Proxy

As projects involve increasingly high-resolution footage, the performance of the video preview can decrease drastically. To combat this, Blender can generate proxies – copies of the original footage stored at a lower quality and/or resolution – to maintain a smooth editing experience without compromising visual fidelity in the end result.

The quickest way to set up proxies for videos is to simply select a Proxy Render Size in the *View* tab (visible when the editor is in *Preview* or *Sequence & Preview* mode). This will automatically enable the selected proxy resolution in all the strips and start generating the downscaled video files.

You can use the *Proxy* tab if you want to configure proxies in more detail (or create proxies for image sequences).

Proxy Settings

Reference
Panel: Sidebar region ‣ Proxy ‣ Proxy Settings

Contains scene-wide proxy settings.

Storage

> How proxies are stored for the project.

> **Per Strip:**
>> Each strip can specify where to store its proxies (see below).

> **Project:**
>> All proxies are stored in one directory.

>> **Proxy Directory**
>>> The location to store the proxies for the project.

Set Selected Strip Proxies

> Shows a pop-over that lets you choose the resolution(s) to generate and whether to overwrite existing proxy files. Once you confirm with the *Set* button, your choices are applied to the selected strips. You can view and tweak the settings for individual strips in the *Strip Proxy & Timecode* panel (see below).

> In the *Preview* mode, where the *Proxy* tab is not available, this is instead done through the menu View ‣ Proxy ‣ Setup.

Rebuild Proxy and Timecode Indices

> Generates proxies and time indices for the selected strips.

> In the *Preview* mode, where the *Proxy* tab is not available, this is instead done through the menu View ‣ Proxy ‣ Rebuild.

Strip Proxy & Timecode

Reference
Panel: Sidebar region ‣ Proxy & Timecode ‣ Strip Proxy & Timecode

Contains strip-specific proxy settings. The checkbox in the header can be used to enable/disable proxy generation.

Custom Proxy

> **Directory**
>> By default, all generated proxy videos are stored to the folder `<path of original footage>/BL_proxy/<clip name>`, but this can be changed to a custom directory using this option.
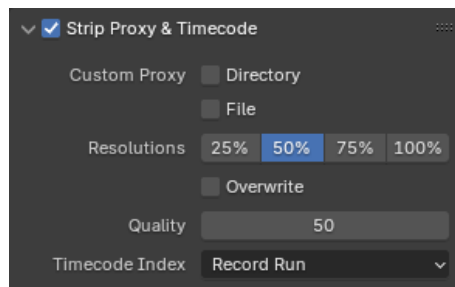
File

    Allows you to use preexisting proxies.

Resolutions

The resolution(s) of the proxy videos to generate; multiple sizes can be selected.

Overwrite

Whether to overwrite existing proxy files or keep them.

Quality

Controls the level of lossy compression applied to the image, expressed as a percentage. Lossy compression reduces file size by discarding some image data, which may result in a loss of detail.

- **0%**: Maximum compression, producing the smallest file size but the most noticeable quality loss.
- **100%**: No compression, preserving full image quality at the cost of a larger file size.

Timecode Index

When you are working with footage directly copied from a camera without preprocessing it, there might be numerous artifacts, mostly due to seeking to a given frame in the sequence. This happens because such footage usually does not have correct frame rate values in the file header. Th issue can still arise when the source clip has the same frame rate as the scene settings. In order for Blender to correctly calculate the frames and frame rate there are two possible solutions:

1. Preprocess your video with e.g. MEncoder to repair the file header and insert the correct keyframes.
2. Use the Timecode Index option in Blender.

None:

    Ignore generated timecodes, seek in movie stream based on calculated timestamp.

Record Run:

    Seek based on timestamps read from movie stream, giving the best match between scene and movie times.

Record Run No Gaps:

    Effectively convert movie to an image sequence, ignoring incomplete or dropped frames, and changes in frame rate.

> Note
>
> *Record Run* is the Timecode Index which usually is best to use, but if the source file is totally damaged, *Record Run No Gaps* will be the only chance of getting an acceptable result.

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