Scene Strip

Scene strips are a way to insert the render output of another scene into your sequence. Instead of rendering out a video, then inserting the video file, you can insert the scene directly.

The strip length will be determined based on the animation settings in that scene.

> Note
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> Scene strips cannot be used to reference the sequence's own scene; a secondary scene must be used instead.

Adding Scene Strips

Existing scenes strips can be added from the Add ‣ Scene ‣ "Scene Name". New scenes can also be created directly from the add menu with Add ‣ Scene ‣ New Scene.

Options

Start Frame
    The first frame to start the scene strip.

Channel
    The channel to place the strip in.

Replace Selection
    Replace the active strip with the new scene strip.

When creating a new scene you have the following options:

Type
    How the new scene is created.

    New:
        Add new Strip with a new empty Scene with default settings.
    Copy Settings:
        Add a new Strip, with an empty scene, and copy settings from the current scene.
    Linked Copy:
        Add a Strip and link in the collections from the current scene (shallow copy).
    Full Copy:
        Add a Strip and make a full copy of the current scene.

Options

Scene
    A Data-Block Menu to select or create the scene to render from.

Input
    Input type to use for the Scene strip.

    Camera:
        Use the Scene's 3D camera as input.
    Sequencer:
        Use the scene's Sequencer timeline as input, allowing one scene to reuse another scene's edit (instead of taking the render output from the scene).

        This is similar to how Meta Strips work, with the added advantage of supporting multiple instances of the same data.

Camera
    This can be used to override the scene's camera with any other object.

It is useful to support switching views within a single scene.

Show

Annotations

Shows Annotations while in non-render Preview Shading Modes i.e. *Solid* or *Wireframe* mode.

Transparent

Creates a transparent background. This is useful for doing overlays like rendering out Grease Pencil films via the Sequencer.

Sound

Strip Volume

Volume of the audio taken from the chosen scene.

Limitations

Scene strips do not render individual Render Passes; only the *Combined* render pass will be used.