

Shotcut

Sunday, May 22, 2016 5:09 PM

Installation

<https://www.shotcut.org/>

Basics

- I installed it here: "C:\Program Files\Shotcut\shotcut.exe"
- This program crashes CONSTANTLY, so save very, very often. You apparently can't save a blank project though (that causes it to crash, duh), so you'll have to add a clip and THEN save.
- To add something to the timeline, choose Open File... and find your video or audio clip. This "stages" it, i.e. it won't add it to the timeline automatically. You need to click the "+" above the timeline to add it as a track.
- To trim parts of the video/audio on the timeline, you can right-click and choose "Split at playhead (S)" and then remove portions if you want.
- To export the video, choose "Export" at the top, then choose a codec (e.g. MPEG-4 for mp4), then at the bottom, you'll see "Export File". Choose that, and in "Jobs" (View -> Jobs) it will show progress up until the video is done.
- Shift+hover will scrub playback so that you don't need to be accurate with clicking.

Adding text to a video ([reference](#))

Click a particular video clip, add a Text filter, then split the video when you want the text to go away.

Change speed of video

Click a track, go to the Properties tab (view → properties), then configure the speed.

Taking a "still" or short clip from a video and having that play while audio continues

WOW, APPARENTLY THIS IS SUPER EASY AND ALL OF THE NOTES BELOW THESE STEPS ARE DUMB:

1. Open an image file
2. Add it to the timeline
3. (that's it)

~~This is useful if I want to have a diagram show on the screen while I still have audio playing over it describing the various details.~~

~~New way that seems way better:~~

- ~~Split out the portion you want to show by using Split at Playhead (S) in the timeline.~~
- ~~Click the clip.~~
- ~~Click "Properties" in the top bar~~
- ~~Change speed to 0.01.~~
- ~~Use the 'S' key to split out however much you want as a still picture.~~
- ~~If a speed of "0.01" (which is the lowest allowed at the time of writing) didn't produce a long enough "still", then copy/paste the clip multiple times into the video track (which is basically just the "old" way that I used).~~

~~Old way that I used:~~

- Split out the portion you want to show by using Split at Playhead (S) in the timeline.
- Right click the split portion and click "Open as clip"
- Press ctrl+Y to add a new video track to the timeline
- Press C a bunch of times to put the clip into the timeline.
 - If you try "extending" the length of the clip left or right, you'll actually end up pulling more video content from the original, unsplit source. So, for example, if your original video shows a diagram and then later shows you switching to your browser window, then by "extending" the shortened clip, you'll actually end up seeing the browser window in your clip.
- You'll probably want to mute the video track that you just created.

Using just audio from a video clip

- Press ctrl+U to create a new audio clip.
- Drag a video clip to the audio clip on the timeline. That's it.

Filters

Resizing video (or putting a colorkey/alpha/transparency effect)

- Choose your video track in the timeline first.
- Choose View --> Filters
- Click the "+"
- Choose the second "tab" (the monitor-lookin' icon at the bottom). These are video filters.
- Choose your effect and configure it. You don't need to add it to the timeline. I'm pretty sure it affects the entire video, so you'll need to make a bunch of video tracks if you want to change the filters around

Note: crop/resizing is called the "Size and Position" filter, but it's a little tough to use to crop. You crop by positioning the video out-of-bounds.

- **UPDATE:** never mind, you can add a Crop filter, but only when a *clip* is selected, not a *video track*. To get the same crop parameters on multiple clips, you can save a preset and use that.
 - If you're going to crop an entire video (say a 1920x1080 video) by cropping all of its clips, then you *also* need to add a size and position filter to the video track that is the new size of the cropped video (and probably centered), then export the video (at a "regular" resolution like 1080p or else it seems to be black).
 - Also note: I could not for the life of me get Twitter to recognize that I wanted to upload a video cropped like this, so I had to upload it to YouTube and then download their processed mp4 to get it to work.

Normalizing audio level

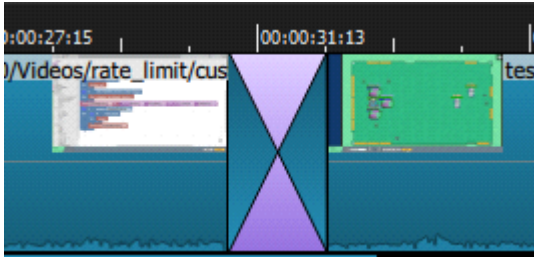
Just add an audio filter called "Normalize: One Pass". I haven't tweaked this too much since I usually only have one audio track, but it should be easy enough to use.

Actually, the **Normalize: Two Pass** filter is better since it analyzes the whole file once in order to find better levels, but it can only be added to a particular clip, not a whole track.

"Dissolve"

This is just "fade in" with the "Adjust opacity instead of fade with black" checkbox enabled.

Note that if you drag a video clip such that it's overlapping another in a track, it'll make a symbol like this and then dissolve between the two videos. This is pretty helpful!



Adding text

- Chances are that you'll only want text to show for a short amount of time, so you may want to split your video at the playhead so that text is only for a particular portion of the video.
- Choose your video track in the timeline.
- Choose View --> Filters
 - Make sure the track is correct at the top of the Filters section. Mine has "Video" listed instead of something like "Track: V1" because I'm just applying the text during a clip.
- Click the "+"
- Choose the second "tab" to see video filters.
- Configure the "Text" filter.
- You don't need to add it to the timeline; it will just affect whichever clip you have selected.

Troubleshooting

Images appear blurry in outputted video (especially images with text)

I tried changing the interpolation algorithm to "Hyper/Lanczos (best)" and also tried adjusting the "Quality" in the "Codec" tab while exporting the video, but neither worked. The solution I needed to do was to apply a "Size and Position" filter with the "Size mode" set to "fit". I'm guessing the images were being upscaled or something.