

Movie Clip Node

This node is a special node that uses some of the values taken from footage cameras and trackings and link them to the output. It is possible to load image sequences, but only Image and Alpha values will be available, because the other outputs will not have any values associated with them. When a tracked clip is chosen, Blender will fulfill the outputs using internal values taken from the tracking. So the controls for start and end frames will be defined in the Movie Clip editor.

Inputs

This node has no input sockets.

Properties

Movie Clip

Used to select the movie clip. For controls see [Data-Block Menu](#).

Outputs

The first two sockets are the minimum output.

Image

Outputs the entire image in the specified color space.

Alpha

The alpha value taken from the movie or image.

Offset X

The X offset value from the footage camera or tracking.

Offset Y

The Y offset value from the footage camera or tracking.

Scale

The scale of the image taken from the footage camera or tracking.

Angle

The lens angle taken from the footage camera or tracking.

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