



# **OpenShot Video Editor**

*Windows User Guide*

Version 1.0, 6/07/2024

## Windows User Guide

The following manual is an introductory user guide for the open source software OpenShot Video Editor.

This guide was created for version 3.1.1 of OpenShot Video Editor, as released on April 20<sup>th</sup>, 2024. Changes made to the software after this date and any changes due to 3<sup>rd</sup> party modifications are not reflected in this guide.

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# 1. Introduction

This user guide walks you through the steps necessary to set up and use OpenShot Video Editor to create your own videos.

For the most up-to-date information, please visit <https://www.openshot.org/>.

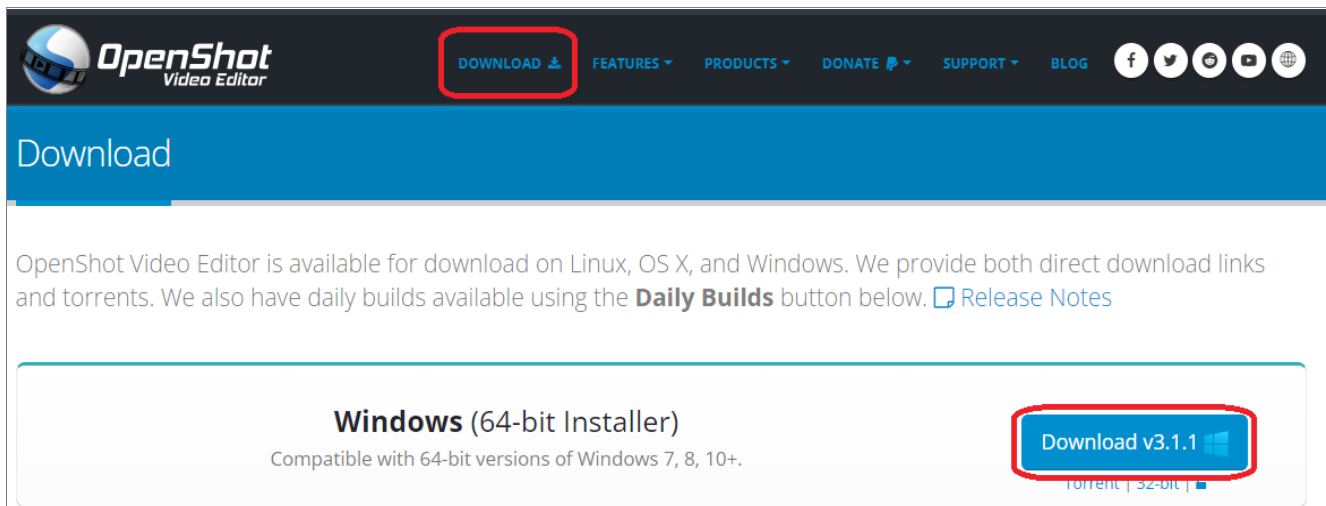
For any inquiries related to OpenShot products, please contact OpenShot Studios at [support@openshot.org](mailto:support@openshot.org).

## 2. Setup

### 2.1. Download the Installer

To download the OpenShot Video Editor installer:

1. Use the web browser of your choice to visit <https://www.openshot.org/>.
2. Click “Download” on the navigation bar at the top of the page.
3. Click the “Download v3.1.1” button.



*Illustration 1: OpenShot Video Editor Download Page*

**NOTE** The version number may be higher than the number shown here. This only means that you may be installing a newer version of OpenShot Video Editor than the version presented in this guide.

4. Use the file browser that appears to navigate to the folder that you would like to save the OpenShot Video Editor Installer into.
5. Click “Save” to begin the download.

### 2.2. Install OpenShot Video Editor

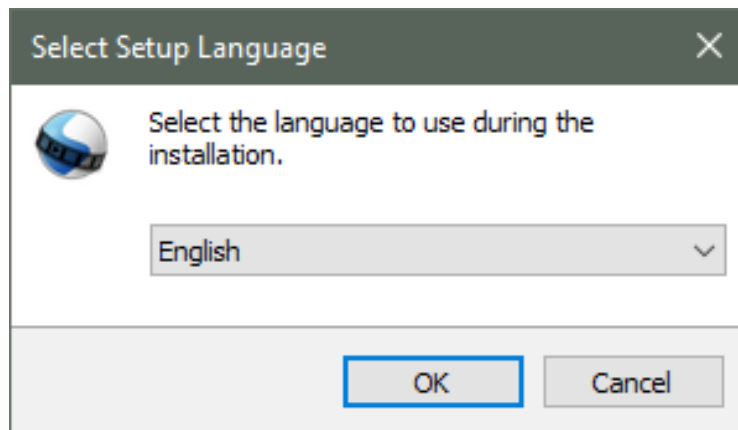
To install OpenShot Video Editor:

1. [Download the OpenShot Video Editor installer.](#)

2. Double-click the downloaded “OpenShot-v3.1.1-x86\_64.exe” file to run the installer.

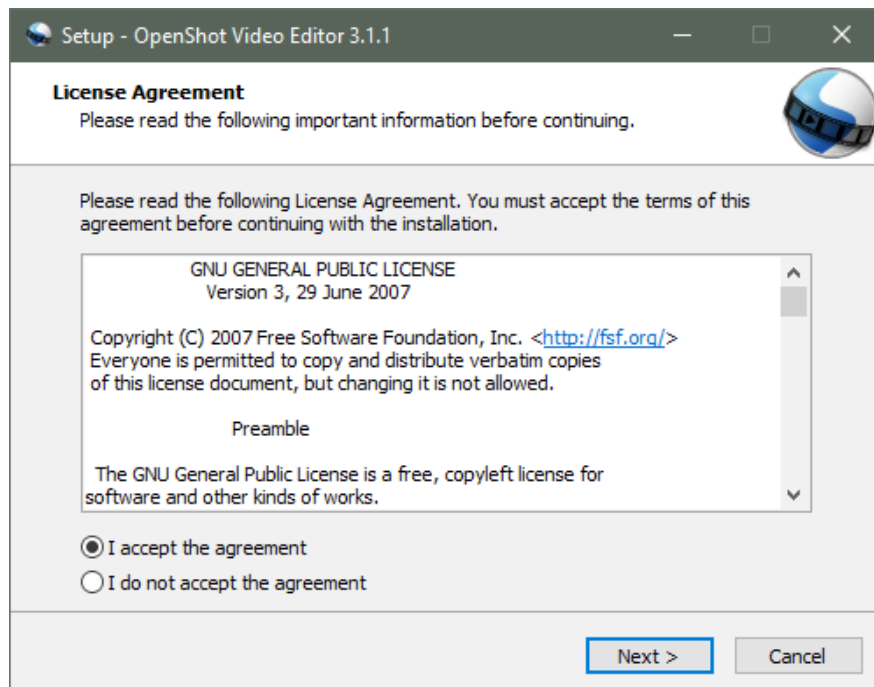
**NOTE** If you are installing a different version of OpenShot Video Editor, or are using a 32-bit installation of Windows, the numbers in the filename may differ slightly.

3. Use the drop-down menu to select the language you would like to use.



*Illustration 2: Installer Setup Language Screen*

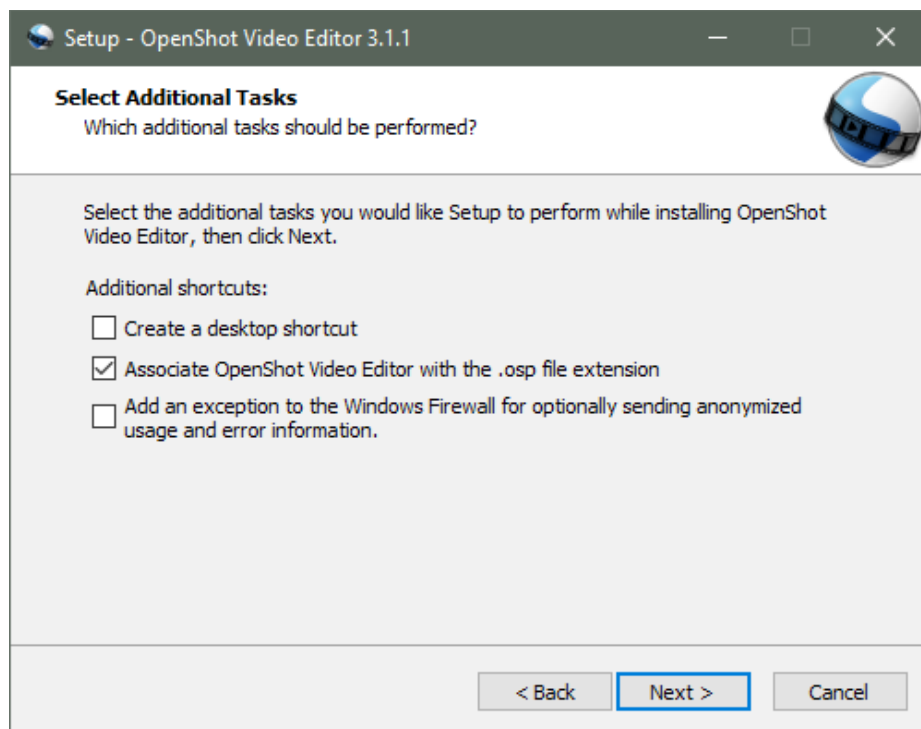
4. Click “OK” to continue.
5. Click the bubble next to “I accept the agreement” to accept the license agreement.



*Illustration 3: Installer License Agreement Screen*



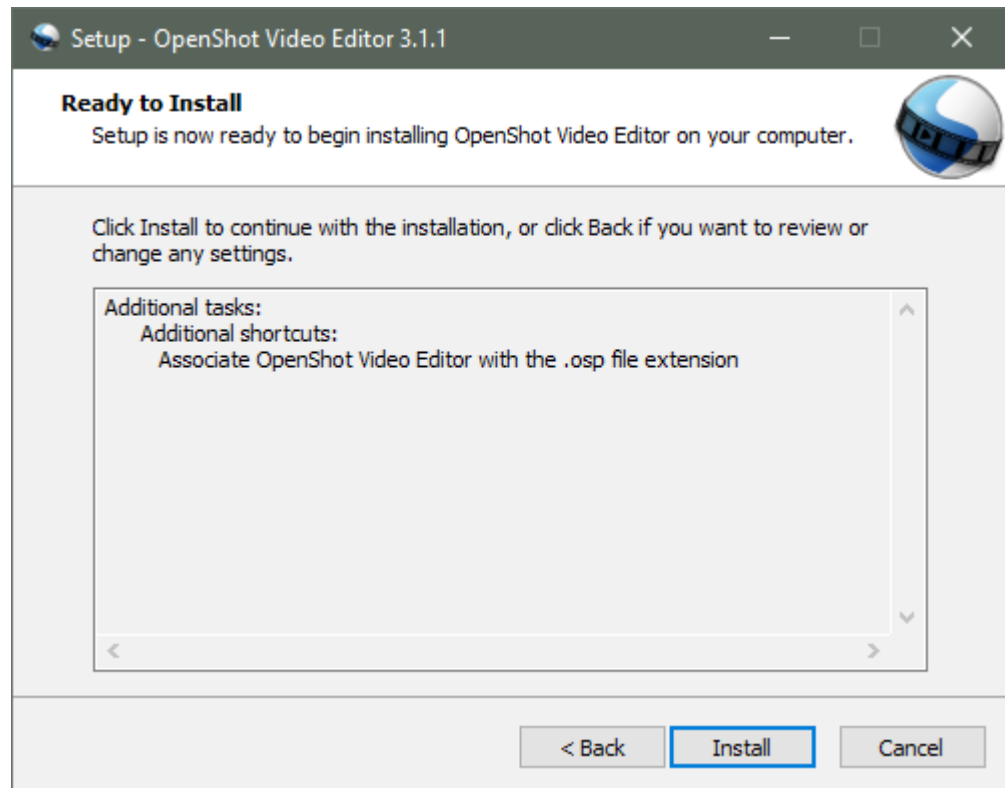
6. Click “Next >” to continue.
7. Click the checkbox next to each optional task you would like the installer to perform:
  - “Create a desktop shortcut” creates a shortcut on your desktop that opens OpenShot Video Editor when double clicked.
  - “Associate OpenShot Video Editor with...” makes OpenShot Video Editor the default program used to open .osp files.
  - “Add an exception to the Windows Firewall...” allows OpenShot Video Editor to send anonymized usage and error information to OpenShot Studios.



*Illustration 4: Installer Additional Tasks Screen*

8. Click “Next >” to continue.

9. Click “Install” to begin installation.



*Illustration 5: Installer Confirmation Screen*

10. Once the installer has finished installing OpenShot Video Editor, click “Finish” to complete the installation and exit the installer.

## **2.3. Open OpenShot Video Editor**

To open OpenShot Video Editor, you can:

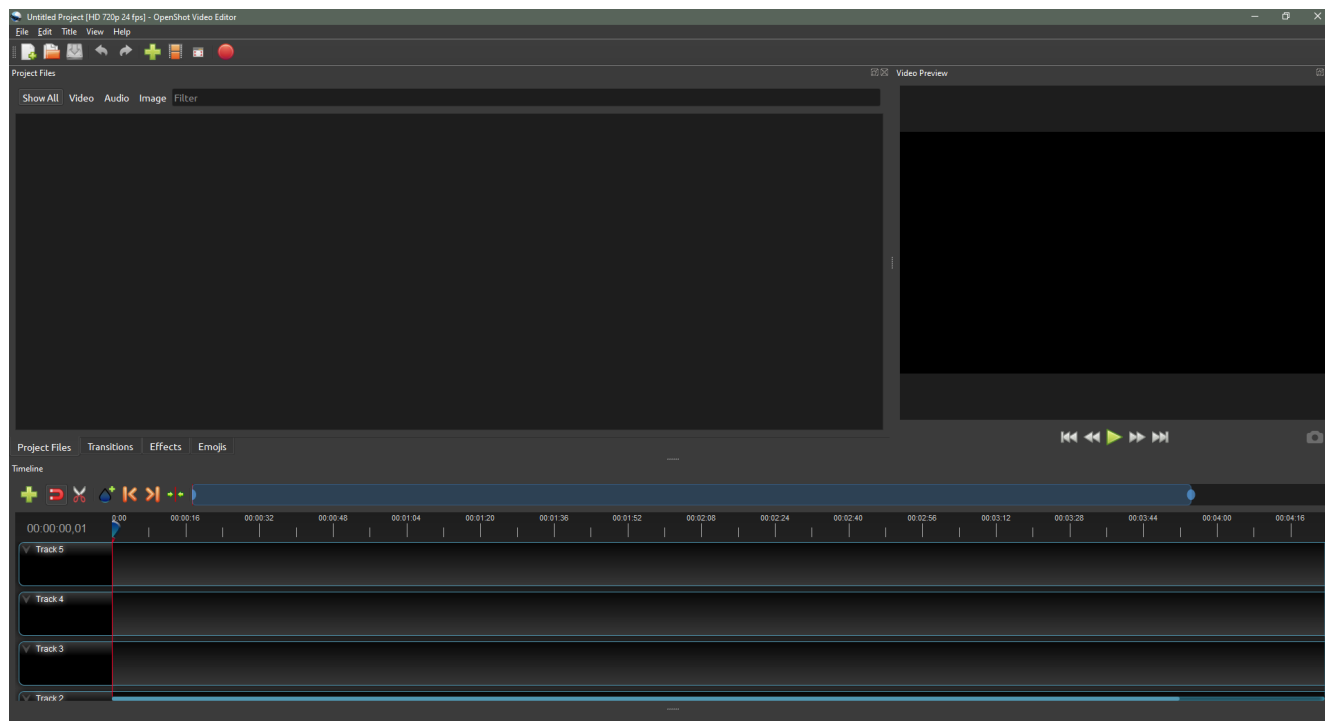
- Double-click its icon on your desktop.
- Navigate to OpenShot Video Editor's installation folder, and double-click “openshot-qt.exe”

**NOTE** Files are typically installed to C:\Program Files\OpenShot Video Editor.

- Click “OpenShot Video Editor” from your start menu's list of programs.

## 3. Navigating the User Interface

Opening OpenShot Video Editor presents you with the main window of the program. By default, the main toolbar is visible above three customizable docks.



*Illustration 6: The Main Window*

Panels are assigned to docks, which can be moved around and resized within the main window to fit the needs of your project. Multiple panels can be assigned to a single dock within the main window. Only one of these panels will be displayed at a time. To change which panel is displayed, select the desired panel from the tabs along the bottom of the dock.

If the desired panel is not visible in a dock, or accessible via a tab at the bottom of a dock, it must be enabled by first selecting it in “View > docks”.

### 3.1. The Main Toolbar

In the main toolbar, there are five drop-down menus, each offering access to a number of tools:










- **File** allows users to manipulate their projects by opening, saving, and exporting projects, as well as importing files into their current project.
- **Edit** allows users to undo and redo recent changes, clear cached data to reduce file size, and access the project's preferences.

- **Title** allows users to add 2-dimensional and 3-dimensional titles to their projects.
- **View** allows users to customize their project's workspace by showing and hiding panels, and offering access to some preset layouts.
- **Help** gives users access to OpenShot Video Editor's documentation and tutorials in addition to allowing users to report bugs, contribute translations, and view information about the software.

Even if you choose to rearrange your panels and docks, these five drop-down menus always appear in the top left corner of the program.

Beneath these drop-down menus, there are several buttons:

*Table 1: Main Window Buttons*

Icon	Name	Description
	New Project	Create a new project.
	Open Project	Open an existing project.
	Save Project	Save the current project.
	Undo	Undo your most last change.
	Redo	Redo the last undone change.
	Import Files	Import files into your project.
	Choose Profile	Choose the desired resolution and framerate for your video.
	Fullscreen	Toggle Fullscreen Mode.
	Export Video	Export your project to create a video file.

To relocate this icon bar within the main window, click the dotted rectangle in front of the New Project icon, and drag the toolbar to its desired location. This new location is where the toolbar remains until it is moved again, or a different view is selected from “View > Views” in the main toolbar.

### 3.2. The Captions Panel

The Captions panel is used to add subtitles to your video. Captions are importable in .vtt and .srt formats, and can be assigned a variety of properties:

*Table 2: Caption Options*

Property Name	Description
background	The caption's background color.
background_alpha	The transparency of the caption's background color.
background_corner	The radius of the caption's background's corners.
background_padding	The padding applied to the caption's background.
caption_font	The font applied to the caption.
caption_text	The text displayed in the caption.
color	The caption's text's color.
fade_in	The number of seconds it takes for the caption to fade in.
fade_out	The number of seconds it takes for the caption to fade out.
font_alpha	The transparency of the text.
font_size	The size of the text in points.
left	The size of the left margin.
line_spacing	The vertical distance between the lines.
right	The side of the right margin.
stroke	The color of the text's border/stroke.
stroke_width	The width of the text's border/stroke.
top	The size of the top margin.

### 3.3. The Effects Panel

The Effects panel displays a variety of effects included with OpenShot Video Editor that can be applied to video and audio clips. To apply an effect to a video or audio clip:

1. Left click the desired effect, and drag it overtop of the clip you want to apply it to.
2. Release the left mouse button to apply the effect.

Effects' properties can be changed in the Properties panel once the effected clip has been selected in the timeline.

### **3.4. The Properties Panel**

The Properties panel displays a variety of editable values for files, effects, and transitions. To edit a property's value:

1. Click the file, effect, or transition whose properties you want to edit.
2. Double click the value you want to edit, and as appropriate:
  - Type in the new desired value.
  - Use the slider to adjust the value.

Some non-numeric values require you to right click the value to display a drop-down menu of possible values. After right clicking the value you want to change, select its new value from the drop-down menu that appears.

Some properties may not be editable. If this is the case, when you double click or right click its value, none of the above indicators appear.

### **3.5. The Transitions Panel**

The Transitions panel displays a variety of effects included with OpenShot Video Editor that can be applied to video and audio clips. To use one of these transitions between two video or audio clips:

1. Left click the desired effect, and drag it in between two of the clips you want to apply it to.
2. Release the left mouse button to apply the transition.

**NOTE** When applying a transition, the affected clips' positions in the timeline may change. Overlapping clips is often necessary for the transition to appear correctly, so adjustments to other elements in the timeline may be necessary after applying transitions.

Transitions' properties can be changed in the Properties panel once the transition has been selected in the timeline.








### **3.6. The Project Files Panel**

The Project Files panel displays all of the audio, video, and image files that have been imported into your project. Files can be displayed in either thumbnail view, or details view. To switch between these views, right click within the Project Files panel, and click either Details View or Thumbnail View.

### 3.7. The Timeline Panel

The Timeline panel is where you assemble your files, effects, and transitions into a video. At the top of the panel are several buttons useful for interacting with the timeline:

Table 3: Timeline Buttons

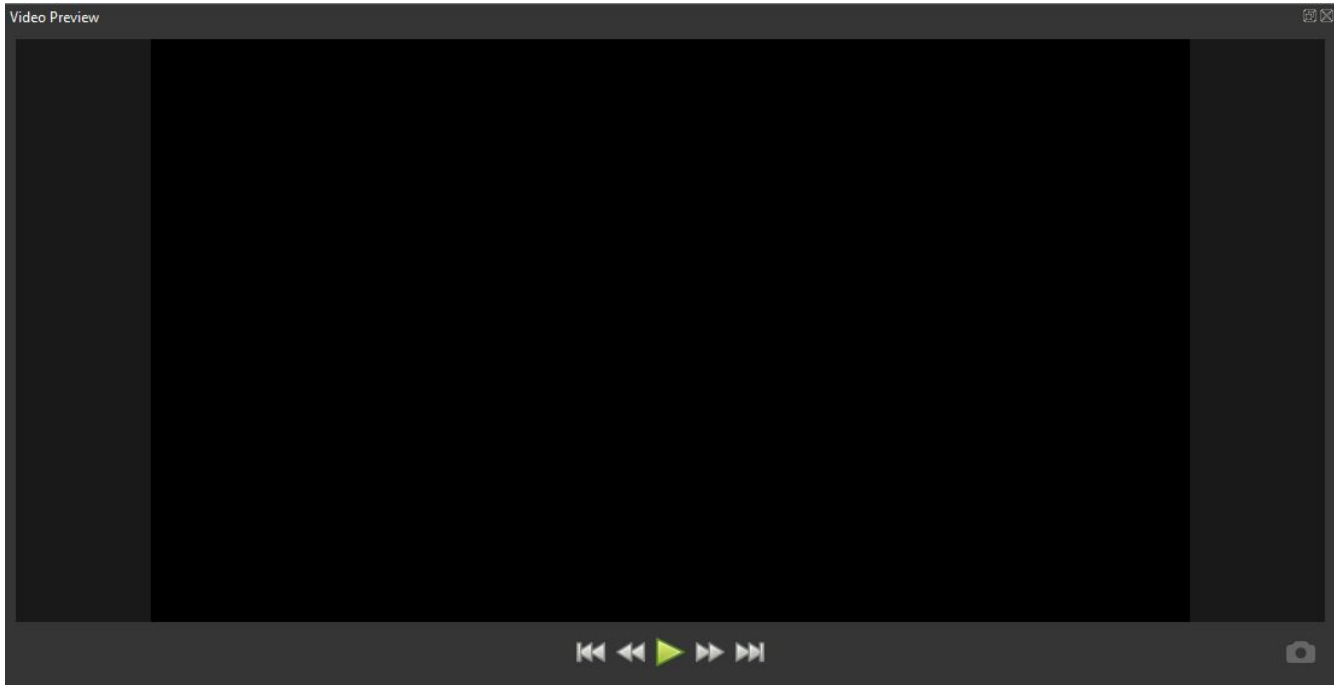
Icon	Name	Description
	Add Track	Add a new empty track to the timeline.
	Snapping Enabled	Enable/disable snapping for timeline elements.
	Razor Tool	Change the cursor to the razor tool.
	Add Marker	Add a marker at the playhead.
	Previous Key Point	Jump the playhead to the previous key point.
	Next Key Point	Jump the playhead to the next key point.
	Center the Timeline on the Playhead	Center the view of the timeline on the playhead.

The timeline is displayed just underneath these buttons, showing the time in hours:minutes:seconds, frames. The timeline is also divided into multiple tracks, each of which are used to layer visuals and audio and combine them into a single video. Content in the track at the top of the timeline appears on top of content in lower tracks.

The vertical red line on the timeline is the playhead. The playhead controls what frame is currently visible on the [Video Preview Panel](#) and determines which frame to apply keyframes to when [editing the properties of elements in your timeline](#).

### 3.8. The Video Preview Panel






The Video Preview panel displays the frame indicated by the playhead in the timeline.



*Illustration 7: The Video Preview Panel*

It also contains buttons that allow you to:

*Table 4: Video Preview Buttons*

Icon	Name	Description
	Jump to Start	Jump the video preview to 0:00:00 on the timeline.
	Rewind	Automatically move backwards through the timeline.
	Play	Play the video preview at 1x speed. Play begins at the playhead's current location.
	Fast Forward	Automatically move forwards through the timeline at an increased speed.
	Jump to End	Jump the video preview to the final frame on the timeline.



## 4. Video Creation

This chapter shows the basics of how to create a new project, add video and audio components to your timeline, and export a video file.

### 4.1. Create a New Project

To create a new project:

1. [Open OpenShot Video Editor.](#)
2. Click “File > New Project”.

### 4.2. Edit Your Video

To construct your video, you must have [imported files into your project files](#). To construct your video:

1. Import files into your project files by doing any of the following:
  - Click “File > Import Files” in the main toolbar.
  - Click the “Import Files” icon in the icon bar.
  - Right click within the Project Files panel, then clicking “Import Files” from the right click menu.
  - Press Ctrl + F on your keyboard.

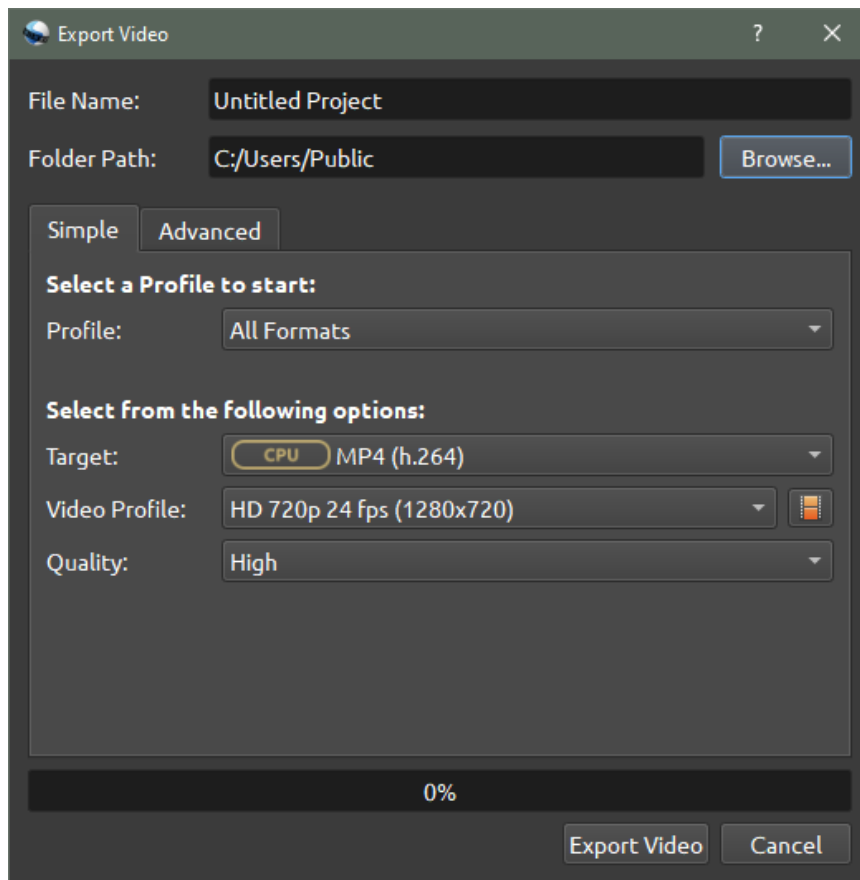
In the file browser that opens, navigate to the folder containing your desired files. Select the files you wish to add, and click “Open” to add the selected files to your project.

2. Click and drag files from your project files into a track on the timeline.
  - When dragging files into a track, overlapping an existing file automatically adds a transition between the two files.
  - Clicking and dragging end beginning or end of a video or audio clip trims the clip to match the new duration. The duration of a clip can not be extended beyond the clip's original duration.
  - Clips added to higher tracks appear on top of clips added in lower tracks.
3. Click a time on the timeline to move the playhead to that time. Alternatively, click the marker at the top of the playhead, and drag it into a new position.
  - Timeline times display as “hours:minutes:seconds, frames”.
  - Your project's selected profile determines the number of frames per second. This profile is changeable in “Edit > Preferences > Preview > Default Profile”.

4. Click and drag effects from the [Effects panel](#) onto elements in your timeline. Keyframes are:
  - Used to define the starting time and ending time for a particular effect.
  - Denoted by a small white diamond at the bottom of the clip.
  - Automatically added to the clip at the playhead's current position when an effect is dragged onto the clip.
5. Click an element in your timeline to show its properties in the [Properties](#) panel. Right click or double click a property's value to modify it.
  - When modifying a property, a keyframe for that property is automatically added to the clip at the playhead's current position.
  - To modify a property for the entire duration of a clip, use the “Next Key Point” and “Previous Key Point” buttons in the [timeline panel](#).

### 4.3. Export a Video

To open the Export Video window, click “File > Export Project > Export Video”.



*Illustration 8: The Export Video Window*

Adjust the options in the Export Video window to determine the properties of your generated video.

- File Name: Choose the file name for your video file.
- Folder Path: Choose where the final video file saves to.
- Profile: Choose what platform the video primarily plays on.
- Target: Choose the format for the video.
  - AVI: An older format for playing in a Windows operating system.
  - GIF: A video only format. Any audio in your project will not be saved in a .gif file.
  - MKV: An open source format developed to accommodate a variety of video and audio types.

- MOV: A format developed by Apple for high quality video files.
- MP3: An audio only format. Any video in your project will not be saved in an .mp3 file.
- MP4: A video format commonly used for movies and TV shows.
- MPEG: A video format designed for DVDs and TV broadcasting.
- OGG: An open source format designed for playing in a web browser.
- WEBM: A format designed for playing in a web browser.
- Video Profile: Choose the resolution and framerate for the the generated video. Higher resolutions appear sharper on larger screens, but have larger file sizes. Higher framerates make the video appear smoother, but also increase the file size.
- Quality: Choose between Low, Medium, and High. Lower quality generates a blurrier video with a smaller file size in a shorter amount of time. Higher quality generates a sharper video with a larger file size in a greater amount of time.

Once the options are set, click “Export Video” to begin generating your video. This can be a tome-consuming process depending on the length, complexity, and format of the video.