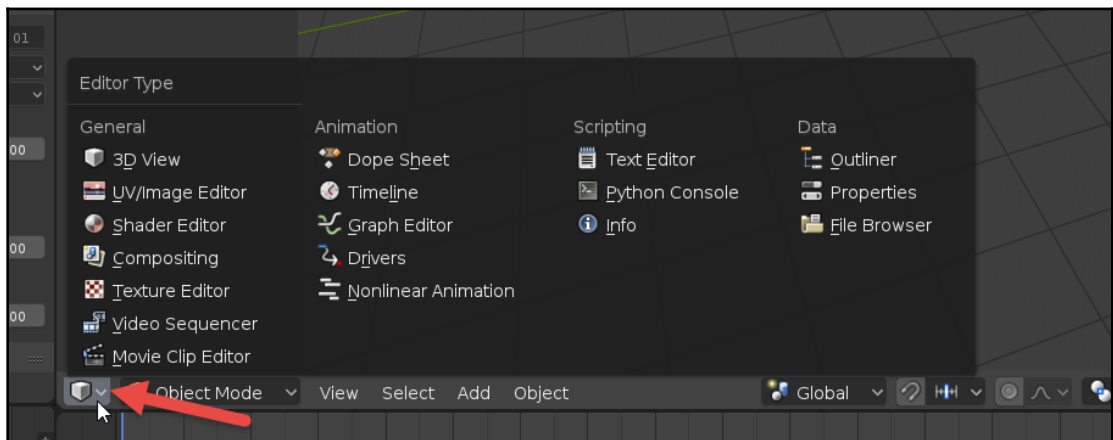
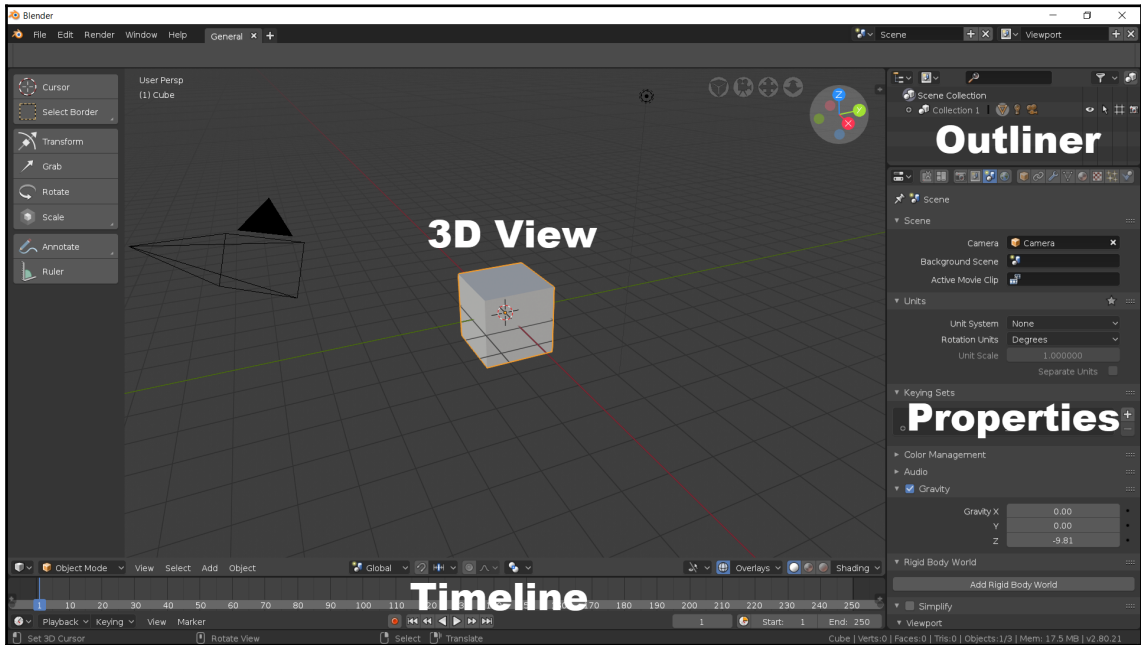
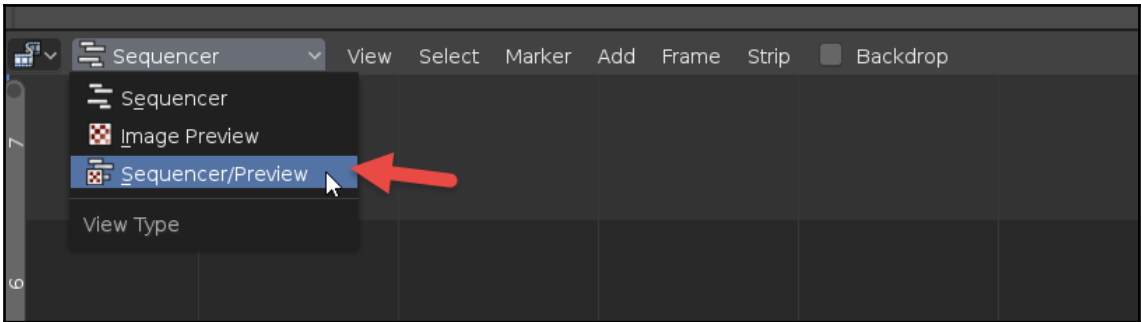
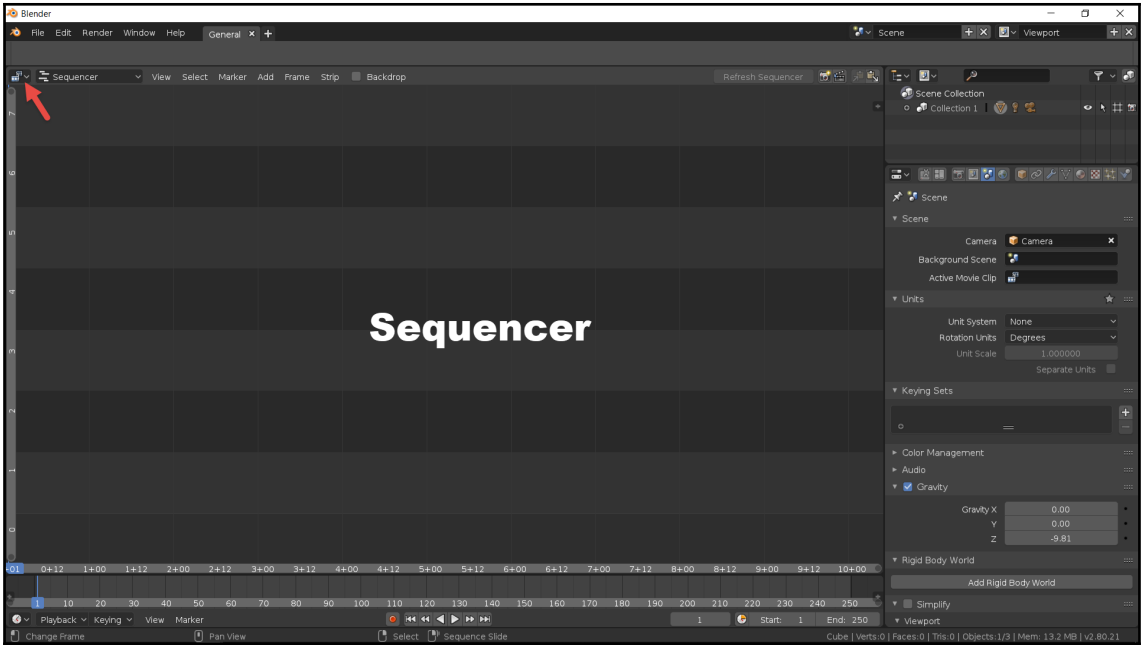
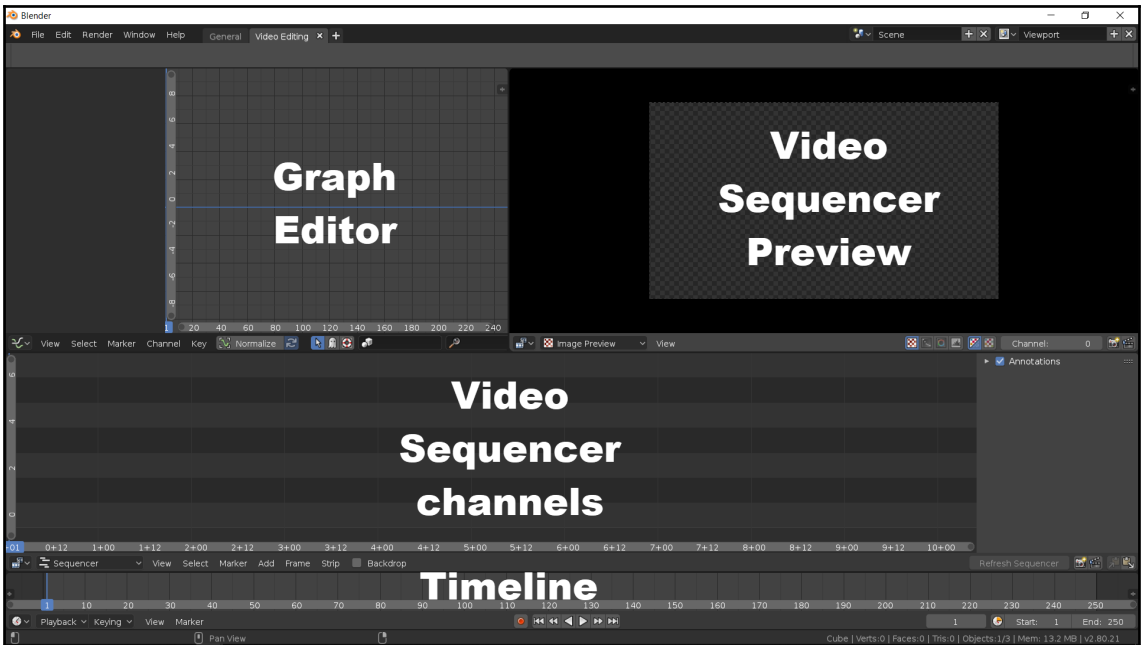
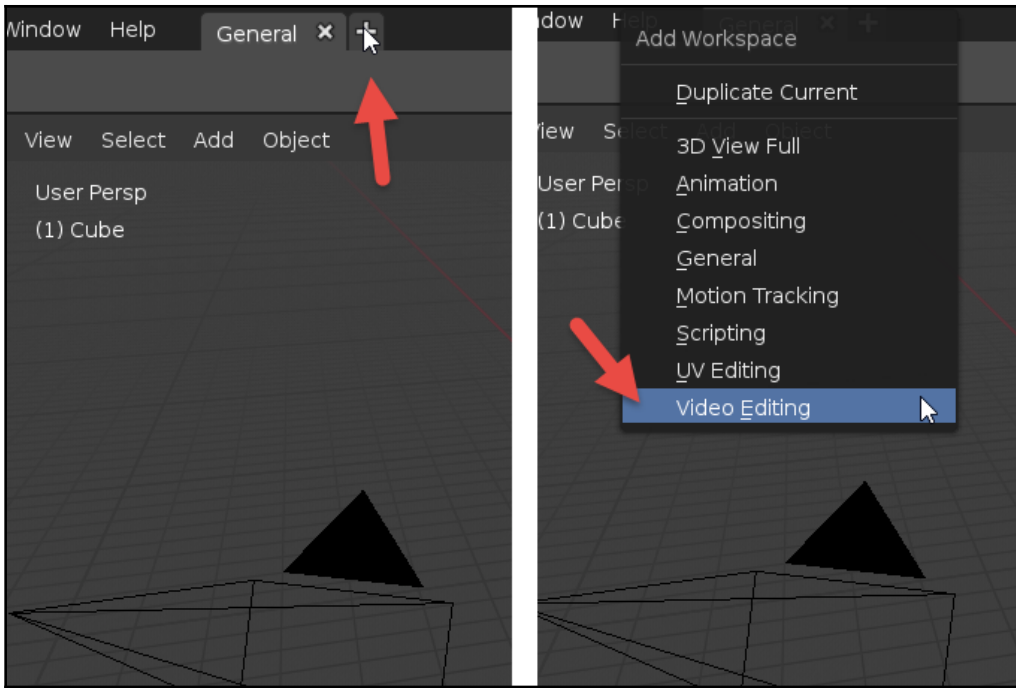
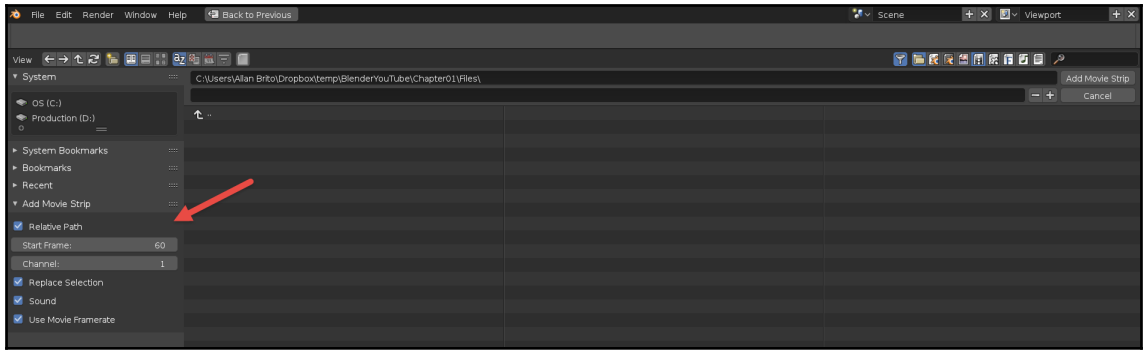
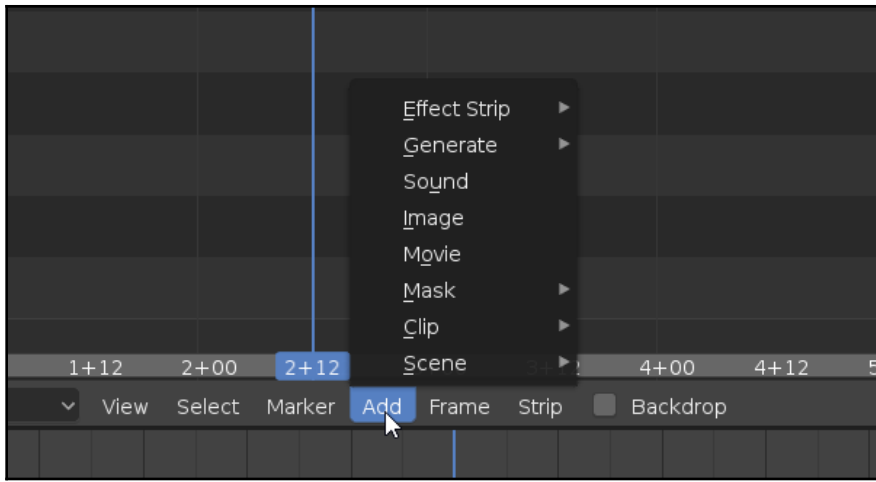


# Chapter 1: Blender as a Video Editor for YouTube

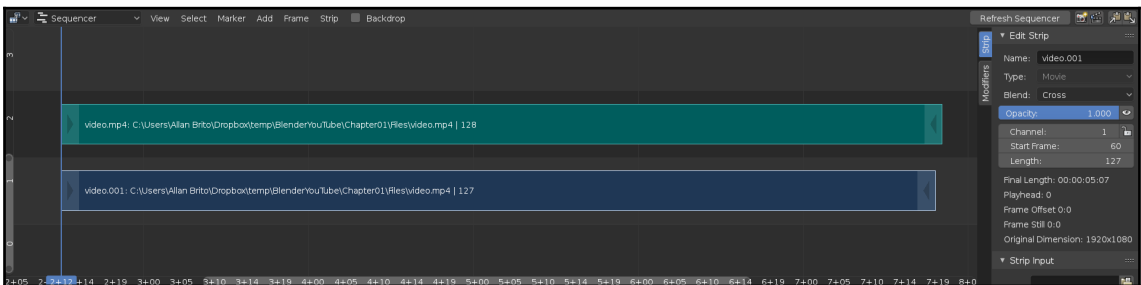
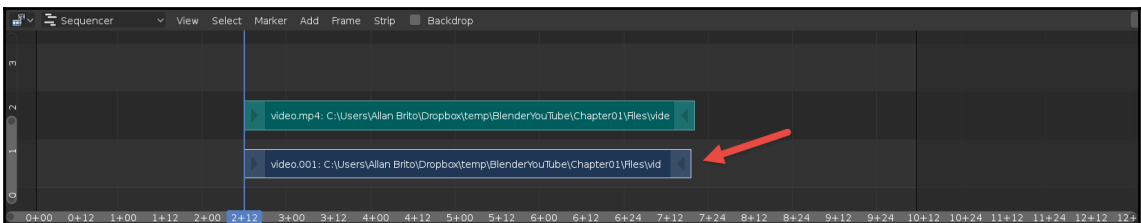
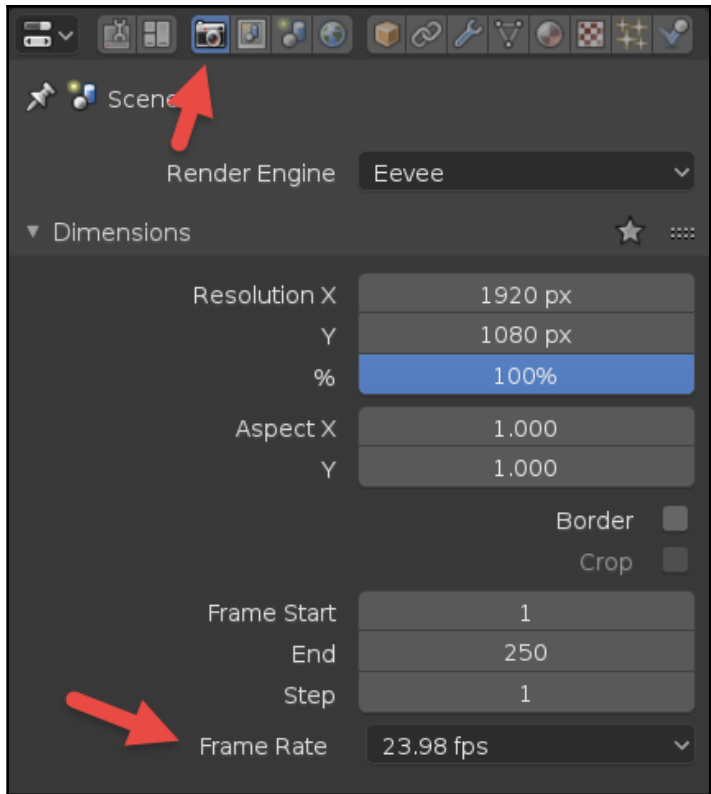


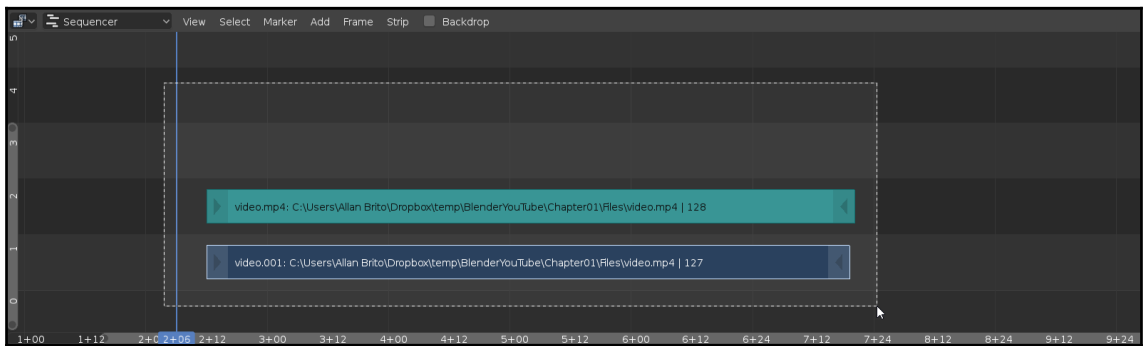
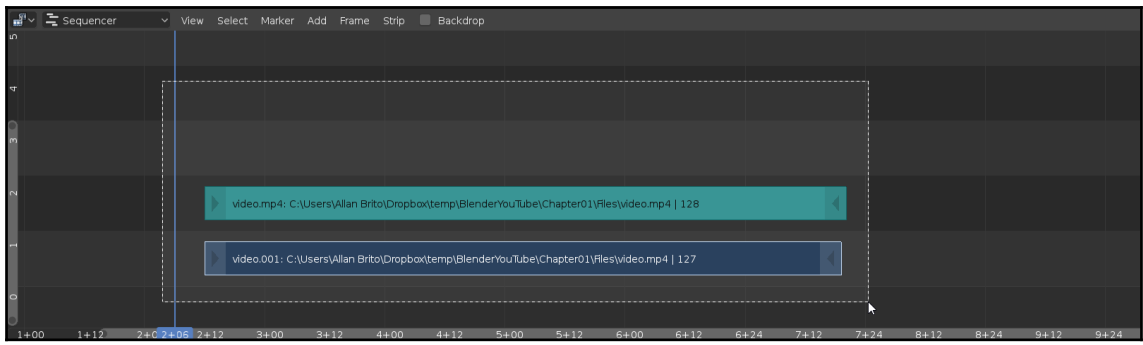
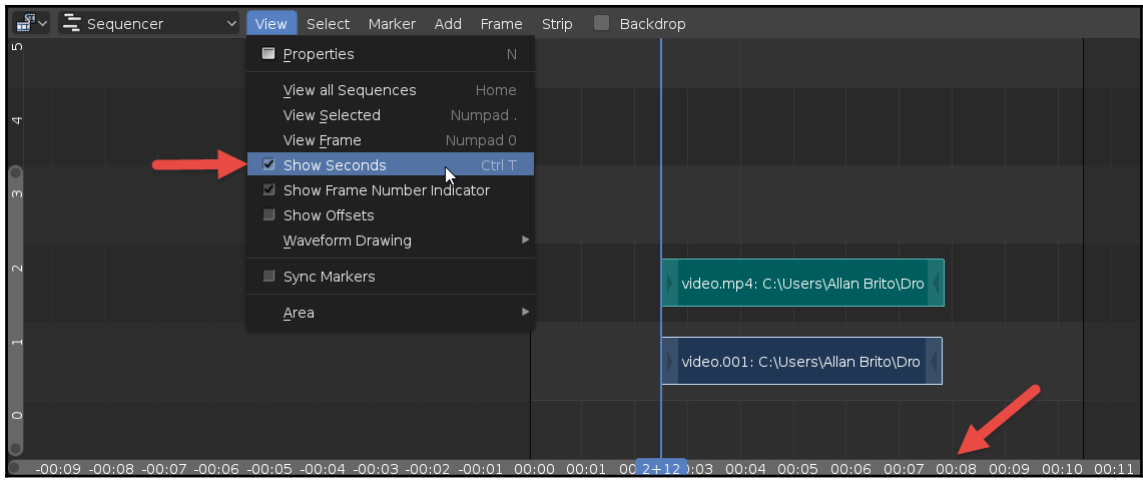


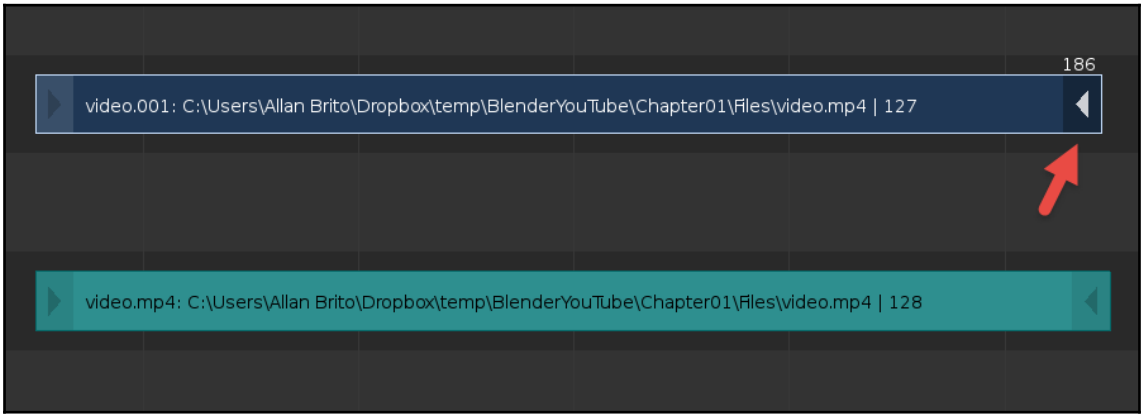
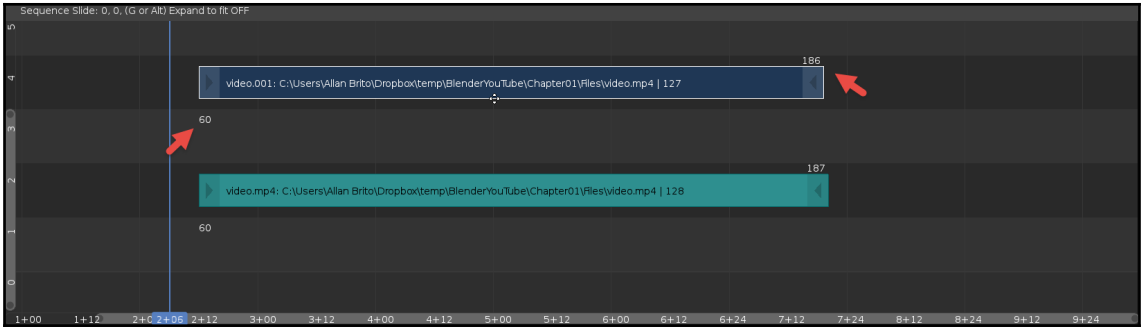


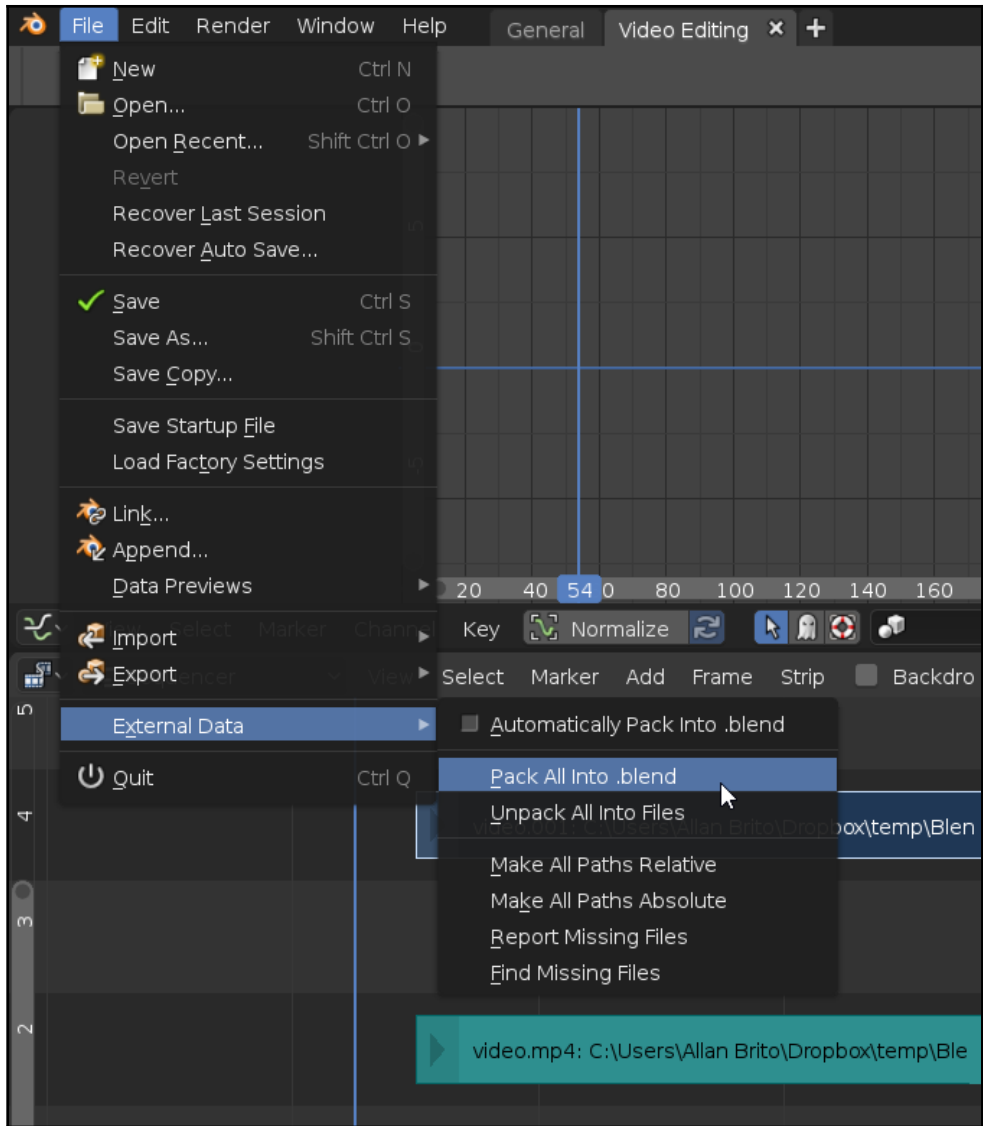




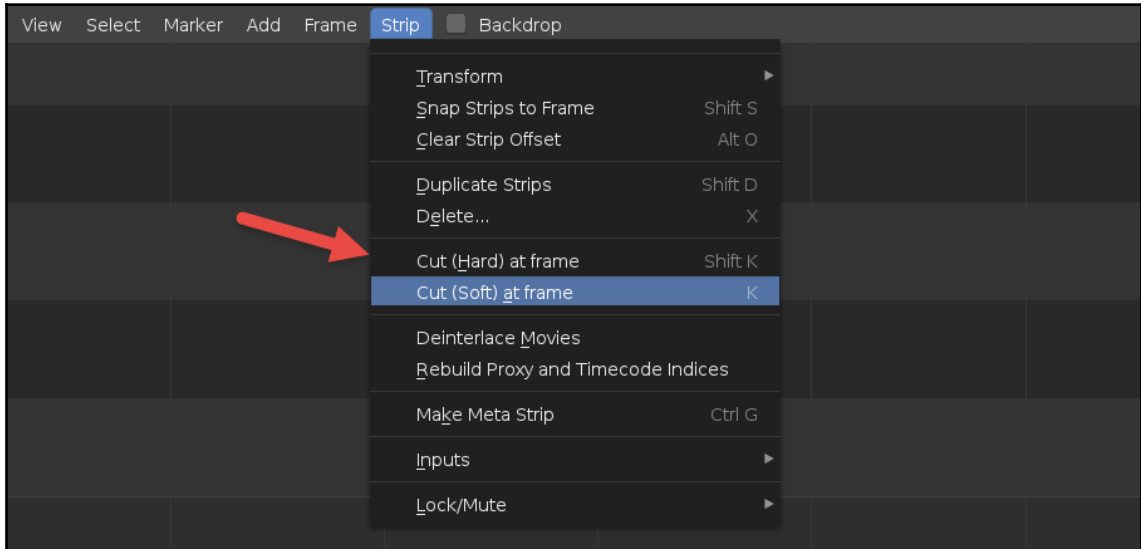


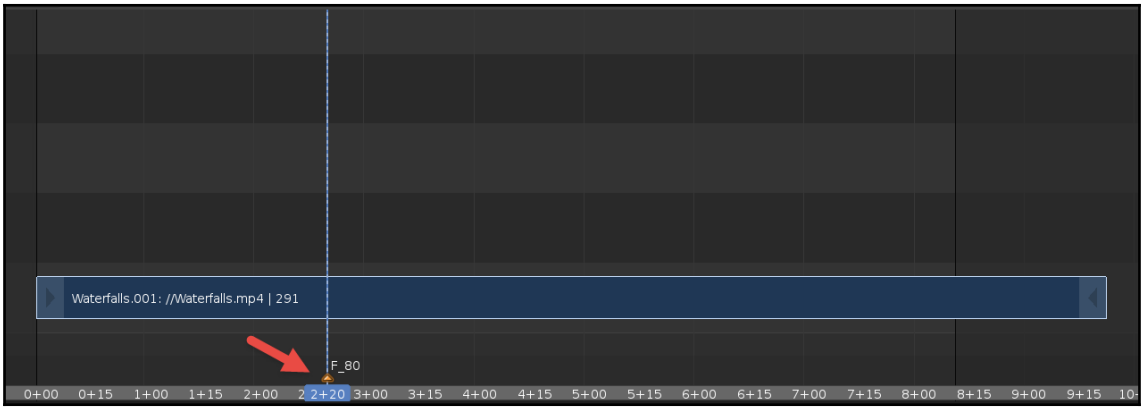


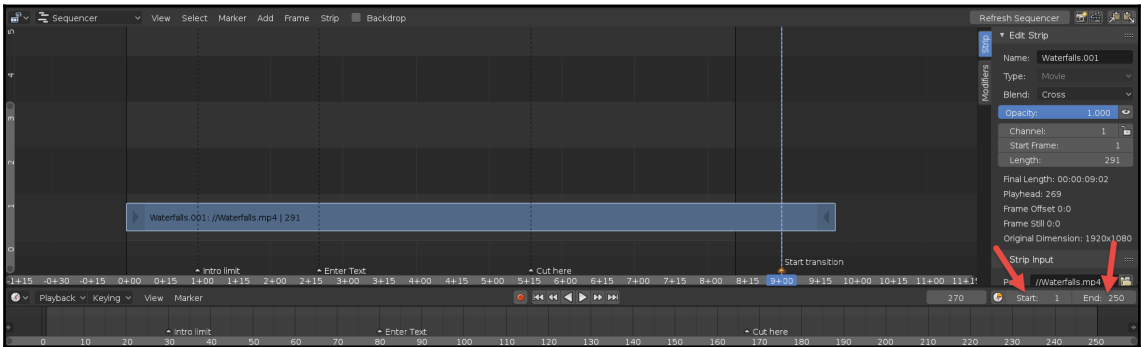
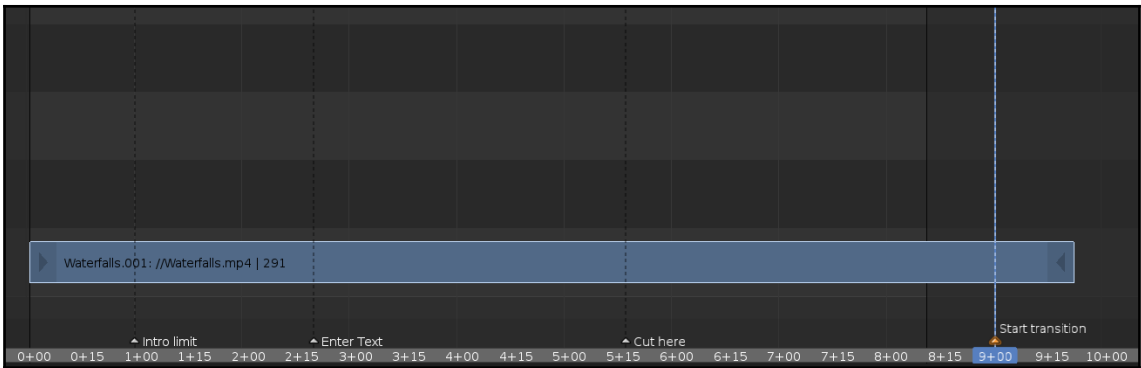
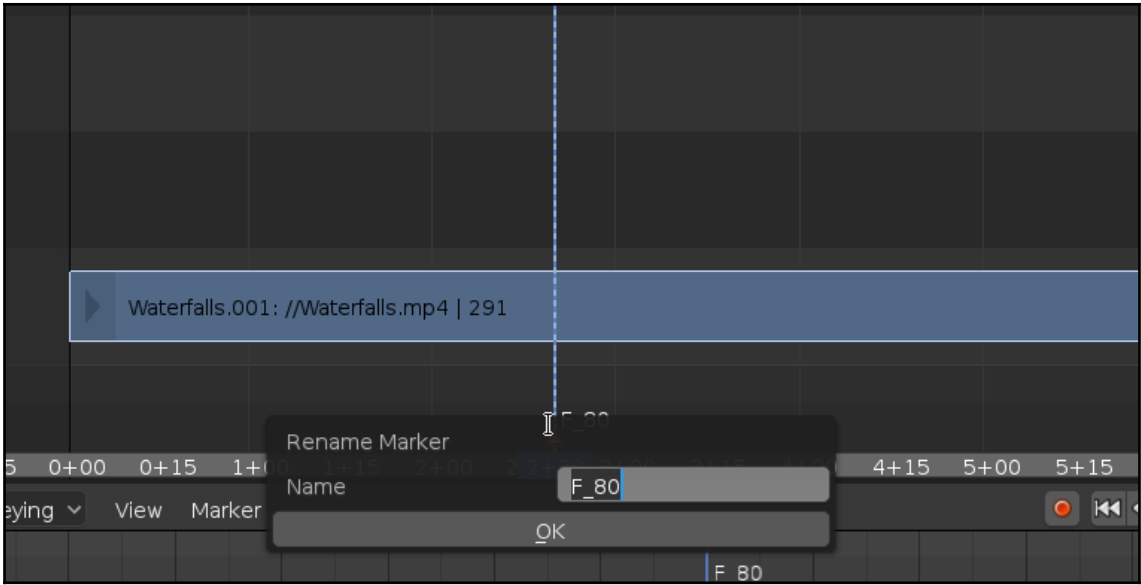


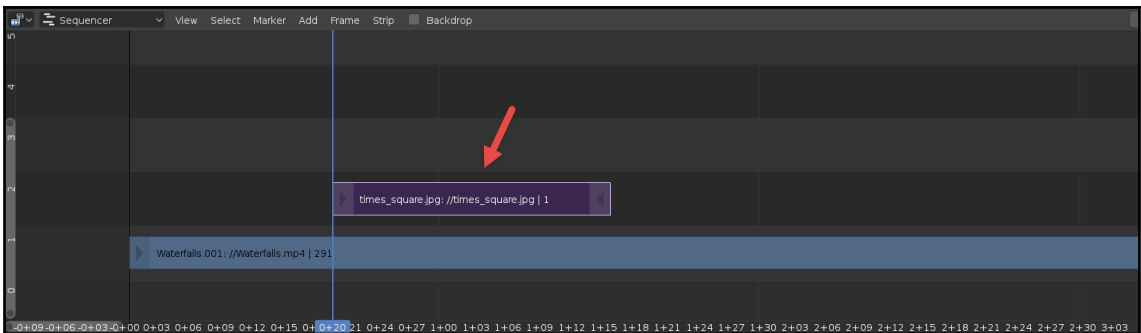
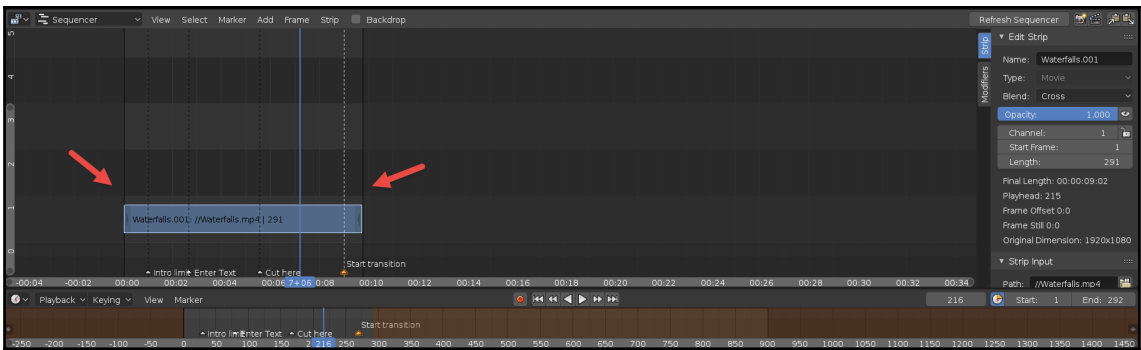
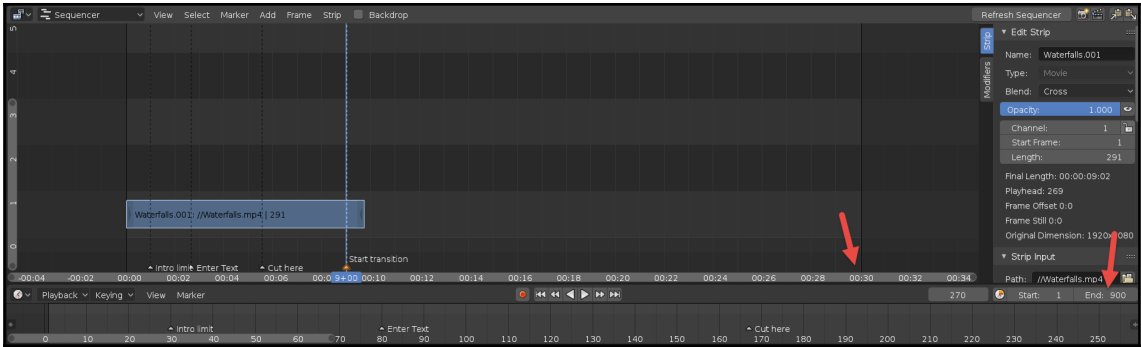


# Chapter 2: Editing and Cutting Video Footage in Blender

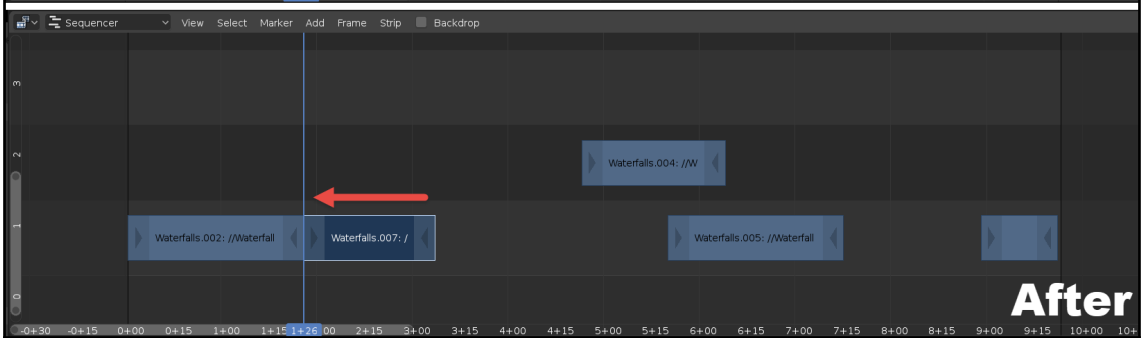
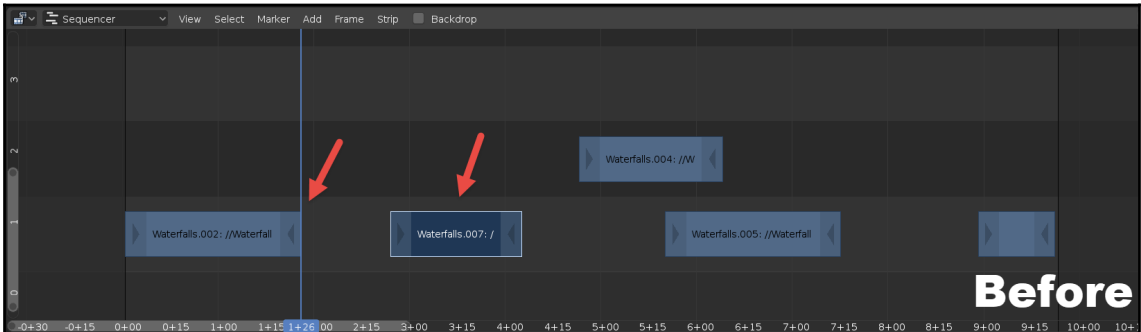
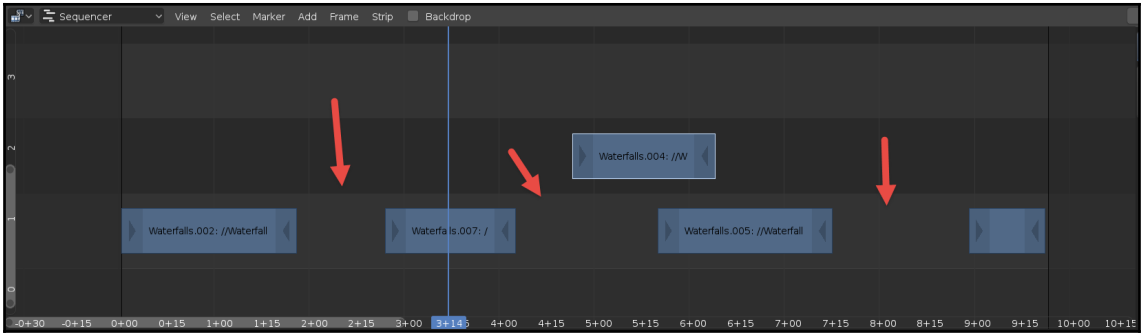


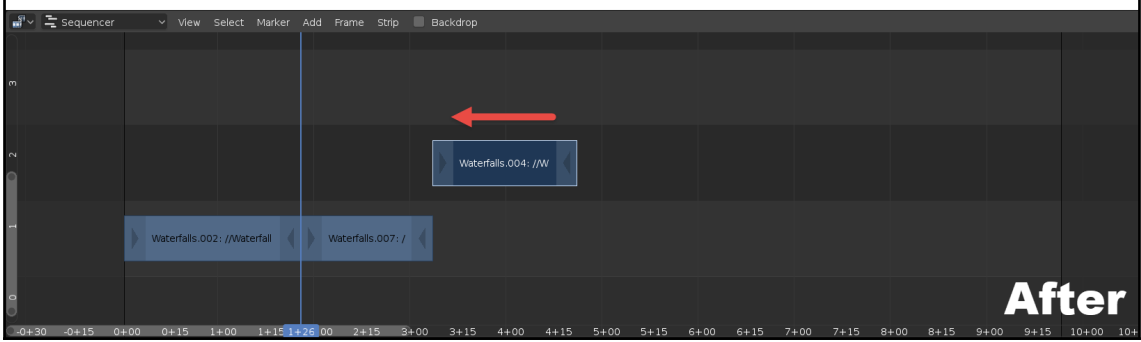
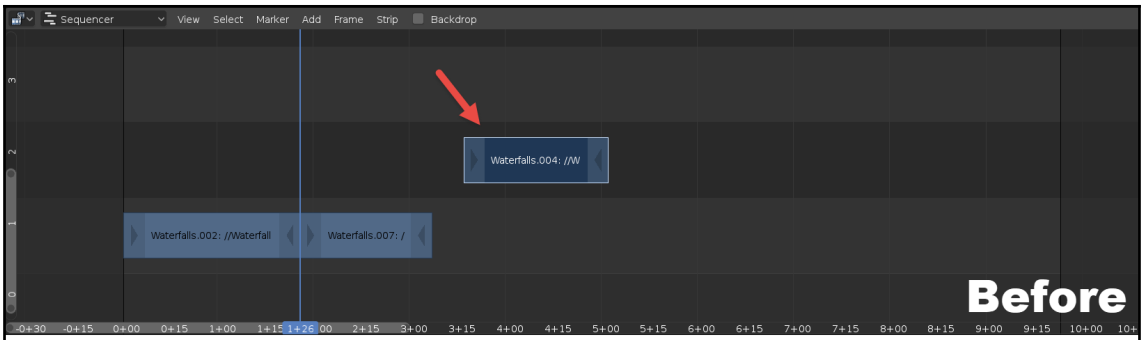




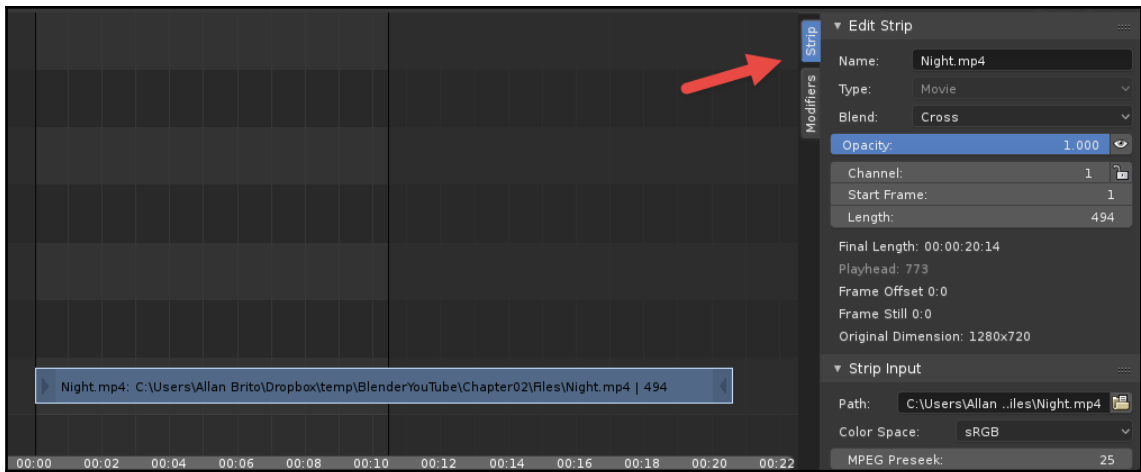








# Chapter 3: Using Properties to Enhance Video





▼ Edit Strip

Name: Night.mp4

Type: Movie

Blend: Cross

Opacity: 1.00 

Channel: 1 

Start Frame: 1

Length: 494

Final Length: 00:00:20:14


Playhead: 773

Frame Offset 0:0

Frame Still 0:0

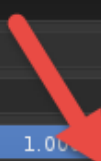
Original Dimension: 1280x720

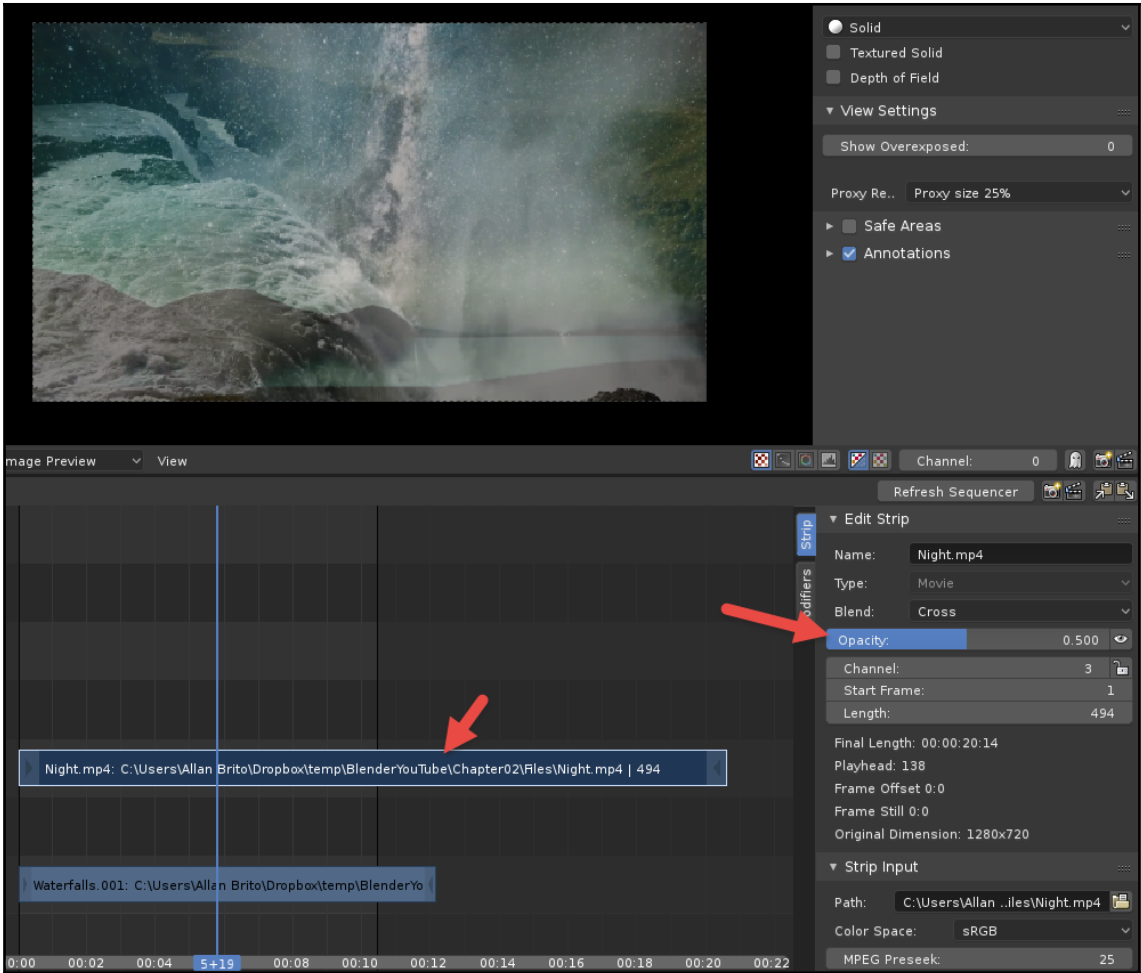
▼ Strip Input

Path: C:\Users\Allan ..iles\Night.mp4 

Color Space: sRGB

MPEG Preseek: 25





Final Length: 00:00:20:14


Playhead: 138

Frame Offset 0:0

Frame Still 0:0

Original Dimension: 1280x720

▼ Strip Input

Path: C:\Users\Allan ..iles\Night.mp4 

Color Space: sRGB ▼

MPEG Preseek: 25

Stream Index: 0

Image Offset

Image Crop

Trim Duration (hard):

Start: 0 End: 0

Trim Duration (soft):

Start: 0 End: 0

▼ Strip Input

Path: C:\Users\Allan ..iles\Night.mp4

Color Space: sRGB

MPEG Preseek: 25

Stream Index: 0

Image Offset

Image Crop

Top: 300

Left: 200 Right: 600

Bottom: 500

Trim Duration (hard):

Start: 0 End: 0

Trim Duration (soft):

Start: 0 End: 0

▼ Filter

Video:

Strobe: 1.000

Reverse

Deinterlace

X Flip

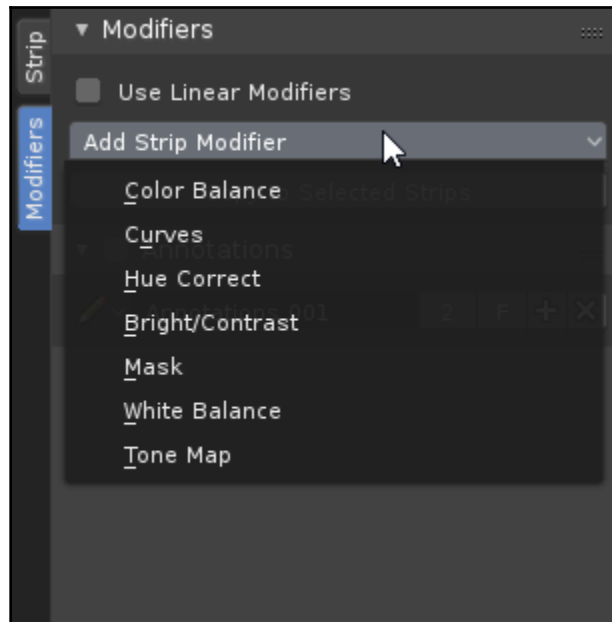
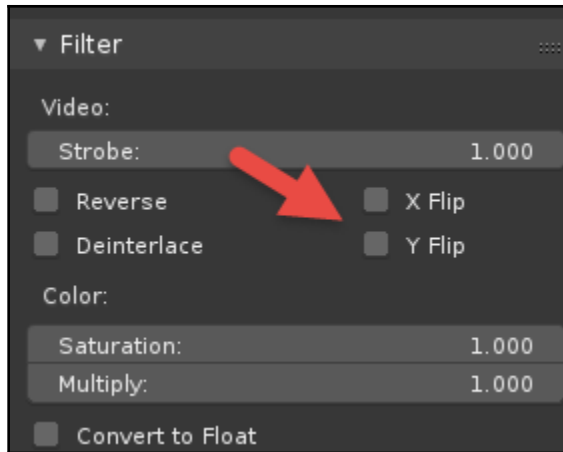
Y Flip

Color:

Saturation: 1.000

Multiply: 1.000

Convert to Float



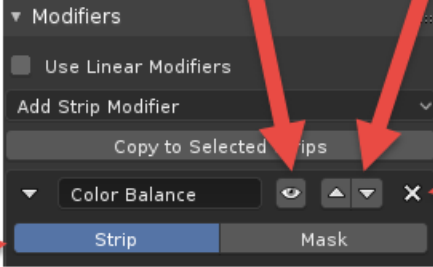


**Enable Modifier**

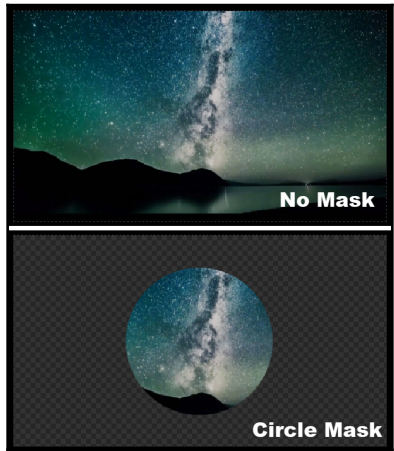
**Move Up/Down**

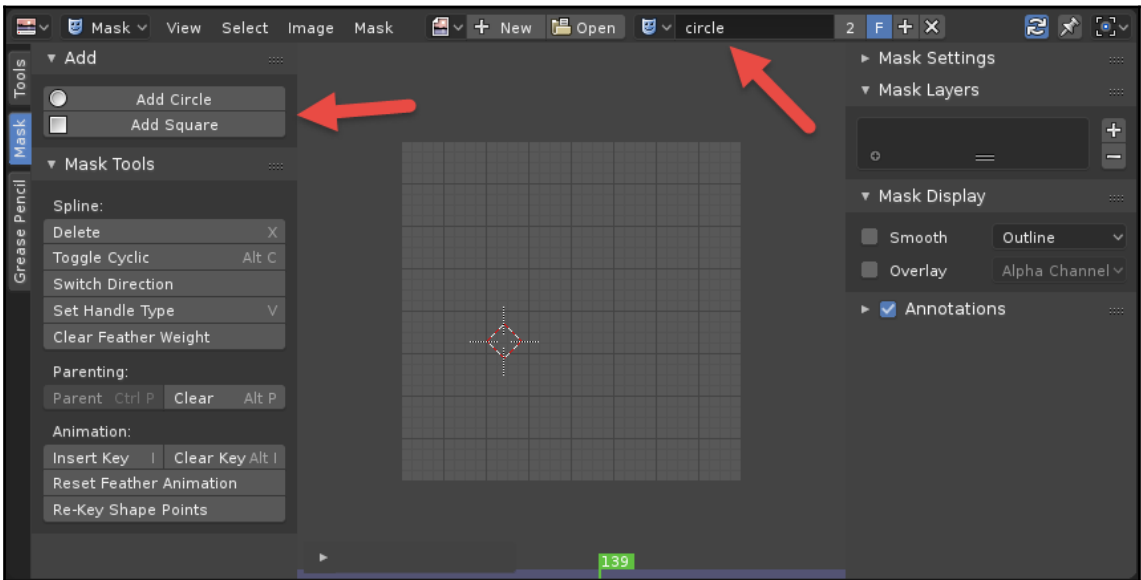
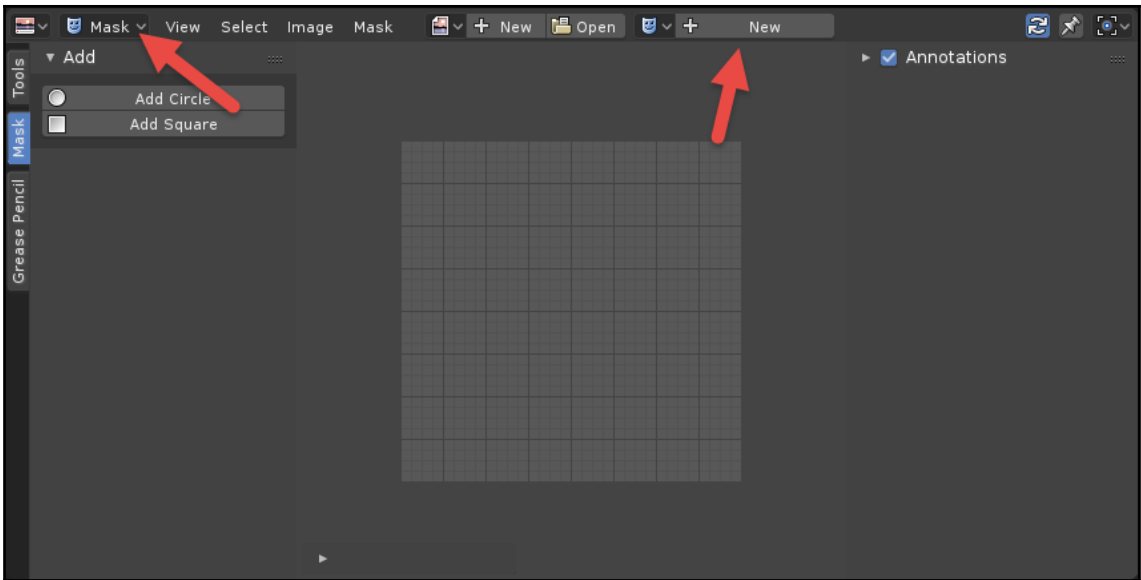
**Remove modifier**

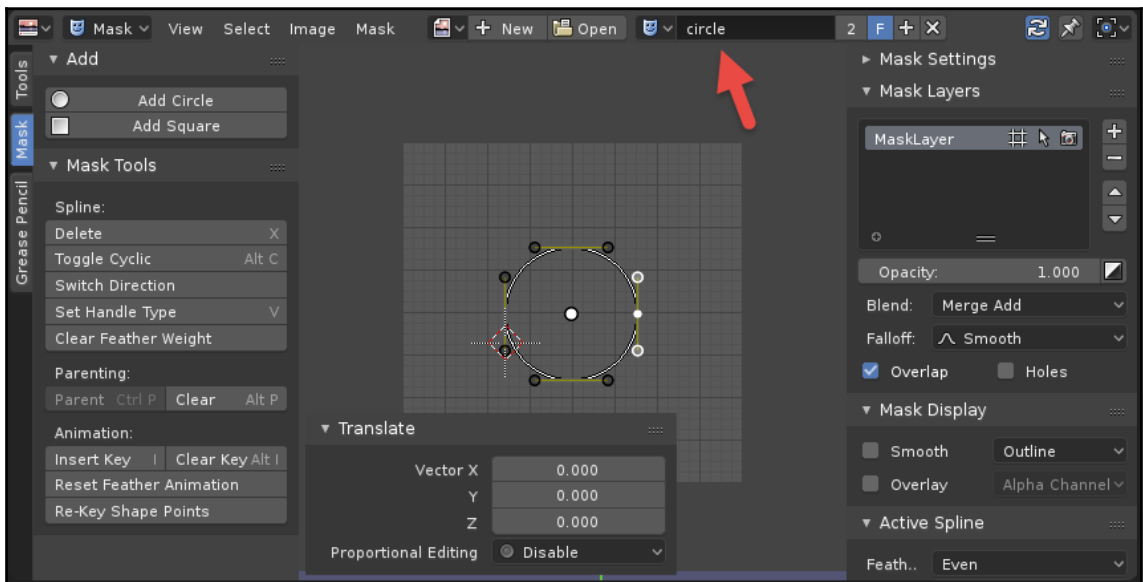
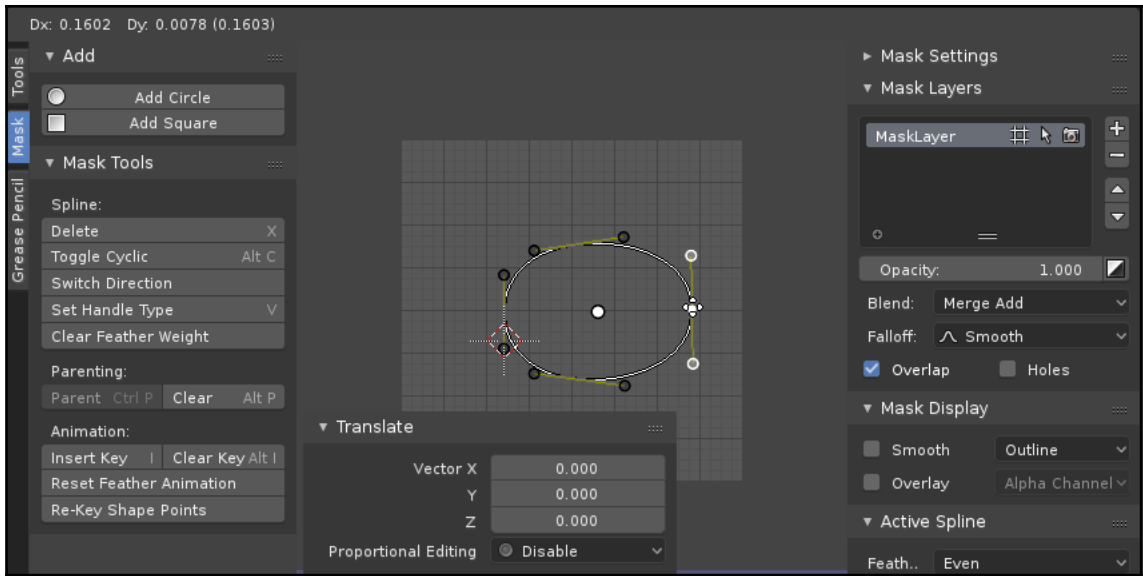
**Apply to Strip or Mask**

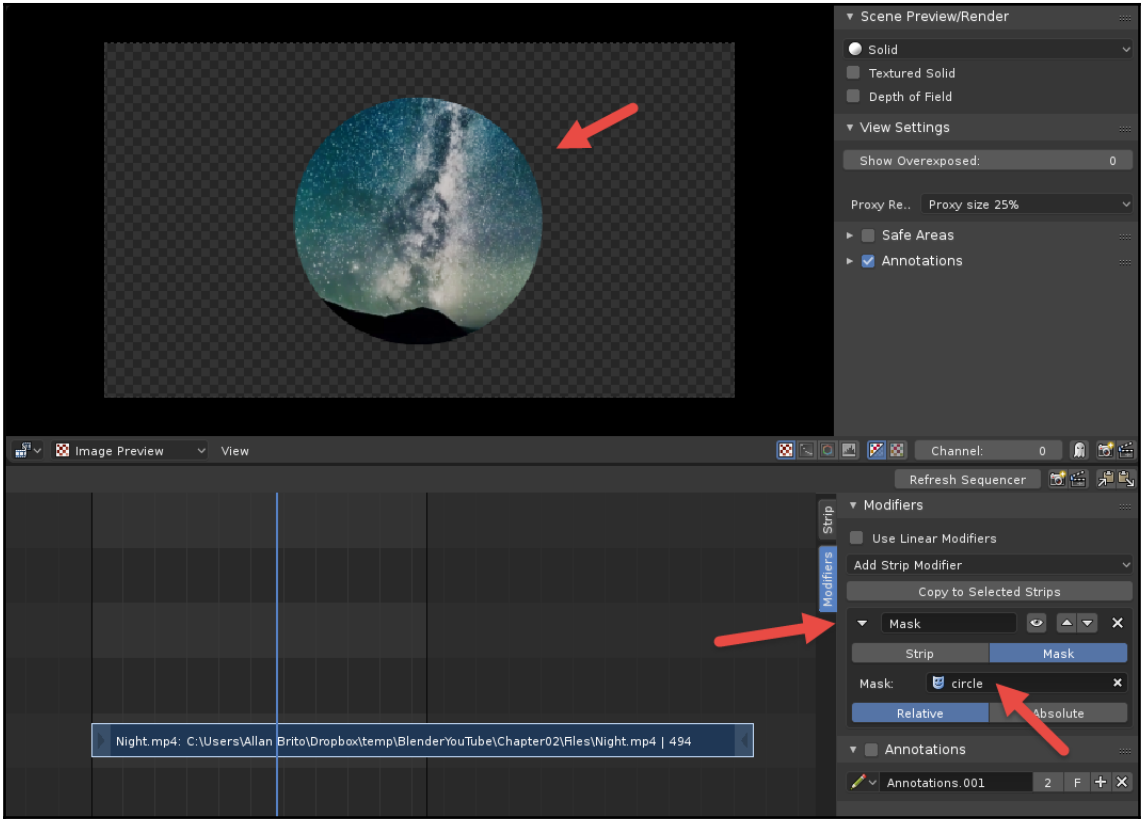


The screenshot shows a 'Modifiers' panel in a software interface. At the top, there is a 'Use Linear Modifiers' checkbox. Below it is an 'Add Strip Modifier' dropdown menu. A 'Copy to Selected Strips' button is visible. The 'Color Balance' modifier is selected, and its settings are shown. At the bottom of the panel, there are two buttons: 'Strip' and 'Mask'. To the right of the 'Color Balance' dropdown, there are three small icons: an eye, two arrows (up and down), and an 'X' icon. Red arrows from external text labels point to these elements: 'Enable Modifier' points to the 'Use Linear Modifiers' checkbox; 'Move Up/Down' points to the up/down arrows; 'Remove modifier' points to the 'X' icon; 'Apply to Strip or Mask' points to the 'Strip' button; and another arrow points to the 'Mask' button.

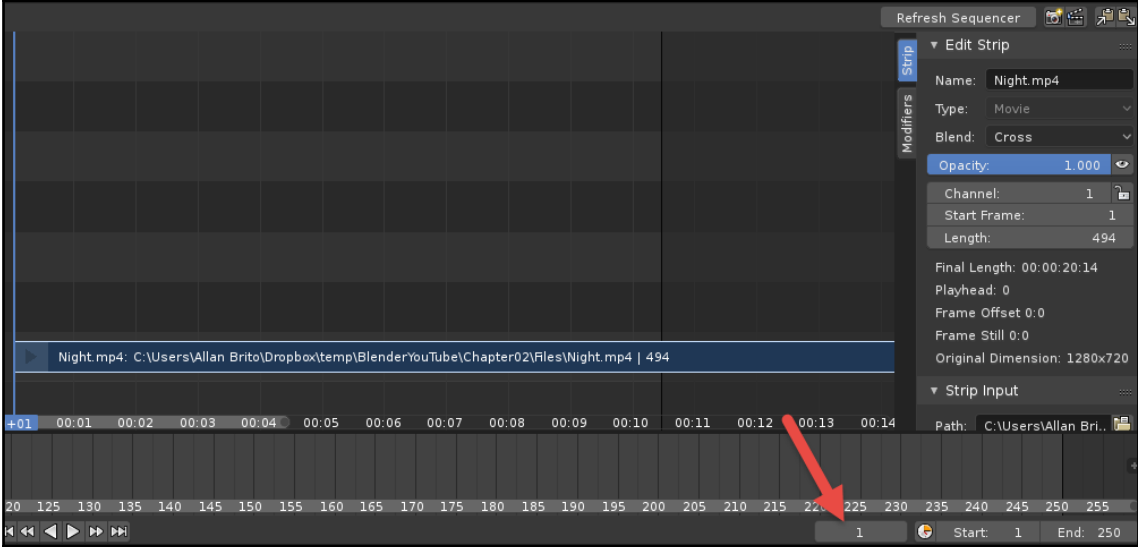


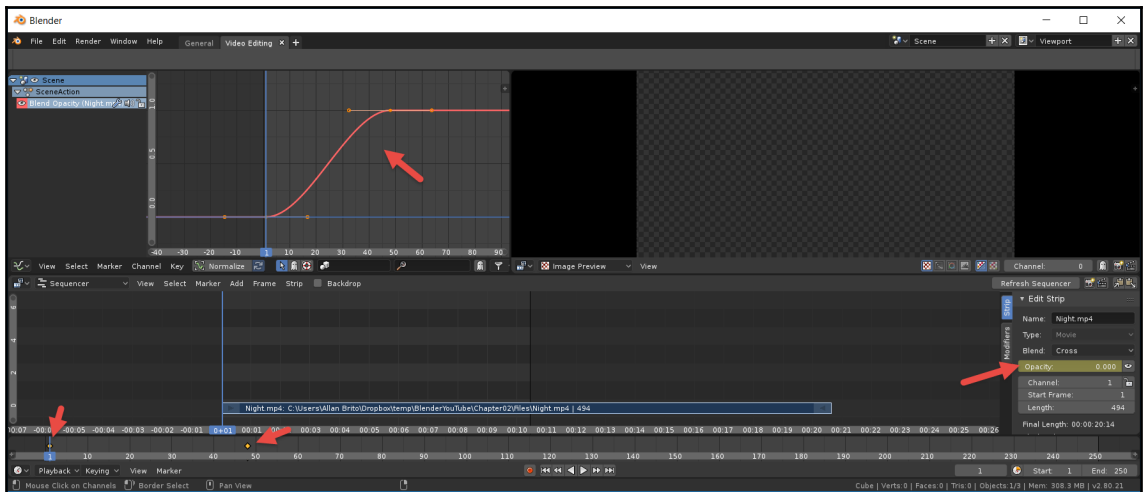
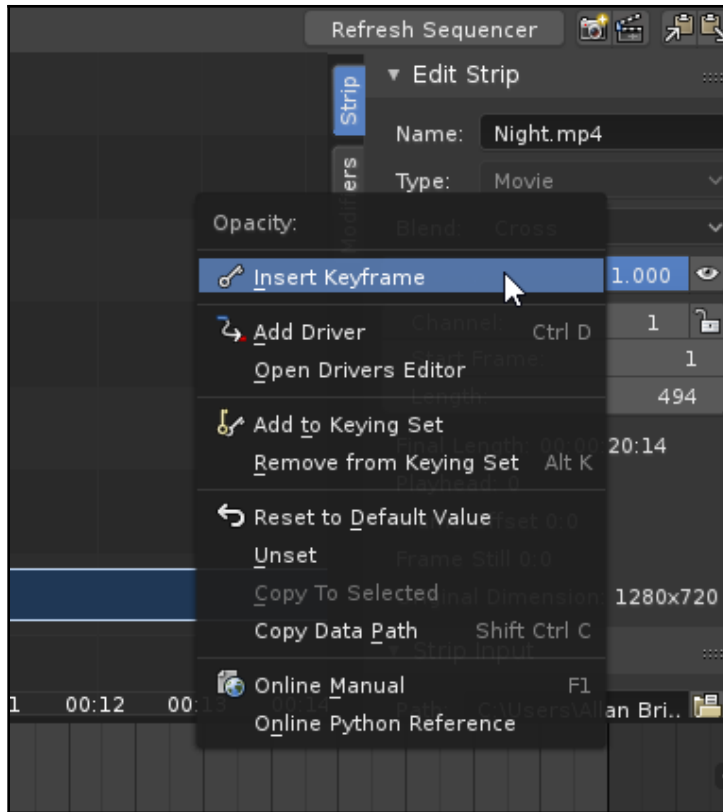


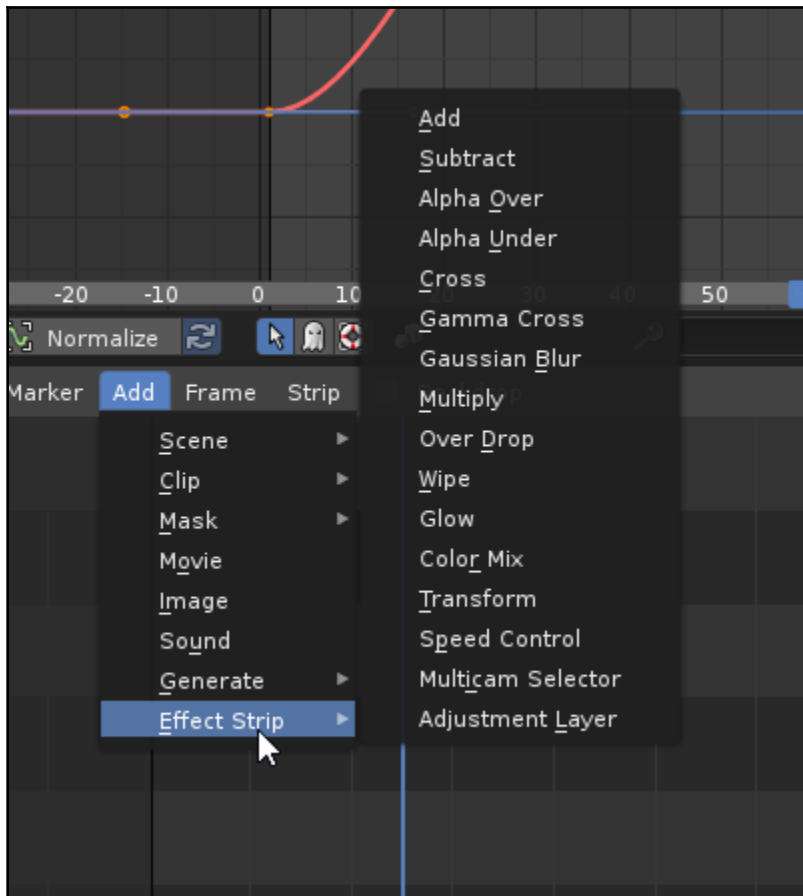
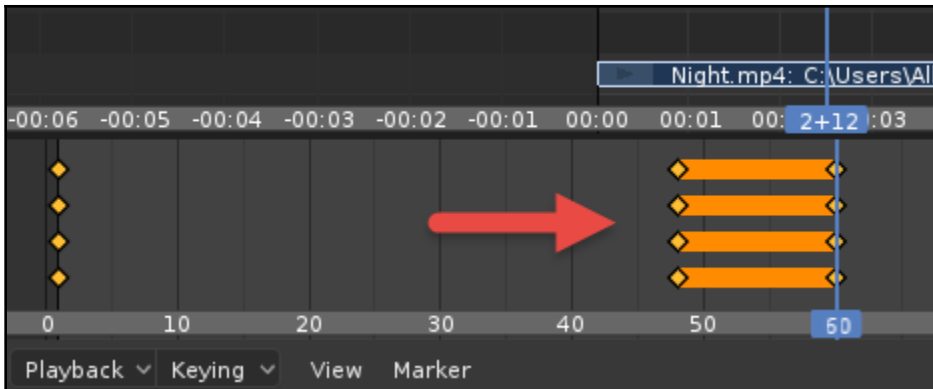


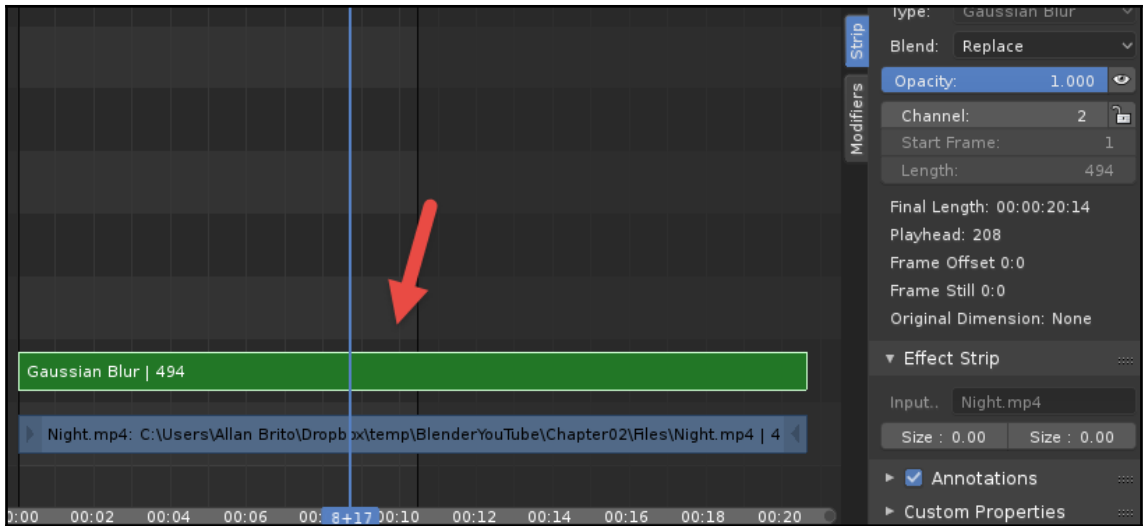


# Chapter 4: Animated Properties for Video Effects

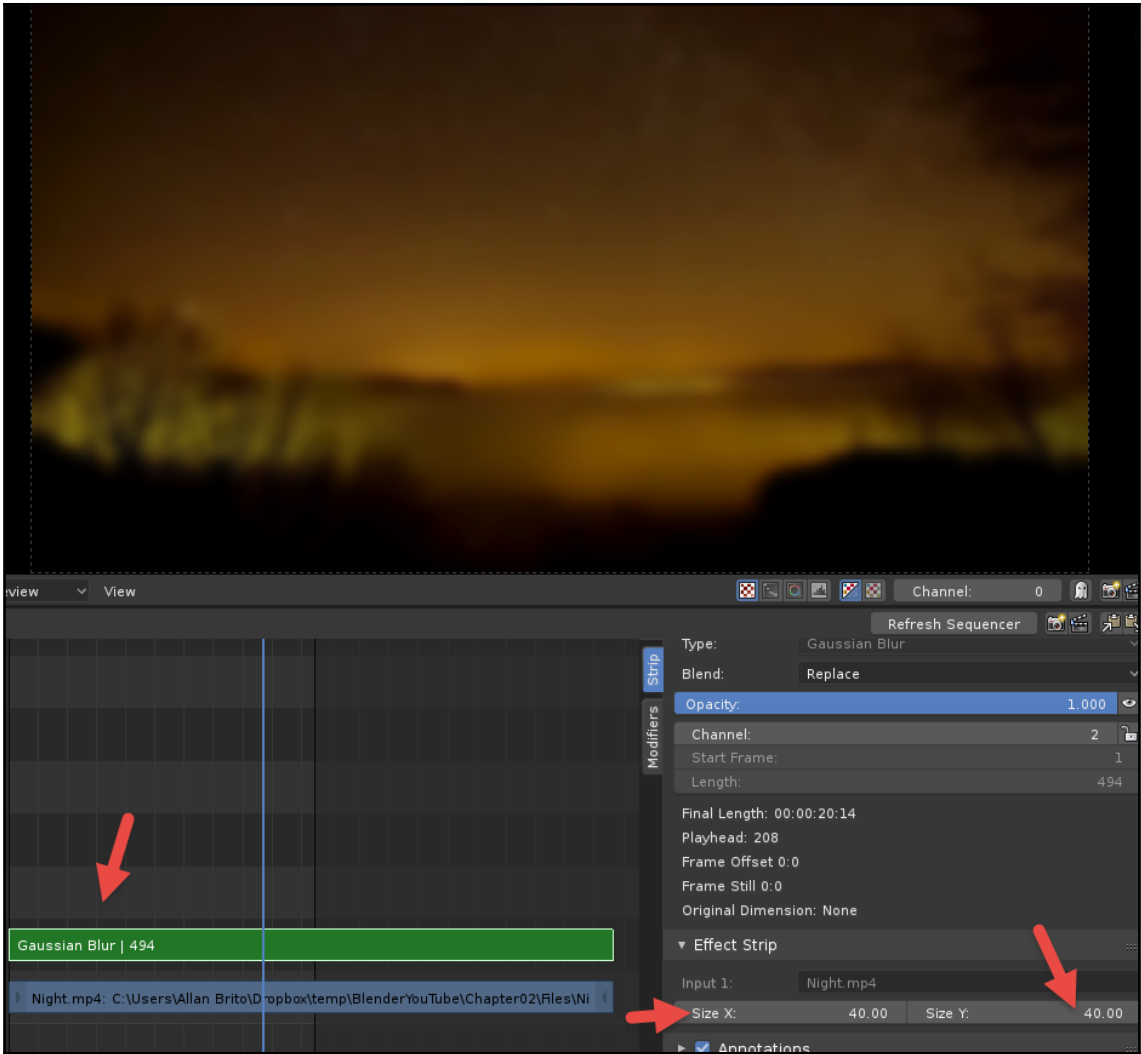


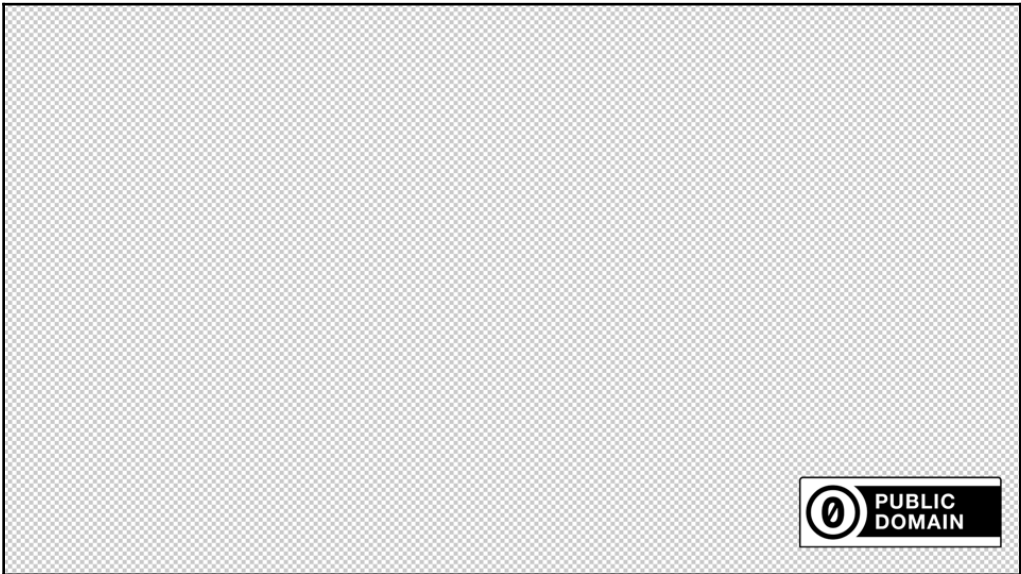
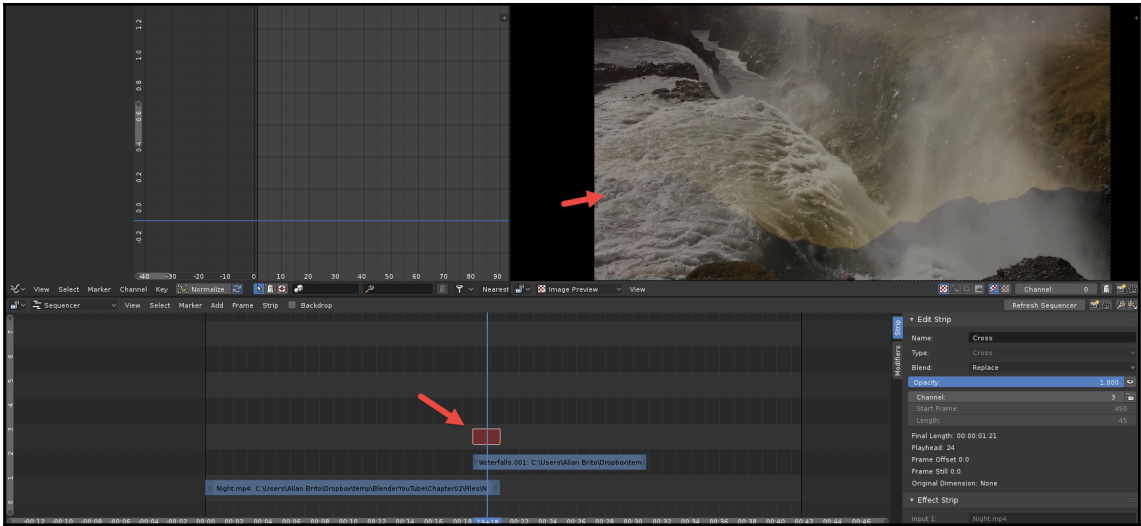


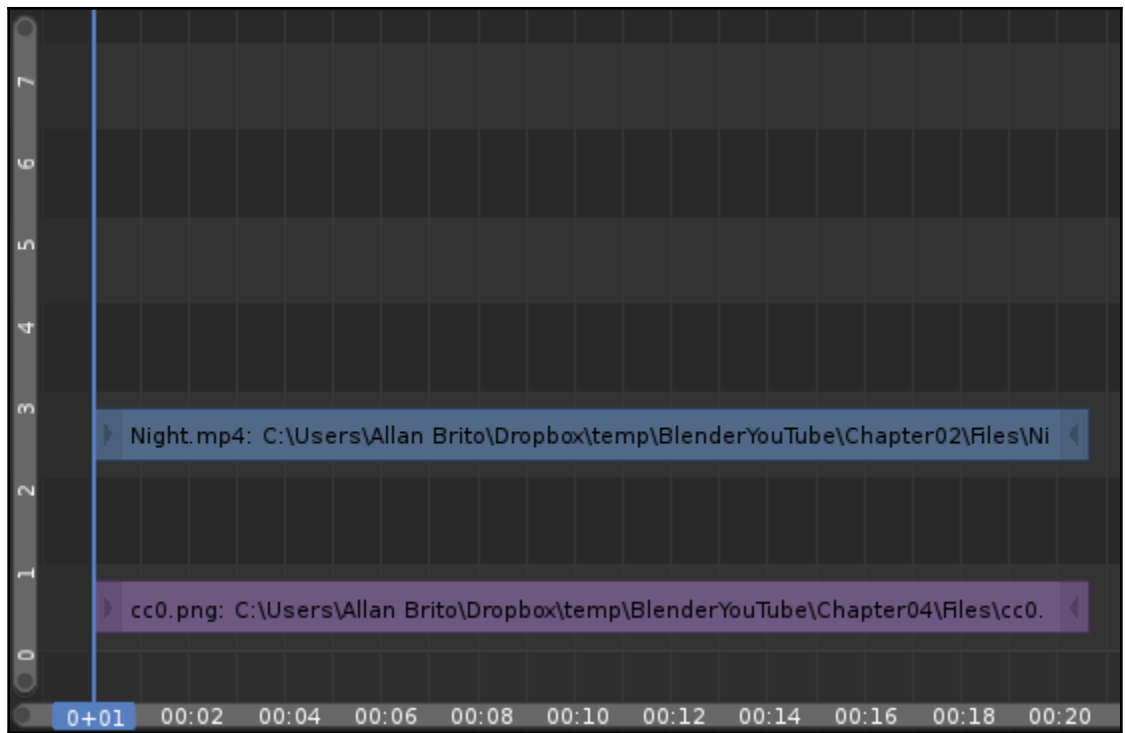


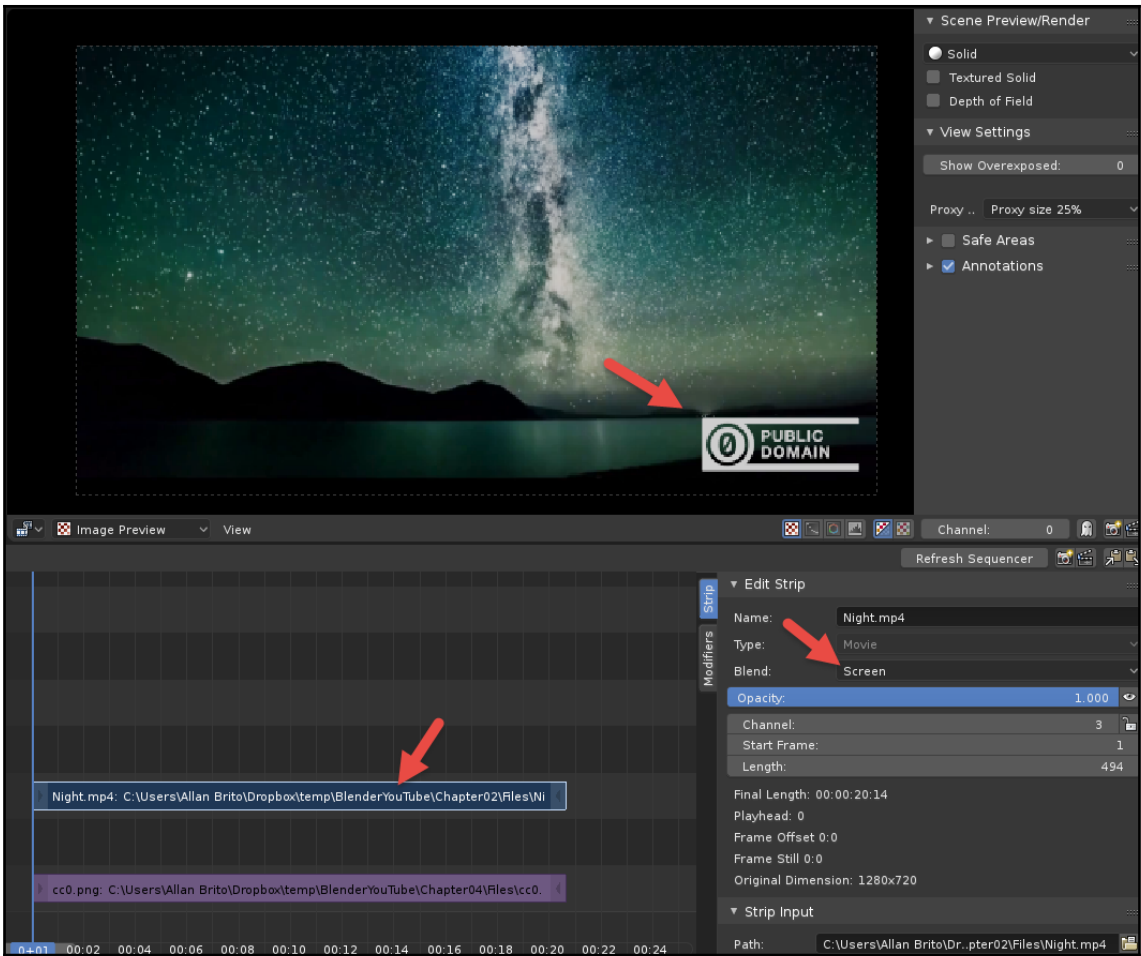


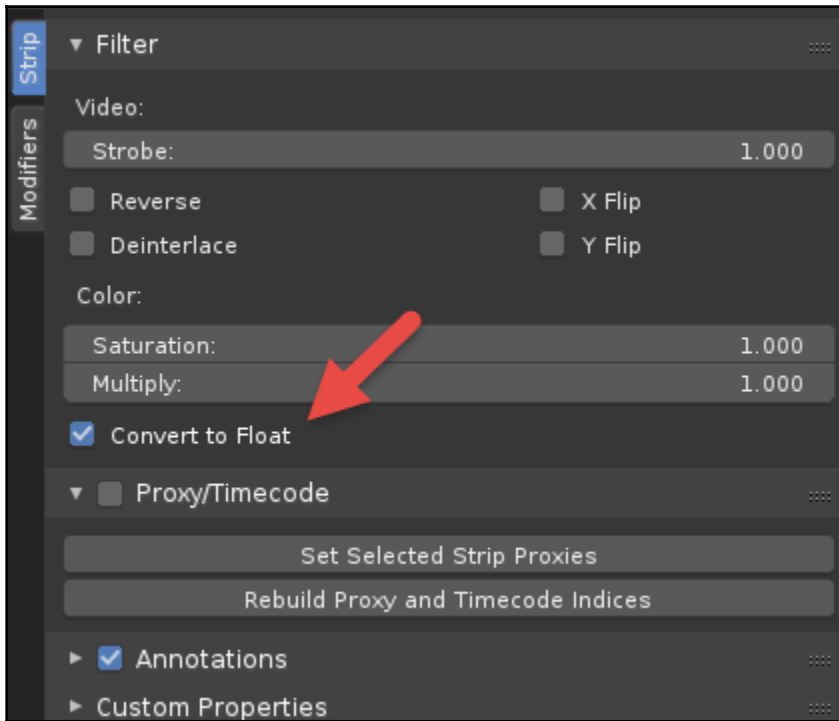
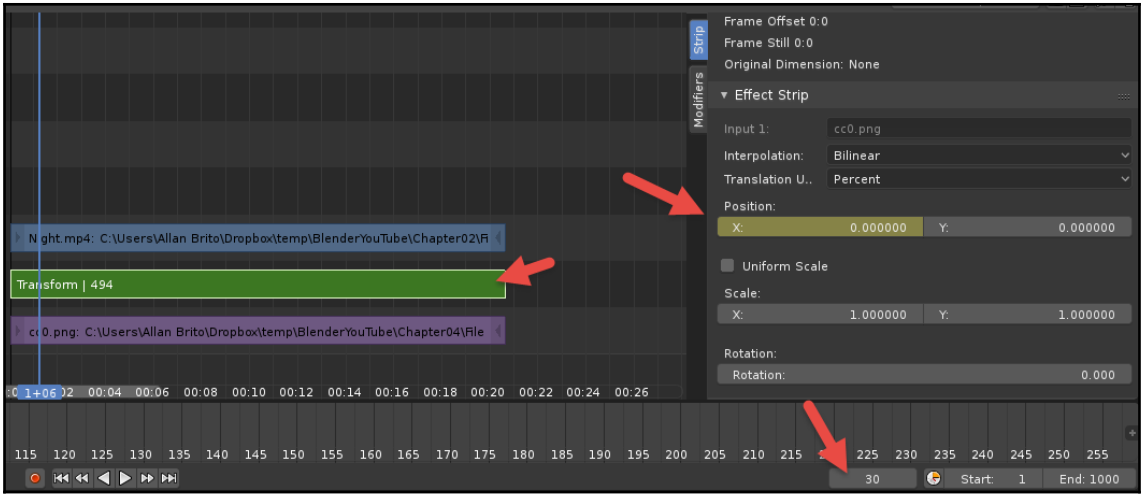






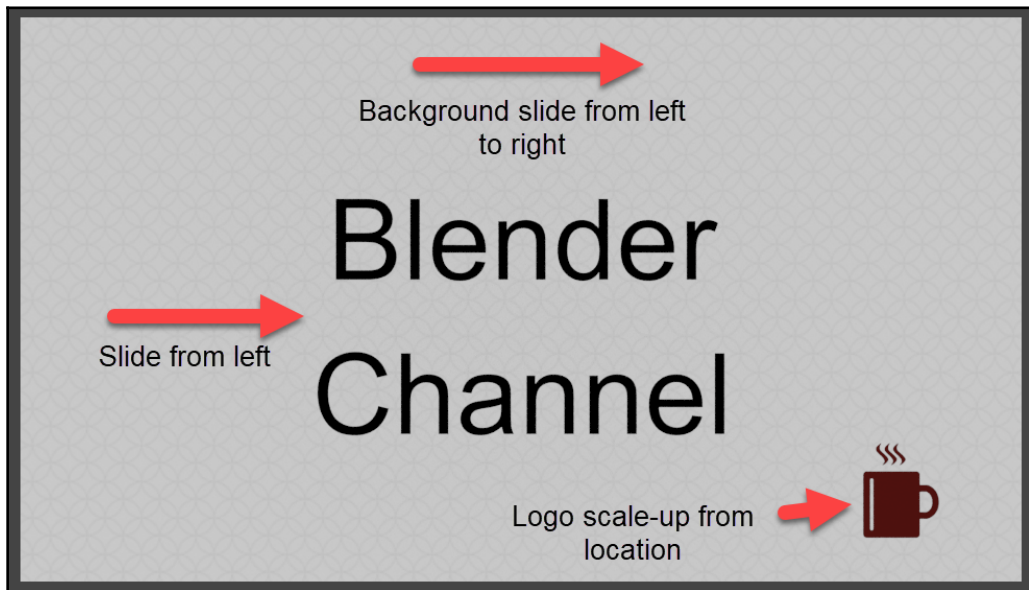


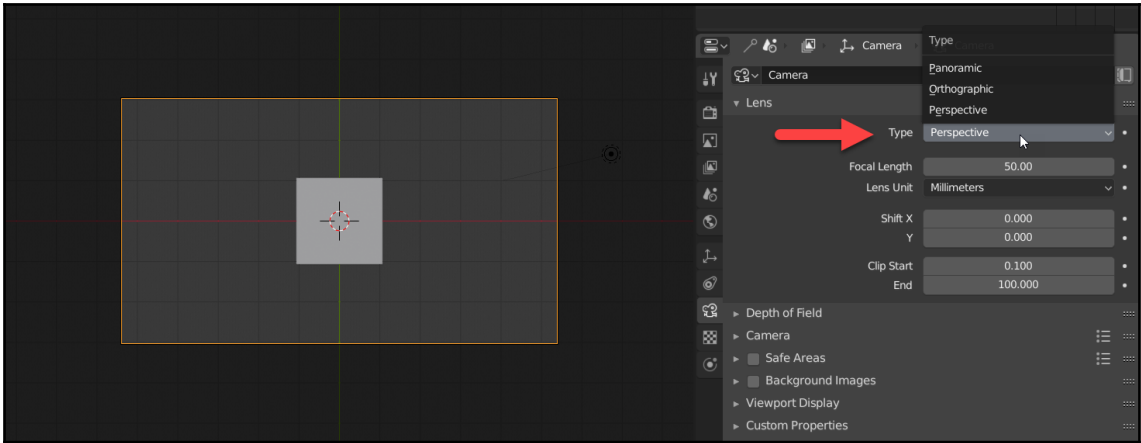
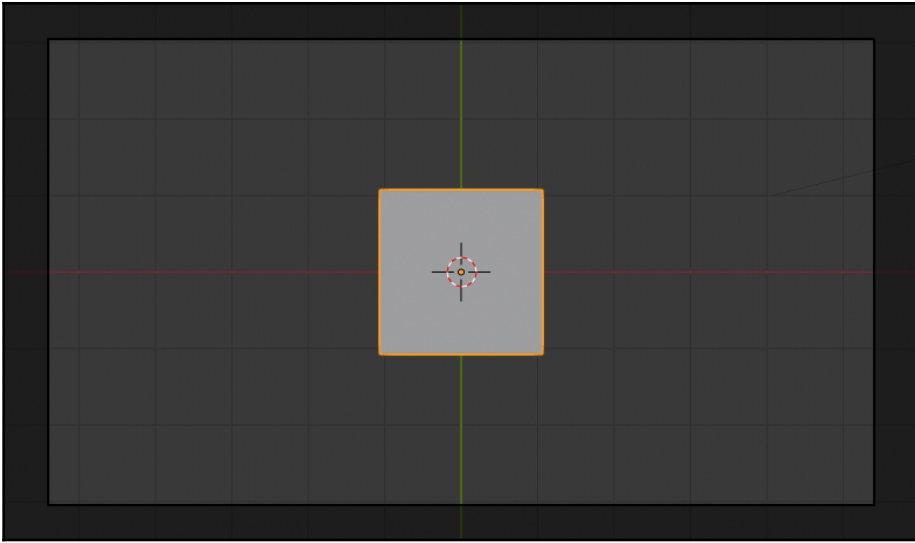




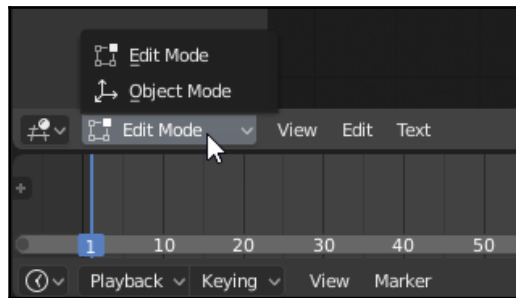
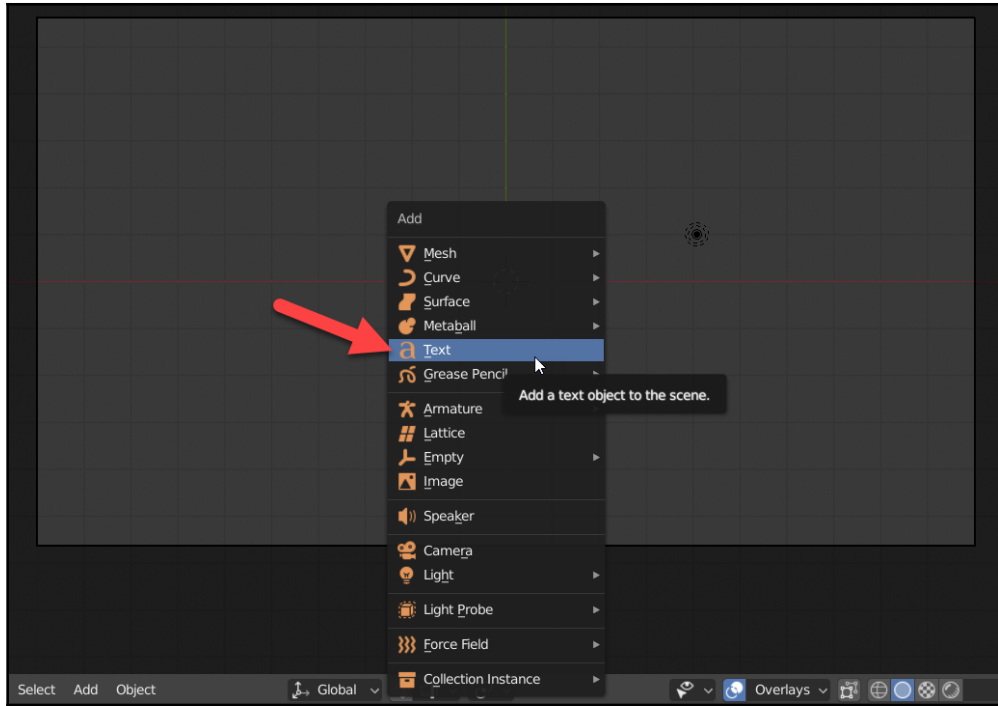


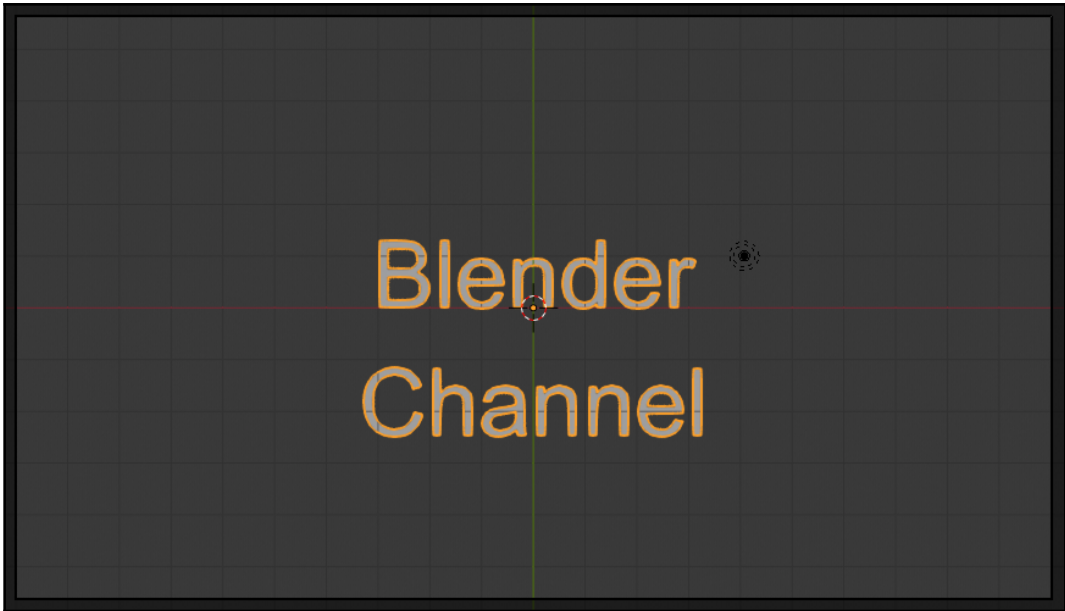
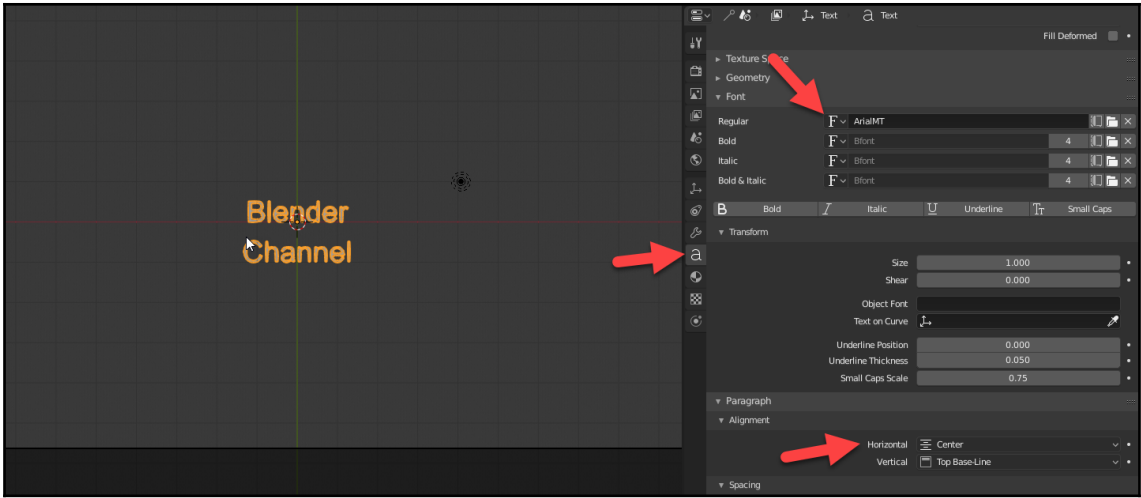
# Chapter 5: Creating Intro Videos for YouTube with Text and Motion Graphics

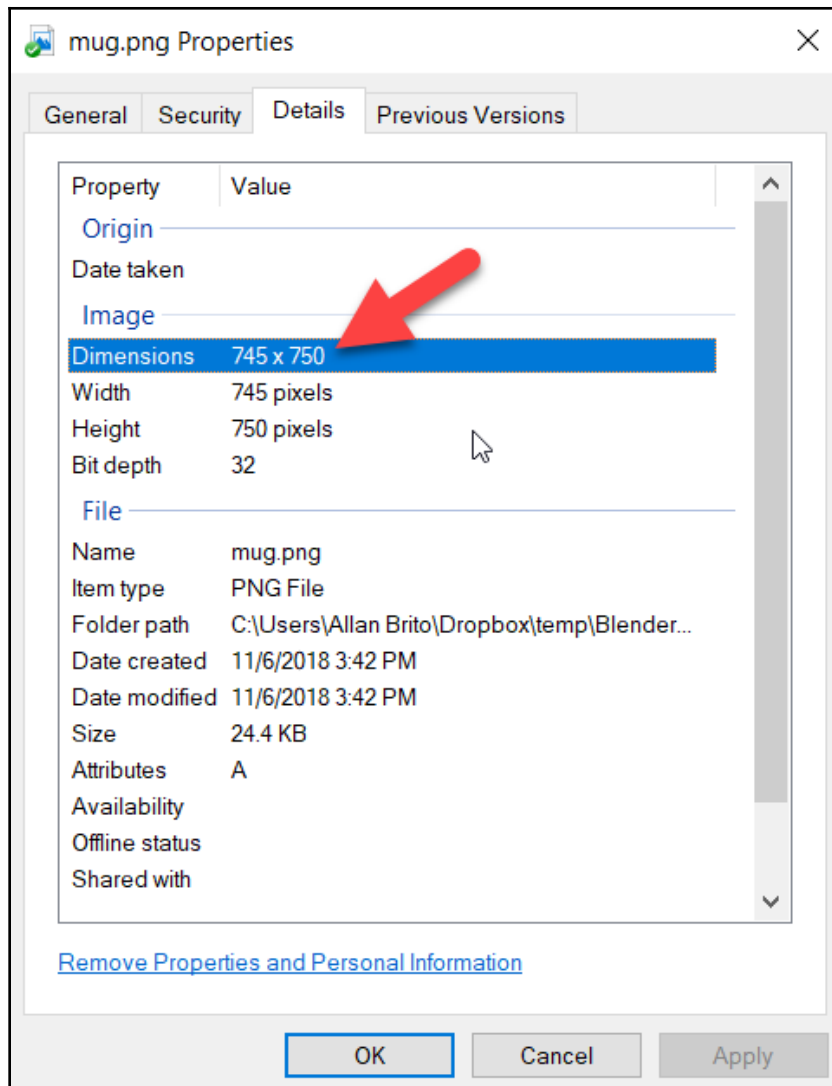


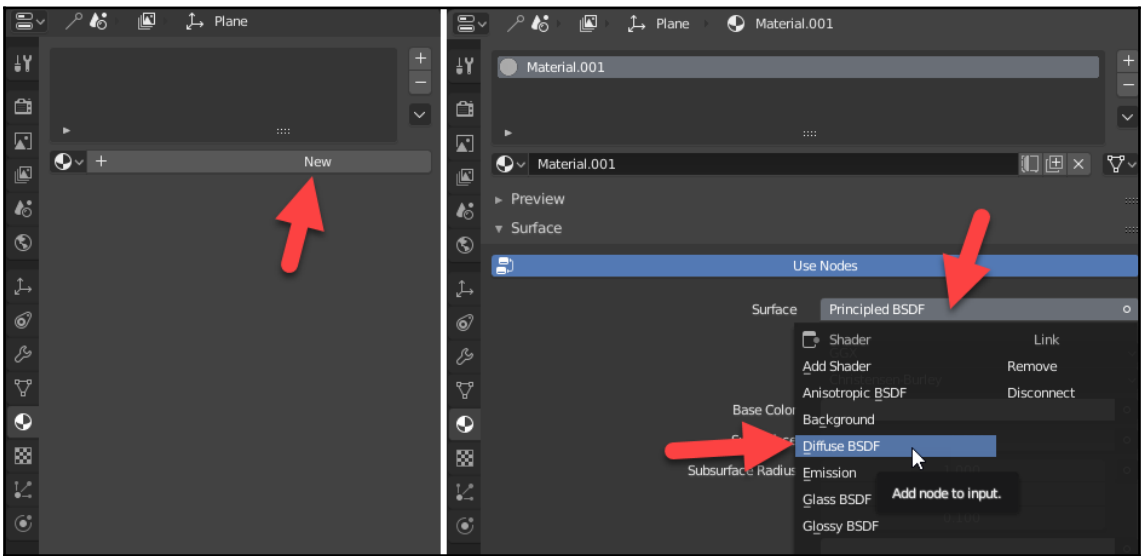
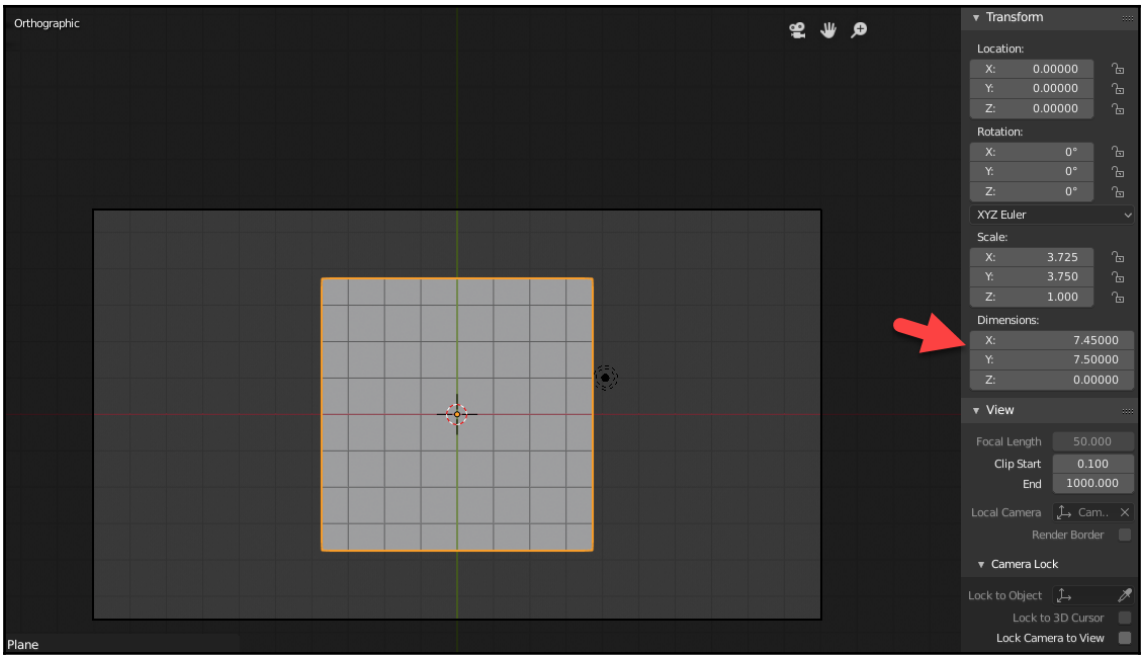


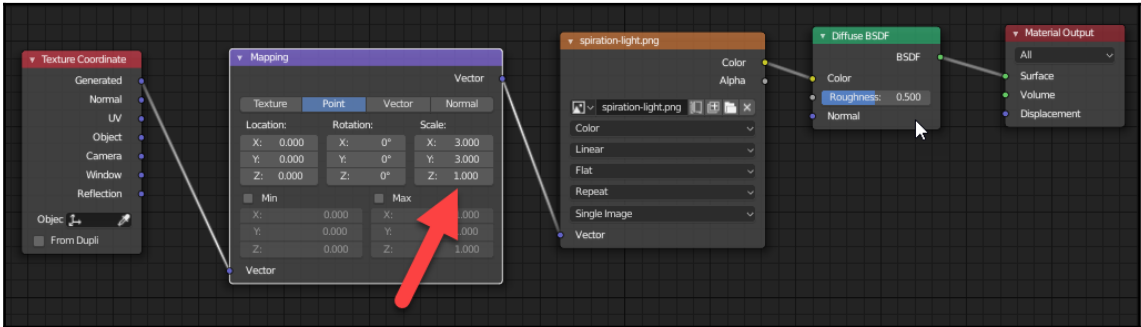
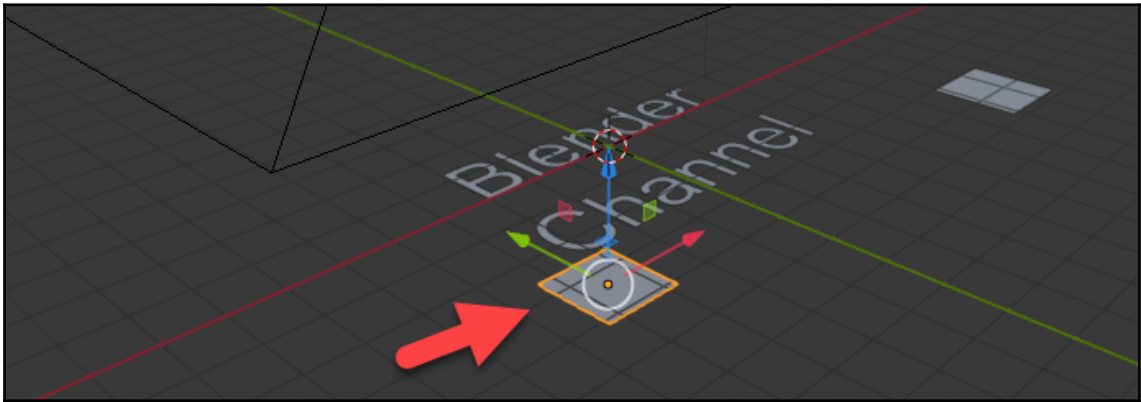
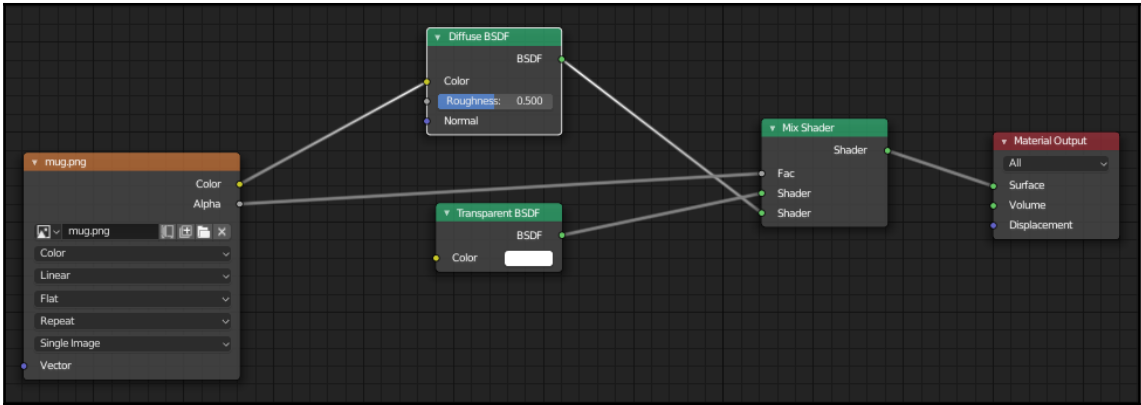




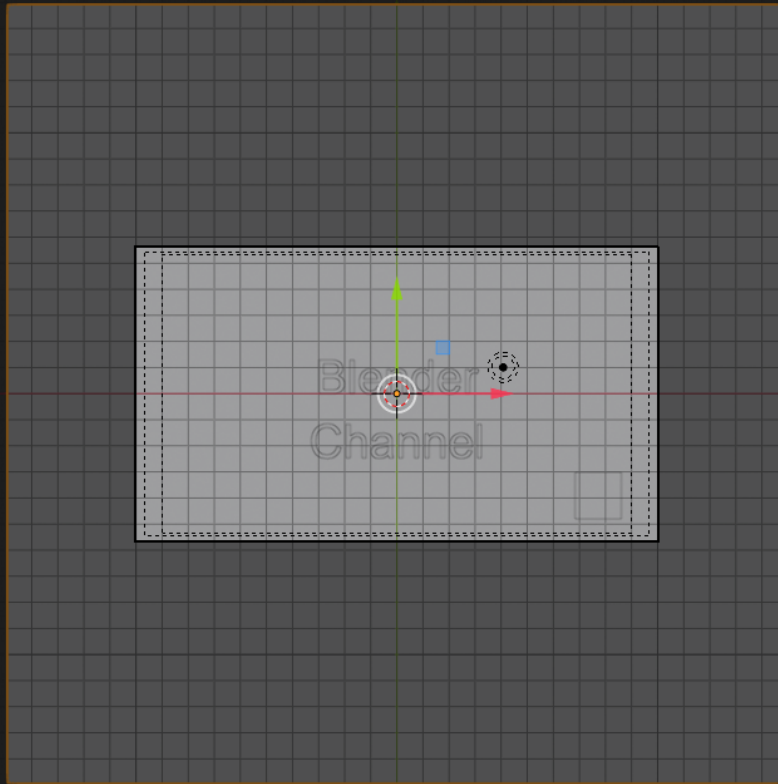








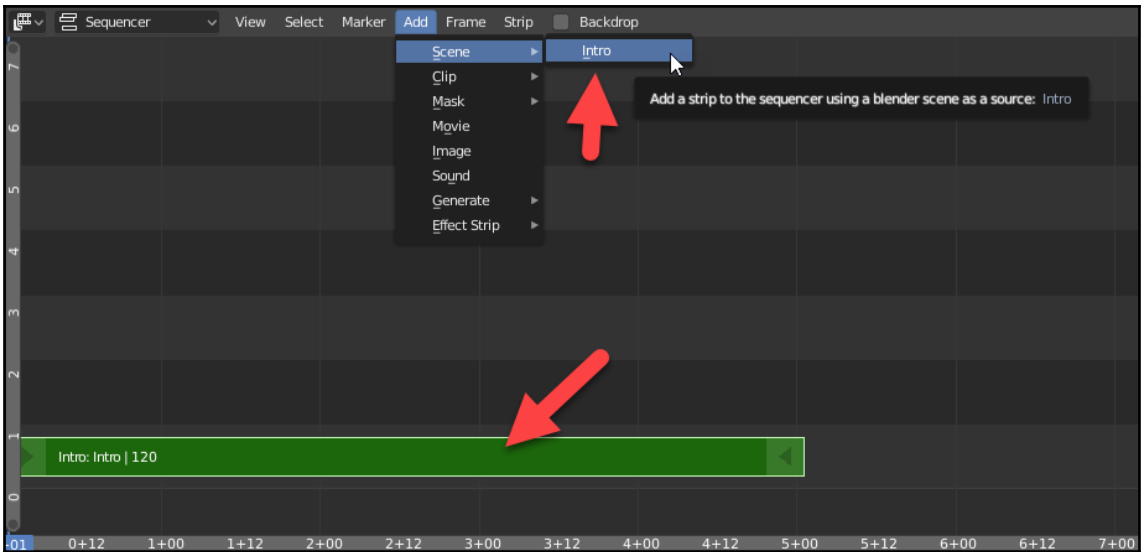
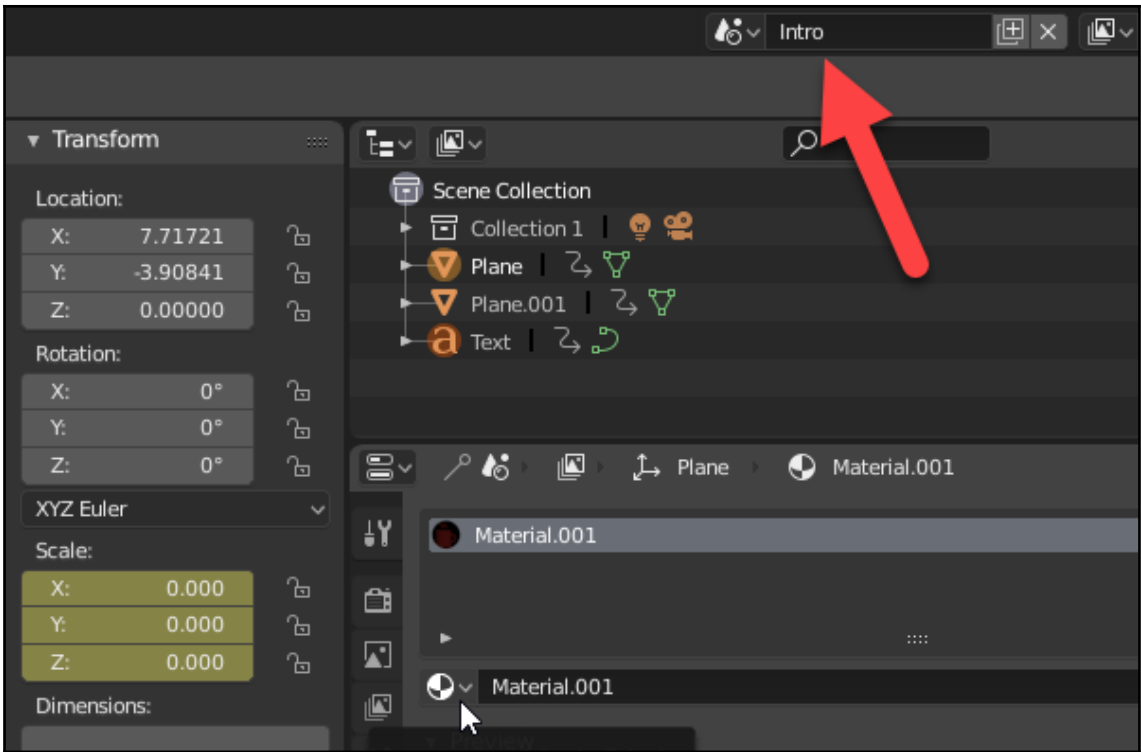
Camera Orthographic  
(1) Plane.001



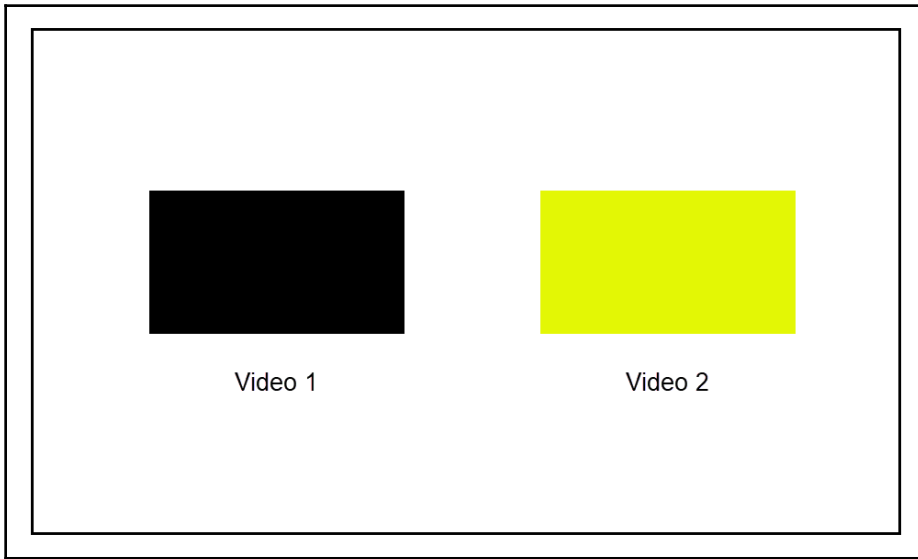
↳ Resize

◆◆◆ Dope Sheet View Select Marker Channel Key

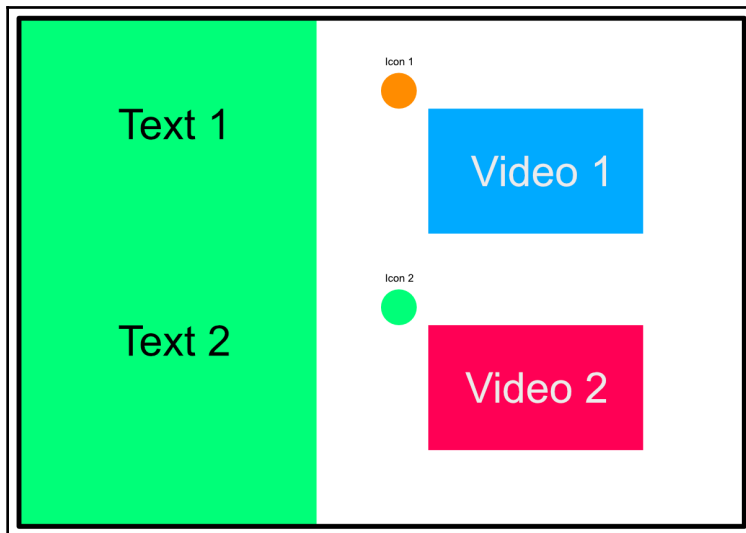
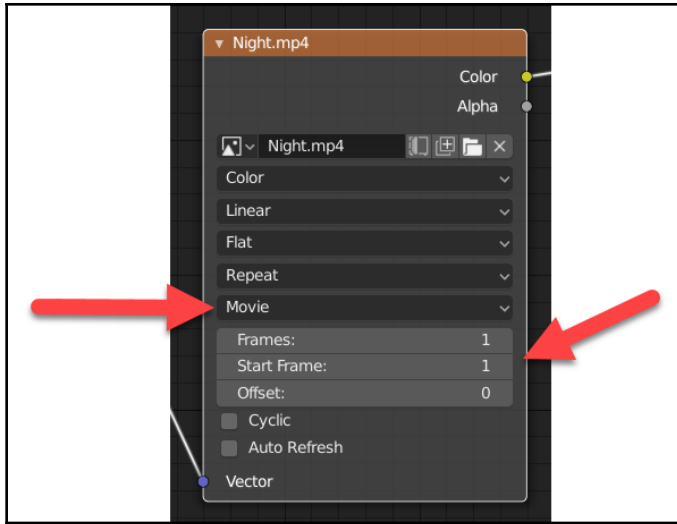
▼ Dope Sheet Summary	◆		◆	◆			◆	◆
▼ Plane			◆	◆				
▼ PlaneAction	◆		◆	◆				
▶ Object Transforms	◆		◆	◆				
▼ Text							◆	◆
▼ TextAction	◆						◆	◆
▶ Object Transforms	◆						◆	◆

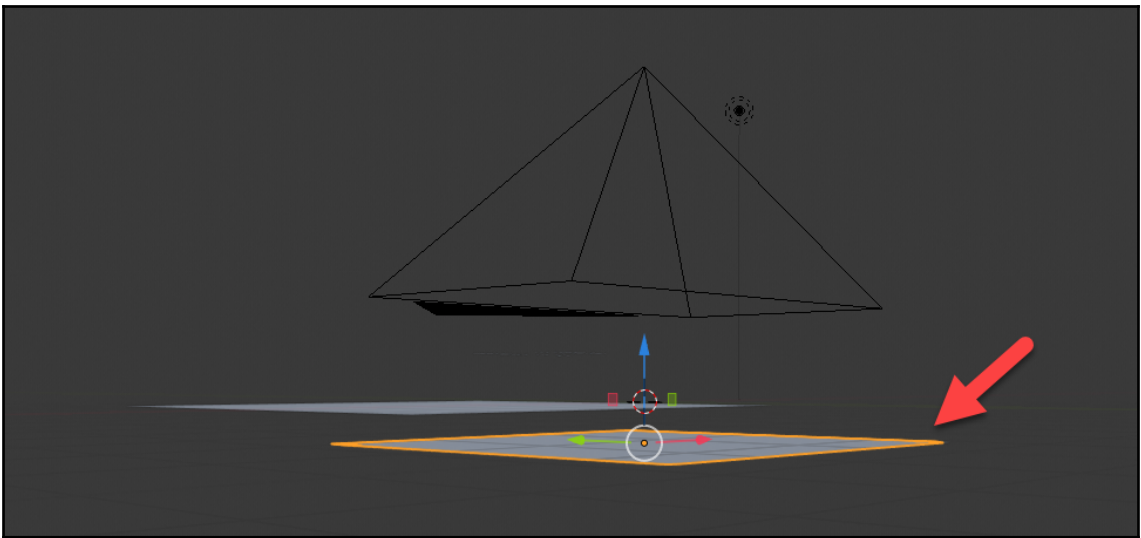
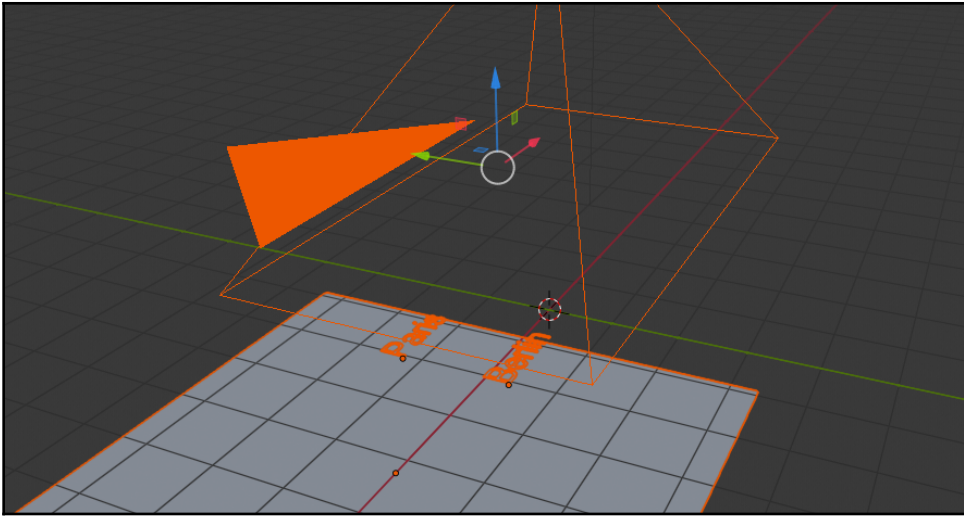


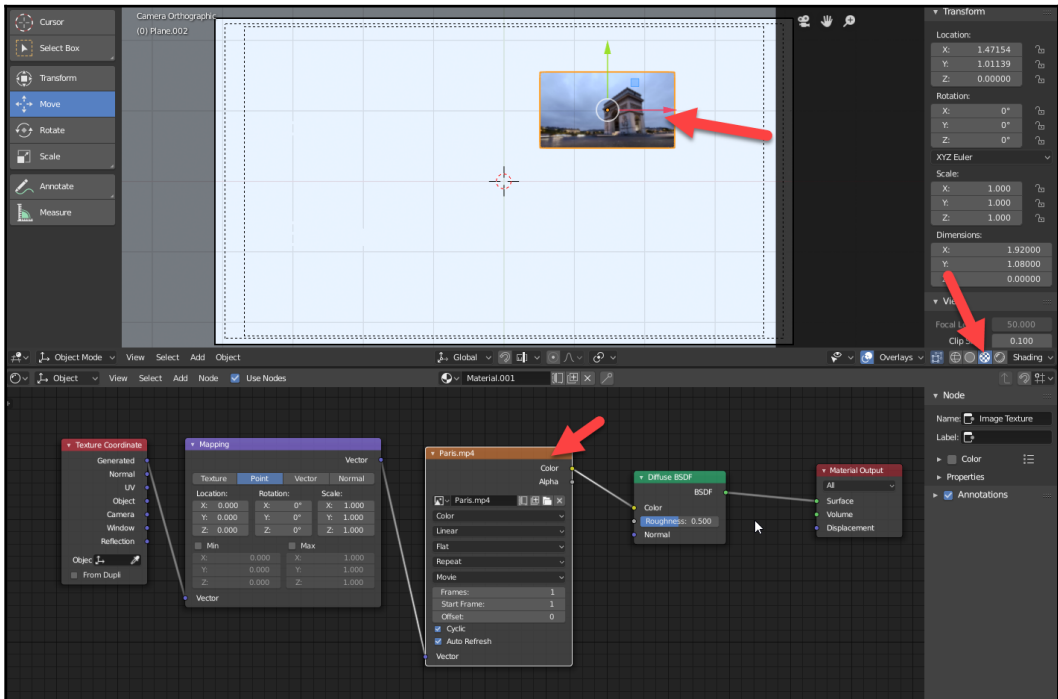
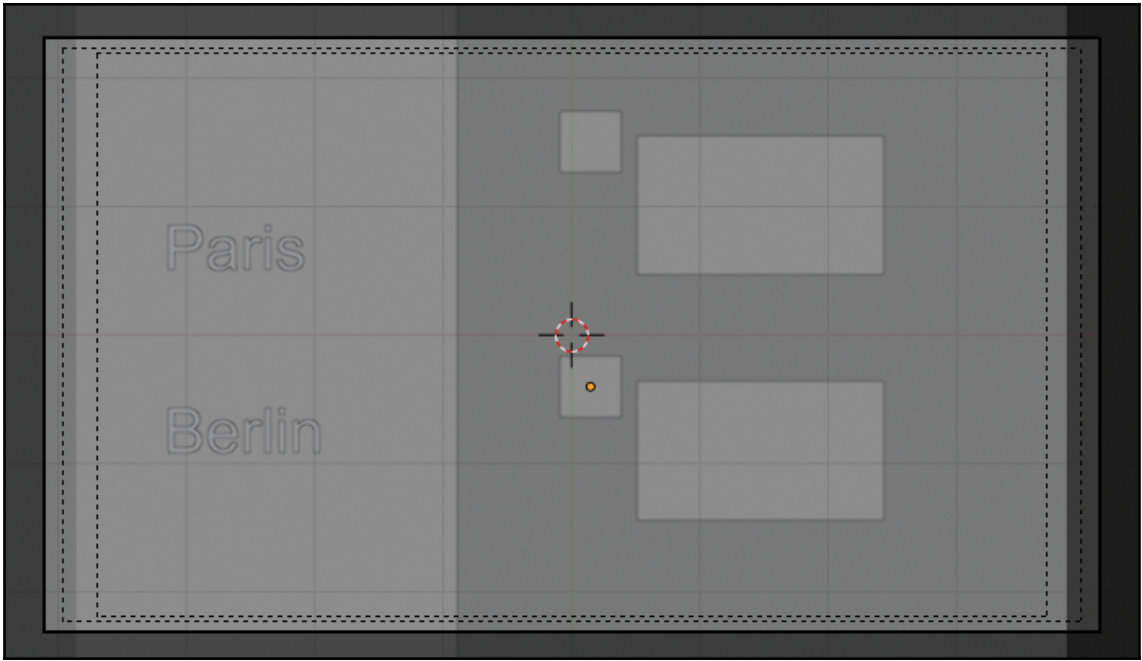
# Chapter 6: Using Videos as Textures for 3D Compositio ns

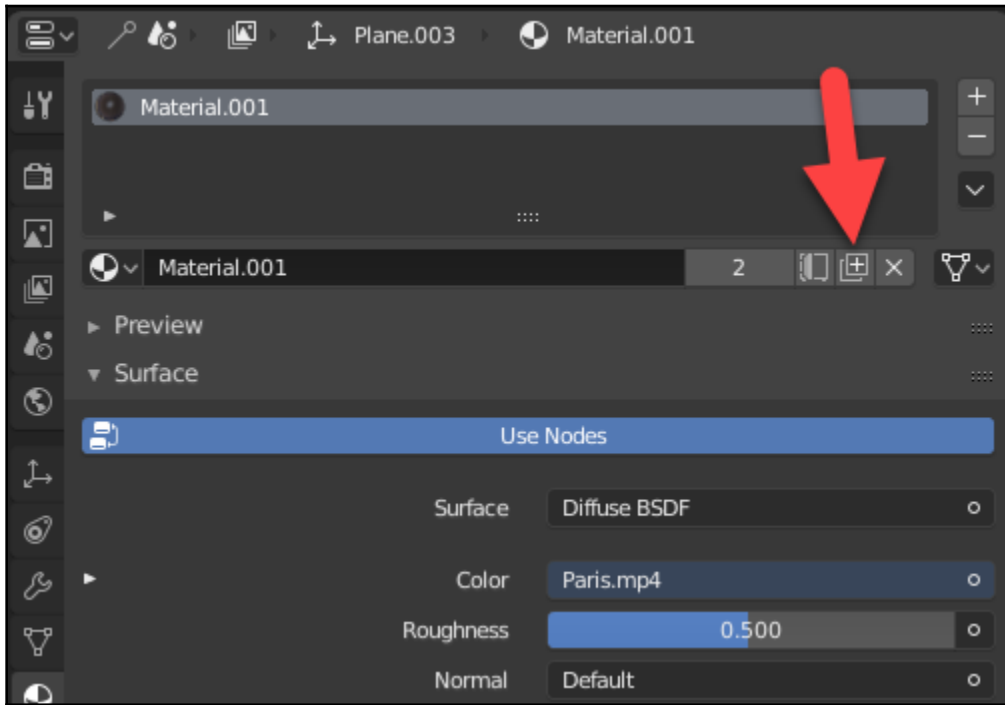
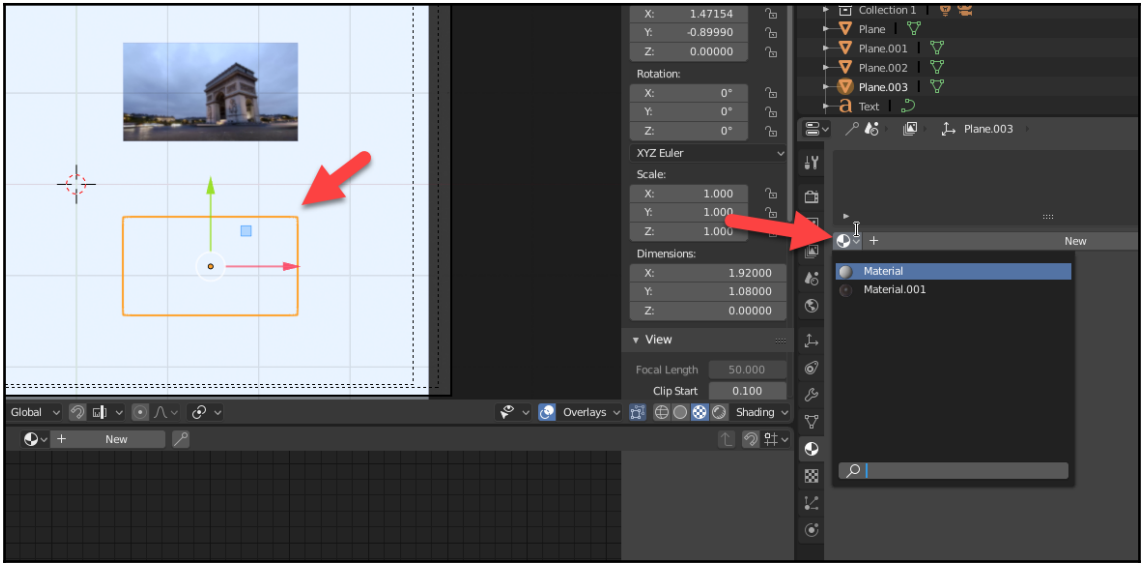


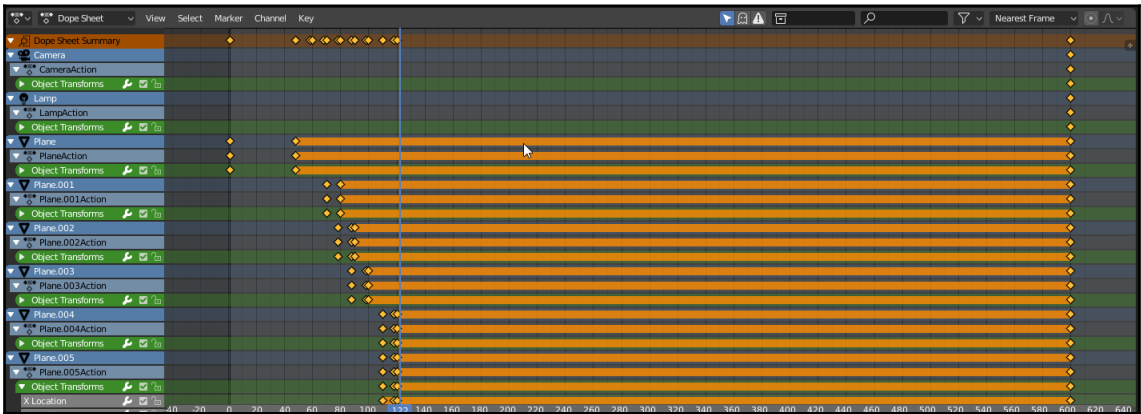
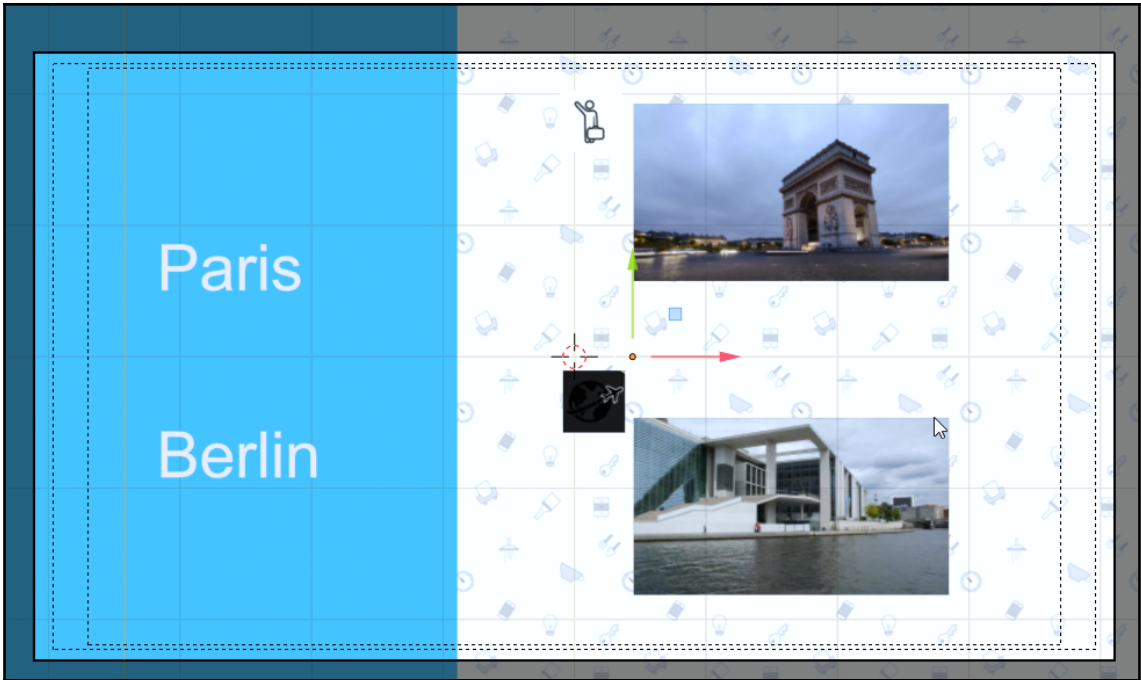




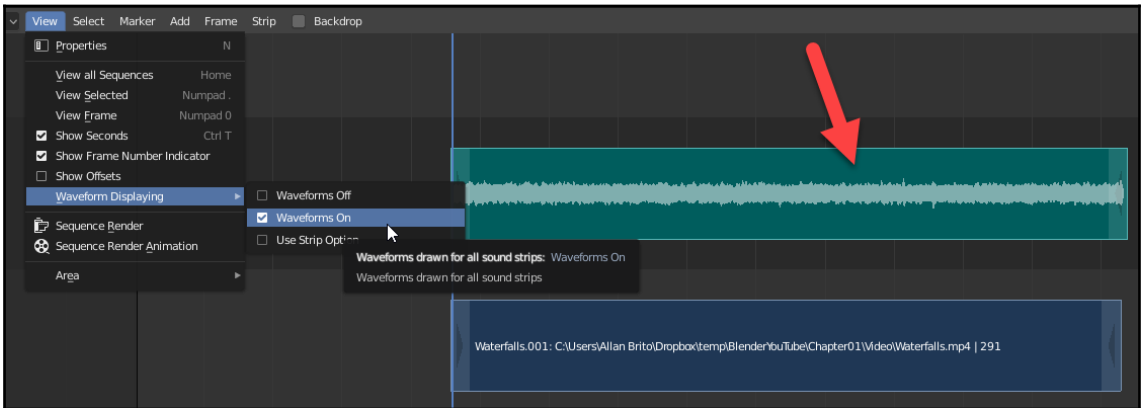
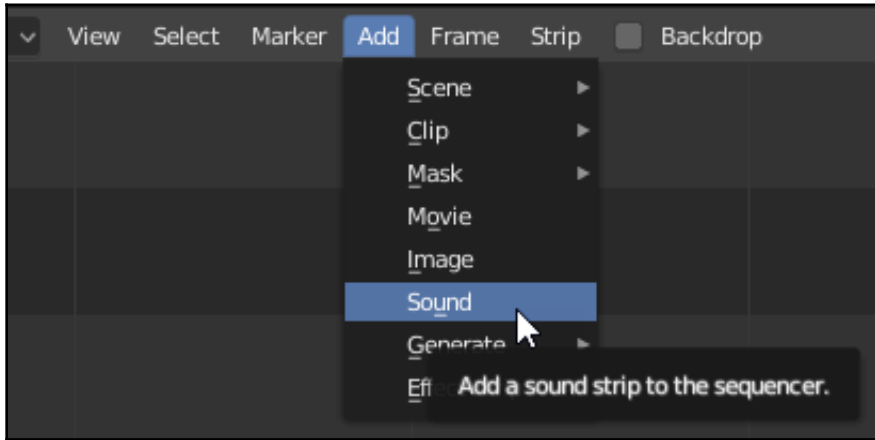








# Chapter 7: Adding Sound and Voiceover for YouTube



▼ Sound

Waterfalls.mp4

C:\Users\Allan Brito\Dropbox\te...\Chapter01\Video\Waterfalls.mp4

⊞ Pack  Caching

Mono

Volume: 1.000

Pitch: 1.000

Pan: 0.000

Trim Duration (hard):

Start: 0 End: 0

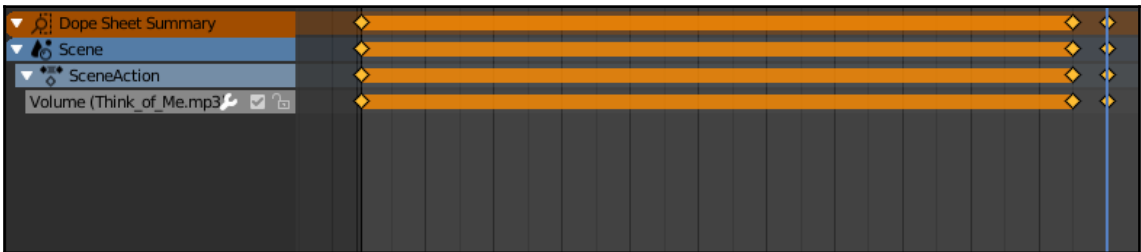
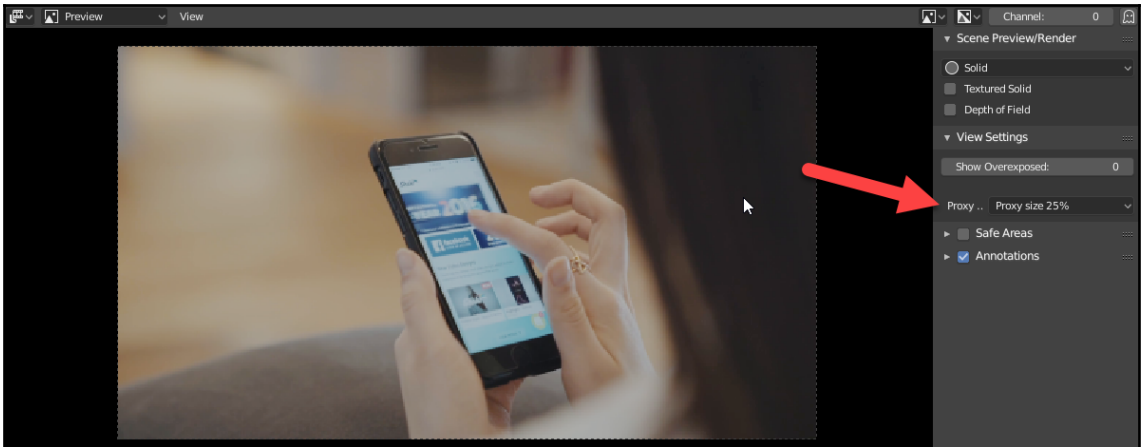
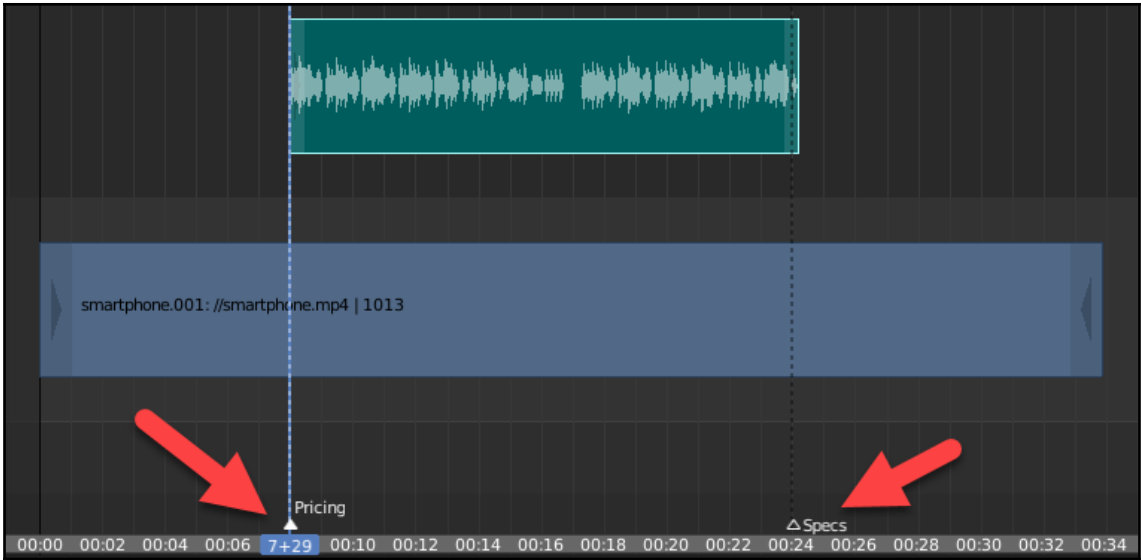
Trim Duration (soft):

Start: 0 End: 0

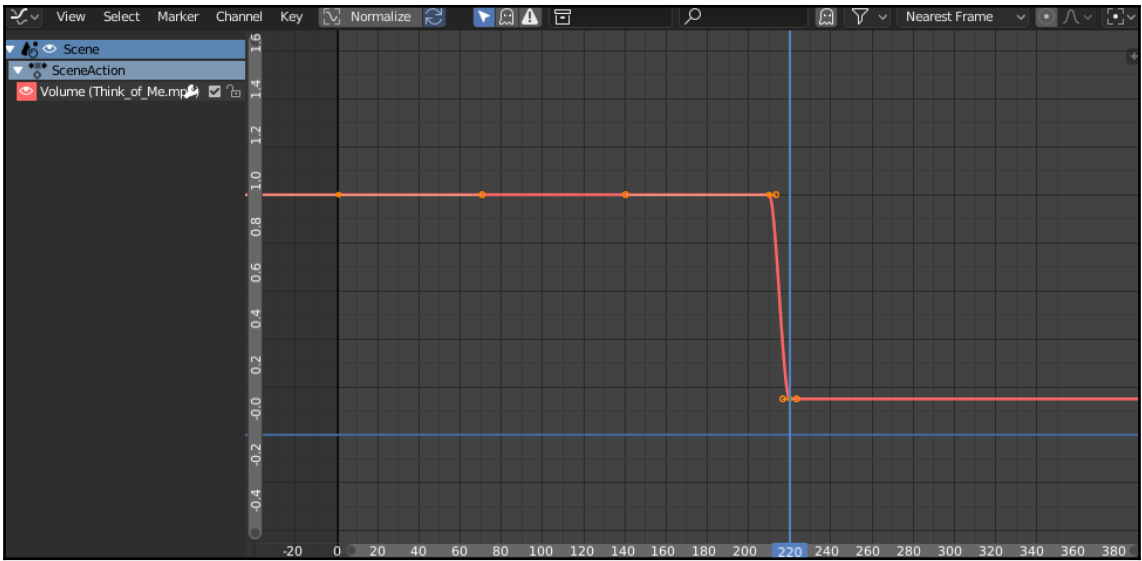
Waterfalls.001: //...\Chapter01\Video\Waterfalls.mp4 | 291

MetaStrip | 294

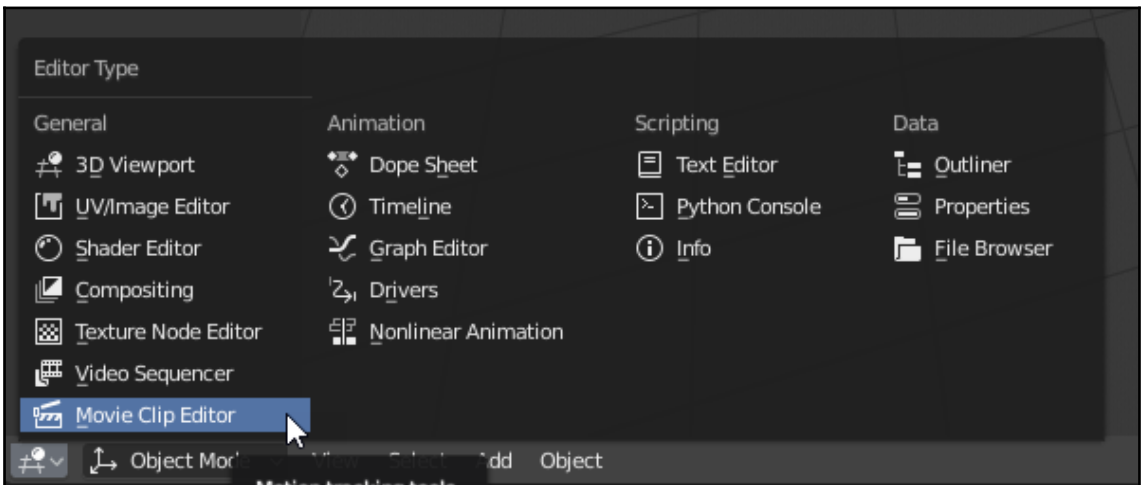
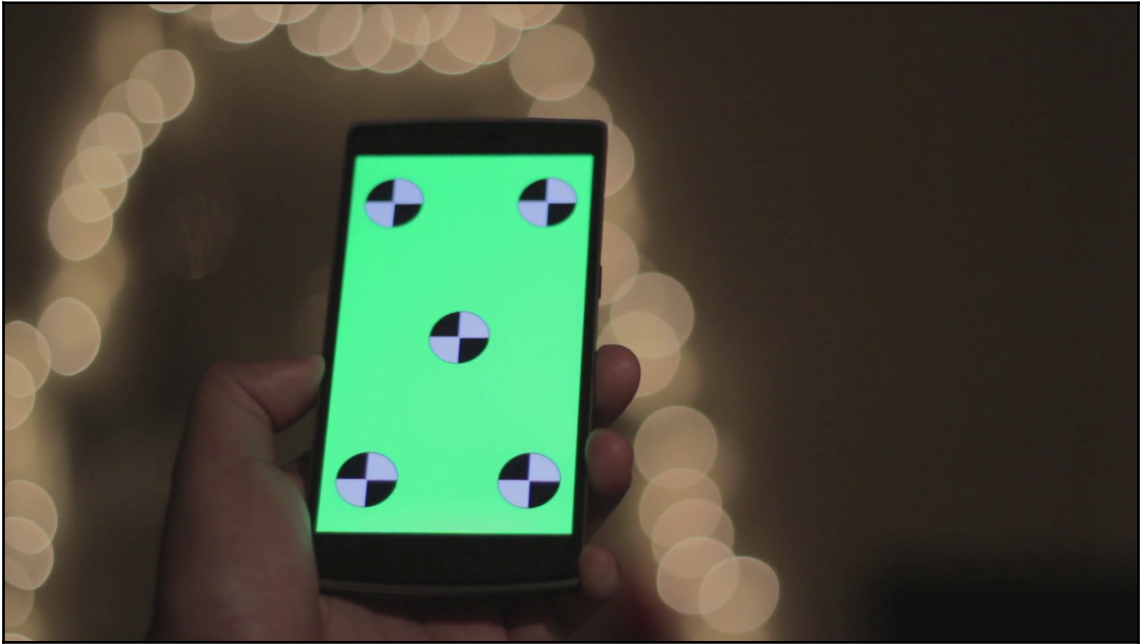
The image shows a video editing software interface with a timeline. A red arrow points from a clip labeled "Waterfalls.001: //...\Chapter01\Video\Waterfalls.mp4 | 291" to a "MetaStrip | 294" below it. The timeline has a dark background with a grid of vertical lines. A teal-colored bar is visible at the top of the timeline, and a white bar is visible below the clip. The clip itself is a dark blue rectangle with a white border. The meta-strip is a teal-colored bar with a white border.

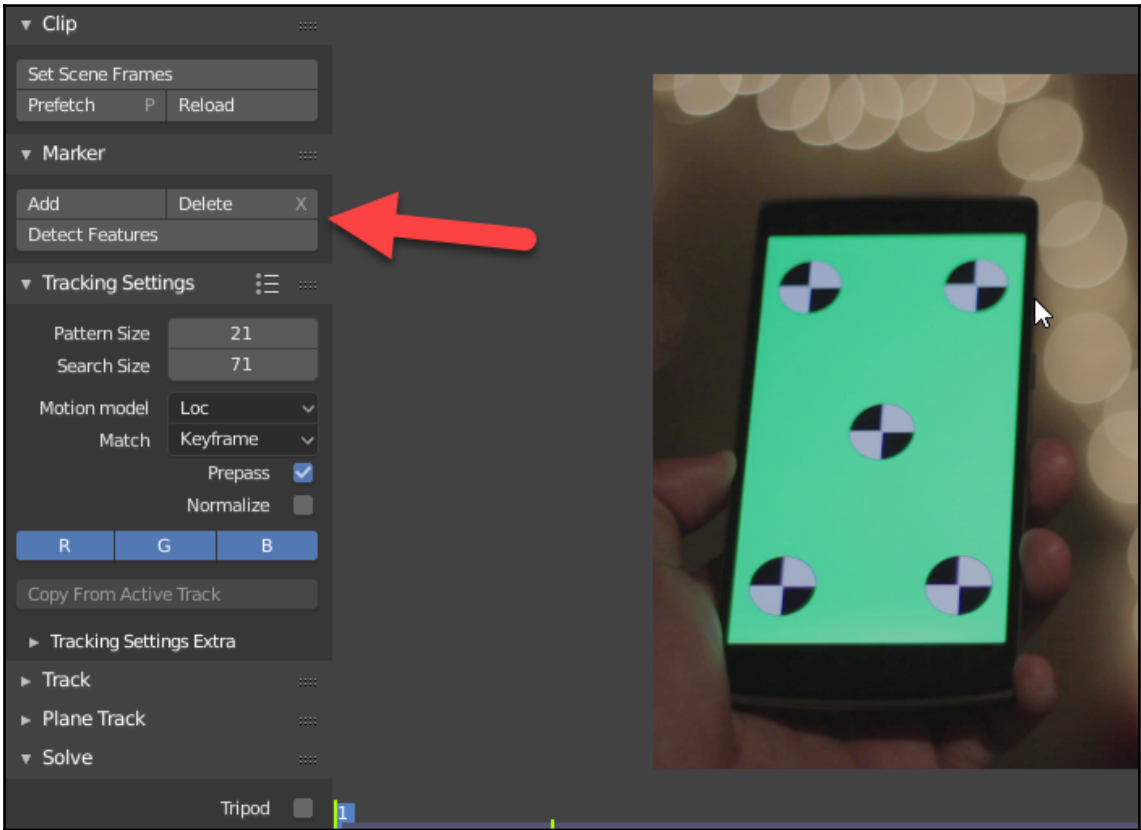
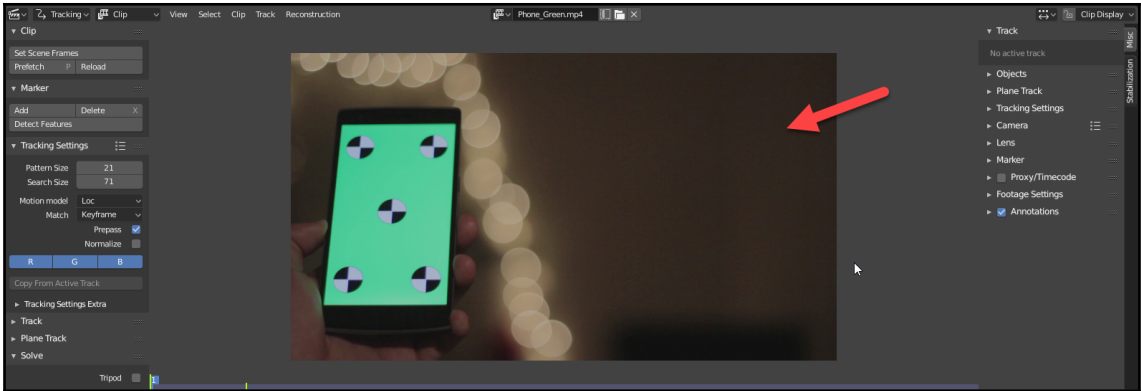


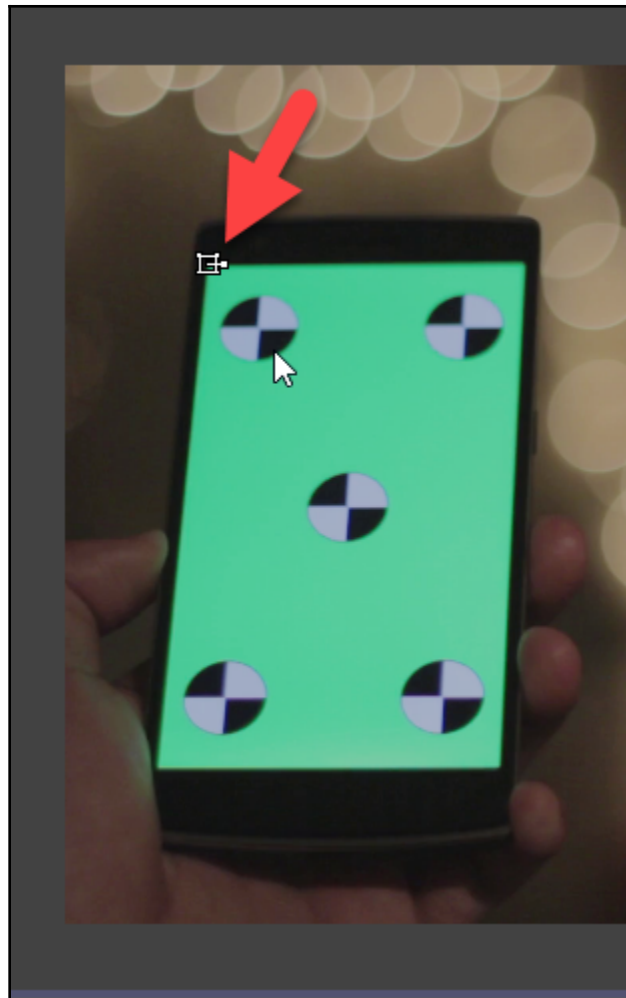


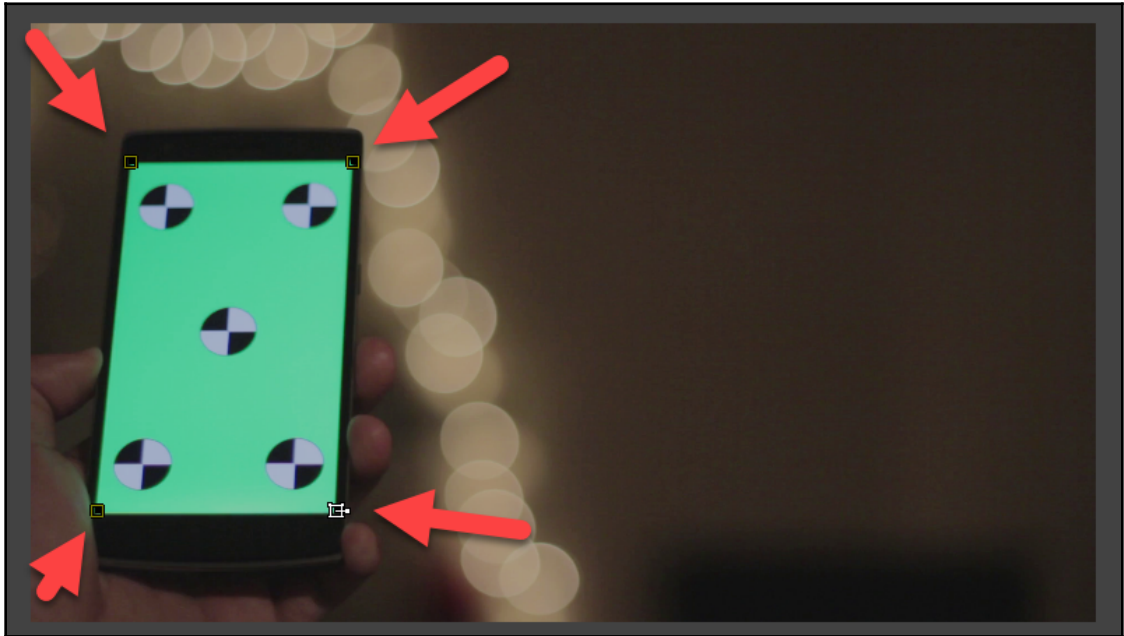
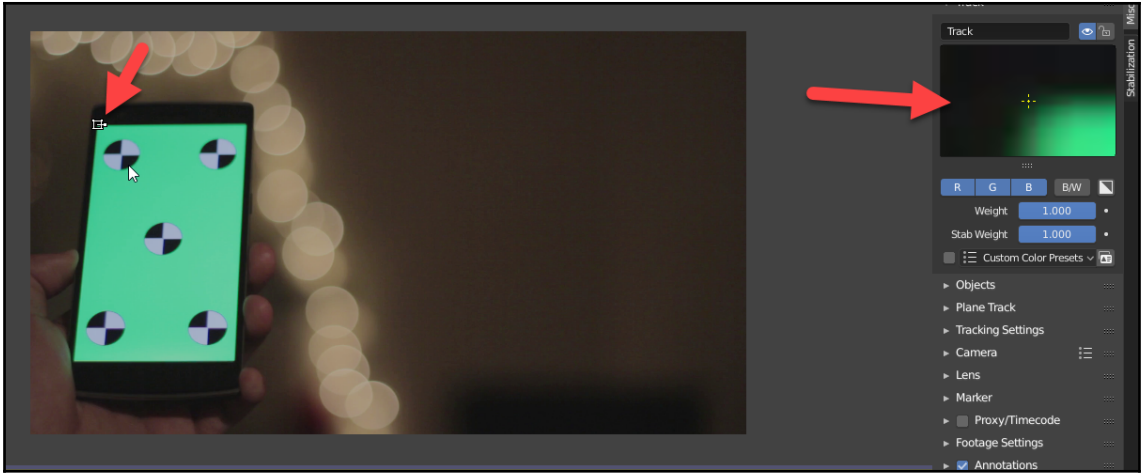


# Chapter 8: Aligning 3D Content with Video Using Virtual Cameras









Tracking Settings

Pattern Size 21

Search Size 71

Motion model Loc

Match Keyframe

Prepass

Normalize

R G B

Copy From Active Track

Tracking Settings

Track

Track:

Clear:

Refine:

Merge: Join Tracks Ctrl J

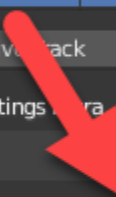
Plane Track

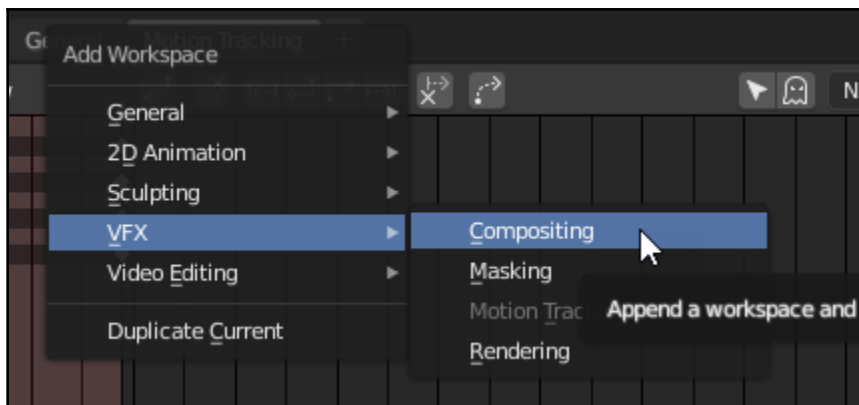
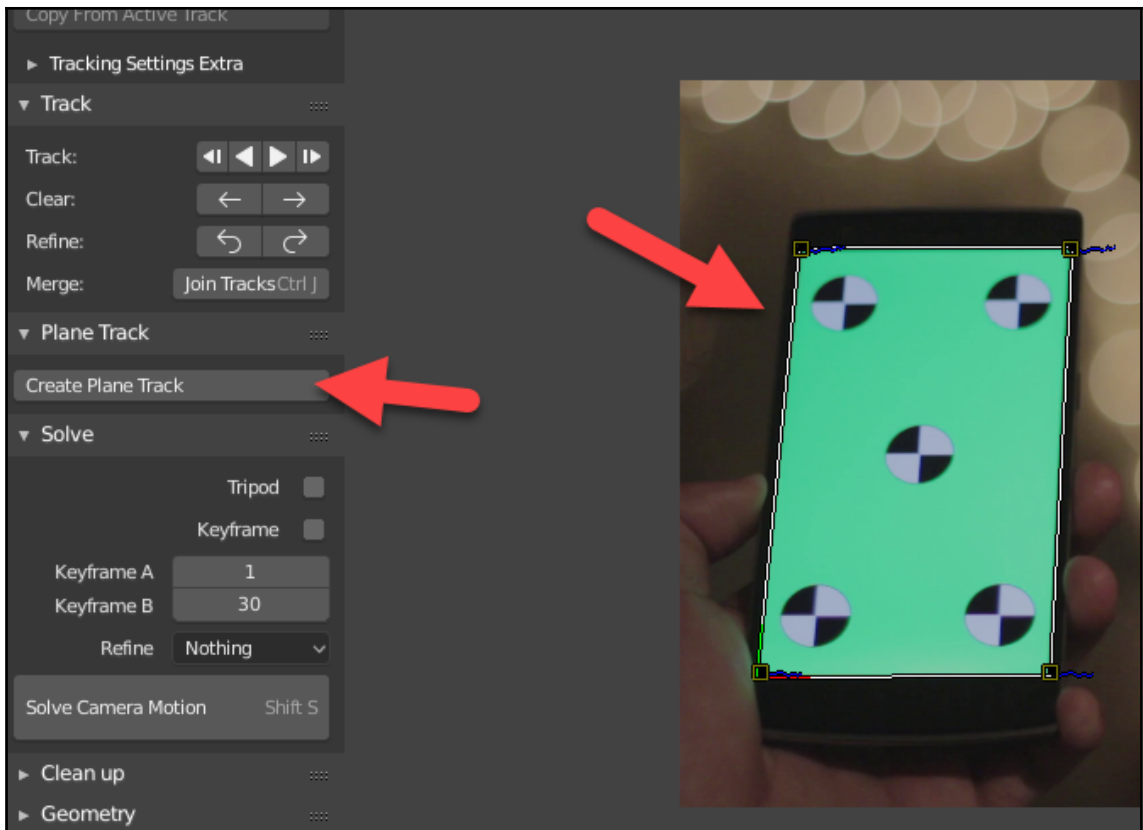
Solve

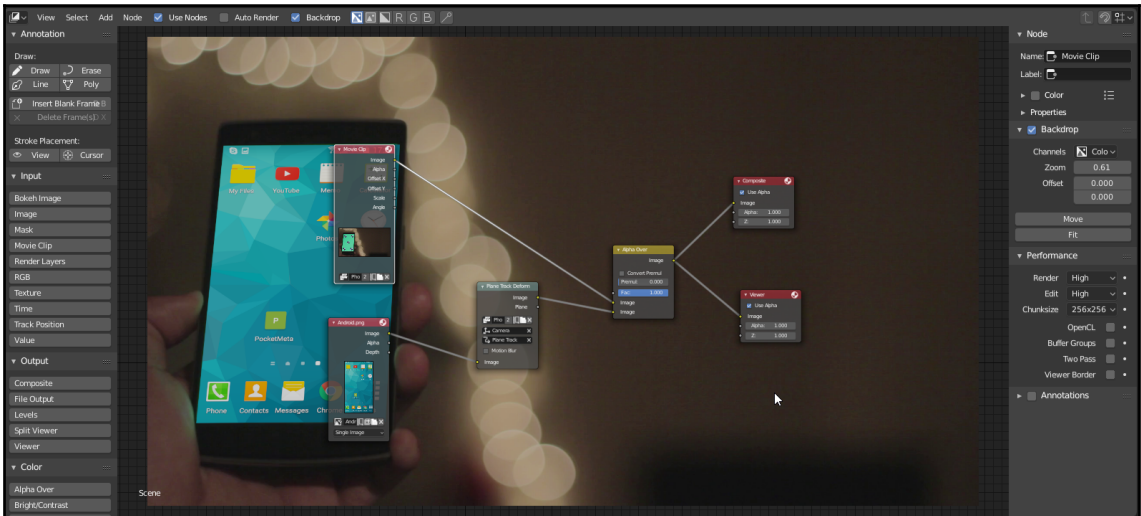
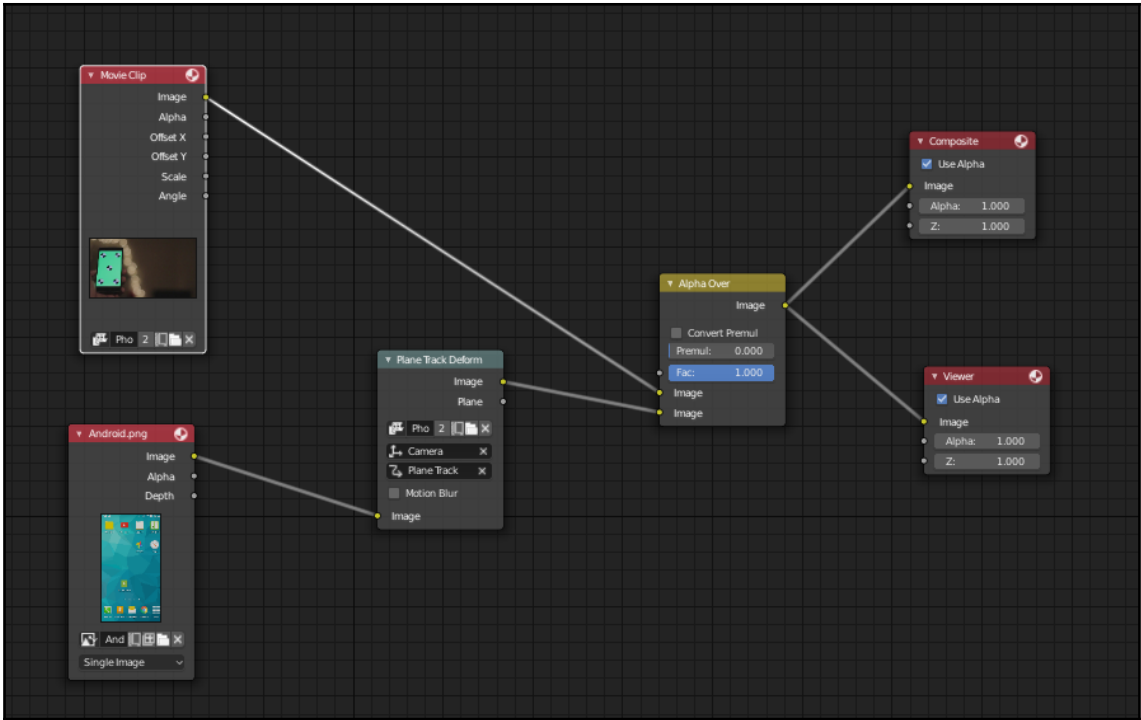
Tripod

Keyframe

Keyframe A 1

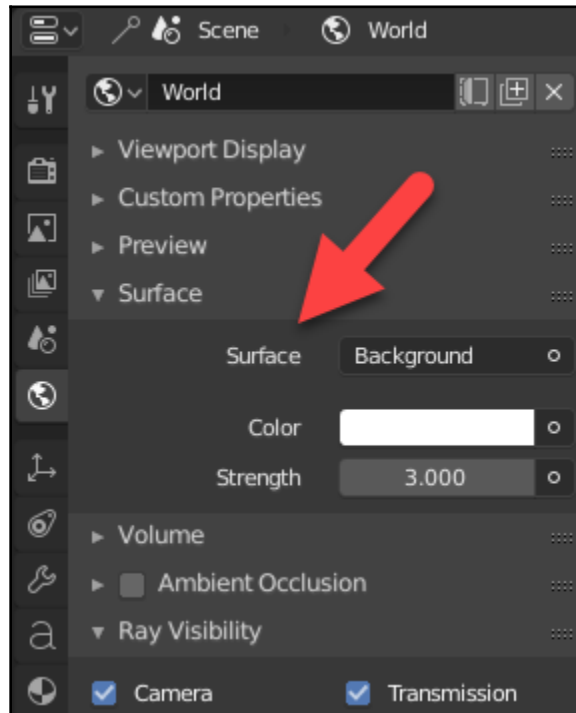


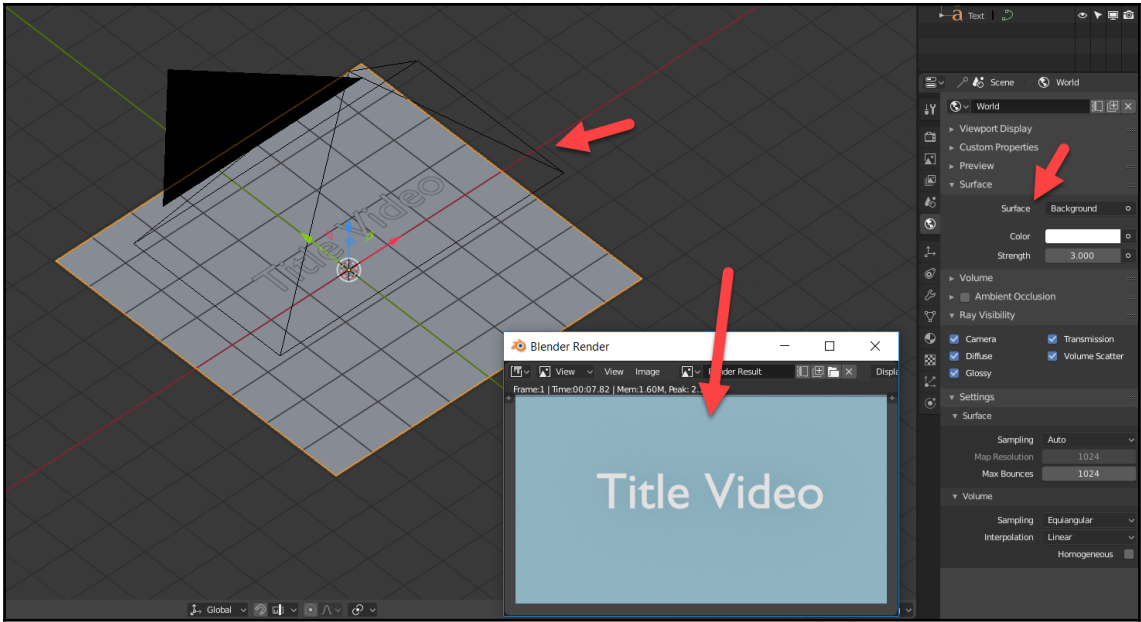






## Chapter 9: Exporting Video for YouTube





Scene

Dimensions

Resolution X	1920 px
Y	1080 px
%	100%
Aspect X	1.000
Y	1.000

Border

Crop

Frame Start	1
End	250
Step	1

Frame Rate 24 fps

Time Remapping

Output

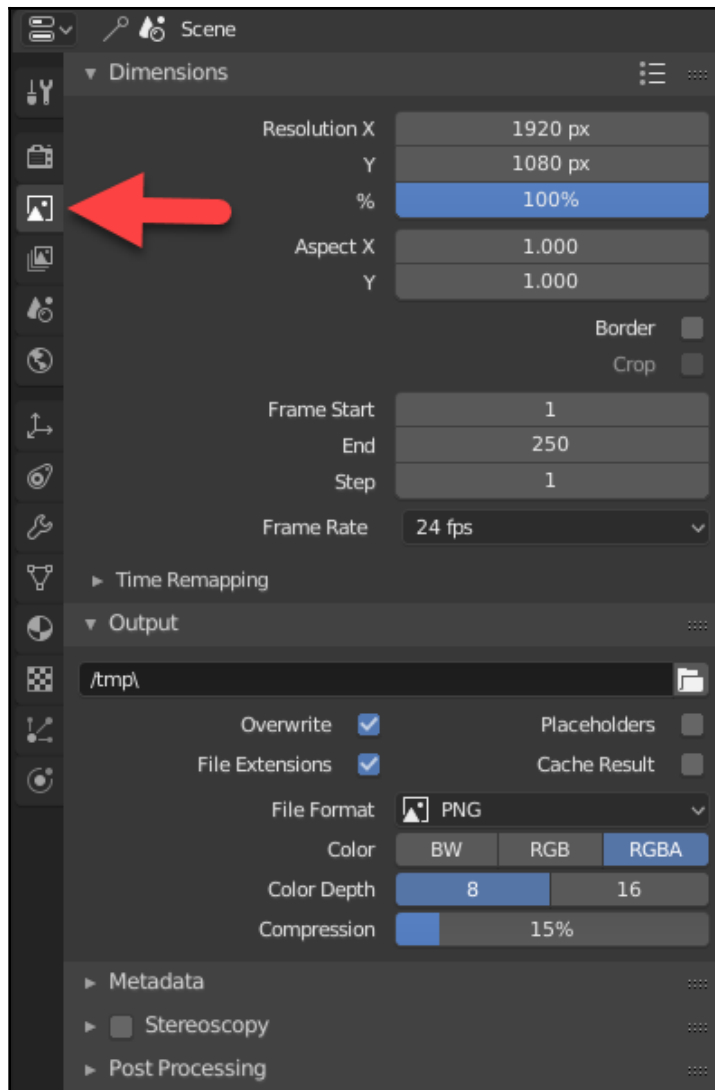
/tmp\

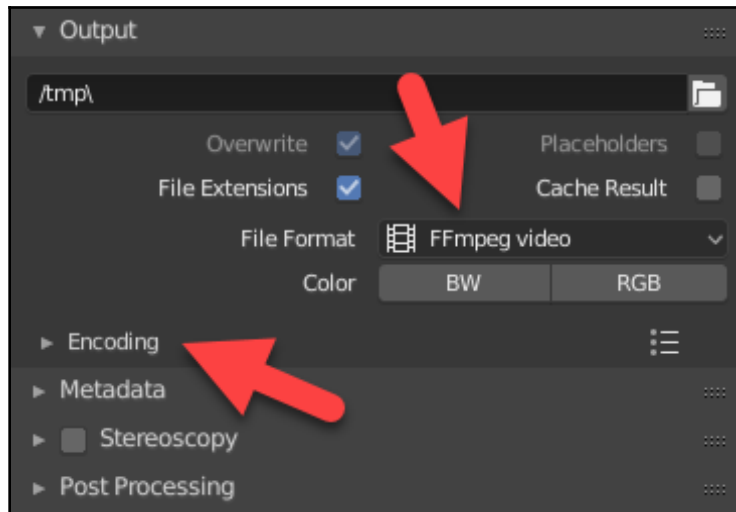
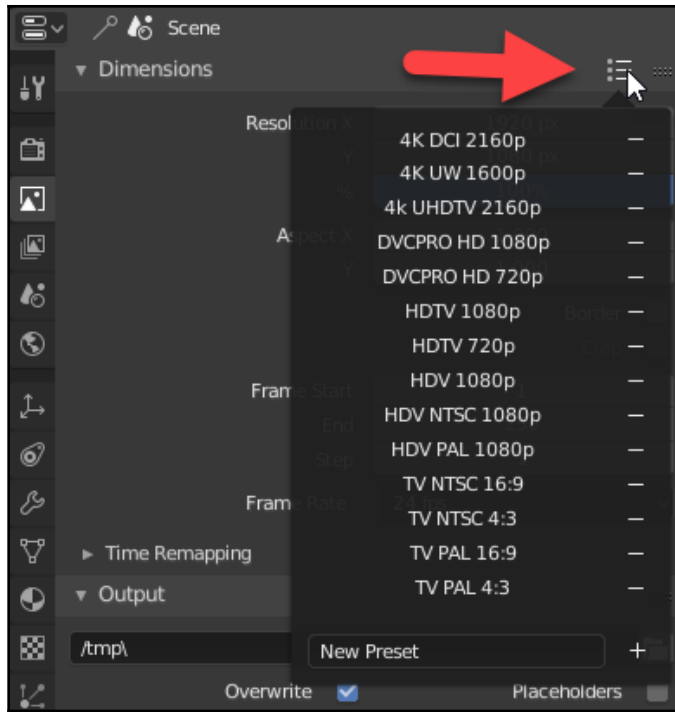
Overwrite	<input checked="" type="checkbox"/>	Placeholders	<input type="checkbox"/>
File Extensions	<input checked="" type="checkbox"/>	Cache Result	<input type="checkbox"/>
File Format	PNG		
Color	BW	RGB	RGBA
Color Depth	8	16	
Compression		15%	

Metadata

Stereoscopy

Post Processing





Scene

Frame Rate 30 fps

Time Remapping

Output

/tmp\

Overwrite  Placeholders

File Extensions  Cache Result

File Format FFmpeg video

Color BW RGB

Encoding

1 Container MPEG-4

Autosplit Output

Video

2 Video Codec H.264

3 Output quality Constant Bitrate

Encoding speed Good

Keyframe interval 18

Max B-frames  0

4 Bitrate 10000

5 Minimum 0

Maximum 15000

Buffer 1792

Mux Rate 10080000

Mux Packet Size 2048

Audio

6 Audio Codec AAC

7 Bitrate 384

Volume 1.000

The image shows a dark-themed software interface for video export settings. A vertical toolbar on the left contains various icons. The main panel is titled 'Scene' and has a search icon. Below the title, there are several sections: 'Frame Rate' (30 fps), 'Time Remapping', 'Output' (with a file path '/tmp\'), 'Encoding', 'Video', and 'Audio'. Each section contains various settings, some of which are highlighted with red circles and numbers: 1 (Container: MPEG-4), 2 (Video Codec: H.264), 3 (Output quality: Constant Bitrate), 4 (Bitrate: 10000), 5 (Maximum: 15000), 6 (Audio Codec: AAC), and 7 (Bitrate: 384). Other settings include 'Overwrite', 'File Extensions', 'File Format', 'Color', 'Encoding speed', 'Keyframe interval', 'Max B-frames', 'Mux Rate', 'Mux Packet Size', 'Audio Codec', and 'Volume'.

▼ Output

/tmp\

Overwrite  Placeholders

File Extensions  Cache Result

File Format  ▼

Color

▼ Encoding

Container  ▼

Autosplit Output

▼ Video

Video Codec  ▼

▼ Audio

Audio Codec  ▼

Bitrate

Volume

