

# OPENSHOT AND FRIENDS

---

Accessible Open Source Video Editing

# January 2009

- In January 2009 I gave a presentation Linux Multimedia.
- At that time I did not consider there to be a viable Linux Video Editing Program.
- Coincidentally OpenShot 1.0 was released in January 2009.

# What I Said in 2009:

- For very simple editing and conversion tasks I like AVIdemux.
- There are a number of more serious programs like KDEEnlive and KINO out there, but for the little bit of playing I've done they appear developmental. I have not worked with MainActor (which is not free).

# I Recently Had to Edit a Feature

- I was participating in the production of a video feature and had the misfortune of being the only team member with any knowledge of Video Editing.
- We're going to look at how I produced "Lobbying Your Legislator for the Voter's Choice Act."

# Filming Was Cheap



- I purchased a used Flip on Ebay for about \$35.
- My flip plugs into a USB port and the video is immediately viewable.
- I like this camera much more than my last MiniDV at about 5% of the price!



# Other Programs I Considered

- I tried PiTiVi, Cinelerra, KDEEnlive, and OpenShot.
- I liked some of KDEEnlive's capability, and edited one of the segments of the Video in it.
- Given how much older than OpenShot it is, I was disappointed to find it much buggier.
- I ran into some bugs in KDEEnlive which led me to abandon it, and completely re-edit a sequence in OpenShot.
- The others weren't even usable (at least as pulled from the Ubuntu repository).

# Installing on Ubuntu

- When I was setting up, the repos had an outdated version, but OpenShot has a ppa you can install from instead.
- The installation instructions also advised that a higher version of Blender was needed than that in the repositories. It was also fairly easy to install an up to date Blender. I did not end up using Blender provided features at all.

# Installation Check List

- Add the openshot ppa:
- deb  
<http://ppa.launchpad.net/openshot.developers/ppa/ubuntu> YOUR\_UBUNTU\_VERSION\_HERE main
- Check the installation notes at openshot.org for dependencies and helpers that may be outdated in the repositories.

# Install Packages

- OpenShot (from PPA)
- Blender (optional)
- Inkscape
- Audacity
- Gimp
- AviDemux
- VLC

# Watch the Video

The Video is 5:48 long.  
It is not topical for this group but may interest many of you.

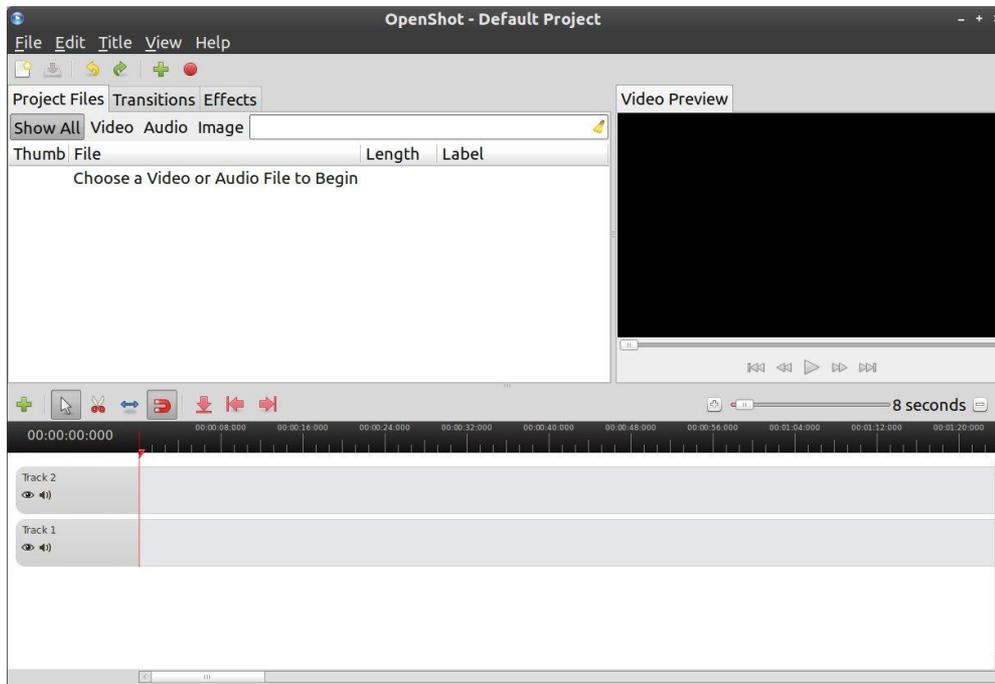


We can look at it now, after the presentation, fast forward to see the sections, or skip it.

This is up to you the audience.

# Let's Create a New Project

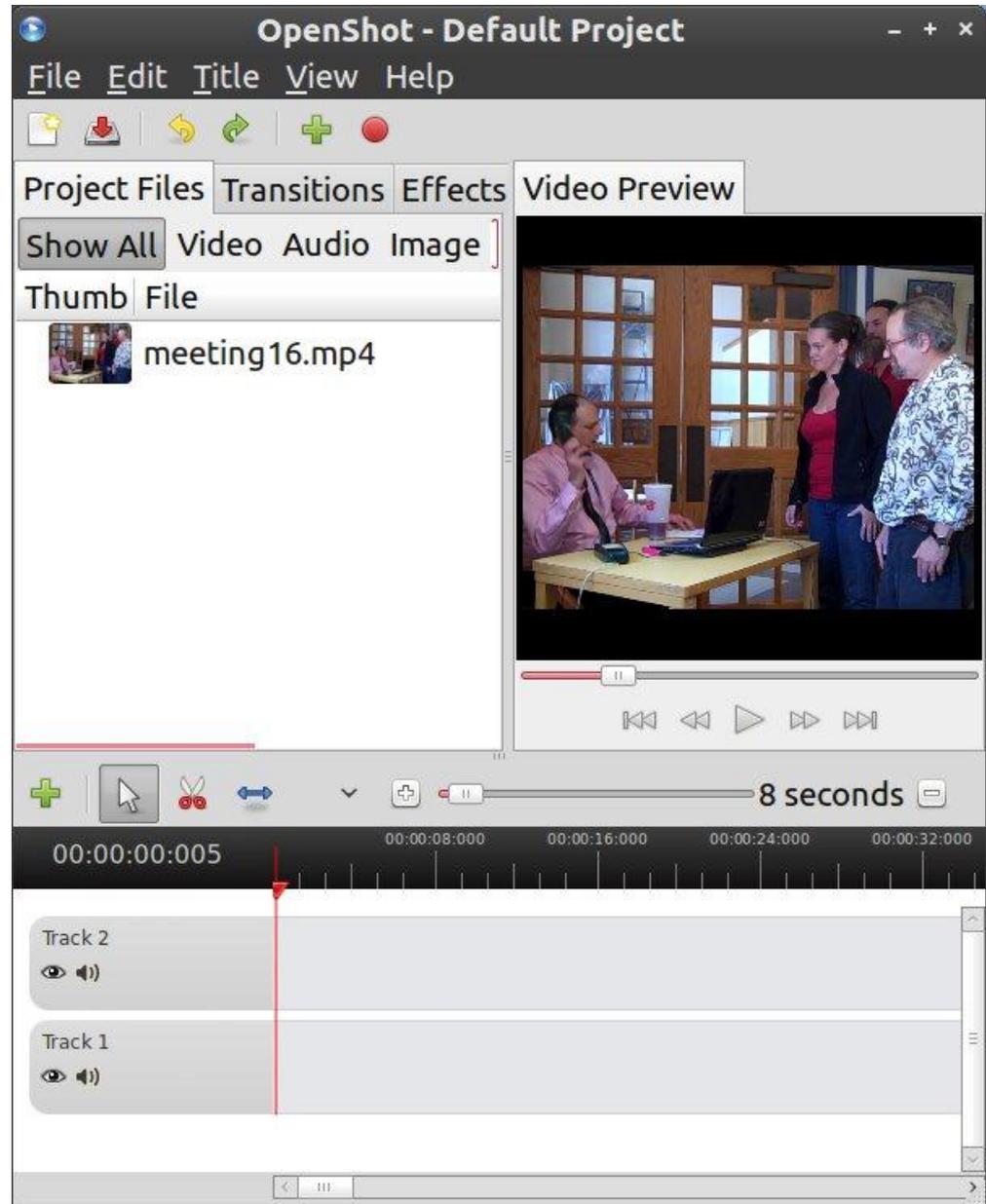
## Launch OpenShot



- The interface is similar to most other Video Editing Programs.
- The tabs let you select which items you want to view to help make the files list less cluttered.
- You can preview a video in the preview window, or when you play the timeline it will preview there.
- The area below is a timeline, you can add tracks if you need more than two.
- The highest track will take precedence when deciding which video to show.

# Add a Clip

- Click on the Plus sign to Add a Clip.
- I'm going to add a clip from my scene. By clicking the Green Plus.



Now I'll save my project.

I'm going to set some document properties.

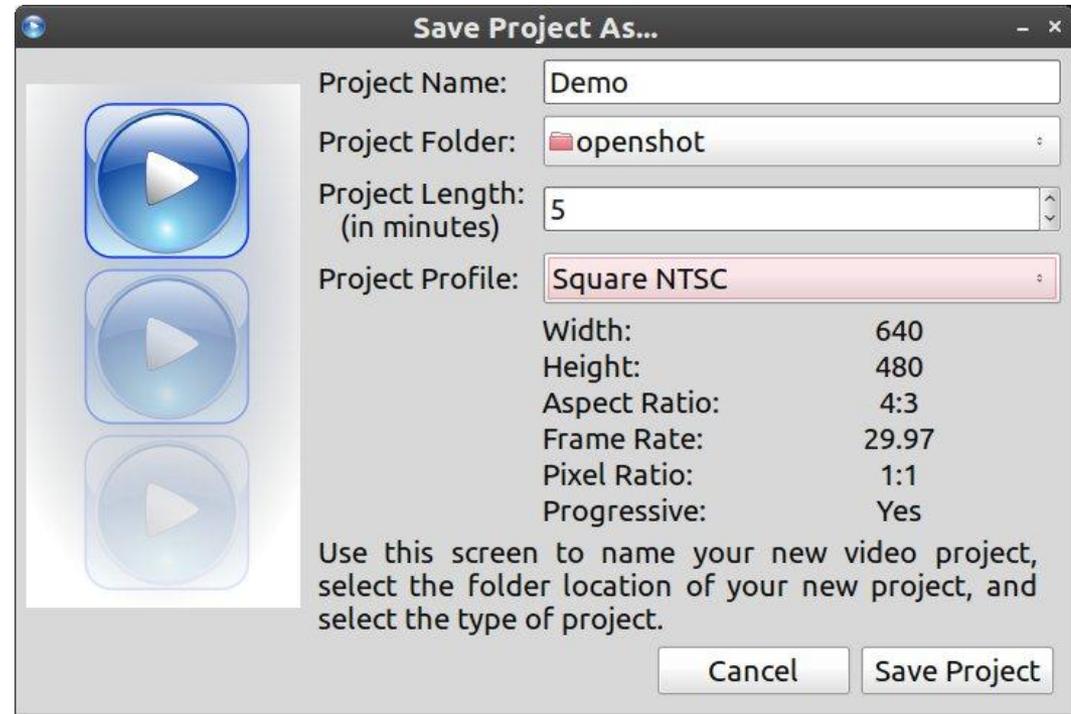
My flip creates 640x480 video. So that is the profile I'll select.

With the project "Demo" saved I'll drag my clip to the timeline.

The demo project is going to be a blooper clip. I want the first take plus some silliness that happened right after it.

On the timeline the red line shows our current position.

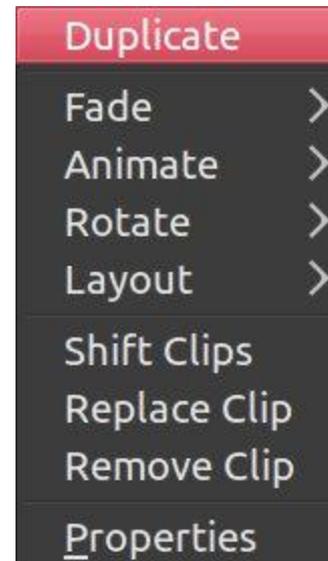
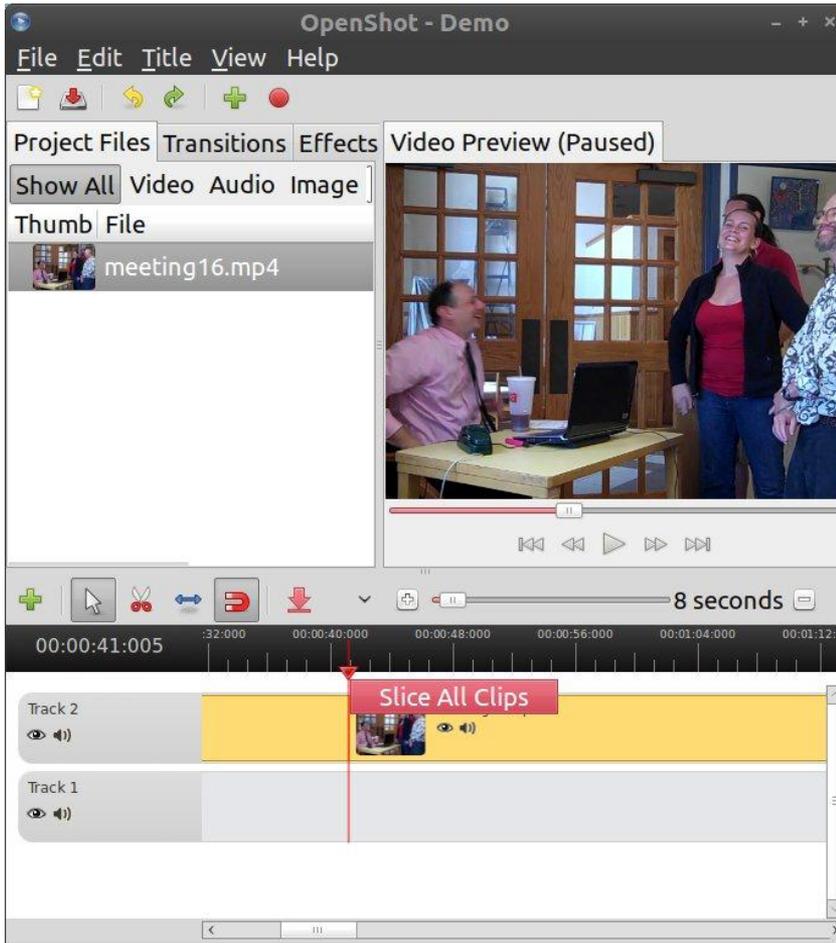
To slice the clip I can use either the scissors tool to slice just one clip or if I right click the triangle at the top of position line I can slice all clips

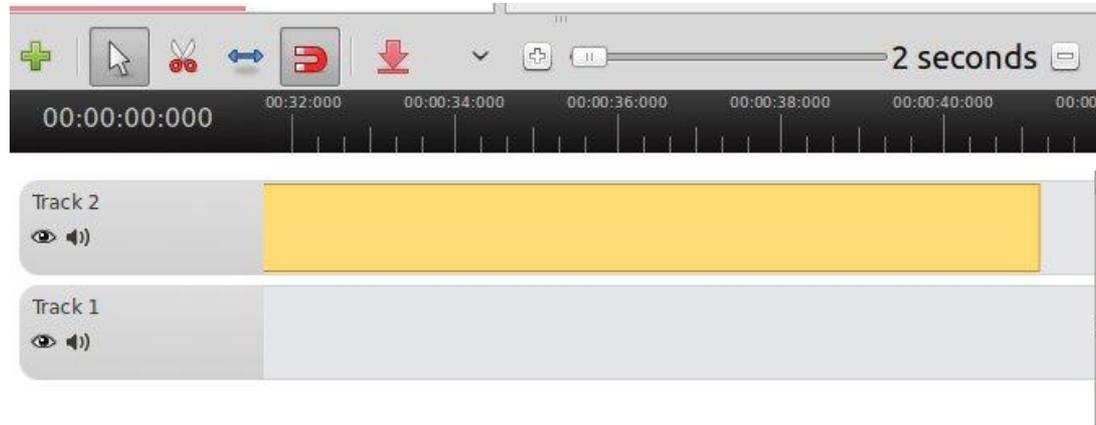


# Make An Edit

After Slicing the Clip, right click the stuff we don't want and select remove.

With the slider, lets zoom in to see what we're working on better.





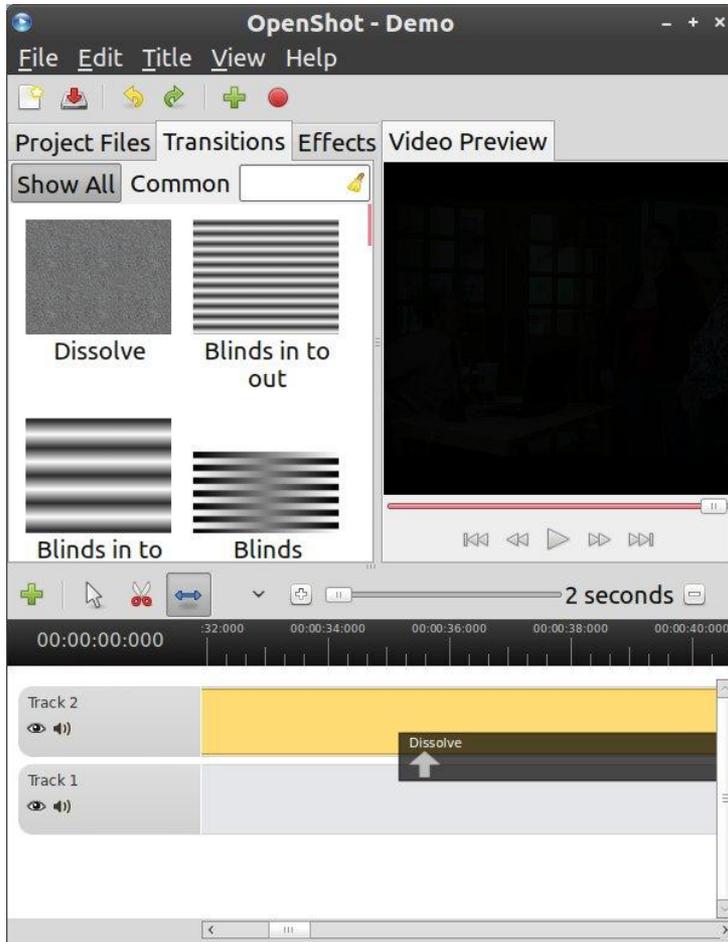
- A lot of the tools we need are accessed from that right click menu.
- Panning, Zooming, Clip Animation.
- The properties allows some fine controls. Override in and out points, customize.

# Let's Add a Transition

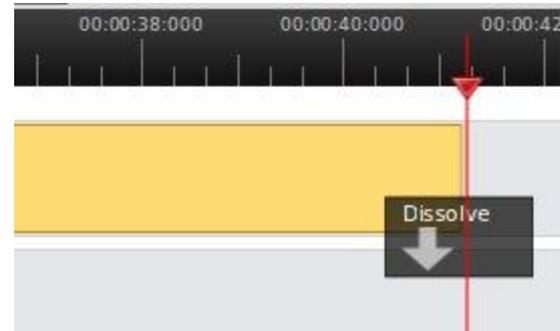
- OpenShot arrives with a bunch of transitions and effects. I didn't have much use for the effects.
- But lets dissolve out of our clip.
- Click the transitions tab and choose dissolve.
- The default for the dissolve is way too long.
- Select the blue double arrow from the bar to resize it.
- Also right click and change the direction of the dissolve.



# Dissolve



I also moved the dissolve slightly off the edge so the screen isn't completely dark when the clip ends.

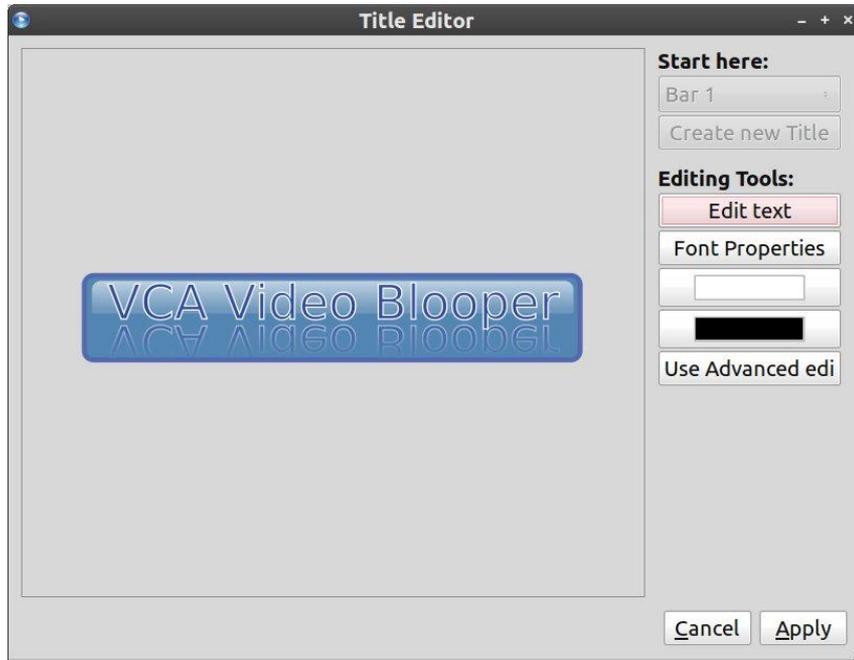


# Add a Title

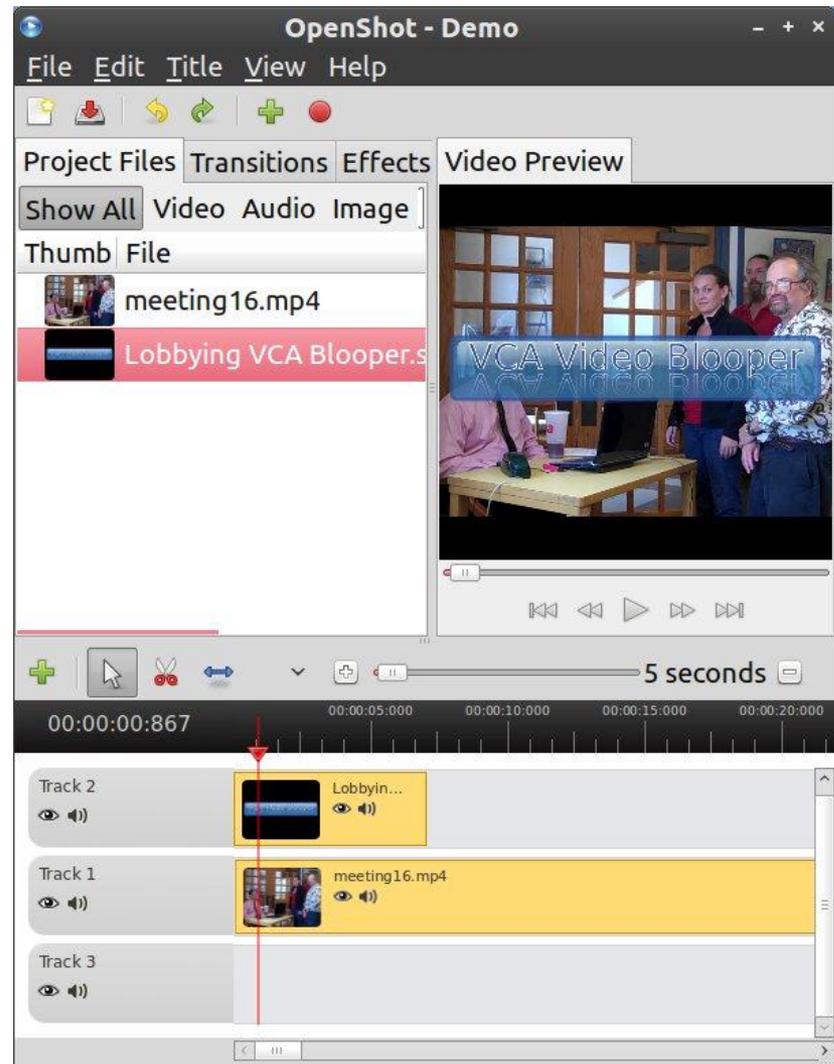
- The Title Menu offers a choice of New Title or New Animated Title.
- The Animated Title feature has some canned titles and then advanced editing is performed in Blender, which is itself capable of being used as a video editor.
- I didn't need that kind of fancy effects, and didn't want to devote any time to figuring Blender out.

# Add a Title

- The regular title editor has some templates you can use.
- Choosing the Advanced Edit feature dumps you into Inkscape.
- You can just create your titles in Inkscape or if you prefer to use Gimp, a GIF with transparency will work as a title.



- The Basic Title Editor (above).
- To add the title, it needs to be above our video.
- OpenShot layers elements top to bottom.
- I added a track and repositioned things. The transition needs to remain below its track.

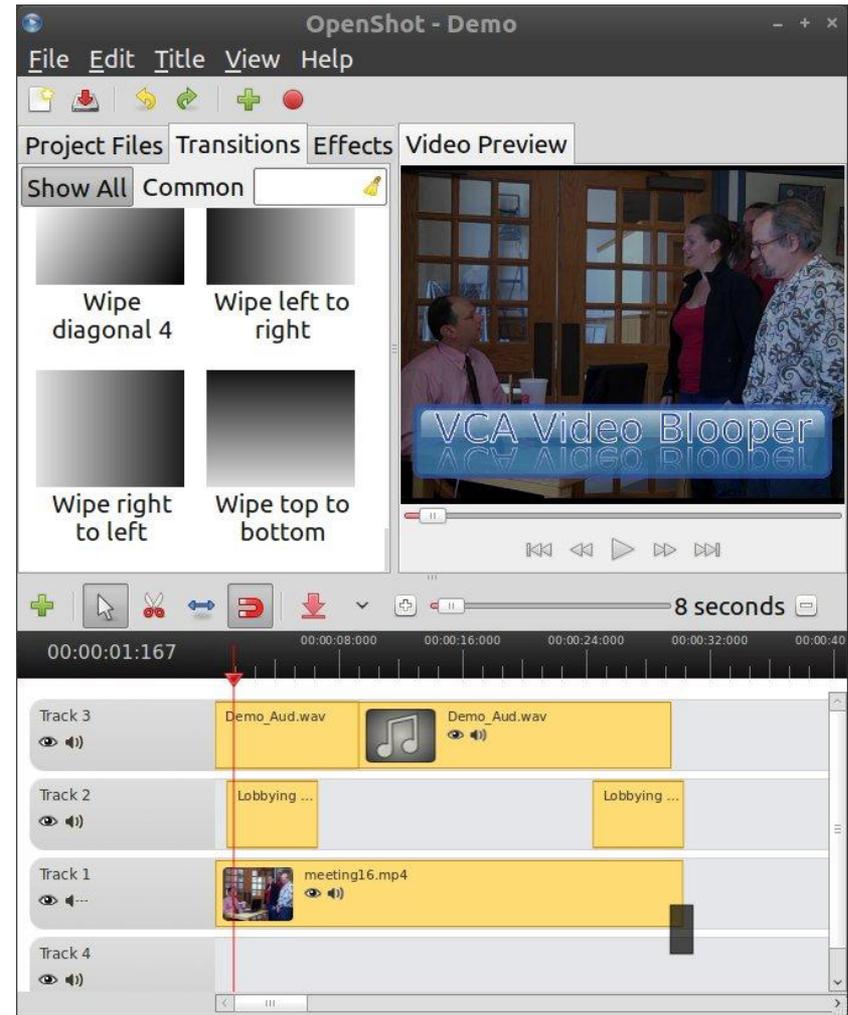


# Audio Processing

- Right now Audio Processing is PowerShot's weakness.
- I need to tweak the audio on my little demo clip.
- It can't split the audio to a separate track.
- To export it I need to also export video.
- So I have to export a clip, open it with Audacity, export a WAV from Audacity and add it back to my timeline then silence audio on all of the other clips.
- The OpenShot Development Team have Audio on their Roadmap. But I can't predict when.

# Finishing up the Bloopers

- Here is the final timeline for my bloopers.
- You can see that OpenShot will let me silence an entire track or just a clip.
- The beginning uses a straightforward fade in while the end uses the off center dissolve.
- I have a title at beginning and end.
- I fixed the audio in Audacity and imported it back.
- You have to be careful in Audacity to not alter the timing of the audio.
- The Bloopers are on Youtube at:  
<http://youtu.be/dHWMETyFVU>



# The Feature.

- Now let's look at how I put together a feature.
- Even though the video is under 6 minutes, I assembled it in sections. If you edit a long section, changes to earlier bits require constant adjusting of later things. And it is easier to focus on a narrower segment.
- When all the pieces were complete I assembled them in AVIDemux.
- The advantage AVIDemux has is that its' copy mode is extremely fast, and it doesn't risk degenerating the source by transcoding it.

# The End Credits.

- The end Credits are the last thing I edited but as they are fairly simple, we'll start there.
- The titles are all in Inkscape.
- The titles are layered over a background image.
- I used the animate menu to make the titles scroll.

# The Slides

- The Video Incorporates a bunch of Slides.
- I could have used Gimp, InkScape and OpenShot to have created them, but I went with a presentation program to save time.
- I pay the Microsoft Tax, and the Open/Libre Office Presentation component is inferior to PowerPoint, especially in regard to the fancier features. My object was to get this project done, not OpenSource purity.

# The Slides

- If I did it over I would probably do the slides as titles, mostly because some video clarity was lost with the multiple conversions.
- Back in OpenShot the slides are combined with audio.
- The slide segments are saved in a high quality format that didn't crash on export.
- All components in the project were exported with the same exact settings.
- I wasn't able to come up with a lossless export setting that didn't crash OpenShot.

# The Segments

- I showed you with the Blooper the method for editing the segments.
- Edit and cut the source clips into the timeline.
- Add any necessary transitions or titles.
- Export the clip, open it in Audacity.
- Export a .wav file and import it back.
- Place it on its own track.
- Silence all of the other tracks.

# Summary

- OpenShot is a user friendly and fairly powerful video editing tool.
- Adobe Creative Suite costs close to \$2,000.
- Premiere by itself sells for \$800.
- The Baby (home user) versions are much cheaper, but I usually hate working with the Baby version.
- OpenShot + Gimp + InkScape + Audacity provides a quality and usable Video Production Environment.

# More Summary

- OpenShot is still a work in progress.
- Working with Audio is a problem as neither Audacity nor an alternative are directly linked.
- There are still a lot of refinements needed.
- Nothing else I've looked at in the OpenSource realm comes close in terms of functional usability.

# More Information

- OpenShot Website:
- <http://openshot.org>
  
- Lobbying Your Legislator for the Voter's Choice Act:  
[http://www.youtube.com/watch?v=m9\\_4CJLDU94](http://www.youtube.com/watch?v=m9_4CJLDU94)
  
- © 2011 John Karr
- This presentation may be re-distributed under the terms of the GPL v3.0, a copy of the license may be obtained from the free software foundation.