



## Movavi Academic for Mac 2023

**Don't know where to start?**

Read these tutorials:

**[How to remove trial restrictions](#)**

Save your video without a watermark and use the program after 14 days.

**[Make a video from scratch](#)**

Learn how to do basic editing using the Timeline.

**[Record a video or a screencast](#)**

Set your software and hardware for a seamless recording.

**More questions?**

Write us an e-mail at [support@movavi.com](mailto:support@movavi.com)

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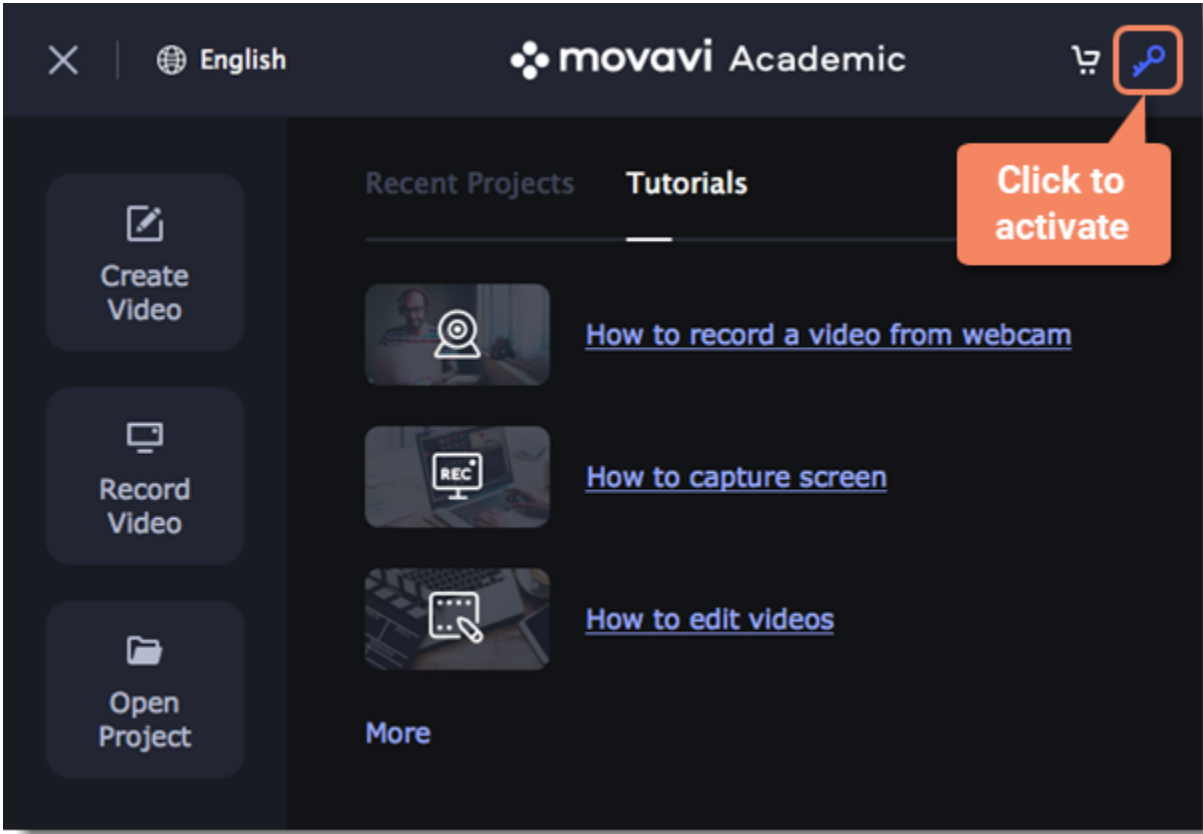
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## Activating Movavi Academic

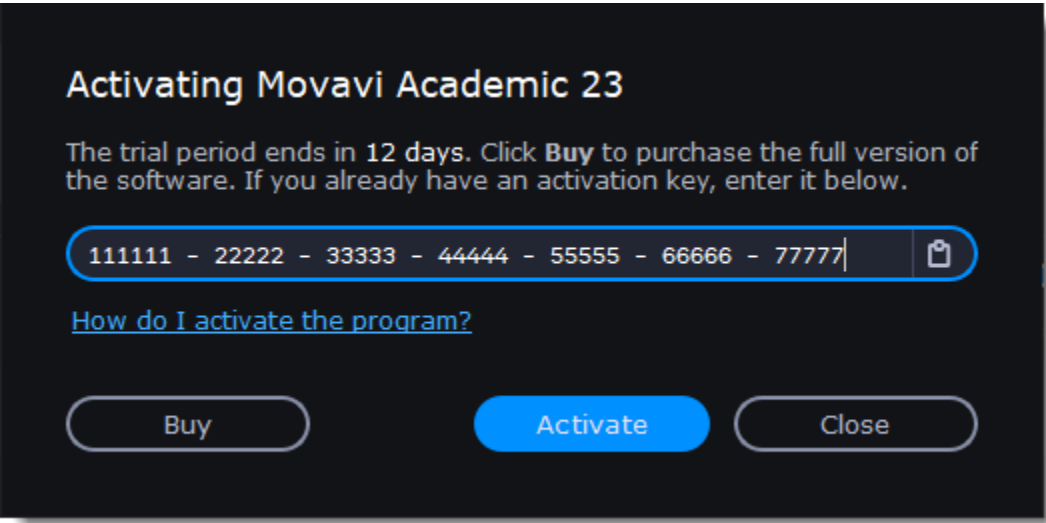
When you first start Movavi Academic, it will be running in TRIAL MODE. To use the program without the trial restrictions, you will need to buy the full version and activate Movavi Academic. If you don't have the activation key yet, click the button below to visit the site and purchase the key.

Buy Activation Key

- 1. Launch the program.
- 2. Click the **key** icon in the upper left corner.



- 3. Copy the key from the email you received and paste it in the new window.
- 4. Click **Activate**.



- You can also activate the software form the program's menu:
1. Go to the **Help** menu and select **Activate Software**.
  2. Copy the activation key from your e-mail and paste it in the activation window.
  3. Click **Activate**.

### Activating without Internet access

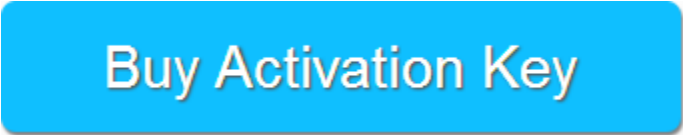
If the computer you have installed Movavi Academic on is not connected to the Internet, you can activate the program via e-mail.  
[See detailed instructions](#)

### I bought Movavi Academic, but my videos already have a watermark

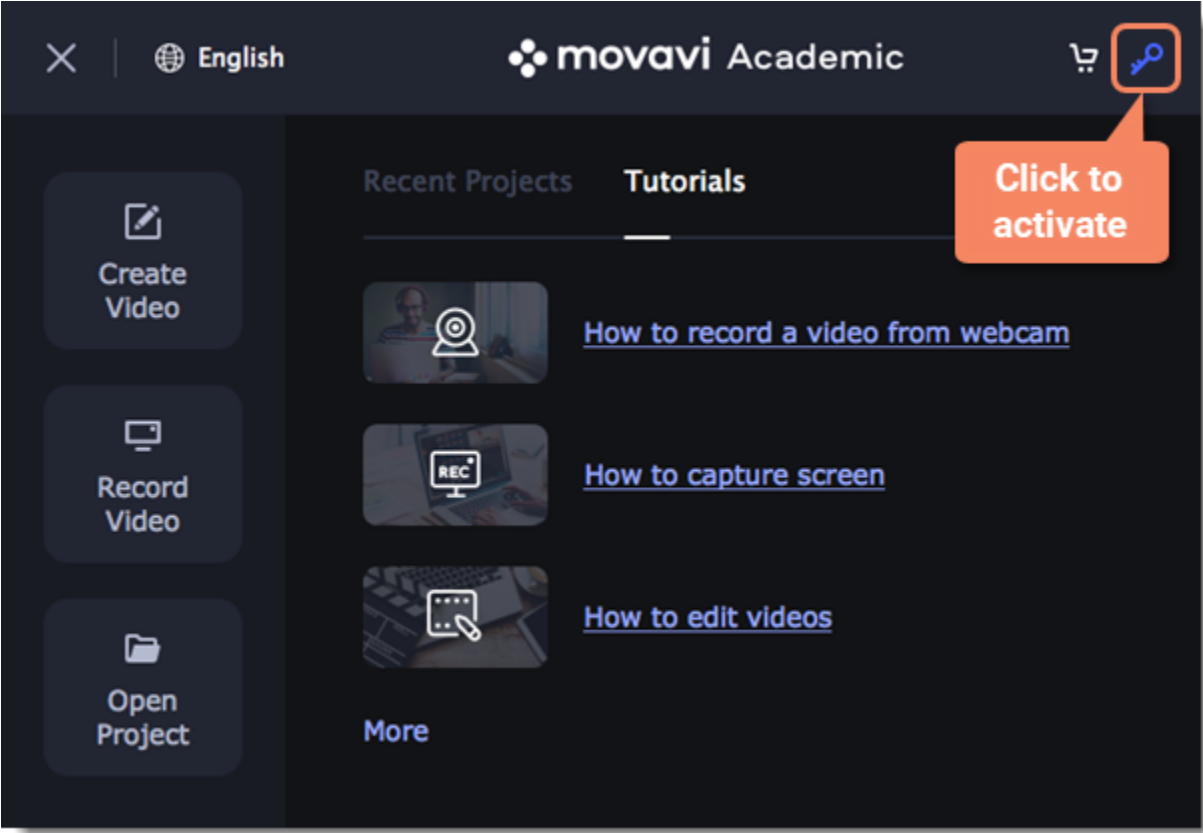
After you have activated the program, you can open the movie project and re-export the movie without the watermark.  
[How to export videos](#)

## Activating without Internet access

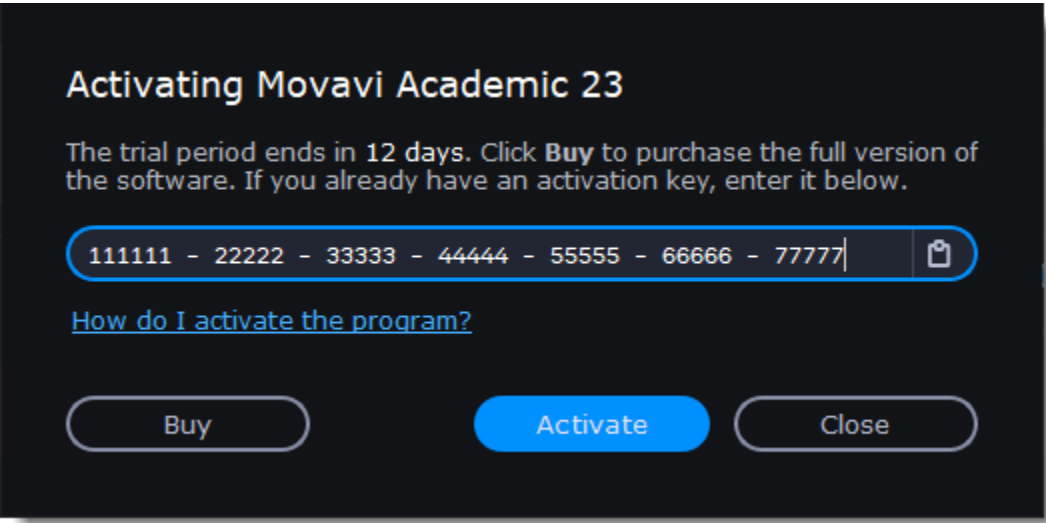
If you don't have Internet access, you can activate the program remotely. If you still don't have an activation key, click the button below to buy the key. After the purchase is completed, the key will be delivered to you via email. If you already have the key, skip to the next step.



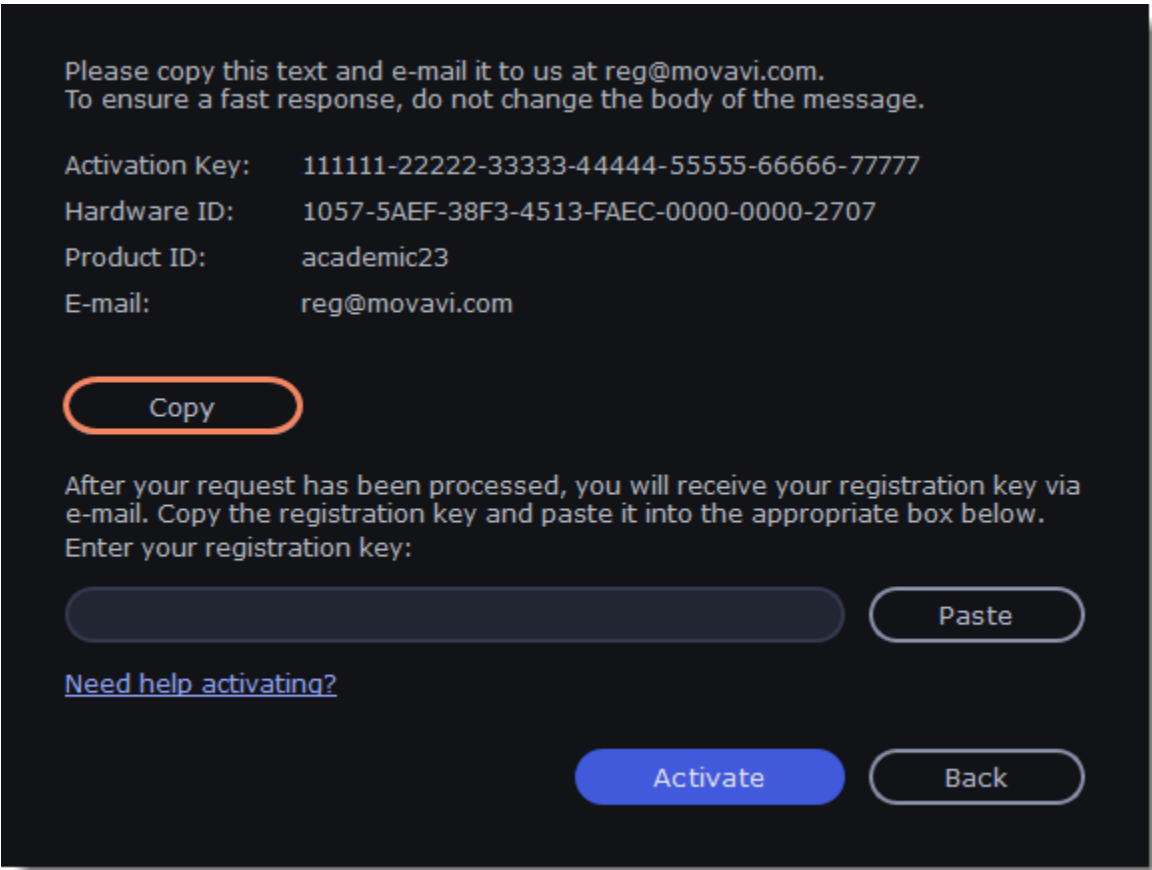
1. Launch the program.
2. Click the **key** icon in the upper left corner.



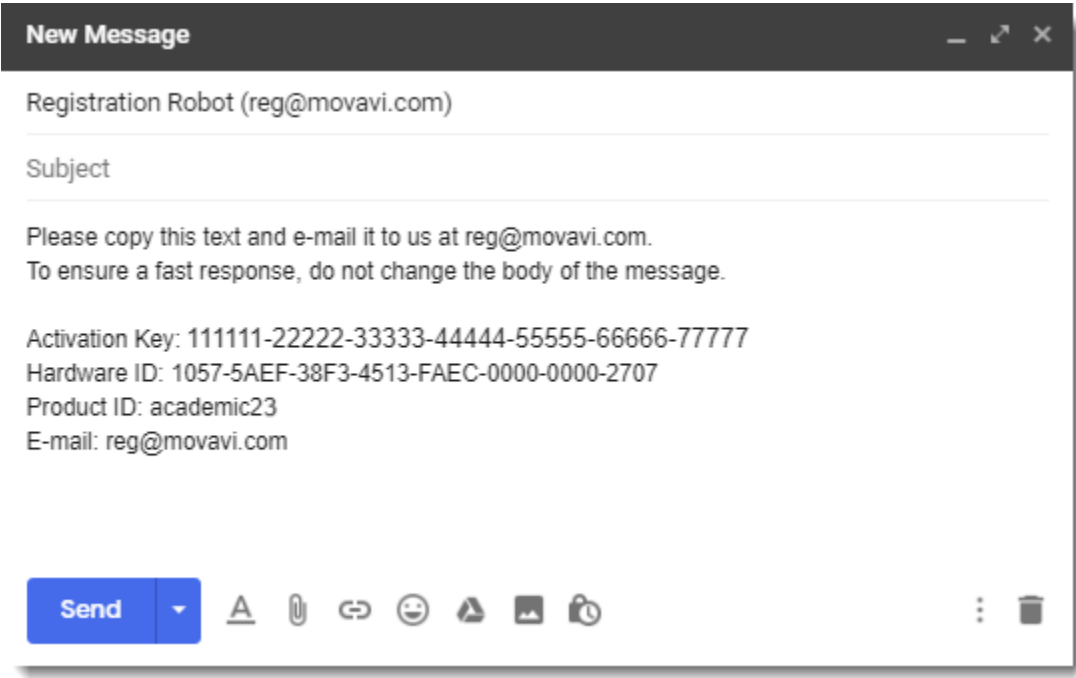
3. Enter your activation key and click **Activate**.



4. In the next window, click **Copy** and transfer this information to a computer or device with an Internet connection.



5. When you have access to the Internet, paste the information you copied into a new e-mail and send it to [reg@movavi.com](mailto:reg@movavi.com). You should receive a reply within an hour. Copy the **activation key** from the reply and transfer it to the computer with Movavi Academic.



6. Return to the window with offline activation. If you've closed the window, repeat the steps 1-3 and enter the *same activation key you used before*. Then, paste the registration key into the box and click **Activate**.

Please copy this text and e-mail it to us at [reg@movavi.com](mailto:reg@movavi.com).  
To ensure a fast response, do not change the body of the message.

Activation Key:	111111-22222-33333-44444-55555-66666-77777
Hardware ID:	1057-5AEF-38F3-4513-FAEC-0000-0000-2707
Product ID:	academic23
E-mail:	<a href="mailto:reg@movavi.com">reg@movavi.com</a>

Copy

After your request has been processed, you will receive your registration key via e-mail. Copy the registration key and paste it into the appropriate box below.  
Enter your registration key:

111111-22222-33333-44444-55555-66666-77777|Paste

[Need help activating?](#)

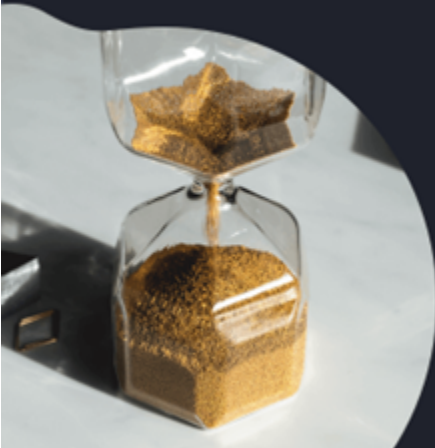
ActivateBack

If the activation is not happening

- Make sure that you have used a correct activation key. There should not be any additional symbols or spaces after the last digit of the key.
- Also make sure that the key you're using is meant for the Movavi Academic.
- Before attempting the activation, stop the antivirus software and the firewall of the computer.
- Check that your user account has the administrator rights.
- If nothing helps, [e-mail](#) the support team.

Managing subscription

If your subscription has expired, you need to renew it to continue using the program.



Movavi Academic:  
Your subscription has expired

To continue working on your projects and create more videos, renew your subscription.

[Learn More](#)

Enter KeyRenew Subscription

To renew your subscription, click the **Renew Subscription** button. A web page will open, where you can choose a type of license that you need. Once you've made a purchase and received the activation key in an e-mail, copy the key and paste it into the program window. Then click **Activate**.

Please enter your activation key:

Enter the key

Don't have an activation key? [Buy now](#)

Paste

[Need help activating?](#)

☐ Activate offline (by e-mail)

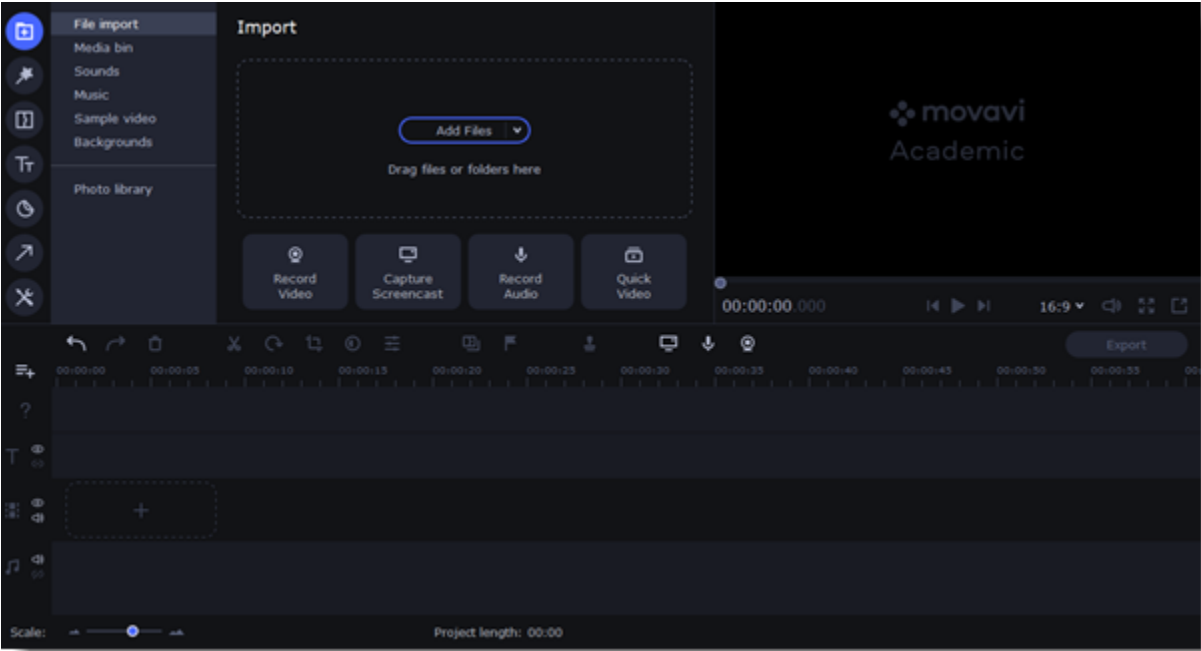
ActivateCancel

Have troubles renewing the subscription?

- If you haven't received an e-mail with the activation key within an hour, check the Spam folder in your e-mail box.
- [Contact our support team](#). Our experts will help you figure out and solve any of the related problems.

Creating video

Create or edit videos on any topic using such instruments as chroma key, pan and zoom, stabilization, animation, intros, transitions, effects, titles, stickers and callouts.



To start creating videos

Click **Create Video** in the launch window.



Popular articles:

Creating videos

- [Creating videos - short guide](#)
- [Creating a quick video](#)
- [Adding files](#)
- [Editing video and photo](#)
- [Adding transitions to clips](#)

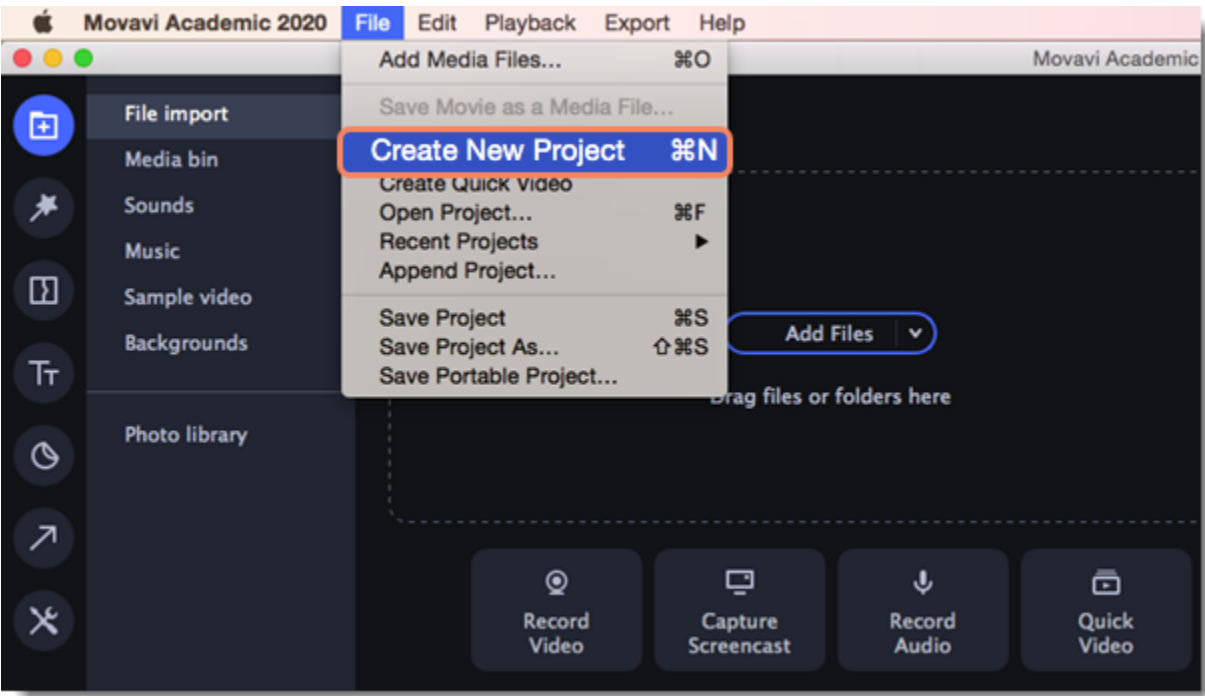
Editing videos

- [How to cut a video](#)
- [How to add titles](#)
- Saving videos and projects**
- [How to save a video](#)
- [How to save a project](#)

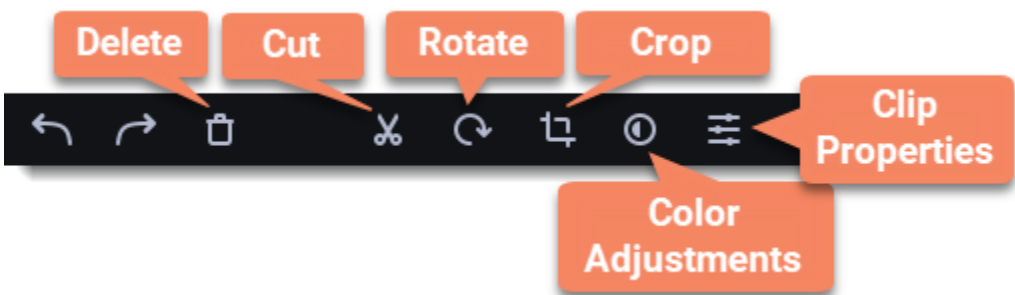
Quick start

Follow this guide to learn about the features of the video editor and to get started quickly.

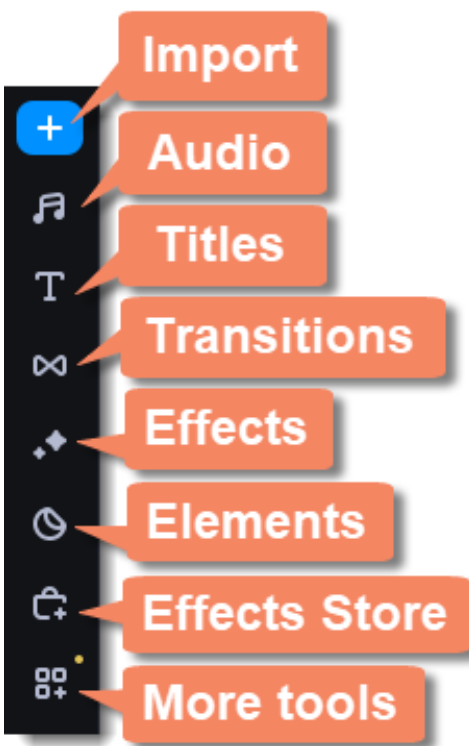
1. In the **File** menu select **Create New Project**.



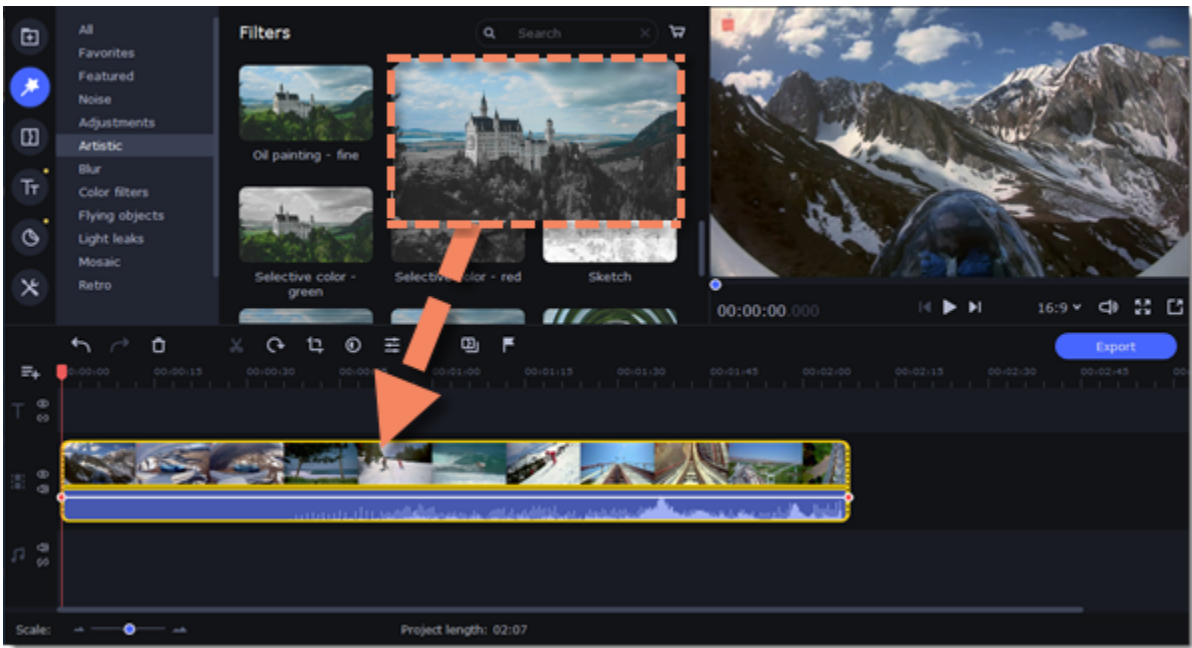
- 2. Add media files that will make up the video. Click **Add Files** or drag and drop your files over the import area.
- 3. Change the clip layout on the Timeline, crop images, cut videos, using the toolbar.



- 4. Add effects, transitions, titles, and more by changing the tabs on the left-hand side of the screen.



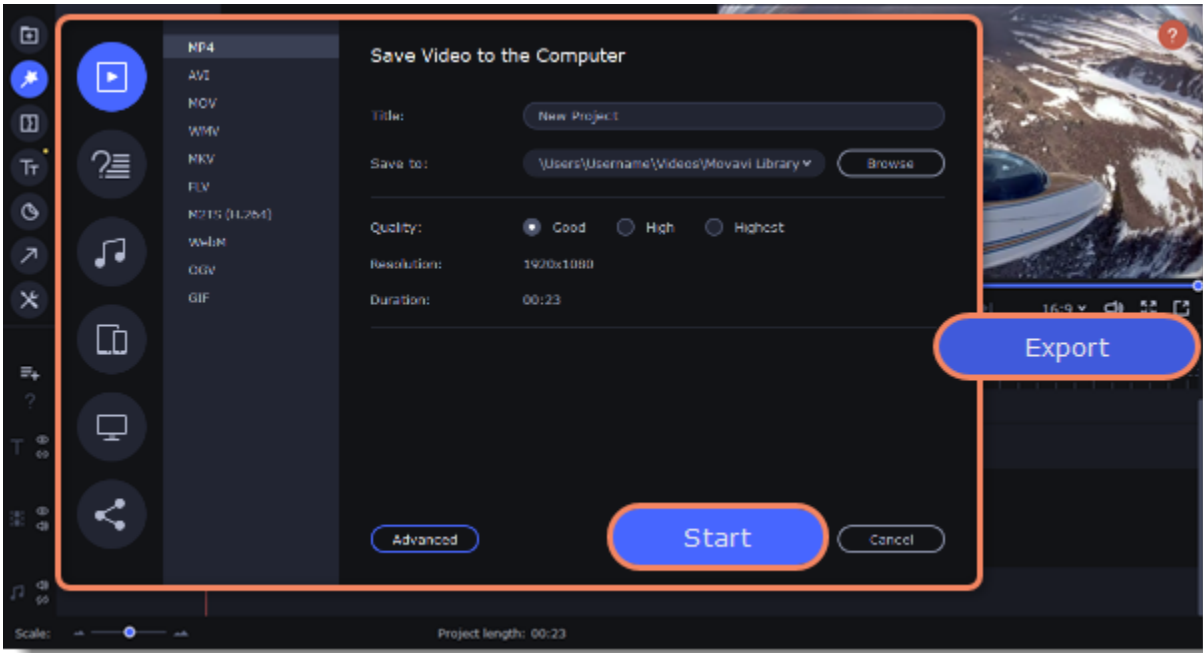
- 5. To add items to the project, drag them to the Timeline.



- 6. Save your video:



- 1) Click the **Export** button.
- 2) Choose file format.
- 3) Name the video, select a folder to save the video to and set the quality.
- 4) Click **Start** and wait until the processing is finished.

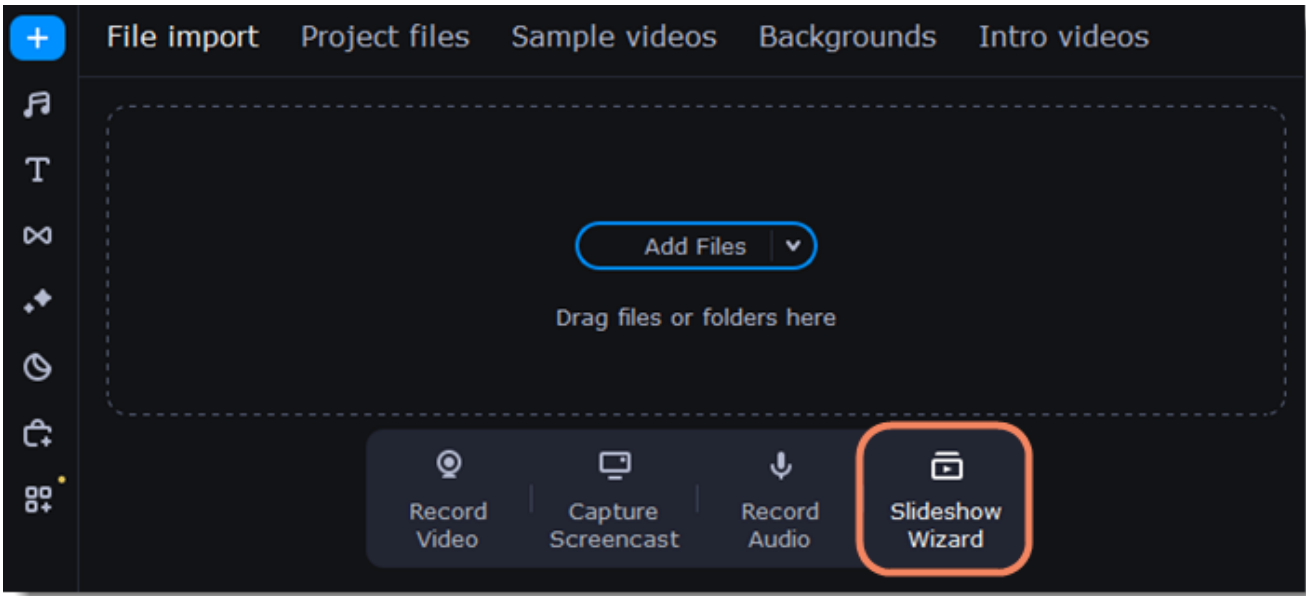


*Tip: Make sure to save your work once in a while: choose **Save** from the **File** menu to save the project so that you can access it later.*

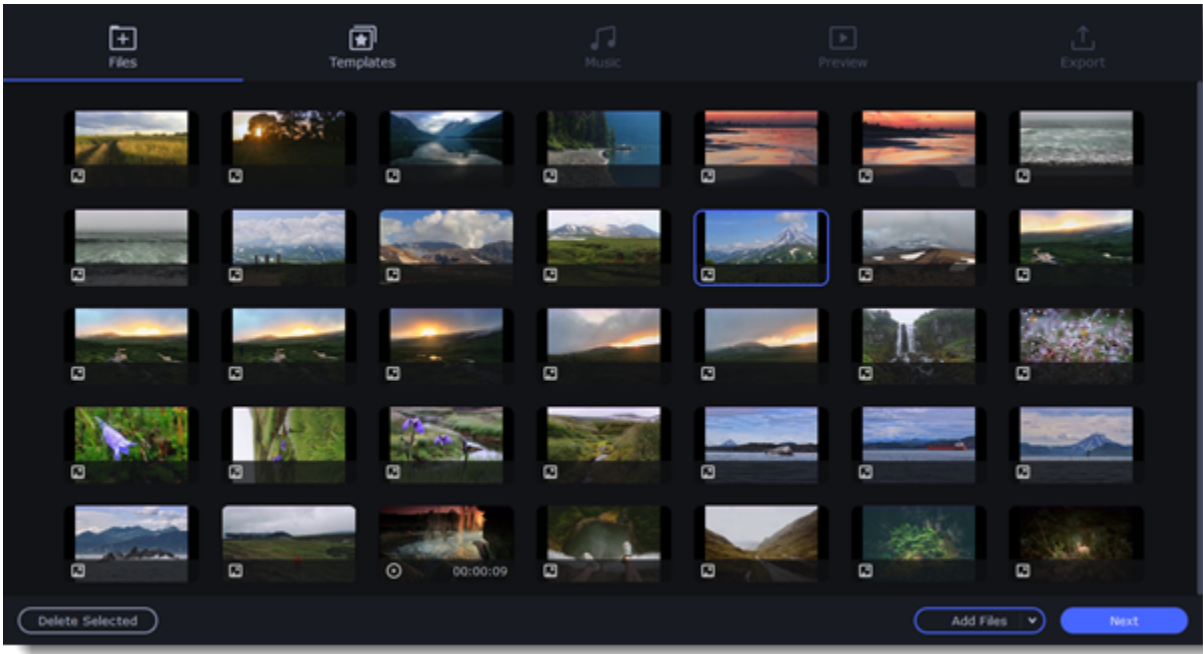
## Slideshow Wizard mode

You can use the **Slideshow Wizard** to automatically build a video for you in minutes. All you need to do is provide the Wizard with some video clips or photos, choose a music track, and let the Wizard cut and build the video for you. You can also use the Montage Wizard to make slideshows.

1. Click **Slideshow Wizard** to open the Wizard.

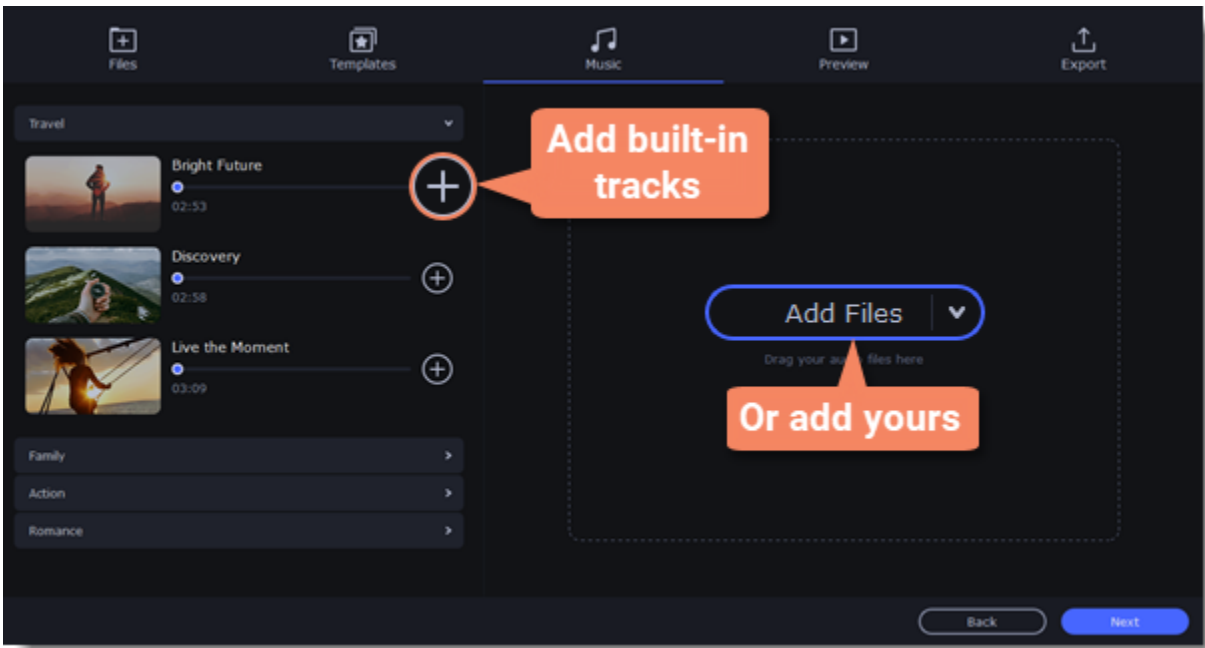


2. On the **Files import** tab, click **Add Files** or drag and drop your files over the window. To remove files, click the **X** in the upper right-hand corner of each file, or select the files you want to delete and click **Delete Selected** on the bottom panel.

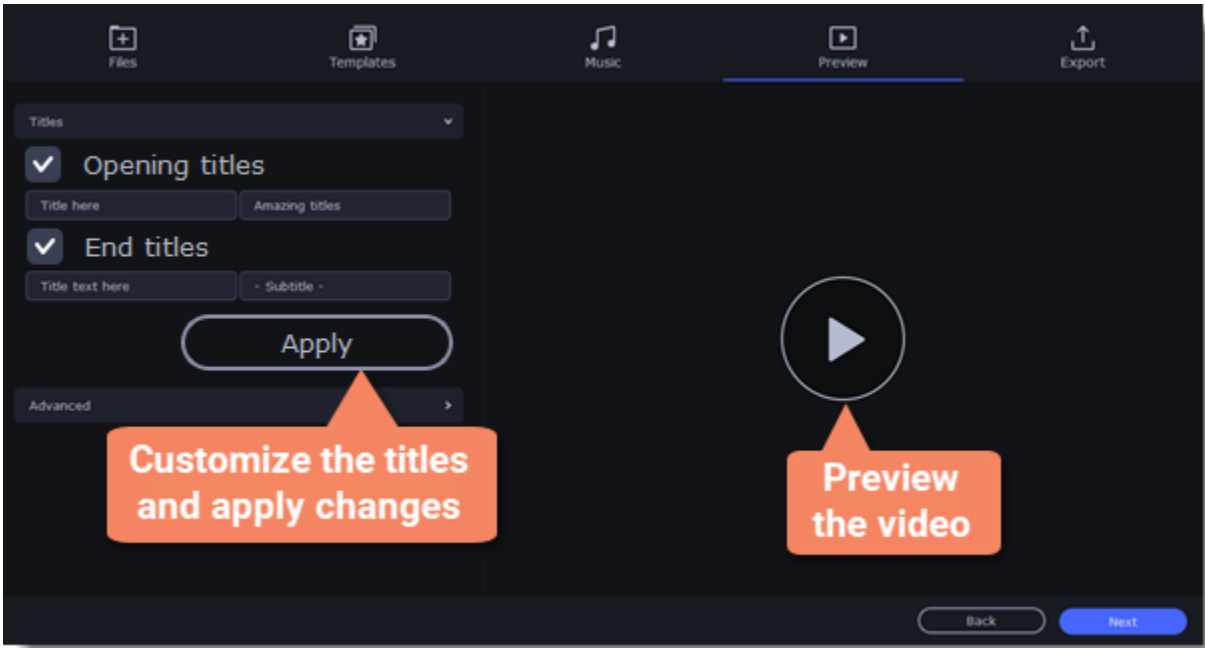


3. Switch to the **Templates** tab or click **Next**.
4. Choose a theme or a transition template.  
*No transitions* template does not add any transitions to your video, but your pictures will still have a Pan and Zoom effect applied by default.  
*Transitions* template puts some kind of smooth transitions between the slides.  
*Theme* template uses the sample music tracks, a set of different transitions for each of the themes and various title styles.

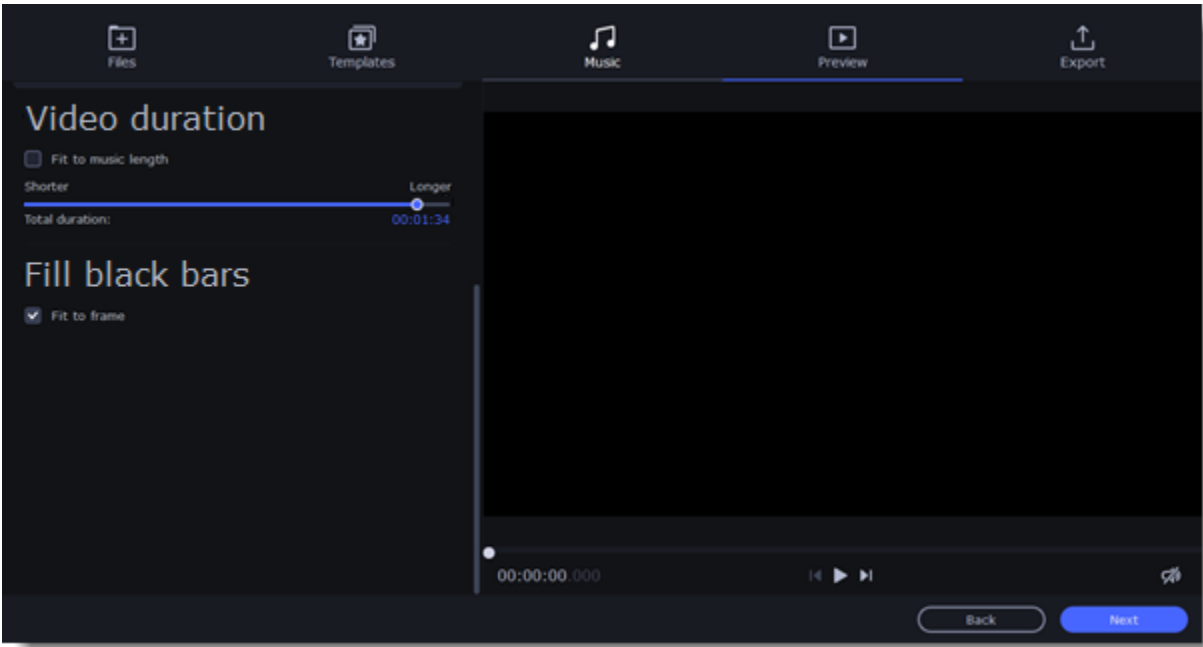
5. Switch to the **Music** tab or click **Next**.
6. Add music. Choose from the built-in tracks\* or add music of your own. You can also add more than one track.
- \*The audio tracks are royalty-free so you can upload these videos to YouTube and other services.*



7. Switch to the **Preview** tab or click **Next**.
8. Customize the **opening** and **ending** titles, change text and click **Apply**.



9. Under the **Advanced** tab make other necessary changes.
- **Video duration**
- You can set your video to be the same length as the audio by selecting the **Fit to music length** option or use the slider to set how long you want the video to be. If you opt for a shorter video, some clips may not appear in the end result.
- **Fill black bars**
- If the resolution of the project and the files you've added to the video are different, black bars will appear. You can remove them by checking the **Fit to frame** option – the image resolution will be automatically fitted to the frame size.

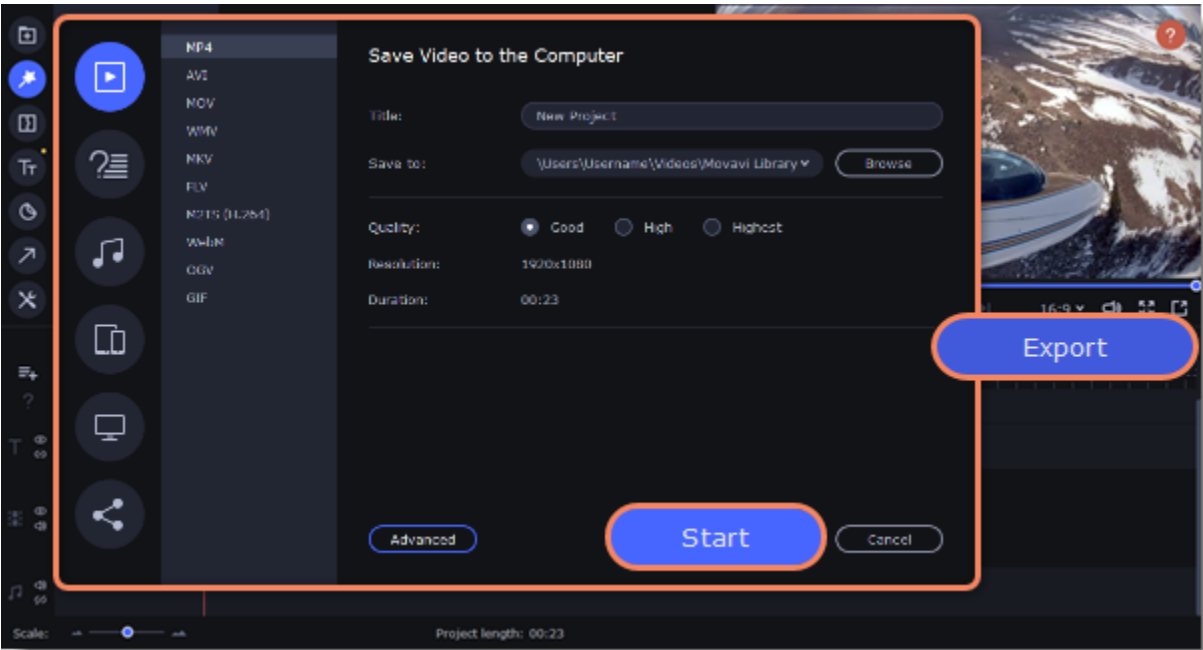


*Tip: You can also set a desired order of appearance of your files by returning to the **Files** tab and dragging the file icons in a desired order.*

10. Watch the finished video in the player on the **Preview** tab and switch to the **Export** tab.
11. Select what you want to do next with your video:
- **Save the video** – save the video to your disk.
  - **Continue editing** – add final touches to your video by adding effects, more titles, animation and more.
  - **Upload online** – save the video to your disk and upload it to YouTube, Vimeo, Google Drive or Movavi Cloud.



12. To save the video, choose a video format and pick a folder to save the video file.
- If you're uploading the video to YouTube, sign in with your YouTube account and fill in the details about your video. Then click **Start** to begin saving the video.



To save the video, choose a video format you want to use and pick a folder to save the video file. If you're uploading the video online, sign in with your account and fill in the details about your video. Then, click **Start** to begin saving your video file.

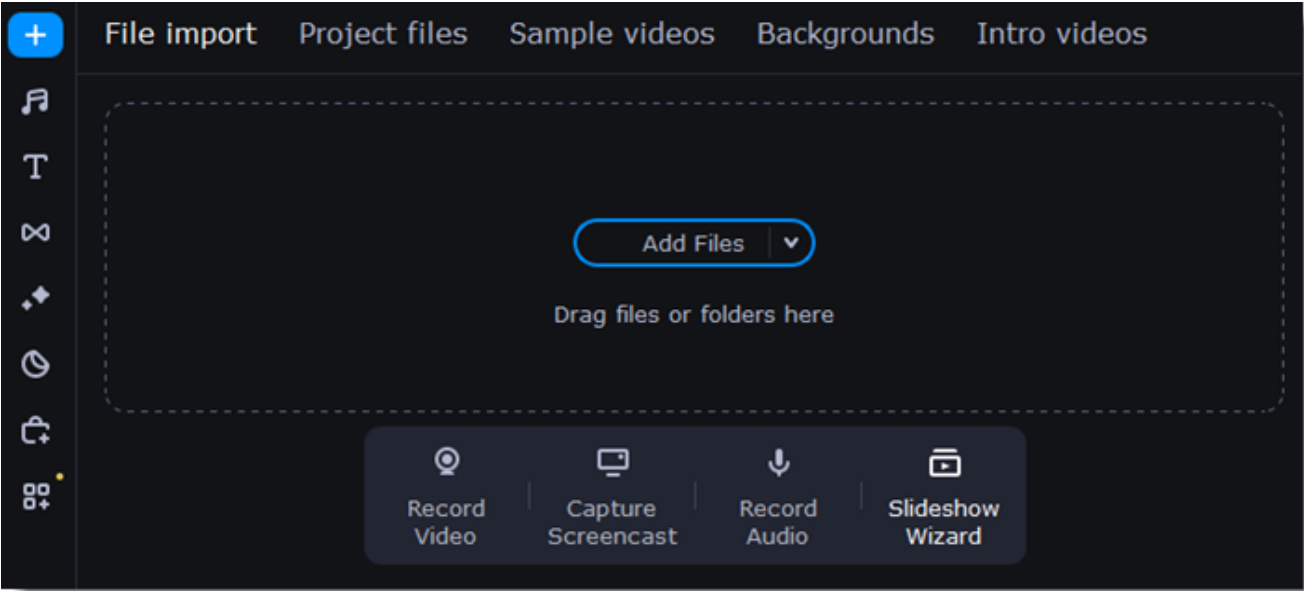
Learn more:

[Exporting videos](#)

[Uploading to YouTube](#)

## Adding media

To begin working on your video project, you first need to add some media files. Use your own files or any of the built-in media.

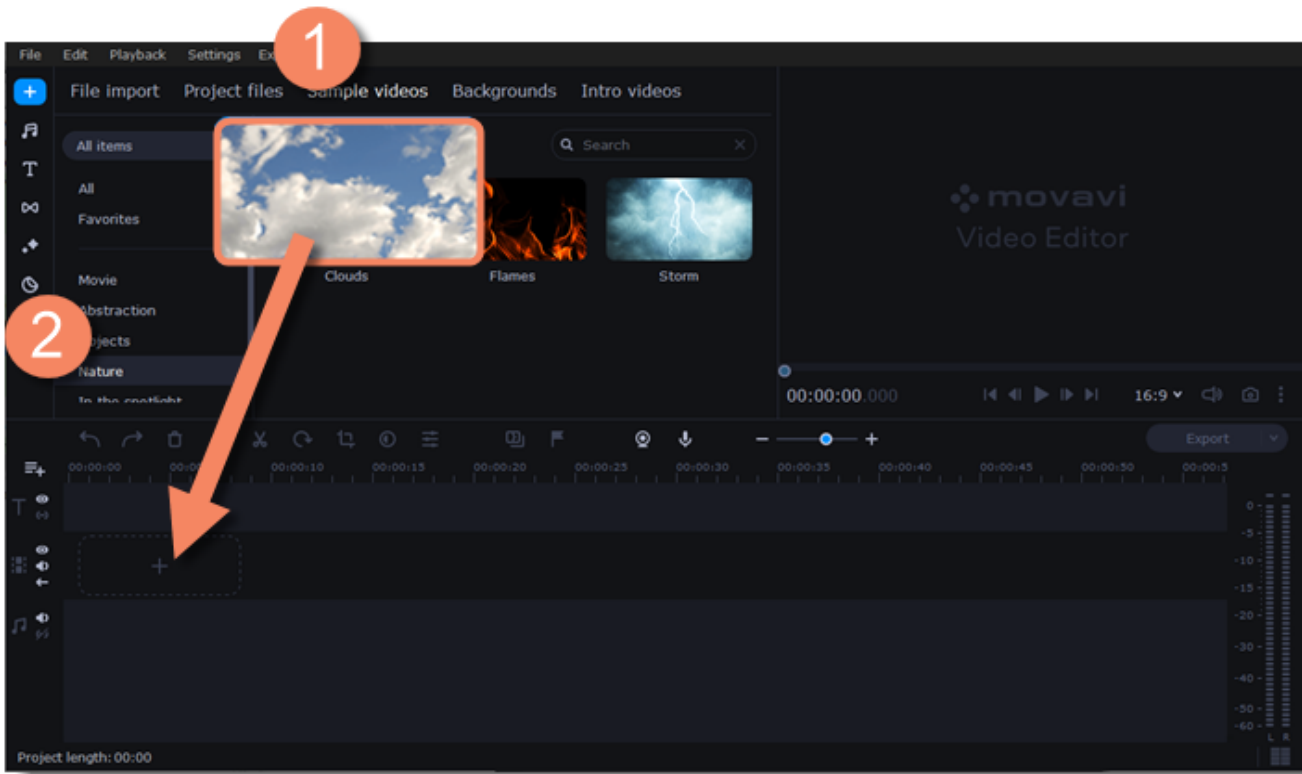


### Add your files

1. On the **File import** tab click **Add Files**.
2. Select the files and click **Open**. They will appear on the **Project files** tab.
3. From the **Project files** tab drag and drop the files onto the Timeline. You can remove the selection of all files by clicking on an empty space within the bin area, or by selecting a single file.

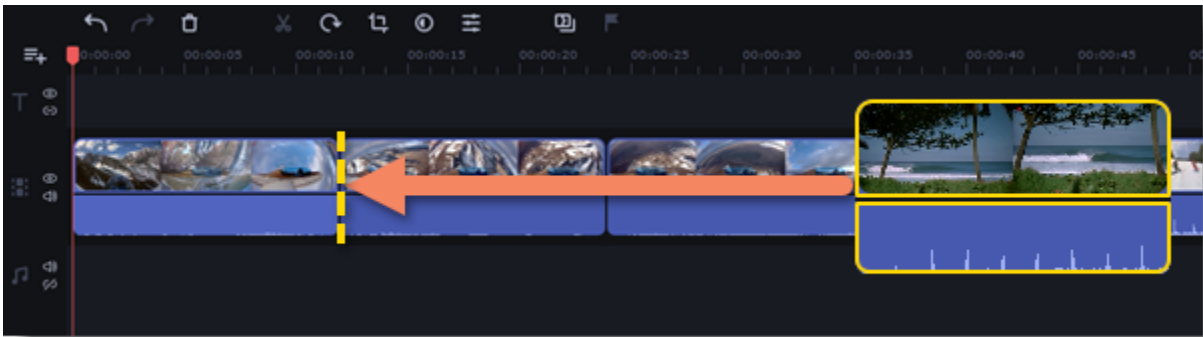
### Add built-in media

1. Go to one of the tabs: Sample videos, Backgrounds, or Intro videos.
2. Select a category.
3. Click the file icon to download and preview or listen to it.
4. Choose a media file and drag it onto the Timeline to add it to the project.



### Arrange the files

Once you've added the files, they will appear on the ***Timeline*** at the bottom of the window. The Timeline allows you to arrange the clips in the order you want. To reorder the clips, select the clips you want to move and drag them to the new position.



Learn more:

[Editing video](#)

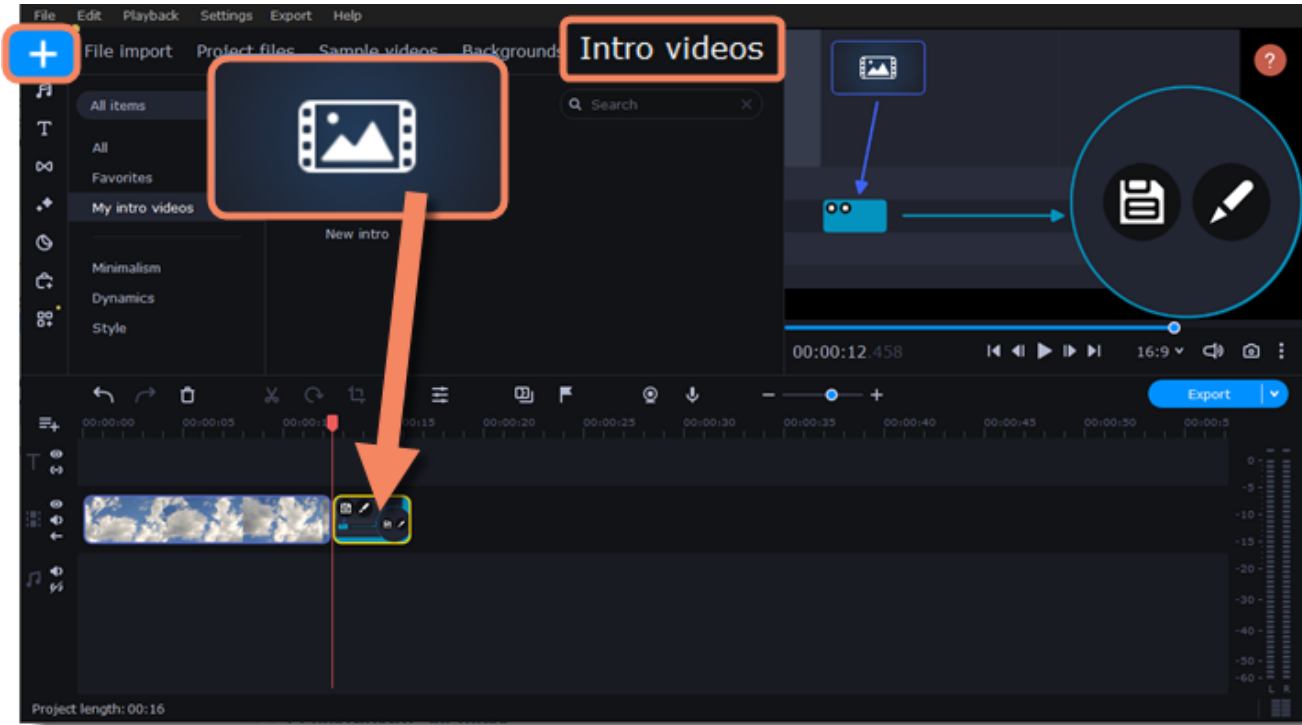
[Editing audio](#)

## Creating an intro


**Intro videos** are specially designed short video clips that use visual elements and text and can be edited or customized. If you don't know where to start in making a unique intro, you can use one of the ready-made videos included in the program. You will only need to change the text.

### Create a new intro

1. Click the **Import** icon on the left-hand sidebar and select **Intro videos**.
2. Find the **New intro** clip and drag and drop it onto the Timeline.

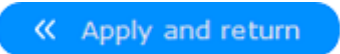



### Edit the intro

1. Click  on the clip, and the Timeline will switch to intro editing mode.
2. Add your own media files (video, audio, or pictures), effects, titles, and more. Work just as you would be working on a regular project, but keep in mind that you're making a special introductory video.

*\*Before you start editing, delete the instructions clip that the **New intro** clip contains.*

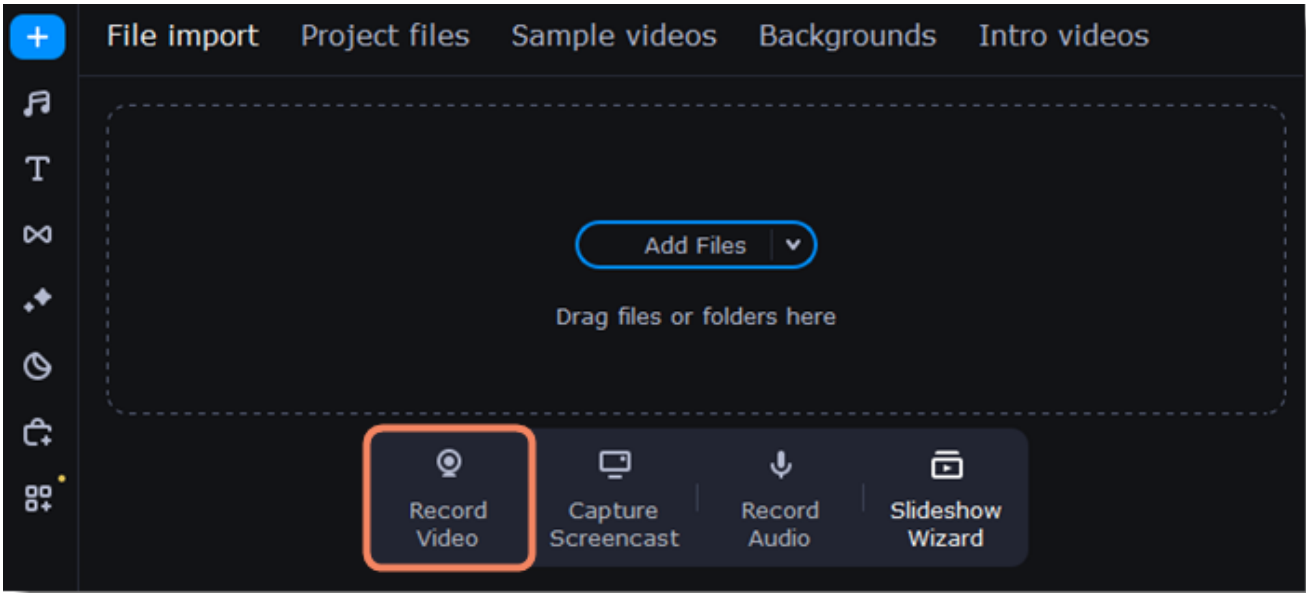
Save changes

Click  on the toolbar to save the changes and go back to the main editing mode.

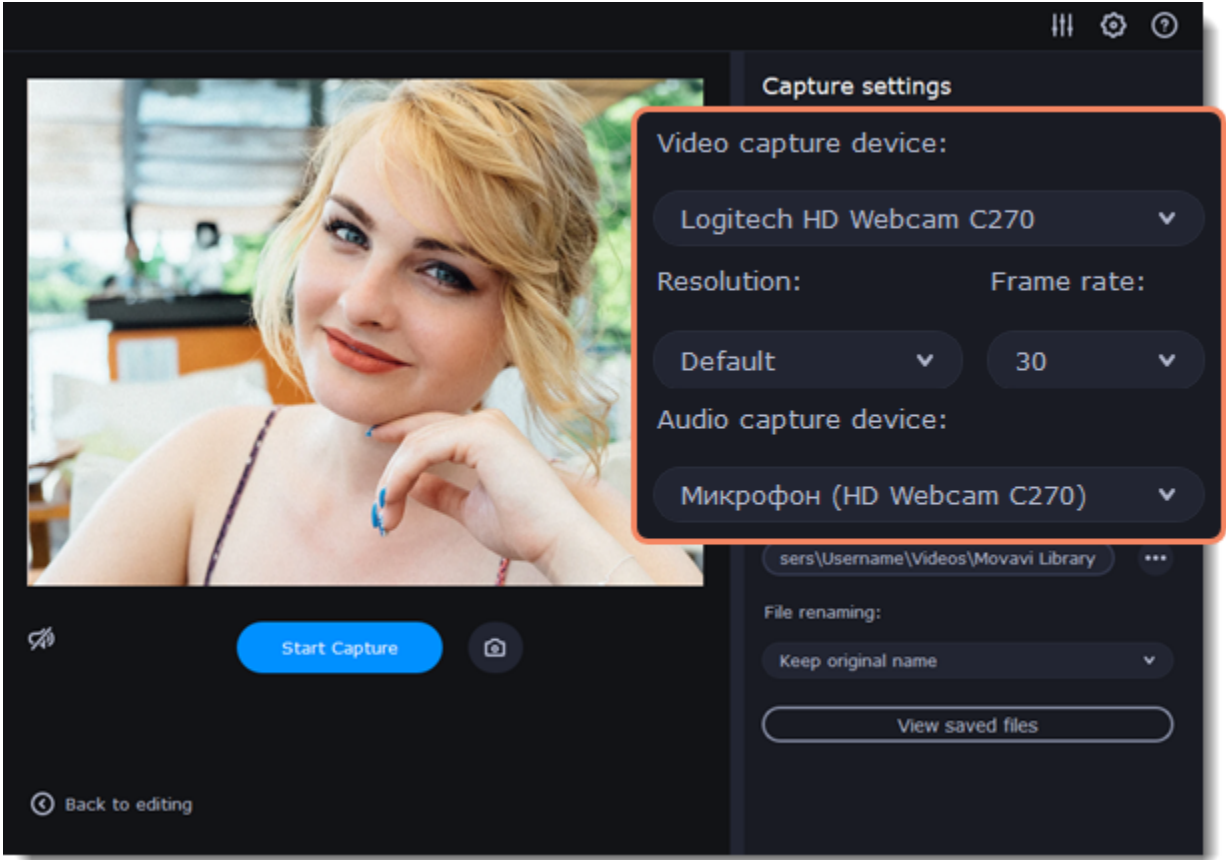
To save the intro video and use it in other projects, select the intro clip and click . Your intro will be saved in the **My intro videos** category. You can edit it at any time while working on the project.


Recording video


- 1. Connect a camera to the computer. Make sure that the system recognizes the camera and that it is working properly.
- 2. On the **File Import** tab, click **Record Video**. The recording module will open in a separate window.

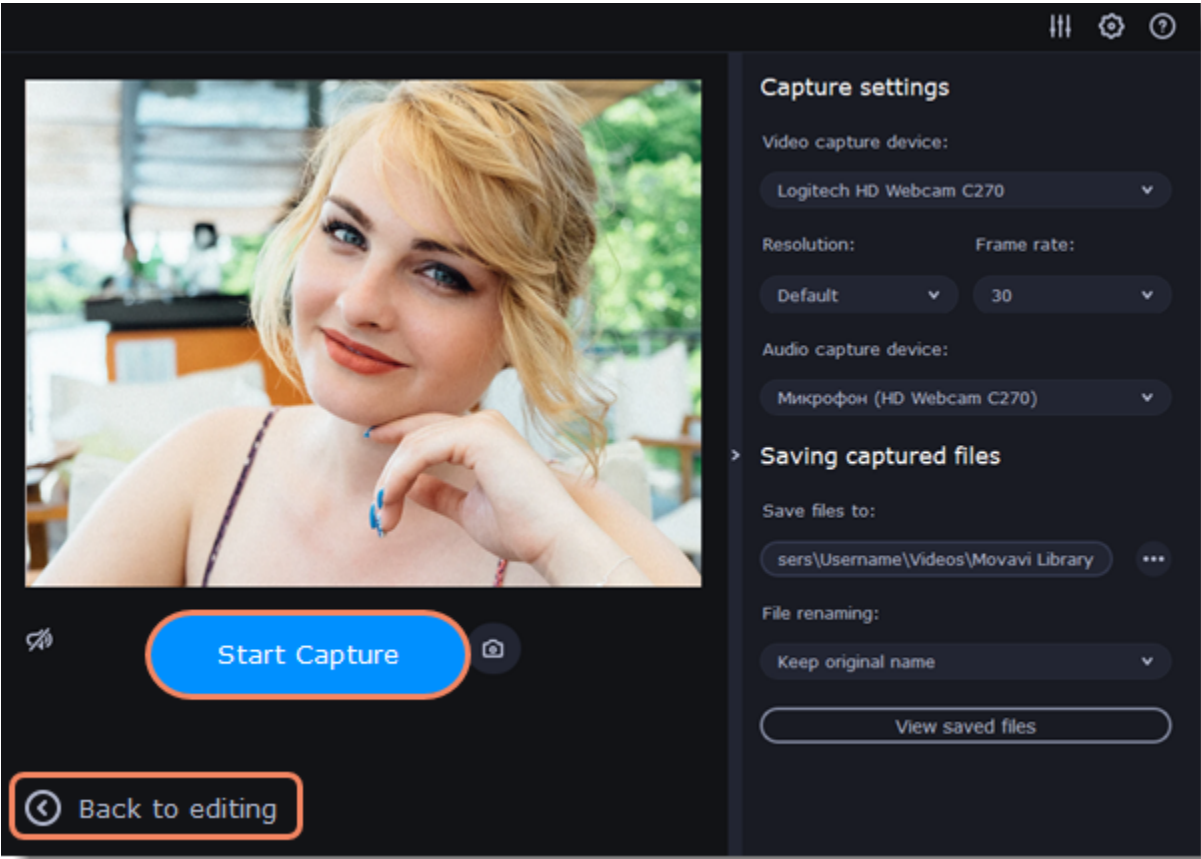


- 3. Select the camera from the **Video capture device** dropdown menu.
- 4. Then, select a **resolution** and **frame rate**. A higher resolution will have better quality, but the video file size will be larger. A higher frame rate is necessary for recording motion, while static scenes can be captured with a lower frame rate.
- 5. Select the microphone from the **Audio capture device** dropdown menu.



- 6. Choose a destination folder. By default, the recordings are saved to your *Movavi Library* folder. To change the default folder, click the  icon next to the **Save files to** field.

- 7. Click **Start Capture** to begin recording the video. During capture, you can take snapshots using the camera icon .
- 8. When you're done, click **Back to editing** at the bottom of the window. The captured files will be added to the Timeline and saved to your computer.



# Managing projects

A project keeps all the work on your video. You can save the project to finish your work later, or restore your work if you need to edit something after you've finished. A new project is created automatically when you start working on a video.

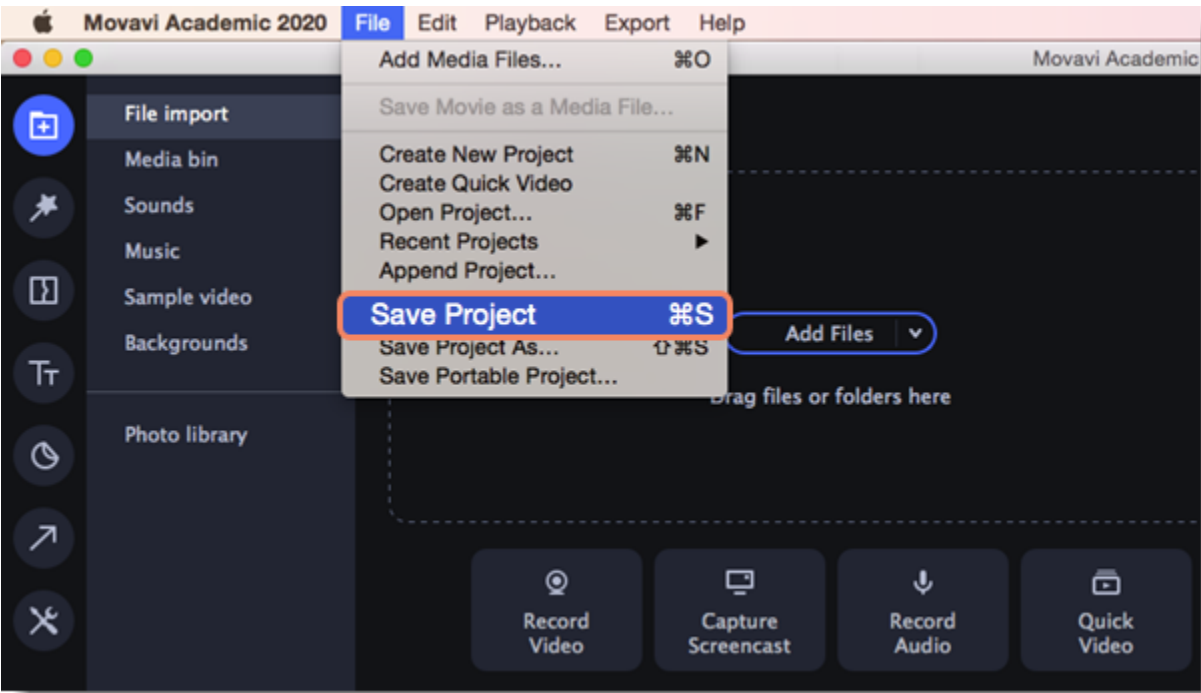
## Creating a new project

1. On launching the Movavi Academic you can start making a video right away.
2. To start a new project while working on another project, go to the **File** menu and select **Create New Project** or **Create Quick Video**.

## Saving projects

1. Go to the **File** menu and select **Save Project**. Or use a keyboard shortcut #+S.
2. Name your project. All projects are stored in *the "/Movies/Movavi Academic/Projects"* folder of your user.
3. Click **Save**.

You can later open the project file and continue working on it. To avoid losing your editing progress, make sure to save your project every once in a while.



After that, you can save your project as a file in the \*.mepx format on your computer and open it later to continue editing your movie.

## Viewing videos

Project files cannot be viewed in a regular video player, and can only be opened with Movavi Academic. To view the final video in a player, you need to first export your project to a common video format.

[Learn how to export your project](#)

## Opening projects

1. Open the **File** menu and select **Open Project**.
2. Find the project file, select it and click **Open**.

You can also open projects in several different ways:


- A. Find your project in Finder and drag it onto the Movavi Academic window or double-click it.
- B. In the **Import** area click **Add Files** and select find your project.

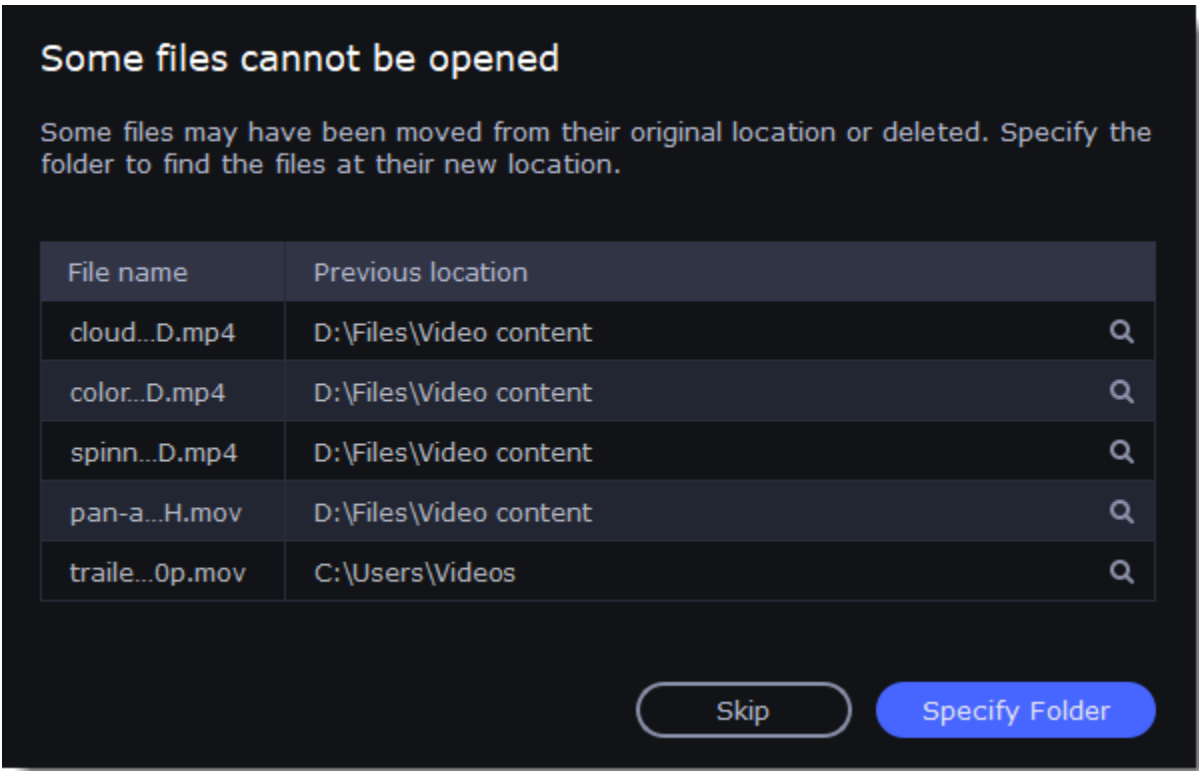
## Restoring a project from an autosave



If your computer malfunctions and you cannot save the project, some of your work may be restored using an **autosave** file. Rename the *"autosave.mepx"* file and open it in the Movavi Academic to continue working on your project.

### Restoring media files

When you open a recent project, you may see a message saying that a file is missing from the project. This may happen if one of the files used in the project has been moved somewhere else or deleted from disk. In this case, click **Specify Folder** in the message box to find the files in their new location, or click **Skip** to open the project without the missing files. You can also click the magnifying glass icon  and specify location of a single file. We recommend to copy all the files to your hard drive before editing.

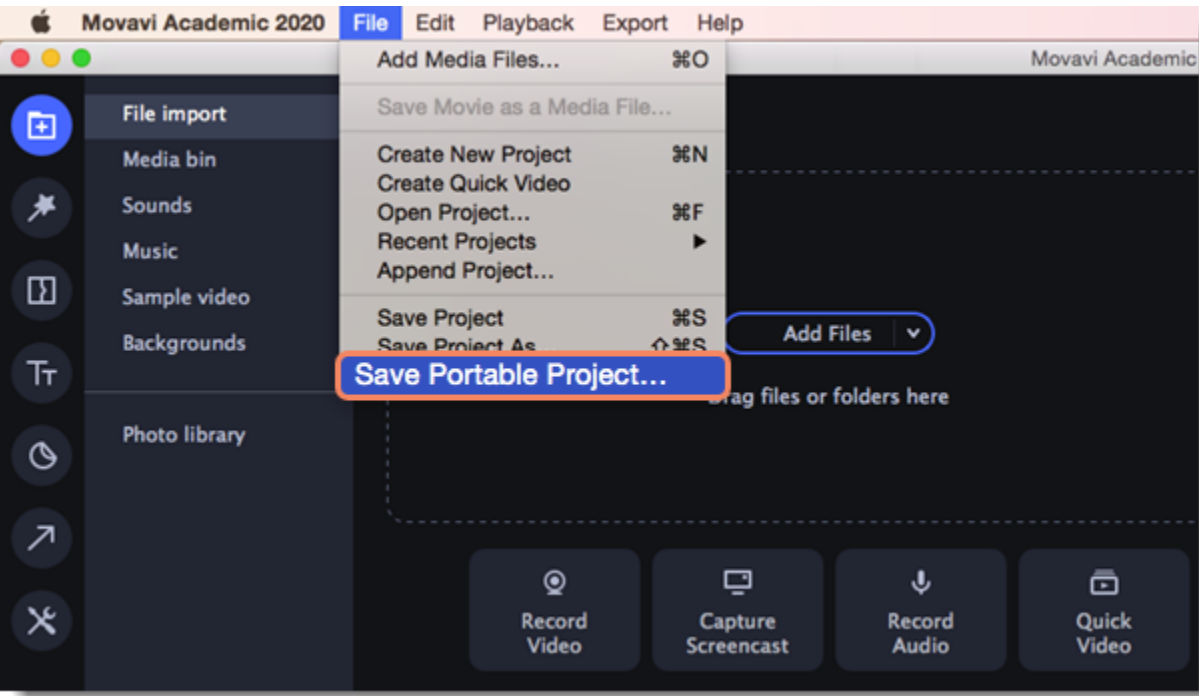


## Transferring projects

### Saving portable project

A **portable project** is a kind of project that contains all the media files that comprise it. Since the program does not create copies of the files and only refers to their location on the disk, the project will only work properly on another computer if all the media files are present there as well. With the portable project saving option, you don't have to collect all the files manually.

1. Open the **File** menu and choose **Save Portable Project**
2. Set a path for your project folder to be saved to and click **Save**.
3. Then transfer the project folder to another computer with Movavi Academic installed.

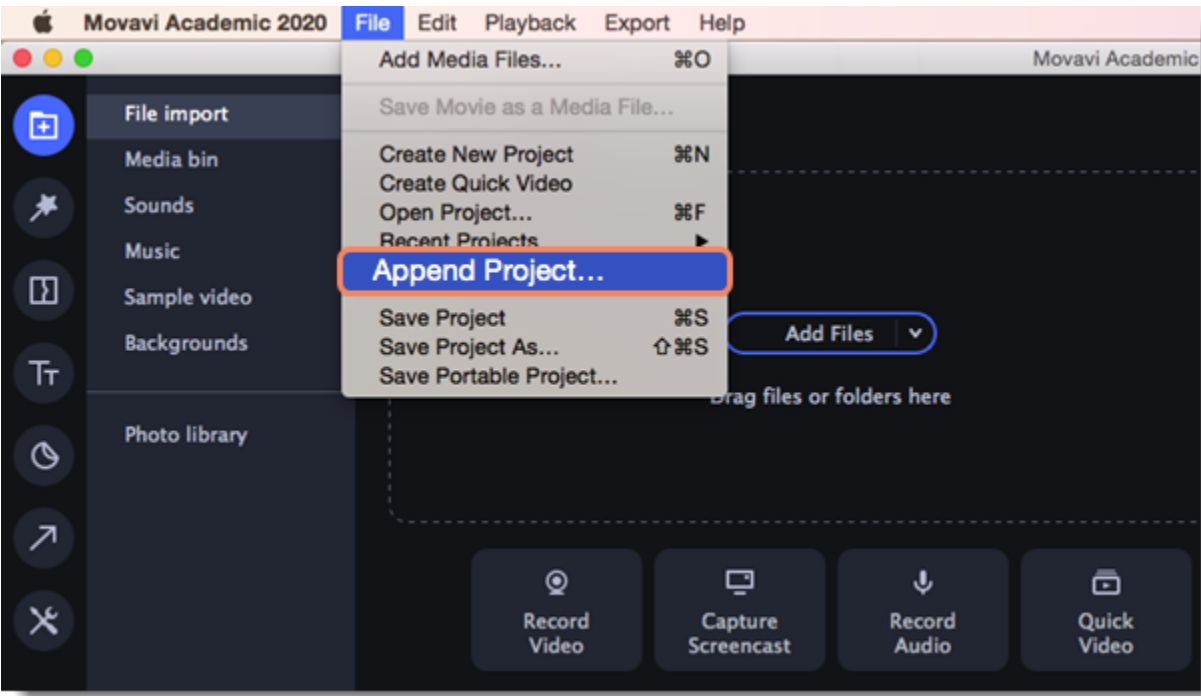


Learn more:  
[Restoring lost files](#)

## Appending projects

You can combine several projects in just one. To do this:

1. Open a project or create a new one.
2. Open the File menu and click **Append Project**.
3. In a new window find and open the project you want to combine your current project with. The project you append will be added at the end of all other clips of the current project.

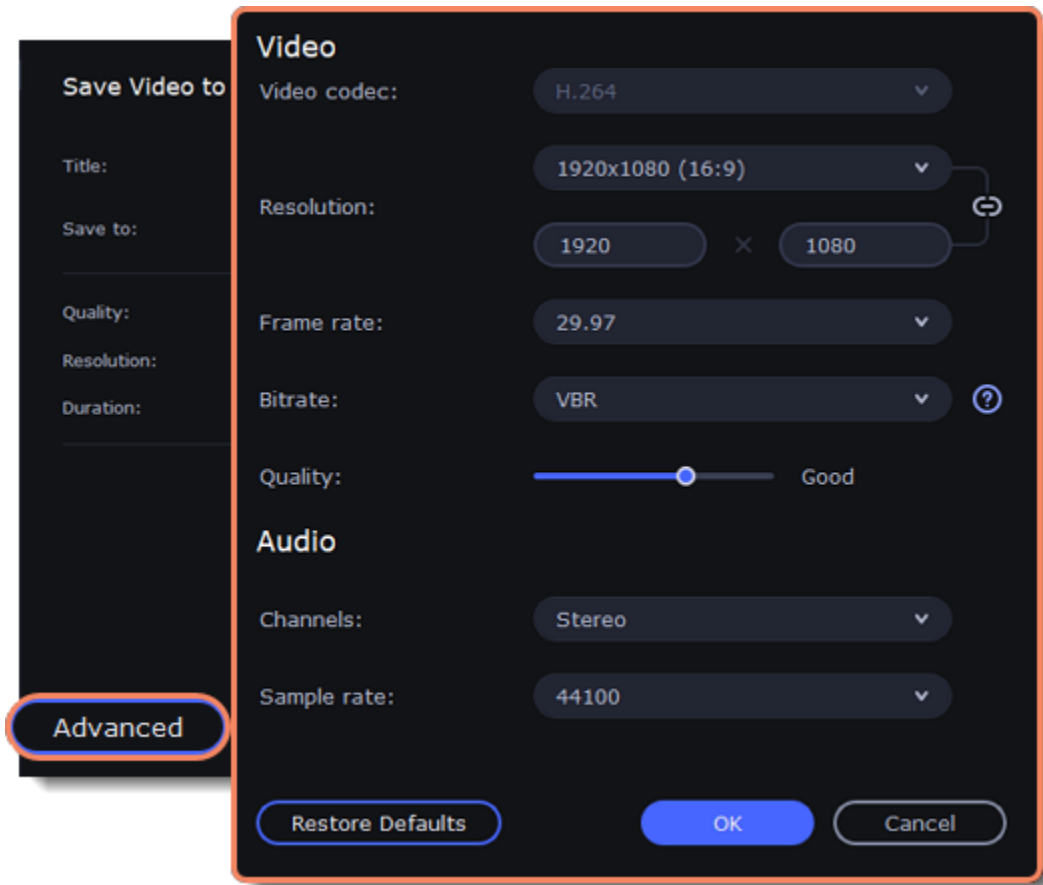


# Project settings

Adjust the parameters of your video, such as bitrate, video resolution and frame rate. These settings affect the quality and the size of a final file. You can change them when saving your video or at any other time.

## Opening project settings

In the Export window click the **Advanced** button.



## Video settings

The video settings apply to all videos and photos used in the project. When you import the media files, they will be scaled to fit inside the selected frame size according to your settings.

### Video codec

Codec is a program that encodes and decodes data. Codecs, as well as bitrate, use data compression and affect the size of a final media file, so it is easier to store and manage the file.

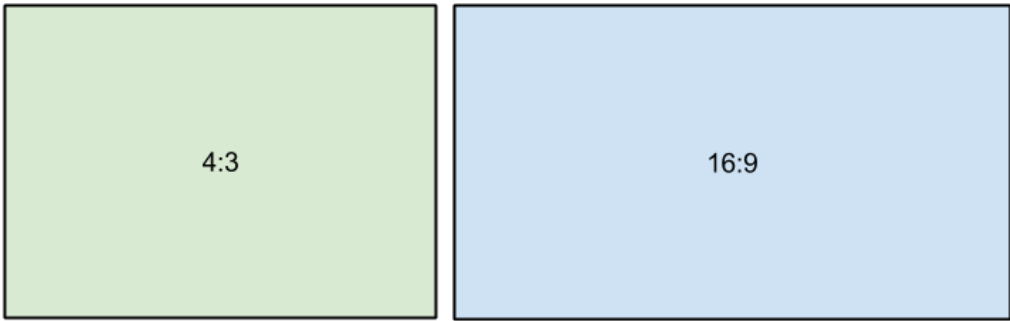
### Resolution

The *frame size* or *resolution* determines the videos width and height in pixels. Open the **Resolution** list to select from the most common resolutions. For your convenience, each resolution is marked with its respective aspect ratio. Ideally, the frame size should match the resolution of the videos and photos you plan to use in your project, and should not exceed the resolution of the largest video. Smaller resolutions allow you to make the output video smaller and thus save your disc space, however, this will sacrifice some video quality due to downscaling.

Frame Size	Aspect Ratio
320x240	4:3
640x480	4:3
1280x720	16:9
1280x960	4:3
1920x1080	16:9
1920x1440	4:3
3840x2160	16:9
4096x2160	256:135

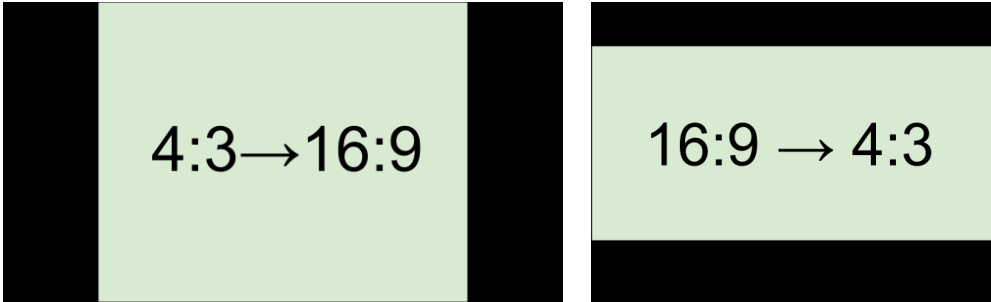
Aspect ratio

The *aspect ratio* is the ratio of the video or photo's width to its height. The most commonly used aspect ratios are 4:3, used generally for analog TV and in many old movies, and 16:9, the standard resolution for widescreen digital video.





A relative comparison of aspect ratios

When you add videos and photos to the project, they will be scaled to fit the specified frame size. If you add media files with an aspect ratio different from that of the project, you may see black bars appear on the sides of the video. Furthermore, if you add low-quality videos to a project set up to a high resolution (frame size), the small video may be stretched to fit the frame and thus may appear pixellized. For best results, we recommend setting the frame size and aspect ratio to match all or most of the videos and photos you are planning to use.



Examples of black bars appearing when importing videos with a different aspect ratio.

If you cannot find the necessary frame size in the list, you can manually enter the width and height into the respective boxes of the **Project Settings** window. Note the button with the link icon to the right of the boxes. It allows you to maintain existing proportions when entering new values:  – the proportions are constrained, allowing you to set a larger or smaller frame size without changing the aspect ratio;  – you can freely enter the width and height with any proportions. Simply click this button to toggle the two states.

Frame rate

Frame rate or FPS defines the frequency at which frames appear on a display per second. Frame rate affects the smoothness of the video being played. Standard frame rate in most types of videos is 24-30 frames per second. The video plays smoother at a higher value, but the file size rises as well.

Bitrate

Bitrate is the amount of digital information contained in one second of a media file. It is measured in kilobits per second (Kbps). You can control the output file size by changing the bitrate value. There are three types of bitrate available in the video editor:  
**Auto bitrate (CBR)** is a constant value set by the program and calculated according to other already set quality options such as video codec, resolution and frame rate.  
**Constant bitrate (custom CBR)** is a constant manually entered value which is then used to process the entire video. This type of bitrate allows to predict the size of a final media file.  
**Variable bitrate (VBR)** is an automatically picked value that is set within the set quality requirements for the video. VBR will adjust to the image using the optimal values to save the quality: lower values for a static image and higher values for a more dynamic one. But in this case it is impossible to predict the output file size.

Audio settings

Sample rate

The *sample rate* affects the quality of digital sound, and defines the maximum frequencies that an audio stream can contain. The default sample rate is set to 44100 Hz, which exceeds the maximum frequencies of human hearing and is used to record Audio CDs and most music tracks.

Channels

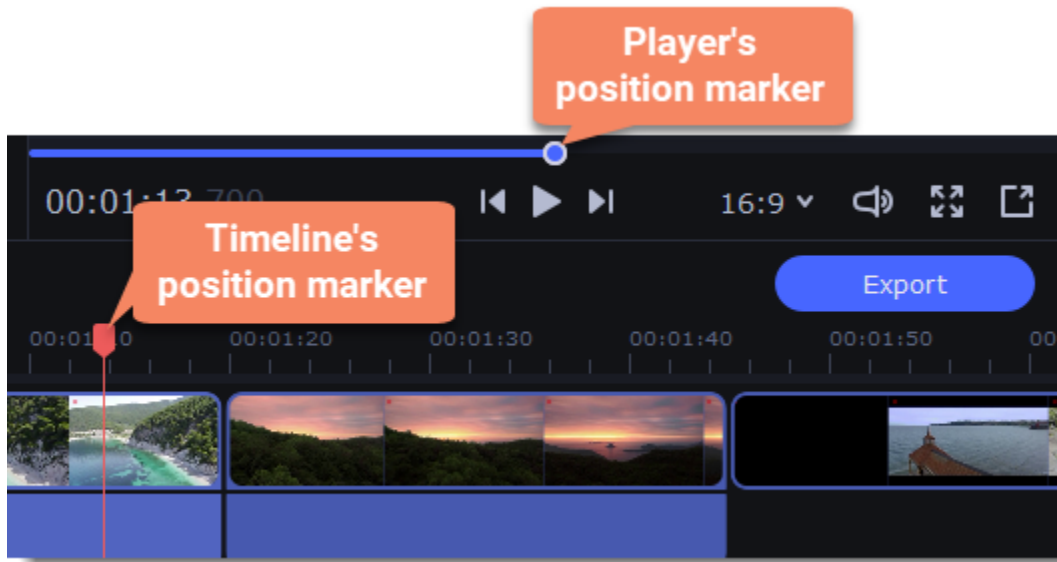
**Stereo** sound contains two channels and has the capacity to convey the relative location of sound sources, which makes it best for recording music; **mono** sound has only one channel and produces sound without differentiating left and right channels. Stereo is the generally preferred number of channels, however, some mobile devices record sound only in mono mode.  
**Surround sound (5.1)** has the capacity to produce sound using six channels (usually 5 speakers and a subwoofer), which allows it to create the so called participation effect. This technology is often used in home cinema systems, as well as in some game consoles and PCs.

Preview and organize clips

Use the player in the upper right-hand part of the window to preview your project.

Current position

Your current playback position can be controlled using the position marker under the player and on the Timeline.



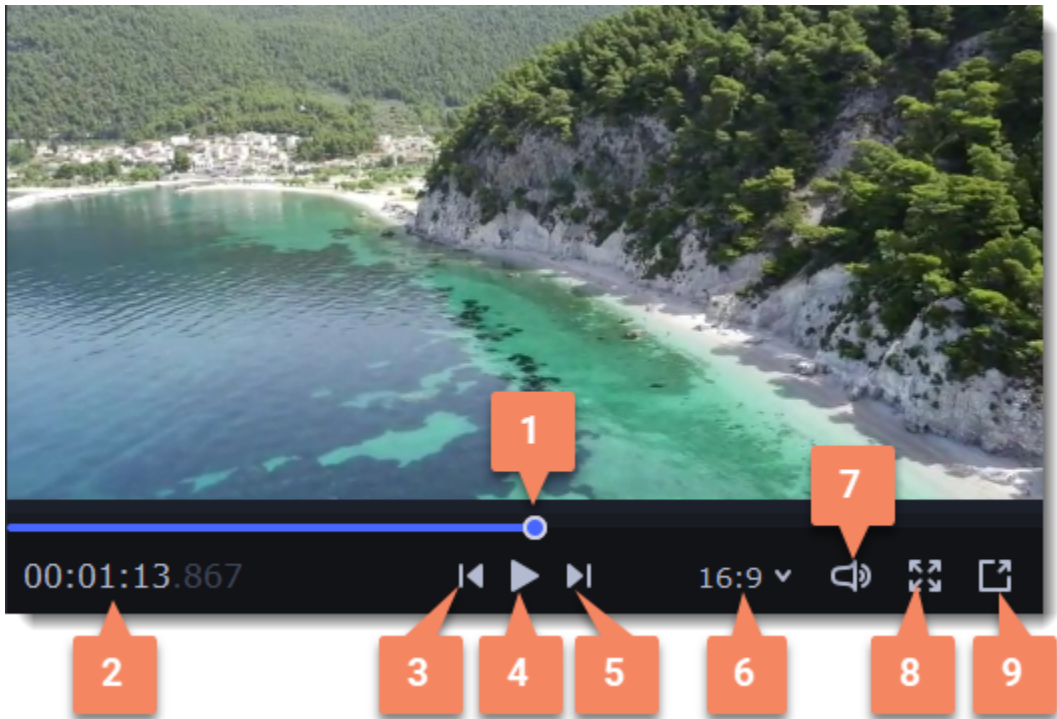
For precise positioning:

- To move in 0.5 second increments, open the **Playback** menu and choose **Skip Forward by 0.5 Seconds (###)** or **Skip Backward by 0.5 Seconds (###)**.
- To move precisely from frame to frame, use the **Previous frame (##)** and **Next frame (##)** buttons in the player. This will move the position marker exactly one frame backward or forward.
- Use the **Scale** slider to zoom in on the Timeline to make positioning easier.



### Playing the video

1. Move the position marker to where you want to start playback.
2. Click **Play** or press the **Space Bar** key.
3. Click the **Pause** button or press the **Space Bar** again to pause playback.

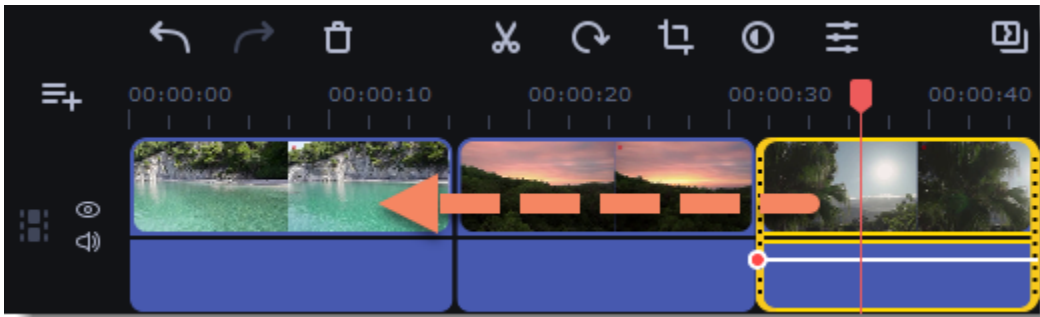


- 1 – player position marker
- 2 – current time
- 3 – previous frame
- 4 – play/pause
- 5 – next frame

- 6 – aspect ratio of the project
- 7 – player volume
- 8 – view in full screen mode
- 9 – unpin player

### Arranging clips

By default, media files will appear on the Timeline in the same order in which you've added them. To rearrange the clips, drag them with your mouse and drop them onto the desired position. To select multiple clips, use **#+click** or click and drag to draw a selection on the Timeline.



### Working with two monitors

If you have more than one monitor, you might want to detach the player into a separate window to have more room for editing. To do that, click the **Unpin player** button under the player:





The player will then open in a separate window. When you want to return the player back into the main window, click the **Pin player** button in the detached player or close the player window.



## Timeline tracks

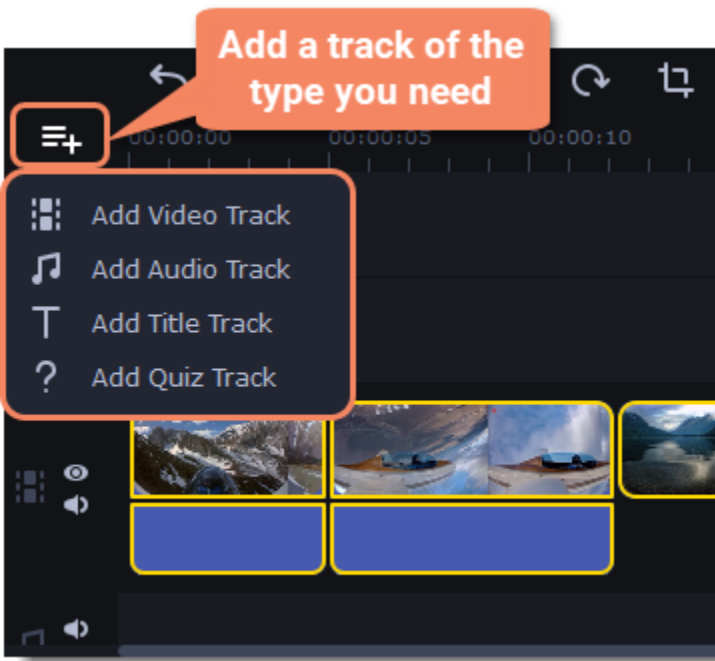
The Timeline at the bottom of the window is your working area where you can organize and edit the clips that make up your video project. The Timeline consists of several tracks for different types of media, that are all synchronized against the time scale at the top. You can imagine the tracks as layers: the uppermost layer appears on top of all others. With the exception of the video track, you can layer several clips on each of the tracks to make your video more dynamic.



### Adding tracks

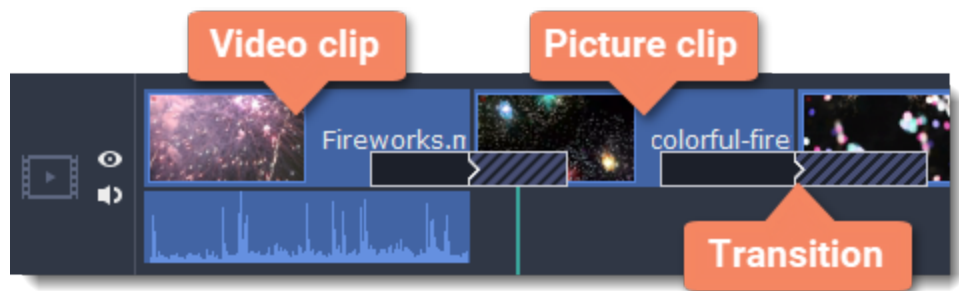
With the Timeline that allow work with multiple tracks, you have only three tracks available at the start. To work with several video, audio and title tracks at the same time:

1. Find a **Plus** button at the upper left-hand corner of the Timeline.
2. Select the track you want to add and click it.
3. **(optional)** Customize the Timeline: change the order of the tracks, hide the content of a track and link tracks to the video track or detach them.



### Video track

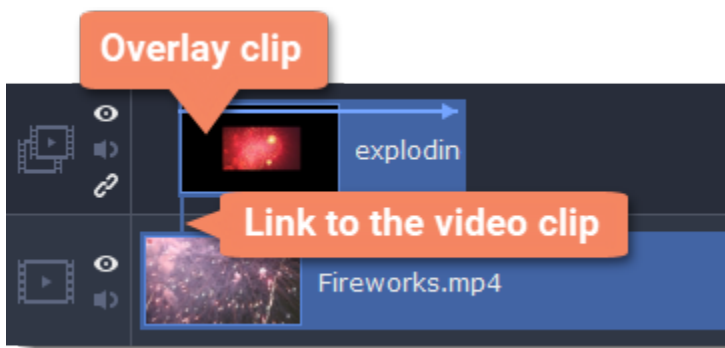
The video track holds videos, pictures, and the transitions between them. You can also place titles, callouts and stickers on the video track if you want them to appear against a black background.



### Overlay track

You can use the overlay track to show videos and images on top of the main video track. Simply drag the clips from the main video track up onto the overlay track. Overlay clips are linked to a corresponding clip on the main video track. This way, they will stay in sync even if you move or cut the video clip.

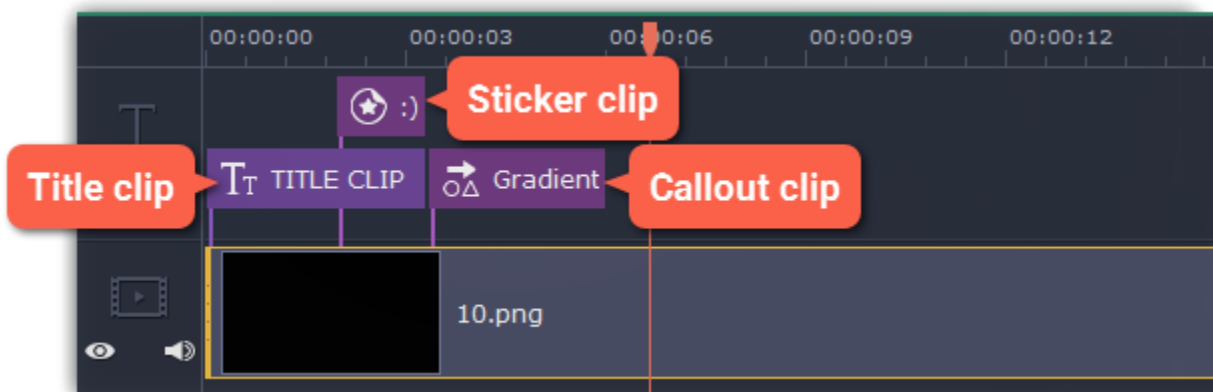
Learn more: [Creating overlays](#)



### Title track

The title track holds all of your text clips, as well as callouts and stickers. Clips on this track are linked to a corresponding clip on the main video track. You can't use transitions or effects on any of these clips, but you can animate them.

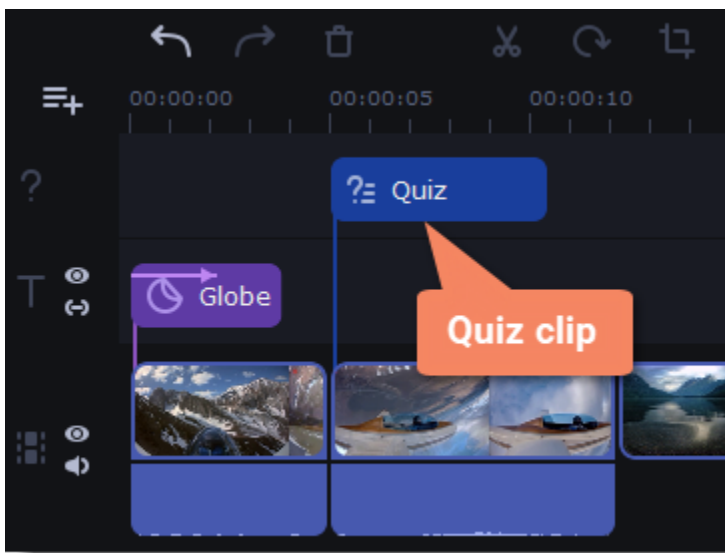
Learn more: [Titles](#) | [Callouts](#) | [Stickers](#)



### Quiz track

This type of track is used only to hold clips with quizzes and usually is added automatically when you create a quiz.

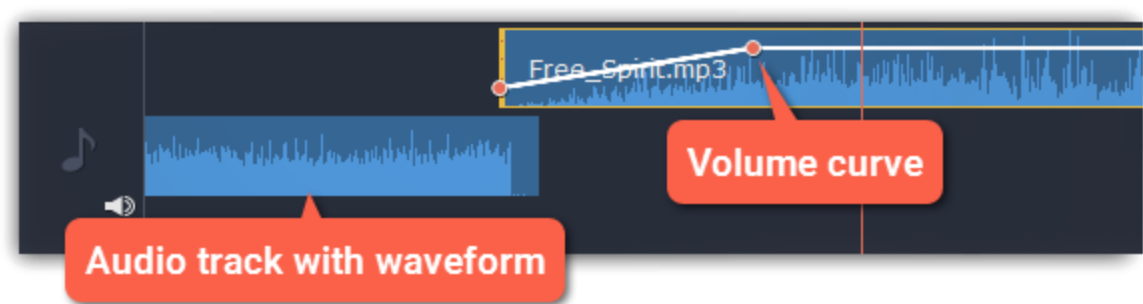
Learn more: [Quiz](#)



### Independent audio track

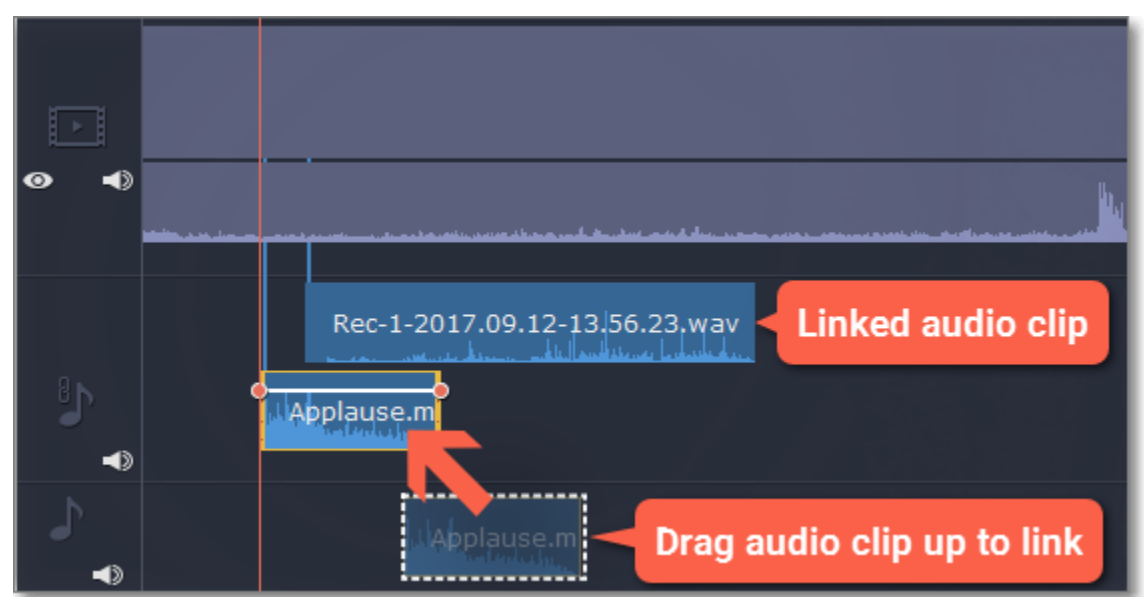
The independent audio track is the very last track of the Timeline and it contains audio that is *not* linked to any clips on the video track. This track is most suitable for background music and clips that don't need to be synchronized to videos. Both audio tracks show *waveforms* that visualize the volume throughout the clip, so that you can easily find the quietest and loudest parts. You can also fine-tune the volume using volume curves.

Learn more: [Volume curves](#)



**Linked audio track**

The linked audio track allows you to link audio clips to videos and images on the video track so that the audio clips stay in sync as you edit your project. If you record audio with the **Play video during the recording** option checked, the audio clip will also appear on this track.



**Problem: My audio clip appears on the video track**

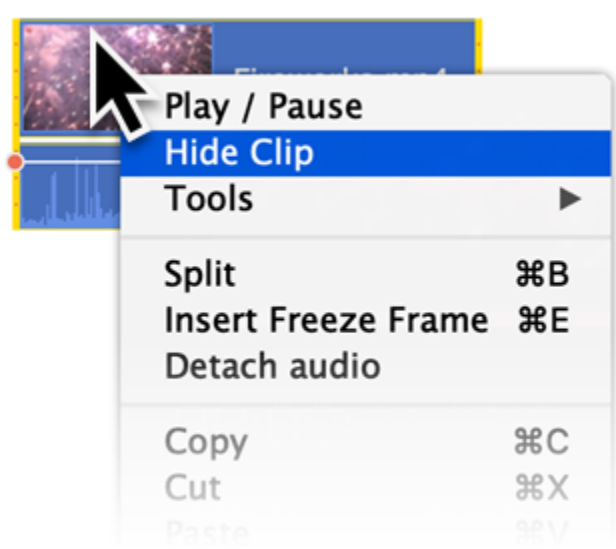
**Solution:** Some audio files contain album art, which may sometimes be recognized as the video stream. Therefore, these files may be placed on the video track. In that case, drag the audio clip *down* onto the audio track, and delete the album art from the video track if you do not need it.

**Hiding and muting clips**

If you want to see how your project looks without some clips, you can disable separate clips or entire tracks.

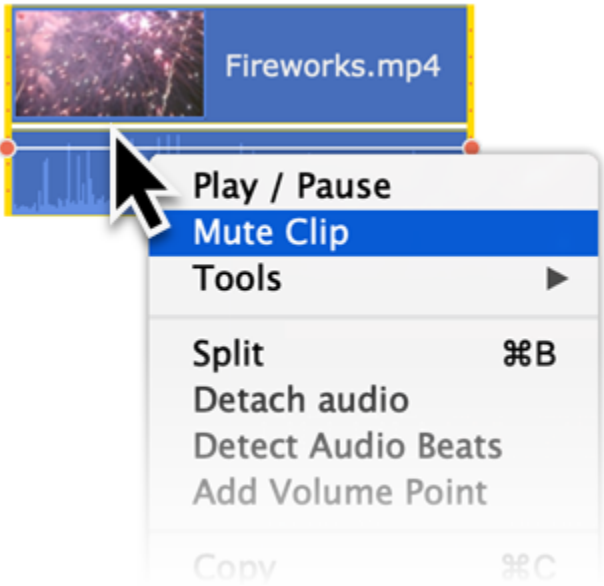
**Hiding clips**

To hide a clip from view, right-click the clip and choose **Hide Clip** from the pop-up menu. The clip will not appear in the player or on the finished video until you re-enable it.





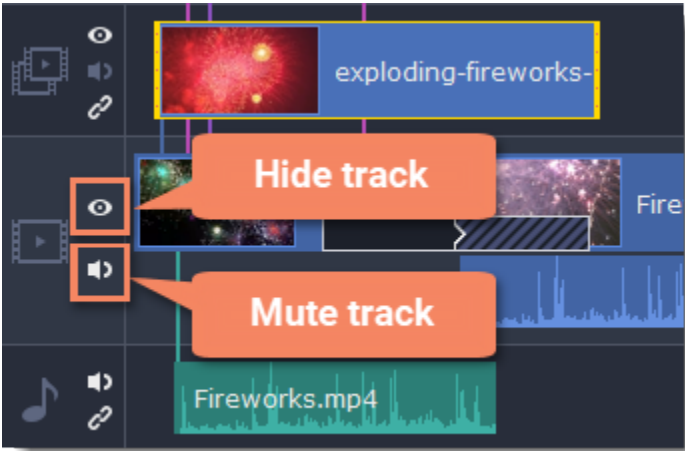
**Muting clips**

To disable a clip's sound, right-click the clip you want to mute and select **Mute Clip** from the pop-up menu. The clip will not play in the player or on the finished video.



Disabling tracks

- To **hide** an entire track from view, click the eye icon  to the left of the track you want to hide.
- To disable the **sound** for an entire track, click the speaker icon  to the left of the track.

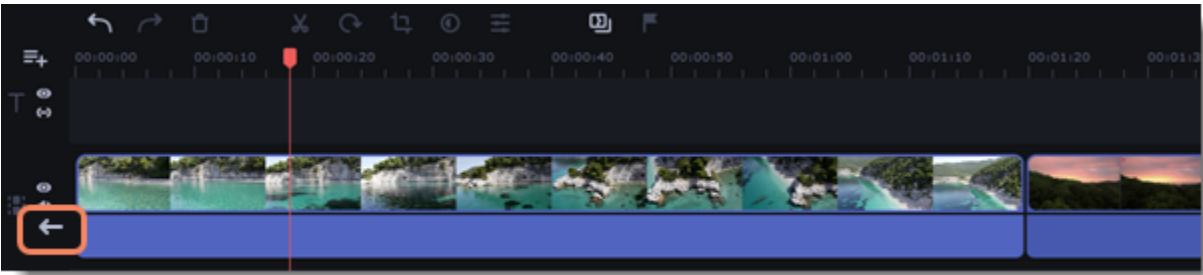


Gaps on the Timeline

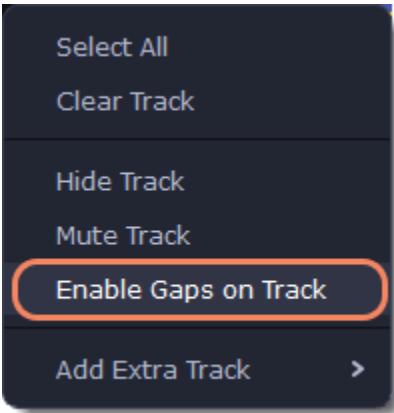
Gaps on the Timeline are empty spaces between clips on a video track.

Adding gaps

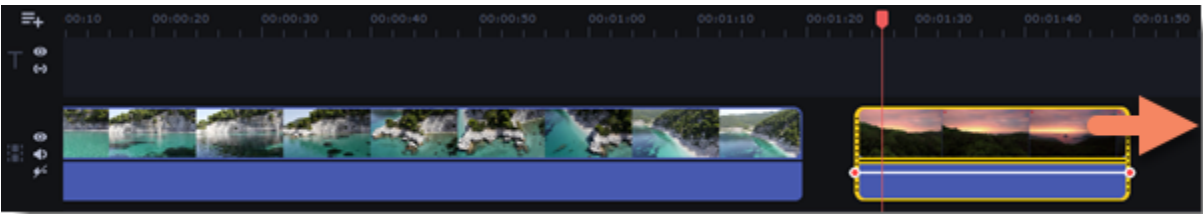
1. To enable gaps, click the arrow icon in front of the video track.



Or right-click on the area in front of the track and select **Enable Gaps on Track** from the context menu.

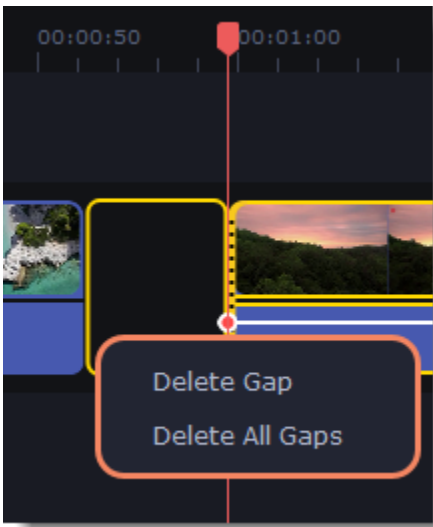


2. To add a gap, click on a clip and drag it to the desired distance from another clip.



Deleting gaps

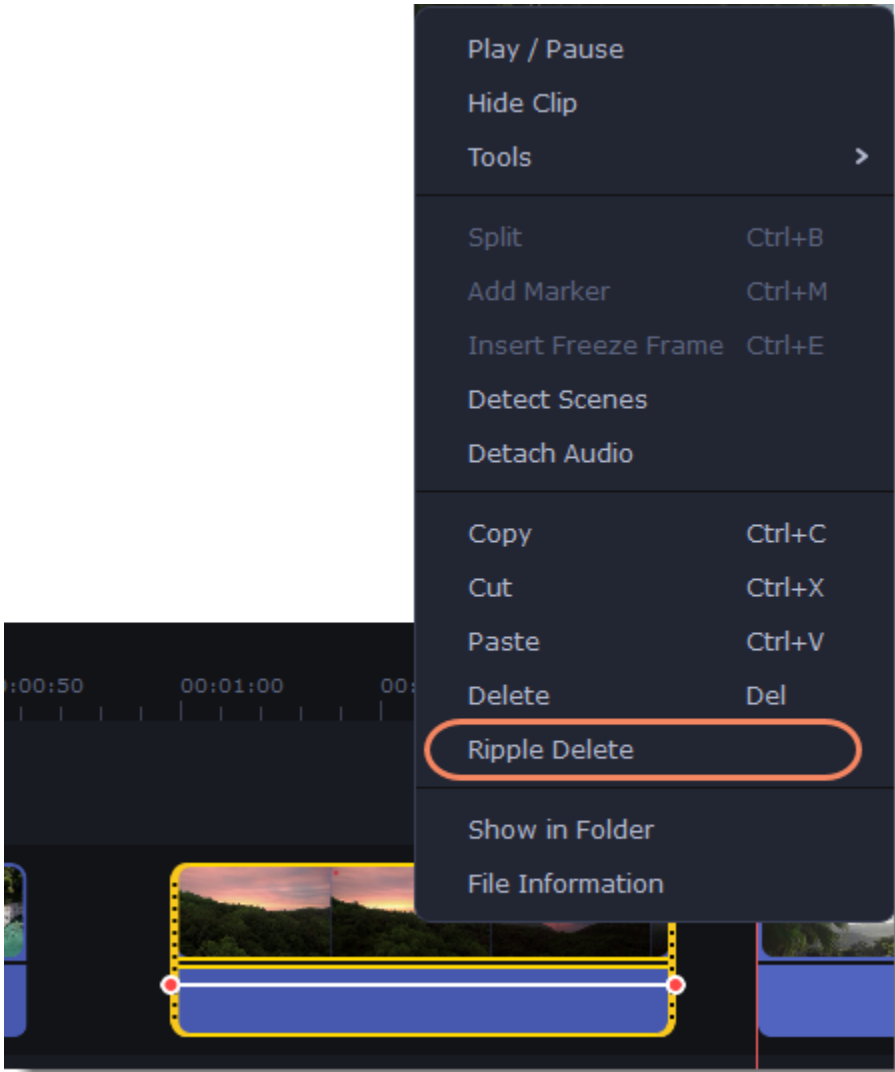
1. Right-click on the gap you want to delete.



2. Select **Delete Gap** to remove the selected gap. Select **Delete All Gaps** to delete all the gaps on the track. When you delete gaps, the clips will adjoin each other.

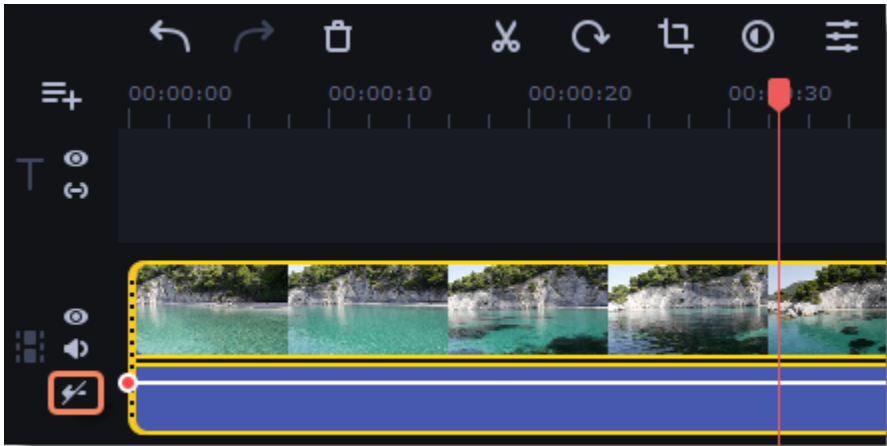
Ripple delete

To delete a clip on the track and move all the clips on its right according to its length without deleting gaps, right-click the clip you want to delete and select **Ripple Delete**.

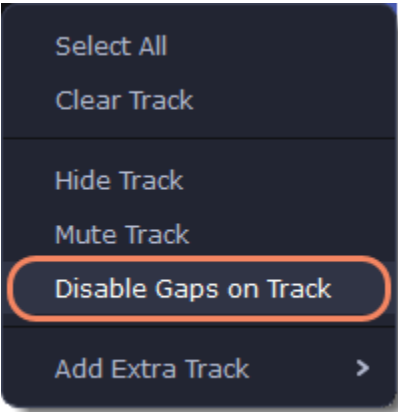


Disabling gaps on a track

To disable gaps and adjoin all clips to each other, click the **crossed-out arrow** icon in front of the video track.



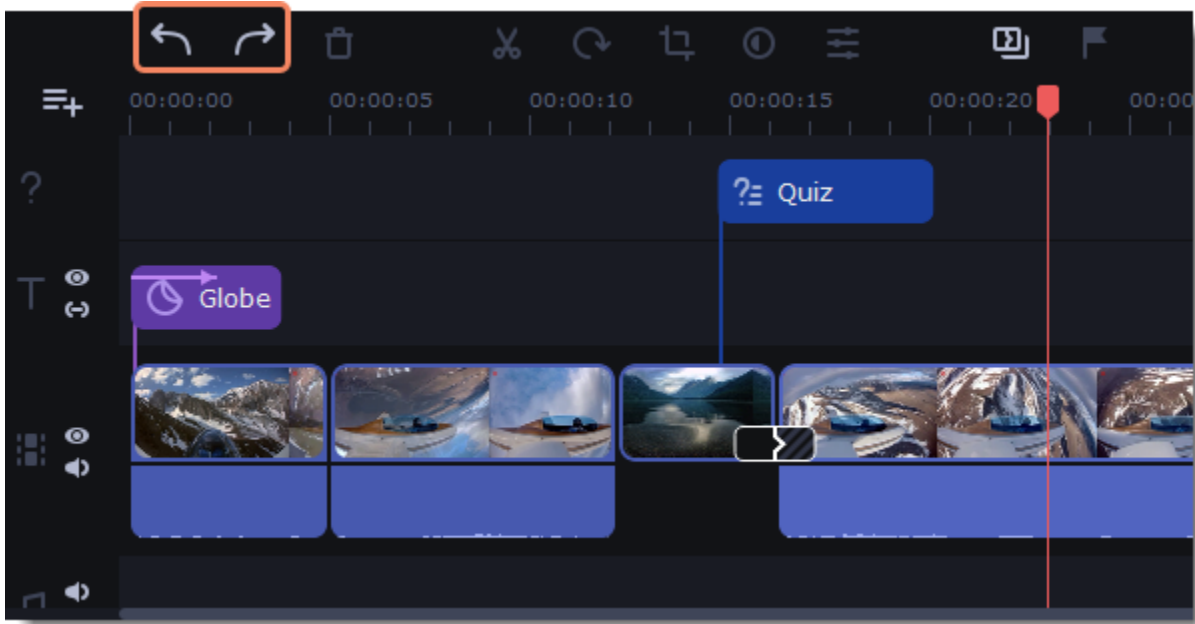
Or right-click on the area in front of the track and select **Disable Gaps on Track** in the context menu.



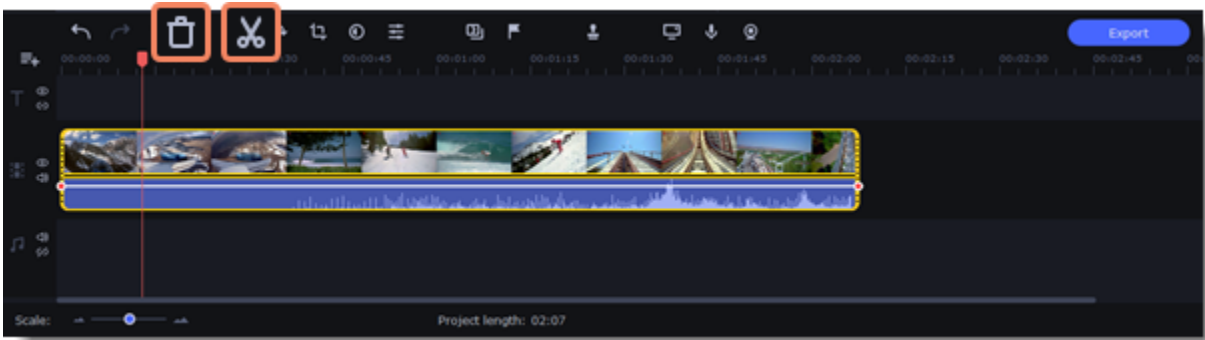
## Undo actions

Click the **Undo** button on the toolbar or press **#Z** to cancel an action.

If you've cancelled an action but want to return to it, click the **Redo** button or press **##Z**.

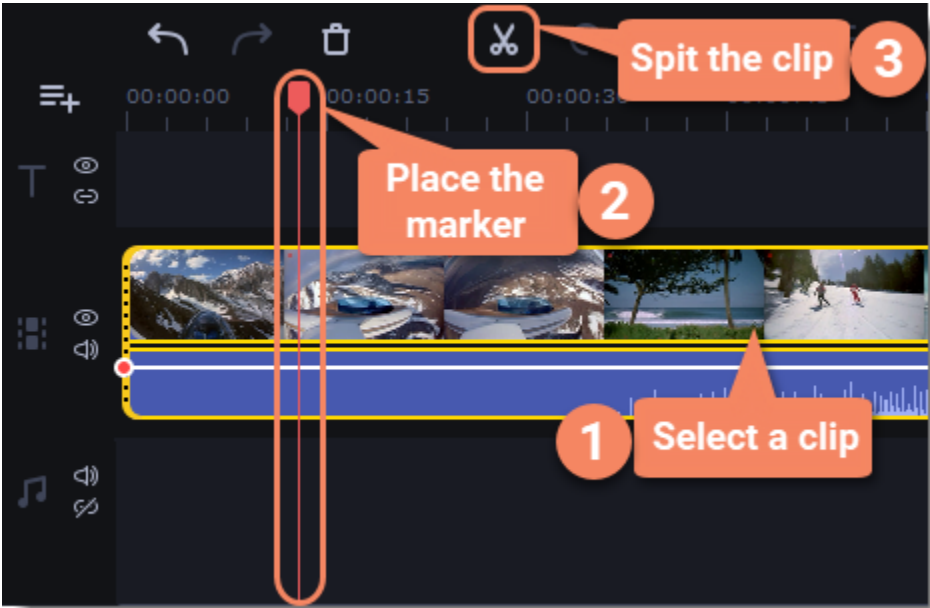


## Cutting clips



### Splitting clips into parts

1. Select the clip that you want to split.
2. Move the position marker to the moment where you want to cut the clip.
3. Click the **Split** button on the toolbar.



### Cutting out fragments

Step 1: Cut the clip at the beginning of the fragment

1. Select the clip you want to cut.



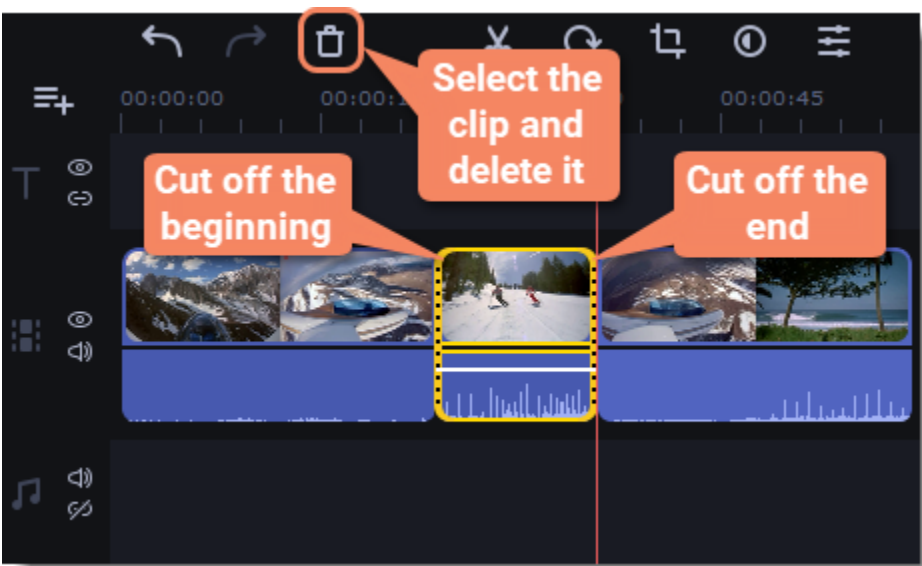
2. Move the position marker to the beginning of the fragment. Use the **Previous Frame** and **Next Frame** buttons on the player to catch the moment precisely.
3. Click the **Split** button. The clip will be cut into two parts, with the unwanted fragment at the beginning of the second clip.

Step 2: Cut the clip at the end of the fragment

1. Select the second clip the you've just cut off.
2. Move the position marker to the end of the fragment.
3. Click the **Split** button again. The fragment should now be in a separate clip.

Step 3: Delete the unwanted fragment

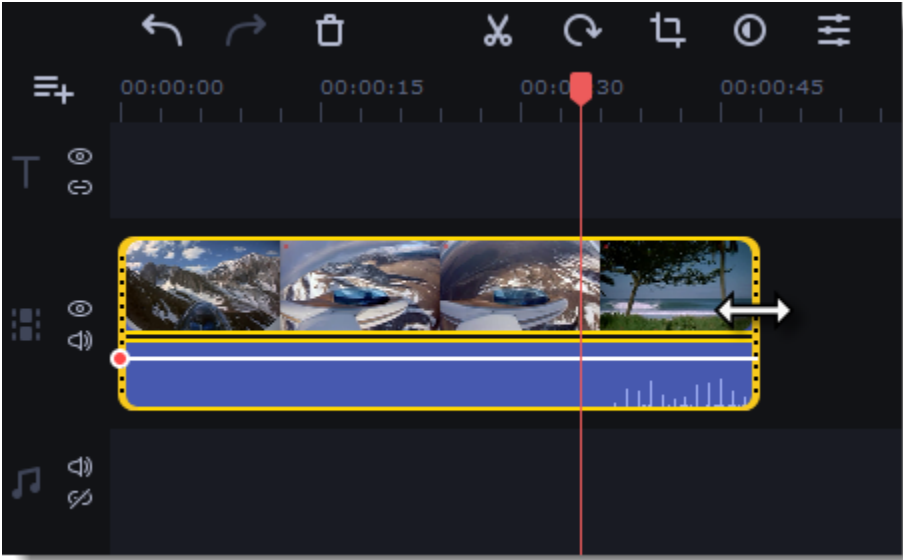
1. Select the clip with the unwanted fragment.
2. Click the trash can button or press the **Delete** key to remove this clip. The clip will be removed, and the remaining clips on the Timeline will move to close the gap.





### Trimming clips

If you only need to cut off some parts at the beginning or at the end of a video or audio clip:

1. Place your mouse pointer over the edge of the clip.
2. Click and drag the edge towards the center of the clip to trim the clip to the desired length.



### For more precise navigation:

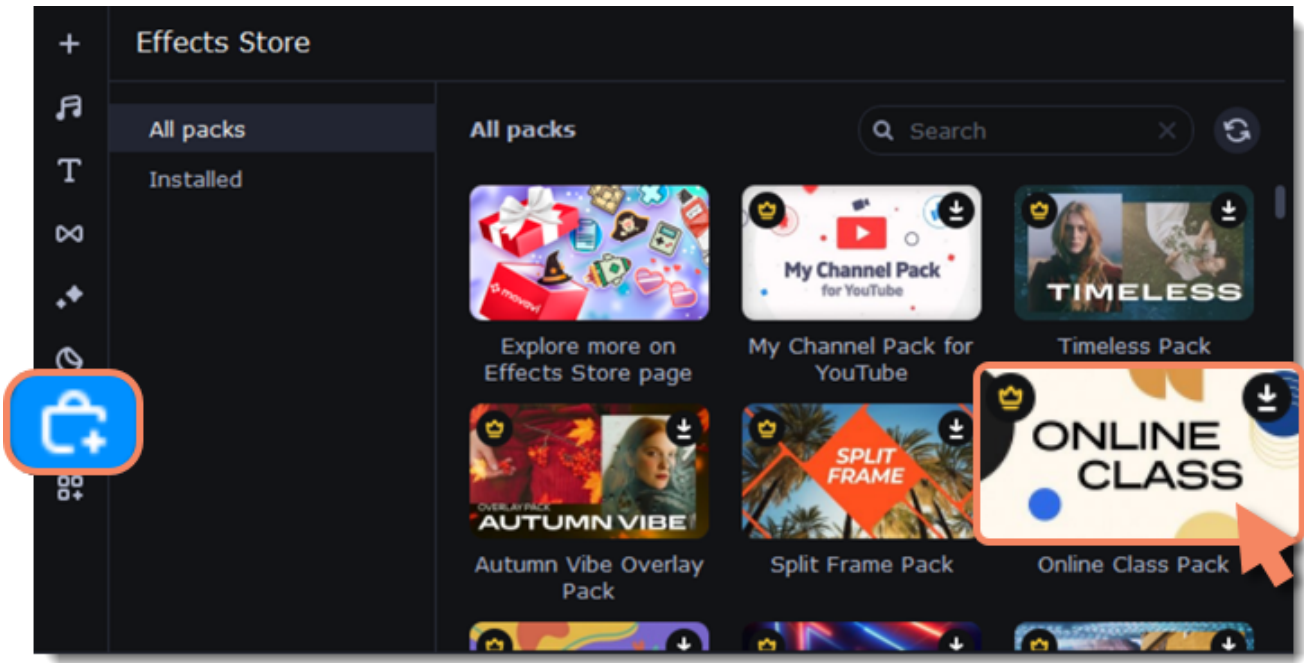
- Open the **Playback** menu and use the **Skip Forward by 0.5 Seconds** or **Skip Backward by 0.5 Seconds** commands to jump half a second forward or back.
- Use the keyboard shortcuts to move the position marker half a second back and half a second forward, respectively: **###** and **###**.
- Use the **Go to the previous frame**  and **Go to the next frame**  buttons for precise frame-by-frame navigation. You can also use the **##** and **##** keyboard shortcuts.

## Effects packs

Effect packs are collections of additional content – transitions, titles, stickers, backgrounds, overlays, and LUTs. These packages help you express your creativity and save time searching for thematic materials.

### Adding an effect package

1. Go to the **Effects Store** tab. It contains all the packages from the Effects Store.
  - The **All packs** tab contains packs that you can purchase and use in the program.
  - On the **Installed** tab, you can find packs that you have already purchased and installed in the program.
2. Click a pack to download it.



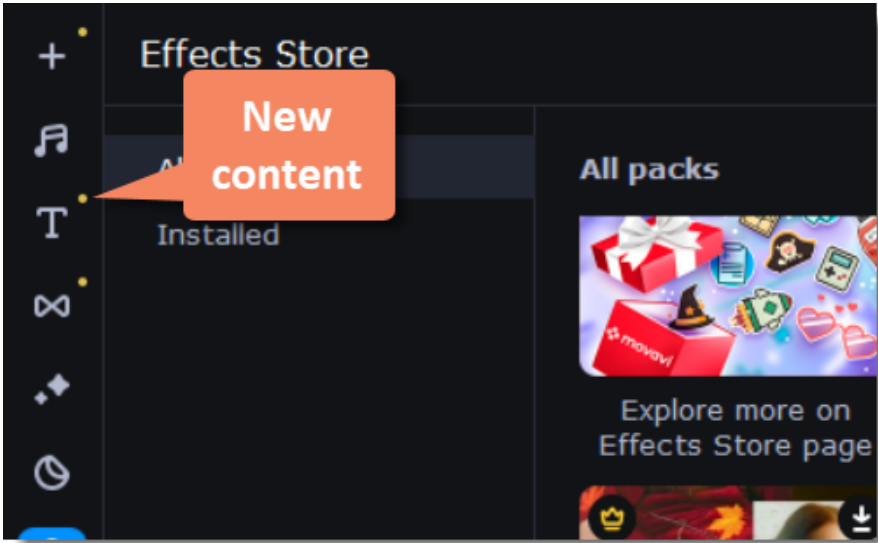
3. Try free any effects and elements from different sets on your videos.



If you're not subscribed to the **Effects Store**, videos with effects from the packages will be saved with a watermark. To save videos without a watermark, buy a subscription.

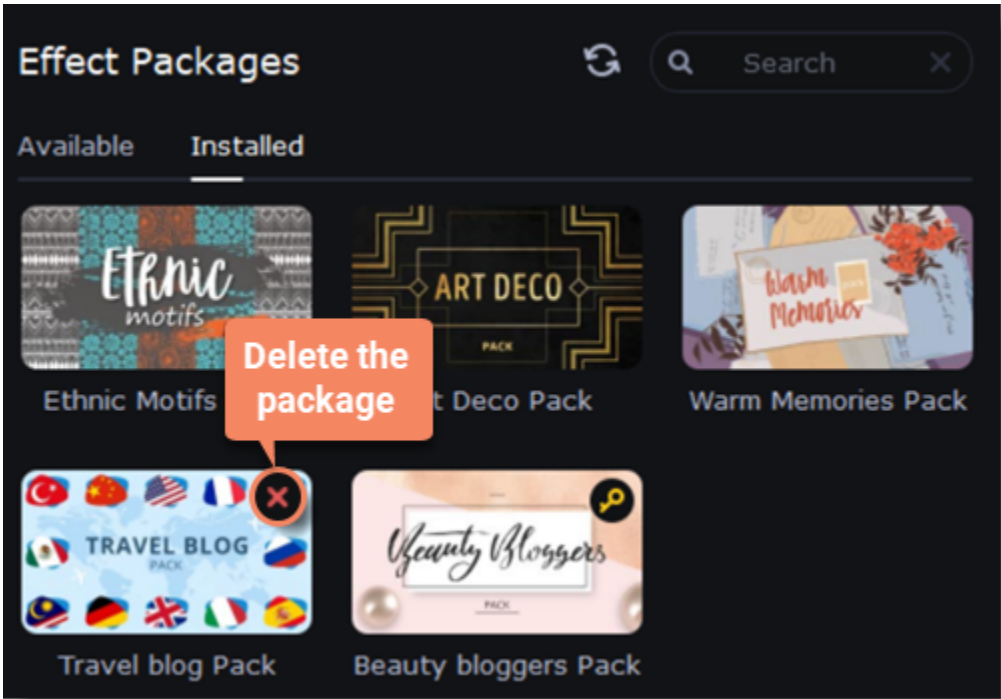
**Learn more:** [Activating an Effects Store subscription](#)

All your new effects will be in the tabs marked with a yellow dot.



### Viewing and deleting installed packages

- To view the installed packages, go to **Installed**.
- To delete a package, click the cross icon  at the top right-hand corner of the package image.

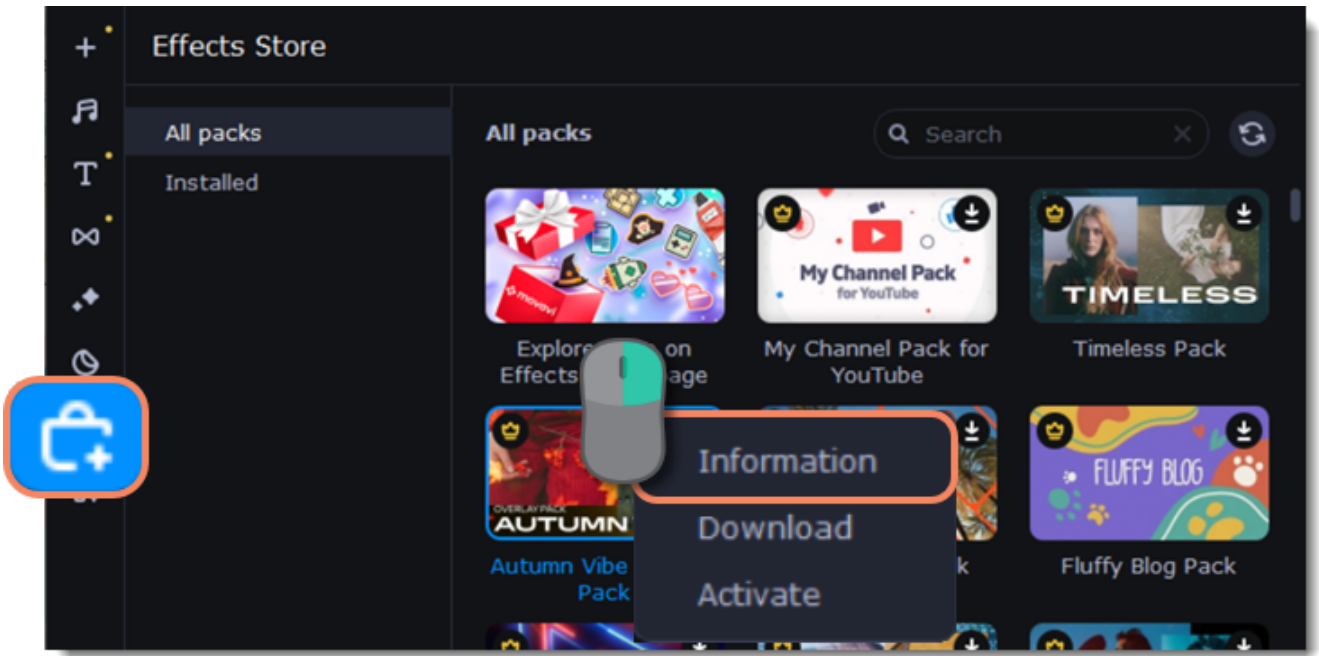


## Activating an Effects Store subscription


### Subscription purchase

1. Go to the **Effects Store** tab.
2. Right click on any pack you like.
3. Select **Information** from the menu that appears. You will be redirected to a web page with detailed information about the selected package.






4. Click **Buy Now** to proceed to the Effects Store subscription page.

 Provide the same email as when you bought the full version of Movavi Academic.  
Learn more: [Activating Movavi Academic](#)

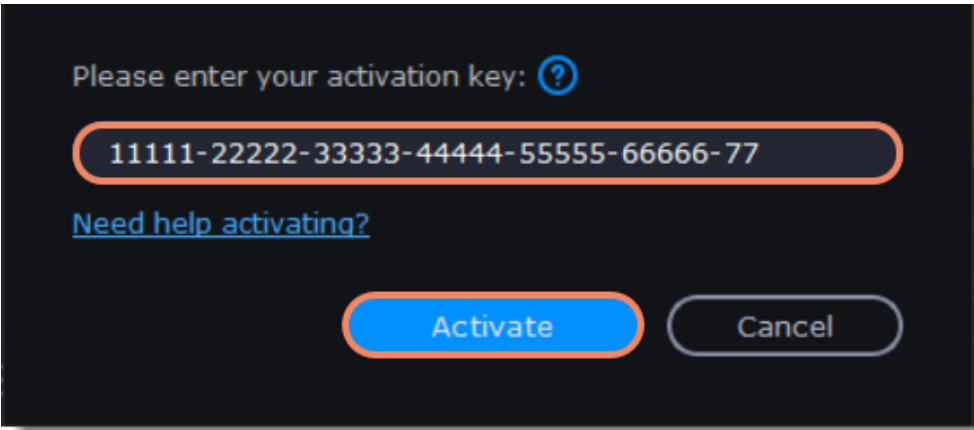
Pack activation

If you've already bought Movavi Academic and subscribed to the Effects Store with the same email, packs will be activated automatically.

 If packages are not activated, try restarting the program.

If you've subscribed to the Effects Store with the different email address, activate packs manually:

- 1. Right click on the package you need to activate.
- 2. Click **Activate** from the menu that appears.
- 3. Enter your activation key and click **Activate**.

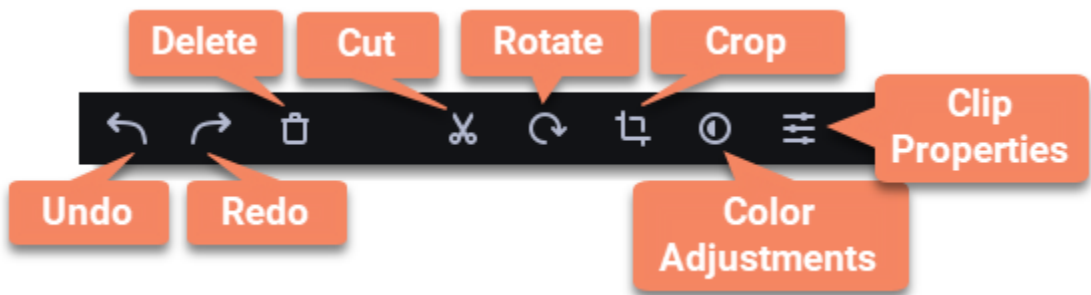


Cannot install or activate the package? Make sure that:

- Movavi Academic you have installed on your system supports the package.
- You used the key that was emailed to you after purchasing the package and that there are no additional characters after the key.
- You have enough free disk space to install the package.

Edit and enhance clips

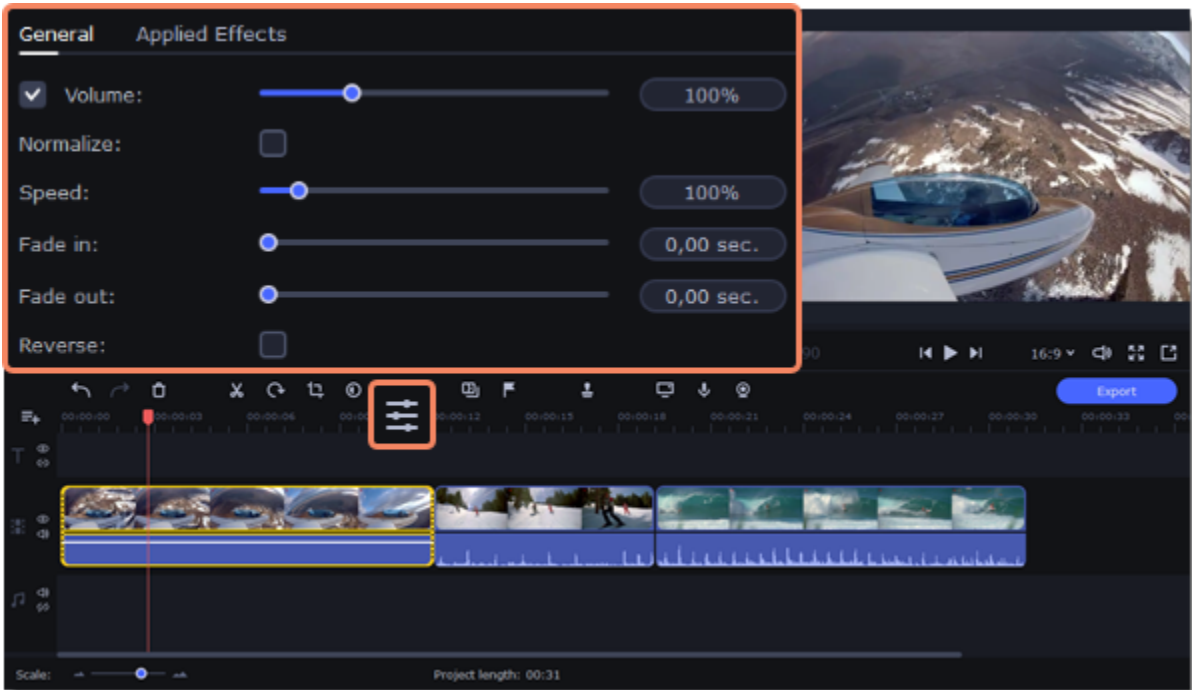
Arrange, edit and enhance clips with the tools that you can find on the toolbar and on the More tab.



In a table below see what tools you can use on clips and how to apply them.

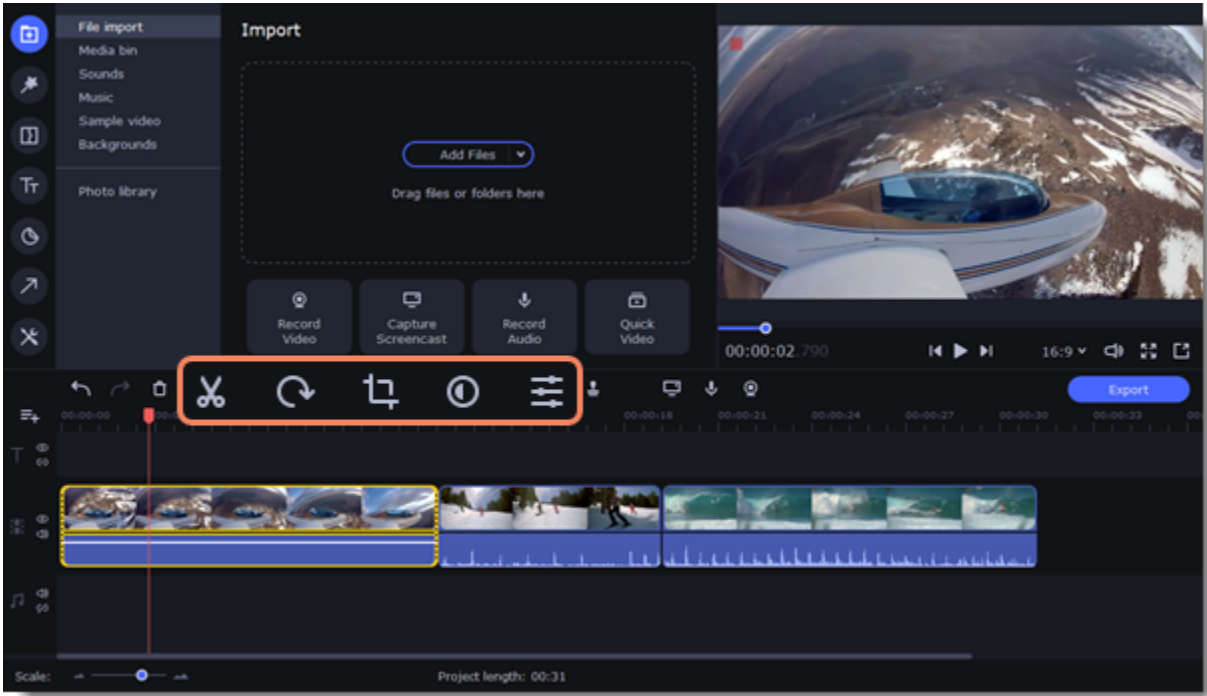
Tool	
Split	Set the position marker where you want to separate your clip and cut it.
Rotate	Turn the clip clockwise.
Crop	Set on the player the space you want to keep and cut the borders.
Adjust color	Make the necessary color changes using presets or manually.

Turn the sound up or down	Click <b>Clip</b> properties and use the Volume slider to change audio loudness.
Normalize the video sound	Select the <b>Normalize</b> checkbox in the Clip properties to make the sound smoother.
Change video speed	Click <b>Clip</b> properties and use the Speed slider to make the video faster.
Reverse the video	Select the Reverse checkbox in the Clip properties to play the clip from the end to the start.
Change opacity	Move the <b>Opacity</b> slider to make the clip transparent.
Change clip length	To change the clip length move the borders of the clip on the Timeline or use the Speed slider to make the clip faster.
Make a clip fade in or out	Use the <b>Fade in</b> and <b>Fade out</b> sliders to make the clip appear and disappear smoothly.



### Edit videos and images

Photos and videos aren't always perfect from the beginning. Use the buttons on the toolbar to fix and adjust the clips.



### Picture in picture and overlays

To overlay one video or image on top of another, select the clip you want to show *on top* and drag it up, towards the top of the Timeline to create an extra overlay track. Then, double-click the upper clip to set up where the overlay will be shown on the video.

[Learn more about overlays](#)

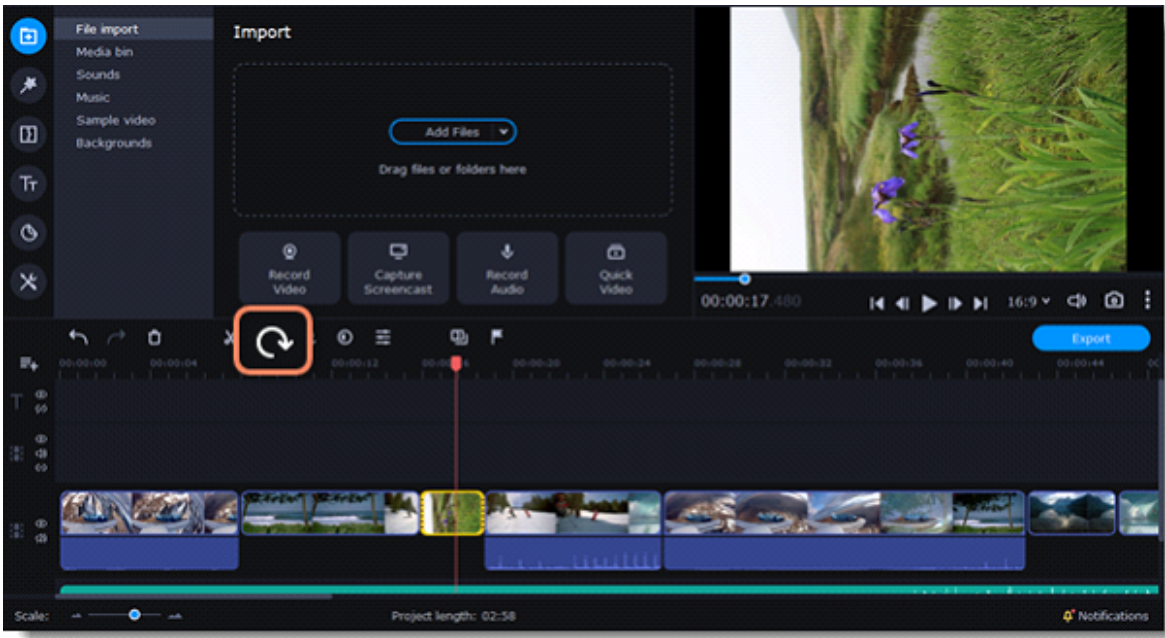


## Rotating videos and images

Nobody likes vertical videos! Don't worry, with just a few clicks, you can rotate any photo without having to crane your neck.

Rotating by 90 degrees

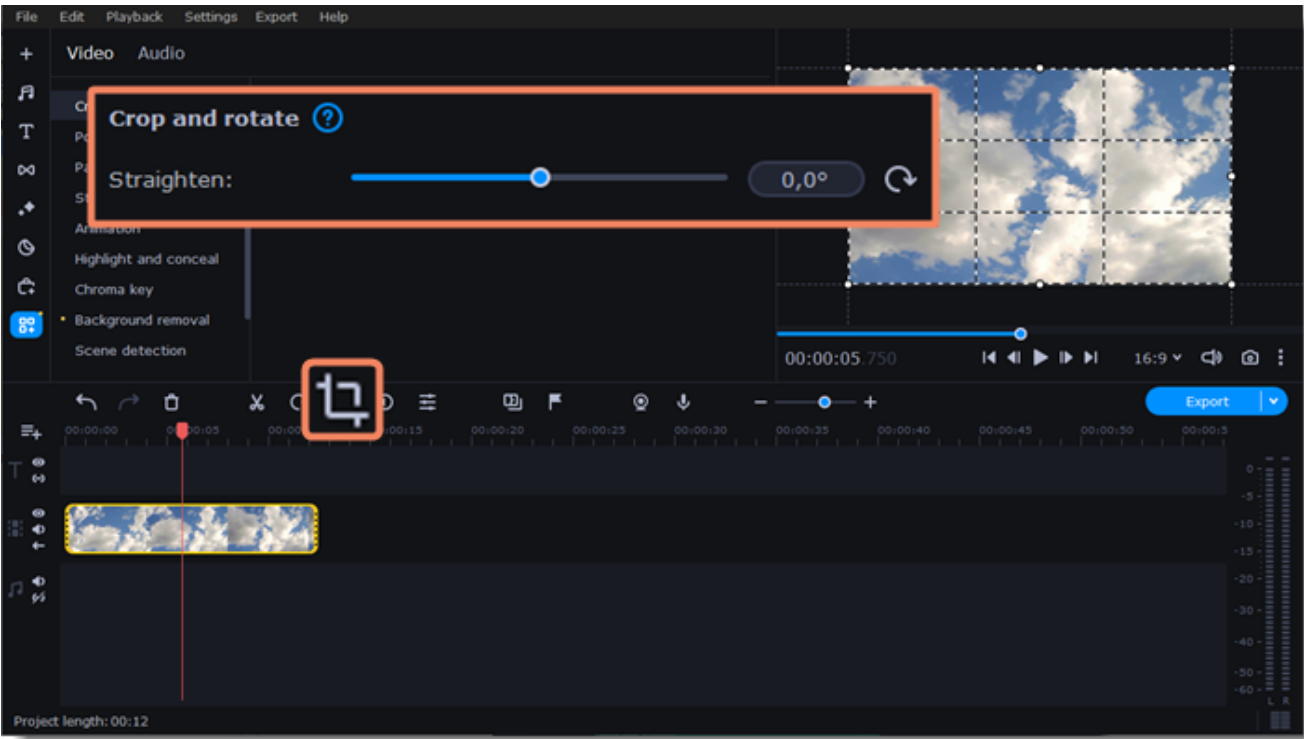
- 1. Select the clip you want to rotate.
- 2. Click the **Rotate** button on the toolbar to rotate the clip by 90 degrees clockwise. Click the button again to rotate by another 90 degrees.



Learn more:  
[Removing black bars](#)

Fixing the horizon level

- 1. Select the clip on the Timeline.
- 2. Click the **Crop** button on the toolbar.
- 3. Use the **Straighten** slider to slightly rotate the clip inside the frame until the horizon is level with the guides in the player.

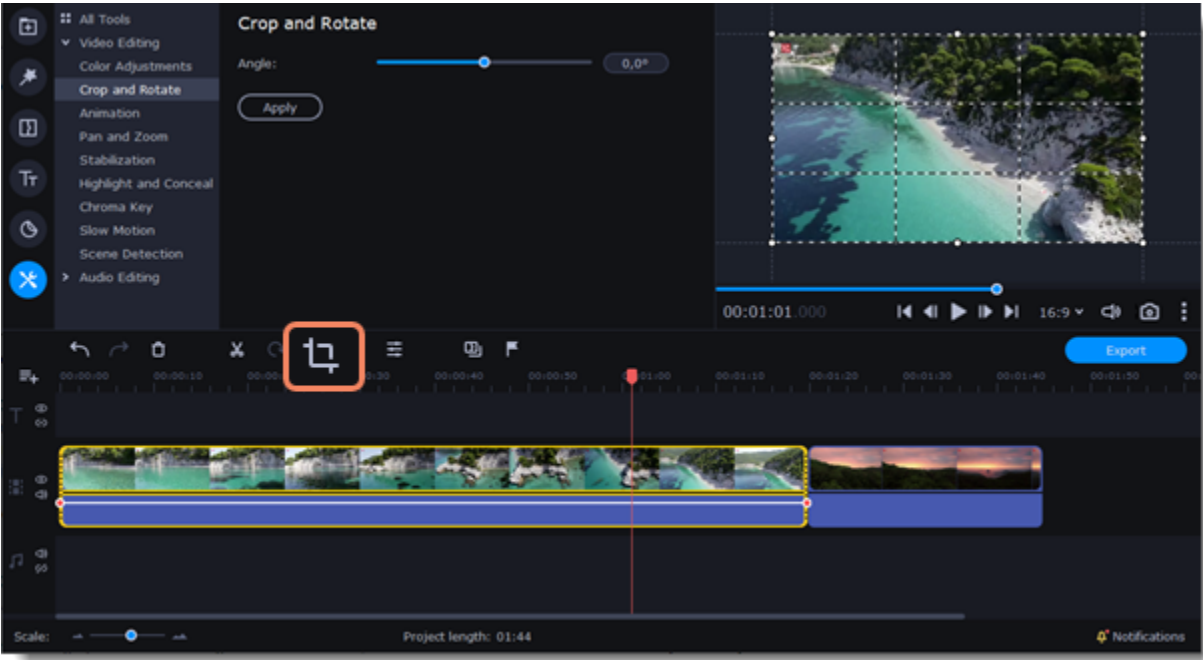


Cropping

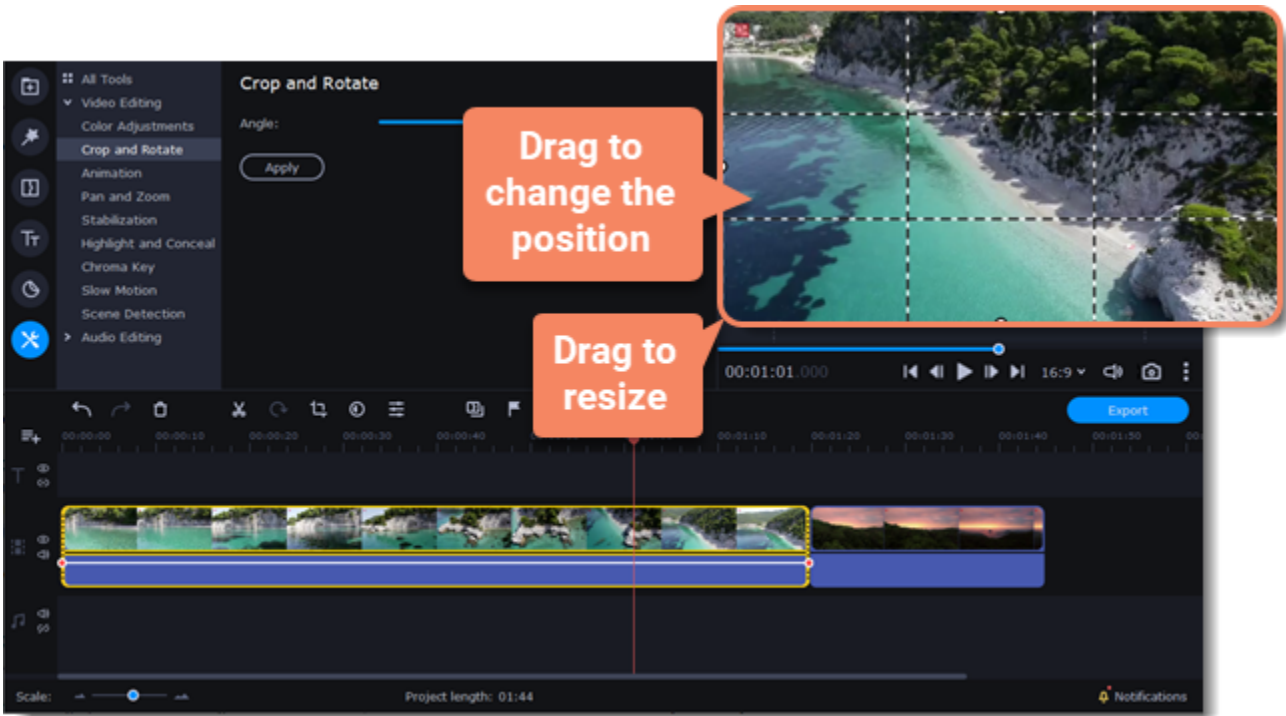
Cropping a video can help you remove black bars, cut out the edges of the video, or permanently zoom in on an object inside a frame.

- 1. Select a clip on the Timeline.
- 2. Click the **Crop** button on the toolbar to open the crop tool. A cropping frame will appear in the player.

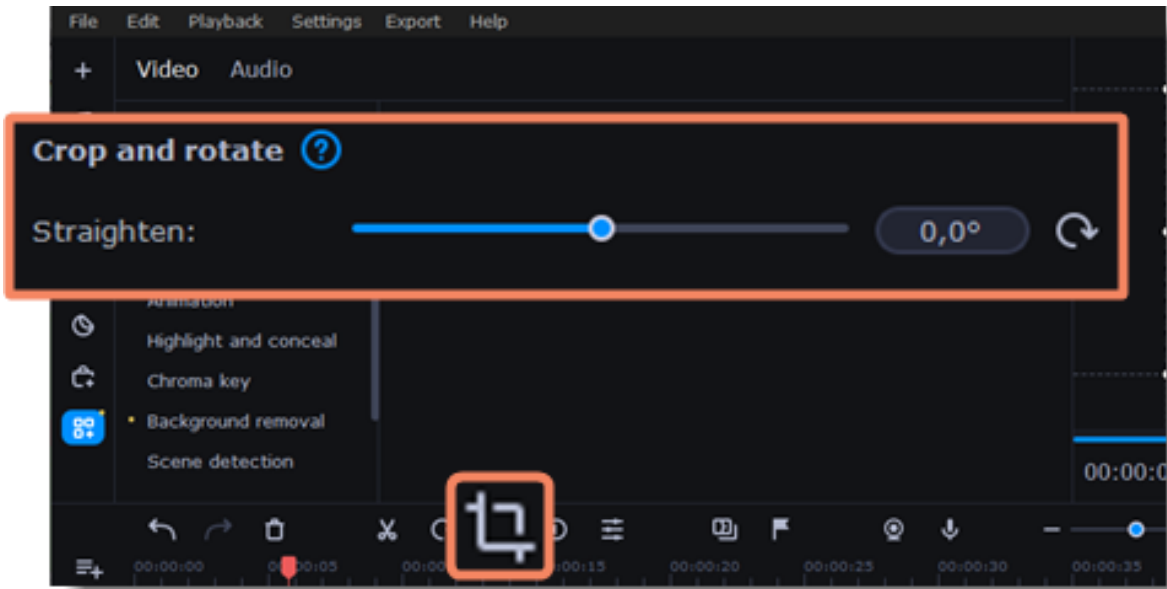




3. Adjust the frame so that the parts you want to cut are outside it. Click on any of the frame's corners and drag to resize it. Click anywhere inside the frame and drag to move it.



Use the **Straighten** slider on the **Crop and Rotate** tab to rotate the crop frame.



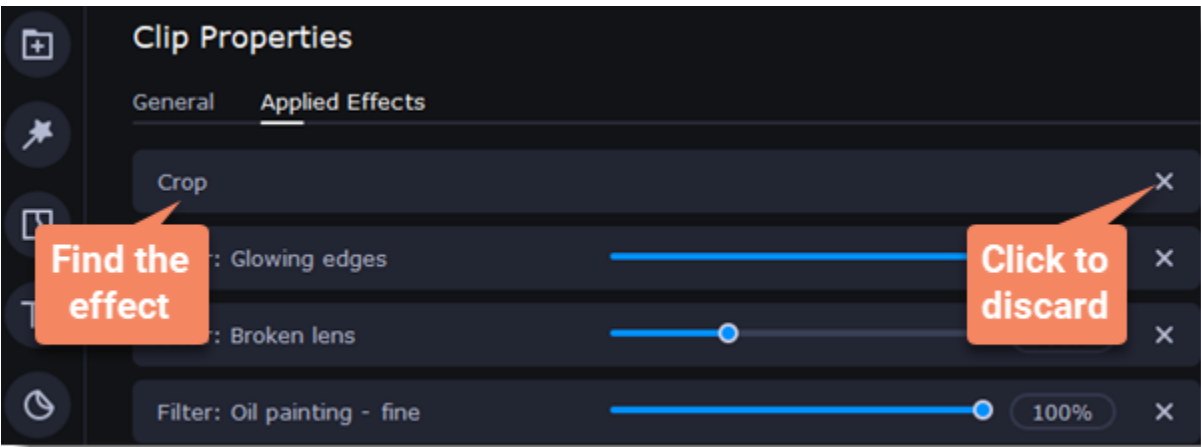
4. An FX **fx.1** icon will appear on the clip once you've cropped it.

**Removing a crop**

1. Click the FX icon on the clip to show a list of all applied effects and filters.



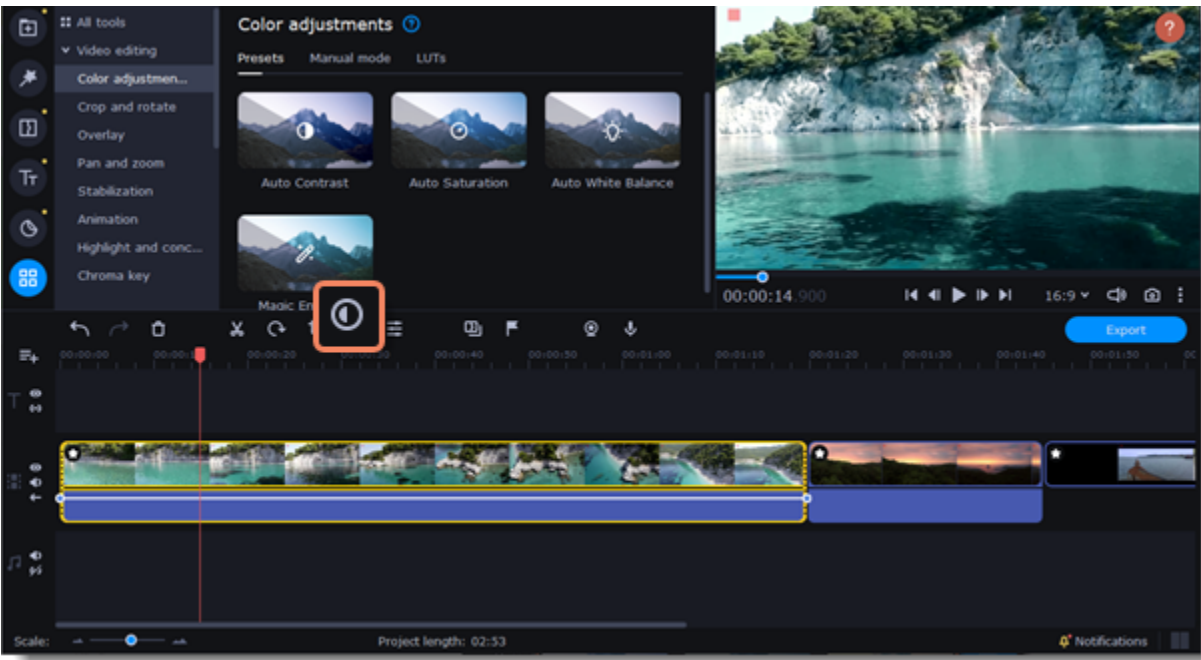
2. The **Clip Properties** panel will open. On the **Applied Effects** tab, find the **Crop** effect and click the **X** button **X** on the right to discard it.



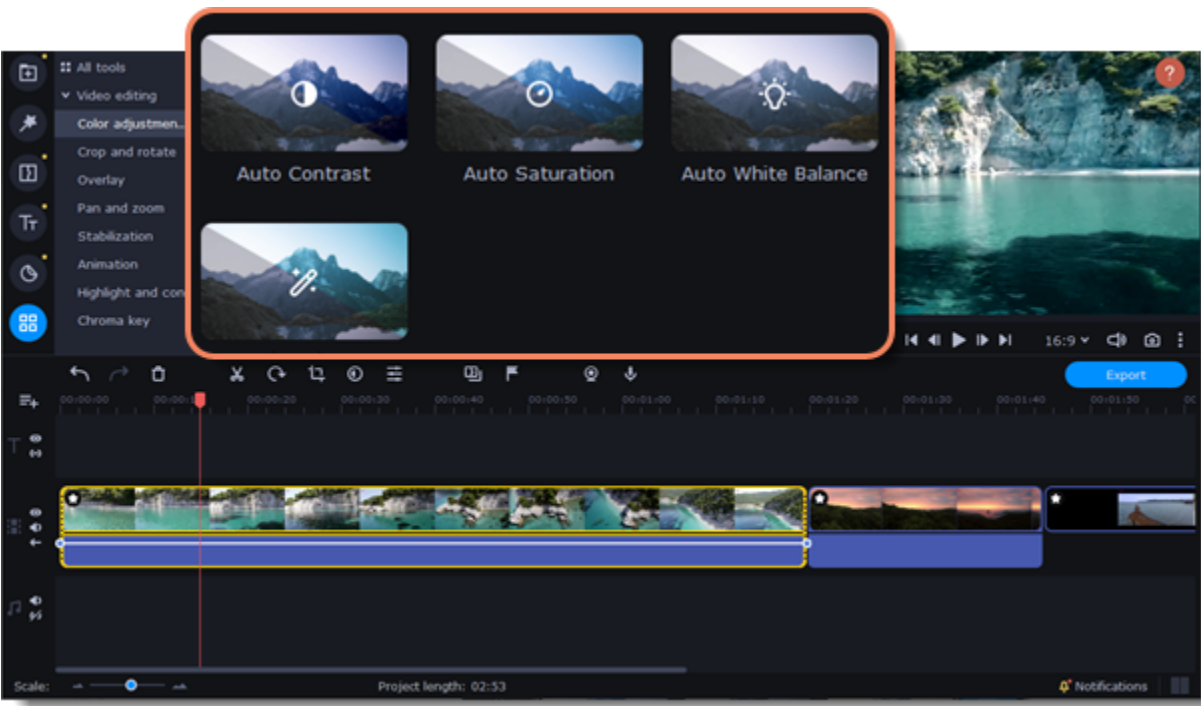
# Color adjustments

## Change color settings

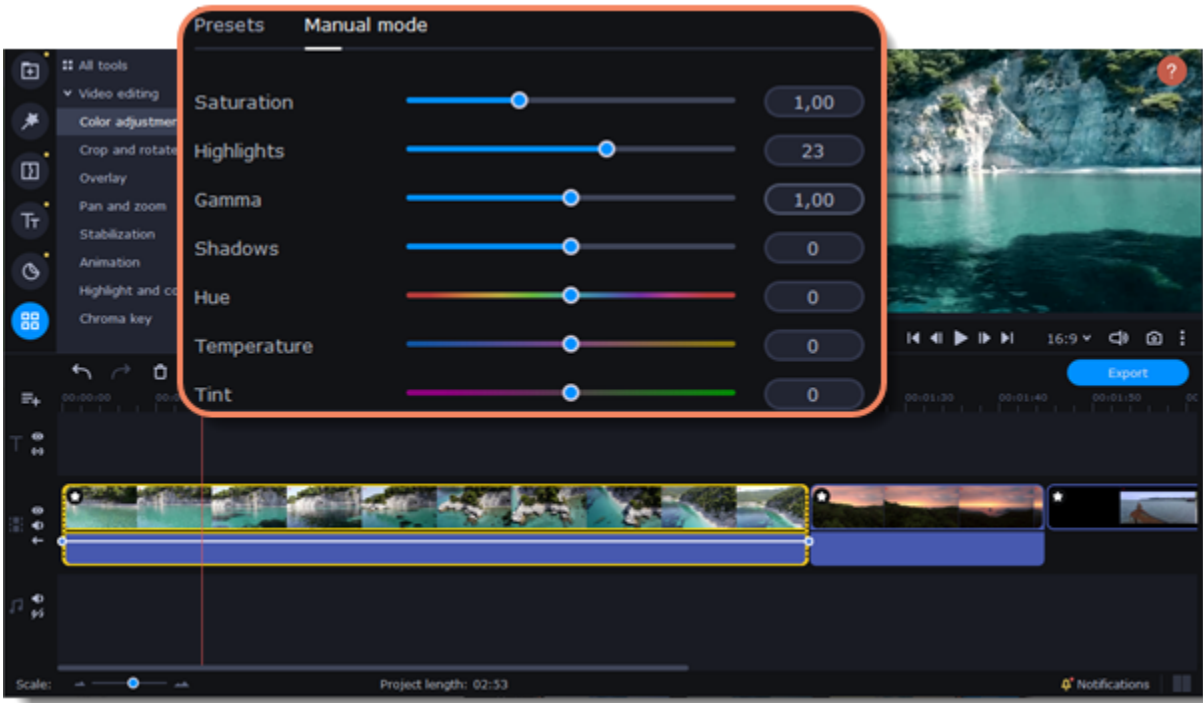
- 1. On the Timeline, select a clip that you want to adjust.
- 2. On the toolbar, click the **Color adjustments** icon to open the adjustments tool.



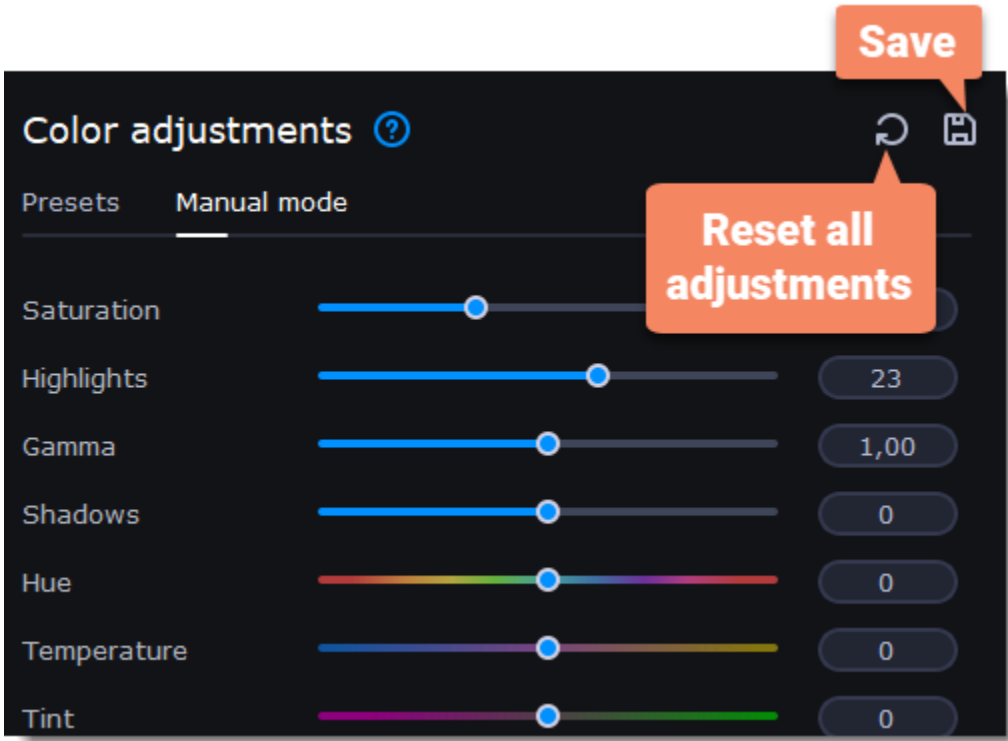
- 3. Select the **Presets** mode to use color presets for quick and simple adjustments.



Or select the **Manual mode** to make adjustments manually.



If you want to save your manual adjustments for future use, click the **Save** icon and name your preset. The new preset will appear on the **Presets** tab. To reset all the adjustments click the **arrow icon**.



Once you have made your adjustments, the clip will be marked with the FX icon **fx 1**, denoting applied tools or filters.



## Video speed

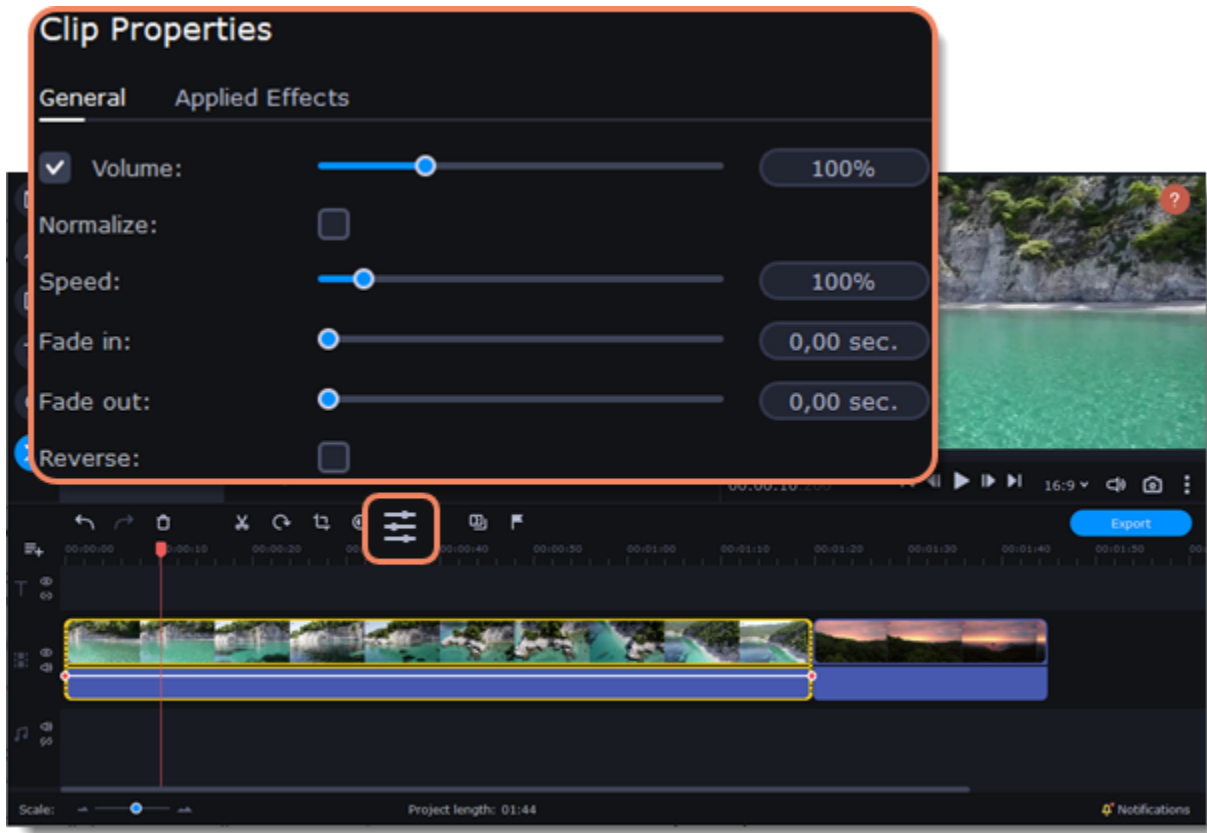
Speed up or slow down a video or audio clip using the **Speed** slider. This can be useful if you're working on a music video and you want the video to match the tempo of the music.

1. On the Timeline, select the clip you want to edit.

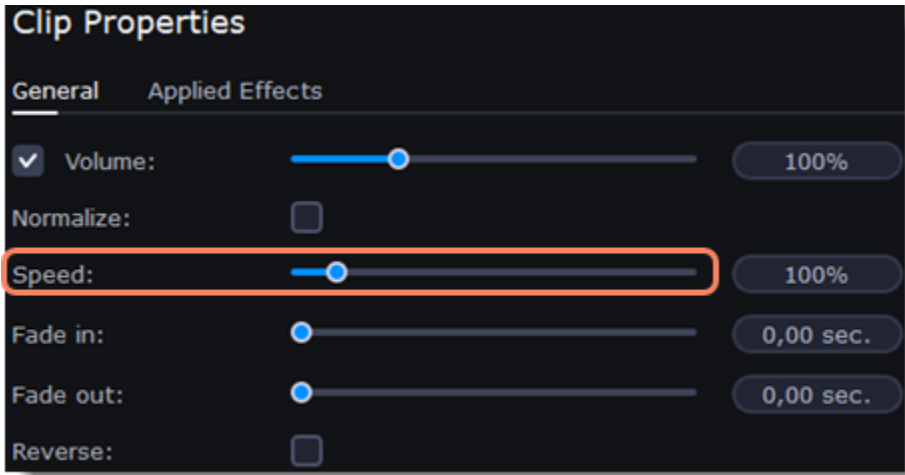


You can also change the speed of any audio clip. If you modify the speed of a video with built-in audio, the audio speed will also be changed.

2. Click the **Clip Properties** button to open the editing tools for the selected clip.



3. Move the **Speed** slider to set the desired video speed.



The clip's length on the Timeline will change to reflect the new speed. If you change the speed of a video clip, it will be marked with the FX icon.

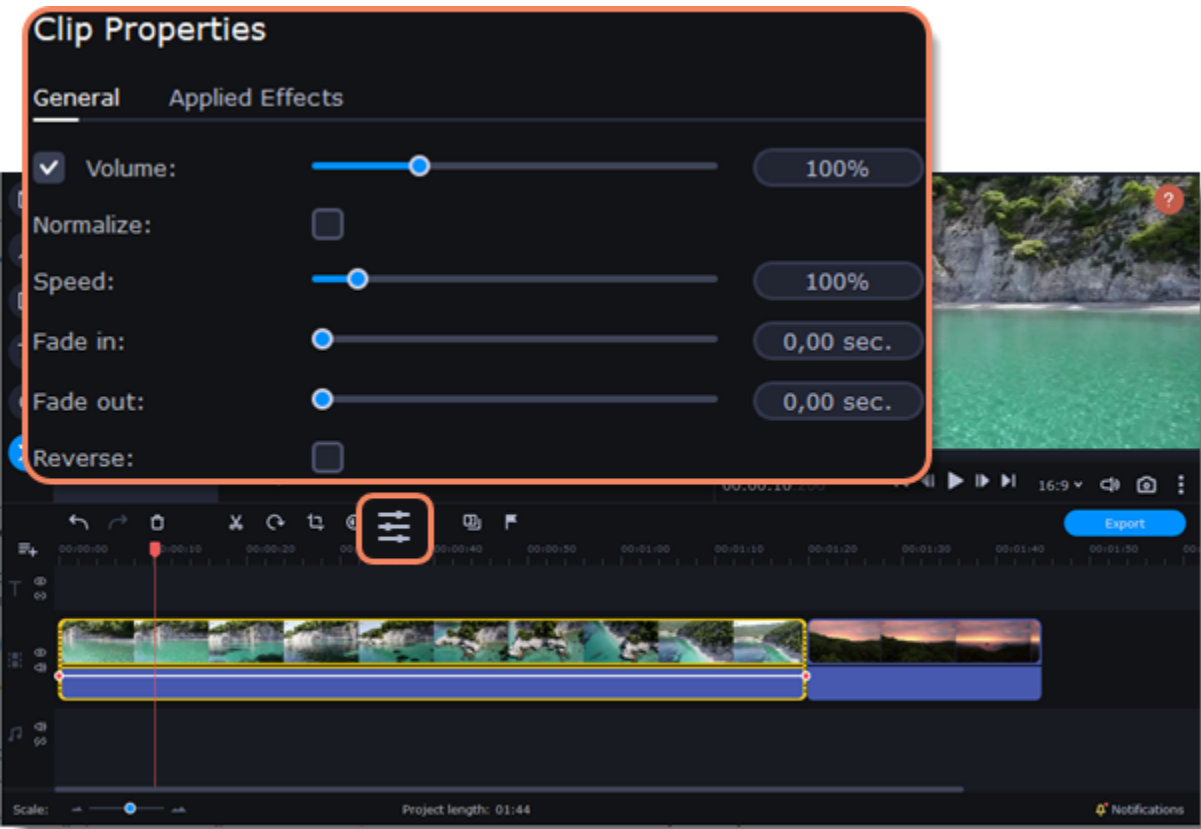


## Reversing video

Reversing a clip will play the video and audio backward. You can combine reversing a video with a faster [speed](#) and the VHS [filter](#) to create a cool rewinding effect.

1. On the Timeline, select the clip that you want to reverse. You can reverse both video and audio clips.
2. On the toolbar, click the **Clip Properties** button to open the properties for the selected clip.





3. Select the **Reverse** option.



When you apply the **Reverse** option, the clip will appear with the FX icon on top of it.



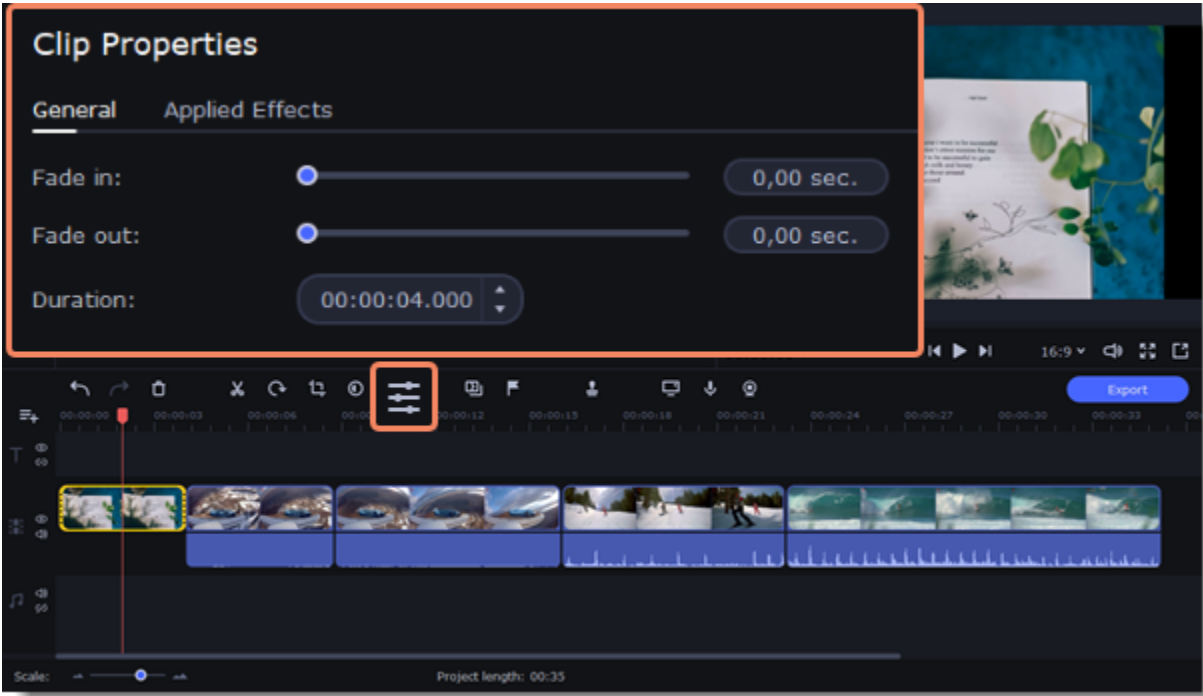
## Image duration

You can change how long each image appears in your video or slideshow either using the clip properties or you can set all images to the same length.

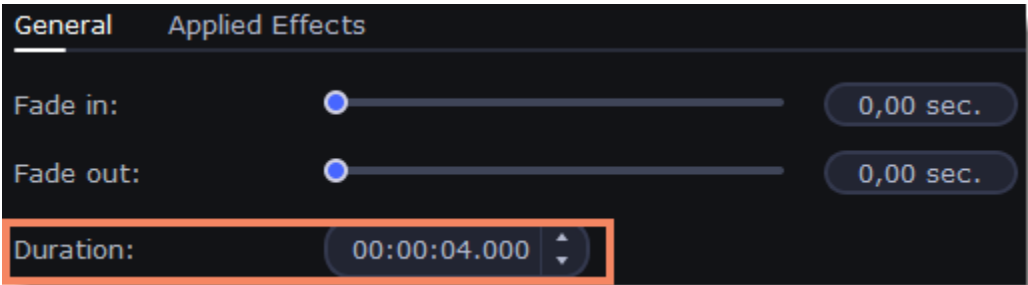
### Changing the length of an image

1. On the Timeline, select the image clip that you want to edit.
2. Click the **Clip Properties** button to open the properties for the selected clip.

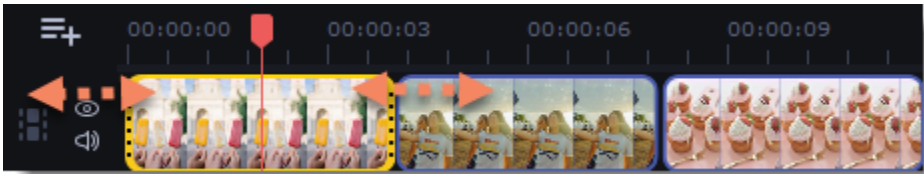




3. In the **Duration** box, enter the new length of the image. Use the following format: *hours: minutes:seconds.milliseconds*. Changes will be applied instantly.



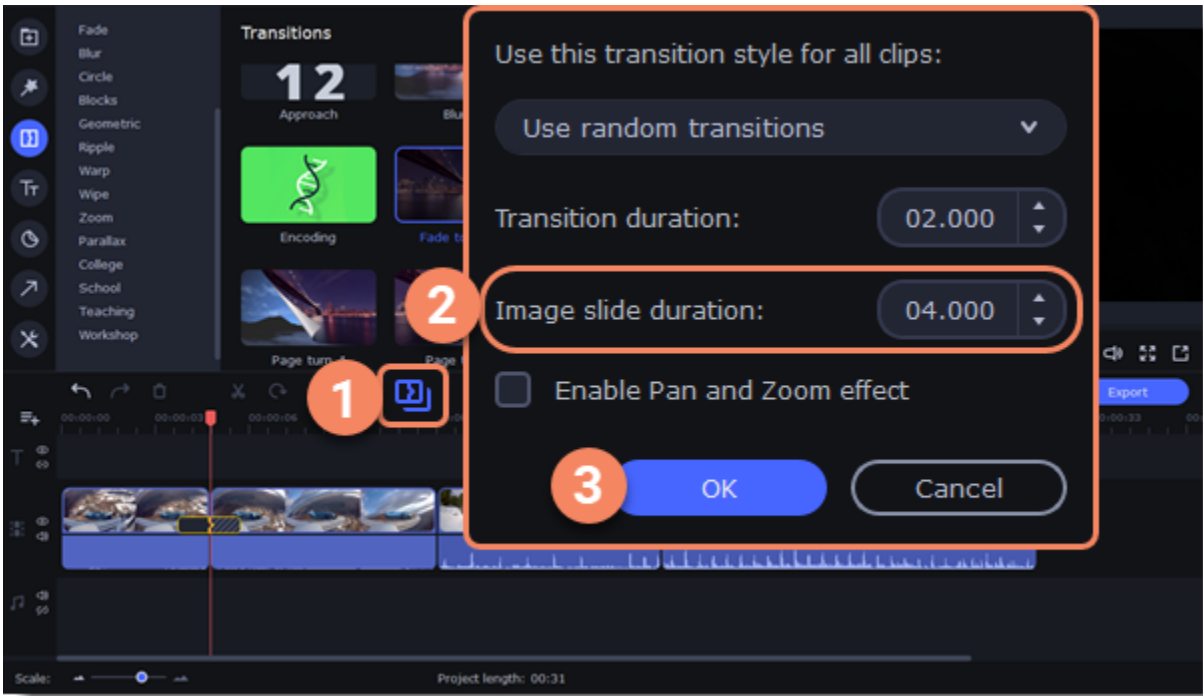
You can also change image duration by selecting an image clip on the Timeline and dragging its borders left or right. The longer the clip appears on the Timeline, the longer it will play in your movie or slideshow.



### Setting the same length for all images

To set all of the project's images to the same length:

1. Click the **Transition Wizard** button on the toolbar.
2. In the Transition Wizard window, enter the preferred length into the **Image slide duration** box. If you don't want to use transitions to join your clips, select **No transitions** in the box at the top.
3. Click **OK** to set all the images to the selected length.

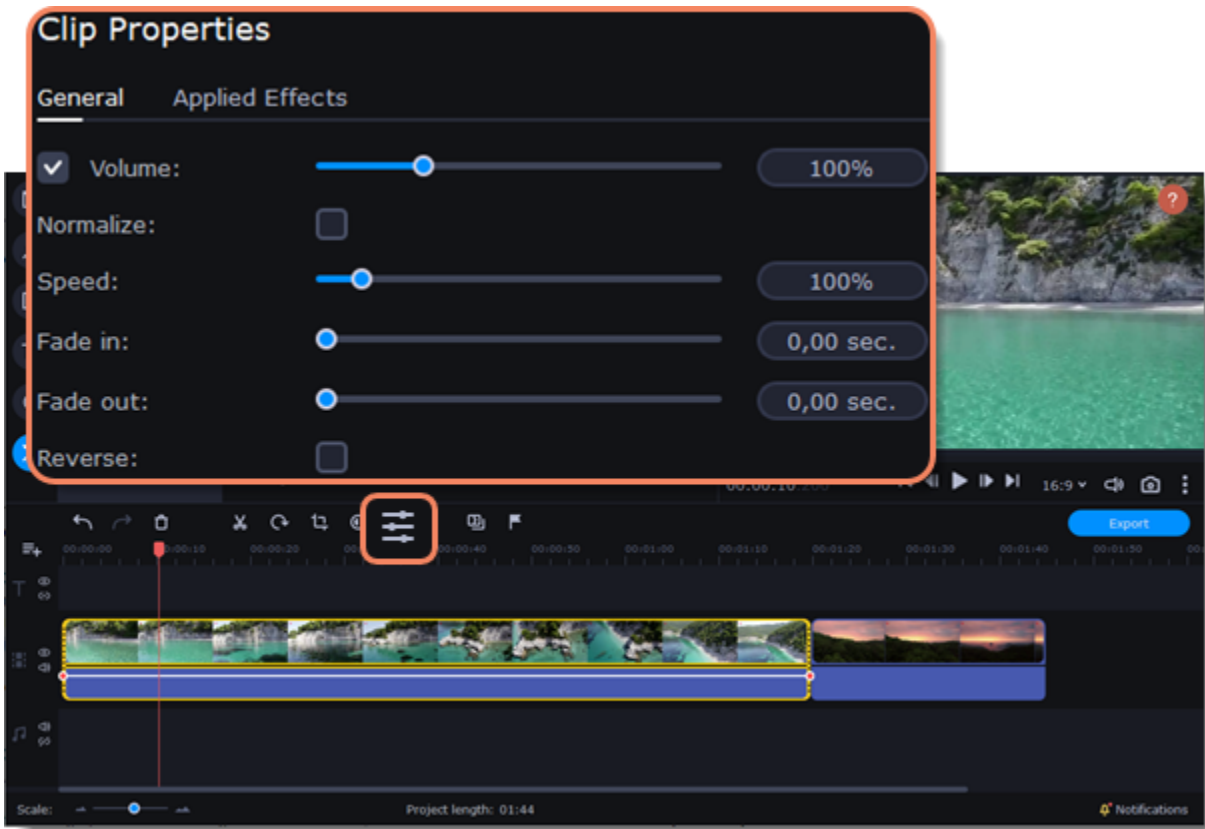


## Fading video

You can add smooth fades to the beginning or end of a clip. For videos and images, you can use fading combined with animated transitions. For audio clips, you can create a smooth crossfade effect between audio tracks.

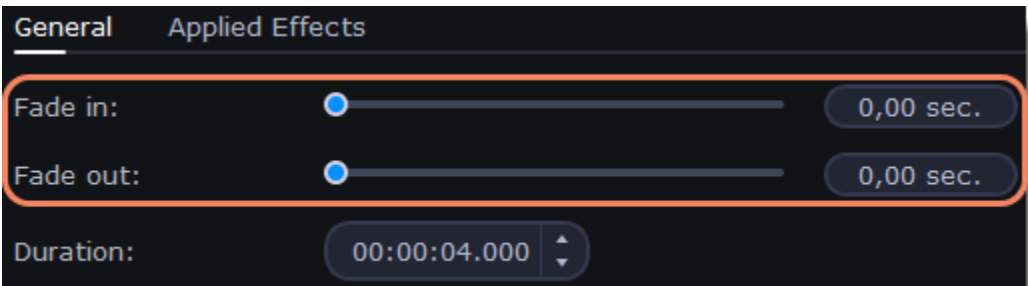
1. On the Timeline, select the clip that you want to fade.

2. Click the **Clip Properties** button on the toolbar to open the properties for the selected clip.



3. Set the fade length using the sliders on the **Video** tab.

**Fade in:** How long (in seconds) it will take the beginning of the clip to fade in to full opacity.  
**Fade out:** How long (in seconds) it will take the end of the clip to fade out from full opacity.

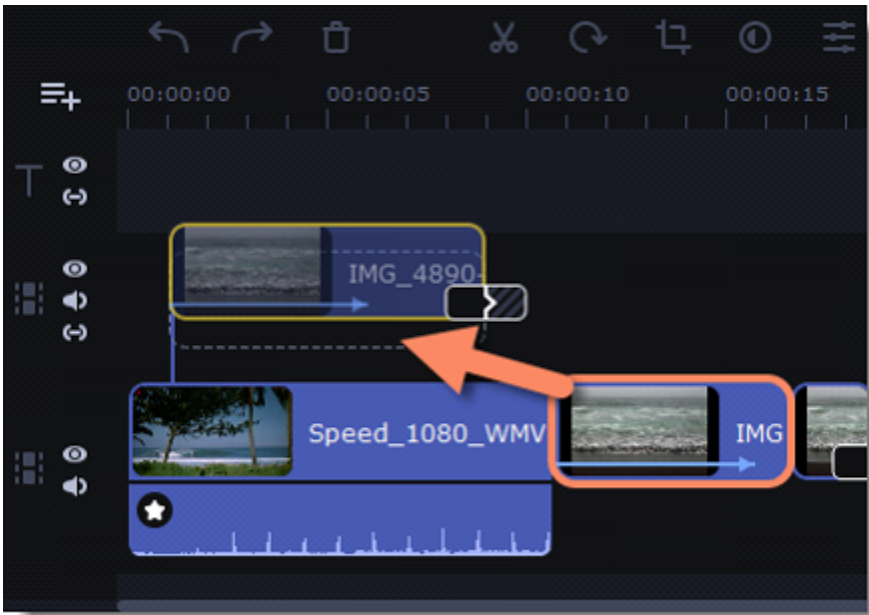


Learn more:  
[Adding transitions](#)  
[Fading audio](#)

## Creating overlays

You can use the extra track to create a split-screen or picture-in-picture effect, add a logo or watermark, create a chroma key effect, or insert a short clip without cutting the main video.

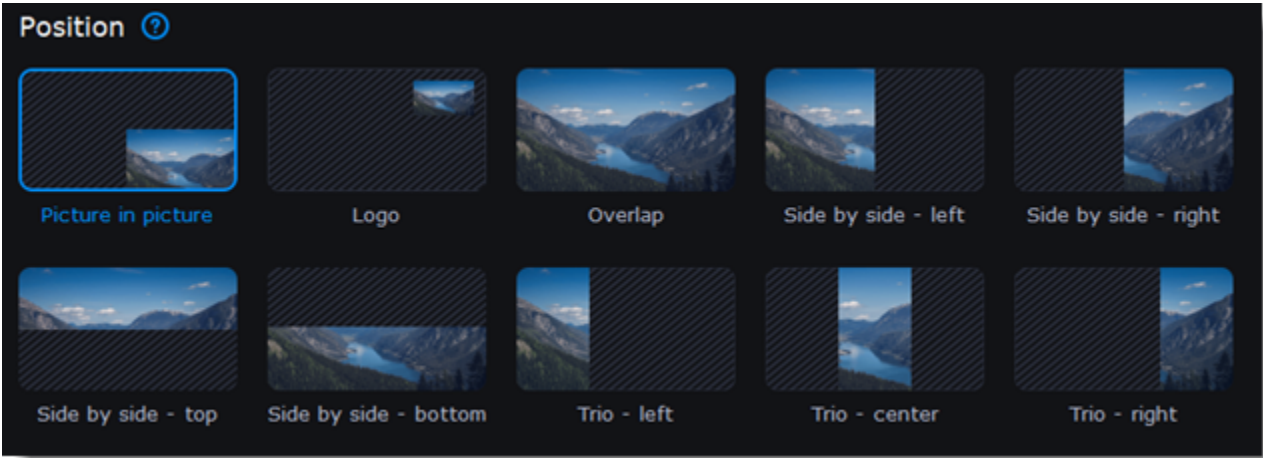
1. Add files to the project: a background video and a foreground video or a photo.
2. Select a clip that should go on the overlay track and drag it over the main video track.



3. Place the clip on the overlay track. You will see a line connecting the clip on the overlay track to the clip on the video track. When you move, cut, or delete a clip on the main video track, the overlay clip will be affected as well. When you move the clip on the overlay track, the **Position** panel will open. If you switch to a different tool, you can go back to this panel by clicking **More tools** on the left-hand sidebar and selecting **Position** under **Video**.



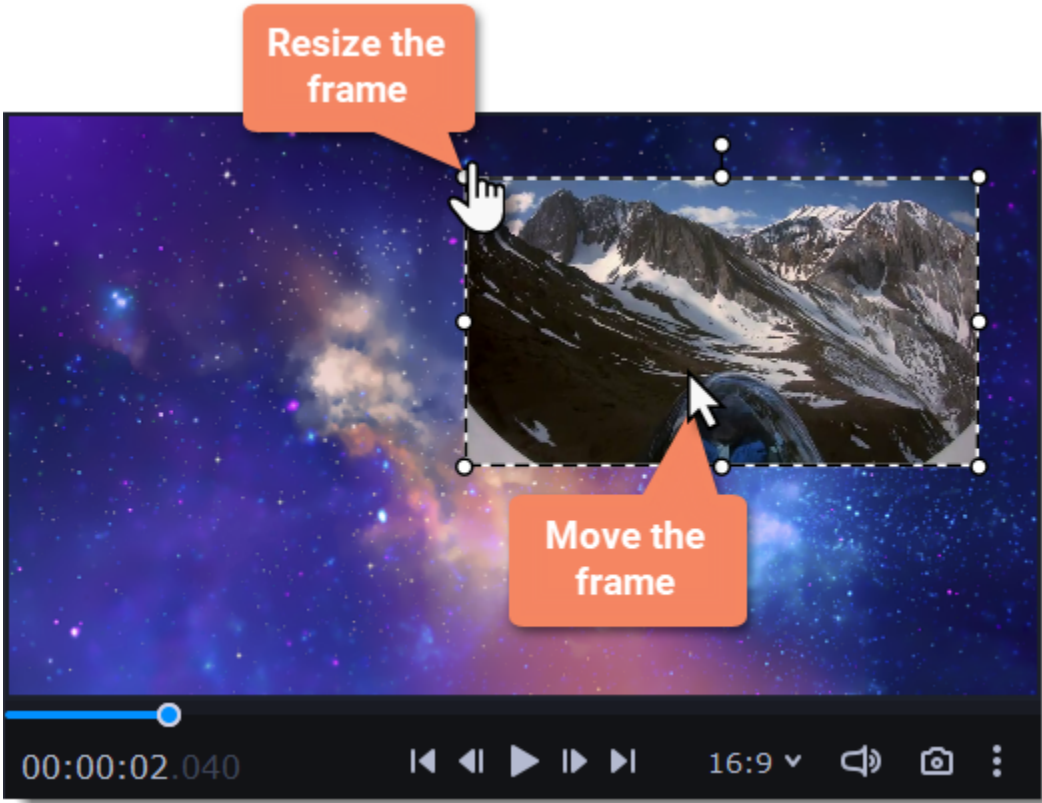
4. On the **Position** panel, select an overlay position: **Picture in picture**, **Logo**, **Overlap**, **Side by side**, or **Trio**.



### Picture-in-picture

This is the default overlay position. Using this position, you can place the overlay video over any part of the screen.

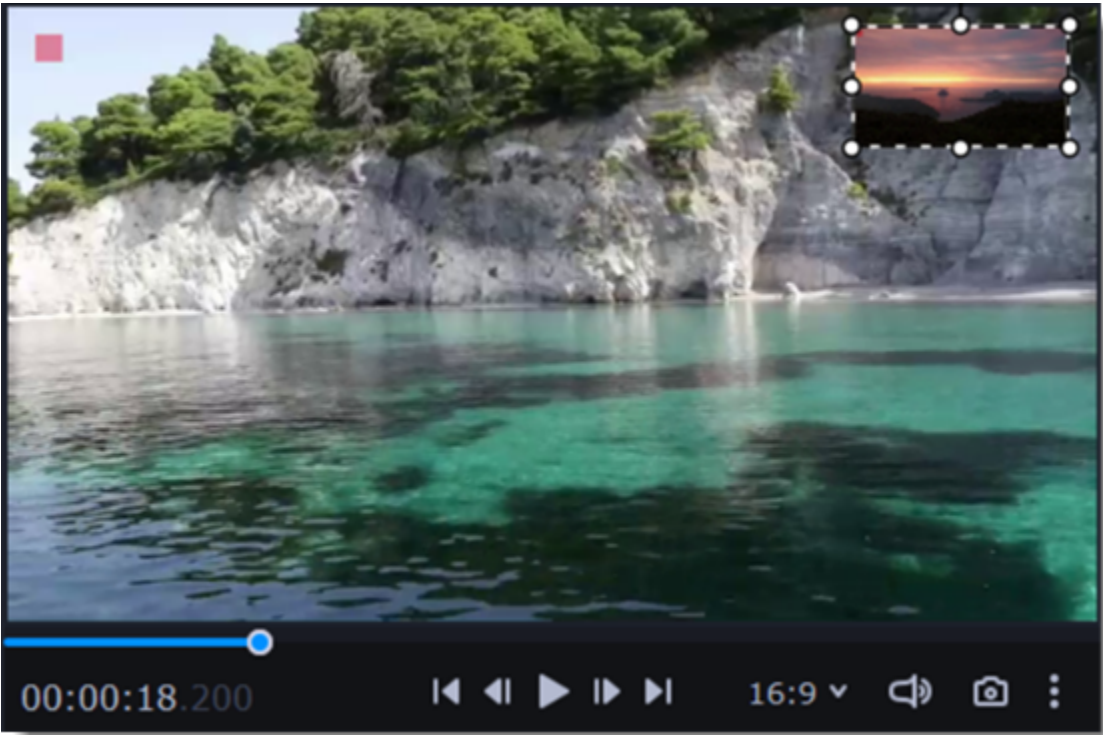
1. Click **Picture in picture**.
2. In the player, move the overlay clip to where you want it to appear in the frame.
3. To resize the overlay, click on any of the frame's corners and drag them. Click anywhere inside the frame and drag to move it. The clip's aspect ratio will remain the same.



### Logo

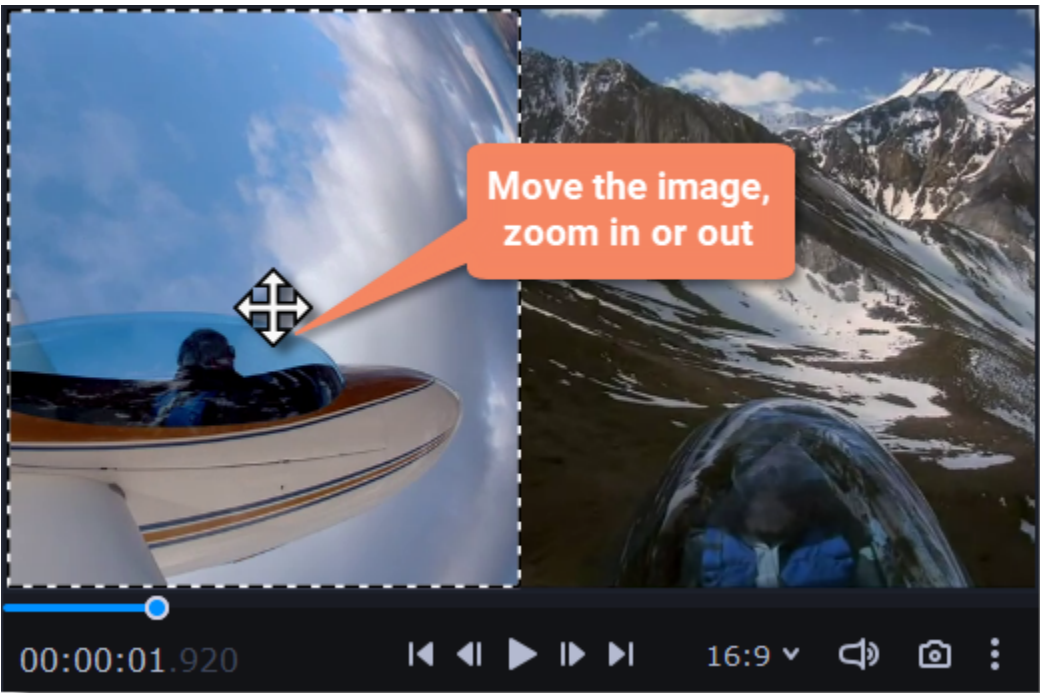
1. Select the **Logo** position to place the overlay clip at the top right-hand corner and use it as a logotype.
2. Drag the logo to any part of the frame.





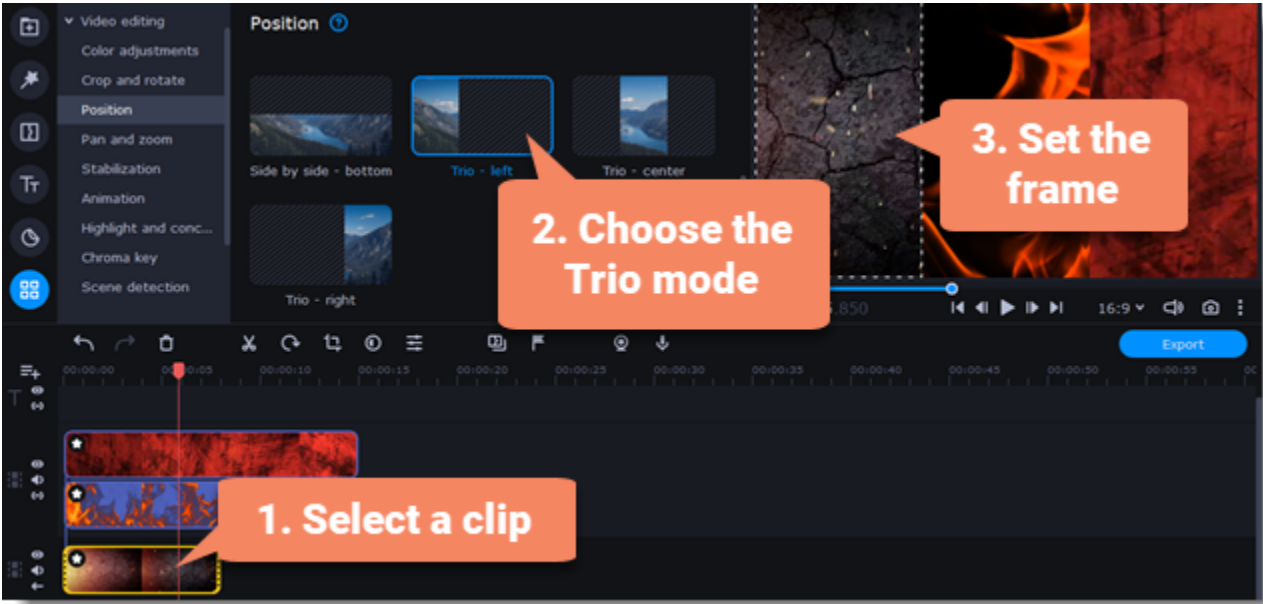
Side-by-side

- This position splits the frame into two parts.
1. Select a clip on the overlay track and then choose a **Side-by-side** position.
  2. Hover the cursor over the selected clip in the player. Move the image in the frame and zoom in or out on it with your mouse's scroll wheel.



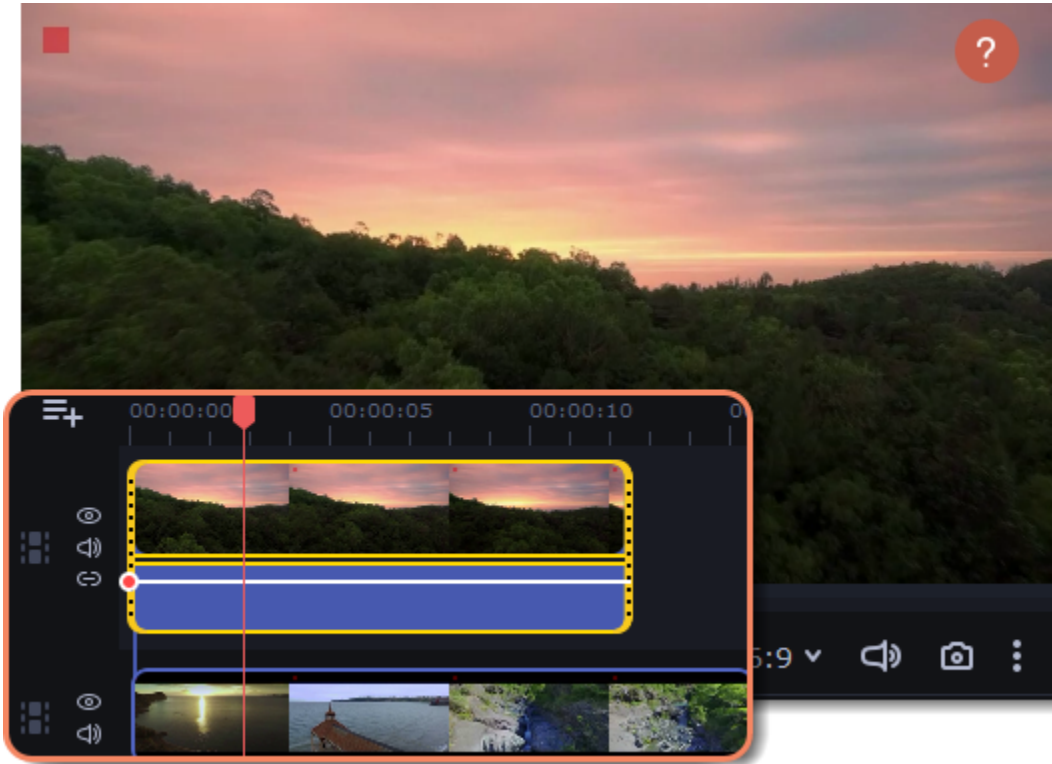
Trio

- With this position, you can have up to three videos in a single frame.
1. Select a clip on the extra track and then choose a **Trio** position.
  2. Hover the cursor over the selected clip in the player. Move the image inside the frame and zoom in or out on it with your mouse's scroll wheel.
  3. To add another video and get three in a single frame, add another clip to the extra track and repeat steps 1 and 2.



Overlap

In the Overlap mode, the video on the extra track will cover the main video entirely. You can use this mode to avoid cutting the main video and showing another clip instead or to create the chroma key effect.

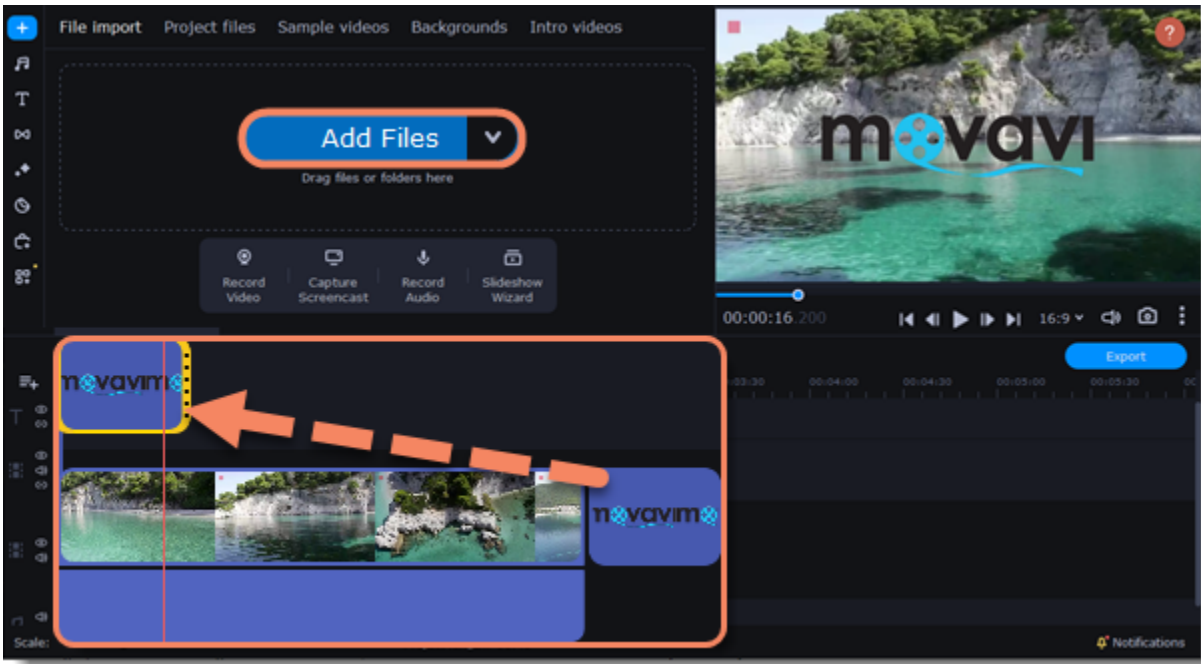


# Adding a watermark

Adding a watermark to your video will protect your ownership even if it's shared all over the Internet. You can add an image overlay with your own watermark or logo or create a new one using text.

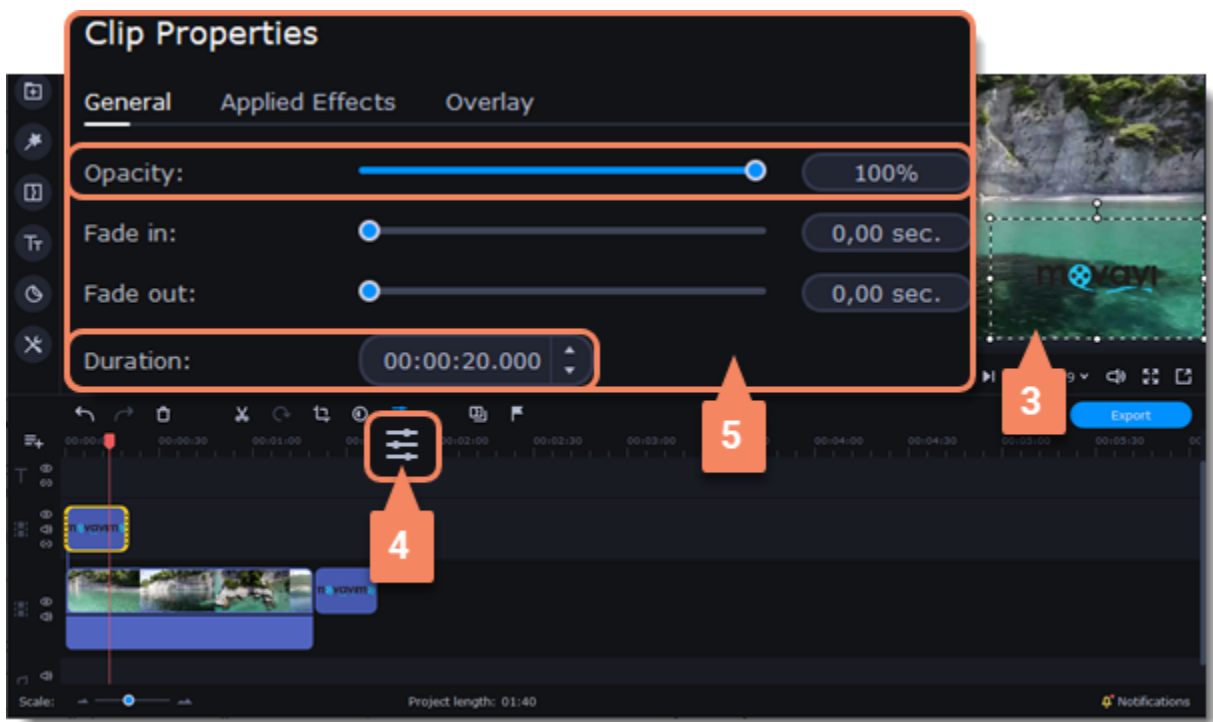
## Image watermark

1. Click the **Import** icon on the left-hand sidebar. On the **File import** tab, click **Add Files** and add the image or video that you want to use as a watermark. For the best look, use images with transparent areas.
2. Drag the watermark clip to the extra track, above the other clips.



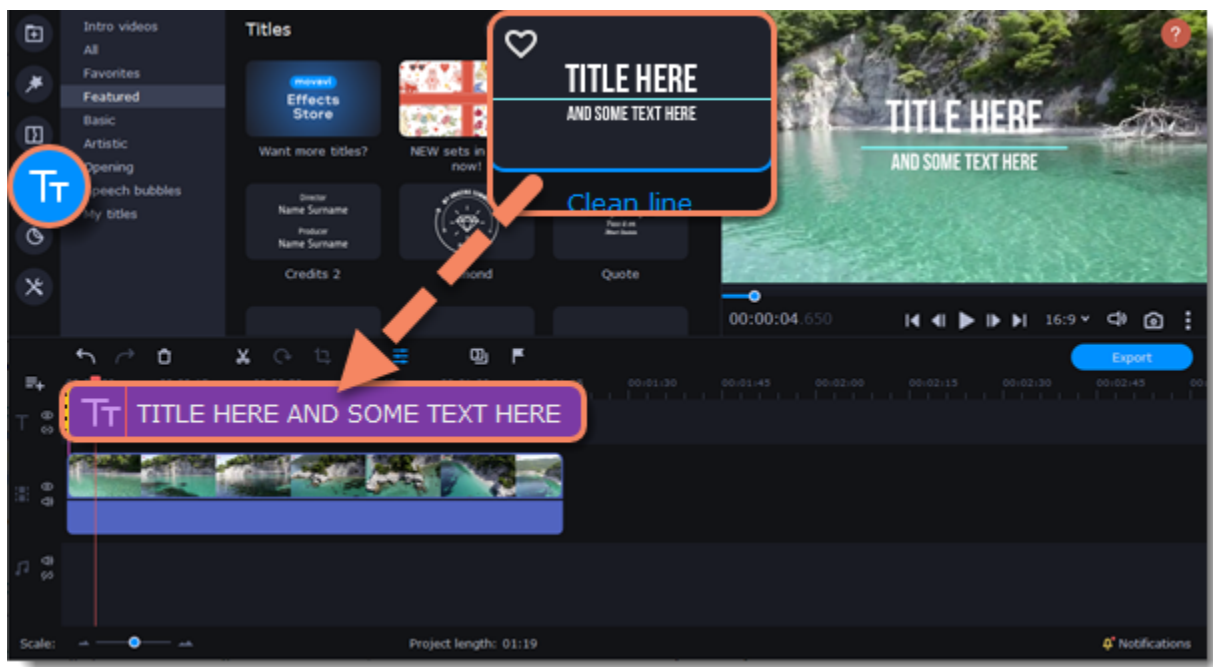
3. Double-click the watermark clip to edit the overlay, which you can move and resize in the player.
4. To change the opacity or duration of the watermark, click the **Clip Properties** button.
5. To adjust the opacity, move the **Opacity** slider. To make the watermark appear through the entire length of the video, enter your project's length in the **Duration** field or drag the right edge of the overlay clip until the end of the video track.





### Text watermark

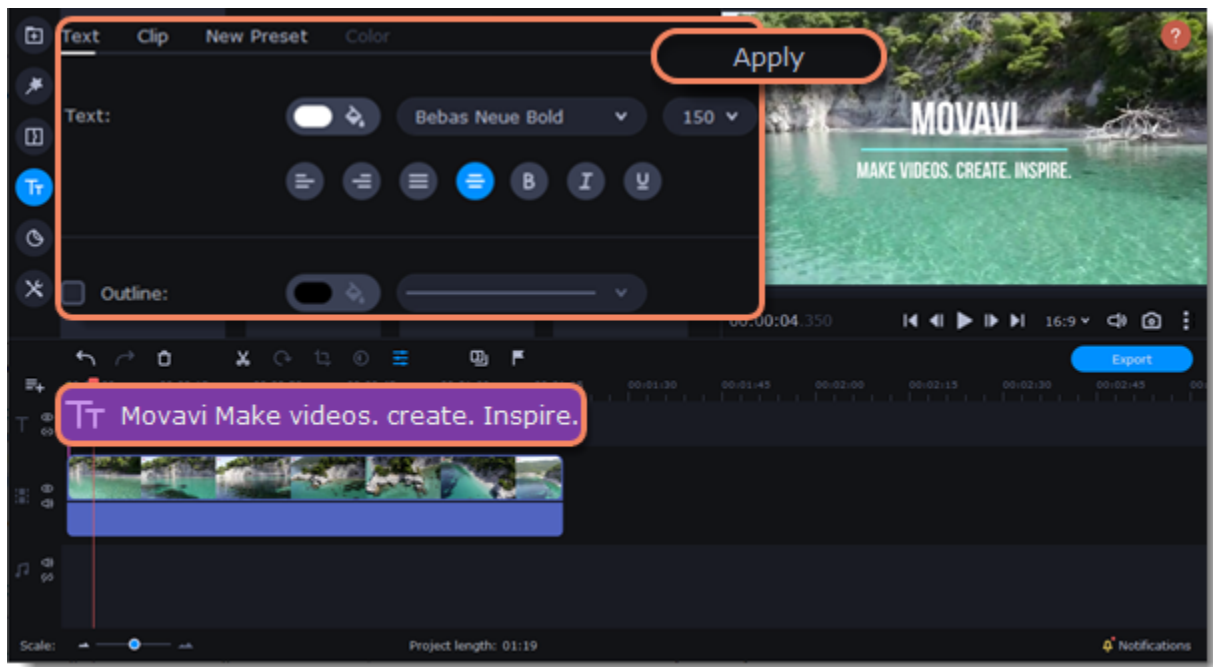
1. Click the **Titles** icon on the left-hand sidebar and pick a nice title style for your watermark.
2. Drag the titles you like to the beginning of the titles track at the top of the Timeline.



3. Double-click the title and enter your watermark text. Pick a cool font and color on the panel above the player. Click **Apply** when you're done.
4. To make the watermark appear through the entire length of the video, drag the right edge of the text clip until the end of the video track.

If your video is long, zoom out on the Timeline to make changing the clip length easier.

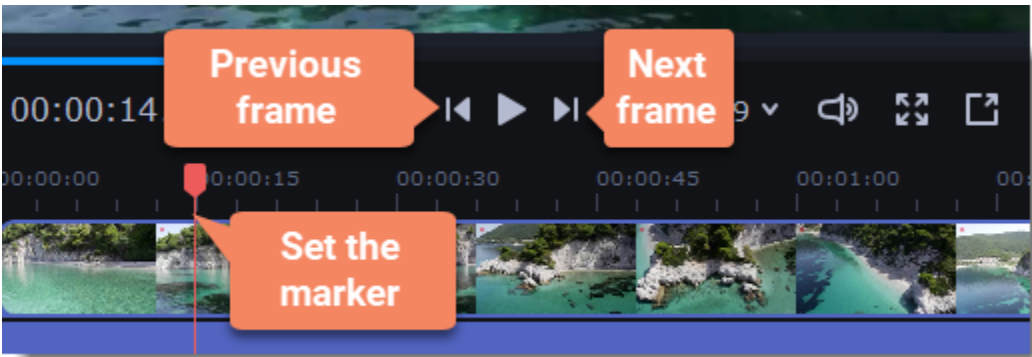
**OR:** Double-click the text clip to enter text editing mode and enter the length in the **Duration** field. You can see the length of the entire project at the bottom of the window.



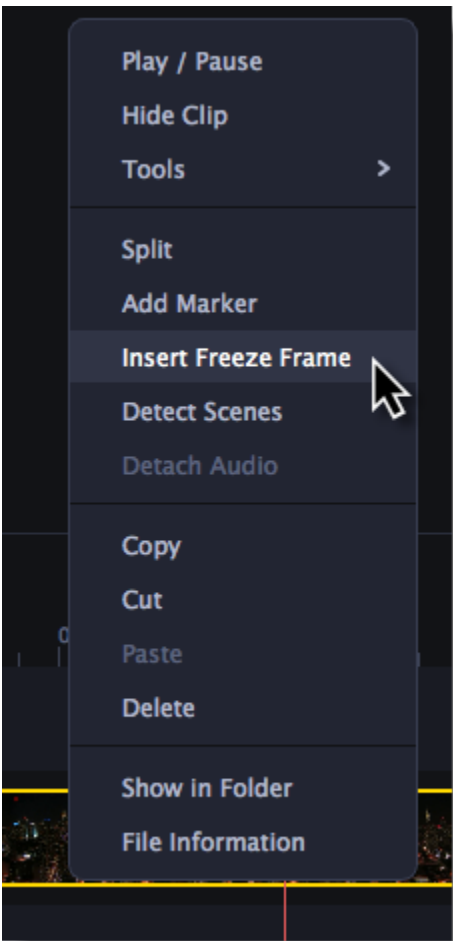
### Creating a freeze frame

A freeze frame is a single frame of a video that repeats for some time, creating an illusion of pausing the video. You can use freeze frames to emphasize a moment or create a pause to explain things to the viewer.

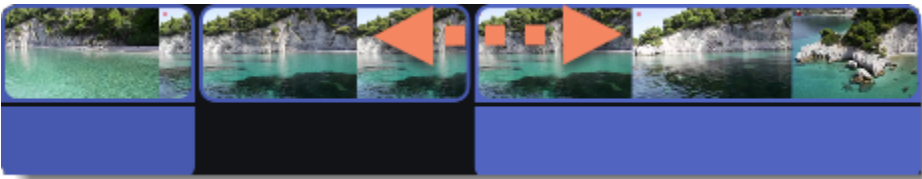
1. Move the position marker over the frame of the video that you want to freeze. To skip by precisely one frame at a time, use the **Previous frame** and **Next frame** buttons under the player.



2. Once you're on the right frame, open the **Edit** menu or right-click on the clip and choose **Insert Freeze Frame** from the menu.



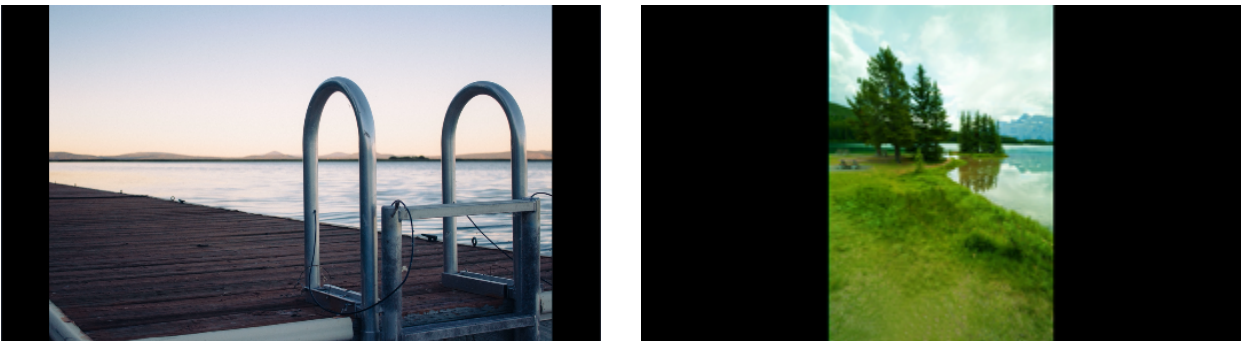
3. By default, a new freeze frame is four seconds long. To change the duration, drag the edges of the clip to make the clip shorter or longer.



Learn more:  
[Image duration](#)

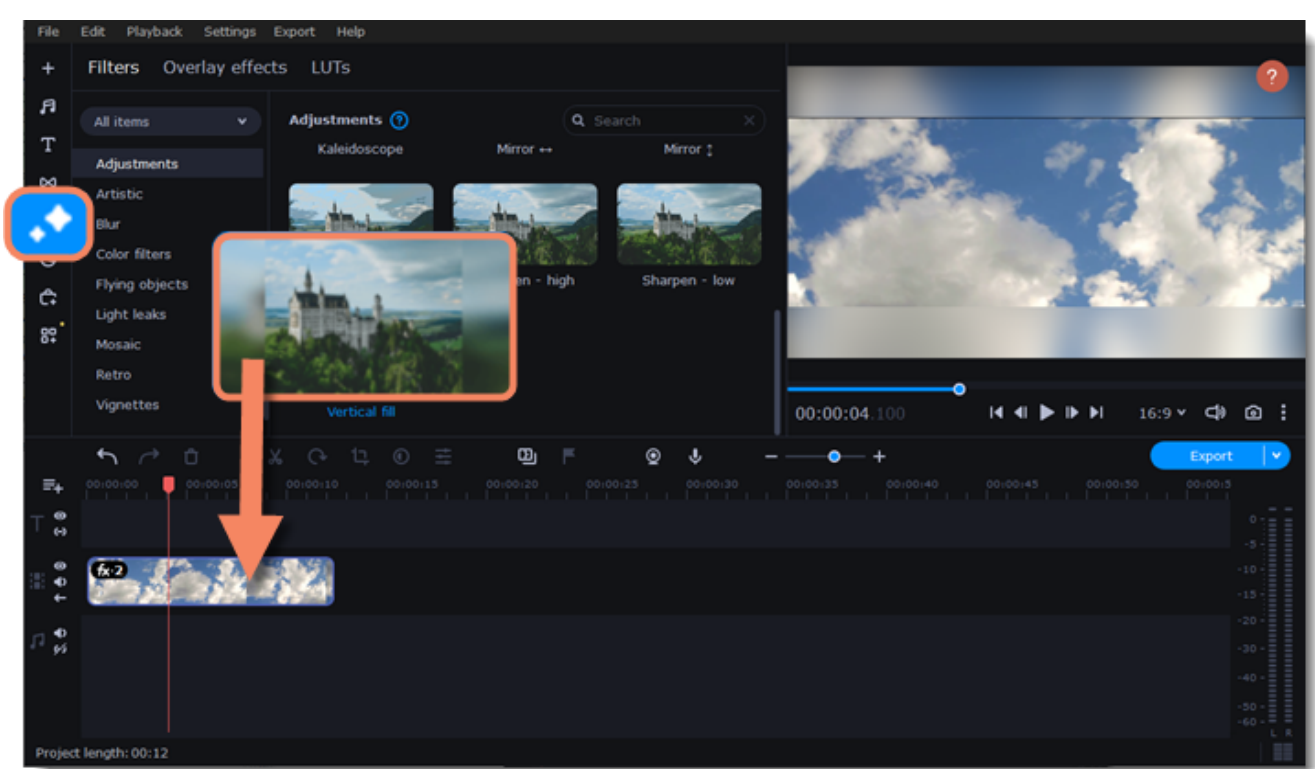
## Removing black bars

Sometimes, when you use videos with different aspect ratios, or if the project is set up incorrectly, black bars may appear on either side of a video. You can remove them in one of the following ways.



### Use a filter

1. On the Timeline, select the clip with black bars.
2. Click the **Effects** icon on the left-hand sidebar.
3. Go to the **Filters** tab.
4. In the **Adjustments** category, select the **Vertical fill** filter and drag it onto the clip.

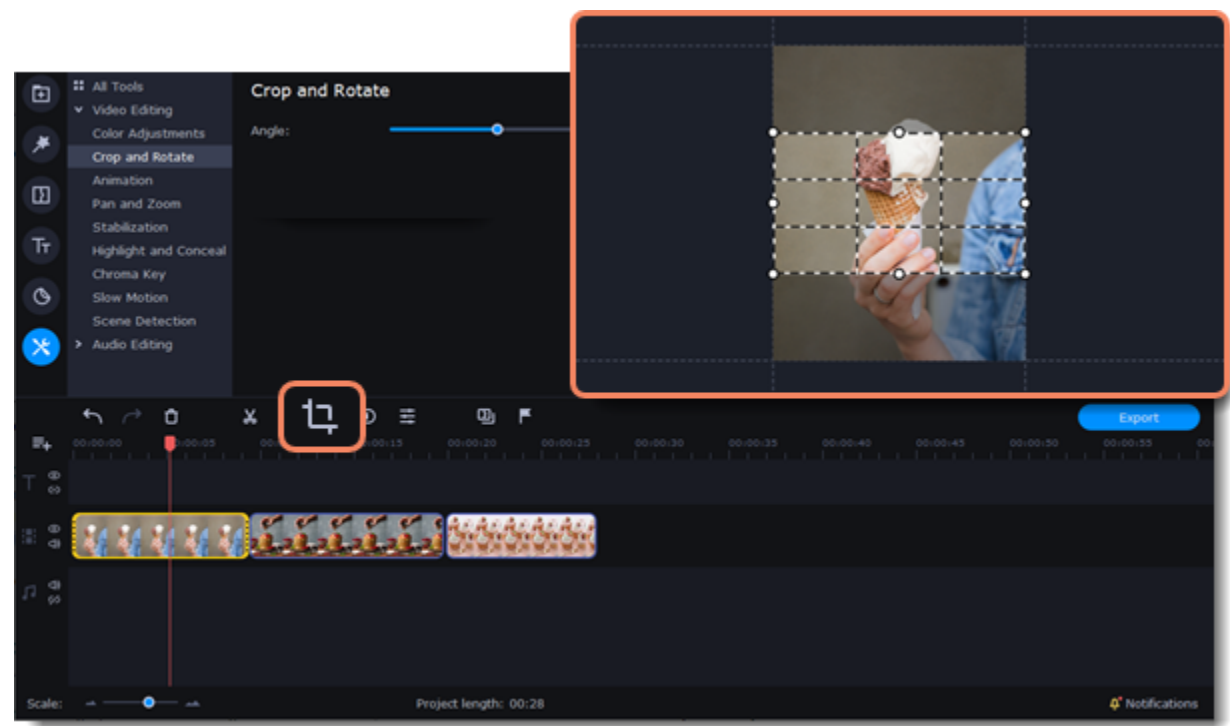


[Learn more about filters](#)

### Manual crop

If black bars appear only in one or some clips, you can cut out the edges to make the video fit better inside the frame.

1. On the Timeline, select the clip with black bars.
2. Click the **Crop** button on the toolbar.
3. A frame will appear in the player. Move this frame to the part of the video that you want to keep. Parts that are outside the frame will be cut out.
4. The changes will be applied automatically.



[Learn more about crop](#)

### Fading effects

Make effects and filters fade in using the overlay track.

1. Copy the clip and paste it onto the Timeline.
2. Drag the copy of the clip on the track right above the original. Now you have two identical clips right on top of each other.

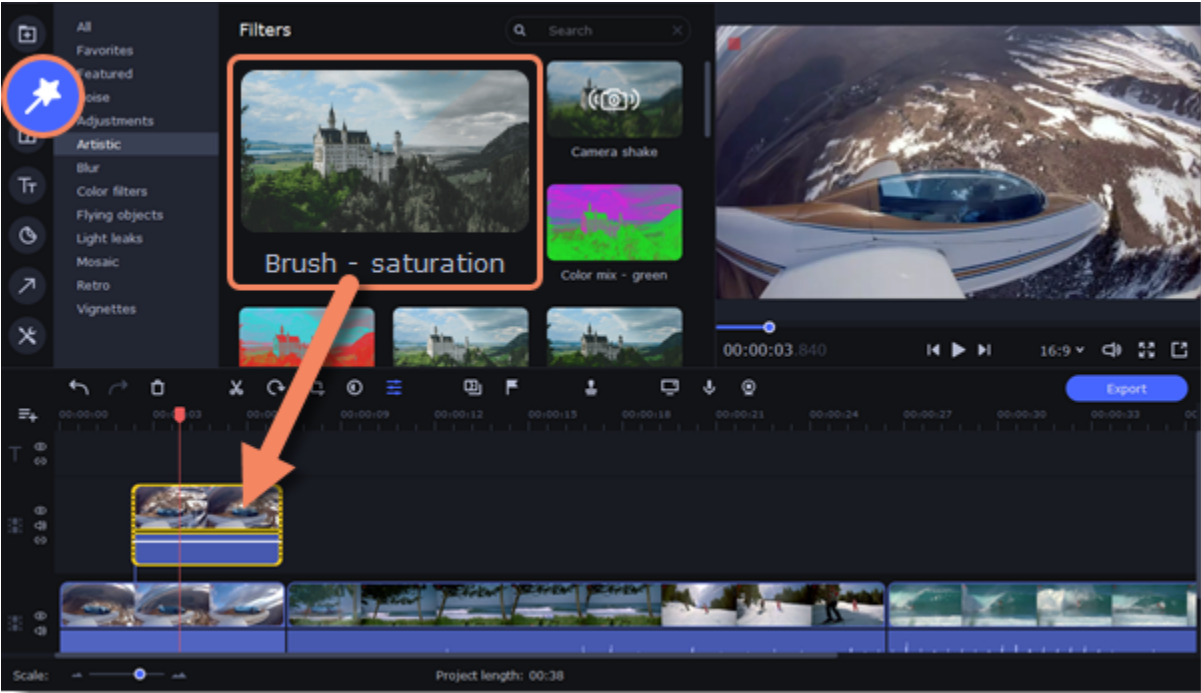


3. Double-click the clip on the overlay track and choose **Overlap** mode in the panel above the player.

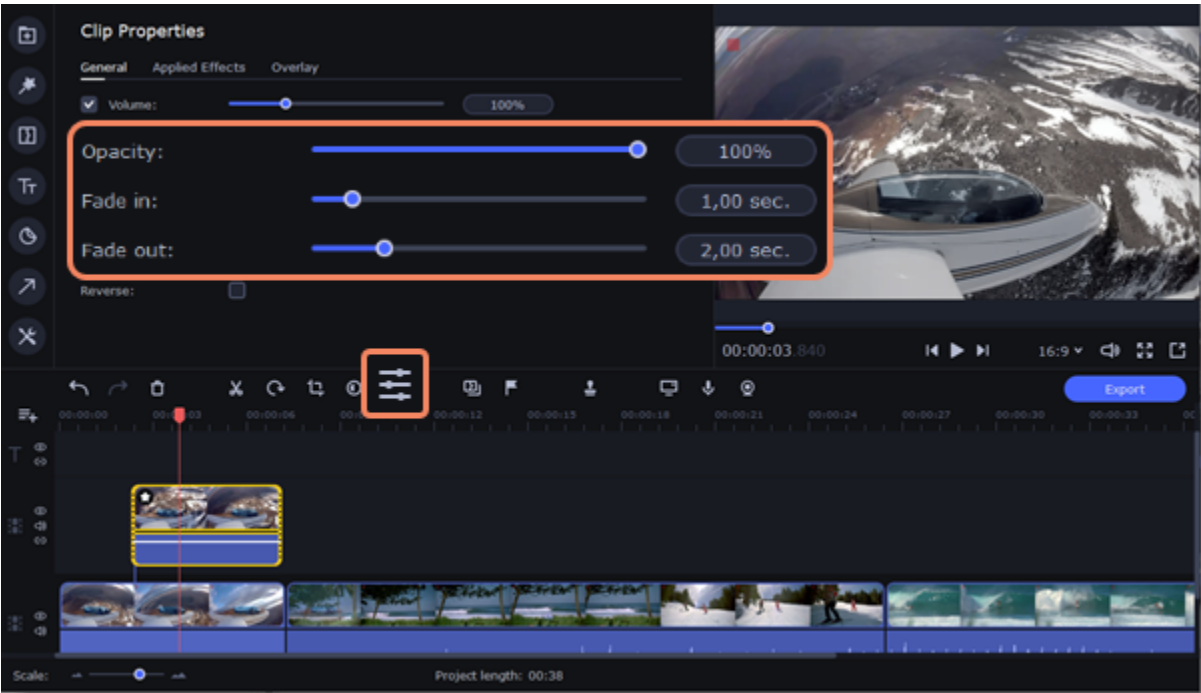




4. Apply the effects or filters you want to use onto the upper, visible clip.



5. With the overlay clip selected, click the **Clip Properties** button and select the **General** tab. There, use the **Fade in** and **Fade out** sliders to set the fading time. On the **Applied Effects** tab you can also change **Opacity** if you want to reduce the effect's strength.



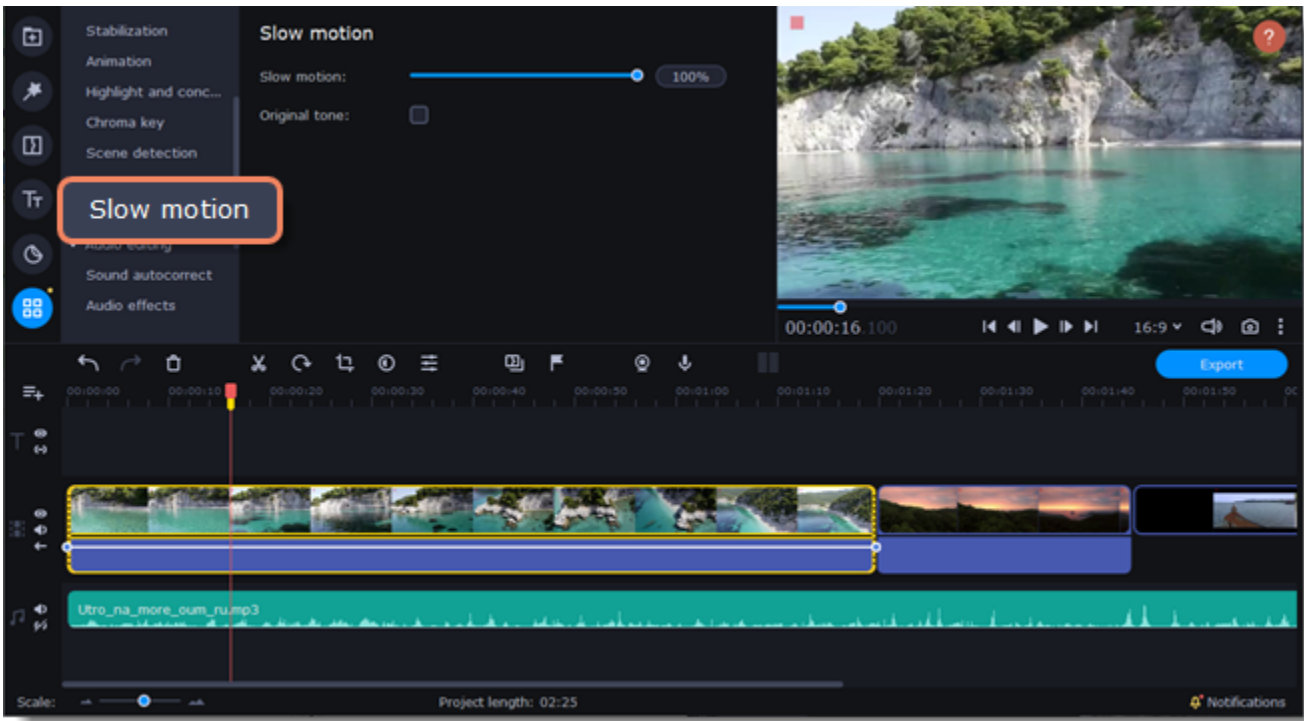
The clip with the effect will gradually appear and disappear, exposing the underlying original clip.

Learn more:  
[Applying filters](#)


## Slow motion

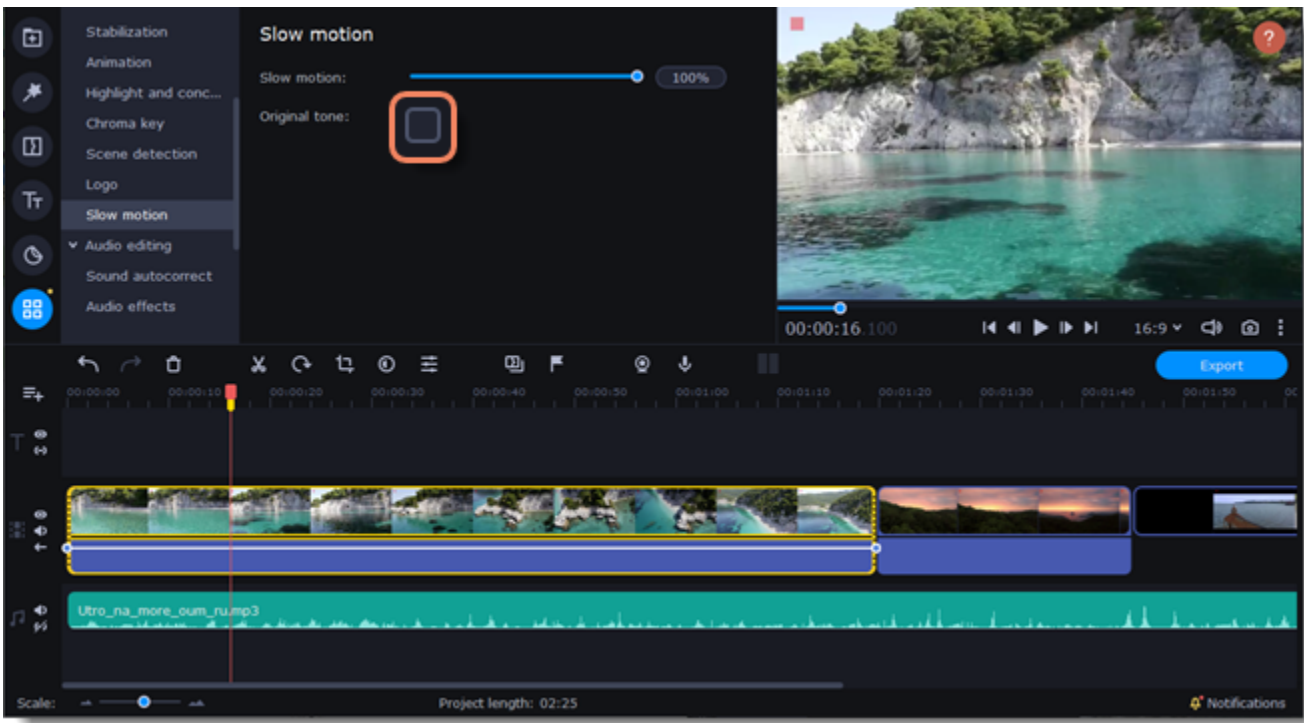
To slow down the video sequence, use the Slow Motion tool.

1. Click **More tools** on the left-hand sidebar. Under **Video**, select **Slow motion**.



2. Select the clip you want to slow down.
3. Move the slider to adjust the slow motion.

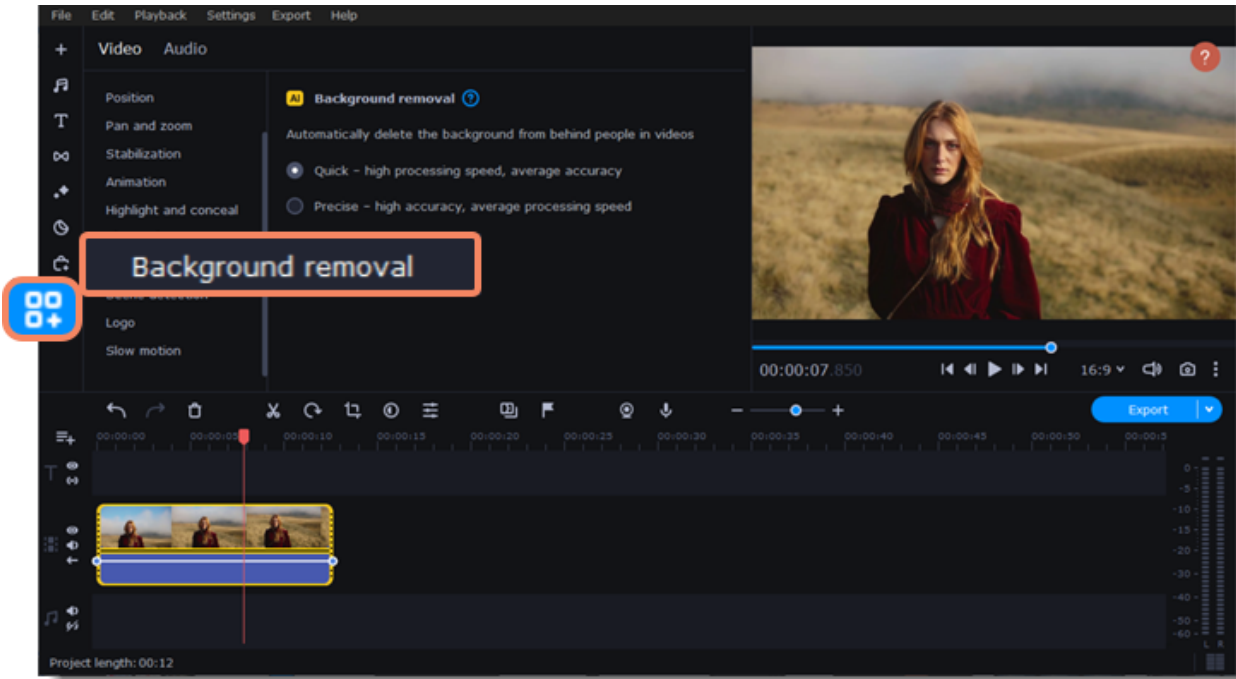
 To change the speed of the video, but keep the original sound, check the box next to the **Original tone**.



# Background removal


Smart background removal feature can automatically **isolate people from the background** of a video.

1. Select a clip on the Timeline.
2. Click **More tools** on the left-hand sidebar. On the **Video** tab, select **Background removal**.



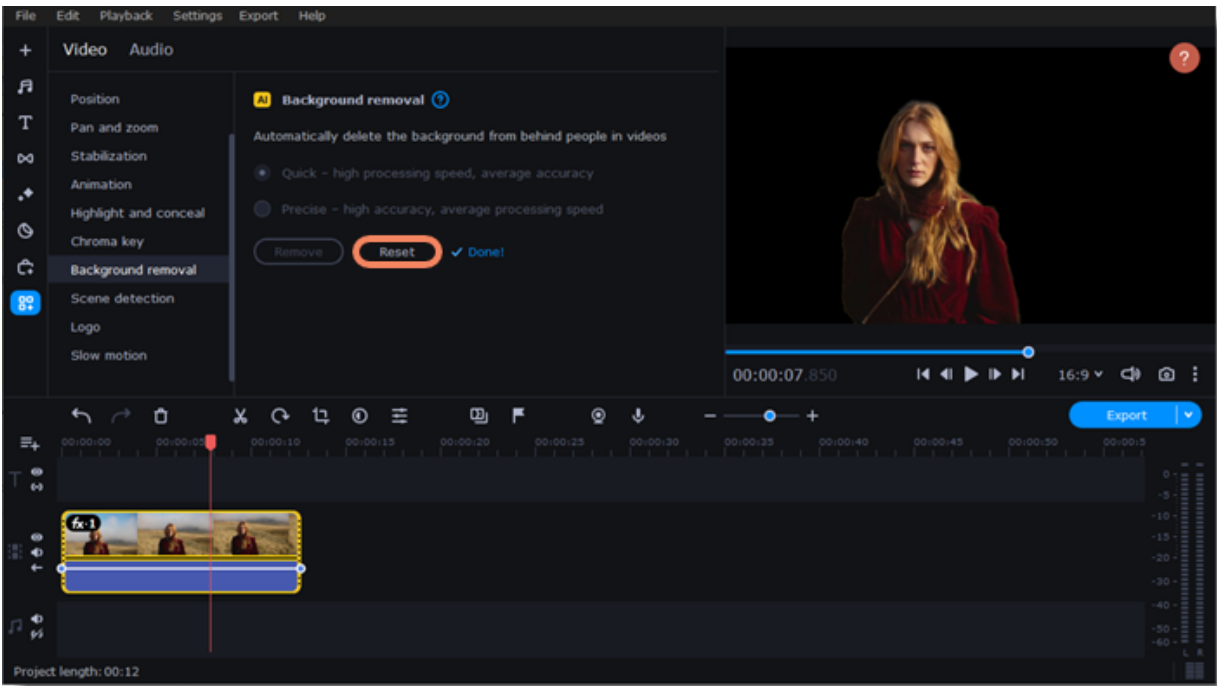
3. Select a background removal method:
  - **Quick**, if processing speed is more important.
  - **Precise**, if precision is more important.



 Background removal is only applied to the visible on the Timeline part of the clip.

4. Press **Remove**.

Press **Reset** to bring the background back and/or try another method.

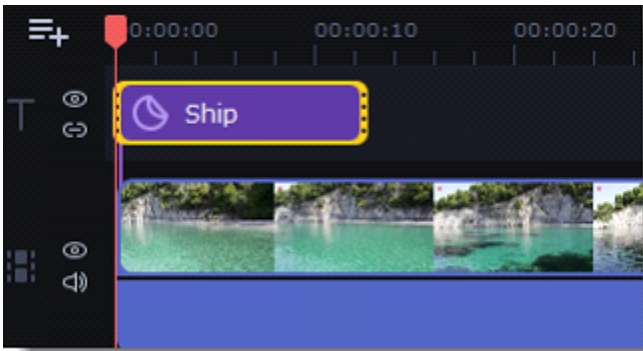


# Animation

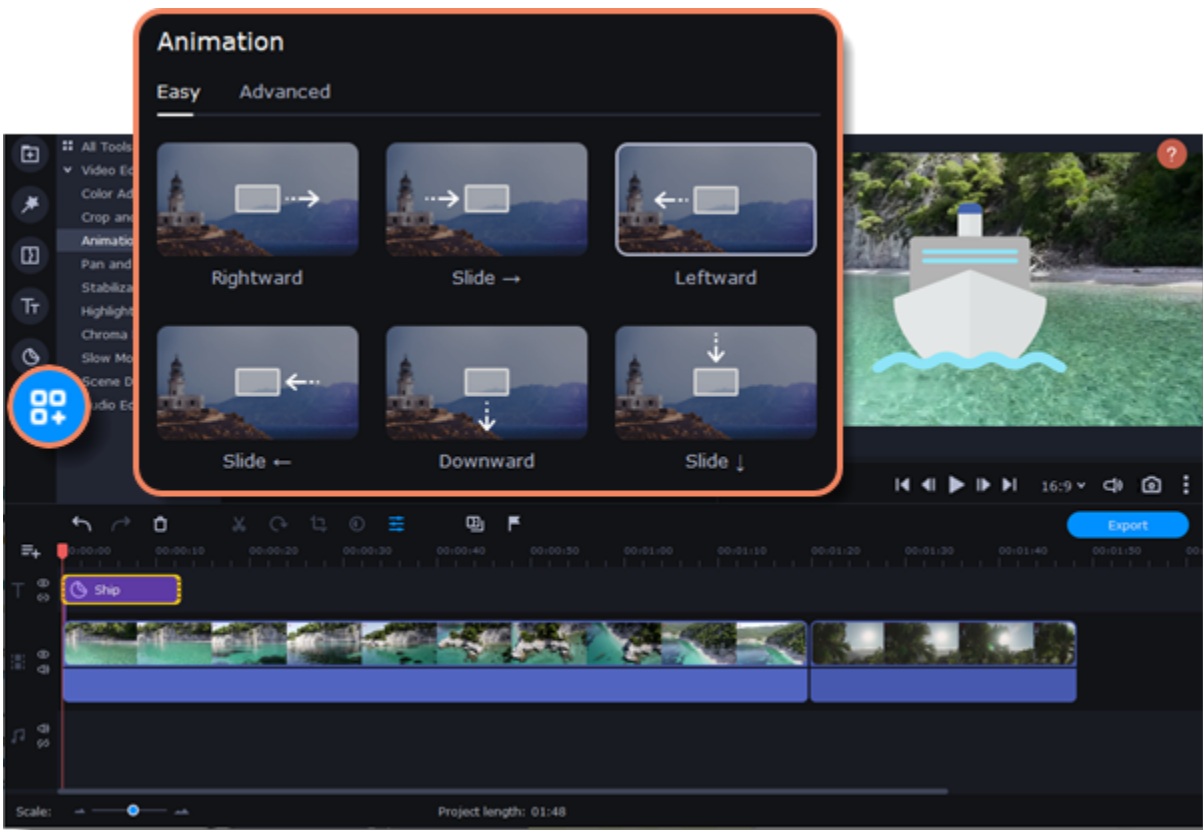
You can move objects any way you want and make creative effects.

## Add an animation

- 1. Add a background to the main video track.
- 2. Add the object you want to animate.



3. Click **More tools** on the left-hand sidebar and select **Animation** under **Video**.

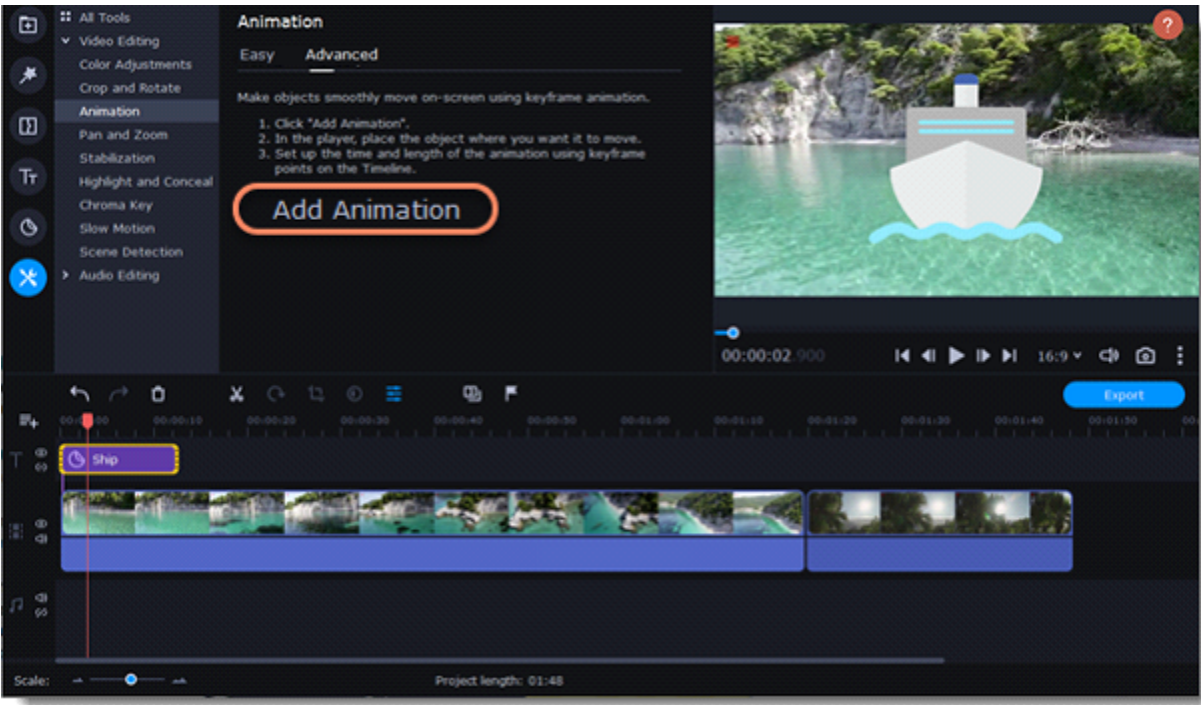


4. Select **Easy** mode to add quick and simple animations. To use a preset, just drag it onto the clip.


To create your own unique animation, select **Advanced** mode.

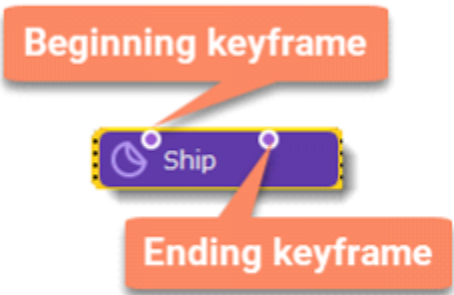
## Advanced mode

1. Select the clip you want to animate and place the position marker where you want your animation to start.
2. On the **Animation** panel, click **Add Animation**.



3. In the player, you will see a frame appear around the object. Move it to set the object's position.

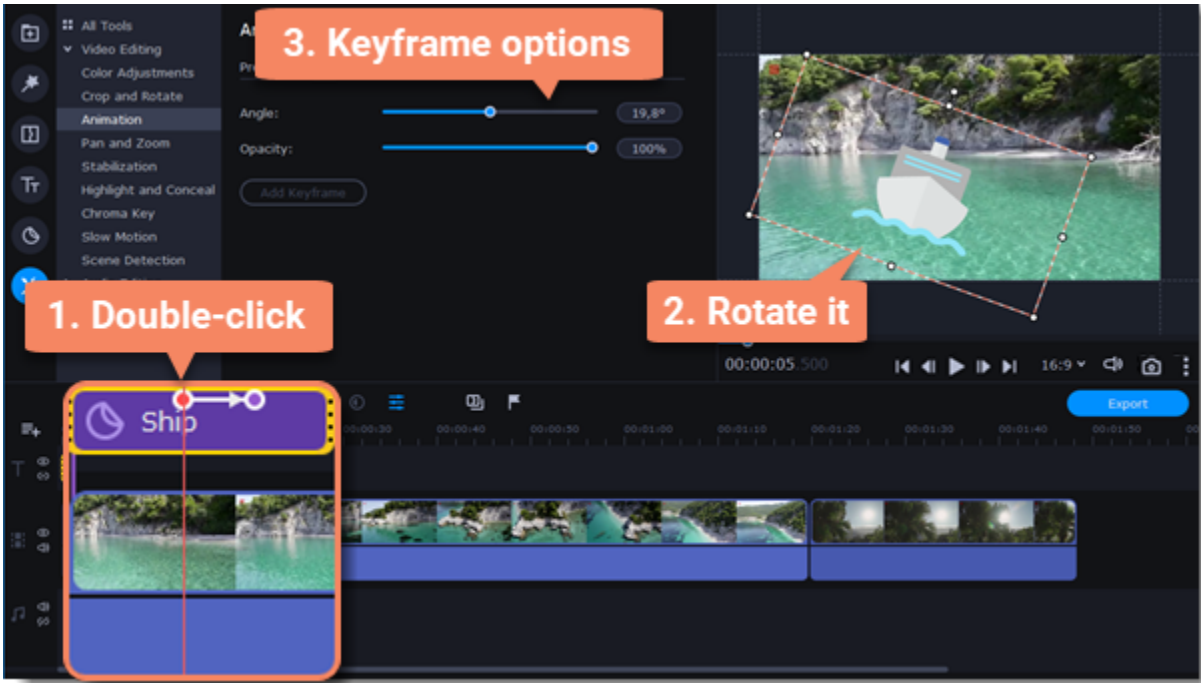
 On the Timeline, two points will appear on the clip. These are called *keyframes*. The first point is the original position of the object. The second point will be its end position after the animation. The distance between the two points determines the animation speed.




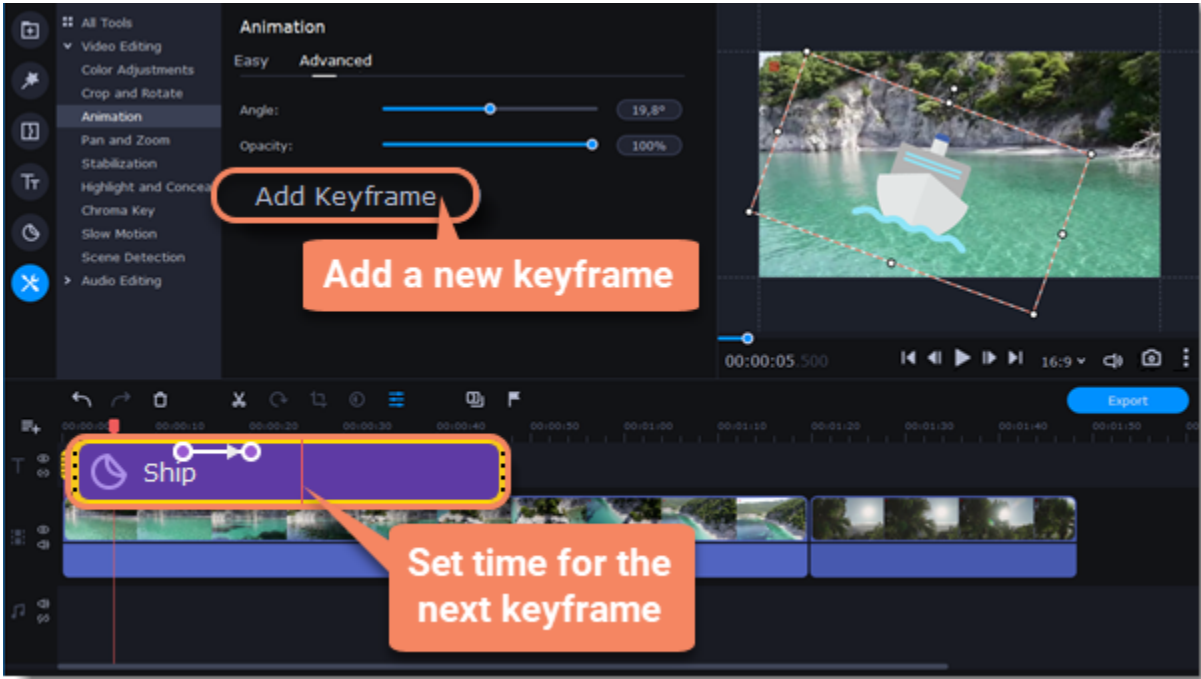
**Edit a keyframe**

On the Timeline, double-click a keyframe to edit it. Adjust the animation:

Move the object on the player	Move the frame of the object.
Change the object's size	Drag any of the frame's corners.
Rotate the object	Drag the white dot above the frame.
Make the object spin	Use the <b>Angle</b> slider on the <b>Animation</b> panel.
Make the object fade in or out	Use the <b>Opacity</b> slider on the <b>Animation</b> panel.
Change the speed of your animation	Move the keyframe points on the clip: <ul style="list-style-type: none"><li>• Move the points closer together to make the animation faster.</li><li>• Move the points farther away from each other to make it slower.</li></ul>



 To add another keyframe, move the position marker to where you want to place it on the clip and click **Add Keyframe** on the **Animation** panel.



### Reset a keyframe

To make a keyframe go back to its original position, right-click the keyframe point on the clip and select **Reset Keyframe** from the context menu.

### Remove keyframes

1. To remove one keyframe, right-click the keyframe point on the clip and select **Remove Keyframe** from the context menu.
2. To remove all keyframes and delete the animation, right-click any of the keyframe points and select **Remove All Keyframes**.

## Pan and zoom


You can control the camera movement using two keyframes and smoothly move from one frame to another.

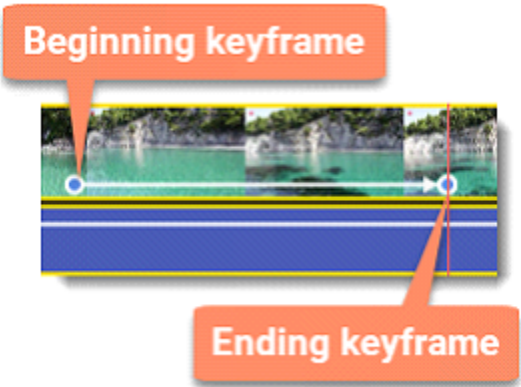
### Add a Pan and Zoom effect

1. On the Timeline, select the clip that you want to zoom on.
2. Click the **More tools** icon on the left-hand sidebar and select **Pan and Zoom** under **Video**.



3. Click one of the presets to apply it.

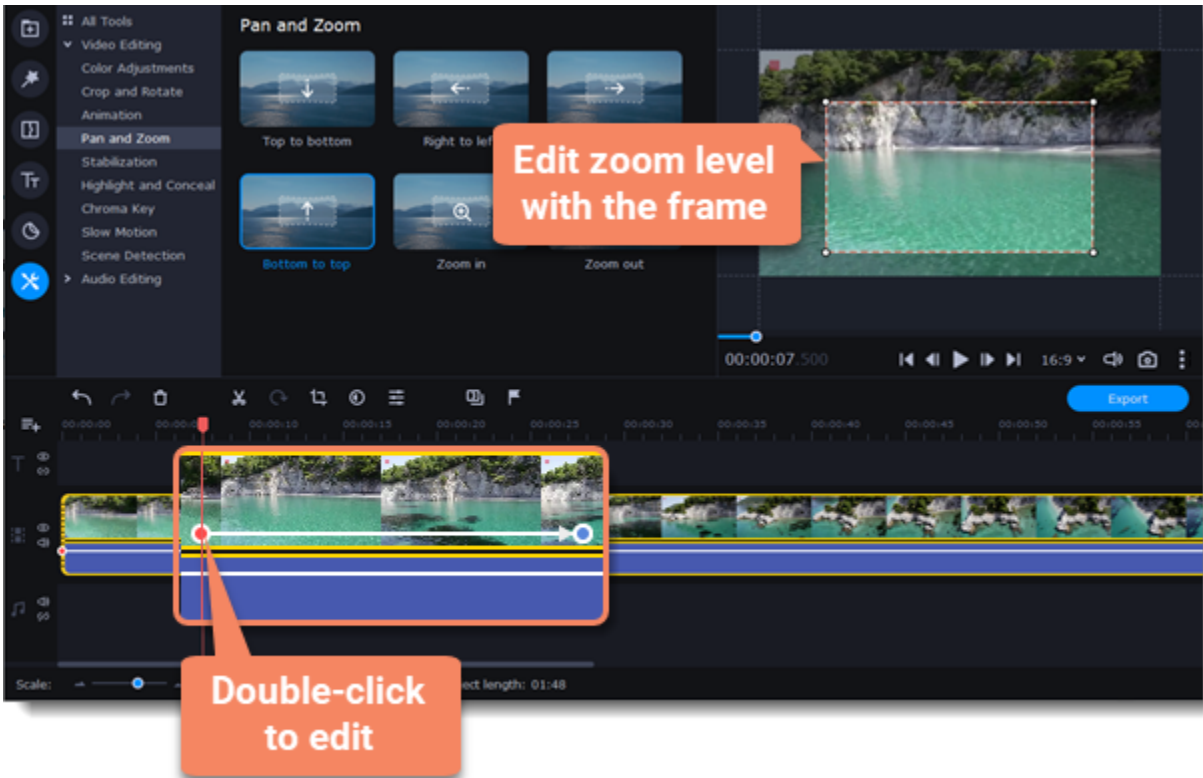
 This will add two keyframes to the clip. The camera will move between these two keyframes, and you can set up camera movements from one point to another.



4. To change the beginning keyframe, double-click the first point on the clip. Then, use the frame in the player to set the zoom level for the starting point of the camera movement.



5. To change the ending keyframe, double-click the second point on the clip. Then, use the frame in the player to set the zoom level for the ending point of the camera movement.

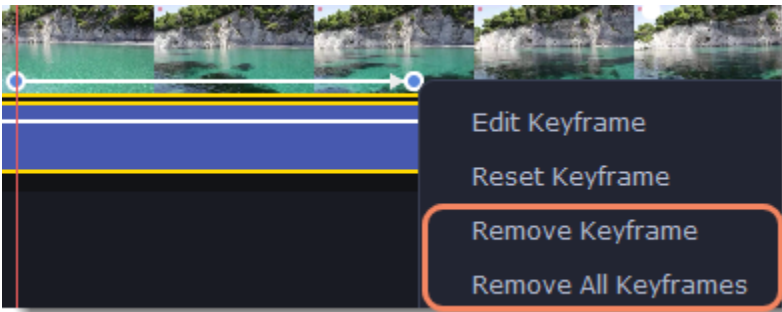


To change the length of the zoom effect, move a keyframe left or right. To move the zooming effect on the clip without changing its length or other settings, move it along the clip.

If you want to add more camera movements, repeat steps 2-4 to combine other camera movements in one clip. For example, you can zoom in on an object, pan across the frame with the same zoom level, and then zoom back out to 100%.

### Remove zoom

To remove a pan or zoom effect, right-click a keyframe and select **Remove Keyframe** to remove the specific keyframe or **Remove All Keyframes** to clear all zoom effects from the clip.

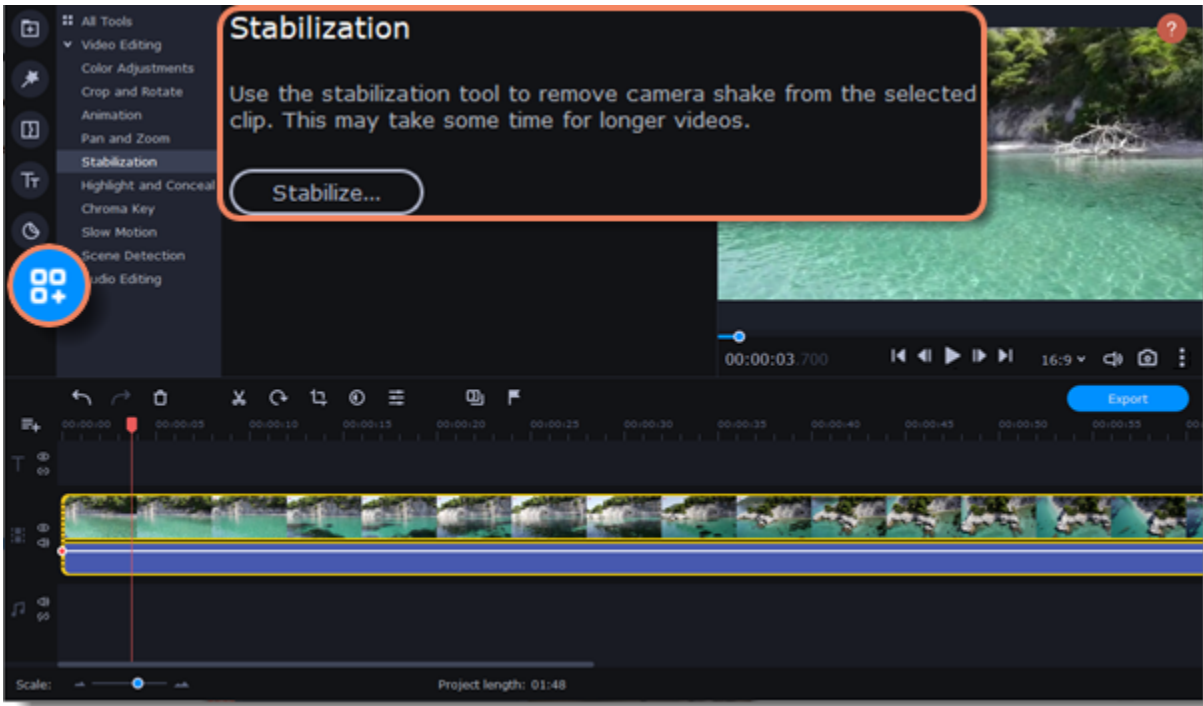


## Stabilizing video

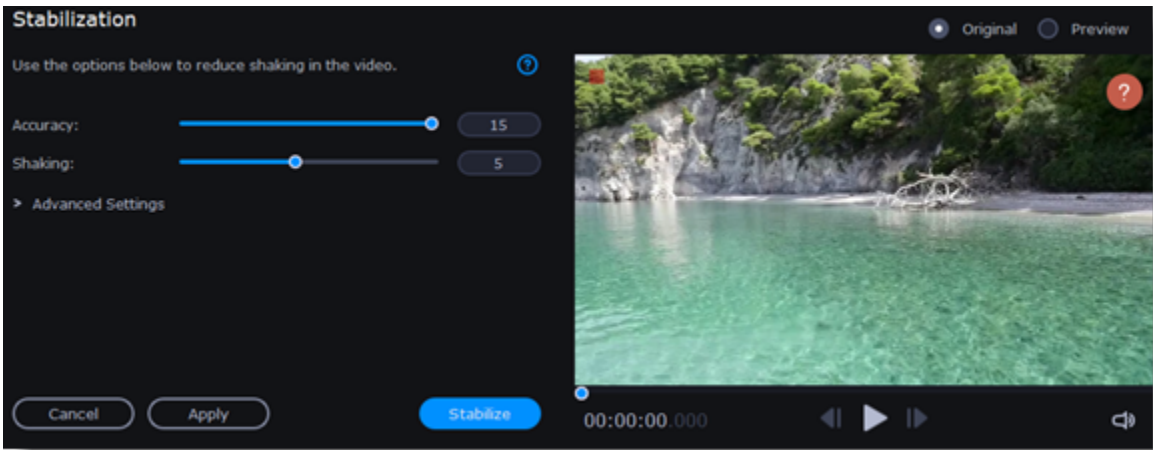
If you're filming with a handheld camera, there might be some unwanted camera shake in the video, especially if you're walking or moving while filming.

### Stabilize a video

1. On the Timeline, select the clip you need to stabilize. To make the process faster, you can cut the video into smaller segments.
2. Click the **More tools** icon on the left-hand sidebar and select **Stabilization** under **Video**.



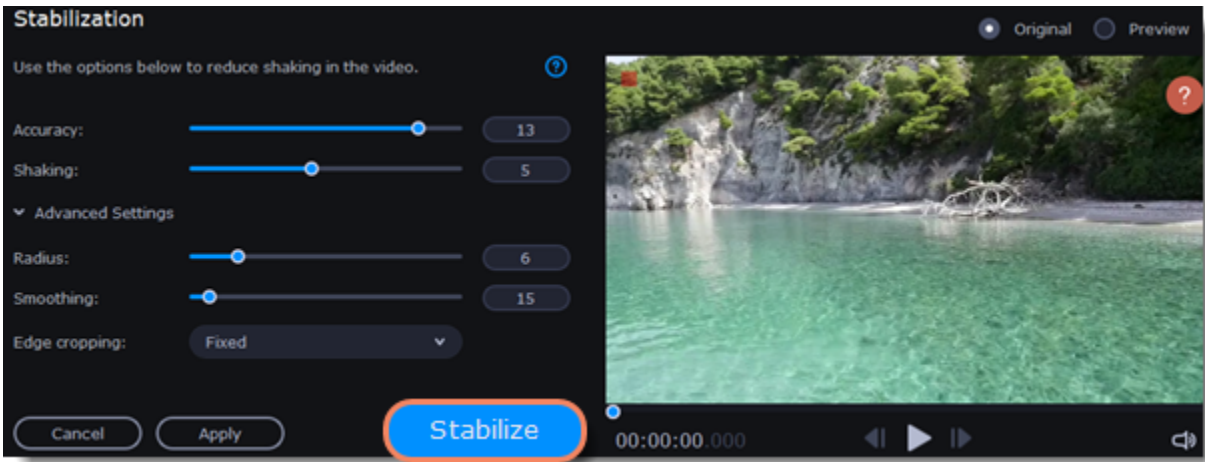
3. Click **Stabilize**. The **Stabilization** settings window will open.



4. Configure stabilization with the following parameters:

Accuracy	Affects the analysis precision of the video.
Shaking	Sets how strongly the shaking is visible on the video.
Radius	When a video is stabilized, each object is adjusted using pixels from the surrounding area. The radius affects how large that area will be. Use a smaller value for more dynamic videos, to avoid mixing objects, and to preserve more detail.
Smoothing	Limits the camera acceleration. Higher values work best for more or less static videos. Excessive smoothing may limit panning.
Edge cropping	Eliminates distortion artifacts like blurred areas from the video. You can select one of the following options: <ul style="list-style-type: none"><li>None: The edges will remain as they are. Best results if there is little shaking in the video.</li><li>Fixed: The video is cropped to one size to cut out some of the edges.</li><li>Adaptive: Wherever there is a lot of shaking, the video will zoom in so that the distorted edges are not shown.</li></ul>


5. Click **Stabilize** to start processing the video.



6. To save the result, click **Apply**. The clip on the Timeline will be replaced with the stabilized video.

A stabilized copy of the file will be saved in "\\My Videos\\Movavi Video Editor\\Stabilized." This copy will be used in the project. If you delete it, you will lose all the changes.

If you don't have enough disk space to save the stabilized copy, you can free up some space and try again or save your stabilized copies on another disk:

1. Select **Preferences** from the **Settings** menu.
2. Switch to the **Files** tab.
3. Find the **Store stabilized videos in** field and click the  button on the right to choose a folder on another drive.
4. Click **OK** to accept the changes.
5. Try stabilizing the video again.

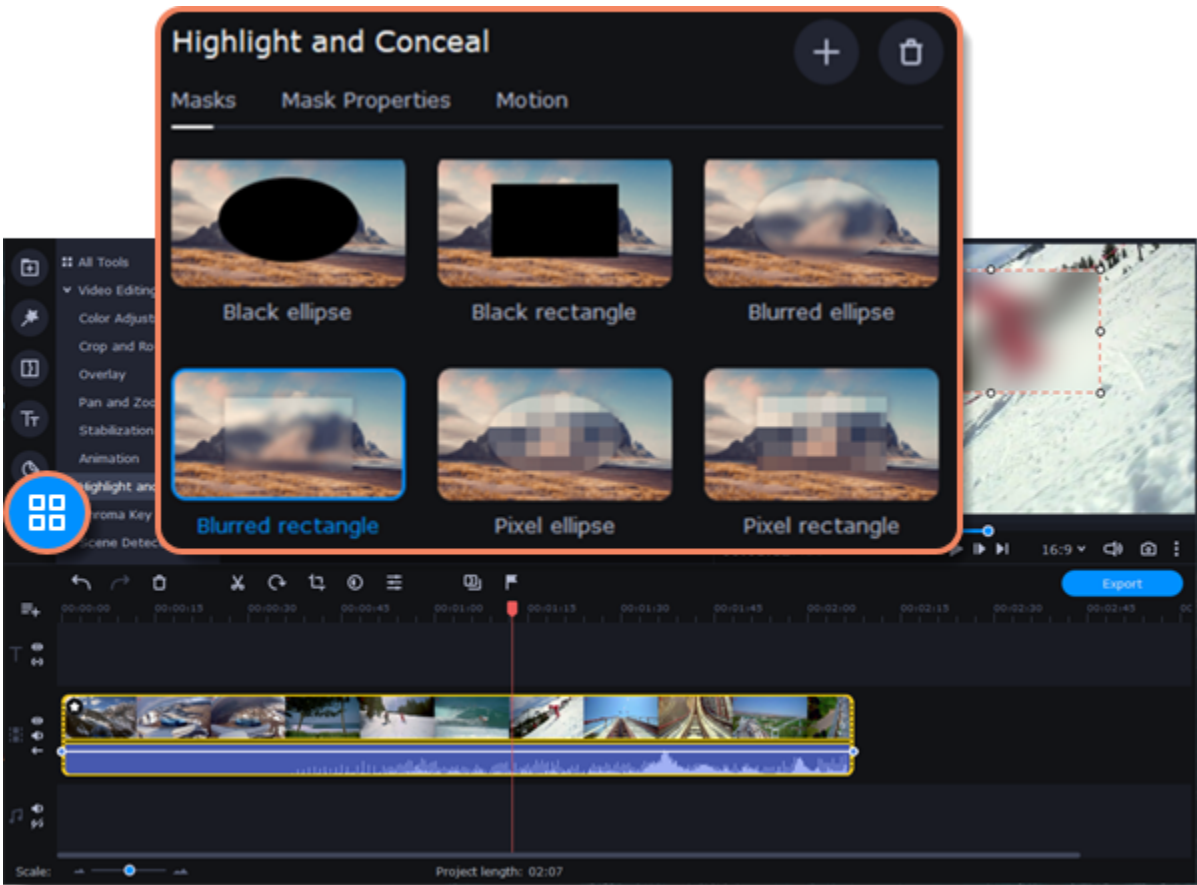
## Highlight and conceal

This tool will help you control the focus in a frame, blur or darken parts of a video and track objects in motion.

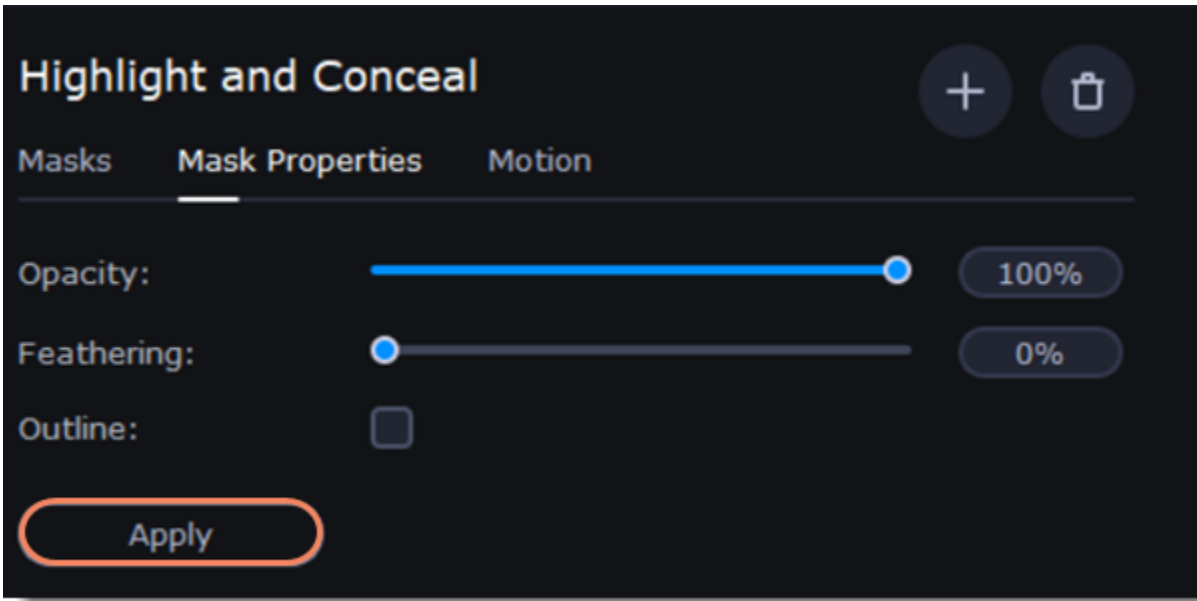
### Applying a mask on your video

1. On the Timeline, select the clip that you want to edit.
2. Click the **More tools** icon on the left-hand sidebar and select **Highlight and Conceal** under **Video**.
3. Choose a mask from the list.

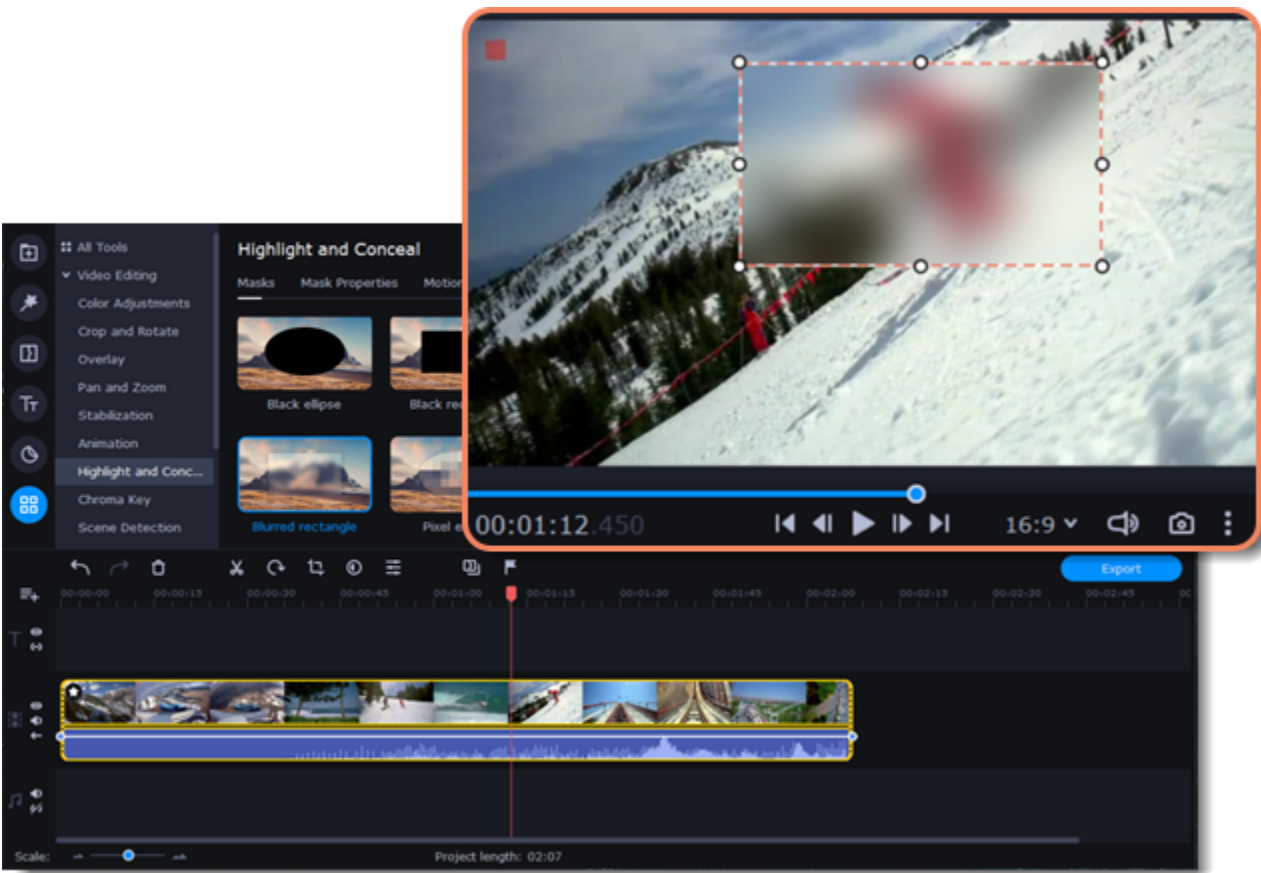





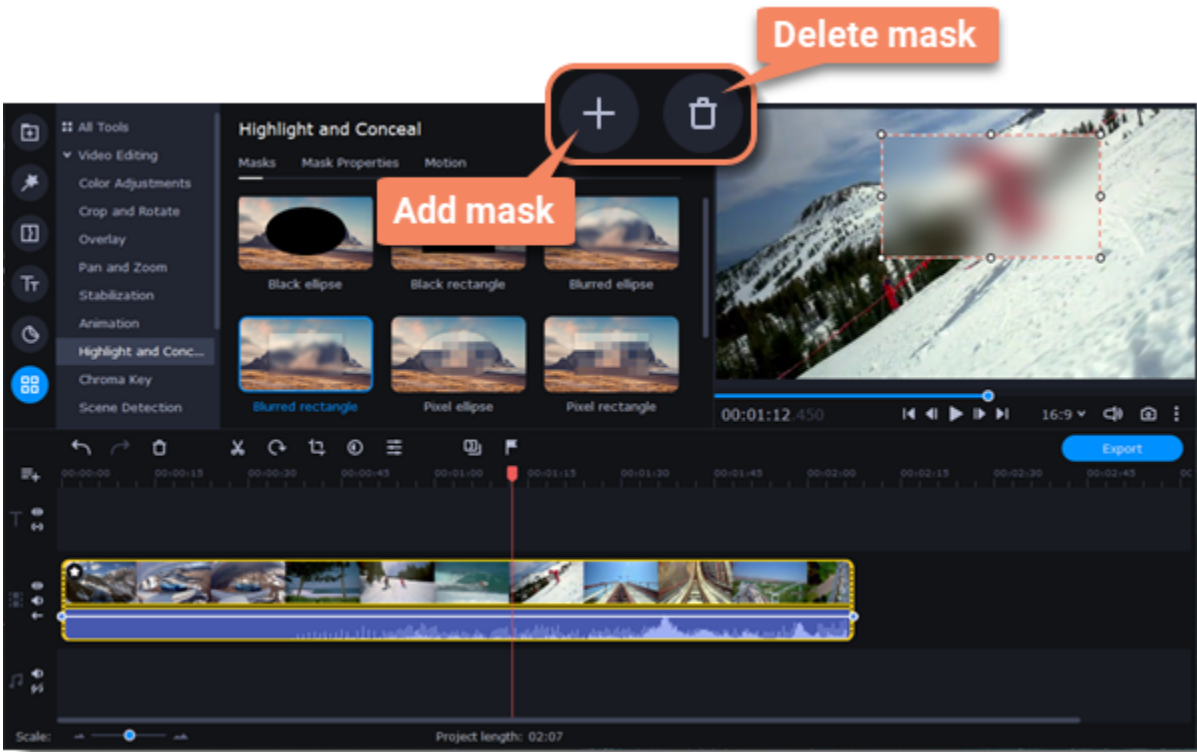
- 4. In the **Mask Properties** tab, select advanced settings.
- 5. Click **Apply** to save the changes.



- 6. In the player, move the frame over the object you want to highlight or hide.
- 7. To change the size and shape of the mask, drag any of its corners in the player. Click anywhere inside it to move it.

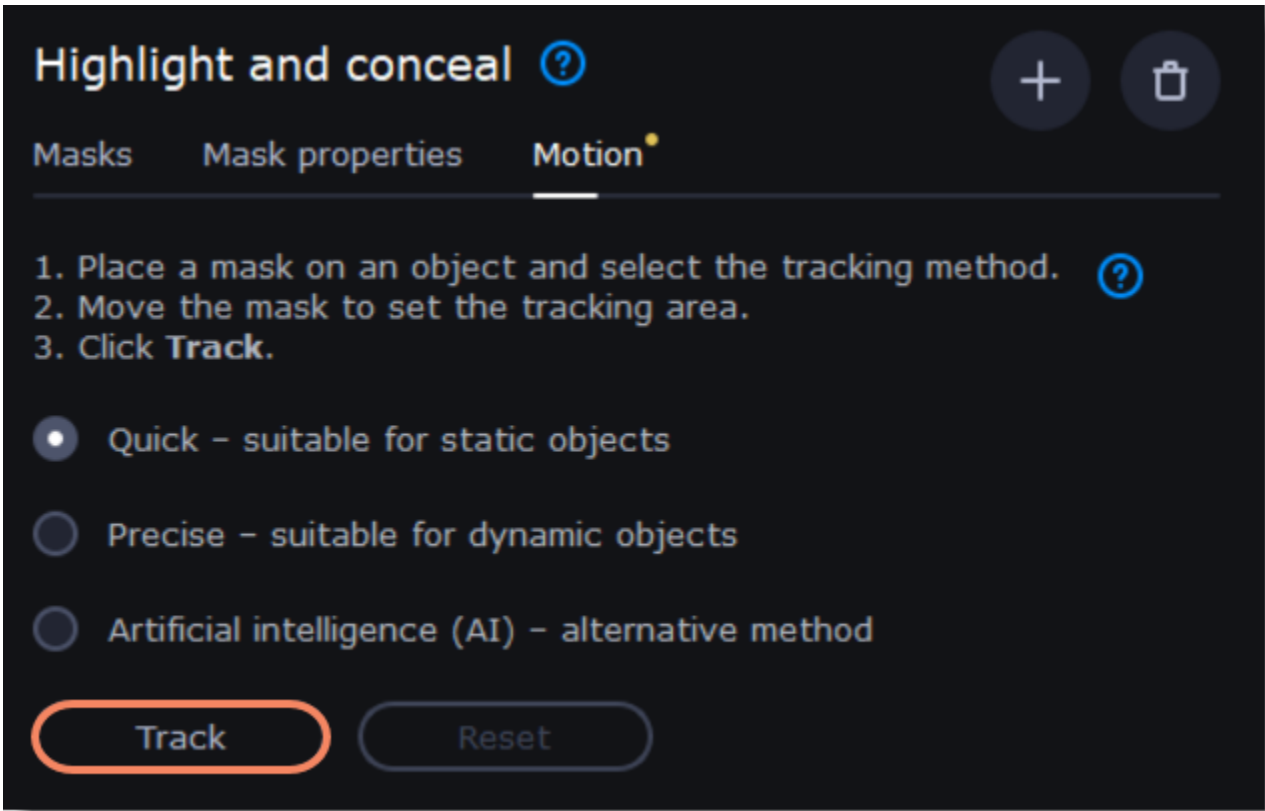


 If you want to cover up or highlight more than one object, click **Add mask** at the top of the **Highlight and Conceal** panel to create another mask. To delete the mask, click the **trash icon**.

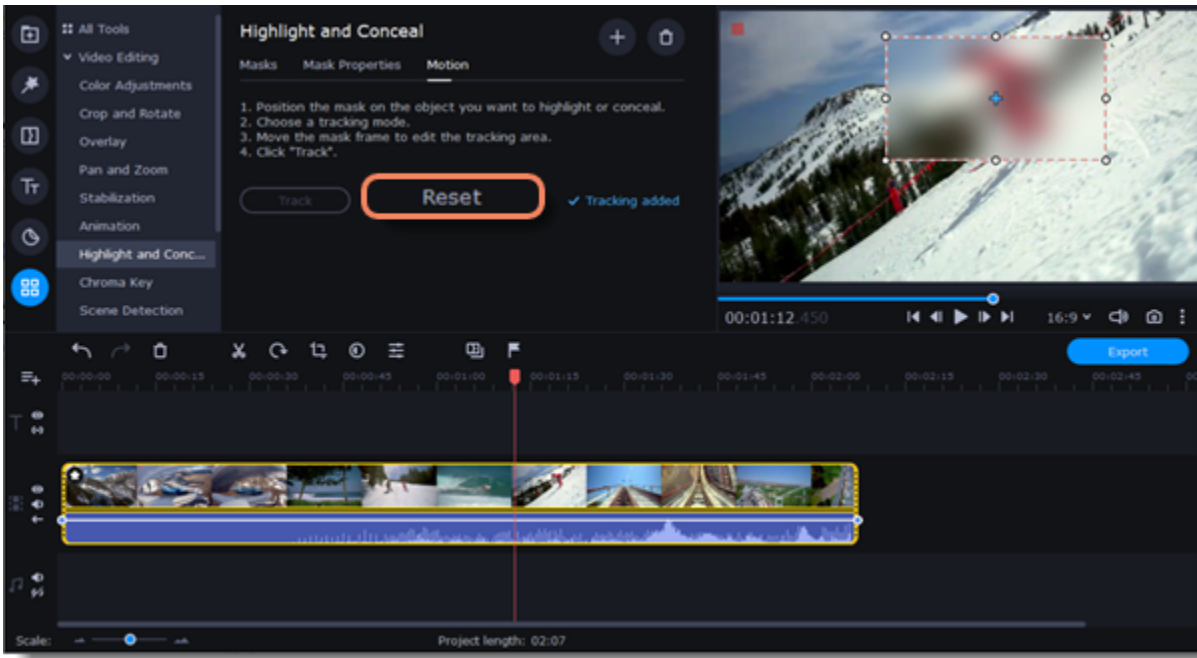


### Motion tracking

1. To link the mask to an object in the video, go to the **Motion** tab.
2. Select the tracking method. Quick is suitable for static objects, Precise is suitable for moving objects. Artificial intelligence will automatically select the optimal tracking settings for any objects.
3. To track the object and link the mask to it in the video, click **Track**.



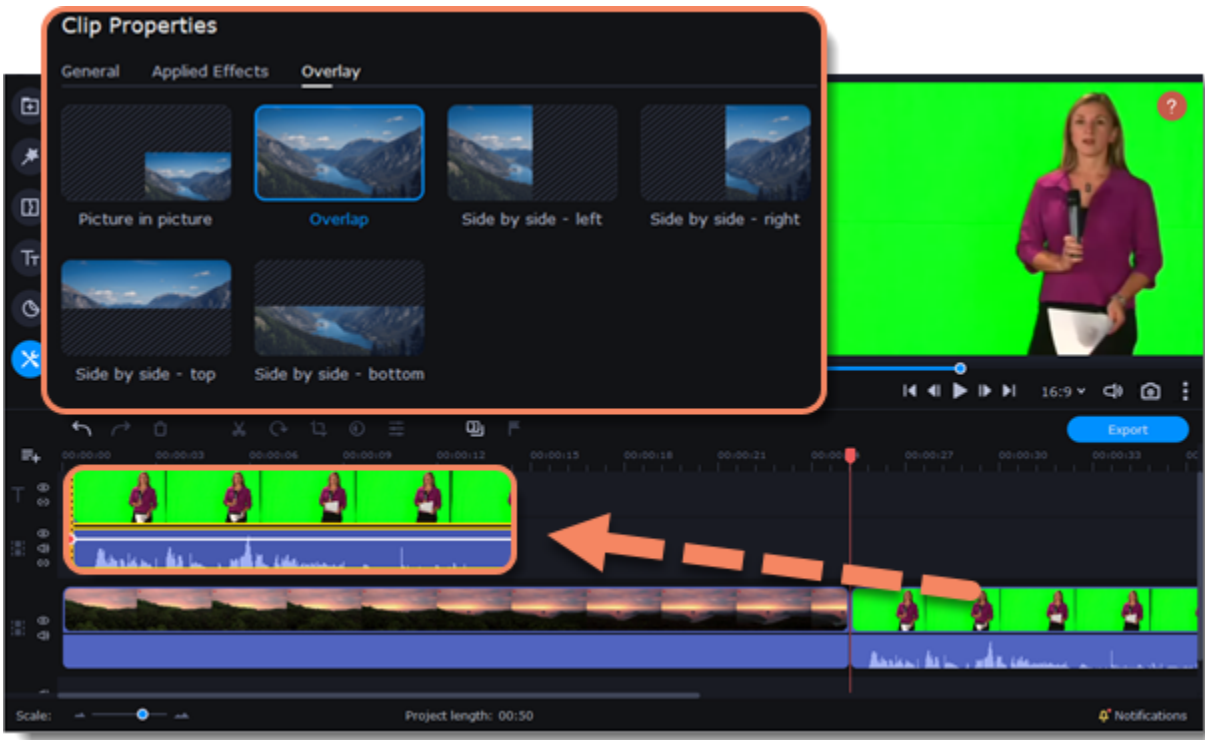
4. To reset the tracking, click **Reset**.



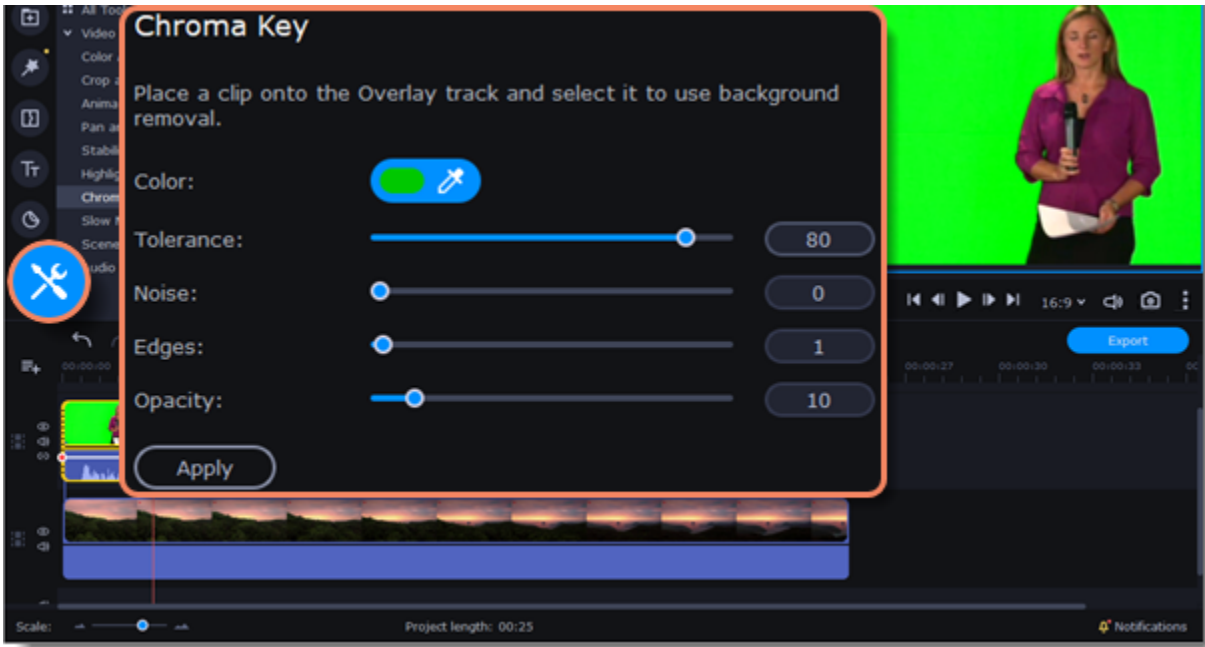
### Chroma key

The chroma key effect can remove any color from an image or video, leaving the background transparent. It's better to use videos with green or blue colored backgrounds. Black, gray or white won't work or work badly.

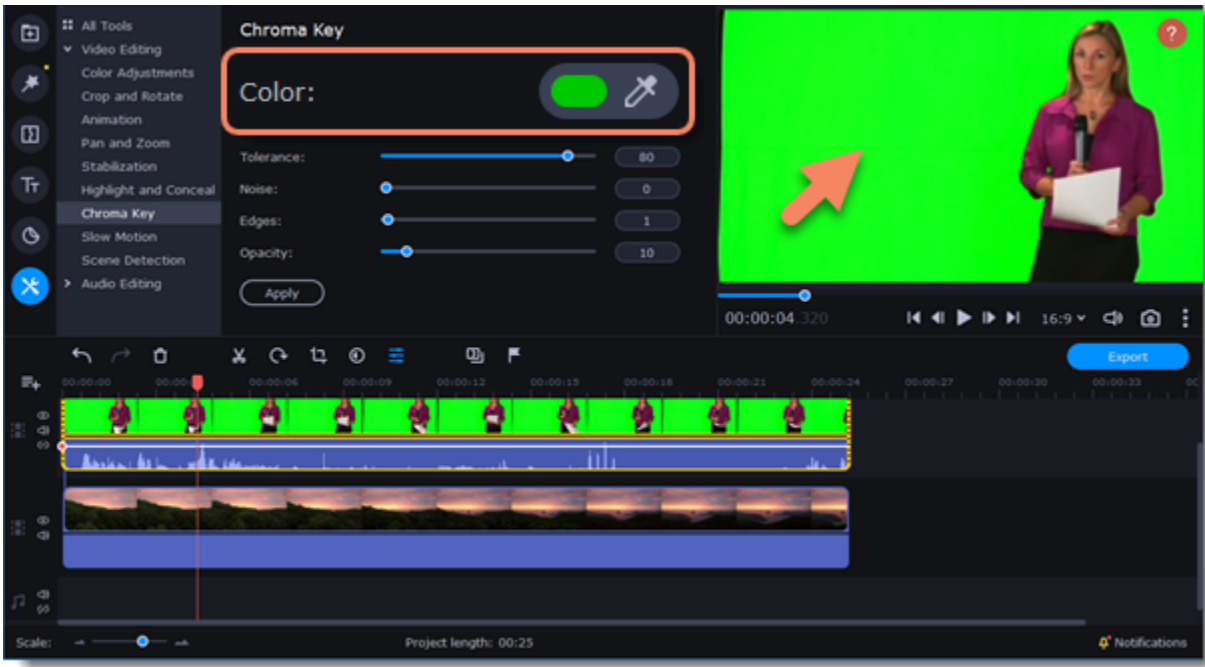
1. Add the video or image clips that you want to use as the foreground and the background.
2. Select the foreground video and move it up onto the extra video track. The **Position** tab will open.
3. To make the foreground video cover the background video entirely, select the **Overlap** position on the **Position** tab.



4. Click the **More Tools** icon on the left-hand sidebar and select **Chroma Key** under **Video Editing**.



5. Once you open the **Chroma Key** tool, move your mouse cursor over the player and click the color you want to remove. The color will become transparent.



Use more settings:

- Tolerance** Set how many similar shades of the selected color should also be removed.
- Noise** Choose how sharp the object's edges should be.
- Edges** Choose how thick the object's edges should be.
- Opacity** Set the transparency of the background.

6. The changes will be applied automatically.



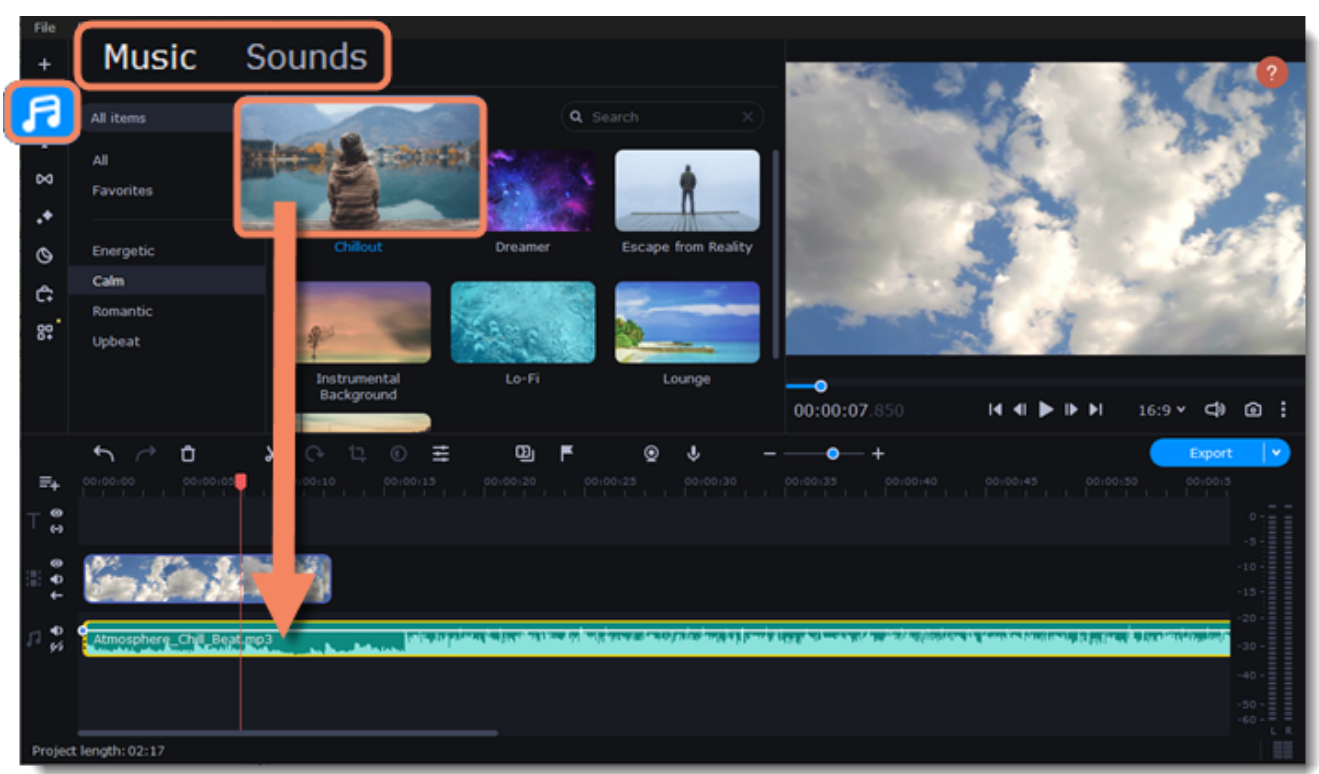
# Adding and editing audio

## Add audio

1. To add music or other sounds to your project, click the **Import** icon on the left-hand sidebar.
2. On the **File import** tab, click **Add Files** or just drag and drop your files to the panel.

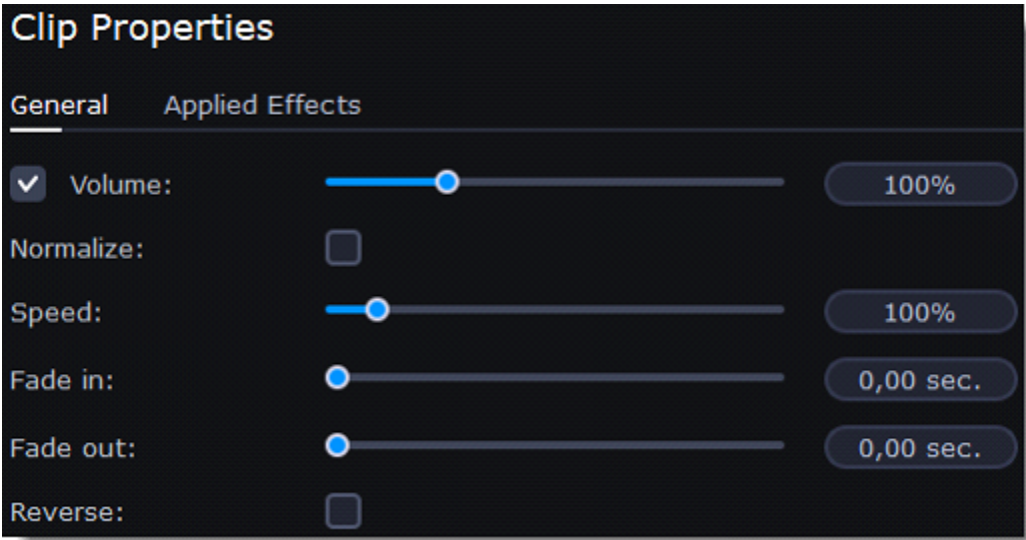
You can also use one of the built-in sound or music tracks:

1. Click the **Audio** icon on the left-hand sidebar.
2. Go to the **Sounds** or **Music** tab, select the category, and choose from our royalty-free music collection.
3. Drag the tracks you liked on the Timeline.



## Edit audio

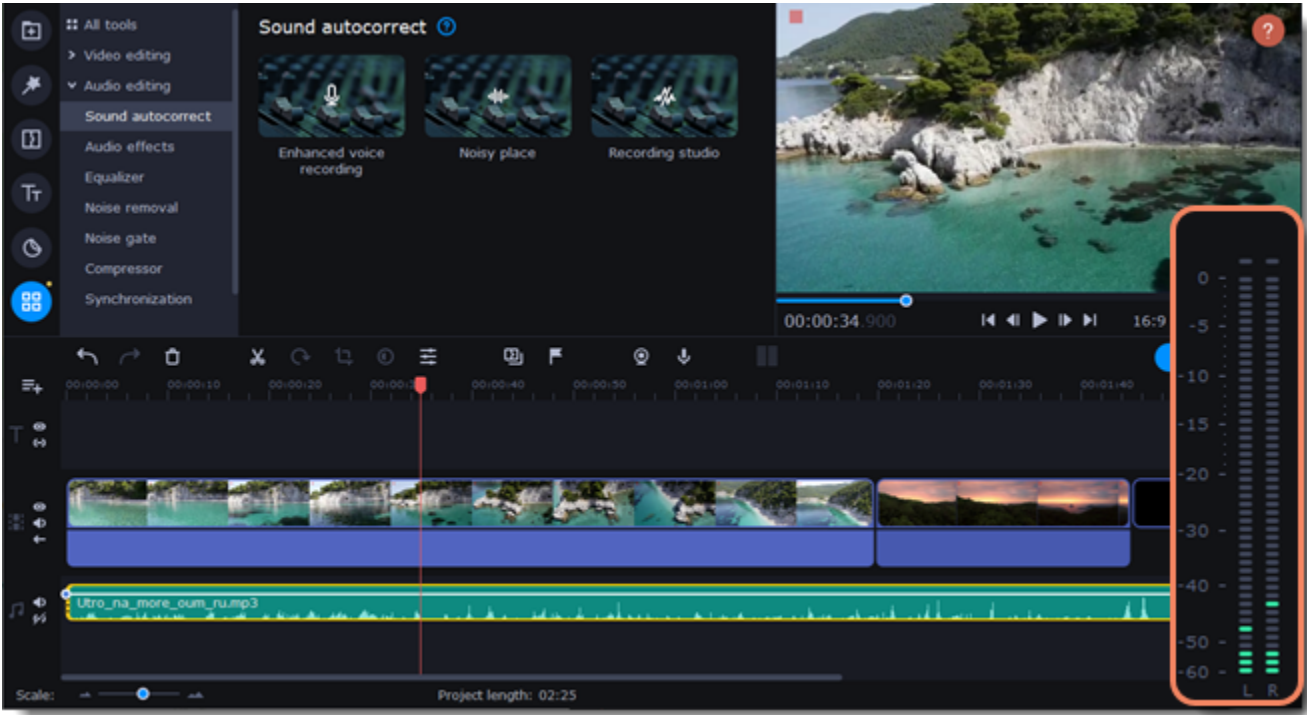
To edit the audio file, double-click the clip. The **Clip Properties** panel will open.




Volume	Sets the volume of the clip.
Normalize	Reduces the difference between louder and softer sounds.
Speed	Makes the audio play faster or slower.
Fade in	The audio goes from completely silent to full volume in the specified time.
Fade out	The audio goes from full volume to completely silent in the specified time.
Reverse	Plays the audio backward.

## The volume scale

To work with audio more efficiently, use the **Volume scale**. This way you can track the sound jumps and get a video with better sound. The **Volume scale** is on the right side of the screen.

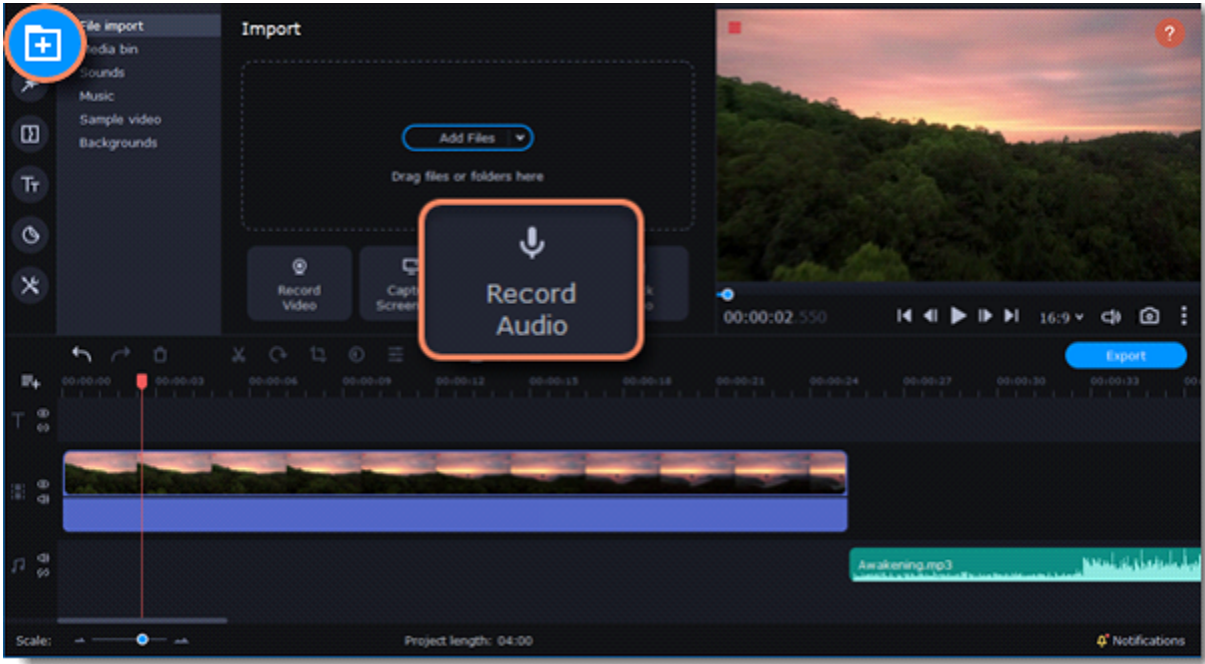


To hide the scale, click its icon .

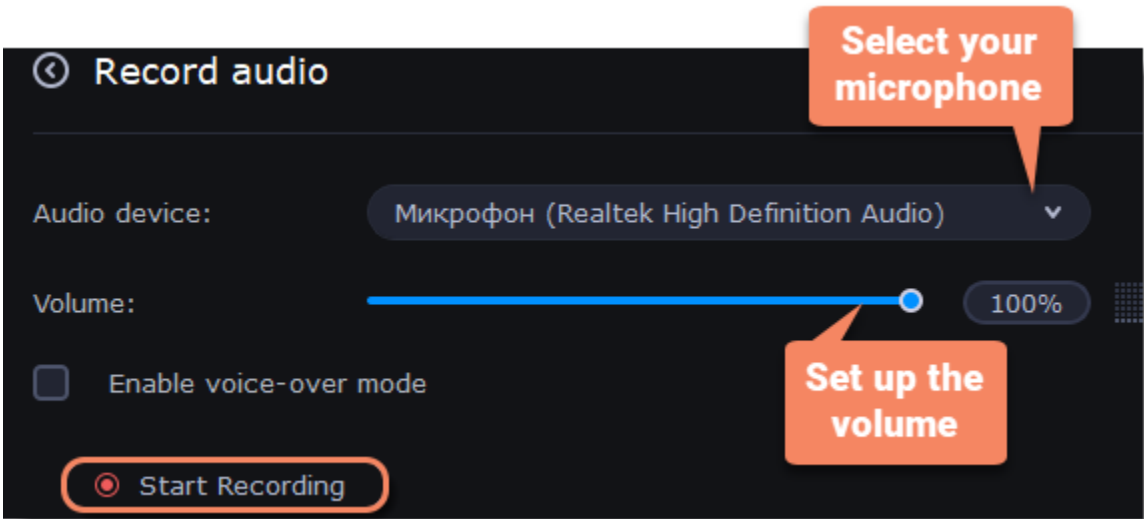
## Recording audio

### How to record audio

1. Connect a microphone to your computer.
2. On the Timeline, place the position marker where you want the recording to start.
3. Click the **Import** icon on the left-hand sidebar. On the **File import** tab, click the **Record Audio** button to open the recording options.



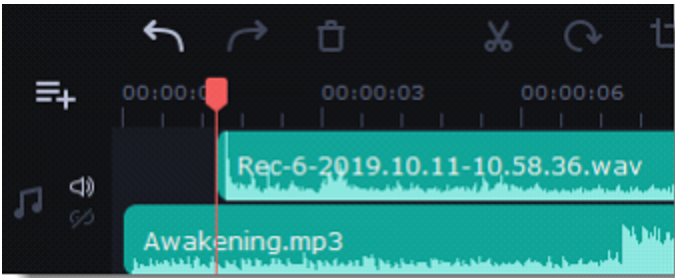
4. Select your recording device from the dropdown menu and set the volume.
5. Click **Start Recording**.
6. When you're finished, click **Stop Recording**. The recording will appear on the Timeline.



### Set start time for audio clips

After you've added the audio files, they will appear on the audio track of the Timeline as green clips. To change when the audio clip starts playing, drag it along the Timeline, using the ruler at the top for time reference.

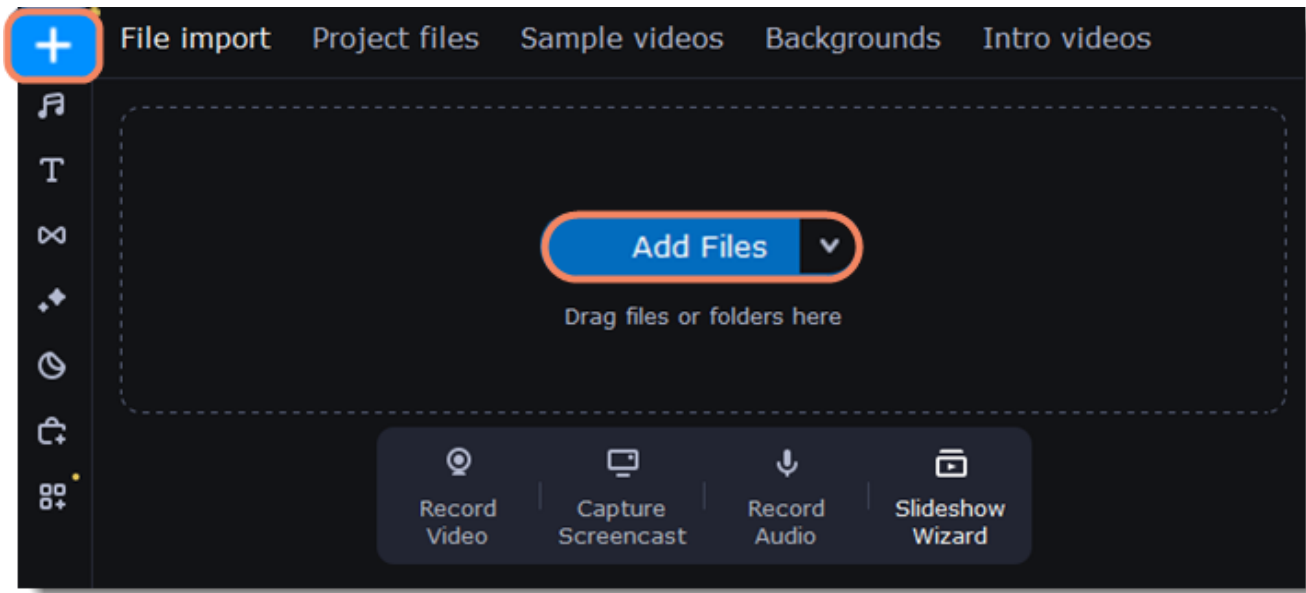





# Extracting audio from videos

You can extract a movie soundtrack from a video file and use it in your project.

On the **File Import** tab, click **Add Files** and choose a video or drag and drop it to the panel. The file will be added to the video track on the Timeline.

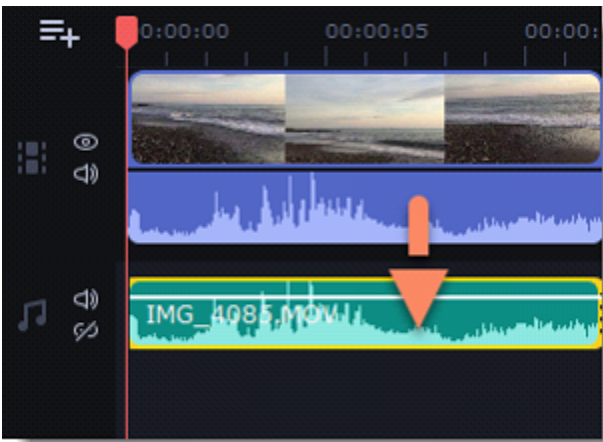


 How to trim the parts of the video if you don't need to extract the entire audio track:

1. Move the position marker to the beginning of the fragment you want to keep and click the **Scissors** button on the toolbar. This way, you will cut out the beginning of the video.
2. Move the position marker to the end of the fragment you need. Click the **Scissors** button again, and the fragment will now be in a separate clip.
3. If you don't need the remaining fragments, select them on the Timeline and click the **trash can** button on the toolbar to delete them.



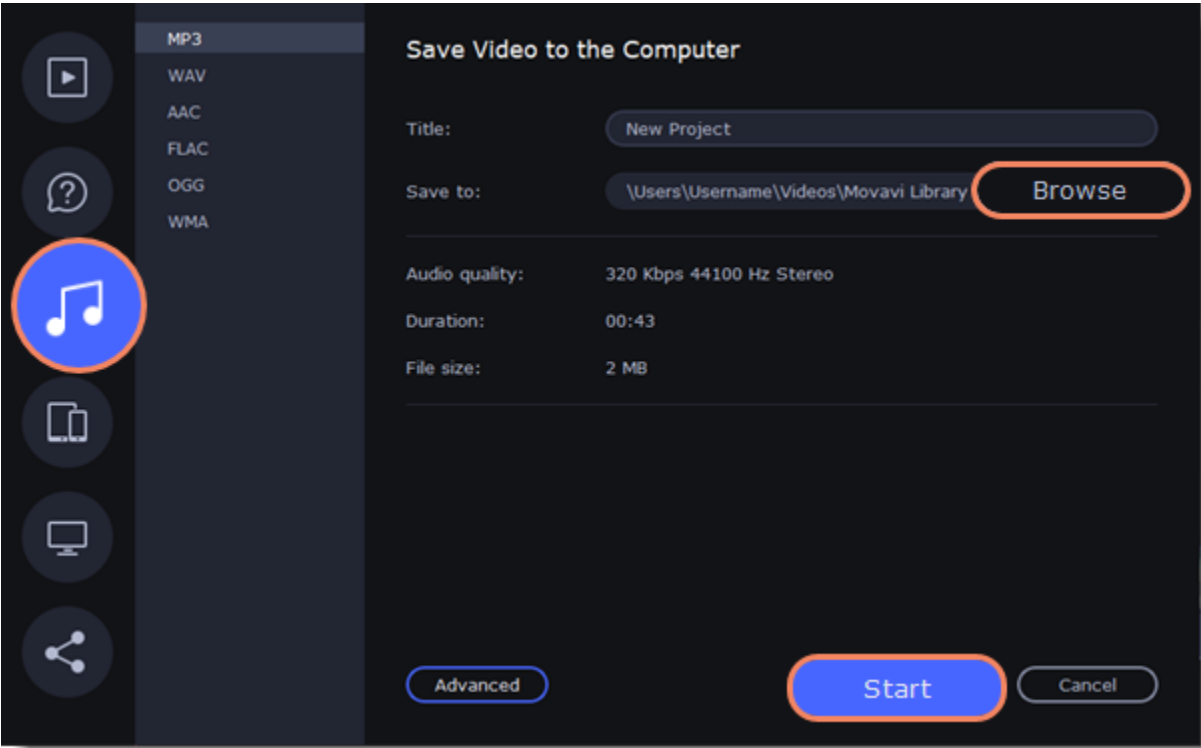
4. Audio that belongs to a video appears right underneath it on the video track. To separate it from the video, drag the audio stripe down onto the audio track. If you no longer need the video clip, just delete it.



You can now work with the extracted audio clip separately.

If you want to save the audio clip for later use, you can export it as an audio file:

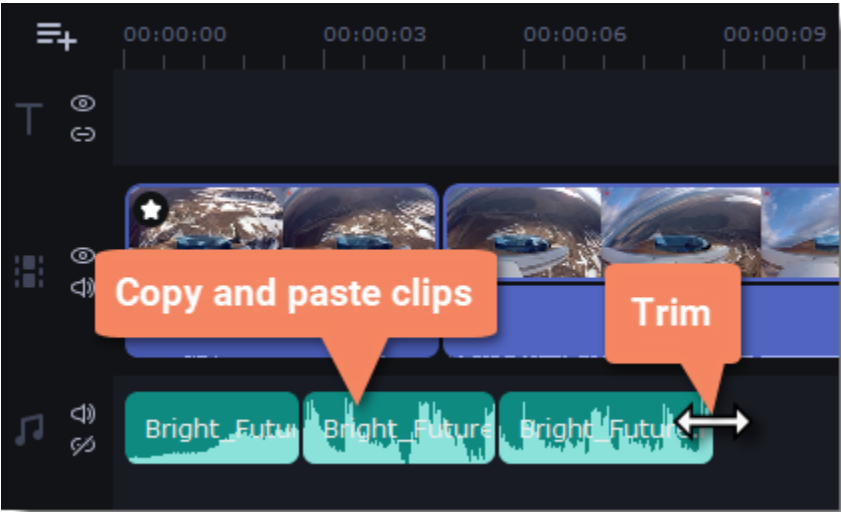
1. Click the **Export** button at the top of the program.
2. In the **Export** window, switch to the **Save Audio File** tab.
3. Select an audio format.
4. In the **Save to** field you will see where on the disk the file will be saved by default. To change that folder, click **Browse** and select a new folder.
5. Finally, click **Start** to save the audio file.



# Looping audio

If the music file is shorter than your video, you can loop the audio and have the file play over again until the end of the video.

1. To copy the audio clip, right-click the audio clip on the Timeline, and choose **Copy** from the pop-up menu.
2. Paste the audio clip onto the Timeline right next to the first clip. The clip will be inserted right after the position marker. Repeat until the audio length is greater or equal to the video length.
3. Now, the audio track may be longer than the video track. To trim the audio, hold your mouse pointer over the right edge of the clip, and drag it to the left.



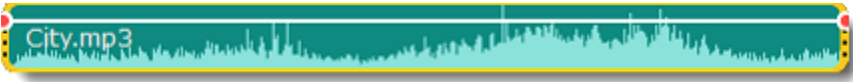
**Tip:** Music is looped automatically within the Montage Wizard.

# Volume curves

Volume curves help to control the volume of each part of the clip and smoothly increase or decrease the volume.



Each clip has its own volume curve that starts out at 100% volume for the entire clip, and two points at its beginning and at the end. The white line on the image below is the volume curve before you add any points.



## Set the volume level

1. Drag the white line up or down to the necessary level. The top of the clip is 100% volume and the middle of the clip is 50%.



2. Points on the audio curve represent the volume peaks and lows. To add a point, right-click on the audio curve and choose **Add Volume Point** from the pop-up menu.
3. Drag the audio point to the necessary volume level. You'll notice that the surrounding parts also move with the point to make the transition smoother.
4. Make as many points as you need for each part of the clip where you'd like a peak or a drop in volume.



5. To set the volume level for a part of the clip, you'll need at least two points. Create a point at the beginning and at the end of the fragment:



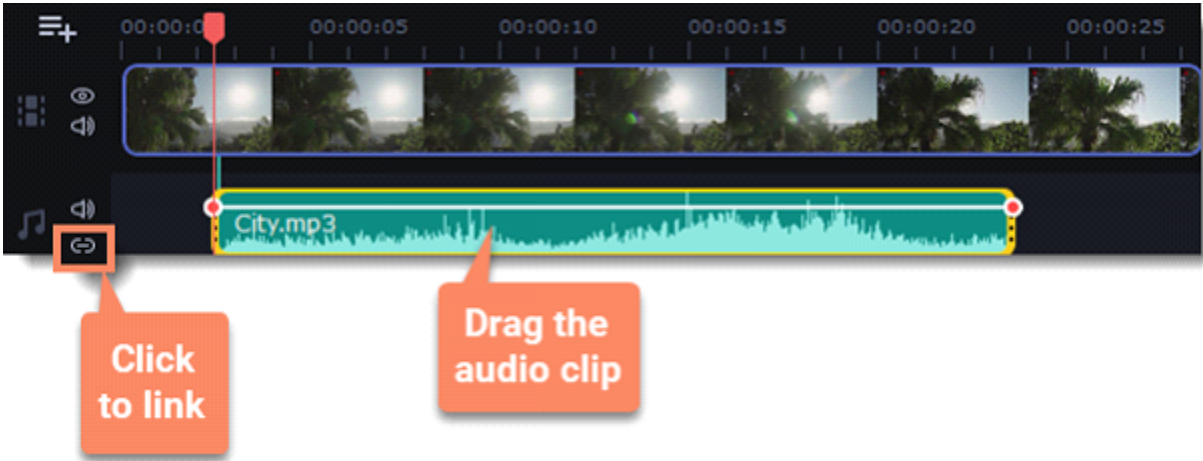
6. Create as many volume points as you wish to make a necessary effect.

## Linking audio

To make audio clips to stay in sync with videos or images as you edit your project, link it to each other.

### To link an audio

1. Select an audio clip on the audio track at the bottom of the Timeline.
2. Drag the track under the video clip you want it to link to.
3. On the left side of the Timeline click the Link button to create the connection between audio and video clips.



## Fading audio

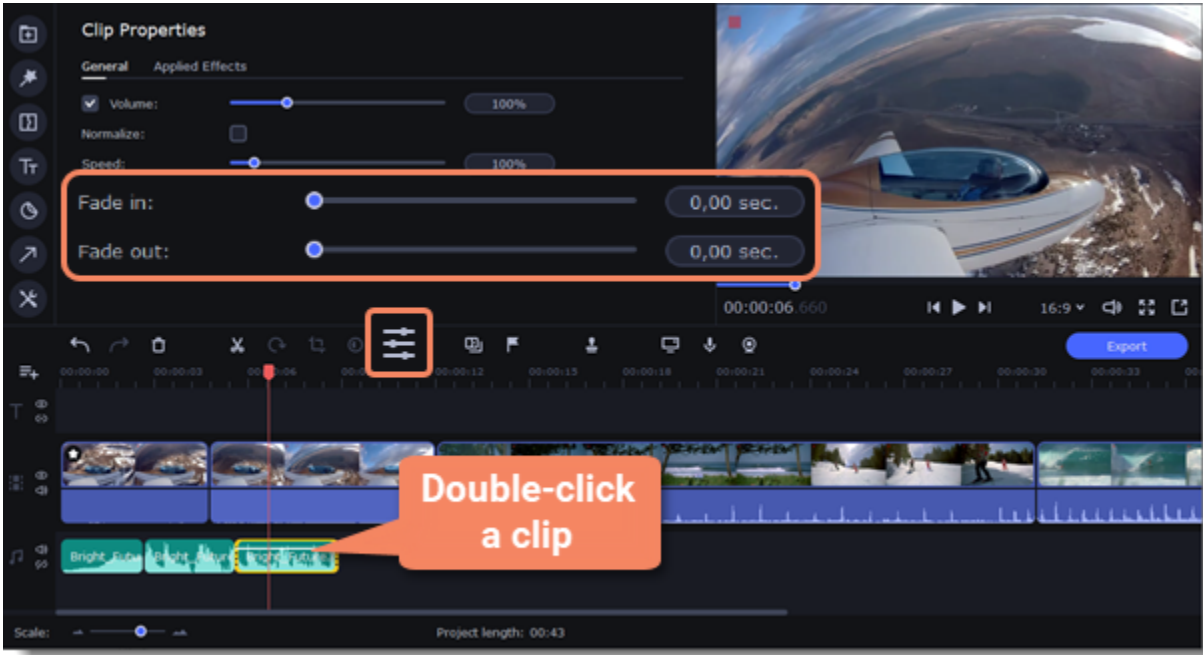
You can add smooth fades to the beginning or the end of a clip and create a crossfade effect between audio tracks.

**Fade in** – how long in seconds it will take to go from silence to full volume at the beginning of the clip.

**Fade out** – how long in seconds it will take to go from full volume to silence at the end of the clip.

### Set up the fading effect

1. Select the clip on the Timeline.
2. Click the **Audio Properties** button on the toolbar.
3. Set the fade length using the sliders on the **Clip Properties** panel.

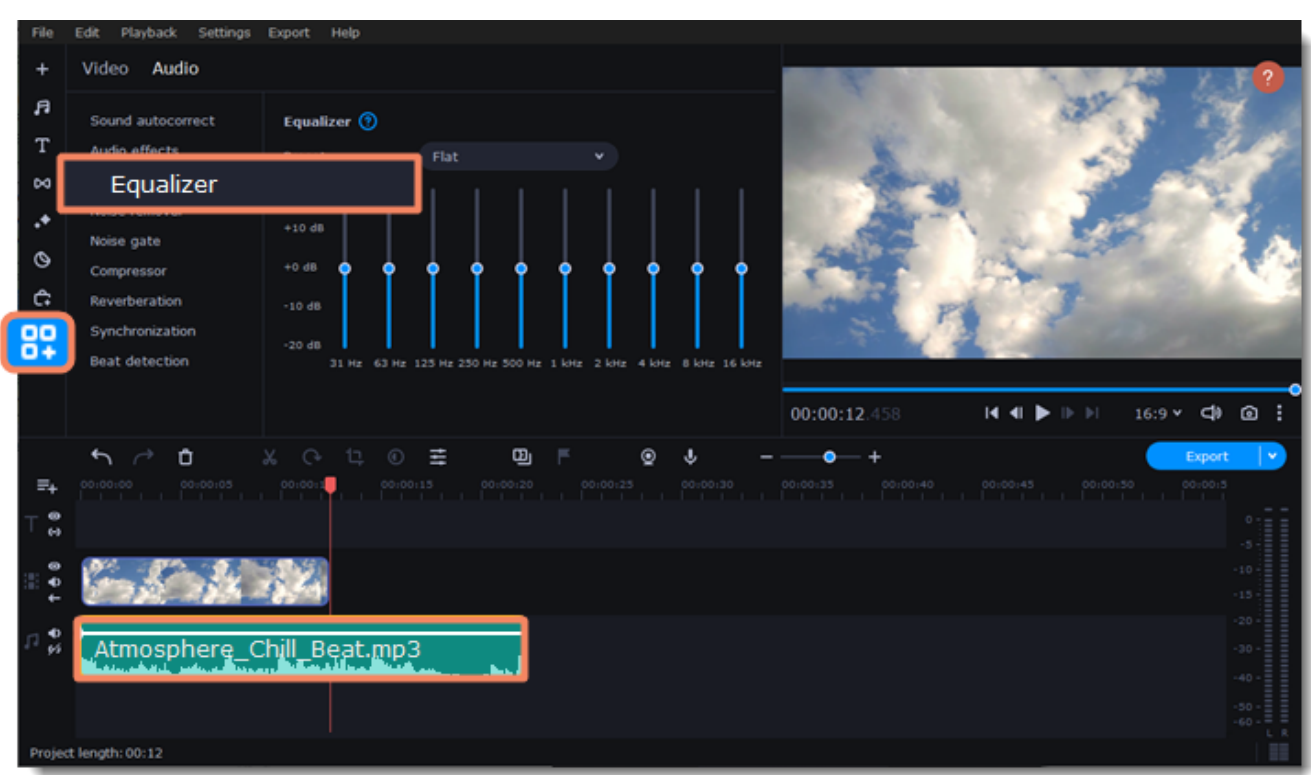


## Equalizer

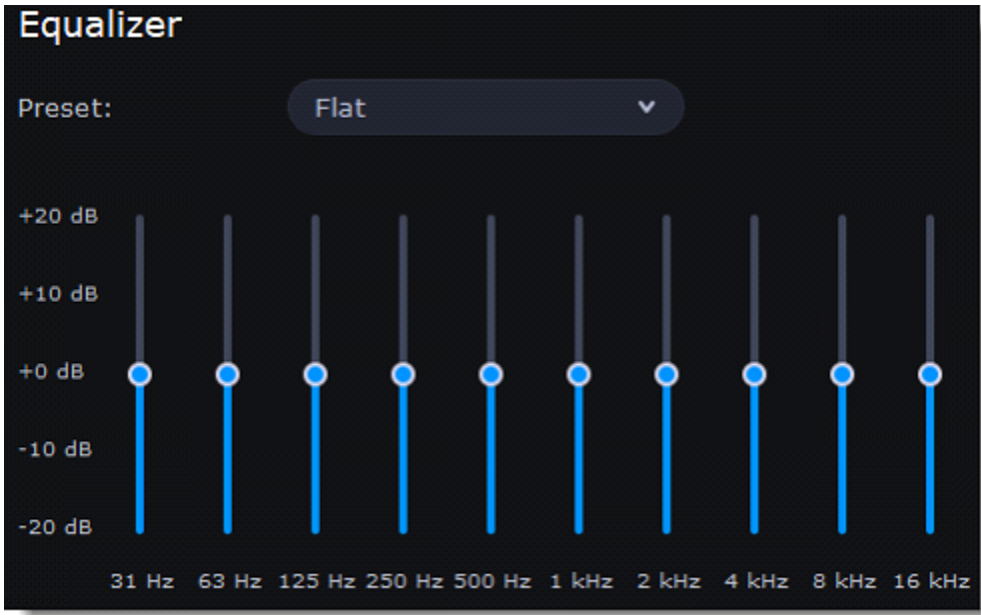
Using the equalizer, you can boost or reduce the levels of specific frequencies.

### Set the equalizer

1. Select the audio clip that you want to edit. This can also be a built-in audio track.
2. Click **More tools** on the left-hand sidebar. On the **Audio** tab, click **Equalizer**.



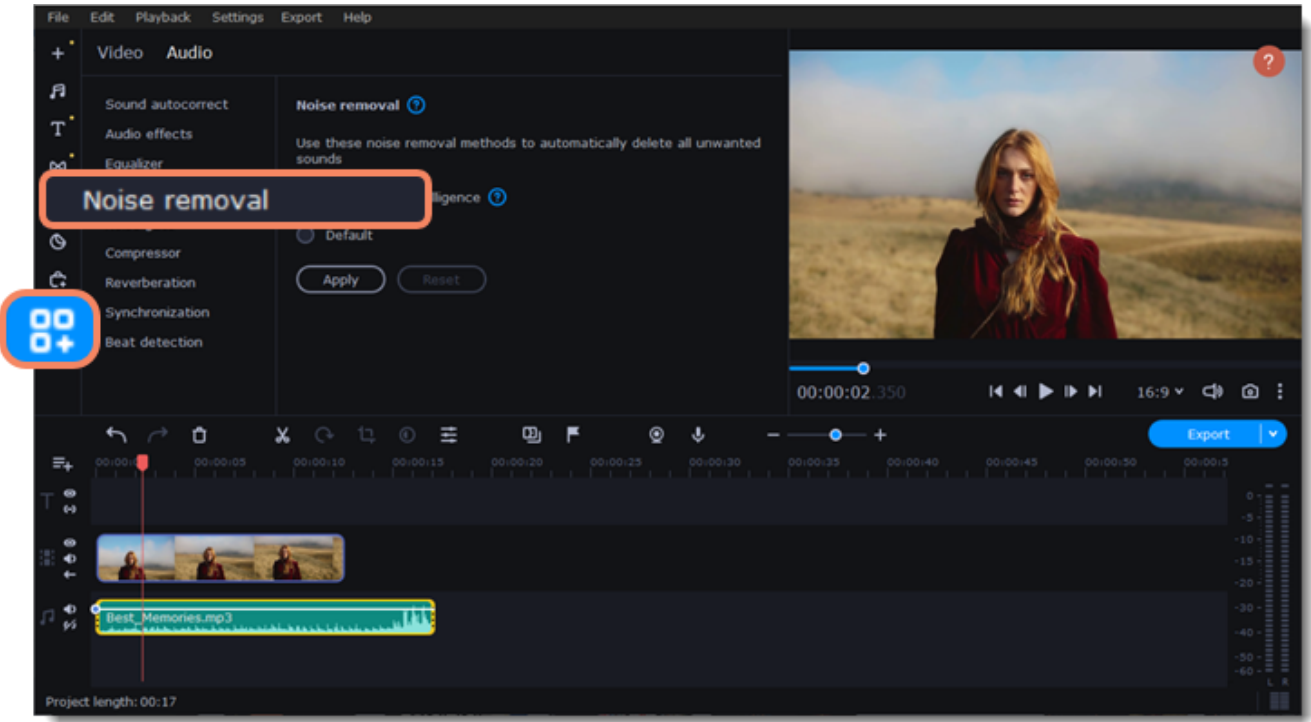
3. Choose an equalizer preset to quickly set an effect. If you want a more advanced configuration, move the loudness sliders to adjust the frequencies to the desired level.




4. To save your own equalizer presets for future use, click the **Save** button. In the new window, enter a preset name and click **OK**. The created preset will appear in the presets list.

## Noise removal

1. Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.
2. Click **More tools** on the left-hand sidebar. On the **Audio** tab, select **Noise removal**.




3. Select a noise removal method:

- **Artificial intelligence** (AI) helps to remove unwanted background noise from your audio or video clip. This process might take a little longer.
-  AI noise removal is only applied to the visible part of the clip.



- **Default** noise removal takes less time and allows to manually set its parameters.

4. If you've selected the default noise reduction method, move the **Noise suppression** slider to set the amount of noise you want to remove.

 Don't set the noise suppression level too high if there isn't much noise because it can result in muting other sounds.

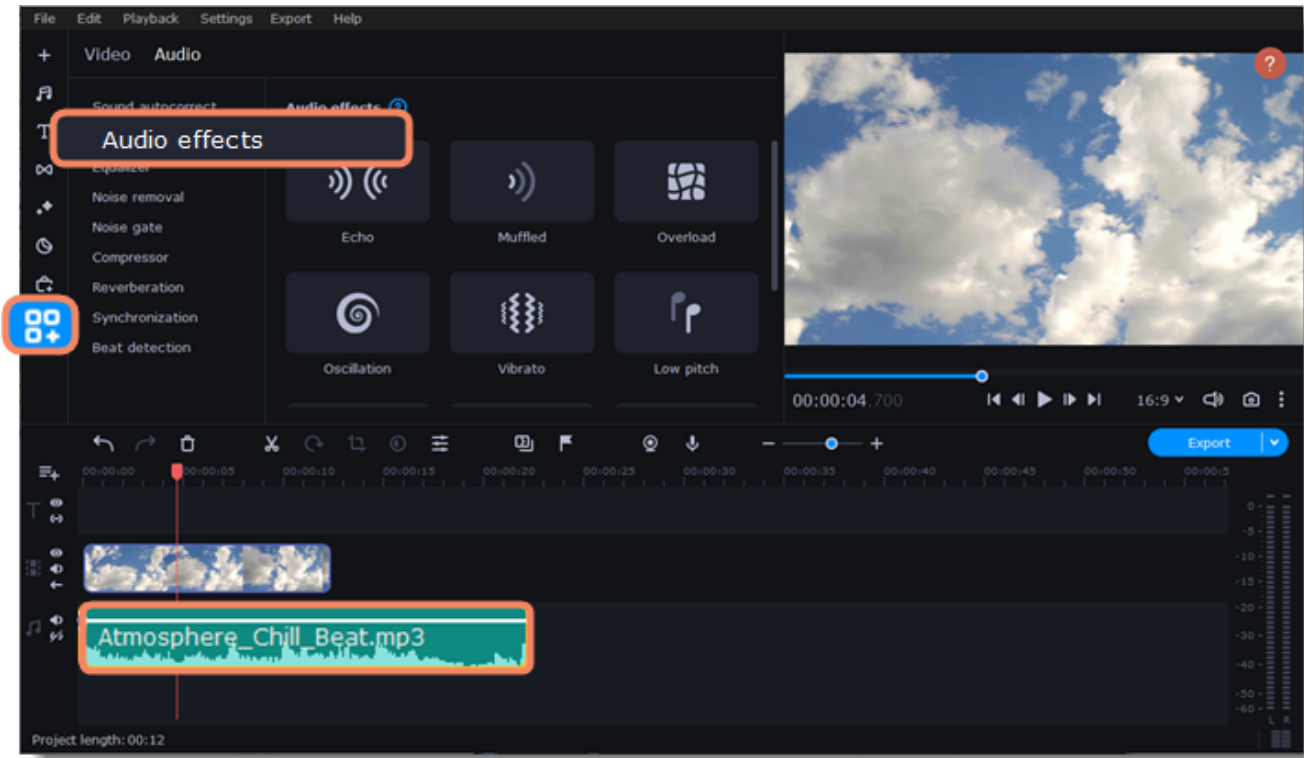


5. Press **Apply**.

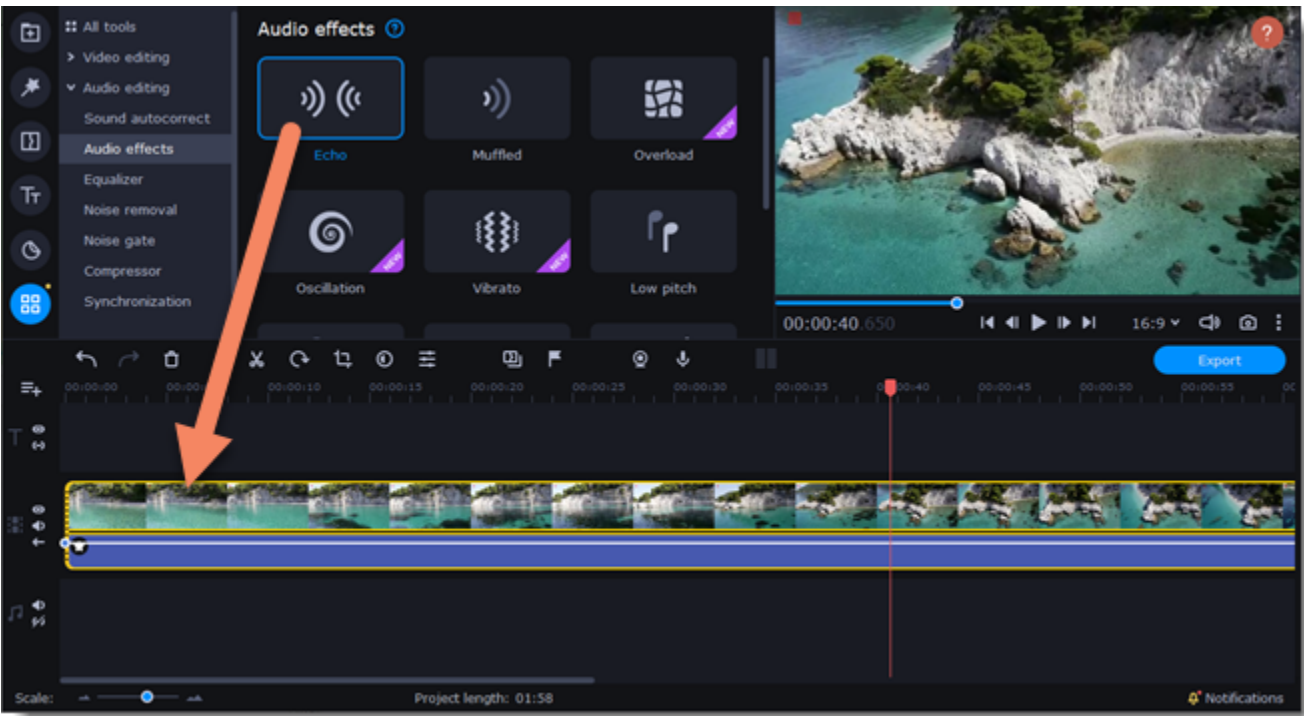
## Audio effects

Audio effects can transform the sound of an audio clip.

1. Select the audio clip that you want to edit. This can also be a built-in audio clip.
2. Click **More tools** on the left-hand sidebar. On the **Audio** tab, click **Audio effects**.




3. Drop an effect on the clip.

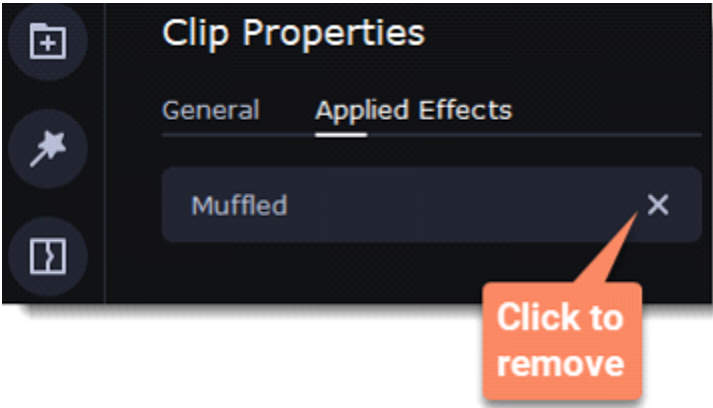


### Removing effects

When you apply an audio effect to a clip, the FX icon will appear on it.



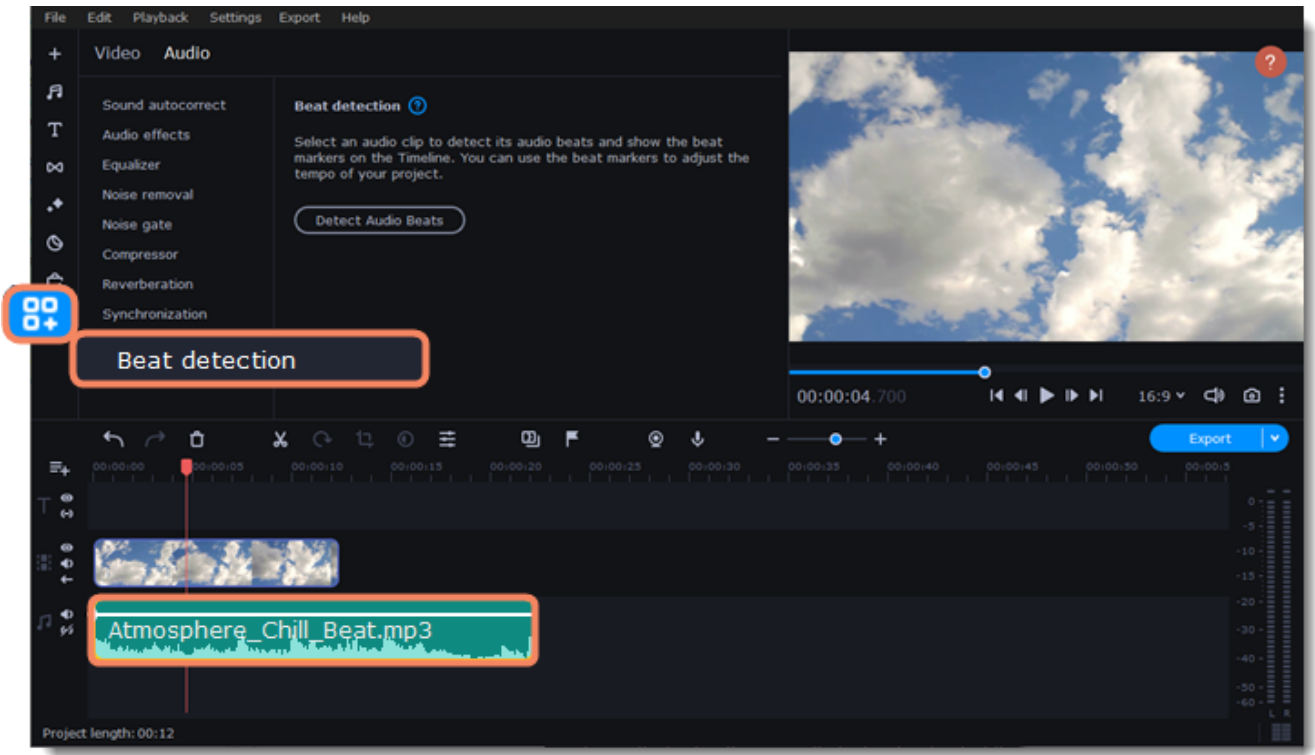
Click on the FX icon to see a list of all applied effects. To discard an effect, click the **X** button  on its right.



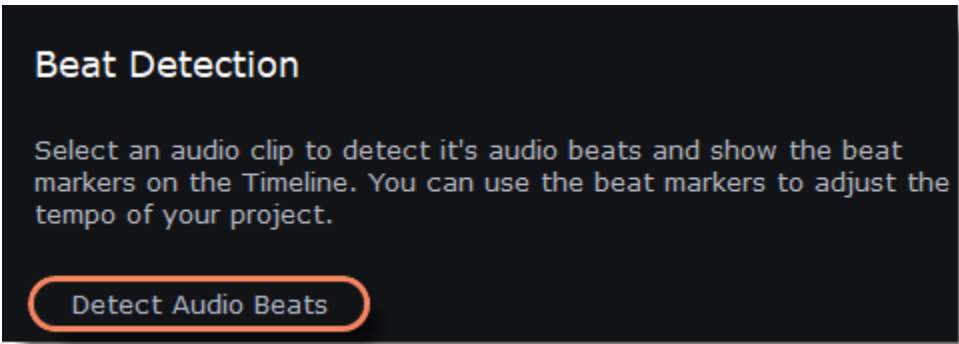
# Beat detection


To make your video more dynamic, use the **Beat detection** audio tool to automatically mark audio beats on the Timeline and then adjust your video to the beat of the music.

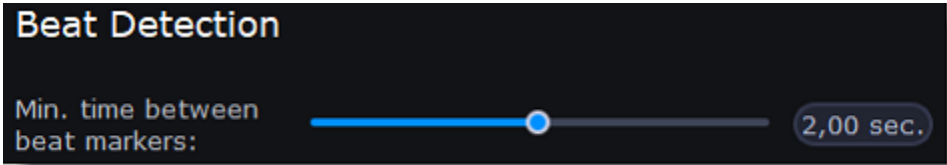
- 1. On the Timeline, select the music that you want to detect beats for.
- 2. Click **More tools** on the left-hand sidebar. On the **Audio** tab, select **Beat detection**.



- 3. In the **Beat detection** tool, click **Detect Audio Beats**. The program will analyze the music and place beat markers on the Timeline.



 After the beat markers have been placed, you can modify their tempo. Move the **Min. time between beat markers** slider to make the beat slower or faster.



- 4. Adjust your clips to the beat. When you trim or drag clips, they will now snap to the beat markers, making it easy to keep to the beat.

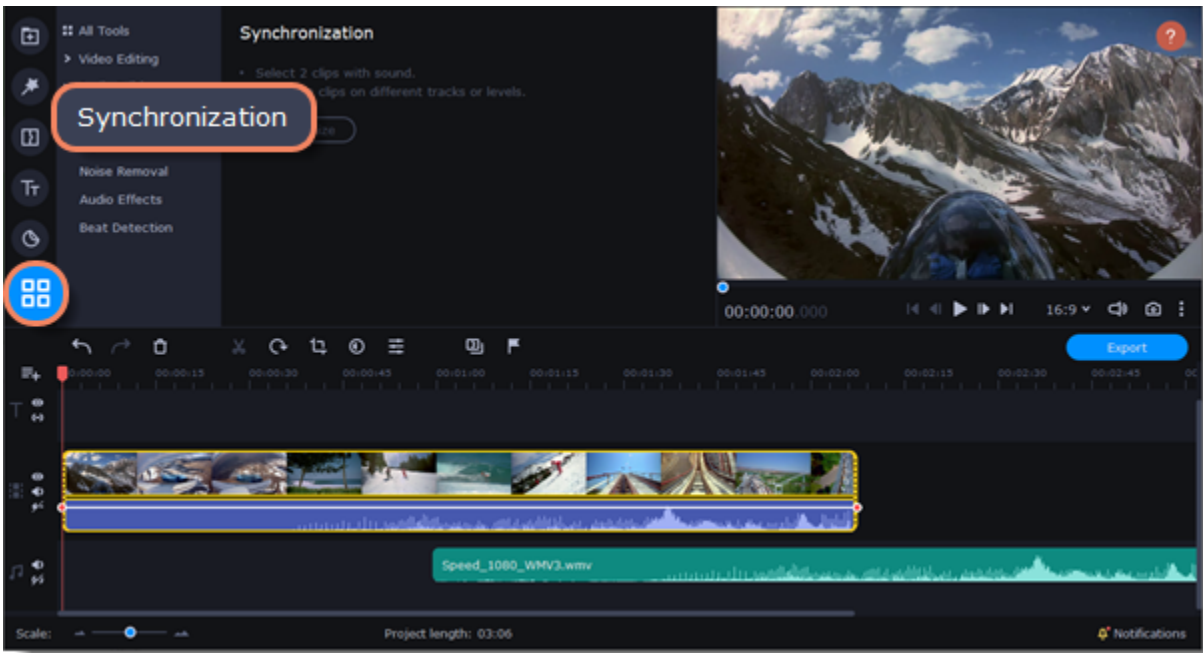
## Removing beat markers

- 1. To remove beat markers for a specific audio clip, right-click the clip on the Timeline and select **Remove Beats** from the context menu.
- 2. To remove all beat markers from your project, right-click the Timeline ruler and select **Remove All Beats** from the context menu.

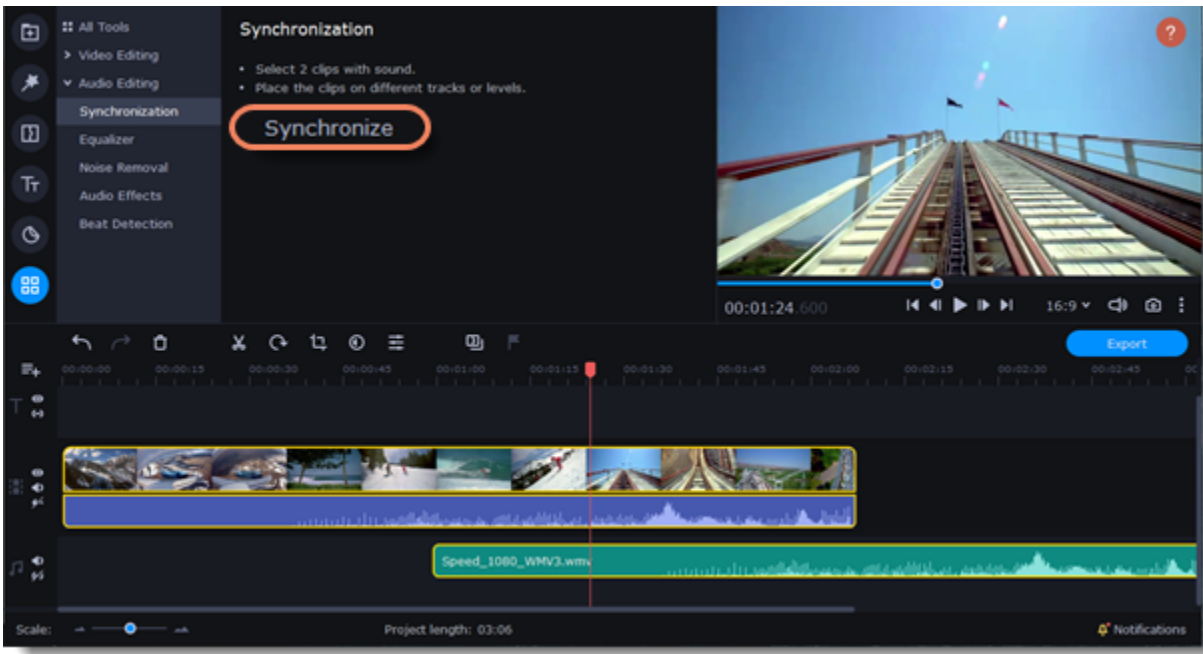
# Synchronization


Sync audio in two clips automatically.

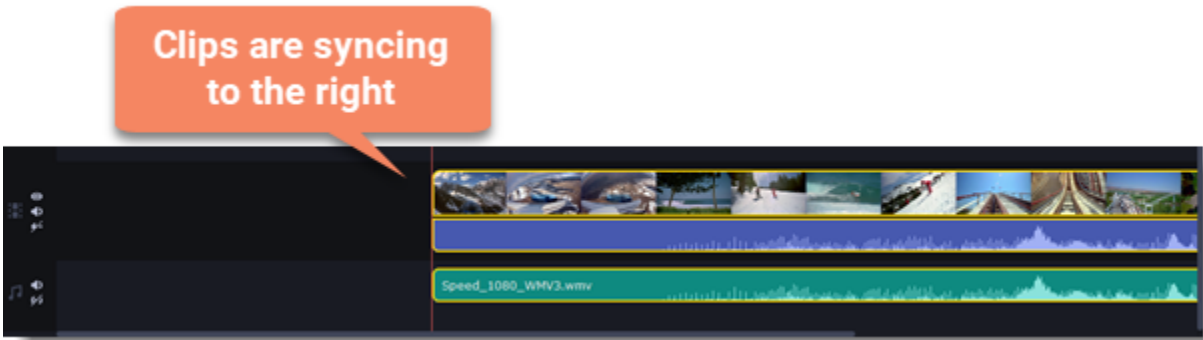
- 1. Click **More Tools** on the left-hand sidebar. Under **Audio Editing**, select **Synchronization**.



- 2. Select two clips with audio. The clips must be on different tracks!
- 3. Click **Synchronize**.



 When syncing, the clips move to the right relative to the later clip on the Timeline.

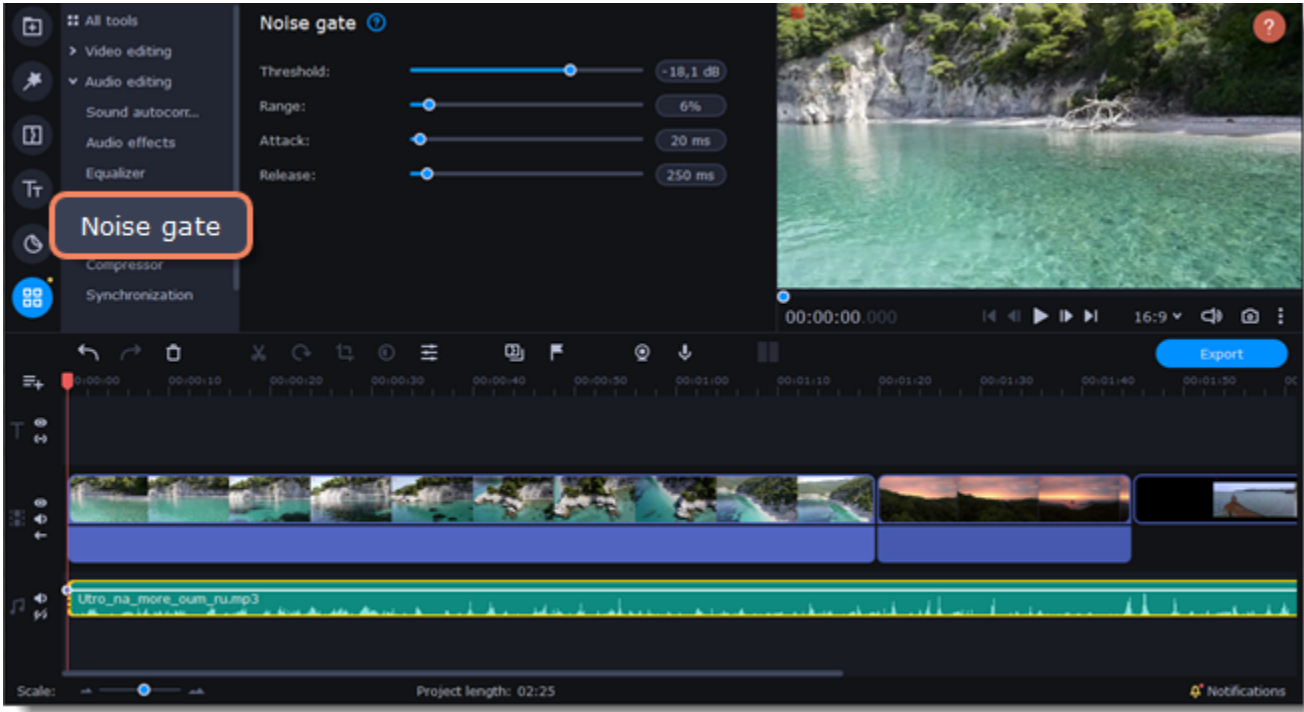


## Noise gate

Use a Noise gate to suppress unwanted noise and sounds in the audio.

- 1. Click **More tools** on the left-hand sidebar. Under **Audio**, select **Noise gate**.



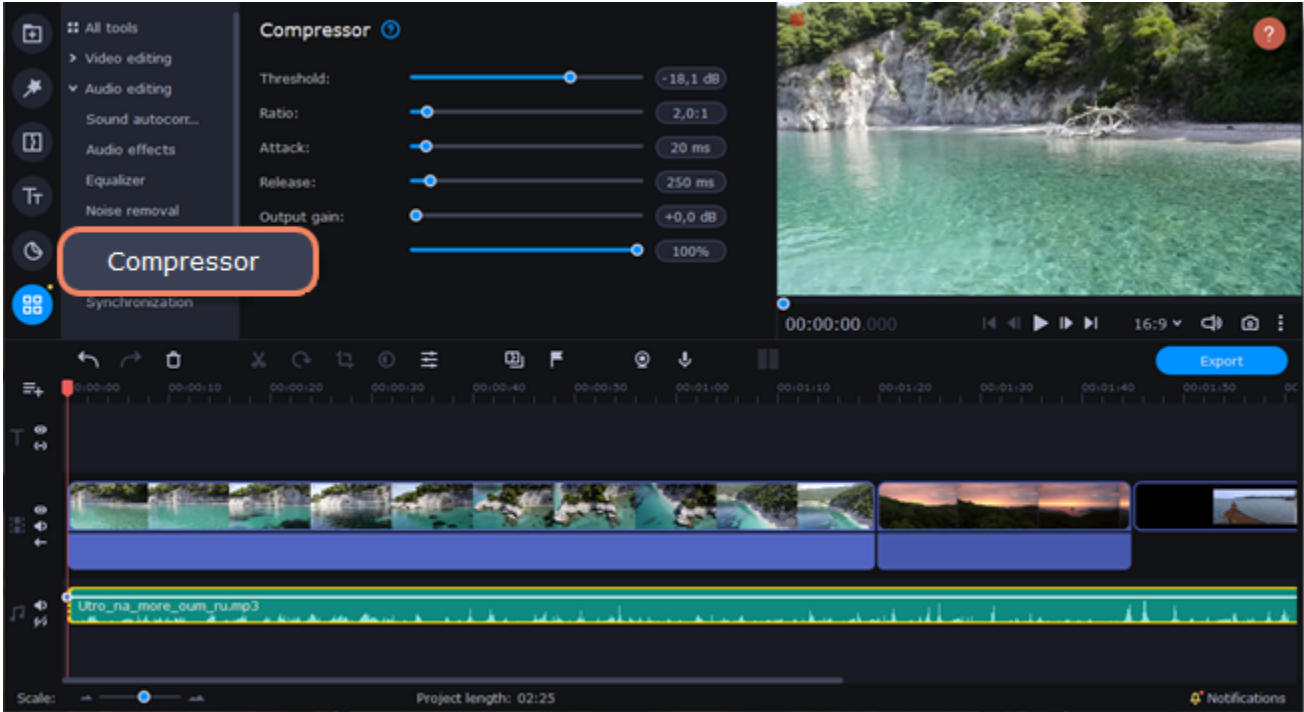


2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
  - **Threshold** is used to set the level at which the gate will open. Noise gate attenuates signals that register below the threshold.
  - **Range** is used to set the amount of attenuation to be applied to the signal when the gate is closed.
  - **Attack** is used to define the length of time the gate takes to change from closed to fully open. It is the fade-in duration.
  - **Release** is used to define the length of time the gate takes to change from open to fully closed. It is the fade-out duration. A fast release abruptly cuts off the sound, whereas a slower release smoothly attenuates the signal from open to closed, resulting in a slow fade-out.
4. The changes will be applied automatically.

## Compressor

Compressor allows you to reduce the difference between the quietest and loudest sound in the audio.

1. Click **More tools** on the left-hand sidebar. Under **Audio**, select **Compressor**.



2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
  - **Threshold** is commonly set in decibels, where a lower threshold means a larger portion of the signal is treated. When the signal level is below the threshold, no processing is performed and the input signal is passed, unmodified, to the output.
  - **Ratio** is used to determine the amount of gain reduction. A ratio of 4:1 means that if input level is 4 dB over the threshold, the output signal level is reduced to 1 dB over the threshold. The gain and output level has been reduced by 3 dB.
  - **Attack** is the period when the compressor is decreasing gain in response to increased level at the input to reach the gain determined by the ratio.
  - **Release** is the period when the compressor is increasing gain in response to reduced level at the input to reach the output gain determined by the ratio, or, to unity, once the input level has fallen below the threshold.
  - **Output gain** is used to bring the level of the compressed signal up to peak at the same level as the input signal.
  - **Blend** mixes compressed sound with the original one.
4. The changes will be applied automatically.

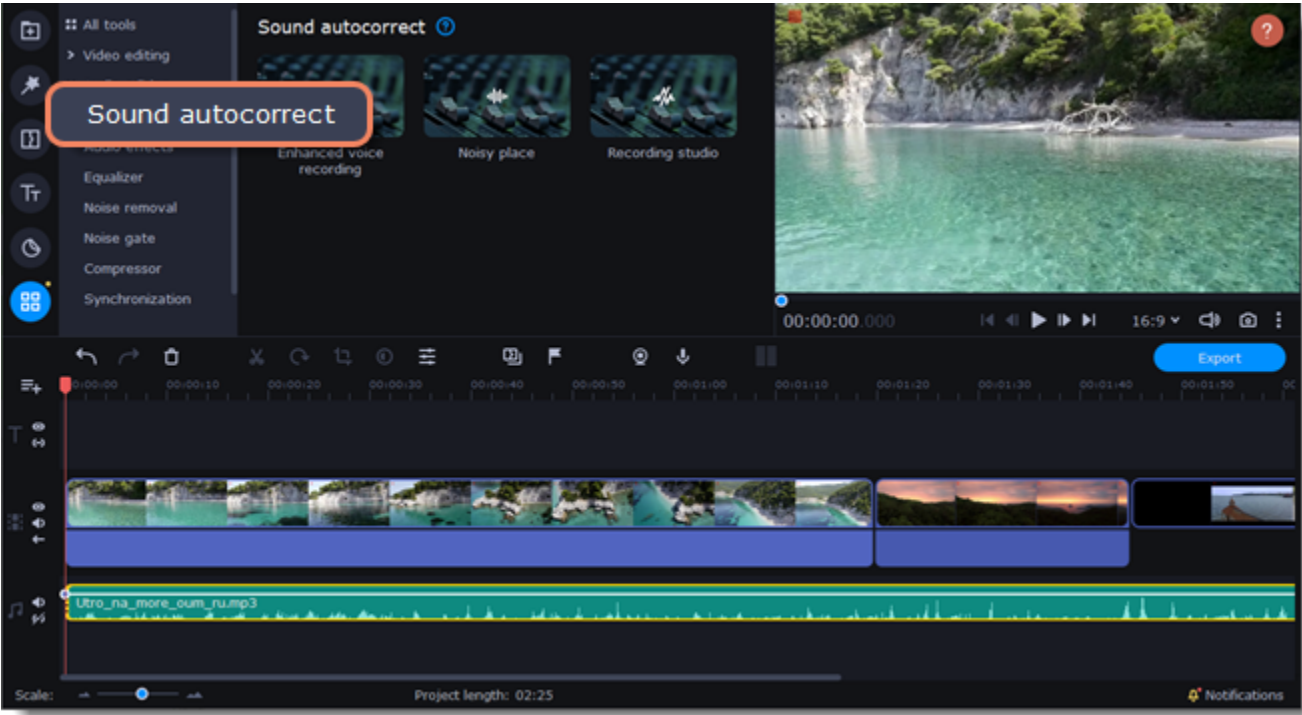
## Sound autocorrect

Use the Sound autocorrect to remove the unwanted noise with one click.

### Adding of the preset

1. Click **More tools** on the left-hand sidebar. Under **Audio**, select **Sound autocorrect**.

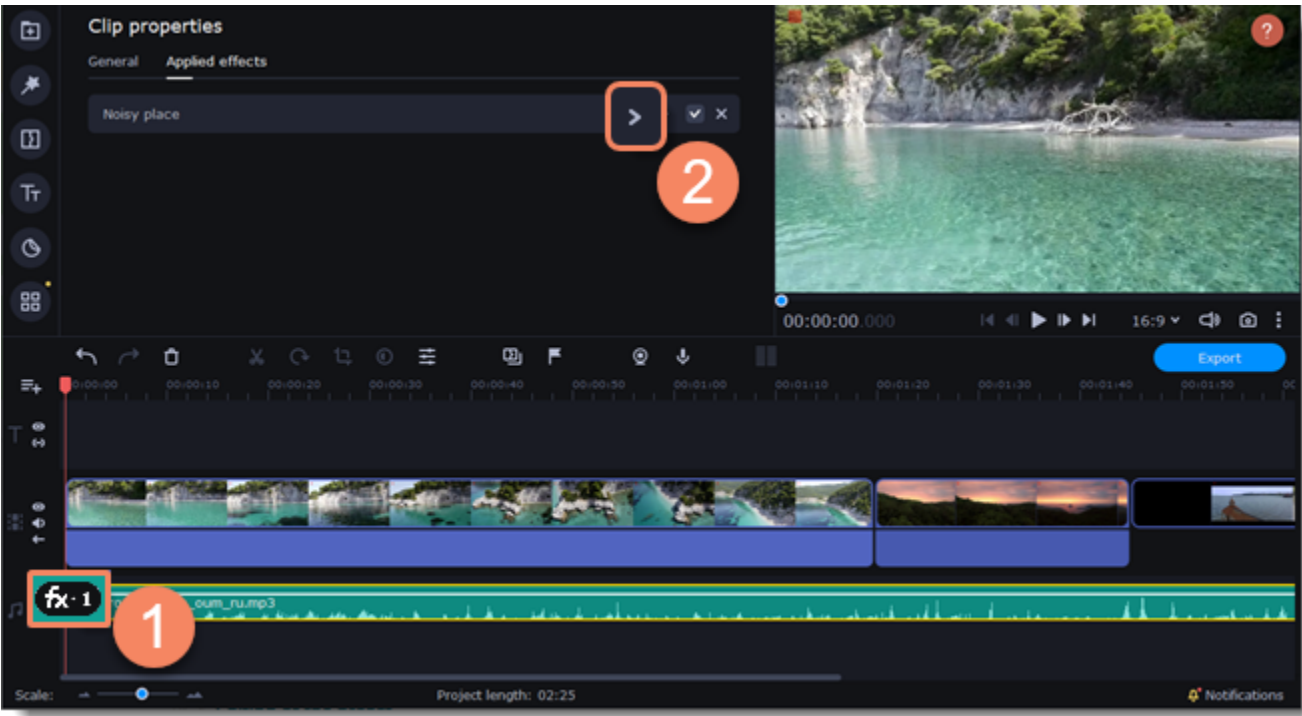




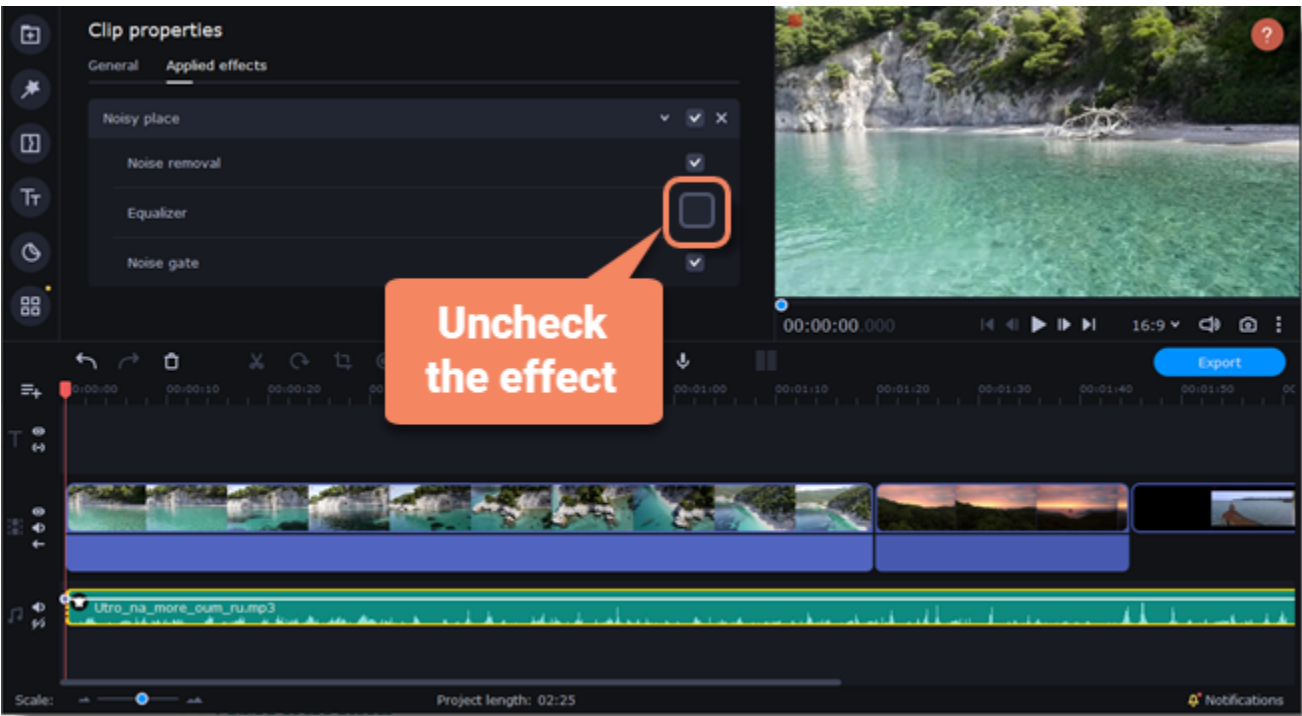
2. Click on the clip with a sound on the Timeline.
3. Choose the suitable preset:
- **Enhanced voice recording** is used for the speech video to improve the sound of voice.
  - **Noisy place** is used for videos shot on the street or any other public place. It makes the sound clearer but keeps it natural.
  - **Recording studio** strongly suppresses background noise.

Editing of the preset

1. Click the FX icon on the audio track and then on the arrow, to open the list of the preset effects.



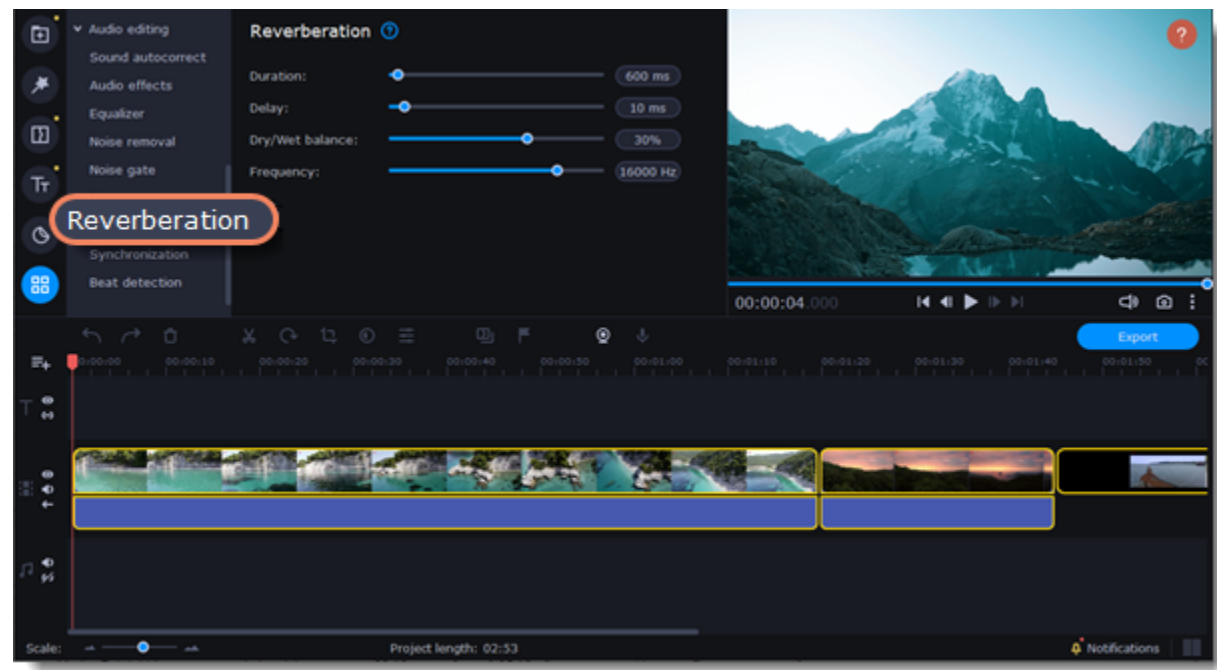
2. Uncheck the effects that you don't need.



Reverberation

Make the sound more voluminous using Reverberation. Balance the direct sound and the reflected sound.

1. Click **More tools** on the left-hand sidebar. Under **Audio**, select **Reverberation**.

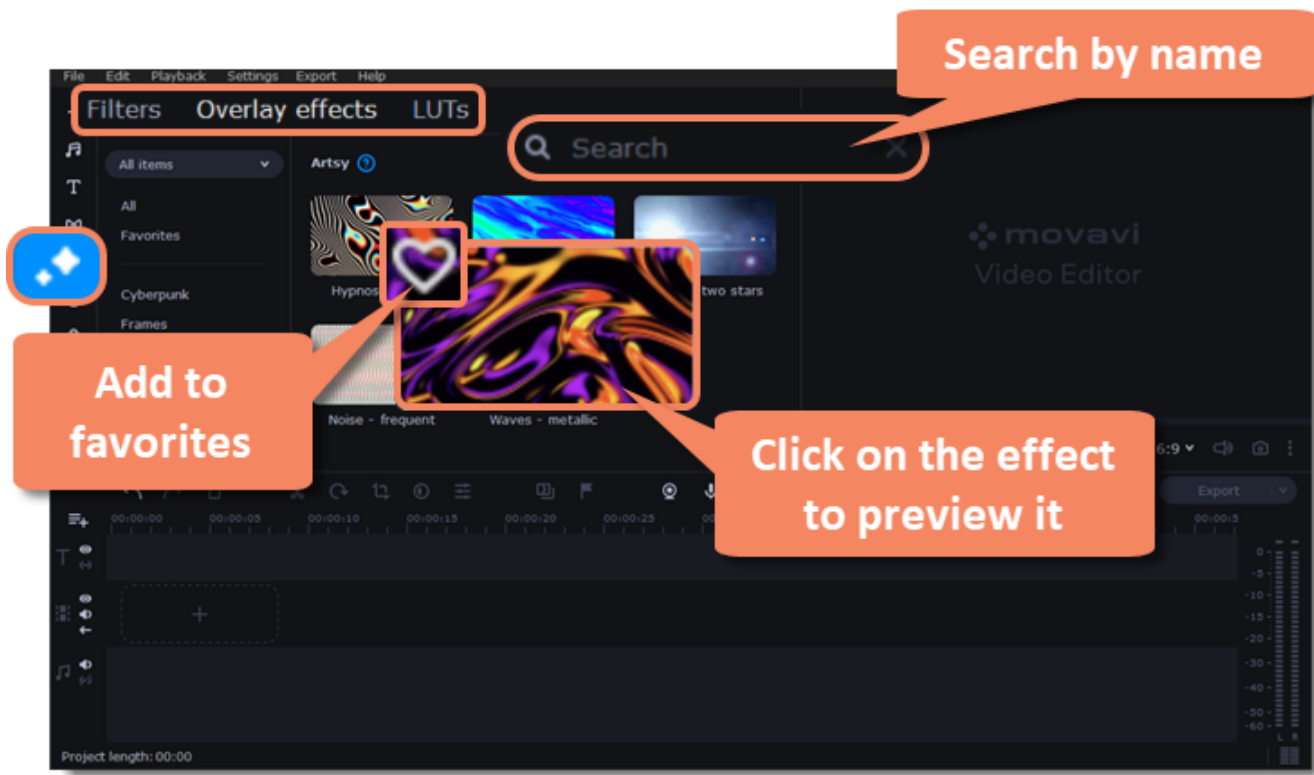


2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
- **Duration** determines the duration of the effect.
  - **Delay** determines the duration of the delay before the effect.
  - **Dry/Wet balance** is a balance between the original sound and the sound with the applied effect.
  - **Frequency** is the threshold at which frequencies above the set value are ignored by the effect.
4. The changes will be applied automatically.


## Effects

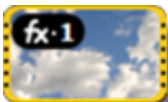
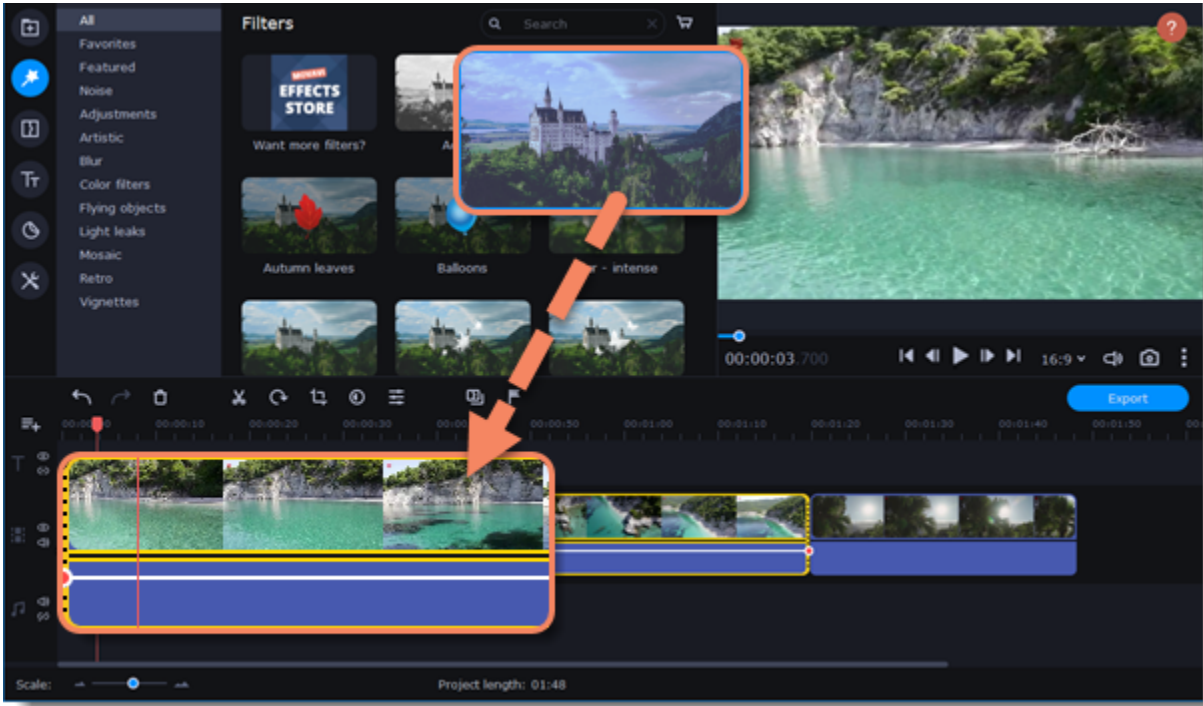
### Add effects

1. Click the **Effects** icon on the left-hand sidebar.
2. Go to one of the sections: Filters, Overlay effects, or LUTs.
3. Click on the effect you like to preview it. You will see the example image with the selected effect in the player.



4. Select the filter, overlay effect or LUT you'd like to apply and drag it onto the clip. When you apply an effect, an FX icon will appear on the clip, indicating applied filters and tools.

 You can apply an effect to several clips at once. Hold the # key, select the clips on the Timeline, and drag an effect onto any one of the selected clips. The effect will be applied to all the selected clips.

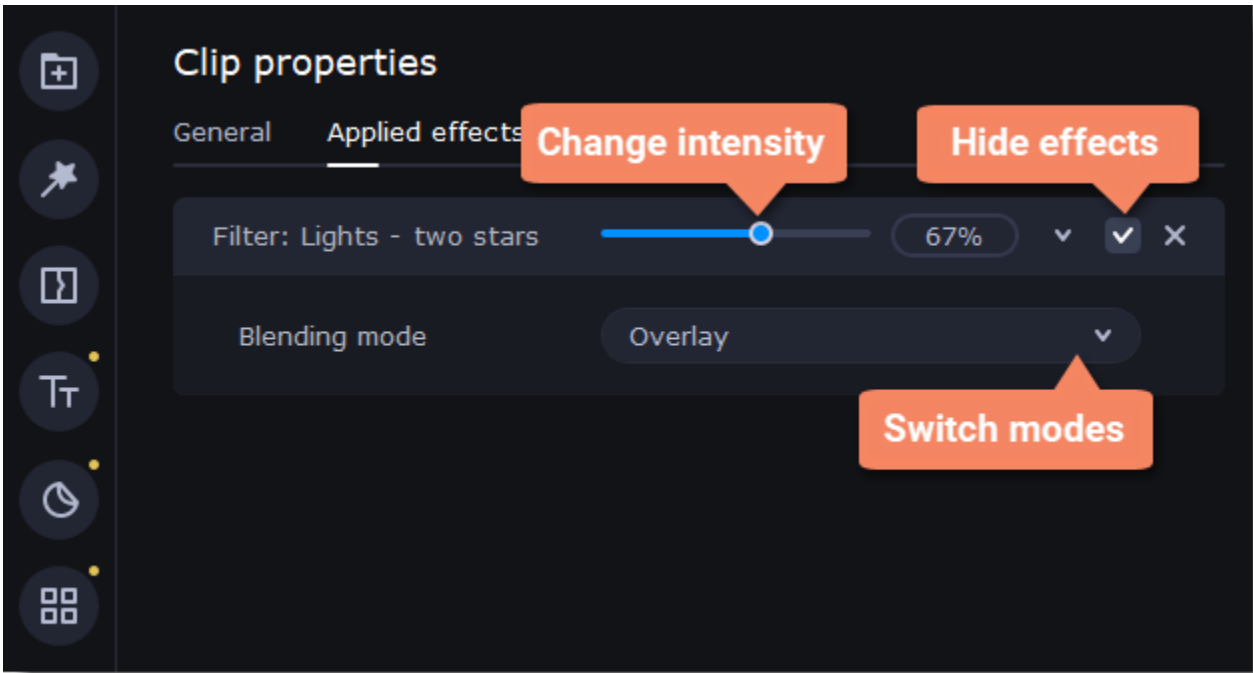


A clip with an applied filter.



### Make adjustments

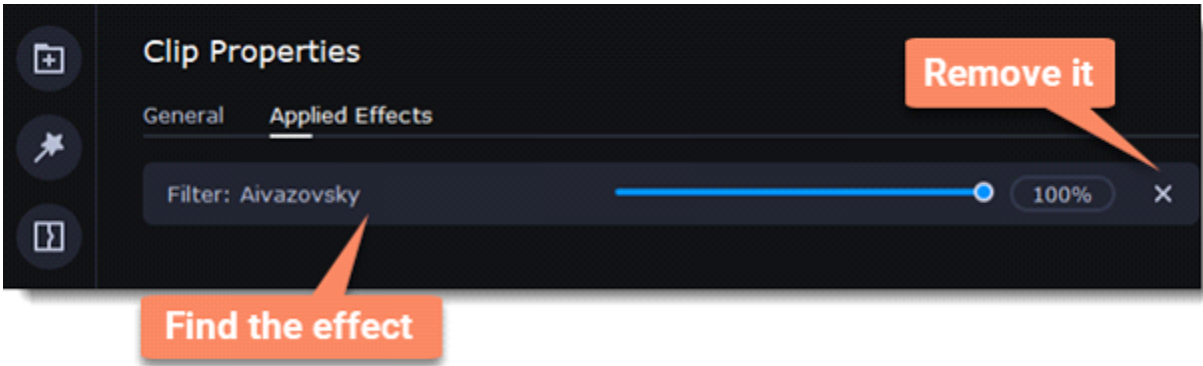
You can adjust effects' intensity or hide them from the clip.

1. Click the FX icon on a clip.
2. Move the intensity slider to change the power of the effect.
3. You can deselect an option to turn off the effect. Select it again to turn it on.
4. If you have an overlay effect applied, you can also select a different blending mode.



### Remove effects

1. To see a list of all applied effects, click the FX icon  on the clip.
2. Find the effect that you want to remove and the cross button  to discard it.



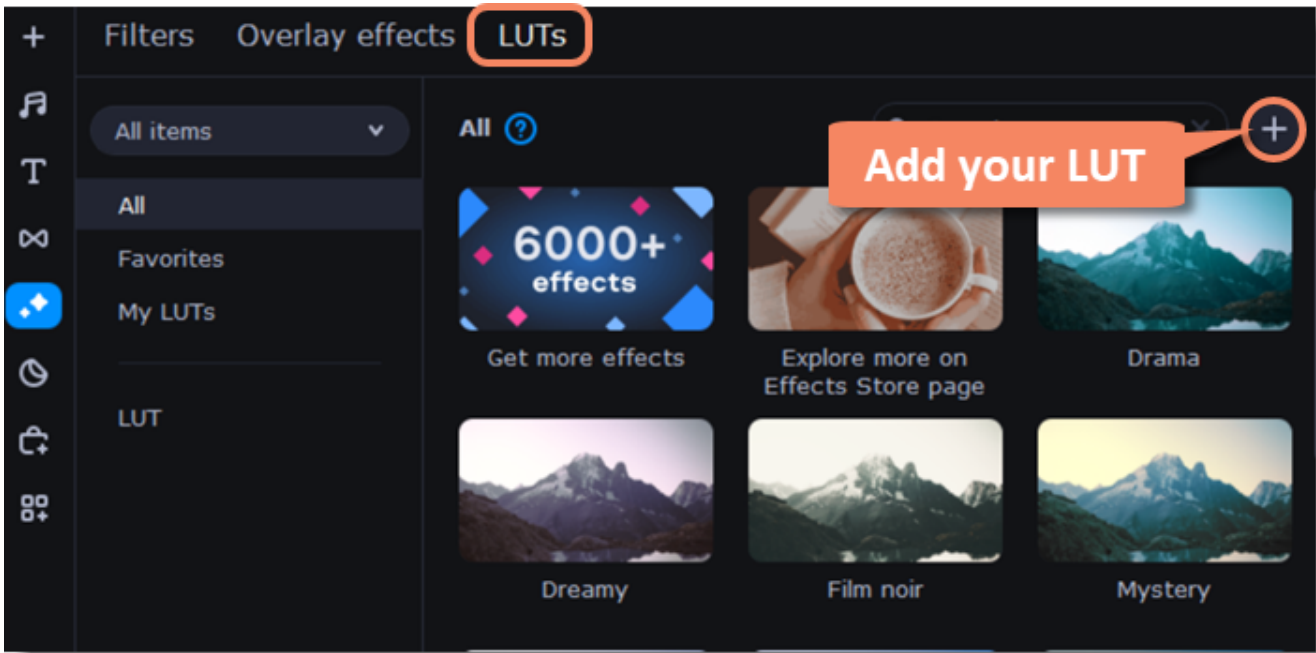
### LUTs

LUT – is a tool that lets you save particular color grades as a template.

### Add your LUT template to the collection

To add your own LUT, go to the **LUTs** section, click on the **plus** and select files with the *.cube* extension



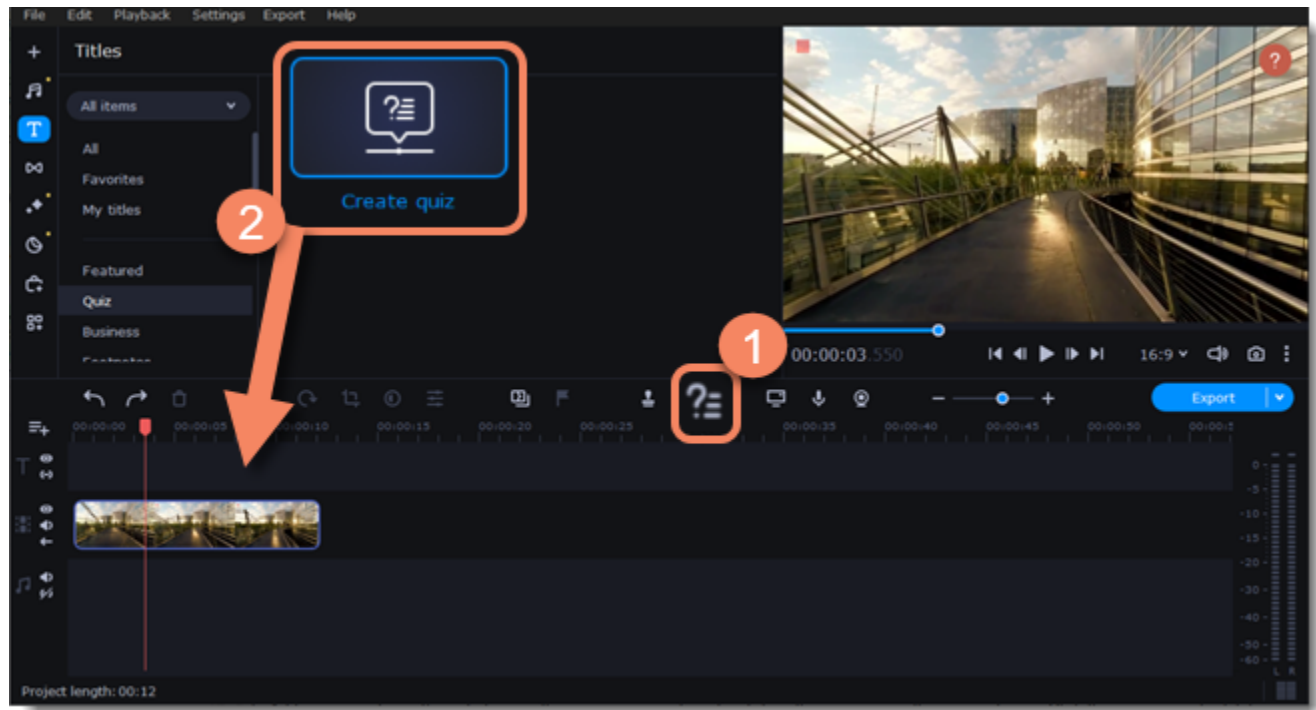


# Quiz

One quiz clip can include many questions, so there's no need to create an individual quiz for each question. However, if you need questions to appear at different times, create several quiz clips and place them where you need on the Timeline.

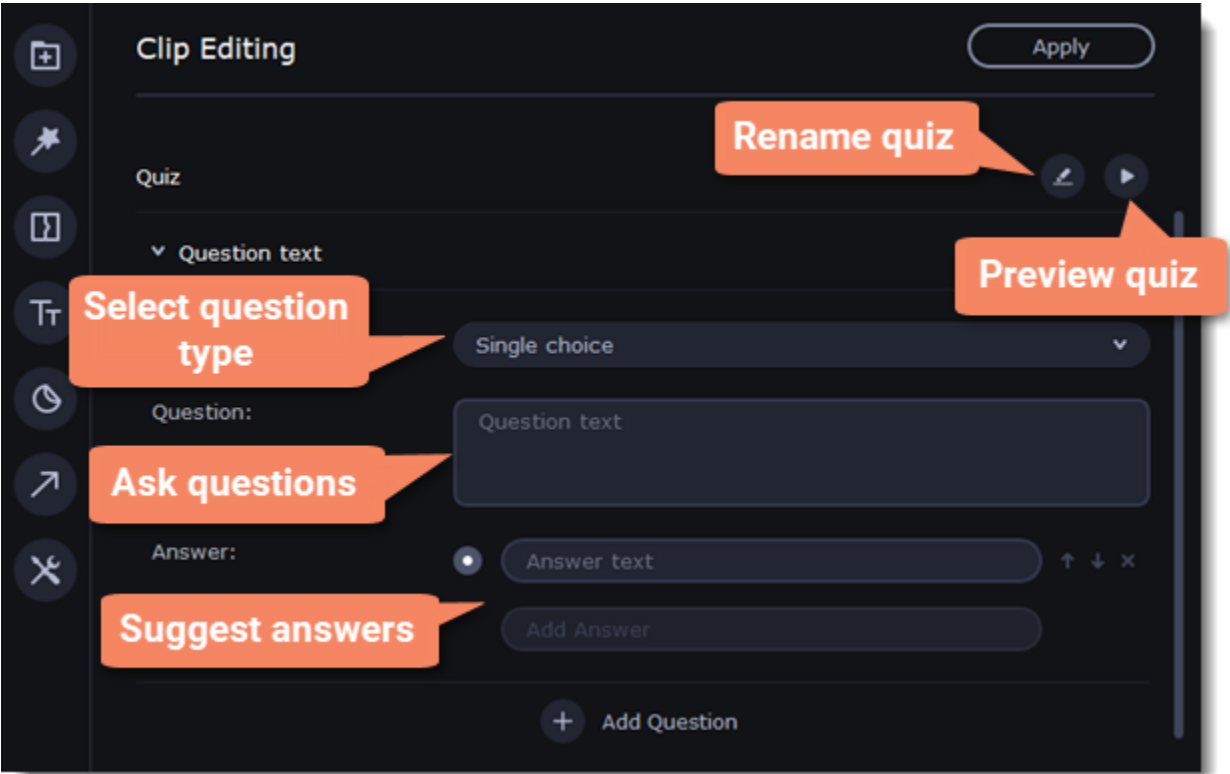
## Creating quiz

1. Click **Add quiz** on the toolbar
2. Drag the **Create Quiz** clip onto the Timeline. The editing area will appear.



3. First, select a type of a question: single choice, multiple choice, open-ended, true or false.
4. Write your question in the **Question** box.
5. Add answer options. If needed, move the answers up or down by clicking the arrows near the answer boxes. Click the **cross icon** to delete an answer.
  - **Single choice questions** require only one correct answer. Select the correct answer by clicking the circle next to it.
  - **Multiple choice questions** should have several correct answers. Provide possible answers and check the boxes near the correct options.
  - **Open-ended questions** do not have any ready-made answers. Instead, a respondent should provide a brief response.
  - **True or false questions** suppose a statement that can be either true or false. Do not forget to mark which answer is correct.
6. To add more questions, click **Add Question** and repeat steps 3-5.





- 7. When you finish making the quiz, click the **Preview** button on top of the working area, to see how the viewers will see the quiz.
- 8. To save the changes, click **Apply** on top of the working area.

**Editing a created quiz**


To change the content of the quiz, double-click the clip and make the changes.

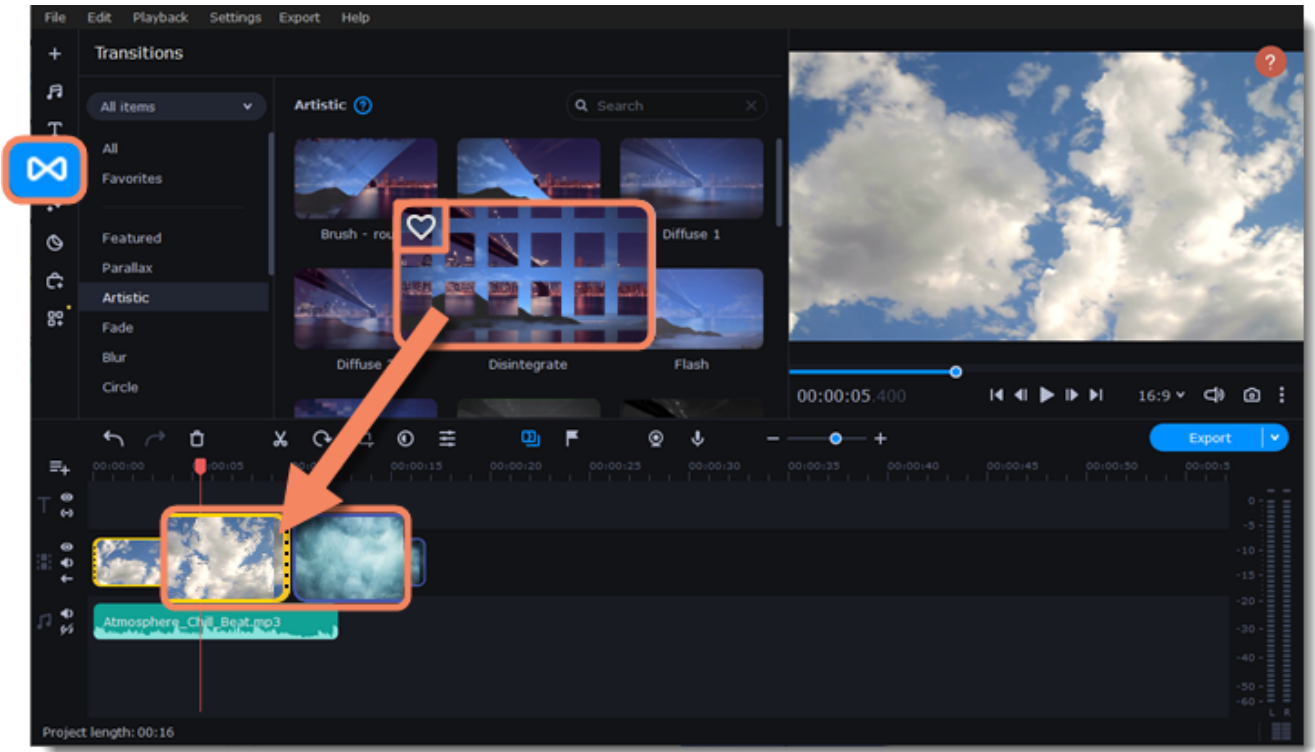
Learn more:  
[Exporting quiz](#)

**Transitions**

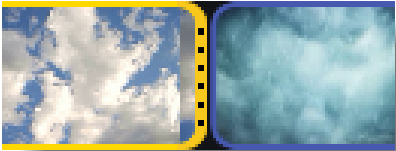
Transitions are short animations that use geometric shapes and transparency to connect two clips.

**Add a transition**

- 1. Click the **Transitions** icon on the left-hand sidebar to open the list of all transitions. Click a transition to preview it in the player.
- 2. Pick a style you like and drop it between two clips on the Timeline. Click the heart icon  to add it to your **Favorites** list if you like.




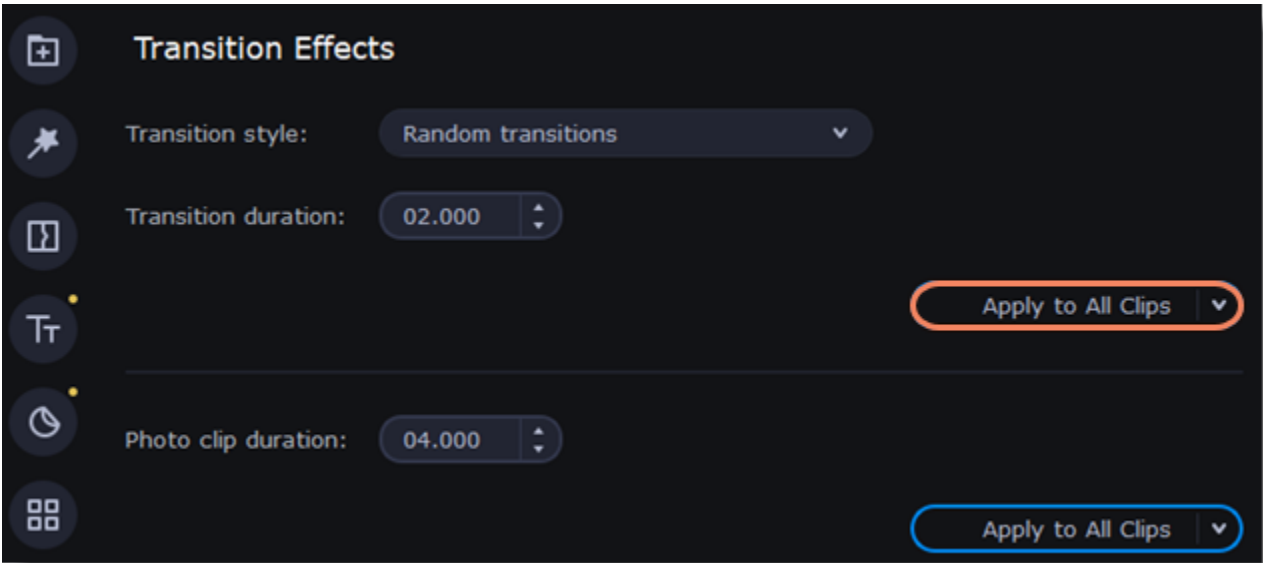
A transition icon will appear between the two clips.



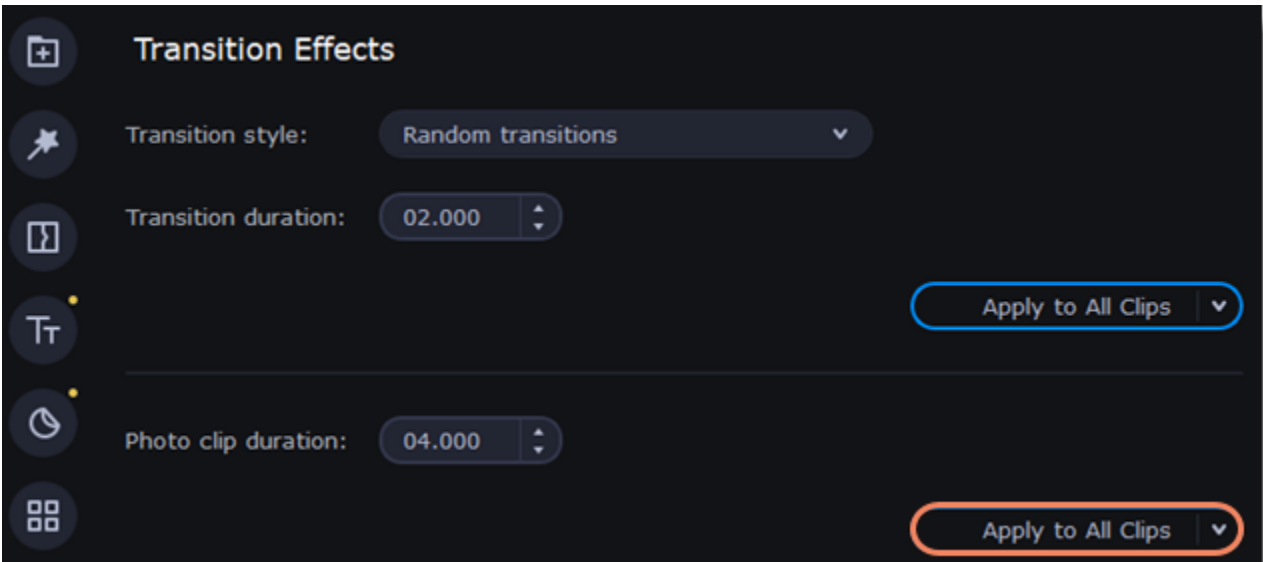


Transition effects

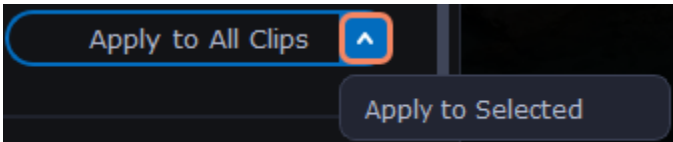
1. Click the **Transition wizard** button  to open the **Transition effects** window.
2. Choose a transition style.
3. Enter a new transition length in the **Transition duration** field. The format is *seconds:milliseconds*. If you want all transitions in a project to have the same length, select the **Apply to all clips** option.



4. Set the photo clip duration in the Photo clip duration field. The format is *seconds:milliseconds*. If you want all photo clips in a project to have the same length, select the **Apply to all clips** option.



5. To apply the settings to the selected clips, select **Apply to selected** option.

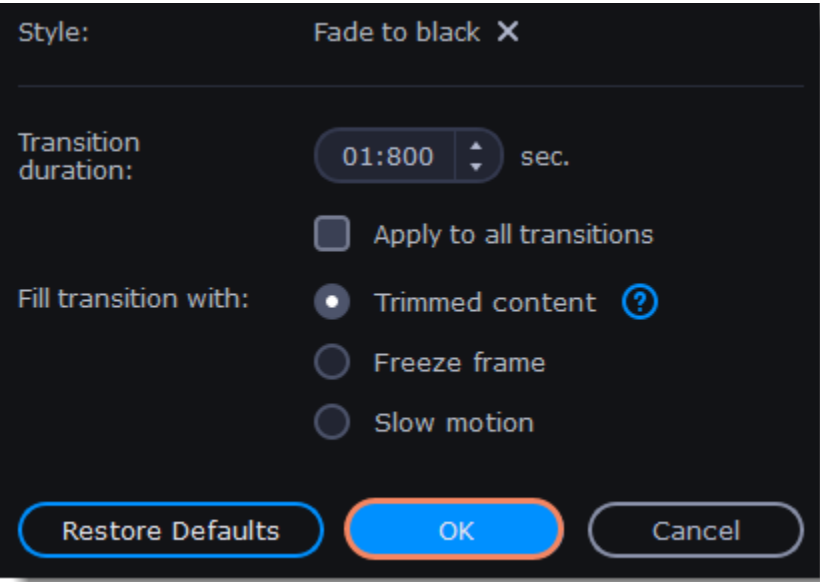


Transition properties

Double-click a transition on the Timeline to open the **Transition properties**. Here you can set transition filling and duration.

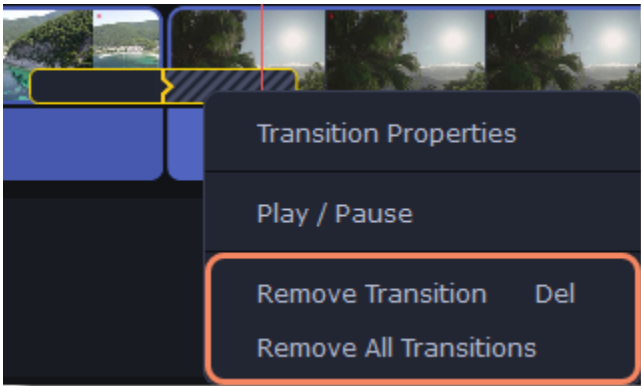
Transition filling

1. To fill in the transitions between clips, select 1 of the filling options:
  - **Trimmed content.** If you've trimmed a video, the trimmed bits will appear during the transition. If a video hasn't been trimmed, a freeze frame is shown.
  - **Freeze frame.** A static frame is shown during the transition.
  - **Slow motion.** The part of the video overlapped by the transition is stretched to fill the entire duration.
2. Click **OK** to apply the changes.





Remove a transition

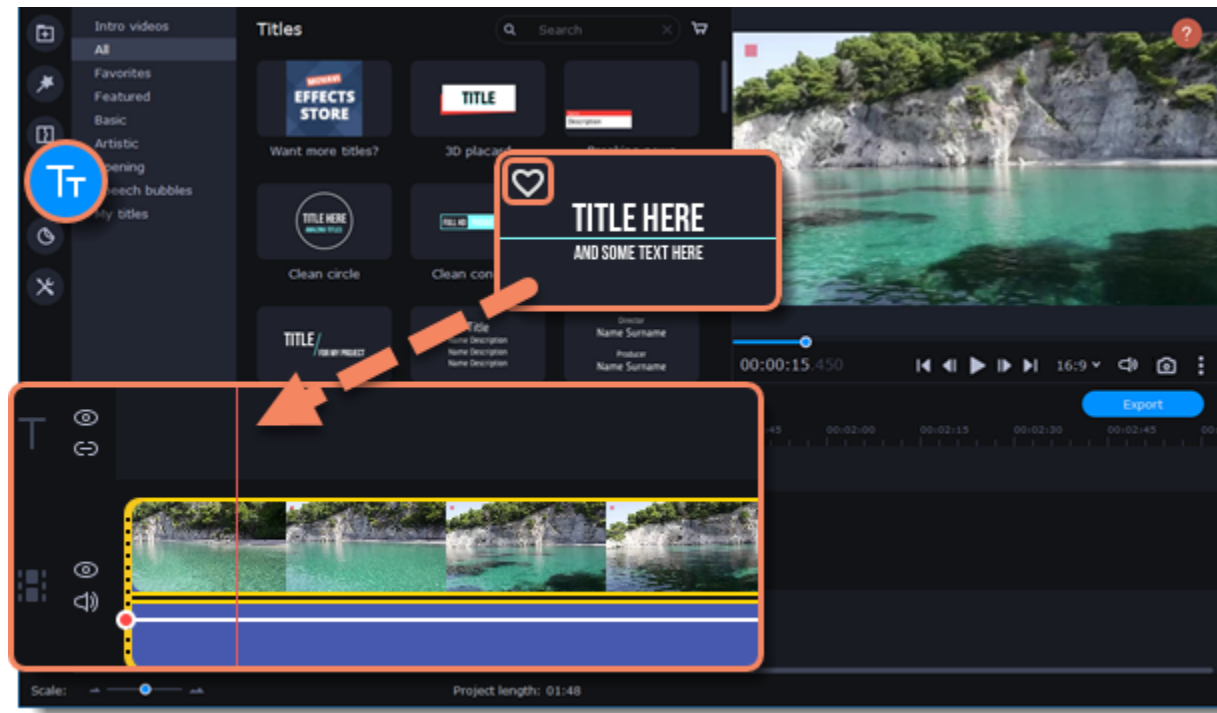
- 1. Right-click the transition on the Timeline and select **Remove Transition** from the context menu.
- 2. If you want to delete all the transitions in your project, select **Remove All Transitions**.



Titles

Add text to your video

- 1. Click the **Titles** icon on the left-hand sidebar to view the title collection.
- 2. Click a title style to preview it in the player. To add titles to your **Favorites**, click the heart icon .
- 3. Pick a title style and drag it onto the title track of the Timeline. Place it right above the video track, at the time where you want it to appear. You can link titles to the clip by clicking the link button  on the left side of the title track. The titles will move with the clip. You can separate the titles from the clip by clicking the same button.



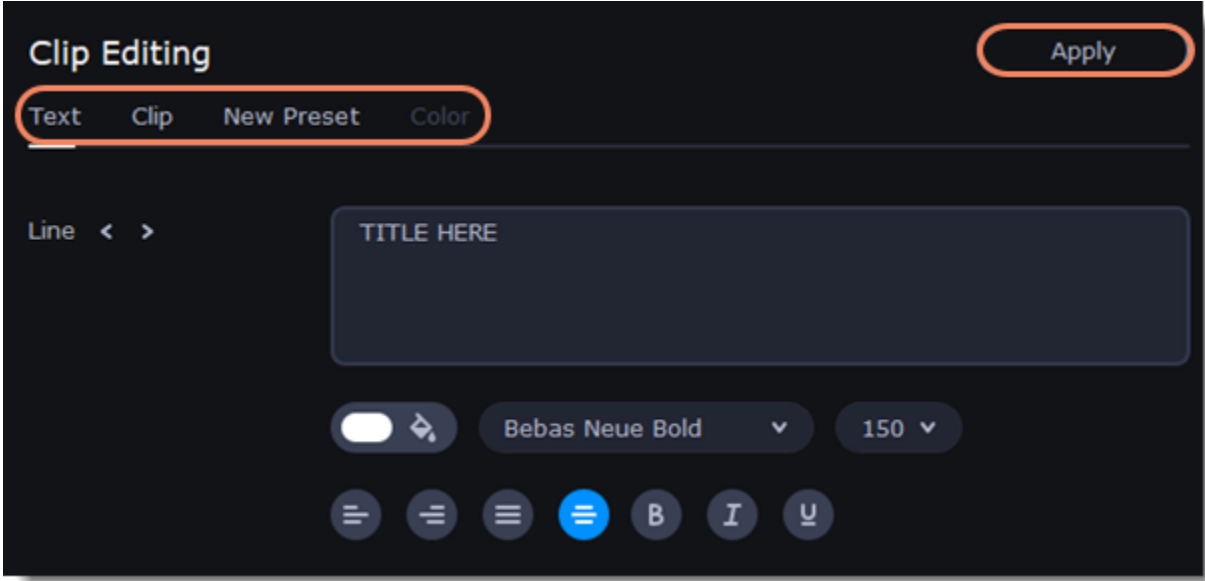
- There is another way to add titles on your video.
- 1. Right-click the title you want to apply.
  - 2. Choose the position of the title.



### Edit a title

To change a title, double-click the title clip on the Timeline. A title **Clip Editing** panel will appear.

<b>Text</b>	Edit your text, choose the title style, and add an outline and a background using these options.
<b>Clip</b>	Change the duration and animation speed of the title.
<b>New Preset</b>	Create a new preset with your personal settings and save it for future use. Your title will appear in the <b>My titles</b> collection.
<b>Color</b>	Choose an object in the player and change its color.

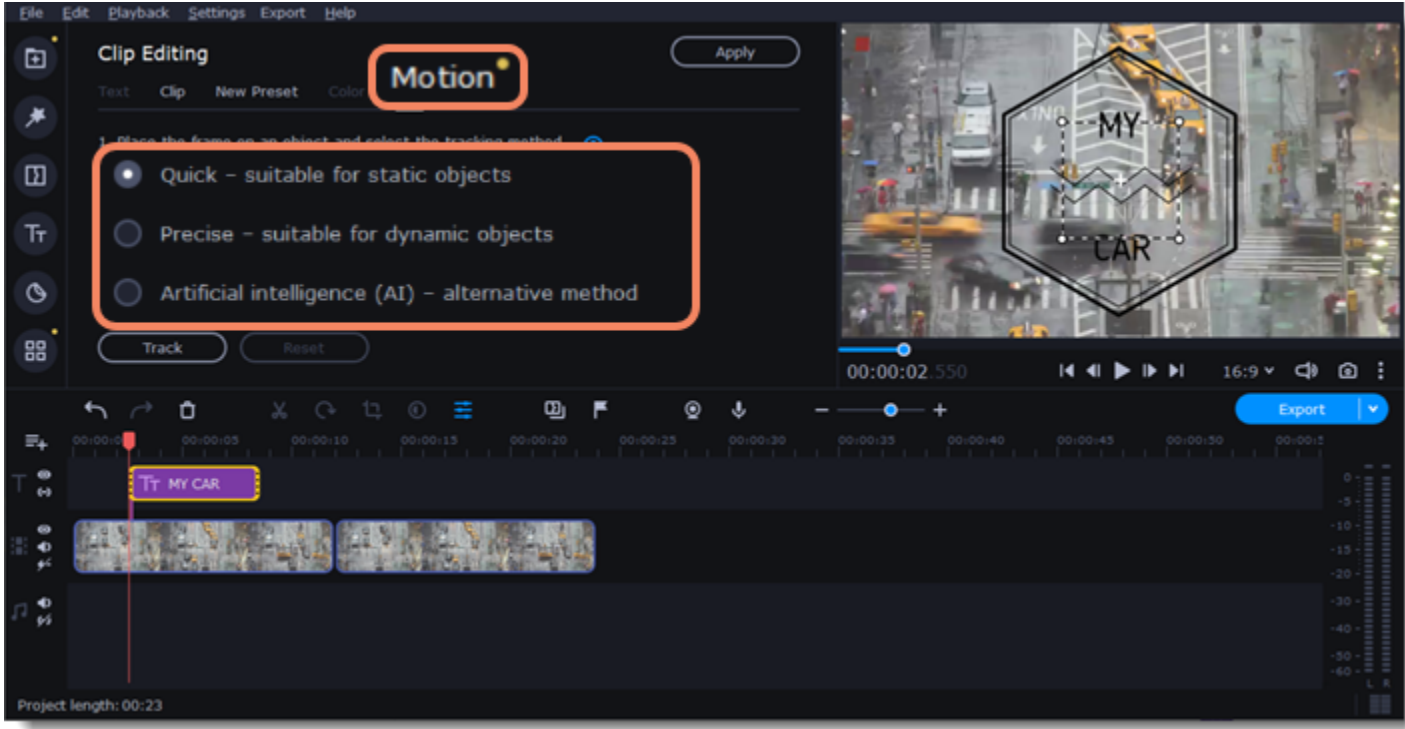


### Titles in motion

In the Motion tab, you can link titles to a moving object.

- To link the titles to an object in the video, go to the **Motion** tab.
- Select the tracking method.

- **Quick** is suitable for static objects,
- **Precise** is suitable for moving objects.
- **Artificial intelligence** will automatically select the optimal tracking settings for any objects.

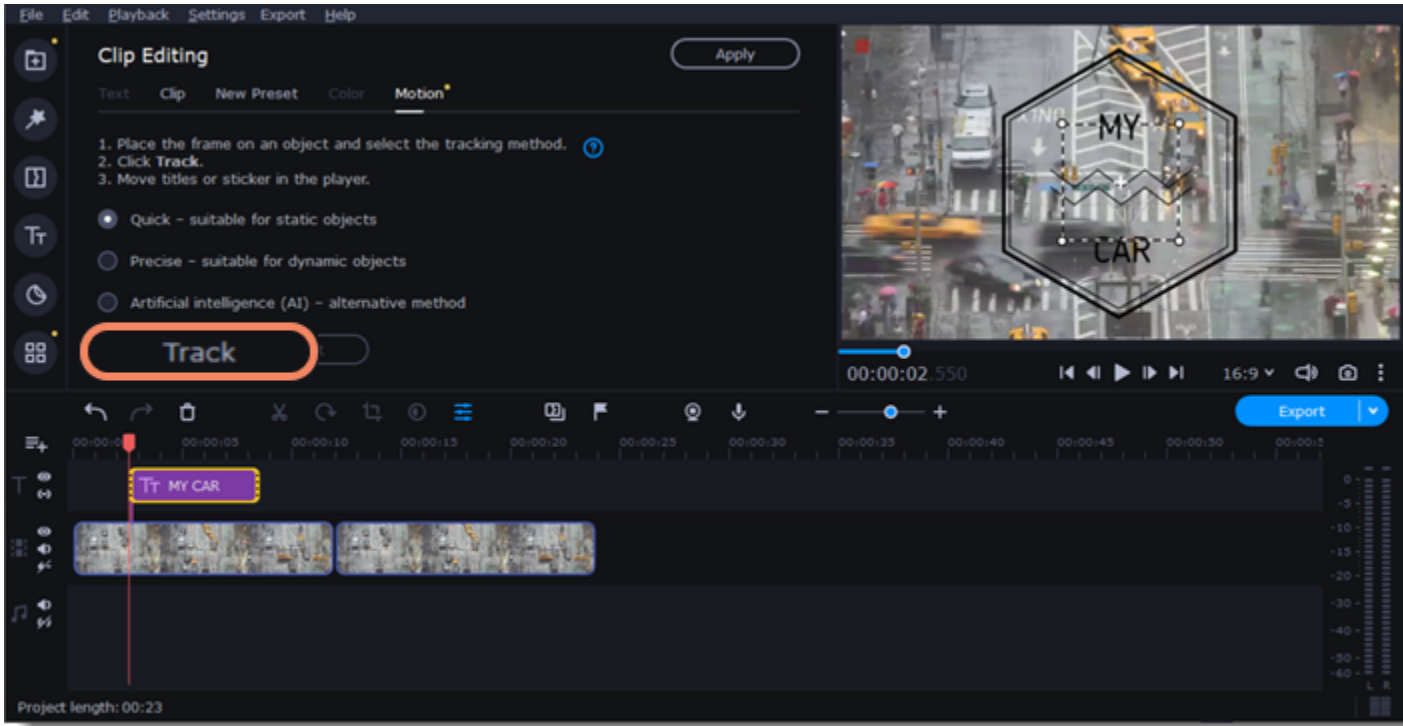


- In the player, set the frame on the object you want to track.





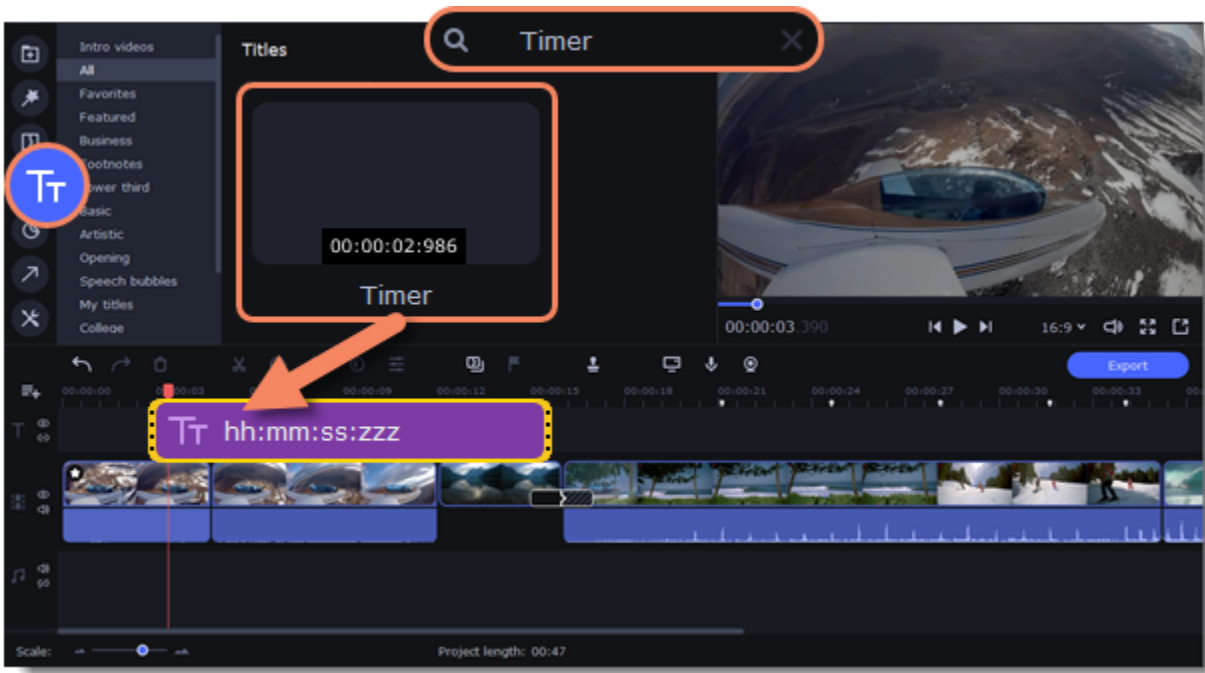
4. To track the object and link the titles to it in the video, click **Track**.



# Timer

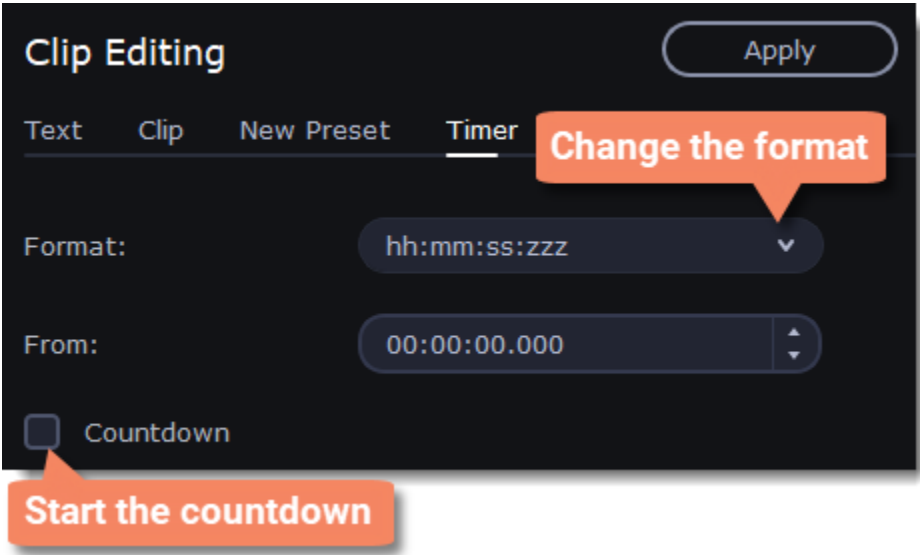
## Add a timer

1. Click the **Titles** button on the left sidebar to open the list of the text styles.
2. Find the **Timer** title style. Use the search bar or click the **Basic** group to filter the styles.
3. Drag the Timer titles onto the title track of the Timeline. To change the length of the timer, drag the edges of the clip.



## Edit the timer

1. Double-click the timer clip on the Timeline.
2. Edit the text formatting on the **Text** tab, if needed.
3. Switch to the **Timer** tab.
4. Change the time format to the suitable one, for example, **ss:zzz**.
5. In the **From** field, set the starting time. If you select to set a countdown, it will also begin from the time you set in the **From** field.

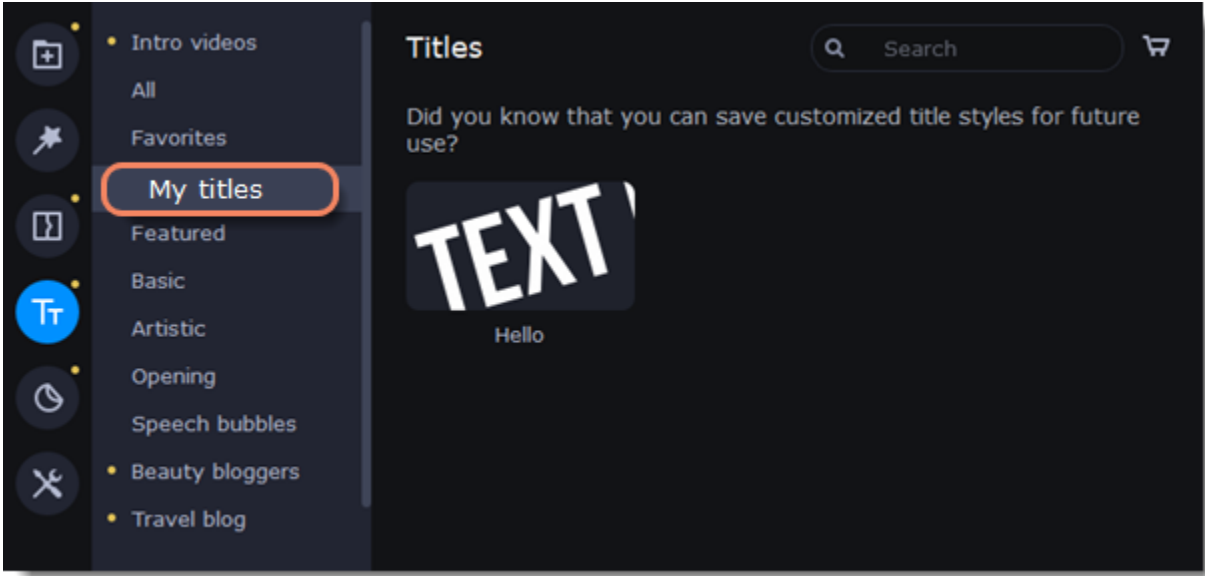


# Saving custom titles

After you've configured a title to look the way you want, you can save the style for future use:


1. Just like you usually edit titles, double-click the title clip and choose a font, color, and other options.
2. Enter a name for your title.
3. Click the **Save** icon at the top of the title **Clip Editing** panel.

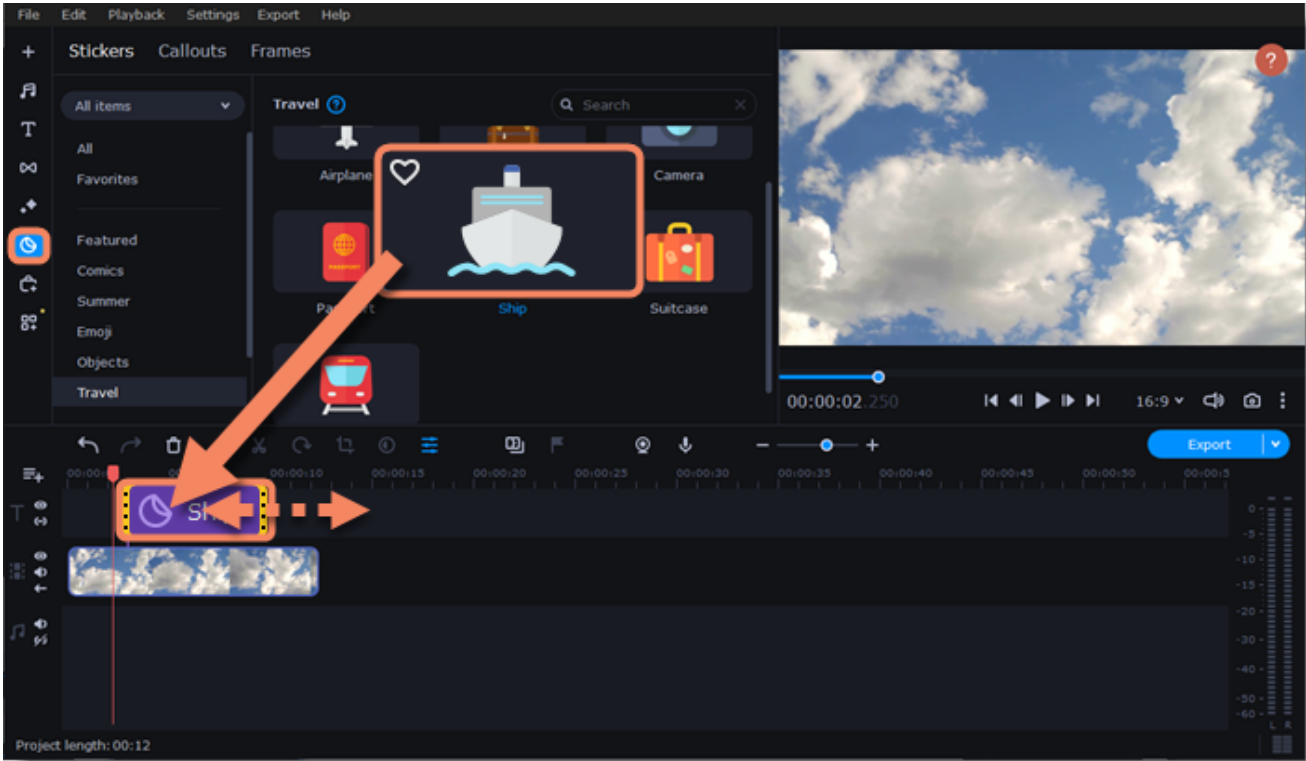
The new title style will appear in the **My titles** collection.



# Elements

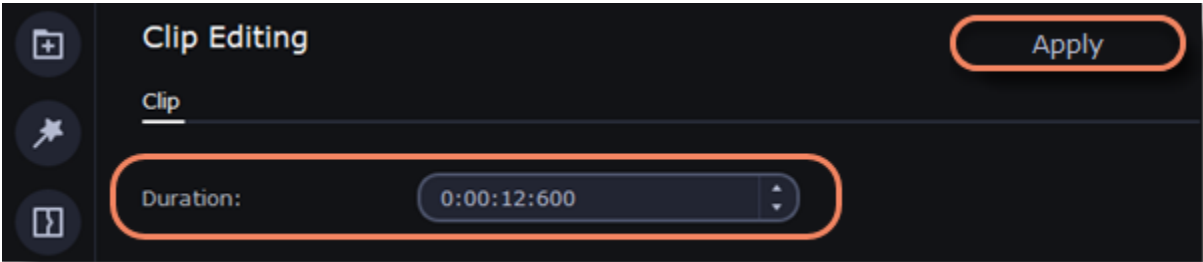
## Add elements

1. Click the **Elements** icon on the left-hand sidebar.
2. Go to one of the tabs: Stickers, Callouts, or Frames.
3. Click an element to preview it in the player. Click the heart icon  to add it to your **Favorites**.
4. Place the elements you like on the Timeline:
  - Drag a **sticker** or a **callout** onto the **title track** of the Timeline. All titles, callouts, and stickers go on the title track. Change the sticker's length to make it fit the clip.
  - Drag a **frame** onto the **extra video track**.

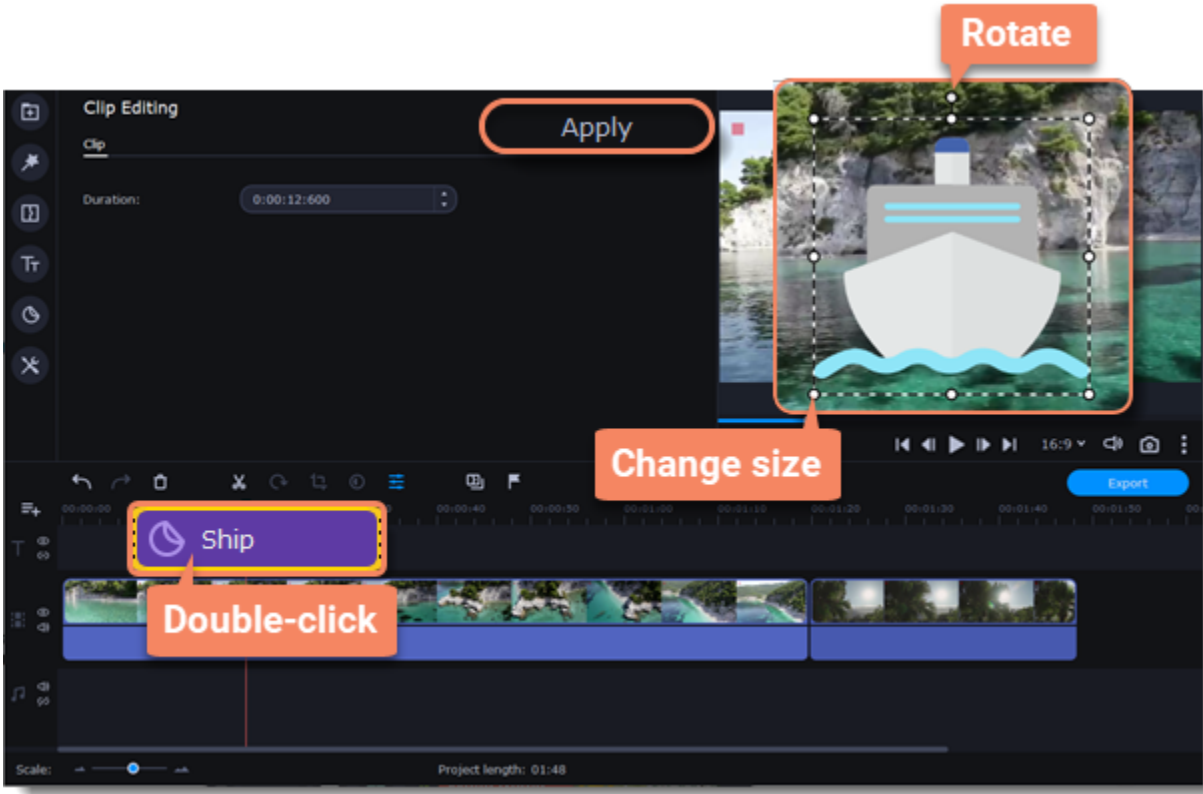



Edit a sticker

- 1. Double-click to open the sticker **Clip Editing** panel.
- 2. Select the sticker's duration.
- 3. Click **Apply** to save the change.



- 4. To change the sticker's position in your video, double-click the sticker clip. In the player, drag any corner of the frame around the sticker to change its size. Click anywhere inside the frame and drag to move it. To rotate the sticker, click and drag the white dot above the frame.
- 5. Click **Apply** when you're finished.



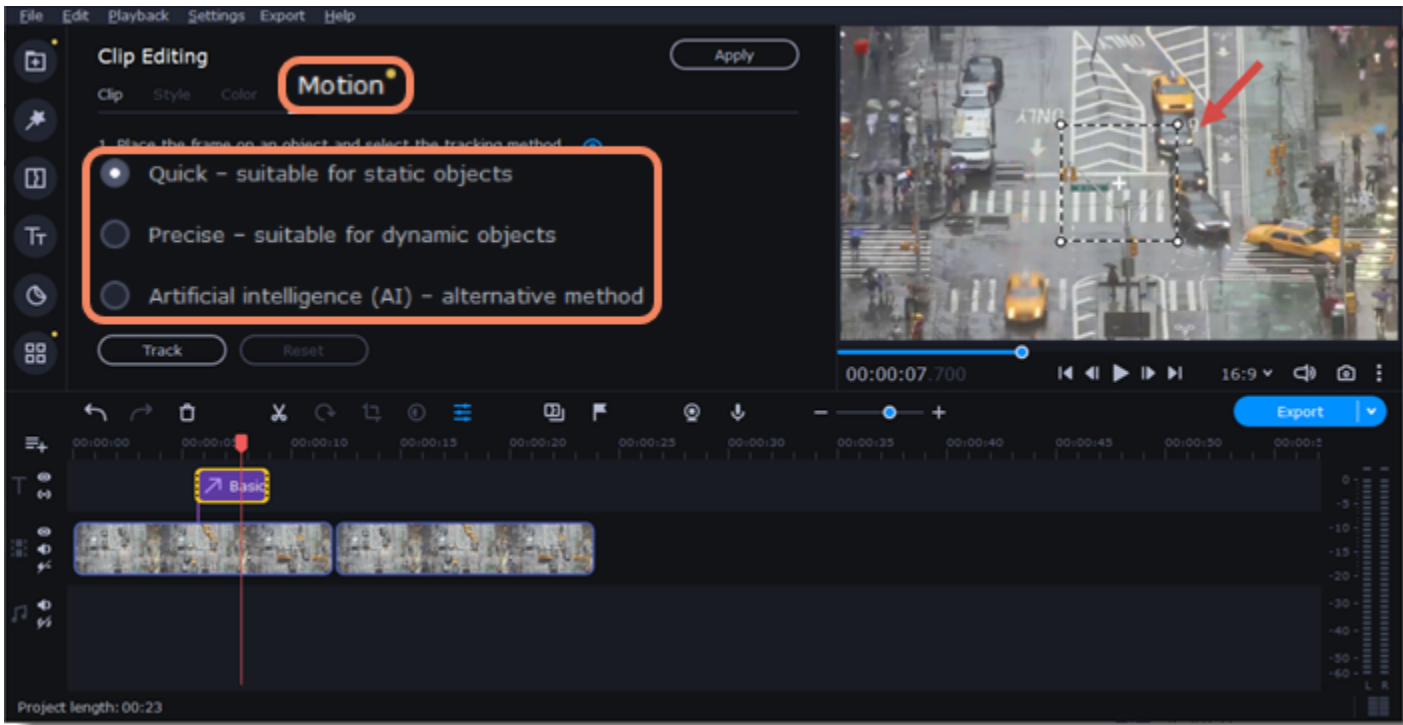
 Transitions cannot be applied to stickers, but you can animate them.

Sticker in motion

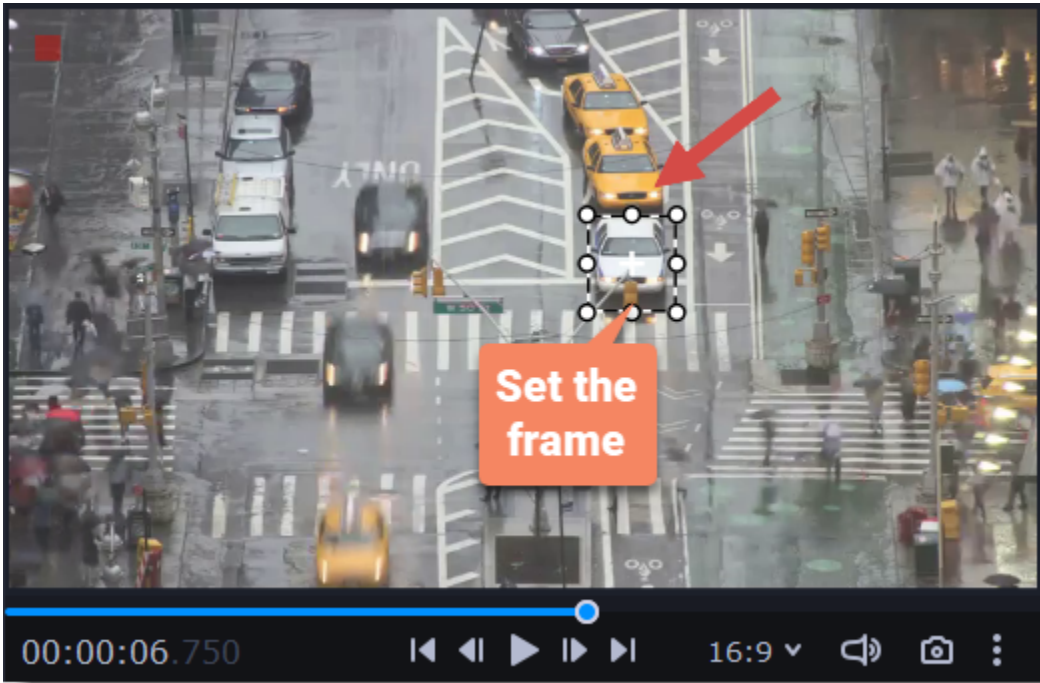
In the Motion tab, you can link a sticker to a moving object.

- 1. To link the sticker to an object in the video, go to the **Motion** tab.
- 2. Select the tracking method.
  - **Quick** is suitable for static objects,
  - **Precise** is suitable for moving objects.
  - **Artificial intelligence** will automatically select the optimal tracking settings for any objects.

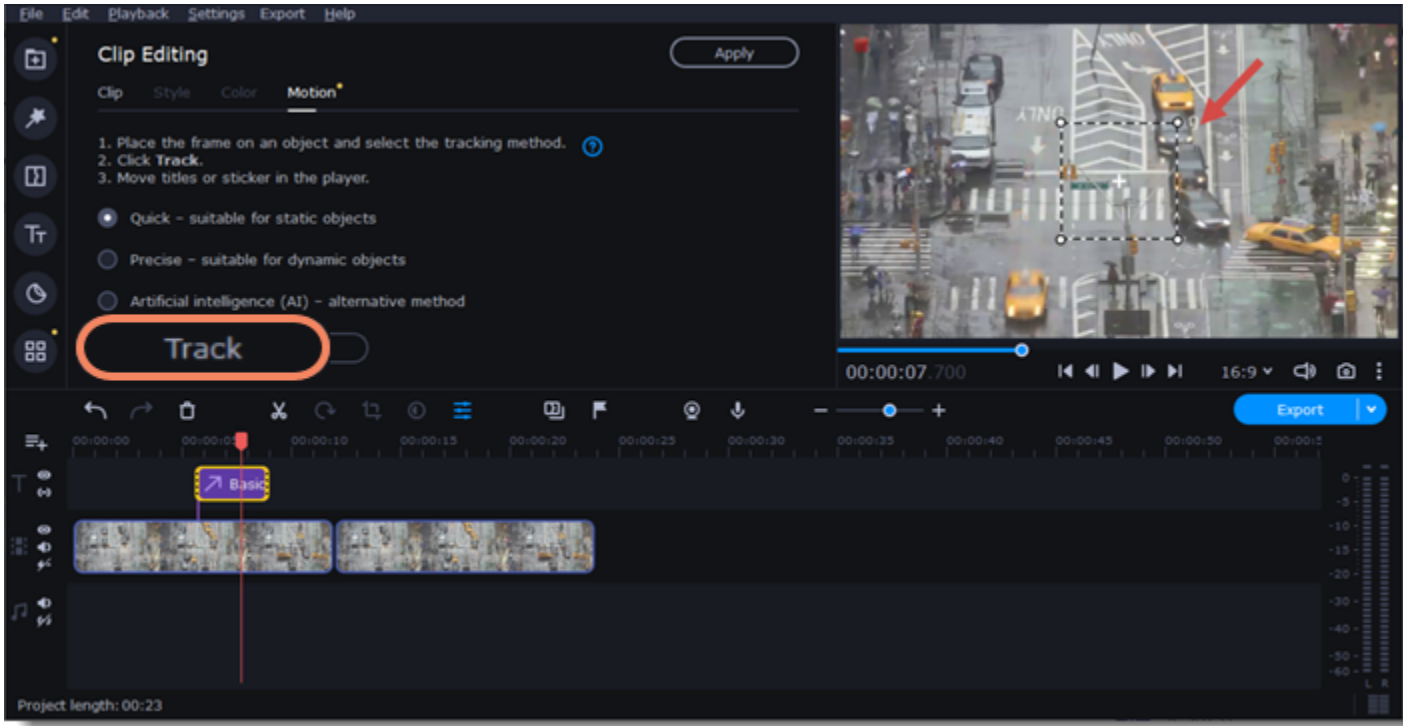




3. In the player, set the frame on the object you want to track.



4. To track the object and link the sticker to it in the video, click **Track**.



Learn more:

[Animation](#)

## Exporting videos

When you're done with your project, you'll need to export it as a media file to be able to play it on the devices. This section will guide you through the process of exporting your project to a popular video format. If you want to find out more about other ways of saving videos, see the following guides:

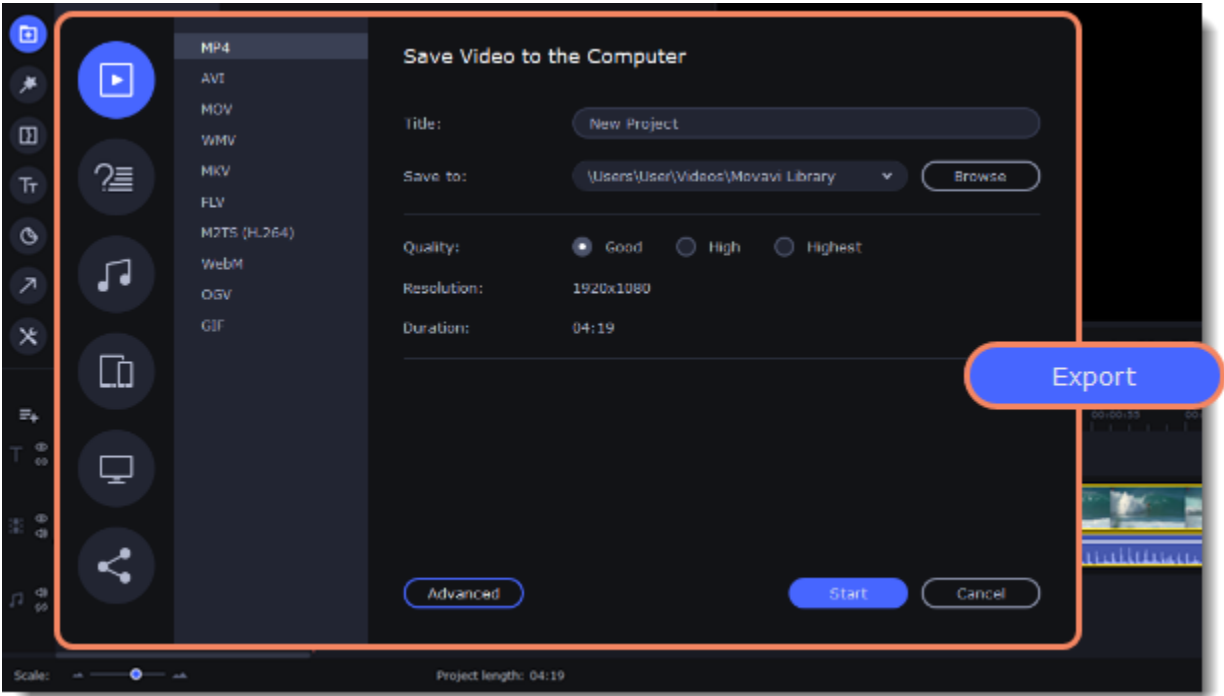
[Saving videos for devices](#)

[Uploading videos online](#)

### Export a video

1. To start saving the video, click the **Export** button under the player. The export settings window will open.

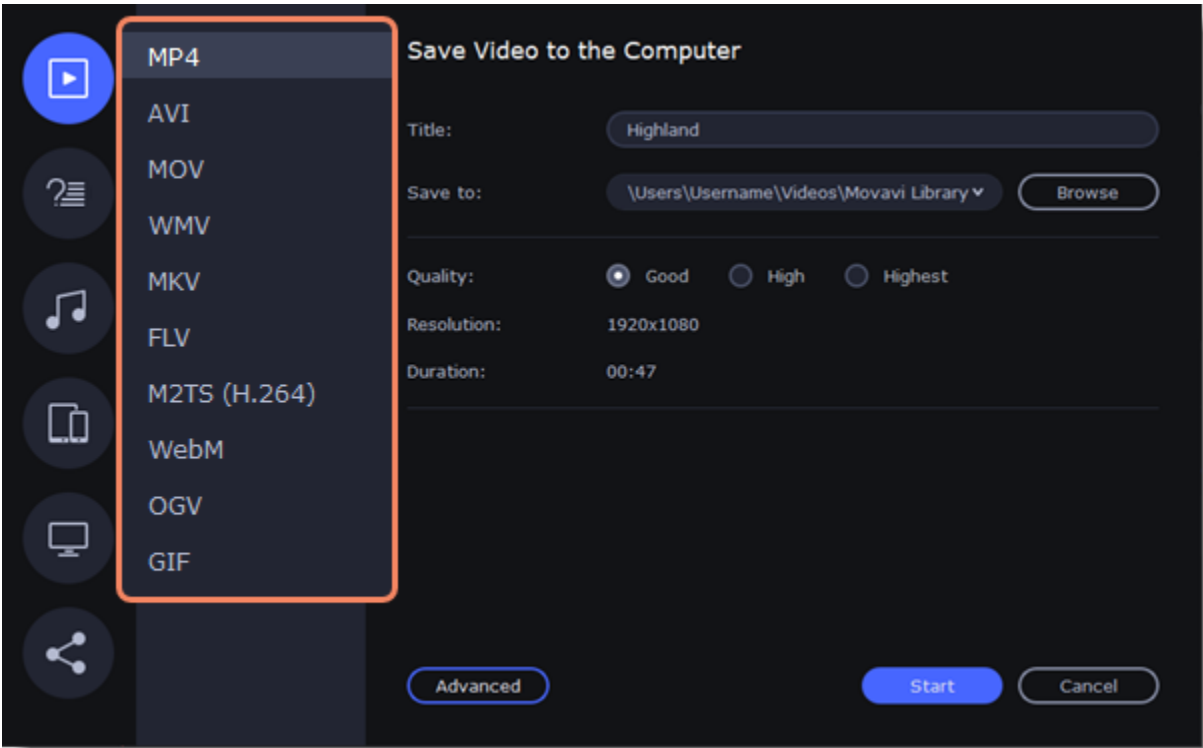




2. Choose a format for saving the video in.

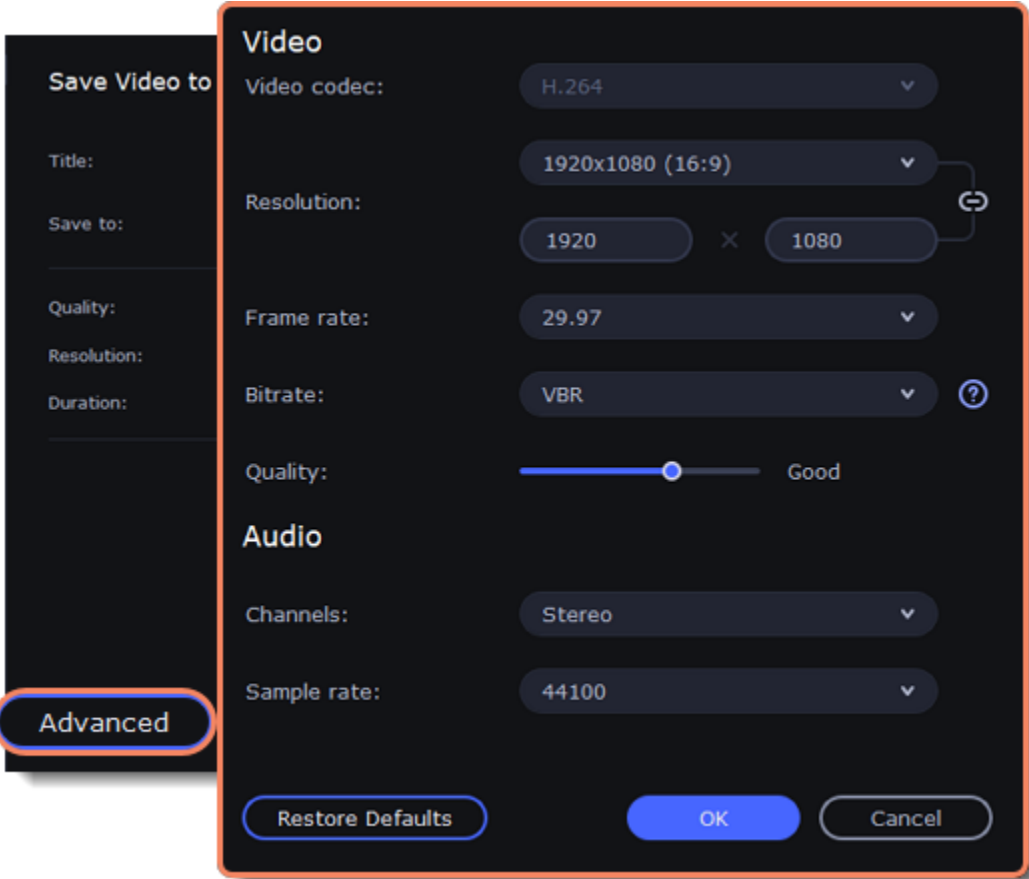
Some formats allow you to choose between video codecs. If you don't know which format to choose, try using **MP4**. The MP4 format is supported by most platforms and operating systems.

At lower resolutions, the file will be significantly smaller, however, the video will lose some quality due to the limitations of digital data compression. The **GIF** format is different from other formats in the list. It allows saving video as a mute animated image, which can then be played in some image viewing programs or in any web browser.

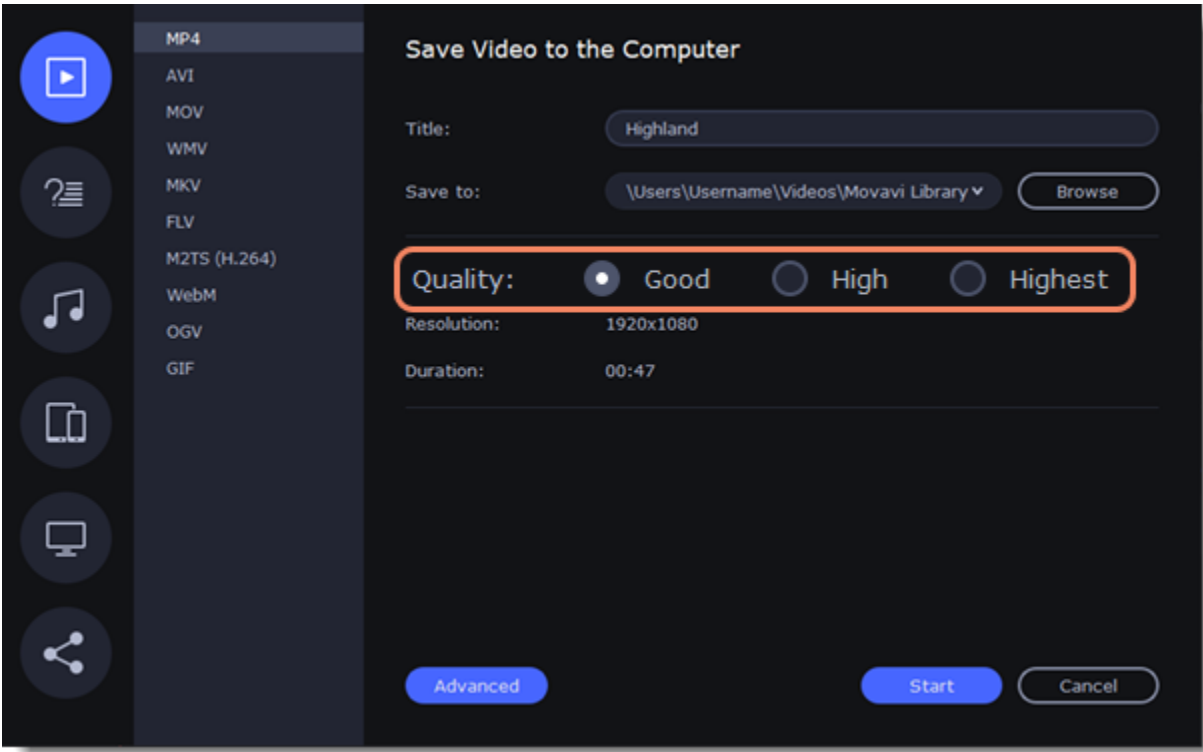


### Advanced settings

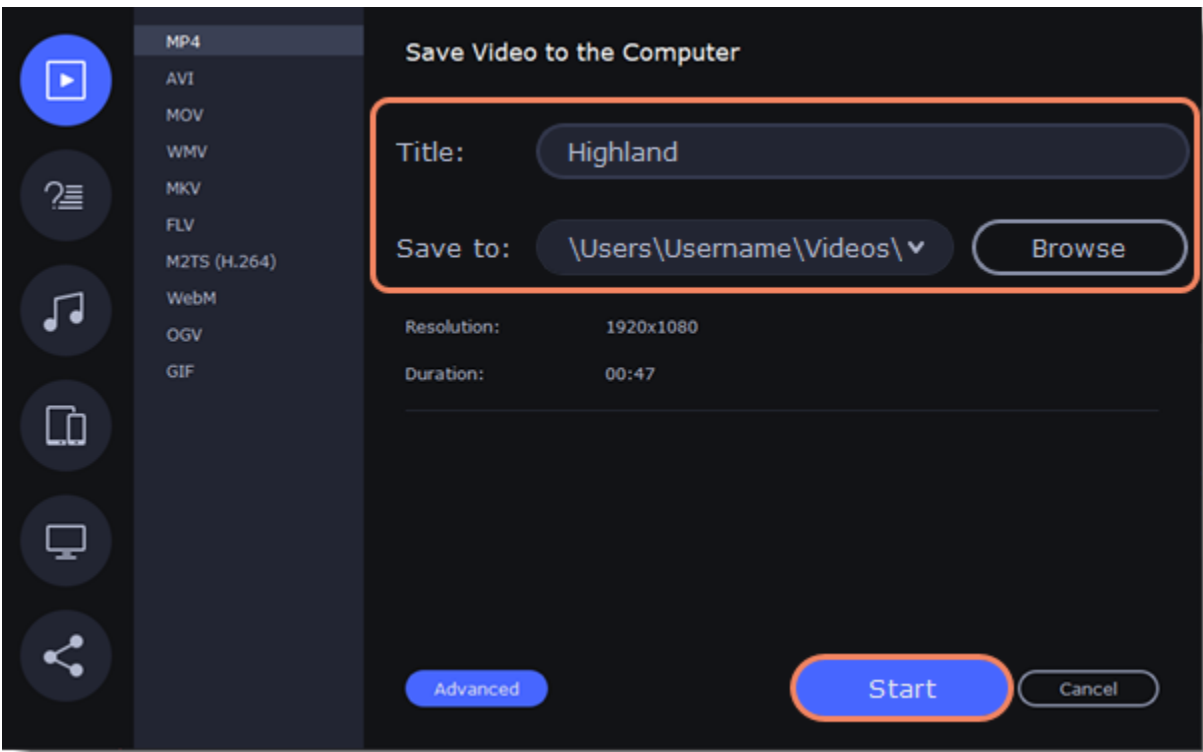
If you want to change the resolution, aspect ratio, or other settings, click the **Advanced** button to view and edit the project settings.



If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.



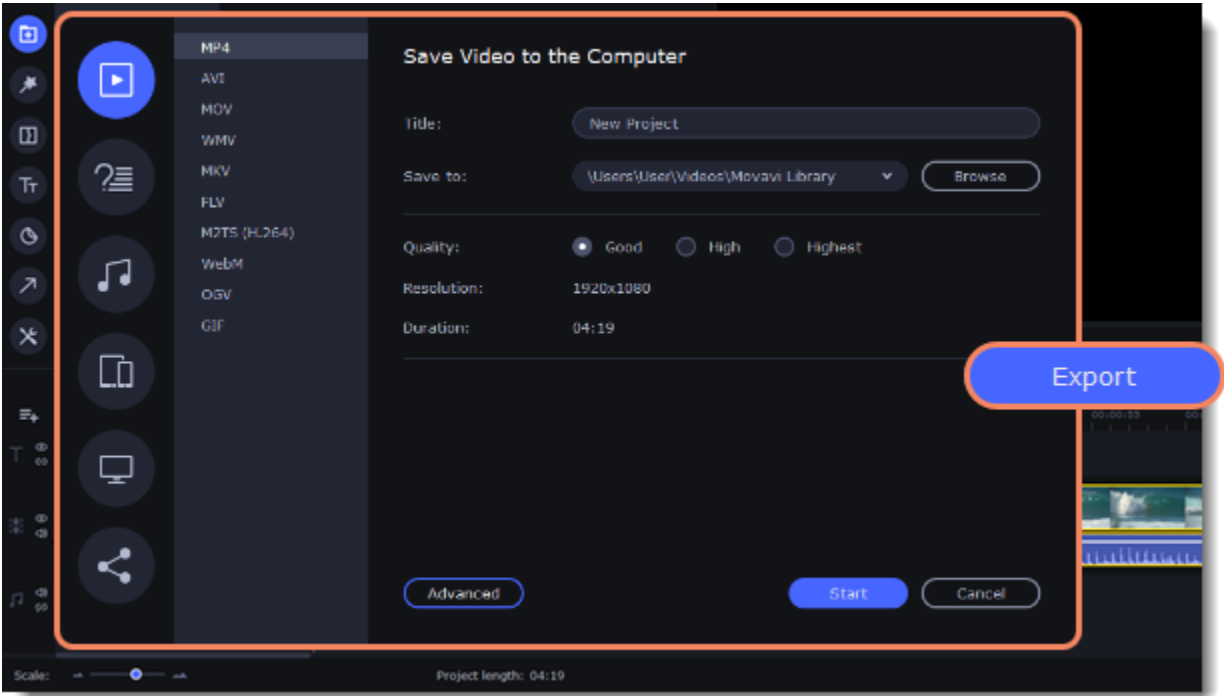
3. Name your file and choose a destination folder.  
In the **Save to** field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the [preferences](#). To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **Title** field: the project's name will be filled in for you by default.
4. Click the **Start** button to begin processing the video file. This may take up to a few minutes.



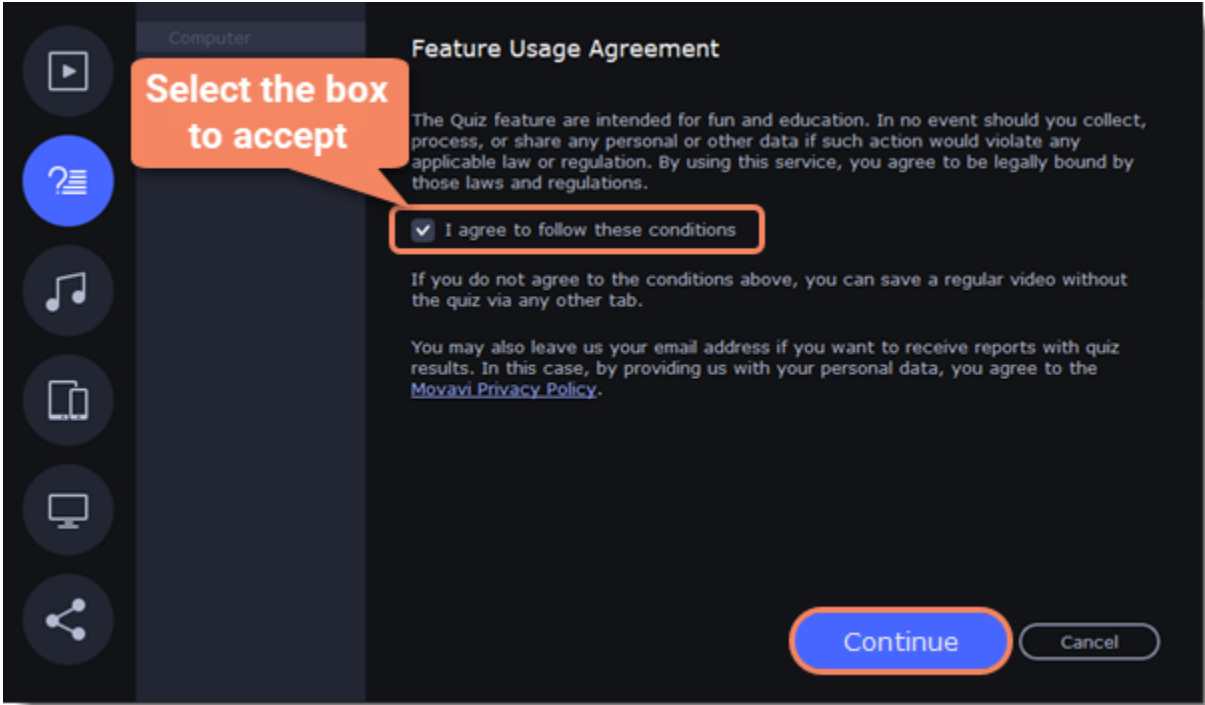
## Exporting quiz

To save a video that contains a quiz, you need to switch to a specific tab on the export window.

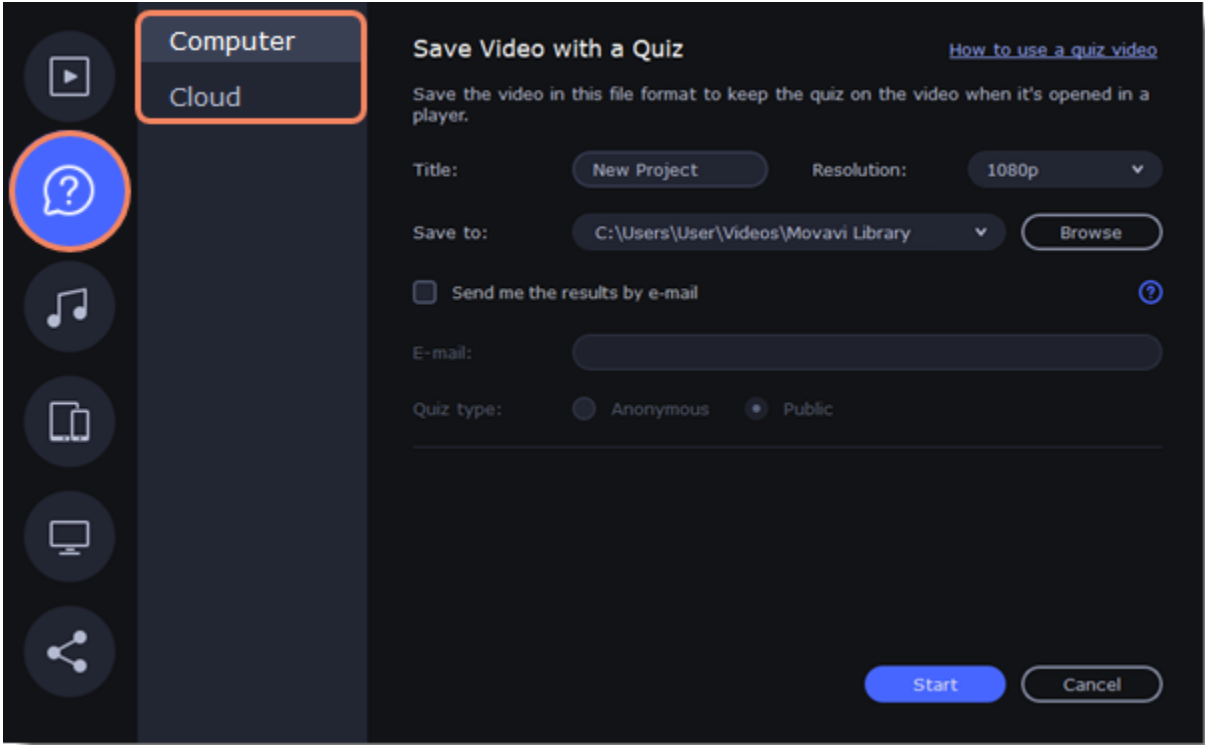
- To start saving the video, click the **Export** button under the player. The export settings window will open.



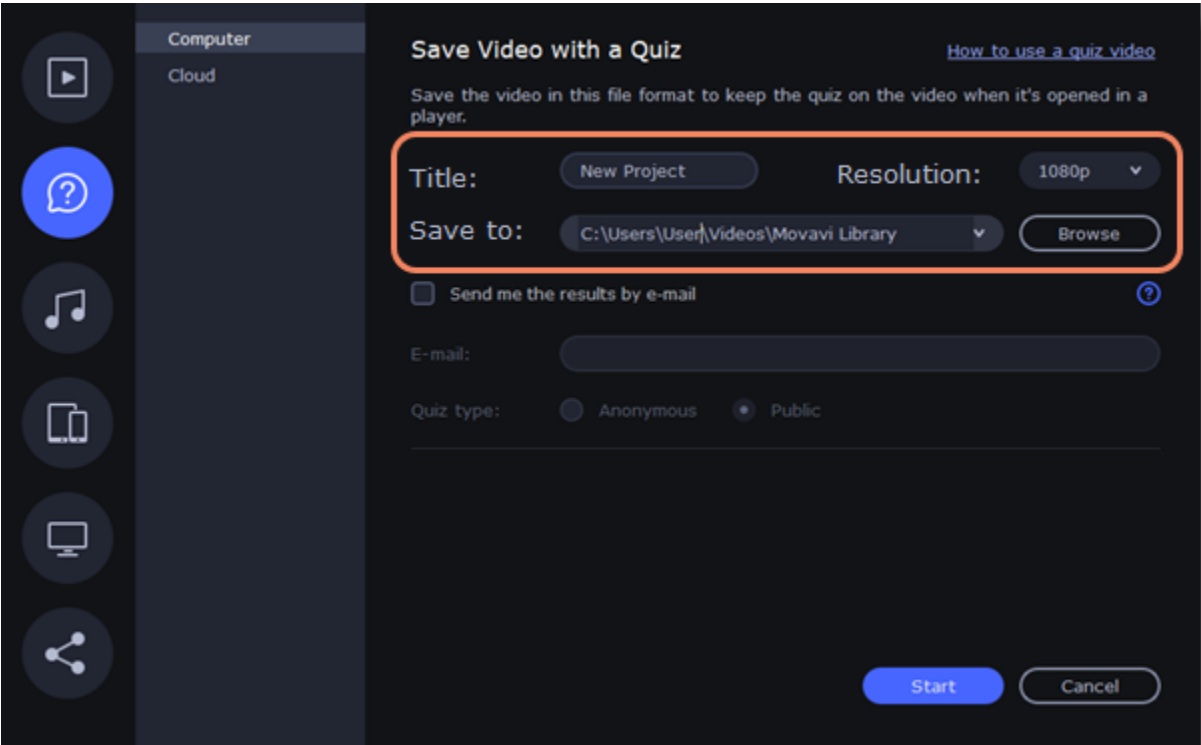
Please note, when you **first** export a video with a quiz, you need to read and accept the terms of use. Then, continue saving the video.



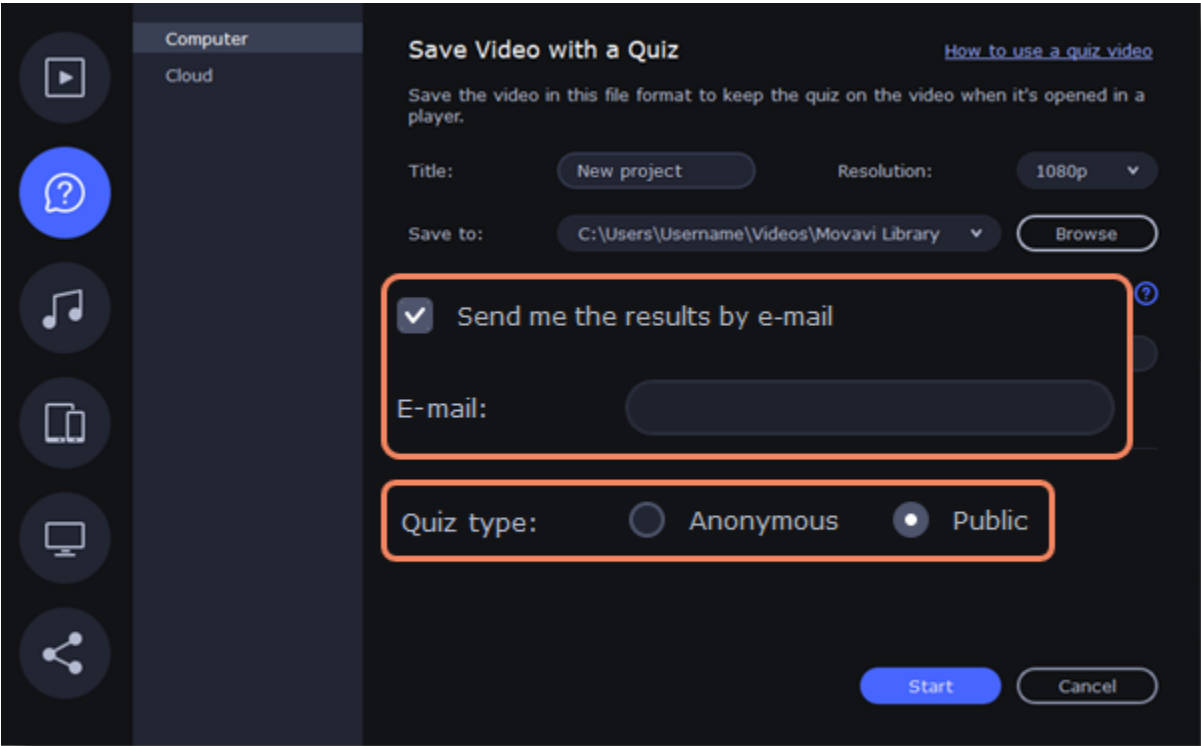
- 1. Switch to the **Save Video with a Quiz** tab and select where you want to save the video.  
*Computer* — save a folder with the video only to disk.  
*Cloud* — upload the video to Movavi Cloud and share the link.



- 2. Name your video, select the resolution and choose a destination folder.



3. To see the answers to the quiz, you should select the **Send me the results by email** checkbox and enter your email address in the box below.
4. Select if the answers from the viewers should be anonymous or not.



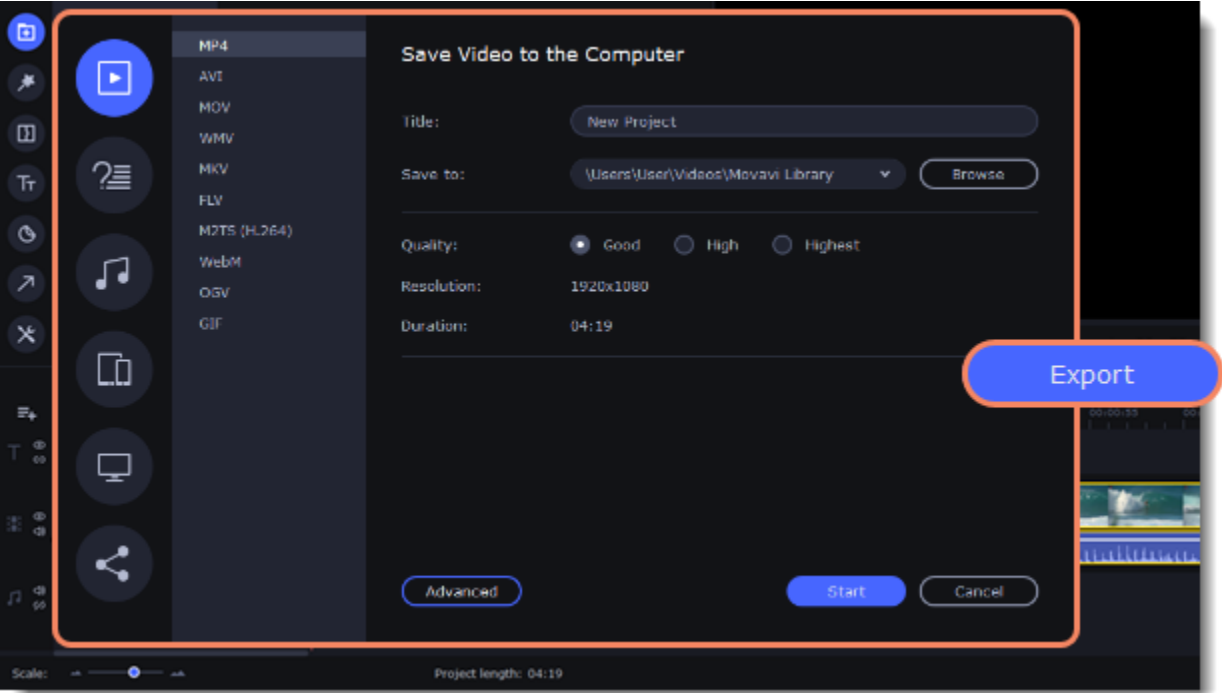
5. The video will be saved to a folder with an .MP4 and .html files. You can share this whole folder, so that the viewers could open the .html file and take the quiz.

## Export only audio

This section will guide you through exporting just the audio track of your project.

### Export an audio

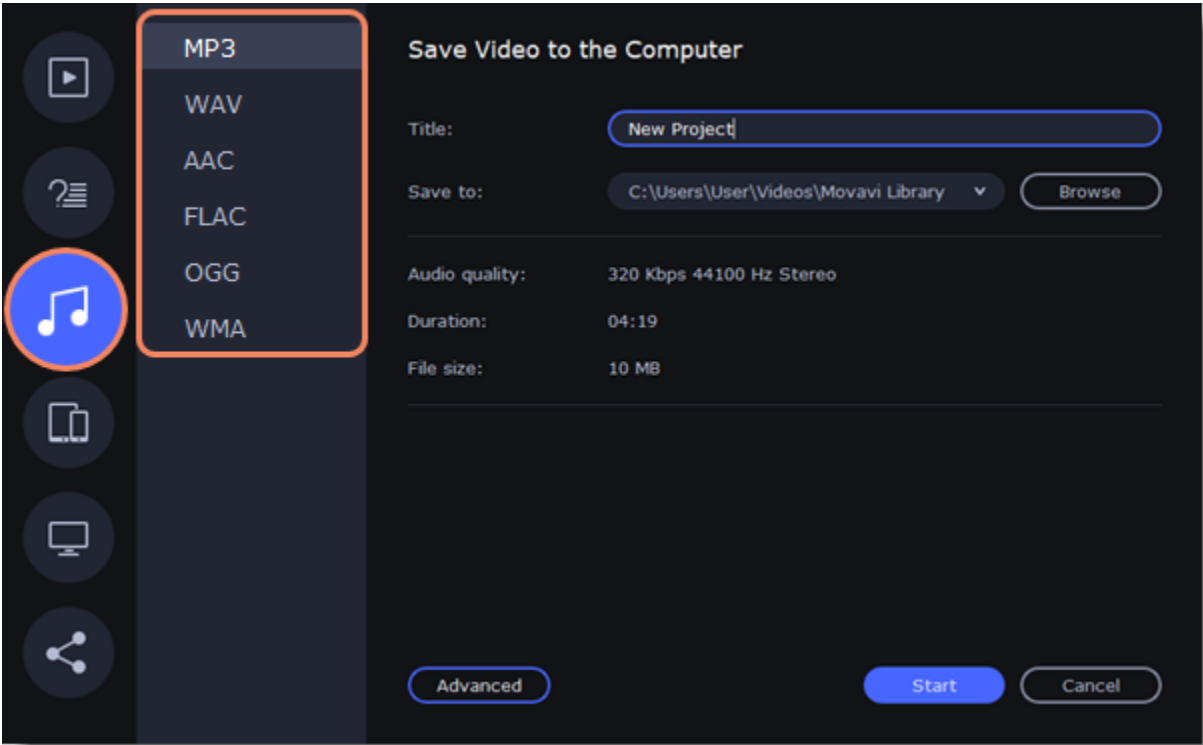
1. Click the **Export** button in the bottom right-hand corner of the Editor to open the export settings window.



2. Click on the **Save Audio File** tab in the left part of the Export window.

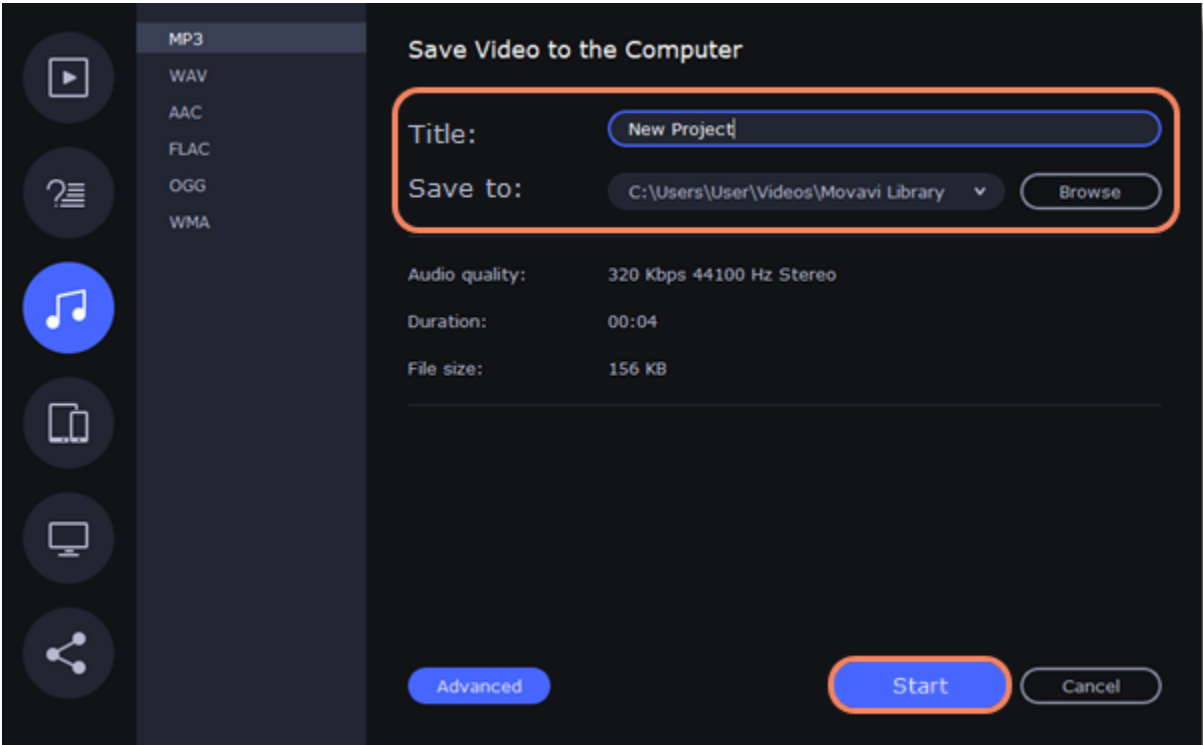


3. Select the format you'd like to save the audio in.



While **MP3** is the most commonplace format, supported by almost all media players and devices, **FLAC** format allows you to preserve high audio quality, albeit taking up considerably more disc space. When choosing an output format, it is important to note the quality of the original files: due to data compression limitations, digital audio cannot be restructured from very low quality files by saving them as **FLAC** audio, and vice versa – high quality files may lose some of that quality when saved to MP3 format which is limited to 320 Kbps.

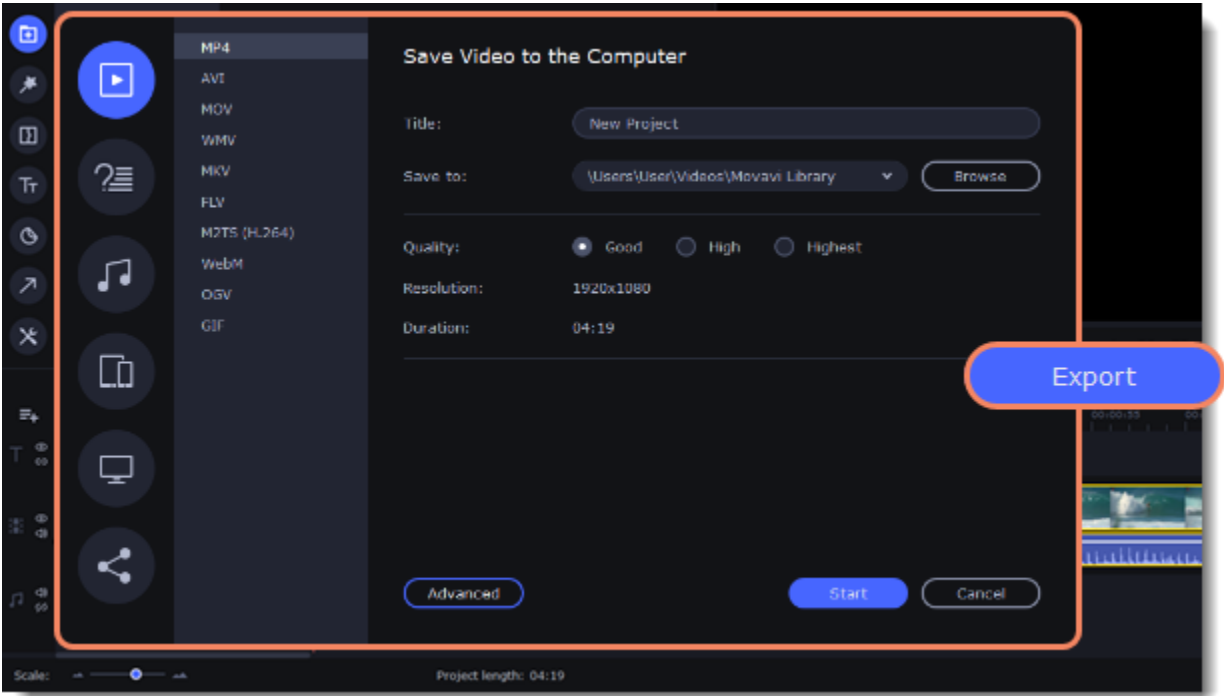
4. Name your file and choose a destination folder. In the **Save to** field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the [preferences](#). To set a different folder, click the **Browse** button and choose the folder in the Finder window, or enter the path manually into the box. Name your video in the **Title** field (the project's name will be filled in for you by default).
5. Click the **Start** button to begin processing the video file.



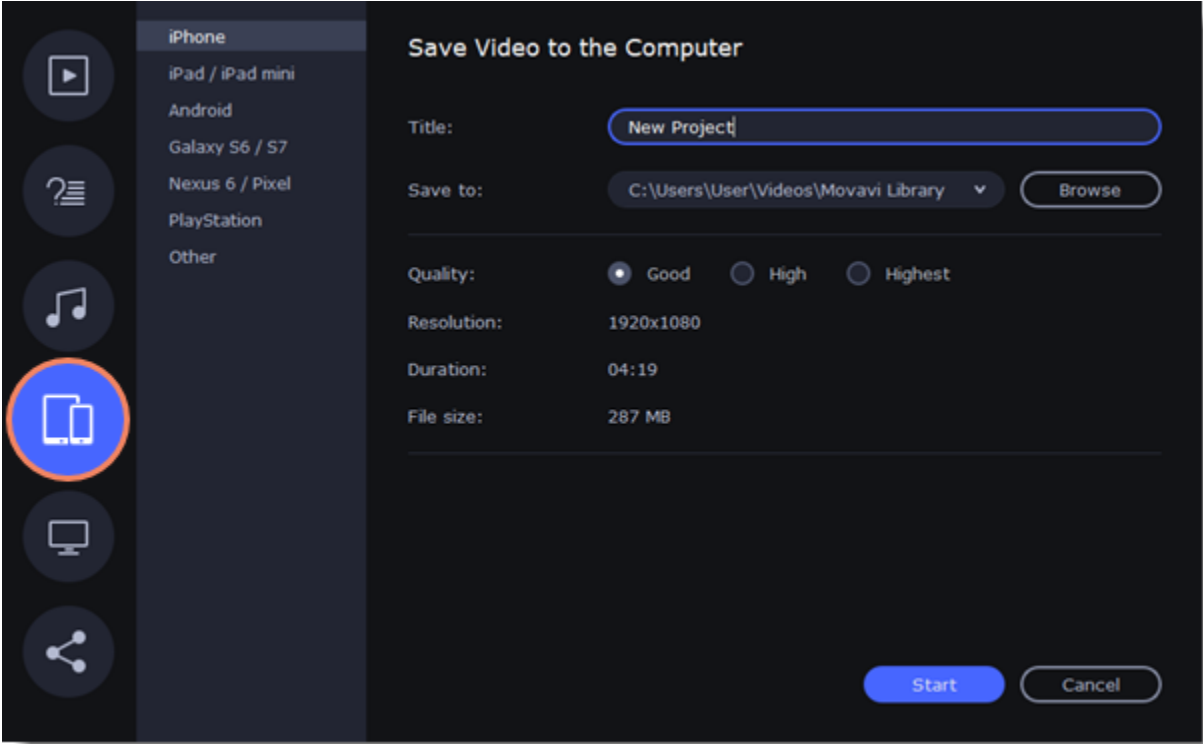
## Export for devices

This guide will help you export your video project for playing on mobile phones, tablets, and other devices.

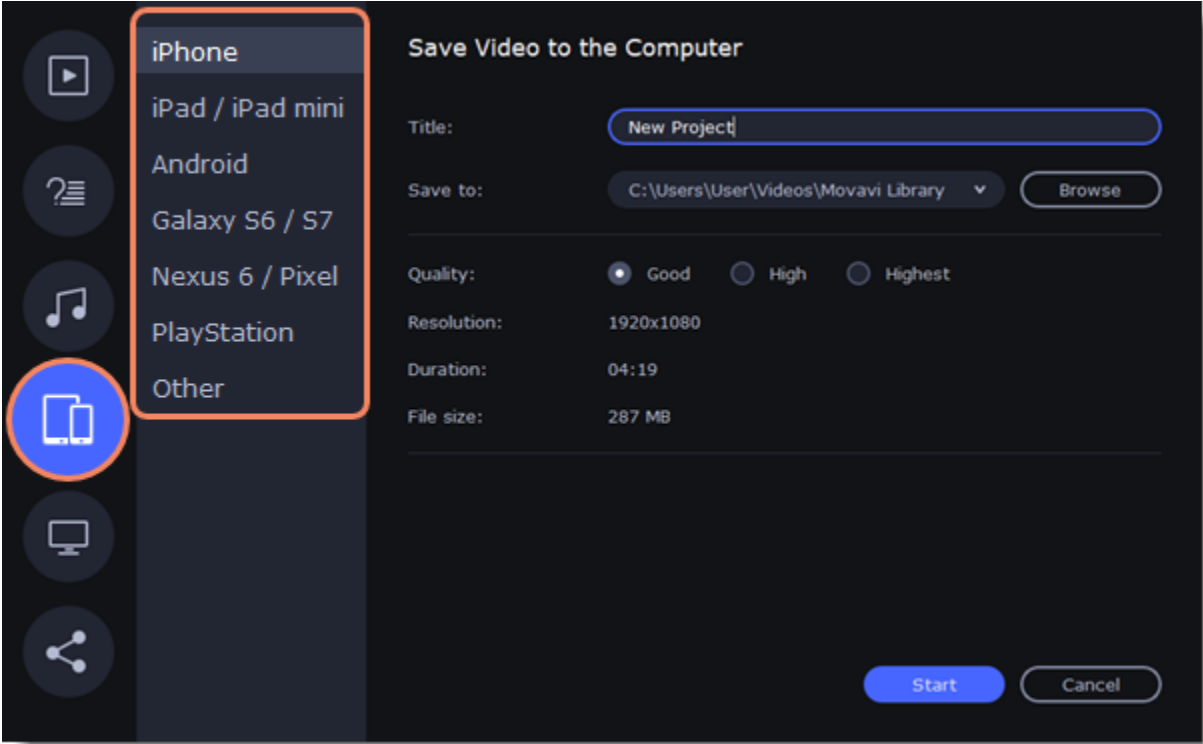
1. Click the **Export** button under the player to open the export settings window.



1. In the left part of the window click on the **Save for Devices** tab.



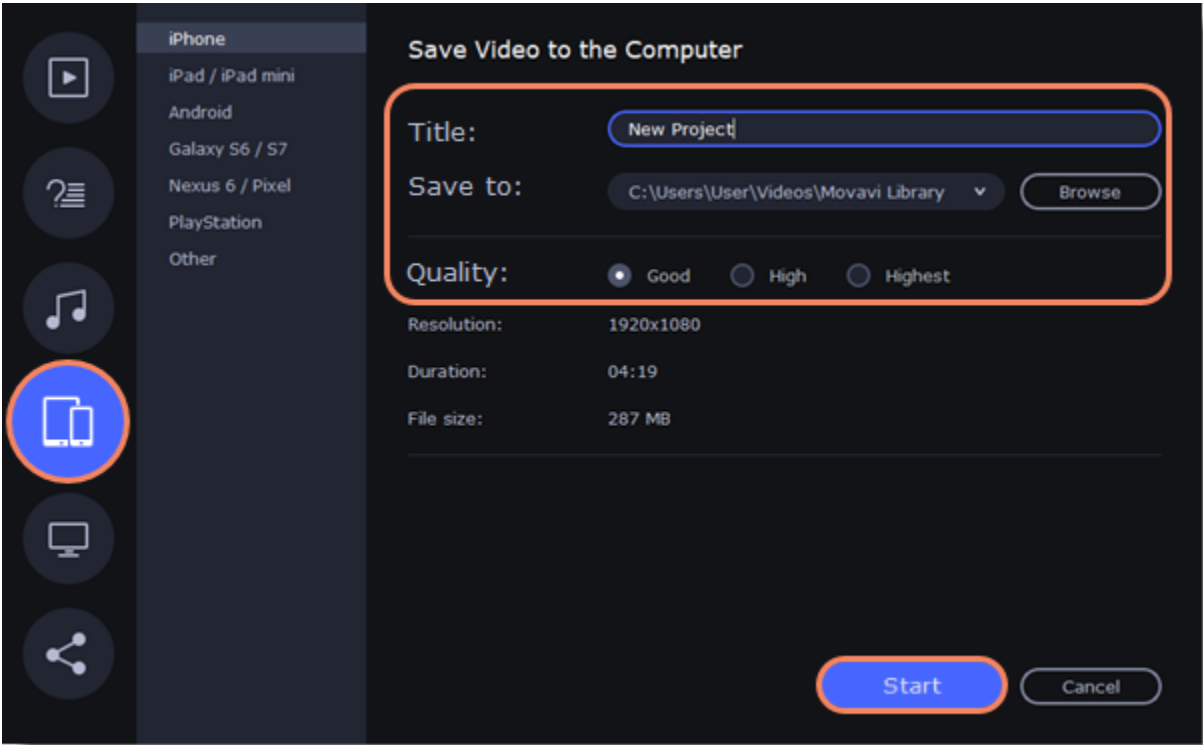
2. Choose a format.



On this tab you will find a number of different types of devices for which you can choose a format. You can choose between devices running iOS (iPhone, iPad, iPad mini) or Android, Samsung Galaxy S6 and Galaxy S7, Google Nexus 6 and Google Pixel, as well as PlayStation console. If your device is not on the list, choose **Other**.

3. Name your file, choose a destination folder and set a desired quality.  
In the **Save to** field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the [preferences](#). To set a different folder, click the **Browse** button and choose the folder in the Windows Explorer window, or enter the path manually into the box. Name your video in the **Title** field: the project's name will be filled in for you by default.
4. Select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the size of the output file, but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.

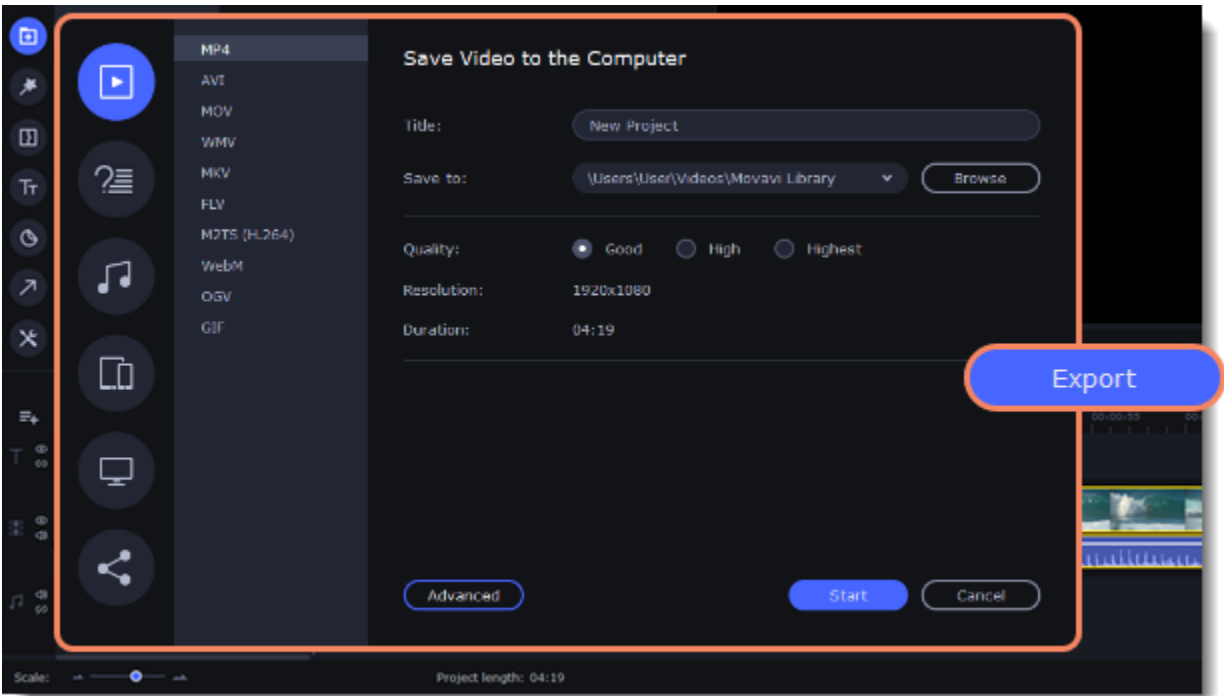
5. Click the **Start** button to begin processing the video file. This may take up to a few minutes.



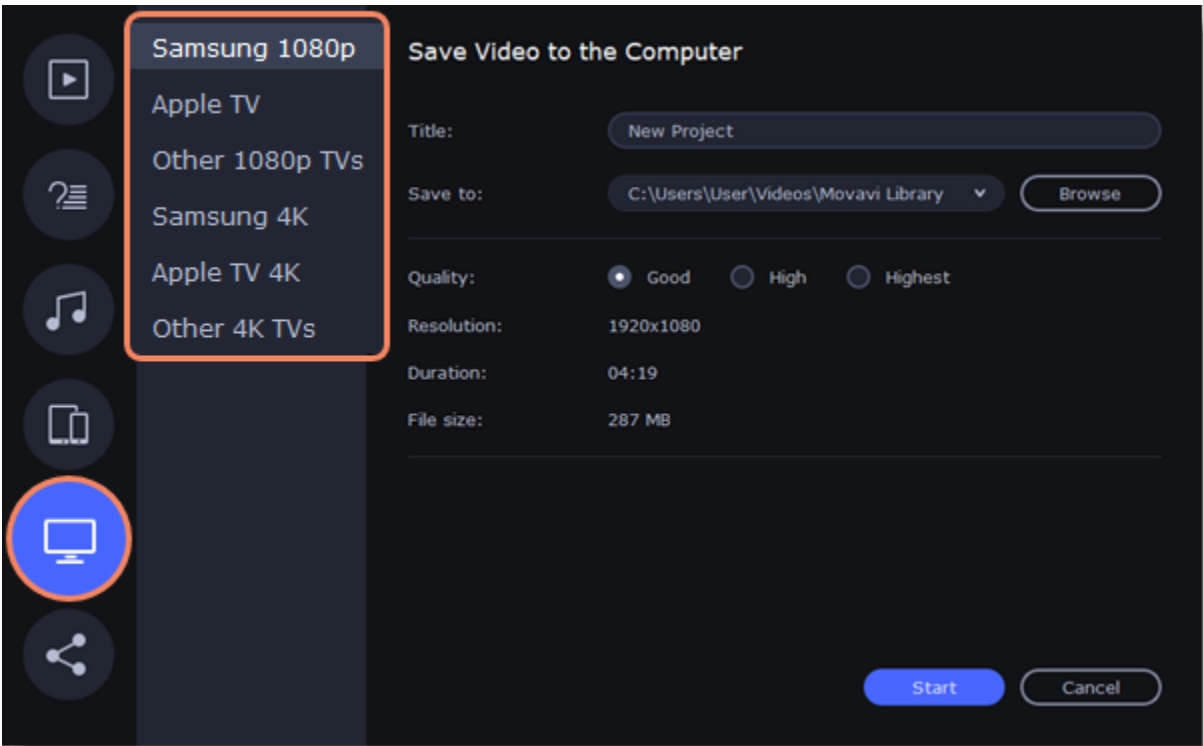
## Export for TVs

This guide will help you export your video project for playing on Smart TVs.

1. In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.



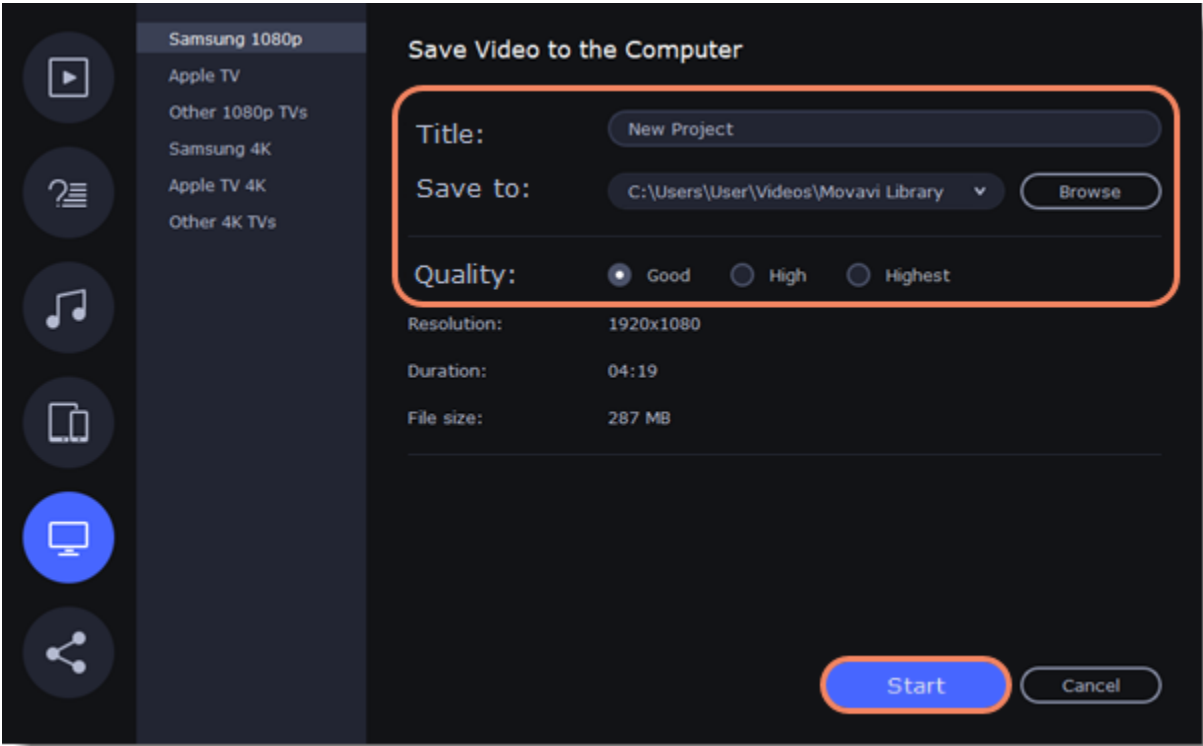
- 2. In the left part of the window click the **Save for TVs** tab.
- 3. Choose a TV preset. If your TV is not on the list, choose **Other 1080p TVs** or **Other 4K TVs**.



4. Name your file, choose a destination folder and set a desired quality.  
If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the size of the output file, but will preserve better quality. For most other projects, **Good quality** will provide a nice result at a small file size.

In the **Save to** field, enter the folder where you would like to store the file. By default, this will be the directory for saving output videos specified in the [preferences](#). To set a different folder, click the **Browse** button and choose the folder in the Finder window, or enter the path manually into the box. Name your video in the **Title** field: the project's name will be filled in by default.

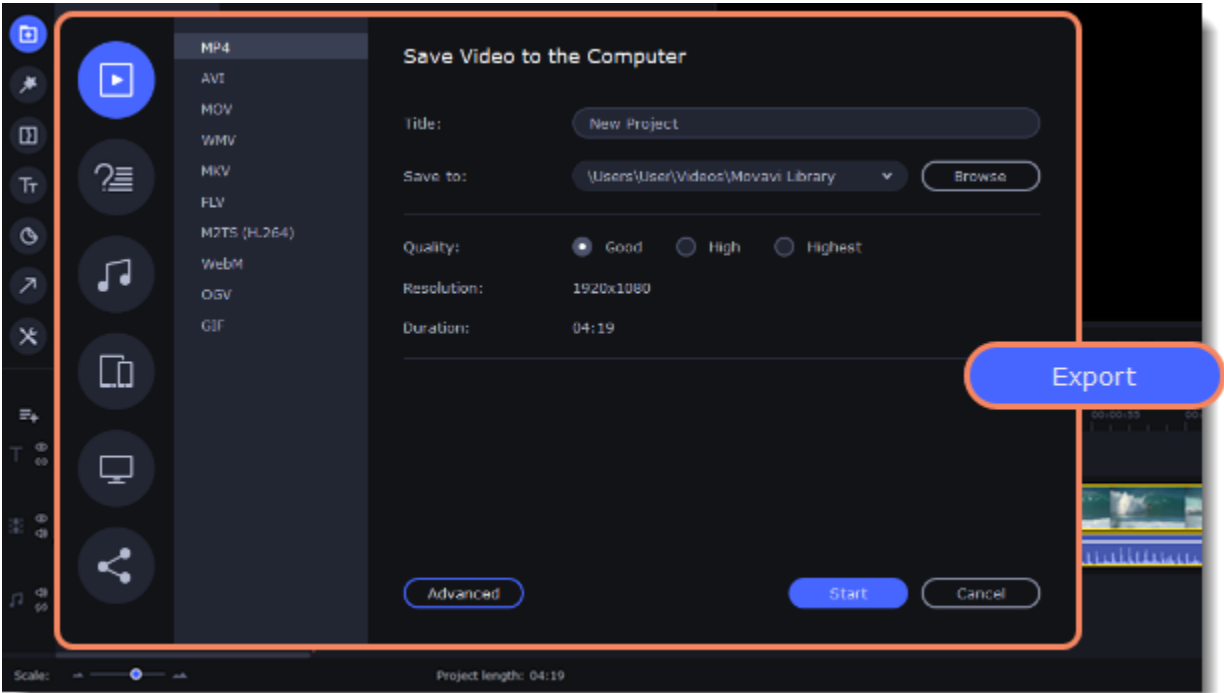
5. Click the **Start** button to begin processing the video file. This may take up to a few minutes.



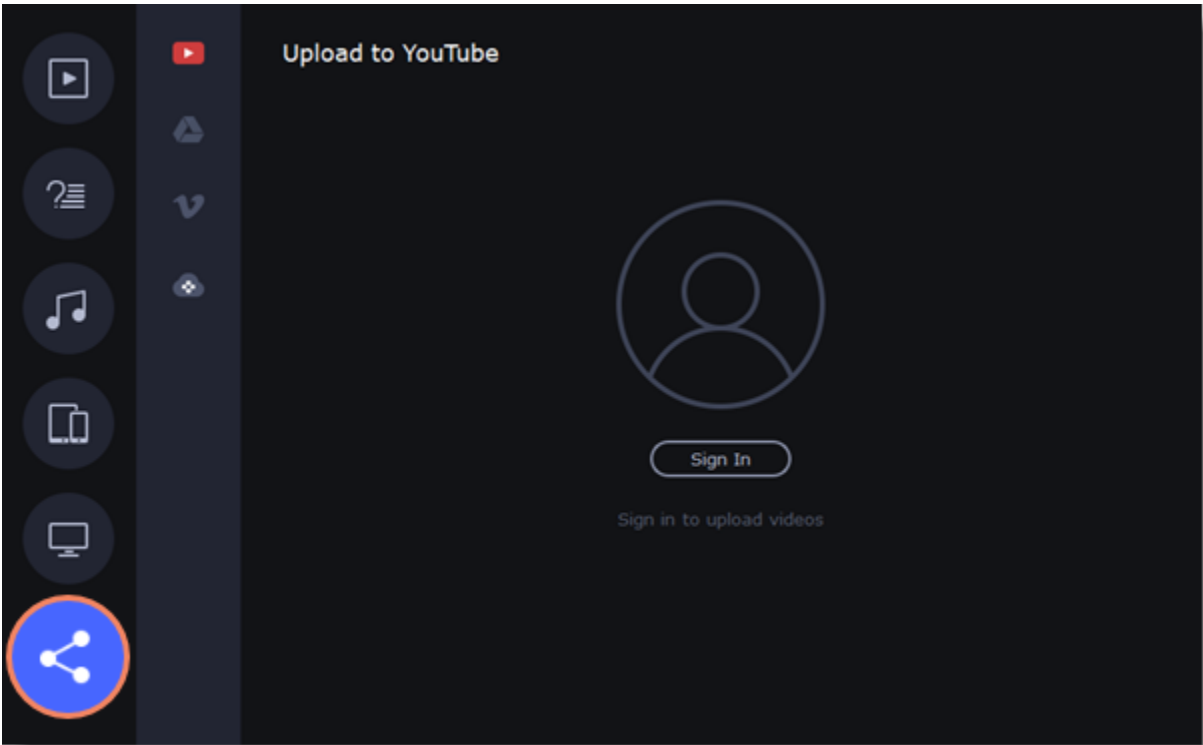
## Uploading online

After you finish your video, you can share it to YouTube, Vimeo, Google Drive or Movavi Cloud right from the export window.

1. Click the **Export** button under the player.

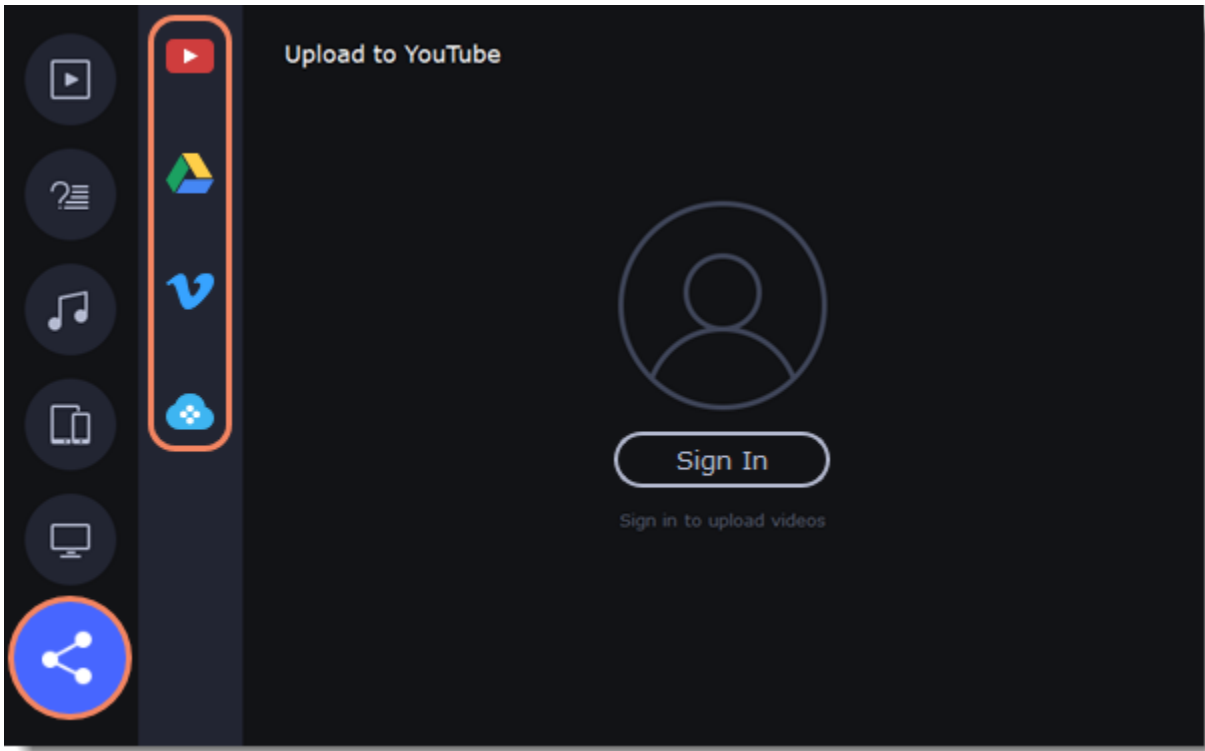


1. In the left part of the window click the **Upload Online** tab.





- On the Upload online tab select the service you would like to upload your videos to: YouTube, Google Drive, Vimeo or Movavi Cloud.
- Click **Sign in**. The authentication page will open in your browser. Sign in to your account and click **Allow** to let Movavi Academic upload videos.



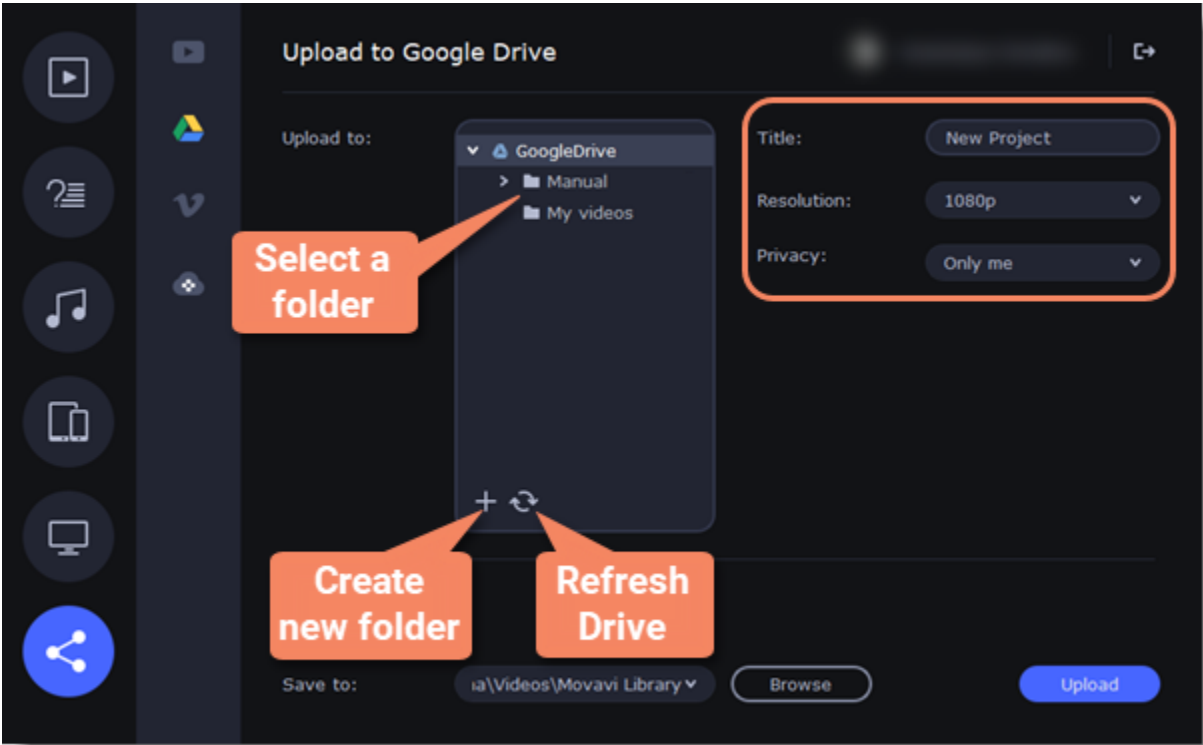
**Upload to YouTube**

- Fill in the **title** and **description** for your video.
- Add some **tags** to help users find videos by relevant topics. Separate tags with commas and add a number sign (#) before each one.
- Choose a **category** to help viewers find relevant content.
- Open the **Privacy** box and choose who you want to see the video:  
*Private* – videos can only be seen by you and the users you choose.  
*Public* – videos can be seen by and shared with anyone.  
*Unlisted* – videos can be seen and shared by anyone with the link.
- On the bottom of the window, browse a folder where you want your video to be saved to.
- Click **Upload** to save and upload your video.



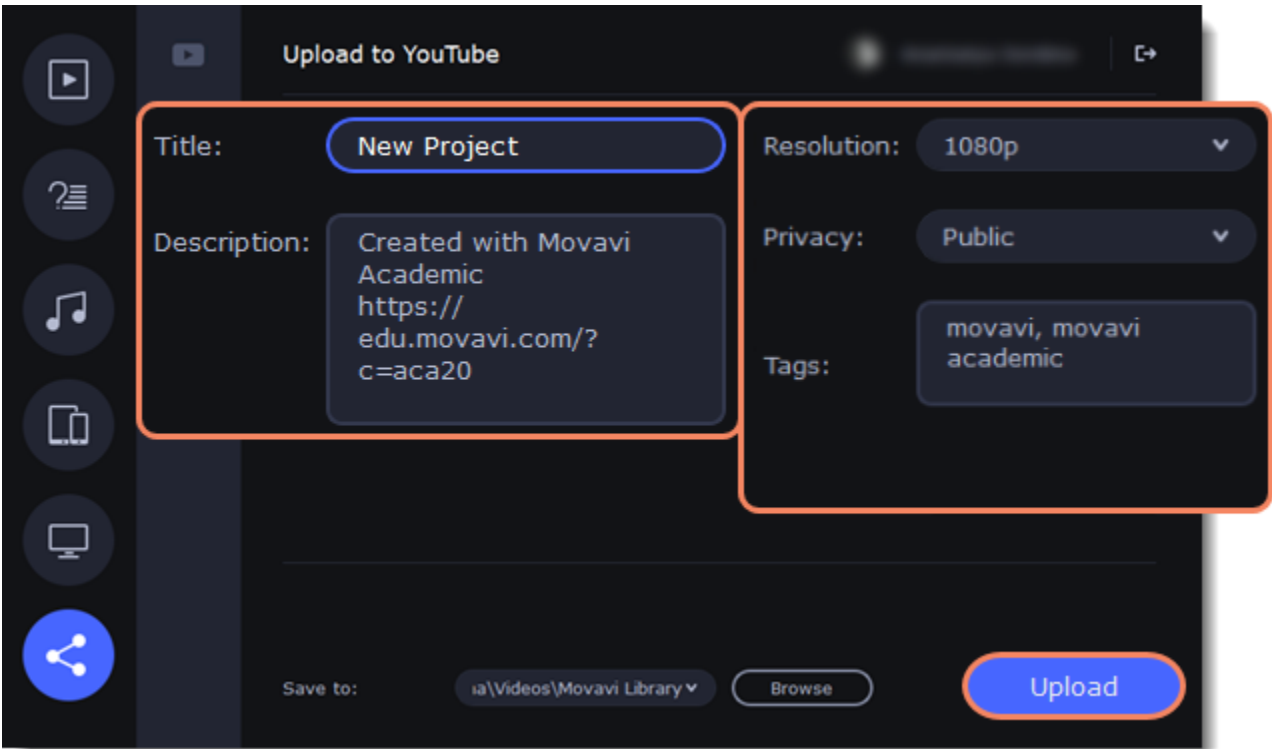
**Upload to Google Drive**

- Fill in the **title** for your video.
- Select a Google Drive folder where you want your video to be uploaded. Click the plus icon to create a new folder on the drive straight in the export window or click the refresh icon to see a folder that you've created in a web browser.
- Open the **Privacy** box and choose who you want to see the video:  
*Only me* – videos can only be seen by you and the users you choose.  
*Get shareable link* – videos can be seen and shared by anyone with the link.
- On the bottom of the window, browse a folder where you want your video to be saved to.
- Click **Upload** to save and upload your video.



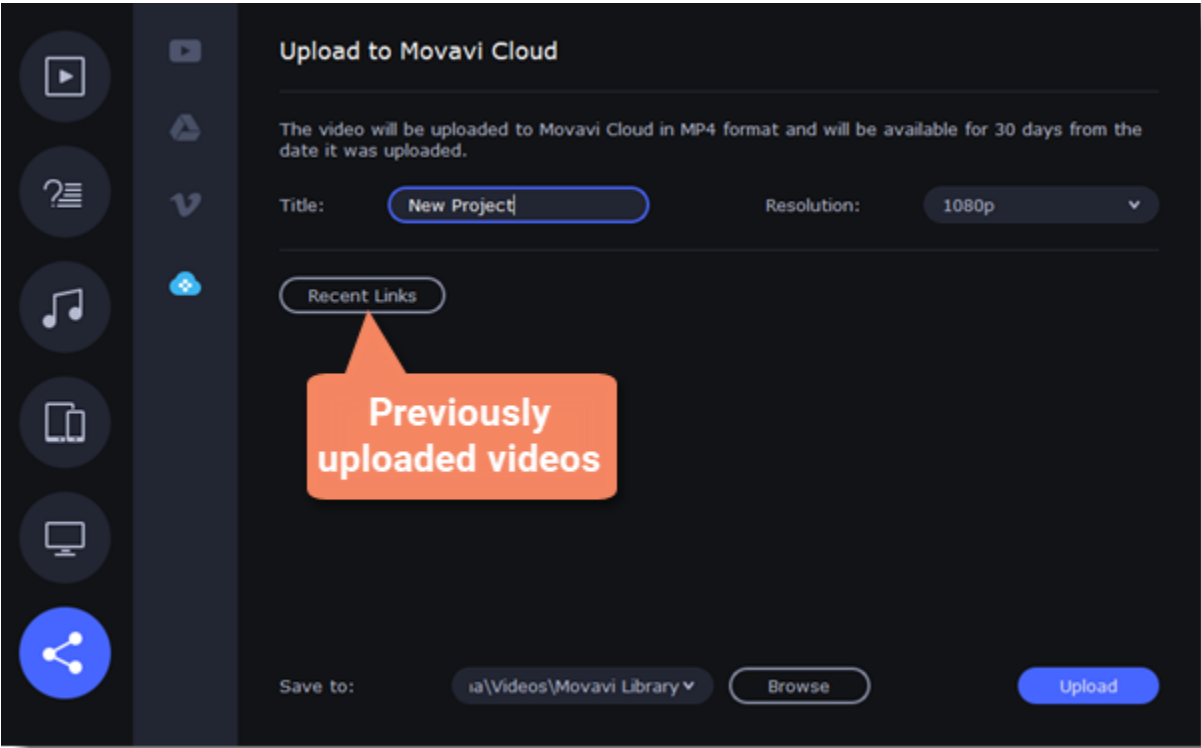
Upload to Vimeo

- 1. Fill in the title and description for the video.
- 2. Set the level of privacy:
  - Anyone – any person can watch the video.
  - Only people I follow – only people you're subscribed to can watch the video.
  - Only me – nobody, but you can access the video.
- 3. Select the resolution of the video and add tags.
- 4. On the bottom of the window, browse a folder where you want your video to be saved to.
- 5. Click **Upload** to save and upload your video.



Upload to Movavi Cloud

- Movavi Cloud is a cloud storage developed by Movavi, that provides a space for 1 GB of video a month for free.
- 1. Fill in the title of the video.
  - 2. Set the resolution.
  - 3. On the bottom of the window, browse a folder where you want your video to be saved to.
  - 4. Click **Upload** to save and upload your video.

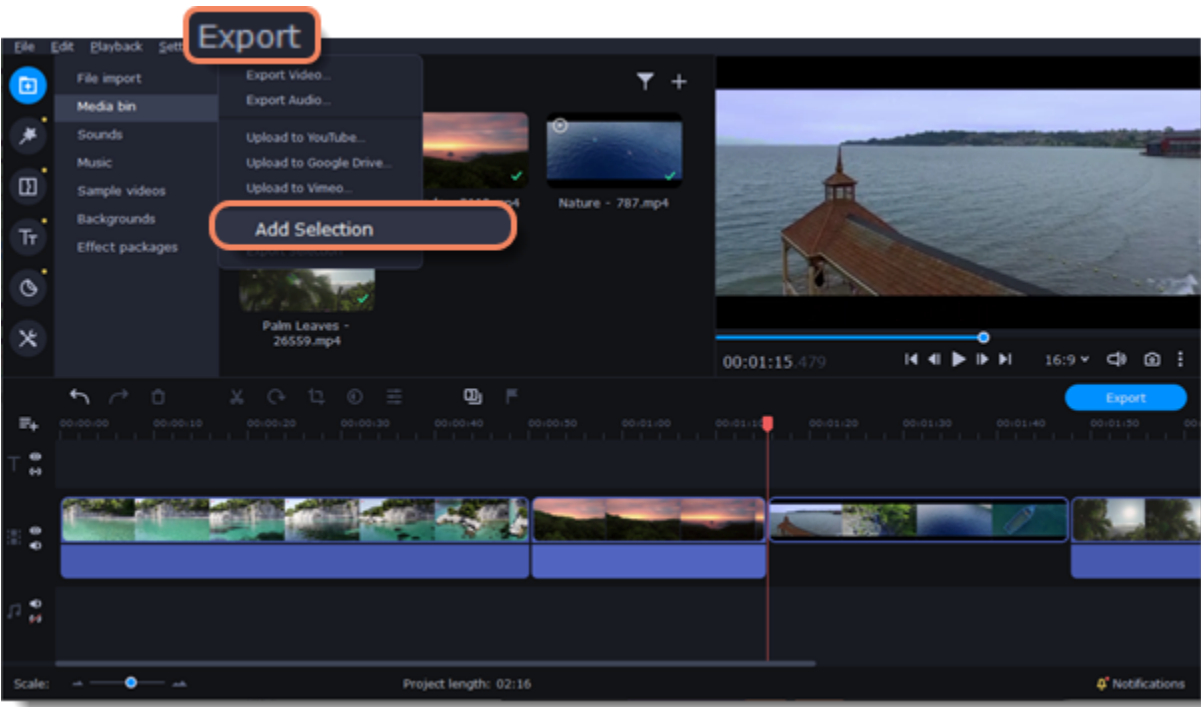


# Partial project export

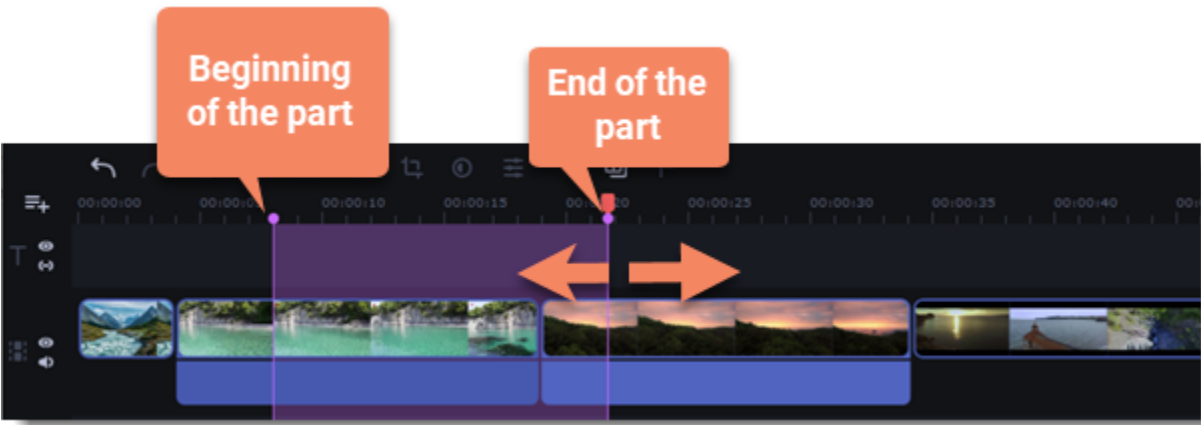
Edit and save different parts of the project separately using partial project export.

## Adding and editing a selection

1. To select a part of a project, first add the selection to the Timeline. To add the selection, place the position marker at the beginning of the part you want to export and then click **Add Selection** from the **Export** menu.

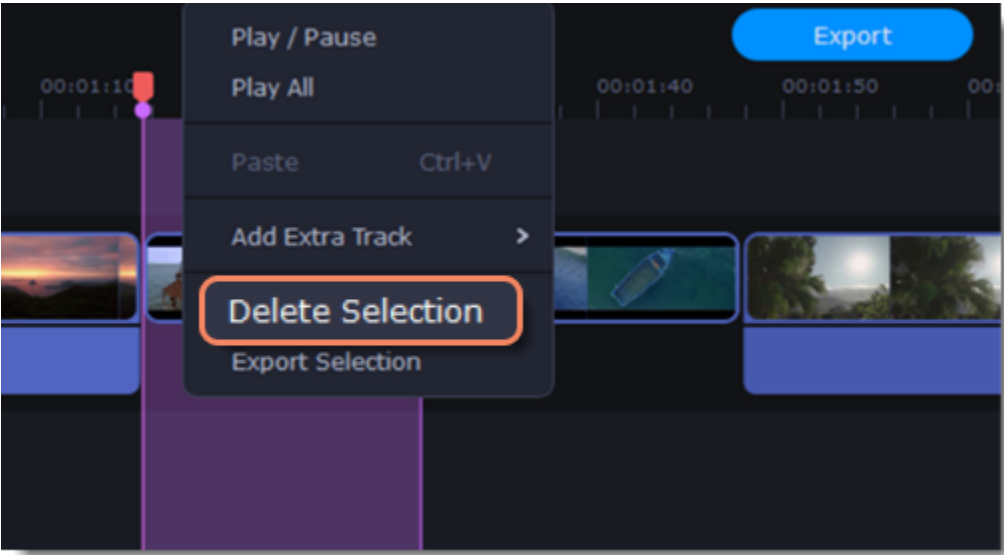


2. To edit the size of the part, move the position markers by clicking and dragging their round parts.



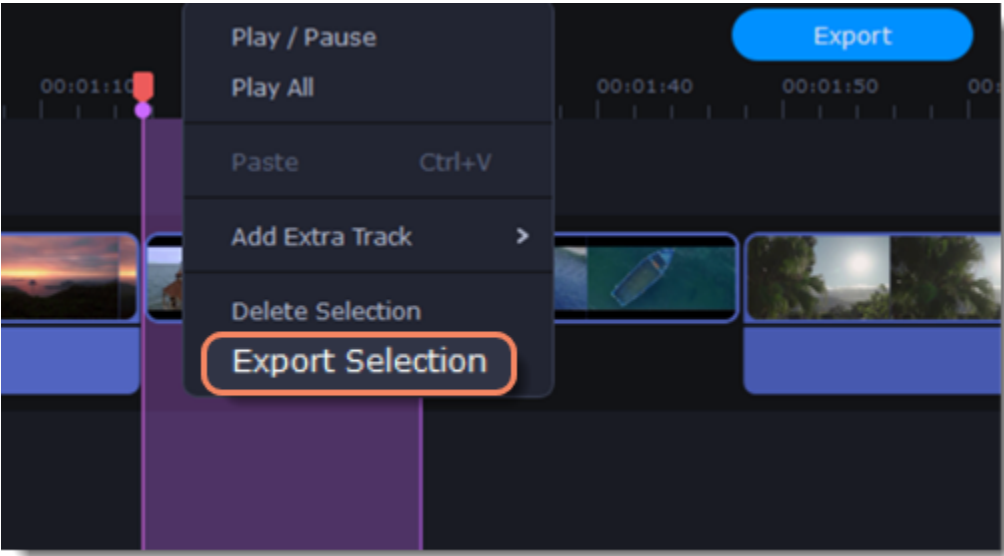
## Deleting a selection

To delete a selection, right-click on the selected area and select **Delete Selection** from the context menu.

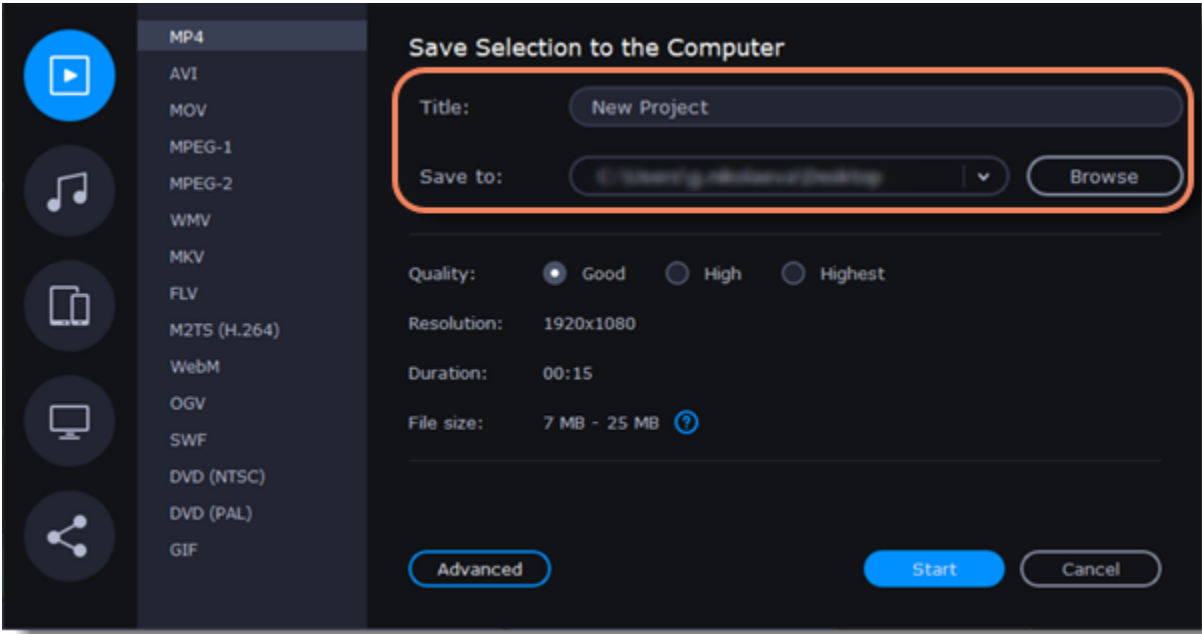


Exporting the selection

- 1. To export the selection, right-click on the selected area and select **Export Selection** from the context menu.



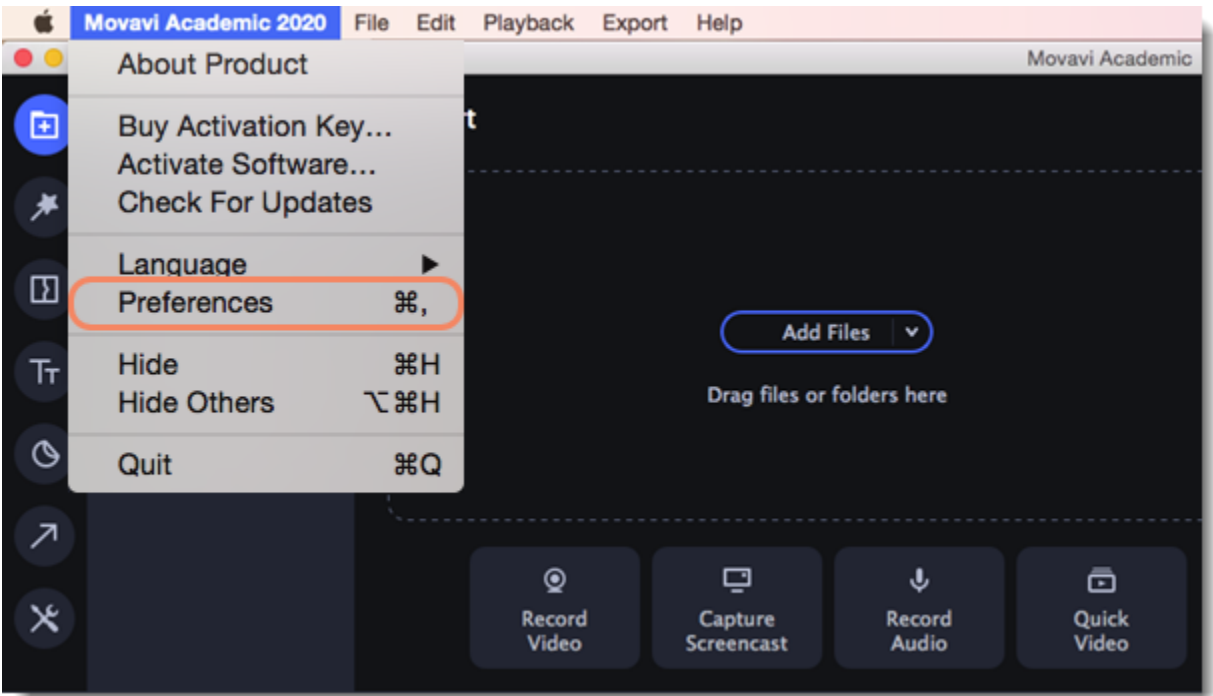
- 2. In the window that opens, type a name for the project and select the folder where it will be saved. To save the selected area, click **Start**.



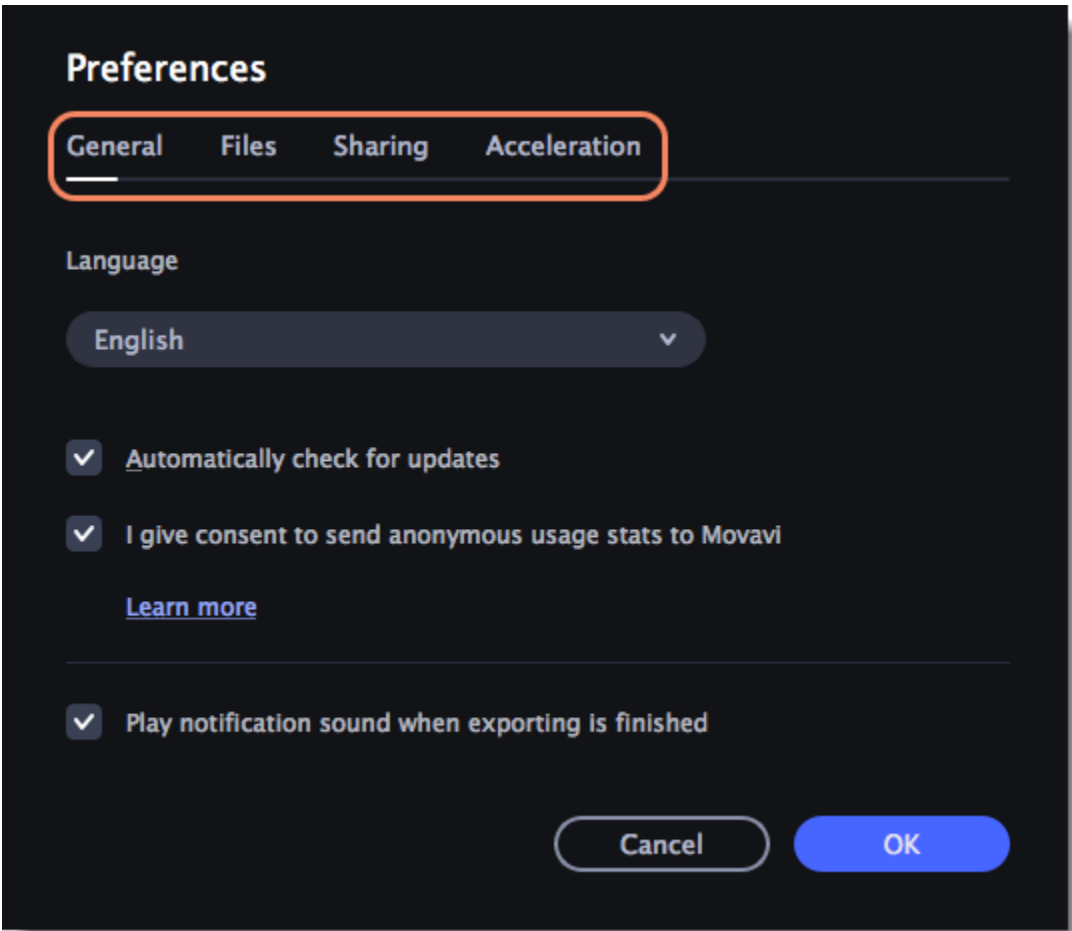
Video Editor preferences

- To open the program's preferences:
- 1. Click the **Movavi Academic** menu.
  - 2. Select **Preferences**.





The Preferences window will open. The preferences are organized into tabs. Click a tab to open the relevant options.



See also:  
[General preferences](#)  
[File preferences](#)  
[Sharing preferences](#)  
[Acceleration preferences](#)

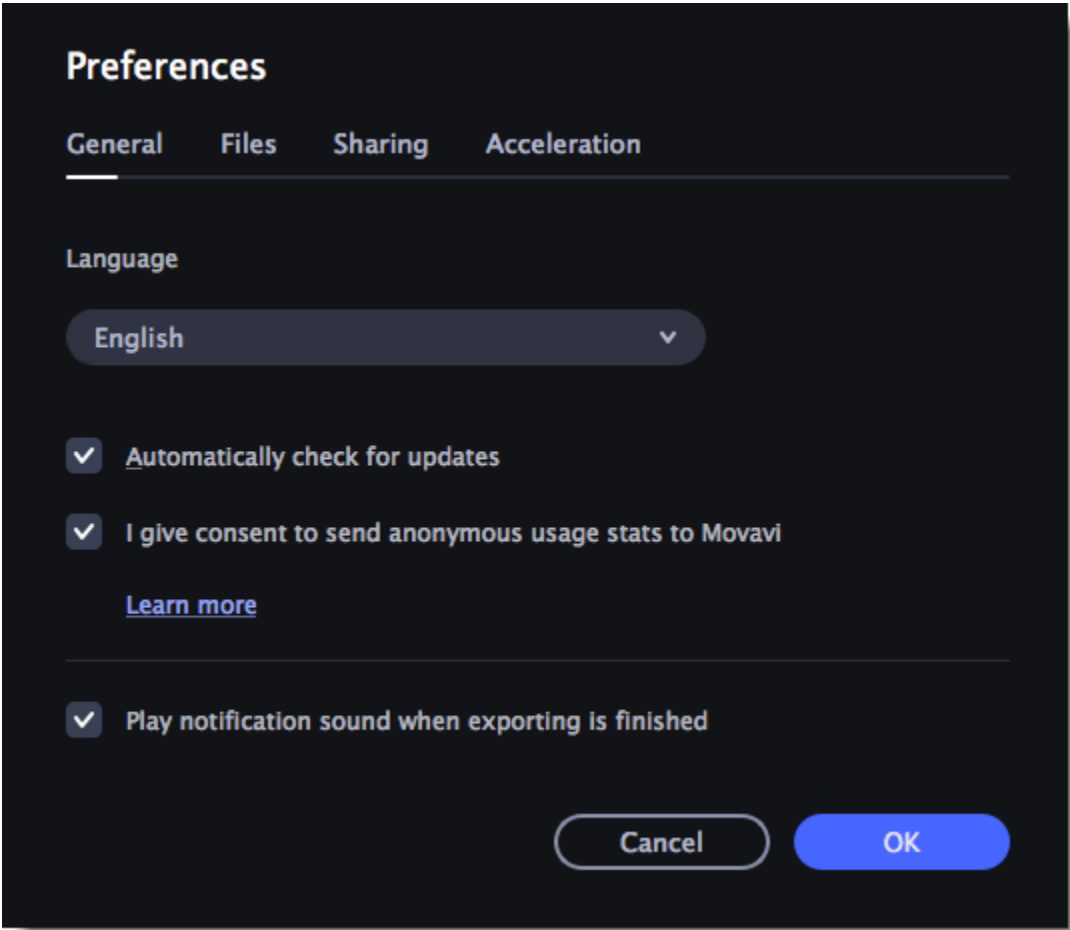
## General preferences

**Interface Language** – to change the interface language, simply select the necessary language from the list and click **OK** to apply the changes.

**Automatically check for updates** – select this option and you'll be notified whenever a new version is available. Updates within your version are absolutely free (e.g. 1.0 to 1.1), while new releases are offered with a hefty discount to registered users.

**I give consent to send anonymous usage stats to Movavi** – check this box to let the program send usage statistics to our development team and help us to fix all the problems in the program much faster. The data contains no personal information, will not be disclosed to third parties and will be used for software improvement purposes only.

**Play notification sound when exporting is finished** – when saving a project as a media file, you'll be notified as soon as the process is completed.




## File preferences

On the **Files** tab, you can find the options for storing and saving different kinds of files. You can change any of these folders to a different location.


**Save project files to** – a folder for saving and opening projects. This folder will also store any autosave files for new projects. You can use the autosave file to restore your work in case of an error or force close.

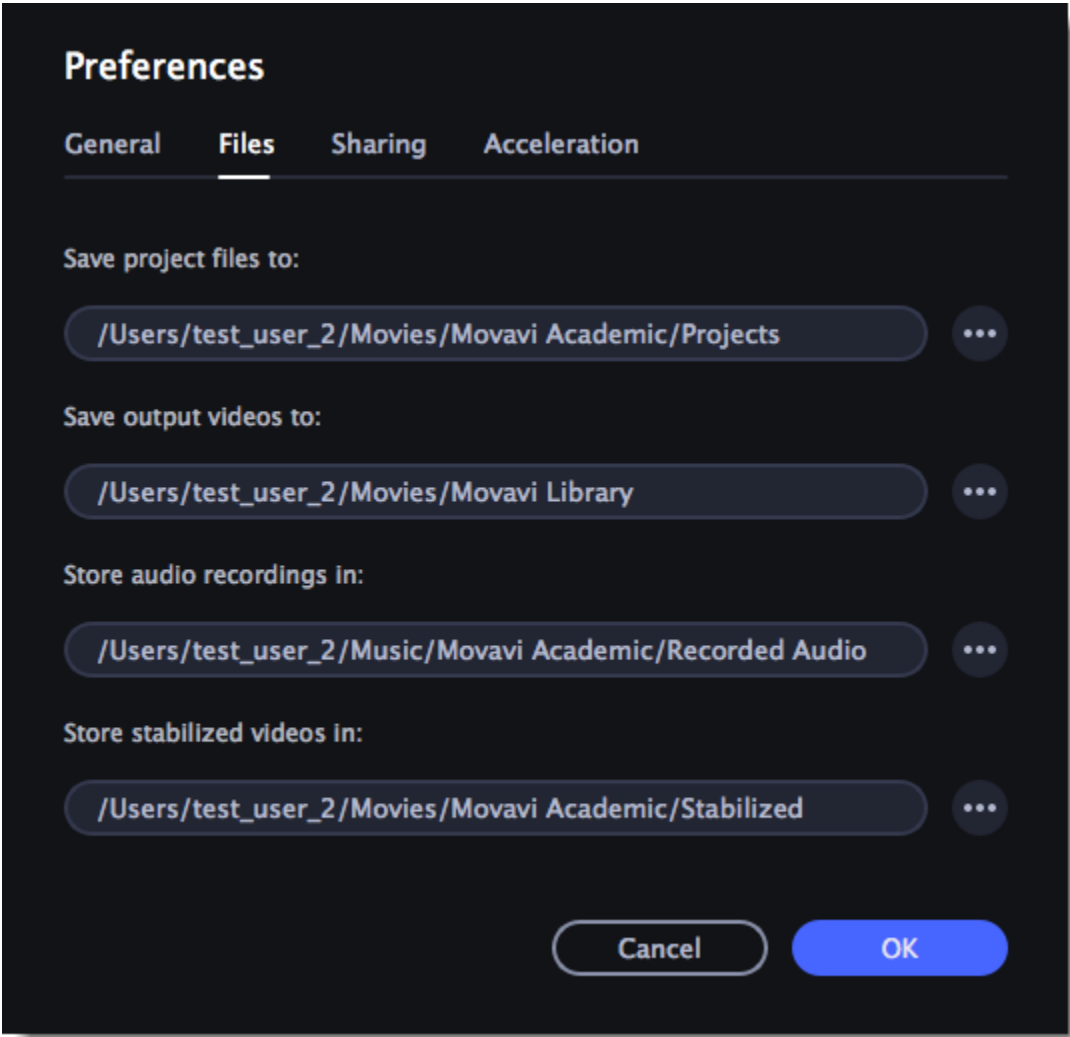
**Save output videos to** – a folder for exporting media files.

**Store audio recordings in** –a folder for the audio clips that you record in the Editor.

 *If you delete these audio files, the audio recordings in the project will also be unavailable.*


**Store stabilized videos in** – a folder for a stabilized copy of the original when you stabilize a video.

 *Don't delete these files while you are working on the project, or you'll have to stabilize the files again.*



### Changing where the files are stored

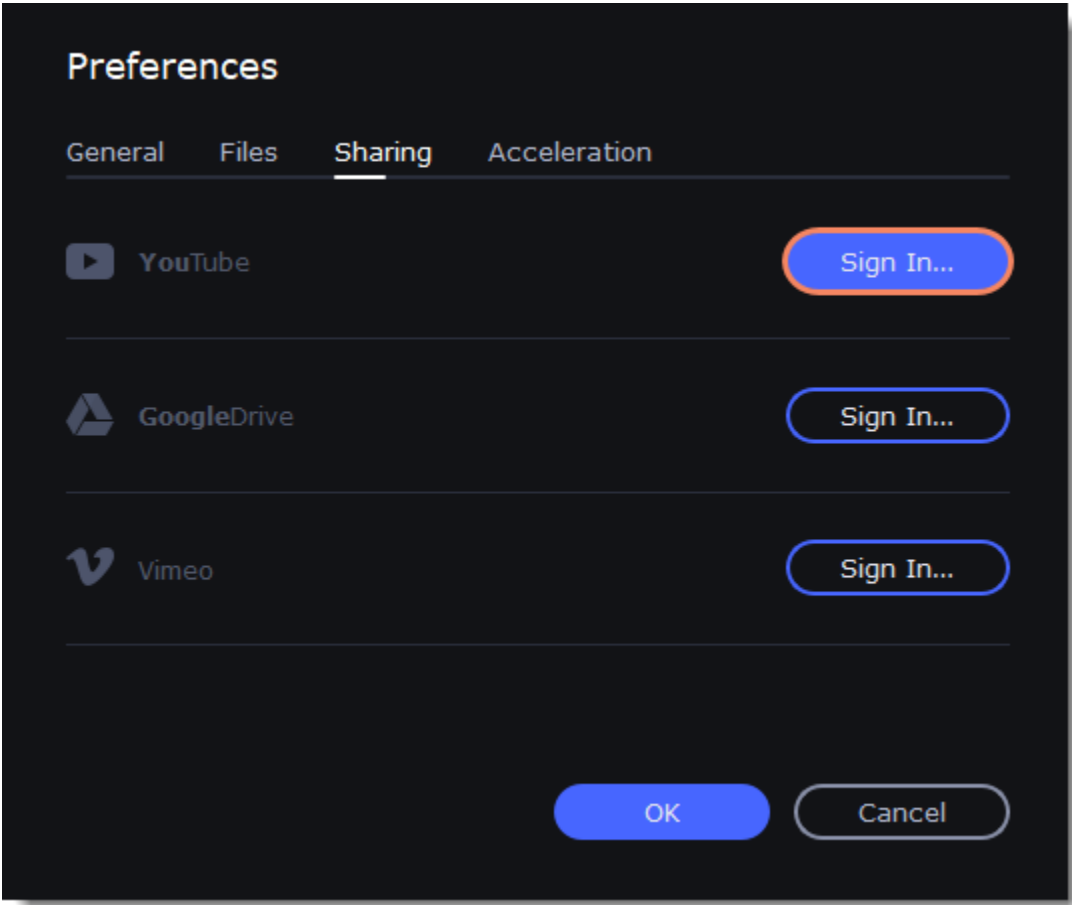
Using a different folder might help if you don't have much disk space on your primary drive, or if you want to organize your media files in another way.

1. Click the button with three dots  next to the folder you want to change.
2. A Windows Explorer dialog box will open. Choose the folder you want to save the files to.
3. Click **Select Folder** to use this folder.

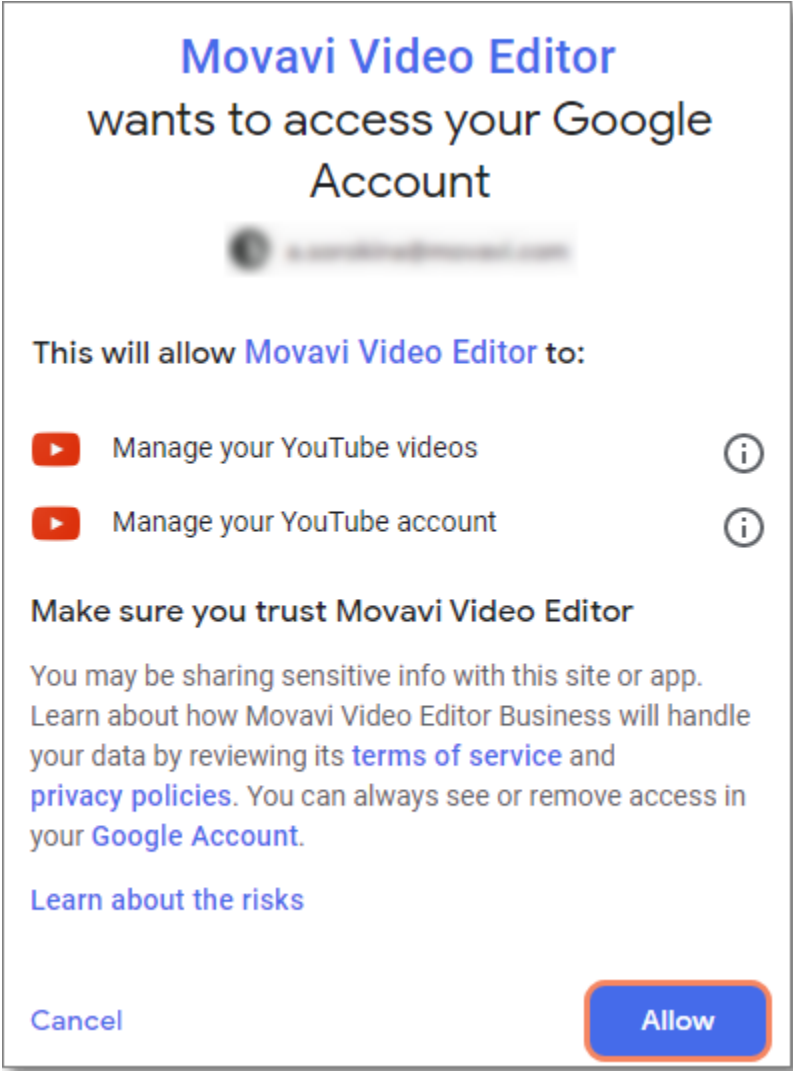
# Sharing preferences

On the **Sharing** tab of the Preferences window, you can manage your social network accounts for uploading videos.

1. Select a service to upload a video to: YouTube, Vimeo or GoogleDrive .
2. Click **Sign In**.



2. Sign in to your account.
3. On a web page, **allow** Movavi Academic to upload videos to your account.

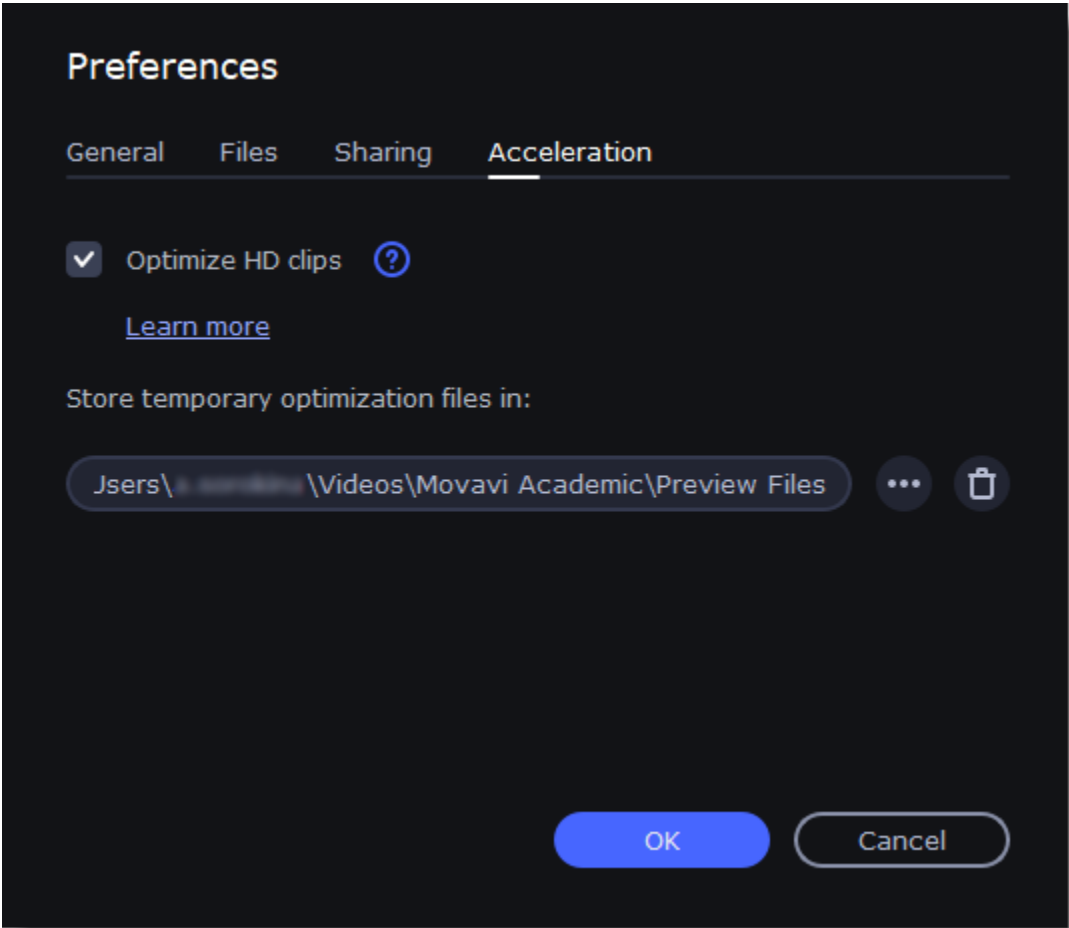


4. Return to Movavi Academic. You are now logged in and can upload videos. If you need to change the account, click **Sign Out**.

## Acceleration preferences

### Fast Track HD Acceleration

Fast Track HD Acceleration provides smooth and fast program running. By enabling **HD clips optimization** in the Preferences menu you allow the video editor to create copies of the project files in a smaller size and then use them in the project instead of the original ones. To enable this feature you need to have free disk space, so the Editor can store and use the copies. Once you finish editing and begin export, high-quality files will replace all the temporary optimization copies.



## Record computer screen

With the screen capture module, you can record any part of your screen with audio and save the resulting video in any format. When you click the **Record Screencast** button, you will see a control panel window where you can set up your capture preferences and an orange frame which allows you to select which part of the screen you want to record.



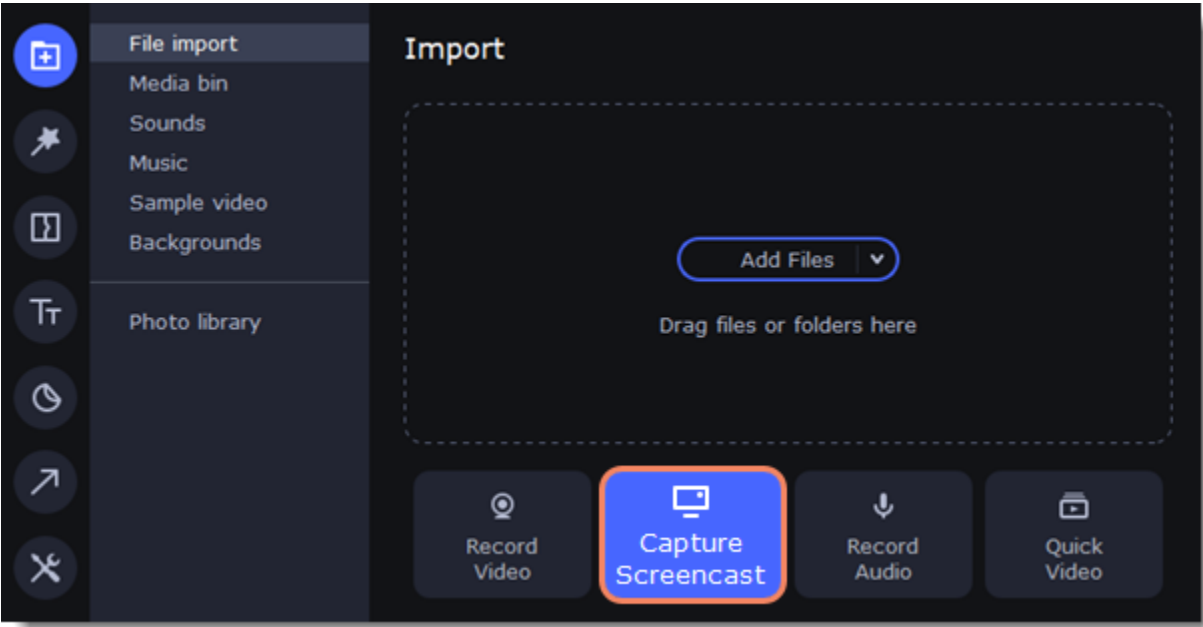
### To start recording

Click **Record Video** in the launcher window.



If you are already in the middle of editing , click **Capture Screencast** in the Import section or the **REC** button on the toolbar.





Popular articles:

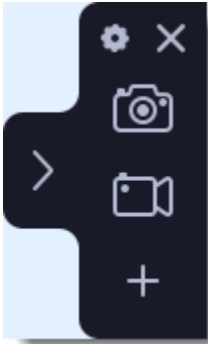
- [Recording video](#)
- [Taking screenshots](#)
- [Recording audio only](#)
- [Capturing cursor](#)
- [Recording keystrokes](#)

## Control panel

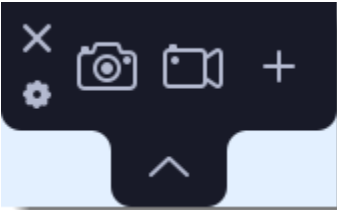
The compact control panel is the first thing you see when you launch Movavi Academic. The panel provides you with quick access to all basic tools without blocking the content on your screen.

By default, the panel will be located at the right side of your screen, but you can pin it to any side you like.

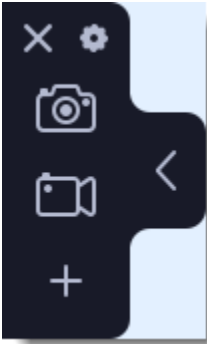
*Note that the panel **cannot** block the Dock (located below by system default).*









Right border position (default)

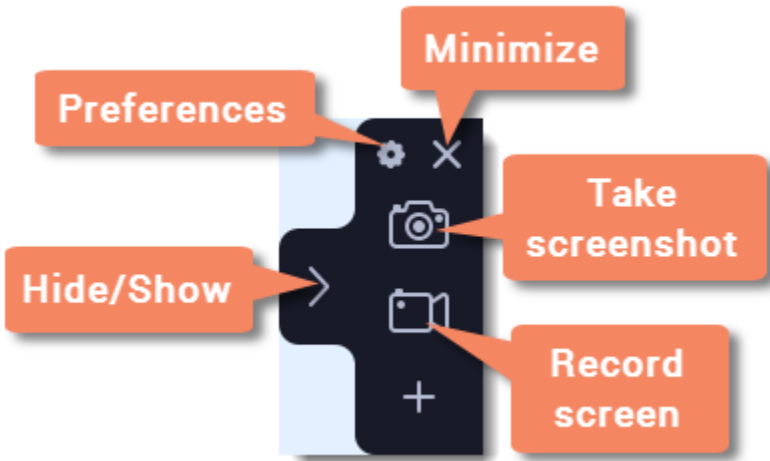


Upper border position




Left border position

- Click either of the camera buttons to start the **area selection** tool:  to take a screenshot,  to record screen.
- Click the cogwheel button  to open **Preferences**.
- Click  to **hide** the panel. Click  to **show** it again.
- Clicking  will **minimize** the program to notification area. You can access the program from the notification area menu.

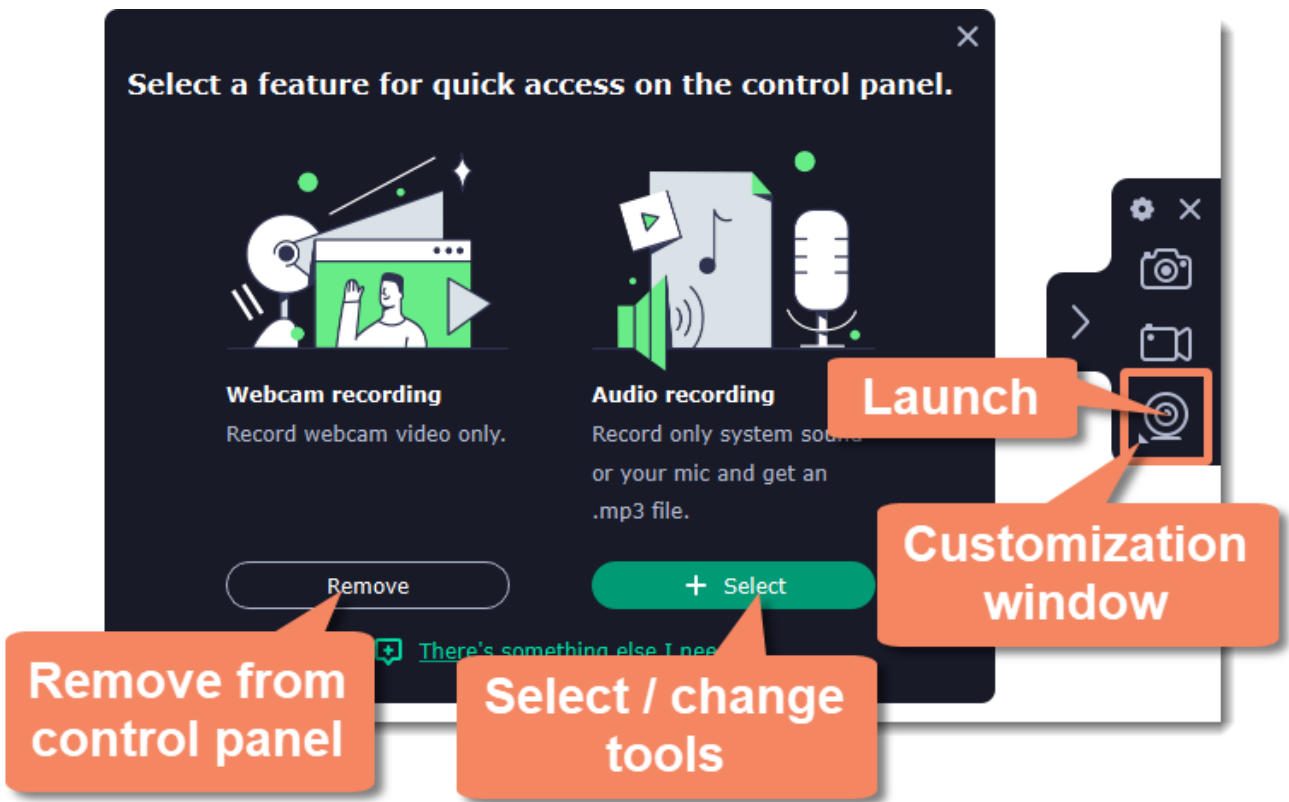


### Widget management

You can also add one other tool to the control panel for quick access: [audio recording](#) or [webcam recording](#).

1. On the control panel, click the plus button  to open the **customization window**.
2. Click **Select** below the tool you need on the control panel. Its icon will appear on the control panel instead of the plus.
3. To launch the tool, click its button.


- To change the quick access tool, click the arrow beside its icon and click **Select** below a different tool.
- To remove a quick access tool, click **Remove** in the customization window.



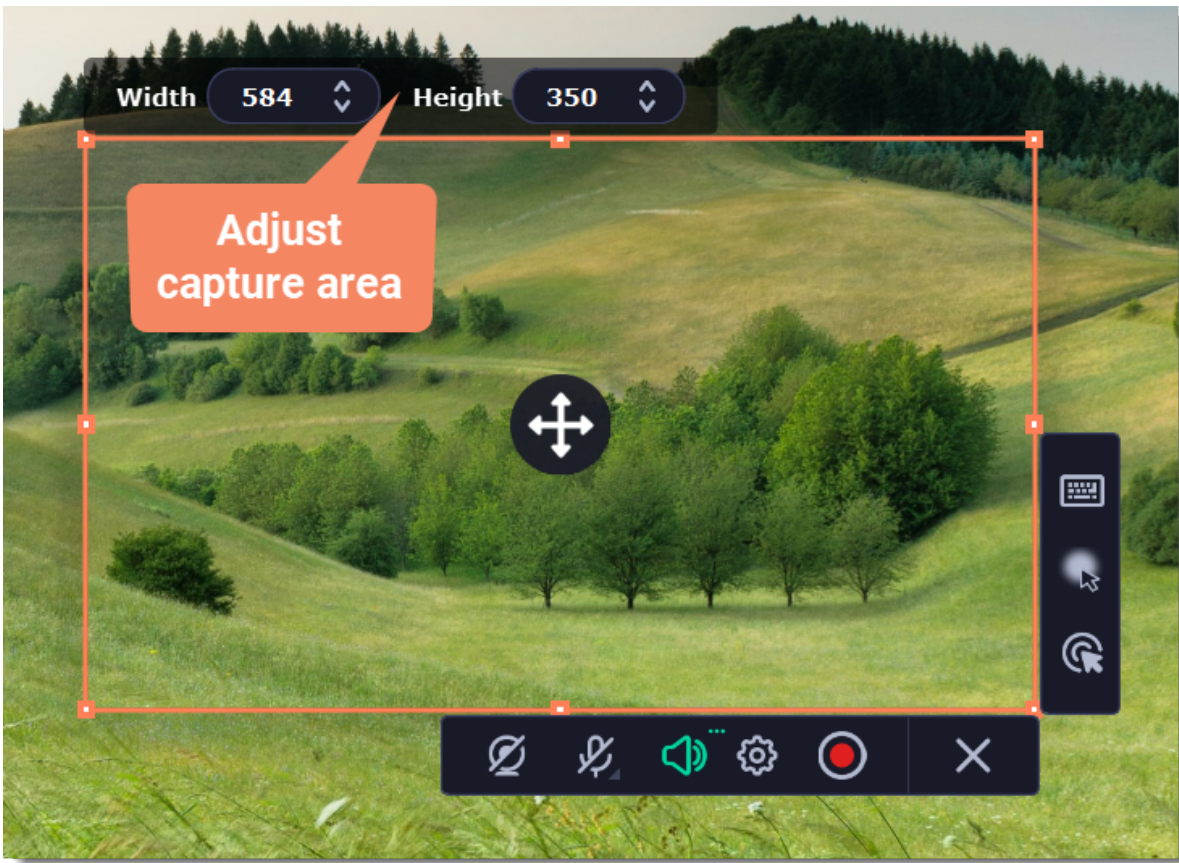
## Recording video from screen

This tutorial will show you how to record and save a video from what's happening on your screen.

### Set up the capture area







1. Click the **camera**  button on the control panel or press ##2. The area selection tool will start.
2. Select the part of the screen that you want to record:
  - Click and drag on the screen to select the capture area.
  - To record a window or a window panel, hover your mouse pointer over it and click once a frame appears around it.
  - To record the full screen, press Space or click in any part of your screen (make sure no windows are selected!).

To adjust the area, use the orange markers on the frame to drag it or put the exact size in pixels on the panel above.



### Step 2: Set up the sound and webcam

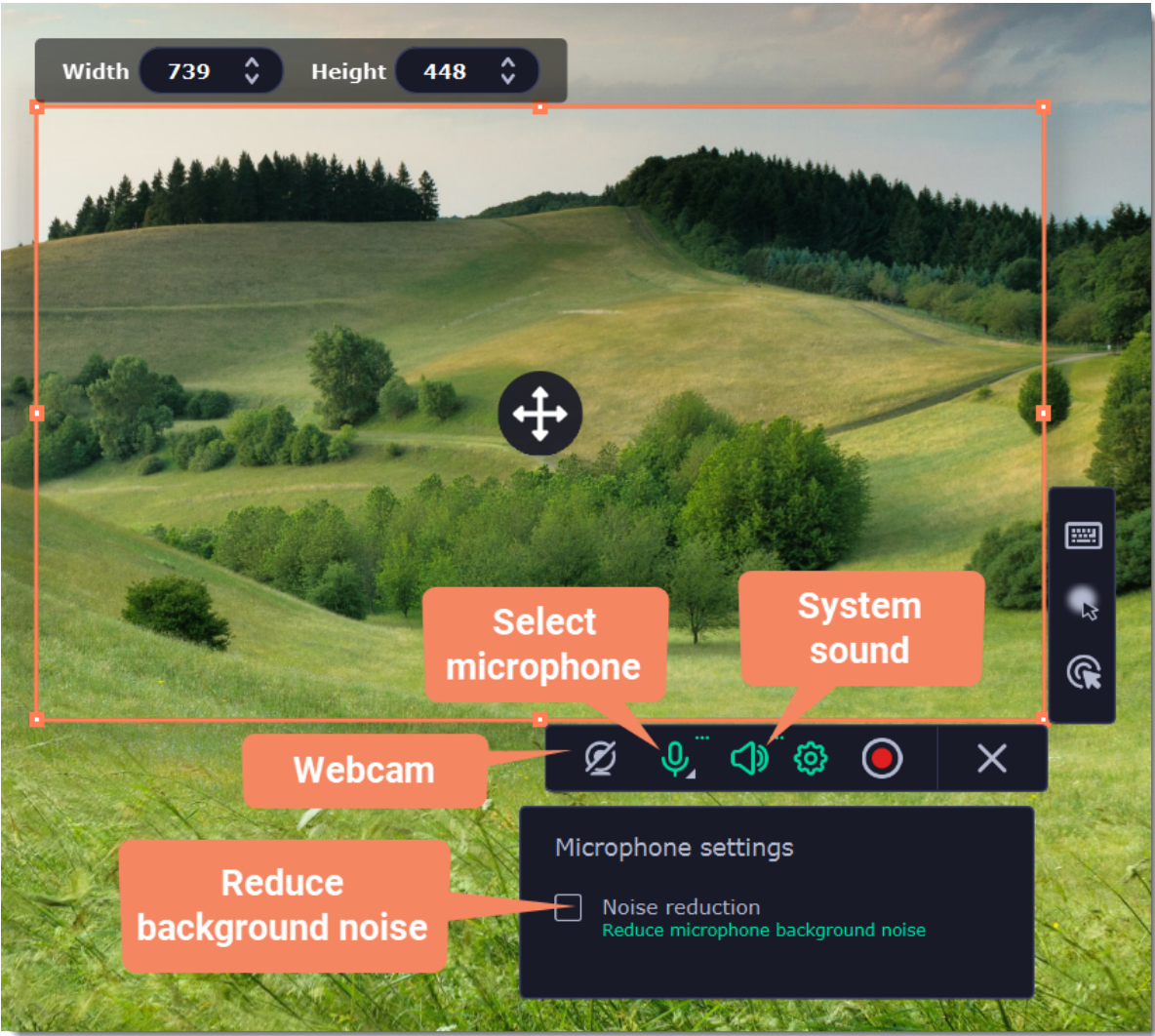
By default, only the system sound recording is on. To enable webcam and microphone recording, click the corresponding icons:

-   – Webcam off/on
-   – Microphone audio recording off/on
-   – System audio recording off/on

If you have more than one microphone connected, select the one you need from a list next to the mic icon.

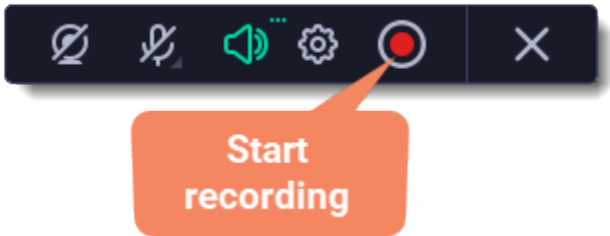
To remove extraneous sounds, click the cogwheel button  and enable the **noise reduction** feature. It's handy if you're recording audio in a noisy place.



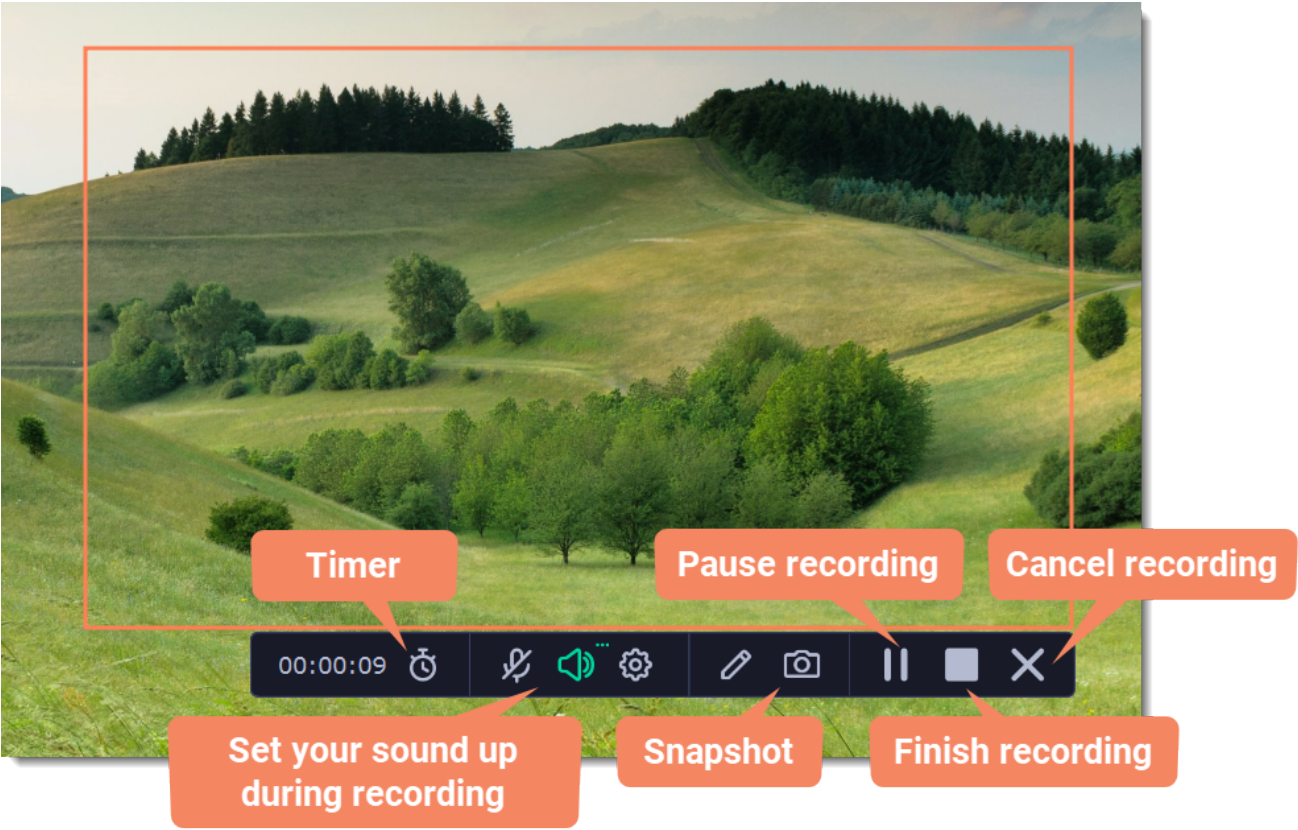


Step 3: Start recording

When you're ready to begin, click the **REC** button. You will be given a 3-second countdown before the recording begins.




Use these keyboard shortcuts to control the recording process:  
##1 - pause the recording  
##2 - end capture and save the recording  
##3 - take a snapshot of the capture area  
*Tip: these are the default hotkeys. You can change them in the Keyboard Shortcuts section of the Preferences.*



Timer


Set time limit for recording and it will stop automatically once the time is up. This way, you don't have to wait around for the video to end.

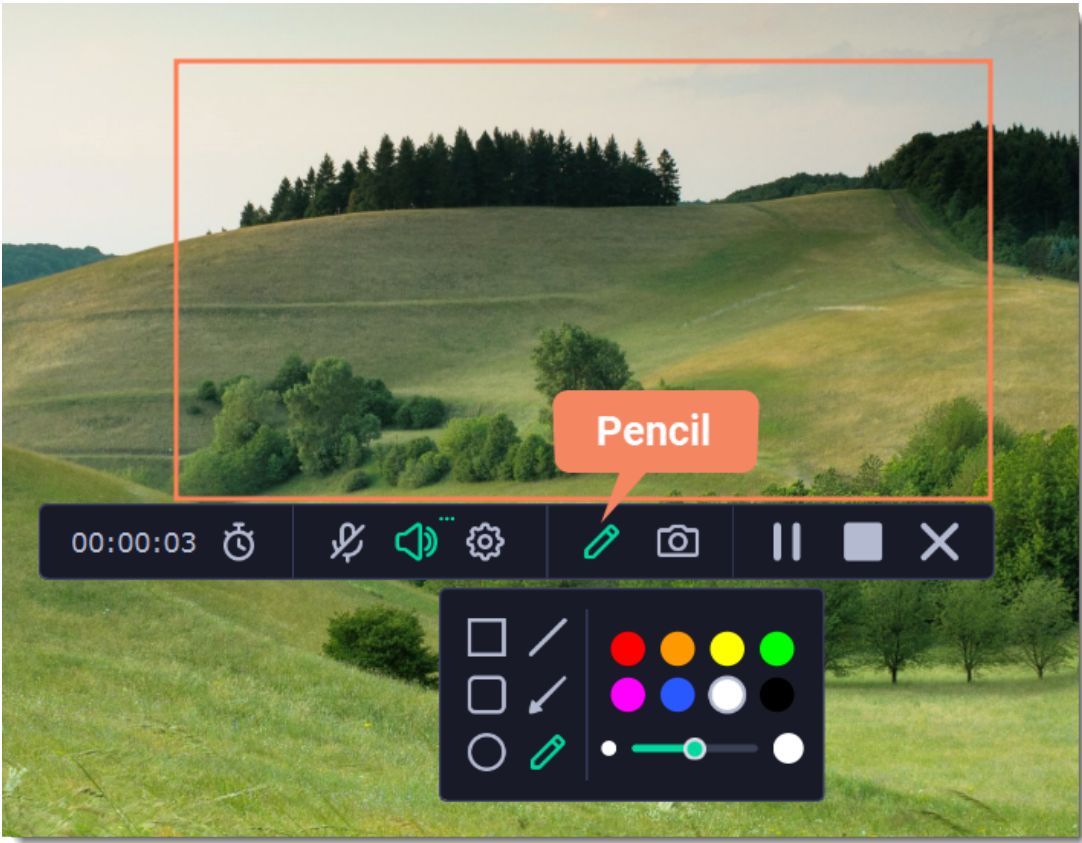
1. Click the **timer** button .
  2. Set duration by entering the time limit as hours:minutes:seconds.
  3. Choose what happens after capture.
- Learn more: [Timer](#)



**Making notes and drawing shapes on video**

Mark important parts during recording — use the Pencil tool to draw or add tidy-looking pointers and other shapes in the middle of your recordings.

1. Click the **pencil** button , select the tool, line color and width and draw or add shapes using your mouse cursor. The marks will disappear 5 seconds after you stop drawing and will remain on the finished video.
2. Note that when in pencil mode, all other actions are blocked. Clicking anywhere on the screen will put a dot in the spot. To exit the pencil mode, click the pencil button again.



When you're ready to finish your recording, click **Stop** on the recording panel or use the **##2** keyboard shortcut .

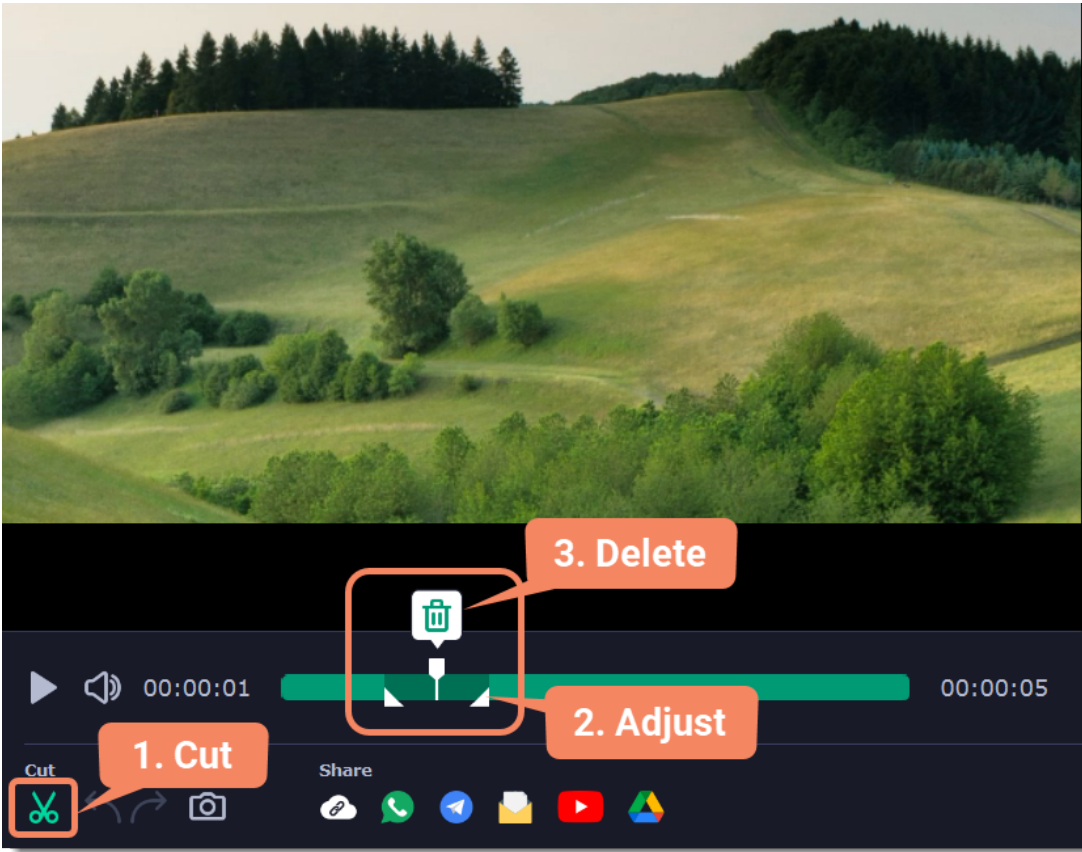
**Step 4: Edit the recording (optional)**

When you finish recording, the capture editing window will open. Your video is ready and saved in MKV format, but you can preview it, edit, or export it to a different format.

**Cutting the recording**

To cut out a fragment:

1. Place the position marker around the unwanted fragment and click the **scissors** icon.
2. Move the **cut markers** to adjust the fragment exactly as you want.
3. Click the **trash can** button.

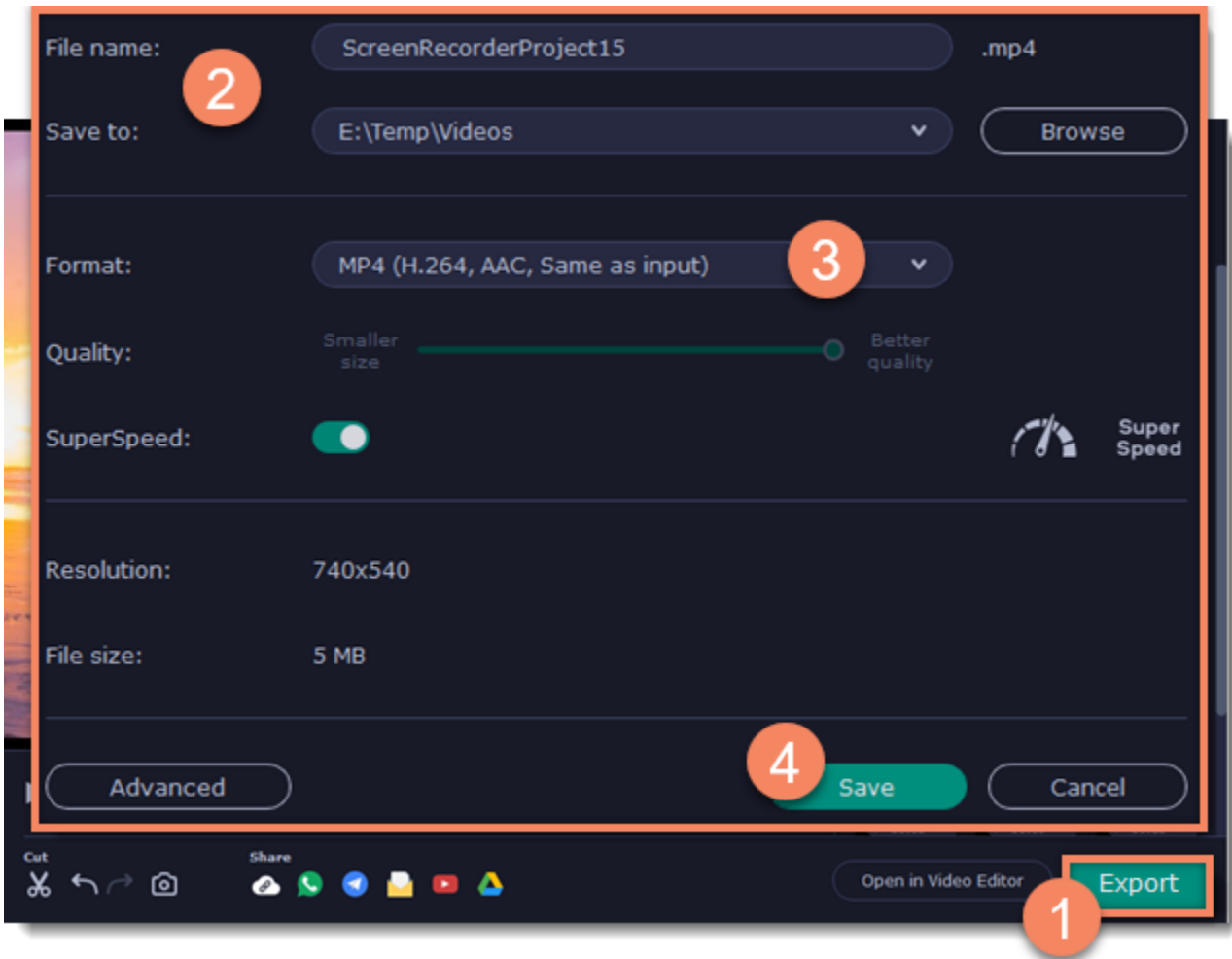


**Saving the edited recording**

To save the trimmed version, or to change the format of your recording:

1. Click the **Export** button. The output options will open.
2. Choose a **name** and **location** for saving the video.
3. Choose a **format** for saving your video.
4. Click **Save** to start processing your recording.



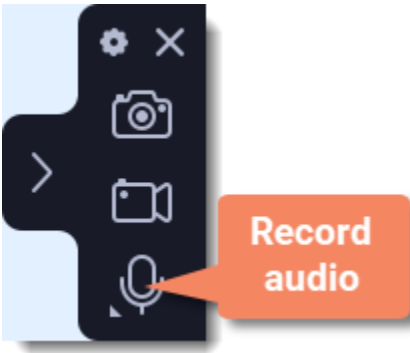


## Record audio only

Besides screen activity, you can just as easily record online music, radio, podcasts, and voice input as standalone audio files.

### Launch the audio recording tool

1. On the [control panel](#), click the plus button  to open the **customization window**. Click **Select** below "Audio Recording" to add it to the control panel.
2. Click the **microphone** button  to start the widget.



### Set up the audio

On the recording panel, choose which audio sources you want to record from:

#### Recording system sounds

To record music, online videos, and any other sounds playing on your computer, click the **system audio** button.




#### Recording microphone audio

To record sound from a microphone or any other recording device connected to your computer, click the **microphone** button. If you have more than one recording device, click the arrow next to the button and select the device you want to record from.

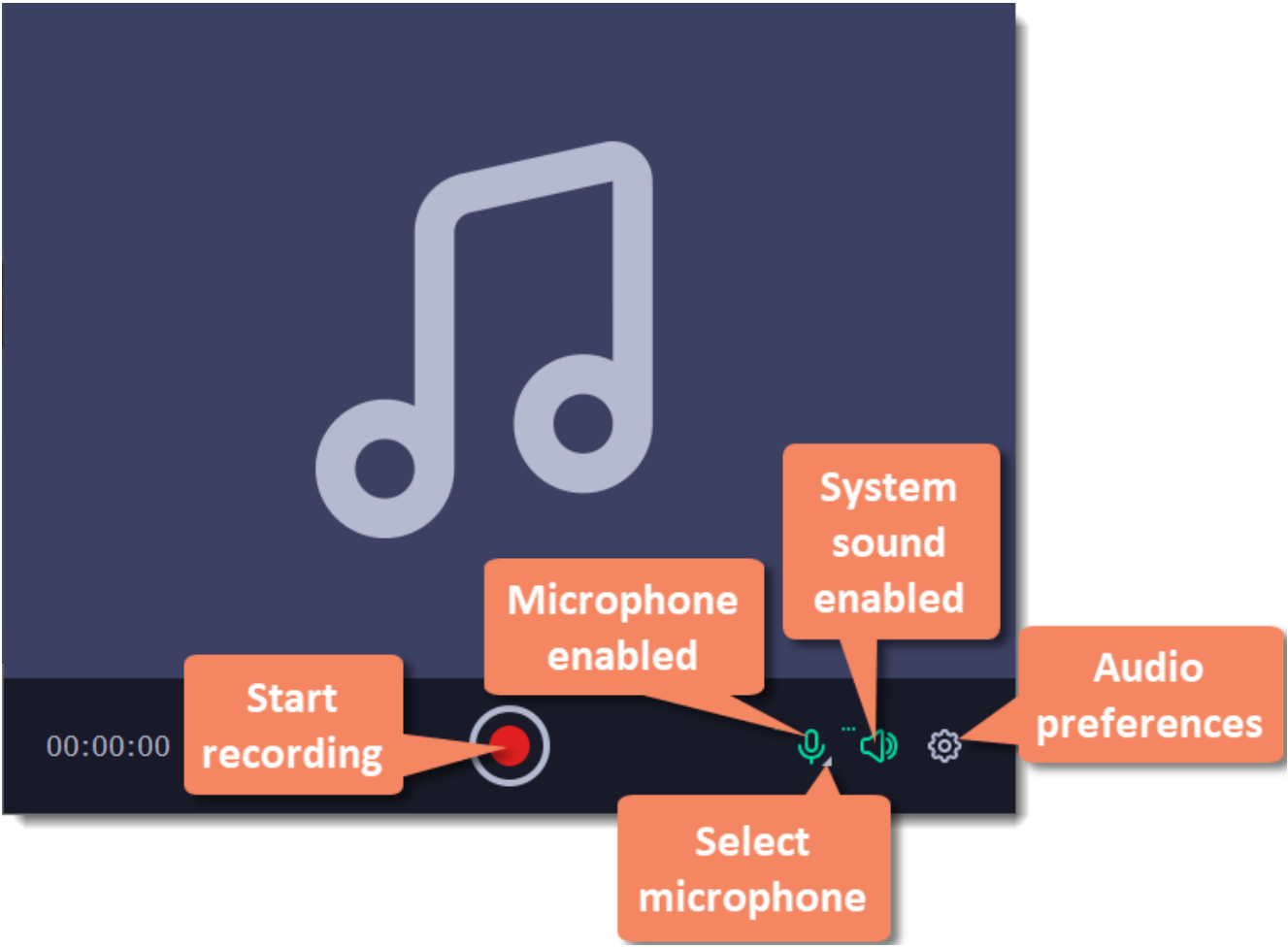



#### Audio preferences

To adjust the audio and reduce microphone background noise, click the cogwheel button . The [audio preferences window](#) will open.

### Record the audio

Click **REC** when you're ready to begin recording. You will be given a 3-second countdown before the recording begins.

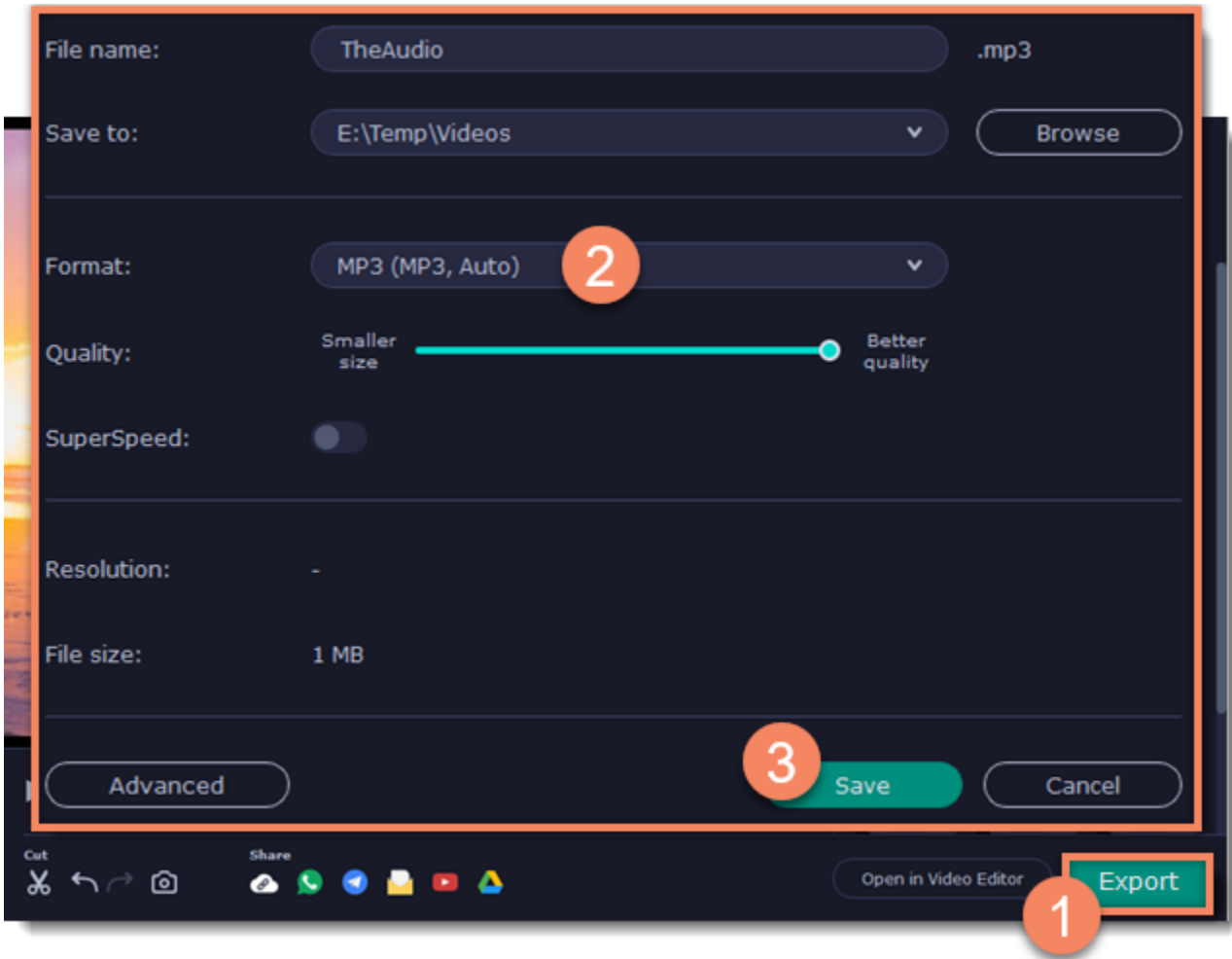


To end the recording, press **##5** or click **Stop**  on the recording panel.

**Save audio file**

When the recording is finished, the capture editor window will appear. Your audio is ready and saved in MP3 format, but you can play it, cut out unwanted fragments or export to a different format:



- 1. Click **Export** to open the exporting options.
- 2. Open the list of formats and select a **format** you need.
- 3. Click **Save** to start processing your recording.

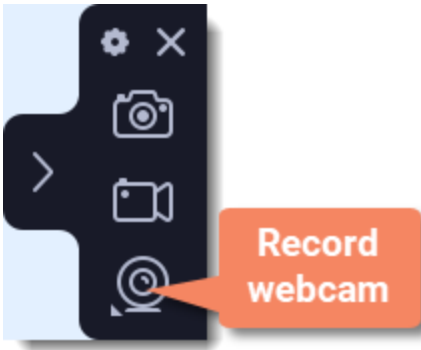


**Recording webcam only**


You can record your webcam footage without recording screen activity.

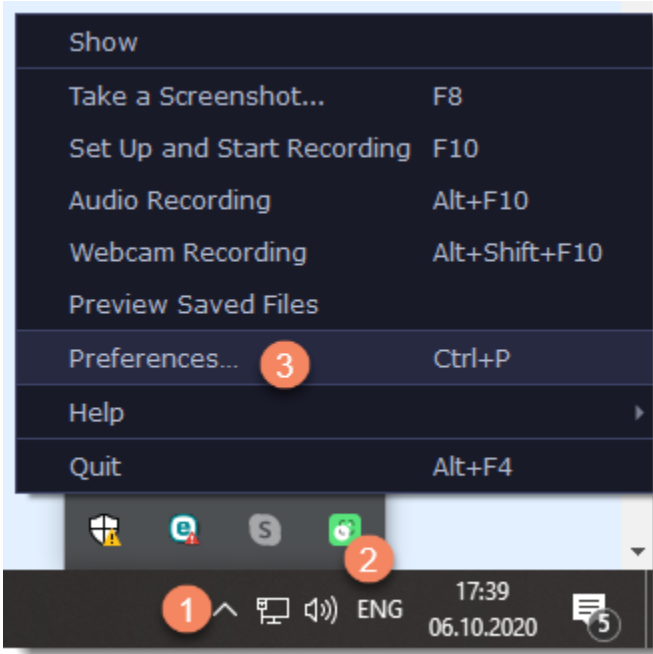
**Step 1: Launch the webcam recording tool**

- 1. On the [control panel](#), click the plus button  to open the **customization window**. Click **Select** below "Webcam Recording" to add it to the control panel.
- 2. Click the **webcam** button  to start the widget.



Step 2: Set up the webcam

1. Right-click the Movavi Screen Recorder icon  in the notification area and select **Preferences**. In Preferences, go to the [Webcam](#) tab.

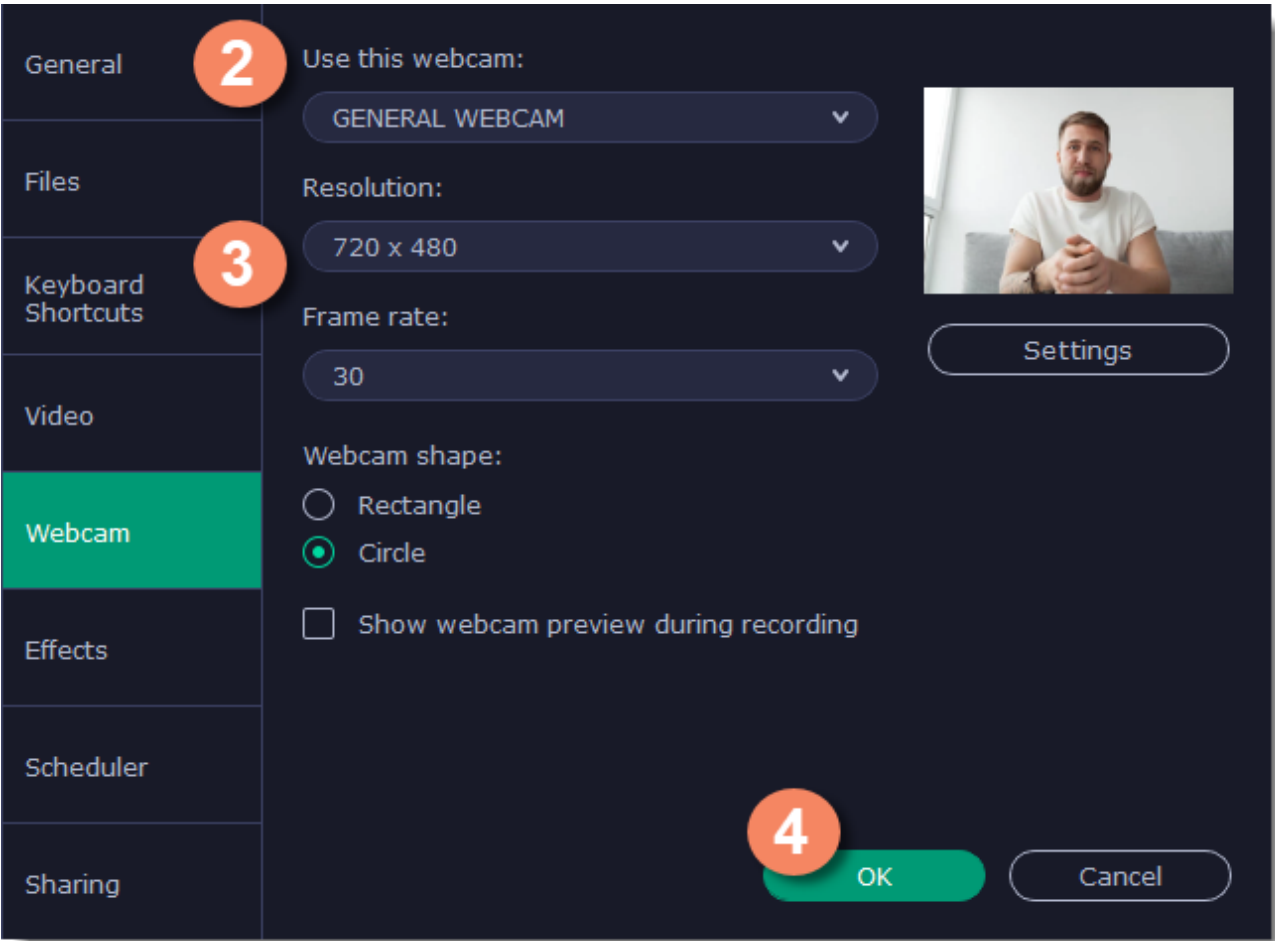


2. Under **Use this webcam**, choose the webcam device that you want to use and check that its preview appears on the right.

3. Set up the video options for this webcam:

- Click the **Settings** button to set up your webcam's options such as brightness, contrast, and exposure. *Note: webcam settings are different for each model.*
- Choose the **resolution** that you would like to use. The higher the resolution, the higher the webcam video quality will be. However, if the webcam video is small, you may not need a very large resolution.
- For the best quality, use the highest **frame rate** that your webcam can provide for the best quality. If your webcam is mostly static or if you want a smaller file size, you may want to use a lower frame rate.

4. Click **OK** to save the webcam preferences.



For screen recordings, where the webcam video is added as an overlay, you can set up the size and position for your webcam:

1. Hover over the webcam overlay and select the preferred size on the panel below.

2. Drag and drop the webcam overlay to the desired corner of the capture area.

You only need to do this once. Enabling webcam recording, both as an overlay and standalone, will automatically use these settings. You can change them anytime.

Step 3: Set up sound

Next, choose the audio sources that you want to hear on your recording:

System sounds

To record music, online videos, and any other sounds playing on your computer, click the **system audio** button.



Microphone

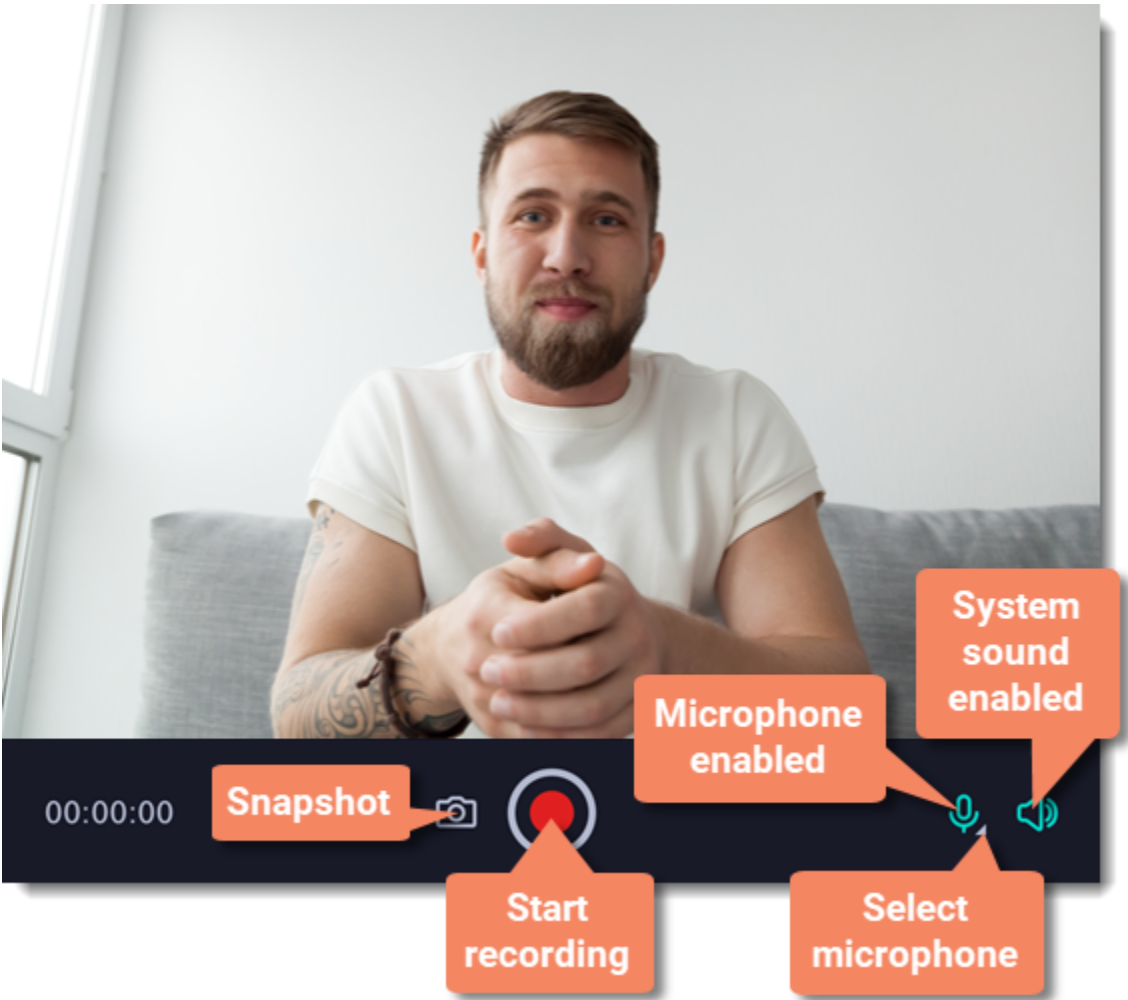
You can record audio from your webcam's built-in microphone, or use an external microphone for better sound quality:

- 1. Click the **Microphone** button to enable recording from external devices.
- 2. Click the arrow above and choose the microphone you want to use from the list.



Step 4: Record your video

When you're ready to begin, click **REC** to start recording. You will be given a 3-second countdown before the recording begins.

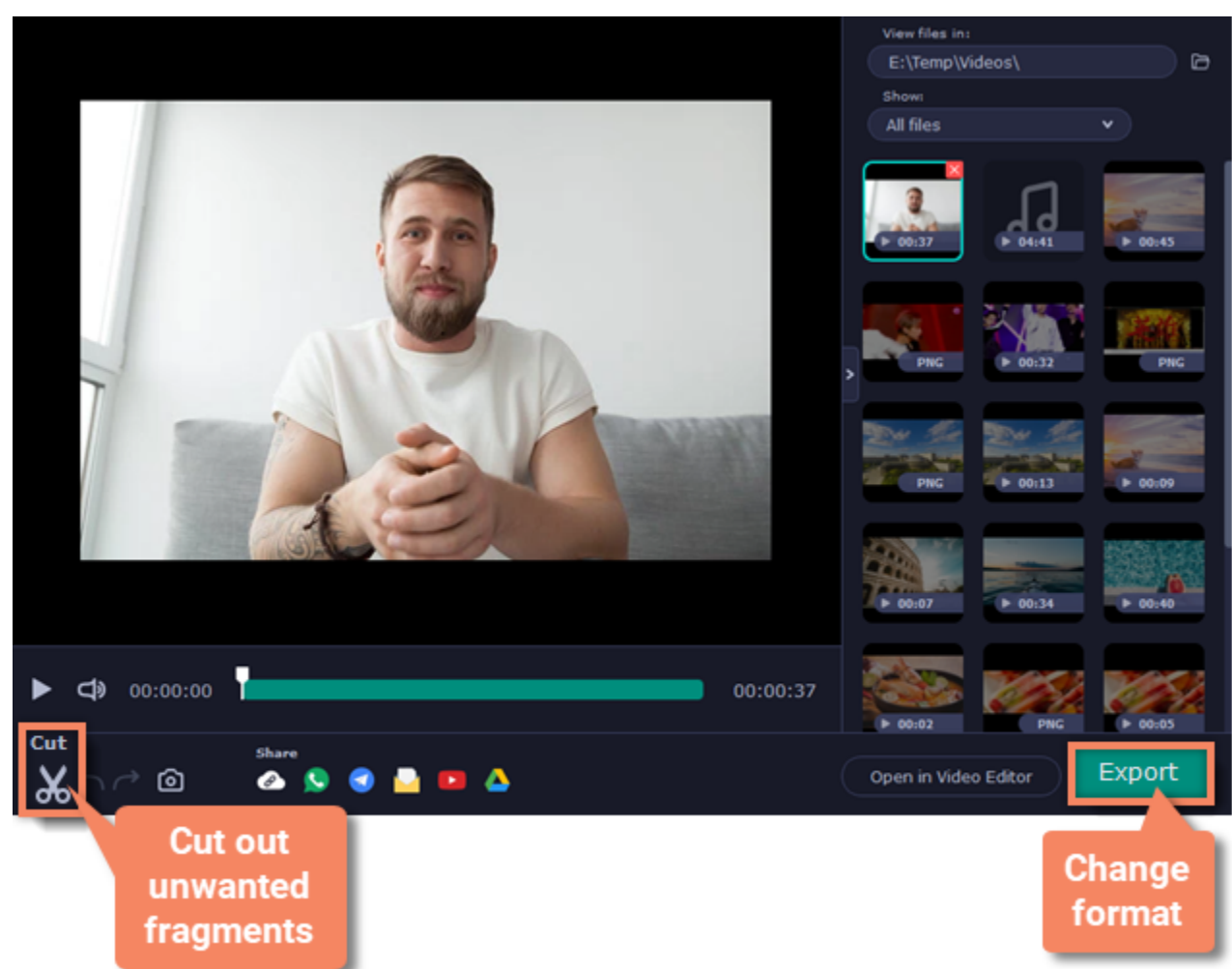


To finish the recording, click **Stop**  on the recording panel.

Step 5: Edit and export

When you finish recording, the capture editing window will open. Your video is ready and saved in MKV format, but you can preview it, edit, or export it to a different format.

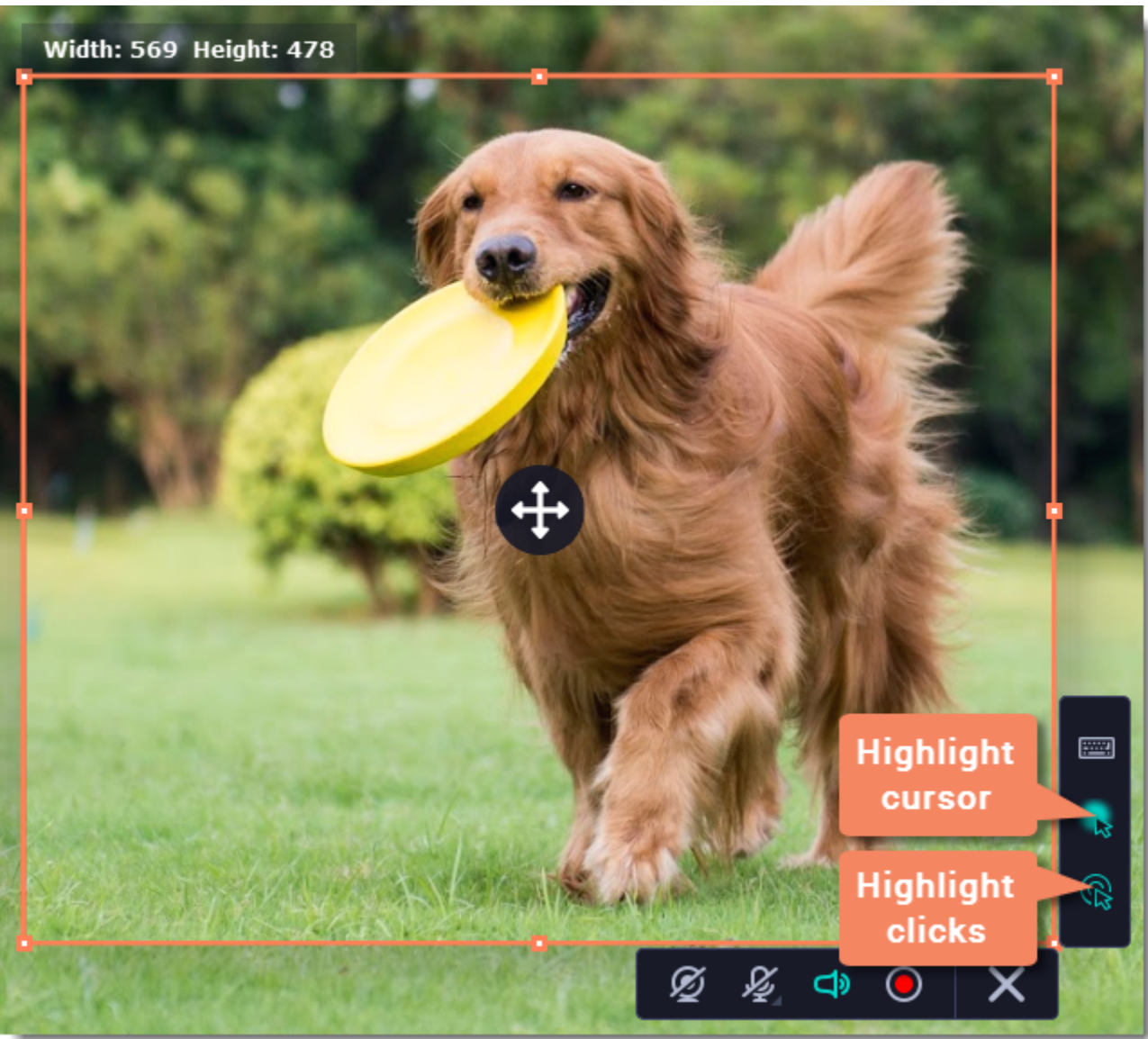




To cut or trim the video, use the **scissors** button on the toolbar. If you've trimmed the file or if you want to save your recording in a different format, click **Export**.


## Mouse cursor effects

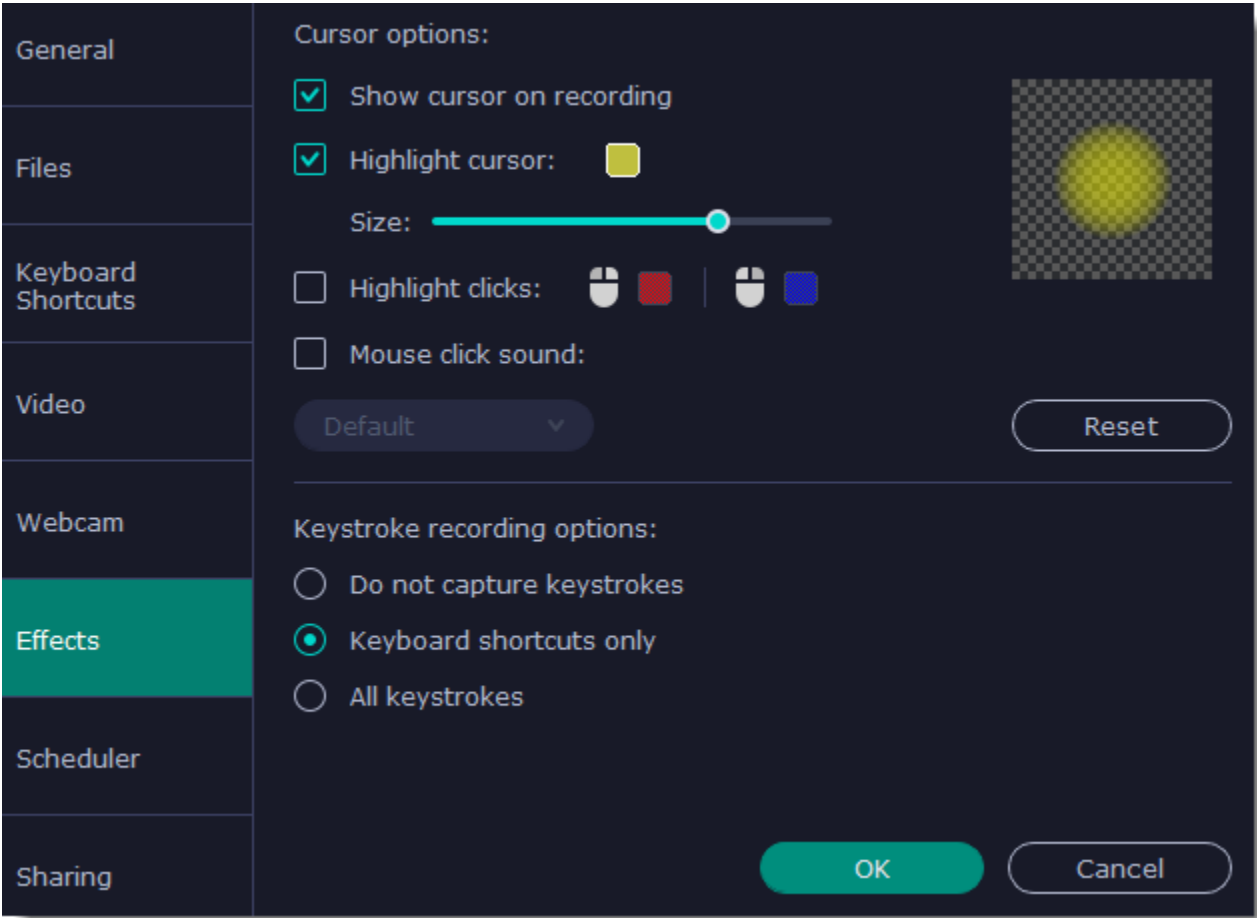
Using mouse effects, you can use the mouse as a pointer and show your viewers where to click. You can enable mouse cursor effects on the effects panel.



By default, the cursor will be highlighted yellow and the mouse clicks red and blue for left and right mouse buttons respectively. However, you can set up the effects the way you like.

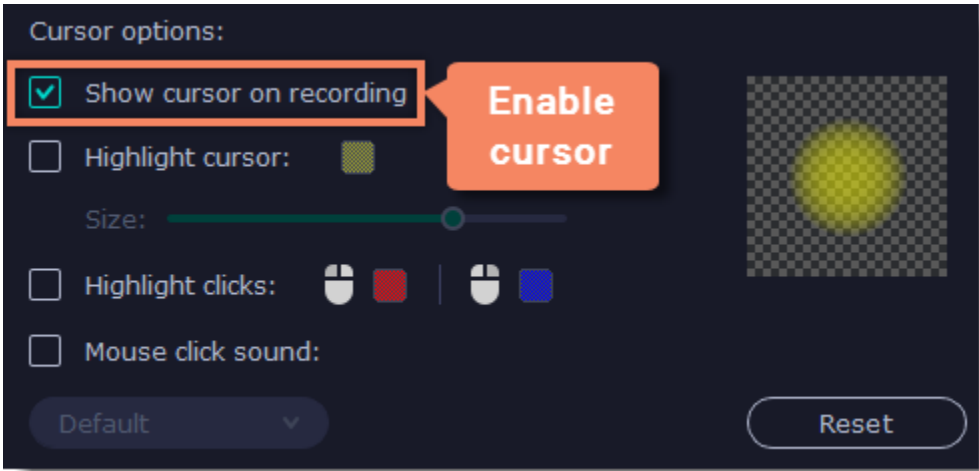
### Open the mouse cursor options

1. On the control panel, click the **cogwheel** button  to open **Preferences**.
2. In the Preferences window, switch to the **Effects** tab.



Enable the cursor

Select **Show cursor on recording**. This will make the cursor visible on recordings. To make the cursor invisible, disable this option.



Highlight cursor actions (optional)

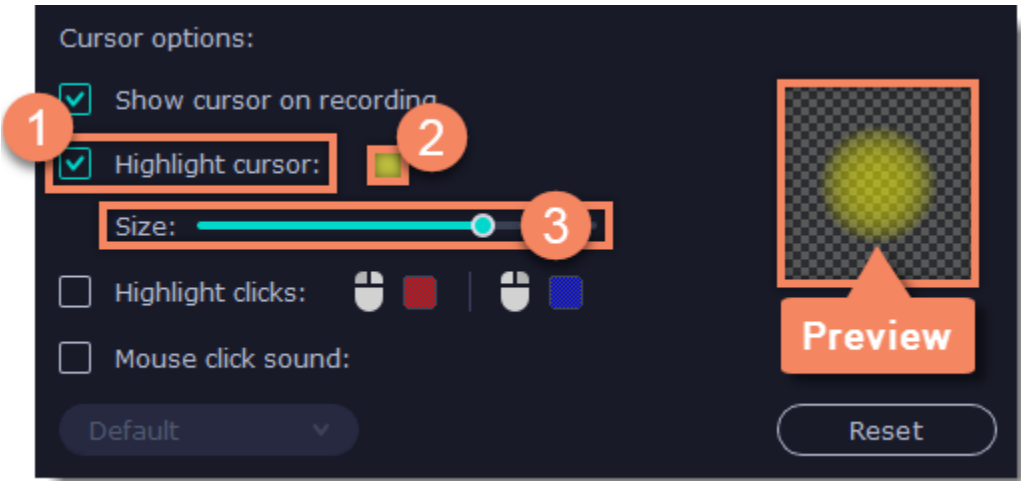
To make the cursor visible even better, you can highlight it or enable a special effect for clicks.

Highlight cursor

A semi-transparent circle will appear around the cursor, making it easier to track.

- 1. Select the **Highlight cursor** option.
- 2. (optional) The default highlight is yellow. To change the highlight color, click the square on the right and pick the new color.
- 3. (optional) Use the **Size** slider to make the highlight smaller or larger. The cursor itself will remain the standard size.

Hover your mouse over the square on the right to preview the highlight.

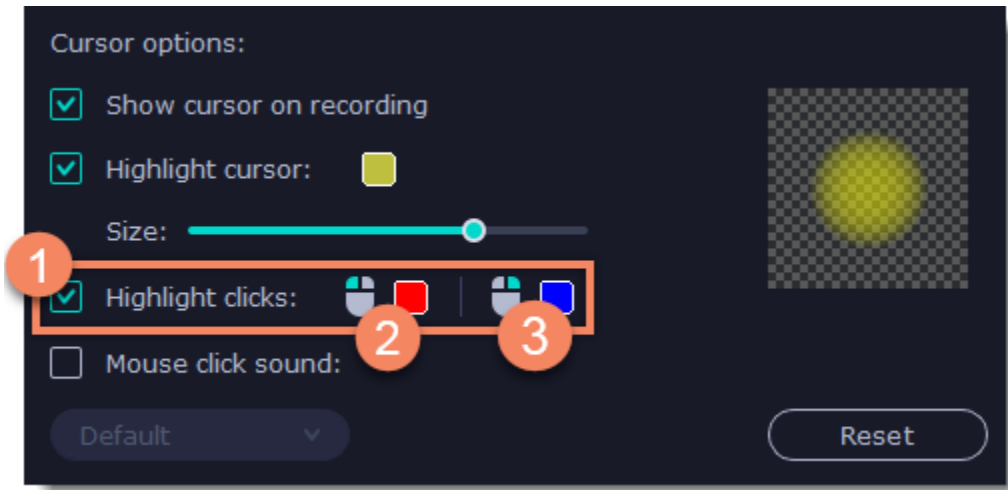


Highlight clicks

Concentric circles will appear for every click, color-coded for two mouse buttons.

- 1. Select the **Highlight clicks** option.
- 2. (optional) Click the left square to set the color for the left mouse button.
- 3. (optional) Click the right square to set the color for the right mouse button.





### Mouse click sound

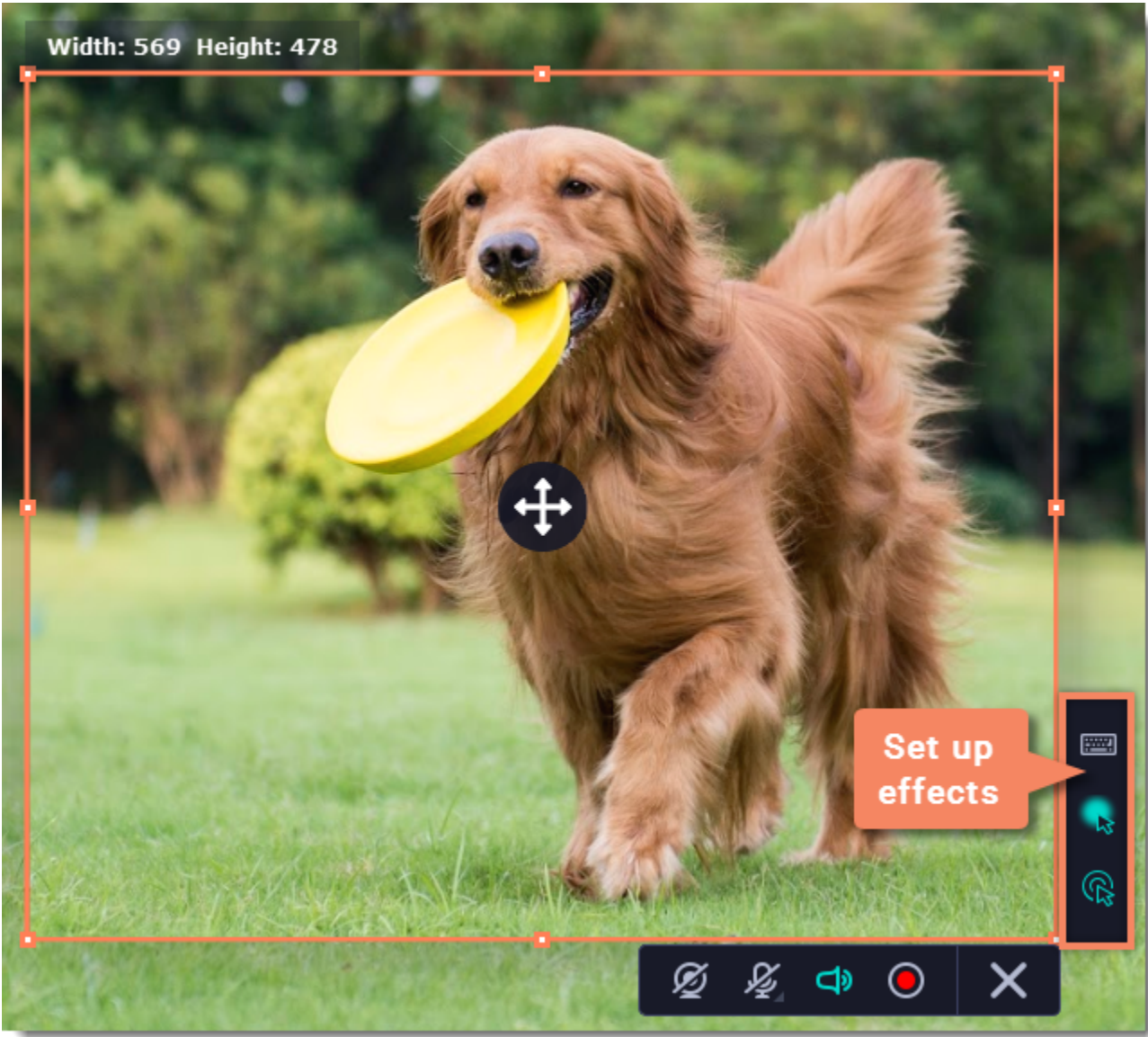
A clicking sound will play whenever you click the mouse.


1. Enable the **Mouse click sound** option.
2. **(optional)** The default clicking sound has already been selected for you. If you want to use your own sound, open the drop-down box and choose **Add sound**. Then, open the sound file that you want to use.

*You can use WAV, MP3, AIFF, and AU files.*

## Recording keystrokes

If you're making a tutorial that uses keyboard shortcuts, it's helpful to display them on screen for your viewers. Enable keystroke recording to show the keys you pressed at the bottom of the video.



1. On the effects panel, click the **keyboard** button .
2. To enable keystroke recording, select one of the options:
  - **All keystrokes** — each key you press will appear on screen, including letters and numbers.
  - **Keyboard shortcuts only** — only key combinations such as `#C` or `##Esc` will show up on screen. Letters and keys that do not cause an action will not be displayed.



To turn off keystroke recording, click the keyboard button again.



*Tips:*  
Avoid entering any passwords or other sensitive information while you're recording a video with keystroke recording: if you share the video, your viewers will be able to see each character you type.

# Scheduling


Any recording can be scheduled for a later time. You can use this to automate your recordings or capture late-night webinars.

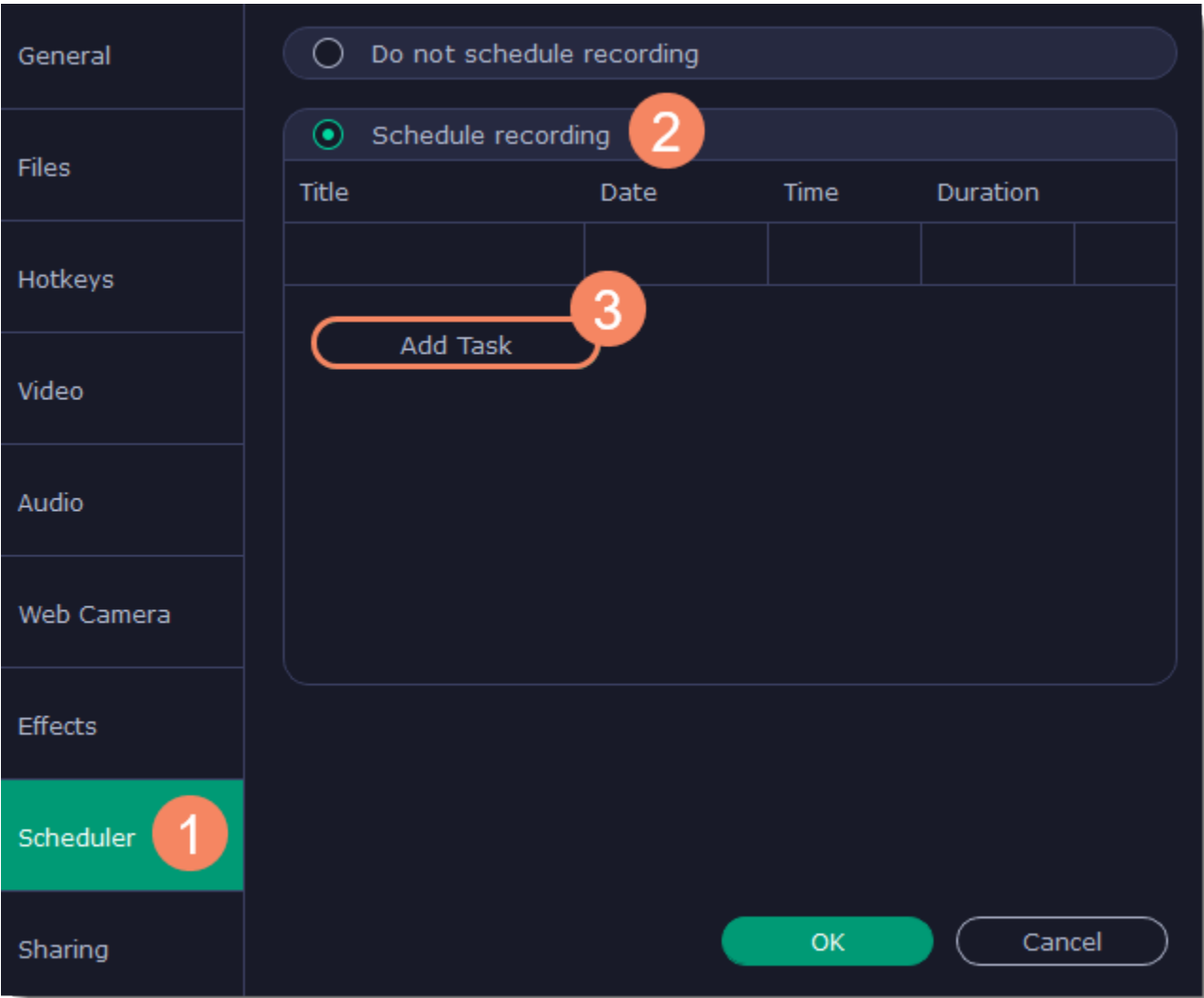
## Step 1: Set up your recording

Scheduled recordings will start with the currently selected options (system sound, webcam, etc.) Before scheduling the recording:

1. (optional) Default capture area for scheduled recordings is full screen, so if you want to change it, click the **camera** button  on the control panel and select the part of the screen you want to see on your scheduled recording.
2. To enable system sound recording, click the **speaker** button  on the recording panel and make sure it is enabled and highlighted green.

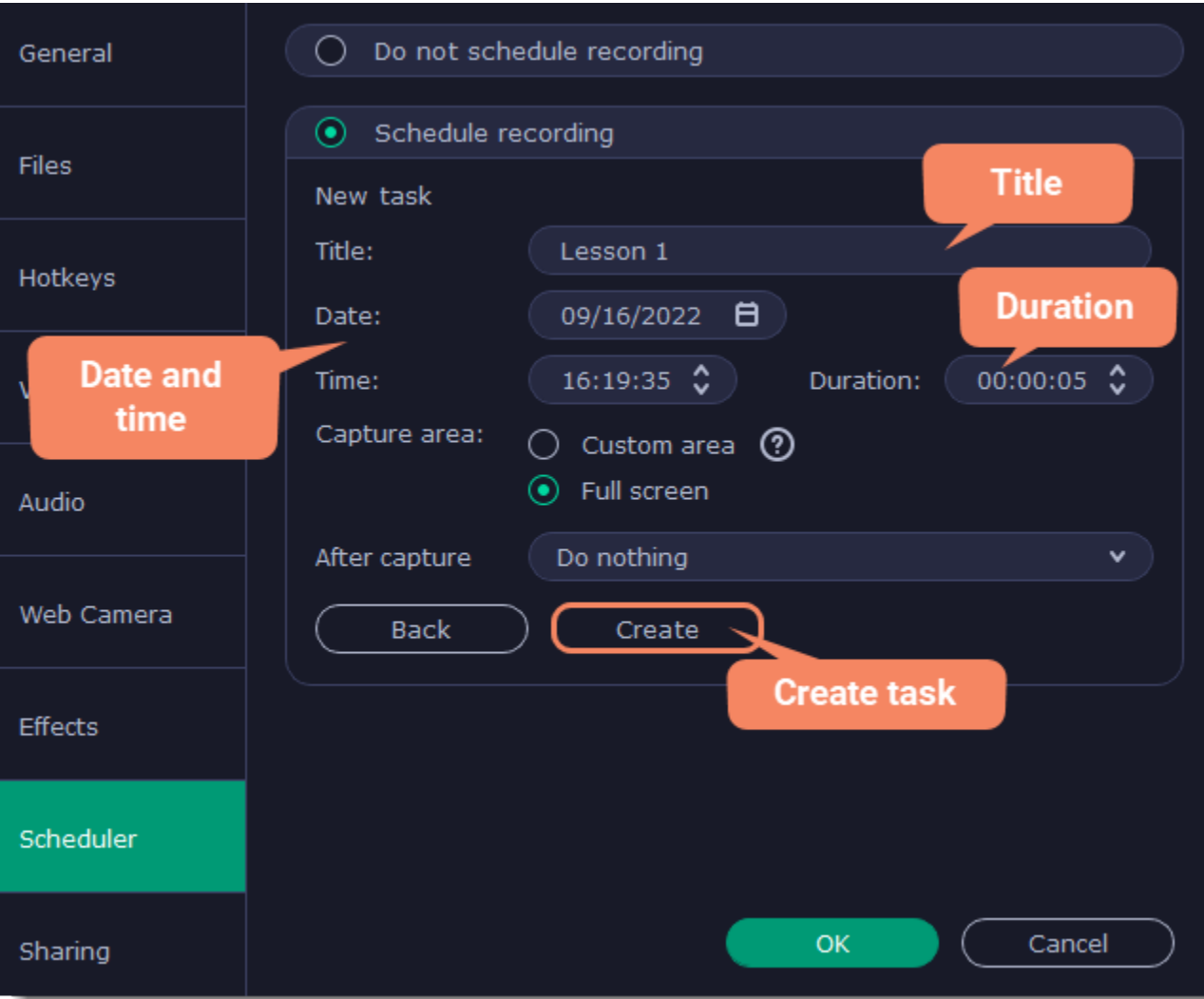
## Step 2: Schedule recording

1. On the control panel, click the **cogwheel** button  to open **Preferences**. Switch to the **Scheduler** tab.
2. Select **Schedule recording**.
3. Click the **Add Task** button.



4. A task template will appear. Fill in the details for the task:
  - **Title** - the name of your recording
  - **Date** and **time** - the moment recording should start
  - **Duration** - how long the recording should last (e.g if you want to record an hour long webinar, set this at 01:00:00)
  - **Capture area** - by default, the program will record **full screen**. However, if you'd like to avoid recording extra parts of the screen, you can select **Current area**. Be careful: the program will capture the area selected on screen at the moment your recording starts! If you don't select the new area, last recorded area will be used.
  - **After capture** - you can set your computer to automatically sleep or shut down when the recording is over.

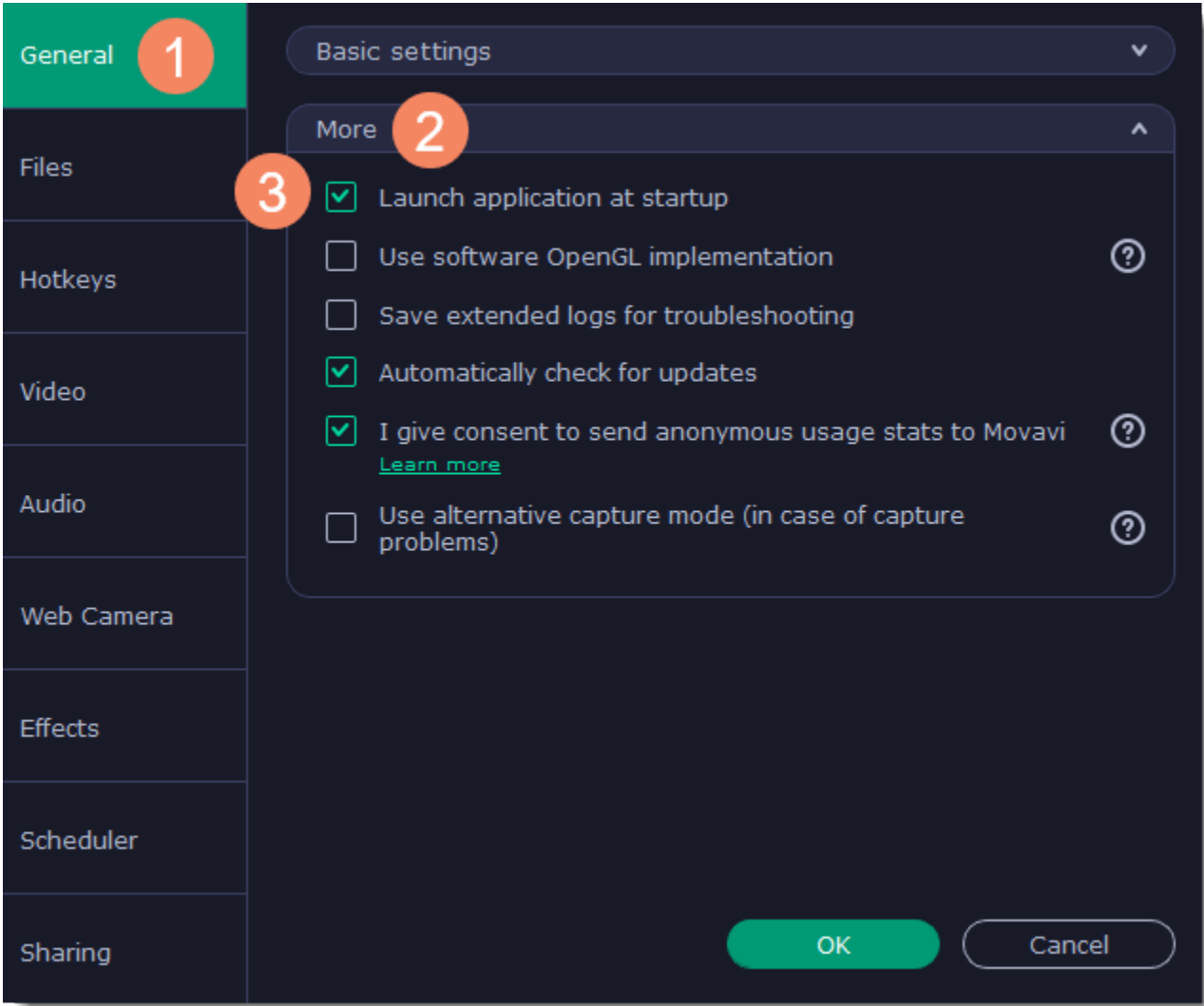




5. Click **Create** to add the task to your recording schedule.

**Step 3: Enable launching at startup (optional)**

The screen recorder needs to be running at the scheduled start time to begin the recording. If you've scheduled the recording for a later date, enable the program to start with your computer so that you don't miss the recording. To do that, open the **General** section of the Preferences, click **More** and enable the **Launch application at startup** option.





Finally, click **OK** in the Preferences window to save the changes. After the recording is finished, the recording file will be stored in \*.mkv format in the output folder with your other screen recordings.

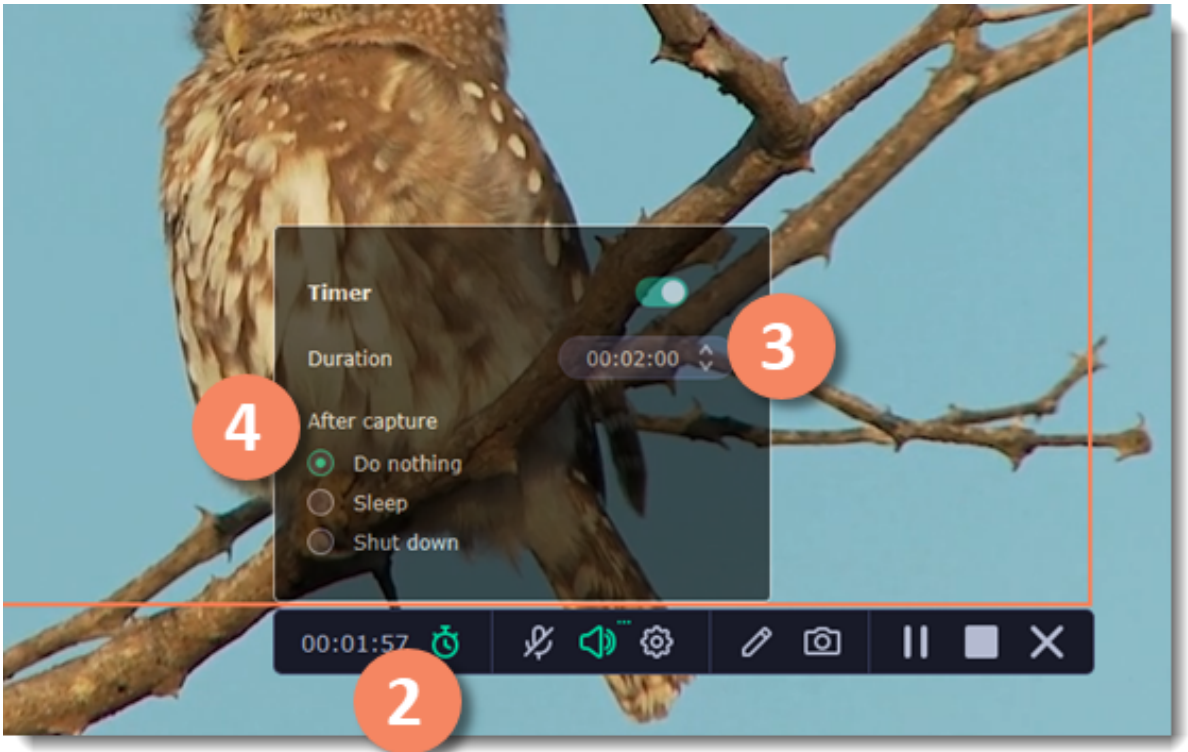
Please note that if you haven't yet activated the program, the maximum capture time is 5 minutes for each video. To learn more about activating Movavi Academic, see the [Activating Software](#) section.

If you are starting a lengthy recording, make sure that you have enough free disk space for saving the temporary recording files.


# Timer

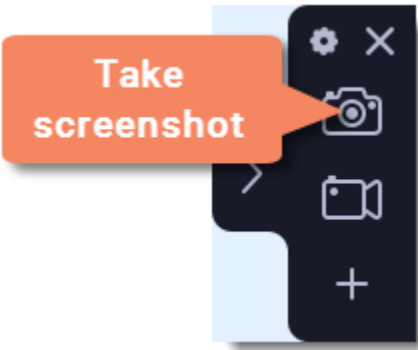
When you record a long webinar or online video, you can limit the recording to a specific time and it will stop automatically once the time is up. This way, you don't have to wait around for the video to end.

1. Start [recording video from the screen](#).
2. Click the **timer** button  and turn on the timer.
3. Set **duration** by entering the time limit as hours:minutes:seconds.
4. Choose what happens after capture.
5. Click  again to close the timer preferences. Done!

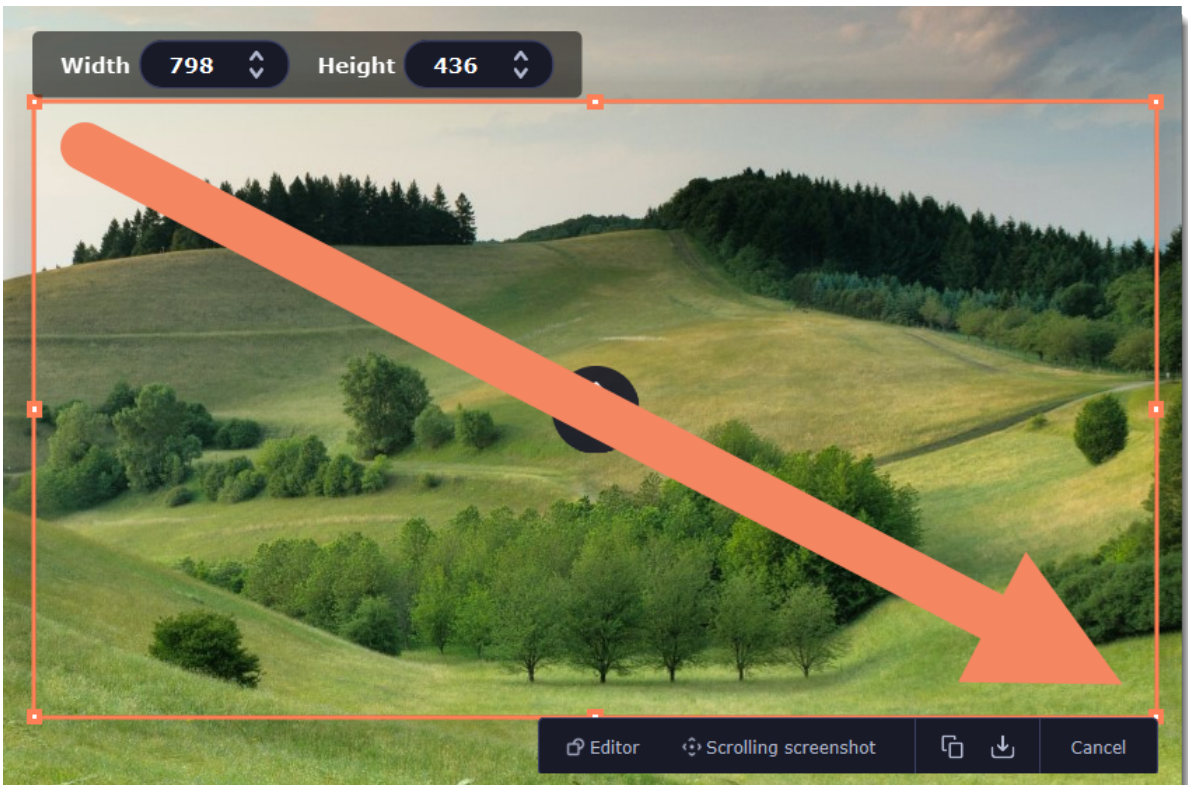


## Taking screenshots

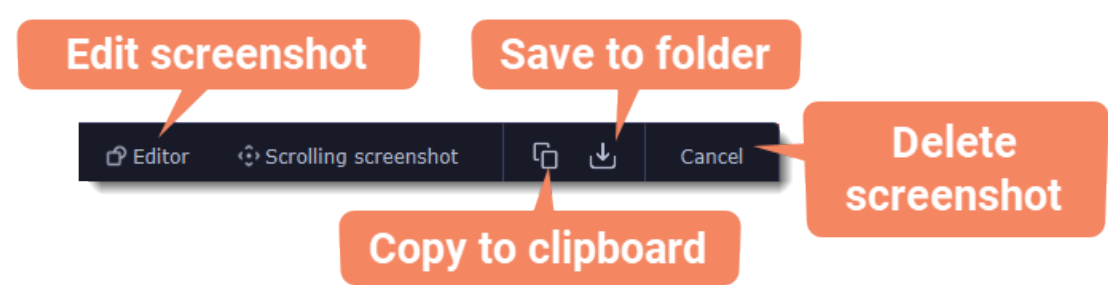
1. On the control panel, click the **screenshot** button  or press ##3.



2. Your cursor will turn into a crosshair. Select the part of the screen that you want to capture:
  - To capture a *window* or a window frame, hold your mouse pointer over the window and click after a frame appears around it.
  - To capture a *part of the screen*, hold the left mouse button and drag diagonally to draw a rectangle.
  - To capture the *entire screen*, press Space or click on any empty area of your desktop.

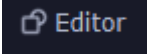










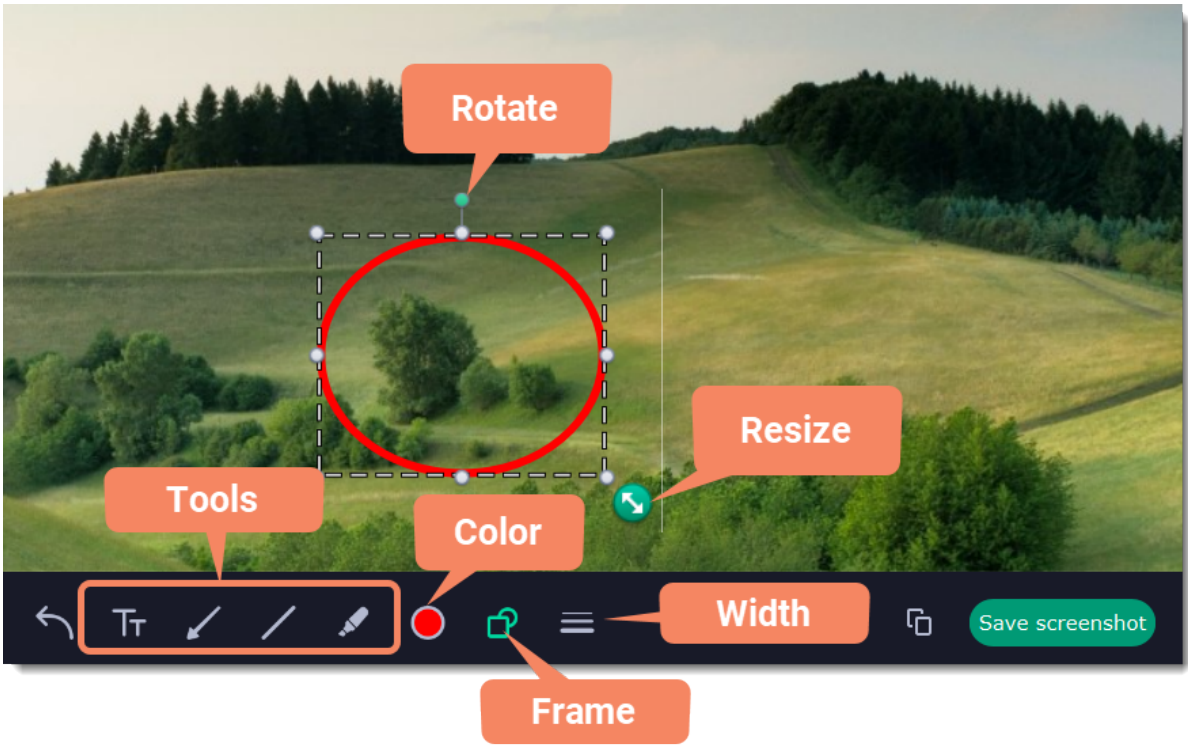
3. A menu will appear in the lower right corner of the selected area.




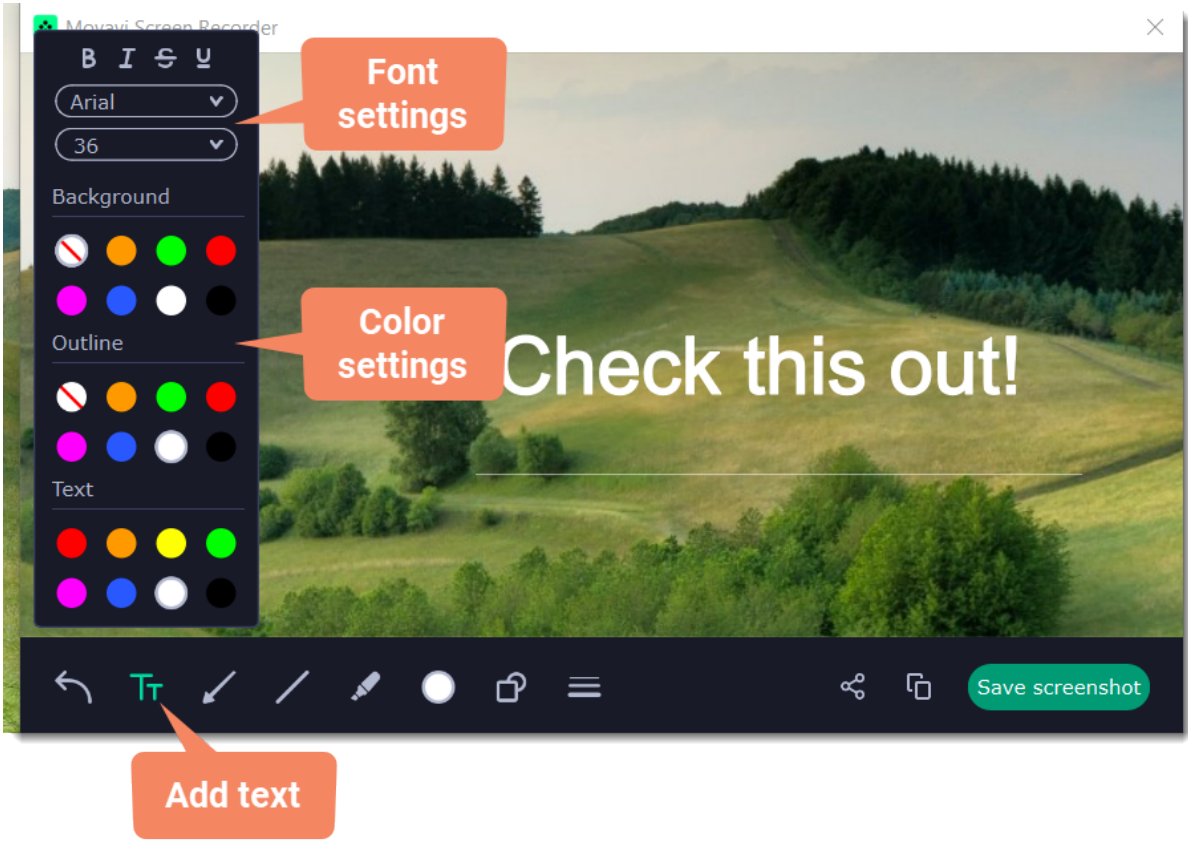
4. Now you can edit or save your screenshot.

How to edit your screenshot



- Click the **Editor**  button to edit your screenshot.
- Select a tool you want to add to your screenshot: **Line** , **Arrow** , **Frame**  or **Highlighter** . Hold the left mouse button and drag to draw a shape.
- Change the **color**  and **width**  of your shape.
- Drag by the green arrow circle  or the white circles on the edges to resize the element; rotate by dragging the green circle left or right: .



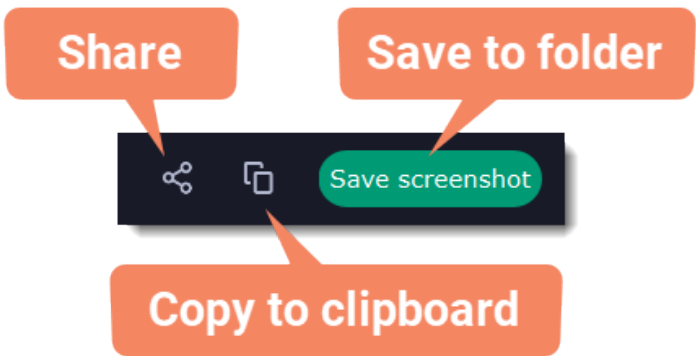
- To add text, select the **Text**  tool, click inside the screenshot frame and start typing in the box that appears. Select a font, change its size and color as well as the color of text background and outline.



How to save your screenshot

- Click the **Copy**  button to copy the image to clipboard without saving the screenshot to a file.
- Click the **Share**  button to [share](#) the image to WhatsApp, Telegram, and Google Drive, get a link to the image or send it in an email. Click **Save screenshot** button to save the image file and open its containing folder.

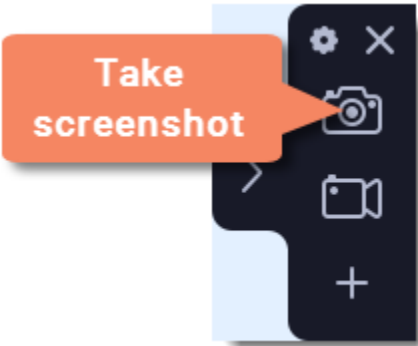




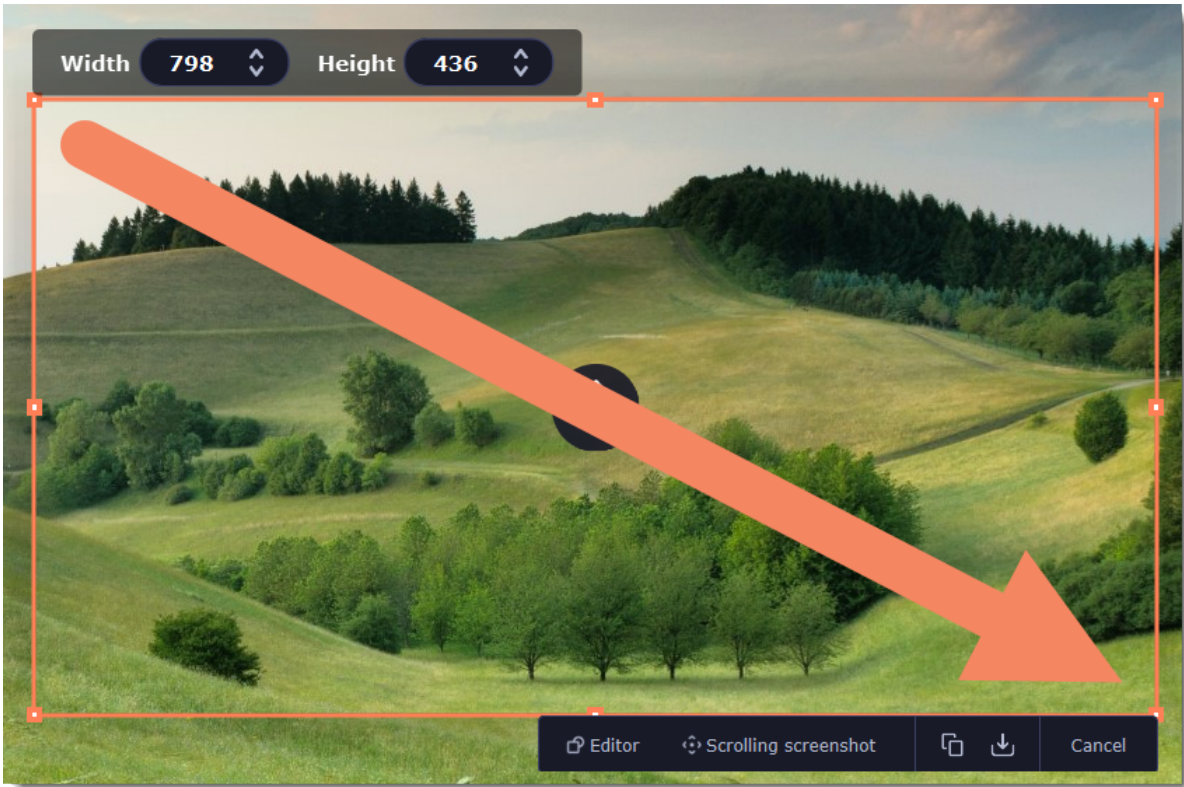
*Where are the screenshots stored?*  
By default, the screenshots are stored in the *"/Videos/Movavi Academic/"* folder of your user. You can change where the files are saved in the [Files](#) section of the Preferences.

## Scrolling screenshot

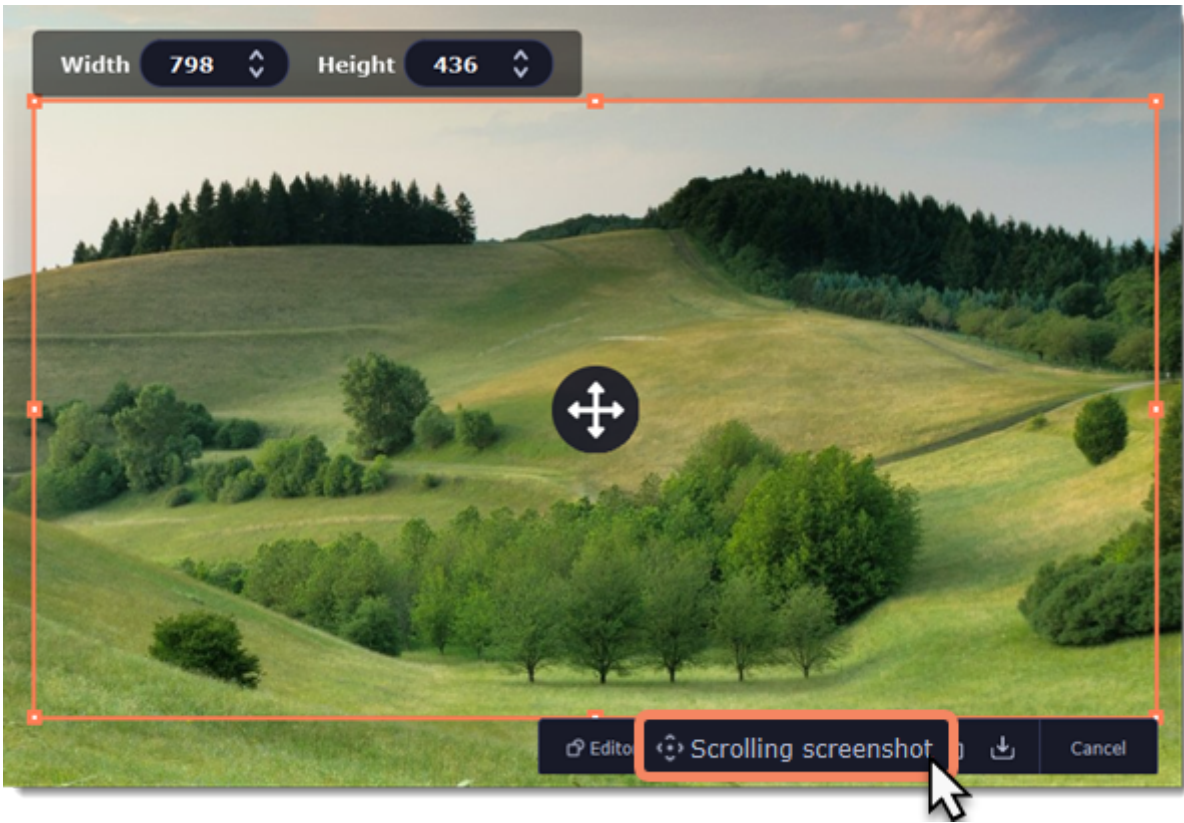
1. On the control panel, click the **screenshot** button  or press ##3.



2. Select the part of the screen that you want to scroll and capture: press Space or highlight the needed part of the screen.



3. Press **Scrolling screenshot** in the menu.










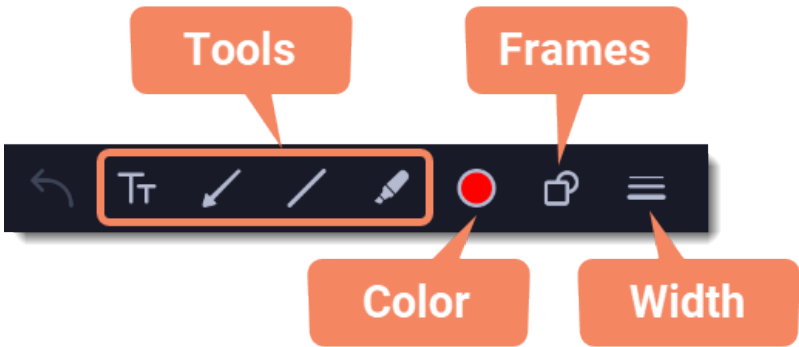


4. Press Space or left click on the screen and scroll within the selected area.



5. Now you can edit or save your screenshot.

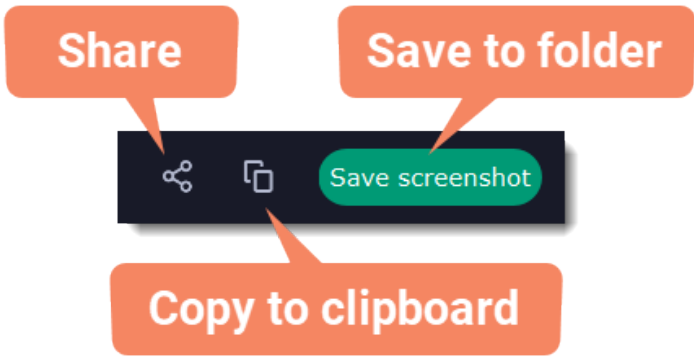
How to edit your screenshot

- Select a tool you want to add to your screenshot: **Line** , **Arrow** , **Frame**  or **Highlighter** . Hold the left mouse button and drag to draw a shape.
- Change the **color**  and **width**  of your shape.
- To add text, select the **Text**  tool, click inside the screenshot frame and start typing in the box that appears. Select a font, change its size and color as well as the color of text background and outline.




How to save your screenshot

- Click the **Copy**  button to copy the image to clipboard without saving the screenshot to a file.
  - Click the **Share**  button to [share](#) the image to WhatsApp, Telegram, and Google Drive, get a link to the image or send it in an email.
- Click **Save screenshot** button to save the image file and open its containing folder.



*Where are the screenshots stored?*  
By default, the screenshots are stored in the *"/Videos/Movavi Academic/"* folder of your user. You can change where the files are saved in the [Files](#) section of the Preferences.

Screen recorder preferences

To open the program settings, click the **cogwheel** button  on the control panel:

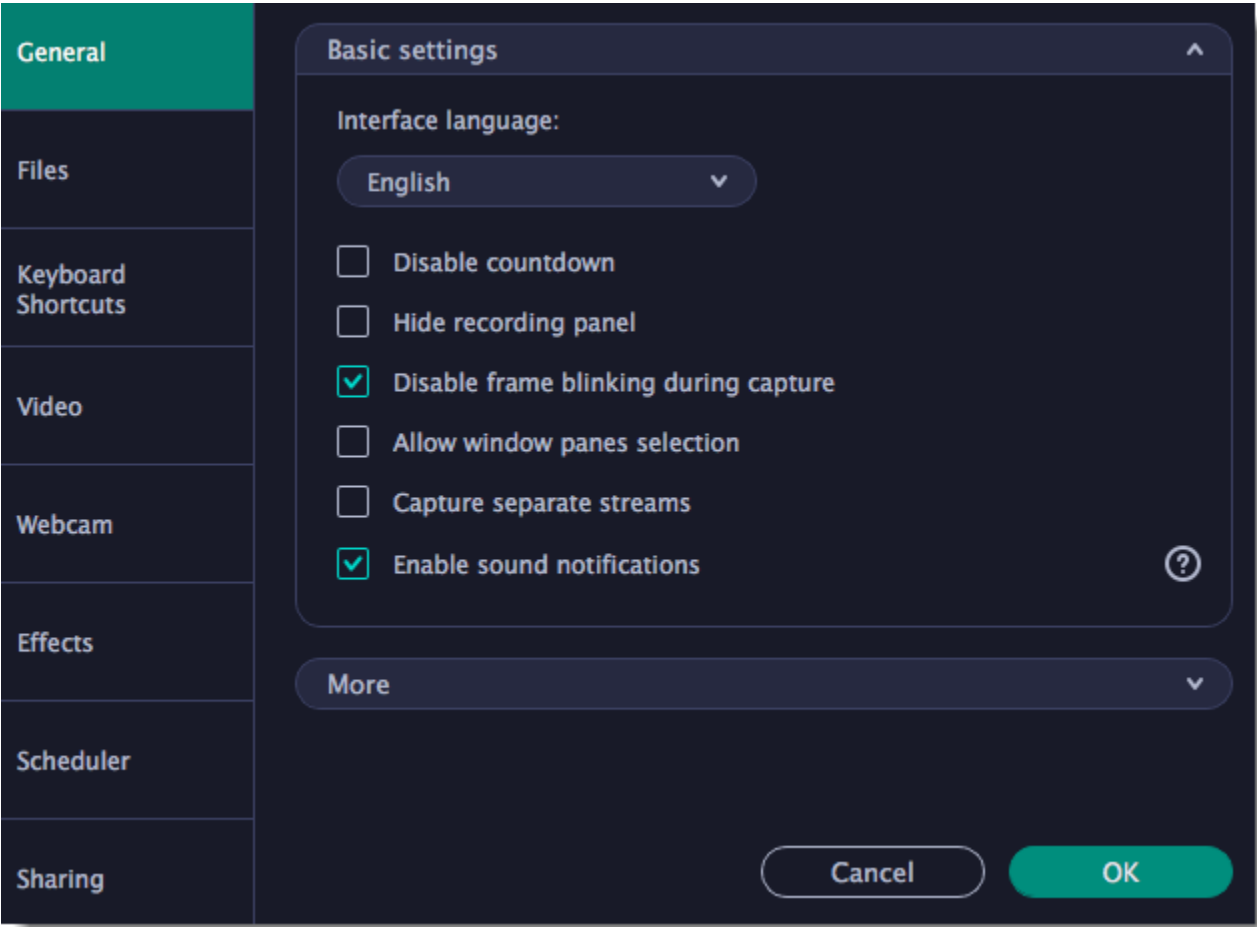


The preferences window will open. The preferences are organized into eight categories: [General](#), [Files](#), [Keyboard Shortcuts](#), [Video](#), [Audio](#), [Webcam](#), [Effects](#), [Scheduler](#) and [Sharing](#).

General preferences

The **General** tab allows you to change the basic behavior of the program. The settings are organized into two groups for your convenience.

Basic settings



☒ **Disable countdown**

Every time before the recording starts, you will see a 3-second countdown. This gives you time to prepare for your recording. Select this option to turn the countdown off and start recording immediately.

☒ **Hide recording panel**

The recording panel appears when you start recording. It's semi transparent and it will not be recorded on top of your finished video even if you record fullscreen, but you can hide it if necessary.



☒ **Disable frame blinking during capture**

In case the blinking irritates you, check this box. The frame will stay still during recording.

☒ **Allow window panes selection**

To record only the main window panes (no frames, menus or browser tabs), Movavi Screen Recorder needs access to your screen.

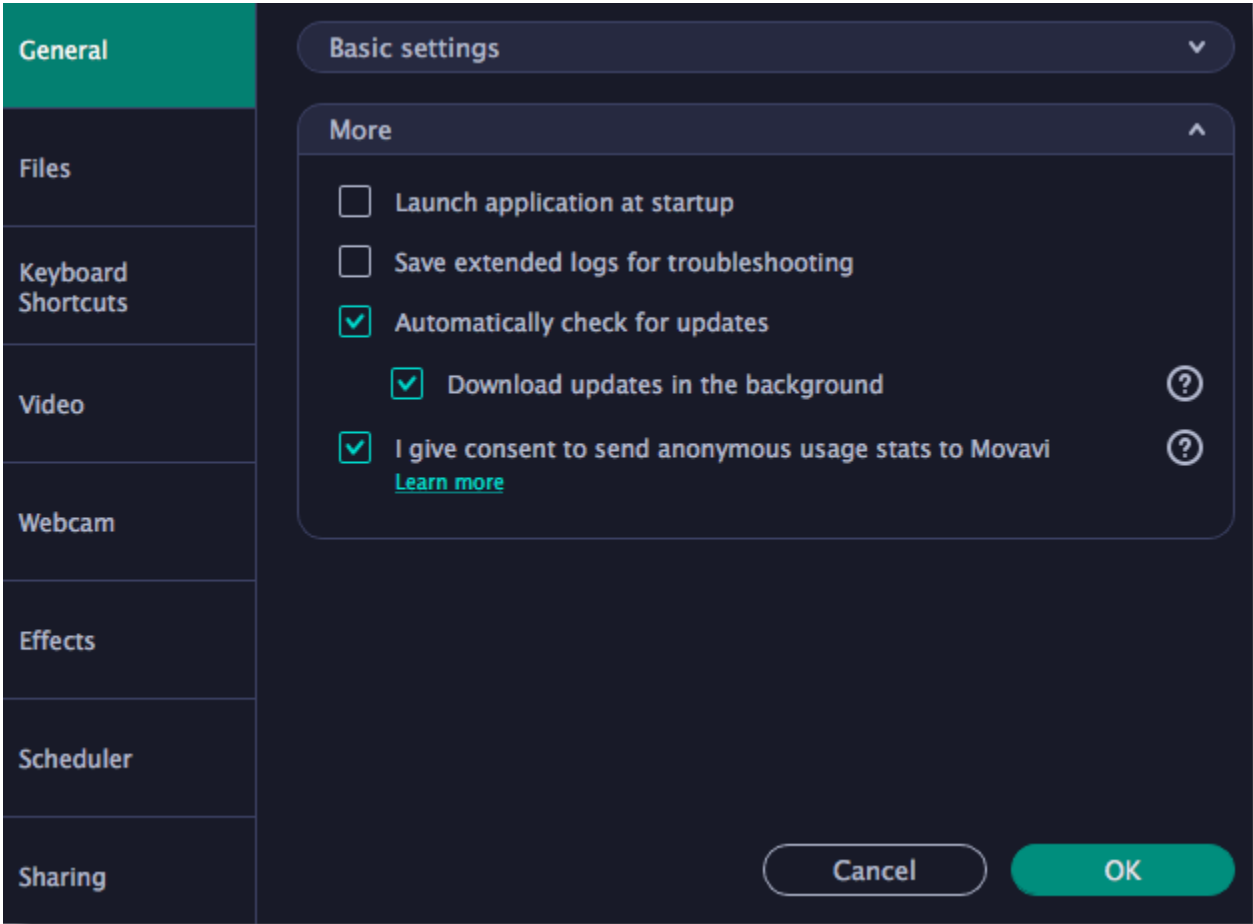
☒ **Capture separate streams**

When recording a video, the webcam, main onscreen video, external audio, etc. will be recorded as separate streams, like layers. This can be useful for editing the video later, so you can edit them separately.

☒ **Enable sound notifications**

The program will notify you when a file export is finished, or if an error occurs.

**Other settings**



☒ **Launch application at startup**

With this option enabled, Movavi Academic will start when you log in and run in the background. This way you will always be ready to capture your screen.

☒ **Save extended logs for troubleshooting**

In case you experience trouble using the program and contact our support team, they might ask you to collect logs. The logs contain the program's actions for some period of time, as well as important error reports and descriptions. Extended logs give the most amount of information which may be essential to solving your problem.  
[How to collect logs](#)

☒ **Automatically check for updates**

The program will notify you if a new version is available. Minor updates are absolutely free (for example, from v.1.3 to v.1.4). For major updates users with purchased Movavi Academic license will get a considerable discount.

☒ **Download updates in the background**

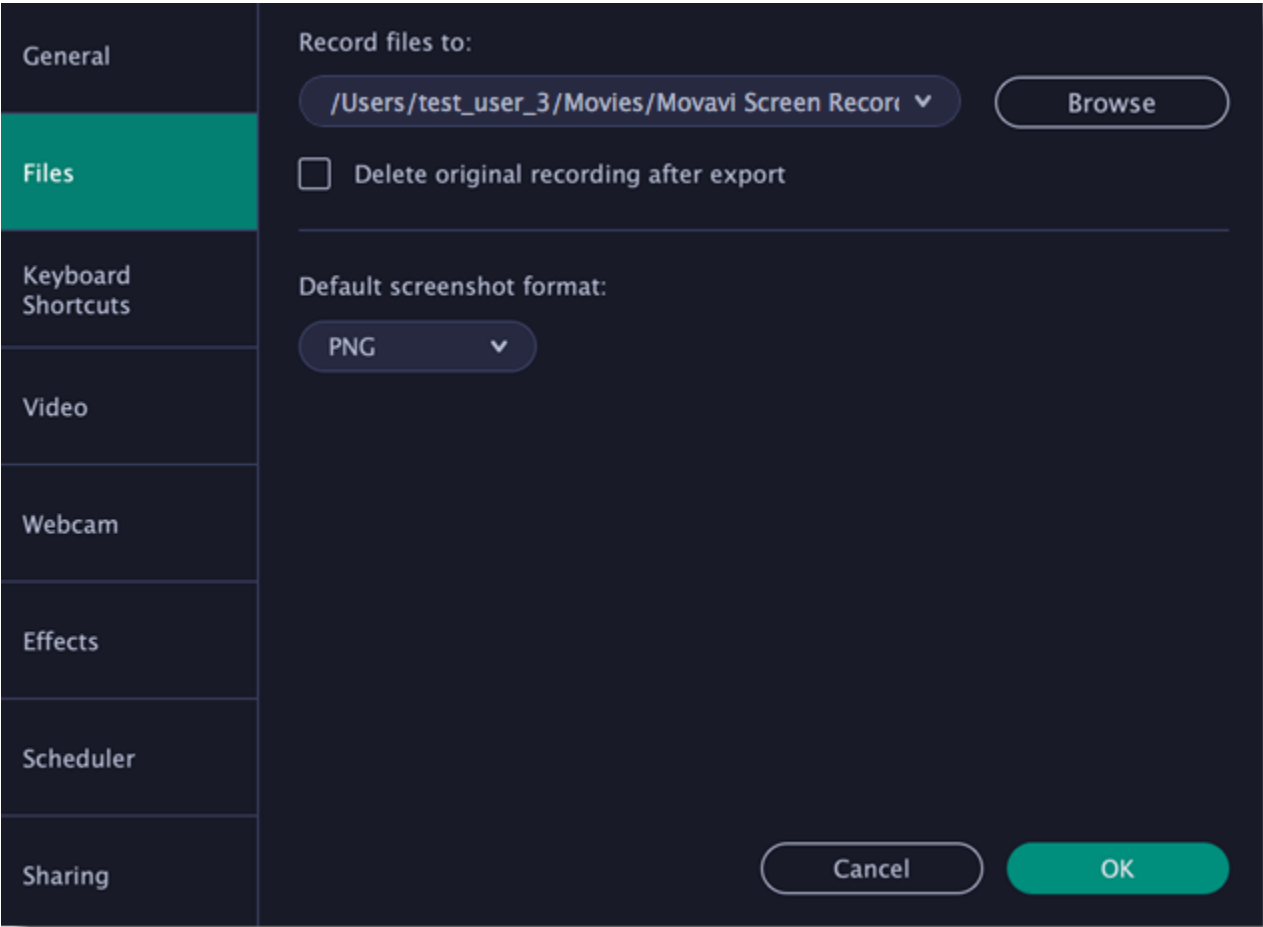
The program will automatically download an update if available and ask you to install the new version afterwards.

☒ **I give consent to send anonymous usage stats to Movavi**

Enabling this box will allow Movavi Academic to send us anonymous data about how you use the program. This data does not contain any personally identifiable information and is only used for improving our software. You can find more information about how we use the statistics on our [Movavi Improvement Program](#) page.

## File preferences

On the **Files** tab, you can change where your captured files are stored. To change a folder location, click **Browse** and select a new folder.



**Record files to...**

This is where all your captured files are saved automatically, both screenshots and video recordings. If you export the file, you can select a different folder.

☒ **Delete original recording after export**

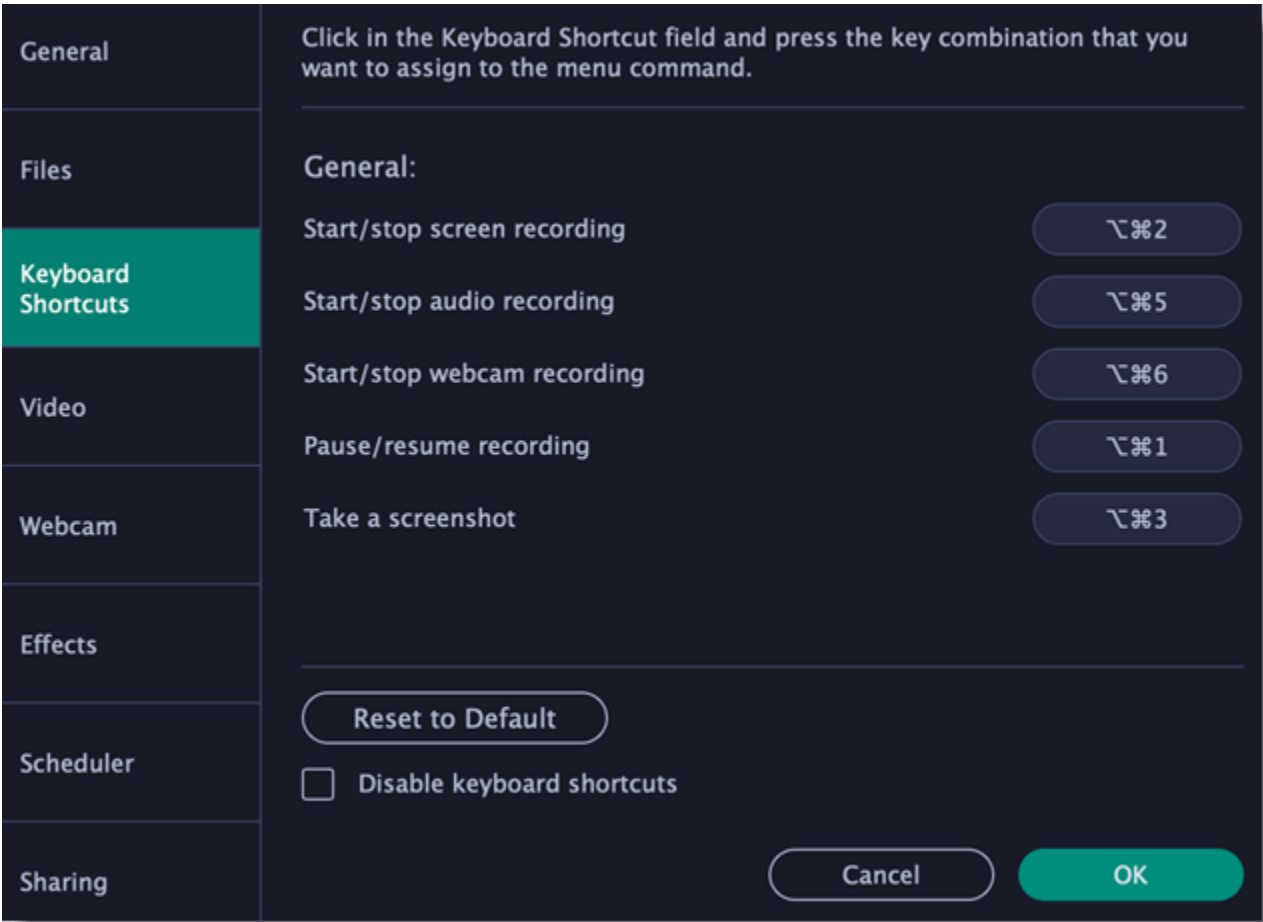
If you save the recording in a different format or trim the file, the original will be deleted.

**Default screenshot format**

Here you can change the format for all new screenshots. You can also change the format for a single screenshot by using the Save As button in the editor window to save a copy with a different format.

# Keyboard shortcuts

On the **Keyboard Shortcuts** tab, you can set your own shortcuts.



**To change one of the shortcuts:**

1. Click inside the box with the shortcut you want to change. The box will become blank.
2. Simultaneously press on keyboard the keys you want to use as a shortcut to the selected action. The box will now display your custom shortcut.
3. Click **OK** to apply the changes. To reset all the keyboard shortcuts to their original state, click the **Reset to Default** button.

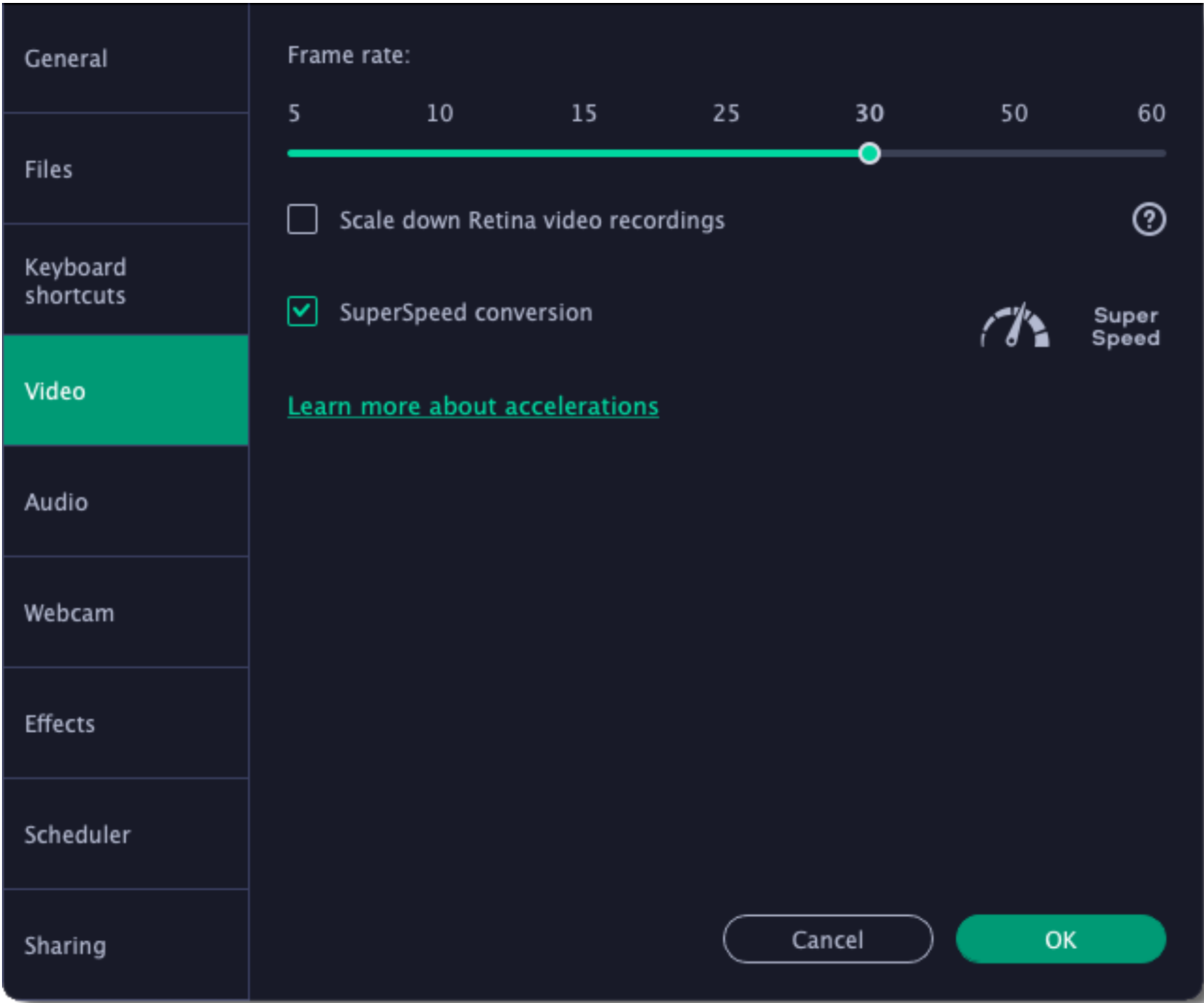
If there's a keyboard shortcut you want to use in other software while Movavi Academic is running, check the ☒ **Disable keyboard shortcuts** box.

In case you forget a shortcut, you can always look it up here in the keyboard shortcut settings.

# Video preferences



On the **Video** tab, you can choose how the videos are recorded and saved.



**Frame rate**

The frame rate defines how many frames will be captured each second and affects the smoothness of motion in the video. A lower frame rate will result in smaller output size, however, the video may not turn out as smooth. The recommended frame rate is 20-30 frames per second.

☒ **Scale down Retina video recordings**

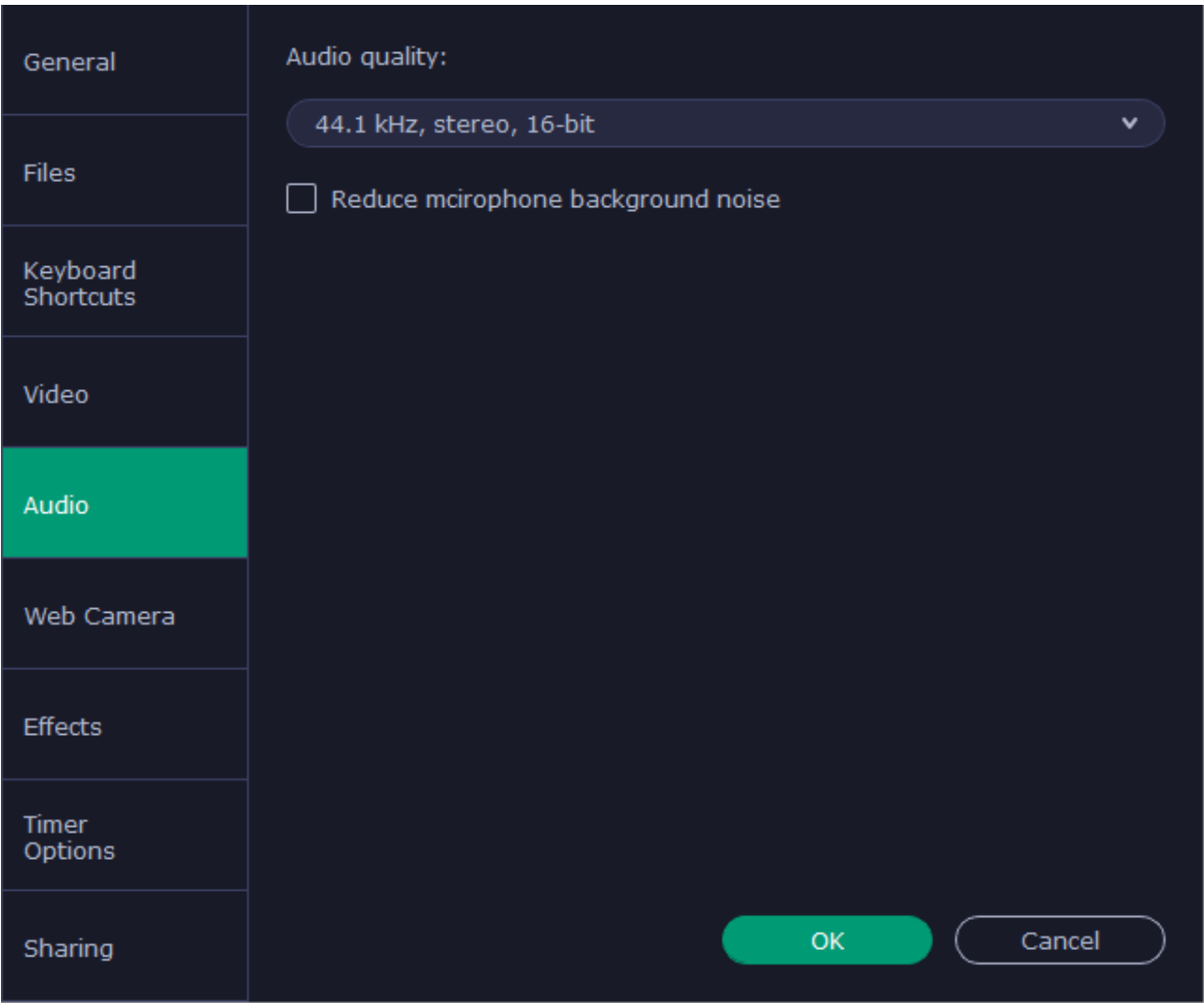
Enabling this option will reduce video file size, but may also result in text and graphics appearing less crisp. Disable this option if video quality is a concern.

☒ **Enable SuperSpeed conversion**

This option will make saving videos faster if you use the same output video codec. For example, if you cut the video without changing the format. If you're having problems with saving some files, try disabling this option.

## Audio preferences

On the **Audio** tab, you can reduce microphone background noise and change the preferred audio quality, including the sample rate, number of channels, and bits per second.



**Sample rate**

The first number is the audio sample rate, measured in Kilohertz (kHz). This is the number of digital samples taken each second to record sound. Higher sample rate usually means higher quality. 44.1 kHz is the recommended sample rate, which corresponds to the human hearing range.

**Channels**

**Mono** uses only one audio channel, which saves some disk space.  
**Stereo** uses two audio channels, which allows distinguishing the direction a sound is coming from and usually sounds more natural.

**Bit depth**

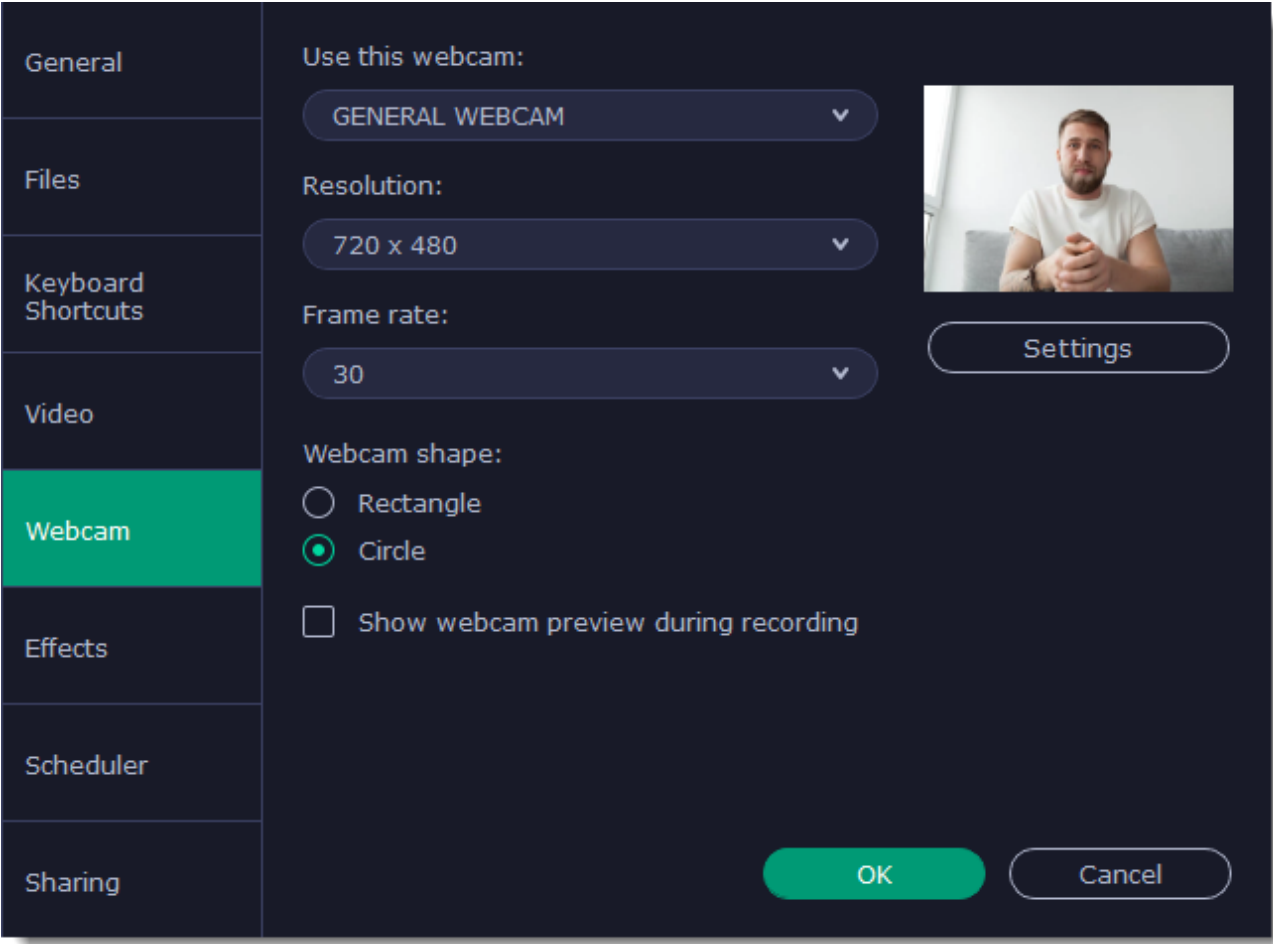
Screen Recorder will record audio at 16 bits, which is the standard bit depth for most audio recordings. This means that every sample contains 16 bits of information to encode sound.

☒ **Reduce microphone background noise**

Enable this option to get rid of extraneous sounds during recording. It's handy if you're recording audio in a noisy place.

# Webcam preferences

The **Webcam** section of the preferences allows you to set up your webcam for recording it on top of the main video.



**Enabling the webcam**

- 1. Connect the camera to your computer and wait until your system installs the necessary drivers.
- 2. In the **Webcam** preferences section, select the camera you want to use from the '**Use this webcam**' box.

If the camera does not appear in the list, try manually installing the driver that came with your camera. You can use the preview square on the right to check that the camera is working properly.

**Webcam properties**

Clicking the **Settings** button will open the camera's properties. These properties are different for each manufacturer, but generally you can use them to calibrate the brightness, contrast, and exposure of your camera.

**Resolution**

The resolution affects the quality of the output video. If the video is very small, you can choose a lower resolution without a noticeable decrease in quality.

**Frame rate**

Frame rate is the number of shots the camera takes each second. Higher frame rates will make the movements look smoother and work best for videos with a lot of motion. If the picture is mostly static, you can decrease frame rate to save disk space. The standard frame rate is 20-30 frames per second.

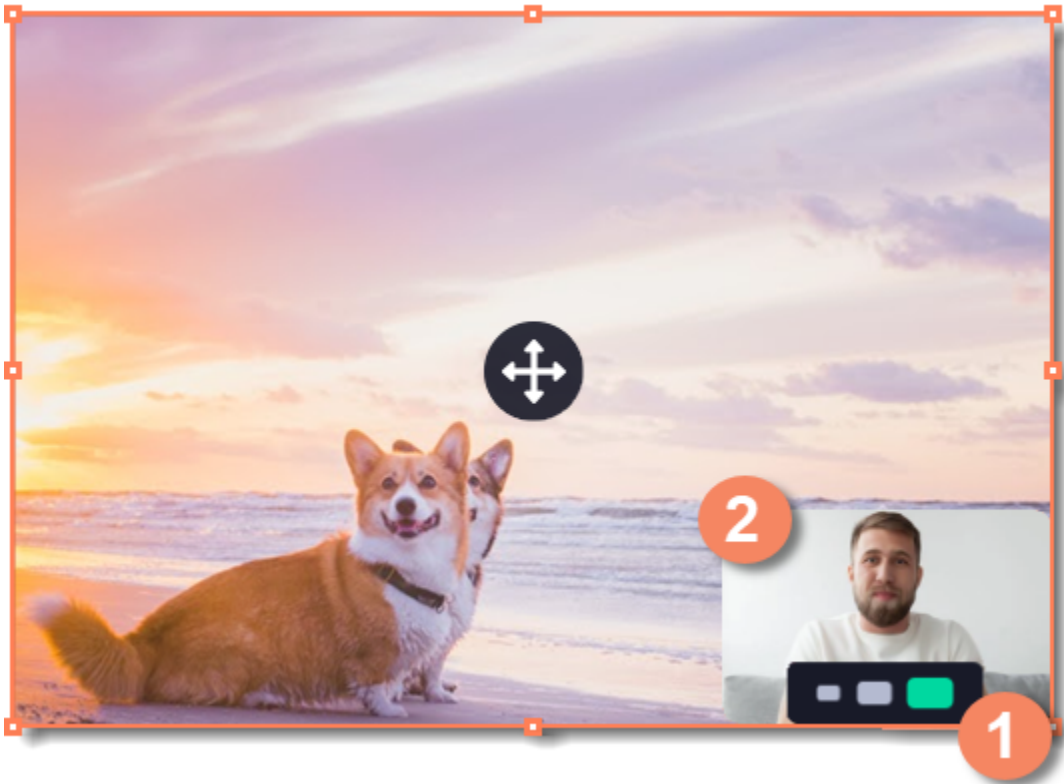
**Webcam shape**

Select the shape of the webcam overlay.

☒ **Show webcam preview during recording**

When recording screen with webcam, you will see your webcam overlay preview in the lower right corner (unless you've set a different webcam position on video).

## Size and position on video

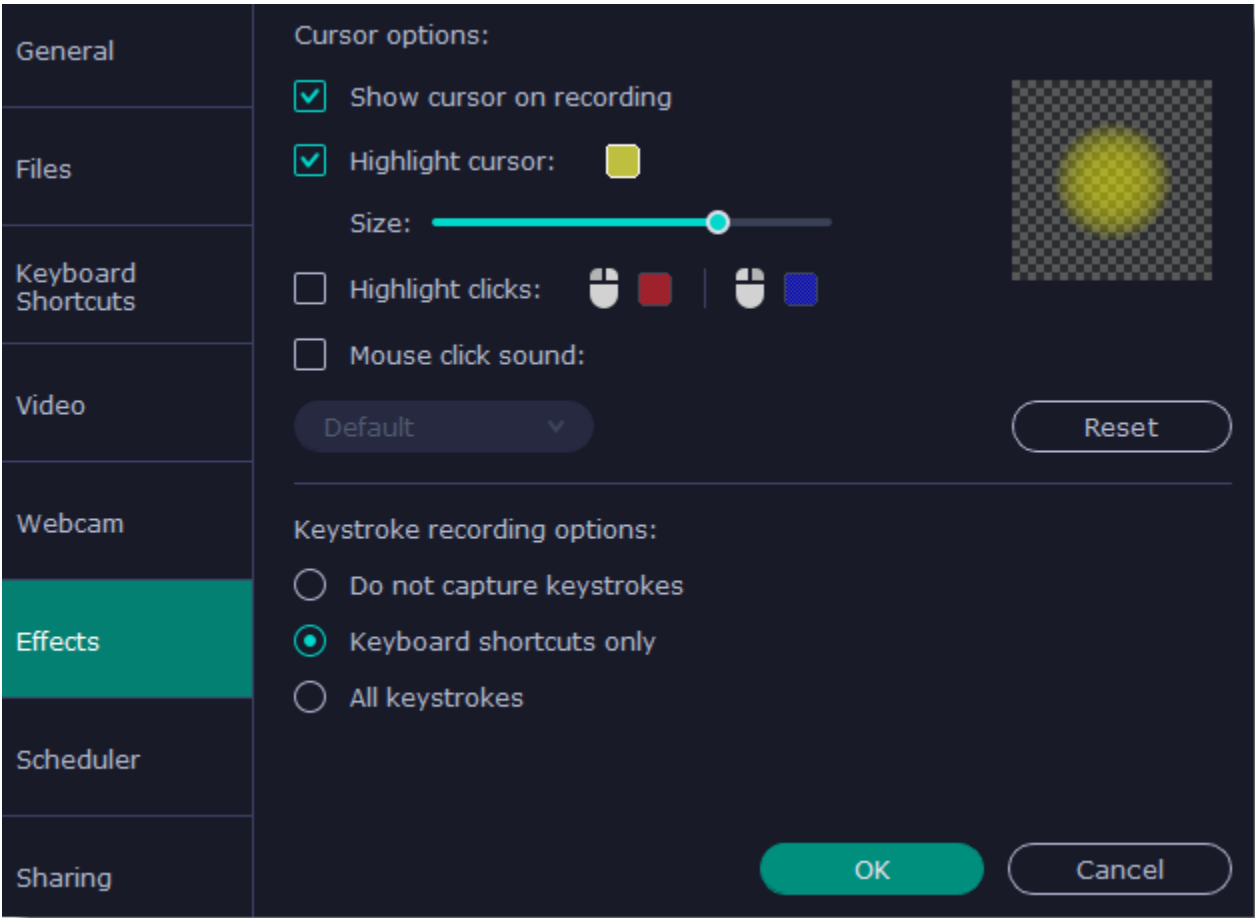


You can resize and relocate your webcam right on the capture area:

- 1. Hover over the webcam overlay and select the preferred size on the panel below.
- 2. Drag and drop the webcam overlay to the desired corner of the capture area.

## Effects

In the **Effects** section of the preferences, you can set up the visibility of your mouse and keystrokes.



### Cursor options

Select ☒ **Show cursor on recording** to make the cursor visible to your viewers.

#### ☒ Highlight cursor

This option will add a bright circle around the mouse cursor to make it more visible.

- 1. Select the Highlight cursor option.
- 2. Click the square on the right to choose the highlight color. Use the Alpha channel box to change its opacity.
- 3. Use the size slider to change the size of the highlight circle.

*Hint: hover your mouse over the preview square on the right to see how it will look on the recording.*

#### ☒ Highlight clicks

This option will flash a circle around the cursor for every click. You can set two different colors for the left and right mouse buttons.

- 1. Enable the **Highlight clicks** option.
- 2. Click the left square to set the color for the left mouse button.
- 3. Click the right square to set the color for the right mouse button.

#### ☒ Mouse click sound

A clicking sound will be played every time you click the mouse to draw attention to your actions.

- 1. Enable the **Mouse click sound** option. The default mouse click sound will be used.

2. **(optional)** If you have a file with a different sound effect you want to use, open the box under *Mouse click sound* and choose **Add sound**. Then, open the audio file with the sound effect. You can use WAV, MP3, AIFF, and AU files.

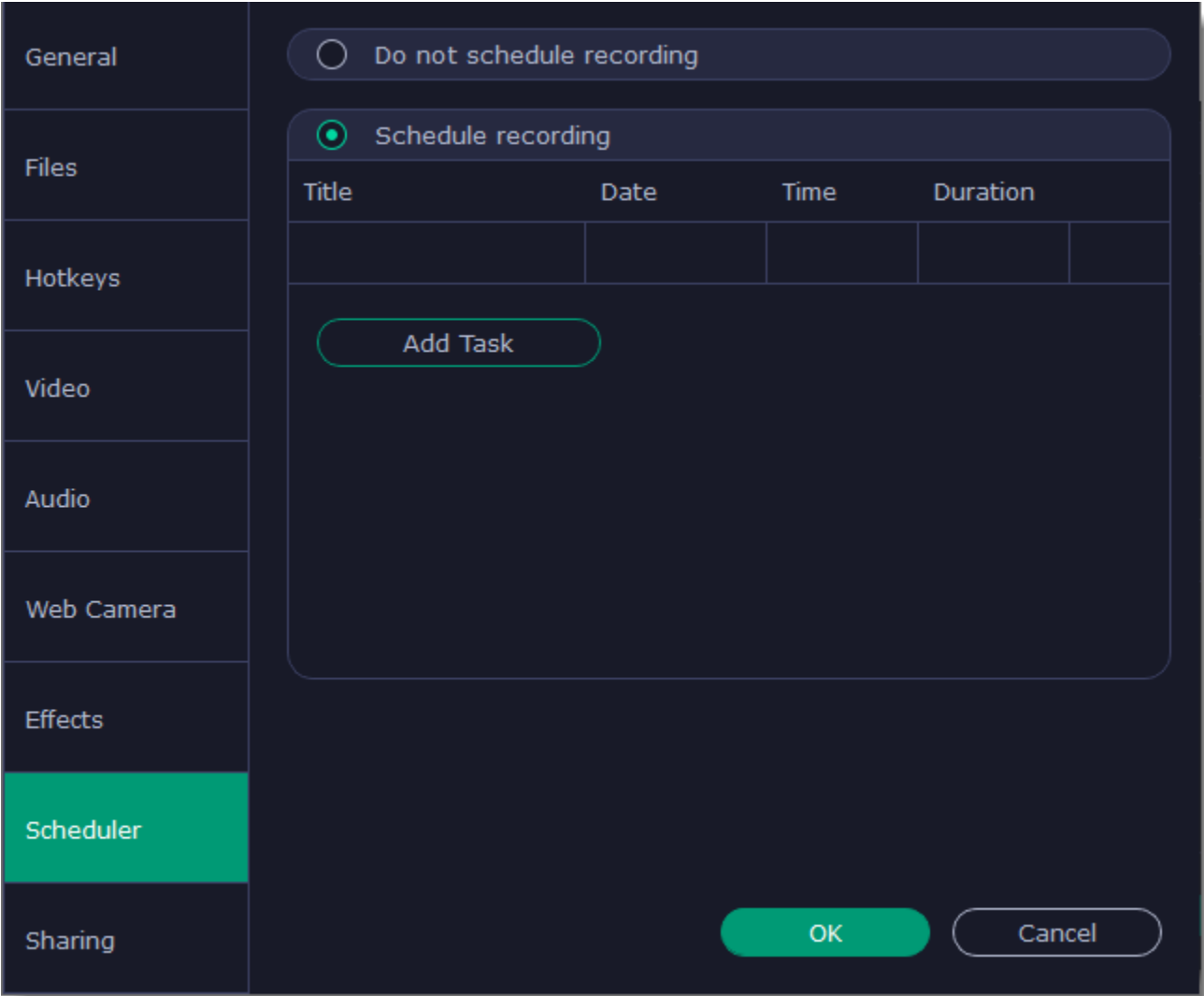
Keystroke recording options

- **Keyboard shortcuts only** – only functional keys and key combinations (for example, ##, or #C) will appear on the video.
- **All keystrokes** – all key presses, including letters of the alphabet, will appear on the video.

*Hint: avoid entering passwords when this option is enabled if you don't want everyone to see your password.*

Scheduler

In the **Scheduler** section of the preferences, you can start and stop recordings automatically.



Scheduling a recording

To start and end a recording automatically:

1. Select the "**Schedule recording**" option:
2. Click "**Add Task**" button.
3. Fill in the details and click **Create** to add your task to the recording schedule.

The Movavi Academic application must be running at this time for the recording to begin.

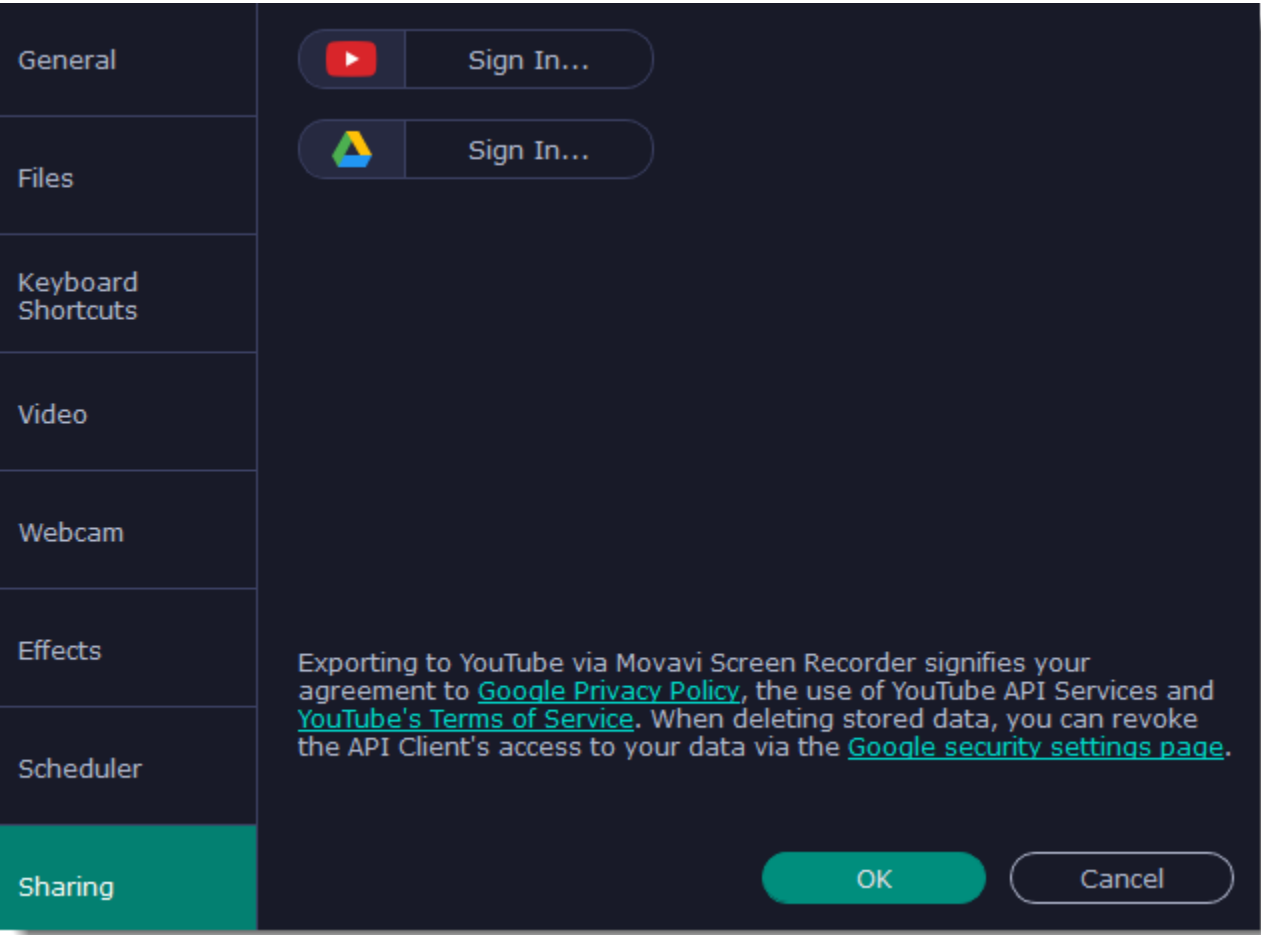
Learn more:

- [Timer](#)
- [Scheduling](#)

Sharing preferences

The **Sharing** tab allows you to manage your YouTube and Google Drive accounts used to upload videos to.





**To sign in to your account:**

- 1. Click **Sign In**. The authentication page will open in your browser.
- 2. Sign in to your account and click **Allow** to let Movavi Academic upload videos.

## Help and support

Didn't find what you were looking for? Need help with a problem? Have a suggestion? Contact our support team and we'll help you right away.



**How to reach us**

By e-mail: [support@movavi.com](mailto:support@movavi.com)

[Fill out a support form](#)

We guarantee a response within 3 business days!

If you ran into a problem, please describe it in as much detail as possible; any screenshots, log files, or information about your system will allow us to help you faster.

**Frequently Asked Questions**

[How to remove the trial watermark](#)

[What are the system requirements for using Movavi Academic?](#)

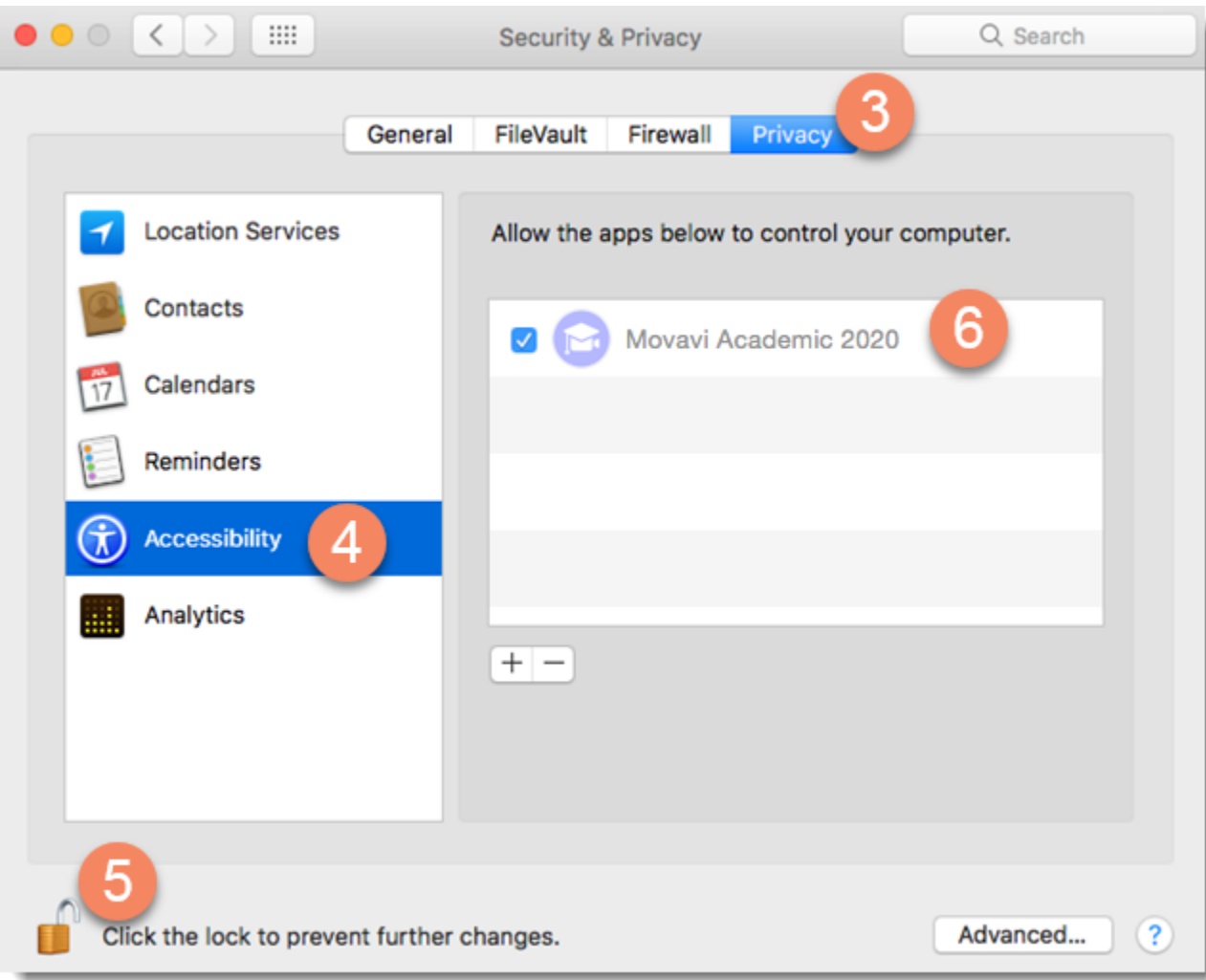
[What formats does Movavi Academic support?](#)

[More frequently asked questions](#)

## Permissions

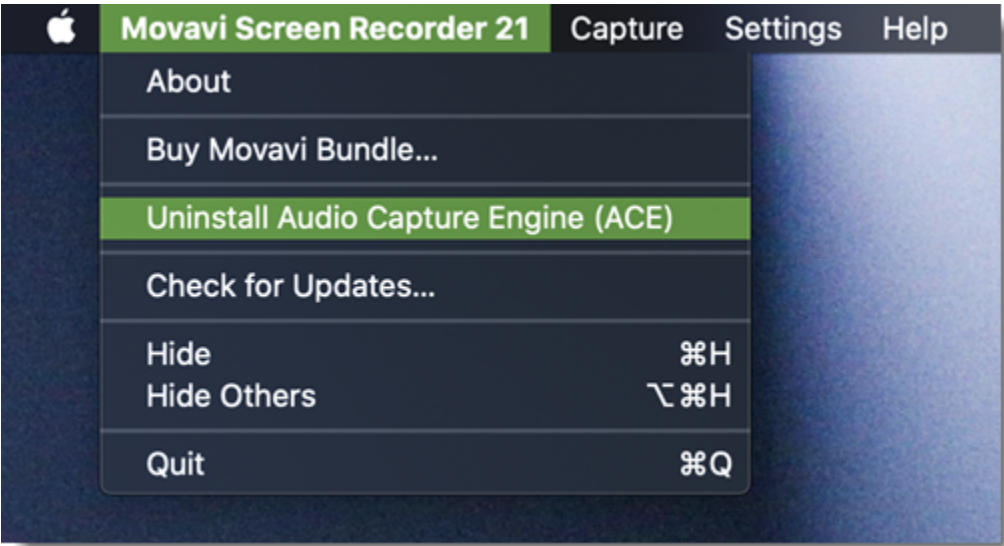
Movavi Academic uses your system's accessibility features for keystroke recording and selecting window panes. To use these features, you will need to enable them in your System Preferences on first use.

- 1. Open **System Preferences**.
- 2. Click **Security & Privacy**.
- 3. Switch to the **Privacy** tab.
- 4. Click the **Accessibility** section on the left.
- 5. At the bottom of the window, click the lock icon and enter your password when prompted to enable changing the preferences.
- 6. Select the box next to **Movavi Academic**. This will allow it to use accessibility features for capture.



### Sound troubleshooting

Movavi Academic uses a tool called Audio Capture Engine (ACE) for system sound recording on macOS. ACE is installed on your Mac automatically together with the program and is ready for work from the first start. To make sure ACE is installed, open the program menu and find the option **Uninstall Audio Capture Engine (ACE)**.

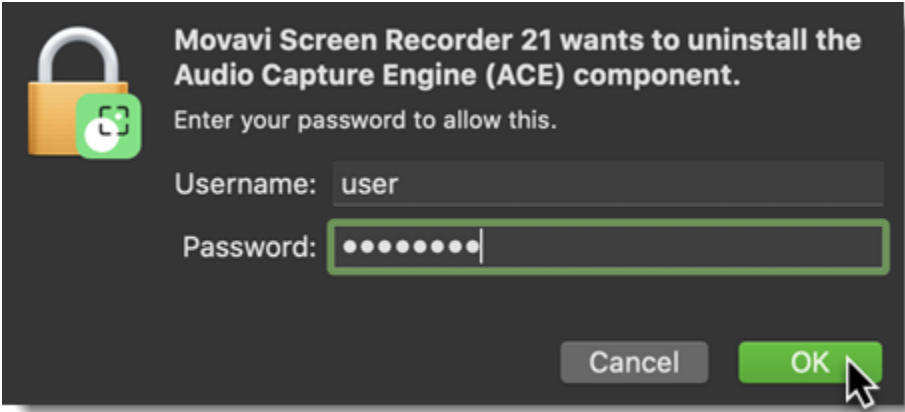


*ACE is installed*

### Why uninstall ACE?

ACE is strongly recommended for system sound recording. However, in case of trouble, you can uninstall ACE and try another sound recording extension – Movavi Sound Grabber:

1. Open the program menu and click **Uninstall Audio Capture Engine (ACE)**. Enter the user password and click **OK**.



2. Click the button below to download and install Movavi Sound Grabber:



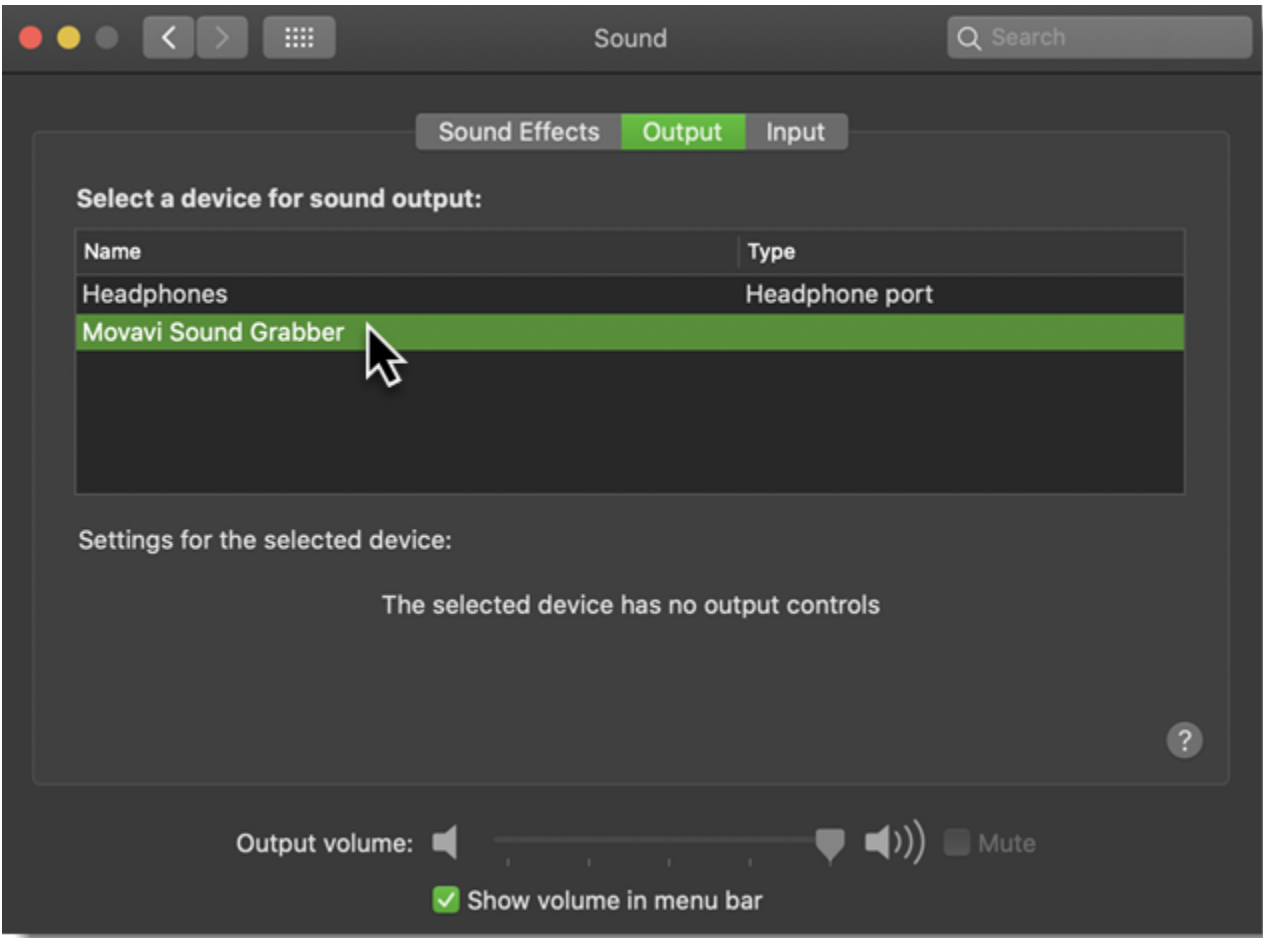
Learn more: [Installing Movavi Sound Grabber](#)

**I don't have ACE installed. Is that bad?**

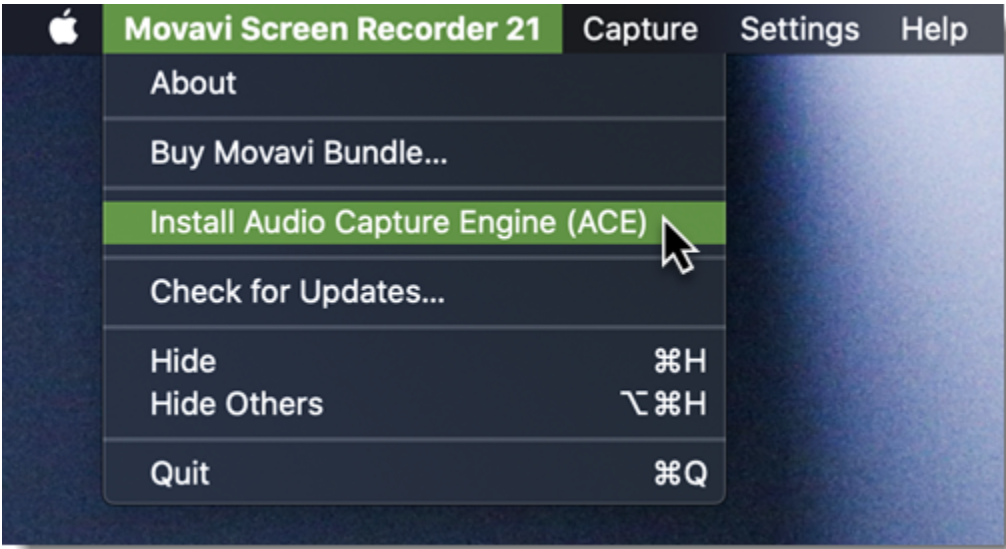
ACE is only installed on 10.12 and higher versions of macOS X®. For macOS X® 10.10 and 10.11, Movavi Sound Grabber is installed on your Mac together with Movavi Academic.

**I have Movavi Sound Grabber installed, but sound capture doesn't work anyway. What should I do?**

- Make sure Movavi Sound Grabber is selected for Output in sound settings. You might not hear the sound during recording as the output isn't your speakers or headphones, but it will be there on your finished video.



- For macOS X® 10.12 and higher: open the program menu and install Audio Capture Engine (ACE).

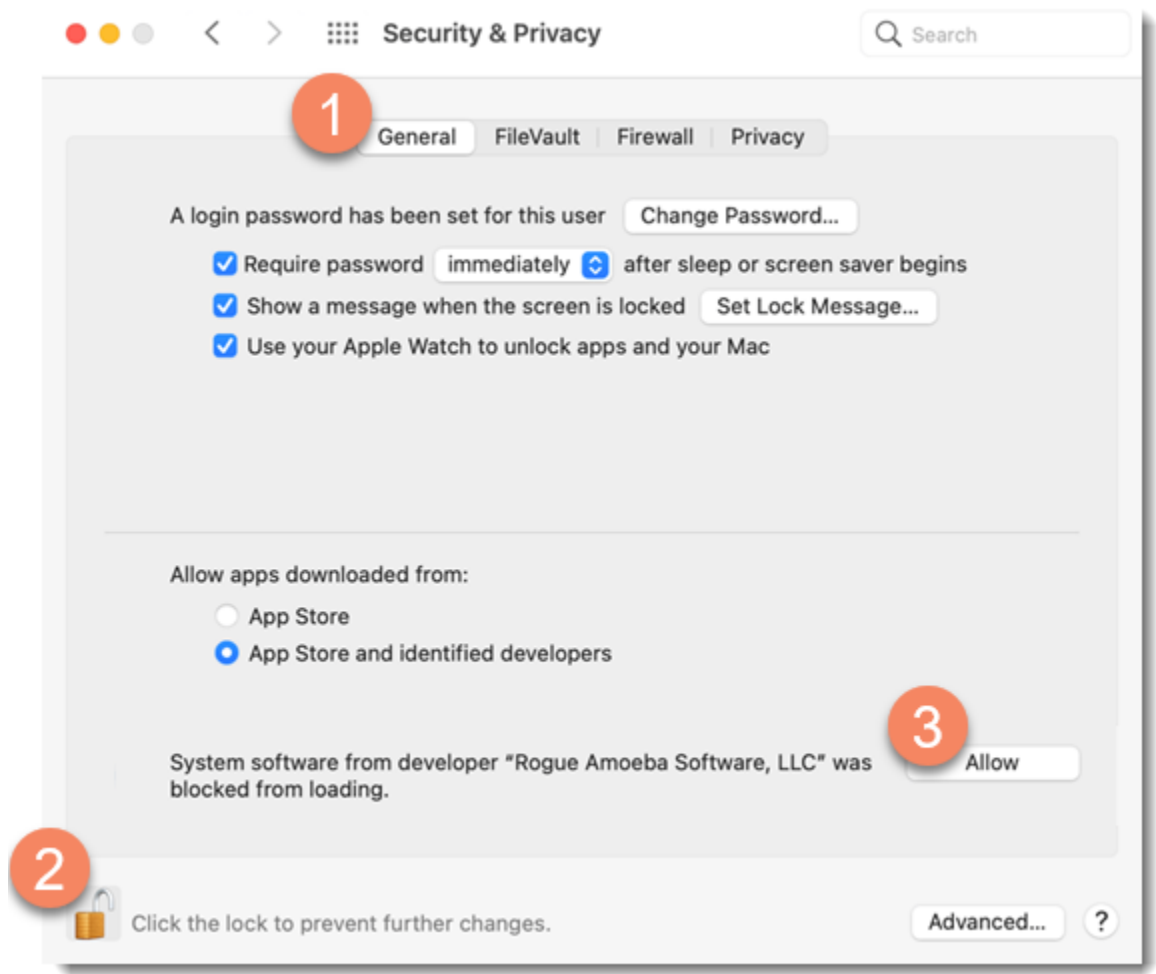


- Try to [uninstall](#) and reinstall Movavi Sound Grabber.

**My Mac is running on macOS 11. How do I install ACE?**

The installation process is the same; however, you will have to give additional permissions.

1. Go to the **General** tab of the Security & Privacy settings.
2. Click the **lock** to make changes and enter your user password.
3. Click **Allow** to permit ACE to run on your Mac.



Note that the M1 chip Mac configuration will require some extra steps in the Recovery environment of macOS. You will need to change your system's security policy to allow the usage of system extensions.  
Please see the detailed step-by-step guide here: [Installing ACE on the M1 chip Mac with MacOS 11 \(Big Sur\)](#)

**My problem is still there, who do I talk to?**

- Contact our support team by any convenient means:
- filling out the [support form](#);
  - starting a [live chat](#).

**Installing Movavi Sound Grabber**

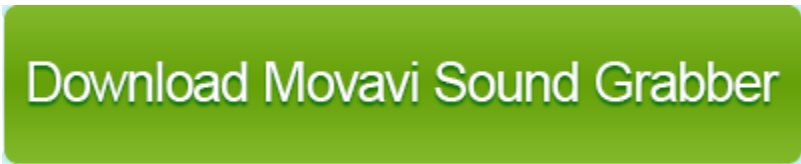
*Note that Audio Capture Engine (ACE) is recommended for [sound capture](#) on macOS X® 10.12 and higher.*

Movavi Sound Grabber is a free extension that enables you to capture system sounds on your Mac. It acts as a virtual audio input device and sends the sound from music, videos, and system alerts that you would normally hear through your speakers to the input channel so that it may be recorded by screen capturing software. By default, Movavi Sound Grabber is installed **automatically** together with Movavi Academic.

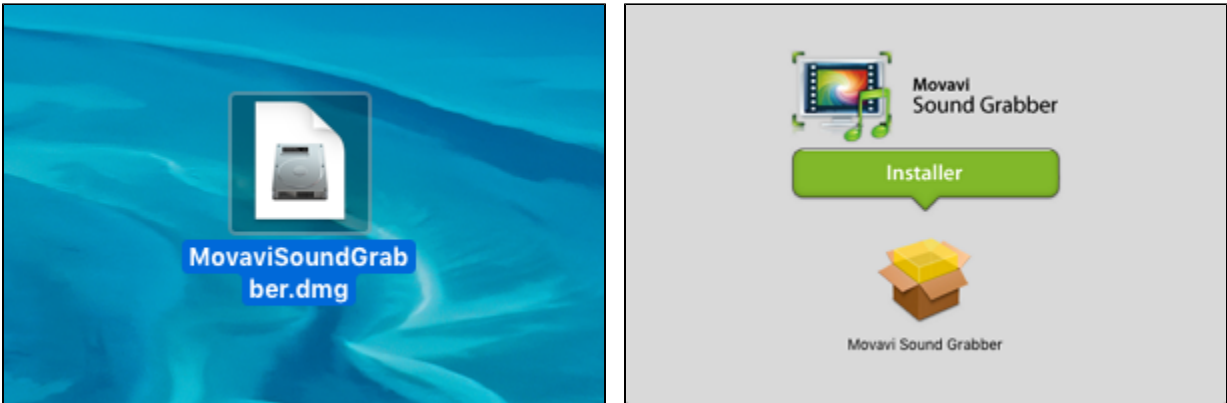
However, if you have trouble capturing sound from certain devices (e.g. wireless Bluetooth headphones), have uninstalled Movavi Sound Grabber or it is missing from your system, you will need to reinstall it in order to capture system sounds.

- 1.** Uninstall Movavi Sound Grabber that had been installed automatically. Note that after deinstalling you might need to reboot your Mac.  
*Learn more:* [Uninstalling Movavi Sound Grabber](#)

- 2.** Click the button below to download the package:

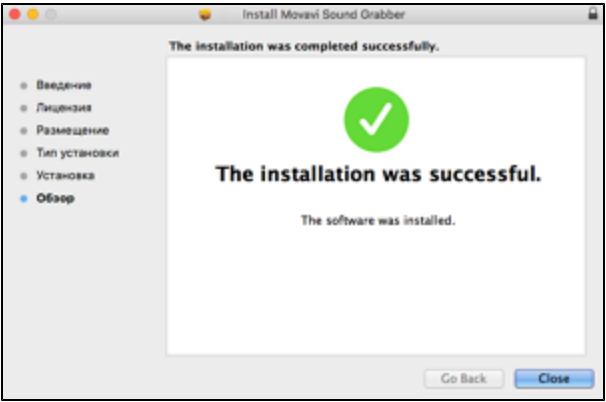


- 3.** Once the download has finished, open the .dmg package you've downloaded.



- 4.** Double-click the package icon to launch the install assistant. Then, follow the on-screen instructions to install the software just like you would install any other program.





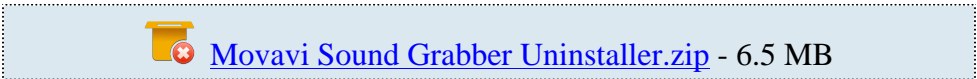
5. Restart Movavi Academic if it was running during installation.

That's it! You can now easily record system audio using Movavi Academic!

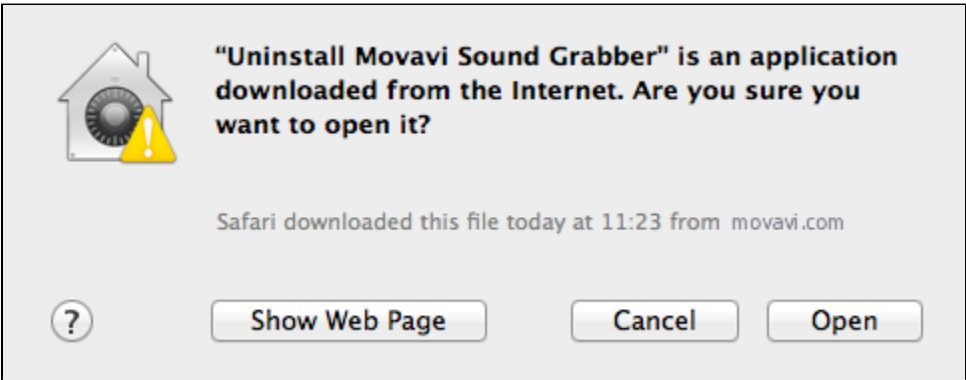
### Uninstalling Movavi Sound Grabber

Since Movavi Sound Grabber is a virtual device and does not show up under Applications in Finder, you need to use an Uninstall file to remove Sound Grabber from your system.

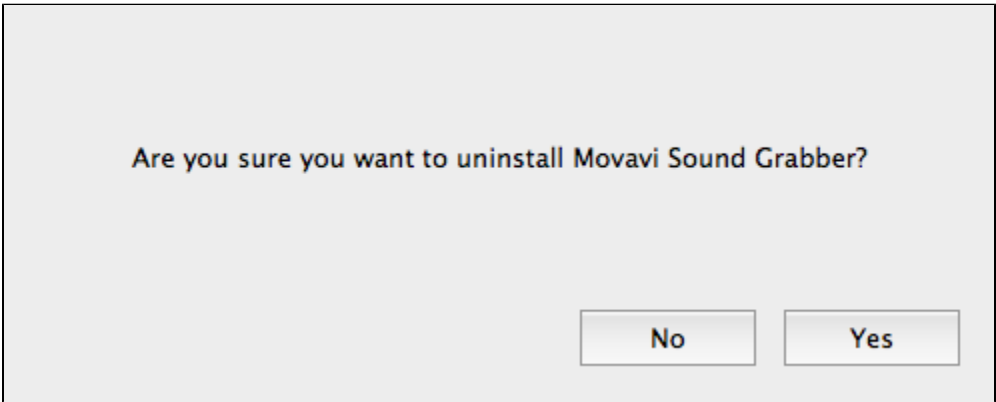
1. Launch **Movavi Sound Grabber Uninstaller** in your **Applications** list, or click the link below to download the uninstaller.



2. Make sure that Movavi Academic is closed and launch the downloaded file. If you see a security warning, click **Open**.



3. You will see the following confirmation dialogue. Click **Yes** to continue and enter your user password to confirm uninstallation of Movavi Sound Grabber.

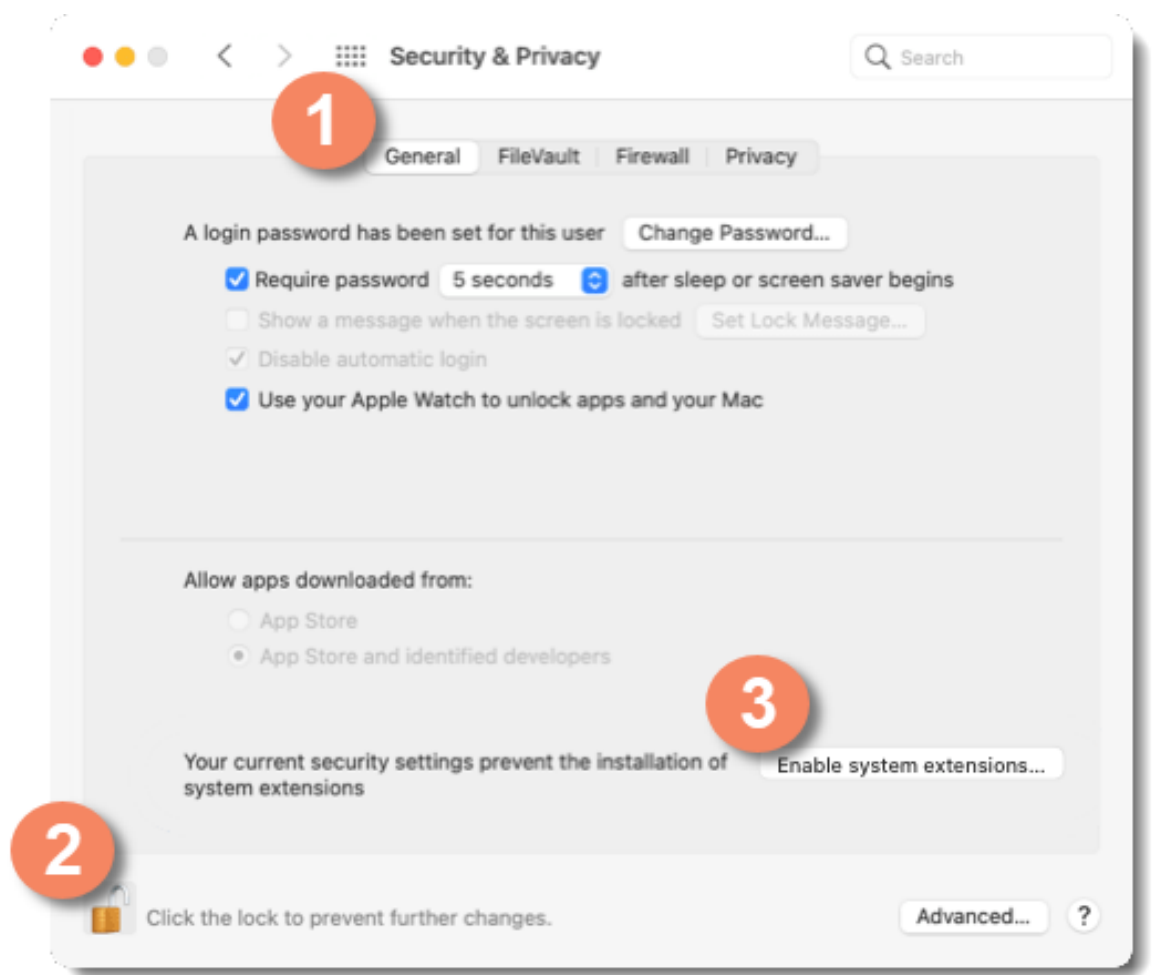


Movavi Sound Grabber will then be removed from your system. If you need to re-install Movavi Sound Grabber for capturing system sounds, please see the [Installing Movavi Sound Grabber](#) section.

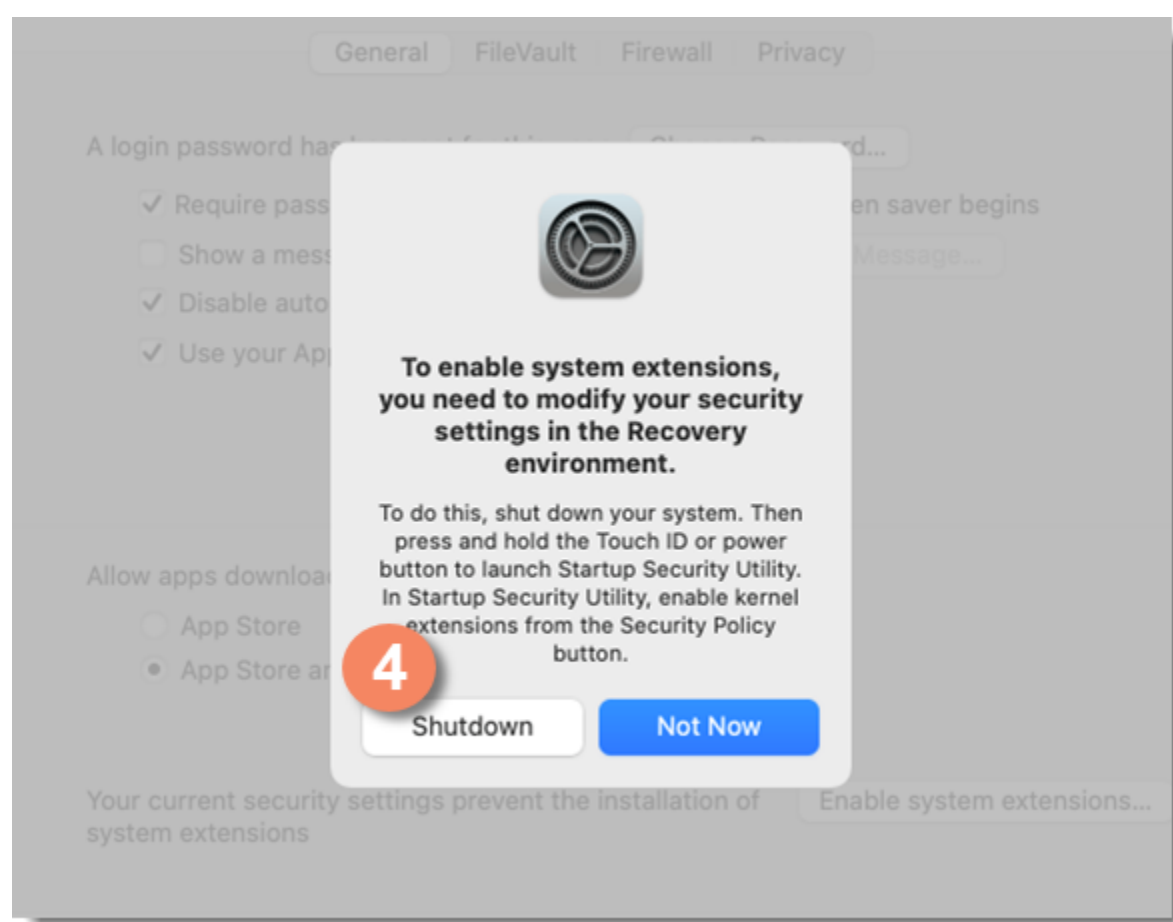
### Installing ACE on the M1 chip Mac with MacOS 11 (Big Sur)

On this page, we detail the full, step-by-step sequence needed to install ACE. This is a one-time process, and you'll be up and running in just a few minutes.

- 1. Go to the **General** tab of the Security & Privacy settings.
- 2. Click the **lock** to make changes and enter your user password.
- 3. Click the **Enable system extensions...** button to proceed.



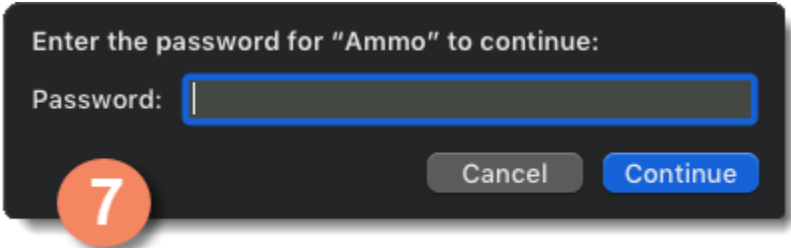
4. This dialog explains how to access the Mac's “Recovery” environment. Click **Shutdown**.



5. To boot to the Mac's “Recovery” environment, press and hold the **Touch ID** or **power** button on your Mac. When the screen says “**Loading startup options...**”, you can let go.
6. Select a user with administrator privileges, then click **Next**.



7. Enter your login password, then click **Continue**.




8. The **Startup Security Utility** should now load automatically. It can also be accessed from the **Utilities** menu. Click your main system drive to highlight it, then click the **Security Policy...** button. This will enable you to adjust the security policy so system extensions like ACE can run.



9. Switch to **Reduced Security**.

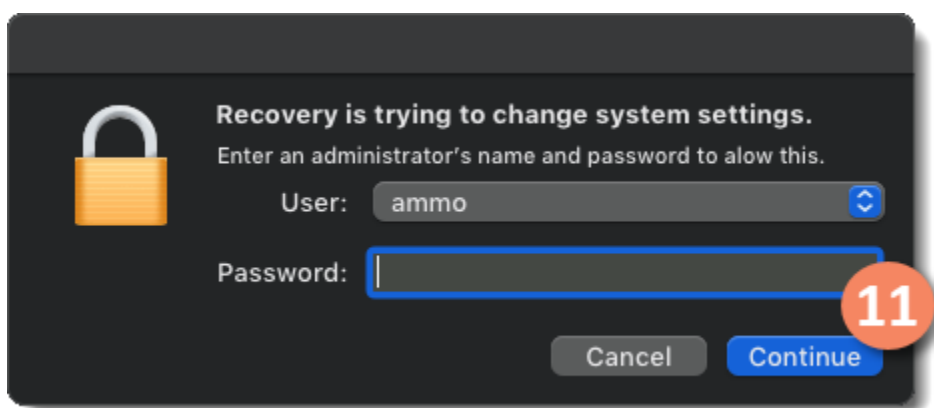
 The “Reduced Security” setting still provides your Mac with powerful security, only allowing operating systems approved by Apple to run.

10. Enable the first checkbox, “**Allow user management of kernel extensions from identified developers**” and click the OK button.

 Despite the name of this setting, ACE is not a kernel extension. Instead, it's a standard audio plug-in, which receives enhanced privileges to access your system's audio. MacOS 11 simply uses the kernel extension verification system to allow ACE to load as well.

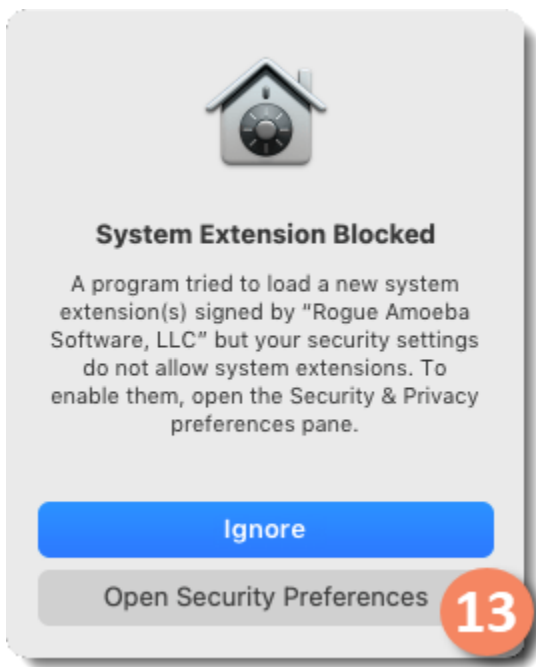


11. Enter your password, then click the OK button. The new security policy will then be applied. When it's finished, the window will close.



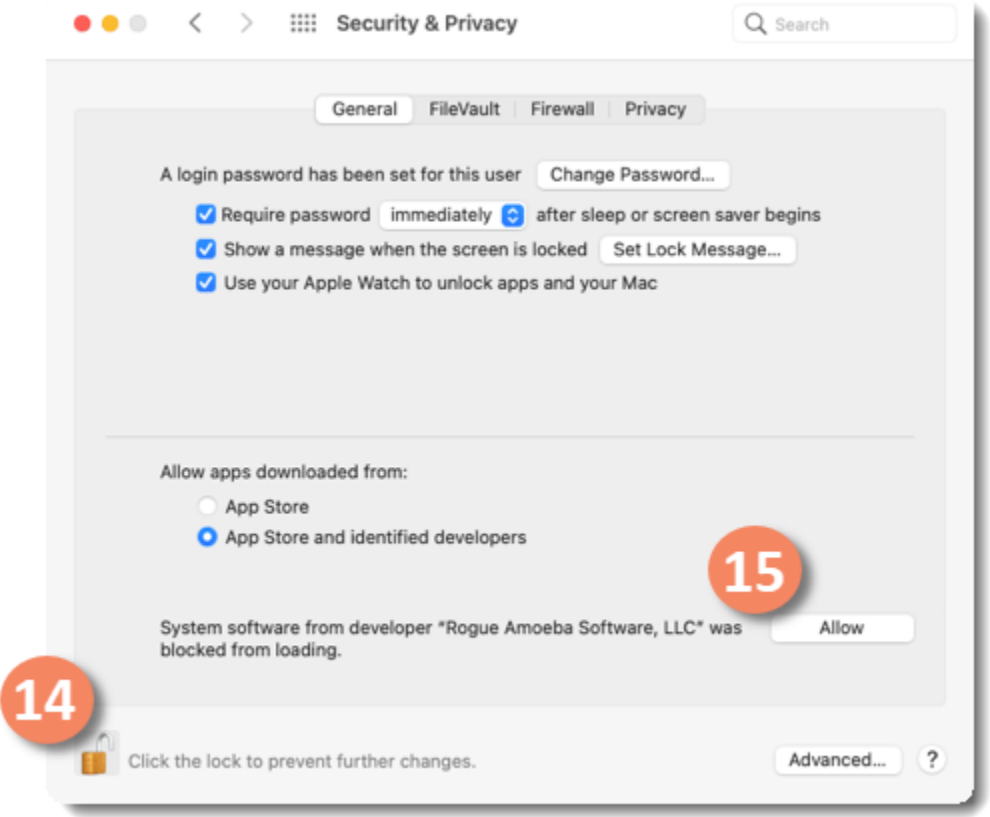
12. You can now click the **Apple (#) menu** in the upper left. Select **Restart**, then log back into your account as normal.
13. You'll now see a message from the system, stating that ACE has been blocked from running. Click the **Open Security Preferences** button to proceed.

 If you accidentally clicked Ignore, select *System Preferences* from the *Apple (#) menu* in the upper left. Click *Security & Privacy*, then the *General* tab.

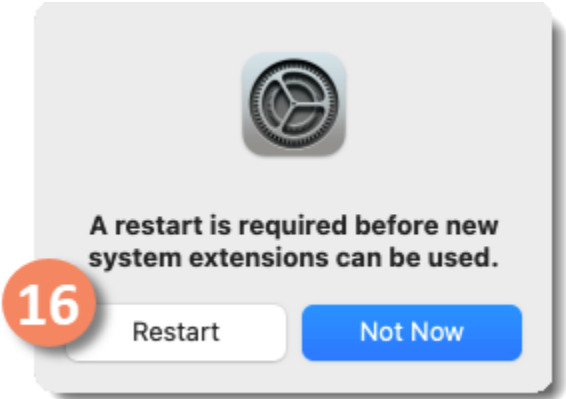


14. Click the **lock** to make changes.
15. Click the **Allow** button to permit ACE to run on your Mac.





16. You're at the final step. Click **Restart**. When you log back in to your Mac, the application will be ready to go. Good work!



### Keyboard shortcuts

Editing video becomes much faster and easier if you learn a few basic keyboard shortcuts, especially if you're using a touchpad. You can find the list of shortcuts if you open the **Help** menu and select **Keyboard Shortcuts**.

Action	Shortcut
Add media files	#O
New project	#N
Open project	#F
Save project	#S
Save project as	##S
Split clip	#B
Insert freeze frame	#E
Add keyframe	#T
<i>*for Animation and Pan and Zoom tools</i>	
Full screen view	##F
Skip forward 0.5 seconds	###
Skip backward 0.5 seconds	###
Next frame	##
Previous frame	##

### System requirements

Note that Movavi Academic may also run on slower machines, however, we cannot guarantee stable performance if the minimum requirements are not met.

	Minimum system requirements	Recommended configuration
Operating system	Mac OS® 10.10.5 or higher	
Processor	64-bit Intel processor	
Graphics card	Intel® HD Graphics 2000, NVIDIA® GeForce® series 8 and 8M, Quadro FX 4800, Quadro FX 5600, AMD Radeon™ R600, Mobility Radeon™ HD 4330, Mobility FirePro™ series, Radeon™	

	R5 M230 or higher graphics card with up-to-date drivers	
Display resolution	1280x800 screen resolution, 32-bit color	
RAM	2 GB RAM	8 GB RAM
Free disk space	800 MB for installation, 700 MB for proper operation	5 GB available disk space for ongoing operations. HD video processing may require larger amounts of free disk space.
Other		Sound card for audio recording and playback
	Administrator permissions are required for installation	

Supported formats

Here you can view the list of formats and codecs supported by Movavi Academic.

Video Formats			
Format	Codec	Read	Write
3GPP, 3GPP2 (* <i>.3gp</i> , * <i>.3g2</i> )	H.264, MPEG-4	✓	
AVI – Audio Video Interleave (* <i>.avi</i> )	H.264, MJPEG	✓	✓
	MPEG-1, MPEG-4, VC-1, VP8, VP9	✓	
Flash Video (* <i>.flv</i> , * <i>.swf</i> )	H.264	✓	✓
MKV – Matroska (* <i>.mkv</i> )	H.264, MJPEG	✓	✓
	MPEG-1, MPEG-4, H.265, VC-1, VP8	✓	
M2TS – MPEG Transport Stream (* <i>.m2ts</i> )	H.264	✓	✓
MTS – MPEG Transport Stream (* <i>.ts</i> , * <i>.mts</i> , * <i>.m2t</i> )	H.264	✓	
MPEG (* <i>.mpeg</i> , * <i>.mpe</i> , * <i>.m1v</i> , * <i>.dat</i> , * <i>.mod</i> , * <i>.tod</i> , * <i>.vro</i> )	H.265	✓	
MPEG-4 (* <i>.mp4</i> )	H.264, H.265	✓	✓
	MPEG-1, MPEG-4, VC-1, H.265, MJPEG	✓	
MPEG-4 (* <i>.m4v</i> )	MPEG-1, MPEG-4, VC-1, H.265, MJPEG, MPEG-2, H.264	✓	
OGV – Ogg Video (* <i>.ogv</i> )	Theora	✓	✓
	MPEG-4, MJPEG, VP8, VP9	✓	
MOV – QuickTime (* <i>.mov</i> )	H.264	✓	✓
	MPEG-1, MPEG-4, H.265, VC-1, MJPEG	✓	
WebM (* <i>.webm</i> )	VP8	✓	✓
Audio formats			
3GP	AAC, AMR-NB	✓	
AAC – Advanced Audio Codec (* <i>.aac</i> )	AAC	✓	✓
AVI	AAC, MP3, MPEG-2, LPCM	✓	
FLAC – Free Lossless Audio Codec (* <i>.flac</i> )	FLAC	✓	✓
FLV (* <i>.flv</i> )	AAC, MP3	✓	
MKV (* <i>.mkv</i> )	AAC, MP3, MPEG-2, Vorbis	✓	
MOV (* <i>.mov</i> )	AAC, MP3, MPEG-2, LPCM, MPEG-1	✓	
MP3 – MPEG-1/2 Audio Layer III (* <i>.mp3</i> )	MP3	✓	✓
MPEG-4 (* <i>.m4a</i> , * <i>.m4b</i> )	AAC	✓	
OGG – Ogg Audio (* <i>.ogg</i> )	Vorbis	✓	✓

WAV – Waveform Audio File Format (* <i>.wav</i> )	LPCM	✓	✓
Webm	Vorbis	✓	
Image formats			
BMP (* <i>.bmp</i> ), JPEG (* <i>.jpg</i> ), JPEG (* <i>.jpeg</i> , * <i>.jpg</i> , * <i>.jp2</i> , * <i>.jls</i> ), PNG (* <i>.png</i> ), TIFF (* <i>.tiff</i> )		✓	
GIF (* <i>.gif</i> )		✓	✓

## How to collect logs

Providing your log files when you contact support can help us solve your problem faster. The logs contain the program's actions for some period of time, as well as important error reports and descriptions. The log files do not contain any personal information. To collect information about the program's performance, collect logs and send them to technical support.

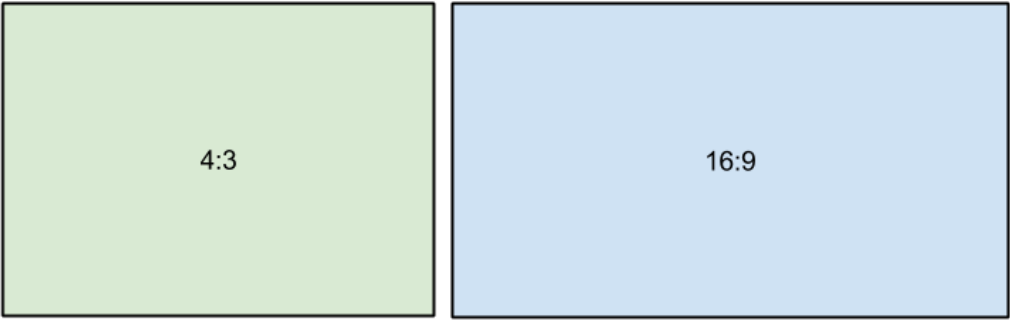
1. Please download and open the following archive: <https://cdn.movavi.com/dl/support/MovaviExtendedMacLogs.zip>
2. Launch MovaviExtendLogs.app file from the archive.
3. After that launch the program and retry desired actions.
4. If the problem still arises, please close the program and download log collector utility: [https://cdn.movavi.com/dl/support/get\\_movavi\\_logs.zip](https://cdn.movavi.com/dl/support/get_movavi_logs.zip)
5. Launch utility from the archive and wait for the process to finish.
6. After process is complete, a small window will appear and display a path (folder) to the log file.
7. Please send this log file to our [Support Center](#).

### Glossary

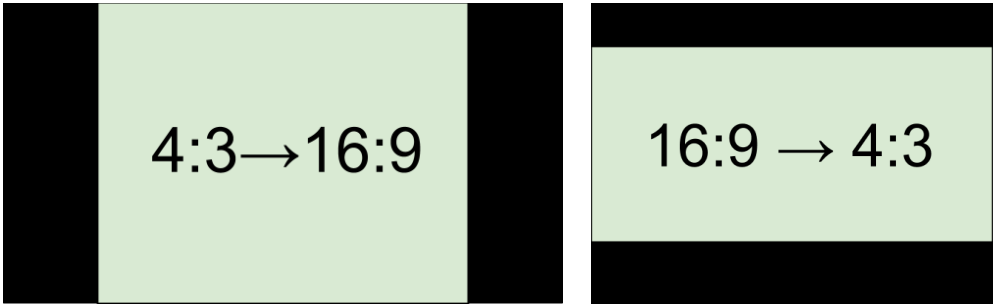
Here's a list of some terms that you may come across while working with video and audio. You won't need to know all of these to use Movavi software, but if you want to learn more about the specifics of media file processing, you can start here.

#### Aspect ratio

A video's aspect ratio is the proportion of its width to height, e.g. 16:9 (read as *sixteen-by-nine*). Usually, you might encounter the 16:9 or 4:3 aspect ratios, but most recent displays and videos have the 16:9 aspect ratio. You might encounter 4:3 resolutions in some older TV videos. Here's how different they look:



If you join videos with different aspect ratios, you might see black bars around the edges. Think of a video's frame like a box: if you put a square peg into a rectangular hole, you might have room left over at the sides. This can happen in your project if you're mixing videos and photos, or if you're using videos from different sources. This is how it might look if you're adding 4:3 videos to a 16:9 project and vice versa:



To remove the black bars, try using the [crop](#) tool, or change the [project settings](#).

**Learn more:** [Removing black bars](#)

#### Bitrate

Bitrate is a property of digital video and audio files. It means the amount of data in bits contained in each second of the file. Higher bitrate allows to preserve more detail, but also requires much more disk space for the output file. Bitrate also depends on your video resolution, because you need much more data to store a large HD video frame compared to a tiny 360p video. If your video has lots of small details or fast action, you can choose a higher quality when [saving the video](#). The output video will have a larger file size, but you'll be able to see detail better.

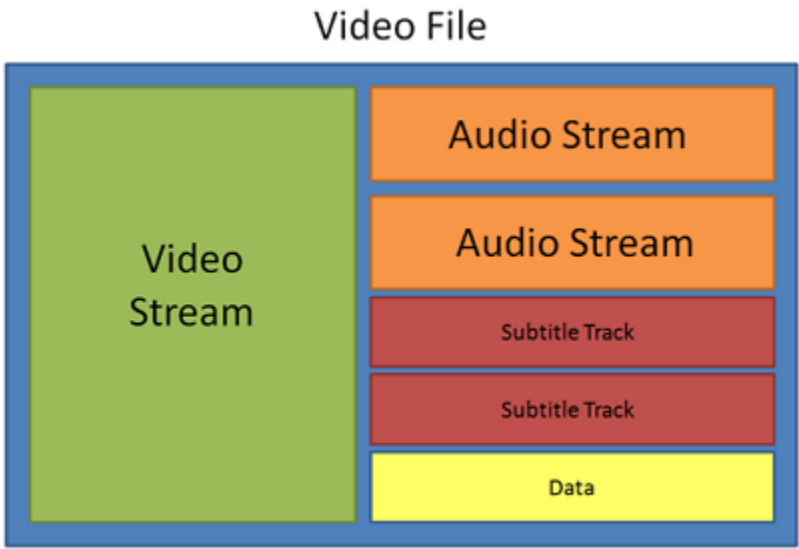
#### Codec

Video and audio information is processed or *encoded* to shrink the size of the file. However, your computer needs to have a *decoder* installed in order to open the file. There are many different codecs, each compressing video in different ways. Many video formats can store multiple video formats. For example, you can [save a video](#) with the .mp4 extension, but you can use the H.264 or MPEG-4 codecs. If you don't know what codec works best for you, go for H.264 – it is supported by most players and platforms.

**Hint:** Don't download codecs from suspicious websites. They may contain malware.

#### Format

Usually when someone mentions formats, they mean *container formats*, namely, the way of storing a video or audio file's information inside a file. You can spot container formats by file extensions. A container format *contains* video and audio streams, that are be encoded with a *codec*. The figure below shows how a standard video file may look like.



**Frame rate, FPS**

A video's frame rate is the number of frames or still images in each second of the video (also called FPS or *frames per second*). Most movies have a frame rate of 24 frames per second, but most cameras and mobile phones shoot video at 30 frames per second. More modern cameras even allow you to film with 60 FPS and above. If you have a higher frame rate, you can slow down the video to make a slow-motion effect without making the video look choppy.

**\*.mepx files**

Movavi Academic project files are saved with the MEPX extension. You can open the file in the Editor and continue working on your project.

**Resolution (frame size)**

A video's resolution is basically its width and height in pixels. Usually it is written as the *width* multiplied by *height*, e.g. "1280x720", or sometimes you might only see the height listed, e.g. "720p". Usually, videos with high resolution have better quality because there are more pixels available for storing information. However, if you convert a low-quality video to a higher resolution, it will not instantly look better because there is nowhere to restore the extra information from, so you will end up with the same quality with a much larger file size. You can change the resolution of your output video in [project settings](#).

**Sample rate**

The *sample rate* affects the quality of digital sound, and defines the maximum frequencies that an audio stream can contain. The default sample rate is set to 44100 Hz, which exceeds the maximum frequencies of human hearing and is used to record Audio CDs and most music tracks.

**Stream**

A video file contains the video and audio information in separate *streams*, which simply means that their data is stored separately inside the file. When you play the file, these streams are played simultaneously, just like a stream of water.