**EXERCISE 5**

**AIM :** To perform video editing tasks such as trimming, adding transitions, applying effects, and exporting the final video using Blender, a free and open-source video editing software.

**PROCEDURE:**

### 1. ****Install Blender****

* Go to the official site: https://www.blender.org.
* Download the latest stable version (Windows, Mac, or Linux).
* Run the installer and complete setup (keep default options).
* Open Blender after installation.

### 2. ****Switch to Video Editing Workspace****

* By default, Blender opens in 3D View.
* From the top menu, choose **File → New → Video Editing**.
* Now you’re in the **Video Sequence Editor (VSE)**.

### 3. ****Set Project Properties****

* In the right panel, click **Output Properties (printer icon)**.
* Set **Resolution** → 1920 × 1080 (Full HD).
* Set **Frame Rate** → 24, 30, or 60 fps (depending on your video).
* Set **Output Folder** where the final video will be saved.

### 4. ****Import Media (Video, Images, Audio)****

* In the timeline, press **Shift + A** → choose **Movie, Image, or Sound**.
* Browse your files and import them.
* Your clips appear as “strips” on the timeline.

### 5. ****Arrange and Edit Clips****

* Drag strips to change their order or timing.
* Trim clips by dragging their edges.
* Use **K (Knife Tool)** to cut clips.

### 6. ****Add Transitions and Effects****

* Overlap two clips → press **Shift + A → Effect Strip → Cross / Wipe / Fade**.
* For color correction, speed changes, or overlays → add **Effect Strips**.
* To add text: **Shift + A → Text**, then edit in the right panel.

### 7. ****Add and Adjust Audio****

* Import music/voice-over using **Shift + A → Sound**.
* Adjust volume in the **Strip Properties panel**.
* Sync audio with video by moving it along the timeline.

### 8. ****Preview the Video****

* Press **Spacebar** to play the sequence.
* Make adjustments until everything looks smooth.

### 9. ****Export the Final Video****

* Go to **Properties → Output Properties → File Format = FFmpeg Video**.
* Choose **Container = MPEG-4** (MP4).
* Set **Audio Codec = AAC**.
* Click **Render → Render Animation (Ctrl + F12)**.
* Blender saves the video in your chosen output folder.

### 10. ****Save the Project File****

* Go to **File → Save As** and save the project as a **.blend file**.
* This keeps all your editing work for future changes.





