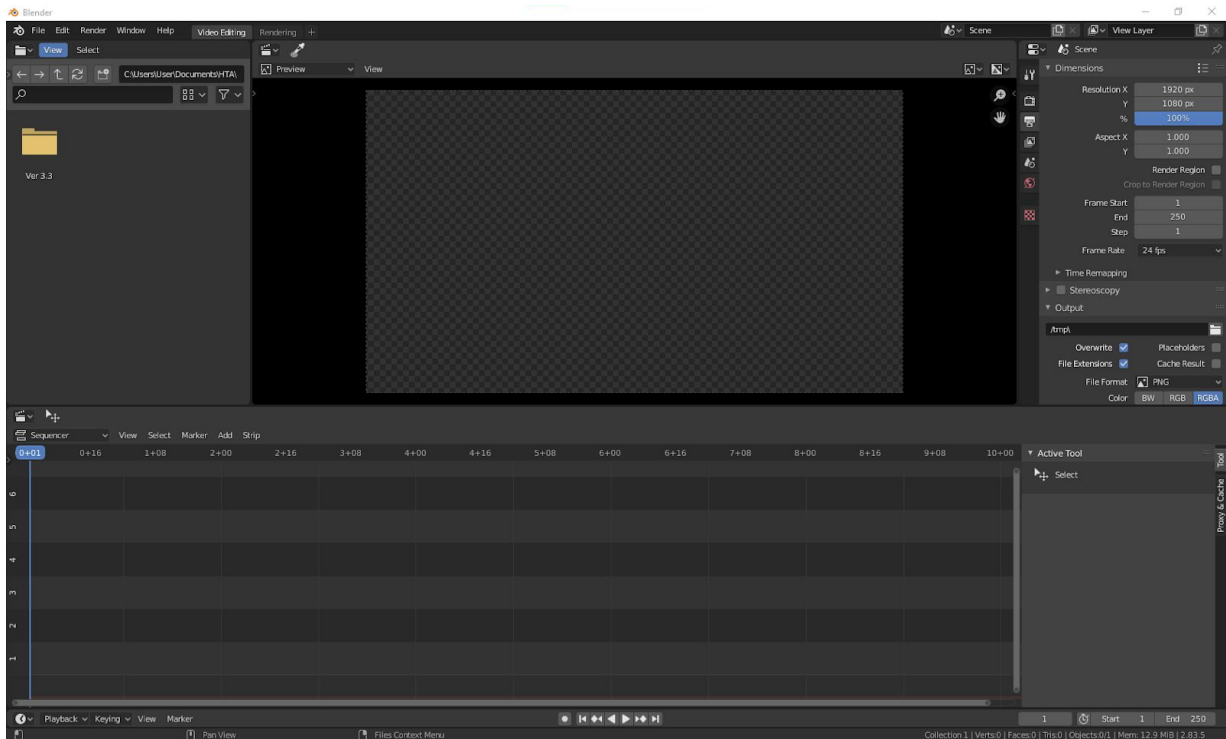


# Analysis 1: Blender

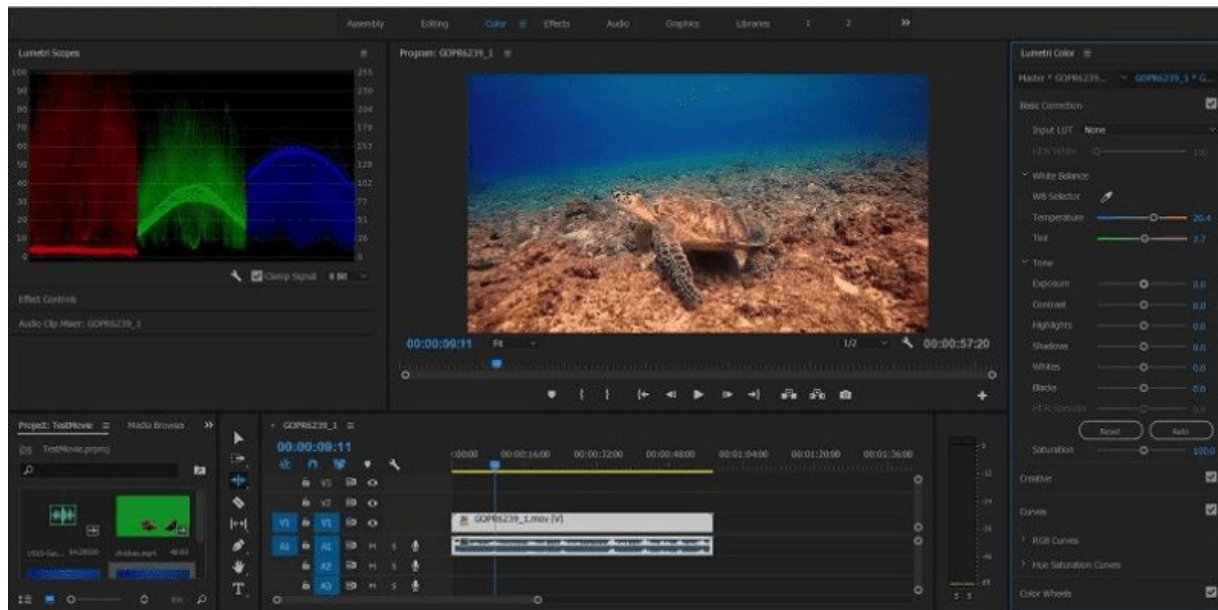
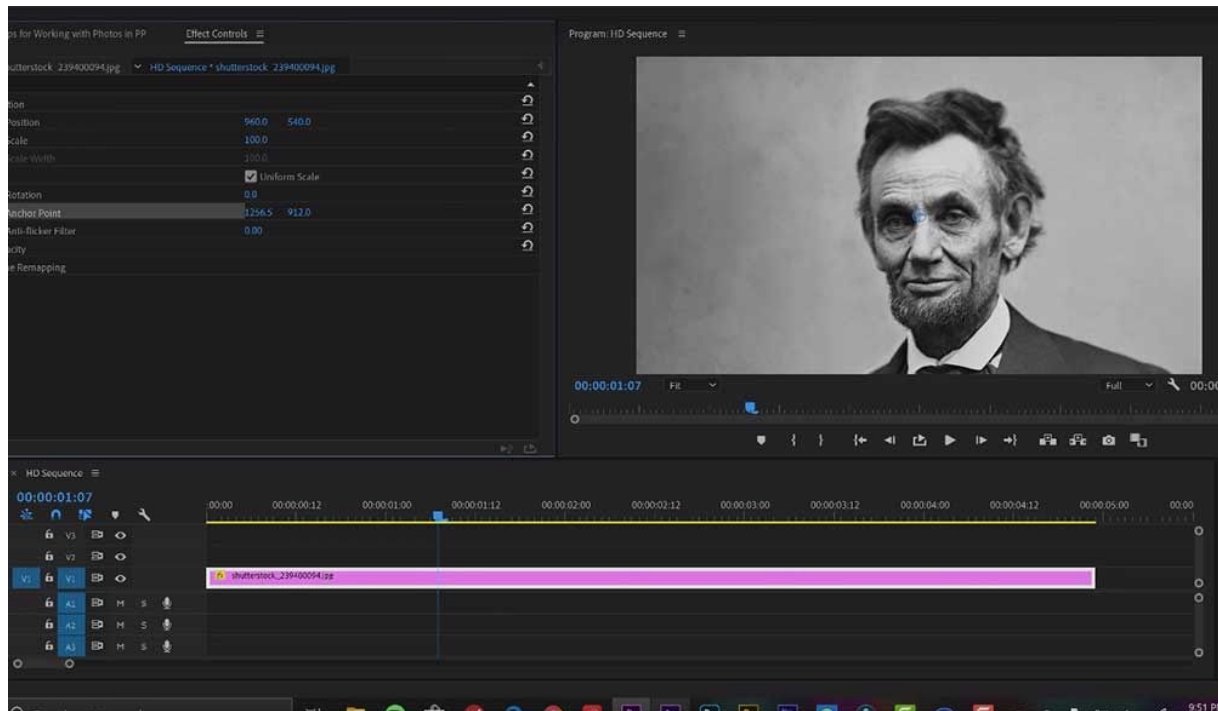
## Screenshots (for step 3):

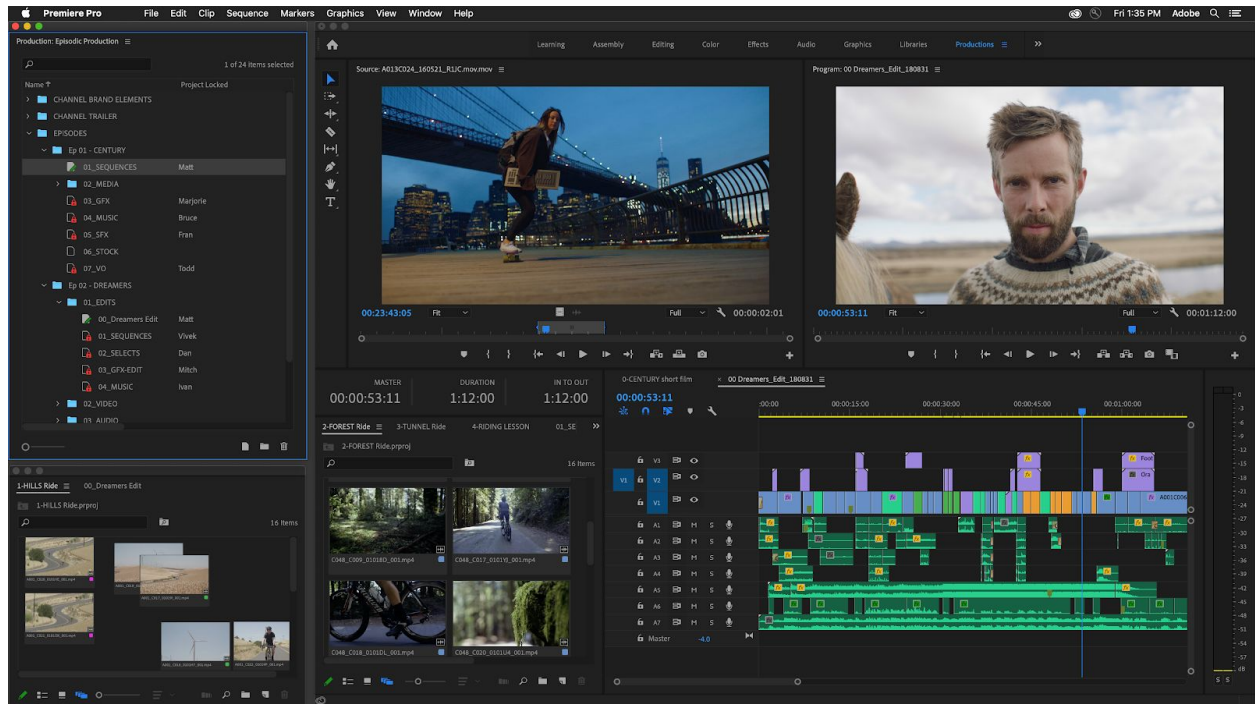


### Analysis (step 2):

- **User Input:** Importing image, video, and audio, as well as any premade 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 **center 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, framerate, opacity, effects (cutaways/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.

## Analysis 2: Premier





Imports (Left Side 10% of screen):

- Premier Pro has **Imports (left side):**
  - Imports can be shown as folders and what images/videos they may contain
  - Imports may always been shown as previews for the video or images
  - This column may also edit the whole video such as aspect ratio, dimensions, colour, etc
  - Install custom filters, fonts, styles, etc
- Premier Pro has **Clips in project (bottom left):**
  - Contains all the clips currently being used in the project
  - Allows for quick access to already imported clips

Editing (Right Side 90% of screen):

- Premier Pro contains **Final Output (top right):**
  - This final output is the running version of the current timeline
  - That is, the current edit of the video
  - This includes all sounds, transitions, clips
  - Has a Pause, Play, Fast Forward, Rewind in its toolbar below the picture frame.
  - Has a settings option that opens up a settings menu, where a user may edit more of the picture frame.
  - Contains running time of clip
- Premier Pro contains **Timeline (bottom right):**
  - Layout and organization of clips being pieced together
  - Different layers of videos and audio being stitched together
  - Ability to scrub through the complete video

- Ability to select and edit specific video and audio clips
- Contains running time of clip
- Premier Pro contains **Clip Editing Services (bar menu above output)**:
  - Editing, color, effects graphics are some of the many services offered
  - Each service allows the user to edit and change specific video and audio portions of the video
  - Each sub menu brings up a section for the user to make adjustments as seen above as the user alters the color of the turtle video clip

### Similarities

- Importing files, audio, and video.
- Timeline at the bottom
- Timeline scrubber
- Settings/Controls positioned around the main center viewer
- Both contain extravagant / complex tools that the average user may not need
- Timeline options Pause, Play, etc
- Current running frame
- Import presets, libraries
- Both may be shifted, i.e imports can switch sides if needed, timelines can be moved, etc

### Differences

- Premier more complicated
  - Sub menus, settings, options, random tools
- Blender contains unnecessary tools such as a lighting engine for 3d rendering in the video editing setup.
- 3D rendering for Blender but not for Premier
- Blender has a more centered live preview