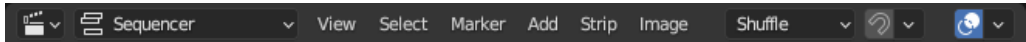


## Header



Video Sequencer Header.

## View Menu

The View menu controls the editor’s view settings.

### Toolbar **T**

Show or hide the [Toolbar](#).

### Sidebar **N**

Show or hide the [Sidebar](#).

### Tool Settings

Show or hide the settings for the currently selected tool.

### Adjust Last Operation

Displays a pop-up panel to alter properties of the last completed operation. See [Adjust Last Operation](#).

### Channels

Show or hide the [Channel Region](#).

### Preview as Backdrop

Display the current frame in the background.

### Refresh All **Ctrl - E**

Reloads external files and refreshes the current frame preview. This is useful when you modified an external file or made a change in a scene that Blender didn’t detect.

### Frame Selected **NumpadPeriod**

Zooms the display to show only the selected strips.

### Frame All **Home**

Zooms the display to show all strips.

### Frame Scene/Preview Range

Reset the horizontal view to the current scene frame range, taking the preview range into account if it is active.

### Go to Current Frame **Numpad0**

Centers the horizontal timeline on the current frame.

### Zoom to Border **Shift - B**

Click and drag to draw a rectangle and zoom to this rectangle.

### Limit View to Contents

Prevents you from panning higher than the highest used channel.

### Show Markers

Shows the marker region. When disabled, the *Marker* menu is also hidden and marker operators are not available in this editor.

### Show Seconds **Ctrl - T**

Shows seconds instead of frames on the time axis.

### Sync Visible Range

Synchronizes the horizontal panning and scale of the editor with other time-based editors that also have this option enabled. That way, they always show the same section of time.

## Navigation

### Play Animation **Spacebar**

Start or stop animation playback. This will start playback in all editors.

### Go to Current Frame **Numpad0**

Scrolls the timeline so the current frame is in the center.

### Jump to Previous Strip **PageDown**

Moves the playhead to the nearest strip border (start or end) that's before the current frame.

### Jump to Next Strip **PageUp**

Moves the playhead to the nearest strip border (start or end) that's after the current frame.

### Jump to Previous Strip (Center) **Alt - PageDown**

Moves the playhead to the nearest strip center that's before the current frame.

### Jump to Next Strip (Center) **Alt - PageUp**

Moves the playhead to the nearest strip center that's after the current frame.

## Range

### Set Preview Range **P**

Interactively define the frame range used for preview playback/rendering.

As long as this range is active, playback will be limited to it, letting you repeatedly view a segment of the video without having to manually rewind each time. It also limits the range that gets rendered by *Sequence Render Animation* (see below).

### Set Preview Range to Strips

Apply a preview range that encompasses the selected strips.

### Clear Preview Range **Alt - P**

Clears the preview range.

### Set Start Frame **Ctrl - Home**

Set the Start frame of the scene to the current frame.

### Set End Frame **Ctrl - End**

Set the End frame of the scene to the current frame.

### Set Frame Range to Strips

Set the Start and End frames of the scene so they encompass the selected strips.

## Sequence Render Image

Show the current frame preview as a Render Result where you can save it as an image file.

## Sequence Render Animation

Save previews of the frames in the scene range (or the preview range, if active) to a video file or a series of image files. See the [Output](#) panel for details.

### Note

*Sequence Render Image* and *Sequence Render Animation* don't render the final video by default – specifically, they don't render Scene Strips, instead using the preview's [shading mode](#) (which is initially Solid).

To output a video where the Scene Strips are rendered, use the *Render* menu in the top bar, or change *Sidabar > View > Scene Strip Display > Shading*.

To output a video where the scene strips are rendered, use the *Render* menu in the top-bar, or change *Global > View > Scene Strip Display > Show* to *Rendered*. The latter option is only available if the Video Sequencer is in the *Preview* or *Sequencer & Preview* mode.

## Export Subtitles

Exports [Text strips](#), which can act as subtitles, to a [SubRip](#) file ( `.srt` ). The exported file contains all Text strips in the video sequence.

## Toggle Sequencer/Preview `Ctrl - Tab`

Switch the editor mode between *Sequencer* and *Preview*.

## Area

Area controls. See the [user interface](#) documentation for more information.

## Marker Menu

[Markers](#) are used to denote frames with key points or significant events within an animation. Like with most animation editors, markers are shown at the bottom of the editor.



Markers in animation editor.

See [Editing Markers](#) for details.

## Main View

### Adjusting the View

Use these shortcuts to adjust the view:

- Pan: `MMB`
- Horizontal scroll: use `Ctrl - Wheel` , or drag the horizontal scrollbar.
- Vertical scroll: use `Shift - Wheel` , or drag the vertical scrollbar.
- Zoom: `Wheel`
- Scale view: `Ctrl - MMB` and drag left/right (horizontal scale) or up/down (vertical scale). Alternatively, you can drag the circles on the scrollbars with `LMB` .

## Playhead

The Playhead is the blue vertical line with the current time at the top. It can be moved in the following ways:

- Jump or scrub: click or drag `LMB` in the scrubbing area at the top of the timeline.
- Jump or scrub (alternative): click or drag `Shift - RMB` anywhere in the timeline. If you start dragging on a strip, that strip will be highlighted and displayed *solo* in the preview (all other strips are temporarily muted).
- Move in single-frame increments: `Left` , `Right` , or `Alt - Wheel` .
- Jump to the start or end frame of the scene (or [preview range](#), if active): `Shift - Left` or `Shift - Right` .

While dragging with `LMB` or `Shift - RMB` , you can additionally hold `Ctrl` to snap to the start and end points of strips.

If scrubbing (or regular playback) performs poorly, you can speed it up by creating [proxies](#).

### Hint

The current frame is synchronized across all editors, so if you move the Playhead in the Timeline editor for example, it will move in the Video Sequence editor as well (and vice versa).

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[Previous](#)  
[Channels](#)

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