The following sample is my attempt to edit [this documentation](). You can view my portfolio [here]() for more.
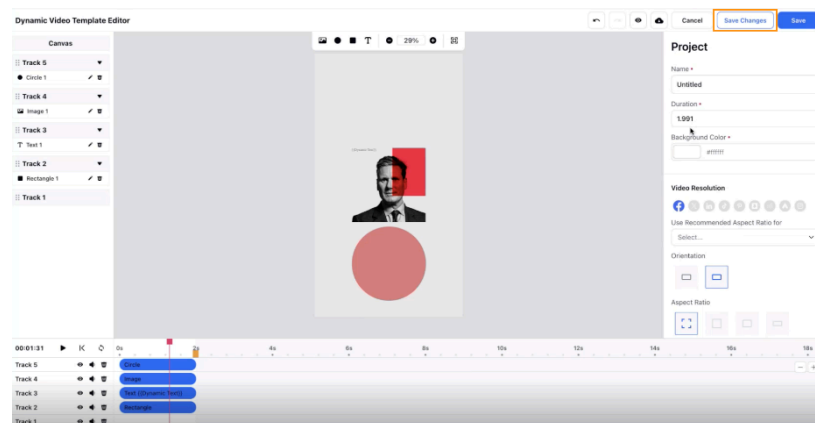

DVT Part 2: How to create a video using dynamic video template

The dynamic video template in Asset Manager can be used to create a single or multiple videos in bulk. Using this guide, you will see how to create a single video.

A. Select a Template

1. Navigate to **Sprinklr Marketing** > **Advertising** > **Creative Library.**
2. You will be redirected to the **Digital Asset Manager (DAM)** with **Ad Creatives** selected by default.
3. In the top right corner of the **DAM** window, select on **Create Asset** and select **Video**.
4. select the **Video Templates** tab and check **Single Video**.
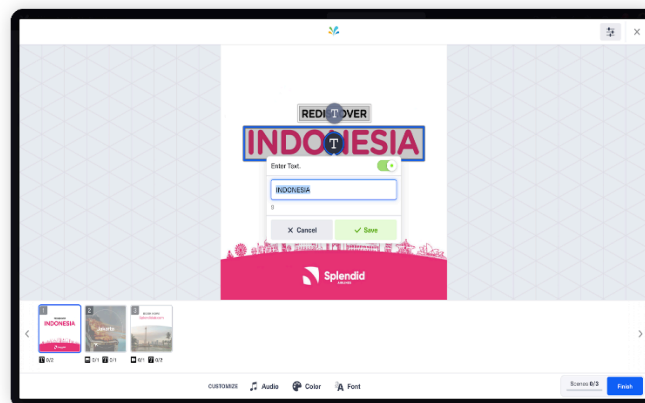5. Select the template you want to use and select next.

B. Edit Video

1. select on a scene in the creative template to edit its editable slots (text, images, video clips).
2. select on each editable slot to make changes and insert media files.
3. Save changes by selecting **Save Changes** (top-right) or using shortcuts (**Cmd + S** for Mac, **Ctrl + S** for Windows).
4. At the bottom of the screen, view the filmstrip of scenes. Below each scene, check the number of required editable slots. A **green tick** appears once all slots are filled.

5. select the **gear icon** at the bottom left for **Video Editor Settings**:
   - **Auto-advance scenes**: Moves to the next scene automatically after filling all slots.
   - **Enable Low-bandwidth mode**: Loads still image cuts instead of video clips for slow connections.
   - **Fast-forward Video (3x)**: Speeds up playback during transitions.
   - **Mute Sound in Editor**: Disables sound in the editor while keeping it in the final video.
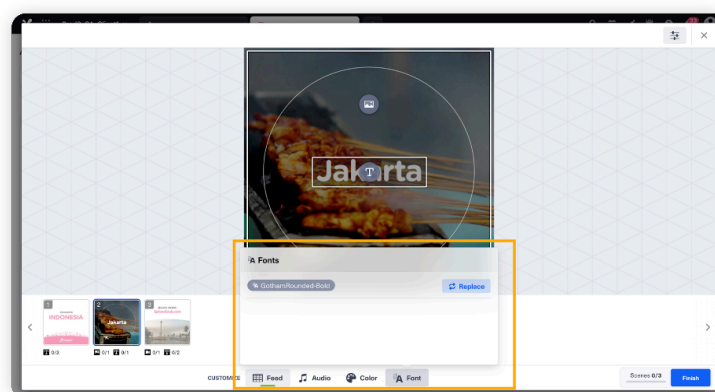
C. Input Texts

1. select on a **text editable element** in the scene to edit text. Editable slots are marked with a T icon.
2. Type the desired text in the main text box.
3. To disable a text box, turn off the toggle in the top right corner. The text area will be empty in the final video.
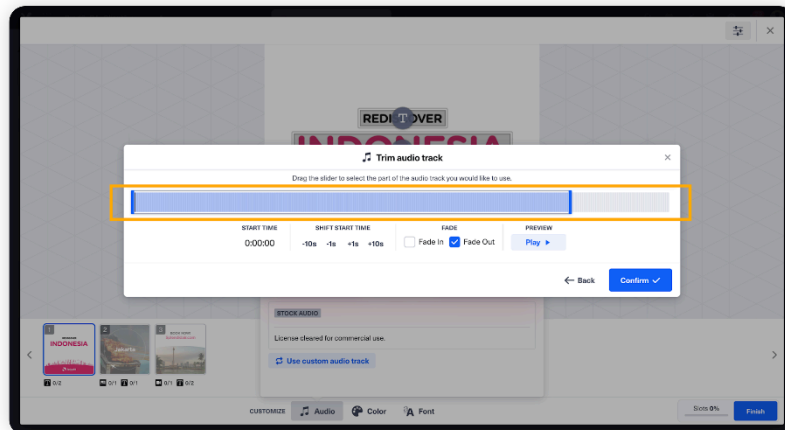
D. Upload Media Files (no edit needed here)
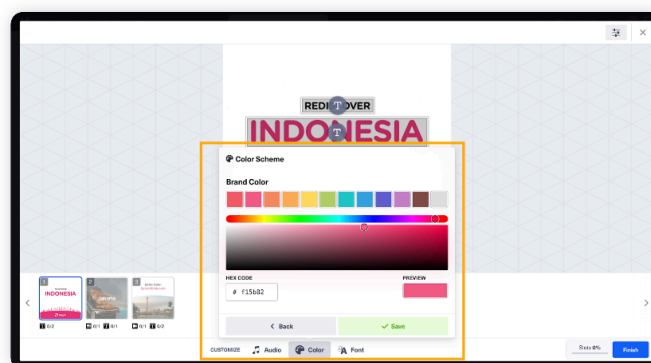
E. Customize Font

1. select on the **Customize Font** button that can be found at the bottom of the Video Editor. You can select any fonts available in the asset manager.
2. Once you have chosen the font you want to use, then select on Import. The font you have selected will be applied after the video editing and rendering finishes.

F. Customize Audio

1. select on the **audio icon** at the bottom of the Video Editor, then select Use **Custom Audio Track**.
2. Select an audio file from your device or drag and drop it into the editor.
    - **Note**: The audio file must be **1-2 seconds longer** than the template length to prevent rendering issues.
3. Once you have chosen the audio track, select the part of the audio track you'd like to use for your video. The length of the audio you can use equals the total duration of the video.

G. Customize Color

1. In the Video Editor, select the color icon at the bottom of the screen. Then choose a specific part of the creative where you want to apply the color change.
2. Three options are provided to change color. They are as follows:
   - **Curated colors**: These are a collection of colors that are generally popular and go well with most of the creatives.
   - **Color slider**: You can select the hue and the exact saturation point.
   - **HEX code**: You can put in an exact HEX code if you have one. It can be very useful if your brand has a specific brand color with defined HEX code.
3. When you are finished with the color selection, select Save. The selected color will be rendered when the whole video production is finished.

H. Finish and Save

1. Review each scene to ensure all editable slots are filled correctly. Once satisfied, save your changes. The video will begin rendering automatically.
2. During this process, you can assign a name, description, and other Asset Manager properties to your video. After rendering is complete, your new video will be available in the Asset Manager.