Demo video: <https://www.loom.com/share/33a89b2bd01c4499beedaae4d3feb9aa>

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            "bitrate": "4000",

            "allow\_crop": "no",

            "crop": {

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                "left\_right": "0"

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                "to": "00:00:07"

            },

            "filter": "greyscale",

            "iw": [

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                        "y": "-17"

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            "text\_overlay": "yes",

            "to": [

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                    "draw\_text": "hexa format text",

                    "position": "bottom\_right",

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                "fps": "25"

            }

        }

    ]

}

**Parameters**

**Video source**: Required (string)

**BitRate**: required (default value 128 means that 128k) (integer)

**Allow crop**: yes or no (for yes need to pass values which will be in pixel) (integer)

**Allow cut**: want to cut then specify from and to in HH:MM:SS (string)

**Filter**: optional (string)

**iw** (image watermark) : required (array)

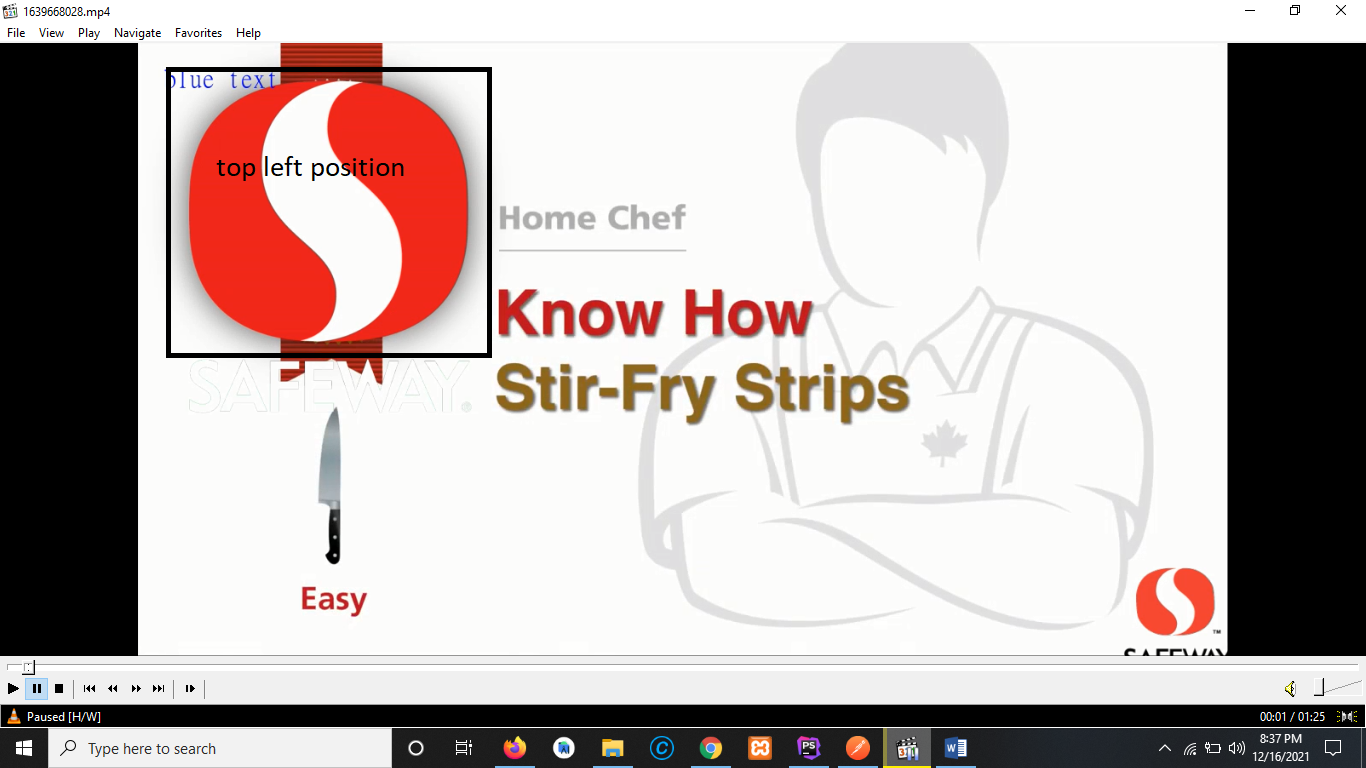
**Watermark parameters** {

**Path**: required (string)

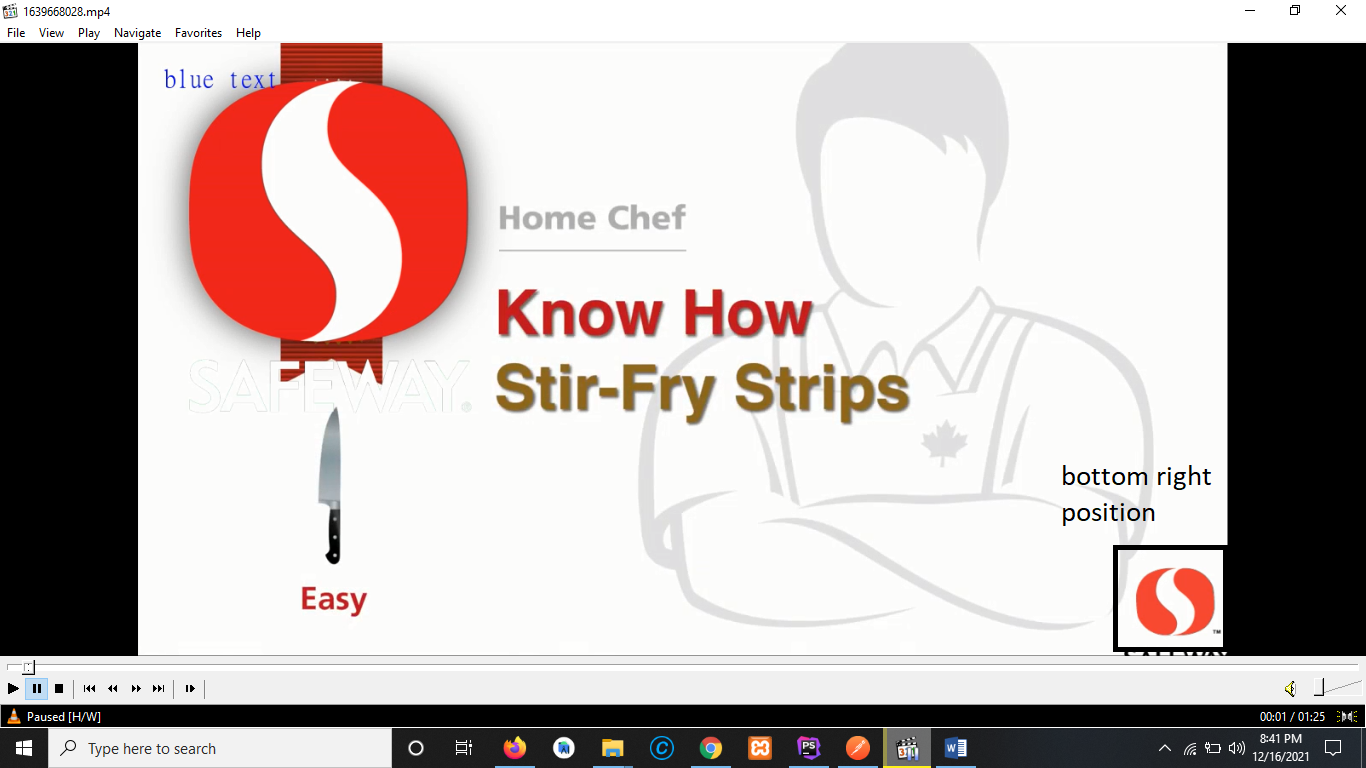
**Position**: required (string) must be => **top\_left, top\_right, bottom\_left, bottom\_right, center or custom**

Some Position Examples are here

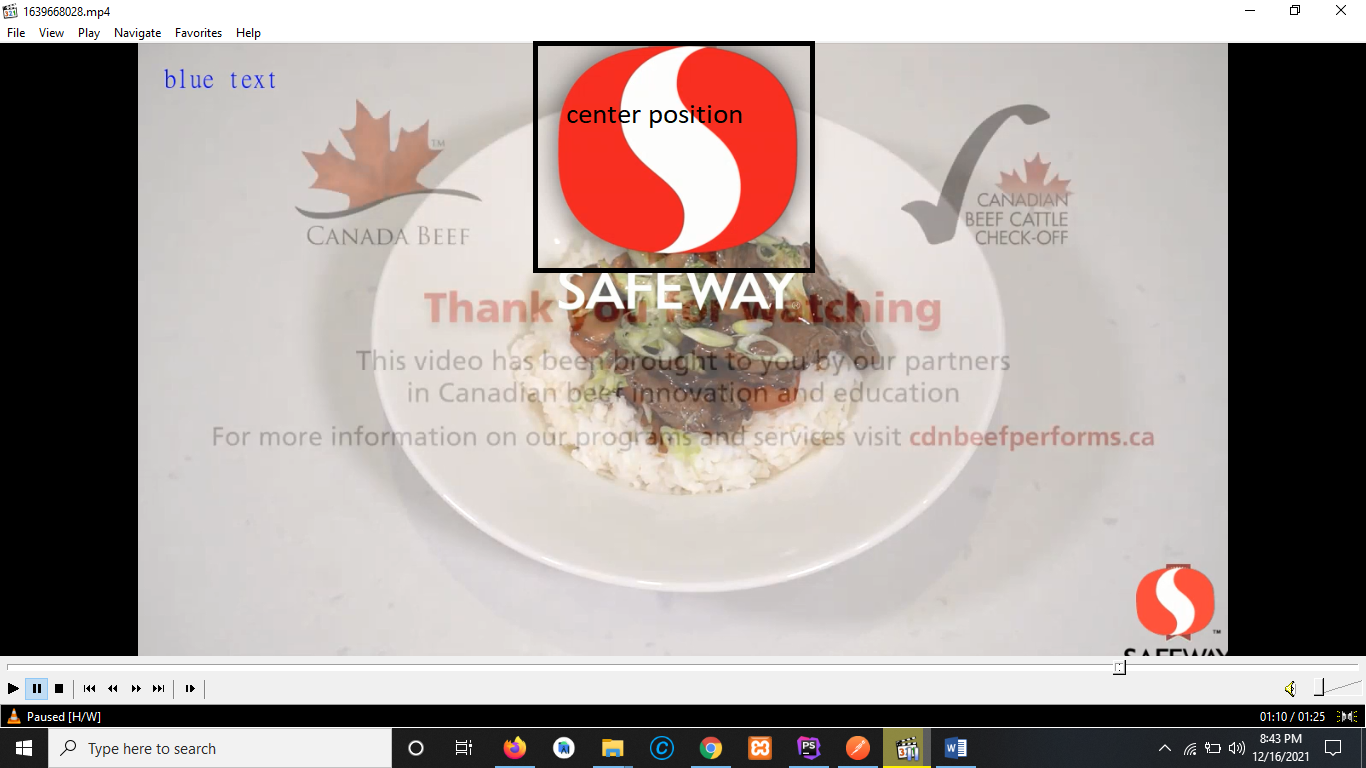
**Top left position**



**Bottom right position**



**Center Position on top**



**Offset**: required (array) {

**X**: required (integer in pixel)

**Y**: required (integer in pixel)

}

**Height**: required (integer in percentage)

**Width**: required (integer in percentage)

**Between**: required (string yes or no, for yes pass time in integer from and to)

}

**Text Overlay**: required (string, yes or no){

**Font File**: required (string)

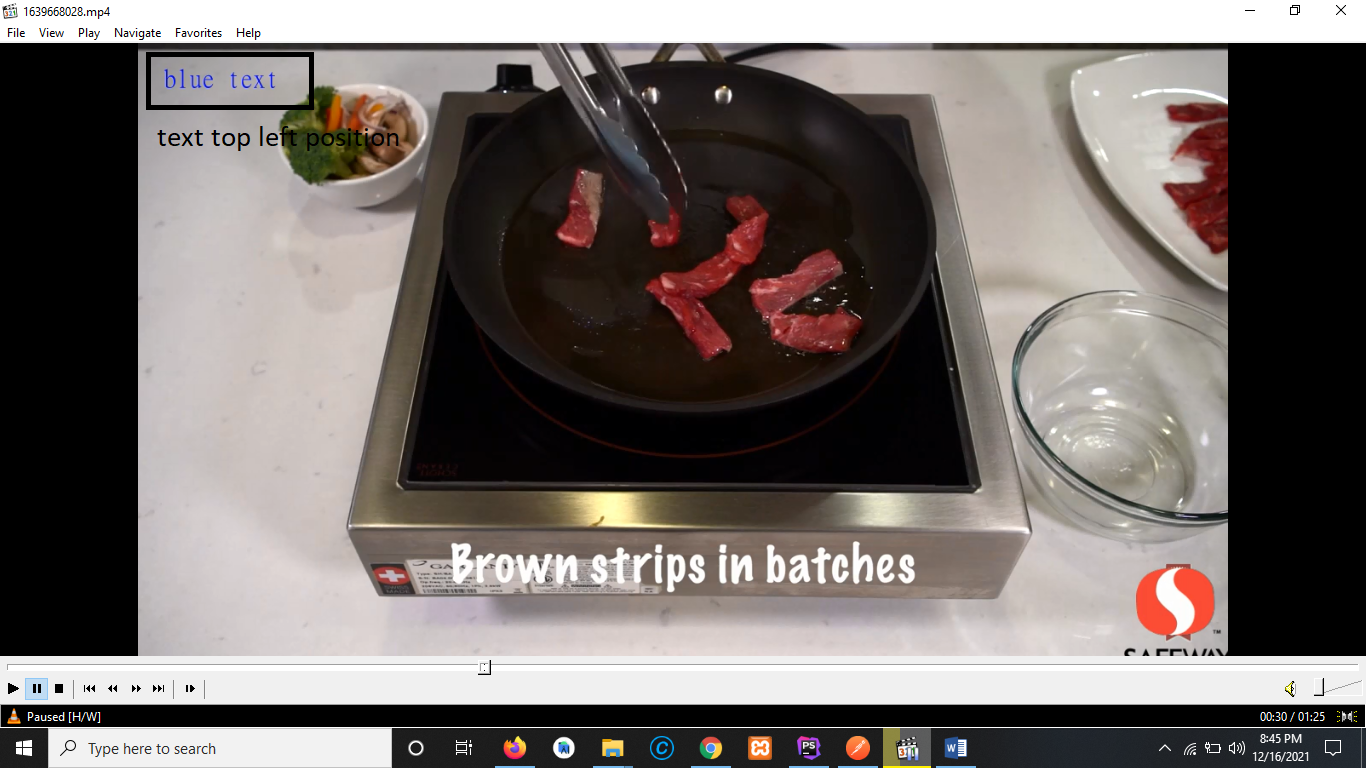
**Font Size**: required (integer)

**Draw Text**: Any text that we need to place

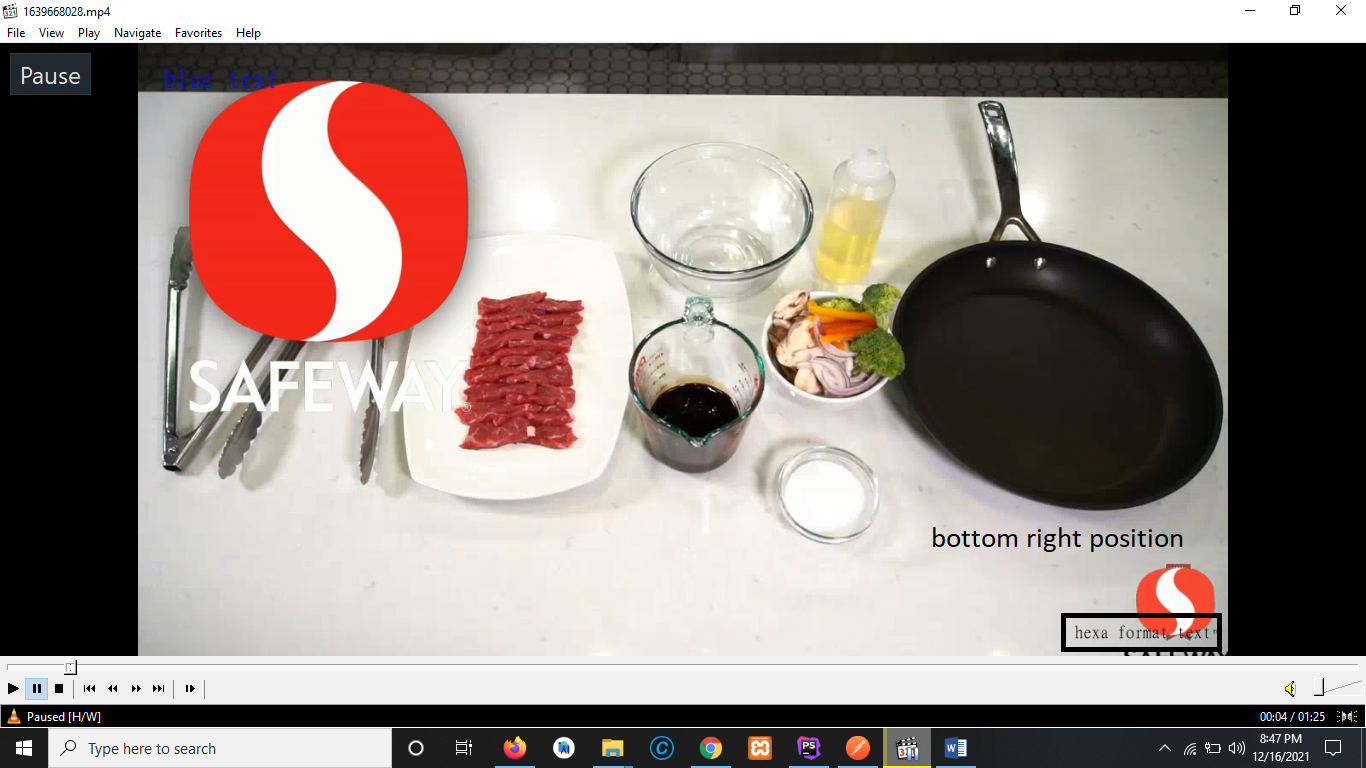
**Font color**: required (string, hex format or human readable)

**Position**: required (string) must be => **top\_left, top\_right, bottom\_left, bottom\_right, center or custom**

**Top left position of overlay**



**Bottom right position of text overlay**



**Offset**: required (array) {

**X**: required (integer in pixel)

**Y**: required (integer in pixel)

}

**Output**: required (array) {

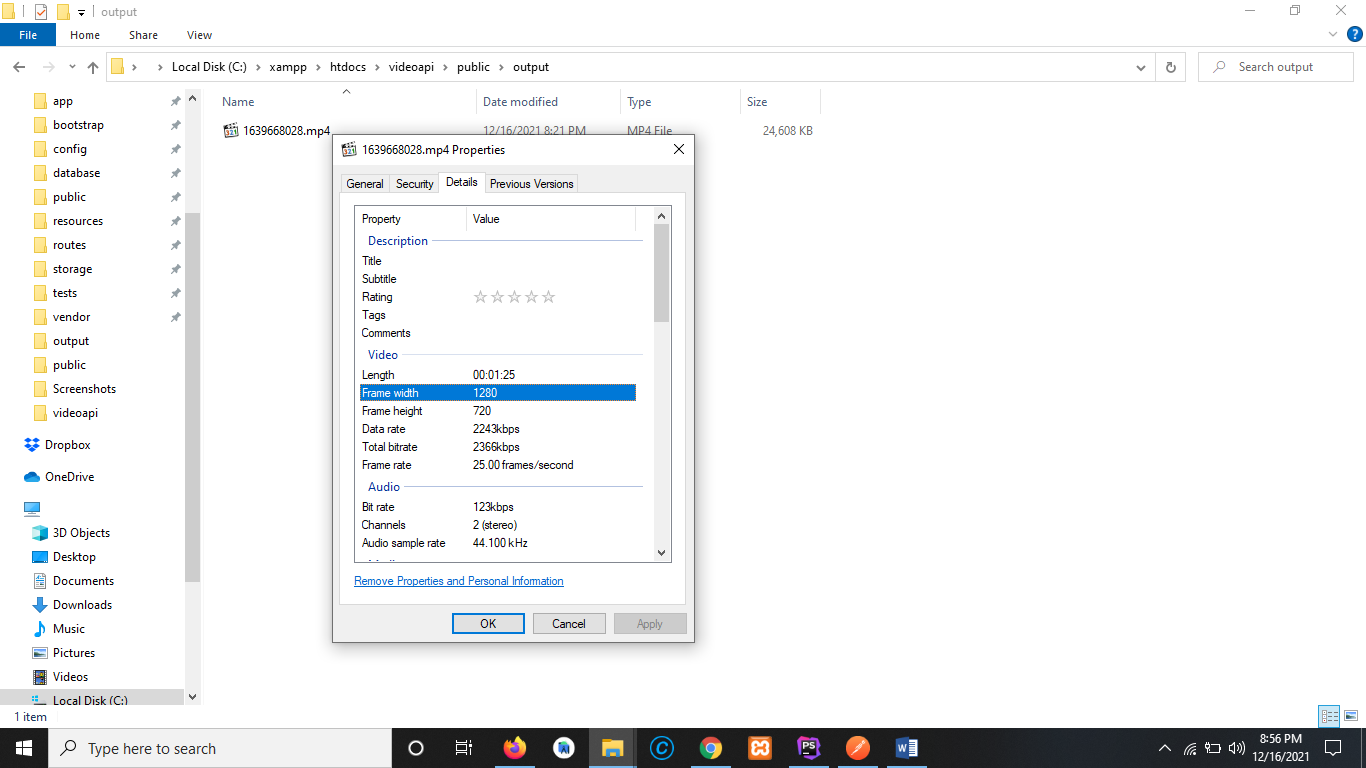
**Format**: required (string) must be (MP4, MOV, FLV, AVI, WebM, MKV)

**aspectRatio**: required (string) must be (19:6, 4:3)

**Size** (resolution): required (array) {

**Width**: required (integer)

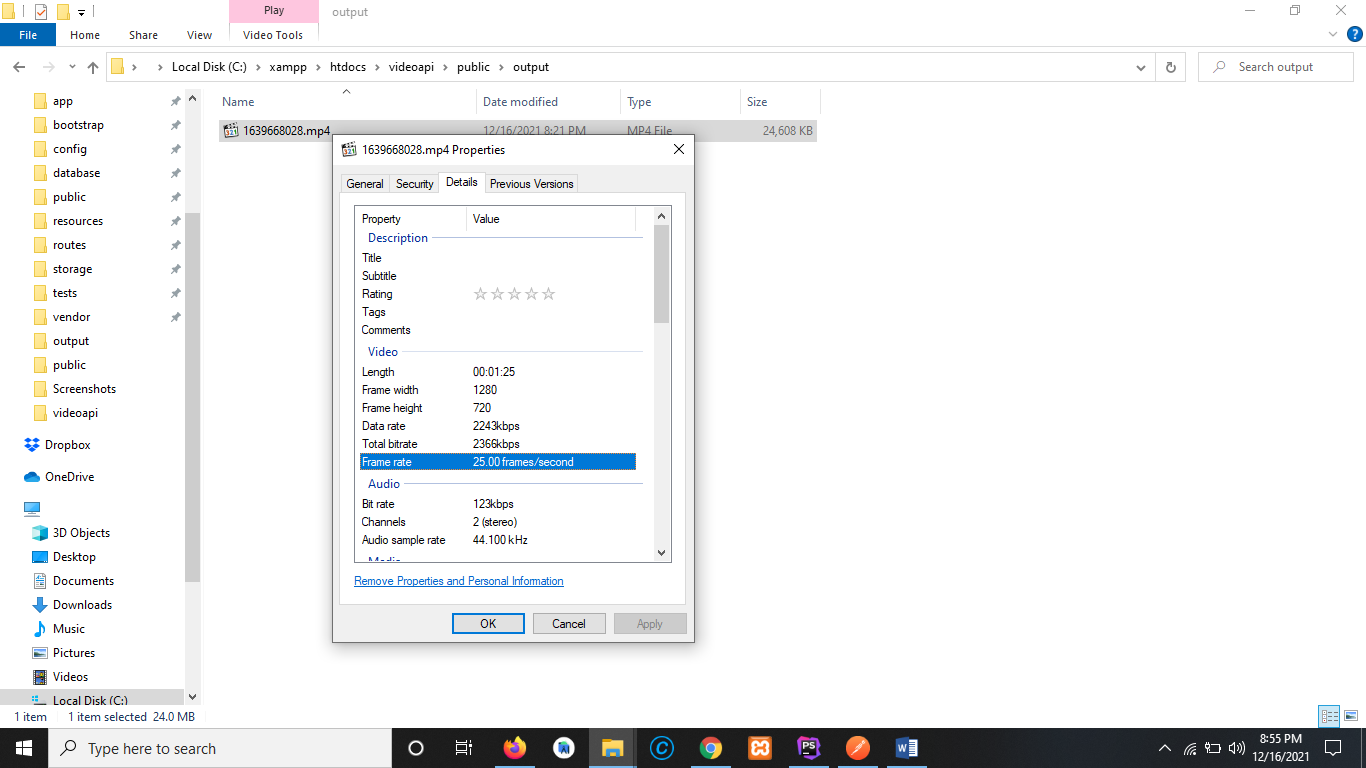
**Height**: required (integer)



}

**Fps** (framerate): required (integer)

To setup frame rate per second



}