



Creating a Screencast in OBS Studio

Overview

Open Broadcaster Software (OBS) Studio is a free and open-source software designed for video recording and live streaming. This document will help guide you through setting up a basic screencast. It is divided into three topics from basic to more advanced skills.

Requirements

- OBS Studio
- Internet connection
- OS specifications:
 - **Windows**
 - » DirectX 10.1 compatible GPU
 - » Windows 10, or Windows 11
 - **macOS**
 - » Intel or Apple Silicon CPU
 - » OpenGL 3.3-compatible GPU
 - » macOS 11 or later
 - **Linux/Unix**
 - » OpenGL 3.3-compatible GPU
 - » X window system or Wayland

Topic 1: Using Window Capture as a Source

To add new scenes

1. In the **Scenes** panel, select **+** to add a new scene.
2. In the **Add Scene** dialog box, enter “window capture demo” as the name.
3. Select **OK**.

To add new sources

1. In the **Sources** panel, select **+** to add a new source.
2. Select **Window Capture** from the list.
3. In the **Create/Select Source** dialog box, enter “window capture” as the name.
4. Select **OK**.

To select specific windows

1. In the **Properties** dialog box, select the application window you want to capture in the **Window** dropdown menu.
2. Select **OK**.

To adjust capture areas

1. Resize the capture area by clicking and dragging the handles around the red border.
2. Crop the capture area by holding **Alt** (or **Option** in Mac) and dragging the edges.

Topic 2a: Adding On-Screen Text

To create text overlays

1. In the **Sources** panel, select **+** to add a new source.
2. Select **Text (GDI+)** from the list.
3. In the **Create/Select Source** dialog box, enter “sample text” as the name.
4. Select **OK**.
5. In the **Properties** dialog box, enter “sample text” in the text box.
6. Select **OK**.

To position or resize the text

1. In the **Sources** panel, select “sample text.”
2. Drag the text to the program screen to where you want it positioned.
3. Resize the text by clicking and dragging the handles around the red border.

Topic 2b: Adding On-Screen Images

To create image overlays

1. In the **Sources** panel, select **+** to add a new source.
2. Select **Image** from the list.
3. In the **Create/Select Source** dialog box, enter “sample image.”
4. Select **OK**.
5. In the **Properties** dialog box, select **Browse** to open the file explorer.
6. Select **Open** to upload the image file.
7. Select **OK**.

To configure images

1. In the **Sources** panel, select “sample image.”
2. Drag the image to the program screen to where you want it positioned.
3. Resize the image by clicking and dragging the handles around the red border.



Creating a Screencast in OBS Studio

Additional Resources

For more information on how to use OBS Studio for screencasting and much more, visit the [OBS Knowledge Base](#).

Here are a few links to popular sources in the OBS Knowledge Base:

- [Getting Started](#)
- [FAQs](#)
- [Troubleshooting](#)

Topic 3: Recording Picture-in-Picture (PiP)

To create new scenes

1. In the **Scenes** panel, select + to add a new scene.
2. In the **Add Scene** dialog box, enter "PiP demo."
3. Select **OK**.

To add main video sources (background)

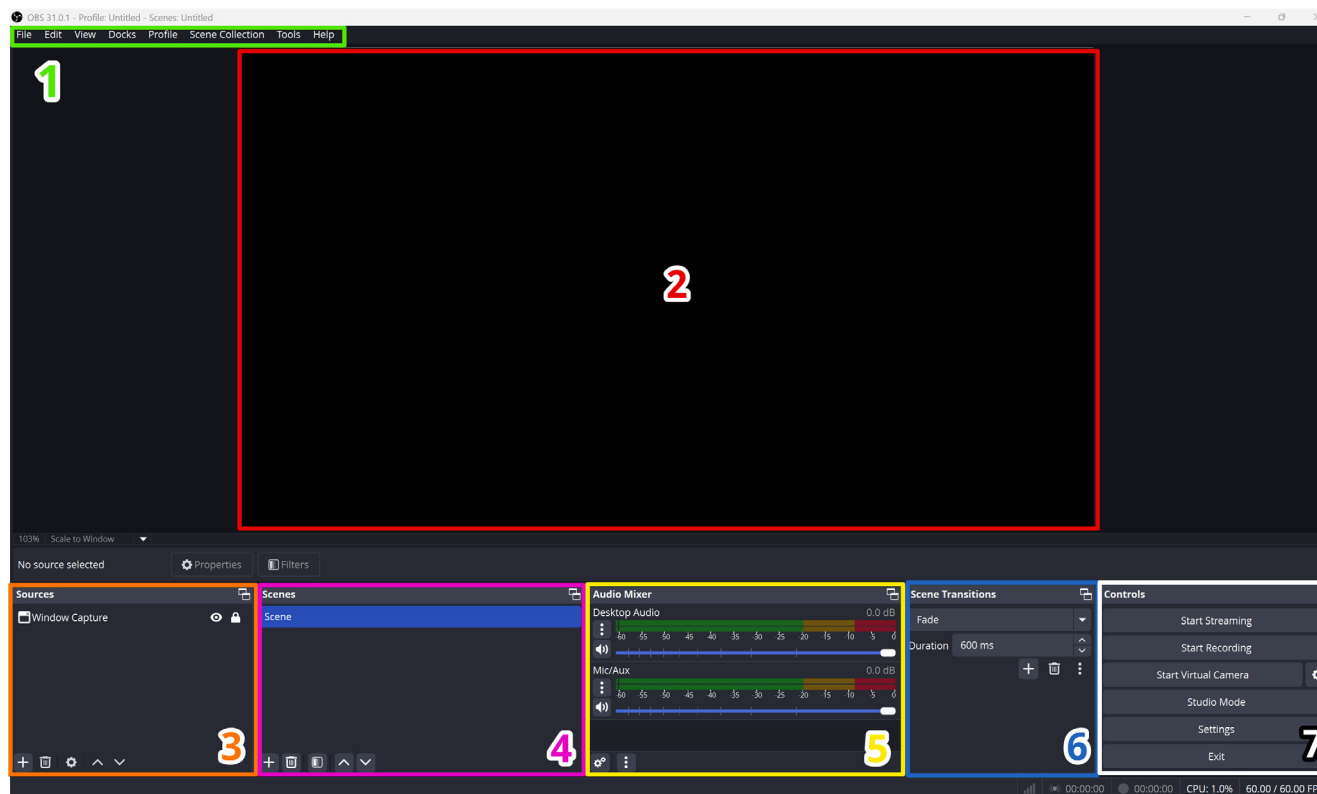
1. In the **Sources** panel, add the main source.
2. Adjust and resize the source to fit the program screen.

To add secondary video sources (overlay)

1. In the **Sources** panel, select + to add a new source.
2. Select **Video Capture Device** to add your webcam.
3. In the **Create/Select Source** dialog box, enter "webcam" as the name.
4. In the **Properties** dialog box, select your camera from the **Device** dropdown menu.
5. Select **OK**.

To configure PiP layouts

1. Resize the webcam source by clicking and dragging the handles around the red border in the program screen.
2. Drag the webcam source to where you want it positioned.



OBS Studio User Interface

- 1) Menu bar
- 2) Program screen
- 3) Sources panel
- 4) Scenes panel
- 5) Audio Mixer panel
- 6) Scene Transitions panel
- 7) Controls panel