

Basic Blender Instructions

Instructions to make basic video content in Blender. These are extremely basic instructions. You can do much more with Blender. If you want a nice “how to” for this, I recommend Christopher Lum’s Getting Started with Blender for Video Editing:

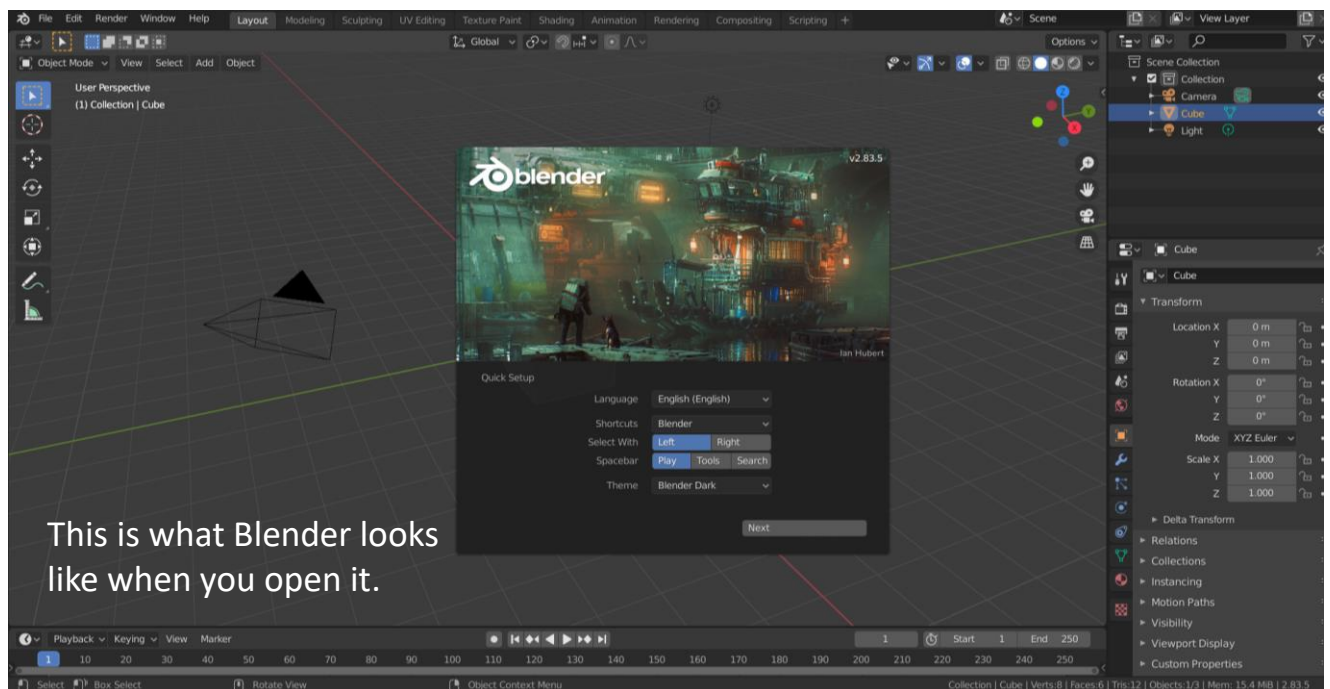
<https://www.youtube.com/watch?v=m7c45On2eYk&feature=youtu.be>

Blender is free software and can be downloaded here: <https://www.blender.org/>

If you have recorded video on one device and sound on another, you can bring the two together into one recording using this software. You can edit and add or remove bits of sound or video too. I recommend a lapel mic for recording audio, particularly if you are recording outside. Record your video on one device and high-quality audio on another. I used two phones. Record your videos in landscape – Blender does not support portrait videos and it cannot change the orientation of a portrait video to be landscape.

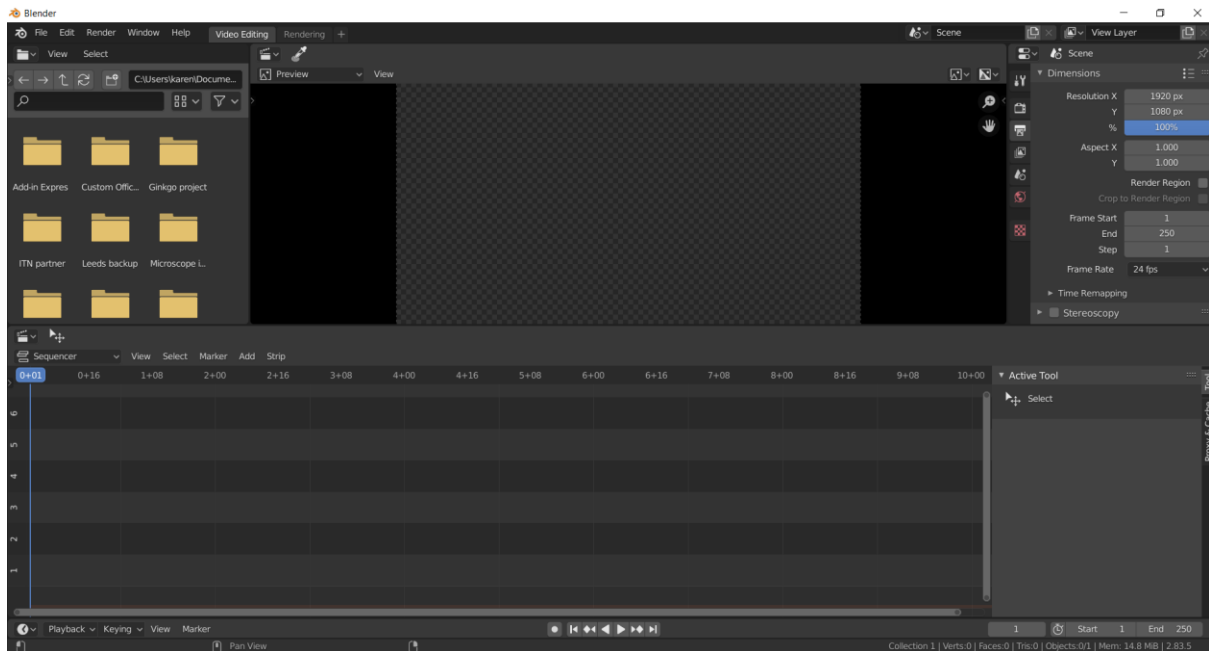
Instructions

Once you have your files on your computer, you need to import them to Blender.



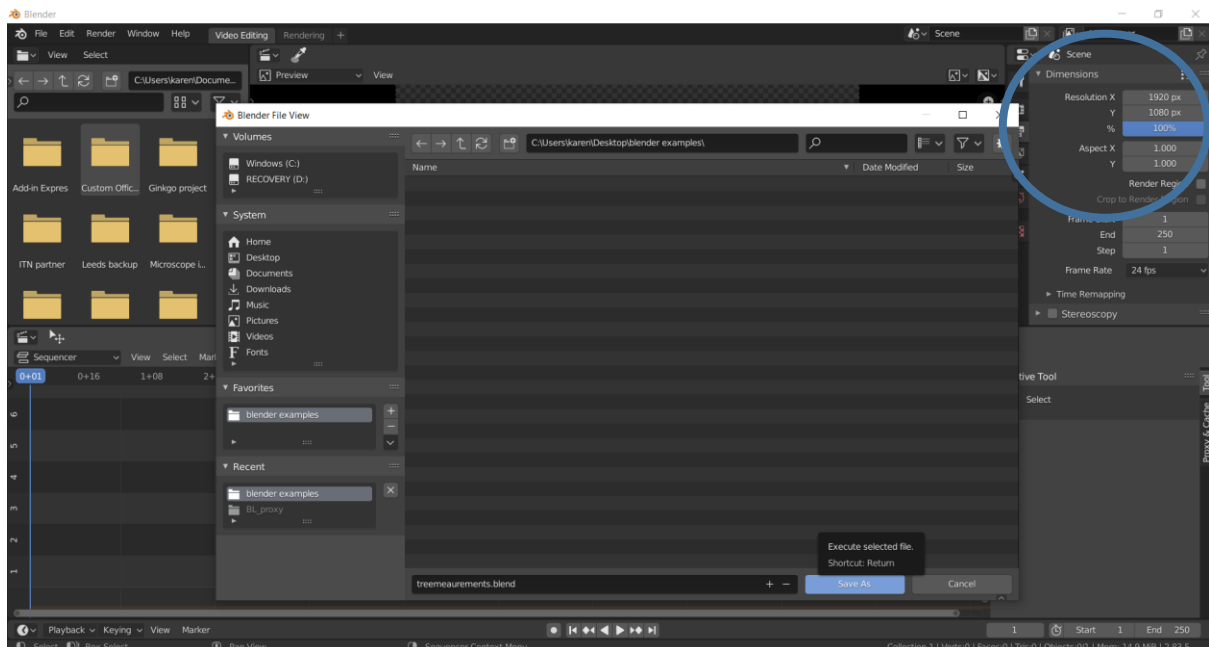
File – New – Video Editing

The screen will look different now in video editing.



****The first time you set up the folders for the files, you need to set up a folder that the programme will go to grab the relevant audio and video files and where it will save the new file. I put this on my desktop and called it “blender examples”. Put your audio and video files in here first so they are available to the programme.****

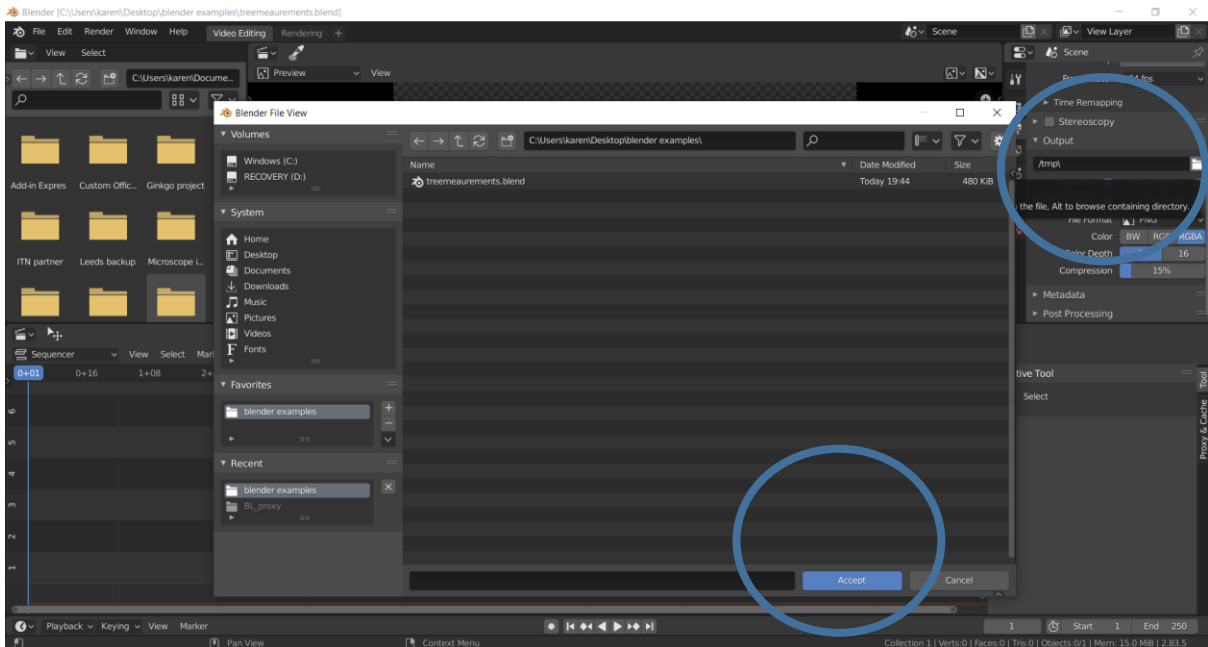
File – Save As – name folder, keep.blend (in my case this is blenderexamples.keep.blend)



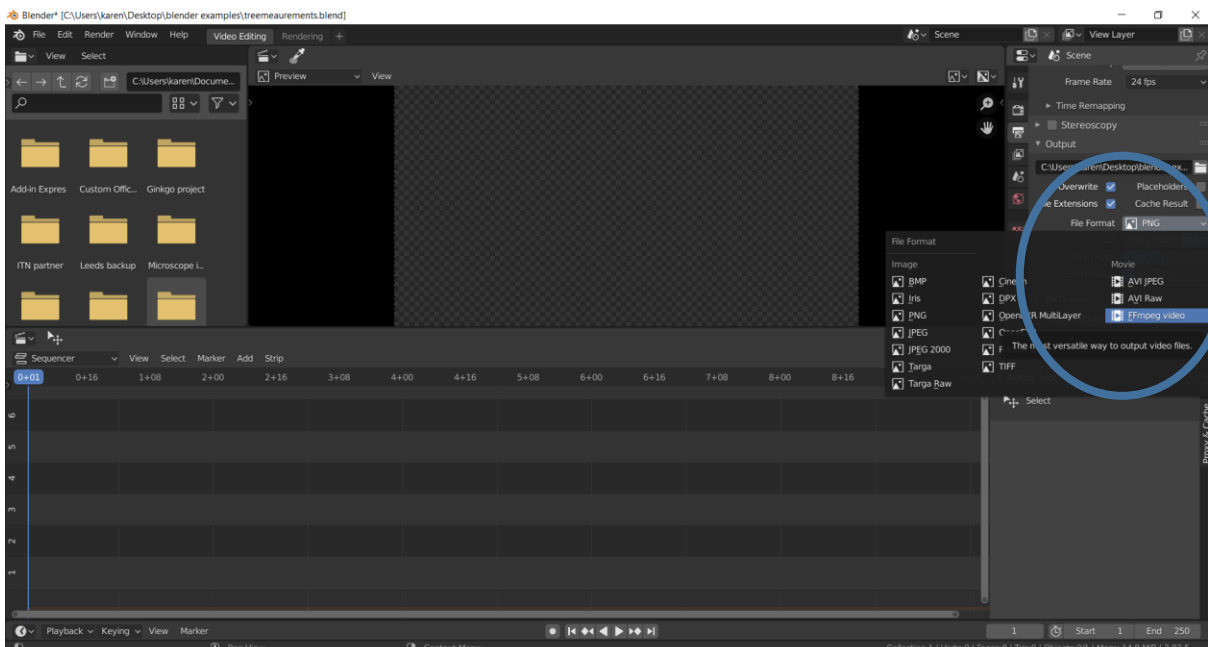
On the top right of the home program screen, there is a box called “Dimensions”. Here you can change the number of frames, where the video/audio starts and ends. Blender starts it at 1 and goes to 250. This is a very short period of video. To include all of a video you will likely need to increase this to

20000 +. You can also change the start/end points to cut out the beginning/end of the recording if you need to. You can alter this at any point.

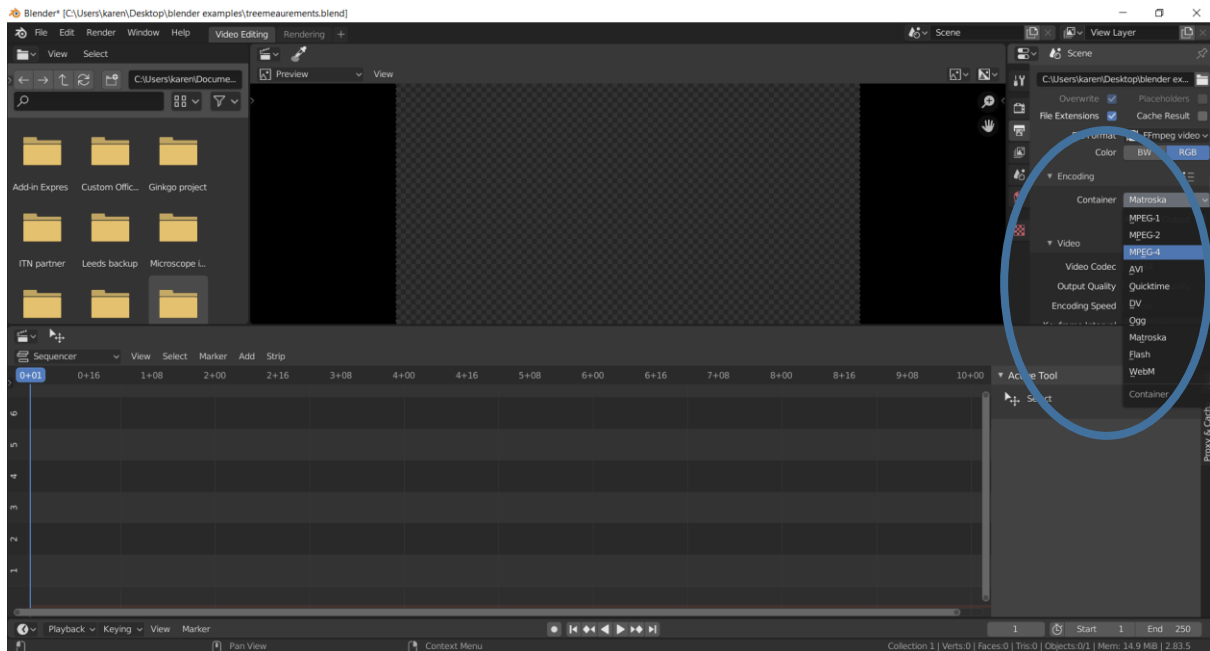
Scroll down in Dimensions to "Output". Click the save icon and make sure to save this to the same folder as you have your audio and video files in already. Click "Accept".



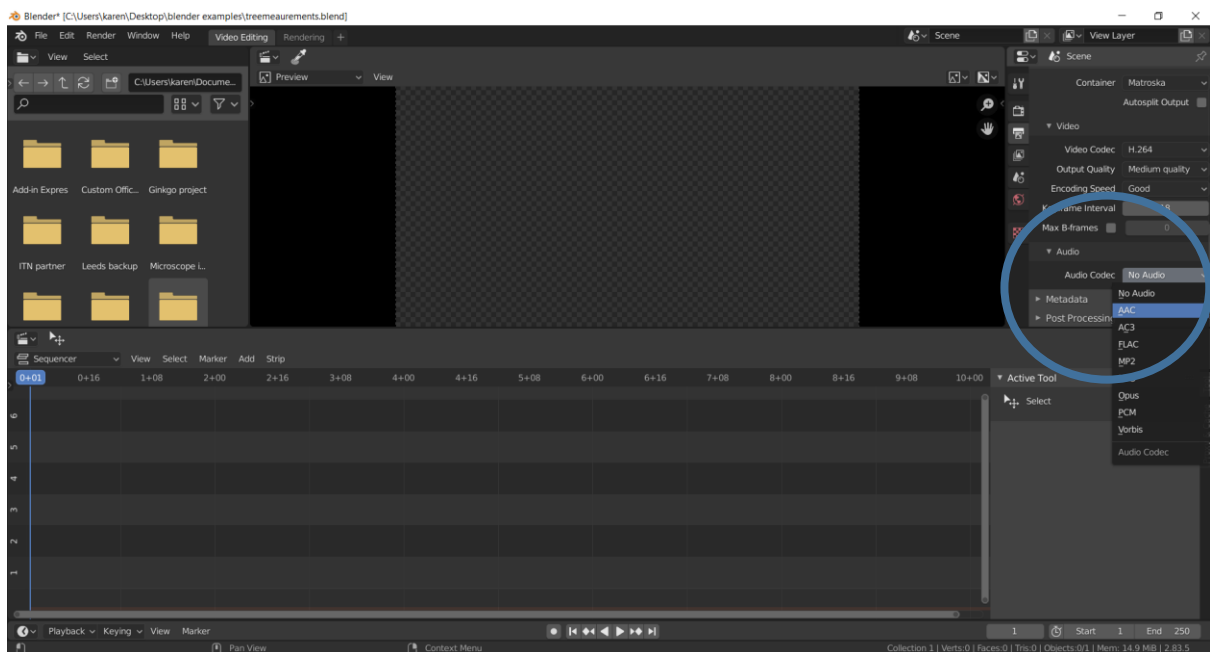
Just underneath this, change .PNG to .FFMPEG video.



After you change the file type in the previous step, “Encoding” appears beneath output. Click into Encoding. Change Container to MPEG4.



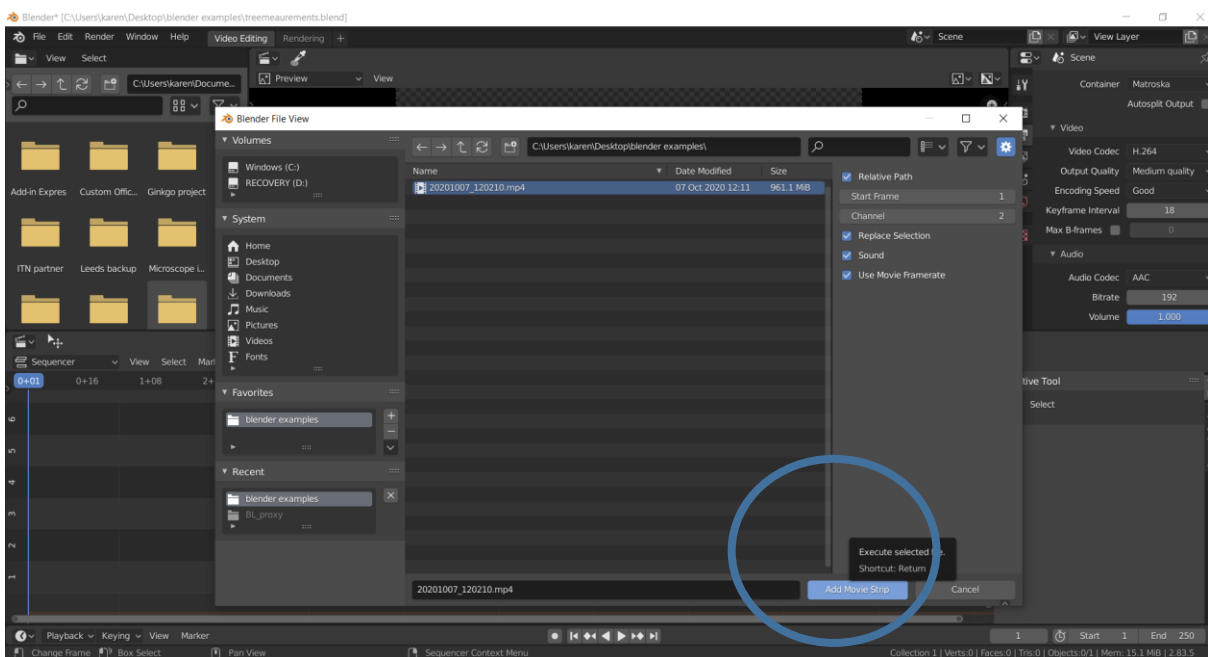
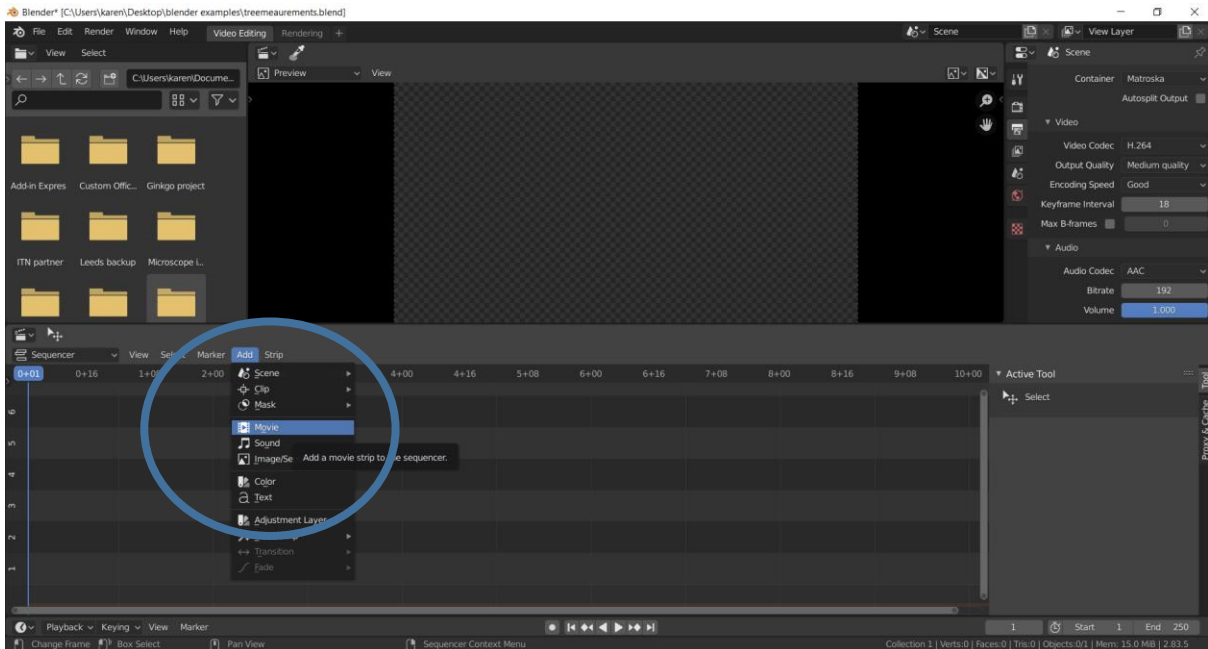
Scroll down slightly and enter Audio – Change “no audio” to “ACC”.



Save your changes now.

FILE – SAVE

Look at the bottom half of the screen. This is where you will put your audio and video files. Click on “Add” – “Movie”. This opens the folder on the desktop where you have told Blender to look for files earlier. Select your video file and click “Add Movie Strip”. This will not work if you have not put the video file in the folder. The video appears in the top half of the screen and the audio and video recordings appear beneath in the bottom half of the screen. These are the bits that you can interact with you cut, replicate or duplicate recordings.



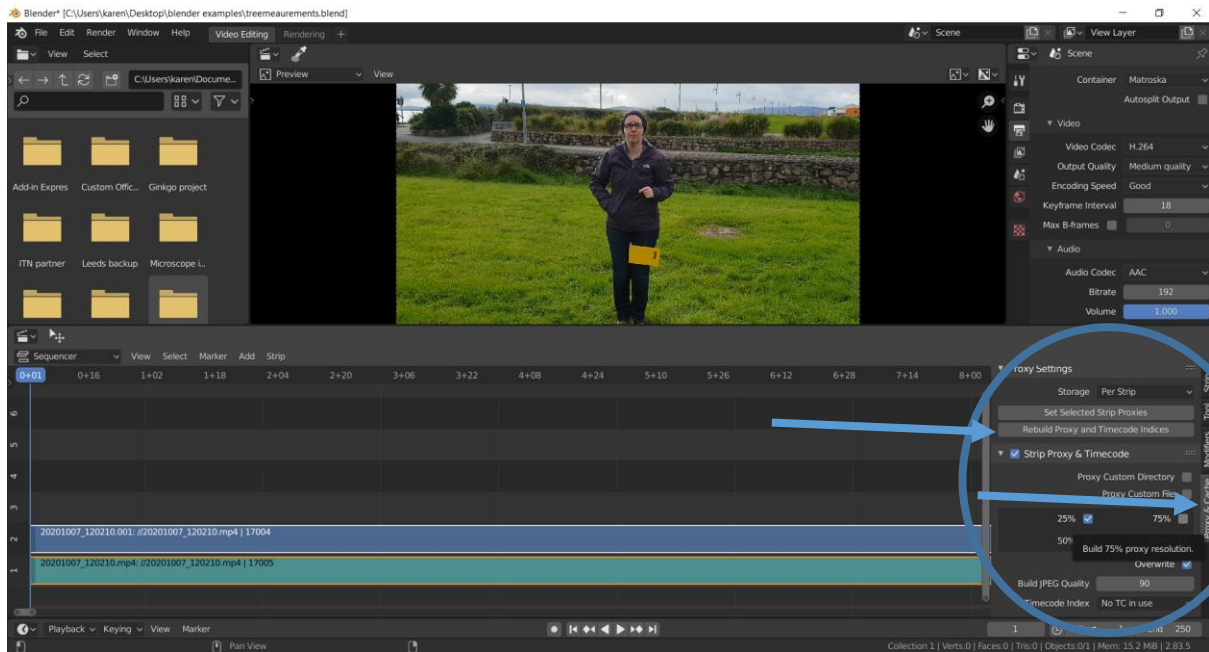
You can add the audio files now (Add – Sound) or after the next step. It does not matter which.

If you have recorded video on a phone you will likely have an audio file too (as in the example shown below). You will delete this when you are ready if you have a better quality audio file from a second phone (recommended). The blue bar is the video file and the green-ish bar is the audio file.



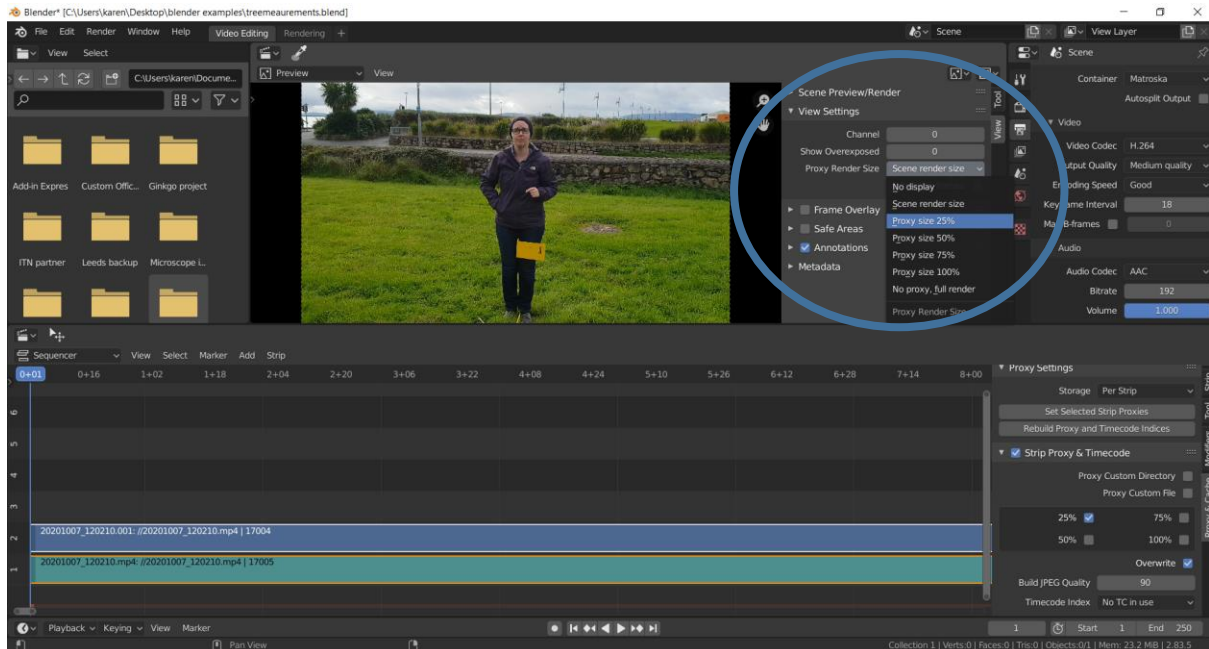
You now need to “build proxy”. This is a proxy file that is easier for the programme to work with. Go to the lower right hand corner of the screen. Select “Proxy and Cache”. Select “Strip proxy and timecode” and click “25%”.

Click “Rebuild Proxy and Timecode Indices”

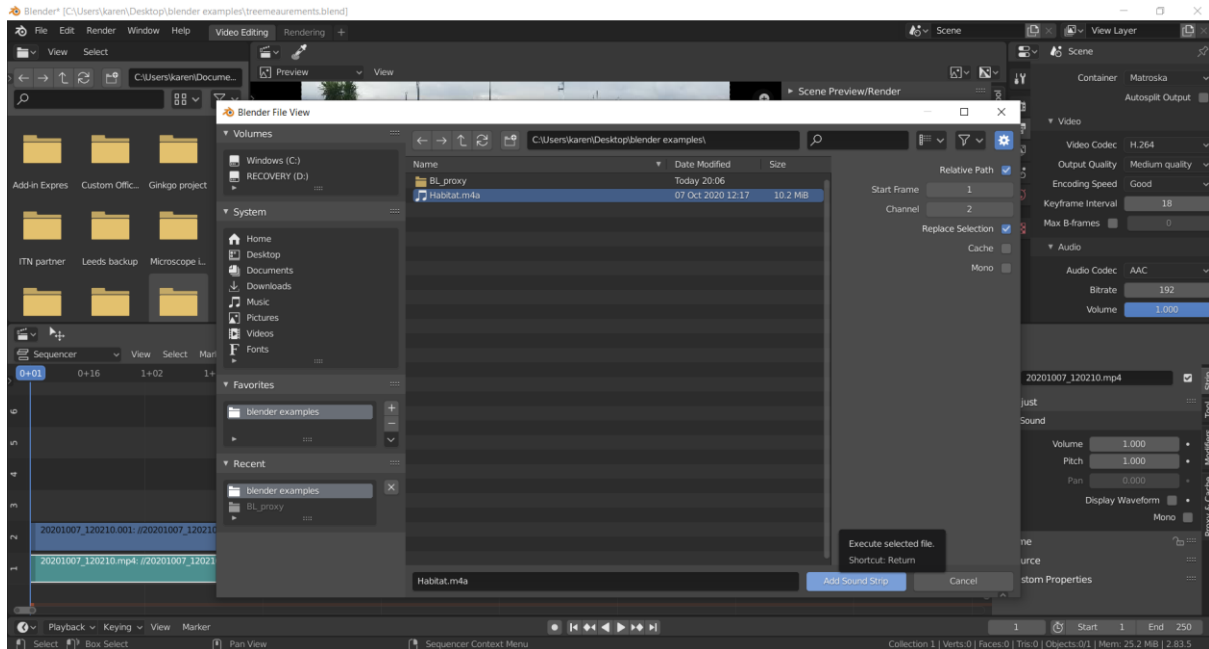


The programme now begins to create the proxy. This takes a few minutes to complete, depending on your file size. Once this is done, go to the top half of the screen and beside the video image “left click + N”. You may not need to do this if “View” is already visible.

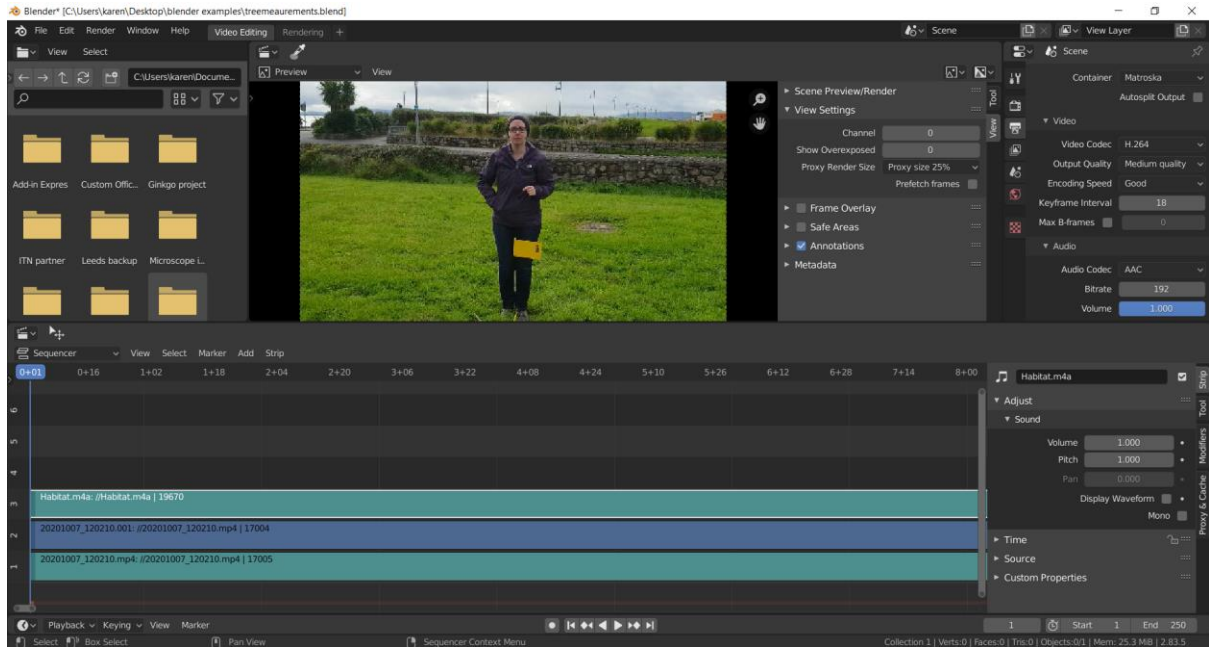
Go to “View – proxy render size 25%”. The video should now appear grainy.



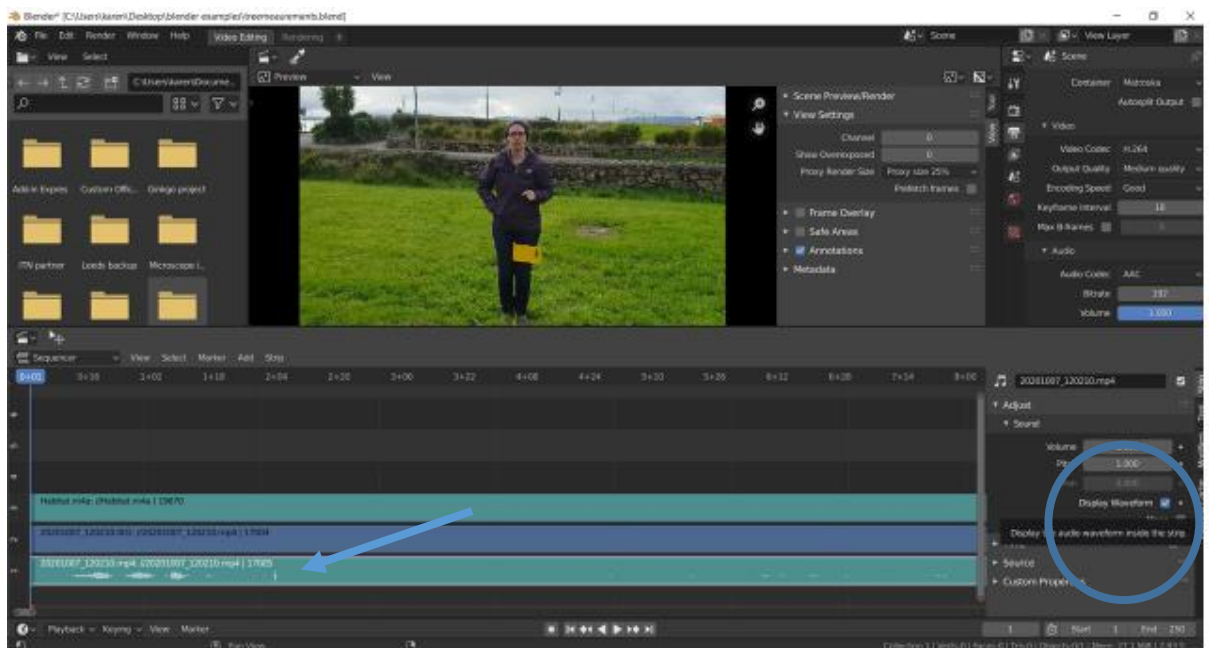
At this point, go to “Add – Sound” to bring in the higher quality audio file.



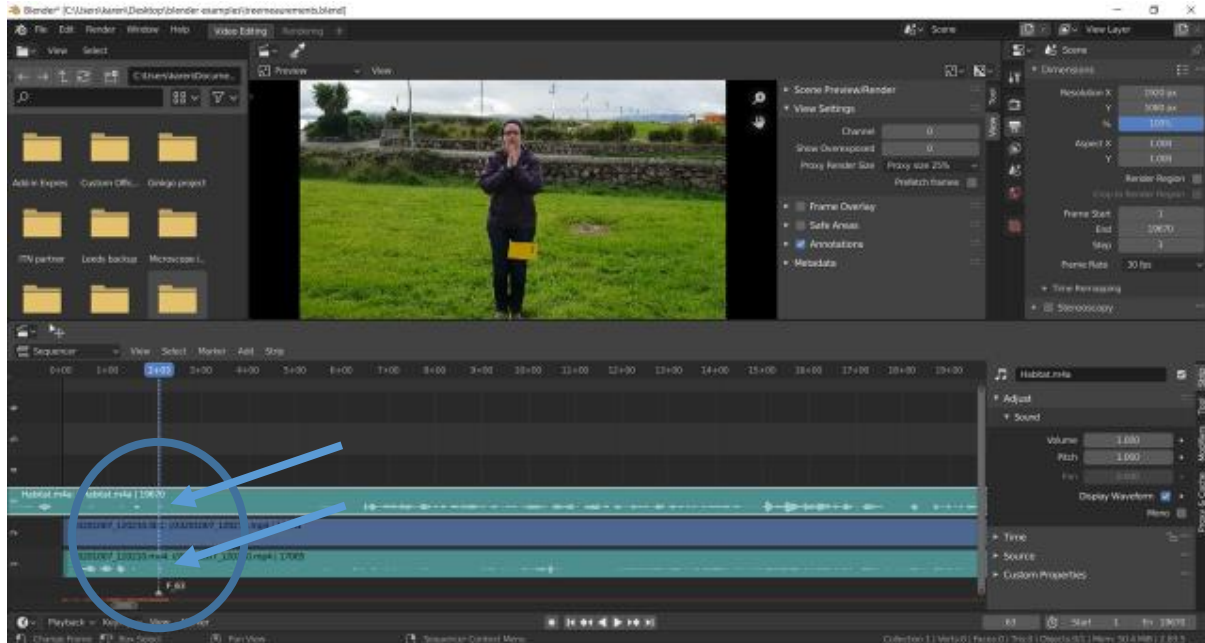
Line up your audio and video files so that they match. One way to do this is to record a loud “clap” and then give yourself about 2 or 3 seconds of dead air before you begin to speak. You need to see the clap in the video file. You can then match the audio wave form with the visual clap. If you have lower resolution audio with your video file, you should still have the clap waveform and can also use that to match the timings of the high-quality audio and video recordings.



You can see the audio waveform by clicking on the audio bar (greenish bars) and then clicking on “strip” on the far right of the screen and selecting “Display waveform”. You can also lower sound in the window if useful.

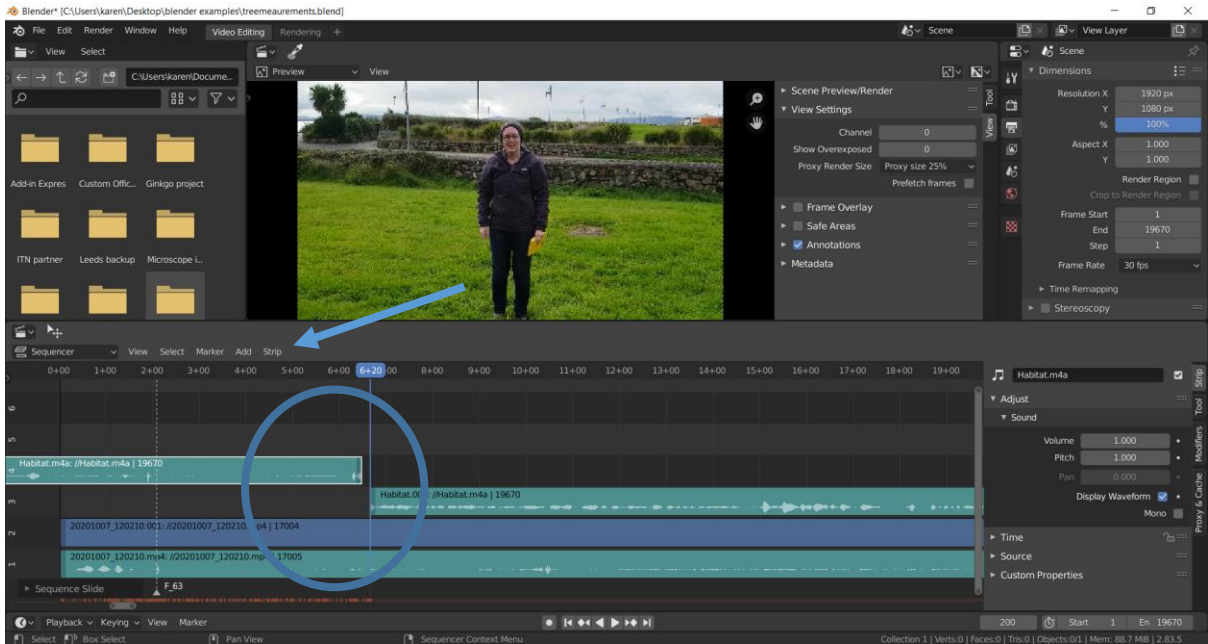


You can move the blue line along the files to add a marker at any point that you might want to flag e.g. the clap or where you want to begin or end the video. I line up the clap in the low quality audio with the higher quality audio and then remove the low quality audio. You can move the blue and green bars along and zoom in and out to get a clearer image of the waveforms. You will see the clap in the video in the top half of the screen. Once you have them lined up Select “Marker – Add Marker”. This helps to keep an eye on the clap.



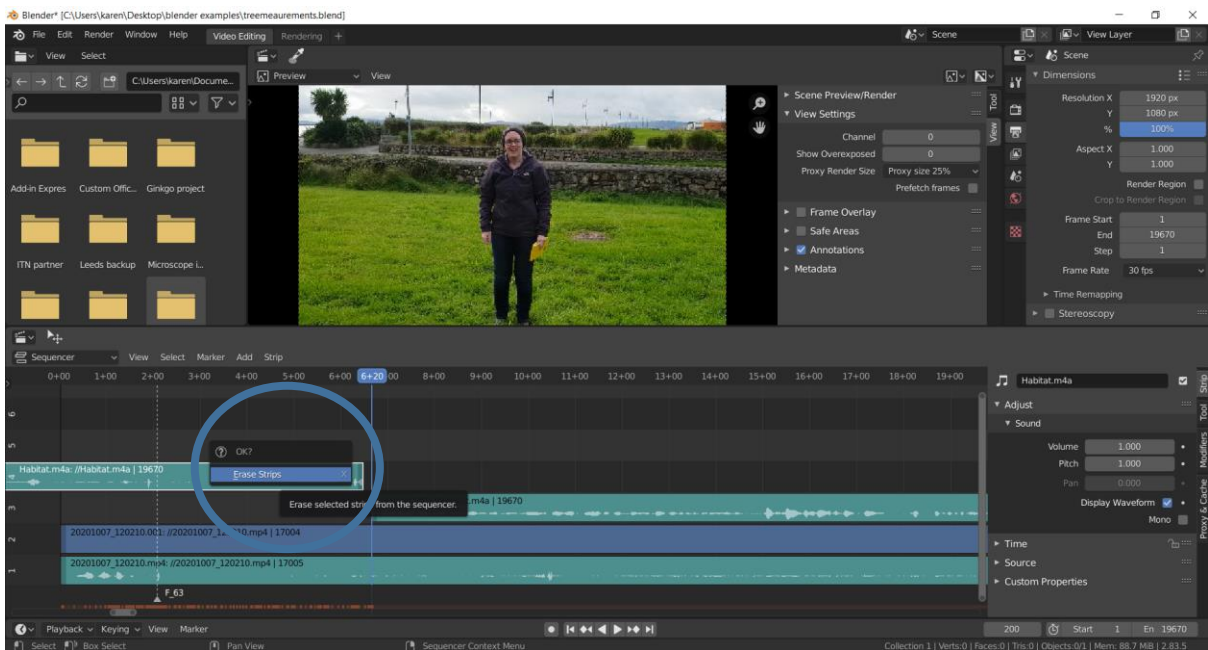
You will then want to decide where to start and stop your video. This is where some dead air after your clap and at the end of the video is important because it gives you space to start and end the video. Check now that you have enough frames in the top right in Dimensions to actually run the video and audio. The last number on the video or audio bars gives you the number of frames so you can put this in initially.

Once you decide where to start and finish your video, you can cut the front and end of the recordings. Move the blue line to where you want to start the video and select “Strip – Split”. This cuts whichever part you have highlighted. Do this for both the audio and video files at the same point. Repeat where you want the video to end. You can also cut, copy and paste bits of audio or video if you want to repeat something or if you have cut out something you didn’t want to say and want to put in a few seconds of background noise so the video isn’t just suddenly without sound. There is much more you can do here.

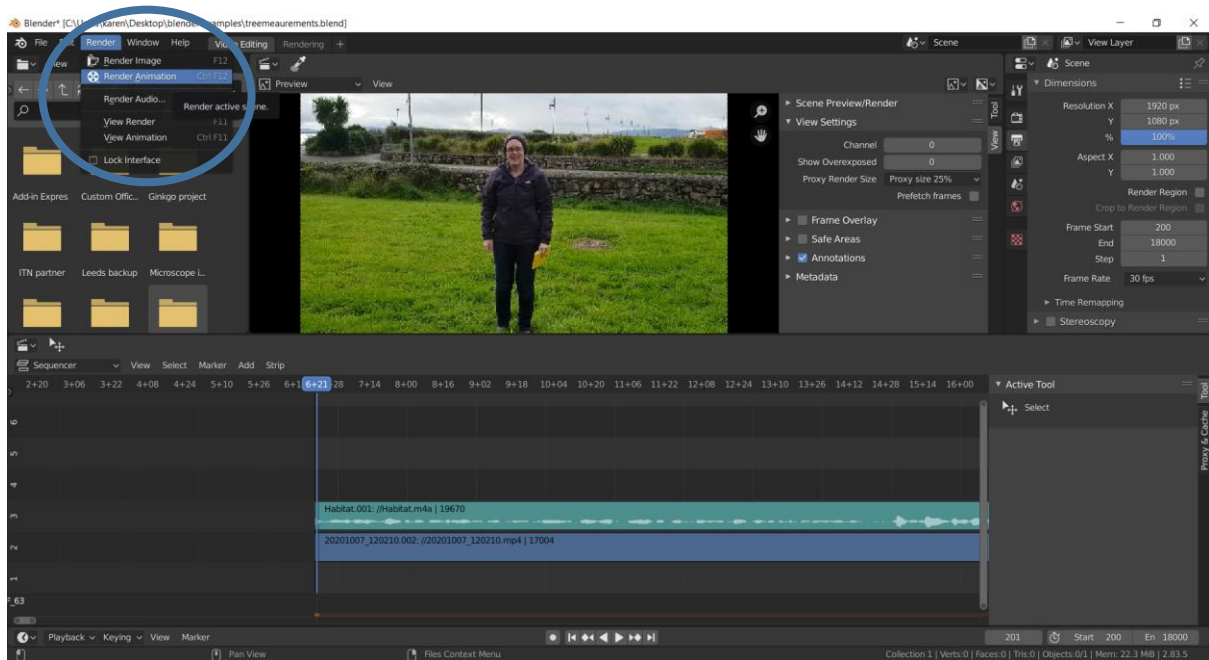


Play the video to make sure you are happy – I usually just check the start and end to make sure it makes sense and I haven't cut anything important out. You can also do this without cutting or adding a split by changing the frame numbers. Move the blue bar to where you want to start and type the number in the bottom right box (e.g 200) into "Frame Start" in Dimensions (top right) and the number where you want to finish the video (e.g. 18000) into "End".

Once you are happy delete the bits you don't need.



Now you can render your video. Go to “Render – Render Animation” at the top left of the screen. This can take quite a long time depending on the length of your video and the processing speed of your computer.



The edited video will appear in the folder that you have used in the initial set-up (blender examples for me).

Once you are happy with the video move it to another folder (or hard drive – these will take up a lot of space on your computer) and delete the files in your working Blender folder ready for the next one.