

Blendr Analysis (step 2):

- **User Input:** Importing image, video, and audio, as well as any pre-made effects, or other resources.
- Timeline on the **bottom**
 - Files can be layered on the timeline with the files on higher levels having priority.
 - Cut/Paste/Add/Remove/Trim files from this timeline to edit the final result.
- Play, rewind, move to beginning and move to end buttons on the **bottom** below timeline.
- List of files on the **left** with navigation functions.
 - Can contain photos, videos and audio.
 - Files can be dragged and dropped into the timeline.
- Live preview in the **centre middle**.
 - Drag and Zoom capabilities
- Options Toolbar across **top**
 - Create new, save, render, and editing/layering options can be found here.
- Image/Scene editing options on **right menu**
 - Changing image dimensions, resolution, frame rate, opacity, effects (cut-aways/fading) and formatting of the displayed image.
- Interface can be adjusted by the editor to suit their needs.
 - Sections can be resized, moved, removed or added.

Blendr Review (step 5):

Blender is a state of the art video editing and animation rendering software which provides many powerful tools for media editing and creative video processes. Among its many capabilities, it offers perspicuous video importing, basic media editing tools, such as clipping, scrubbing, splicing, or playback, and has an efficient system for exporting the final product. These tools are provided to the user, irrespective of capabilities or skill levels, with a solid KLM score of 57.5 seconds to access any of the main media alteration capabilities.

The main deficiency blender has refers to its complex nature. Since it is an extremely developed piece of software, many of its tools are beyond the skill level of the average user, especially users new to the media development field. If we are to assume a user is using blender for only it's video editing capabilities, which is the approach we took in this study, the multiple extra features tend to unnecessarily complicate operations. Users who are new or only have simple tasks to complete in the software may need to dedicate extra time in research and experimentation in order to find basic features which are usually more easily accessible in other video editing software. One example of this is the main video editing view. When blender is launched, it defaults to the 3D view-port for animators, and it must be switched to video editing view by visiting File > New > Video Editing. This inconvenient default *can be* changed to video editor on launch, but users will have to research how to setup and change this default, resulting in wasted time and opportunity for frustration for simple-task driven users.

Once the user is setup and has made their way through the complex settings and controls, the actual common video editing tasks are easily understood and quickly executed. Multiple key shortcuts, ergonomic module placement, and common interfaces all contribute to this. Each common task, such as cutting, slicing, deleting, or editing audio and video can all be easily completed in under 15 seconds per operation, even for new users.

Overall, Blender offers a broad range of complex capabilities but with easy to understand common tasks for video editing. It has a fair KLM score for the basic tasks users can utilize.