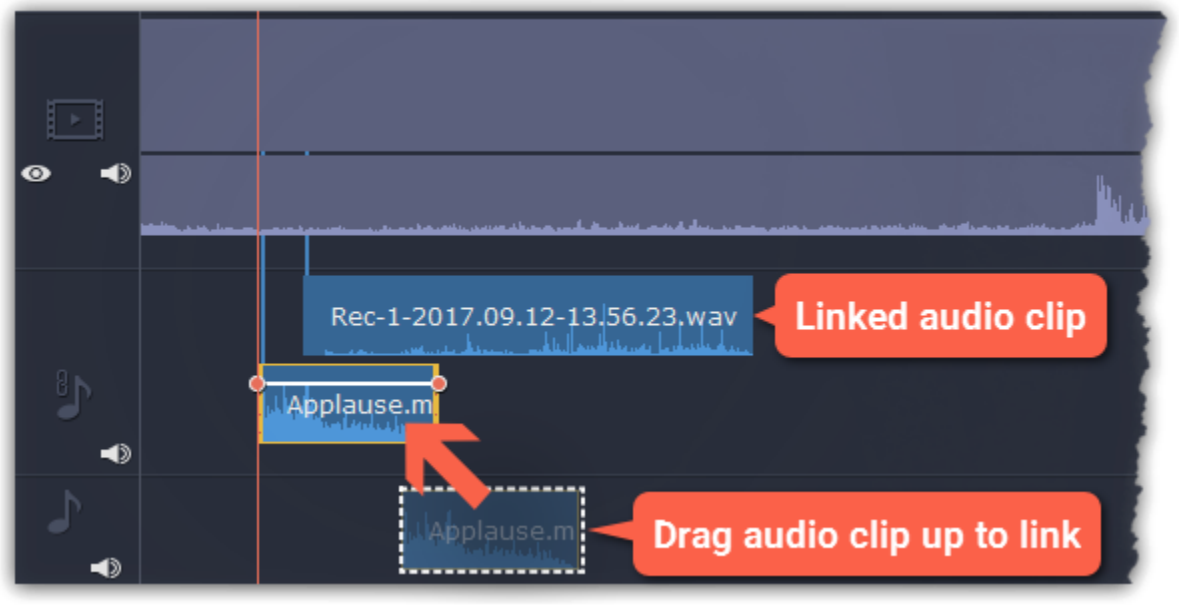
The independent audio track is the very last track of the Timeline and it contains audio that is *not* linked to any clips on the video track. This track is most suitable for background music and clips that don't need to be synchronized to videos. Both audio tracks show *waveforms* that visualize the volume throughout the clip, so that you can easily find the quietest and loudest parts. You can also fine-tune the volume using volume curves.

Learn more: Volume curves



Linked audio track

The linked audio track allows you to link audio clips to videos and images on the video track so that the audio clips stay in sync as you edit your project. The linked audio clip is hidden by default, but you can link clips by dragging them a little but up, towards the video track until a blue line appears, connecting the audio and video tracks. If you record audio, the audio clip will also appear on this track.



Problem: My audio clip appears on the video track

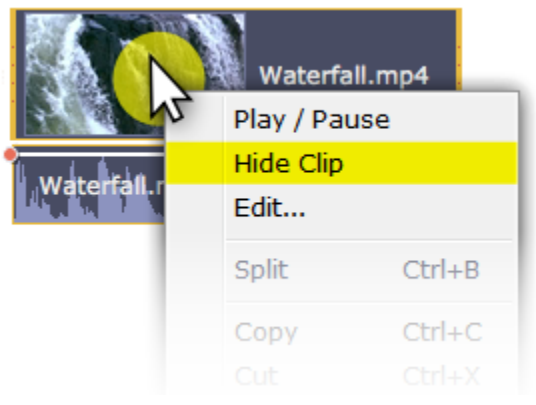
Solution: Some audio files contain album art, which may sometimes be recognized as the video stream. Therefore, these files may be placed on the video track. In that case, drag the audio clip *down* onto the audio track, and delete the album art from the video track if you do not need it.

Hiding and muting clips

If you want to see how your project looks without some clips, you can disable separate clips or entire tracks.

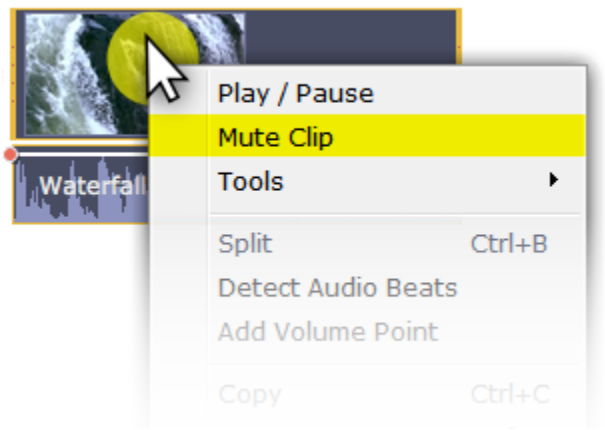
Hiding clips

To hide a clip from view, right-click the clip and choose **Hide Clip** from the pop-up menu. The clip will not appear in the player or on the finished video until you re-enable it.



Muting clips

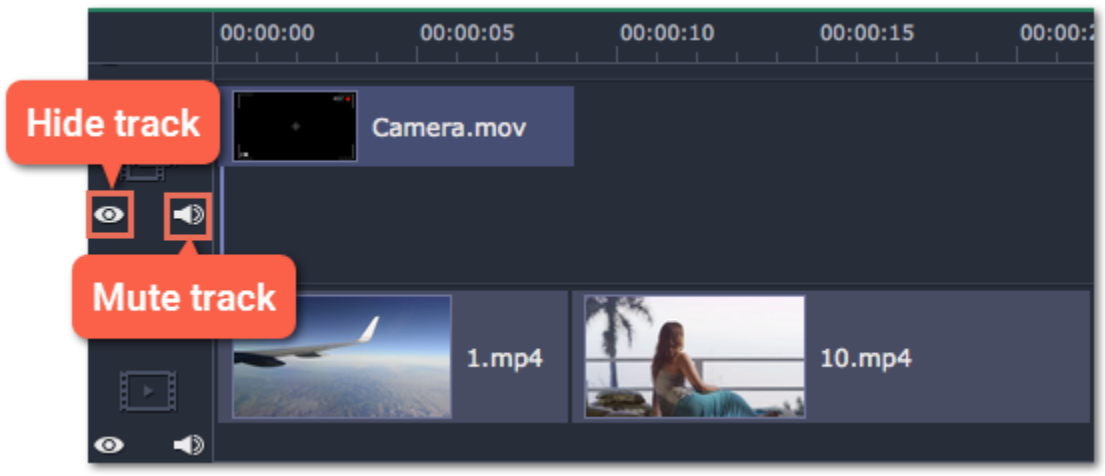
To disable a clip's sound, right-click the clip you want to mute and select **Mute Clip** from the pop-up menu. The clip will not play in the player or on the finished video.



Disabling tracks

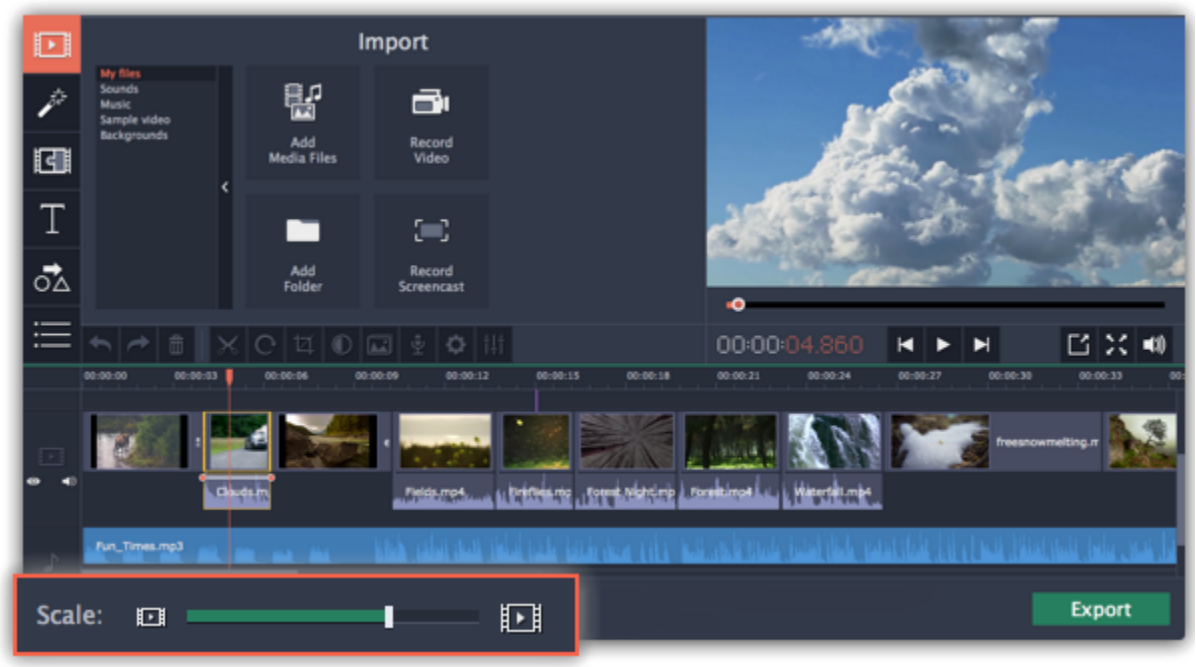
• To **hide** an entire track from view, click the eye icon to the left of the track you want to hide.

• To disable the **sound** for an entire track, click the speaker icon to the left of the track.



Zooming the Timeline

To change the zoom level of the Timeline, drag the **Scale** slider at the bottom of the window. Move the slider left to zoom out, and move the slider right to zoom in on the Timeline.



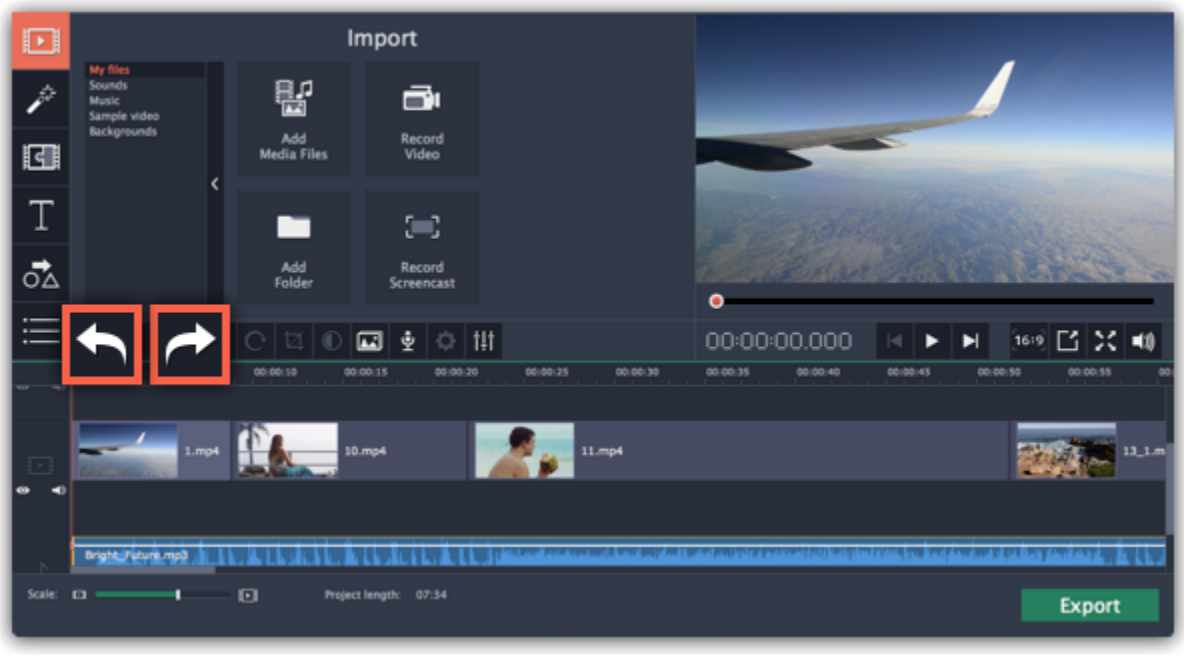
Undo actions

How to cancel a previous action

It's okay if you make a mistake or change your mind while editing videos because almost any action can be reversed!

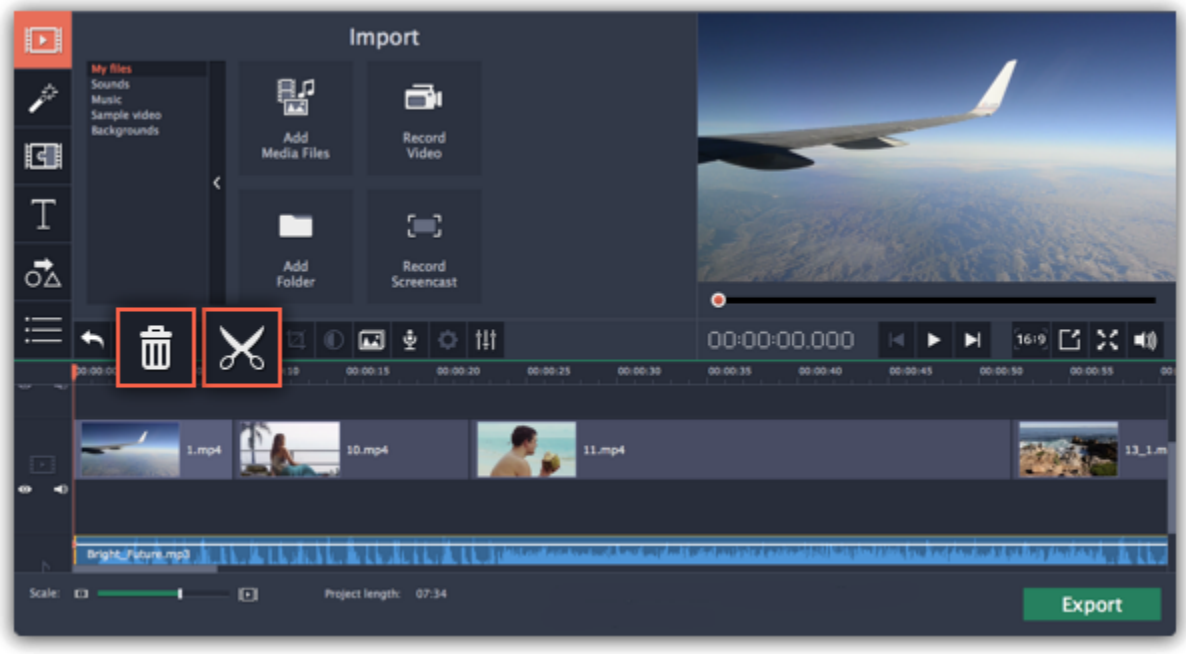
• Click the **Undo** button on the toolbar or press **Ctrl+Z** to cancel an action.

• If you've cancelled an action but want to return to it, click the **Redo** button or press **Ctrl+Y.**



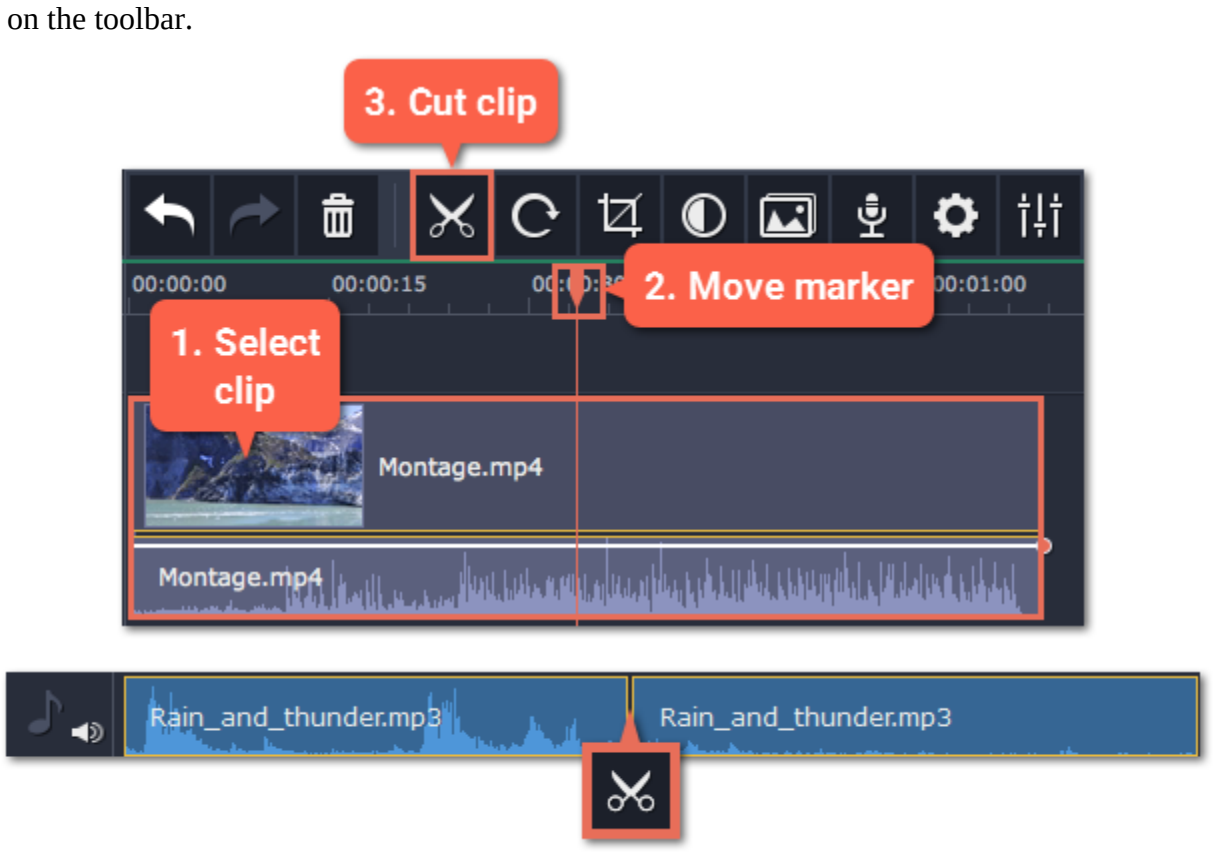
Cutting clips

Use the **scissors** button on the toolbar to cut video and audio clips into parts. To delete a clip you don't need, click the **trash can** button.



Splitting clips into parts

Step 1: Select the clip that you want to split.
Step 2: Move the position marker to the moment where you want to cut the clip.
Step 3: Click the **Split** button on the toolbar.



Cutting out fragments

Step 1: Cut the clip at the beginning of the unwanted fragment

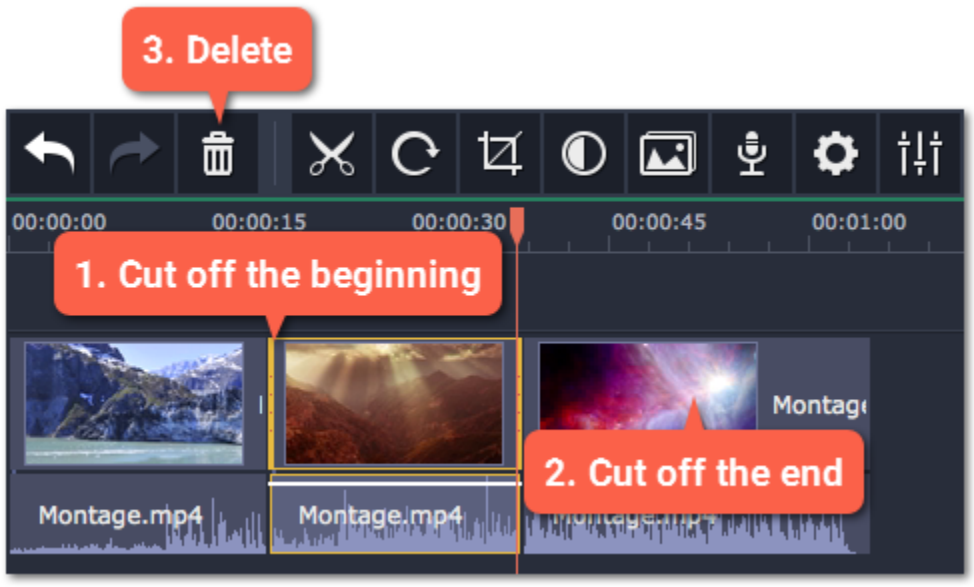
1. Select the clip you want to cut.
2. Move the position marker to the beginning of the fragment. Use the **Previous Frame** and **Next Frame** buttons on the player to catch the moment precisely.
3. Click the **Split** button. The clip will be cut into two parts, with the unwanted fragment at the beginning of the second clip.

Step 2: Cut the clip at the end of the fragment

1. Select the second clip the you've just cut off.
2. Move the position marker to the end of the fragment.
3. Click the **Split** button again. The fragment should now be in a separate clip.

Step 3: Delete the unwanted fragment

1. Select the clip with the unwanted fragment.
2. Click the trash can button or press the **Delete** key to remove this clip. The clip will be removed, and the remaining clips on the Timeline will move to close the gap.

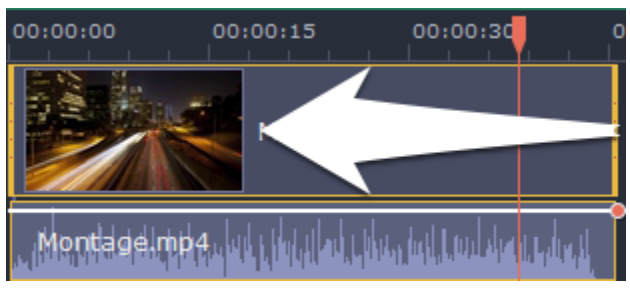


Trimming clips

If you only need to cut off some parts at the beginning or at the end of a video or audio clip:

Step 1: Place your mouse pointer over the edge of the clip.

Step 2: Click and drag the edge towards the center of the clip to trim the clip to the desired length.



For more precise navigation:

• Open the **Playback** menu and use the **Skip Forward by 0.5 Seconds** or **Skip Backward by 0.5 Seconds** commands to jump half a second forward or back.

• Use the keyboard shortcuts to move the position marker half a second back and half a second forward, respectively: Ctrl+Shift+# and Ctrl+Shift+#.

• Use the **Previous Frame** and **Next Frame** buttons for precise frame-by-frame navigation. You can also use the Ctrl+# and Ctrl+# keyboard shortcuts.



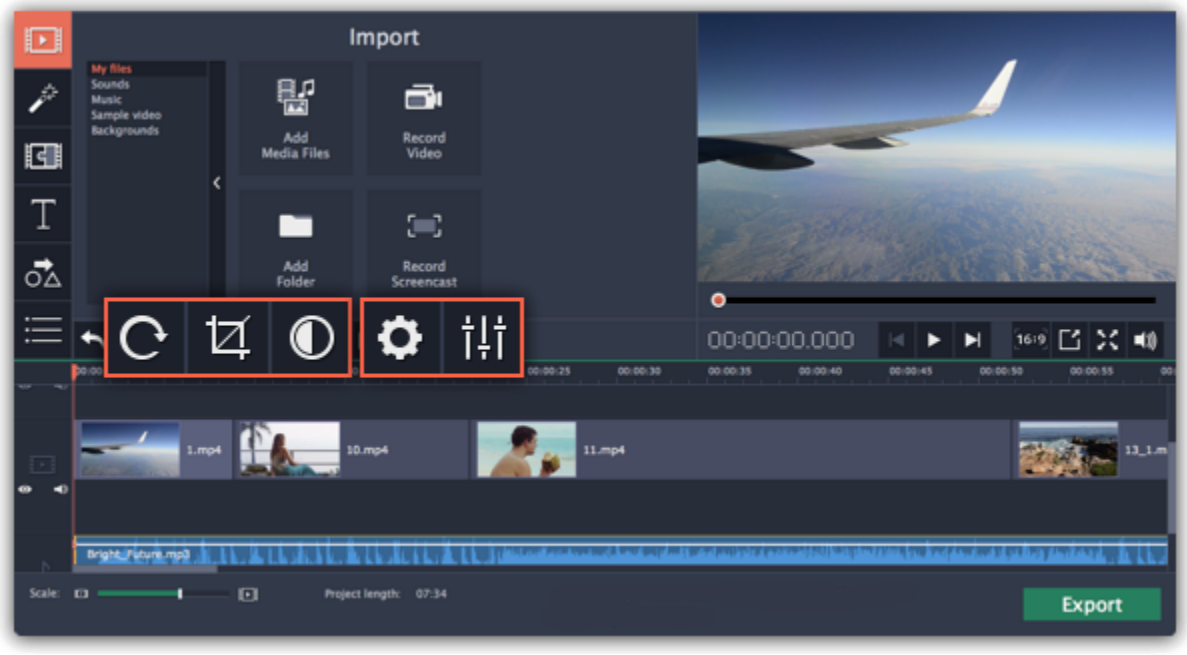
Edit and enhance clips

After you've added some videos and images to your project, they will appear on the video track of the Timeline, where you can move and arrange them into a movie. Next, it's time to edit and enhance the clips.

Edit videos and images

Photos and videos aren't always perfect from the beginning. Use the buttons on the toolbar to fix and adjust the clips.

Learn more: Rotating video | Cropping video | Color adjustments | Volume | Speed | Reversing video | Image duration | Fades | Video properties



Picture in picture and overlays

To overlay one video or image on top of another, select the clip you want to show *on top* and drag it up, towards the top of the Timeline to create an extra overlay track. Then, double-click the upper clip to set up where the overlay will be shown on the video.

Learn more about overlays



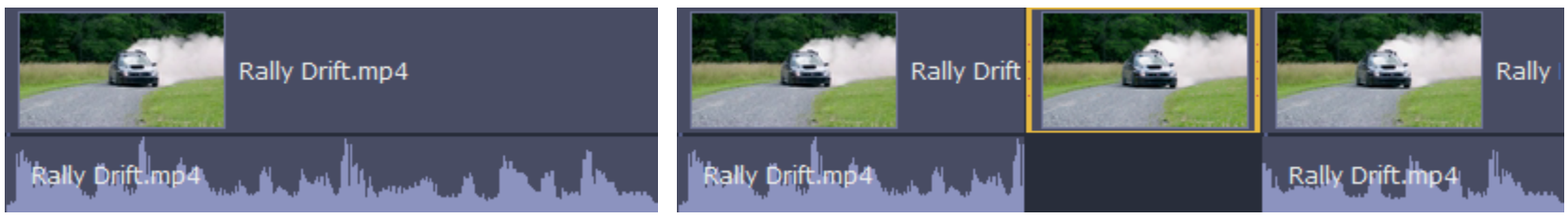
Picture and picture, side by side overlay modes.

Removing black bars

Some videos and photos may have black bars around them in the player. This can happen because the clip's proportions are different from the project, for example, if you add a vertical video. To fix this, you can crop the video or use the special **Vertical fill** filter.
Learn more about removing black bars

Creating freeze frames

A freeze frame is a still shot inserted in the middle of a video for dramatic effect. You can use the freeze frame to emphasize a very fast movement or pause the action while you give additional information.
Learn more about freeze frames



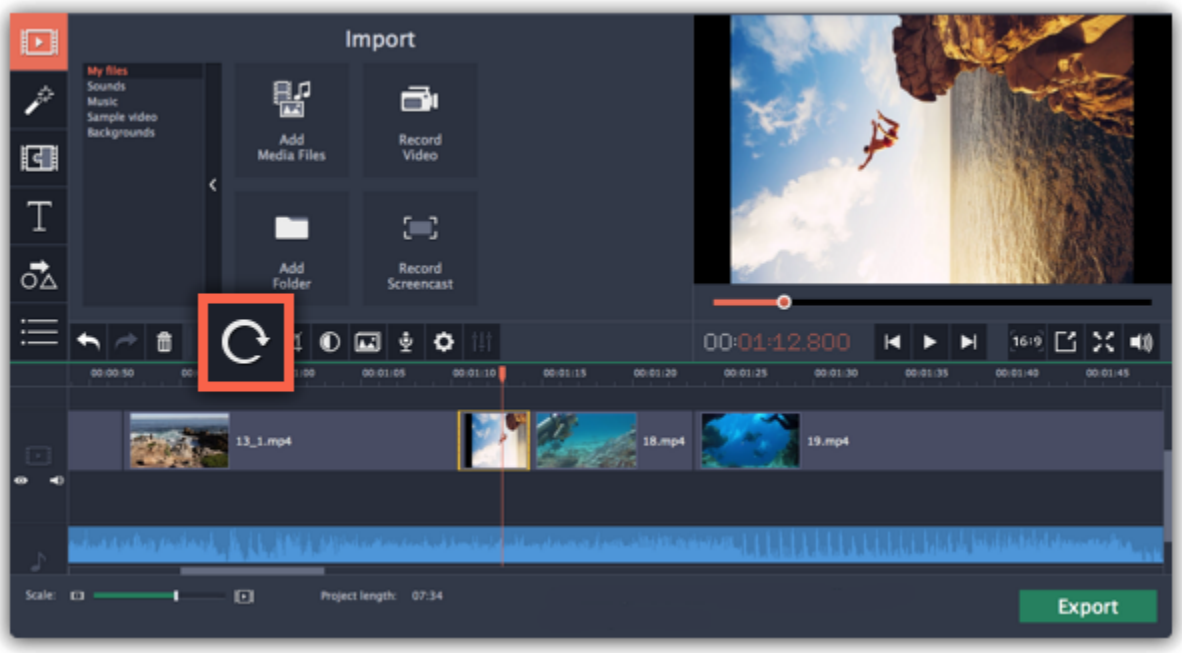
Before and after adding a freeze frame

Rotating videos and images

Nobody likes vertical videos! But don't worry, in just a few clicks, you can turn any photo or video around without having to crane your neck.

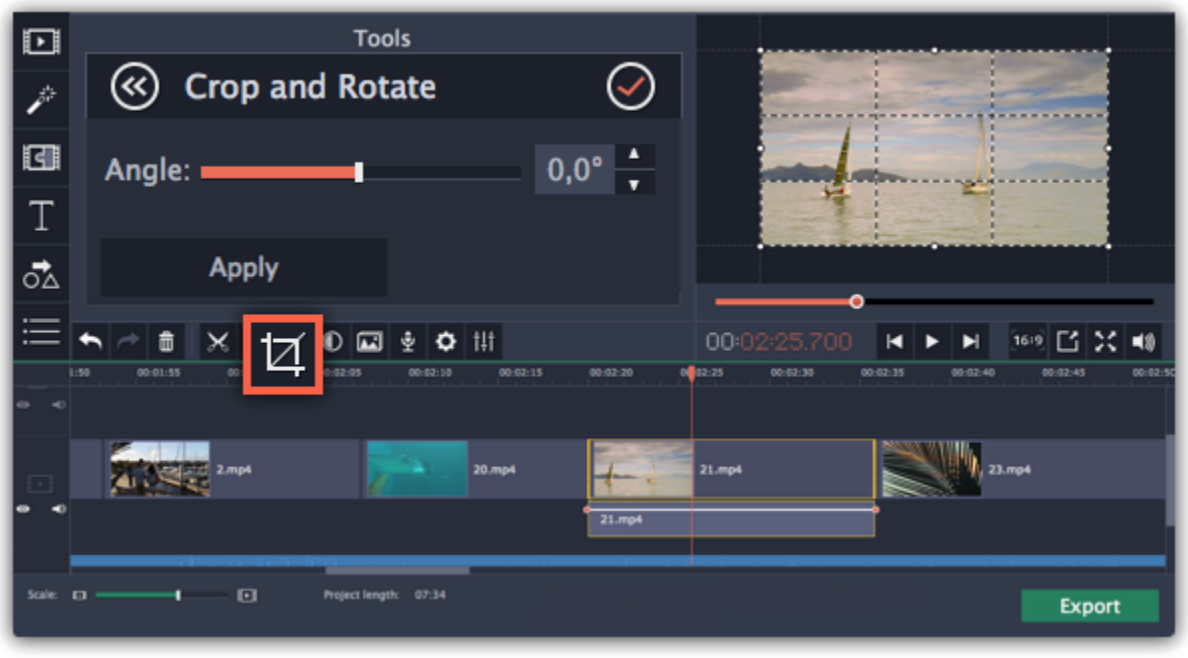
Rotating by 90 degrees

1. On the Timeline, select the clip you want to rotate
2. Click the **Rotate** button on the toolbar to rotate the clip by 90 degrees clockwise. Click the button again to rotate the video more.
Learn more: Removing black bars



Fixing the horizon level

1. On the Timeline, select the clip you want to rotate.
2. Click the **Crop** button on the toolbar to open the Crop tool above.
3. In the Crop tab, use the **Angle** slider to slightly rotate the clip inside the frame, until the horizon is level with the guides in the player.



Cropping

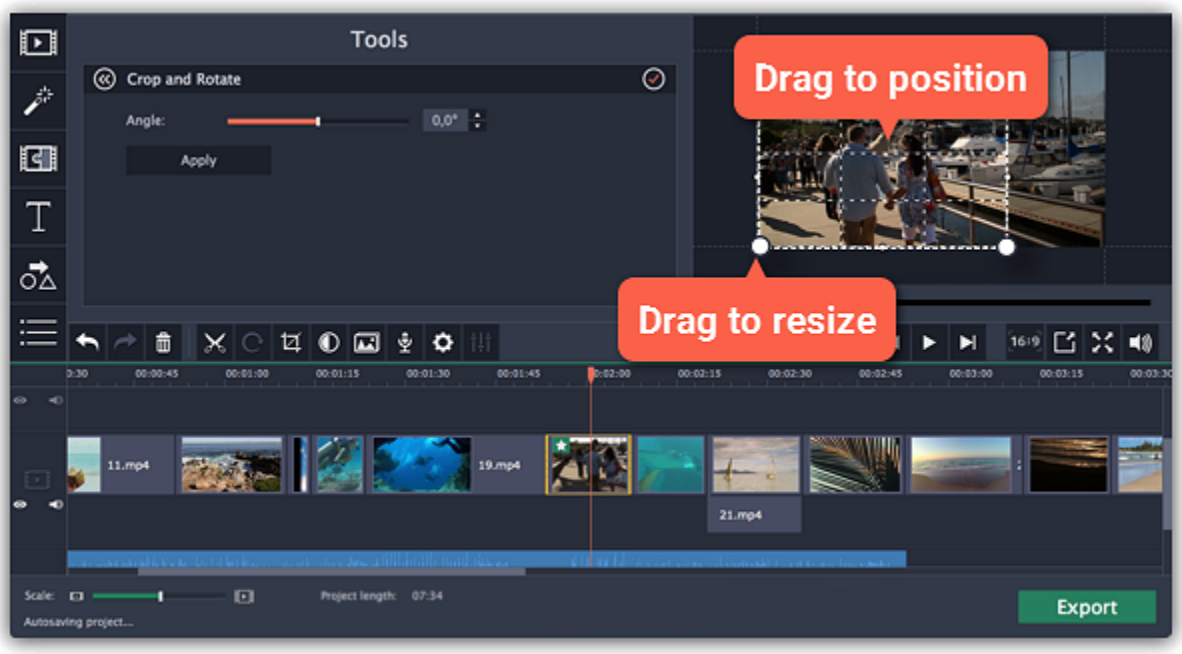
Cropping a video can help you remove black bars, cut away the edges of the video, or permanently zoom in onto an object inside the frame.

Step 1: On the Timeline, select the clip you want to crop.

Step 2: Click the **Crop** button on the toolbar. The Crop tool will open, and a cropping frame will appear inside the player.



Step 3: In the player, set the frame so that the parts you don't want are outside it. Drag by the corners of the frame to change its size, and drag by the center of the frame to move it.



Use the options in the Crop tool on the left to modify the frame:

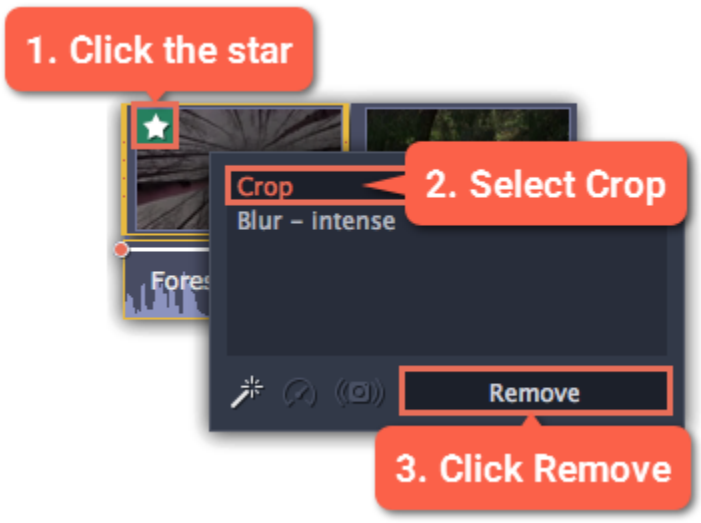
Angle: use the Angle slider to rotate the crop frame. This way, you can fix the horizon level.



Step 4: Click **Apply**. A star icon will appear on the clip once you've applied cropping.

Removing crop

To remove Crop or any other effect, click the star icon on the clip to show the list of applied effects and filters. In the list, select **Crop** and click the **Remove** button to discard the effect.



Color adjustments

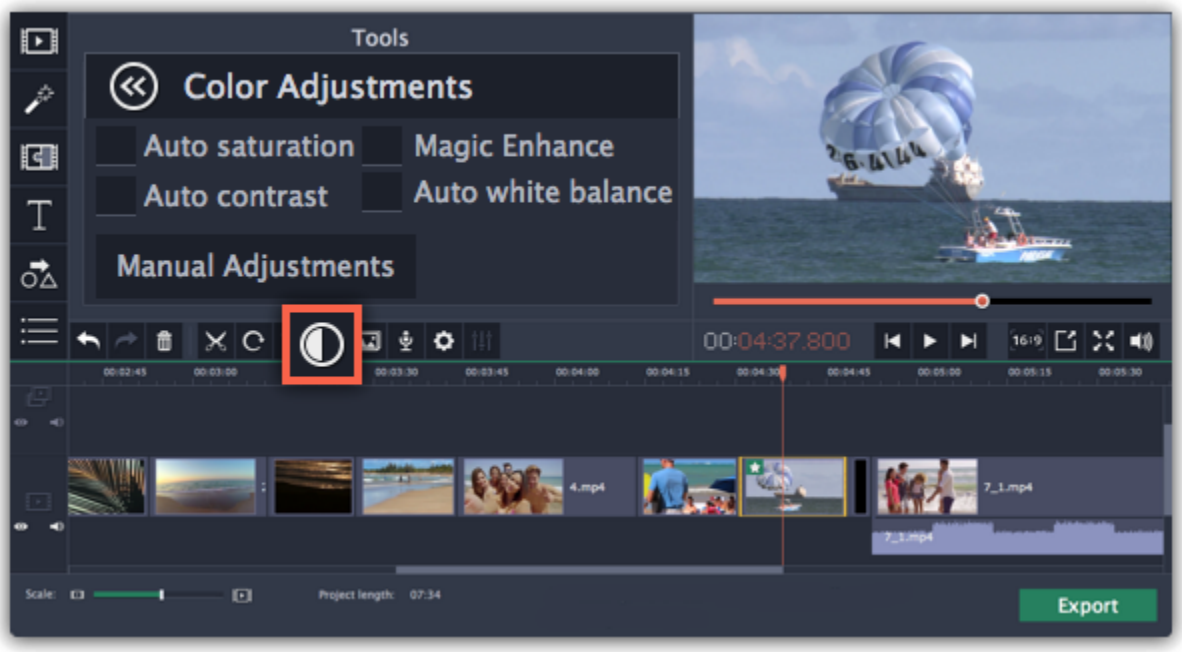
If the original videos look bleak and not vibrant enough, you can use the automatic adjustments to make the colors look more vivid. If that isn't enough, you can always use manual adjustments to correct the colors.

Step 1: Select clip

On the Timeline, select the clip that you want to adjust.

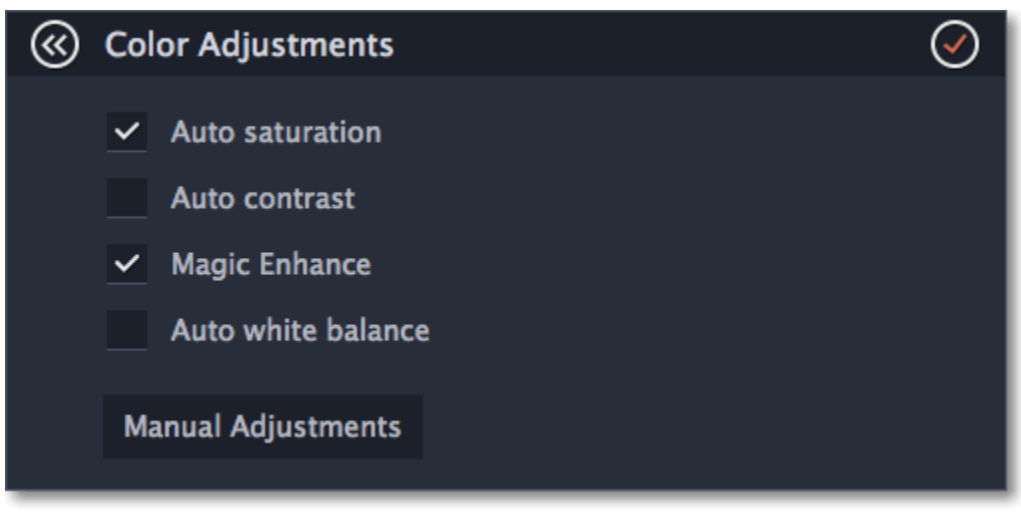
Step 2: Open color adjustments

On the toolbar, click the color adjustments button to open the adjustments tool.



Step 3: Use auto adjustments

Select the adjustment options that make the selected clip look nicer. The changes will be applied instantly. The **Magic Enhance** option will automatically determine the best brightness and contrast balance.



Step 4: (Optional) Use manual adjustments

Click the **Manual Adjustments** button to show more color control options. Here, drag the sliders to fix the brightness, saturation, hue, and other properties. To go back to the simple options, click the **Auto Adjustments** button underneath the sliders.

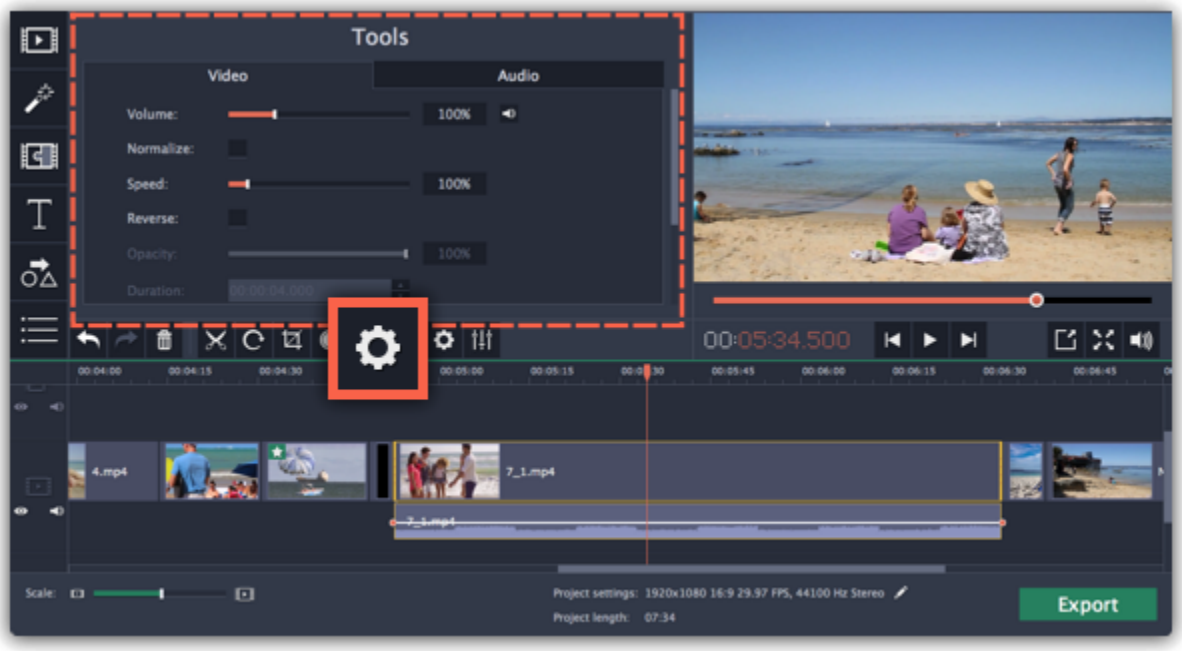


Once you have used the adjustments, the clip will be marked with a star icon, denoting applied tools or filters:



Video properties

To open the clip properties for a video or image, select the clip on the Timeline and click the **Clip Properties button** on the toolbar.



The **Tools** panel will open on the Video tab, where you can edit the following:

Volume — Sets the volume of the clip's built-in audio. **Learn more:** Volume levels
Only for video clips with built-in audio.

Normalize — Makes the quiet parts of the built-in audio louder.
Only for video clips with built-in audio.

Speed — Makes the video play faster or slower. **Learn more:** Video speed
Only for video clips.

Reverse — Plays the video backwards. **Learn more:** Reversing video
Only for video clips.

Opacity — Affects the visibility of videos and images on the overlay track. Reduce the clip's opacity to make it more transparent. **Learn more:** Creating overlays
Only for clips on the overlay track.

Duration — Sets the precise length of the image clip. **Learn more:** Image duration
Only for images.

Fade in — The video fades in from black in the time you set. Any built-in audio will also fade in.
For any clips.

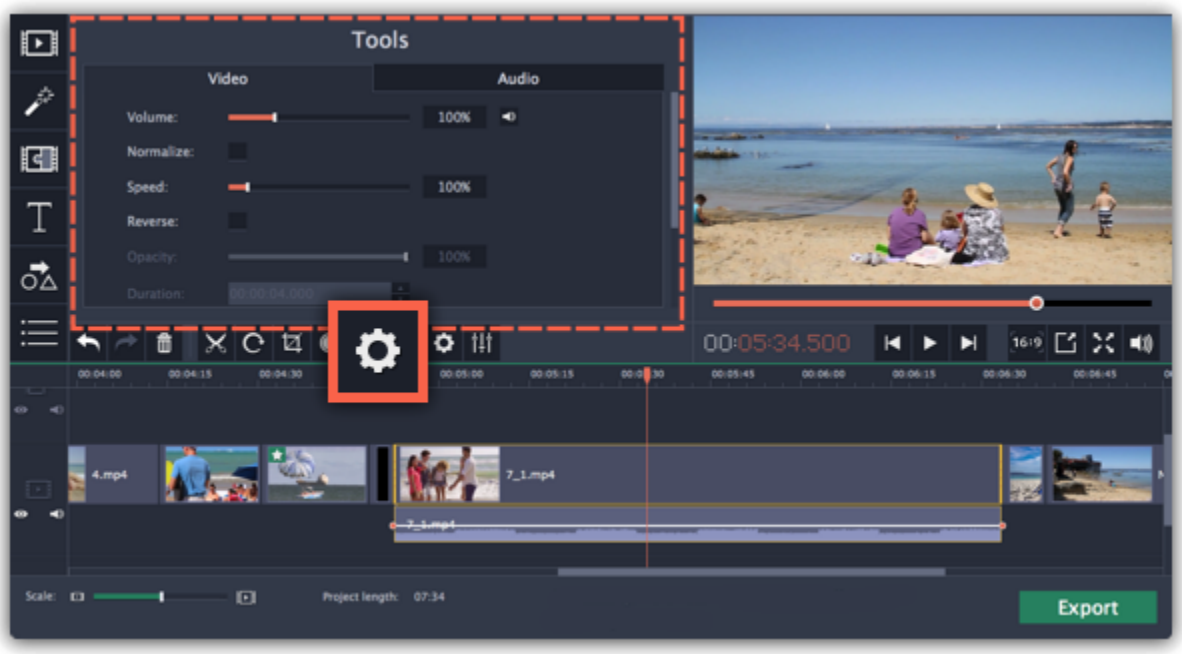
Fade out — The video fades out to black in the time you set. Any built-in audio will also fade out. **Learn more:** Fading video
For any clips.

Video speed

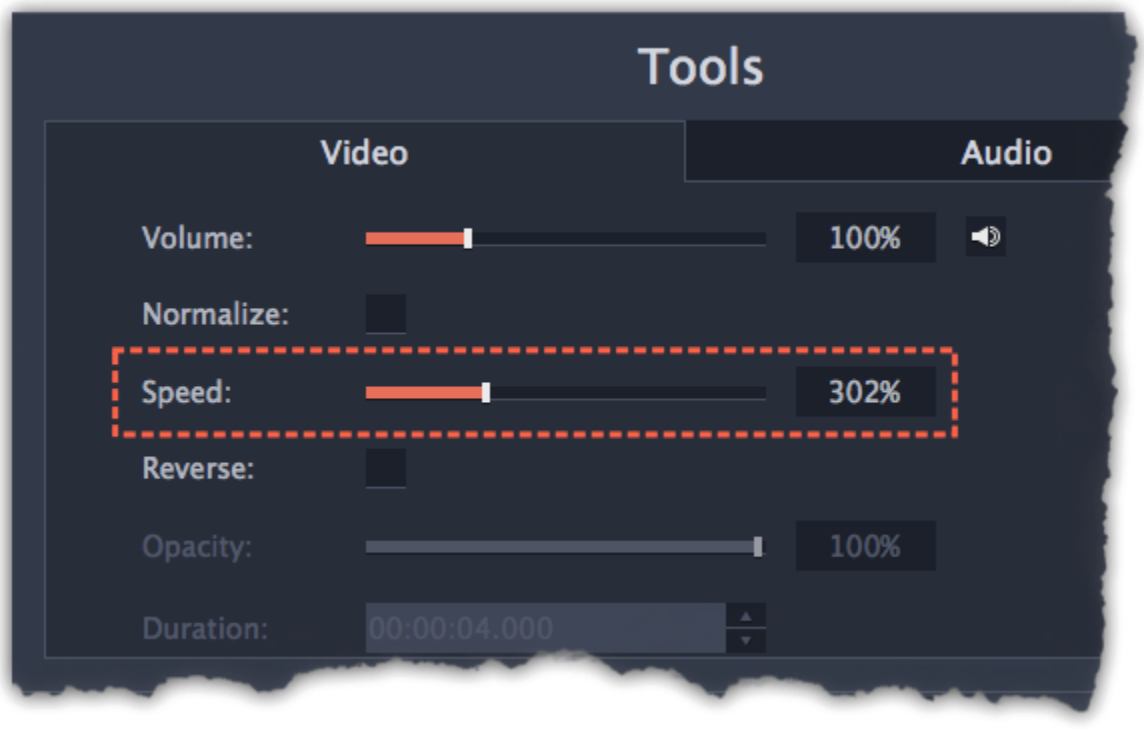
With the Speed tool, you can speed up or slow down a video or audio clip. This can be useful if you're working on a music video and you want the video to match the tempo of the music.

Step 1: On the Timeline, select the clip you want to edit.
• Note that slowing down videos works best on videos with a frame rate of 60 FPS (frames per second) and above.
• You can also change the speed of any audio clip.
• If you modify the speed of a video with built-in audio, the audio speed will also be changed.

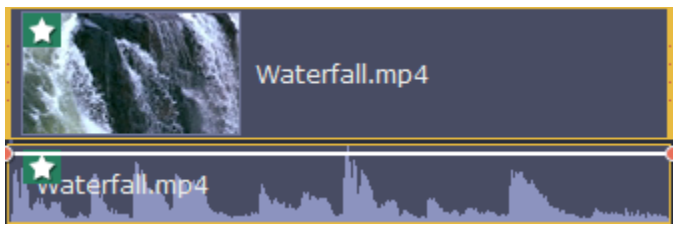
Step 2: Click the **Clip Properties** button to open the editing tools for the selected clip.



Step 3: Drag the **Speed** slider to set the necessary video speed, where 100% is the video's original speed.



The clip's length on the Timeline will change to reflect the new speed. If you've changed video speed, the video clips will be marked with a star icon:

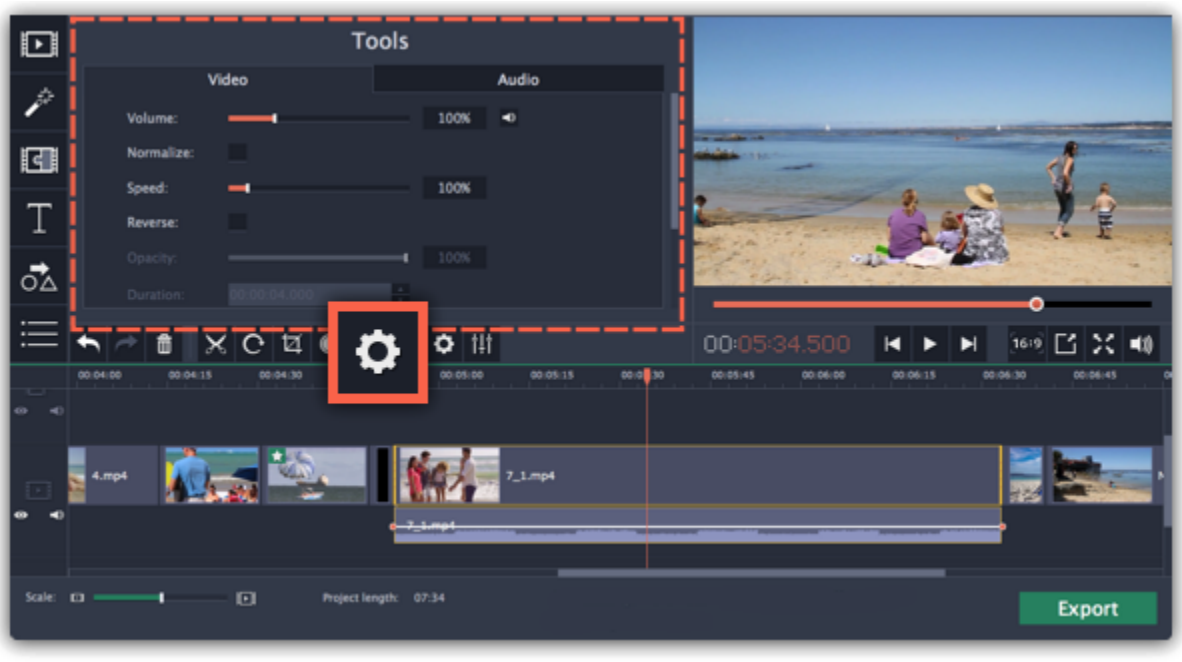


Reversing video

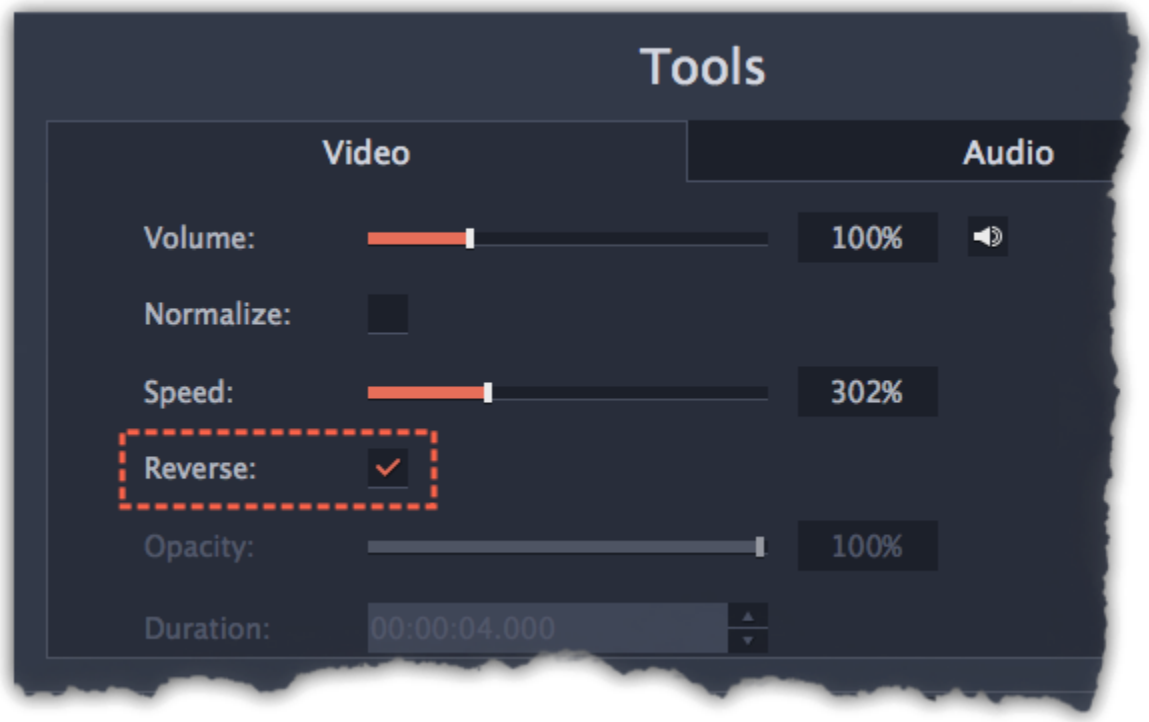
Reversing the video will play the clip and its audio backwards. You can combine reversing the video with increasing speed and the VHS filter to create a cool rewinding effect.

Step 1: On the Timeline, select the clip that you want to reverse. You can reverse both video and audio clips.

Step 2: On the toolbar, click the **Clip Properties** button to open the properties for the selected clip.



Step 3: In clip properties, select the **Reverse** option.



When you apply reverse, the clip will appear with a reverse icon on top of it:

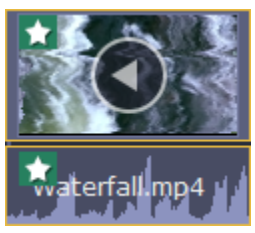


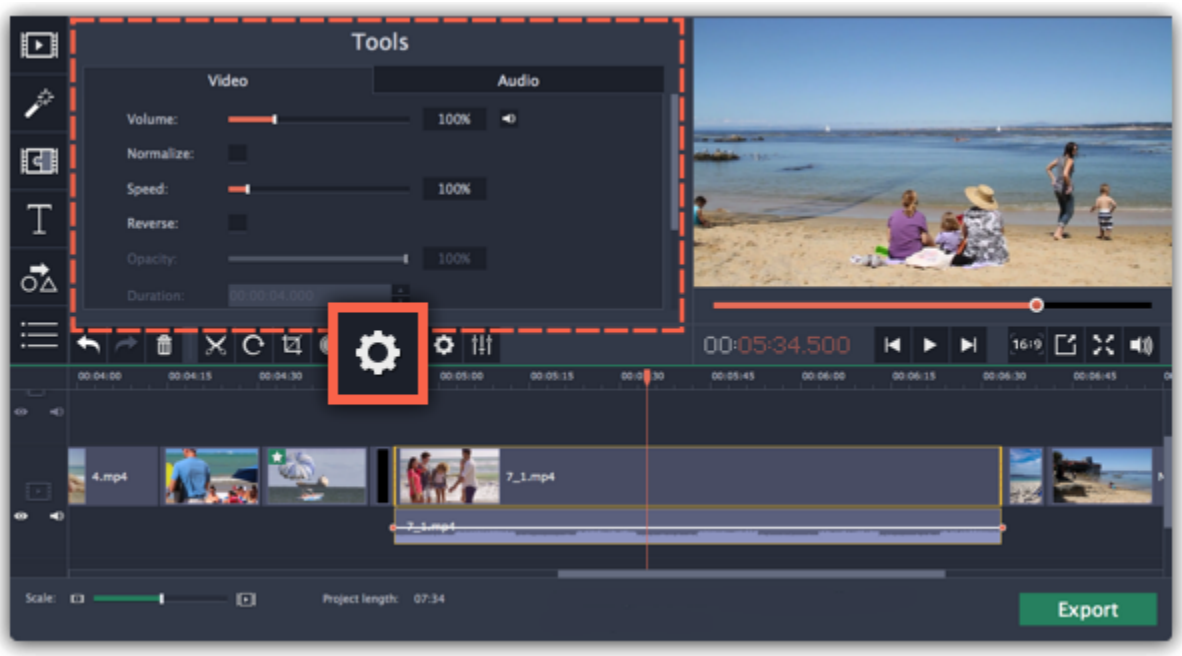
Image duration

You can change how long each image appears in your video or slideshow either using the clip properties or you can set all images to the same length.

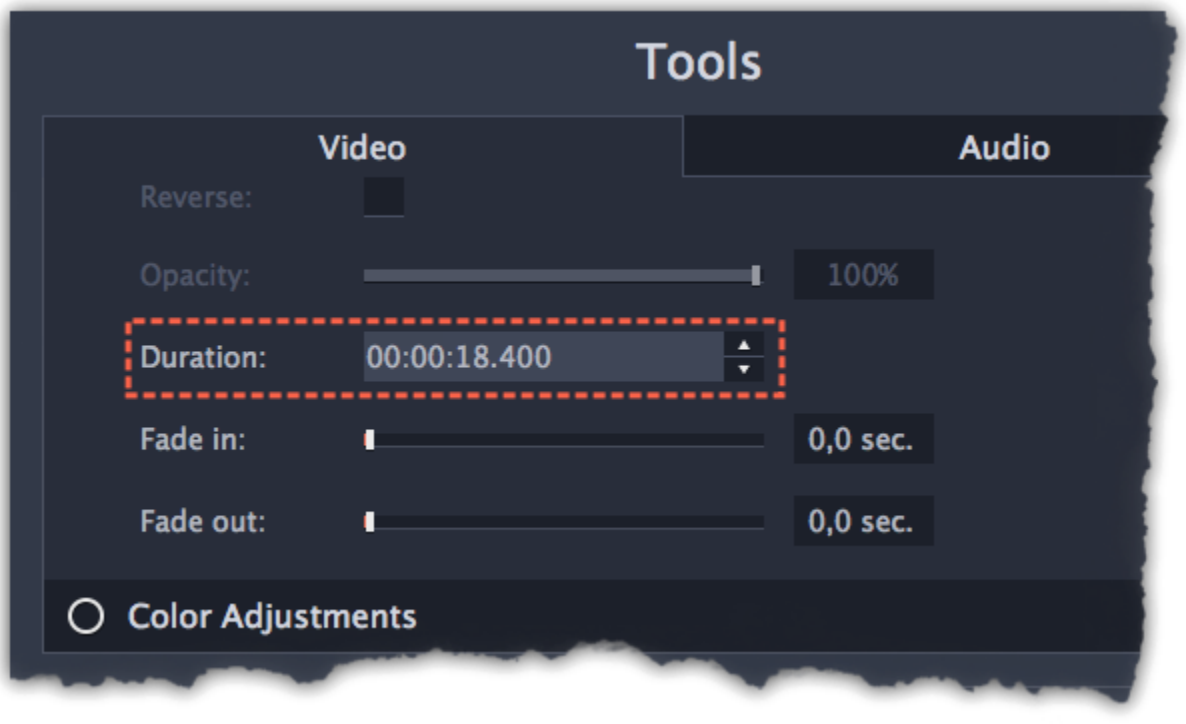
Changing one image's length

Step 1: On the Timeline, select the image clip that you want to edit.

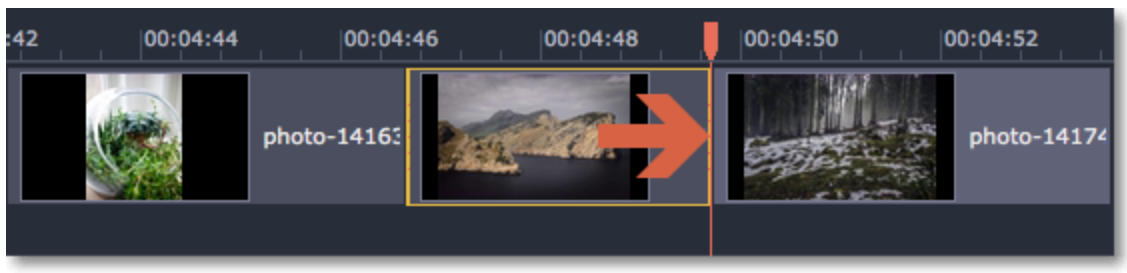
Step 2: Click the **Clip Properties** button to open the properties for the selected clip.



Step 3: In the **Duration** box, enter the new length of the image. Use the following format: *hours: minutes:seconds.milliseconds*. Changes will be applied instantly.



You can also change image duration by selecting an image clip on the Timeline and dragging its borders left or right. The longer the clip appears on the Timeline, the longer it will play in your movie or slideshow.



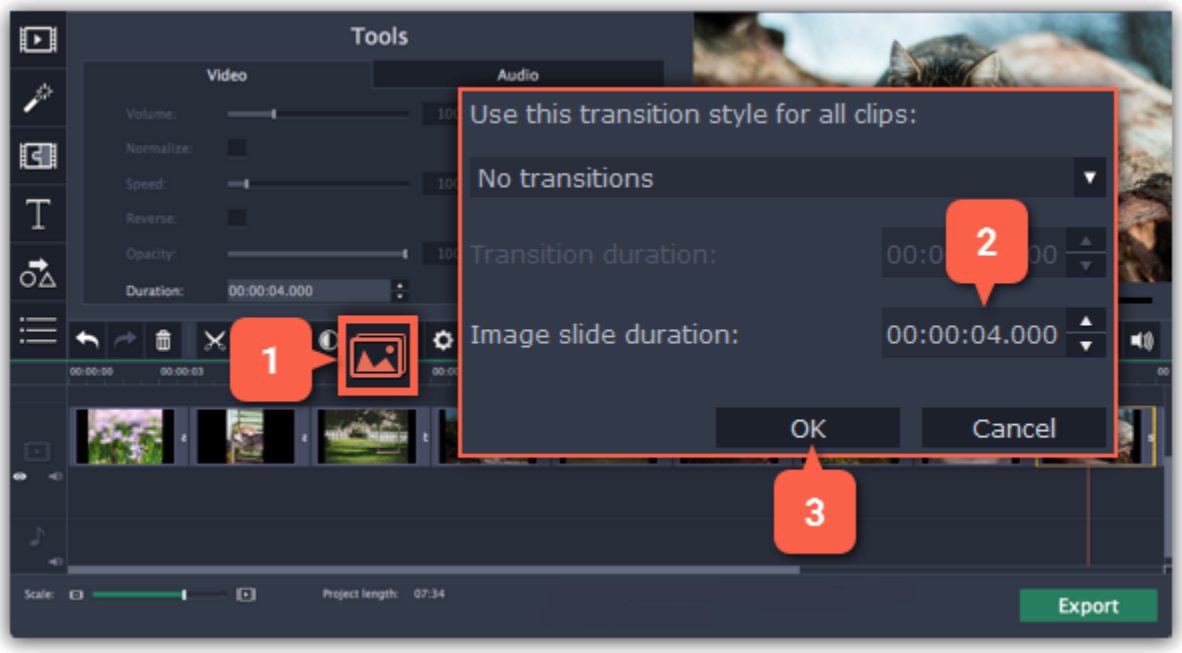
Setting the same length for all images

To set all of the project's images to the same length:

Step 1: Click the **Transition Wizard** button on the toolbar.

Step 2: In the Transition Wizard window, enter the preferred length into the **Image slide duration** box. If you don't want to use transitions to join your clips, select **No transitions** in the box at the top.

Step 3: Click **OK** to set all the images to the selected length.

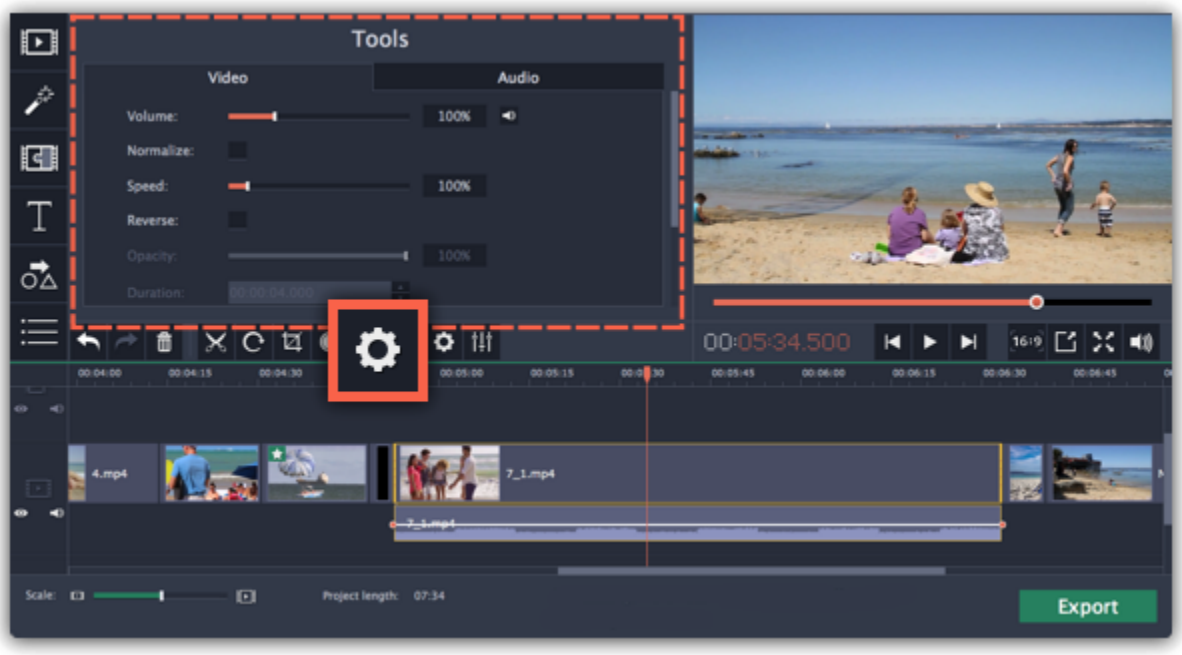


Fading video

In the editing tools, you can add smooth fades to the beginning or the end of a clip. For videos and images, you can use fading simultaneously with animated transitions. For audio clips, you can create a smooth crossfade effect between songs.

Step 1: On the Timeline, select the clip that you want to fade.

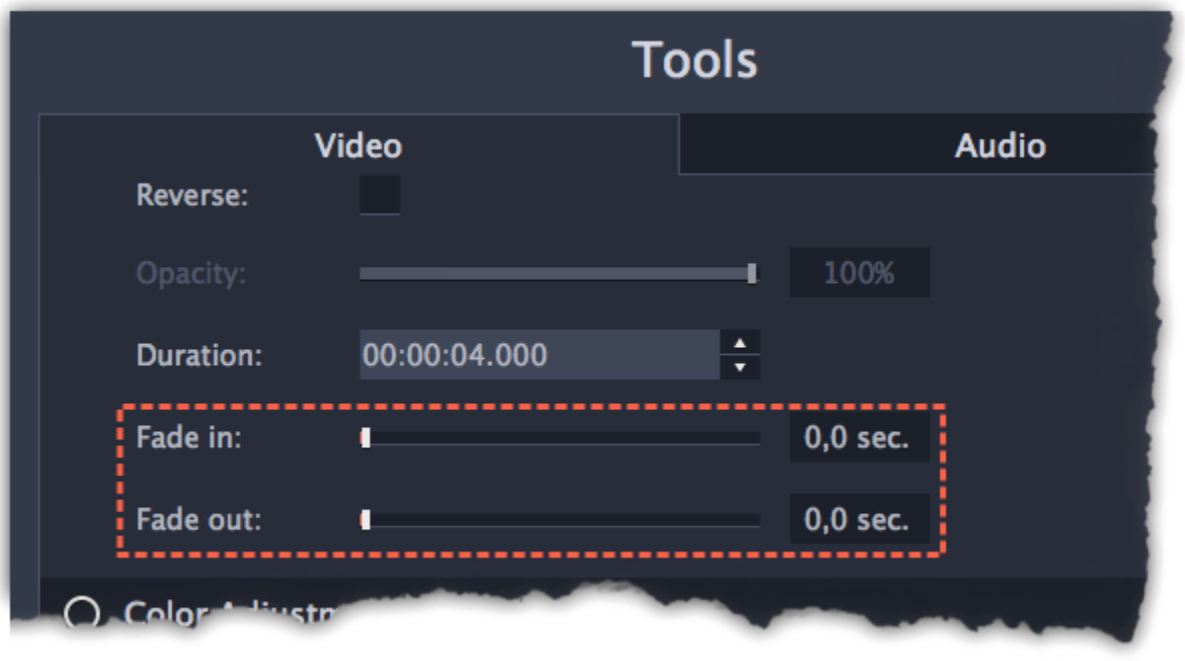
Step 2: Click the **Clip Properties** button on the toolbar. The clip properties will open in the Tools panel above.



Step 3: Set the fade length using the sliders on the **Video** tab.

Fade in – how long in seconds it will take to fade in to full opacity at the beginning of the clip.

Fade out – how long in seconds it will take to fade out from full opacity at the end of the clip.



See also:
Adding transitions
Fading audio

Creating overlays

How to create picture in picture and split screen effects

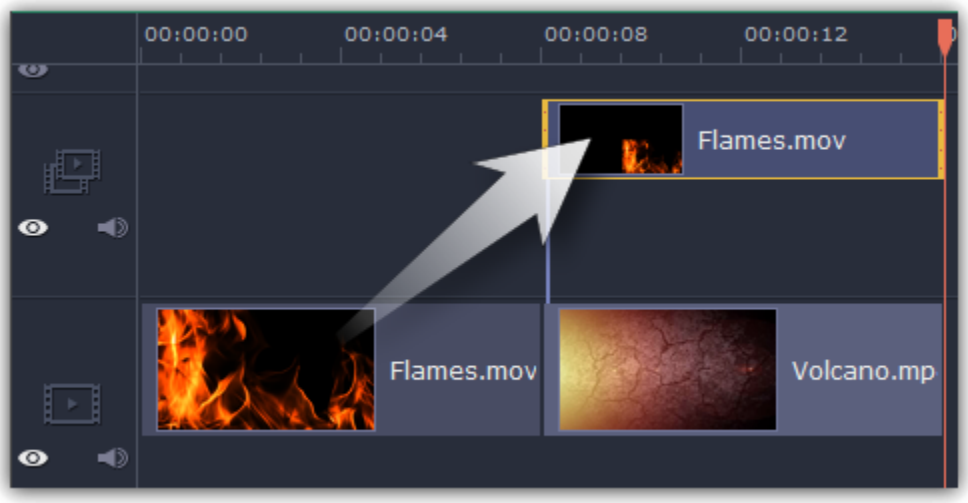
Overlays are video or image clips that are shown over the main video. You can use these to create a split screen or picture in picture effect, add a logo or watermark, create a Chroma Key effect, or insert a short clip without cutting the main video.

Before you start:

You'll need to add both the main video (the video that will be the bottom layer) and the overlay video or image to your project. You can use images in PNG format to add transparent logos.

Step 1: Place the overlay clip

1. Select the clip that you want to make an overlay and drag it *up*, towards the top of the Timeline.
2. Drop the clip onto the ***overlay track***, where you want it to be shown relative to the main video track.
Note that a blue line now connects the overlay clip to the main clip. This means that the overlay clip is linked to the main clip: if you move, cut, or delete the main clip, the overlay clip will also be edited.
Hint: you can also layer several overlays at once!



Step 2: Edit the overlay

1. Double-click the overlay clip to set it up. An options panel will appear in the player.
2. Open the drop-down box on the overlay panel and choose how you want it to appear on the video: **Picture in picture**, **Side by side**, or **Cover**.



Picture in picture

This is the default overlay mode. Using picture in picture mode, you can show the overlay video over any part of the screen. This also works for logos.
1. Choose **Picture in picture** mode from the drop-down box.

2. In the player, move the overlay to where you want it to appear in the frame.
3. To resize the overlay, drag at its corners.
4. Deselecting the **Constrain proportions** option will allow you to resize the overlay to any proportions, but a drastic change in proportions may make the overlay look distorted.



Picture in picture overlay

Side by side

Side by side mode works best for creating split screens.
1. Choose **Side by side** mode from the drop-down box.

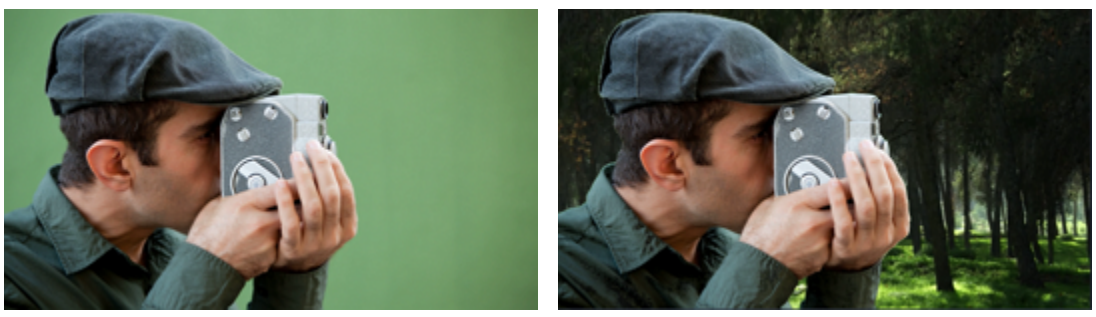
2. Use the buttons on the panel to choose how you want to align the two videos:
Hint: for best results, place BOTH sides on the overlay track.



Side by side overlay

Cover

In Cover mode, the video on the overlay track will cover the main video completely. This can be used for a whole bunch of things:
• For videos with transparent areas
• Cutting out the background with the Chroma key effect **Learn more:** Chroma key
• Inserting a short clip over the main video without having to cut it.



Cover overlay: left - the main clip is hidden; right - Cover with the Chroma Key effect

Step 3: Apply the changes

After you've set up the overlay, click the **Apply** button on the overlay options panel.

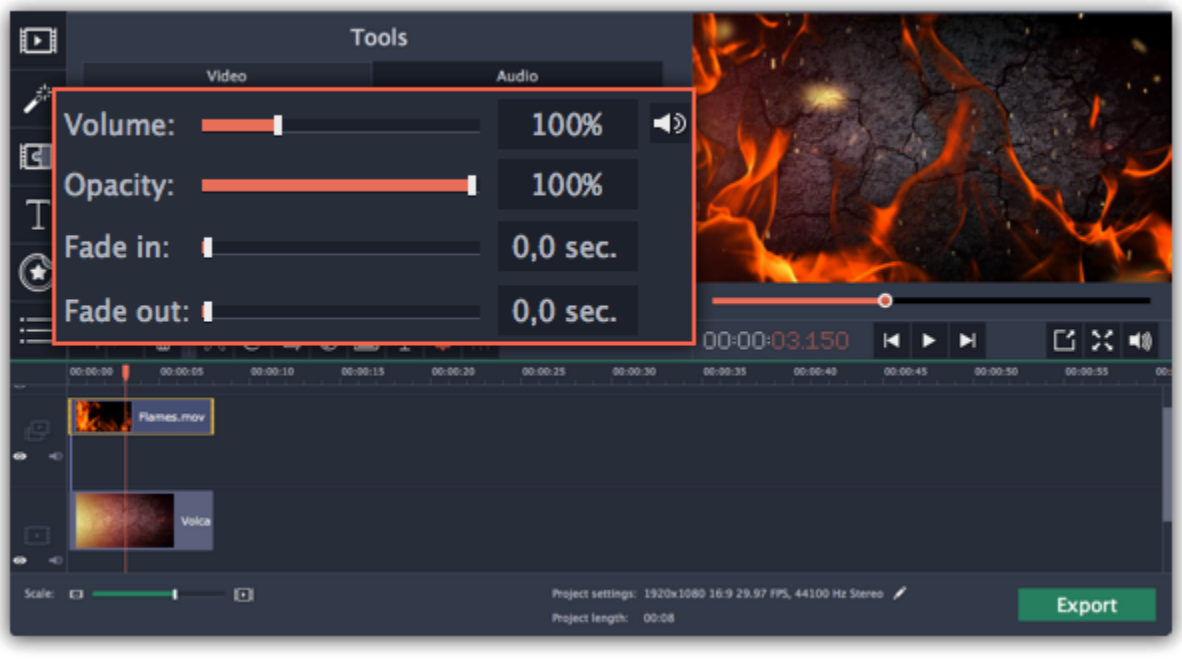
Step 4: Overlay clip properties

In the Tools panel on the left, set up the overlay's properties:

Volume: if you have several video clips playing simultaneously, you might want to mute one of the clips. To do that, click the mute button, or use the slider to lower the volume.

Opacity: if you want to make the overlay more transparent, lower its opacity, and the main video track will be seen through it.

Fade in / Fade out: while you can't use transitions on the overlay track, you can fade in the clip to make it appear smoothly. Set the slider to the time it should take for the clip to appear.



Awesome, right?

Adding a watermark

Adding a watermark to your videos will protect your ownership even if it's shared all over the Internet. You can add an image overlay with your own watermark or logo, or make a new one using text.

Image watermark

Step 1: On the **Import** tab, click **Add Media Files** and add the image or video that you want to use as the watermark. For the best look, use images with transparent areas.

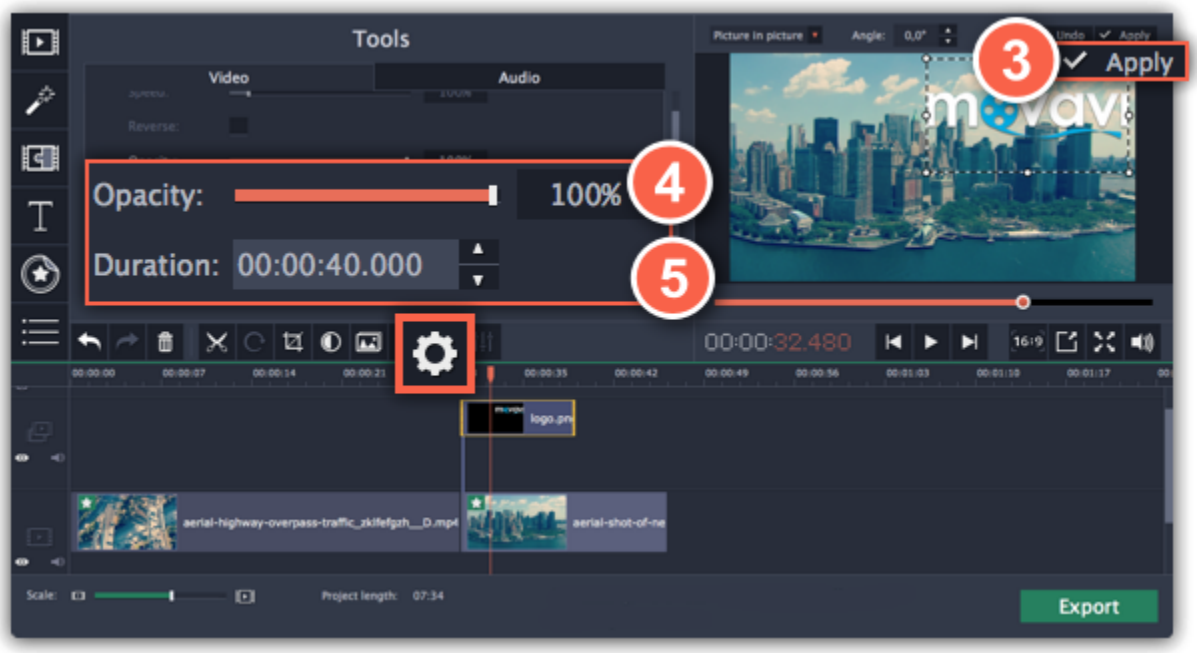
Step 2: Drag the watermark clip up to the overlay track to make it appear on top of other videos.



Step 3: Double-click the watermark clip to edit the overlay. Move and resize the overlay in the player and then click **Apply** when you're done.

Step 4: To change the opacity, click the **Clip Properties** button and use the **Opacity** slider.

Step 5: To make the watermark show over the whole length of the video, enter your project length into the **Duration** box, or drag the right edge of the overlay clip until the end of the video track.



Text watermark

Step 1: Click the **Titles** button on the left and pick a nice title style for your watermark.

Step 2: Drag the titles you like onto the beginning of the Titles track at the top of the Timeline.



Step 3: Double-click the titles and enter your watermark text. Pick a cool font and color on the panel above the player. Click **Apply** when you're done.

Step 4: To make the watermark show over the whole length of the video, drag the right edge of the text clip until the end of the video track.
HINT: *If your movie is long, zoom out on the Timeline to make changing clip length easier.*

__OR:__ Double-click the text clip to enter text editing mode and enter the length into the __Duration__ field. You can find the length of your whole project at the bottom of the window.

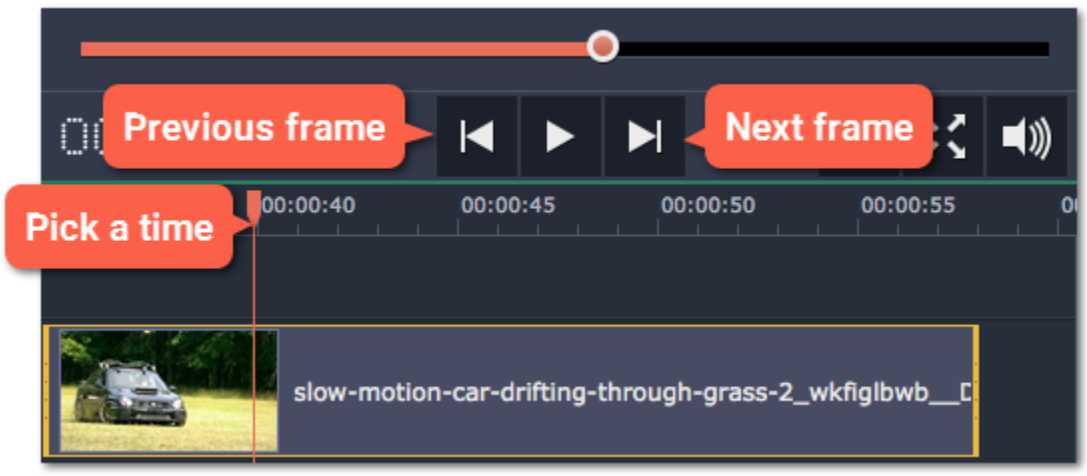


Creating a freeze frame

A freeze frame is a single frame of a video that repeats for some time, creating an illusion of pausing the video. You can use freeze frames to emphasize a moment or create a pause to explain things to the viewer.

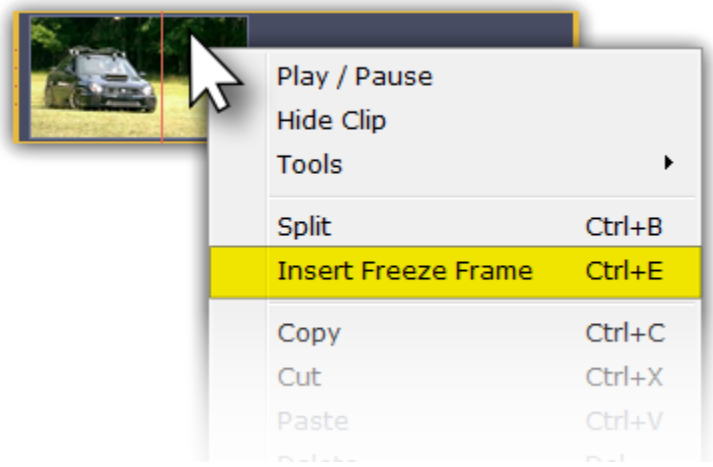
Step 1: Choose a frame

Move the position marker over the frame of the video that you want to freeze. To skip by precisely one frame at a time, use the **Previous frame** and **Next frame** buttons under the player.



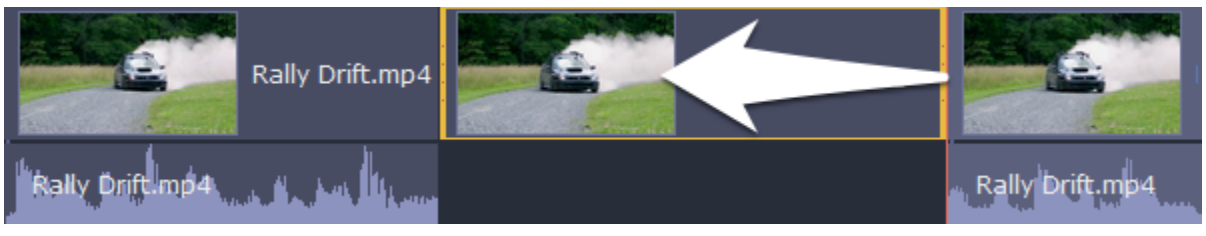
Step 2: Create freeze frame

Once you're on the right frame, open the **Edit** menu or right-click on the clip and choose **Insert Freeze Frame** from the menu.



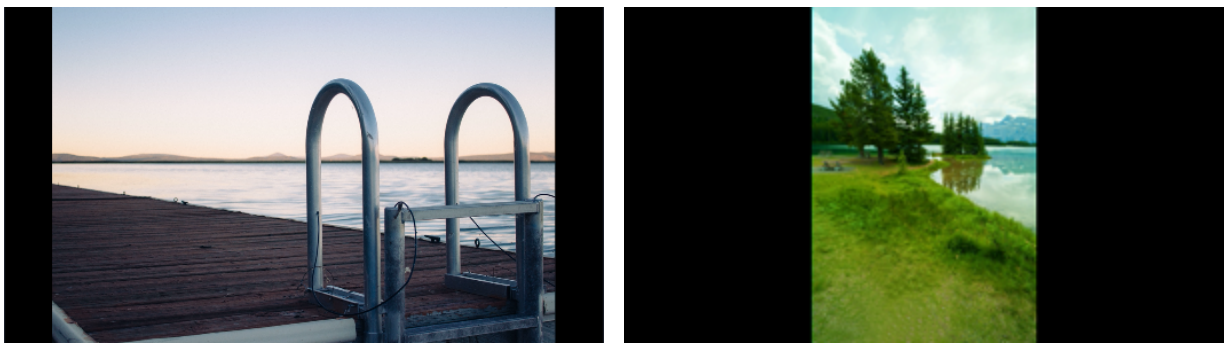
Step 3: Set duration

By default, a new freeze frame is four seconds long. To change the duration, drag the edges of the clip to make the clip shorter or longer.
Learn about changing image duration



Removing black bars

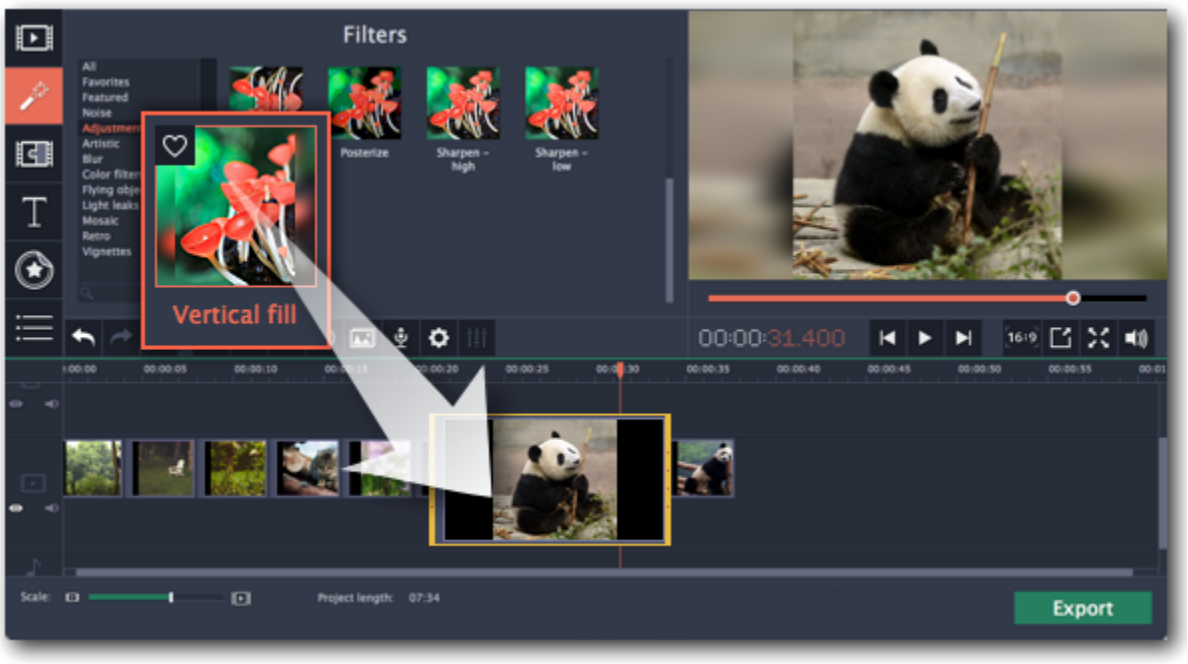
Sometimes, when you use videos of different aspect ratios, or if the project is set up incorrectly, some videos may have black bars around them. You can remove black bars from videos using one of the ways below.



Fill empty spaces

Using a special filter, you can fill the black bars with blurred parts of the video. This allows you to keep the entire video on screen and make it more pleasant to view.

1. On the Timeline, select the clip with black bars around it.
2. Click the **Filters** button to open the Filters tab.
3. Find the **Vertical video fill filter** in the **Adjustments** group and drag it onto the clip.
Learn more about filters



Manual crop

If black bars appear only on one or several clips, you can cut off the edges to make the video fit better inside the frame.
1. On the Timeline, select the clip with black bars around it.
2. On the toolbar, click the **Crop** button.
3. A frame will appear in the player. Set this frame on the part of the video that you want to keep. Parts that are outside the frame will be cut off.
4. In the Tools tab on the left, click **Apply** to accept the changes.
Learn more about crop

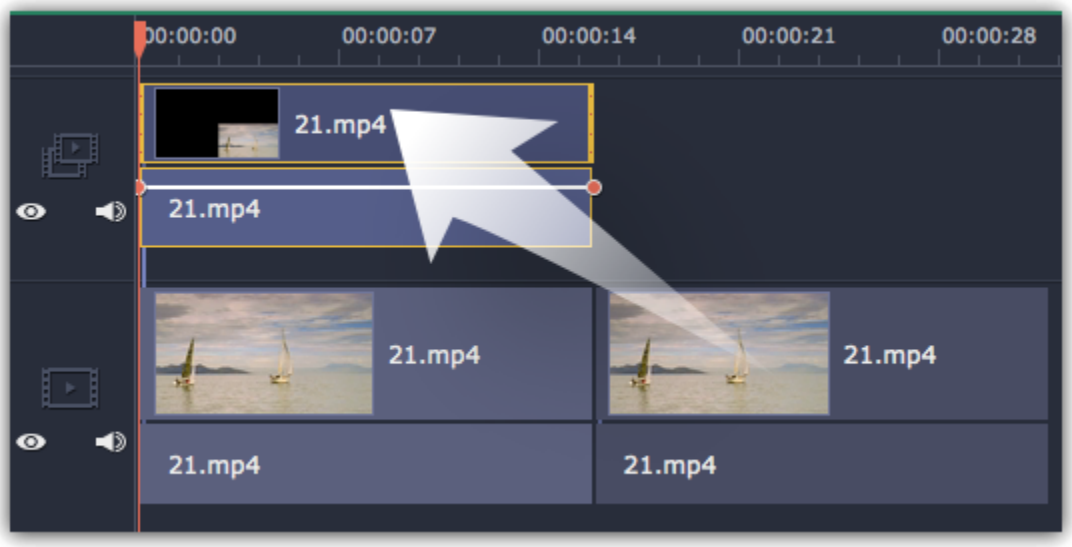


Fading effects

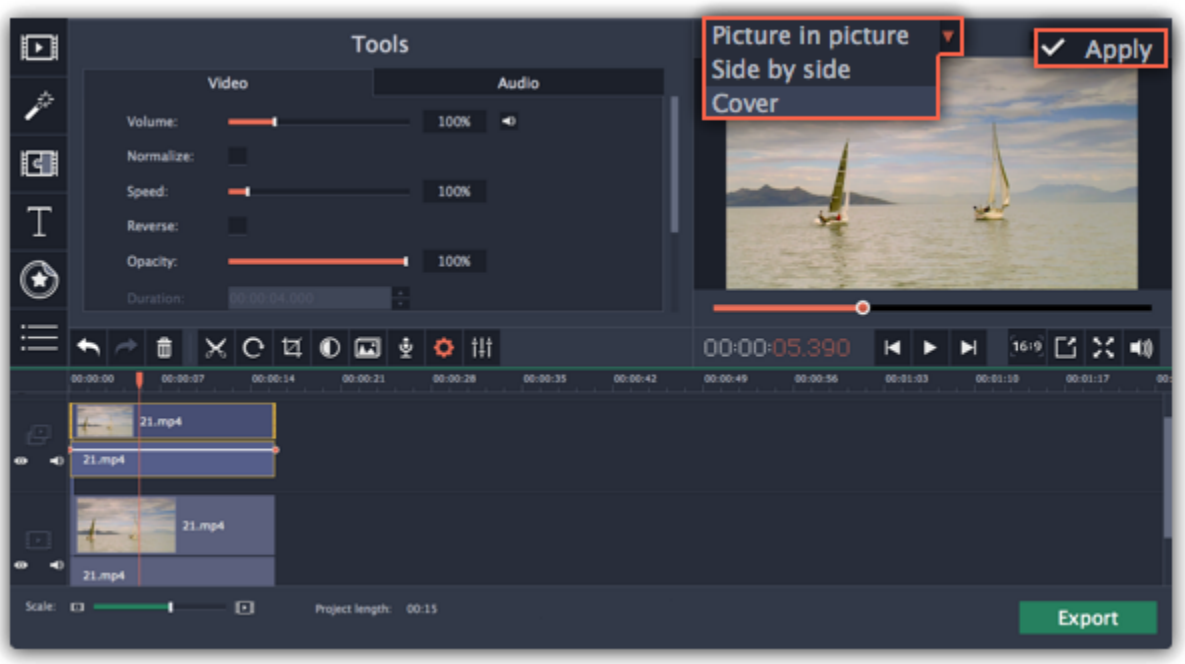
Making effects and filters fade in smoothly is possible using the overlay track.

Step 1: Copy the clip and paste it onto the Timeline.

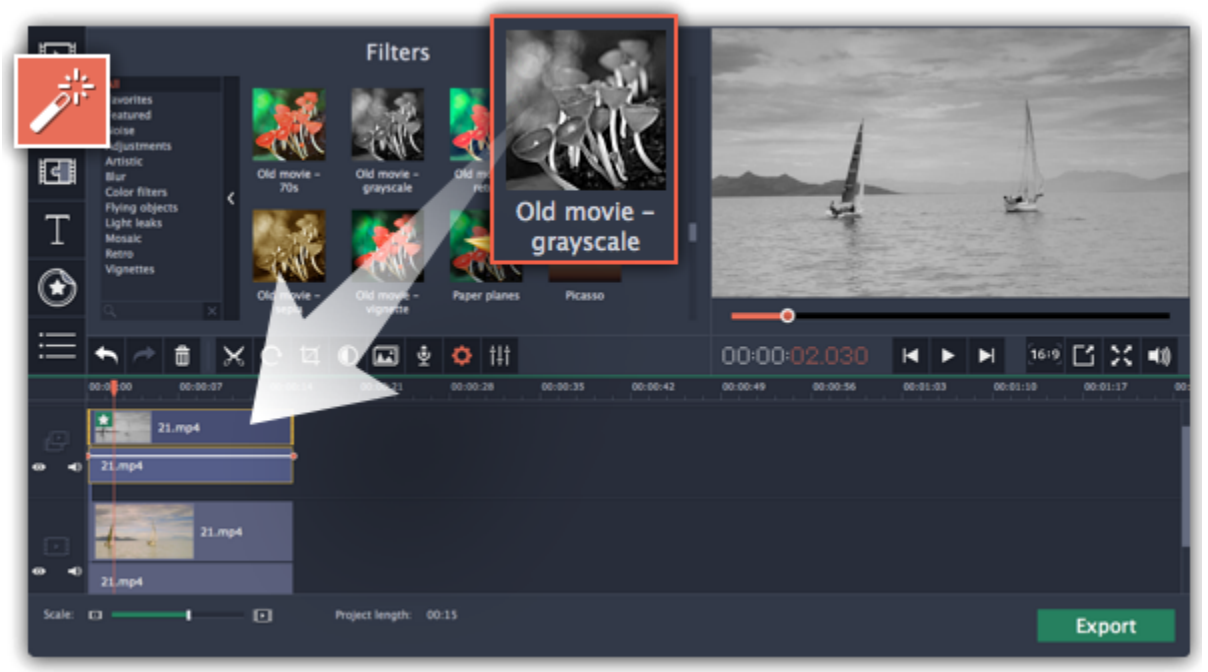
Step 2: Drag the copy of the clip onto the **overlay track** above so that it's right above the original. Now you have two identical clips right on top of each other.



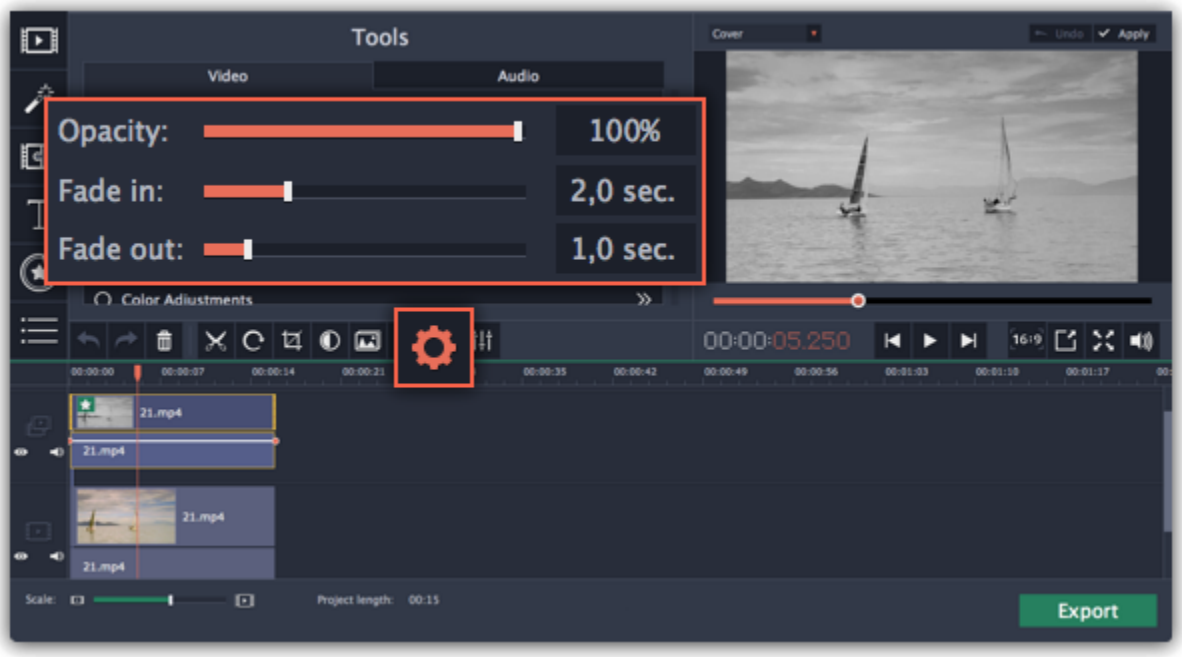
Step 3: **Double-click** the clip on the overlay track and choose **Cover** mode in the panel above the player. Click **Apply** and the clip will cover the entire frame.



Step 4: Now, apply the effects or filters you want to use onto the upper, visible clip.
Learn more: Applying filters



Step 5: With the overlay clip selected, click the **Clip Properties** button. There, use the **Fade in** and **Fade out** sliders to set the fading time. Here you can also set **Opacity** if you want to reduce the effect's strength for the whole clip.

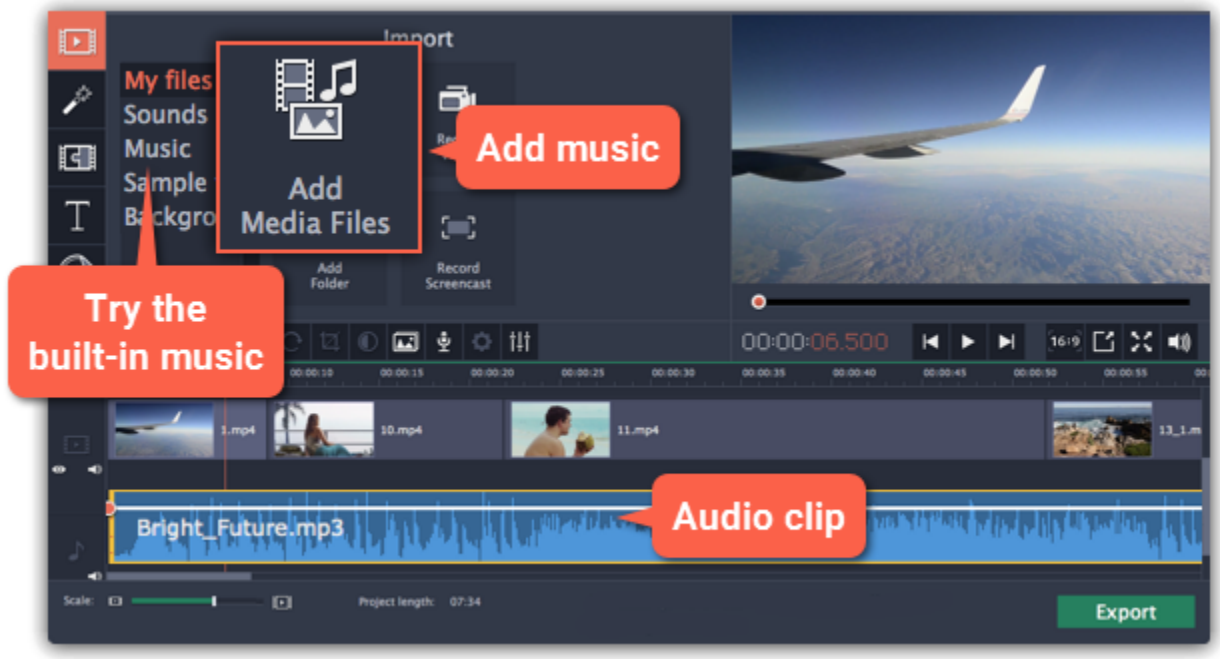


The clip with the effect will gradually appear and disappear, exposing the underlying original clip.

Editing audio

Add audio

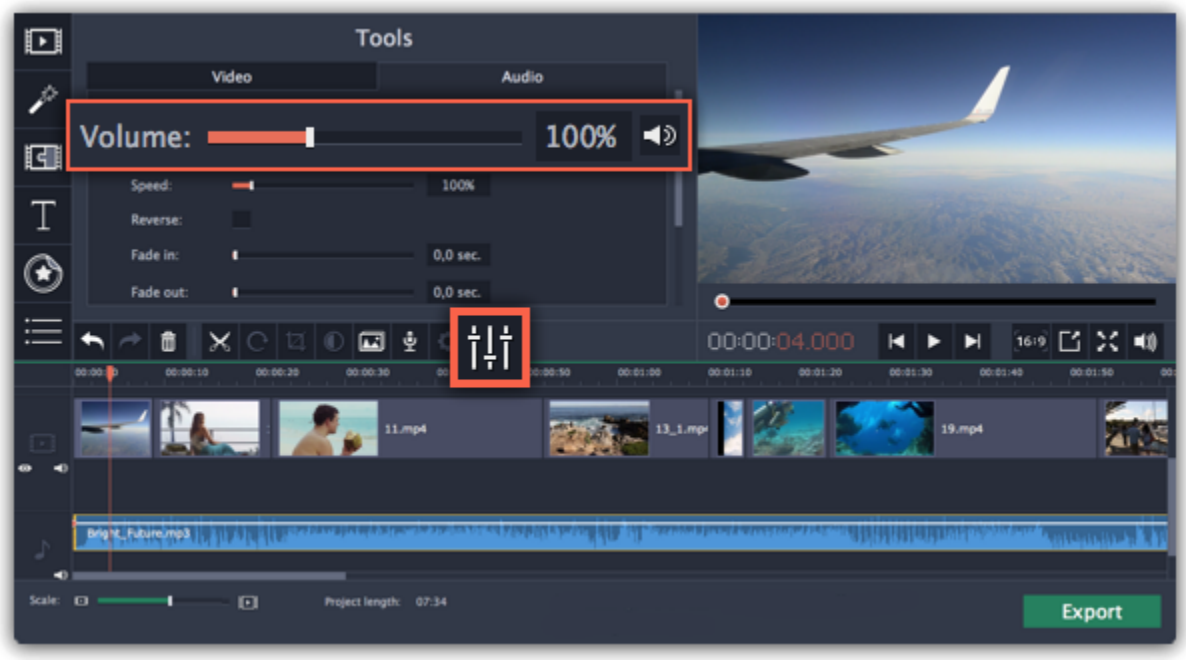
To add music or other sounds to your project, open the **Import** tab and click **Add Media Files**. Or you can use one of the built-in music tracks: click the **Music** category and take your pick from our royalty-free music collection.



Learn more about adding audio:
Adding audio files | Recording audio | Extracting audio from video | Using built-in sounds

Volume

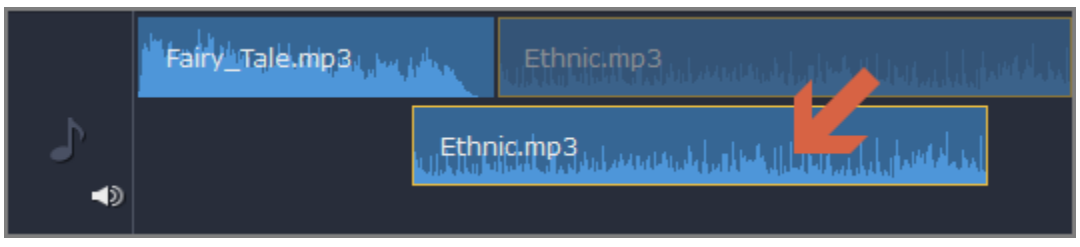
To change a video or audio clip's volume, click the **Audio Properties** button on the toolbar and set the necessary volume in the audio tools section above.



Learn more:
Volume levels | Volume curves | Muting clips

Playing audio synchronously

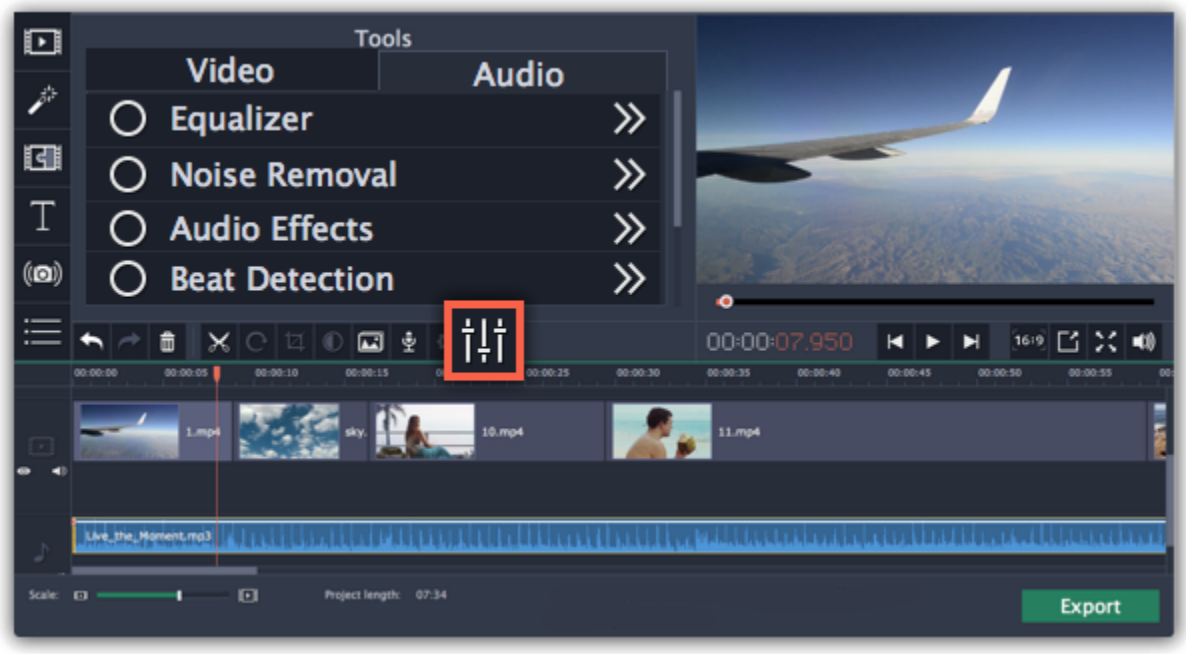
If you want two audio clips to play at the same time, simply drag one clip underneath the other. This way, you can have as many sub-tracks as you want. With music, you can use this to create a crossfade effect when you join songs: align the beginning of the second song with the end of the first song to make them joined almost seamlessly.



The end of the first audio clip will be played with the beginning of the second clip.

Audio properties and adjustments

To enhance and adjust the audio, click the **Audio Properties** button on the toolbar and scroll down in the audio tools section above.



Learn more:

Audio properties | Fading audio | Equalizer | Noise removal | Audio effects | Beat detection

Adding audio

You can add audio files in much the same way as you add photos and video files.

Add files from your hard drive

1. On the **Import** tab, click **Add Media Files** to browse for audio files on your computer.
2. A Windows Explorer dialog box will open. Choose the files that you want to use.
3. Click **Open**. The files will be added onto the audio track of the Timeline.



Use sample audio clips

If you don't have any suitable audio files, you can use free music tracks and sounds from the Movavi Video Editor audio collection.
1. On the **Import** tab, click **Music** if you need a background music track, or click **Sounds** if you need short audio samples.
2. Click on a clip to play it. When you've picked a clip, drag it onto the audio track of the Timeline.
Learn more about sounds



Record audio

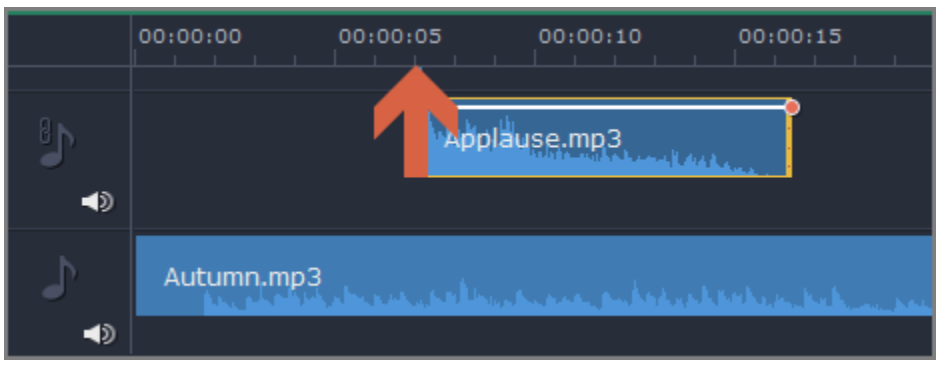
1. Connect a microphone to your computer.
2. On the Timeline, place the position marker to where you want the recording to start.
3. Click the microphone button on the toolbar to open recording options.
4. Set up your recording device and volume.
5. Click **Start Recording** and record the audio. When you're finished, click **Stop Recording**. You'll find your new recording on the Timeline.
Learn more about audio recording



Set start time for audio clips

After you've added the audio files, they will appear on the audio track of the Timeline as blue ribbons. To change when the audio clip starts playing, drag it along the Timeline, using the ruler at the top for time reference.

Learn about audio tracks

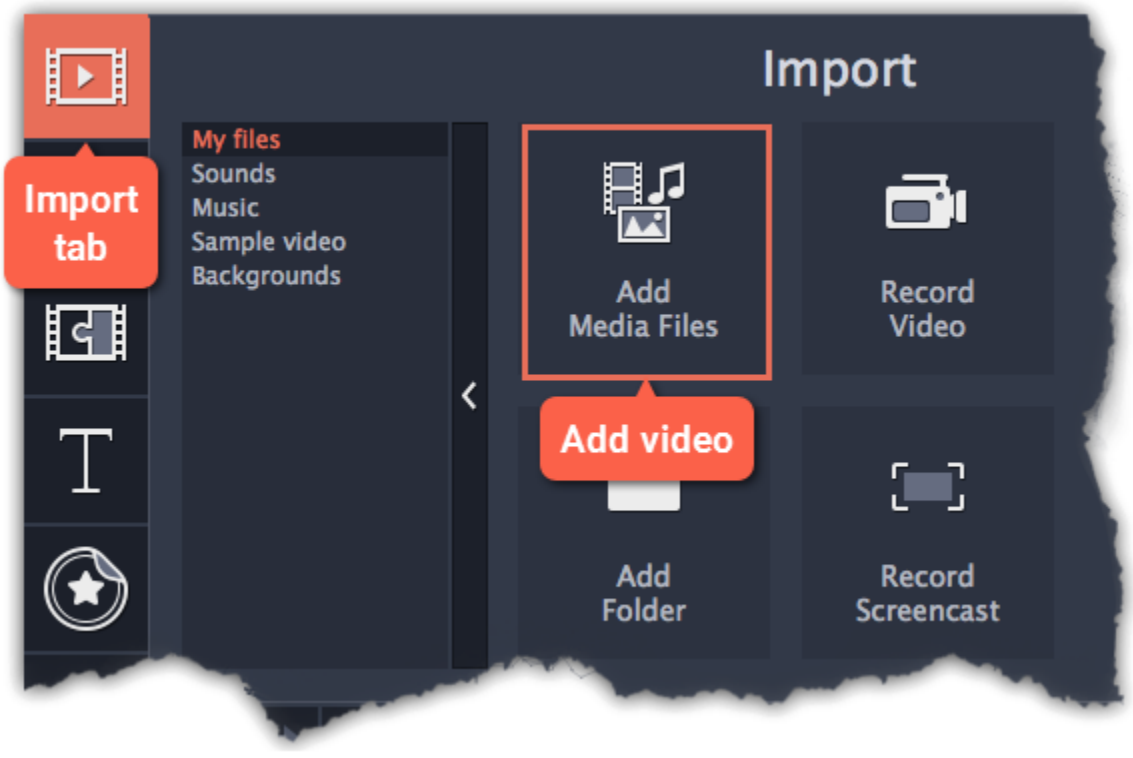


Extracting audio from videos

If you want to use a soundtrack from a movie, you can extract it from a video file and use it in your project.

Step 1: Open video file

On the **Import** tab, click **Add Media Files** and choose the video that contains the music you want. The file will be added to the video track of the Timeline.



Step 2: Trim video

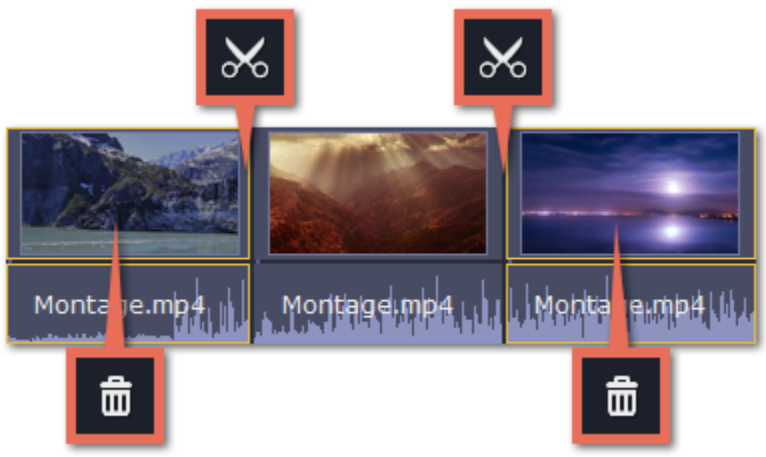
If you don't need the whole video's soundtrack, you can trim away the parts of the video you won't need. It's easier to do this with the video file, as the video can help you visually find the beginning and end of the fragment you need.

1. Select the video you want to trim.

2. Move the position marker to the beginning of the fragment you want to keep and click the Split button on the toolbar (scissors). You've just cut off the beginning of the video.

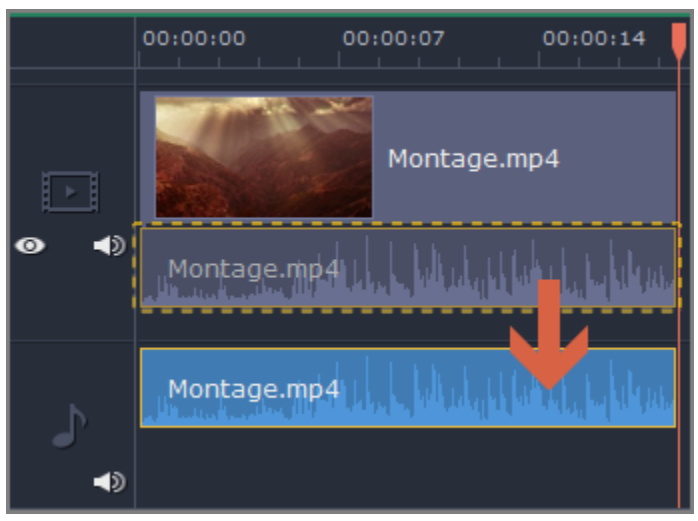
3. Now, select the second clip and move the position marker to the end of the fragment you need. Click the Split button again, and the fragment will now be in a separate clip.

4. If you don't need the other fragments, select them on the Timeline and click the trash can button on the toolbar to delete them.



Step 3: Extract the audio

The audio that belongs to a video is shown right underneath it on the video track. To separate it from the video, drag the audio stripe down onto the audio track. If you don't need the video clip anymore, go ahead and delete it.



You can now work with the extracted audio clip separately.

Step 4: Save the audio (optional)

If you want to save the audio clip for later use, you can export it as an audio file:
1. Click the **Export** button. The export window will open.
2. In the **Export** window, switch to the **Save Only Audio** tab.
3. Select an audio format that you want to save the audio file in.
4. The **Save to** field shows where on the disk the file will be saved. To change that folder, click **Browse** and select a new folder.
5. Finally, click **Start** to save the audio file.
Learn more about saving audio

Please respect copyright laws and stay within the boundaries of fair use of copyrighted materials.

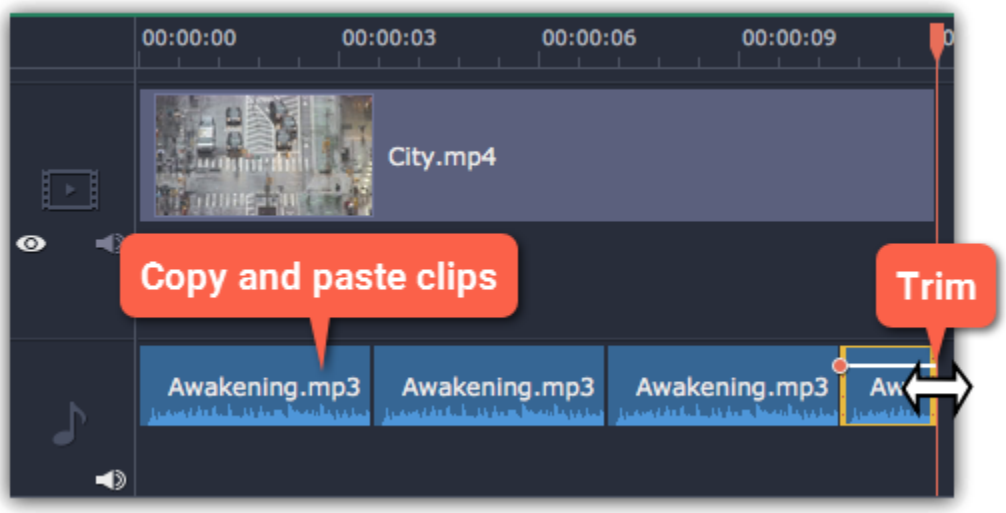
Looping audio

If the music file you've selected doesn't go all the way until the end of your movie, you can loop the audio and have the file play over again until the end of the video.

Step 1: Copy the audio clip. To do that, right-click the audio clip on the Timeline, and choose **Copy** from the pop-up menu, or use the Ctrl+C keys.

Step 2: Paste the audio clip onto the Timeline right next to the first clip. The clip will be inserted right after the position marker. Repeat until the audio length is greater or equal to the video length.

Step 3: Now, the audio track may be longer than the video track. To trim the audio, hold your mouse pointer over the right edge of the clip, and drag the edge to the left, until the end of the audio clip is right under the end of the video clip.



Using sounds

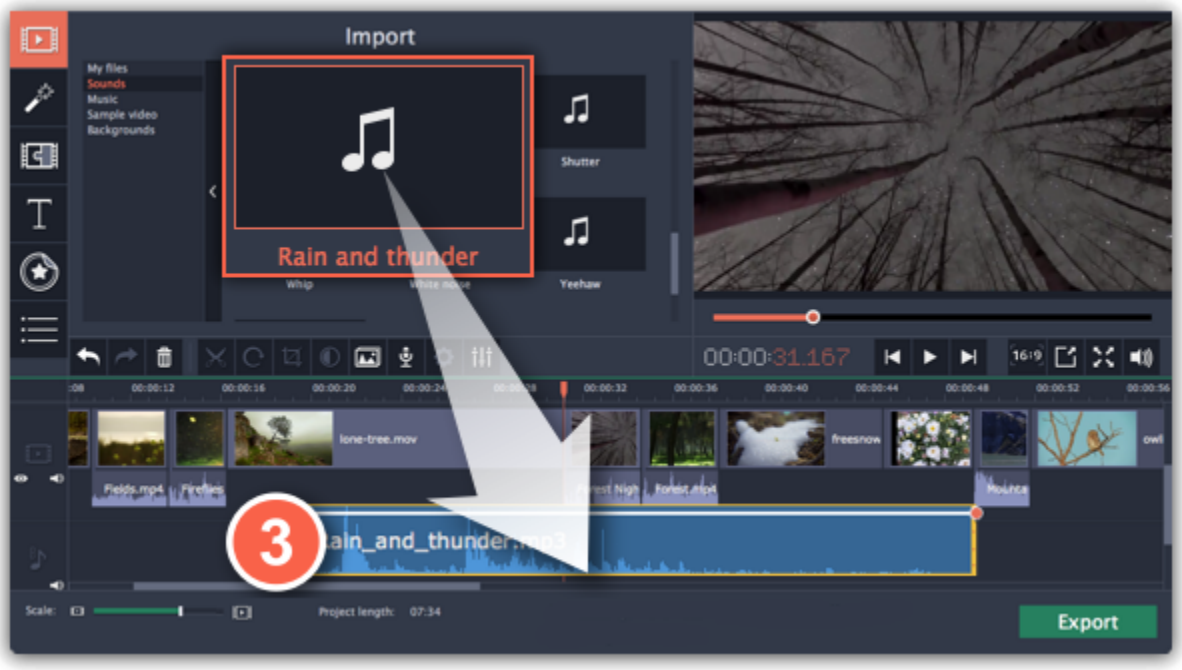
You can make your movies more expressive using the built-in sound samples.

Step 1: Click the **Import** button to open the Import tab.

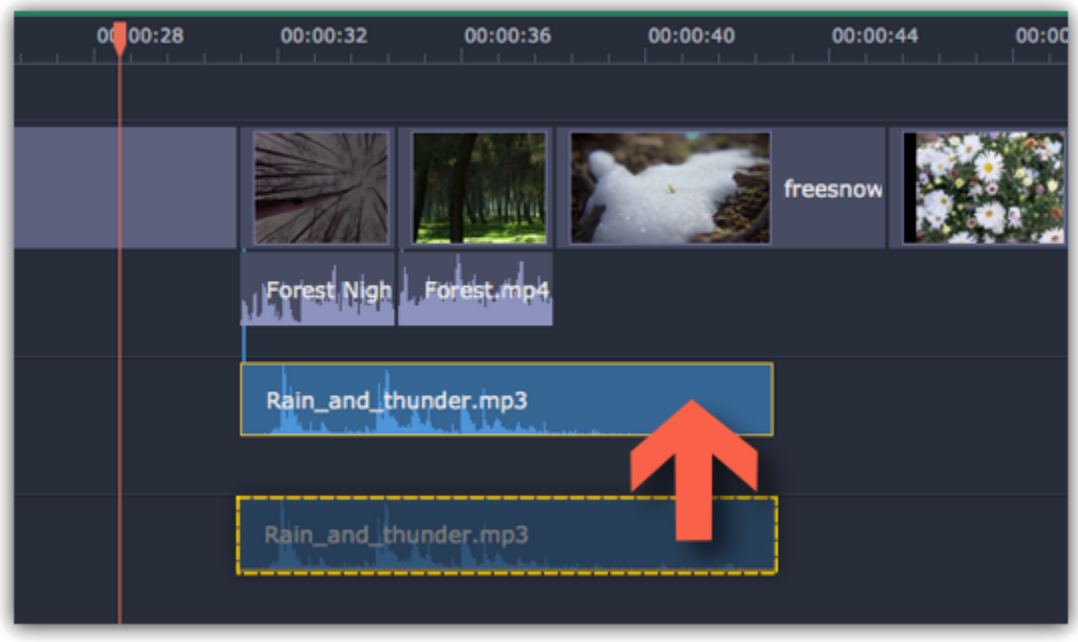
Step 2: On the left part of the Import tab, click **Sounds** to open the sound collection.



Step 3: Click on a sound to play it and pick a sound you like. Drag the sound onto the audio track of the Timeline.

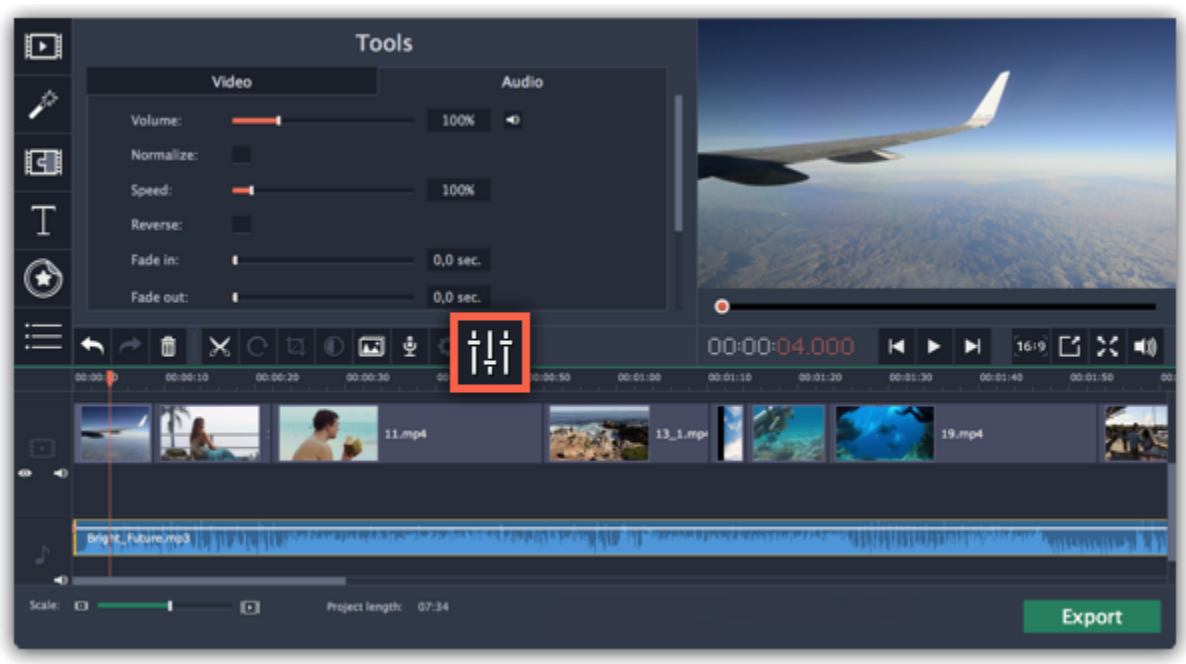


Step 4: (optional) To synchronize the sound with a video clip:
1. Select the sound on the Timeline and drag it up towards the video track.
2. The linked audio track will appear, and a blue line will connect the sound clip to the video track.
3. Adjust the position of the sound clip on the linked audio track so that the line points to where the sound should begin.



Audio properties

To open the properties for any audio, including built-in audio on the video track, select the clip on the Timeline and click the **Audio Properties** button on the toolbar.



The Tools panel will open on the **Audio** tab, where you can edit the following:

Volume — Sets the volume of the clip.

Normalize — Makes the quiet parts louder.

Speed — Makes the audio play faster or slower.
Changing the speed of built-in audio will also affect its video.

Reverse — Plays the audio backwards.
Reversing built-in audio will also reverse the video.

Fade in — The audio fades in from complete silence to full volume in the time you set.
Fading built-in audio will also fade the video.

Fade out — The audio fades out from full volume to complete silence in the time you set.
Fading built-in audio will also fade the video.

See also:
Video properties
Equalizer
Volume curves

Volume levels

Changing volume levels works the same way for video and audio clips:

Step 1: On the Timeline, select the clip that you want to edit. This can be a video or an audio clip on any track.

Step 2: Click the **Audio Properties** button to open the tools for the selected clip.

Step 3: Drag the **Volume** slider to set the necessary level, where 100% is the original volume.

- To mute the clip, click the **Mute** button on the right.
- If parts of the audio clip are too quiet, select the **Normalize** option to increase their volume.



Playback volume

Only for previewing
If you need to temporarily change the volume of playback in the editor, without changing the project's volume, click the speaker icon in the preview area and set the necessary volume level. Please note that this will only affect the volume while previewing the project in Movavi Video Editor, and will not affect the output file.

Volume curves

If you need more advanced volume control, you can use volume curves on the Timeline to set the volume for precise parts of any audio clip.
Learn more about volume curves



Audio clip with a volume curve

Volume curves

With volume curves, you can control the volume for each part of the clip and smoothly increase or decrease the volume.



Each clip has its own volume curve that starts out at 100% volume for the entire clip, and two points at its beginning and at the end. The white line on the image below is the volume curve before you add any points.



Step 1: Set the base level

Drag the white line up or down to the necessary level. The top of the clip is 100% volume and the middle of the clip is 50%.



Step 2: Add a volume point

Points on the audio curve represent the volume peaks and lows. To add a point, right-click on the audio curve and choose **Add Volume Point** from the pop-up menu. Next, drag the audio point to the necessary volume level. You'll notice that the surrounding parts also move with the point to make the transition smoother.

Make as many points as you need for each part of the clip where you'd like a peak or a drop in volume.



Step 3: Manage the volume for a part of the clip

To set the volume level for a part of the clip, you'll need at least two points. Create a point at the beginning and at the end of the fragment:



Click and drag the white line between two points to change the volume level for this fragment. When you drag a volume point or a fragment, the parts of the curve to the left and right will also move with it.



However, this affects only the closest parts of the curve. To get more control over the behavior of the curve, create more volume points. This way, only the adjacent parts will be adjusted, leaving the rest of the curve as it was.



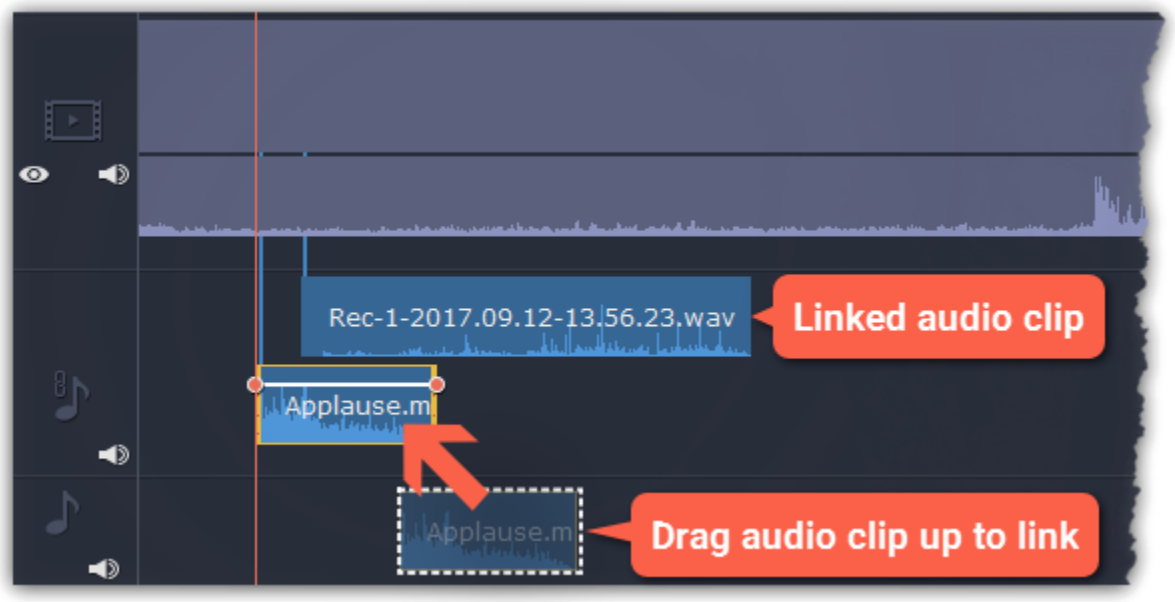
Linking audio

You can link audio clips to videos or images on the main video track so that they stay in sync as you edit your project. To link an audio clip:

1. Select an audio clip on the audio track at the bottom of the Timeline.

2. Drag it up, towards the video clip you want to link it with.

3. You'll see that a new audio track has appeared, and a blue line now connects the video and audio clips. Drop the audio clip onto this new track. The audio clip is now linked to the video clip with the blue line.

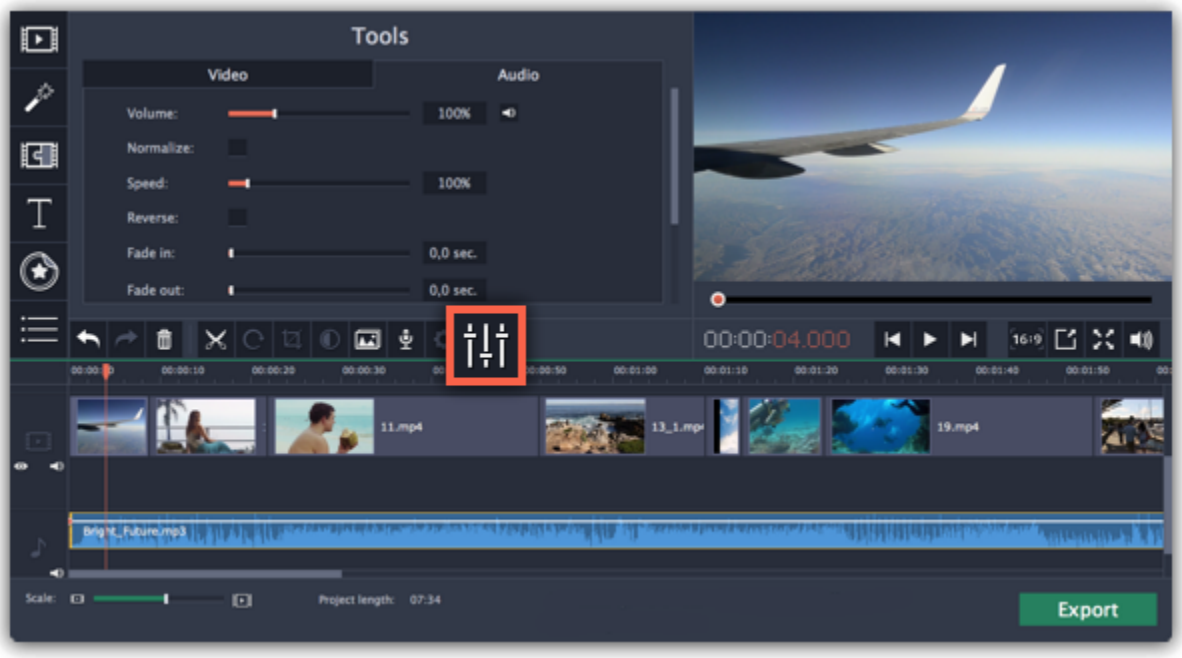


Fading audio

In the editing tools, you can add smooth fades to the beginning or the end of a clip and create a crossfade effect between songs.

Step 1: On the Timeline, select the clip that you want to fade.

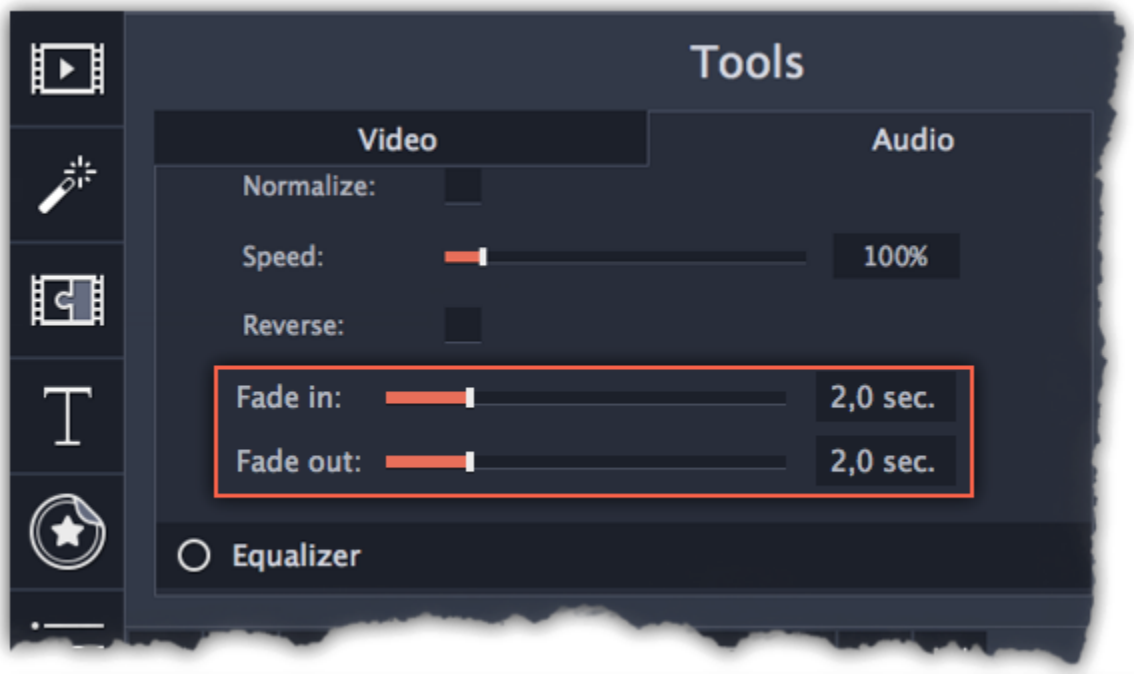
Step 2: Click the **Audio Properties** button on the toolbar. The clip properties will open in the Tools panel above.



Step 3: Set the fade length using the sliders on the **Audio** tab.

Fade in – how long in seconds it will take to fade in from silence to full volume at the beginning of the clip.

Fade out – how long in seconds it will take to fade out from full volume to silence at the end of the clip.

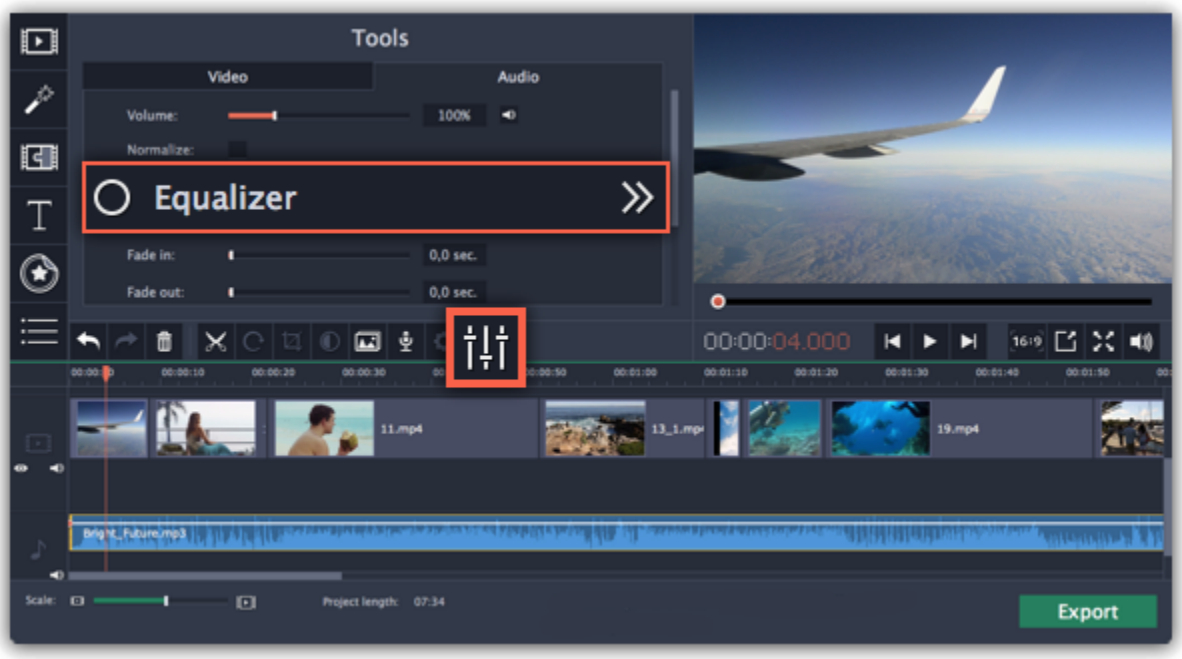


Equalizer

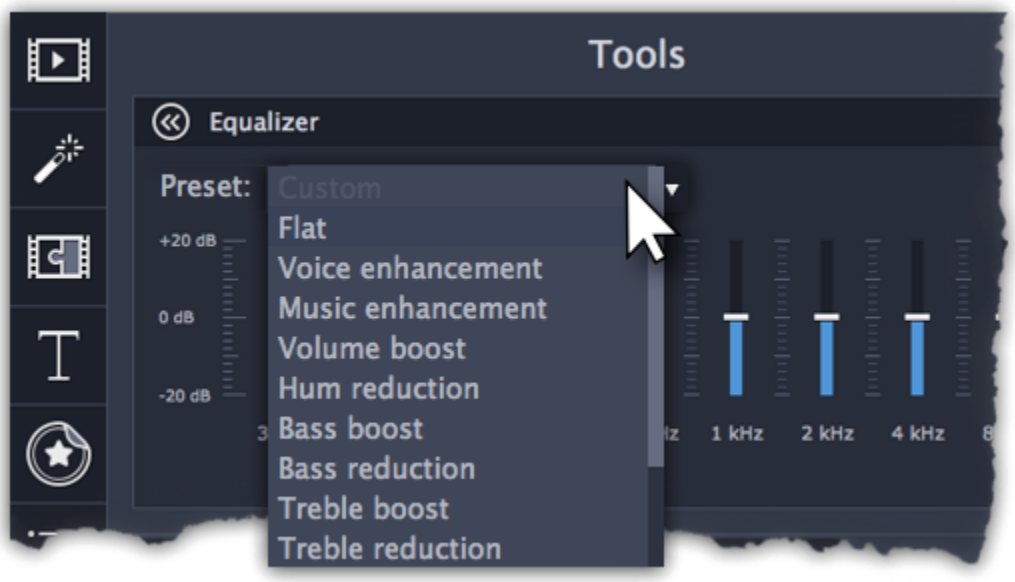
Using the equalizer, you can boost or reduce the levels of specific frequencies.

Step 1: Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

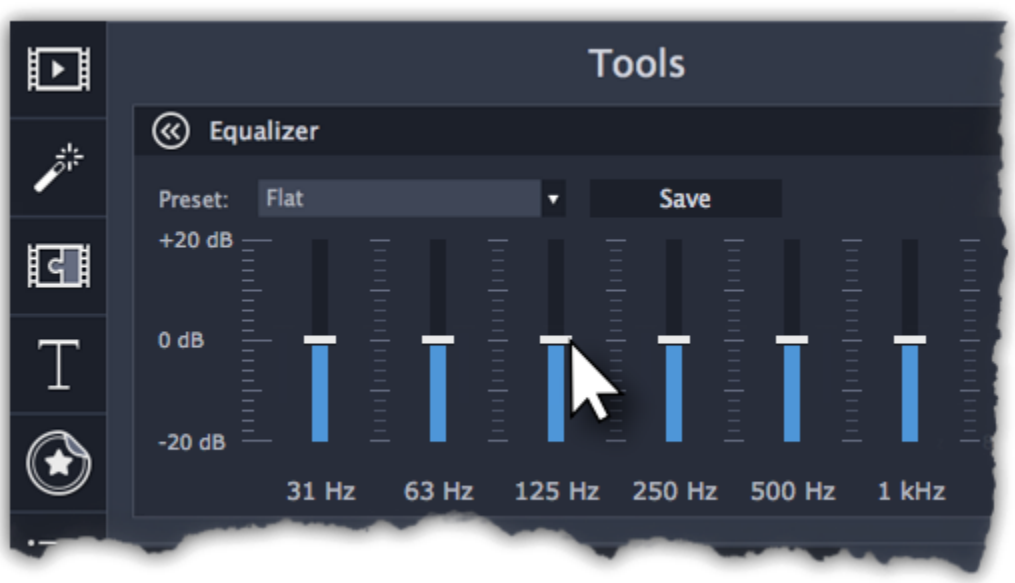
Step 2: Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Equalizer**.



Step 3: Choose an equalizer preset (optional)



Step 4: Drag the volume bars to adjust the frequencies to the necessary level.

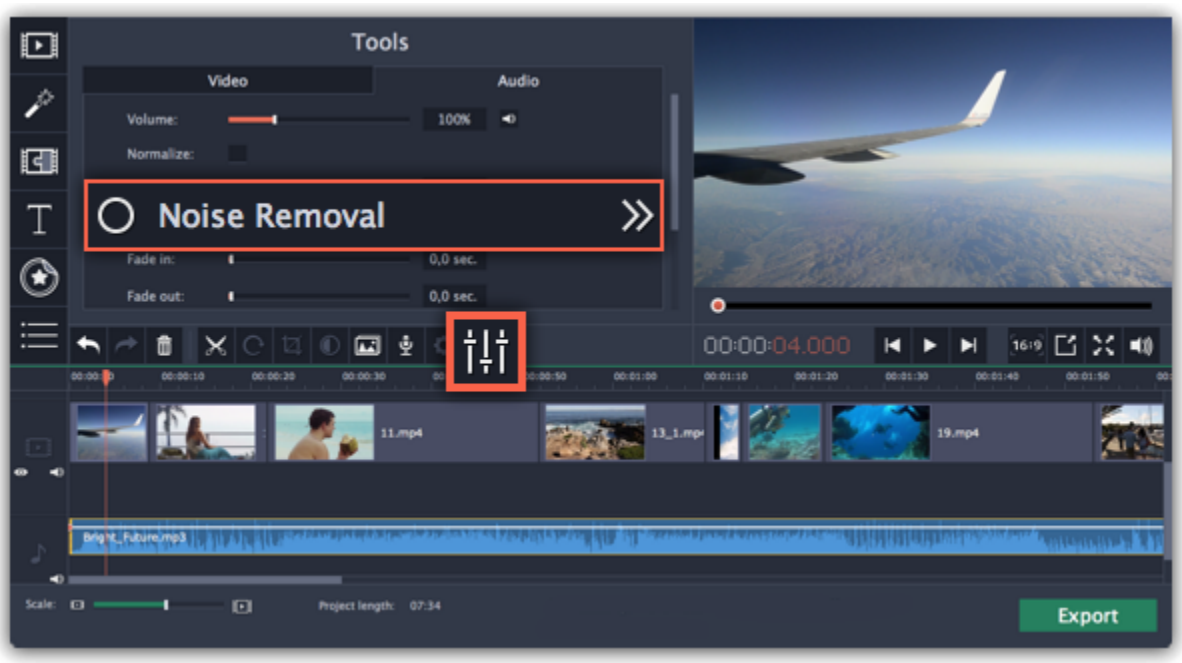


You can save your own equalizer presets to use them in other projects. Set the volume bars to the right levels and click **Save**. In the new window enter a preset name and click **OK**. The created preset will appear in the presets list.

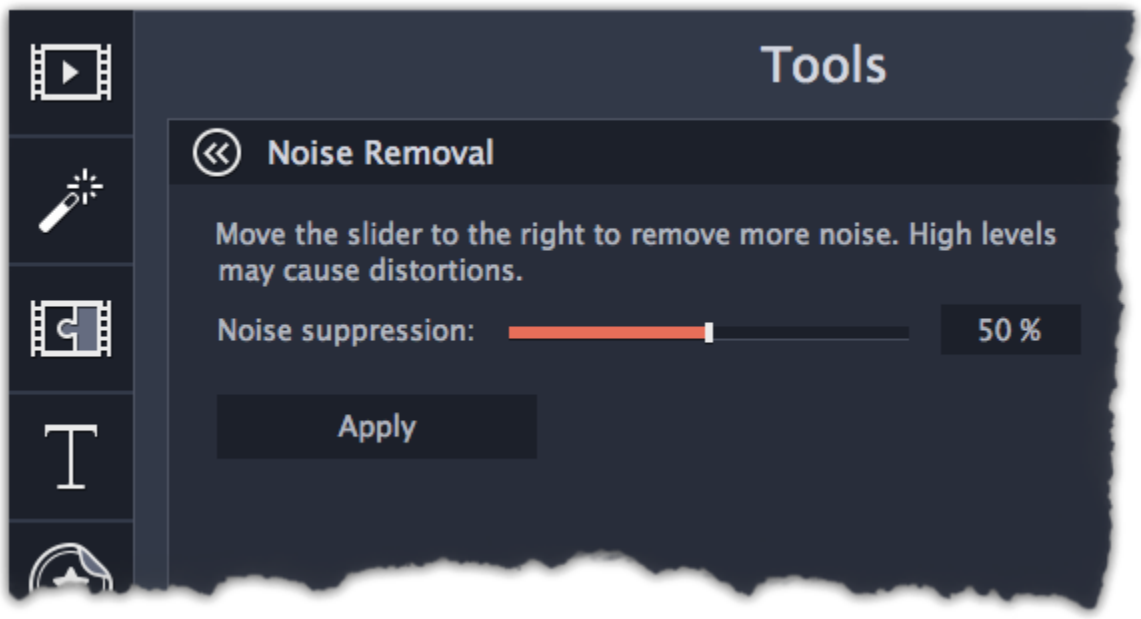
Noise removal

Step 1: Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

Step 2: Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Noise Removal**.



Step 3: Use the **Noise suppression** slider to set the amount of noise you want to remove.
• Start with low levels and listen to the audio to check if the noise is gone.
• Don't set the noise suppression too high if there isn't much noise because it can start muting other sounds.

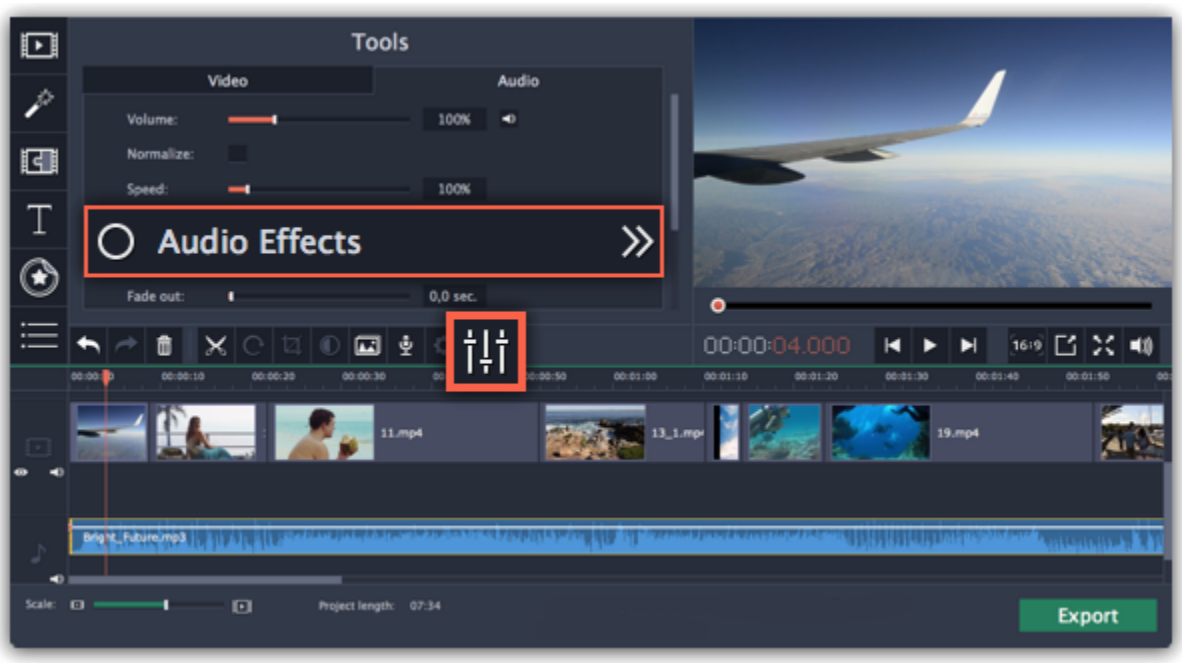


Audio effects

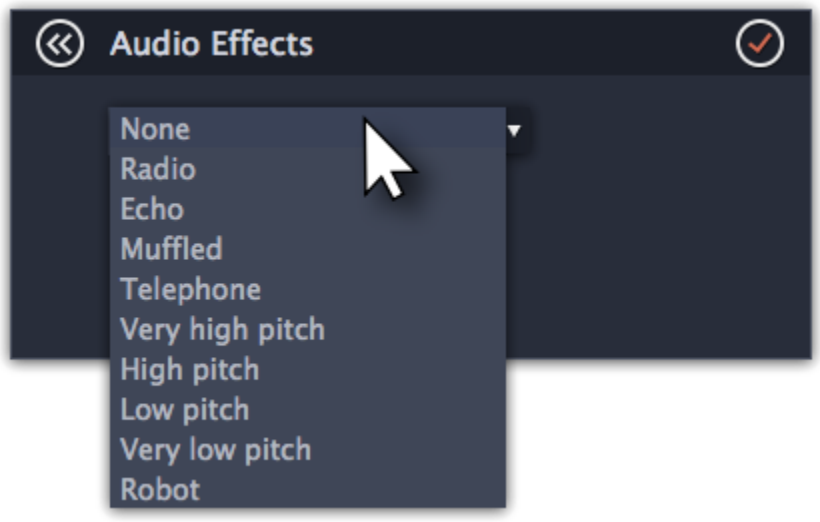
Audio effects can transform the sound of an audio clip.

Step 1: Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

Step 2: Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Audio Effects**.



Step 3: Click the box in the **Audio Effects** section and choose an audio effect you like.

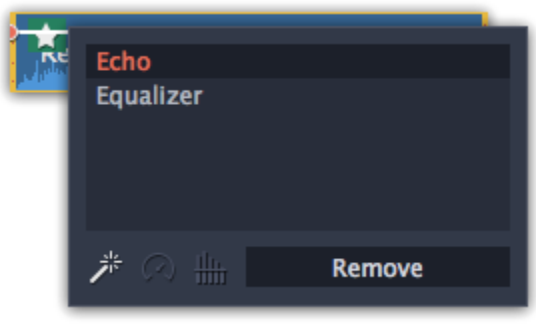


Removing effects

When you've applied an audio effect to a clip, a star icon will appear on it:



Click on the star to show a list of applied effects. Then, select the effect you don't want and click **Remove**.



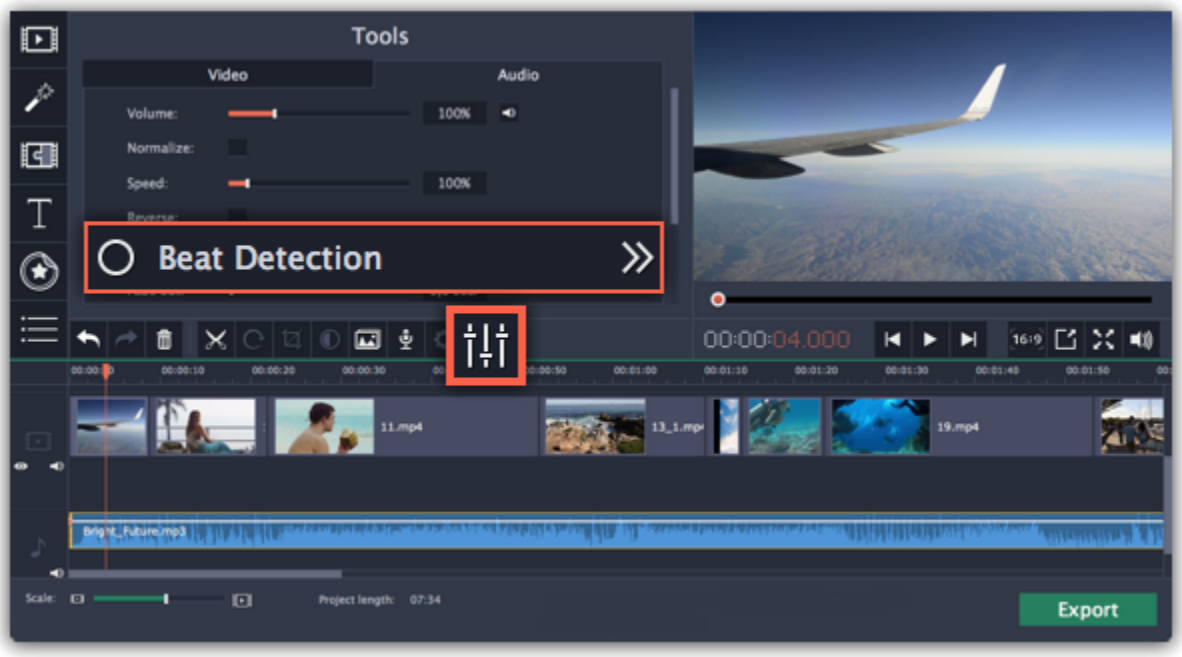
See also:
Using sounds
Audio properties

Beat detection

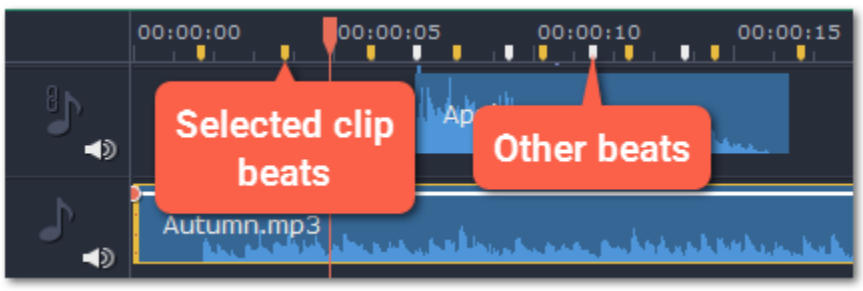
To make your movie or slideshow more dynamic, use the **Beat Detection** audio tool to automatically mark audio beats on the Timeline and then adjust your movie to the beat of the music.

Step 1: On the Timeline, select the music that you want to detect beats for.

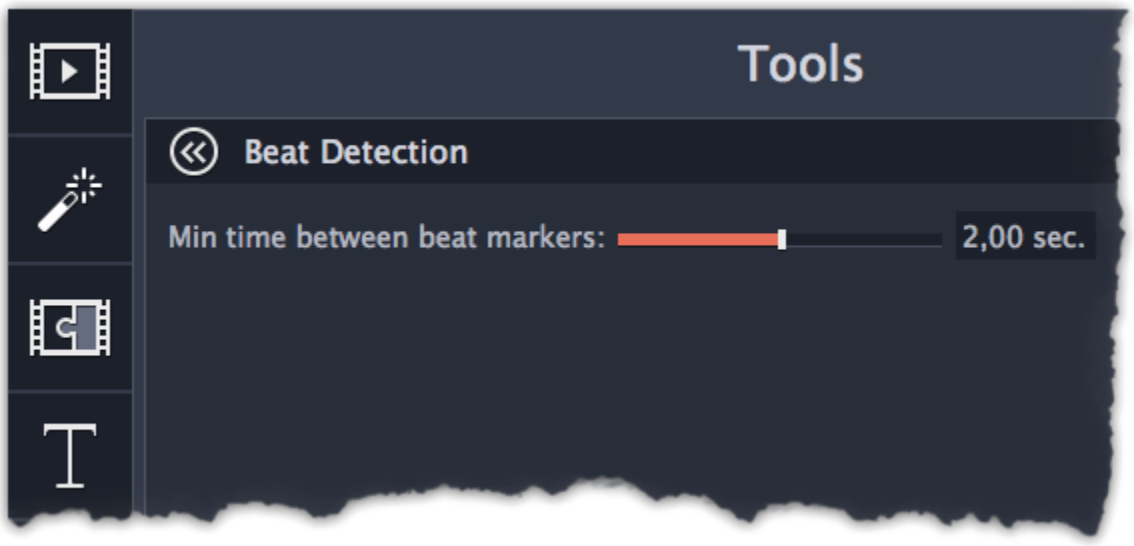
Step 2: Click the **Audio Properties** button to open the audio tools. Then, scroll down and click **Beat Detection**.



Step 3: In the Beat Detection tool, click **Detect Beats**. The program will analyze the music and place beat markers on the Timeline.



Step 4: **(optional)** After the beat markers have been placed, you can modify their tempo. Use the **Min time between beat markers** slider to make the beat slower or faster.



Step 5: Adjust your clips to the beat. When you trim or drag clips, they will now snap to the beat markers, making it easy to keep to the beat.

Removing beat markers

• To remove beat markers for **a specific audio clip**, right-click the clip on the Timeline and select **Remove Beats** from the pop-up menu.

• To remove **all beat markers** from your project, right-click the Timeline ruler and select **Remove All Beats** from the pop-up menu.

Filters

Using filters you can alter the mood of the video, make an old movie, overlay cool flying objects, and more.

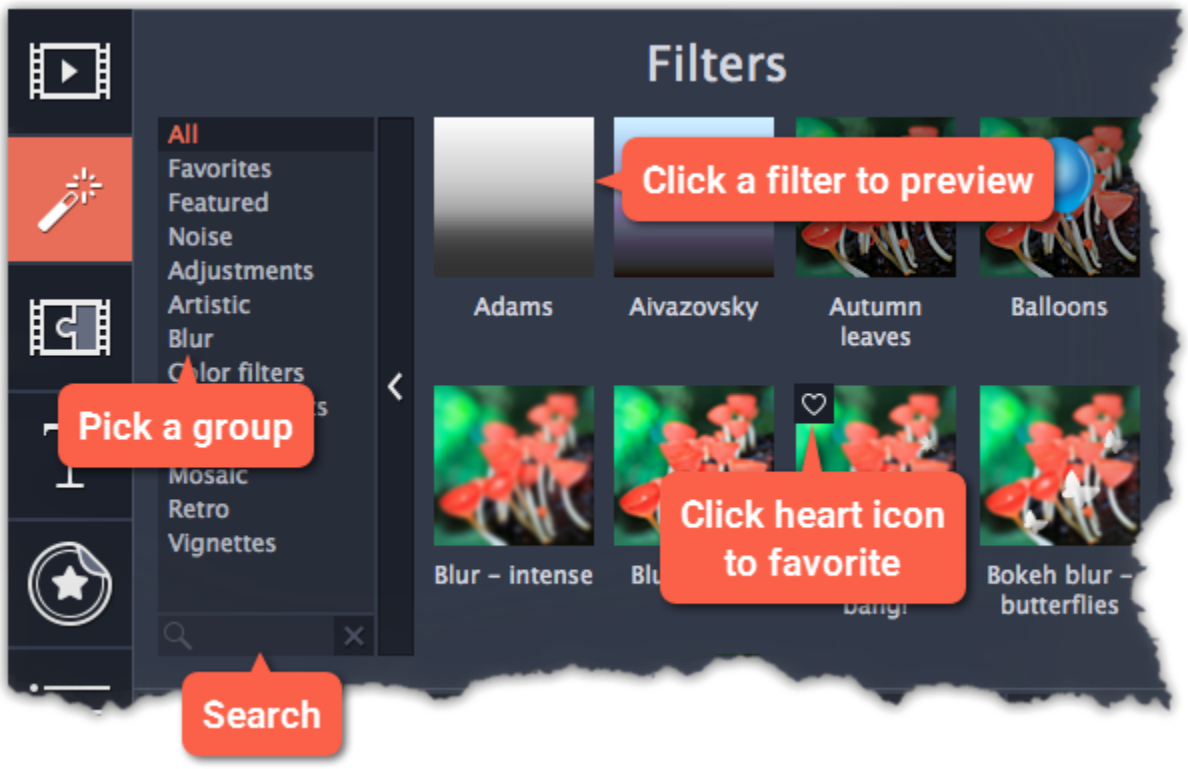
Step 1: Open the Filters tab

Click the **Filters** button to open the filters collection. Click on a filter's thumbnail to see its preview in the player.



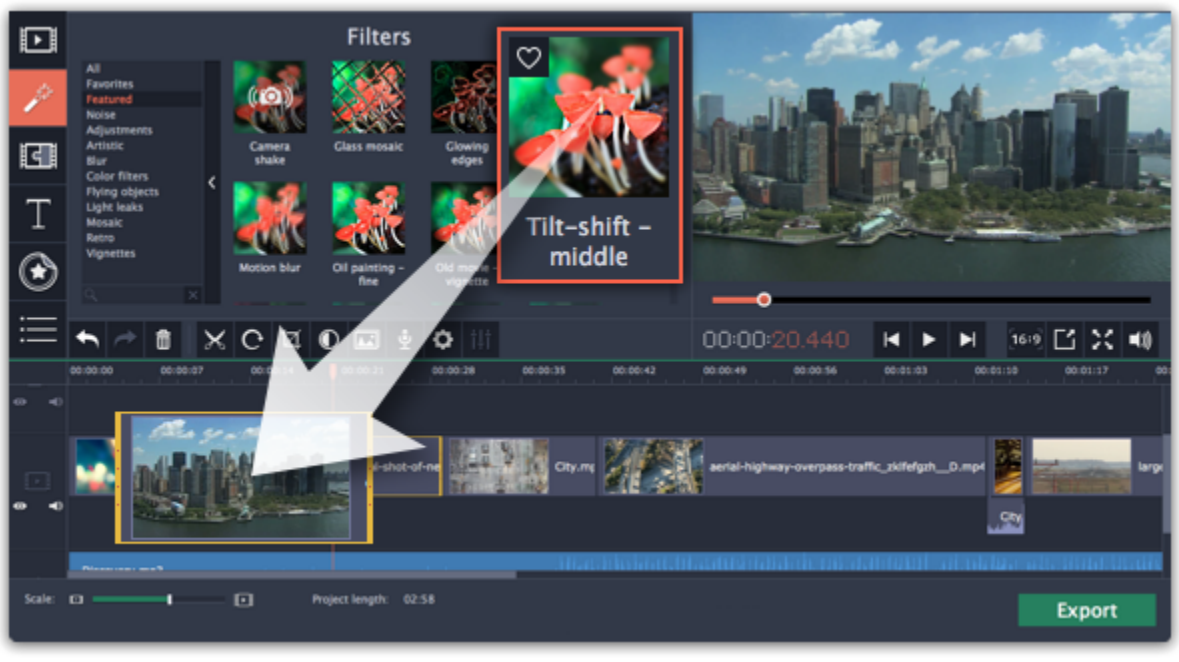
Step 2: Find a filter you like

• On the left, you will see groups of filters. Click on a group to see the relevant filters.
• If you're looking for a specific filter, enter its name into the search box under the group list.
• If you really like a filter, click the heart icon to add it to the **Favorites** group.

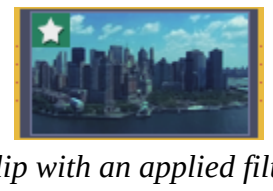


Step 3: Apply the filter

When you've found a filter you like, drag its thumbnail onto the clip you want to apply the filter to.



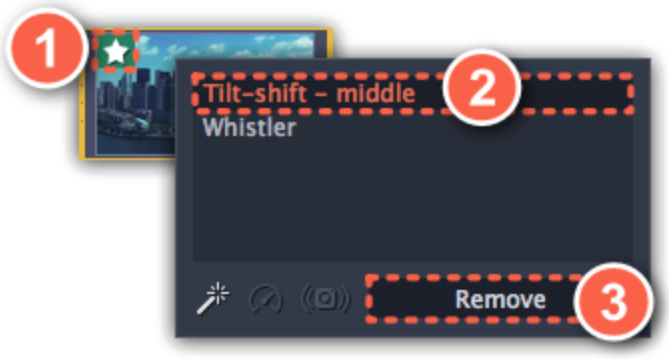
Once you've applied a filter, a star icon will appear on the clip, denoting applied filters and tools.



Clip with an applied filter

Removing filters

1. Click on the star icon on the clip to see the list of applied filters and tools.
2. In the list, select the filter that you don't want.
3. Click **Remove**.



Transitions

Jump to: changing transition length | add a transitions to all clips | removing a transition

---

Transitions are short animations that use geometric shapes and transparency to connect two clips in a creative way.

Add a transition

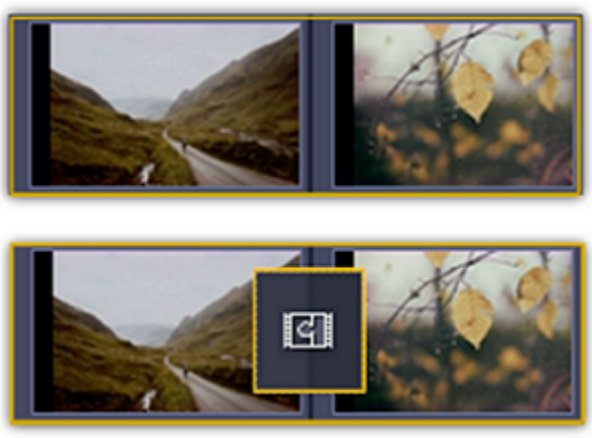
1. Click the **Transitions** button on the left sidebar to open the list of all transitions. Click on a transition to preview it in the player.



2. In the list of transitions, pick a style you like and drag-and-drop its icon between two clips on the Timeline. If you really like a transition style, you can click the heart icon to add it to your **favorites** list.



A transition icon will appear between the two clips.



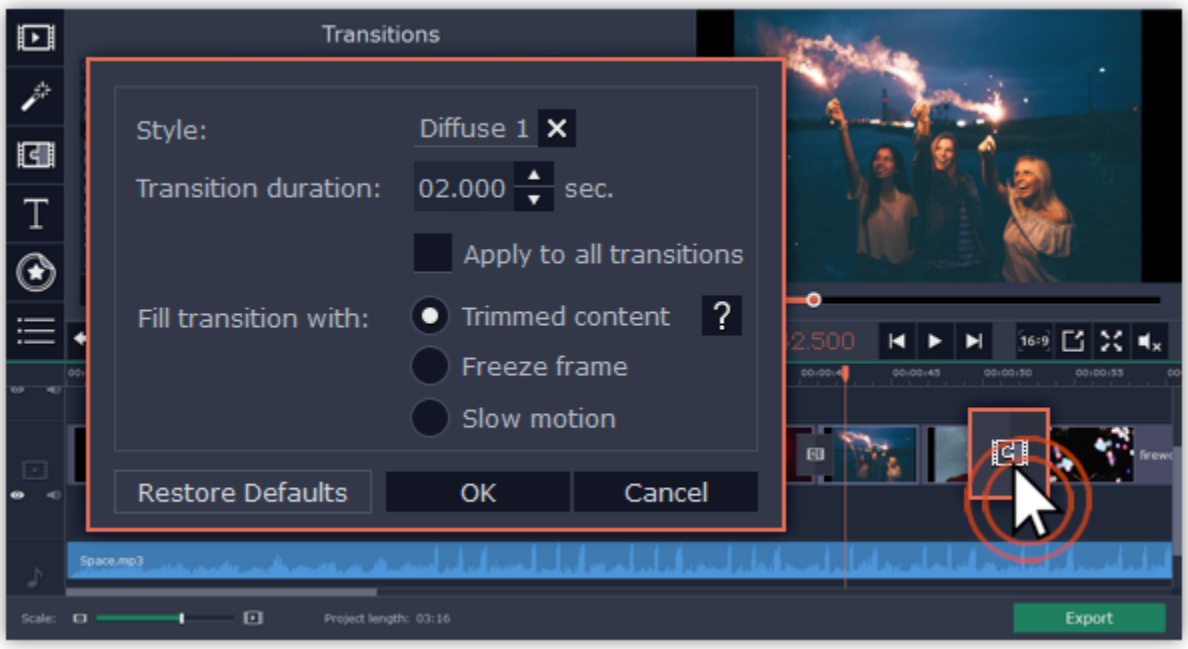
Change transition length

By default, each transition will be set at 2 seconds long. To change the transition length:

1. Double-click a transition on the Timeline to open transition properties.

2. In the **Transition Properties** window, enter the new transition length in the **Duration** field. The format is *seconds:milliseconds*. If you want all transitions that are currently in the project to have the same length, select the **Apply to all transitions** option.

3. Click **OK** to apply the changes.



Transition mode

In the **Transition Properties** window you can choose mode of transition. This setting affects what media is used to fill in the missing parts of the transition:

Trimmed content – if you've trimmed the video, the trimmed bits will appear during the transition. If the videos haven't been trimmed, a freeze frame is shown.
Freeze frame – a static frame is shown during the transition.
Slow motion – the part of the video overlapped by the transition is stretched to fill the entire duration.

The default mode is set to **Trimmed content**. The change of transition mode is more obvious when applied to a video clip rather than to an image.

Add transitions to all clips

Using the Transition Wizard

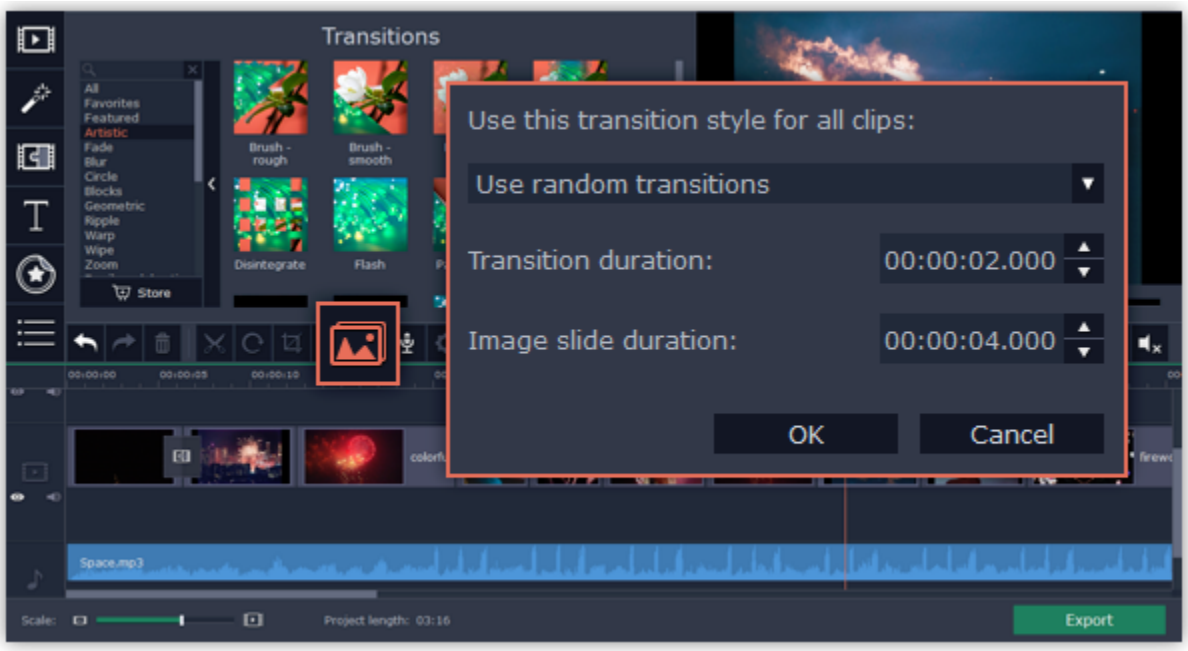
You can automatically add transitions between all clips in your movie in just a few steps:

1. Click the slideshow button on the toolbar. The Create Slideshow dialog box will open.

2. In the **Create Slideshow** dialog box, select a transition style that you want to use for all clips. If you want to use different transitions, choose the **Use random transitions** option in the list of transitions.

3. In the **Transition duration** box, enter the length that you want to set for all transitions. A transition cannot be longer than the shortest clip in your project.

4. Click **OK** to accept the changes.

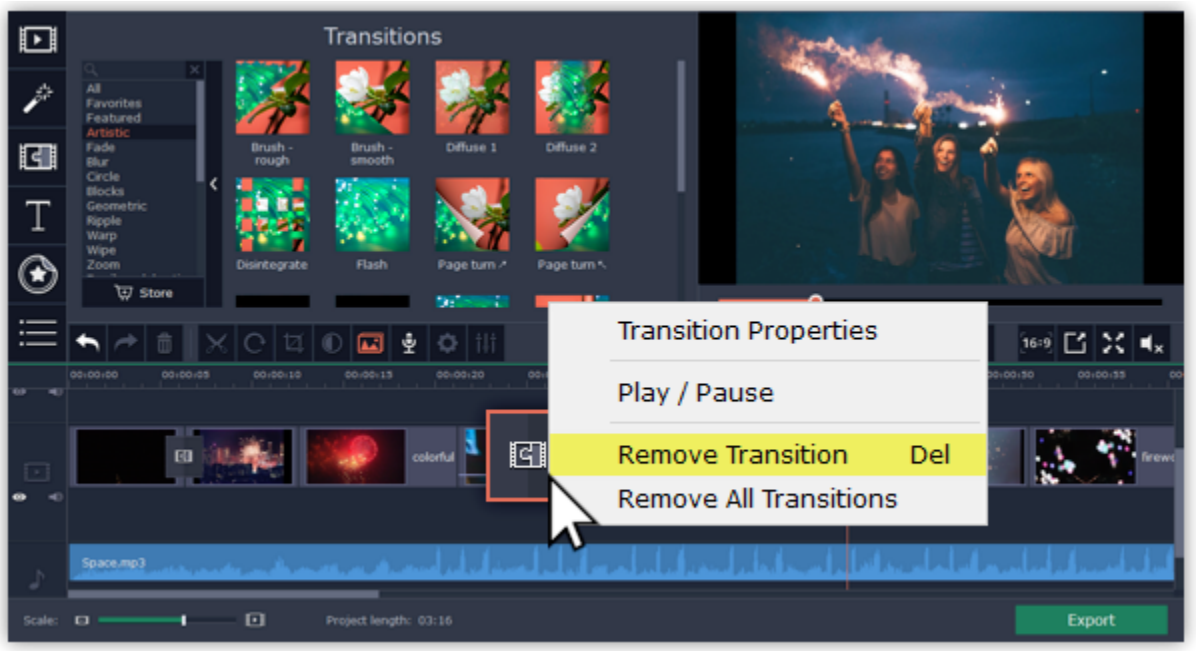


Using the right-click menu

To add one transition to all the clips in your project, right-click the transition's thumbnail and choose **Add to All Clips** from the pop-up menu.

Remove a transition

To remove a transition from your movie or slideshow, right-click the transition on the Timeline and choose **Remove Transition** from the pop-up menu. If you want to delete all the transitions in your project, choose **Remove All Transitions**.



Titles

How to add text to your videos

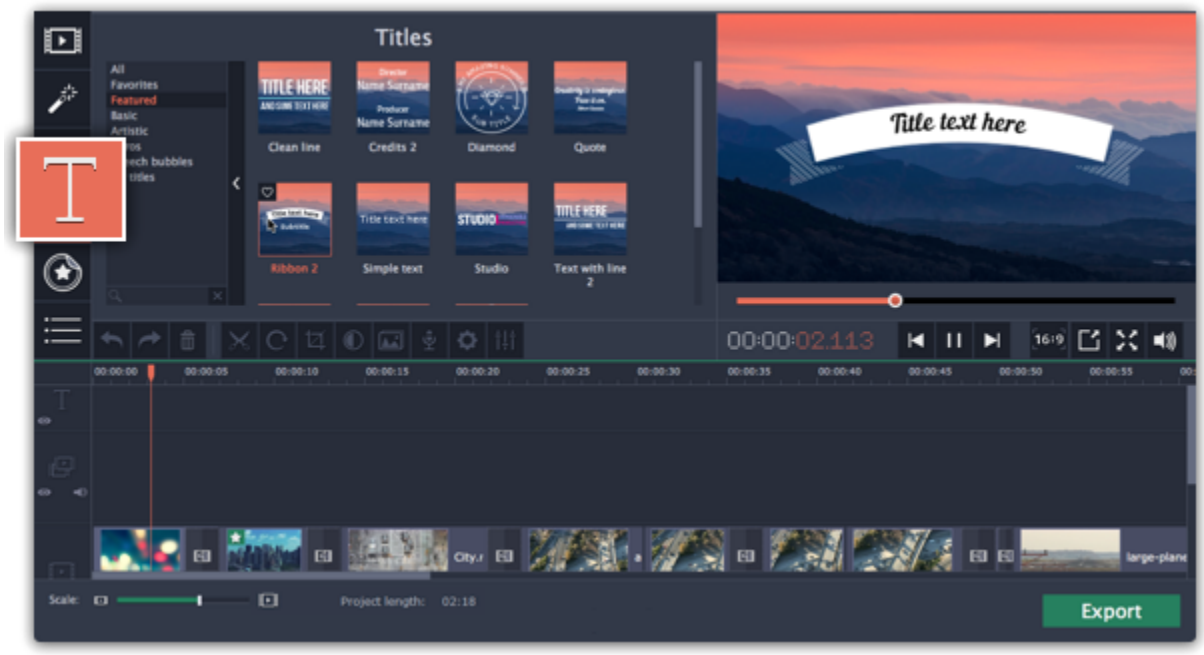
Adding text titles to your movie allows you to express your thoughts and supplement the audio with subtitles.

Step 1: Go to the Titles tab

On the left-hand side of the window, click the **Titles** button to view the titles collection.

• Click on a title style's thumbnail to preview its looks in the player and choose the titles you want to use.

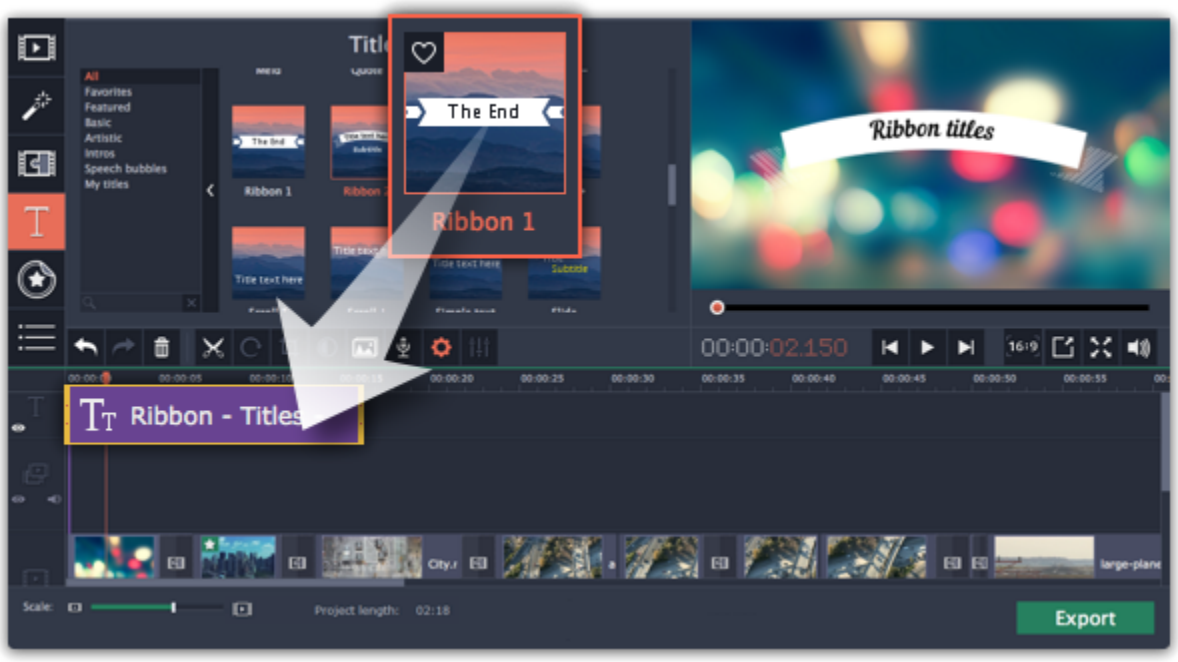
• If you really like a title style, click the heart icon on its thumbnail to add it to your **favorites** list.



Step 2: Add a title clip

To add titles to your project, pick a title style you like and drag its thumbnail onto the title track of the Timeline, right above the video track, onto the time where you want them to appear. The title clip will appear as a purple ribbon on the Timeline.

Note the purple line connecting the beginning of each title clip to a corresponding video clip on the video track. This way, whenever you move or edit the video clip, its titles will always stay in sync.



To make several text clips appear simultaneously, simply place them one on top of another on the titles track.

Step 3: Edit titles

When you've added a title clip, it will start out with the default text and looks. Double-click the title's ribbon on the Timeline to show editing options in the player.

Title clip properties

Click the cogwheel icon at the top of the editing panel to see title clip properties. Here, you can change the **duration** of the titles and **animation speed** (how fast they will appear or disappear).

Editing text

1. In the preview, double-click on the text box you want to edit.

2. Enter the new text.

3. Click the **Font properties** button and select the font style, size, and alignment options for the selected text.

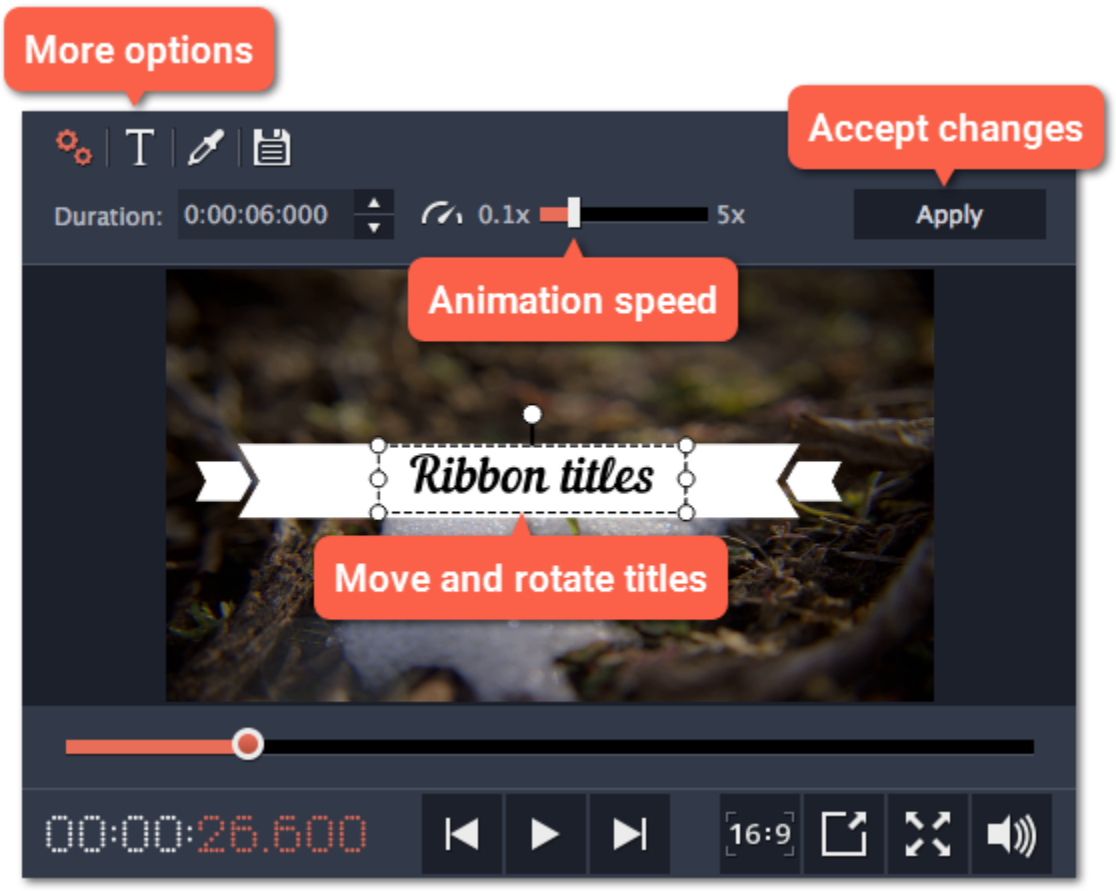
4. Click the **Color properties** button and choose a color for the text, and the outline's width and color.

5. Drag the text box to where you want to see it on the video.

Editing decoration elements

Some titles come with frames, ribbons, and other decorations. To change their color, select the decoration element you want to edit and click the **Color properties** button. Then, click the **Decorations** color palette and choose the new color.

Finally, click **Apply** to exit editing mode.



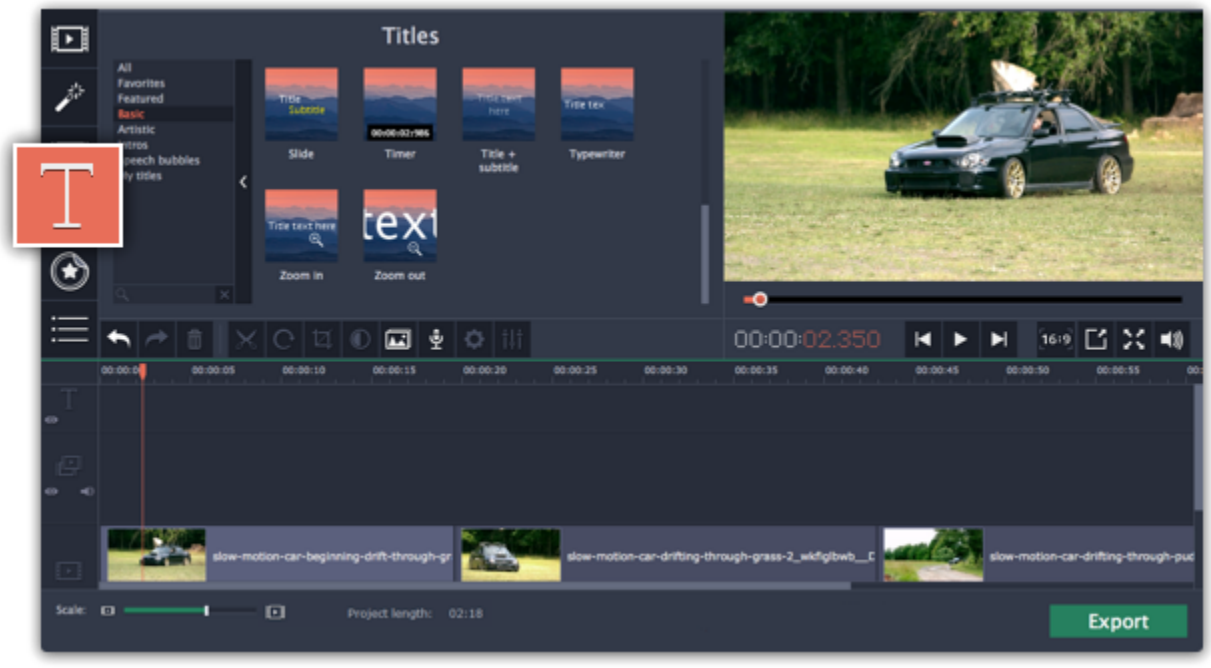
Hint: *you can move several title elements by selecting them with the cursor or holding the Ctrl key and clicking on the elements you need.*

See also:
Adding callouts
Adding a timer
Timeline tracks

Adding a timer

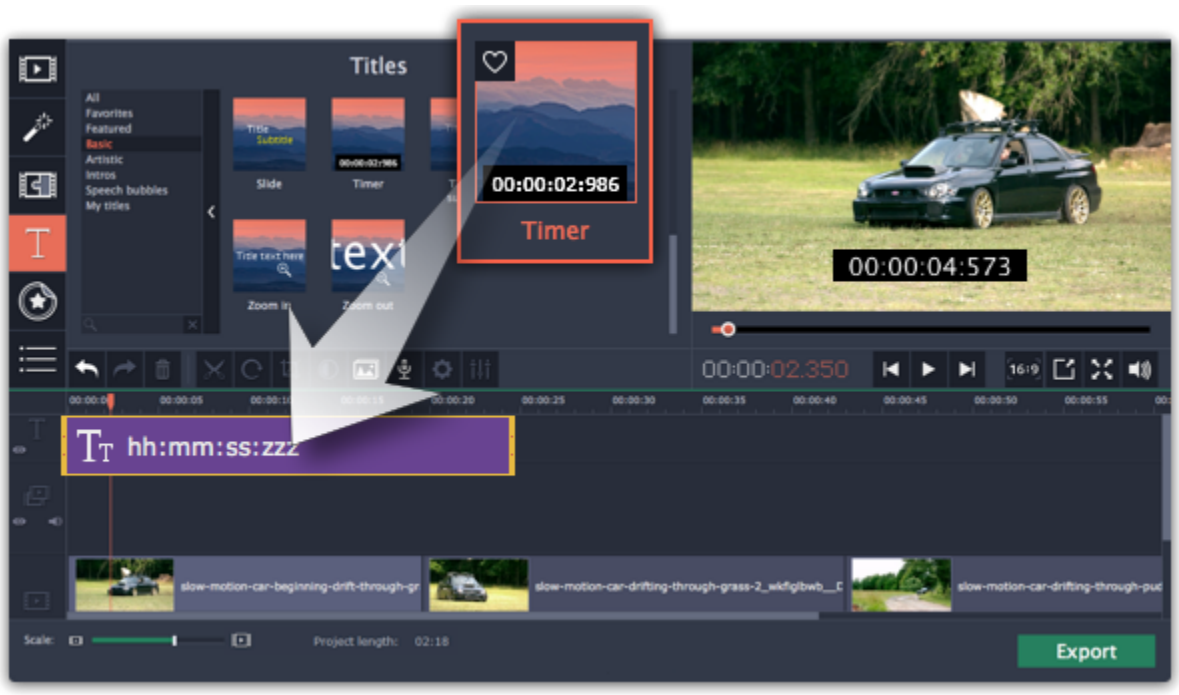
Step 1: Open the Titles tab

Click the **Titles** button on the left sidebar to open the list of available text styles.



Step 2: Add Timer titles

1. Find the "**Timer**" title style. Use the search bar or click the **Basic** group to filter the styles.
2. Drag the Timer titles onto the title track of the Timeline. Move the clip along the Timeline until its beginning is where the titles should appear. To change the length of the timer, drag at the edges of the clip.



Step 3: Edit the timer

1. Double-click the timer clip on the Timeline to edit it. A properties panel will appear over the player.

2. On the Clip properties tab , set the **duration** and the **format** of the timer. The format determines which units of time are visible on the timer: hours (hh), minutes (mm), seconds (ss), and milliseconds (zzz).

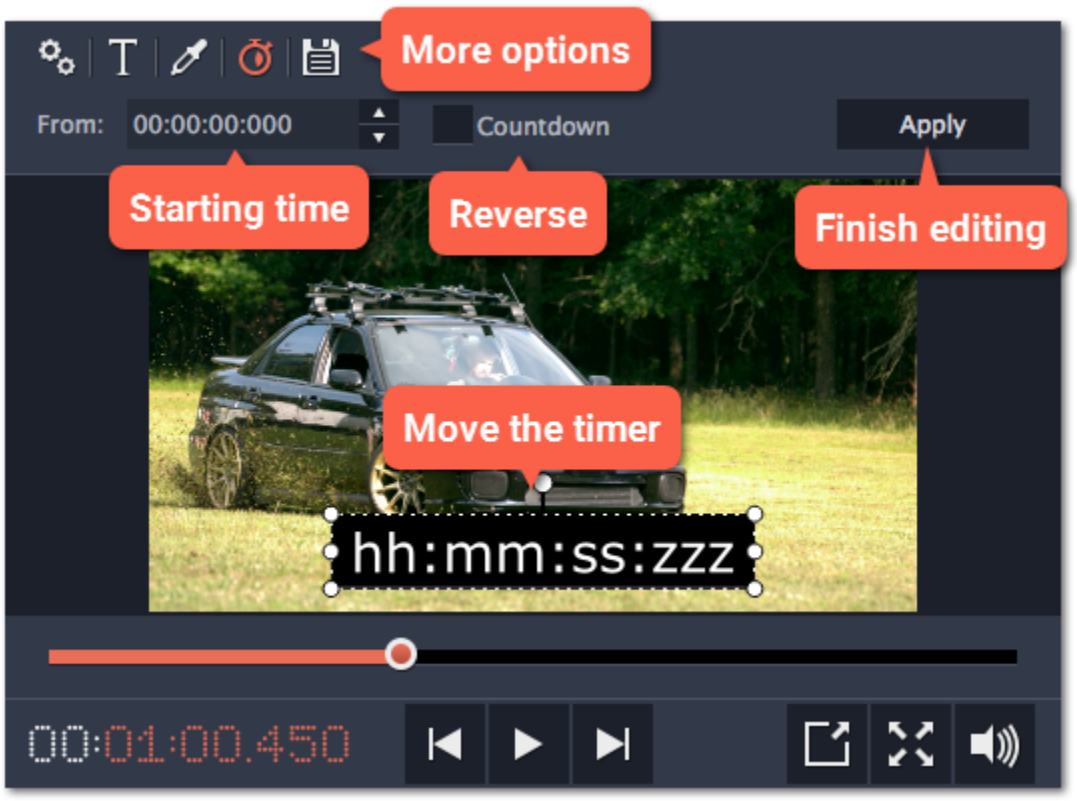
3. On the Font properties tab , choose the font and style of the numbers.

4. On the Color properties tab , set the **color** of the numbers and the **background color**. To make the background transparent, click the background color square and set **Opacity** to 0%.

5. On the Timer tab , enter the starting time into the **From** box. If you want the timer to count backwards, select the **Countdown** option.

6. In the player, drag the Timer to the necessary location on screen.

7. Finally, click **Apply** to exit editing mode.



Saving custom titles

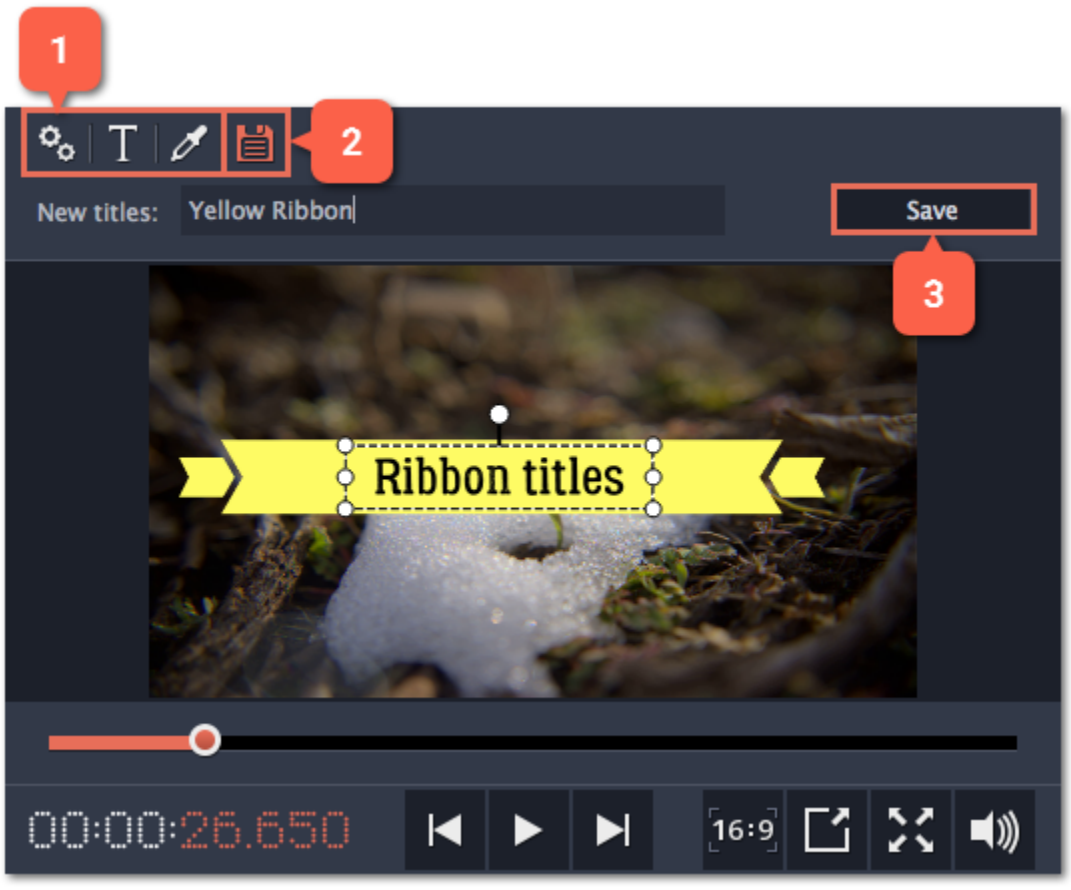
After you've set up titles to look the way you want, you can save that style and use it in your projects.

Step 1: Just like you usually edit titles, double-click the title clip and choose the font, color, and other options.

Step 2: Click the **Save** icon at the top of the title editing panel on top of the player.

Step 3: Enter a name for your titles and click **Save**.

The new title style will appear under the **My titles** group.



Stickers

You can decorate your video and make it more fun by adding stickers on top of it.



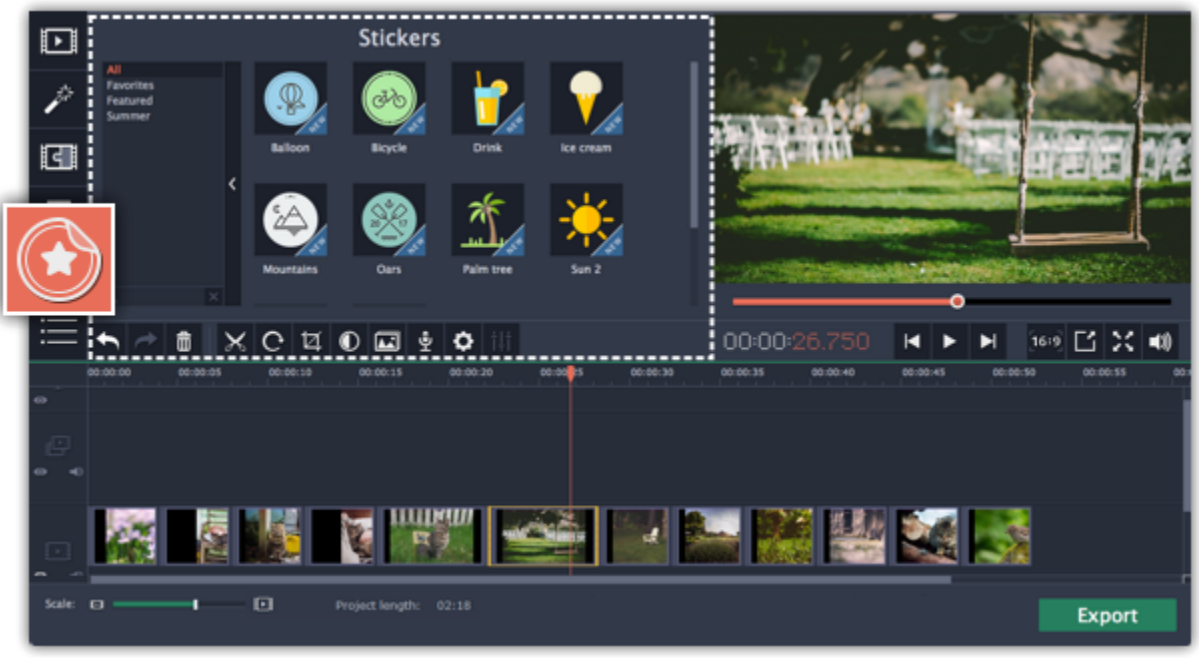
Step 1: Open the Sticker collection

Click the **Stickers** button in the sidebar to open the list of stickers.

• Click on a sticker's thumbnail to preview it in the player

• If you really like a sticker, you can click the heart icon on its thumbnail to add it to your **favorites** list.

Hint: *if you don't see the Stickers button in the sidebar, click the* ***More*** *button at the bottom of the sidebar and select Stickers from the pop-up list.*



Step 2: Add the sticker

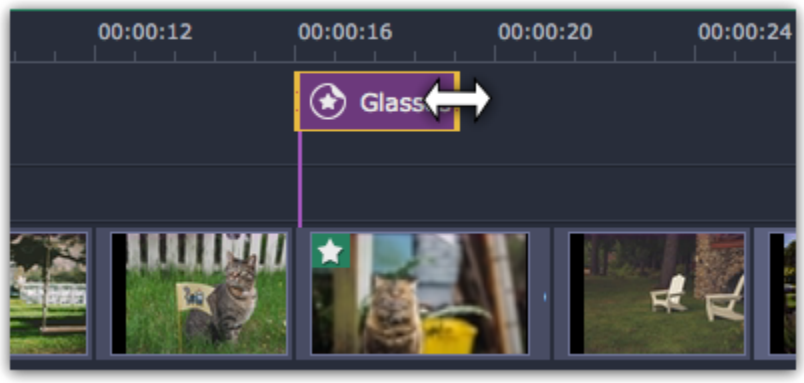
Select the sticker's thumbnail and drag it onto the **title track** of the Timeline. All titles, callouts, and stickers go on the title track.



Step 3: Edit the sticker

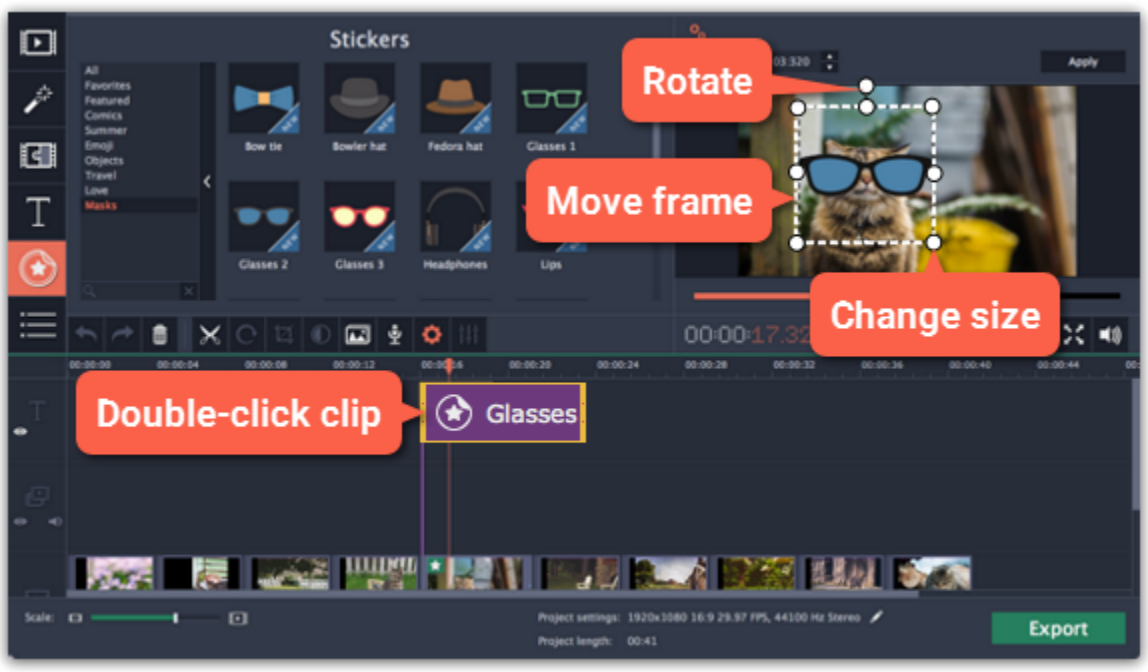
Change length

To change how long a sticker appears on the video, drag the edges of the sticker clip on the Timeline.



Move the sticker

To change the sticker's position on your video, double-click the sticker clip to go into editing mode. In the player, drag by the corner of the frame around the sticker to change its size, and drag by the center of the frame to move the sticker. To rotate the sticker, click and drag the white dot at the top of the frame. Click **Apply** above the player when you're finished.



Frequently asked questions

Can I apply transitions to stickers?

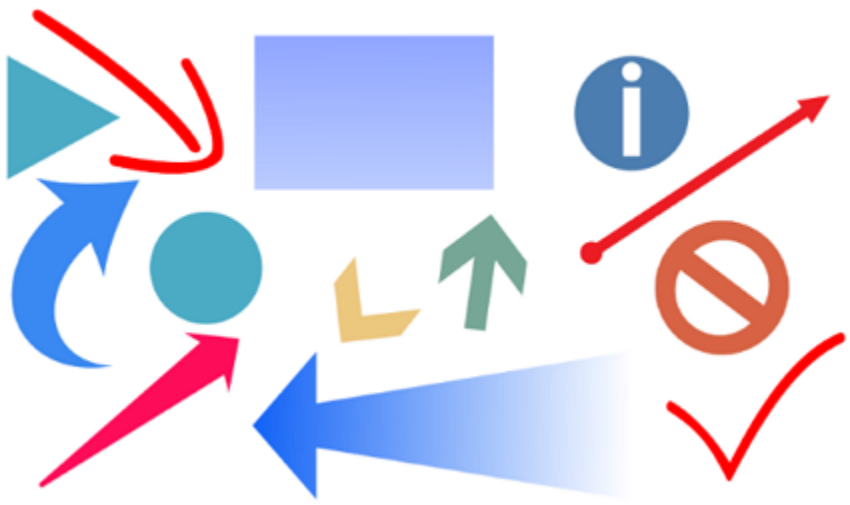
No, you can't. Stickers always appear instantly on top of the video.

Can I animate stickers?

Sure! You can animate them like any other clip. **Learn more:** Animation

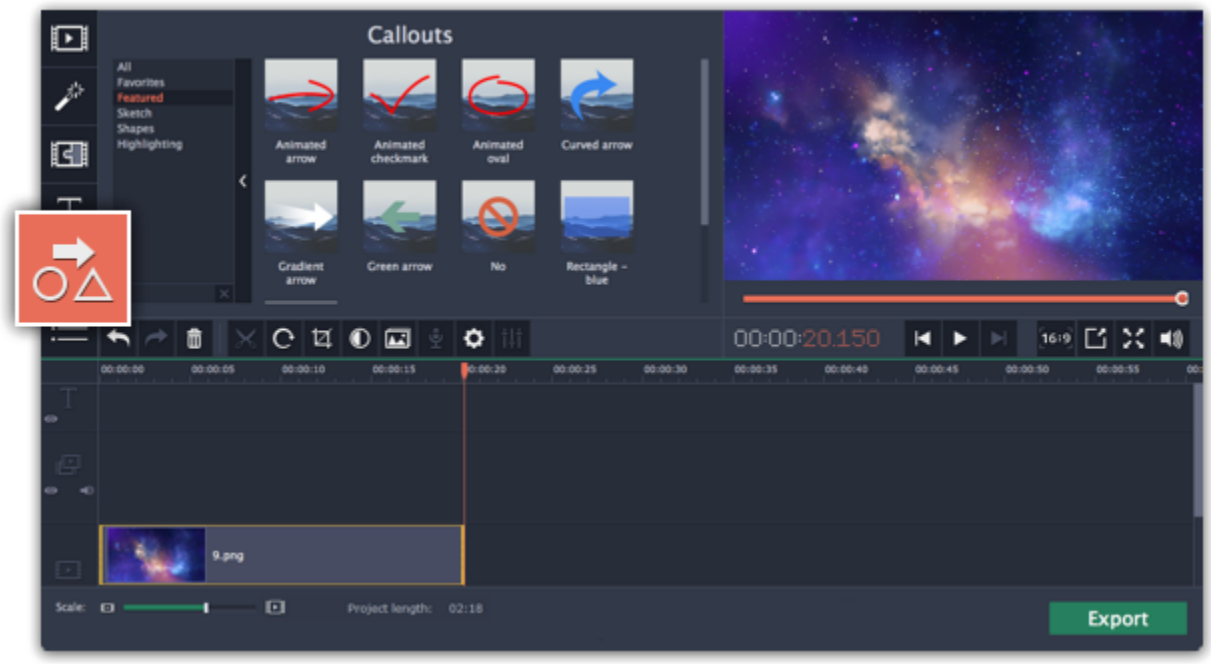
Callouts

Using callouts, you can annotate your video with arrows, icons, and other shapes.



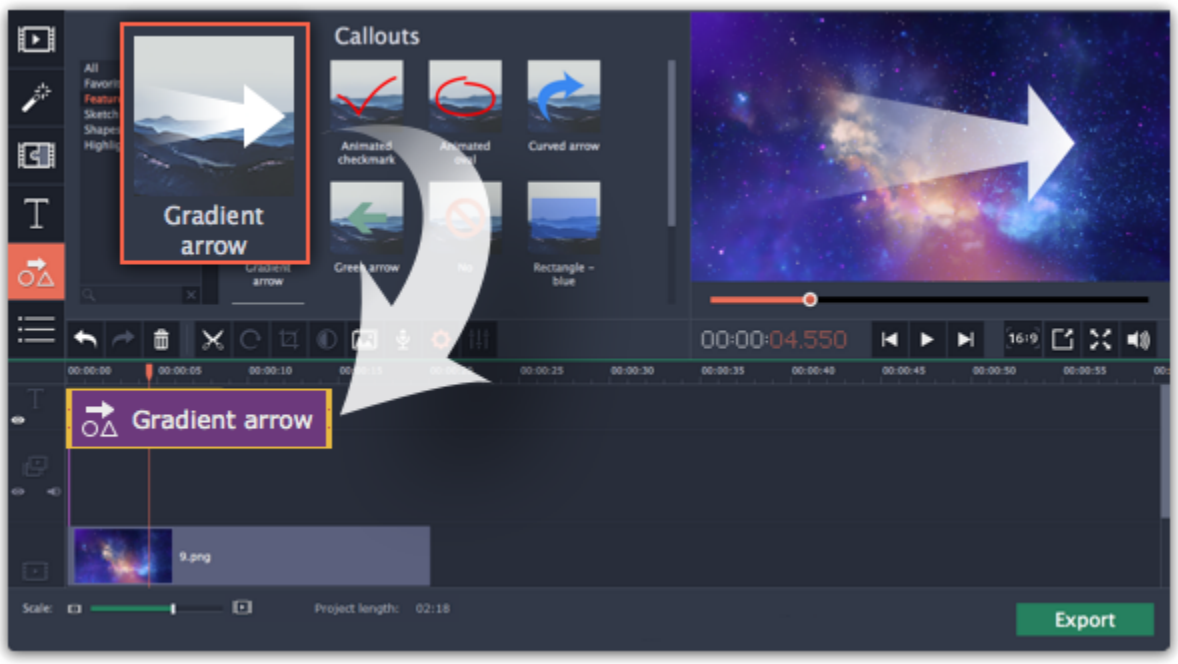
Step 1: Open the Callouts tab

Click the **Callouts** button on the left sidebar to open the shape collection. To preview a callout style, click on its thumbnail.
• Callouts are grouped into categories on the left. Use these to find the shapes you need.
• If you're looking for a specific callout, type its name into the search box under the list of groups.
• If you really like a callout style, click the heart icon on its thumbnail to add it to your **favorites** list.
Hint: *if you can't see the Callouts button, click the* ***More*** *button at the bottom of the sidebar and choose Callouts from the pop-up list.*



Step 2: Add callout clip

When you find a style you like, drag it onto the title track at the very top of the Timeline. Place the beginning of the clip where you want the callout to start appearing. Drag the edges of the callout clip to change its duration.



Note that the clip is linked to the corresponding clip on the main video track with a purple line. This means that the callout clip is synchronized with the video: when you move or cut the video clip, the callout clip will follow without losing sync.

Step 3: Edit the callout

Double-click the callout clip. An editing panel will appear in the player. If the callout consists of several elements, for example, text and a shape or two shapes, make sure to select the one you want to edit.

Position

In the player, drag the callout to where you want it to appear on screen.

Clip properties

• On the editing panel, set the animation speed for the element to change how fast it appears on screen.
• To change the callout's duration, enter it into the **Duration** box or drag the edge of the callout clip on the Timeline.

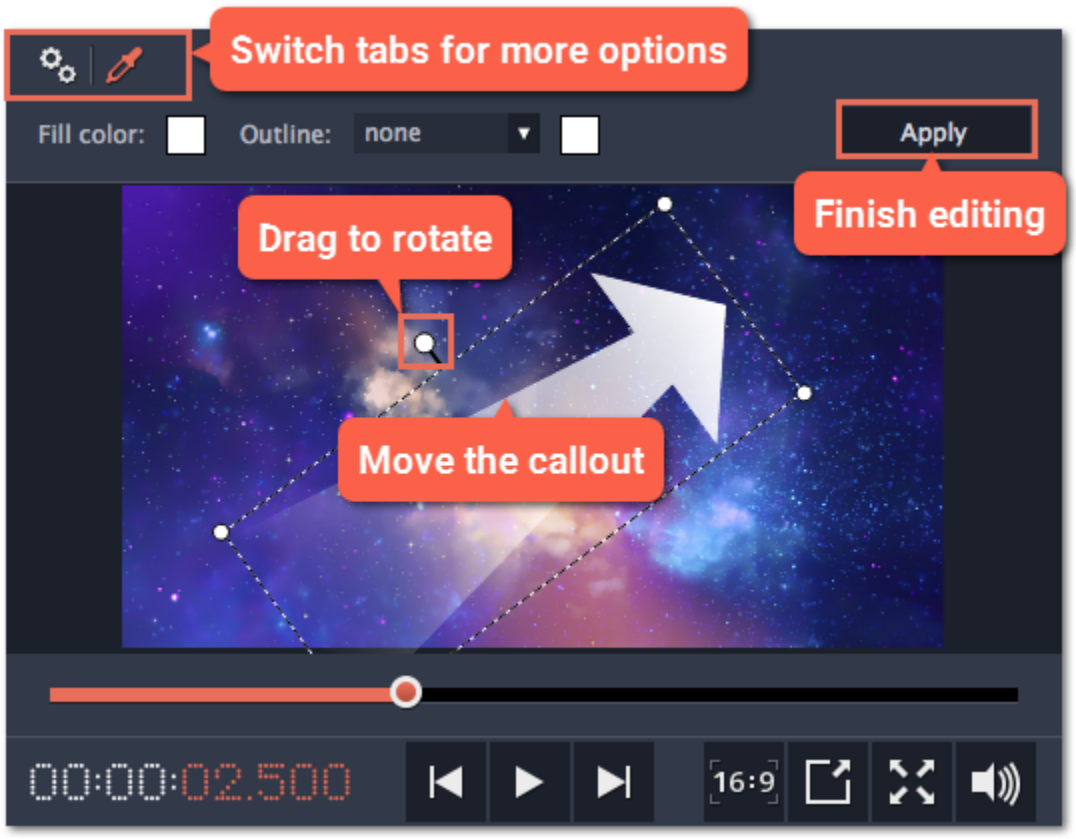
Colors

Click the Color properties icon and choose the **color** and **outline** for the selected element.

Text

• If the callout has text, double-click on the text box and enter the new text.
• Click the Text properties icon and choose the new **font**, **size** and **style** for the callout text.

When you're done, click **Apply** to accept the changes and exit editing mode.



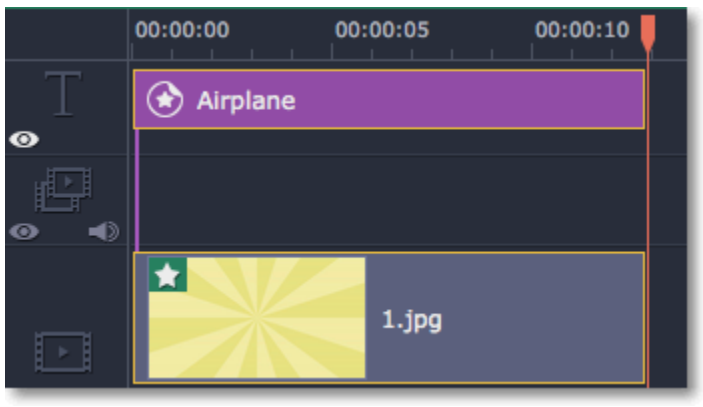
See also:
Timeline tracks
Adding titles

Animation

With Movavi Video Editor, animating objects is simple and doesn't need any additional software. You can move or spin objects any way you want, and make creative appearances.

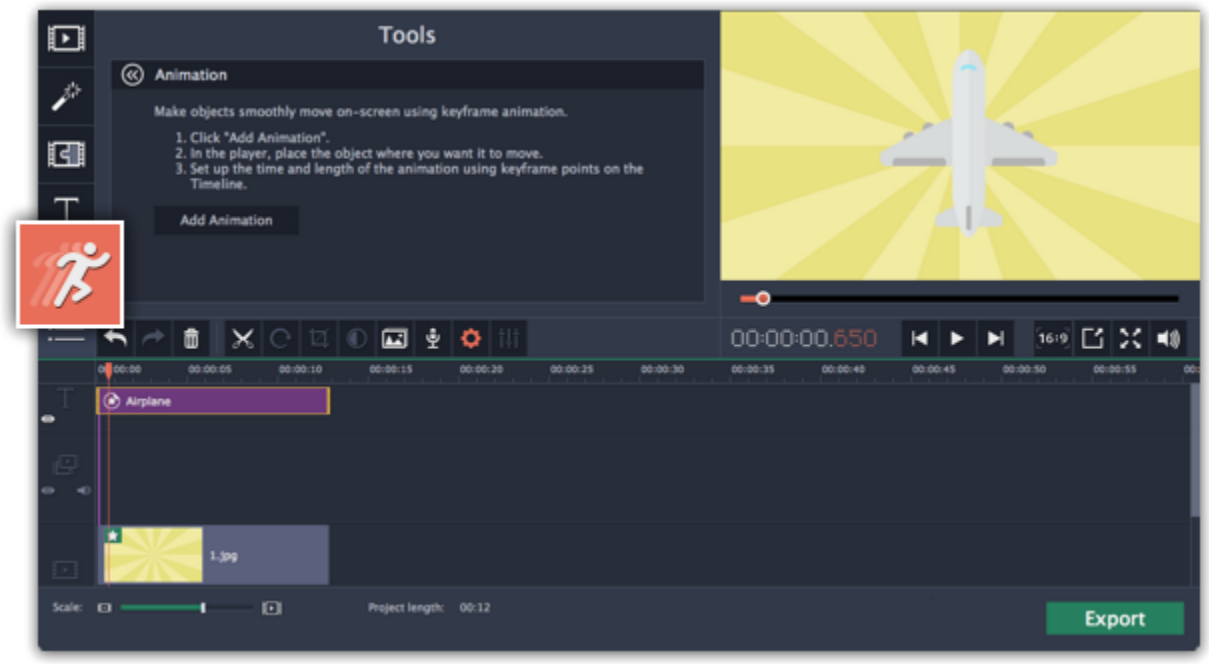
Before you start:

• Add the background onto the main video track.
• Add the object you want to animate. This can be a video or image, text titles, callouts, or stickers. Place the videos or images to the overlay track, and add the titles, callouts, and stickers onto the title track of the Timeline. Make the clip as long as you want the animation to last.



Step 1: Open the Animation tool

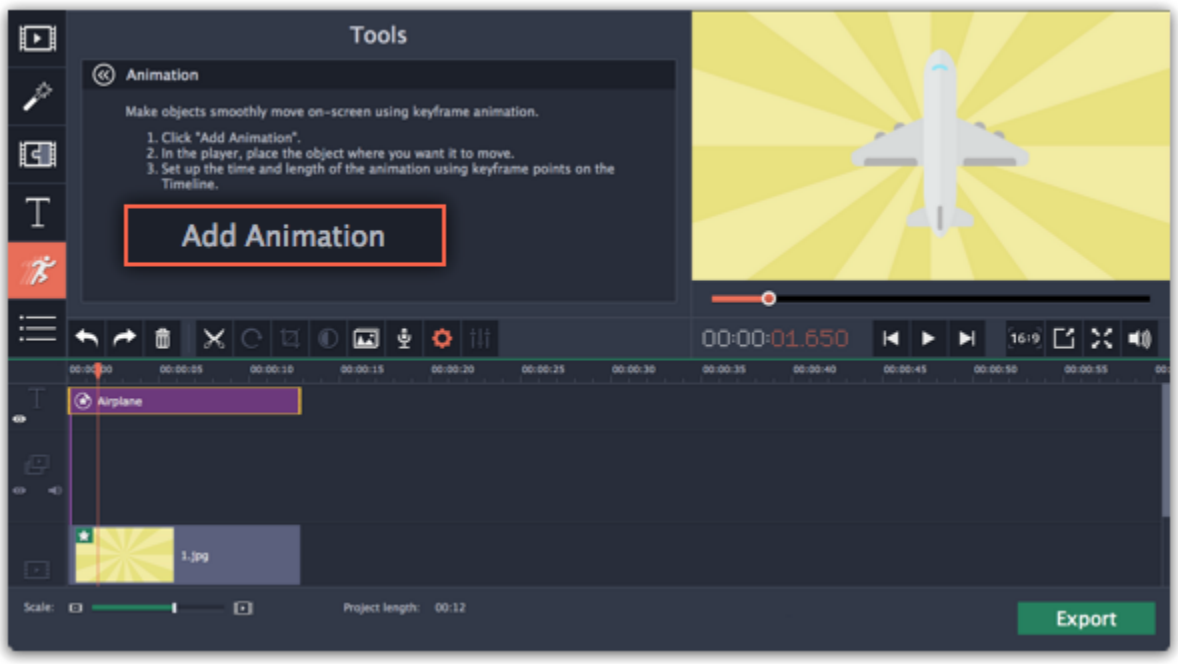
In the left sidebar, click the **Animation** button. If you don't see it there, click the **More** button, and choose Animation from the pop-up list.



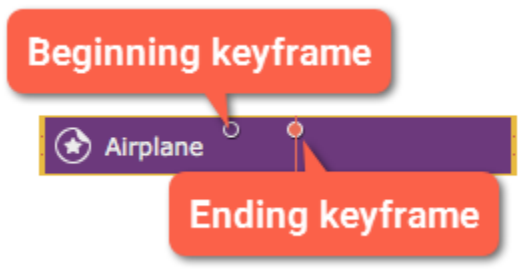
Step 2: Add Animation

1. Select the clip you want to animate and place the position marker to where you want the animation to begin.

2. In the Animation panel, click **Add Animation**.



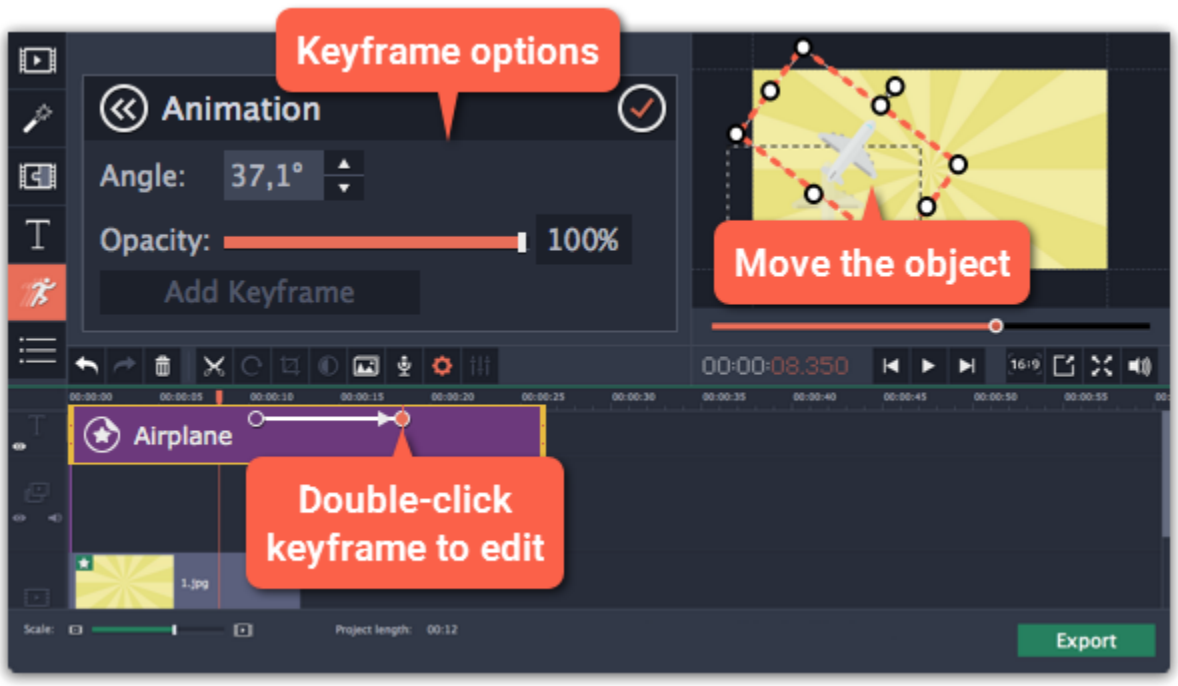
• In the player, you will see a frame appear around the object. You'll be using this frame to set the position of the object.
• On the Timeline, two points will appear on the clip. These are called *keyframes*. The *first* point is the original position of the object. The *second* point will be its end position after the animation. The *distance* between the two points determines how fast the object needs to travel between these two positions.



Step 3: Edit the keyframes

1. On the Timeline, double-click a keyframe to edit it.

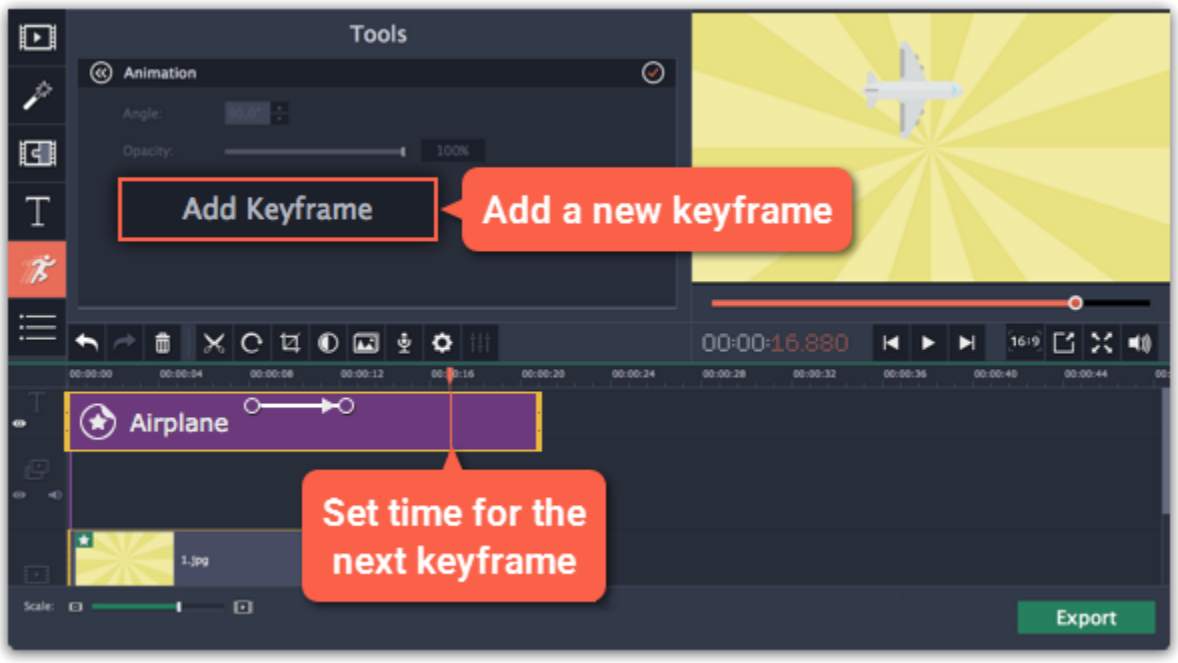
2. In the player, use the frame to move the object to where you want it to go.
• Drag by the corners of the frame to change the object's **size**.
• To **rotate** the object, drag by the white dot at the top of the frame or use the **Angle** box in the Animation panel. Note that if you want to make the object spin, you can rotate it to a maximum of 180 degrees in a single keyframe.
• To make the object fade in or out, use the **Opacity** slider in the Animation panel.



3. To change how fast the object moves, move the keyframe point on the clip:
• Move the points closer together to make the animation go faster.
• Move the points farther away from each other to make it go slower.

Step 4: Add more keyframes (optional)

To add another keyframe, move the position marker to where you want to place it in the clip and click **Add Keyframe** on the Animation panel.
If you add it between two existing keyframes, it will create an intermediate position.



Resetting a keyframe

To make a keyframe go back to its original position, right-click the keyframe point on the clip and choose **Reset Keyframe** in the pop-up menu.

Removing keyframes

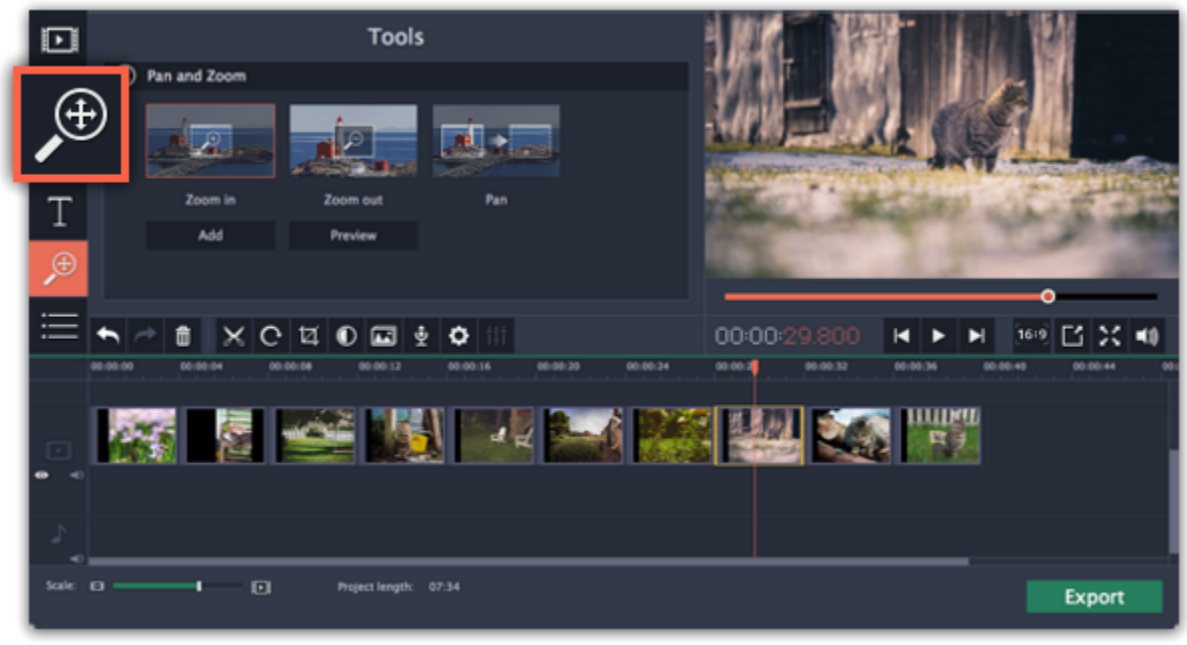
• To remove one keyframe, right-click the keyframe point on the clip and choose **Remove Keyframe** in the pop-up menu.
• To remove all keyframes and delete the animation, right-click any of the keyframe points and choose **Remove All Keyframes.**

Pan and zoom

Using the **Pan and Zoom** tool, you can control camera movement using two keyframes. Set the beginning zoom and the end zoom using the frames in the player, and the camera will smoothly move from one frame to the other.

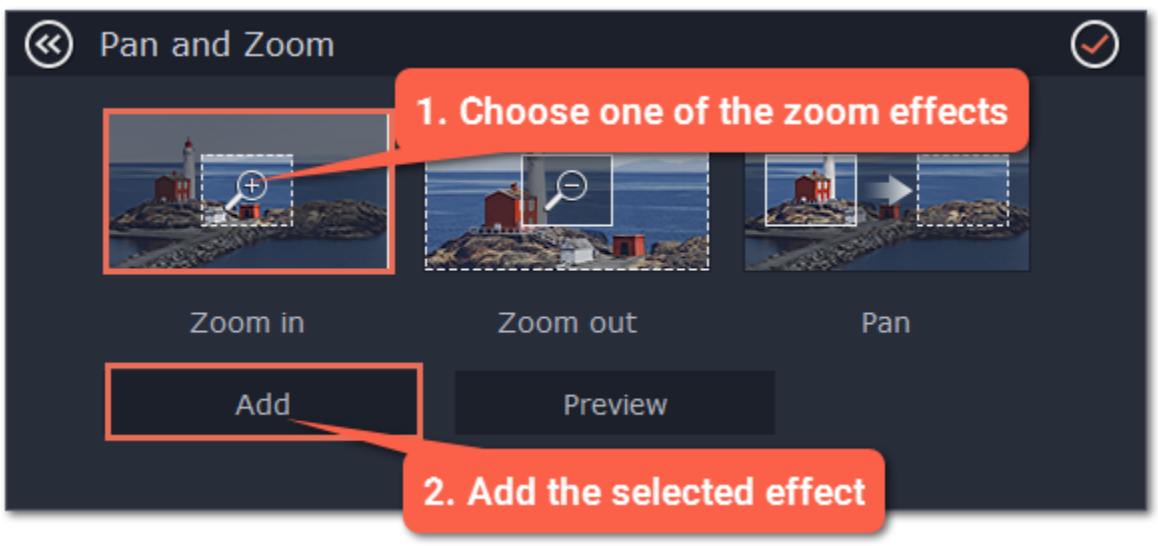
Step 1: Open the Pan and Zoom tool

1. On the Timeline, select the clip that you want to zoom.
2. On the left sidebar, click the **Pan and Zoom** button.
Tip: If you can't see Pan and Zoom button, maximize the window, or click the More button at the bottom and select Pan and Zoom from the pop-up list.



Step 2: Add pan or zoom keyframes

1. On the Timeline, place the position marker to where you want the zooming to begin.
2. Select one of the zooming methods: **Zoom in**, **Zoom out**, or **Pan**.
Tip: To see how an effect works, select it and click Preview.
3. Click **Add**.



This will add two zoom keyframes to the clip. Using these keyframes, you can set up when the camera moves from one point to the other. The camera will move between these two keyframes.

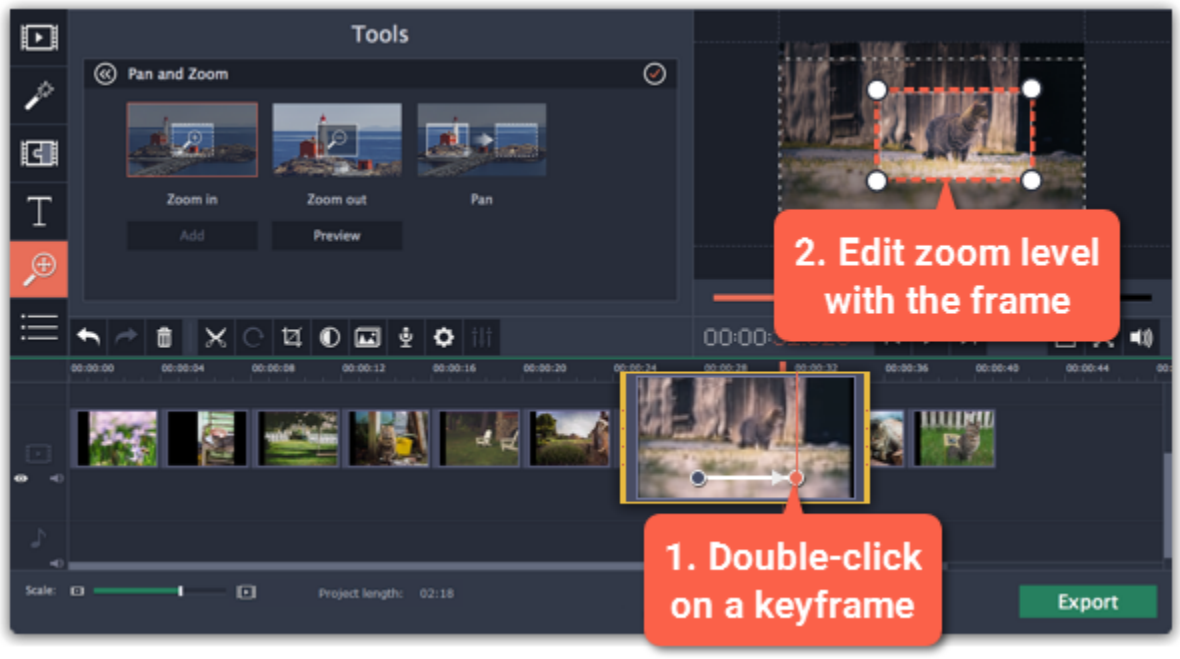


Step 3: Set up the zoom frames

Now, you can set the zoom level for each keyframe using the frame in the player, and the camera will smoothly move from one frame to the other.

1. To change the starting keyframe, double-click the first point on the clip. Then, use the frame in the player to set the zoom level for the starting point of the camera movement.

2. To change the ending keyframe, double-click the second point on the clip. Then, use the frame in the player to set the zoom level for the ending point of the camera movement.



Step 4: Change the keyframe time

• To change the length of the zoom effect, hold your mouse pointer over a keyframe and move it left or right.

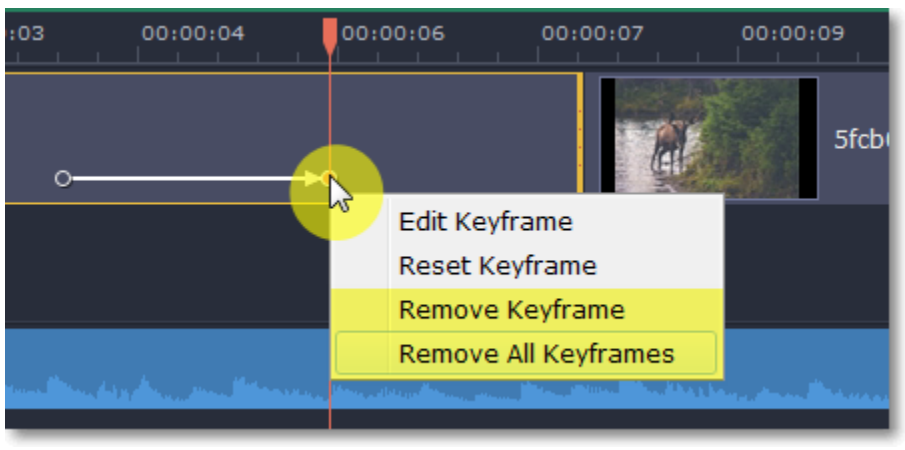
• To move the zooming effect without changing its length or other settings, hold your mouse pointer over the arrow and move it along the clip.

Step 5: Add more zooming (optional)

If you want to add more camera movements, repeat steps 2-4 to combine other camera movements in one clip. For example, you can zoom in on an object, pan across the frame with the same zoom level, and then zoom back out to 100%.

Removing zoom

To remove a pan or zoom effect, right-click a keyframe and select **Remove All Keyframes** to clear all zoom effects from the clip. To remove just the selected keyframe, select **Remove Keyframe**.

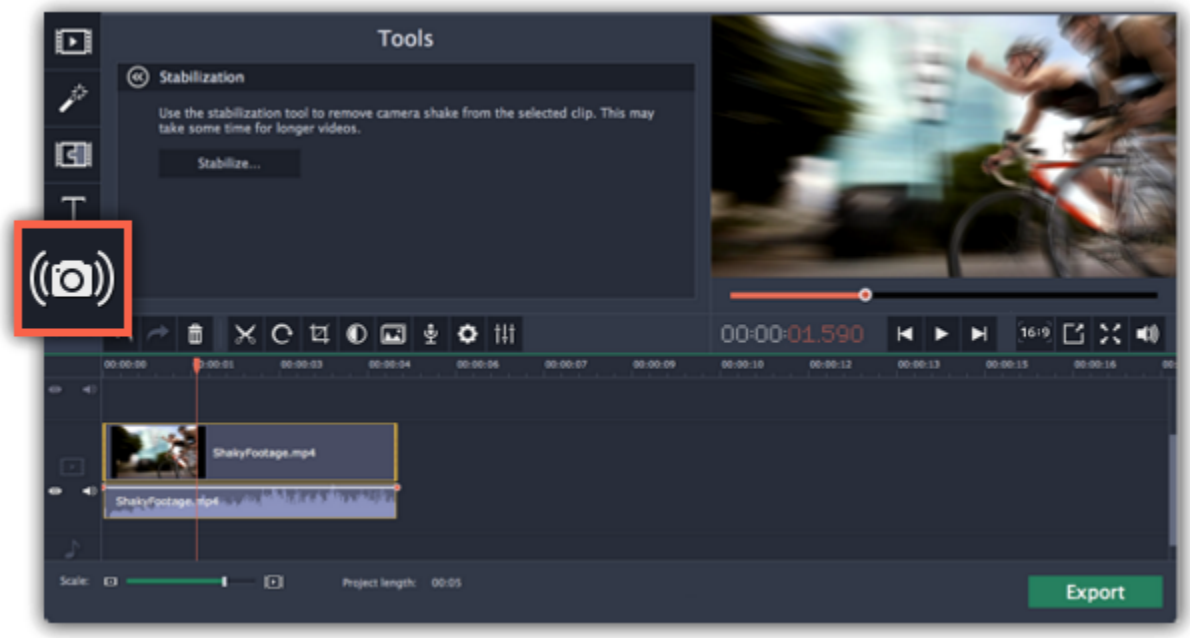


Stabilizing video

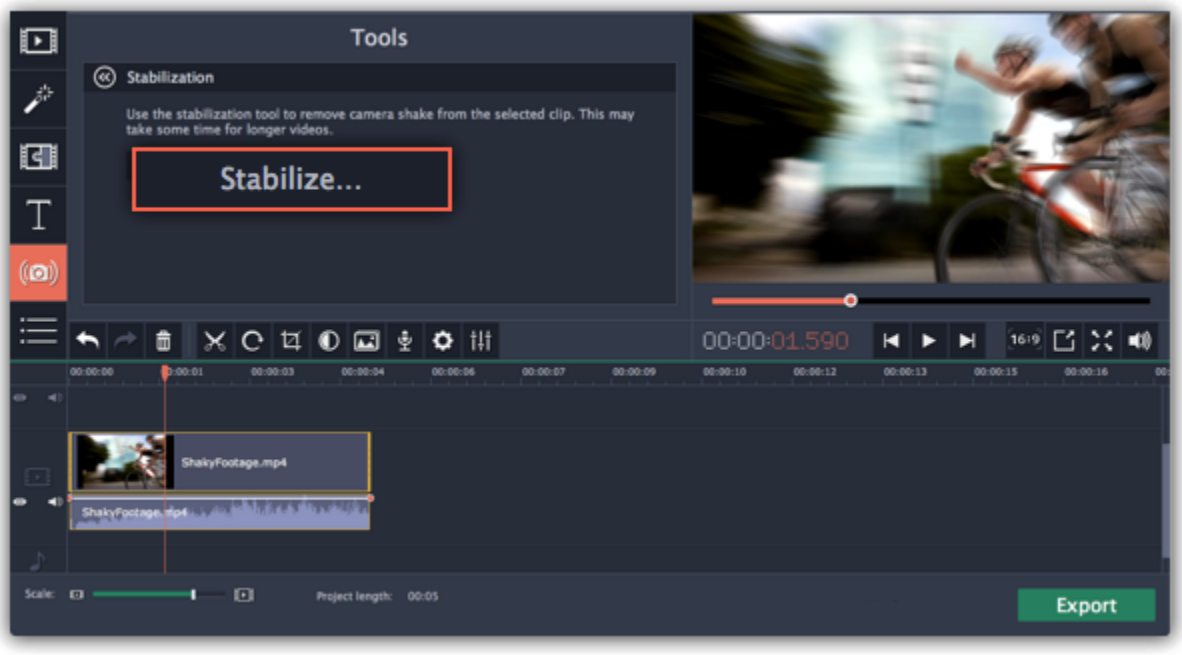
If you're filming with a handheld camera, it's likely that there might be some unwanted camera shake visible on the video, especially if you walk or move while filming.

Step 1: On the Timeline, select the clip you need to stabilize. Longer videos take more time to stabilize, so you may want to first cut the video into smaller segments.

Step 2: On the left sidebar, click the **Stabilization** button.
Tip: if you don't see the Stabilization button, click the More button and select Stabilization from the pop-up list.



Step 3: Click **Stabilize** to open stabilization options. The Stabilization window will open.



Step 4: Set up stabilization with the following parameters depending on the video and the amount of shaking:

Accuracy: affects the analysis precision of the video. Higher accuracy yields the best results, but also takes more time.

Shaking: set how strongly the shaking is visible on the video.

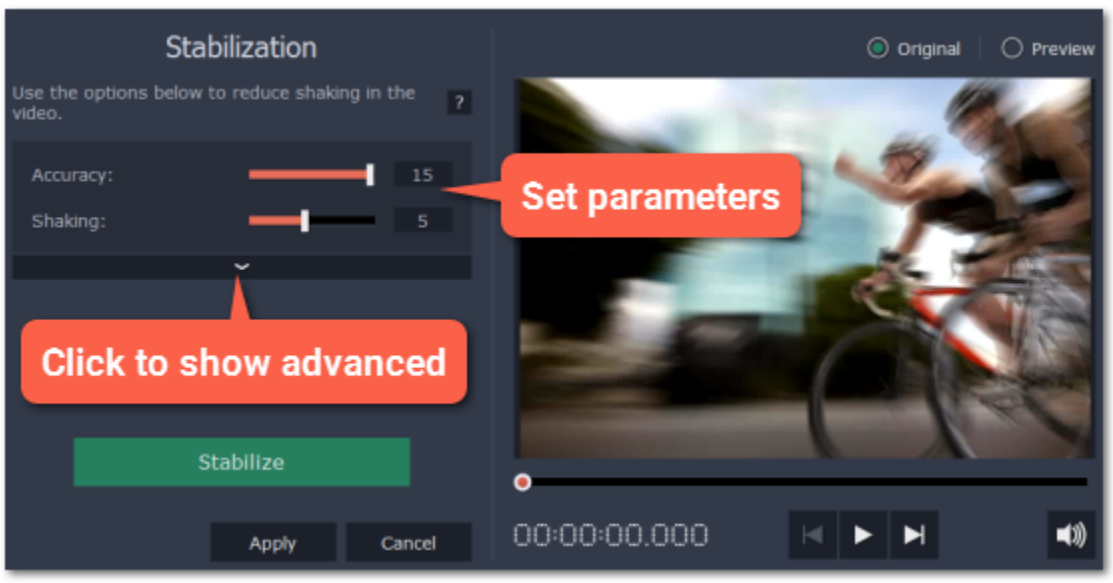
If you need more advanced settings, click the arrow under the sliders.

Radius: when a video is stabilized, each object is adjusted using the pixels from the surrounding area. The radius affects how large that area will be. Use a smaller value for more dynamic videos to avoid mixing objects together and to preserve more detail.

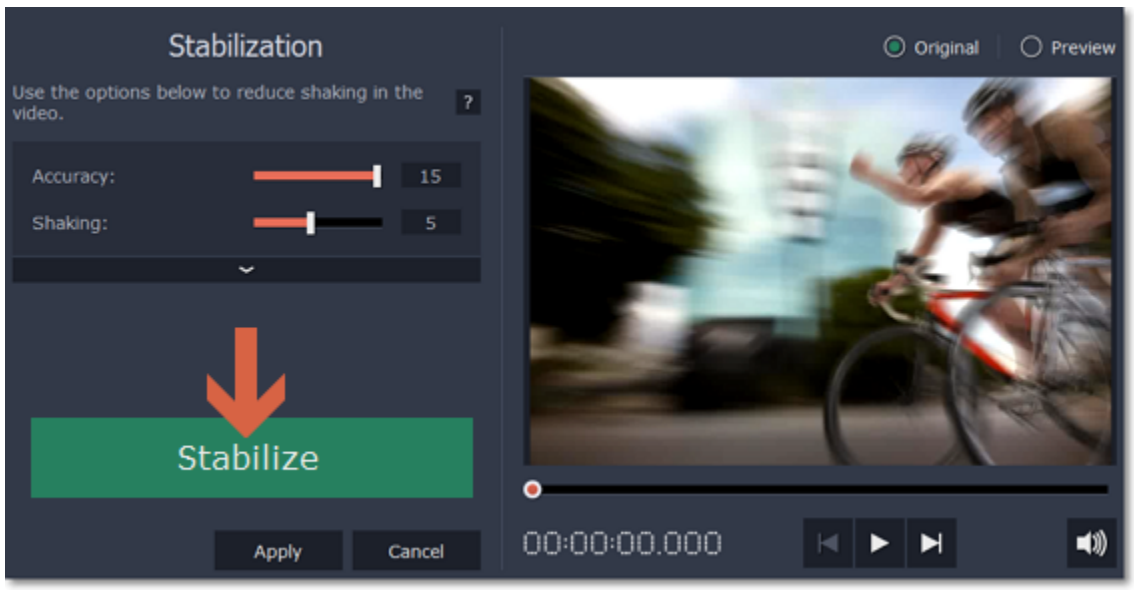
Smoothing: limits camera acceleration. Higher values work best for more or less static videos. Excessive smoothing may limit panning.

Edge Cropping: after compensating for motion, some distortion artefacts like blurred areas may appear around the edges.

- **None**: the edges will remain as they are. Best results if there is little shaking on the video.
- **Fixed**: the video is cropped to one size to cut off some of the edges.
- **Adaptive**: whenever there is a lot of shaking, the video will zoom in so that the distorted edges are not shown.



Step 5: Click **Stabilize** to start processing the video. This may take a while depending on the length of your video and the selected parameters.



Step 6: After the video has been stabilized, you will see its preview in the player. If you're satisfied with the result, click **Apply** to replace the clip on the Timeline with the stabilized video. If you didn't like the results, repeat steps 4 and 5.

Stabilized copies

A stabilized copy of the file will be created under "*\My Videos\Movavi Video Editor\Stabilized*". This copy will be used in the project instead of the original video. If you delete the stabilized copy, it will be replaced with the original video, and you will need to stabilize the clip again.

Filming tips

• When shooting videos, try to rest the camera on something.
• If possible, use a tripod. Some tripods are really small and can fit into your bag.
• If you can't put down the camera, hold it with both hands and close to your body. This will minimize the shaking.
• Try to move around less. If you have to move the camera, do it slowly.
• Check your camera's settings to see if it has built-in stabilization.

Troubleshooting

Not enough disk space error

When a video is stabilized, Movavi Video Editor creates a stabilized copy of the video in a folder on your disk. By default, this folder is "*\My Videos\Movavi Video Editor\Stabilized*" on your main disk drive. If you are running out of space on that drive, you can either free more space and try again, or tell the program to save stabilized copies on another disk:

1. Open the **Settings** menu and choose **Preferences**.
2. Switch to the **Files** tab.
3. Find the "**Store stabilized videos in**" box and click the button ... on the right to choose a different folder on a drive where you have more space.
4. Click **OK** to accept the changes. Now, try stabilizing the video again.

Cannot access folder error

This error means that you've changed the folder where stabilized files are stored, and that folder's permissions prevent Movavi Video Editor from creating files inside it. Try using a different folder for storing stabilized videos.

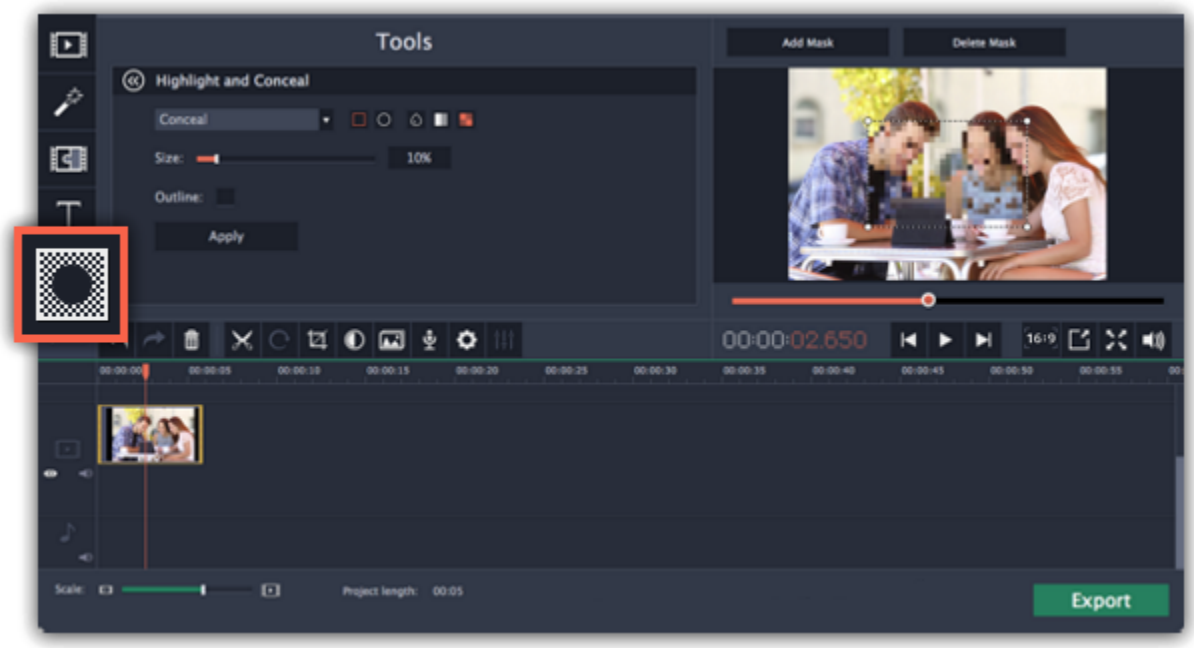
Highlight and conceal

Using the **Highlight and Conceal** tool, you can control the focus in the frame, and blur or darken parts of the video.



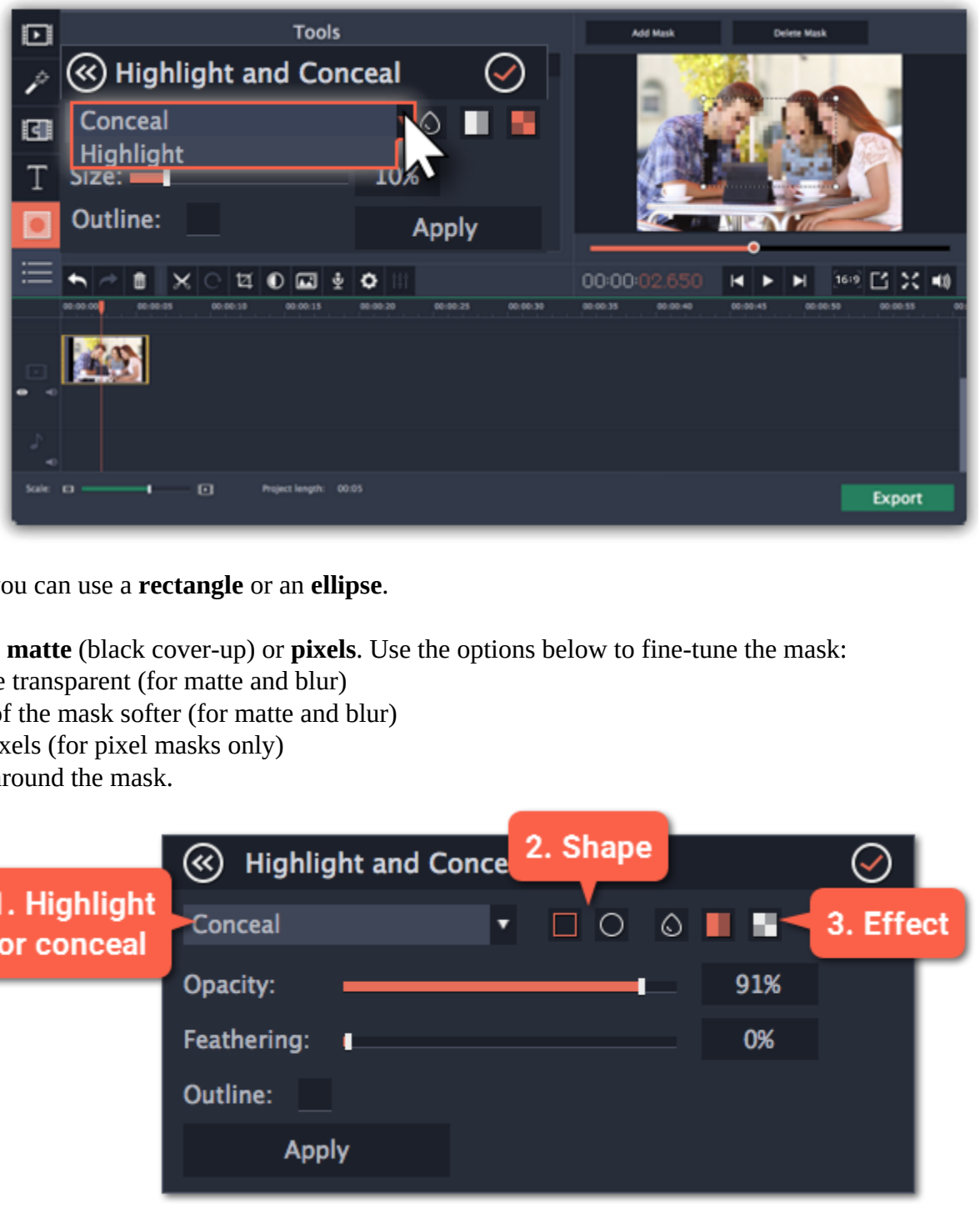
Step 1: Open the Highlight and Conceal tool

1. On the Timeline, select the clip that you want to edit.
2. On the left sidebar, click the **Highlight and Conceal** button. The tool's options will open, and a frame will appear in the player.
Tip: If you don't see Highlight and Conceal button, click the More button at the bottom, and choose Highlight and Conceal from the pop-up list.



Step 2: Set up the mask

1. In the Highlight and Conceal tool, open the box and choose **Conceal** if you want to hide an object, and **Highlight** if you want to bring attention to the object.



2. Choose a shape for the mask: you can use a **rectangle** or an **ellipse**.

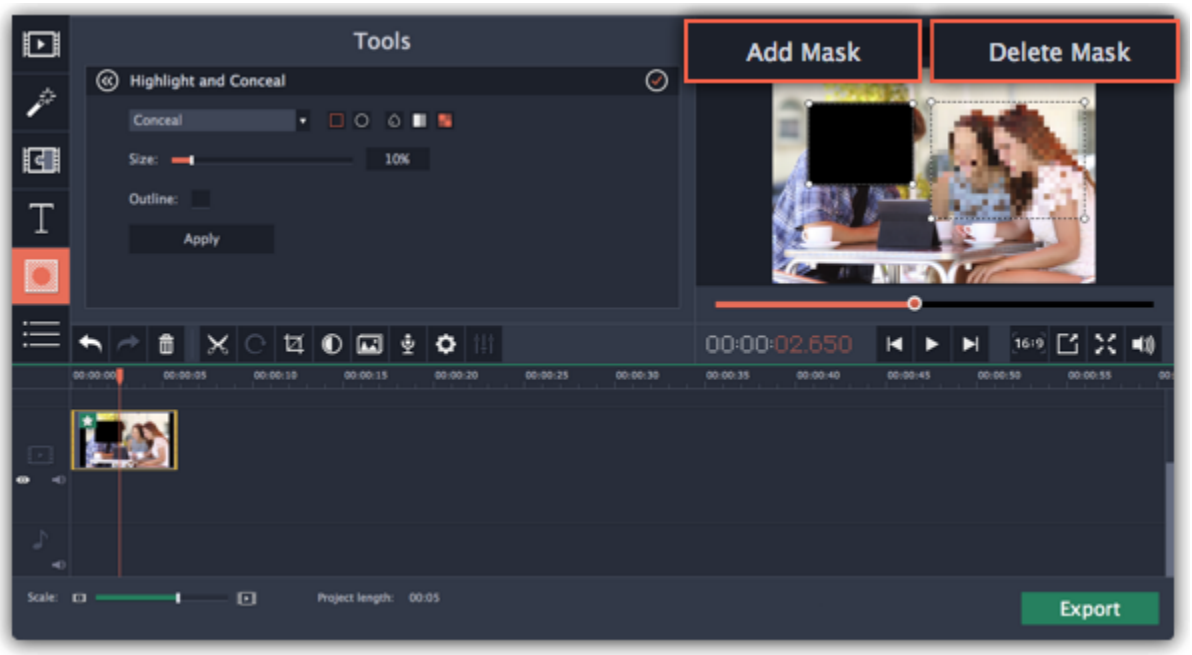
3. Choose a masking effect: **blur**, **matte** (black cover-up) or **pixels**. Use the options below to fine-tune the mask:
• **Opacity** – makes the mask more transparent (for matte and blur)
• **Feathering** – makes the edges of the mask softer (for matte and blur)
• **Size** – changes the size of the pixels (for pixel masks only)
• **Outline** – adds a white outline around the mask.

4. In the player, drag the corners of the mask to change its size and shape, and drag by the center of the mask to move it on top of the object.



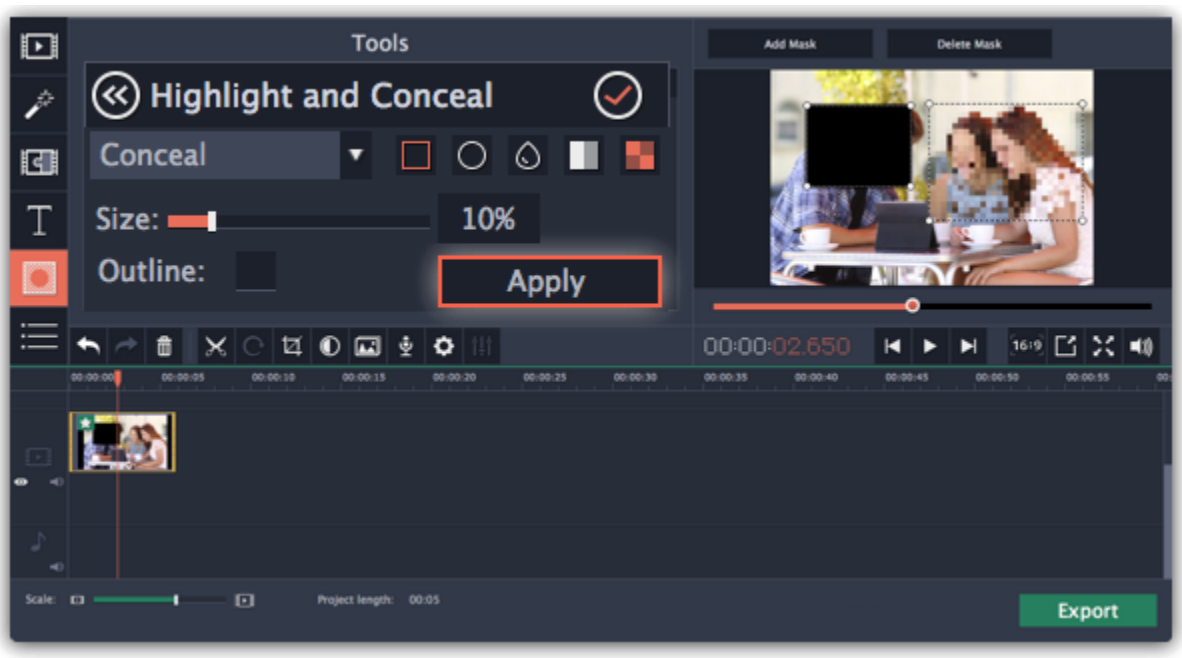
Step 3: Add more masks (optional)

If you want to cover up or highlight more than one object, click **Add Mask** above the player to create another mask, and you can now set it up the same way as the first. The selected mask is highlighted orange in the player.



Step 4: Apply the changes

When you're done, click **Apply** on the Highlight and Conceal panel to finalize the changes.



Chroma key

How to replace a video's background

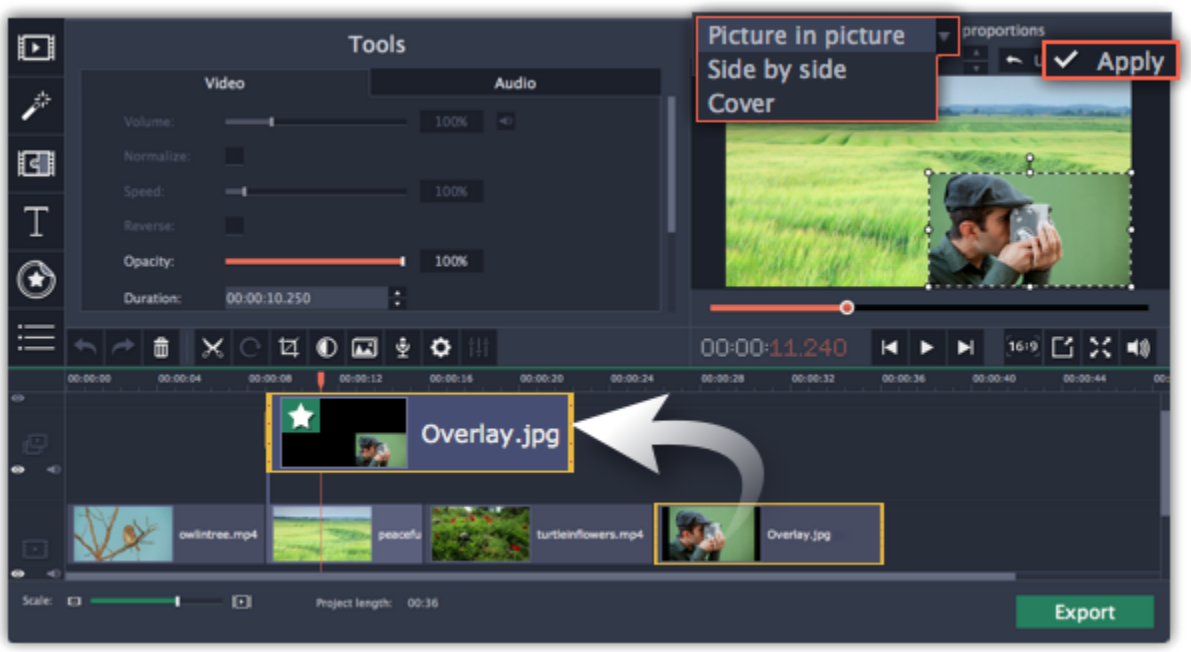
The Chroma key effect allows you to remove any color from the image or video, leaving the background transparent.

Step 1: Add the foreground and background clips

Add the video or image clips that you want to use as the foreground and the background. For the foreground (the clip that you want to remove the background from), use a clip with a bright, solid background that contrasts with the foreground objects.

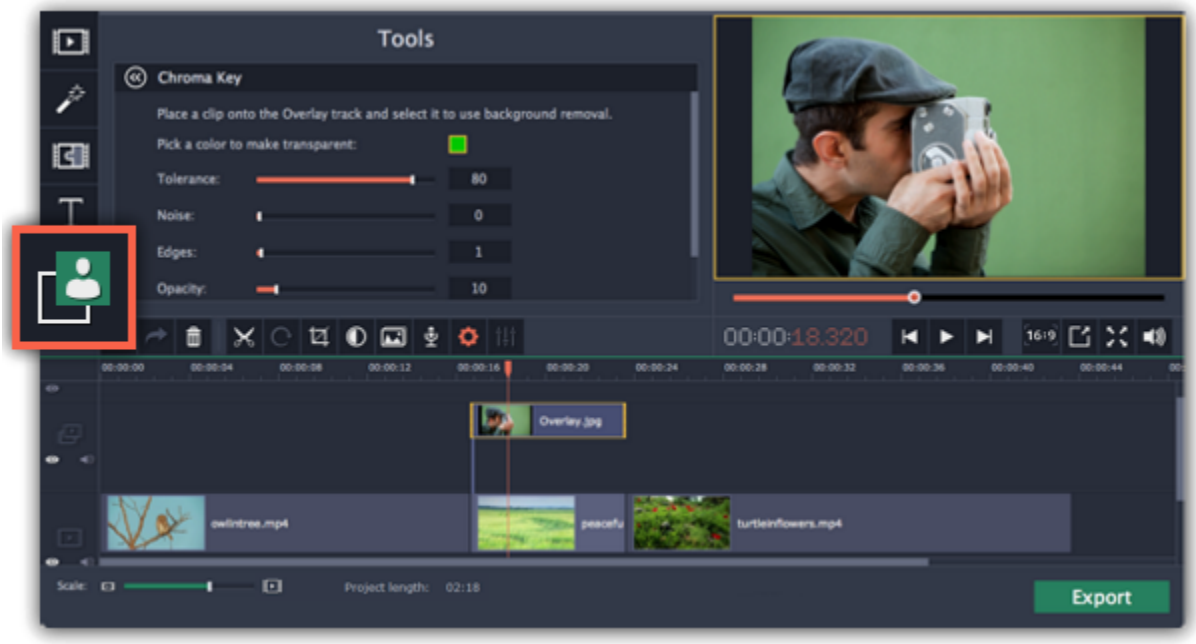
Step 2: Create an overlay

1. Select the foreground video and move it up, onto the **Overlay track**.
2. Double-click the foreground video on the Overlay track. The overlay options will appear above the player.
3. To make the foreground video completely cover the background video, select the **Cover** overlay mode from the list above the player.
4. Click **Apply**.



Step 3: Open the Chroma Key tool

1. Select the foreground video on the Overlay track.
2. On the left sidebar, click the **Chroma Key** button. The Chroma Key options will appear.
Tip: If you don't see the Chroma Key button, click the More button and select Chroma Key in the pop-up list.



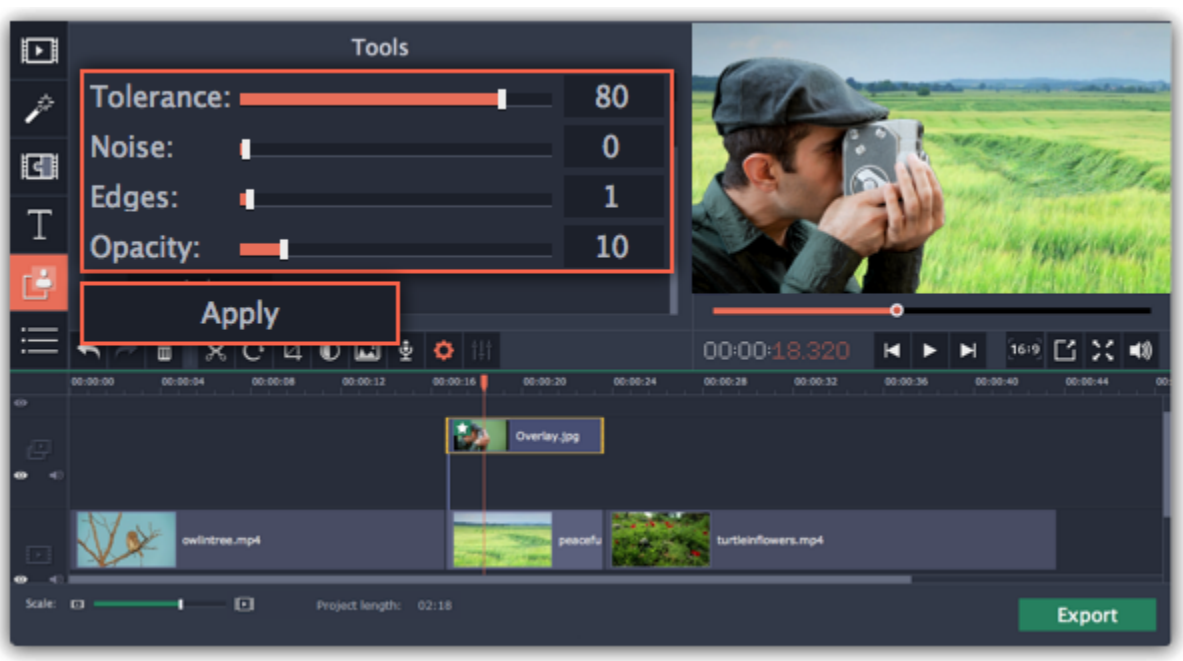
Step 4: Set up Chroma Key

1. Once you open the **Chroma Key** tool, move your mouse cursor over the player and click on the color that you want to remove. The color you've picked will be made transparent, and the underlying video will now be visible.

Tip: if nothing happens when you click on the player, click the color swatch in the Chroma Key options and then try again.



2. Use the **Tolerance** slider to set how many similar shades of the selected color should also be removed. Higher values will remove similar colors to the one you've selected.
3. Use the **Noise** slider to determine how sharp the object's edges should be.
4. Use the **Edges** slider to determine how thick the object's edges should be.
5. Use the **Opacity** slider to set the transparency of the background.
6. Finally, click **Apply** to accept the changes.



Cropping the video

If the videos you're using for the foreground and background have different aspect ratios, you may end up with black bars or empty areas along the edges after applying Chroma key. To fix this, crop the videos to the project's aspect ratio.

How to remove black bars
Cropping videos

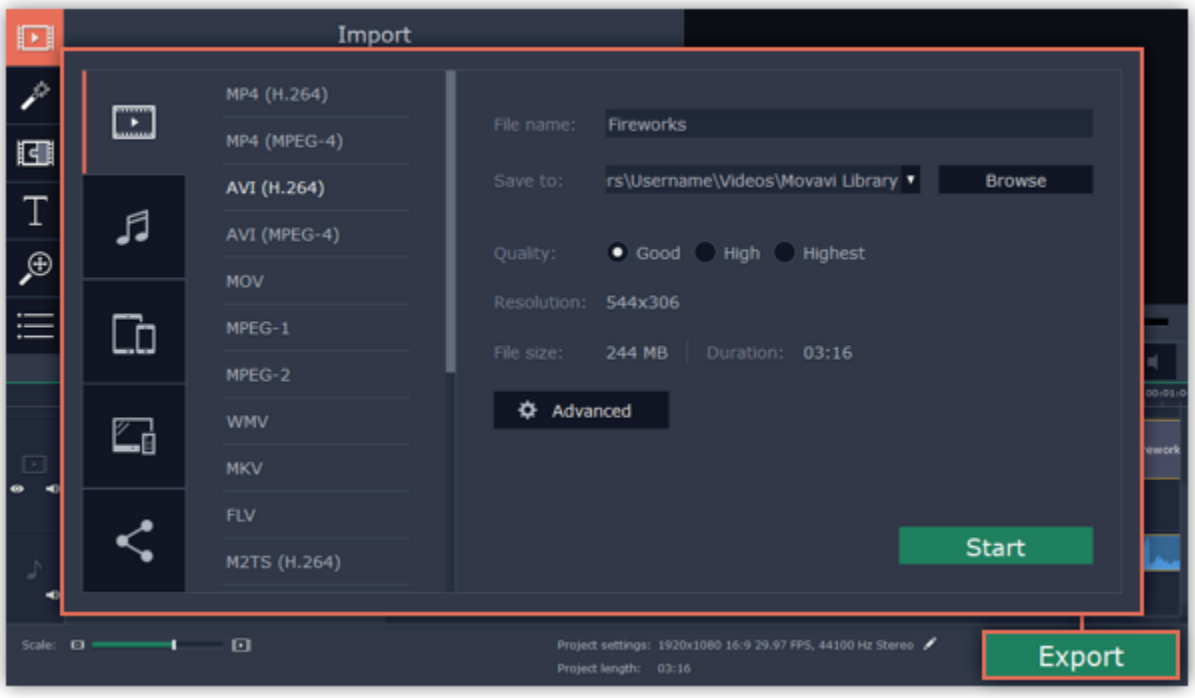
Exporting videos

When you're done with your project, you'll need to export it as a media file to be able to play it back in media players, mobile devices, and so on. This section will guide you through the process of exporting your project to a popular video format. If you want to find out more about other ways of saving videos, see the following guides:

Saving only audio
Saving videos for devices
Saving videos for TVs
Uploading videos online

Step 1: Open the Export window

To start saving the video, click the **Export** button in the bottom right-hand corner of the Editor. The export settings window will open.



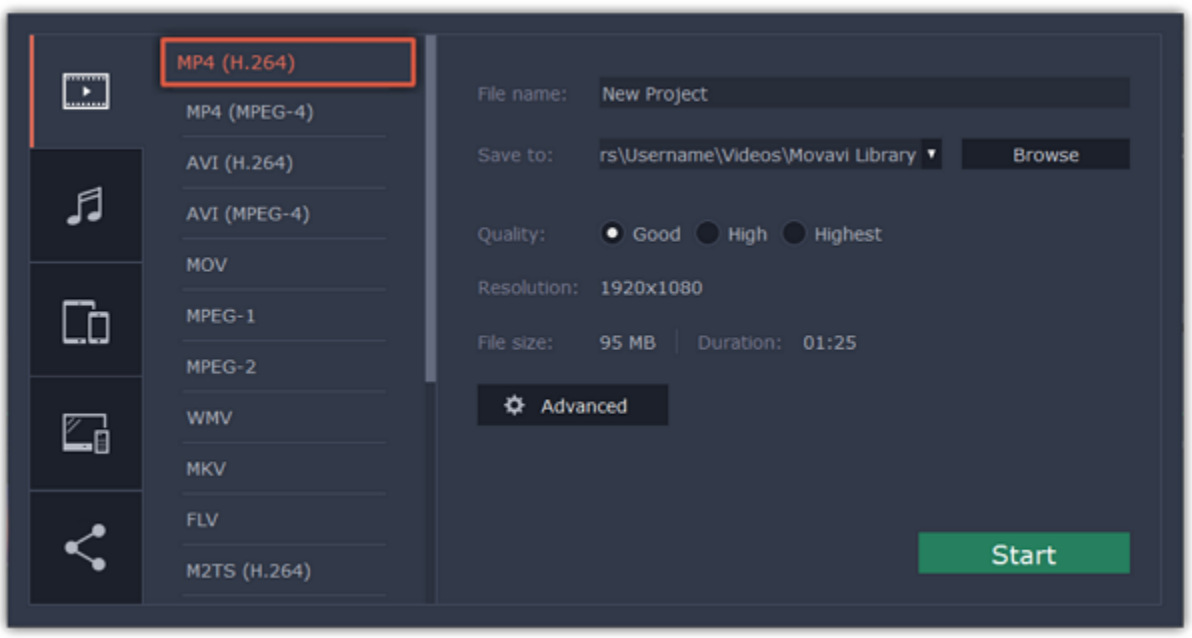
Step 2: Choose a format

In the new window choose a format for saving the video in. Some formats allow you to choose between video codecs. If you don't know which format to choose, try using **MP4 with the H.264 codec**. The MP4 format is supported by most platforms and operating systems.

The **Estimated File Size** field shows how much disc space your file will require after saving. If the file size is too large, you can set a lower resolution in the Project Settings. At lower resolutions, the file will be significantly smaller, however, the video will lose some quality due to the limitations of digital data compression. When changing resolutions, we recommend that you keep the same aspect ratio to avoid black bars around the video or other unwanted distortions.

The **GIF** format is different from other formats in the list. It allows saving video as a mute animated image, which can then be played in some image viewing programs or in any web browser.

Learn more about project settings

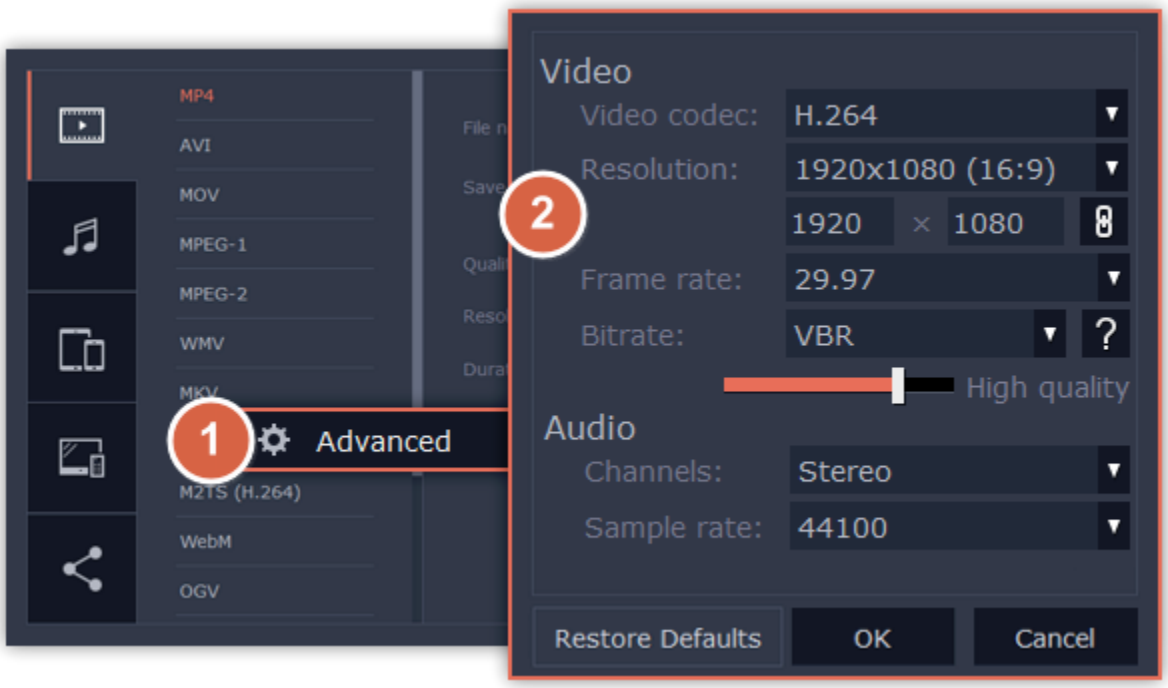


Step 3: Check your project settings

When saving standard video, the video will be exported with the same settings that were set for the project. This way, the output video will appear exactly as you've seen it in the preview area. If you want to change the resolution, aspect ratio, or other settings, click the **Advanced** button to view and edit the project settings. In the settings you can also choose to save a 60 FPS video*.

*The video file will have a frame rate of 60 FPS only if the original video files used in the projects had a frame rate of 60 FPS and above.

Learn more about project settings



Step 4: Select quality (optional)

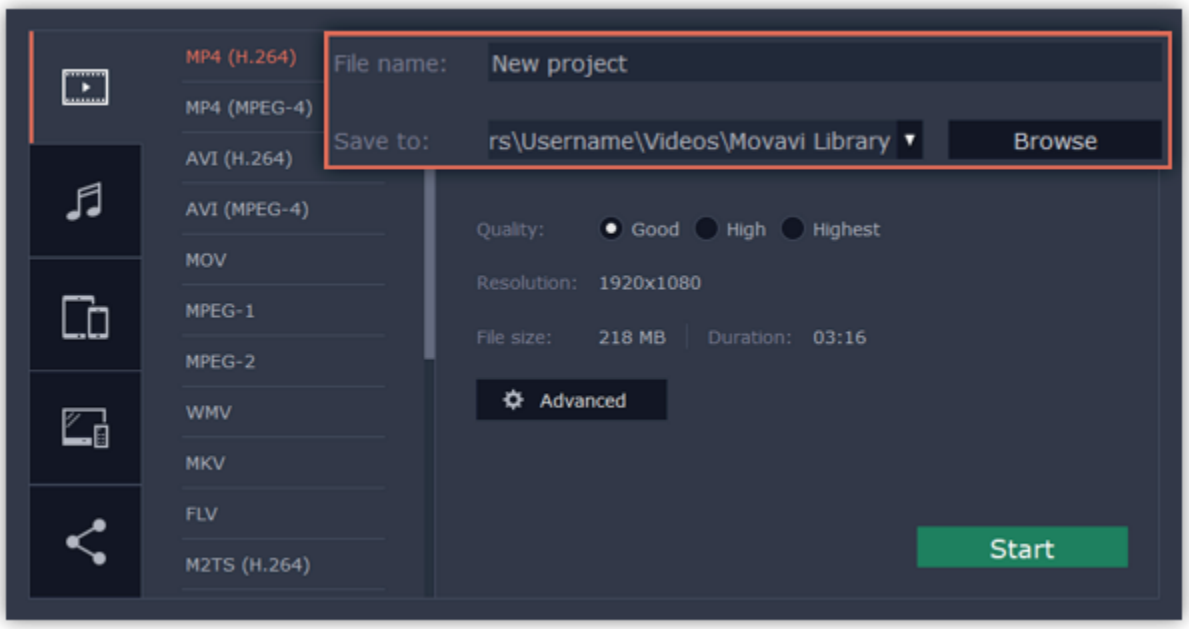
If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.



Step 5: Choose a destination folder

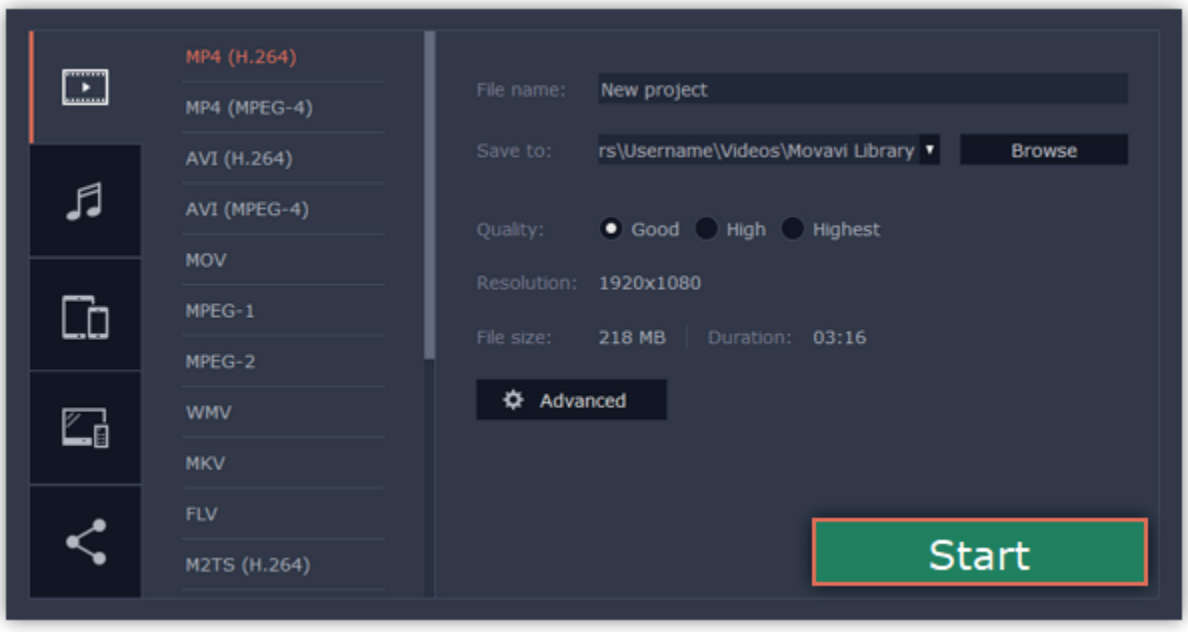
Name your file and choose a destination folder.

In the '**Save to**' field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the preferences. To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **File Name** field: the project's name will be filled in for you by default.



Step 6: Start exporting

Click the **Start** button to begin processing the video file. This may take up to a few minutes.

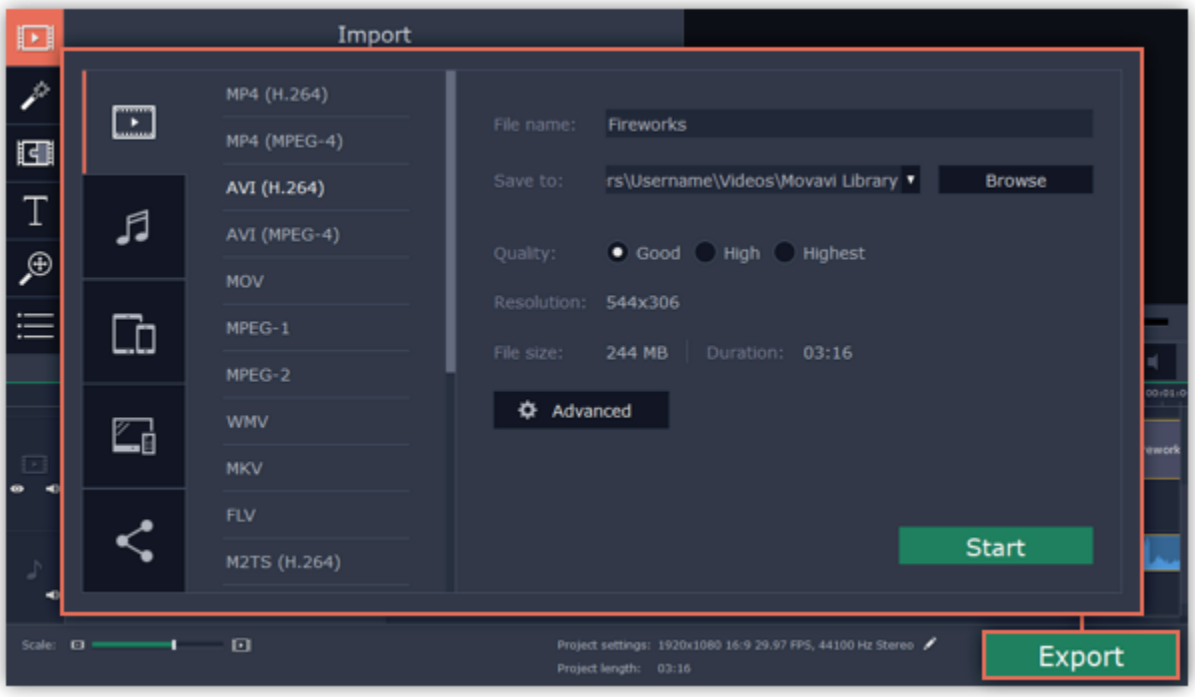


Export only audio

This section will guide you through exporting just the audio track of your project.

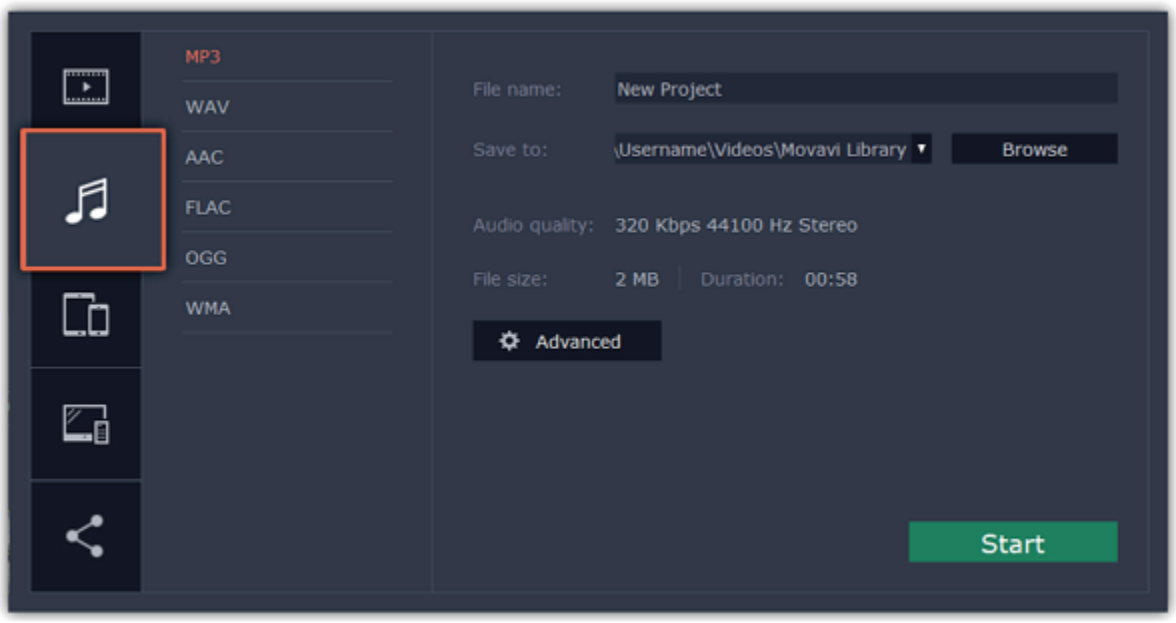
Step 1: Open the Export window

Click the **Export** button in the bottom right-hand corner of the Editor to open the export settings window.



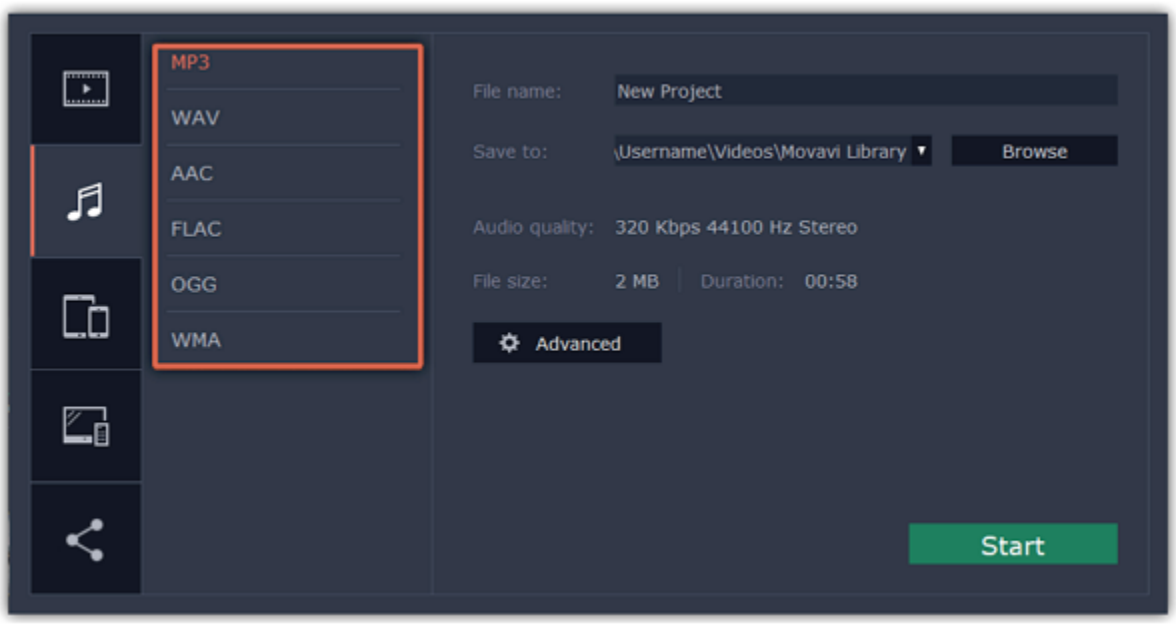
Step 2: Switch to the Save Audio File tab

In the left hand part of the Export window you will find a number of tabs. Click on the **Save Audio File** tab.



Step 3: Choose a format

Select the format you'd like to save the audio in.



While **MP3** is the most commonplace format, supported by almost all media players and devices, FLAC format allows you to preserve high audio quality, albeit taking up considerably more disc space. When choosing an output format, it is important to note the quality of the original files: due to data compression limitations, digital audio cannot be restructured from very low quality files by saving them as **FLAC** audio, and vice versa – high quality files may lose some of that quality when saved to MP3 format which is limited to 320 Kbps.

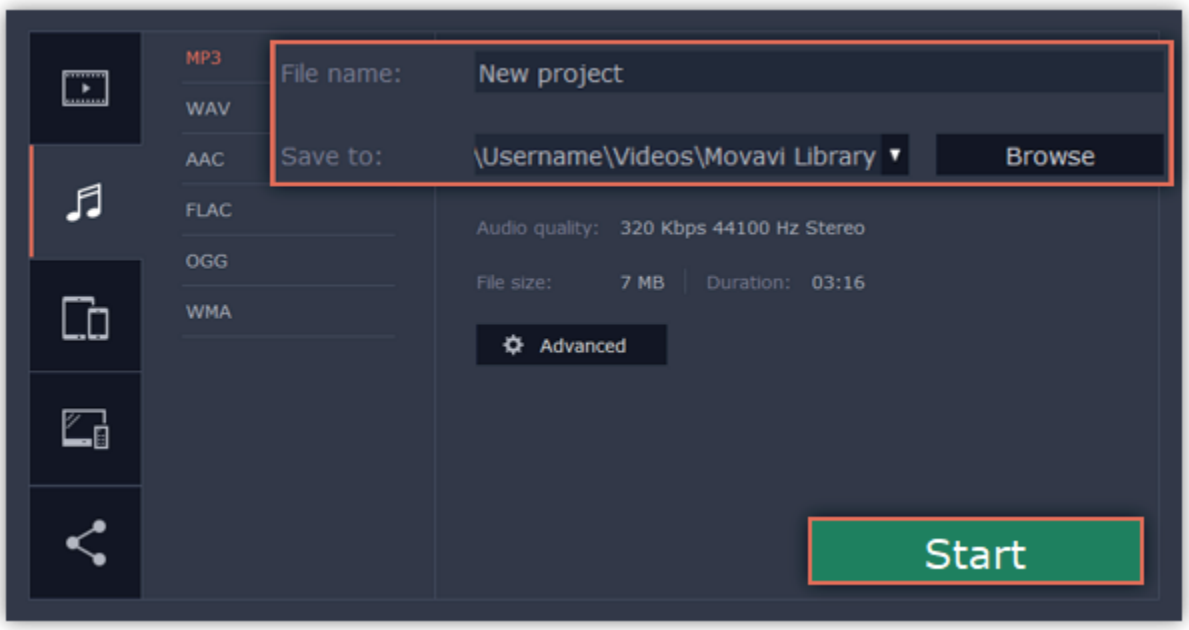
When saving audio from your project, the audio file will retain the same sample rate and channel settings as you have set for your project. The audio bitrate will be determined from the quality of the original files and from the maximum bitrate for the selected format (for example, MP3 is limited to 320 Kbps, while FLAC bitrate is not limited).

Step 4: Name your file and choose a destination folder

In the '**Save to**' field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the preferences. To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **File Name** field: the project's name will be filled in for you by default.

Step 5: Start exporting

Click the **Start** button to begin processing the video file. This may take up to a few minutes.

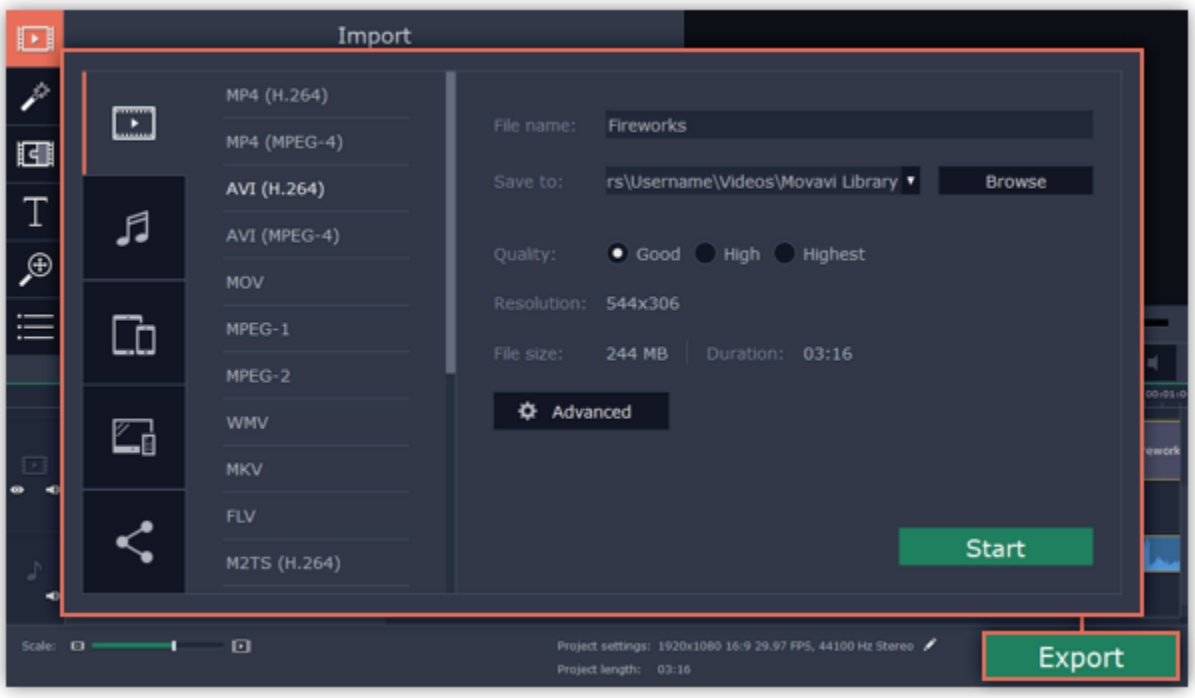


Export for devices

This guide will help you export your video project for playing on mobile phones, tablets, and other devices.

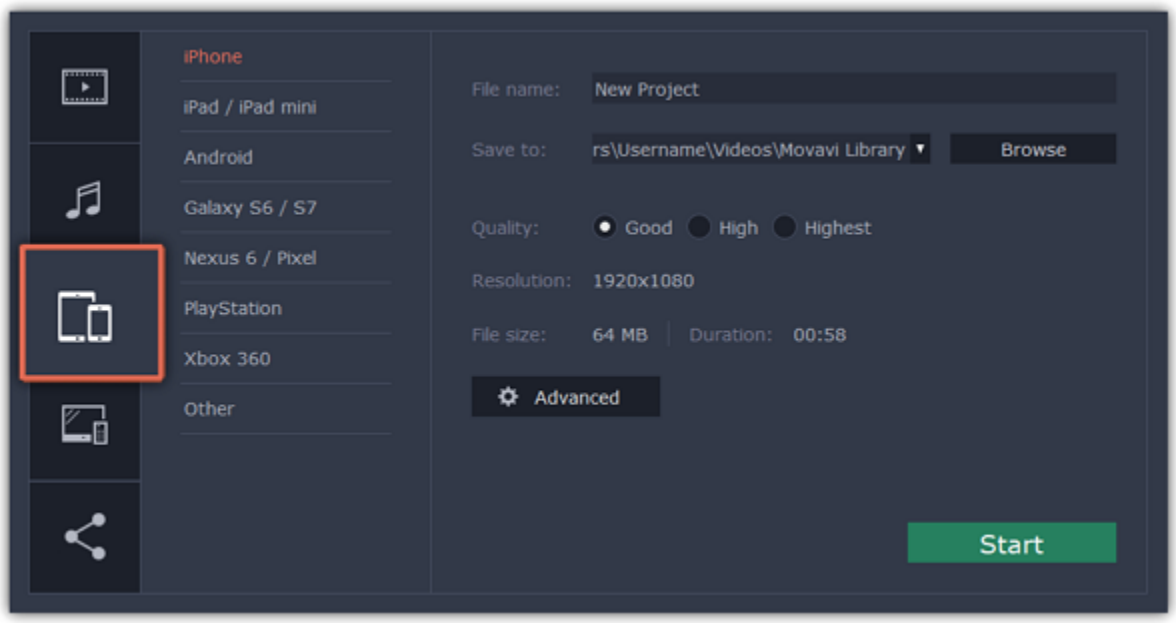
Step 1: Open the Export window

In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.



Step 2: Switch to the Save for Devices tab

In the left hand part of the Export window click on the **Save for Devices** tab.



Step 3: Choose a format

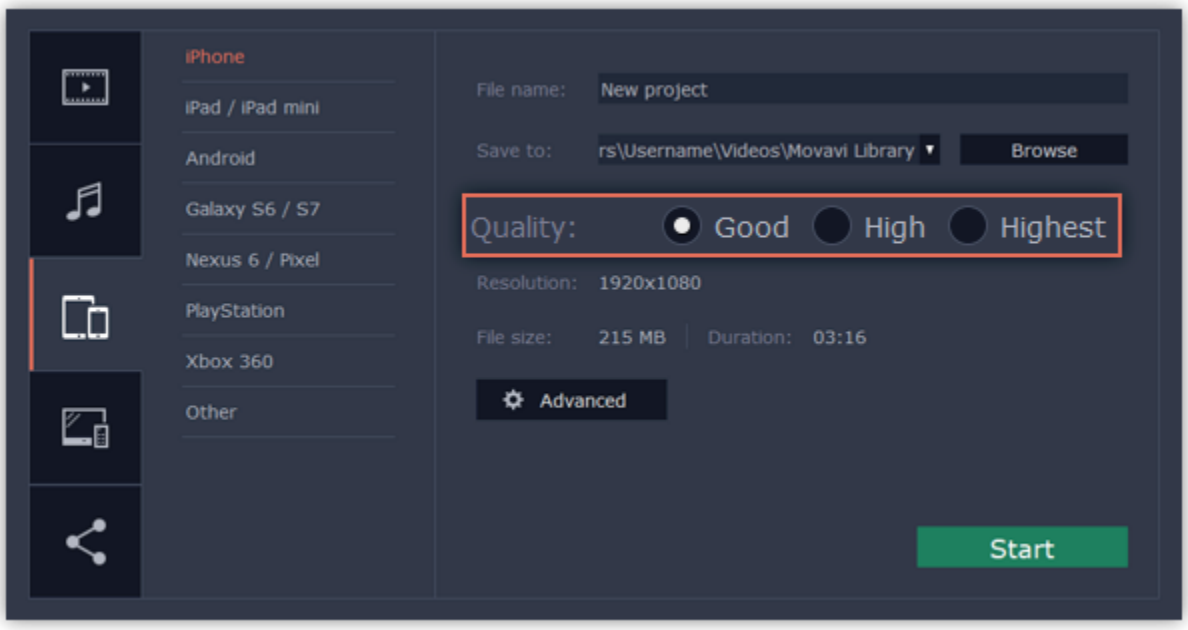
On this tab you will find a number of different types of devices for which you can choose a format. You can choose between devices running iOS (iPhone, iPad, iPad mini) or Android, Samsung Galaxy S6 and Galaxy S7, Google Nexus 6 and Google Pixel, as well as Playstation and Xbox consoles. If your device is not on the list, choose **Other**.



Step 4: Set export quality (optional)

If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.

In the **Advanced** section you can view the properties for the output file. Due to the limitations of some devices, the video resolution, audio quality, and other properties may be changed to adhere to the requirements of the selected device. **Estimated File Size** will give you a rough estimate of how much disk space the file will occupy, which may be important if your device is running out of memory.

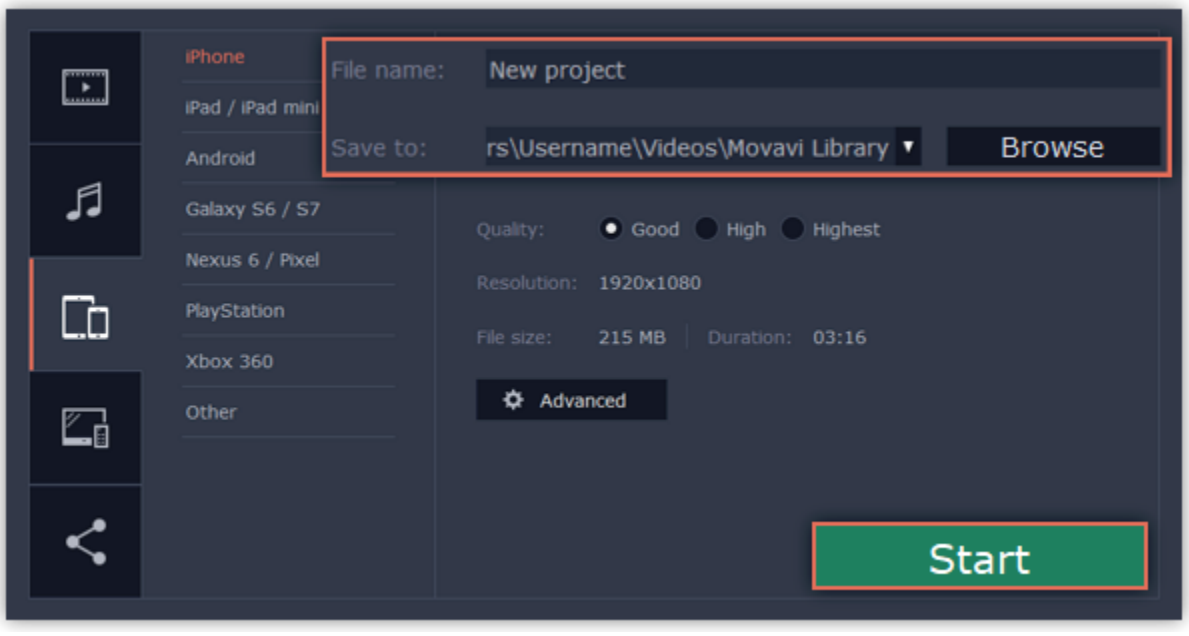


Step 5: Name your file and choose a destination folder

In the '**Save to**' field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the preferences. To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **File Name** field: the project's name will be filled in for you by default.

Step 6: Start exporting

Click the **Start** button to begin processing the video file. This may take up to a few minutes.

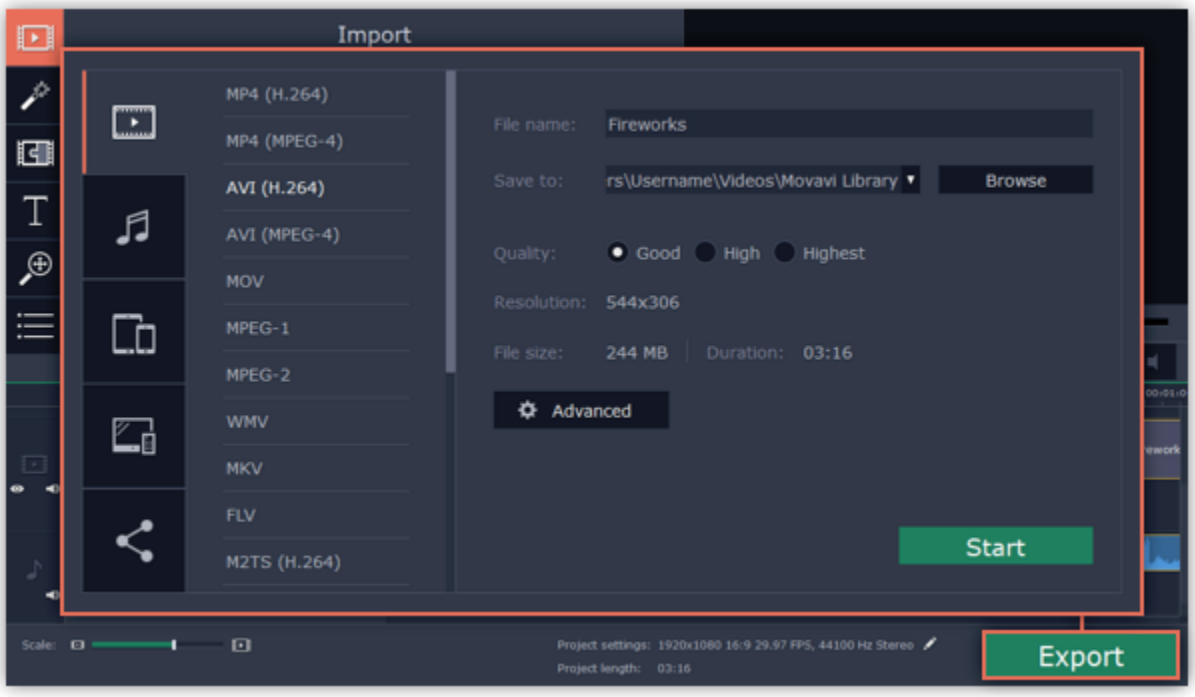


Export for TVs

This guide will help you export your video project for playing on Smart TVs.

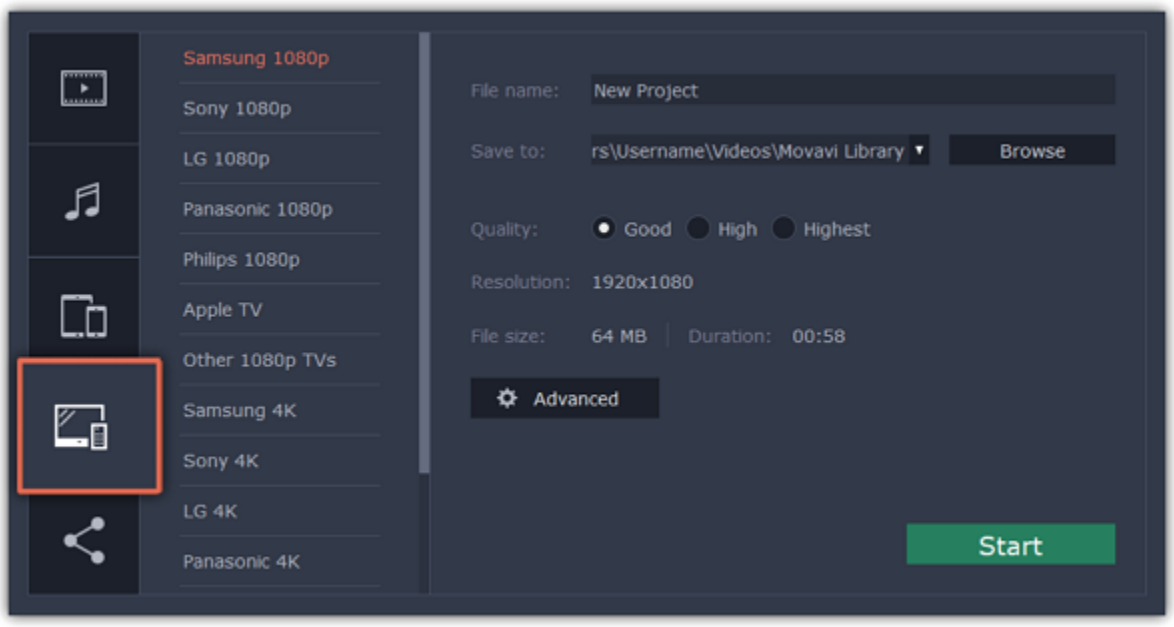
Step 1: Open the Export window

In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.



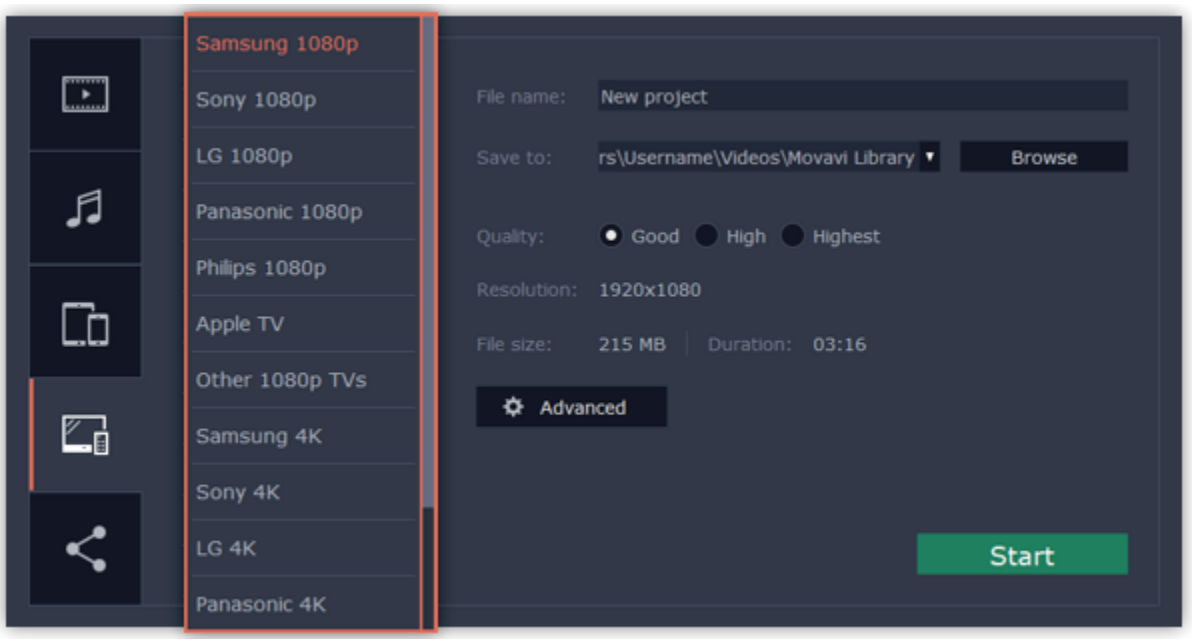
Step 2: Switch to the Save for TVs tab

In the left hand part of the Export window click on the **Save for TVs** tab.



Step 3: Choose a format

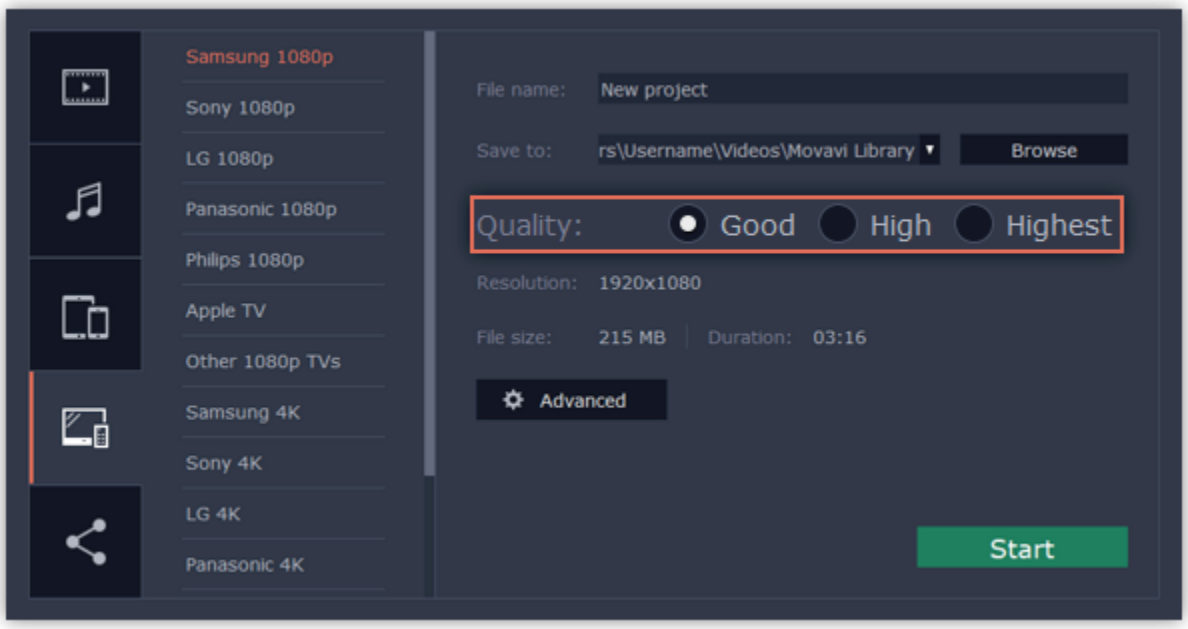
Choose your TV brand and the necessary resolution. If your TV is not on the list, choose **Other 1080p TVs** or **Other 4K TVs**.



Step 4: Set export quality (optional)

Project settings: If you've been using the default project settings, your video's resolution is now 720p. To avoid losing quality when saving to a larger resolution, open the **Advanced** window and edit the project settings. There, choose the 1920x1080 resolution for 1080p HDTVs, and the 3840x2160 resolution for 4K Ultra HD TVs.

Quality: If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.

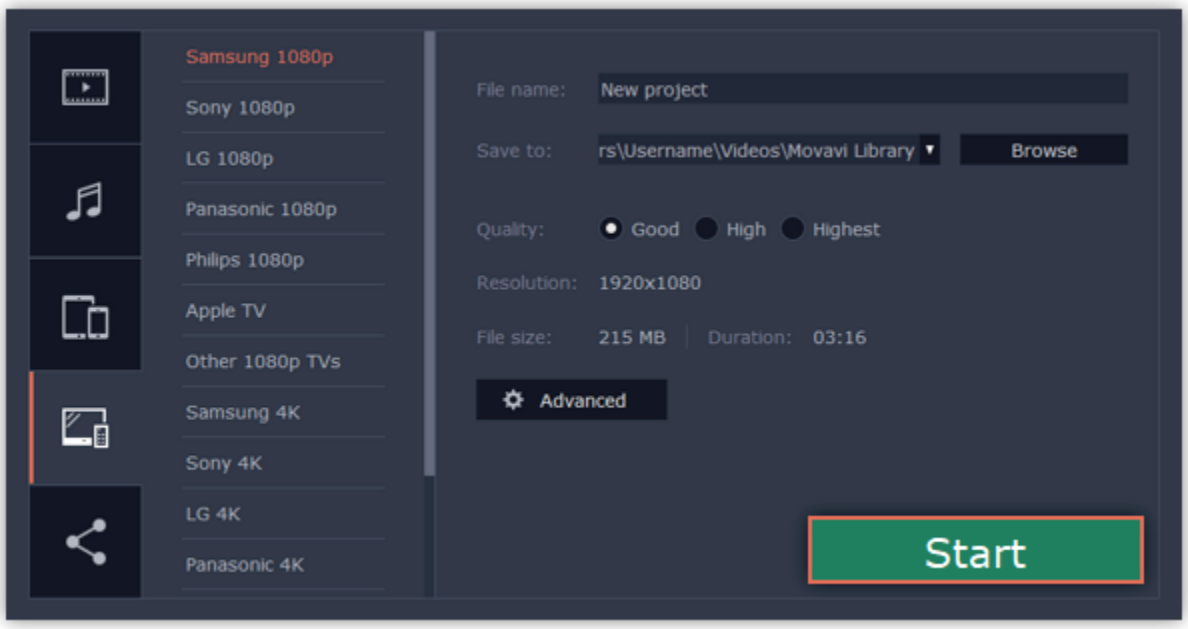


Step 5: Name your file and choose a destination folder

In the '**Save to**' field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the preferences. To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **File Name** field: the project's name will be filled in for you by default.

Step 6: Start exporting

Click the **Start** button to begin processing the video file. This may take up to a few minutes.

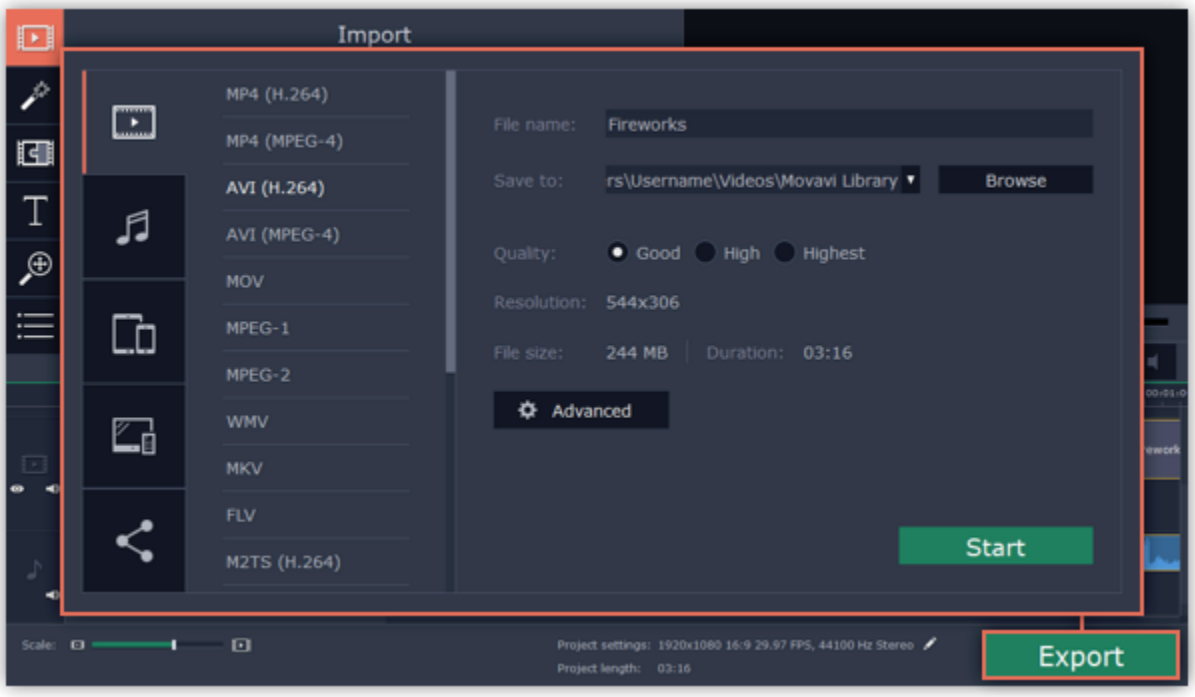


Uploading to the Internet

After you finish your video, you can share it to YouTube or Google Drive right from the export window.

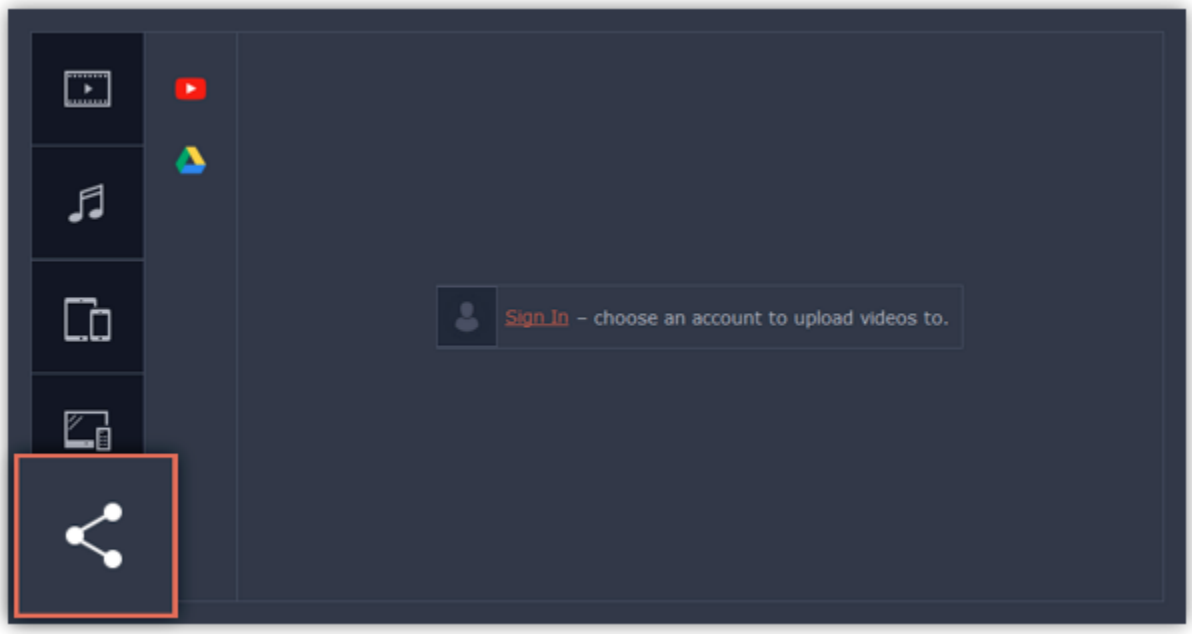
Step 1: Open the Export window

Click the **Export** button to open the exporting window.



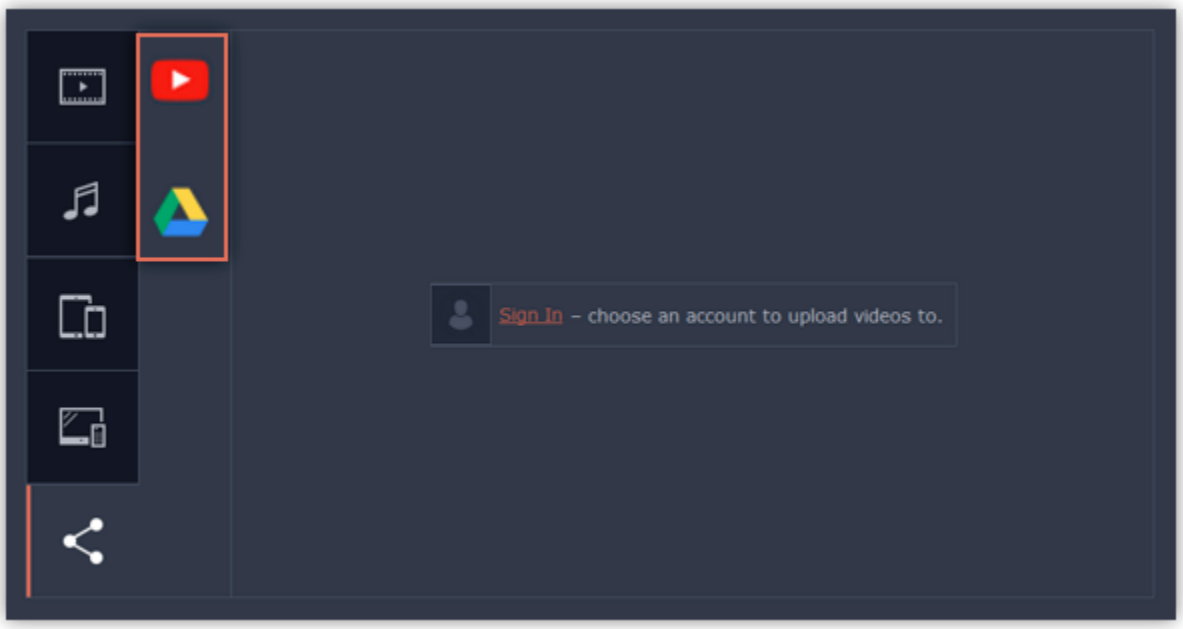
Step 2: Switch to the Upload online tab

In the left hand part of the Export window click on the **Upload to Youtube** tab.



Step 3: Choose a service to upload to

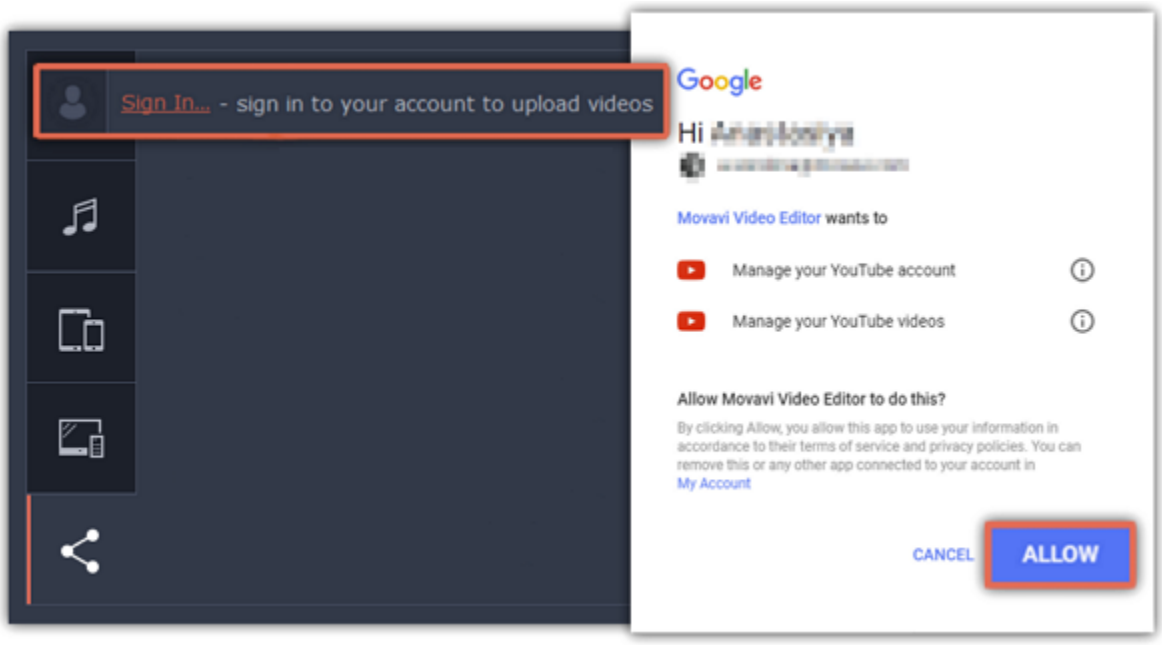
On the Upload online tab select the service you would like to upload your videos to: YouTube or Google Drive.



Step 4: Sign in to your account

1. Click **Sign in**. The authentication page will open in your browser.

2. Sign in to your account and click **Allow** to let Movavi Video Editor upload videos.

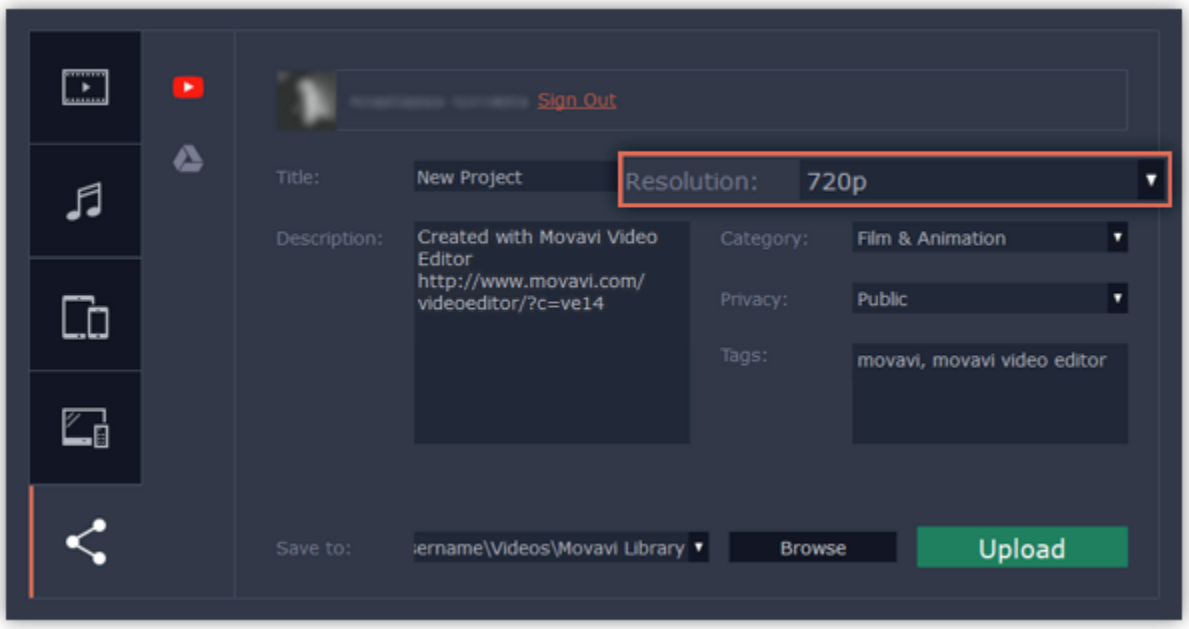


Step 5: Choose a resolution

In the Export window, open the **Resolution** list and choose a resolution that suits your project.

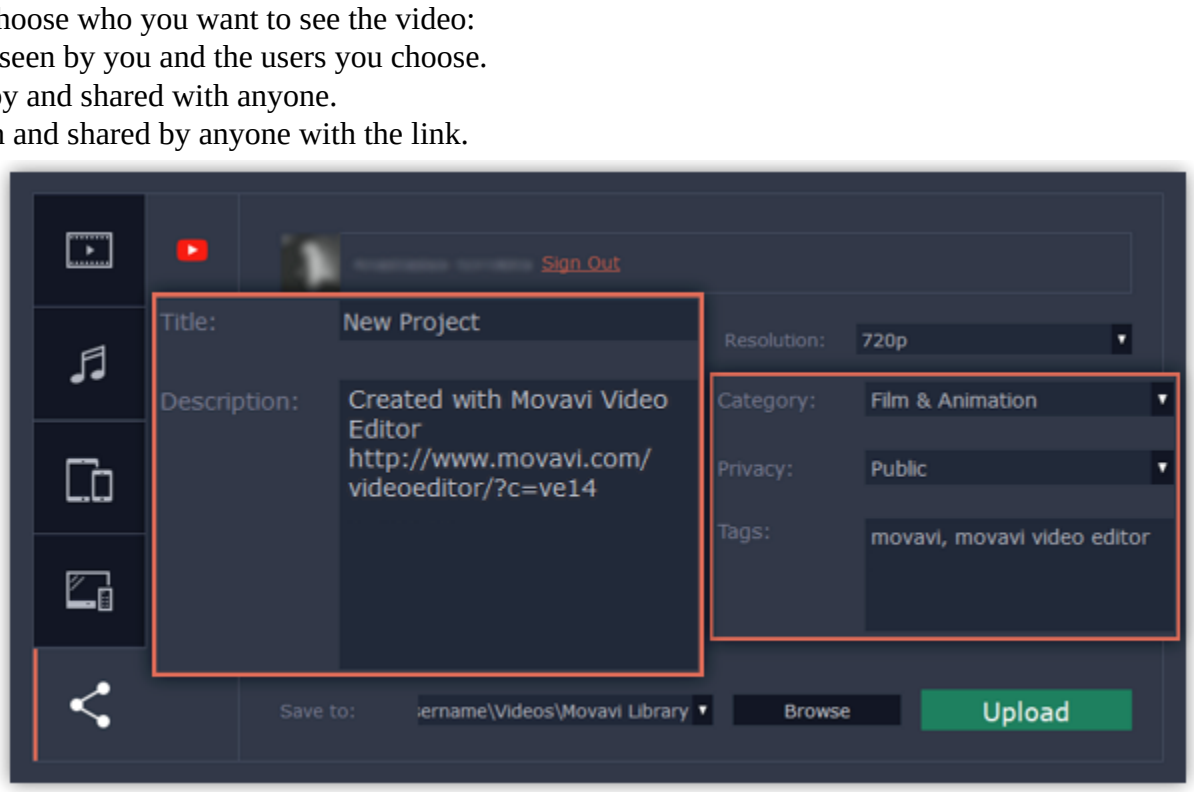
• For best results, choose a resolution that is equal to or less than the height of your project. You can find the resolution of the project at the bottom of the main window, next to **Project settings**. For example, if your project is 1280x720, choose the 720p resolution.

• This resolution will be the highest quality available for your video. Lower resolutions will be generated automatically by the website.



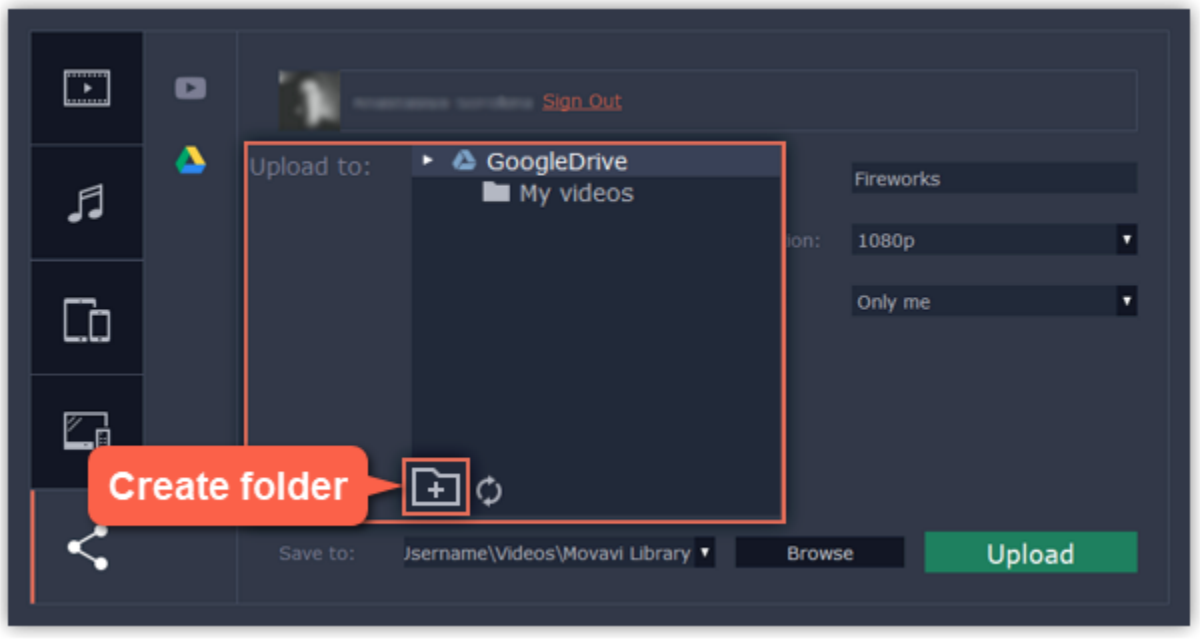
Step 6: Fill in the details (YouTube)

1. Fill in the **title** and **description** for your video.
2. Add some **tags** to help users find videos by relevant topics. Separate tags with commas and add a number sign (#) before each one.
3. Choose a **category** to help viewers find relevant content.
4. Open the **Privacy** box and choose who you want to see the video:
• **Private** – videos can only be seen by you and the users you choose.
• **Public** – videos can be seen by and shared with anyone.
• **Unlisted** – videos can be seen and shared by anyone with the link.



Step 6: Fill in the details (Google Drive)

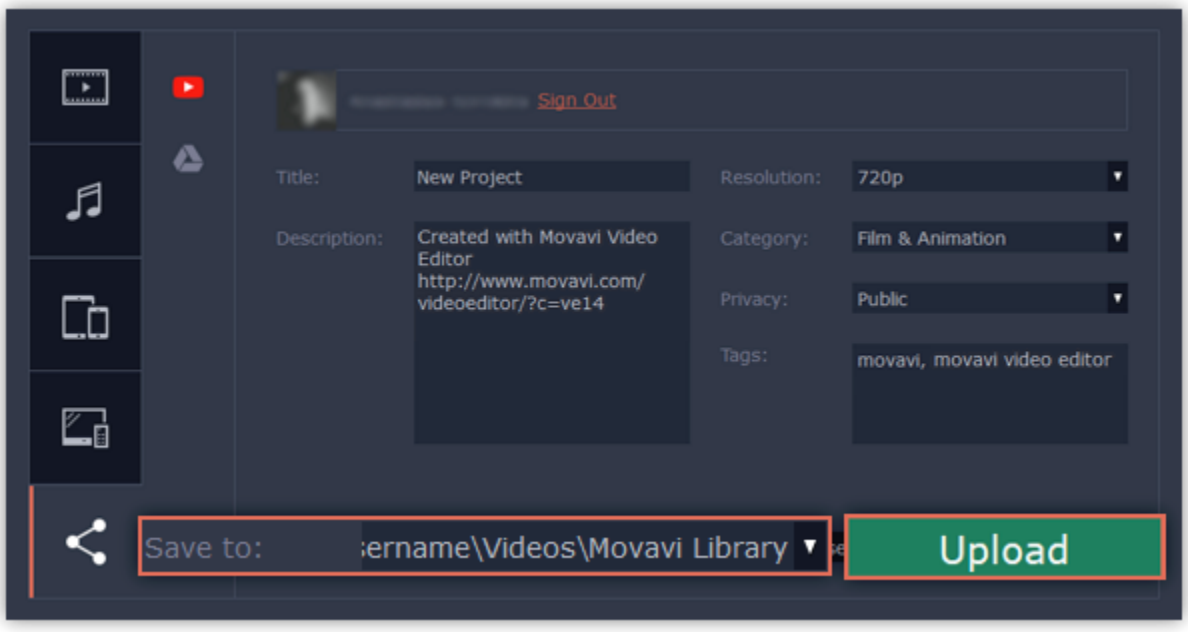
1. Fill in the **title** for your video.
2. Select a Google Drive folder where you want your video to be uploaded. You can create new folders in your Google Drive storage straight in the export window.
3. Open the **Privacy** box and choose who you want to see the video:
• **Private** – videos can only be seen by you and the users you choose.
• **Unlisted** – videos can be seen and shared by anyone with the link.



Step 7: Save and upload the video

1. Before uploading, the video will be saved as a file on your computer. To change where the video file is stored, click **Browse** and select a folder.
2. Click **Start** to begin saving and uploading the video.

**YouTube allows users to upload videos up to 15 minutes. To upload longer videos, you need to verify your account.*
YouTube help – increasing your upload limit

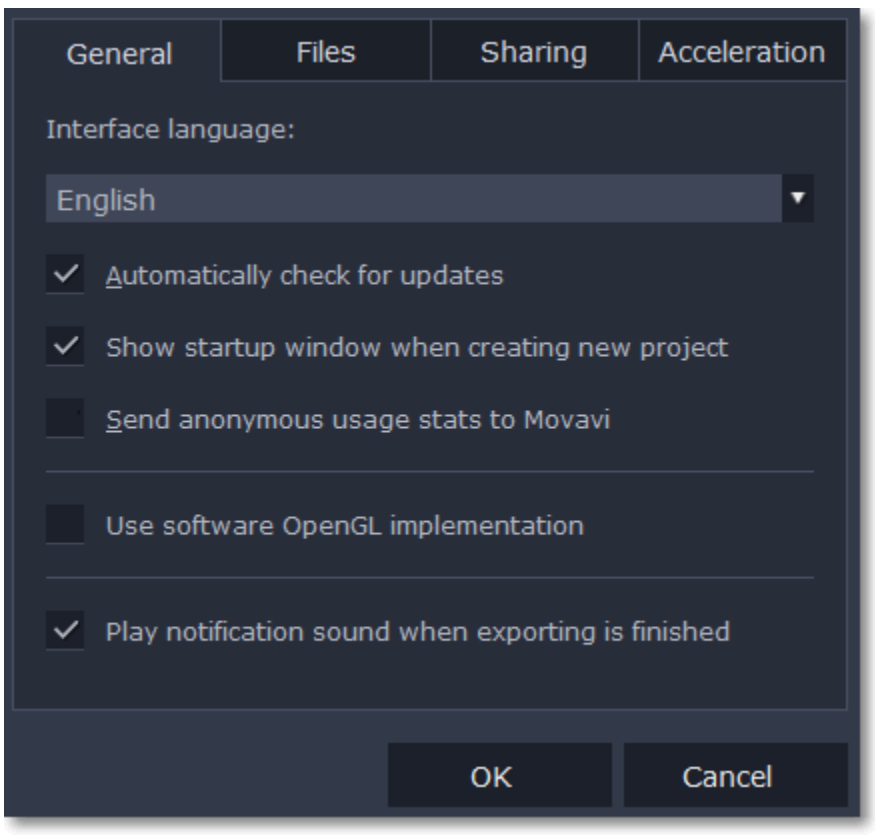


See also:
Sharing preferences

Video Editor preferences

To open the preferences:
1. Click the **Settings** menu
2. Select **Preferences**.

The Preferences window will open. The preferences are organized into tabs. Click on a tab to open the relevant options.



When you're done, click **OK** to close the window and apply the preferences.

See also:
General preferences
File preferences
Acceleration preferences
Sharing preferences

General preferences

Interface Language – to change the interface language, simply select the necessary language from the list and click **OK** to apply the changes.

Automatically check for updates – select this option and you'll be notified whenever a new version is available. Updates within your version are absolutely free (e.g. 1.0 to 1.1), while new releases are offered with a hefty discount to registered users.

Show startup window when creating new project – with this option enabled, you will be prompted to select settings for the new project on startup and when creating new projects. You can choose the project's aspect ratio and other settings, as well as open an existing project.

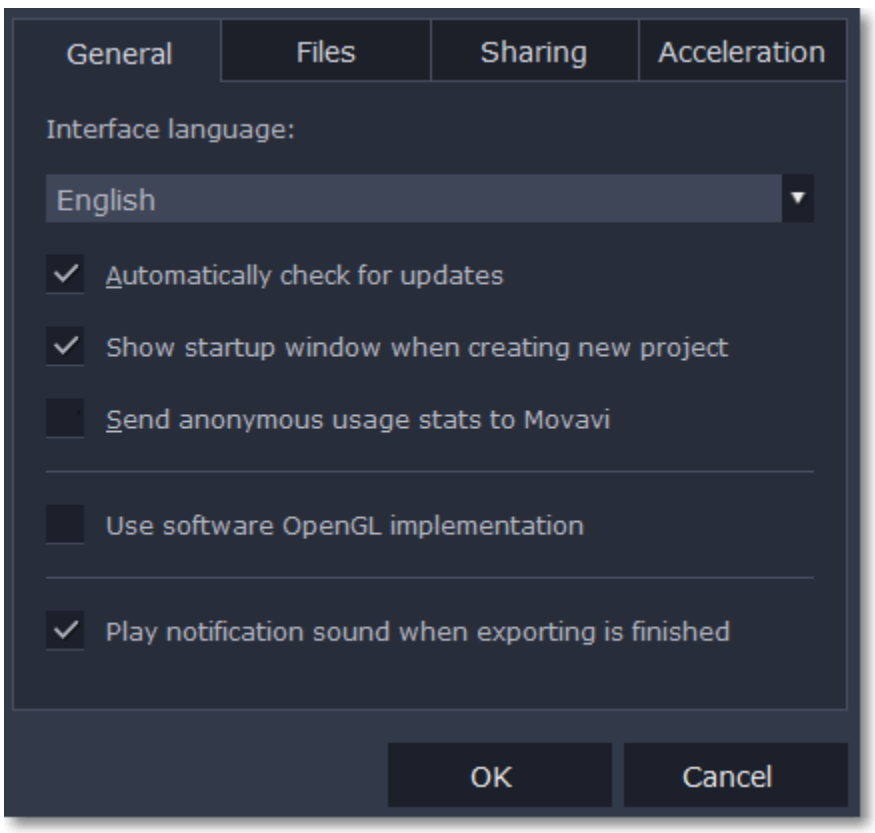
Send anonymous usage stats to Movavi – checking this box will allow the program to send usage statistics to our development team, enabling us to fix any bugs you may encounter much faster, as well as add new features that you might be missing. The data contains no personal information, will not be disclosed to third parties and will be used for software improvement purposes only.
Learn more about how we use the statistics
Read our Privacy Policy

Use software OpenGL implementation – this option can be useful if your computer doesn't support the necessary OpenGL version and you see an error message when you start the program.

OpenGL is a software interface that manages graphics output. Usually, OpenGL is handled by your graphics card driver. However, some graphics cards do not support the necessary version of OpenGL. For these graphics cards, you can use this option to download and install a software replacement. Installation will run automatically, but you will need an Internet connection to download the files.

If Movavi Video Editor runs without showing an OpenGL error message, this option is not recommended.
Learn more about OpenGL troubleshooting

Play notification sound when exporting is finished – when saving a project as a media file, you'll be notified as soon as the process is completed.



File preferences

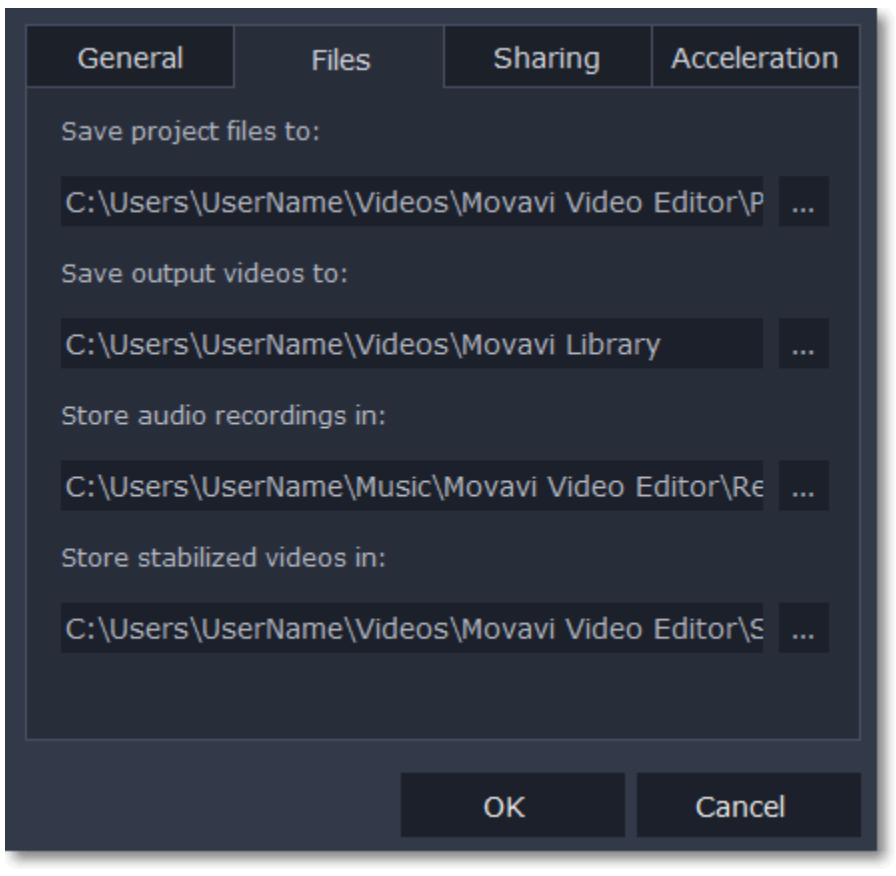
On the Files tab, you can find the options for storing and saving different kinds of files. You can change any of these folders to a different location.

Save project files to – this folder will by offered by default when saving and opening projects. This folder will also store any autosave files for new projects. You can use the autosave file to restore your work in case of an error or force close.

Save output videos to – this folder will be offered by default when exporting media files.

Store audio recordings in – the audio clips that you record in the Editor will be stored as audio files in this folder. ***Tip:*** *if you delete these audio files, the audio recordings in the project will also be unavailable.*

Store stabilized videos in – when you stabilize a video, a stabilized copy of the original will be created in this folder and used instead of the original. ***Tip:*** *don't delete these files while you are working on the project, or you'll have to stabilize the files again.*



Changing where the files are stored

Using a different folder might help if you don't have much disk space on your primary drive, or if you want to organize your media files in another way.

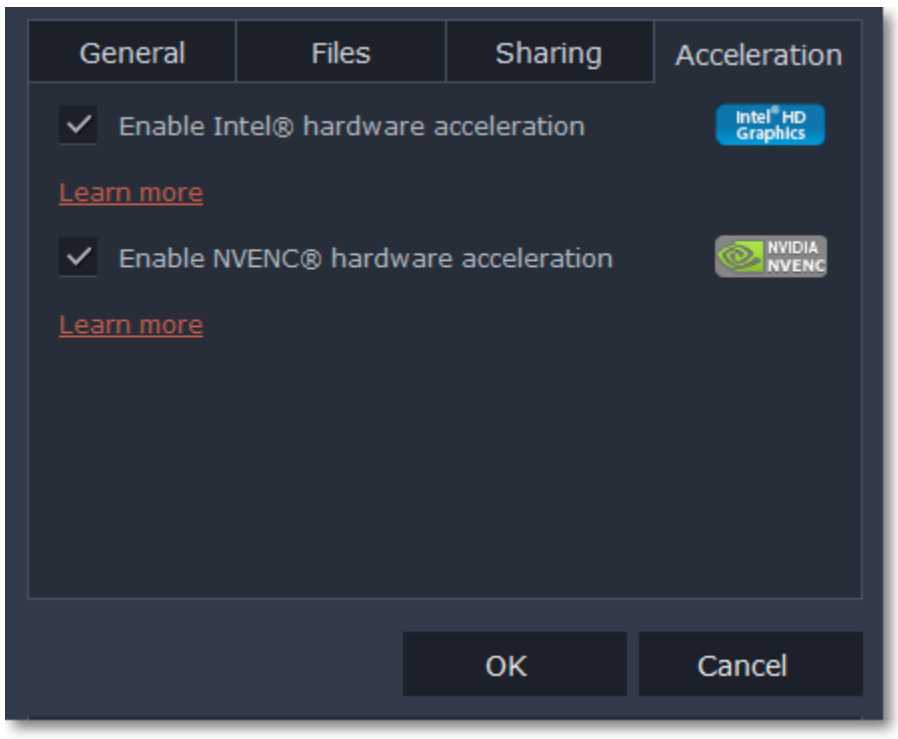
1. Click the button with three dots ... next to the folder you want to change.

2. A Windows Explorer dialog box will open. Choose the folder you want to save the files to.

3. Click **Select Folder** to use this folder.

Acceleration preferences

If your computer is equipped with the necessary hardware, these options can help speed up encoding and decoding of media files, allowing you to save your movies much faster and enjoy smoother performance.



Enable Intel hardware acceleration

• Accelerates video processing by up to 400% when working with H.264 and MPEG-2 video codecs.
• This option is only available if your computer is equipped with an Intel processor that supports the Intel HD Graphics™ technology.

Enable NVENC hardware acceleration

• With this option enabled, your NVIDIA graphics card will be used for processing H.264 and MPEG-2 videos and they will be saved up to 50% faster.
• Because video processing is carried out by the graphics card, your CPU is free for other tasks, ensuring smoother performance in other programs.
• This option is only available if your computer is equipped with an NVIDIA graphics card that supports this technology.

Compatible graphics cards

NVIDIA acceleration supports GeForce, Tesla and Quadro graphics card series. You can find the full list of supported GPUs on NVIDIA®'s official site: NVIDIA NVENC supported GPUs.

Troubleshooting

If acceleration options are unavailable:
• Your computer might not have the right hardware.
• If you're sure that your hardware meets the requirements, try updating your drivers. You can always find the newest version on the manufacturer's website: Intel Download Center | NVIDIA Driver Downloads

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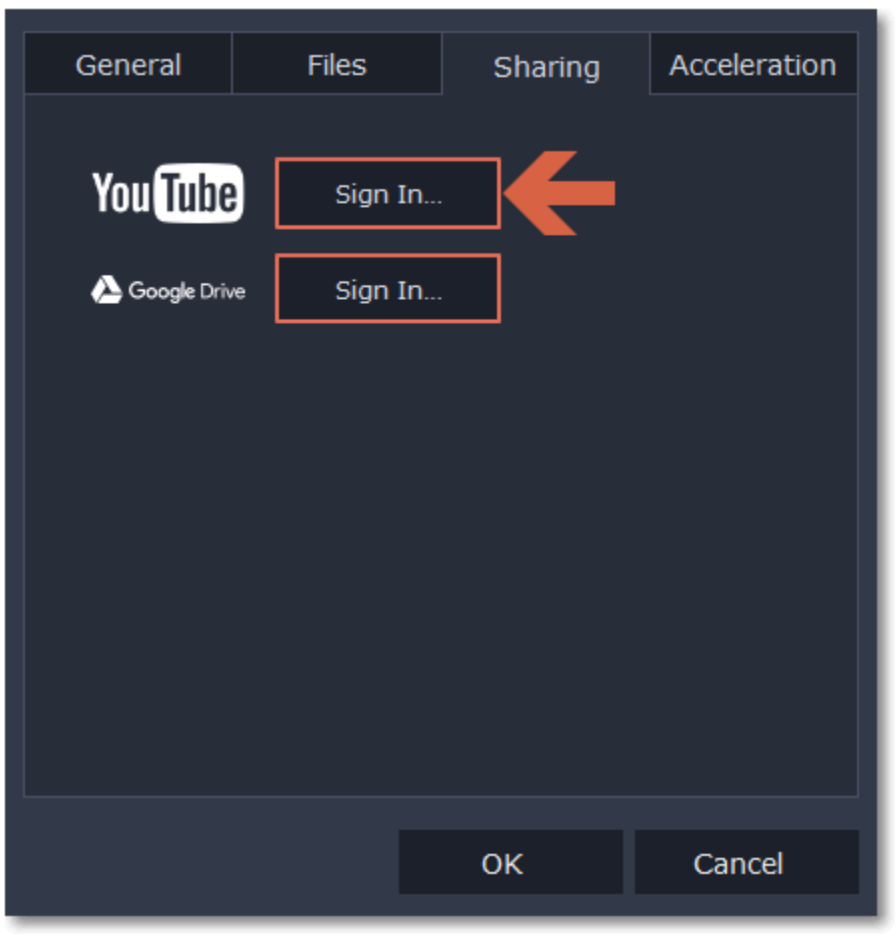
Intel HD Graphics is a trademark of Intel Corporation.
NVENC is a trademark of NVIDIA Corporation.

Sharing preferences

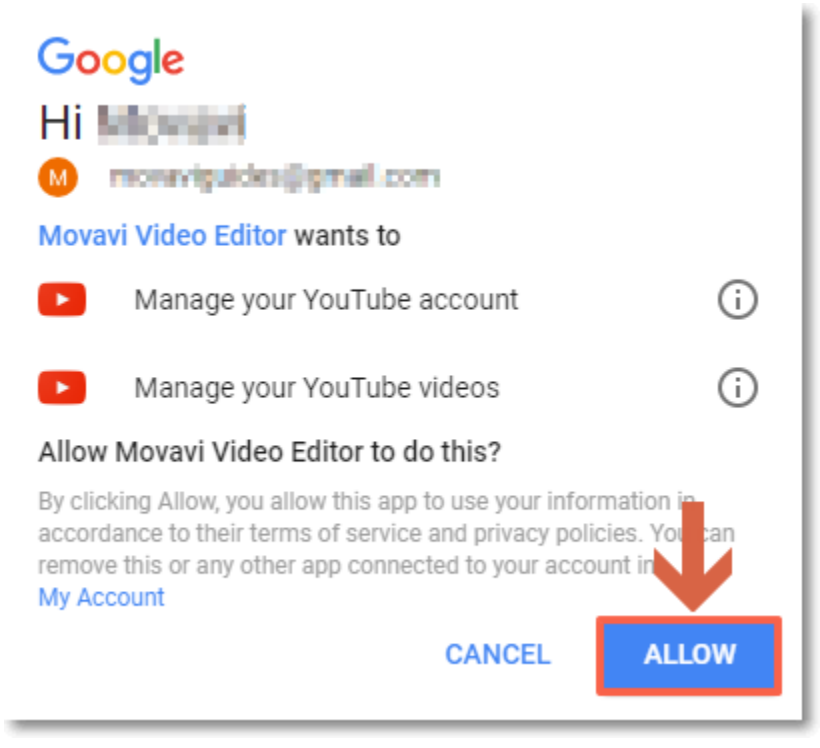
On the **Sharing** tab of the Preferences window, you can manage your social network accounts for uploading videos.

To sign in:

1. Click **Sign In**. The authentication page will open in the browser.



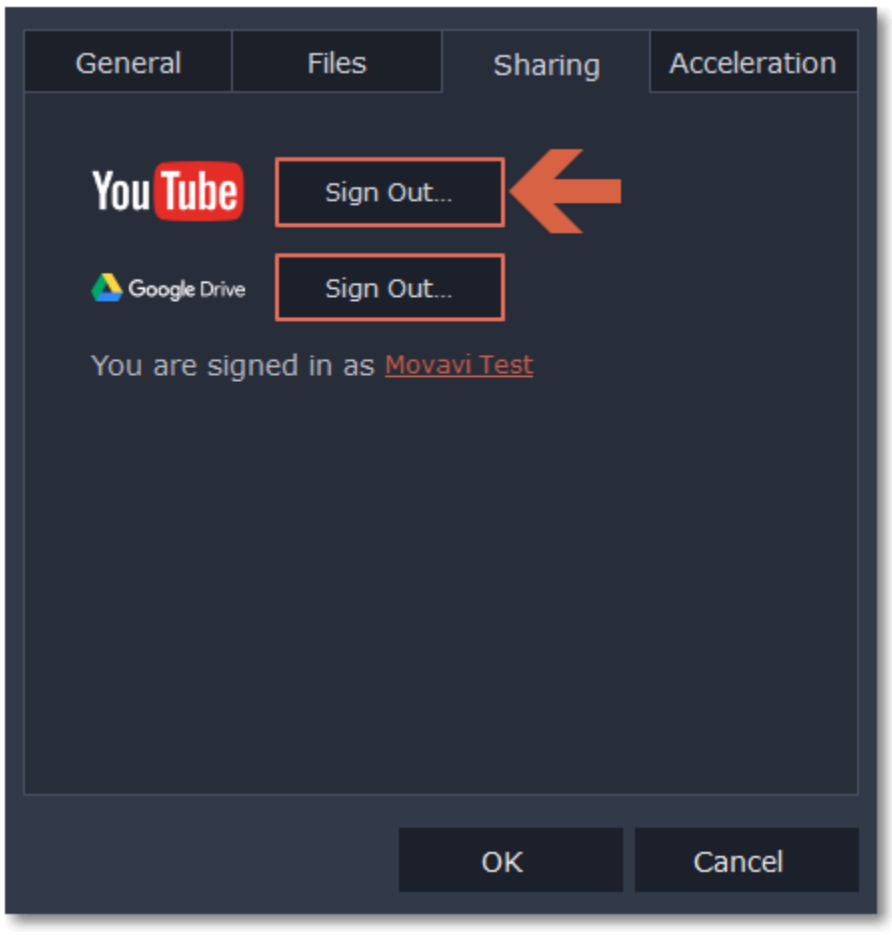
2. Sign in to your account.
3. On the next page, allow Movavi Video Editor to upload videos to your account.



4. Return to Movavi Video Editor. Your name will be shown in the Preferences window.

To sign out or use a different account:

Click **Sign Out**. After this, you will need to sign in again to upload videos.



Help and support

Didn't find what you were looking for? Need help with a problem? Have a suggestion? Contact our support team and we'll help you right away.



How to reach us

By e-mail: support@movavi.com
Fill out a support form
We guarantee a response within 3 business days!

If you ran into a problem, please describe it in as much detail as possible; any screenshots, log files, or information about your system will allow us to help you faster.

Frequently Asked Questions

How to remove the trial watermark
What are the system requirements for using Movavi Video Editor?
What formats does Movavi Video Editor support?
More frequently asked questions

Keyboard shortcuts

Editing video becomes much faster and easier if you learn a few basic keyboard shortcuts, especially if you're using a touchpad. You can find the list of shortcuts if you open the **Help** menu and select **Keyboard Shortcuts**.

Action	Shortcut
Add media files	Ctrl+O
New project	Ctrl+N
Open project	Ctrl+F
Save project	Ctrl+S

Save project as	Ctrl+Shift+S
Split clip	Ctrl+B
Insert freeze frame	Ctrl+E
Add keyframe ** For the Animaiton and Pan and Zoom tools*	Ctrl+T
Full screen view	Alt+Enter
Skip forward 0.5 seconds	Ctrl+Shift+#
Skip backward 0.5 seconds	Ctrl+Shift+#
Next frame	Ctrl+#
Previous frame	Ctrl+#

System requirements

Note that Movavi Video Editor may also run on slower machines, however, we cannot guarantee stable performance if the minimum requirements are not met.

	Minimum system requirements	Recommended configuration
Operating system	Windows® XP*/Vista/7/8/10 with latest service packs and patches	
Processor	Intel®, AMD® or compatible processor, 1.5 GHz	Intel, AMD or compatible processor, 2.8 GHz and above
Graphics card	NVIDIA® GeForce® series 6 or higher, AMD Radeon™ R600 or higher graphics card with up-to-date drivers	
	Your graphics card must support OpenGL 2.0 and above for the program to work correctly.	OpenGL 2.1 and above is recommended for smooth performance
Resolution	1024x768, 32-bit color	1920x1080 or higher
RAM	Windows XP, Vista – 512 MB Windows 7, 8, 10 – 2 GB	Windows XP – 2 GB Windows Vista, 7,8, 10 – 4 GB
Available disk space	280 MB for installation 500 MB for ongoing operations	5 GB for ongoing operations Additional space required to save captured video and export projects.
	Administrator permissions are required for installation	
Additional features		Sound card for audio recording and playback
		Intel® hardware acceleration requires a compatible Intel processor supporting Intel HD Graphics™ 2nd generation or higher Learn more

Supported formats

Here you can view the list of formats and codecs supported by Movavi Video Editor.

Video Formats			
Format	**Codec**	**Read**	**Write**
3GPP, 3GP2 *(*.3gp, *.3g2)*	H.263	✓	✓
	H.264, MPEG-4	✓	
ASF – Advanced Streaming Format *(*.asf)*	MPEG-4, VC-1, WMV V7	✓	
AVI – Audio Video Interleave *(*.avi)*	H.264, MPEG-4	✓	✓
	H.263, MJPEG, DivX, Xvid, DV, Cinepack, Fraps, TechSmith, Uncompressed	✓	
DivX Video *(*.divx)*	DivX	✓	
Flash Video *(*.flv)*	H.264	✓	✓
	FLV1, H.263, Flash Screen Video	✓	
Flash Video (*.swf)	FLV1	✓	✓
	MJPEG	✓	
MKV – Matroska *(*.mkv)*	H.264, MJPEG	✓	
	MPEG-4, Theora, DV, Uncompressed	✓	

M2TS – MPEG Transport Stream *(*.m2ts)*	H.264	✓	✓
MTS – MPEG Transport Steram *(*.ts, *.mts, *.m2t)*	MPEG-2, H.264	✓	
MPEG *(*.mpg)*	MPEG-1, MPEG-2	✓	✓
MPEG *(*.mpeg, *.mpe, *.m1v, *.mod, *.tod)*	MPEG-1, MPEG-2, H.264	✓	
MPEG-4 *(*.mp4)*	MPEG-4, H.264,	✓	✓
	H.265* ** supported on Windows 10 only*	✓	✓
	H.263, MJPEG, ProRes	✓	
MPEG-4 *(*.m4v)*	MPEG-4, H.264, H.263, MJPEG, ProRes	✓	
MXF – Material eXchange Format *(*.mxf)*	MPEG-2, DV	✓	
OGV – Ogg Video *(*.ogv)*	Theora	✓	✓
	MPEG-4	✓	
MOV – QuickTime *(*.mov)*	H.264	✓	✓
	MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3, PNG	✓	
QuickTime *(*.qt)*	H.264, MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3	✓	
RM – RealMedia *(*.rm, *.rmvb)*	Real Video 2/3/4, Cooker	✓	
WebM *(*.webm)*	VP8	✓	✓
	VP7, VP9	✓	
WMV – Windows Media Video *(*.wmv)*	WMV V8	✓	✓
	WMV V7, WMV9, WMV 9 Screen, WMV 9 Advanced profile, MPEG-4, WMV 9.1 Image V2	✓	
WTV – Windows Recorded TV Show (*.wtv)	H.264, MPEG-2	✓	
Audio formats			
AAC – Advanced Audio Codec *(*.aac)*	AAC	✓	✓
AIFF – Audio Interchange File Format (*.aif, *aiff)	Uncompressed	✓	
APE – Monkey's Audio *(*.ape)*	Monkey's Audio	✓	
AU *(*.au, *.snd)*	PCM	✓	
FLAC – Free Lossless Audio Codec *(*.flac)*	FLAC	✓	✓
MP3 – MPEG-1/2 Audio Layer III *(*.mp3)*	MP3	✓	✓
MPEG-4 *(*.m4a)*	AAC	✓	✓
OGG – Ogg Audio (*.ogg)	Vorbis	✓	✓
WAV – Waveform Audio File Format (*.wav)	PCM	✓	✓
	AAC, MP3	✓	
WMA – Windows Media Audio *(*.wma)*	WMA 9	✓	✓
	WMA Pro, WMA Voice	✓	
Image formats			
BMP, DPX, GIF, JPEG, PGM, PBM, PPM, PAM, PCX, PNG, PTX, TARGA, XBM, XWD		✓	

You can view the full list of supported devices here.

Codec activation

Some video and audio codecs are patented by other companies, and it is required that new users activate the codecs they use to comply with patent law.

Activate codecs on demand

1. When you open a media file or export your project with one of these codecs, you may see a Codec Activation message.

2. Select the **Activate other codecs without asking** box to activate all codecs automatically in the future. The codecs will be activated automatically, but an Internet connection is still necessary.

3. Click **Activate** to complete the codec activation.

Codec could not be activated

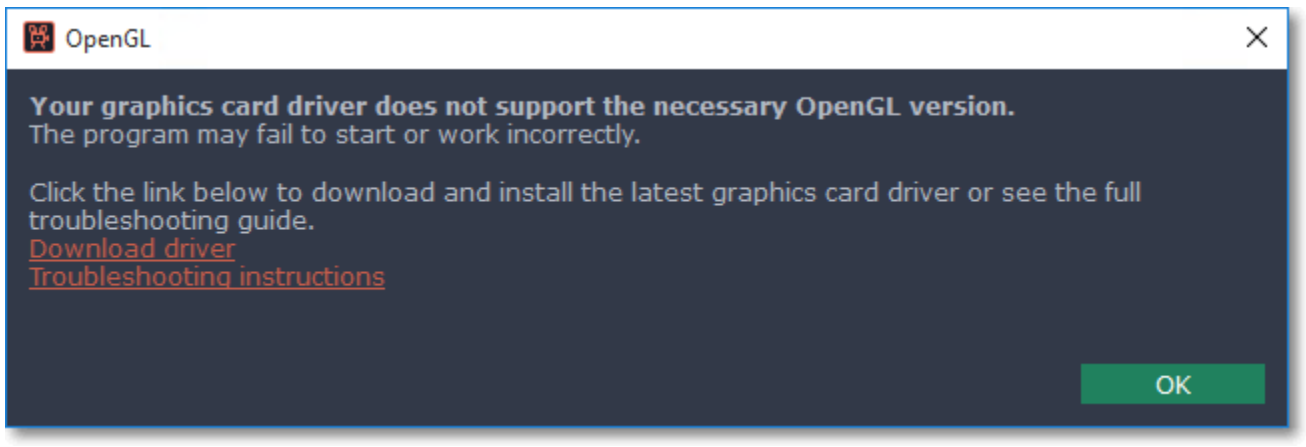
If you see a codec activation error, make sure that you have a working Internet connection. Without Internet, the codecs cannot be activated even if you've chosen to activate them automatically. After you've restored the network connection, please restart the application.

What kind of data is being sent?

The data we send does not contain any information that can personally identify you. We only receive information about which codecs were used.

OpenGL troubleshooting

If you see the following message about OpenGL when you open Movavi Video Editor or you've noticed that the player, filters, or transitions do not work, your computer most likely does not support the necessary version of OpenGL. To run Movavi Video Editor, your computer needs to support at least OpenGL version 2.0, and version 2.1 is required for smooth performance.



OpenGL is a software interface that manages graphics output. Usually, OpenGL is handled by your graphics card driver. However, some graphics cards do not support the necessary version of OpenGL. For these graphics cards, you can try the steps below:

Step 1: Update your graphics card driver

Sometimes, this issue may occur when something is wrong with the graphics card drivers or they are out of date. Download the driver installation file from the manufacturer's website and install it following the on-screen instructions.
Detailed instructions on updating the driver

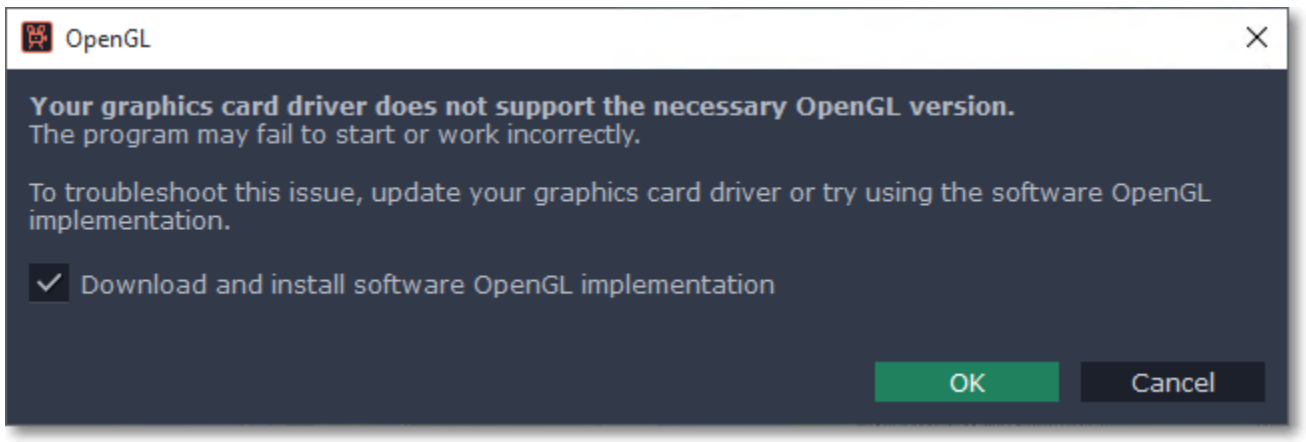
It is recommended that you restart the computer after installing driver software. After that, try starting Movavi Video Editor. If you see an error message again, proceed to the next step.

Step 2: Try the software OpenGL implementation

If your graphics card still doesn't support OpenGL 2.1 even after updating the driver, you can use a software alternative:

• In the message you see after starting Movavi Video Editor, select the **Download and install software OpenGL implementation** box.

• Or, in the main Movavi Video Editor window, open the **Settings** menu and choose **Preferences**. There, select the **Use software OpenGL implementation** option and click OK.



After that, the software OpenGL package will be automatically downloaded and installed. When the installation is finished, restart Movavi Video Editor.

If these steps haven't helped:

• Check that your computer meets the minimum system requirements. Your graphics card must support at least OpenGL 2.0.
• Contact our support team. Provide your graphics card model and list the steps you've taken to solve the problem.

Updating the graphics card driver

If you encounter an error message asking you to update your graphics drivers, you will need to download a new driver from your graphics card manufacturer's website and install it on your system. Some graphics card drivers also have a useful utility that notifies you when a driver update is available and updates the driver automatically. Keeping your graphics card drivers up-to-date will ensure stable performance of applications and games on your computer.

Step 1: Find your graphics card manufacturer

1. Right-click your desktop and choose **Screen Resolution**
2. In the **Screen Resolution** settings window, click **Advanced** settings.
3. This will open your graphics card properties. At the top of the window, your graphics card model will be listed under the **Adapter Type** section. Note the full name of the graphics card somewhere for later.

Step 2: Download the new version

Now that you've learned your graphics card manufacturer and model, go to the manufacturer's website and find driver downloads. There, look for the model or series that you've found earlier and download the driver installation file. Some manufacturers may also offer a utility that will automatically find the necessary driver.
NVIDIA download center
AMD download center
Intel download center

Warning:
Only download drivers from the official manufacturer's website. Third-party websites offering driver downloads may contain malware.

Step 3: Install driver

Once the file is completely downloaded, run the installation file and follow the onscreen instructions to install the driver on your system. Your display may blink several times in the process. After the installation has finished, it is advised that you restart the computer.

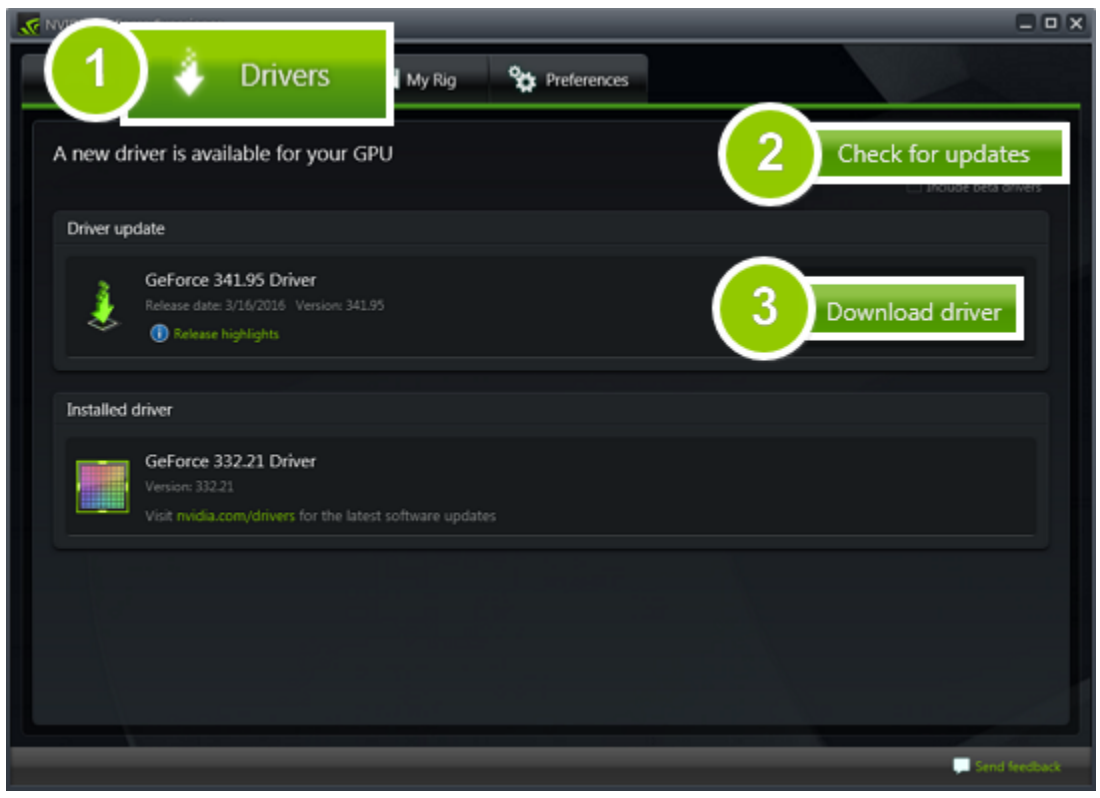
Updating NVIDIA® Driver

Modern NVIDIA graphics cards come with a special application called **NVIDIA GeForce™ Experience** that monitors driver updates and allows you to optimize your computer's graphics performance.

1. Open the **NVIDIA GeForce Experience** application. It should already be installed on your system. If you cannot find the application, please try the method above.
NVIDIA download center

2. In the **Drivers** section, click the **Check for updates** button to find the latest drivers.

3. When the application has found a newer driver, click the **Download driver** button. From here, the software will automatically download and install the necessary driver for your system.



Updating AMD® or ATI® Driver

1. If you have an AMD or ATI graphics card, go to the Driver Download Center on AMD's official website.
AMD Driver Download Center

2. Download the auto detect utility and run it when the download has finished.
Auto Detect Utility

3. The utility will then automatically find your graphics card and help you download and install the right driver for your system.

If the utility fails to find a driver for you, you can manually select your graphics card model and operating system on the Driver Downloads page and download the driver.

4. After the driver has downloaded, run the installation file and follow the on-screen instructions to install it.

5. After the driver has been installed, it is recommended that you restart your computer.

If none of the above steps have helped, feel free to contact our support team via e-mail or live chat.

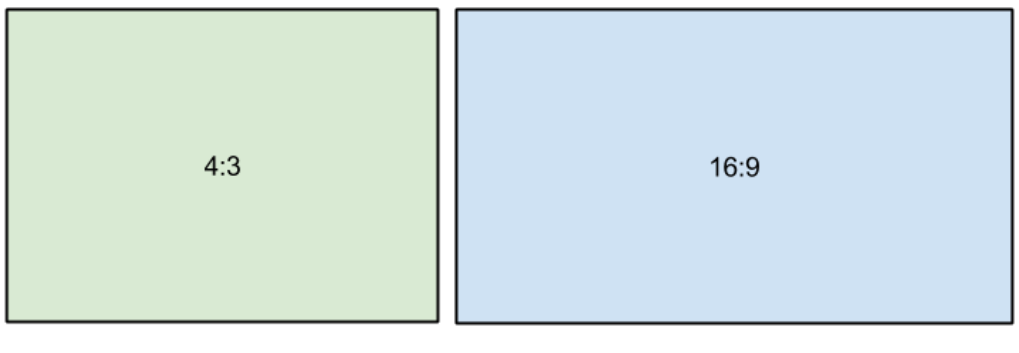
If possible, please include the name of your graphics card model (see Step 1), as well as screenshots of any error messages you have encountered. This will help our support team specialists solve your problem quicker.

Glossary

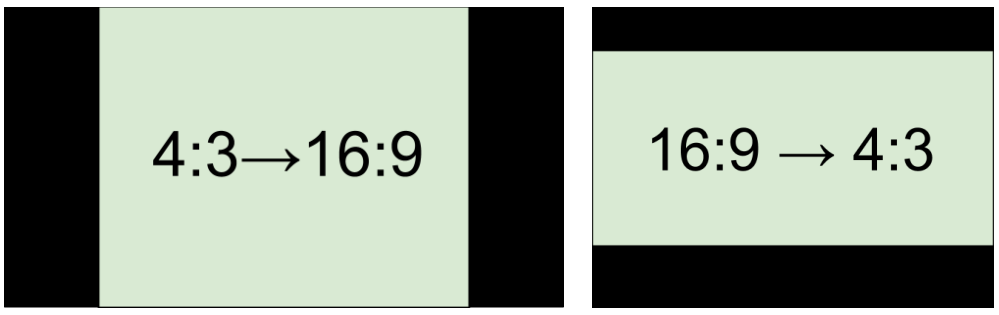
Here's a list of some terms that you may come across while working with video and audio. You won't need to know all of these to use Movavi software, but if you want to learn more about the specifics of media file processing, you can start here.

Aspect ratio

A video's aspect ratio is the proportion of its width to height, e.g. 16:9 (read as *sixteen-by-nine)*. Usually, you might encounter the 16:9 or 4:3 aspect ratios, but most recent displays and videos have the 16:9 aspect ratio. You might encounter 4:3 resolutions in some older TV videos. Here's how different they look:



If you join videos with different aspect ratios, you might see black bars around the edges. Think of a video's frame like a box: if you put a square peg into a rectangular hole, you might have room left over at the sides. This can happen in your project if you're mixing videos and photos, or if you're using videos from different sources. This is how it might look if you're adding 4:3 videos to a 16:9 project and vice versa:



To remove the black bars, try using the crop tool, or change the project settings.
Learn more: Removing black bars

Bitrate

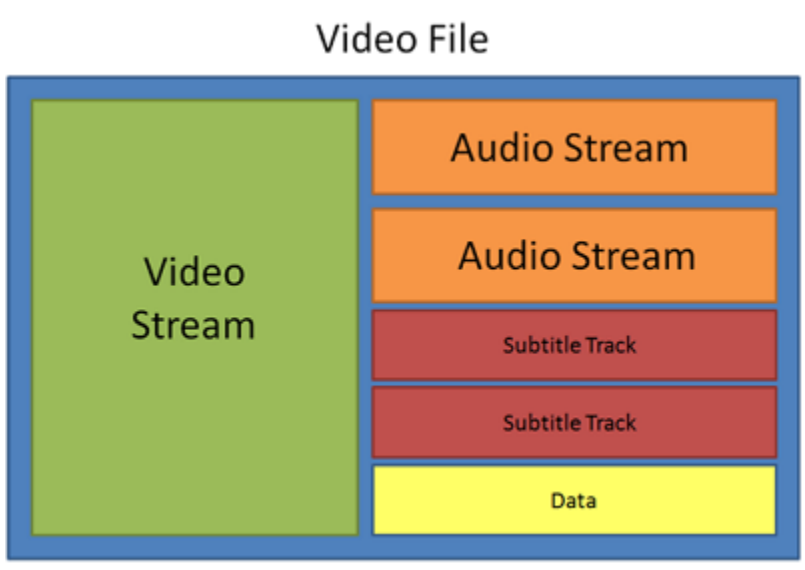
Bitrate is a property of digital video and audio files. It means the amount of data in bits contained in each second of the file. Higher bitrate allows to preserve more detail, but also requires much more disk space for the output file. Bitrate also depends on your video resolution, because you need much more data to store a large HD video frame compared to a tiny 360p video. If your video has lots of small details or fast action, you can choose a higher quality when saving the video. The output video will have a larger file size, but you'll be able to see detail better.

Codec

Video and audio information is processed or *encoded* to shrink the size of the file. However, your computer needs to have a *decoder* installed in order to open the file. There are many different codecs, each compressing video in different ways. Many video formats can store multiple video formats. For example, you can save a video with the .mp4 extension, but you can use the H.264 or MPEG-4 codecs. If you don't know what codec works best for you, go for H.264 – it is supported by most players and platforms.
***Hint**: Don't download codecs from suspicious websites. They may contain malware.*

Format

Usually when someone mentions formats, they mean *container formats*, namely, the way of storing a video or audio file's information inside a file. You can spot container formats by file extensions. A container format *contains* video and audio streams, that are be encoded with a *codec*. The figure below shows how a standard video file may look like.



Frame rate, FPS

A video's frame rate is the number of frames or still images in each second of the video (also called FPS or *frames per second)*. Most movies have a frame rate of 24 frames per second, but most cameras and mobile phones shoot video at 30 frames per second. More modern cameras even allow you to film with 60 FPS and above. If you have a higher frame rate, you can slow down the video to make a slow-motion effect without making the video look choppy.

*.mepb files

Movavi Video Editor project files are saved with the MEPB extension. You can open the file in the Editor and continue working on your project. If you upgrade to the Plus version, you will need to save the project file as a MEPX project.

*.mepx files

Movavi Video Editor Plus project files are saved with the MEPX extension. You can open the file in the Editor and continue working on your project.

Resolution (frame size)

A video's resolution is basically its width and height in pixels. Usually it is written as the *width* multiplied by *height*, e.g. "1280x720", or sometimes you might only see the height listed, e.g. "720p". Usually, videos with high resolution have better quality because there are more pixels available for storing information. However, if you convert a low-quality video to a higher resolution, it will not instantly look better because there is nowhere to restore the extra information from, so you will end up with the same quality with a much larger file size. You can change the resolution of your output video in project settings.

Sample rate

The *sample rate* affects the quality of digital sound, and defines the maximum frequencies that an audio stream can contain. The default sample rate is set to 44100 Hz, which exceeds the maximum frequencies of human hearing and is used to record Audio CDs and most music tracks.

Stream

A video file contains the video and audio information in separate *streams*, which simply means that their data is stored separately inside the file. When you play the file, these streams are played simultaneously, just like a stream of water.