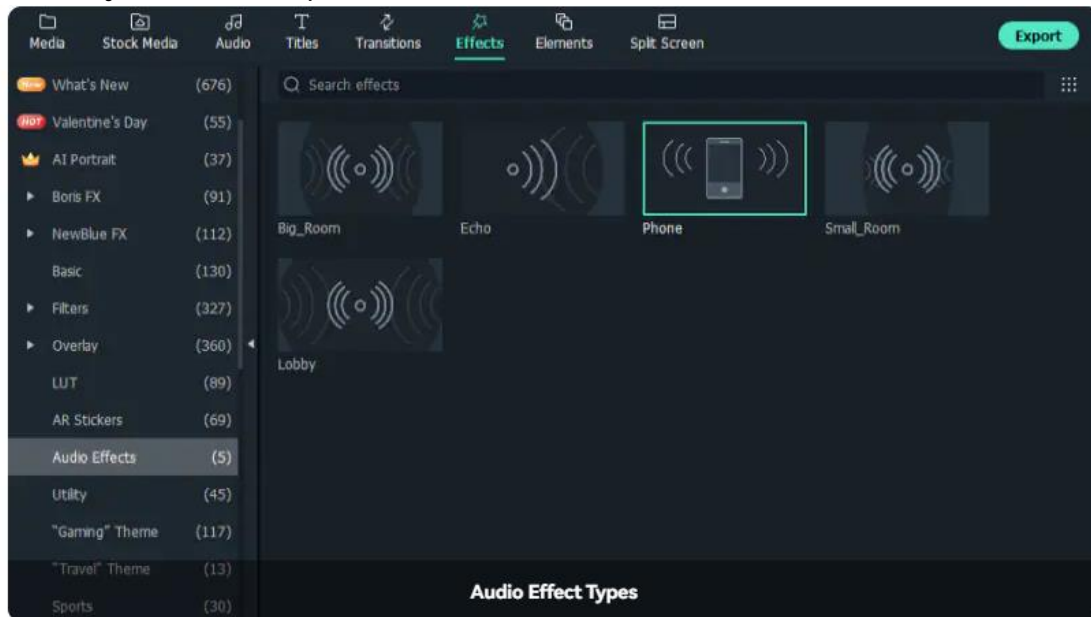


- **Echo effect:** A sound or series of sounds caused by the reflection of sound waves from a surface back to the listener.
- **Lobby audio effect:** Imagine when your sound is reverberating in a lobby. The voice signal can diffuse farther than in a big room.
- **Phone audio effect:** Using this phone audio effect, your speaking will sound like you are on the phone.



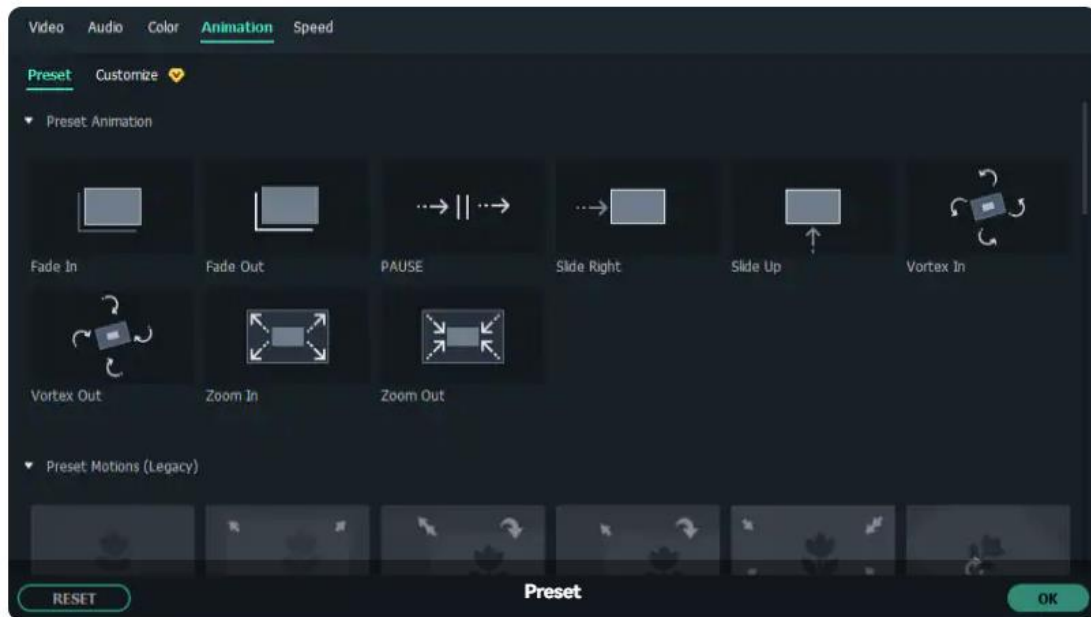
12 Animation Editing

12.1 Preset

Besides creating custom animations, you can also save time by animating with presets. Presets are animation settings designed and applied in advance.

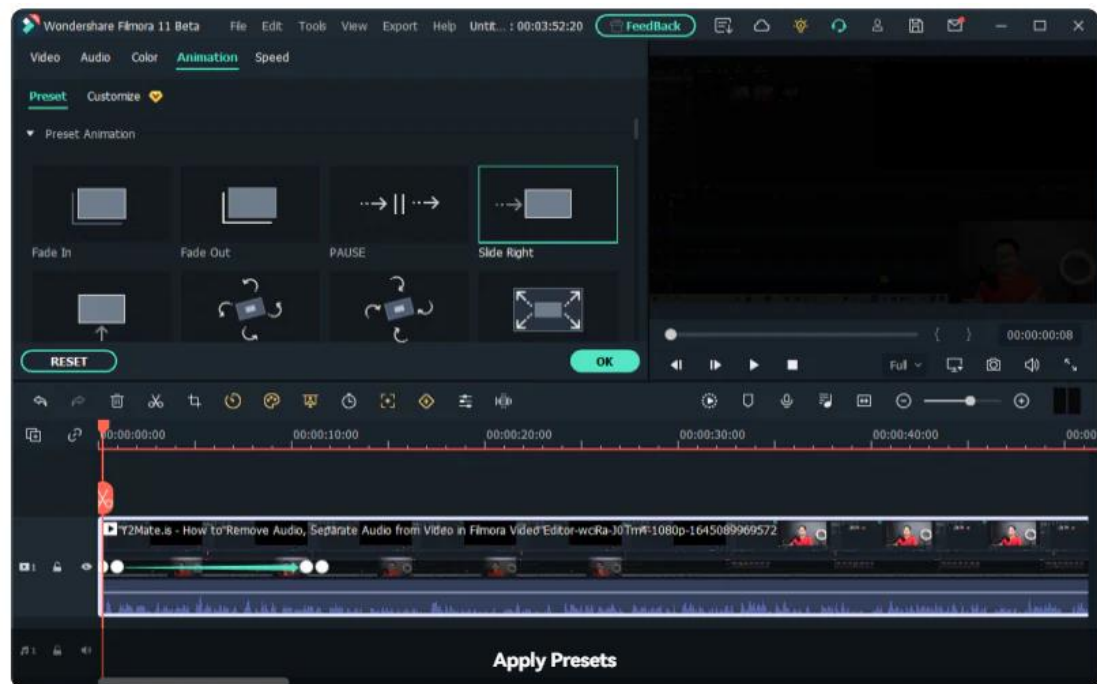
Locate Preset Option

Double click on a clip, image, or element in your timeline to open the editing menu. From there, click on the Animation tab and choose Preset. From the Preset window, you can clearly see the Preset Animation and Preset Motion option. You can have a try to confirm the most matching one.



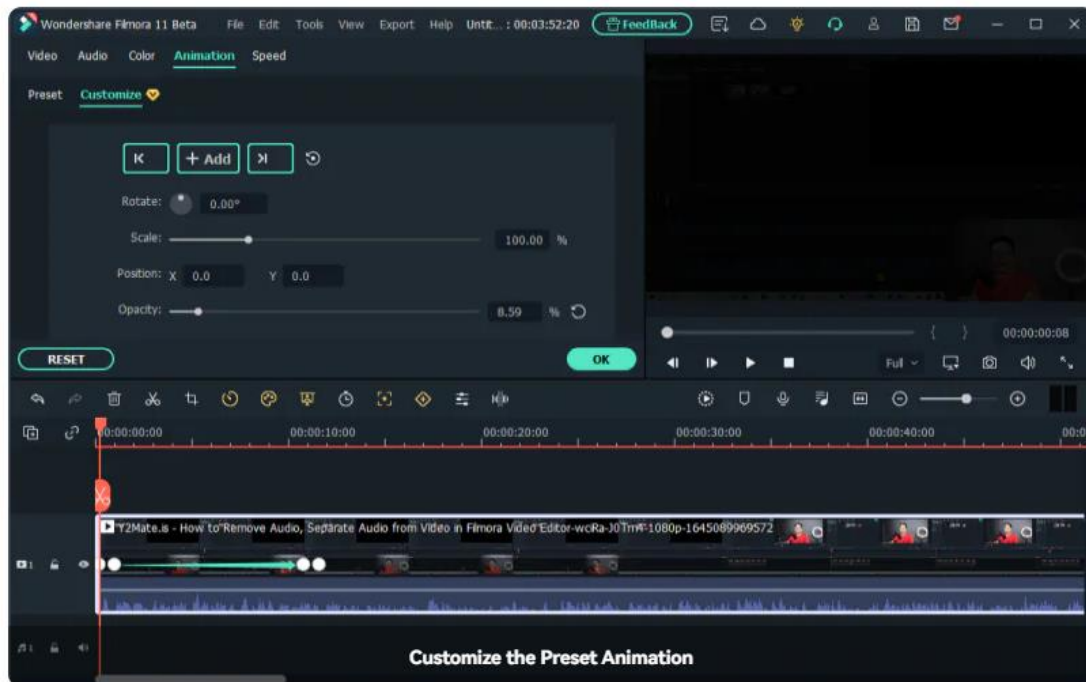
Apply A Preset

Find a Preset you like and apply it by dragging it into the timeline, double-clicking on it, or right-clicking it.



Customize the Preset Animation

You can edit or delete the preset animation by clicking the keyframe on the video clip, and customizing the rotate, scale, position, and opacity values you want.



12.2 Customize

Customized animation enables your video clip and image to become personalized and creative.

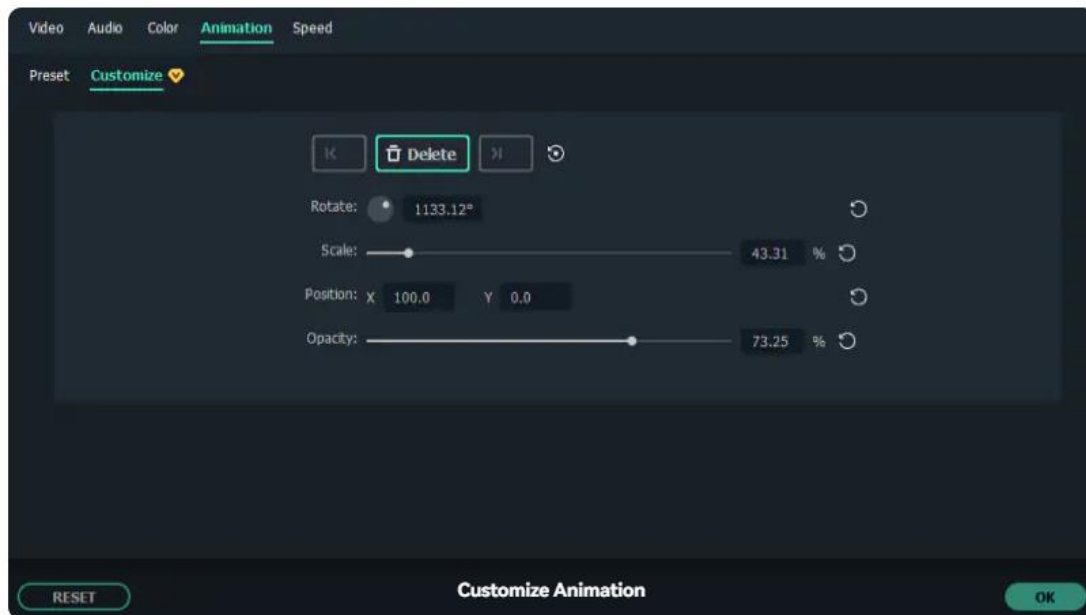
Find the Animation Customization Feature

You can find the Customize window through two smart ways:

- Double click on the video clip, then select Animation>Customize.
- Right-click on the video clip, then choose Animation> Add Animation.

Adjust the Parameters

Put the playhead where you want to add a keyframe. And then click Add to keyframe the video. After that, you can adjust four parameters to create an excellent animation effect.



Rotate: Move the video screen in a circle around an axis or center.

Scale: Adjust the size of the video screen to become larger or smaller.

Position: Change the video screen position vertically or horizontally. For X-axis, a positive value means to move to the right, while a negative value means to move to the left. For Y-axis, a positive value means to move to the top, while a negative value means to move to the bottom.

Opacity: It represents the condition of lacking transparency or translucence.

You can adjust the above four parameters as you like. If are not satisfied with the result, you can click on the Reset icon to restore the previous value.

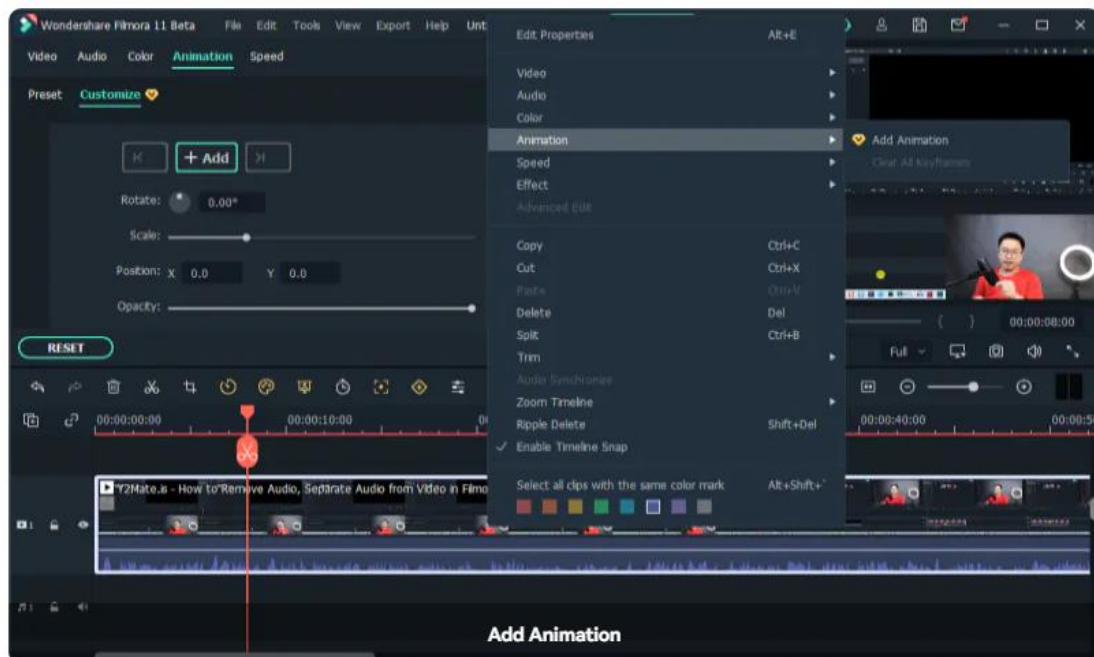
12.3 Animation Keyframing

You can use keyframing to create custom animations. You create a keyframe to specify what values for animation qualities should be on specific frames of your video. For example, if you set one value for scale (size) at the 0:30 timestamp and a larger value for scale at the 1:00 timestamp, the piece of media you are keyframing will grow between those two keyframes. In Filmora, you can keyframe scale (size), position, rotation, and opacity.

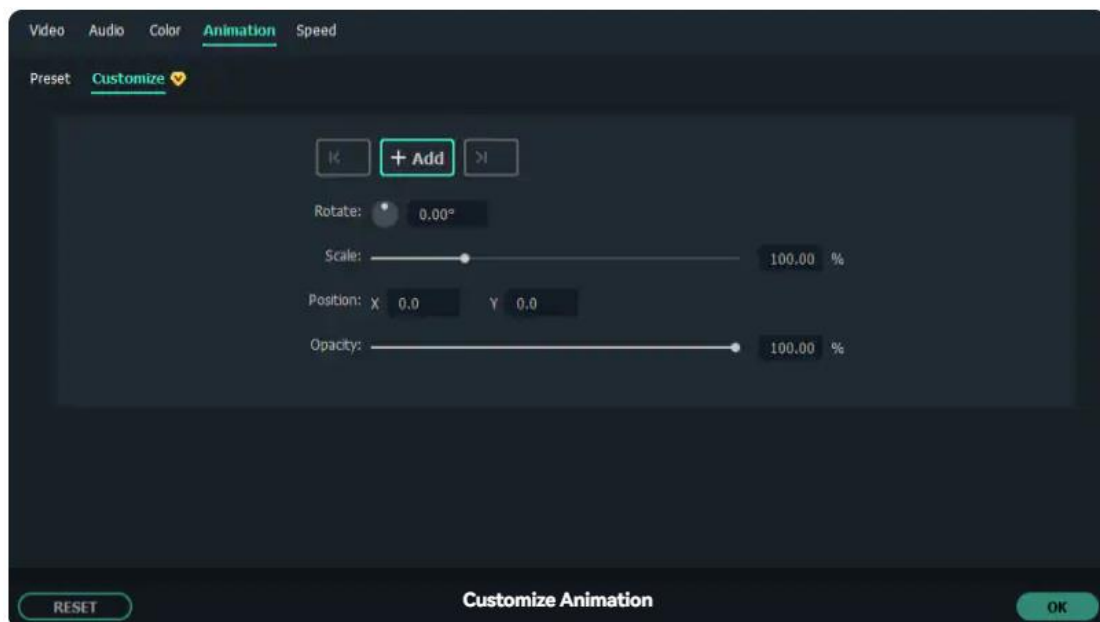
Add and Edit Keyframes

Here's how to create keyframes:

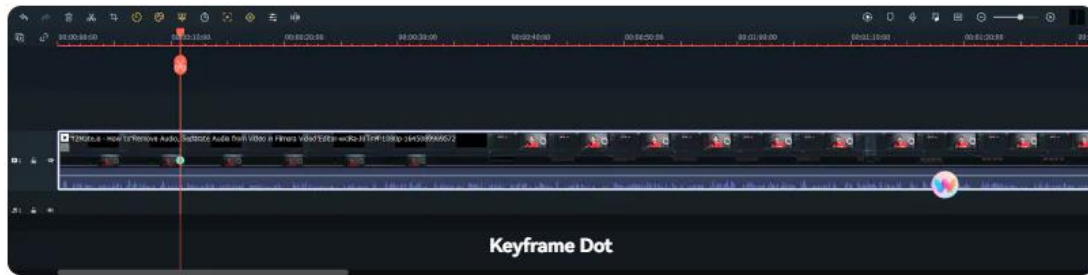
Add a video clip, image, or motion element to your timeline. Then right-click it and select Animation>Add Animation.



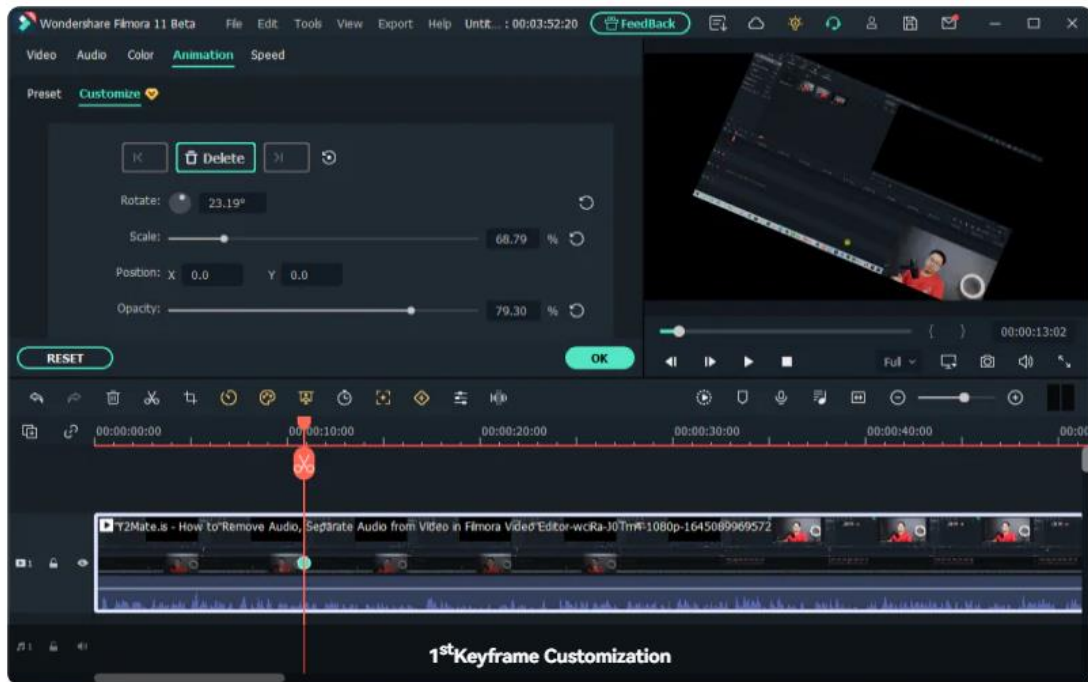
In the menu that opens, click into the Animation tab, and select Customize.



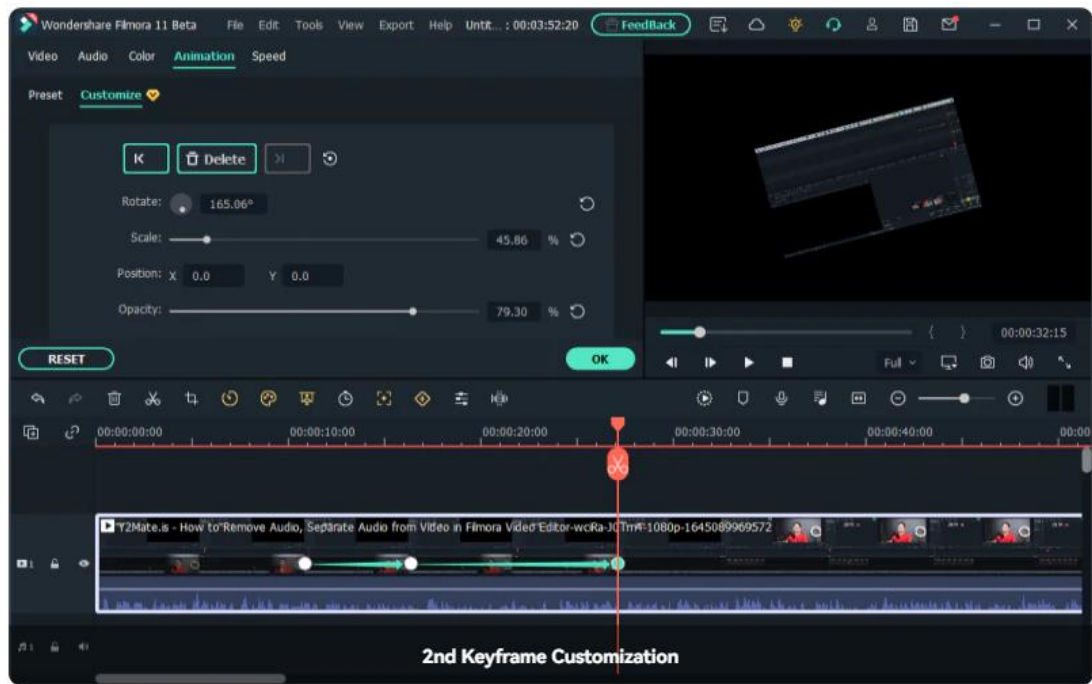
Move the indicator to the timestamp where you want to create a keyframe and click Add. After that, you can see a blue dot representing Animation Keyframe in the video clip.



And you can set values in the keyframing menu or drag the media in the preview to adjust its rotation, scale, position, and opacity for the keyframe.



Move the indicator again to the second or third timestamps, then click Add to add more keyframes, and its rotation, scale, position, and opacity values as you like.

**Note:**

You need at least two keyframes to create an animation. The first keyframe you make will be for the current state of the media you are animating, and then you'll set a second keyframe later in the clip that is changed.

Delete Animation Keyframes

Playback your video on the timeline and check the animation you create. And you can also right-click the keyframe on the video clip delete or clear all keyframes you created.