

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.



