



## Movavi Screen Capture Studio 8

### Don't know where to start?

Read these tutorials:

#### [Recording screen](#)

Capture any fragment of your screen or the full desktop.

#### [Recording Skype calls](#)

Record Skype calls with sound from both ends.

#### [Recording online video](#)

Record video from online video websites such as YouTube or Vimeo.

#### [Recording only audio](#)

Record any sound from a device or music on your computer.

#### [Recording video from players](#)

Record any video in your player.

### Need more help?

Write to us at [support@movavi.com](mailto:support@movavi.com)

Or [click here](#) to open live chat.

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## Activating Screen Capture Studio

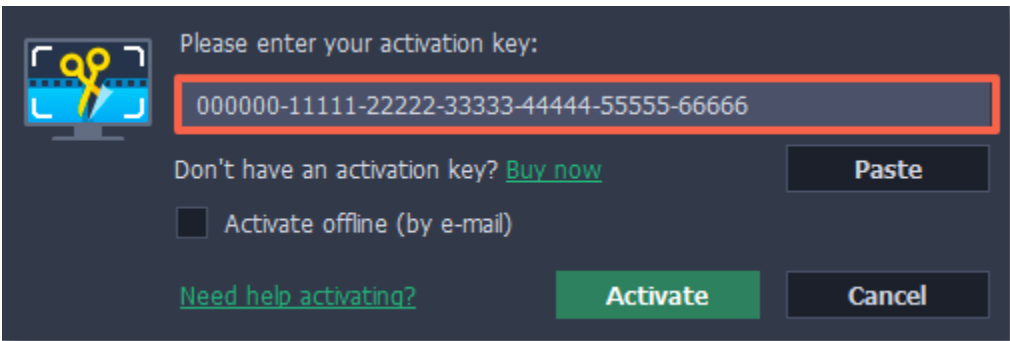
**Step 1:** Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail.



**Step 2:** On the launcher window, click the **Activate** button.



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



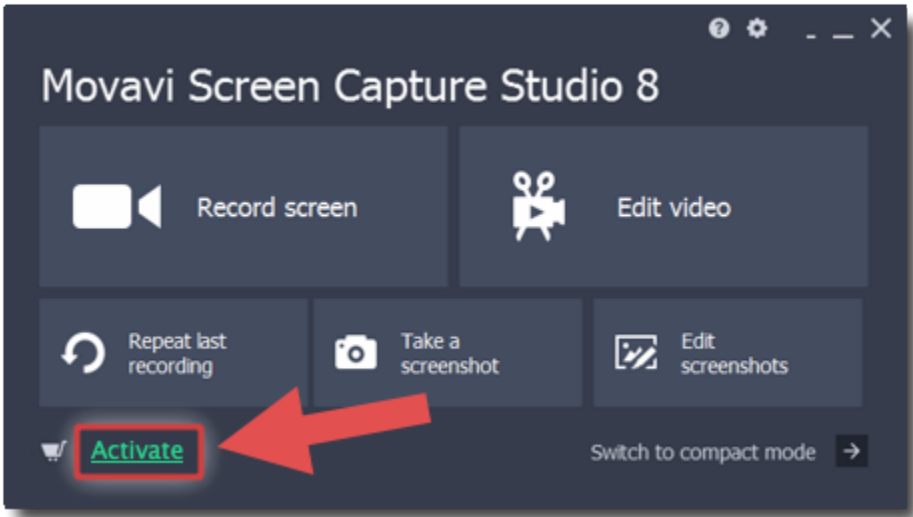
### Activating without Internet access

If your computer is not connected to the Internet, you can activate Movavi Screen Capture Studio via e-mail.

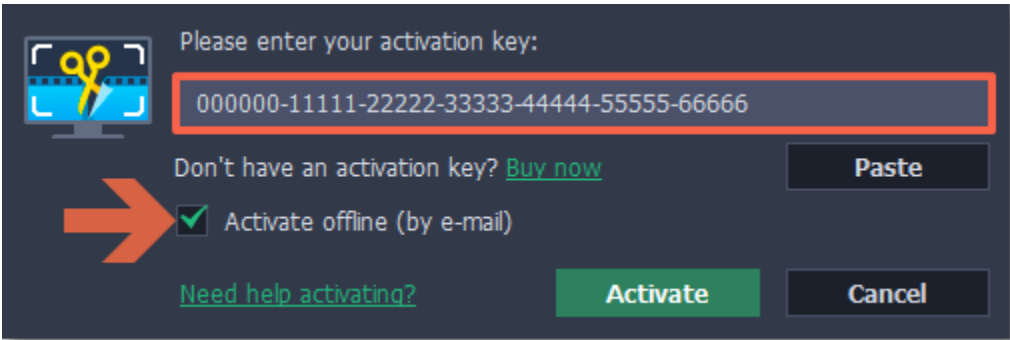
**Step 1:** Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail.



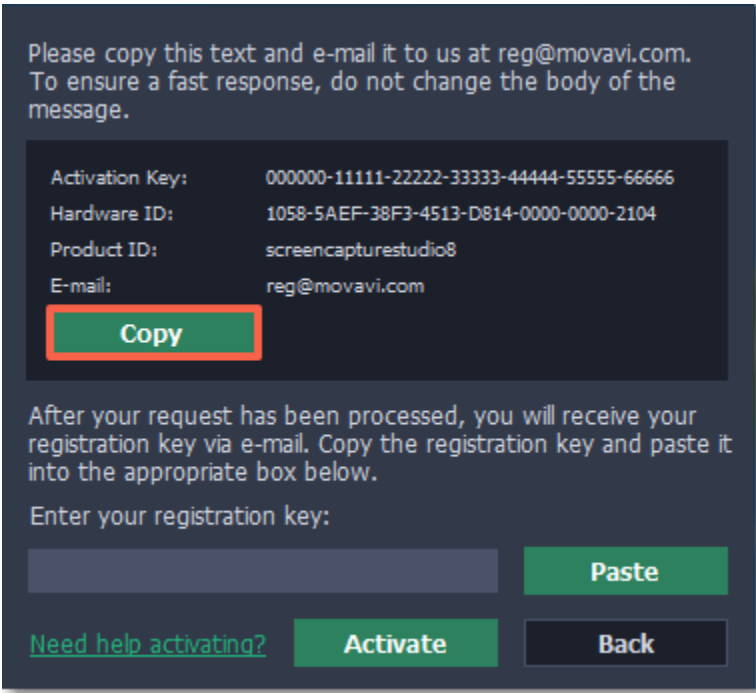
**Step 2:** On the launcher window, click the **Activate** button.



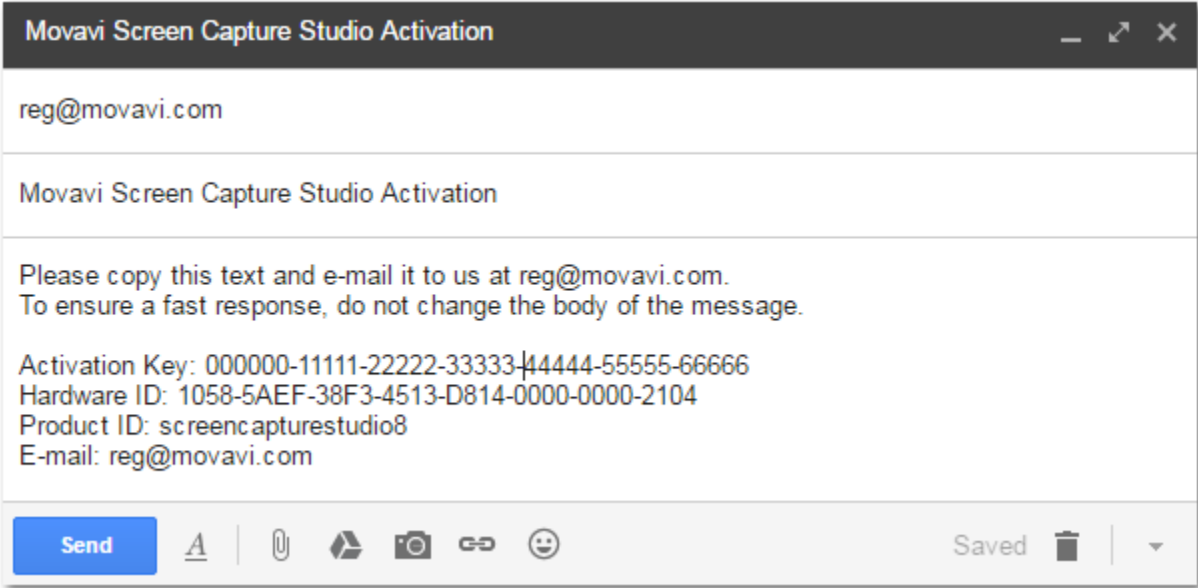
**Step 3:** Enter your activation key and select the **Activate offline** option. Then, click **Activate**.



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



**Step 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 **registration key** from the reply and transfer it to the computer with Movavi Screen Capture Studio.



**Step 6:** Return to the window with offline activation. If you've closed the window, repeat 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:	000000-11111-22222-33333-44444-55555-66666
Hardware ID:	1058-5AEF-38F3-4513-D814-0000-0000-2104
Product ID:	screencapturestudio8
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:

IEJSCFB-IJRSIJSB-QPTOTDLV-MIBSAHHT

Paste

[Need help activating?](#)


Activate

Back

## Getting an activation key

To activate Movavi Screen Capture Studio, you will need an activation key. You can buy an activation key from our official website or from any of our partners, and it will be delivered to you via e-mail.

1. On the Movavi Screen Capture Studio launcher, click the cogwheel button and choose **Buy Activation Key** from the menu, or use the button below.



Buy Activation Key

2. On the purchase page, click the **Buy Now** button next to the type of license that you need.

- If you're a home user, choose the **Personal License**.
- If you're planning to use Movavi Screen Capture Studio for work, business, or government organizations, choose the **Business License**.

3. Fill in your billing information and enter a valid e-mail address. **IMPORTANT!** We will send the activation key to this e-mail address, so please make sure it is entered correctly.

4. After you've completed your payment and your request has been processed, you will receive a confirmation e-mail from *support@movavi.com* with your **activation key**.

---

### If you haven't received your activation key:

- Check the Spam folder of your mailbox
- [Contact support](#)

Trial limitations

When you first start your copy of Movavi Screen Capture Studio, it will be running in **LIMITED TRIAL MODE** until you activate the program. You can use all the features, but the following restrictions will apply:

TRIAL VERSION	FULL VERSION
<div><div>✖</div><div>Movavi Screen Capture Studio will stop working after 7 days</div></div>	<div><div>✔</div><div>Lifetime license</div></div>
<div><div>✖</div><div>A watermark with the words ' trial version' will be added to all exported videos</div></div>	<div><div>✔</div><div>No annoying watermarks</div></div>
<div><div>✖</div><div>Capture time is limited to 2 minutes per video</div></div>	<div><div>✔</div><div>Unlimited capture time</div></div>
<div><div>✖</div><div>You cannot save edited screenshots</div></div>	<div><div>✔</div><div>Save your screenshots with arrows, frames and annotation</div></div>
	<div><div>✔</div><div>Free updates</div></div>
	<div><div>✔</div><div>Discounts on other Movavi products and upgrades</div></div>

Recording video from screen

How to make a screencast with Movavi Screen Capture Studio

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

Step 1: Set up the capture area

1.

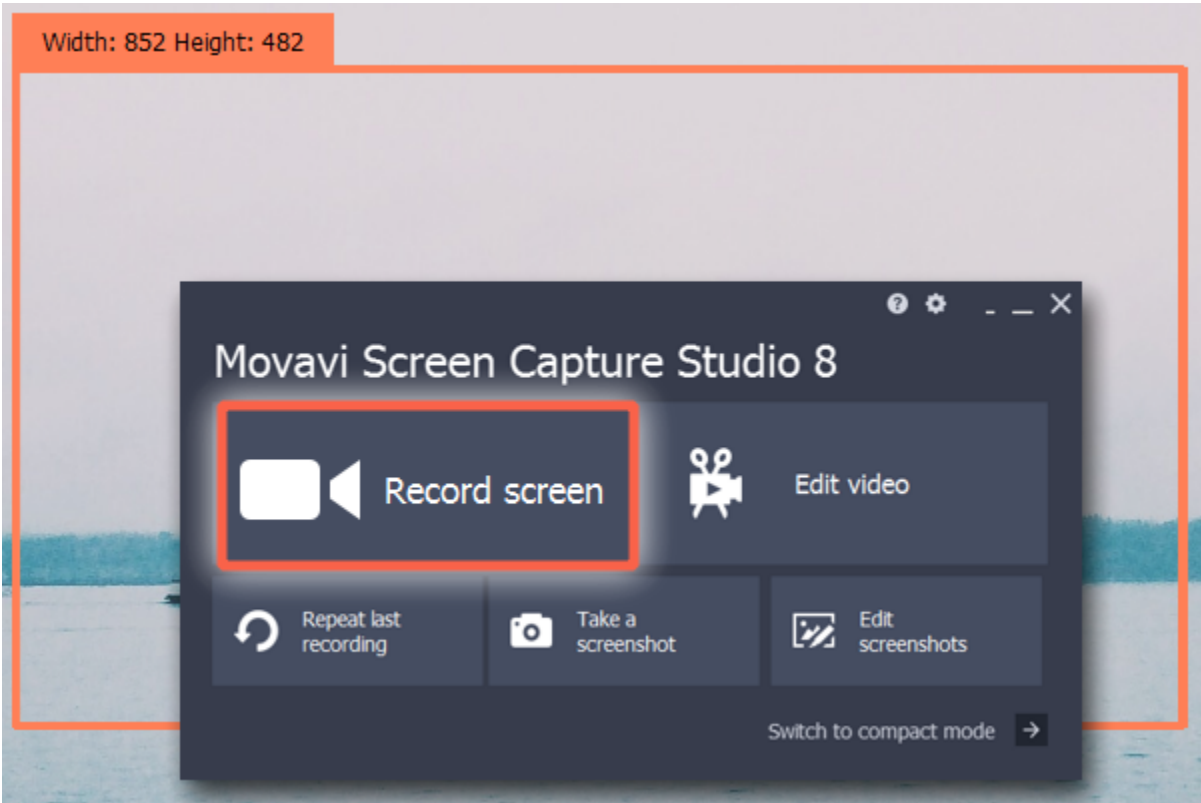
On the Movavi Screen Capture Studio launcher, click **Record screen**.
2.

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, click on any empty space.



Step 2: Set up the sound

Recording system audio

1.

Click the **System Audio** button to enable recording sounds and audio playing on your computer.
2.

Use the slider on the left to set the necessary recording volume.

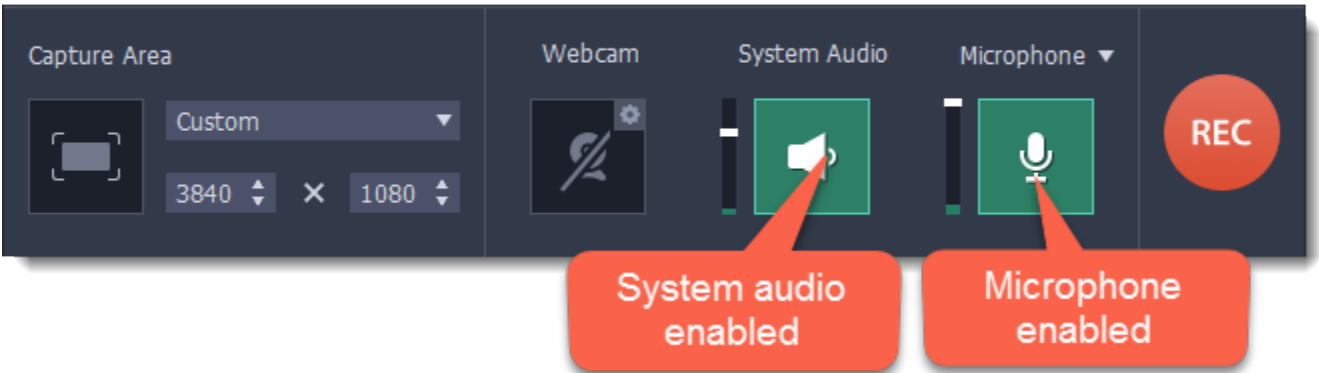
Recording from a microphone

1.

Make sure that a microphone is connected to your computer.
2.

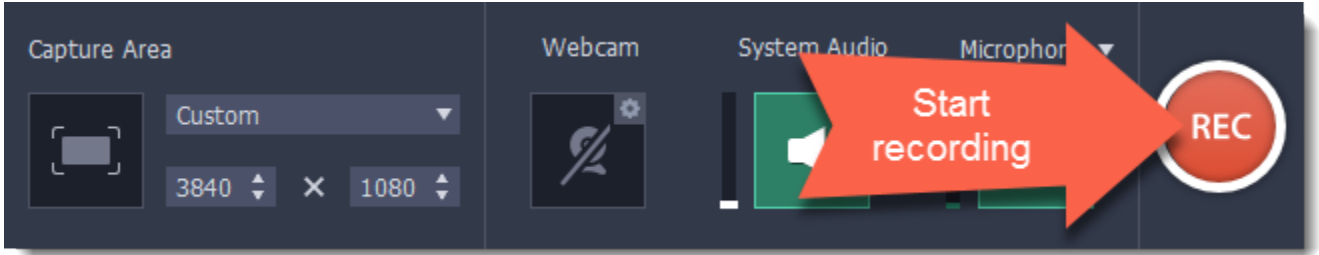
Click the **Microphone** button to enable recording sounds from external devices.
3.

Click the arrow above the Microphone button and select the device you want to use for recording.



Step 3: Start recording

When you're ready to begin, click the **REC** button. You will be given a 5-second countdown before the recording begins.



Use these keyboard shortcuts to control the recording process:

**F9**

- pause the recording

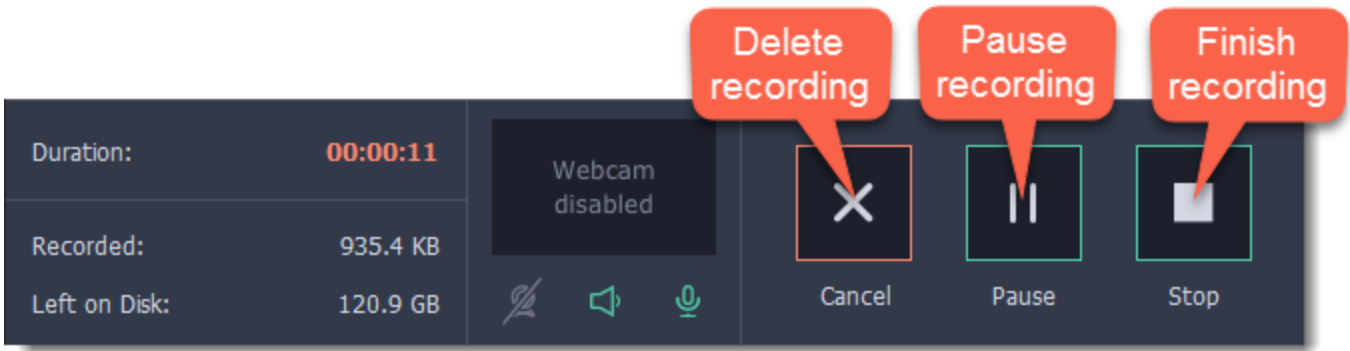
**F8**

- take a snapshot of the capture area

**F10**

- end capture and save the recording

*Tip: these are the default hotkeys. You can change them in the Keyboard Shortcuts section of the preferences.*



When you're ready to finish your recording, click **Stop** on the recording panel or use the **F10** 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 save it in a different format.

**Cutting the recording**

To cut out a fragment:

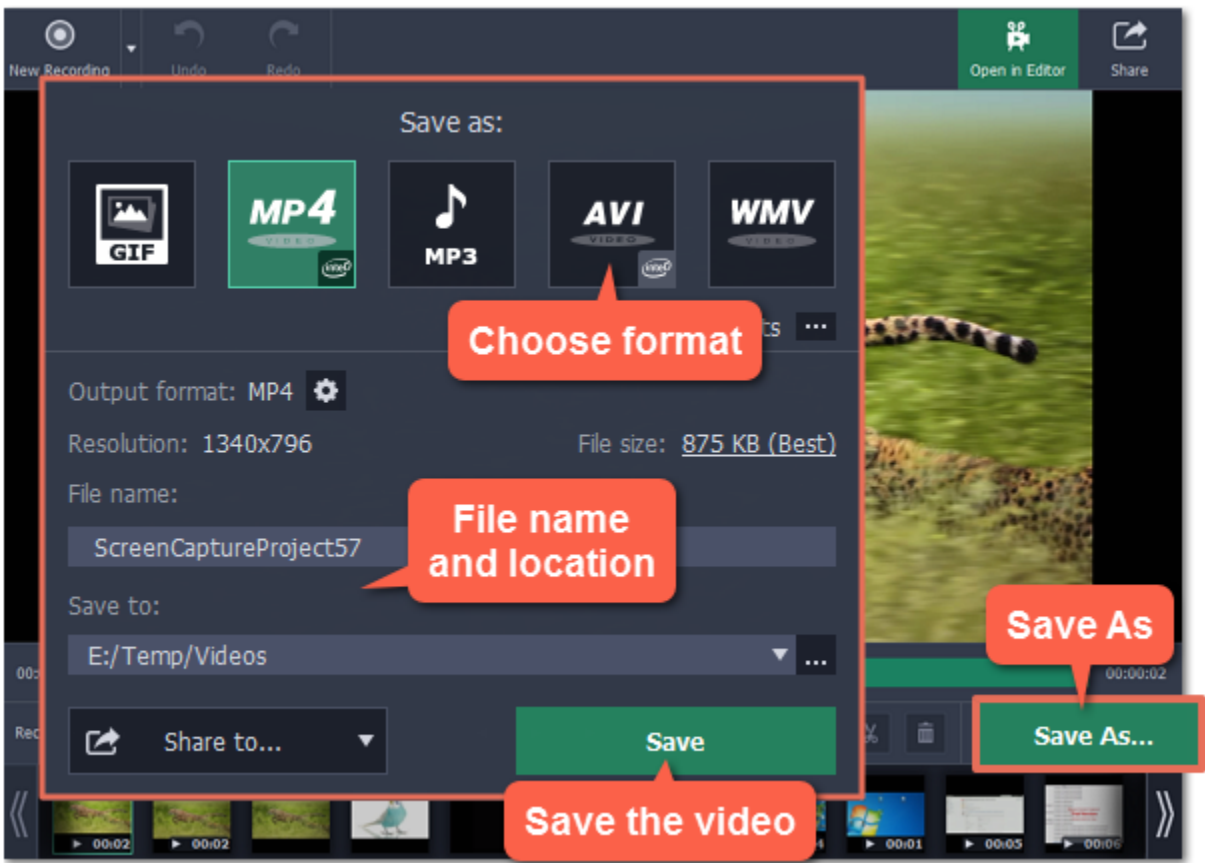
- 1. Place the position marker to the beginning of the unwanted fragment and click the **scissors** icon.
- 2. Move the position marker to the end of the fragment and click the **scissors** button again.
- 3. Move the position marker to the center of the fragment to select it and click the **trash can** button.



**Saving the edited recording**

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

- 1. Click the **Save As** button. The output options will open.
- 2. Click one of the squares at the top to choose a format for saving your video.
- 3. Choose a name and location for saving the video.
- 4. Click **Save** to start processing your recording.



***I get a codec activation message when I try to start recording***

When you first start using Movavi Screen Capture Studio, you need to activate the codecs you are using. Simply click **Activate** in the message box to start using these codecs and continue with your capture. This process is free of charge and does not collect any personal information.

Recording online video

How to download videos from YouTube, Vimeo, and other websites

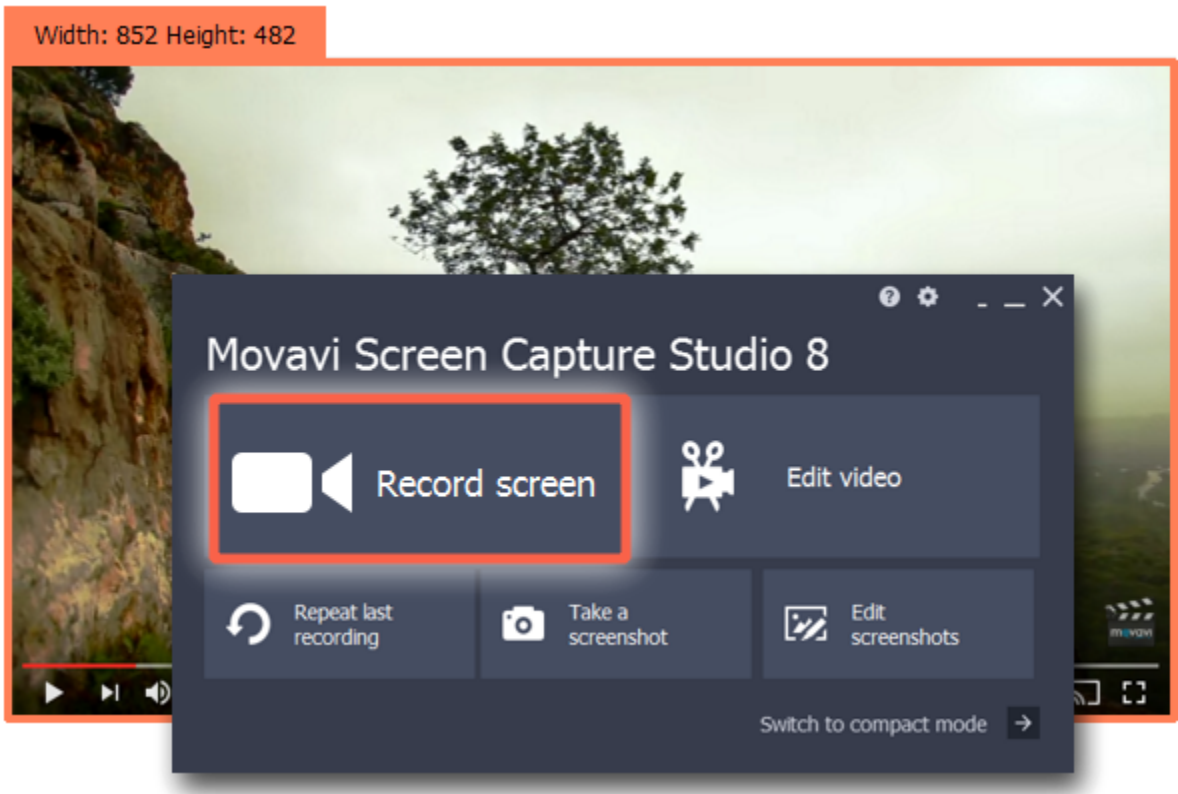
Step 1: Select capture area

1. On the Movavi Screen Capture Studio launcher, click **Record screen**.

2. The screen will dim and a magnifying glass will appear.

• For *high-quality* videos, we recommend recording in full screen mode. To select the entire screen, click on any empty area of the desktop.

• For *low-quality* videos, draw the capture area on top of the web player.

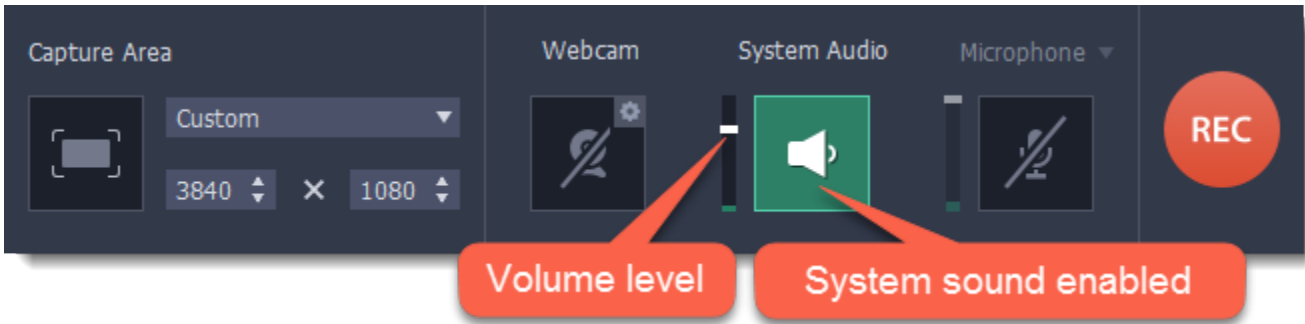


Step 2: Enable system sound

The recording panel will appear. Here, you can set up the sound and other options.

1. Click the **System Audio** button to enable sound recording.

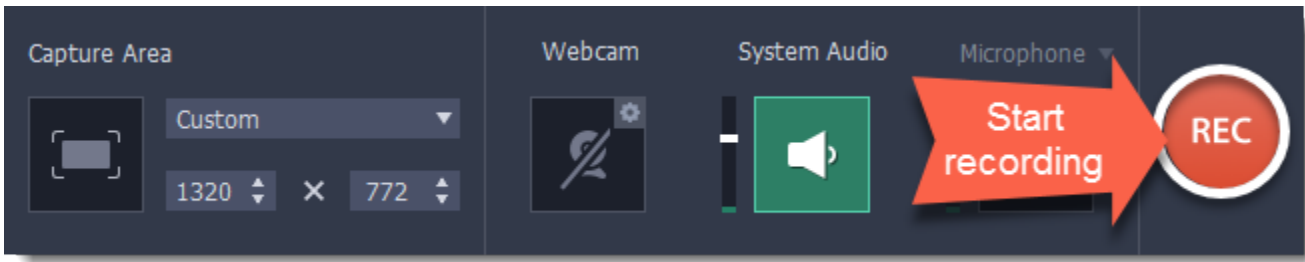
2. Use the slider to the left to set the necessary system audio volume.



Step 3: Record the video

1. To ensure the best recording quality, set the online video player to the highest quality and wait for the video to load.

2. Click the **REC** button to begin recording.



3. You will be given a 5-second countdown before recording starts. Use this time to enable **full screen** mode and click **Play** to start the video.

4. When the video ends, use the **F10** keyboard shortcut to finish recording, or click **Stop** on the recording panel.

Step 4: Cut and convert the video (optional)

Your video is now ready. When you end the recording, you can play the finished video, cut out unwanted parts, or save it in a different format.

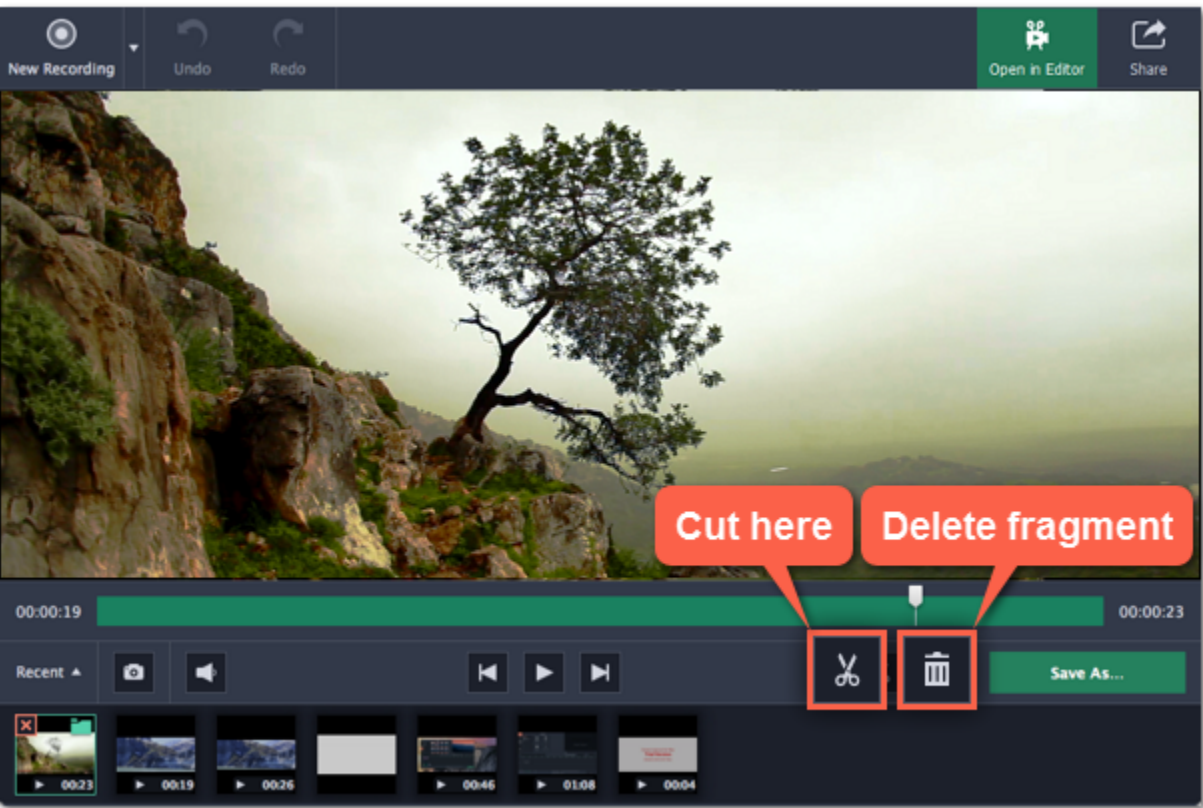
Trimming the video

If you've recorded extra bits at the beginning or at the end of the video:

1. Place the position marker to where you want to cut the video.

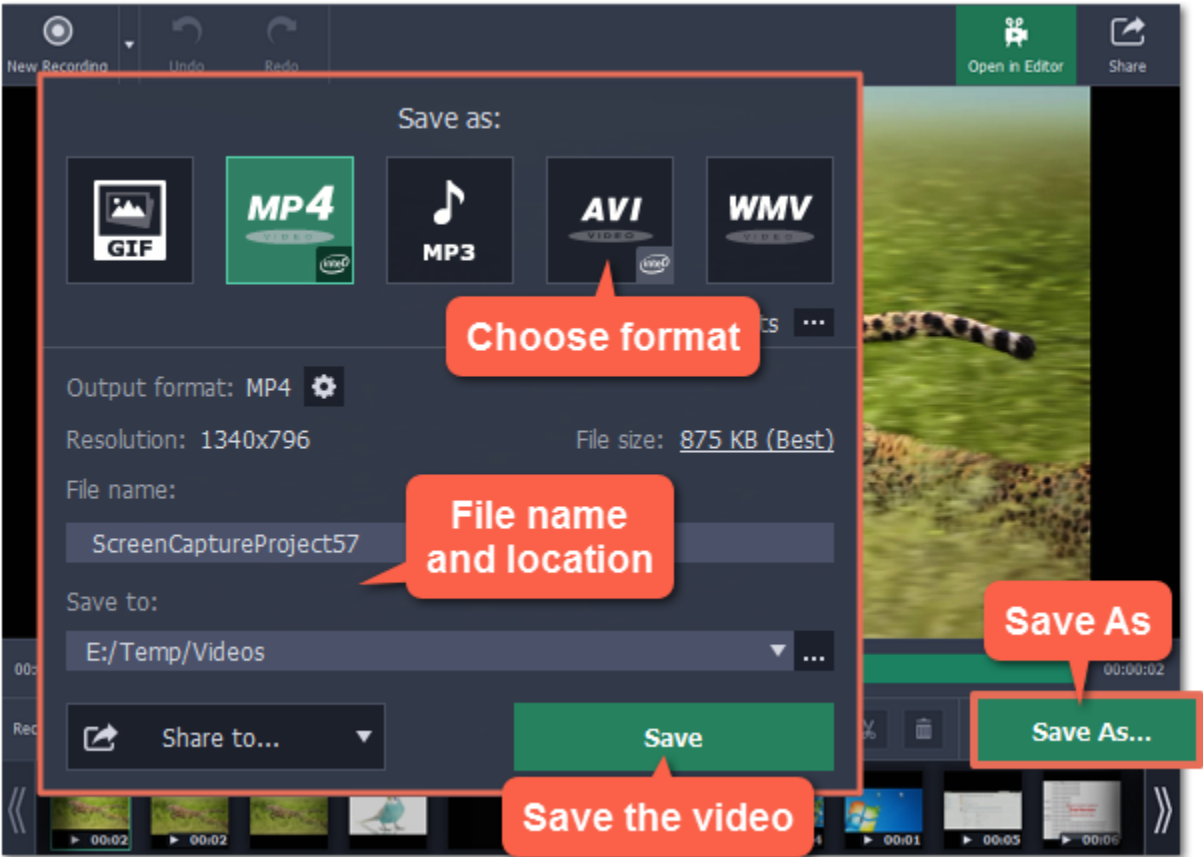
2. Click the **scissors** button to cut at the selected time.

3. Select the fragment you've cut and click the **trash can** icon to delete it.



**Saving the edited video**

- After you finish capture, your recording is already saved in **MKV** format. If you've cut the video or want to change the format, you will need to save a copy of the video.
- 1. Click the **Save As** button in the editing window. The output options will appear.
  - 2. At the top, choose the format for saving the new video. If you can't find the format you want, click the button next to **More presets** [...] and search for the format or device preset that you need.
  - 3. Name your file and click the button in the **Save to** [...] box to choose where to save the video.
  - 4. Click **Save** to begin processing your recording.



## Recording with webcam

### How to add a simultaneous webcam overlay to your videos

#### Step 1: Select capture area

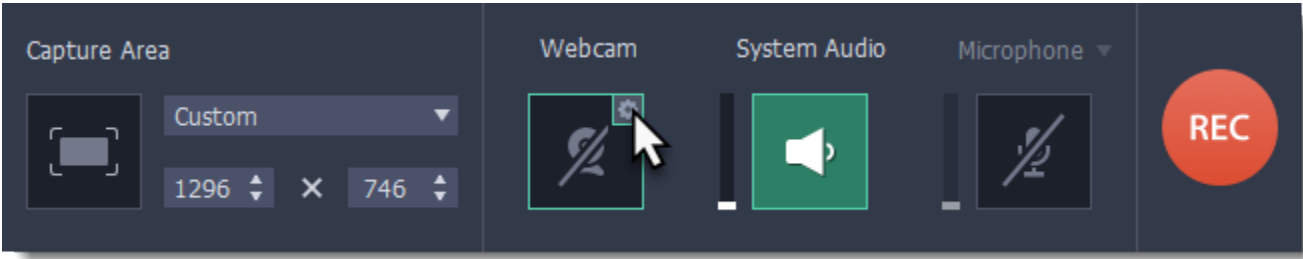
1. In the Movavi Screen Capture Studio launcher, click **Record screen**.
2. With the crosshair, select the part of the screen that you want to record.



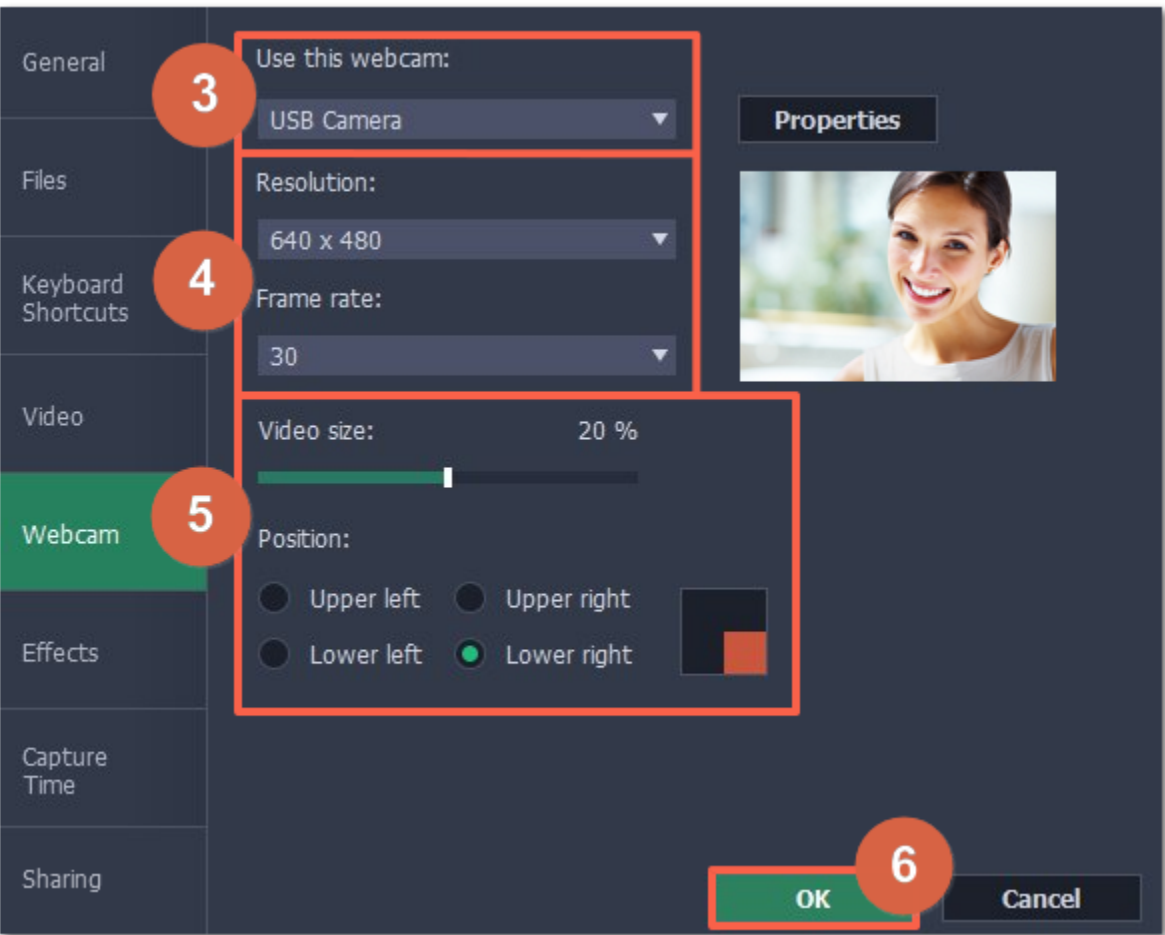
After that, the screen recording panel will appear.

#### Step 2: Set up the webcam

1. Connect the webcam to your computer and wait until the system installs the necessary drivers.
2. Click the cogwheel icon on top of the **Webcam** button. The webcam preferences will open.



3. Under **Use this webcam**, choose the webcam device that you want to use and check that its preview appears on the right.
4. Set up the video options for this webcam:
  - Click the **Properties** 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.
5. Set up the size and position for your webcam:
  - Use the **Video size** slider to set the size of the webcam picture relative to the entire video.
  - Choose one of the **Position** options to place your webcam picture inside the frame.
6. Click **OK** to save the webcam preferences.



Now that you've set up the webcam, the next time you want to use it, simply click the **Webcam** button once to enable webcam recording.

**Step 3: Set up sound**

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

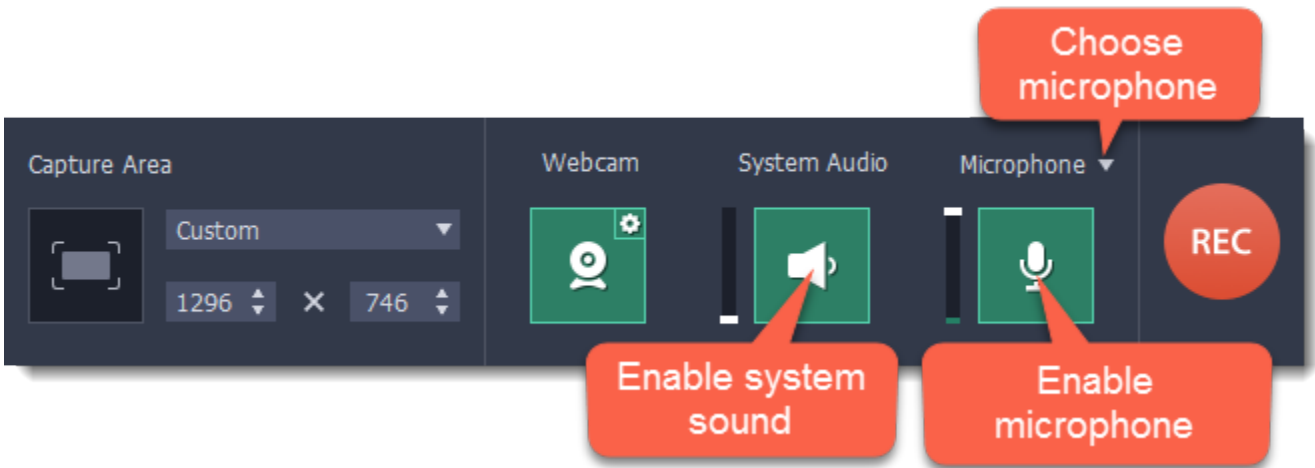
System sounds

To record music and other sounds playing on your computer, click the **System Audio** button. The button appears green when enabled.

Microphone

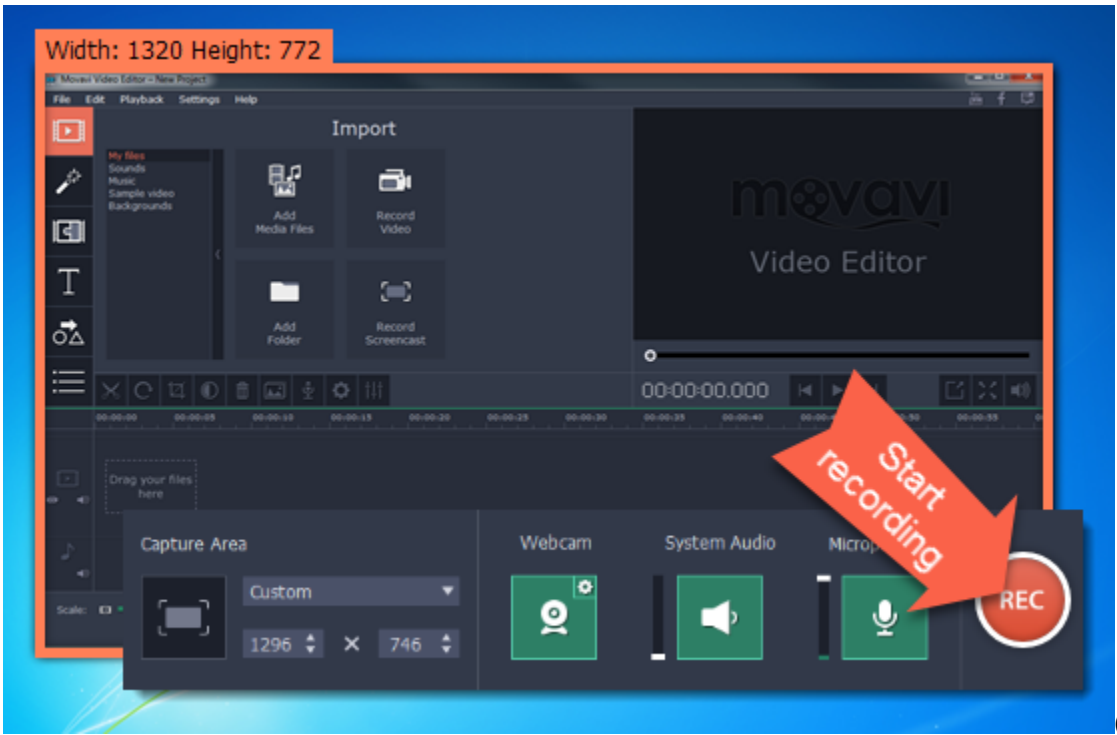
You can record audio from your webcam's built-in microphone, or use an external microphone for better sound quality:

- 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**

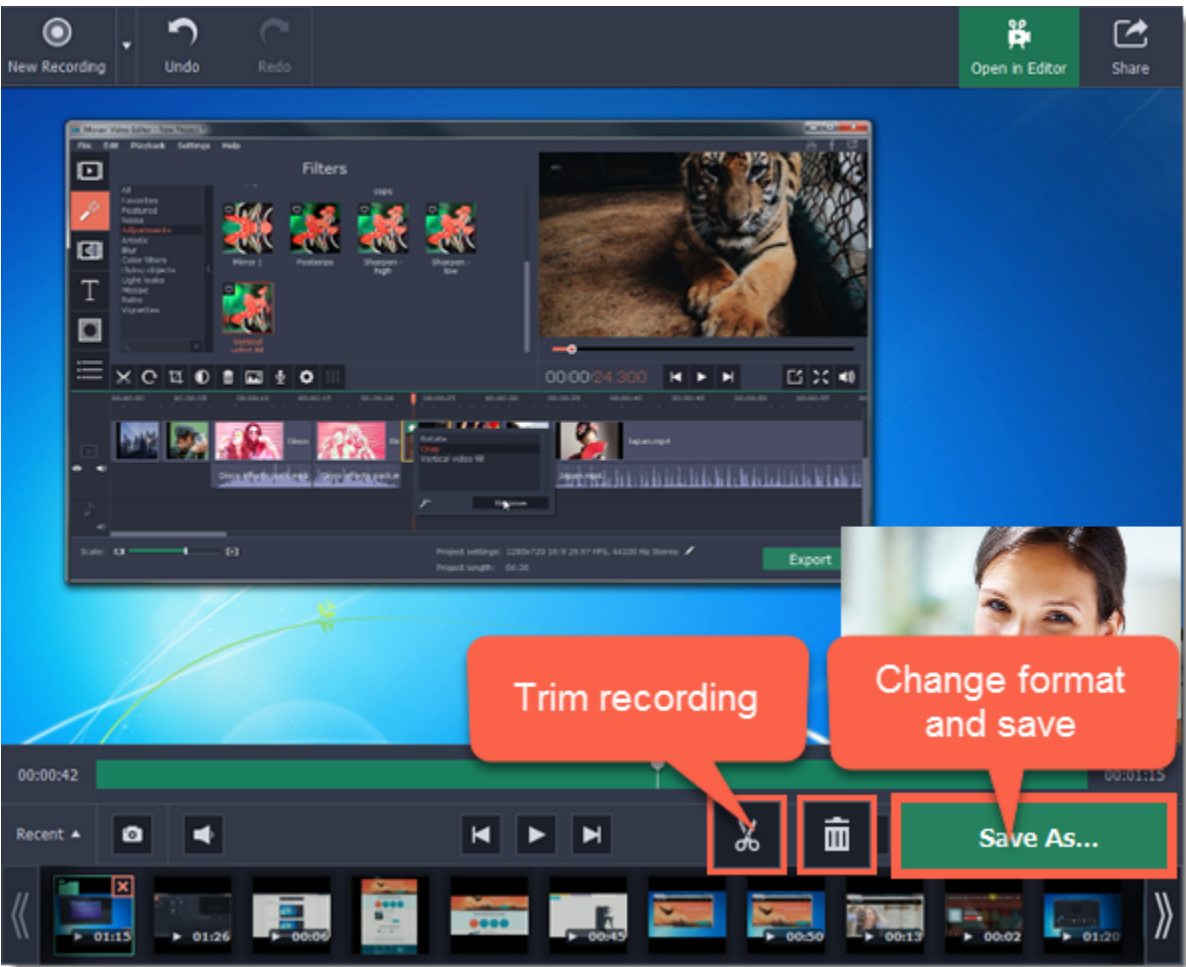
When you're ready to begin, click **REC** to start recording. The recording panel will be minimized during recording.



To finish the recording, press **F10** or click **Stop** on the recording panel.

**Step 5: Edit and save**

When the recording is finished, it will open in the capture editor, where you can play or trim the result.



To cut or trim the video, use the **scissors** and **trash can** buttons on the toolbar. If you've trimmed the file or if you want to save your recording in a different format, click **Save As**.

## Recording video from players

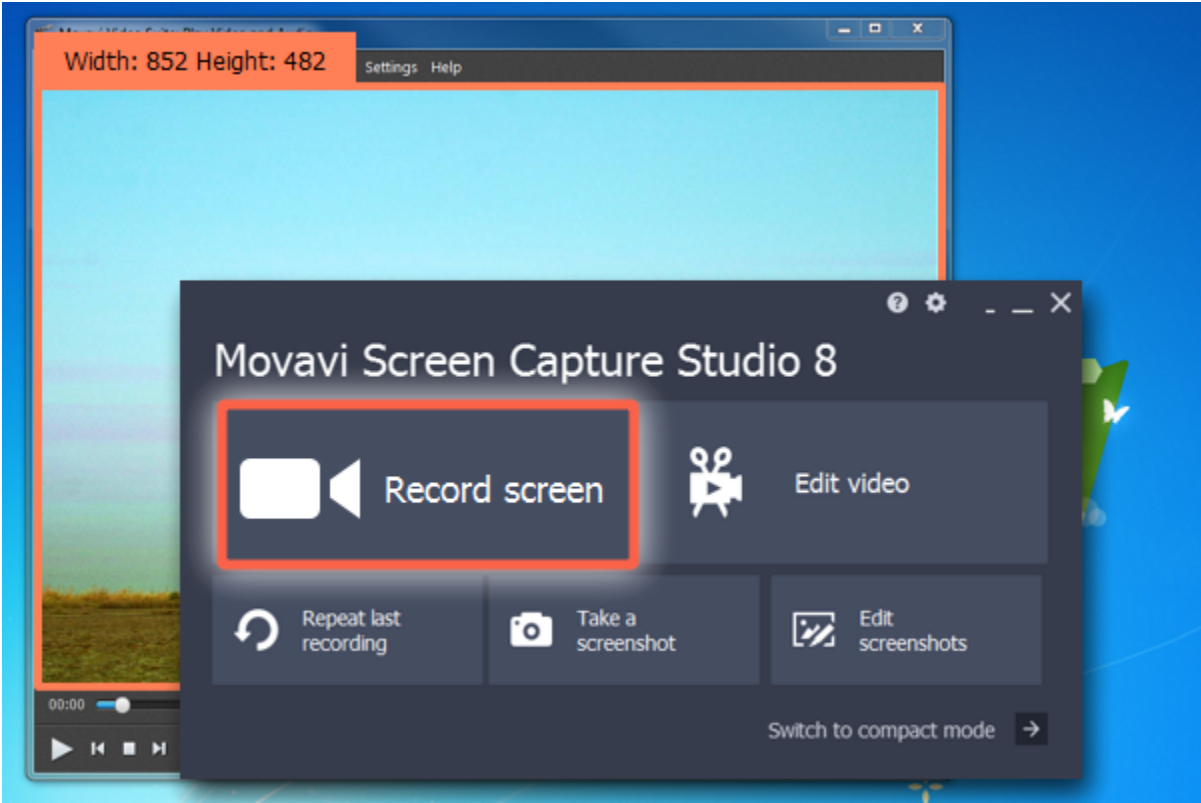
### Before you start:

Note the quality and resolution of your video. For best video quality, it is recommended that you record the video as close to its real resolution as possible.

- If the video is larger than your screen, maximize the player window and record the full screen.
- If the video is smaller than your screen, set the player settings to display the actual size. In this case, stretching the video to the full screen will decrease the quality.

### Step 1: Choose the capture area

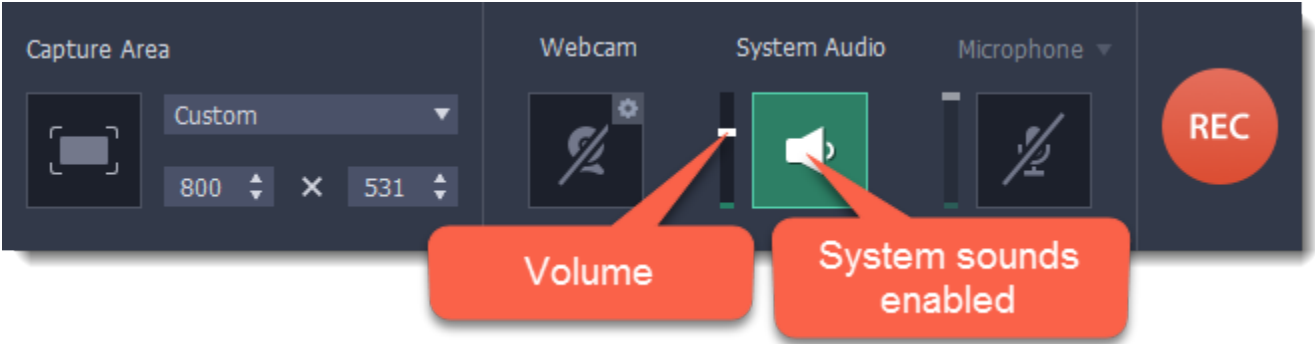
1. On the Movavi Screen Capture Studio launcher window, click **Record screen**.
2. Your cursor will turn into a crosshair. Use it to select the part of the screen that you want to record:
  - If you're going to record in *windowed mode*, click the video inside the player to select just the video without the player window.
  - If you're going to record a large video in *full screen* mode, click on an empty area of your desktop to select the entire screen.



### Step 2: Set up the sound

After you've selected the capture area, the recording panel will appear. Use the panel to set up the recording options.

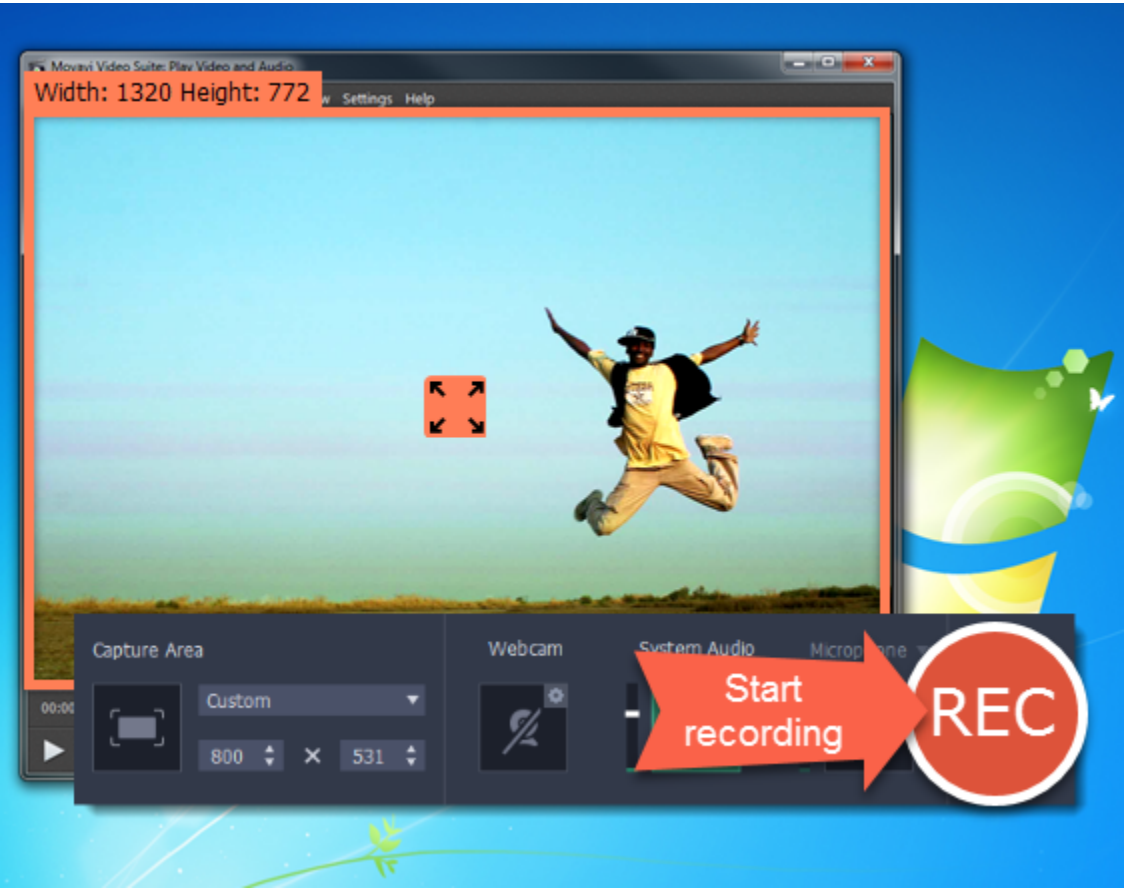
1. To enable recording sounds from the player, click the speaker button under **System Audio**. The button will appear green when enabled.
2. Use the slider to the left of the speaker button to set the volume of the player's recording.
3. To make sure that other sounds don't interfere with your recording, check that the **Microphone** button is disabled (black), and close other windows or browser tabs that might play sounds during your recording.



### Step 3: Record video

When you're ready, click the **REC** button on the recording panel and start playback in the player. The recording panel will hide

**Tip:** You can trim the beginning later, so don't worry if you start playback after recording has begun.



To end the recording, press **F10** or click **Stop** on the recording panel.

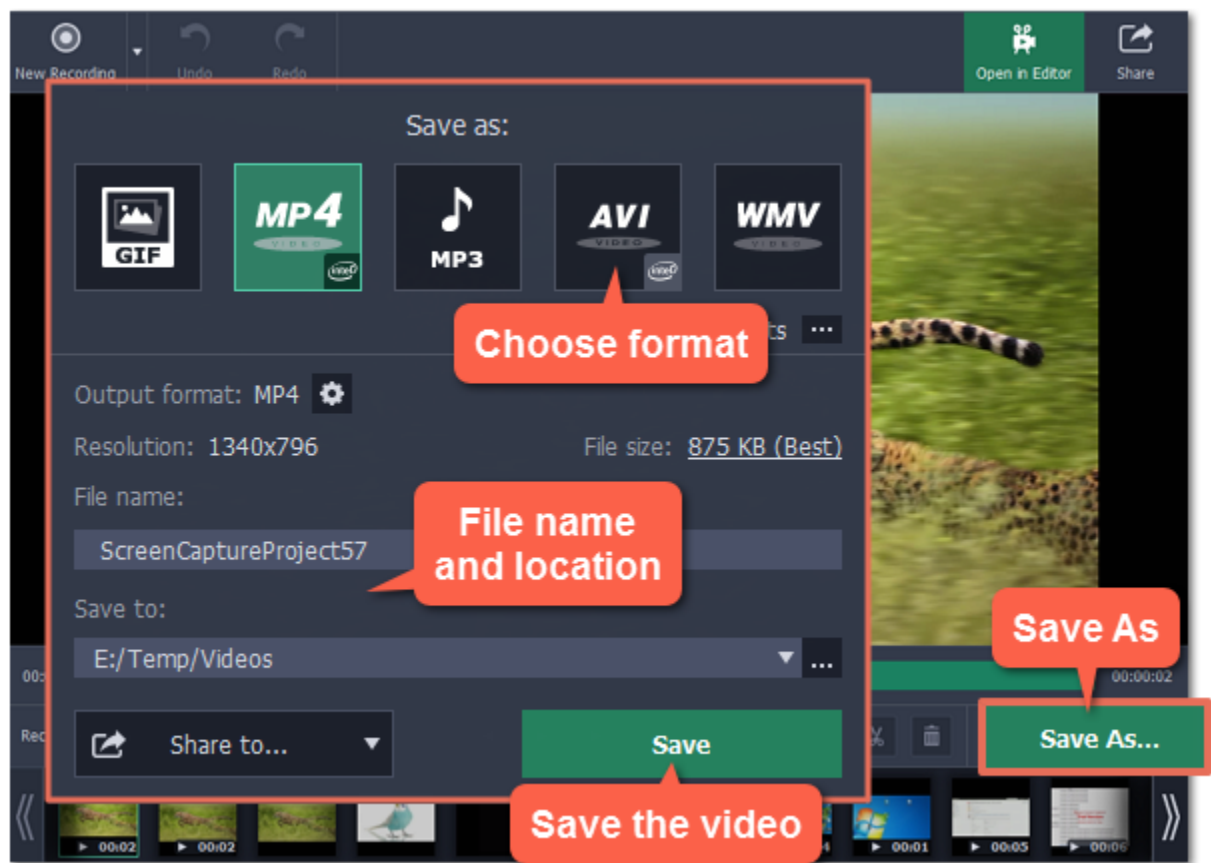
**Step 4: Edit and convert (optional)**

Your recording is ready and saved in MKV format, and you can view the result in the capture editor. Now, you can trim the video or convert it to a different format.

- 1. To trim the video from the beginning or from the end, move the position marker to where you want to trim the video and click the **scissors** button to cut off the fragment. Then, select the unwanted fragment and click the **trash can** button to delete the fragment.



- 2. Click the **Save As** button to open output options.
- 3. At the top of the window, select the format you want to save the recording in. If you don't see the format you want to use, click the **More presets** button and choose the necessary format on the **Video and audio** tab.
- 4. Under **File name**, enter a name for the new video. Then, click the button under **Save to** and choose where you want to save the video.
- 5. Click **Save** to start processing the new file.



### Troubleshooting

Some video player programs have video output settings that prevent capturing video and taking screenshots. If you are having trouble recording video from any of the following players, follow the steps to change the player's settings and enable video capturing.

#### Capturing video from VLC (VideoLan Media Player)

(for Windows XP users)

1. In VLC player, open the Tools menu and choose Preferences.
2. Switch to the Video tab (in Simple mode)
3. In the **Display** section, find the **Output** list. If **DirectX (DirectDraw) video output** is selected, try using a different output mode.

#### Capturing video from Media Player Classic

(for Windows XP users)

1. In Media Player Classic, open the **View** menu and select **Options**.
2. Go to the **Playback > Output** section in the tree on the left.
3. Find the **DirectShow Video** option. Here, you can choose from a list of video renderers that will affect how the player displays video on your screen. If the **Overlay Mixer Renderer** is selected, select any other renderer from this list.
4. Click **OK** to accept the changes.

#### Capturing video from Windows Media Player

(for Windows XP users)

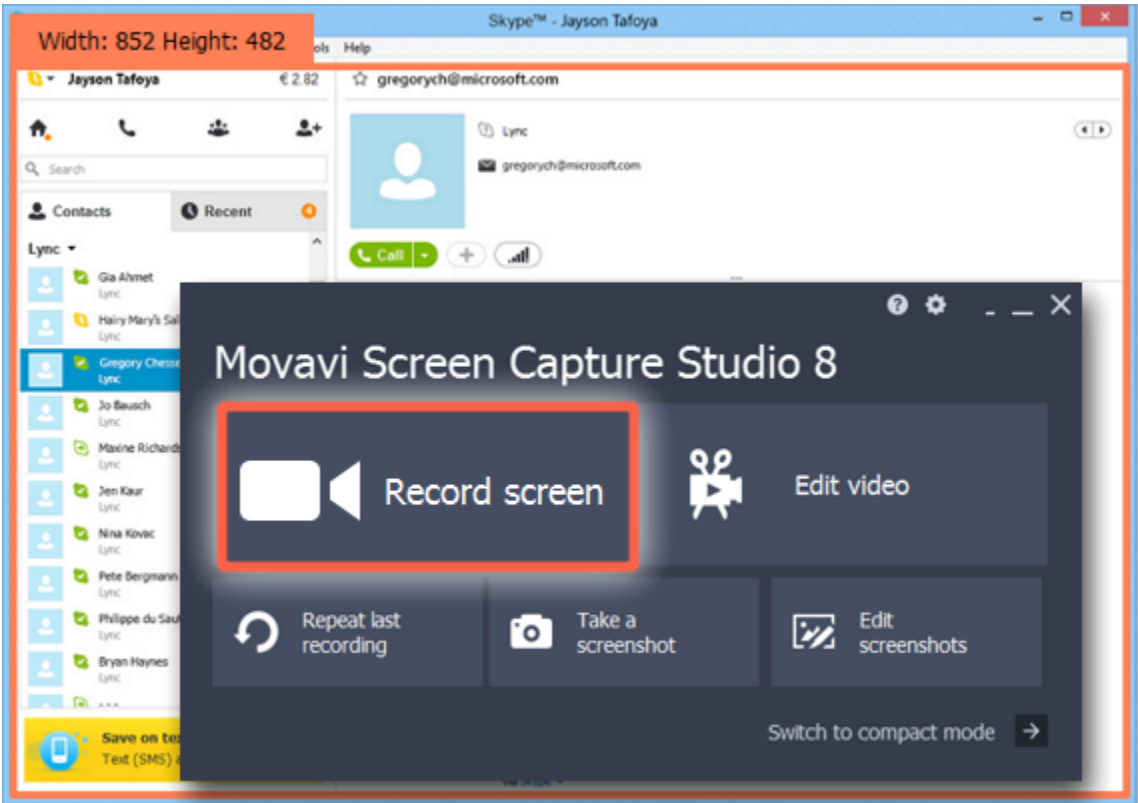
1. In the main player menu, open the **Tools** menu and select **Options**.
2. In the **Options** window, switch to the **Performance** tab.
3. Click the **Advanced** button.
4. In the **Video Acceleration** section, find the **Use overlays** option and deselect it.
5. Click **OK** to accept the changes.

## Recording Skype calls

When you record audio or video calls using Skype™ or a similar program, it is important that you record both ends of the conversation. To do that, you will need to record input from your microphone or webcam, as well as the audio from your speakers. Follow the steps below to record Skype calls with audio.

### Step 1: Select capture area

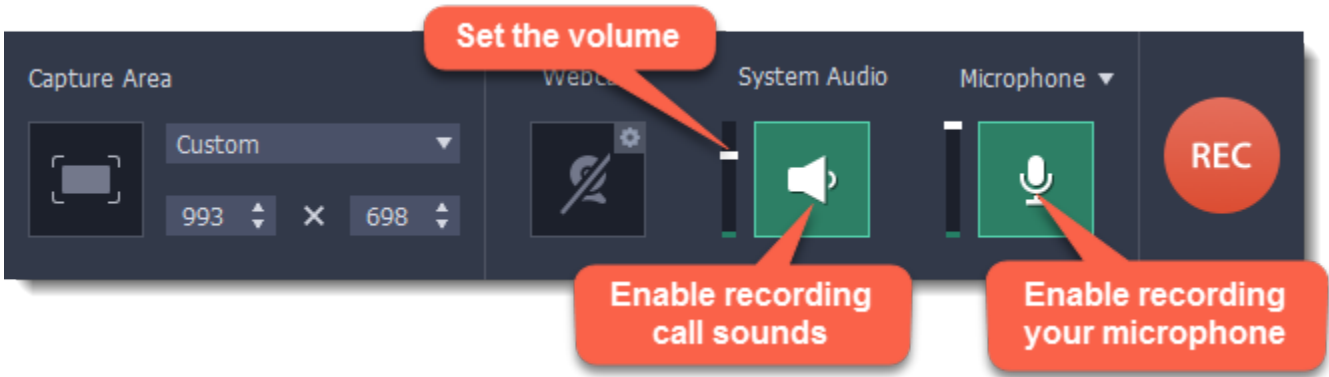
1. Launch the Skype application and make sure it is on screen.
2. On the Movavi Screen Capture Studio launcher, click **Record screen**.
3. Your cursor will turn into a crosshair. Draw a rectangle inside the Skype window where your call video will be.



### Step 2: Set up the sound

Once the capture area is selected, the recording panel will appear. Here, you can choose which sound sources can be heard on your recording.

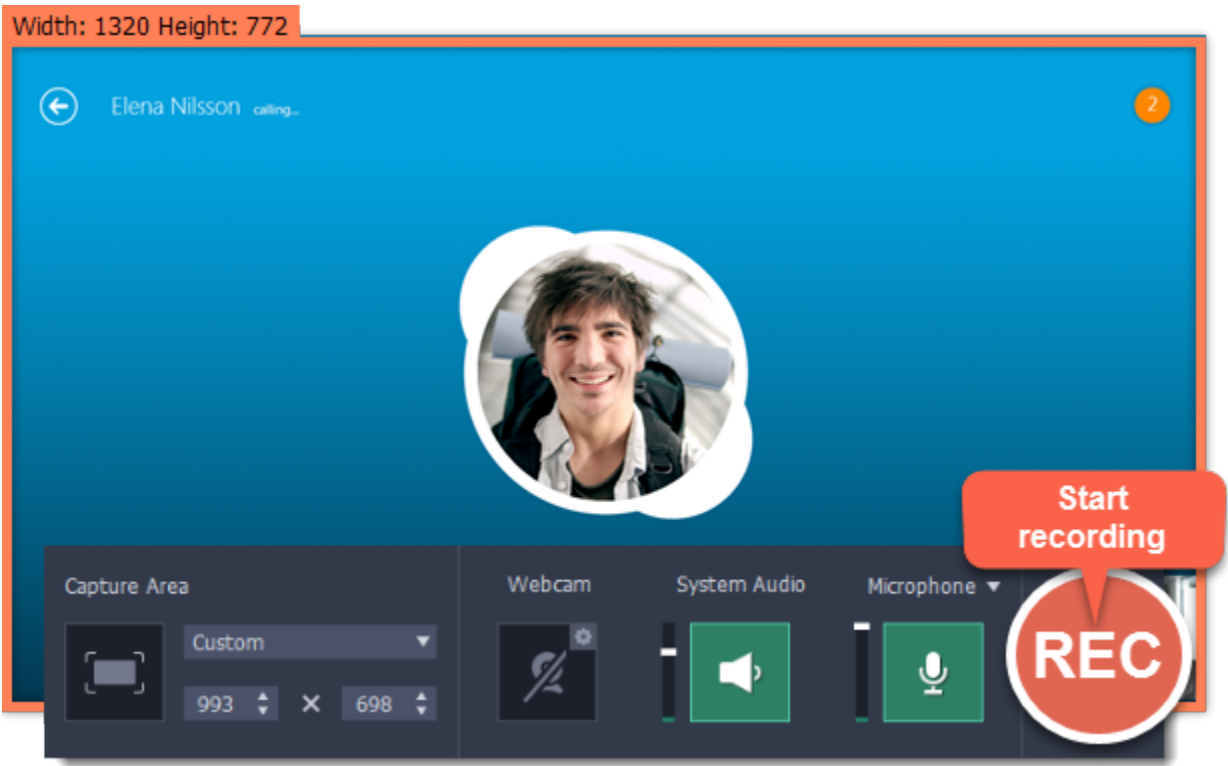
1. Click the speaker button under **System Audio** to enable recording sounds on your computer, including the call from the other end. The button appears green when enabled.
2. Click the **Microphone** button to enable recording from a microphone. If you have more than one microphone, click **Microphone** and choose the one you want to use for the recording.
3. Use the sliders to the left of each button to set the necessary volume levels for the call and for your microphone.



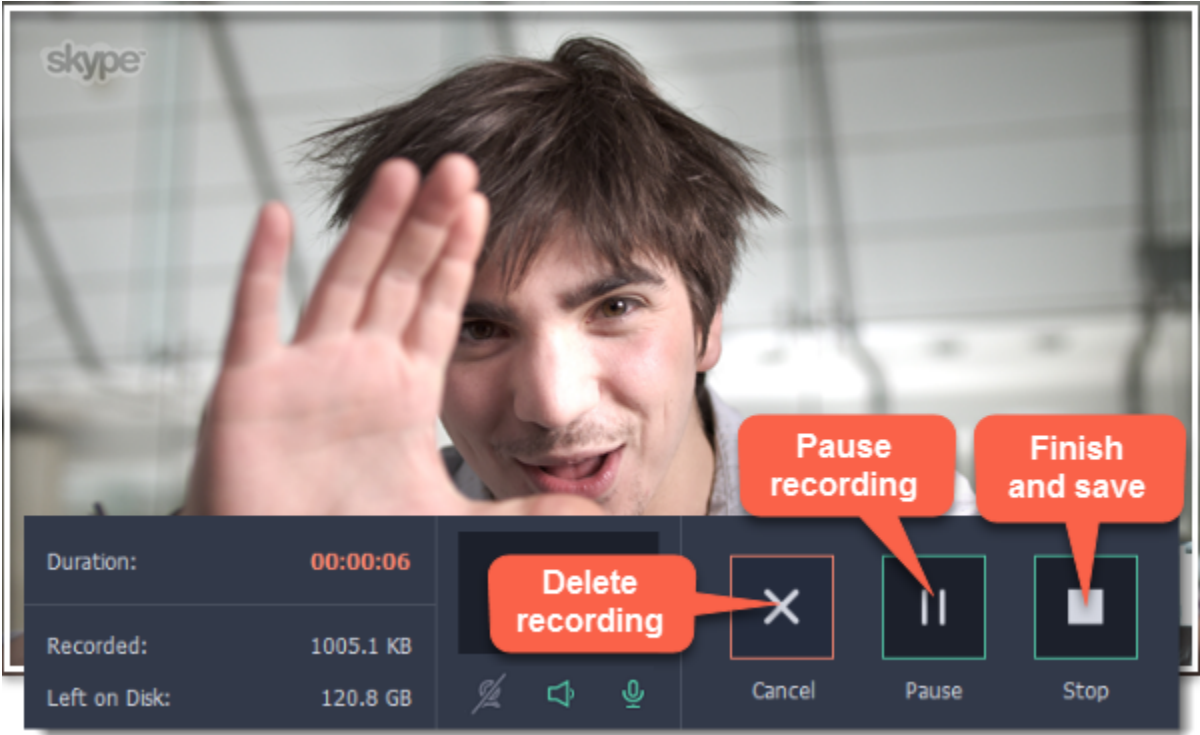
*Tip: if you're recording a video call, you do not need to enable webcam recording in Movavi Screen Capture Studio, because Skype is already recording your webcam.*

### Step 3: Record your call

1. Start your call in the Skype window.
2. Click **REC** on the Movavi Screen Capture Studio panel to begin recording.



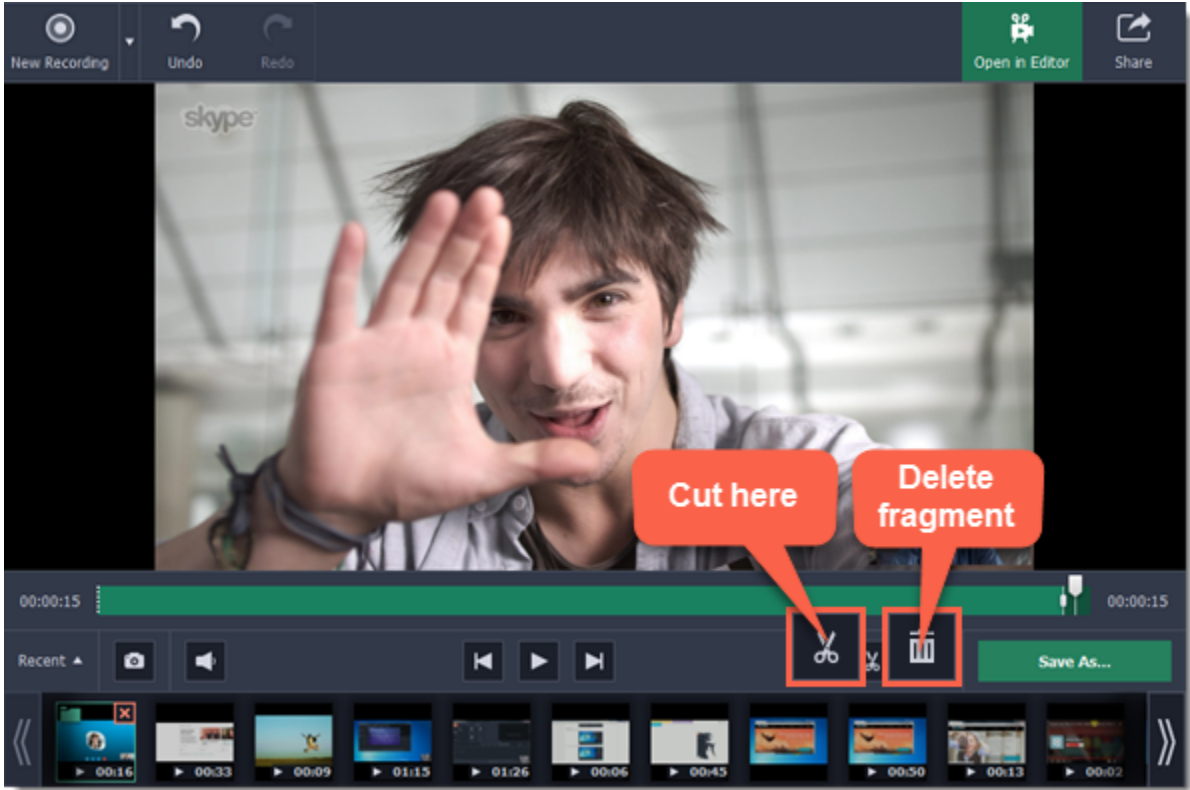
3. When you finish your call, press **F10** or click the **Stop** button on the recording panel to finish recording. The capture editor will appear, where you can play the finished video, cut the recording, or save it in a different format.



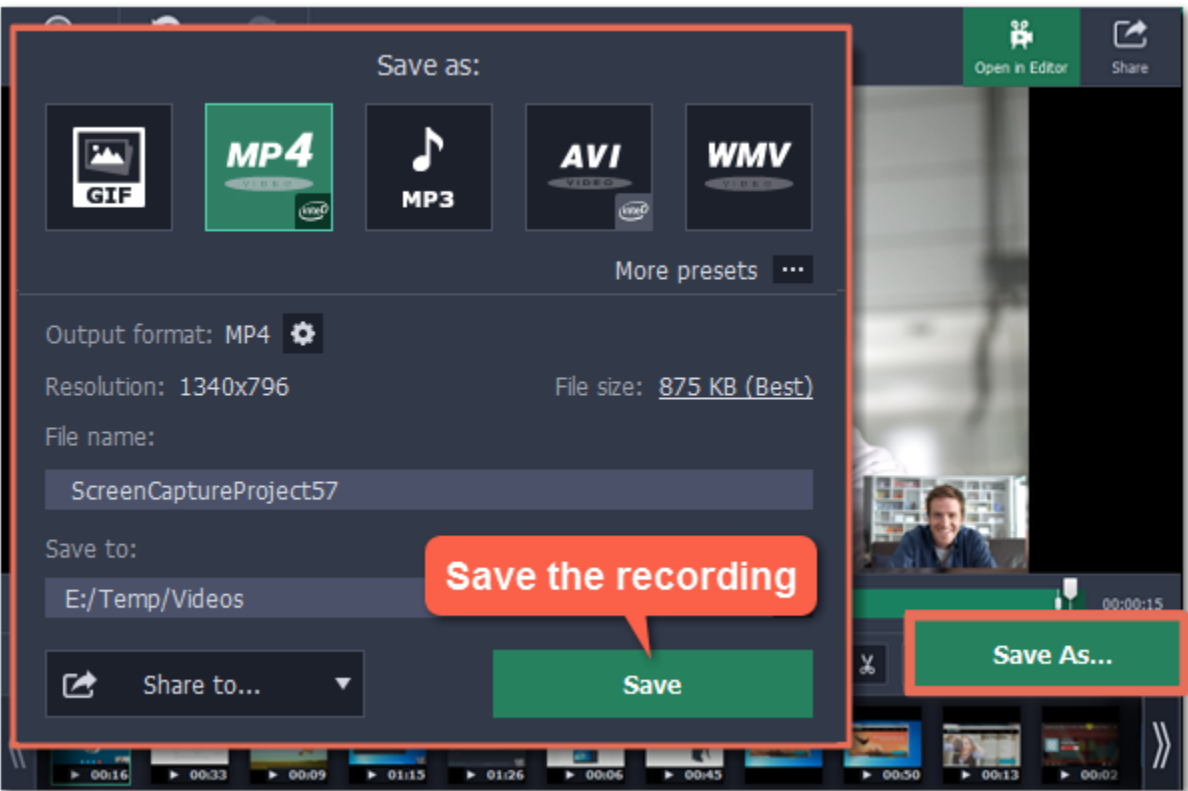
**Step 4: Edit and convert (optional)**

If your recording started before the call, you can trim off the extra bits using the scissors and trash can buttons.

- 1. Place the position marker to where you want the video to start and click the **scissors** button.
- 2. Select the unwanted fragment and click the **trash can** button to delete it.



- 3. Now that you've cut the video, you need to save the trimmed copy. To do that, click the **Save As** button.
  - 4. The export options will open in a new window. There, select the format you want to use, name the file and choose where you want to save it, and click **Save** to start processing the video.
- Tip: If you want to save just the audio of the call without the video, select MP3 or any other audio format when you save the recording.*

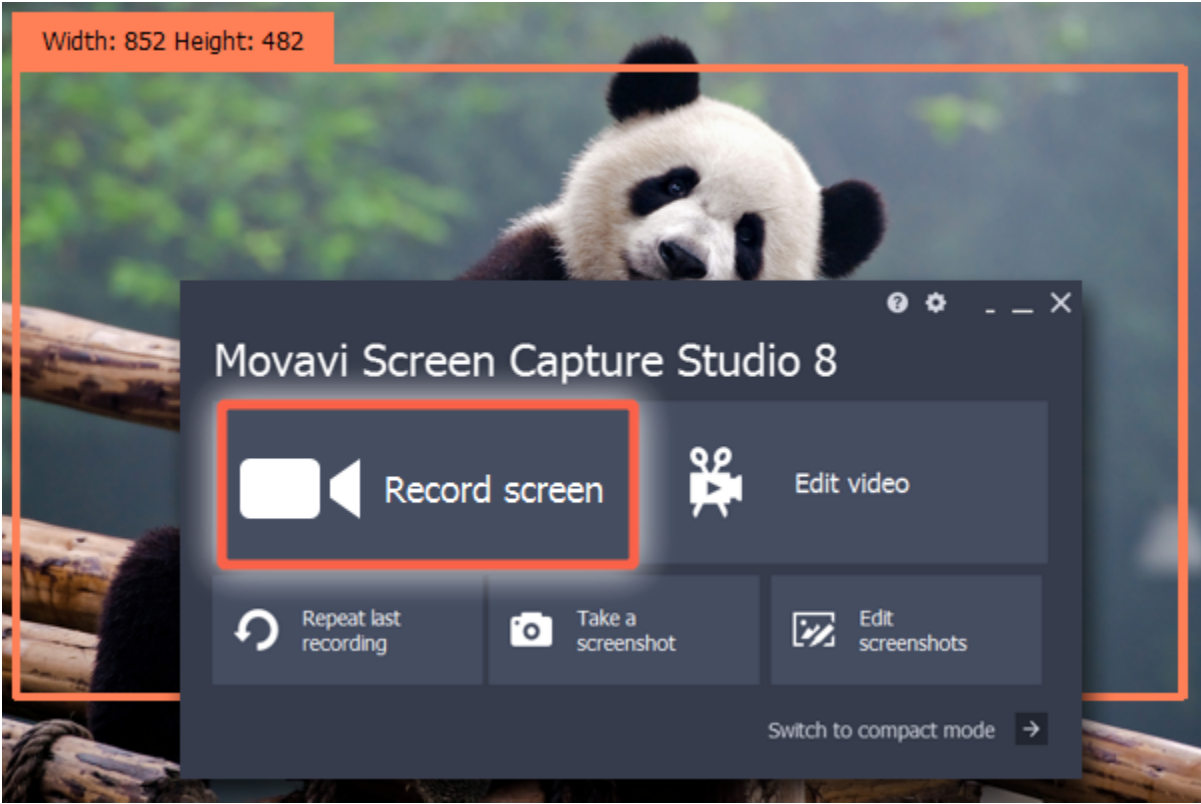



## Making an animated GIF

To create a GIF, all you need to do is record an action or video on the screen and then save the animation in the GIF format.

### Step 1: Select capture area

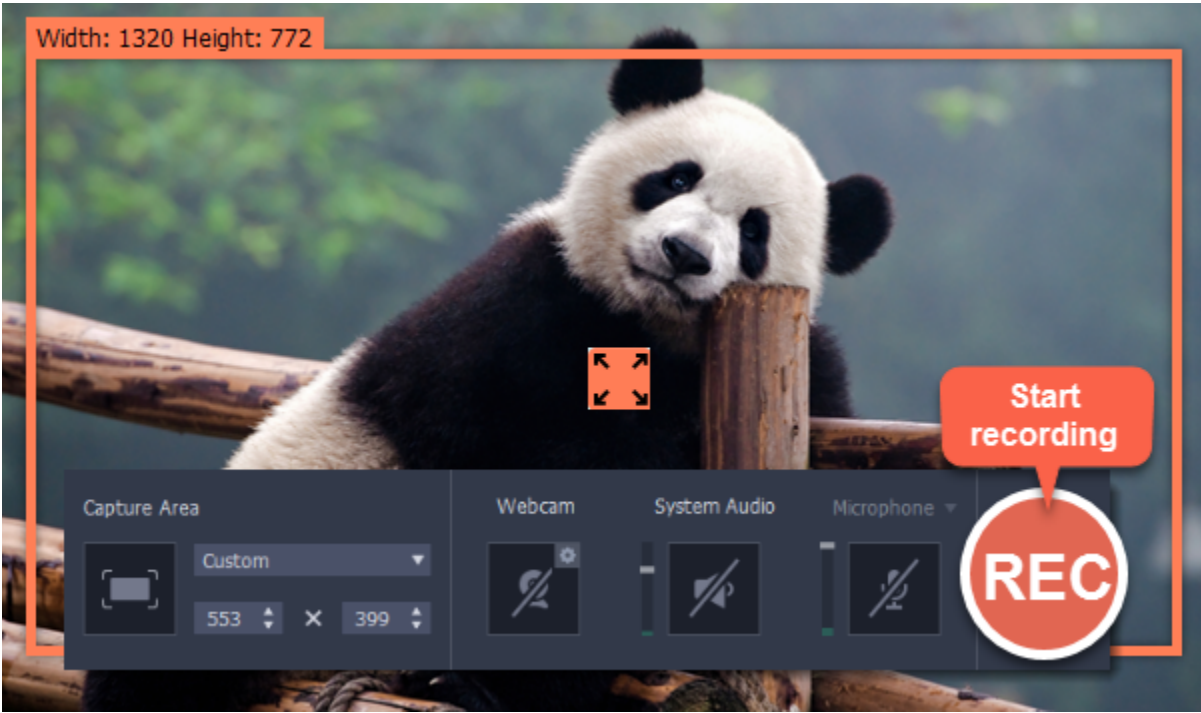
- 1. Click **Record screen** on the launcher window. Your cursor will turn into a crosshair.
- 2. Draw a rectangle with your mouse to select the area that you want to record.



If you need to adjust the capture area, drag its edges to change the size and drag the square  in the center to change its position.

### Step 2: Record the action

Once everything is ready, click the orange **REC** button to begin recording your GIF.



When you've finished your recording, press **F10** or click **Stop** on the control panel. Don't worry if you accidentally record more than you need, you can trim the recording later.

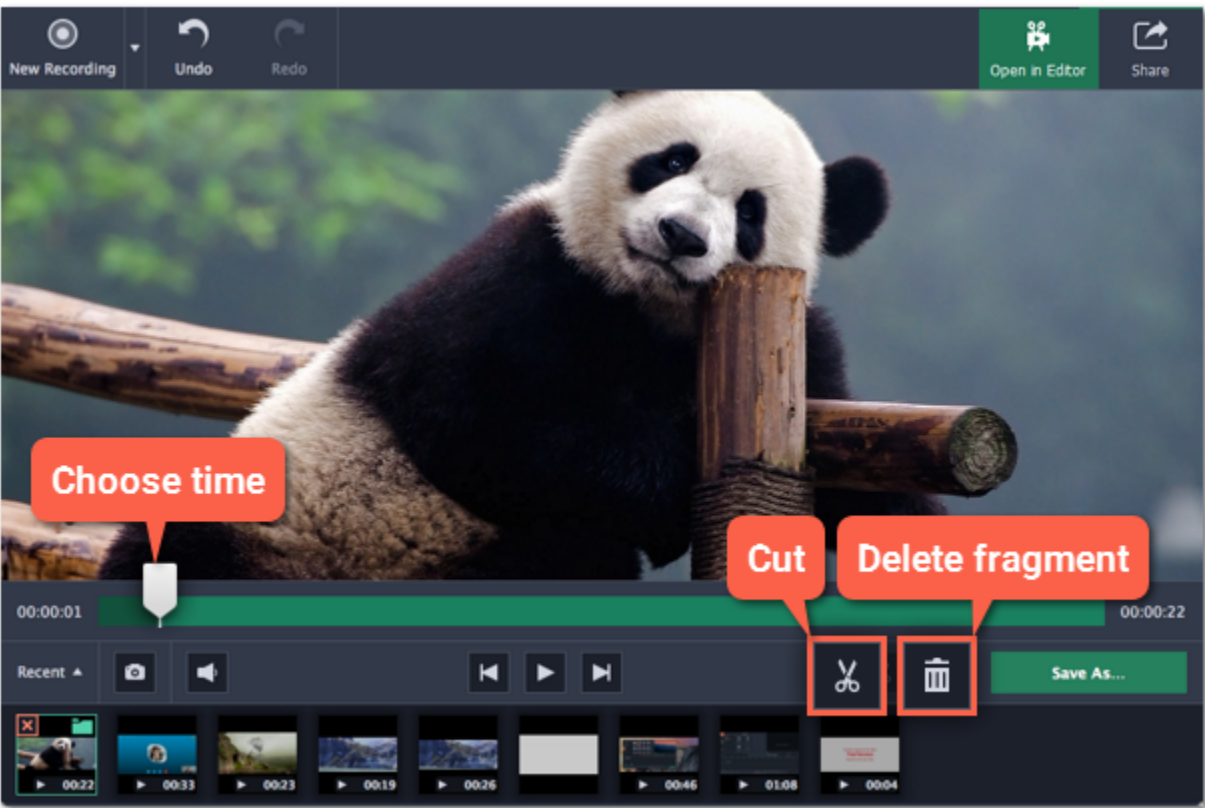
### Step 3: Trim and save your GIF

After capture is complete, you will see your recording in the capture editor window.

#### Trimming the GIF (optional)

If you've recorded extra bits, you can cut them off:

- 1. Place the position marker to where you want to cut the video.
- 2. Click the **scissors** button to make a cut.
- 3. Select the fragment you want to remove and click the **trash can** button.

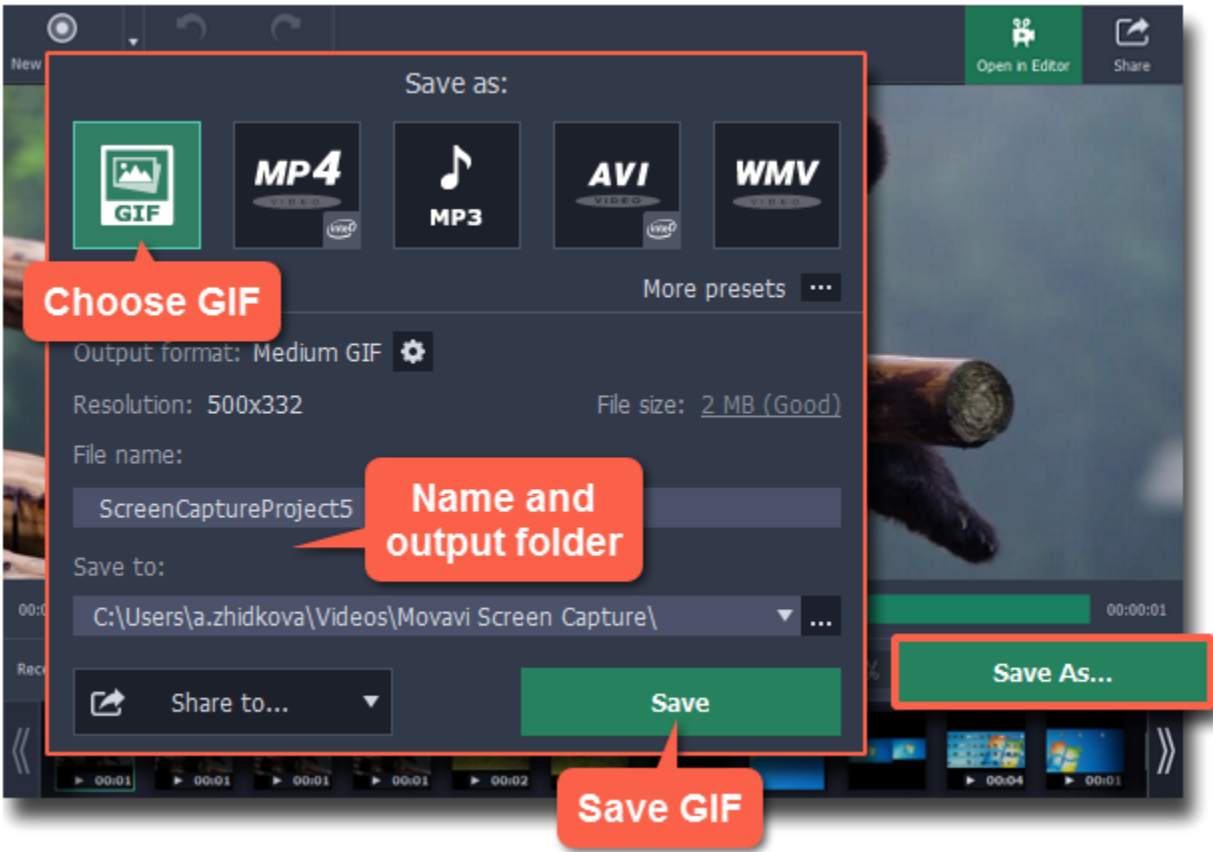


**Saving the GIF**

- 1. Click the **Save As** button to open output options.
- 2. Click the **GIF** square at the top to choose GIF as the output format.

*Advanced:* If you need to edit the size and quality of the GIF, click the cogwheel button next to Output format.

- 3. Name your GIF file and choose where you want to store it.
- 4. Click **Save** to start turning the recording into an animated GIF.

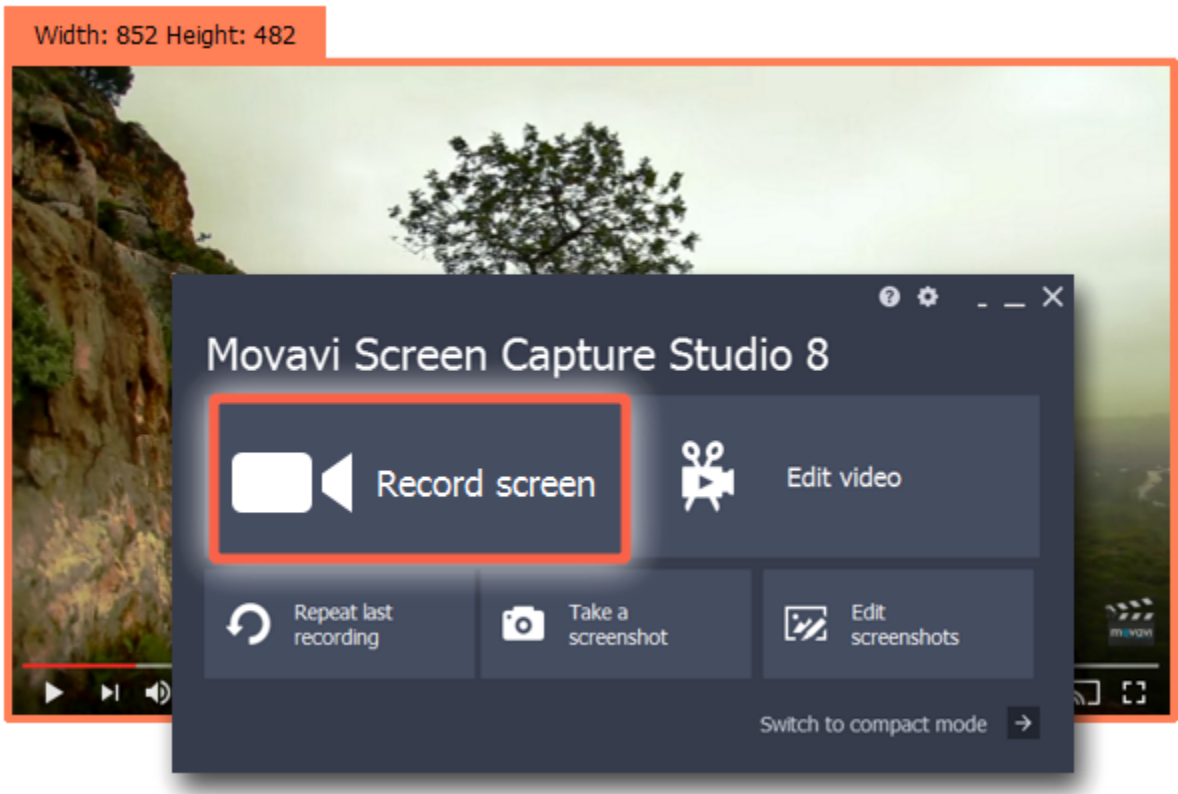


**Fun fact!**

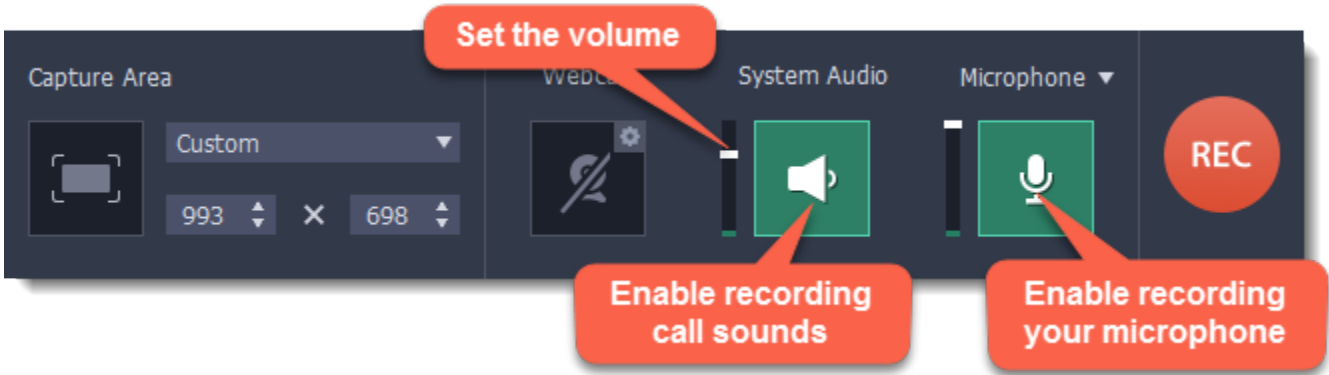
The creators of this format intended it to be pronounced as 'jif', but it is now more common to pronounce it with a hard 'g', so both pronunciations are accepted.

**Record audio only**  
**Recording music or voice with Movavi Screen Capture Studio**  
Besides screen activity, you can just as easily record online music, radio, podcasts, and voice input as standalone audio files.

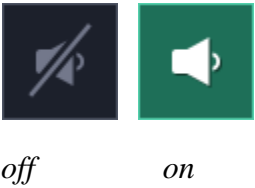
**Step 1: Open the recording panel**  
In the launcher window, click **Record screen** and click anywhere on the screen to open the recording panel.  
*Tip: If you want to record with video, draw the capture area over the part of the screen that you want to record.*



**Step 2: 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.

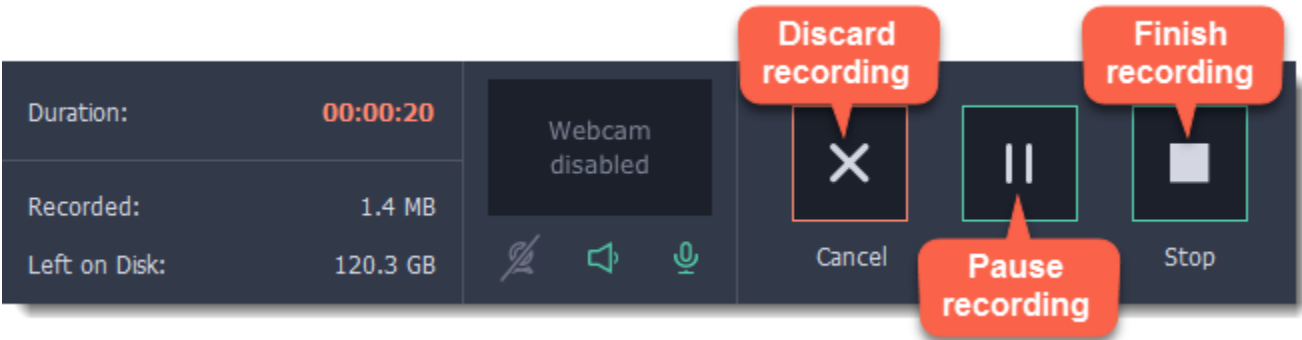


**Recording microphone audio**  
To record sound from a microphone or any other recording device connected to your computer, click the **Microphone** button. If you have more than one recording device, click the arrow above the button and select the device you want to record from.



**Volume levels**  
Use the sliders to the left of the System Audio and Microphone buttons to adjust the volume of each source.

**Step 3: Record the audio**  
Click **REC** when you're ready to begin recording.

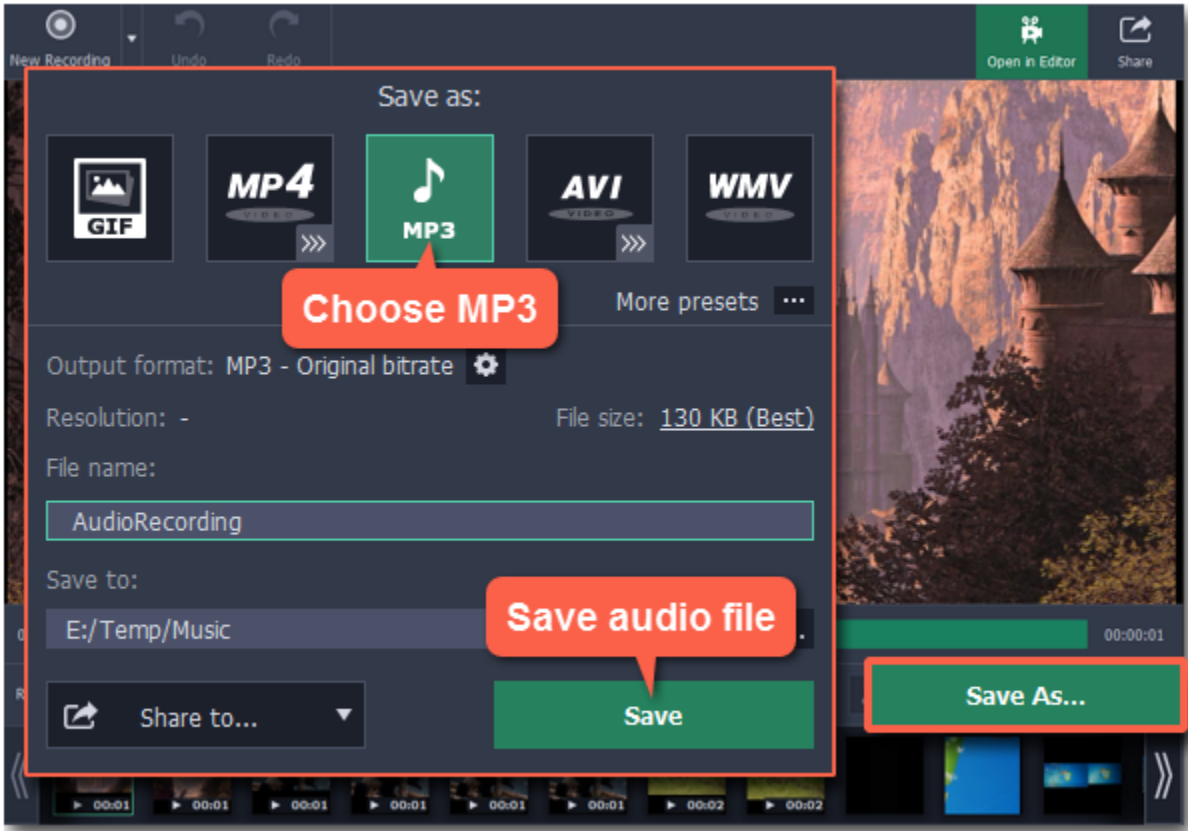


To end the recording, press **F10** or click **Stop** on the recording panel.

**Step 4: Save audio file**

When the recording is finished, the capture editor window will appear, where you can play the audio you've recorded.

1. Click **Save As** to open the exporting options.
2. To save just the audio from your recording, click the **MP3** button at the top.  
If you want to save to a different audio format, click **More presets** and find the audio format at the bottom of the **Video and audio** tab.
3. Click **Save** to turn your recording into an audio file.



### Troubleshooting audio

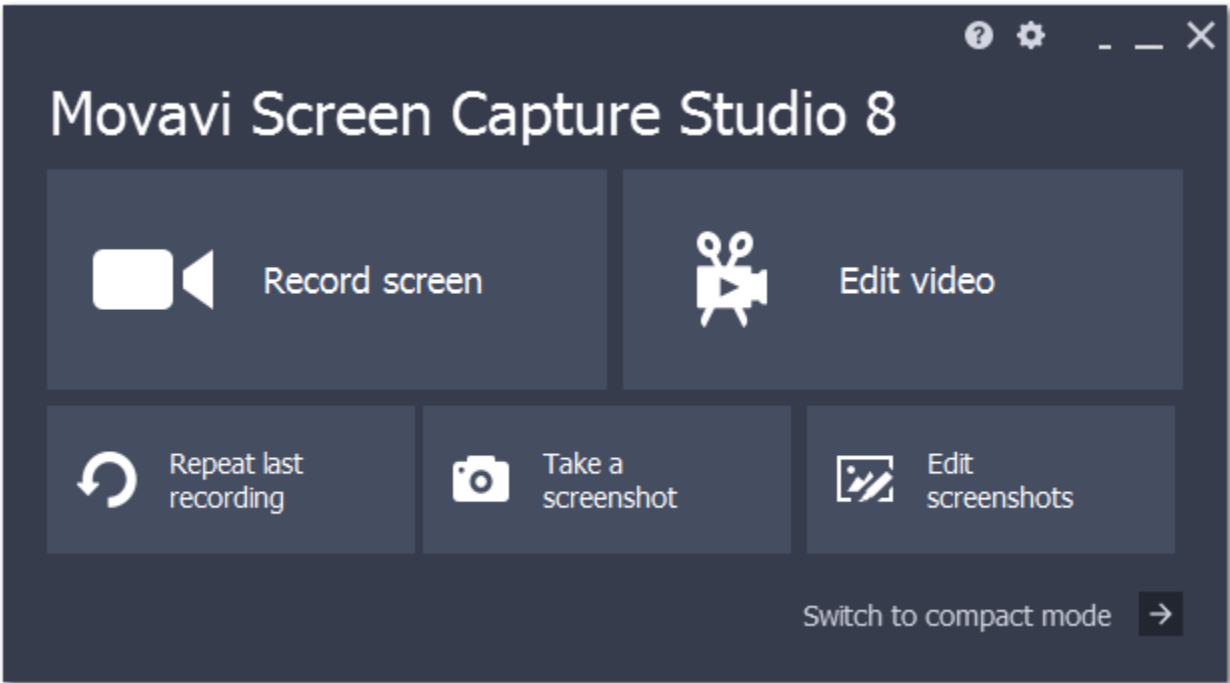
If you don't see the device you want to use in the list, it may be disconnected or disabled in system settings.

1. Right-click the sound icon in the Windows notification area and choose **Recording Devices** from the pop-up menu. The Sound settings window will open.
2. In the **Recording Devices** window, look for the necessary device in the list. If it is detected and enabled in your system, there should be a green checkmark beside it.
3. If you cannot find the device in the list, right-click anywhere in the list and make sure that the options **Show Disabled Devices** and **Show Disconnected Devices** are selected.
4. If the device is listed as **Not Plugged In**, try plugging in the device again.
5. If the device is listed as **Disabled**, right-click the device and choose **Enable**.

## Launcher

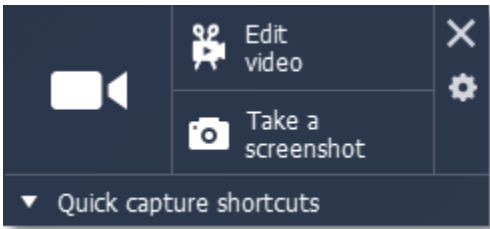
### How to use the Movavi Screen Capture Studio launcher

When you start Movavi Screen Capture Studio, you will see the launcher window. You can use it to start capturing your screen or open the editor to edit previous recordings or screenshots.

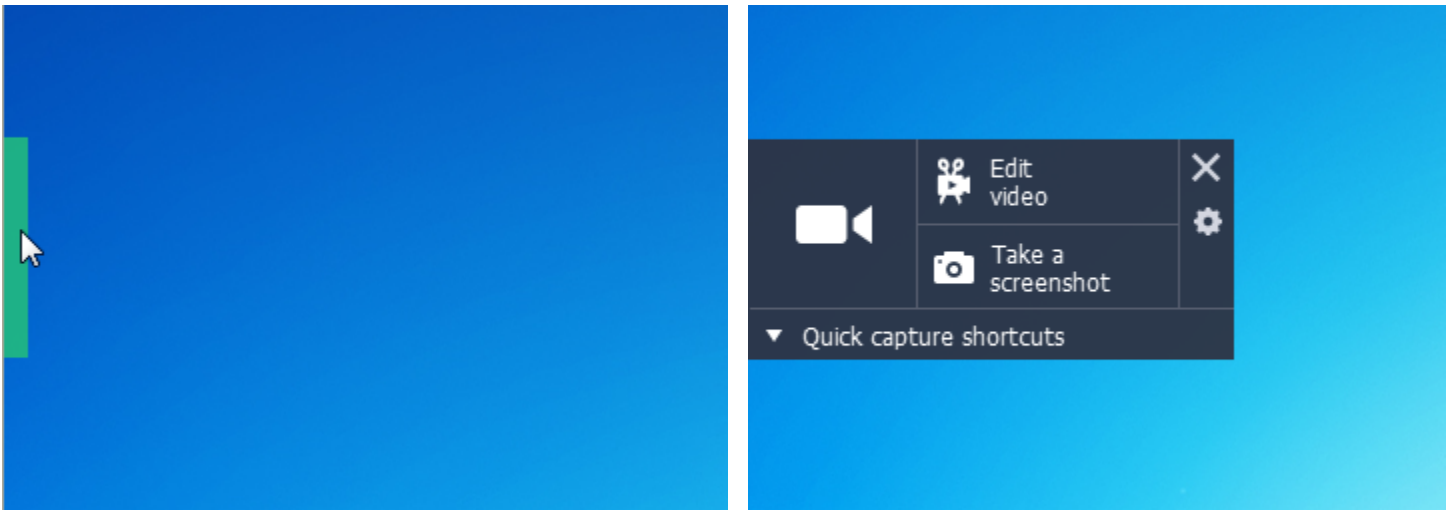


### Using the mini-widget

If you use Movavi Screen Capture Studio frequently, you can switch to the compact widget. Click **Switch to compact mode** on the launcher, and the compact widget will appear on the edge of the screen. It has all the shortcuts of the launcher window, but you can keep it running at the edge of your screen and use on demand.



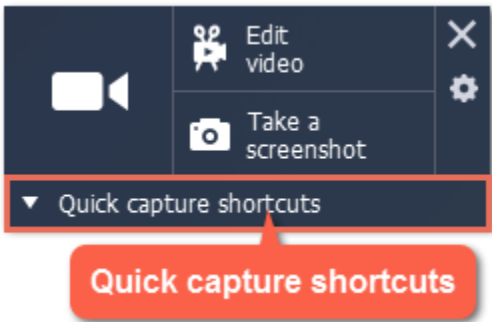
When you aren't using the widget, it will hide at the edge of the screen. To bring it back, simply move your mouse pointer over the green bar:



### Quick capture shortcuts

Capture shortcuts allow you to start capture instantly with pre-defined settings. Click **Quick capture shortcuts** in the mini-widget to open the list of shortcuts. Then, click the shortcut you like, and immediately start capturing your screen.

[Learn more about quick capture shortcuts](#)

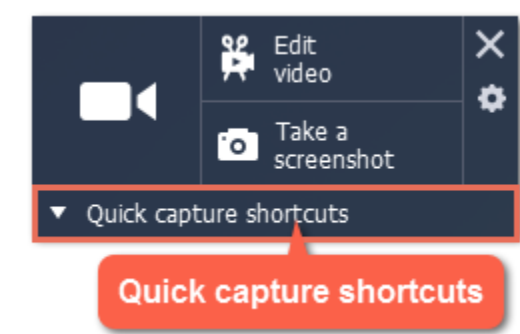


## Quick capture shortcuts

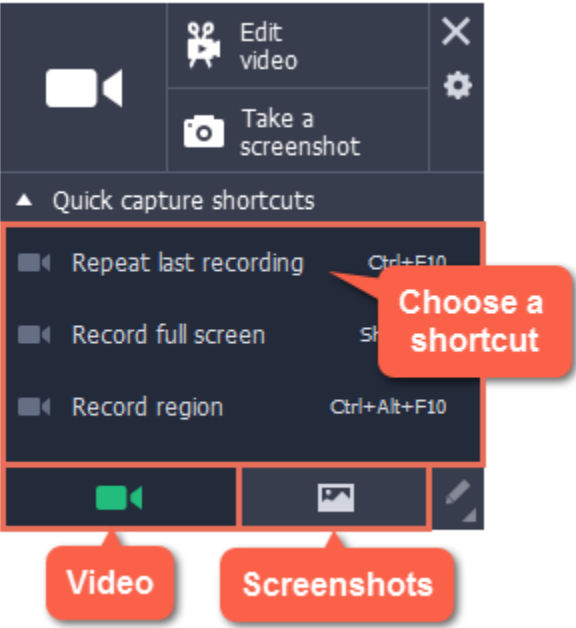
With quick capture shortcuts, you can start recording immediately, so you don't miss a thing.

### To use the shortcuts:

1. On the mini-widget, click **Quick capture shortcuts**.



2. The shortcuts are organized into two tabs. Click the shortcut you need.



### Video

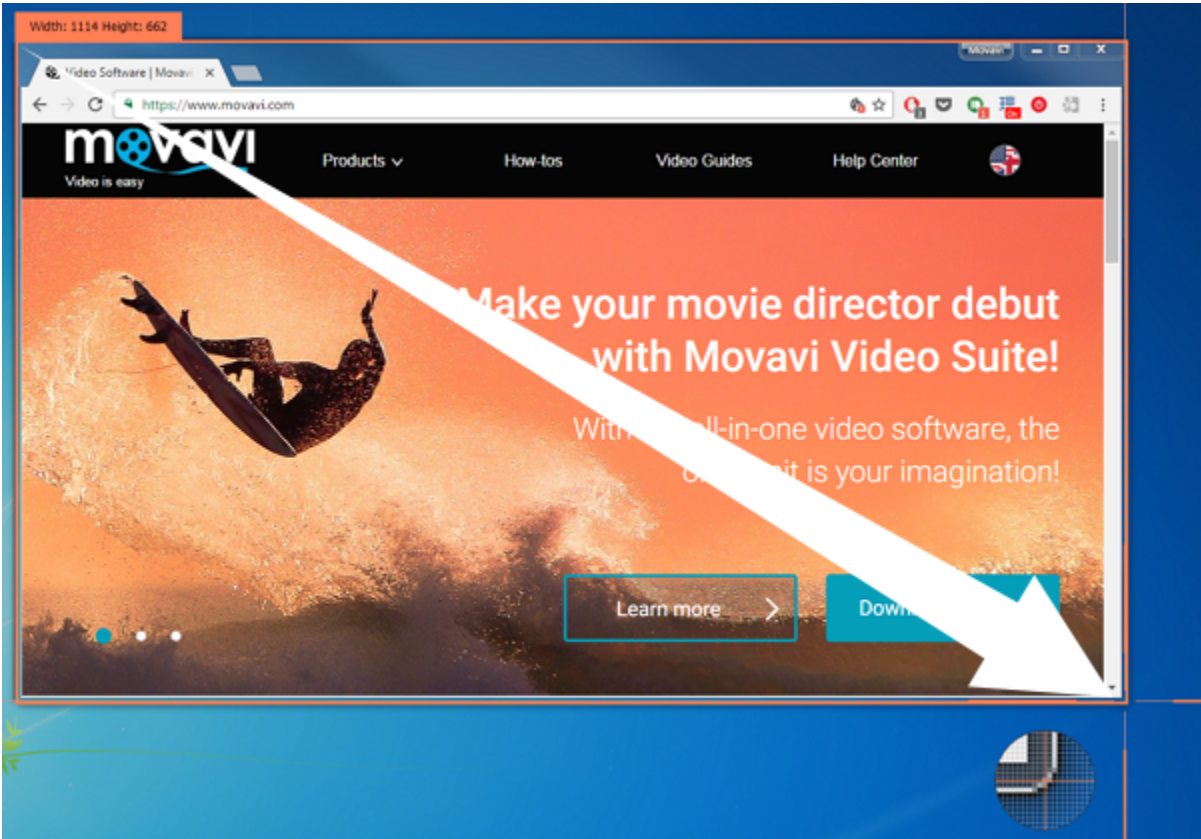
- **Repeat last recording** – sets the last used capture area and other recording settings. To begin recording, click **REC** on the panel that appears.
- **Record full screen** –immediately start a full screen recording.
- **Record region** – record a specific area of the screen.

### Screenshots

- **Full screen screenshot** – take a screenshot of the entire screen and open the folder containing the screenshots.
- **Region screenshot** – take a screenshot of a specific area of the screen.
- **Webpage screenshot** – take a long screenshot of a webpage.
- **Repeat last screenshot** – take a screenshot of the same area of the screen as the previous screenshot.

For screenshots, you can choose what to do with new images: **open in screenshot editor**, **show in folder**, or **copy to clipboard**.

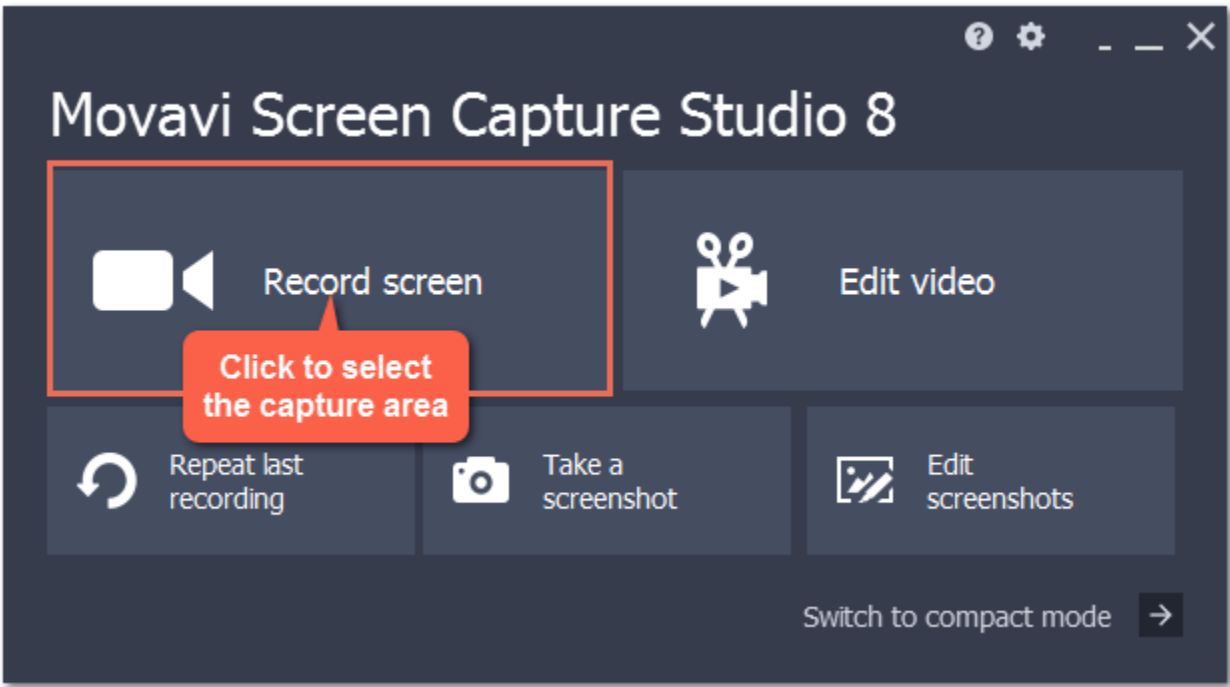
3. If you're recording a region, you'll need to select the capture area before the recording can begin. To do that, draw the capture area with your mouse or click inside the window you want to record.



The recording will then start immediately with the default settings.

## Setting up a screen recording

To start preparing for a screen recording, click **Record screen** on the launcher window:



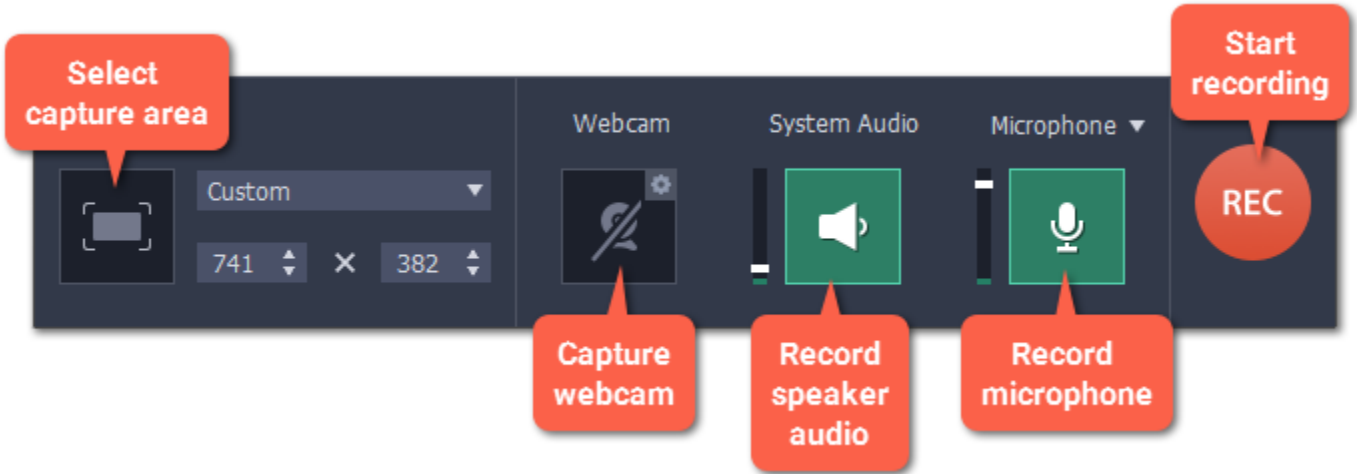
### Capture area

Once you click on the **Record screen** button, a crosshair will appear around your cursor. Use the crosshair to select which part of the screen you want to record. Once you've selected the capture area, it will appear as an orange rectangle on your screen.

Learn more: [Capture area](#)

### Recording panel

The recording panel appears after you've selected the capture area. You can use it to set up your recording.



### Sound

You can record sound from two different sources on your video: from your speakers, or from an external device, such as a microphone.

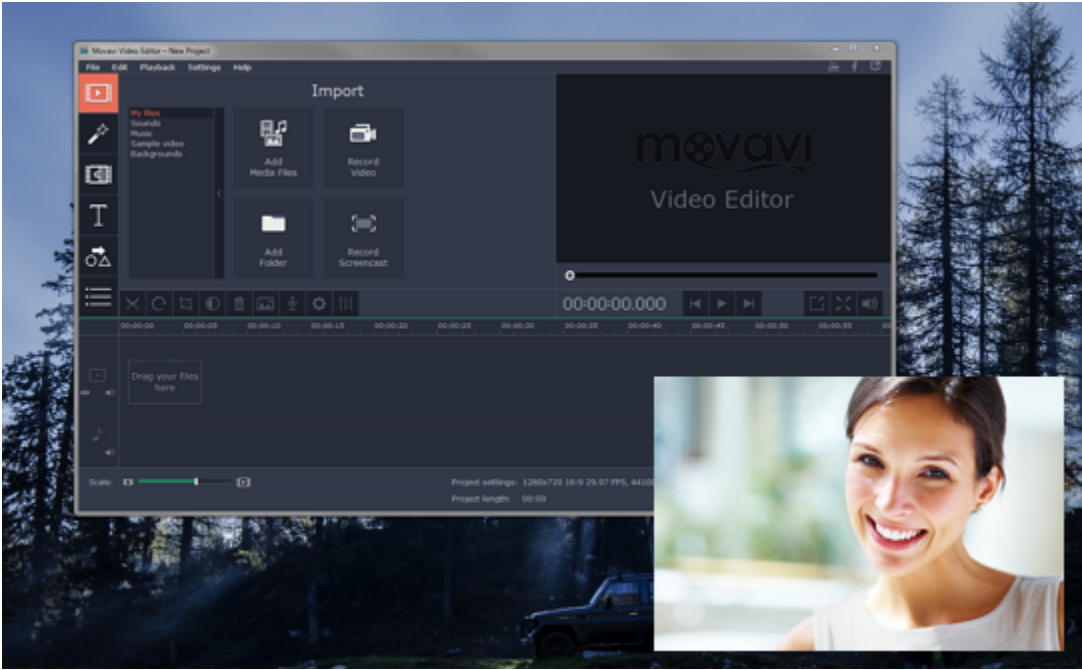
- Click the **speaker** button to record system audio,
- Click the **microphone** button to record from a microphone.

Learn more: [Sound](#)

### Webcam

You can simultaneously record your webcam footage that will show up in the corner of the video. Connect the camera and click the **Webcam** button on the recording panel.

Learn more: [Webcam](#)



### Cursor recording

If you're making an instructional video, you can highlight the cursor and its clicks to help your viewers keep track of your mouse. You can change the appearance of your cursor in the [Effects](#) section of the **Preferences**.

Learn more: [Mouse cursor effects](#)



**Keystroke recording**

If you're showing keyboard actions such as hotkeys on your video, you can enable keystroke recording, and the keys you press will automatically appear at the bottom of the video. You can enable keystroke recording in the [Effects](#) section of the **Preferences**.

Learn more: [Recording keystrokes](#)

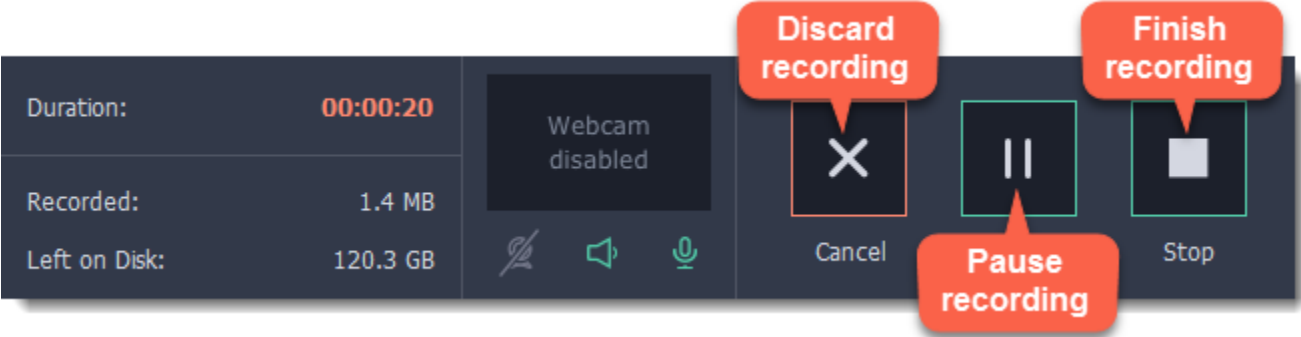
**Scheduling recordings**

When you've finished setting up your recording, you can start it right away or schedule it to begin or end automatically. You can schedule your recordings in the [Capture Time](#) section of the **Preferences**.

**Starting the recording**

To start recording right away, click the **REC** button on the recording panel. You can pause and end capture using the buttons on the recording panel:

Learn more: [Starting the recording](#)



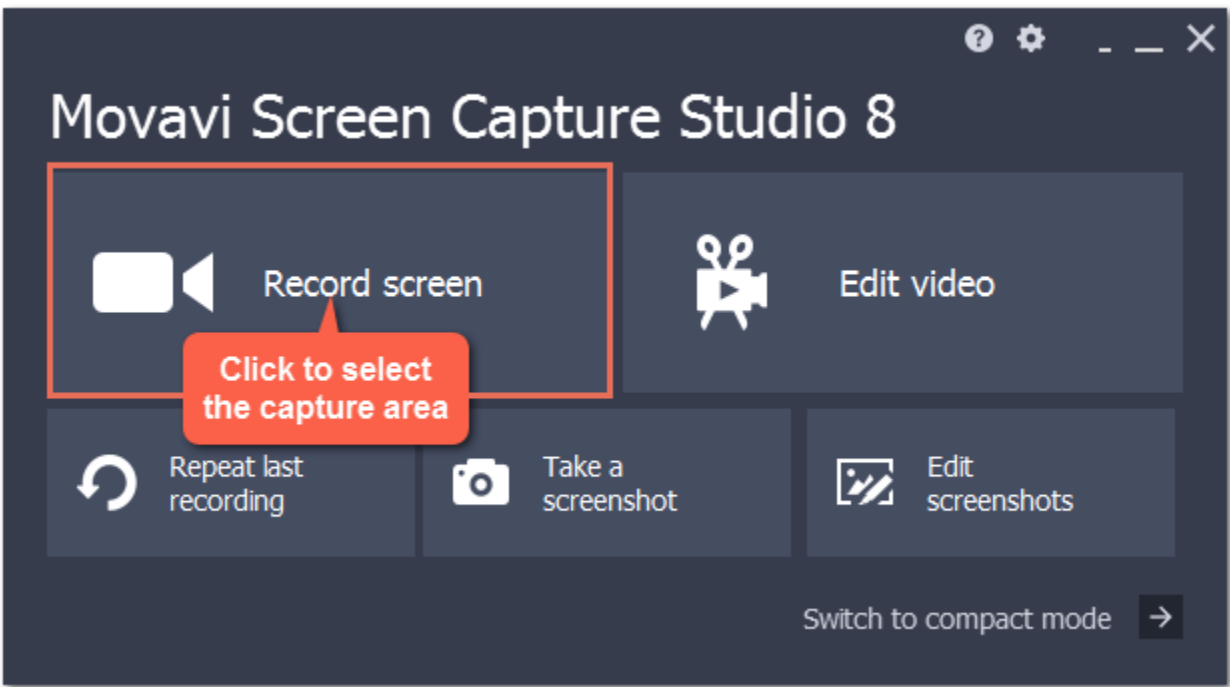
## Capture area

The orange frame defines which part of your screen will be visible in your screen recording.

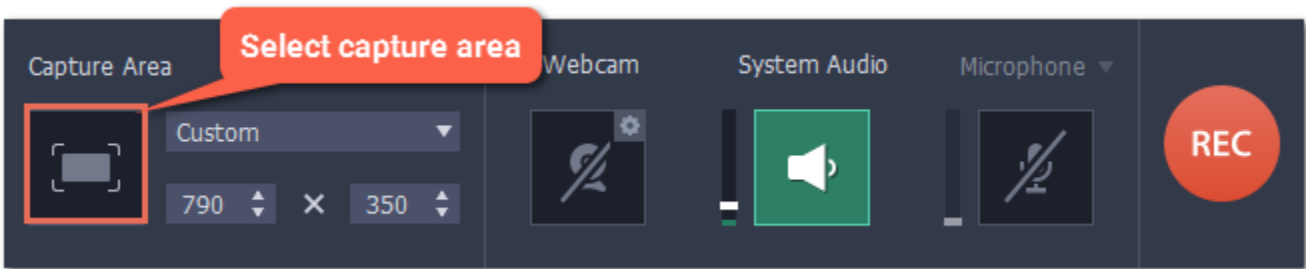
### Selecting the capture area

**Step 1:** Click the **Record Screen** button on the launcher window.

*\* If you're using the mini-launcher, click the camera button on the left.*



Or click the **Select Capture Area** button on the recording panel.



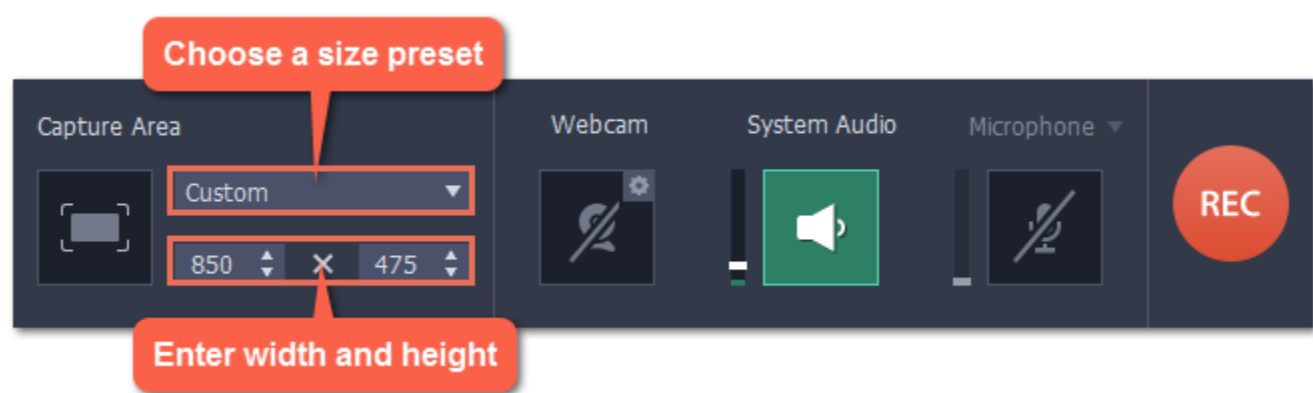
**Step 2:** Your cursor will turn into a crosshair. Use it to select the part of the screen that you want to record.

- To record a **window or a window panel**, hold your mouse pointer over the window you want to record and click when a frame appears around it.  
*Tip: if you select a window, the capture area will follow whenever you move the window.*
- To record the **entire screen**, click on an empty part of the desktop, or
- To record a **part of the screen**, click and drag diagonally to draw the area where you want it to appear.




### Setting an exact size

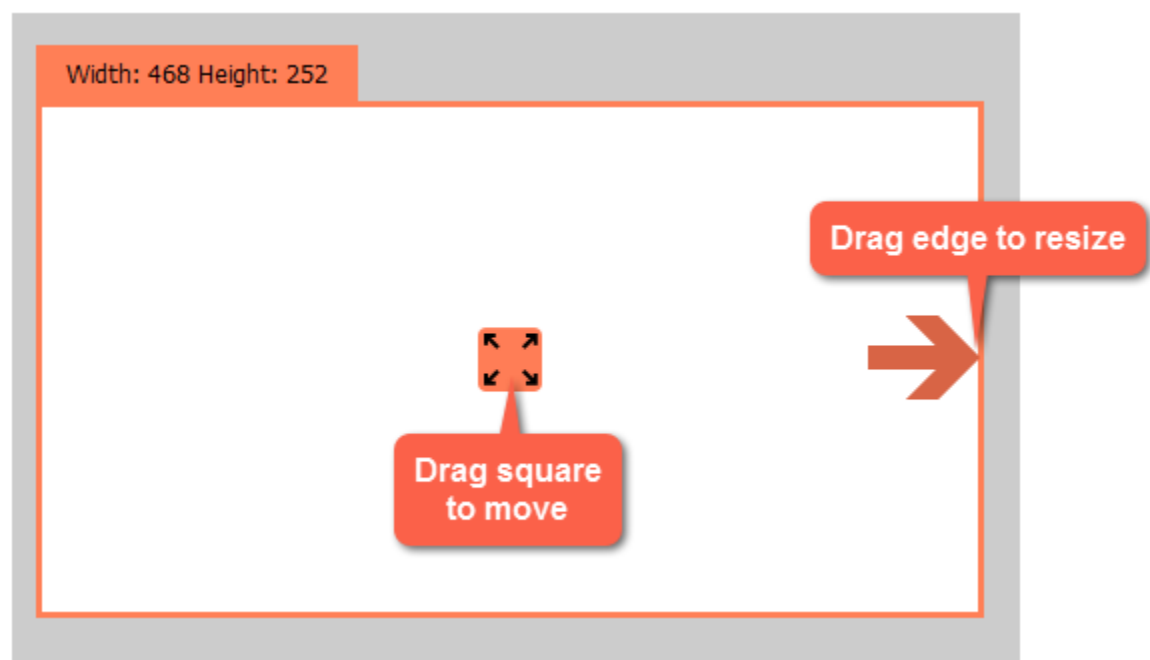
After you've opened the recording panel, you can choose a preset size from the **Capture Area** section, or enter an exact size into the boxes:



To set the capture area to **full screen**, open the preset list and choose **DISPLAY** from the list.

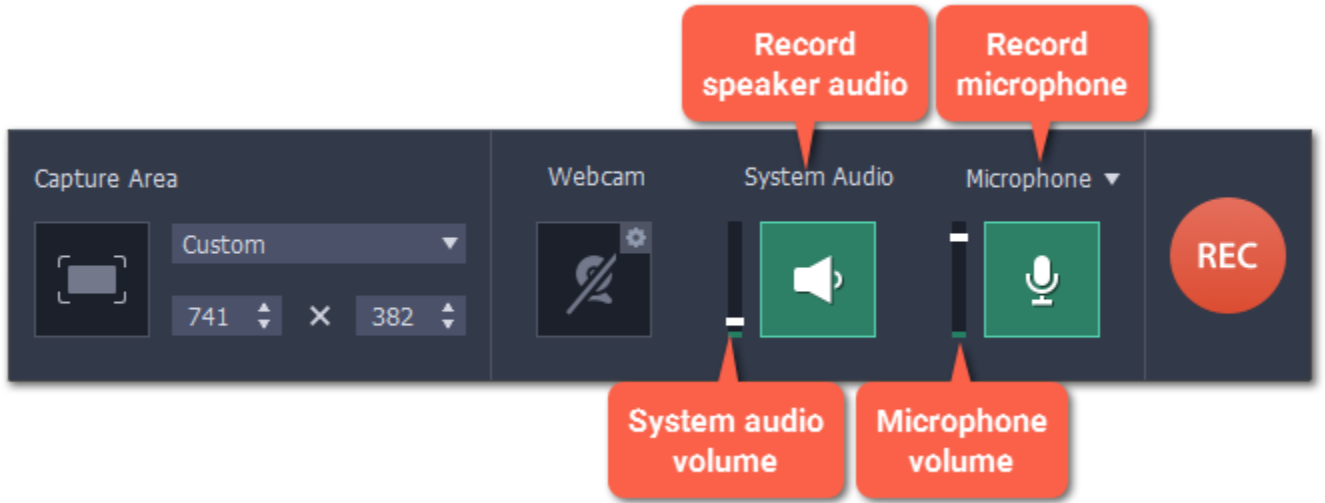
**Editing the capture area**

- To change the capture area size, drag the edge of the capture area with your mouse.
- To move the capture area, drag the square  in its center.



## Sound

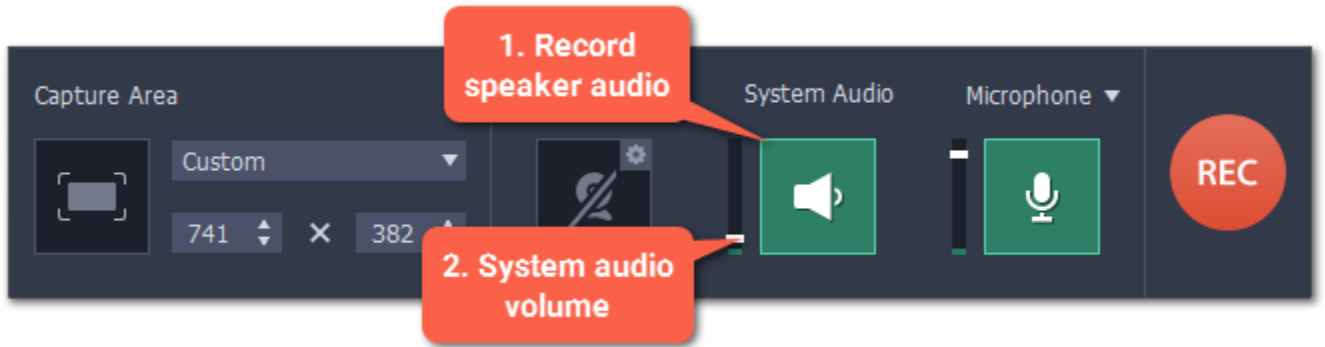
You can record sound from two separate sources: system audio and microphone audio. You can enable sound recording on the recording panel.



### System audio

System audio is the sound that you can hear from your speakers. It includes music, video sound, alerts, and all other sounds.

1. To enable recording system audio, click the **speaker** icon on the recording panel.

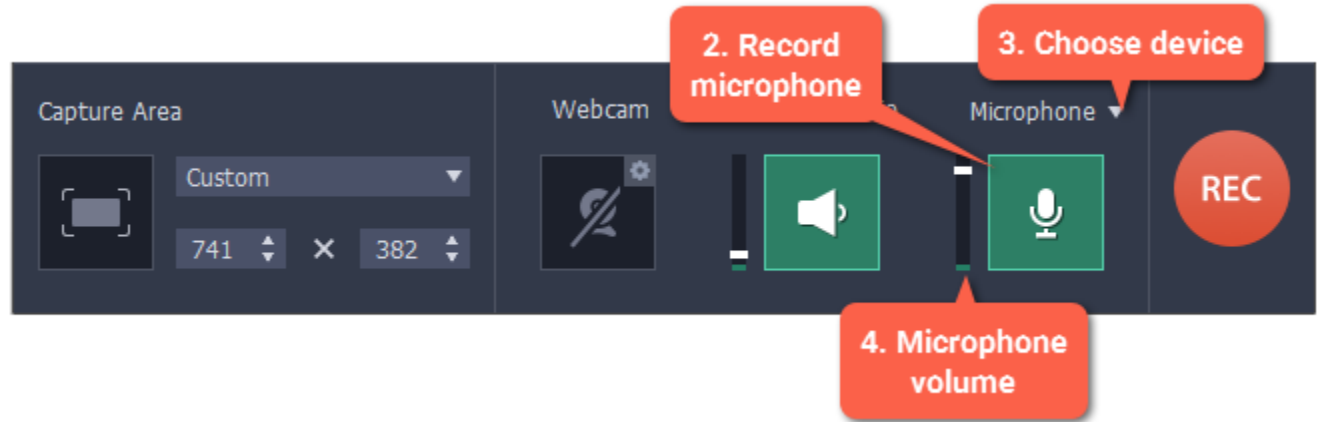


2. Use the slider to the left of the speaker button to change the system audio **volume**. This will also affect the volume that you hear.

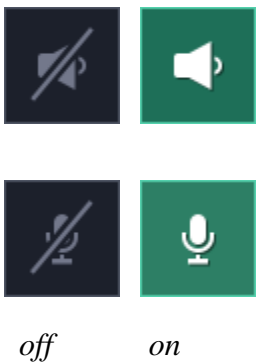
### Microphone audio

To record from a microphone or any other external recording device:

1. Connect the microphone to the computer. Make sure that it is recognized by the system and working correctly.
2. Click the microphone icon on the recording panel to enable microphone recording.
3. If you have more than one recording device connected, click the arrow ▼ next to **Microphone** and choose which microphone you want to use.
4. Use the slider to the left of the microphone button to change the **volume**.



When enabled, the sound icons appear green.



## Troubleshooting

### Capturing system sound on Windows XP

Windows XP does not support recording from multiple audio sources. You can either record microphone audio or system audio, but not both. To record system sound on Windows XP:

1. Click the microphone button to enable recording from audio devices.
2. Click the triangle next to Microphone and choose **Stereo Mix** from the list of devices.

Please note that not all hardware allows stereo mix recording.

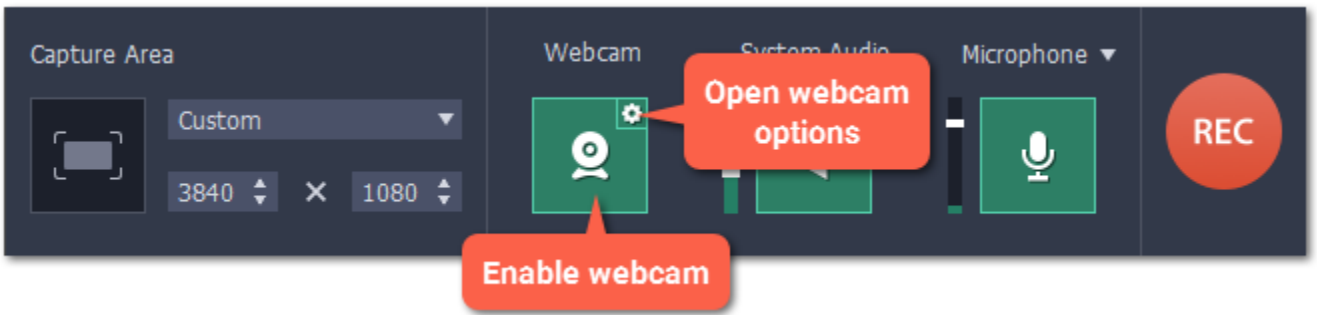
**See also:**  
[Recording only audio](#)  
[Recording Skype calls](#)

## Webcam

You can record webcam video simultaneously with a screencast. The webcam video will appear in the corner of the main video.

### Enable the webcam

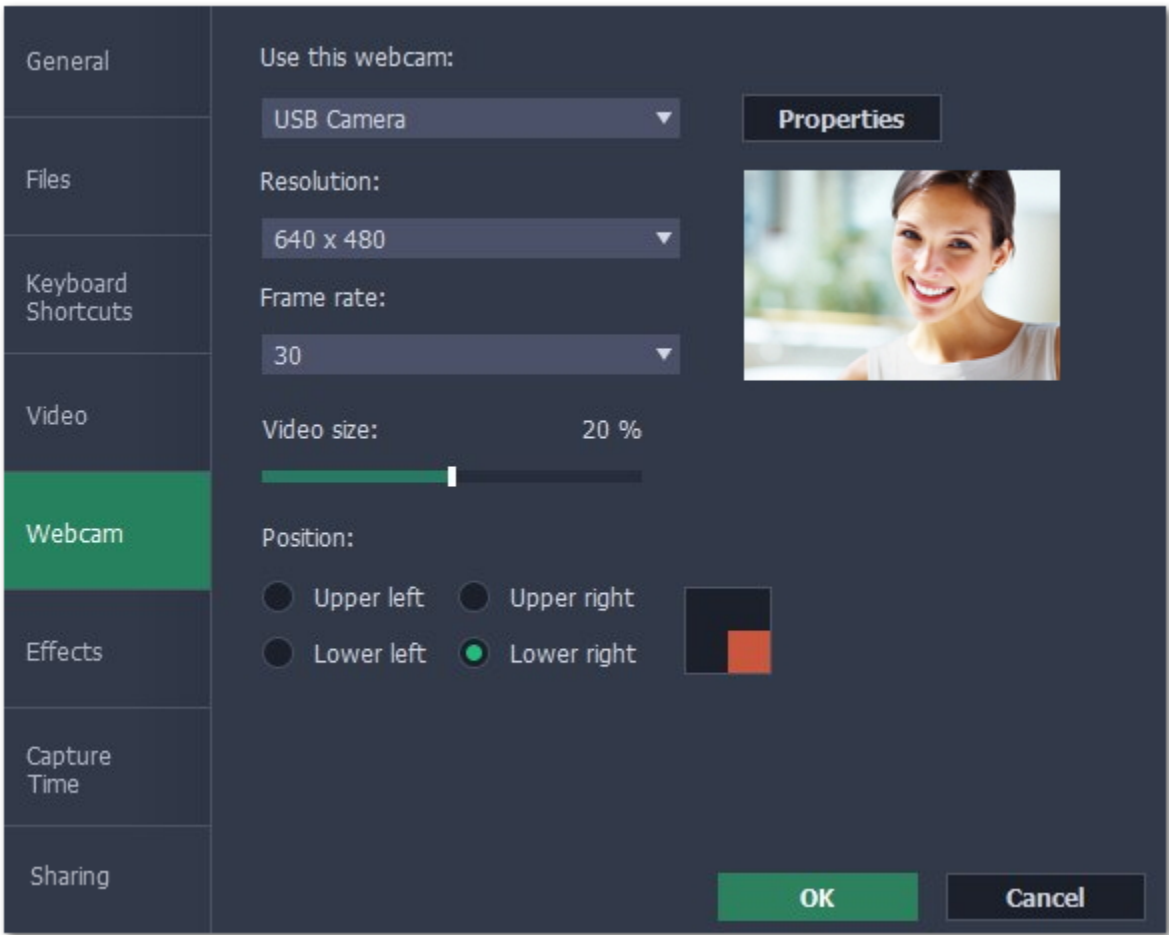
To enable webcam recording, click the webcam icon on the recording panel:



### Webcam options

If this is your first time recording with a webcam, you may want to set up how the webcam looks on your video. To open the webcam options, click the cogwheel icon on the webcam button.

*Or open the Settings menu, choose Preferences, and then switch to the the Webcam tab.*



If you have more than one camera, choose the one you want to use under "**Use this webcam**".

### Webcam properties

Click the **Properties** button to open your webcam's built-in properties. These can be different for each manufacturer, but usually you can set up the brightness, white balance, exposure, and other color options.

### 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.

### Video size

Use the **video size** slider to change the size of the webcam video relative to the main video.

### Position

You can place your webcam footage in any of the four corners of the main video. Choose where to place the webcam video under **position**.

See also: [Webcam preferences](#)

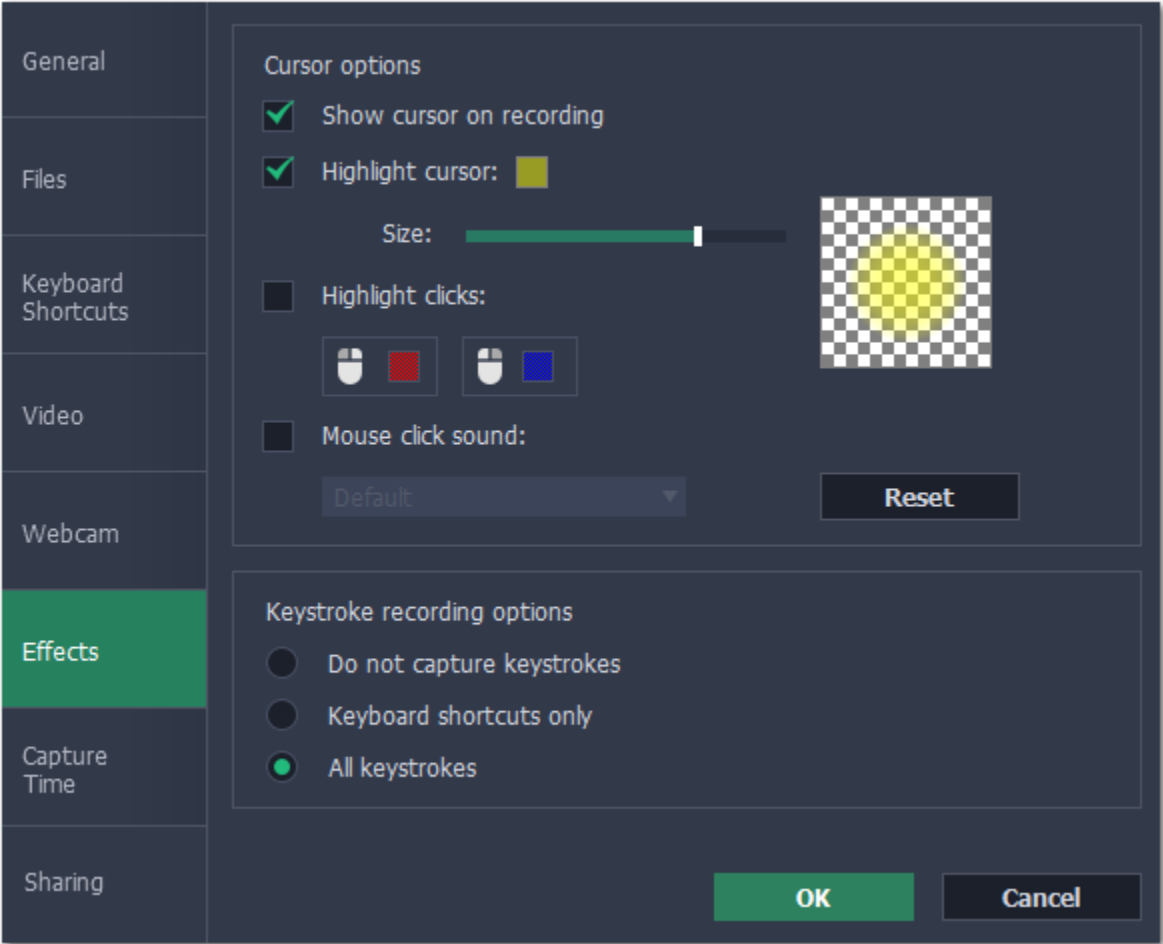
## Mouse cursor effects

Using mouse effects, you can use the mouse as a pointer and show your viewers where to click.

### Step 1: Open the mouse cursor options

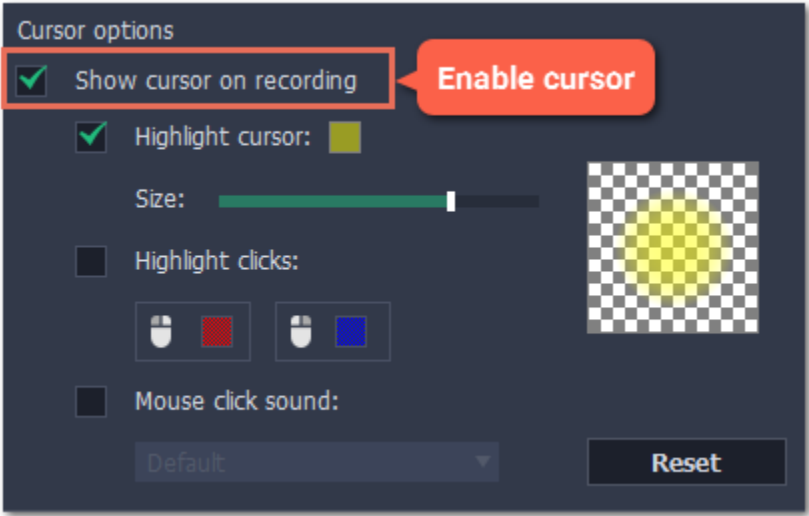
- 1. Click the **Settings** menu and choose **Preferences**.
- 2. In the Preferences window, switch to the **Effects** tab.

Learn more: [Effects options](#)



### Step 2: Enable the cursor

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



### Step 3: Highlight cursor actions (optional)

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

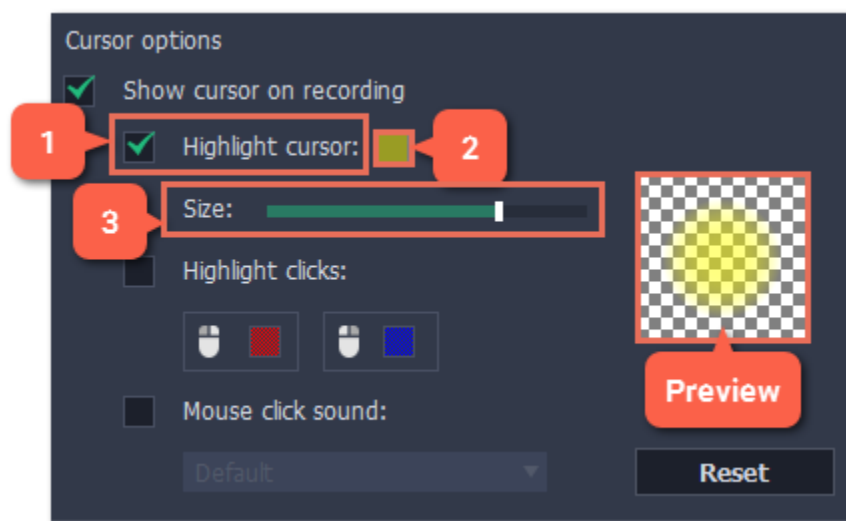
#### Highlight cursor

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.

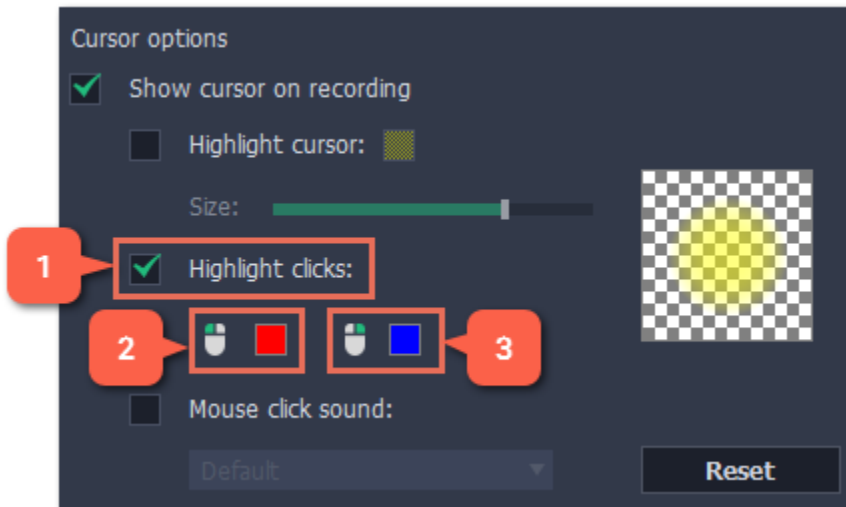


### Highlight clicks

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

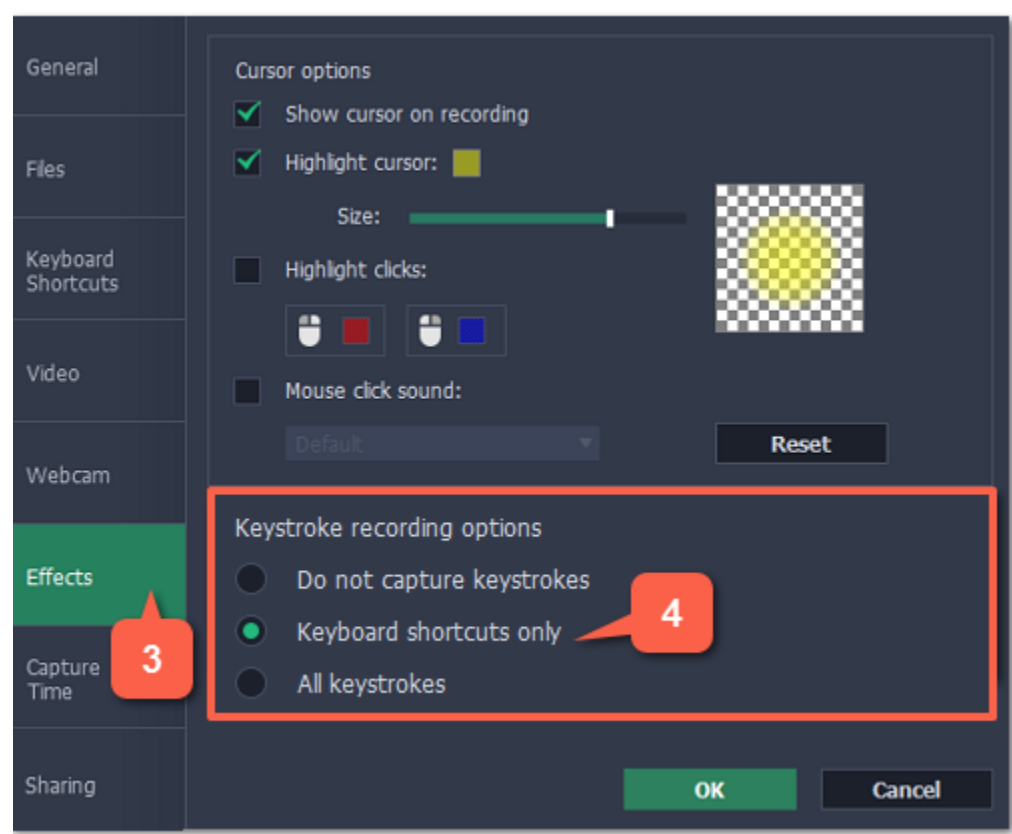
A clicking sound will play whenever you click the mouse.

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. Open the **Settings** menu.
2. Choose **Preferences**.
3. In the Preferences window, switch to the **Effects** tab.
4. To enable keystroke recording, select one of the options:
  - **Keyboard shortcuts only** — only key combinations such as *Ctrl+C* or *Shift+Control+Esc* will show up on screen. Letters and keys that do not cause an action will not be displayed.
  - **All keystrokes** — each key you press will appear on screen, including letters and numbers.



To turn off keystroke recording, open the Effects preferences once again and disable the keystroke recording options.

- 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.*
  - *Keyboard shortcut recording does not work with the Windows key.*

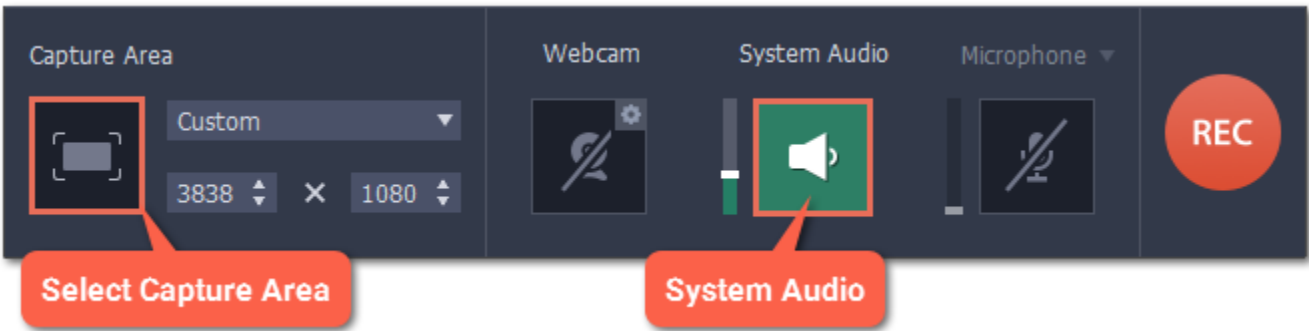
## Scheduling

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 capture area, sound, and other options. Before scheduling the recording:

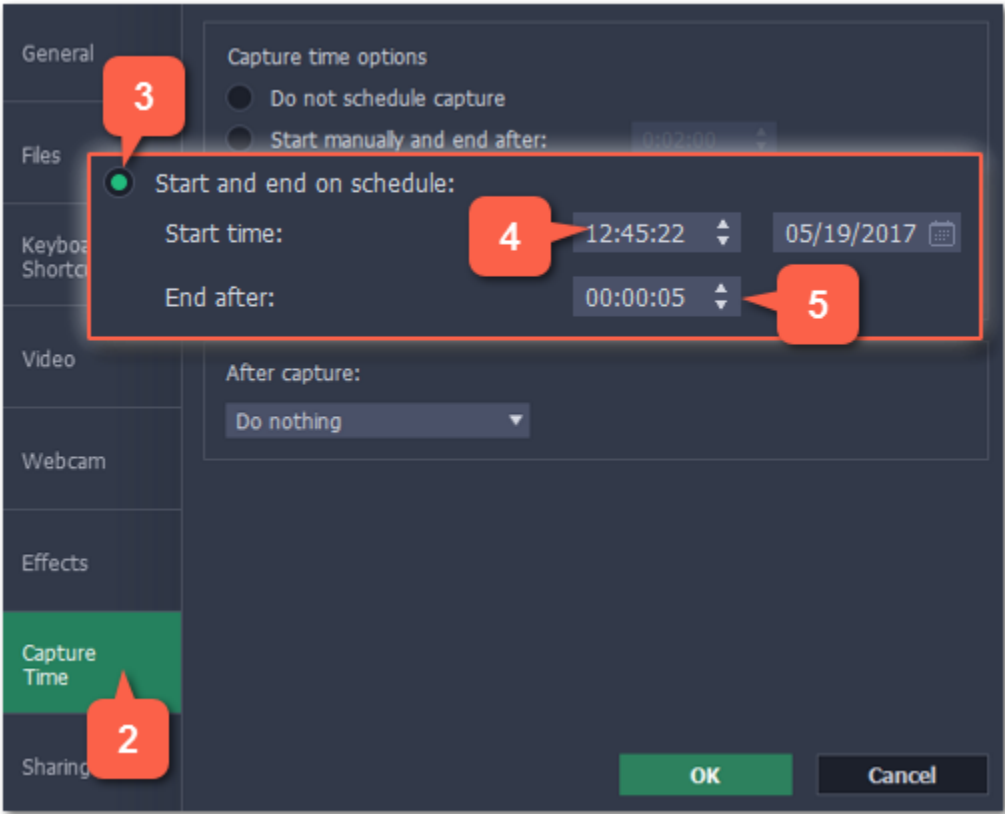
1. Click the **Select Capture Area** button on the recording panel or **Record screen** on the launcher and select the part of the screen you want to see on your scheduled recording.
2. To enable system sound recording, click the **speaker** button on the recording panel and make sure it is enabled and highlighted green.



Learn more: [Capture area](#) | [Sound](#) | [Webcam](#)

### Step 2: Schedule recording

1. Open the **Settings** menu and choose **Preferences**.
2. In the Preferences window, switch to the **Capture Time** tab.
3. Under "*Capture time options*" select **Start and end on schedule**.
4. Next to **Start time**, enter the time and date when you want to start the recording.
5. Next to **End after**, enter the length of the recording.

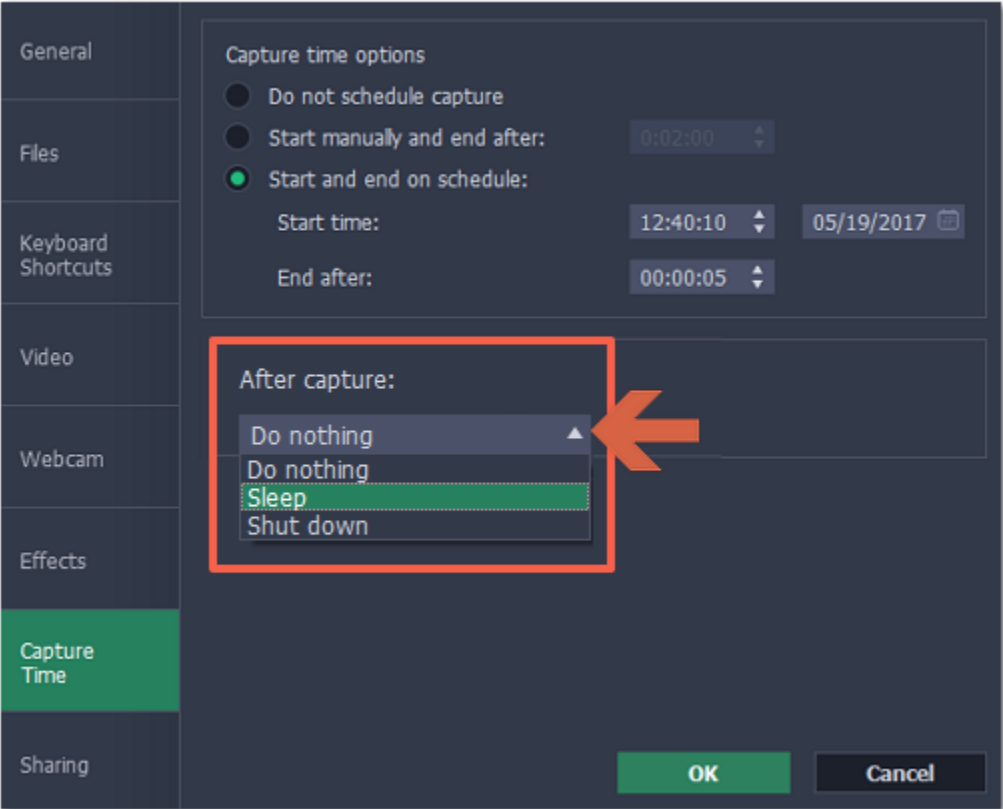


The recording is now set to automatically start and end at the given time.

### Step 3: Schedule sleep or shut down (optional)

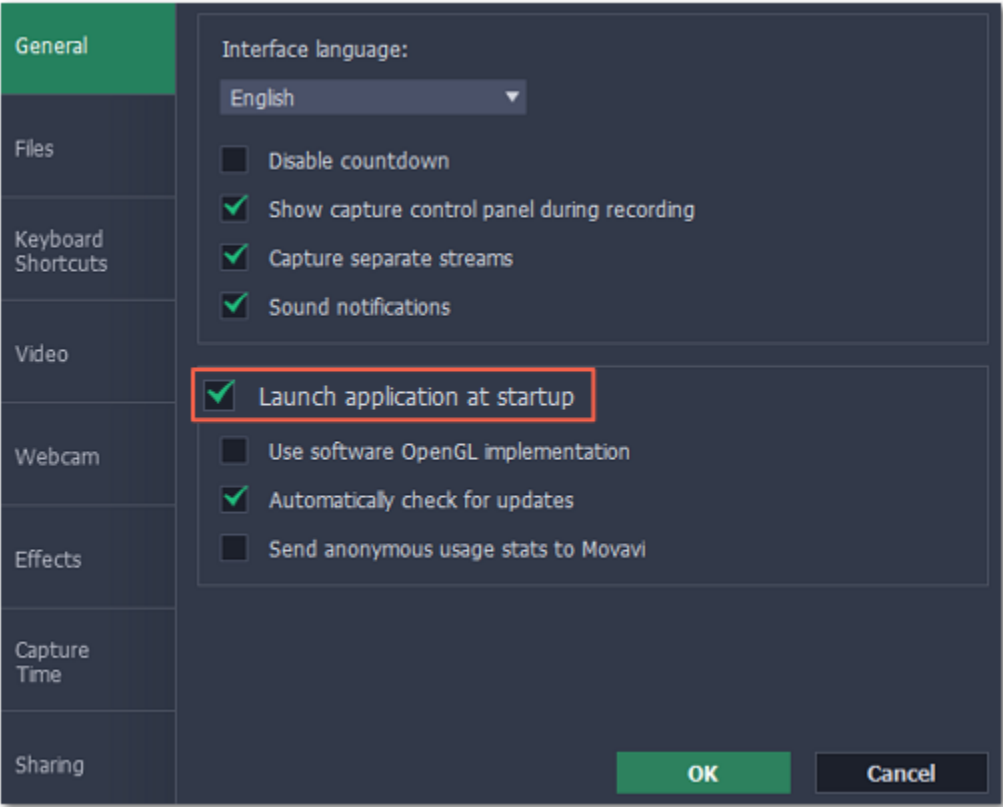
After a scheduled recording, you can set your computer to automatically sleep or shut down to conserve energy.

1. In the Capture Time preferences, open the **After capture** box.
2. Select **Sleep** or **Shut down**.



**Step 4: 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 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 two minutes for each video. To learn more about activating Movavi Screen Capture Studio, see the [Activating Software](#) section.

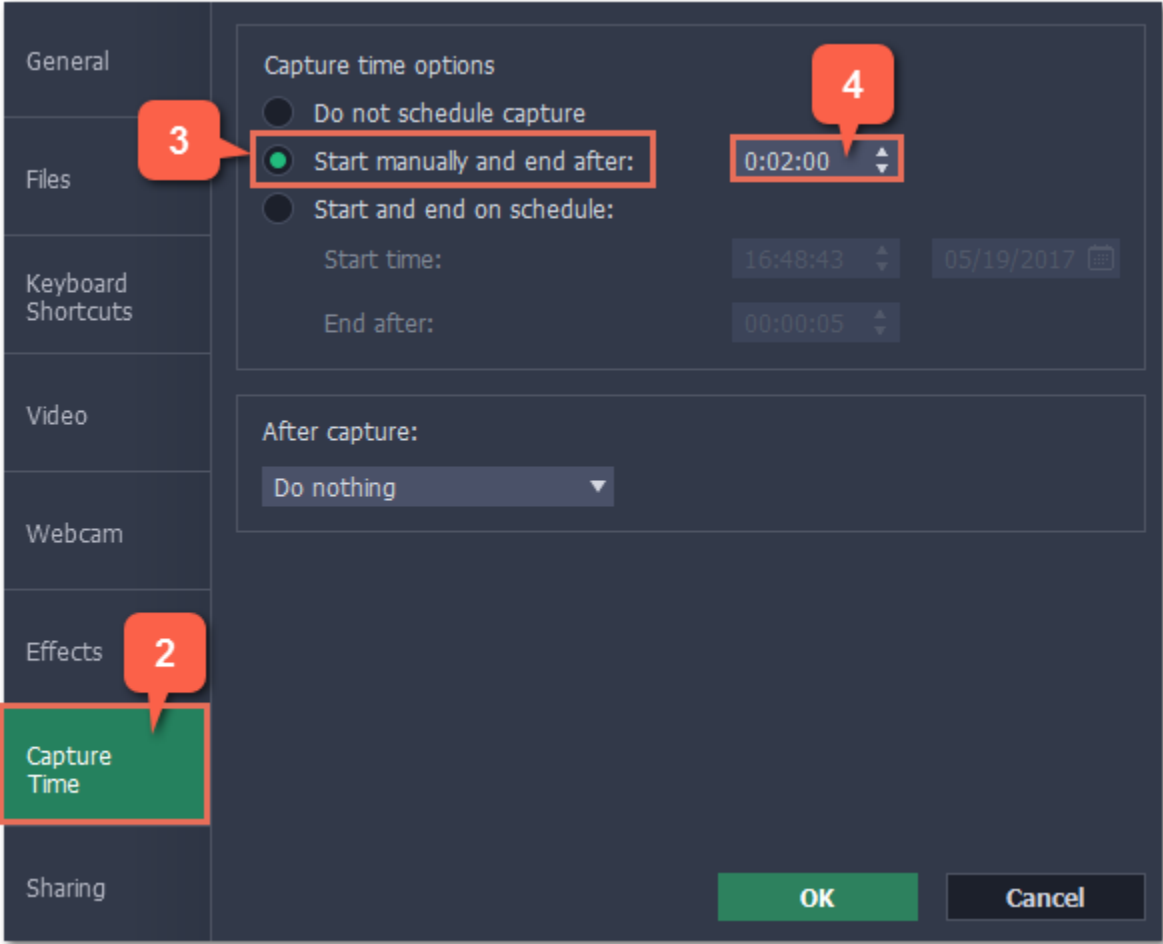
If you are starting a lengthy recording, make sure that you have enough free disk space for saving the temporary recording files.

## Time limit

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.

### Step 1: Set a time limit

1. Open the **Settings** menu and choose **Preferences**.  
*Or click the cogwheel button on the launcher to open the Settings menu.*
2. In the **Preferences** window, switch to the **Capture Time** tab.
3. Select the **Start manually and end after** option.
4. On the right, enter the time limit as hours:minutes:seconds.
5. Click **OK** to enable the time limit.




### Step 2: Start the recording

Click the **REC** button on the recording panel or use the [quick capture shortcuts](#) to begin recording. After the specified time is up, the recording will end automatically.

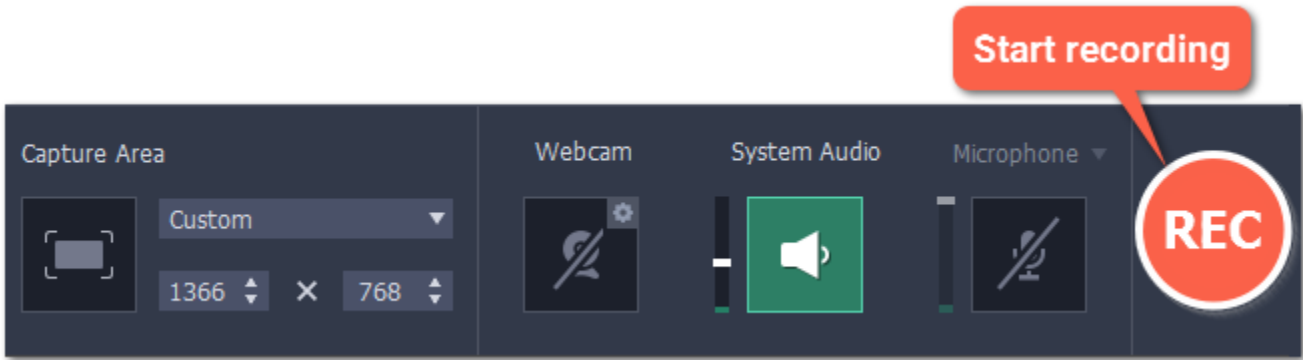
## Starting the recording

### To begin recording:

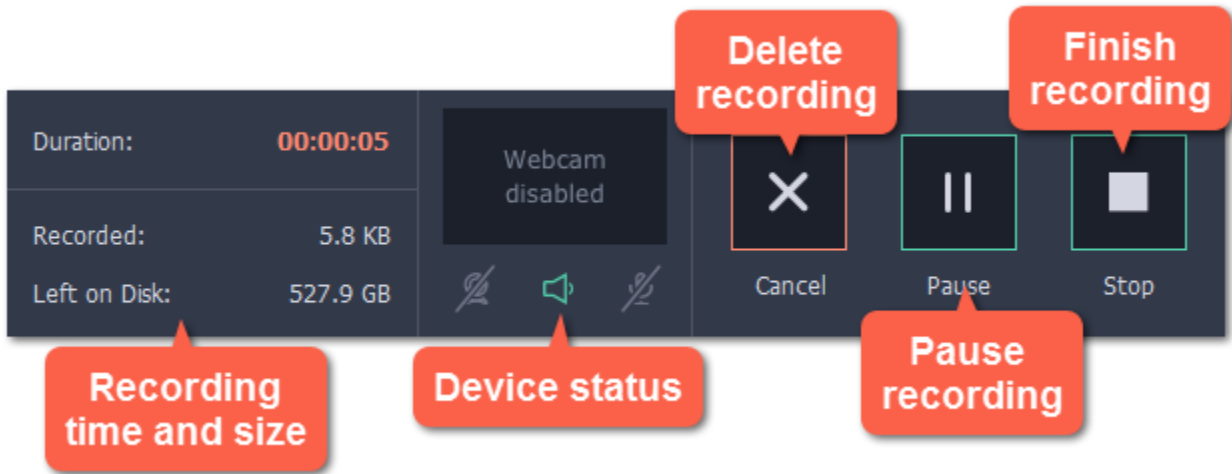
To begin recording, do any of the following:

- Click the **REC** button on the control panel.
- Use the start recording keyboard shortcut (F10 by default)
- In the system tray, right-click the Movavi Screen Capture Studio icon  and choose **Start Recording**.

You will be given a 5-second countdown before recording begins.



The recording panel will change during capture:



On the left, you can see information about the recording:


**Duration** – the time recorded so far



**Recorded** – the recording size on disk

**Left on Disk** – how much free disk space you have left

In the middle, you can see which sound sources are being recorded and preview the webcam:



  – Webcam off/on

  – System audio recording off/on

  – Microphone audio recording off/on

### To pause recording:



To pause recording, do any of the following:

- Click the **Pause** button on the recording panel.
- Click the **Pause** button on the orange panel at the top of the capture frame: 
- Use the pause capture keyboard shortcut (**F9** by default)
- In the system tray, right-click the Movavi Screen Capture Studio icon  and choose **Pause**.

When you're ready to resume the recording, the **Resume** button will be in the same location as the Pause button.

### To stop recording:

When you're ready to finish the recording, do any of the following:

- Click the **Stop** button on the control panel.
- Click the **Stop** button on the orange panel at the top of the capture frame: 
- Use the stop recording keyboard shortcut (**F10** by default)
- In the system tray, right-click on the Movavi Screen Capture Studio icon  and choose **Stop Recording**.

The recording will end and the player window will open, where you can view and edit the video.

### To cancel the recording:

If you want to terminate the recording *without* saving the video and delete the recording file, click **Cancel** on the recording panel.

---

### Troubleshooting:

#### Windows style changes when I start recording

If you have a Windows Aero theme (Windows Vista, Windows 7), disabling the transparency effects will free more resources and your computer will run faster during capture. The Aero theme will return once you have finished capture. To disable this, open the [Preferences](#) and turn off the '**Disable Aero theme during capture**' option in Video preferences.

#### Capture doesn't start immediately

By default, you will see a five-second countdown after you press the REC button and before the recording begins. You can use this time to prepare for recording. If you want the recording to start immediately, open the [Preferences](#) and enable the '**Disable countdown**' option.

**An orange panel appears on my recording**

During recording, you can use the orange panel on top of the capture frame to take screenshots, pause or stop recording, and keep track of the recording process. If you don't want this panel to appear on your videos, open the [Preferences](#) and disable the '**Show capture control panel during recording**' option.

## Editing captured files

When you end a recording, the player window will open, where you can view the finished video, save videos to a different format, and edit videos and screenshots.



### Here's what you can do:

- [Cut recordings](#) – trim videos from the beginning or the end, cut out fragments.
- [Change recording format](#) – save the video in a different video format, as an audio file, or even as an animated GIF.
- [Compress videos](#) – trade off some of the quality for a smaller file size.
- [Publish online](#) – upload the video straight to YouTube.
- [View previous recordings](#) – all your earlier recordings and screenshots in one place on the history panel.

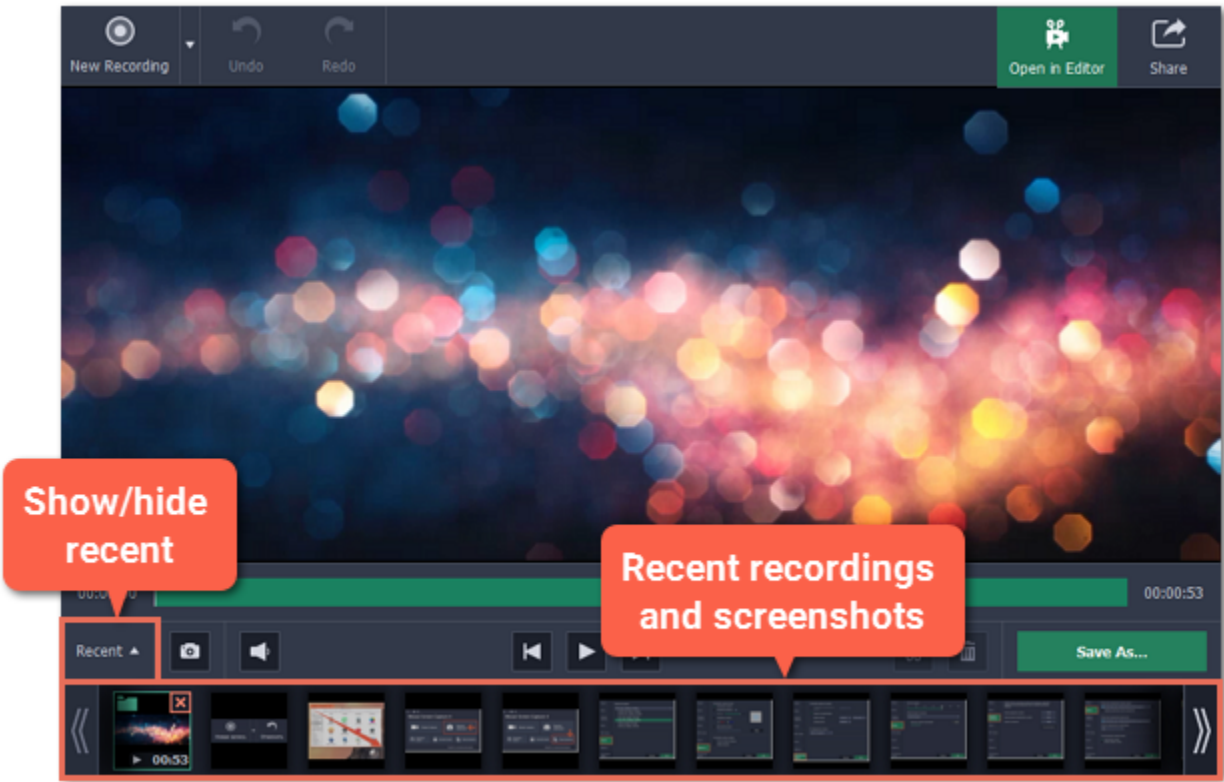
## Opening previous recordings

After you've finished a recording, it will open in the capture editor, where you can view and cut the file. If you want to edit the recording later, you can open a recording file using any of the following:

### Recent recordings

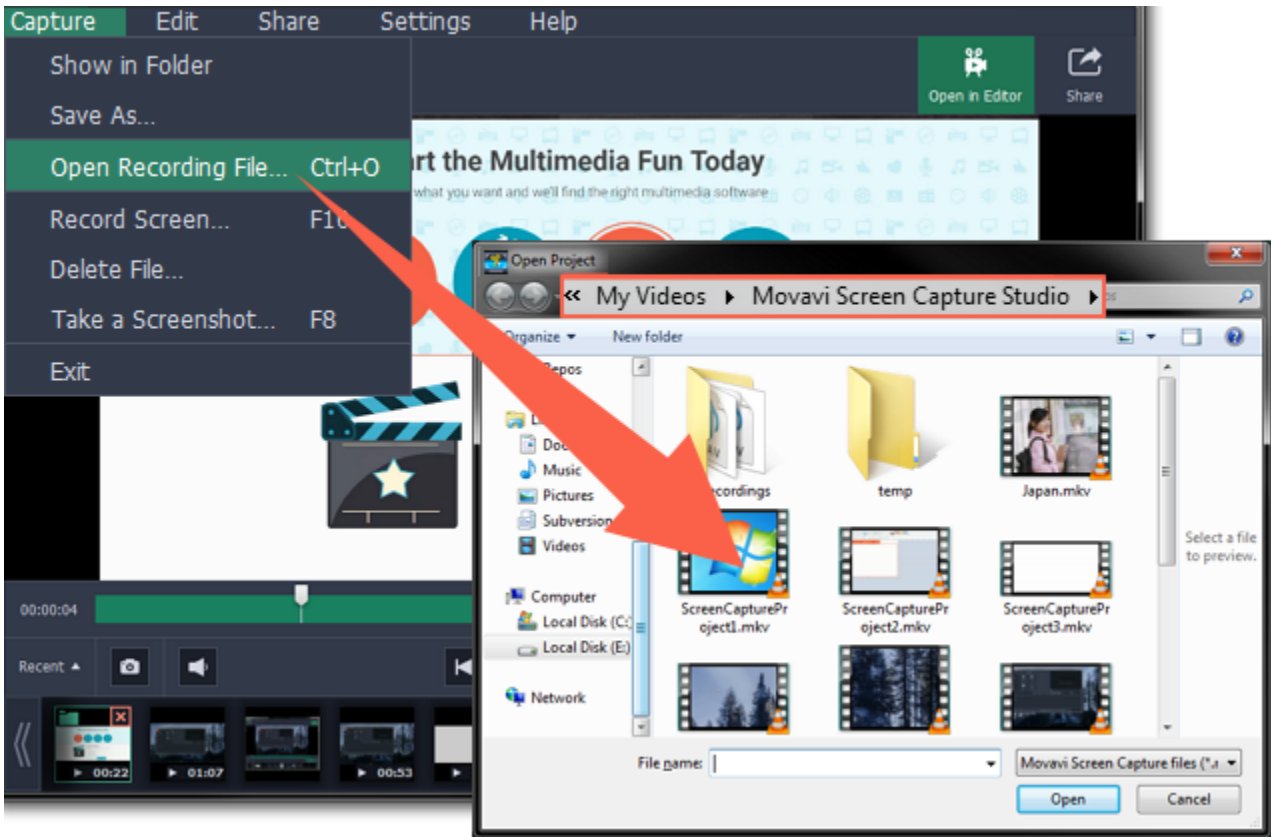
At the bottom of the capture editor, you can see a carousel of your previous recordings and screenshots. If you can't see the thumbnails, click the **Recent** button in the bottom left to show the panel.

*Tip: If you've changed the recording folder in File preferences, the Recent panel will only show recordings in the new folder.*



### Open a file

- Find the file you want to edit in Windows Explorer and drag it onto the capture editor window.
- Or open the **Capture** menu and choose **Open Recording File**. Then, find the file in the Windows Explorer dialog box and click **Open**.



### Storage location

The default locations for saving output files are:

- "*Videos\Movavi Screen Capture Studio*" – for video recordings
- "*Videos\Movavi Screen Capture Studio\Screenshots*" – for screenshots

To change where the files are stored:

1. Open the **Settings** menu and choose **Preferences**.
2. In the Preferences window, switch to the **Files** tab.
3. To change the video storage folder, click the ellipsis button **...** next to **Save output videos to** and choose a new folder.  
To change the screenshot storage folder, click the ellipsis button **...** next to **Save screenshots to** and choose a new folder.
4. Click **OK** to accept the changes.

## Cutting recordings

This guide will show you how to cut out parts from video recordings using the built-in capture editor.

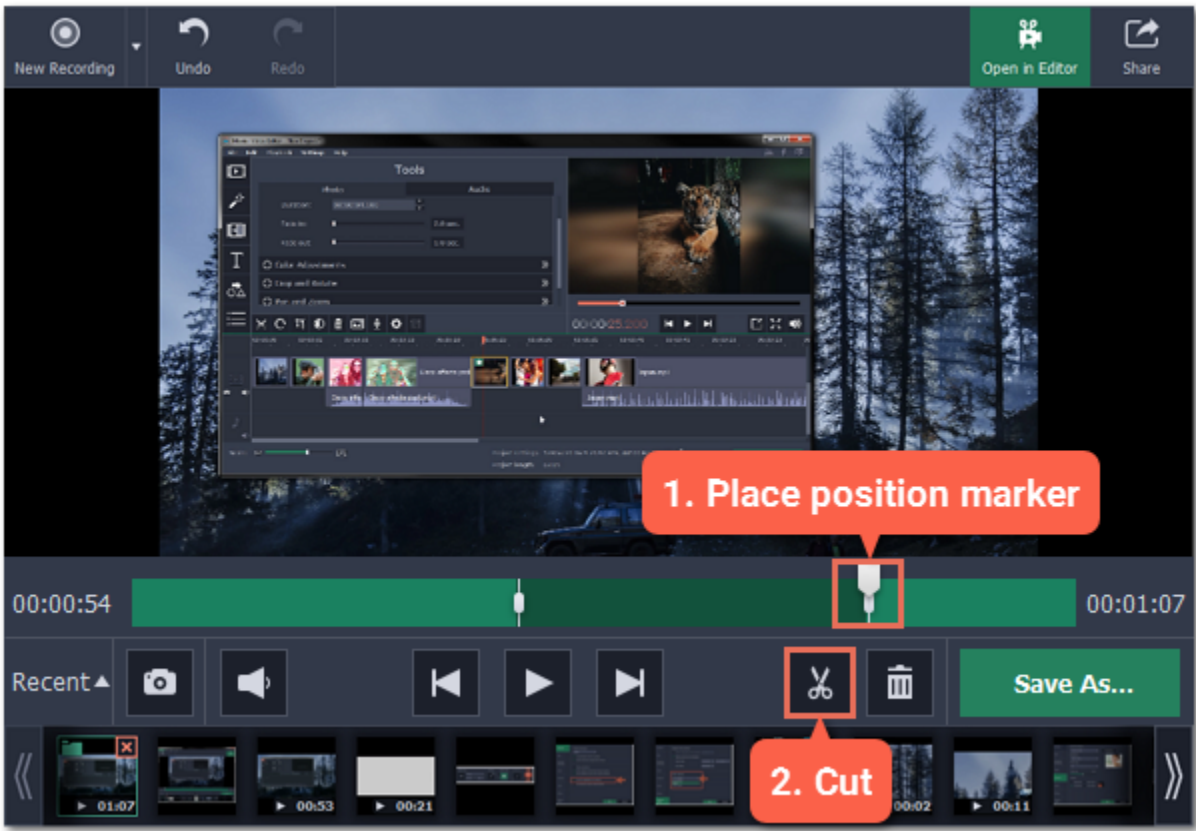
### Before you start:

- [Open the recording](#) you want to edit in the capture editor.

### Step 1: Cut fragments

1. Move the position marker to where you want to cut the video.
2. Click the **scissors** button. A cut marker will appear at the current position.

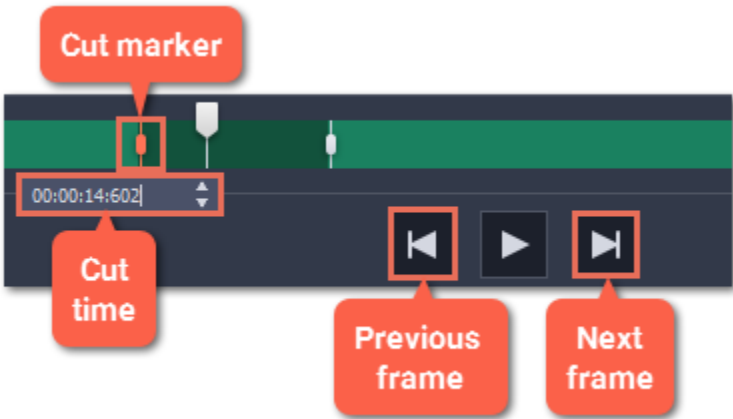
Repeat these two steps to cut at the beginning and end of each fragment you want to delete.



### Precise positioning


For more precise positioning, click on the cut marker on the seek bar and do any of the following:

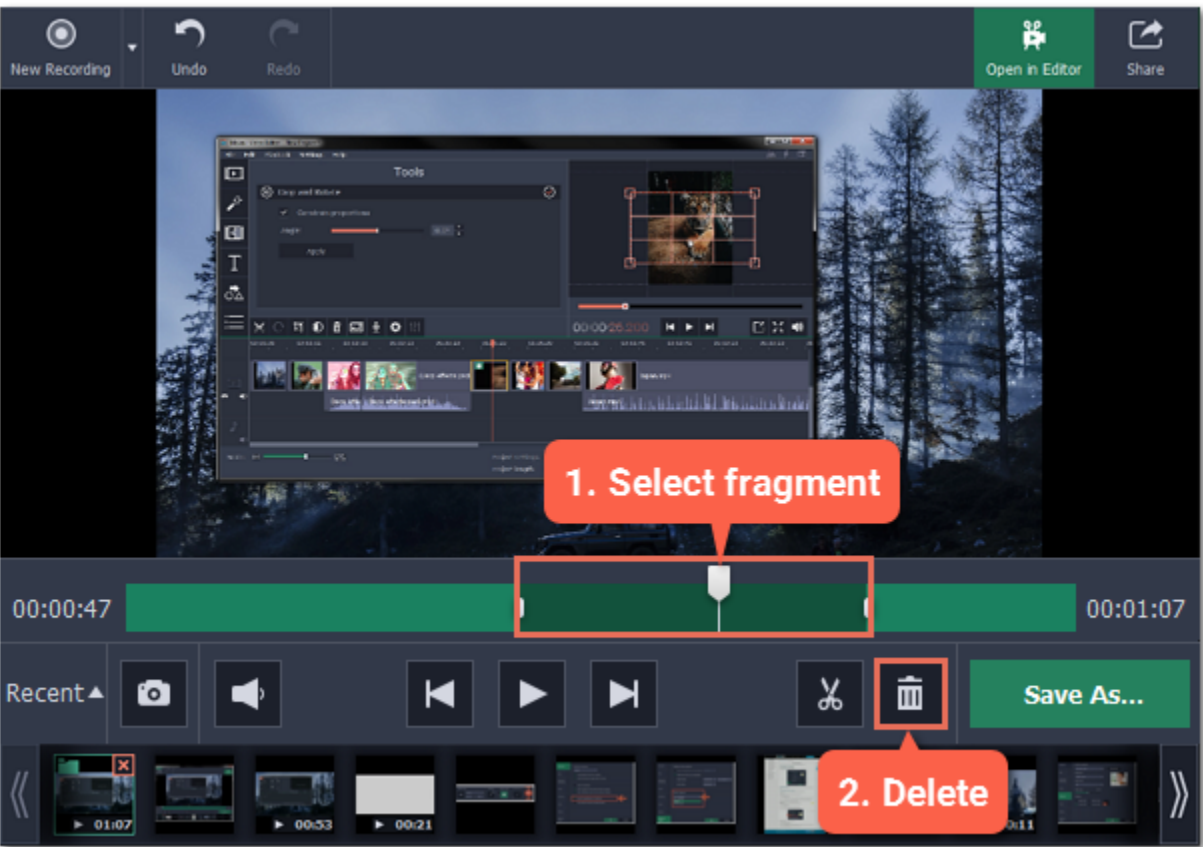
- Click the **previous frame** and **next frame** buttons to move the cut marker by exactly one frame,
- Click the arrows next to the time to move the marker by a small interval.
- With the cut marker selected, use the arrow keys to move it left or right by 100 milliseconds.
- Manually enter the necessary time.



### Step 2: Delete fragments

1. On the seek bar, click a fragment to select it. The selected fragment appears as a darker shade.
2. To delete the selected fragment, click the **trash can** button.

A dotted line will appear on the seek bar where a fragment has been deleted: 



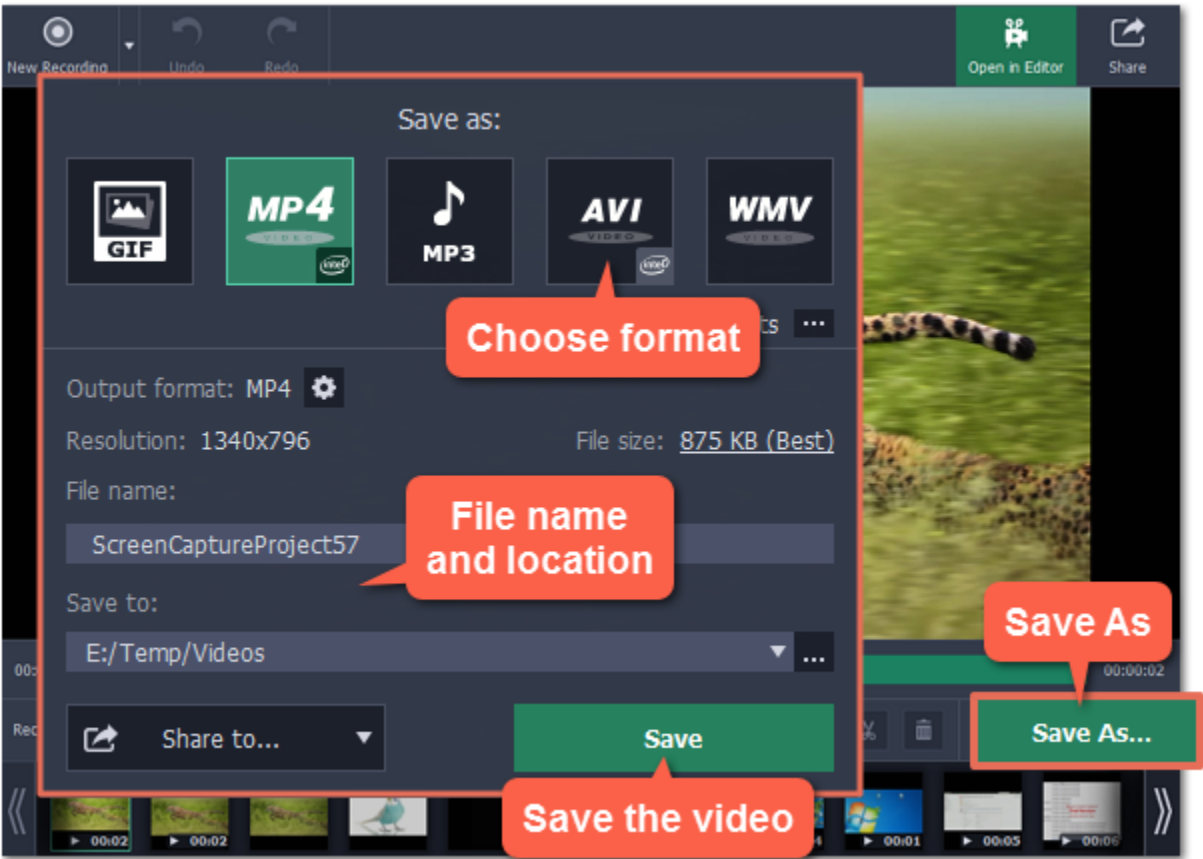
**How to undo cutting**

To cancel a cutting action, click **Undo** at the top of the window or press **Ctrl+Z**. To repeat a cancelled action, click **Redo**.

**Step 3: Save the edited video**

If you've cut the video, you need to save it to apply the changes.

- 1. Click **Save As**. The window with saving options will appear.
- 2. At the top of the window, choose a format for the video. If you don't know which format to choose, leave MP4 selected. It will save faster and at no quality loss.
- 3. Choose where to save the file and enter a file name.
- 4. Click **Save** to start processing the video. This may take a while for longer videos.



## Changing the format

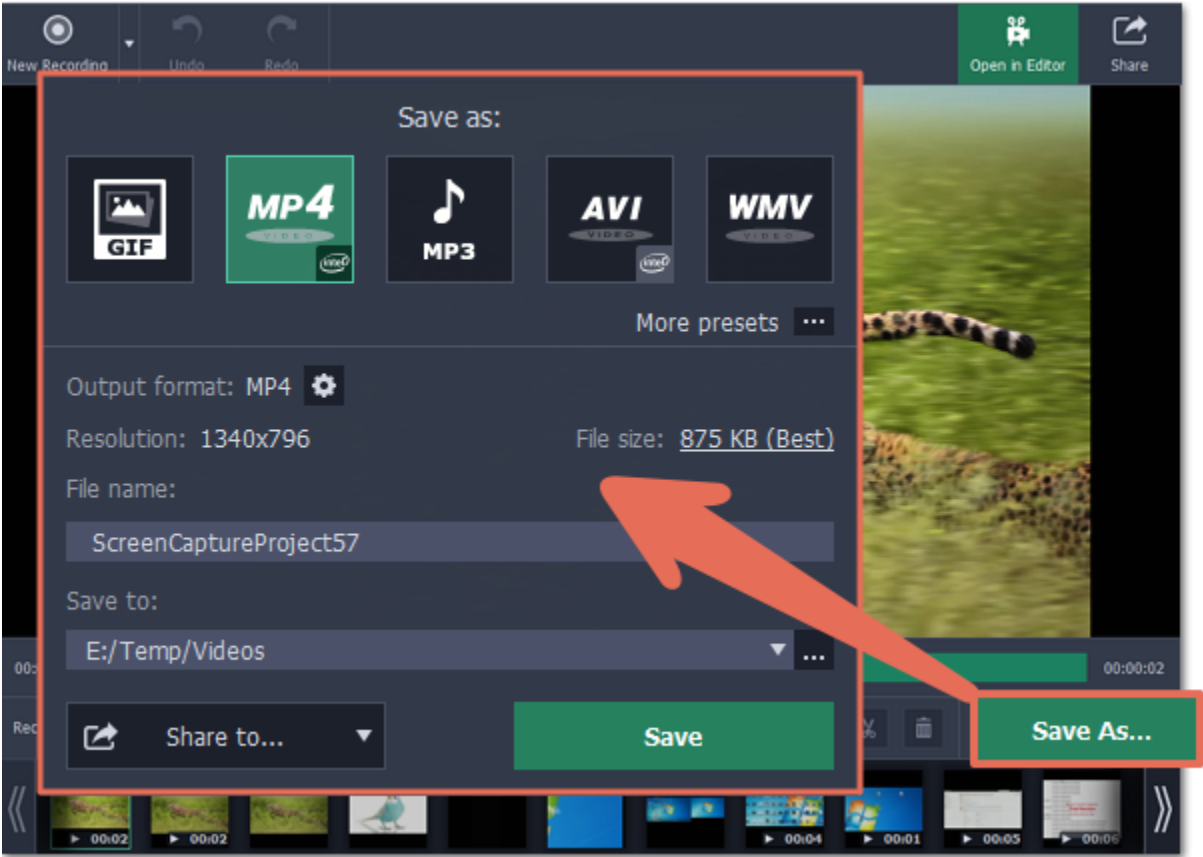
New recordings are created in the MKV format which is supported by most players. This guide will show you how to save your video recordings in a different format. You can also convert your video recordings to audio by saving them as an audio format, or convert them to a mobile-friendly format for watching on devices.

### Before you start:

- [Open](#) the recording that you want to change in the capture editor.

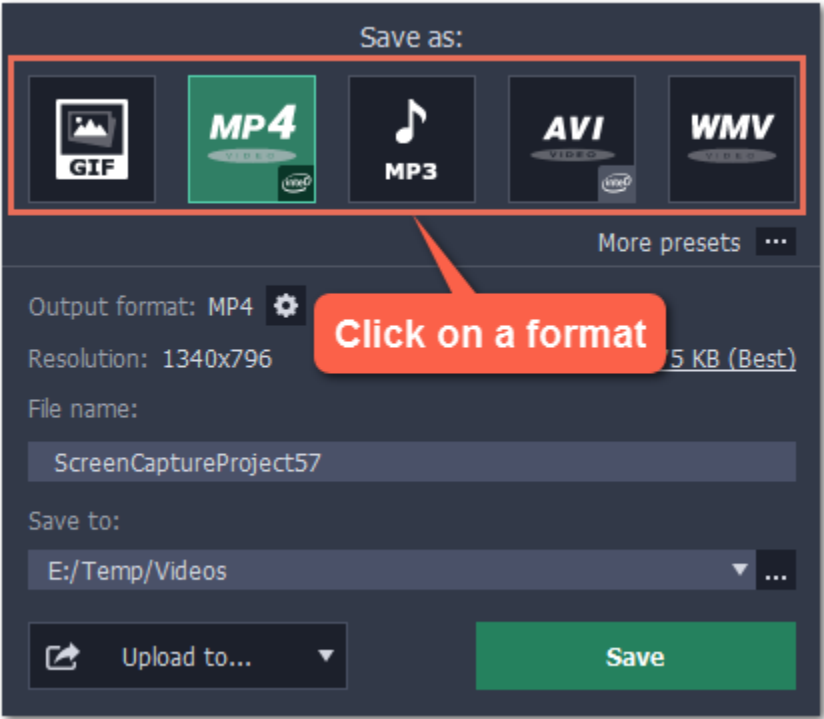
### Step 1: Open the output options

Click **Save As** to open the output options.



### Step 2: Choose a new format

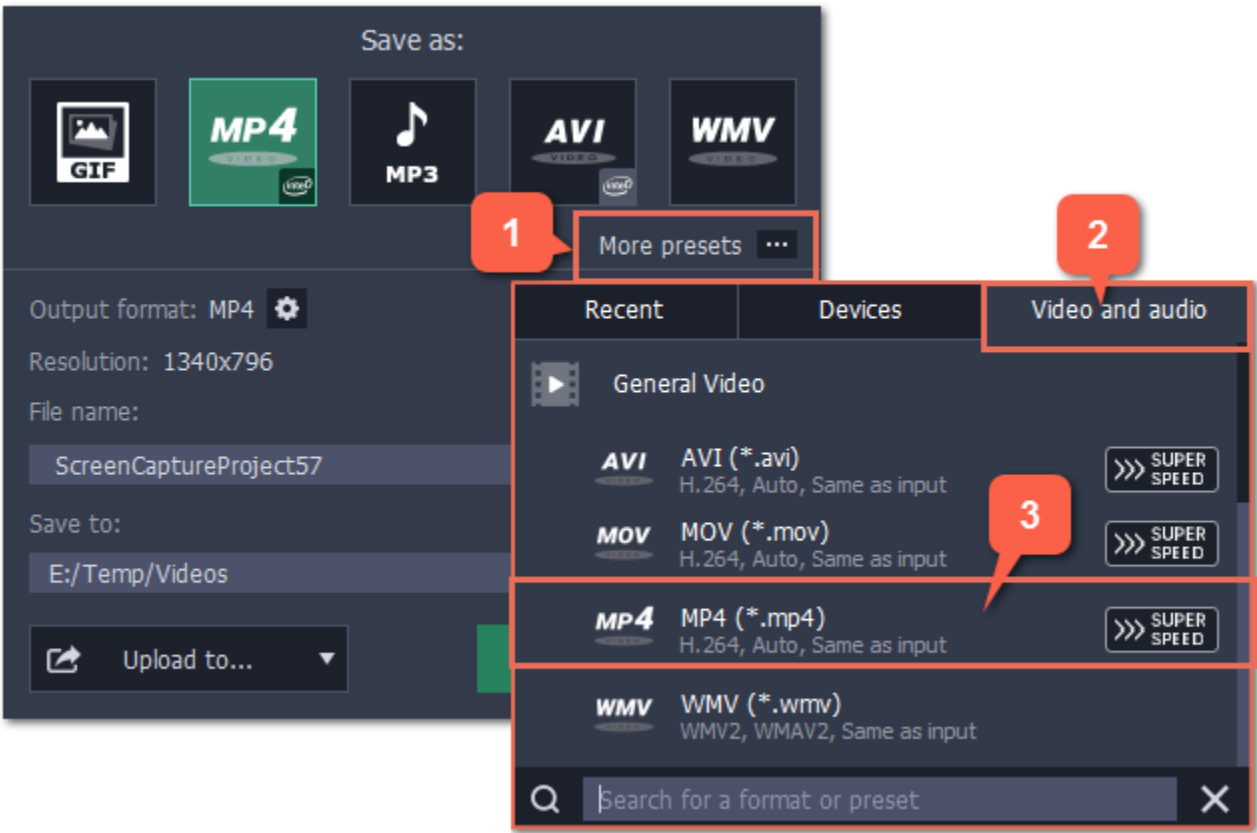
At the top of the output options window, select a format you want to use.



If you don't see the necessary format in the list:

1. Click **More presets** to open the full list of formats and presets.
2. At the top of the list, click the **Video and audio** tab.
3. Under **General Video**, choose the format you want to use.

*Tip: you can use the search bar at the bottom of the list to find the necessary format.*

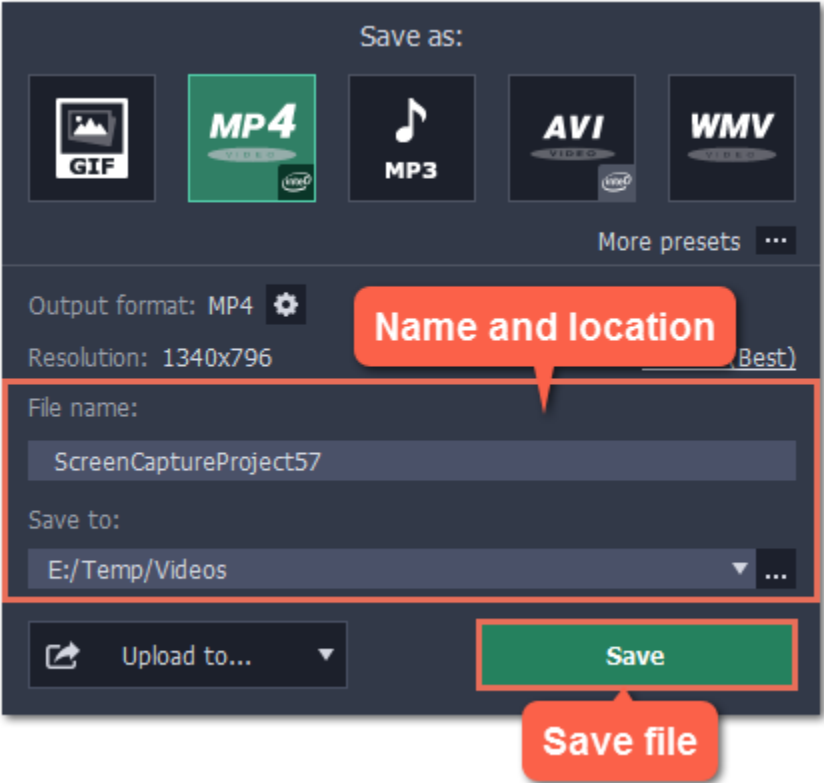


Step 3: Name and location

Enter a name for your new file under **File name**. If you want to store the recording somewhere other than the default folder, click the ellipsis button ... next to **Save to** and choose a different folder.

Step 4: Save the file

Finally, click **Save** to convert your recording to the selected format. This may take a while for large videos.



## Reducing output size

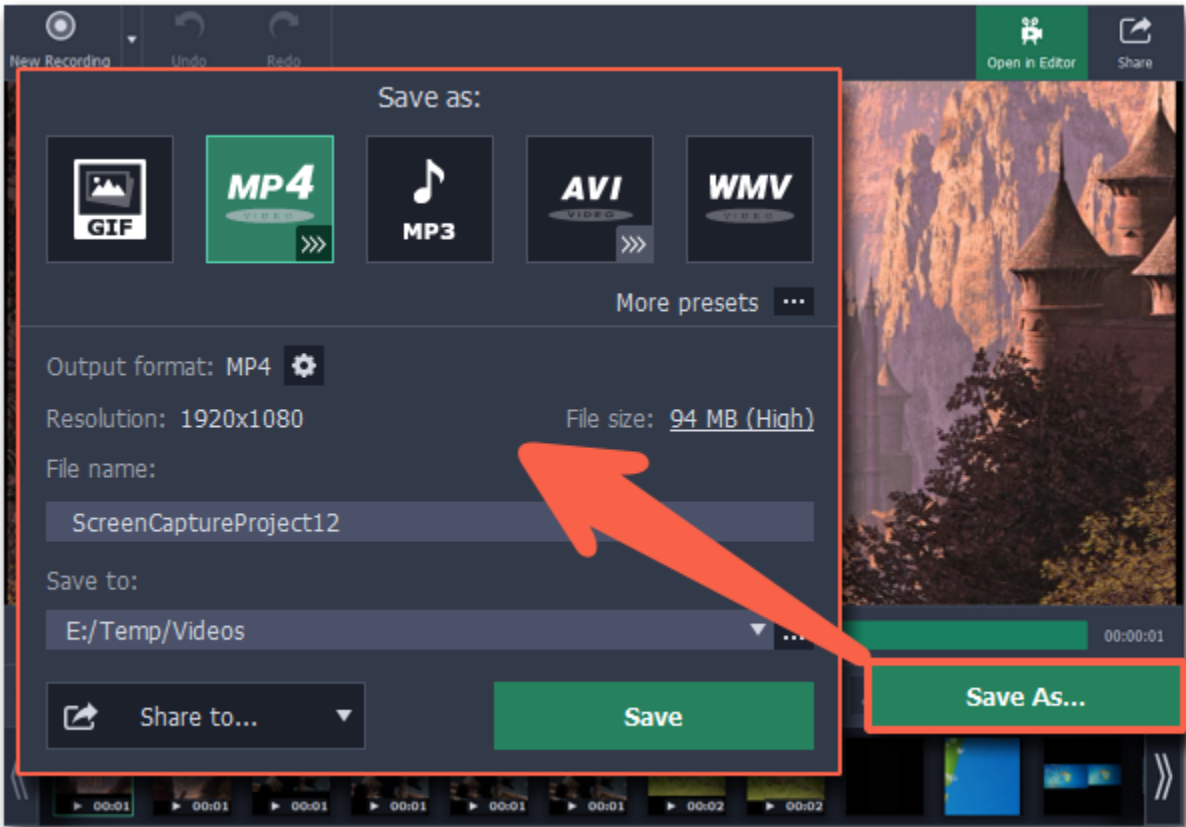
Long recordings with a large capture area size may take up a lot of disk space. In the capture editor, you can compress the video to a smaller file size by trading off some of the quality.

### Before you start:

- [Open](#) the recording that you want to change in the capture editor.

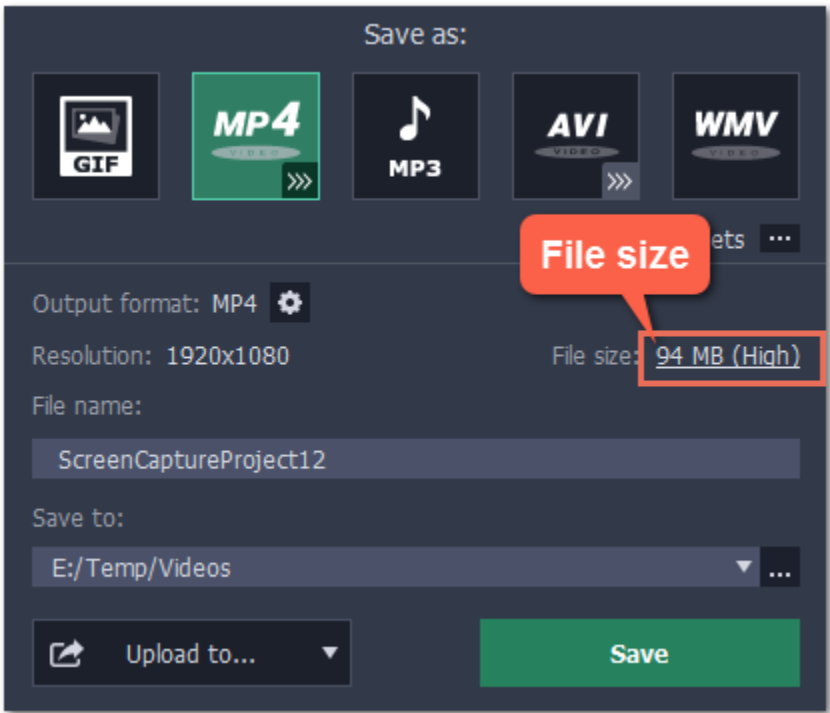
### Step 1: Open the output options

Click **Save As** in the bottom right-hand corner of the capture editor.

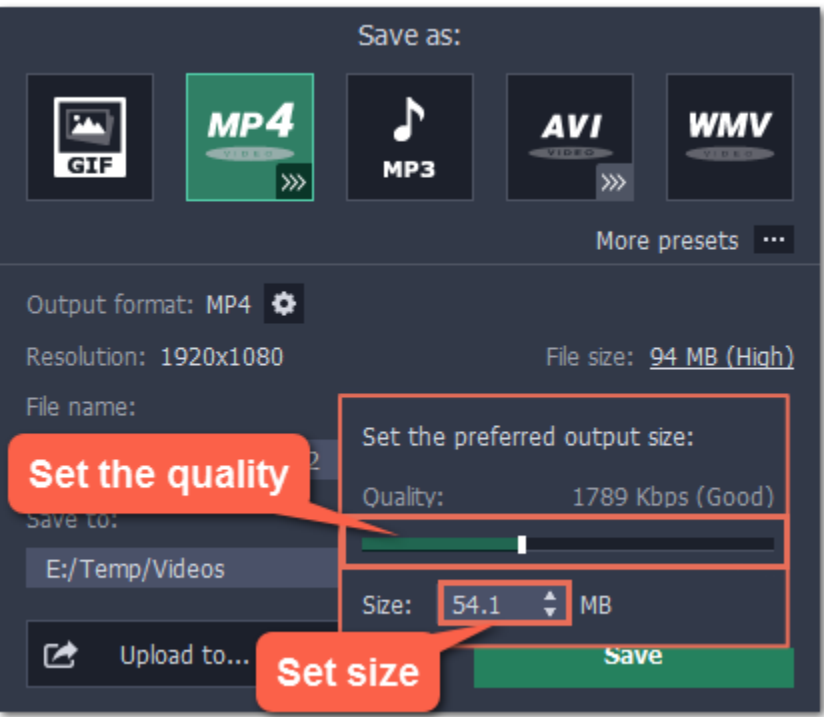


### Step 2: Set up compression

1. In the output options window, click the **File size** information.



2. Use the **Quality** slider to change the output quality and reduce size:
  - Watch the bitrate and quality right above the slider. As long as the quality is High or Best, you most likely won't notice any difference.
  - If you need a specific size, you can enter it into the **Size** box. The quality will change to accomodate this size. Check the quality above to make sure you haven't set it too low.

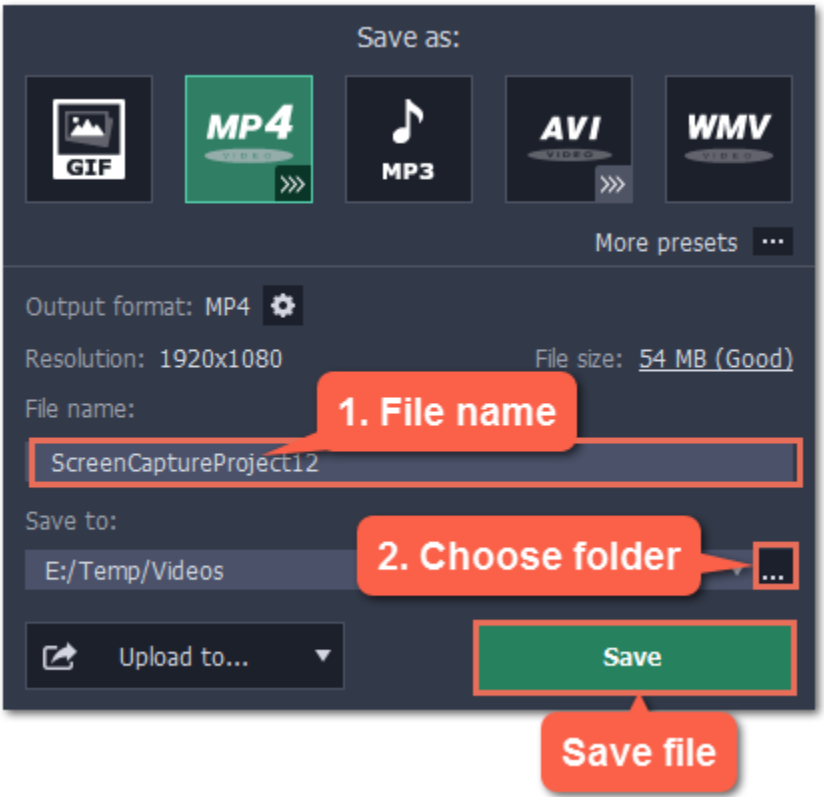


*What is bitrate?*

**Bitrate** is the amount of data in each second of the video. The higher the bitrate, the more detail you can see. Bitrate is also affected by the resolution, so if the file is still too large you may want to use a smaller capture area or convert the file to a lower resolution.

**Step 3: Save the video**

- 1. Under **File name**, name your new file.
- 2. To change the output folder, click the ellipsis button under **Save to** and choose a new folder.
- 3. Click **Save** to start processing the compressed video.

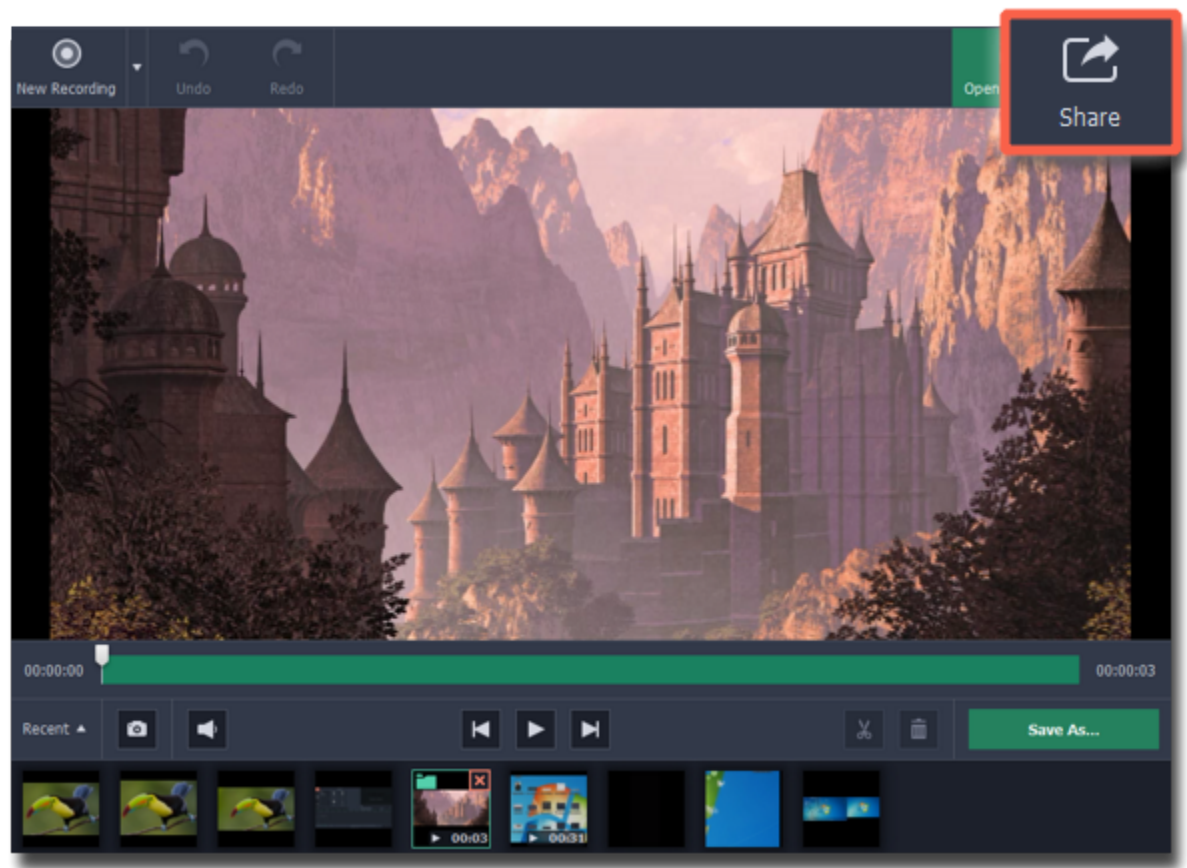


## Uploading videos online

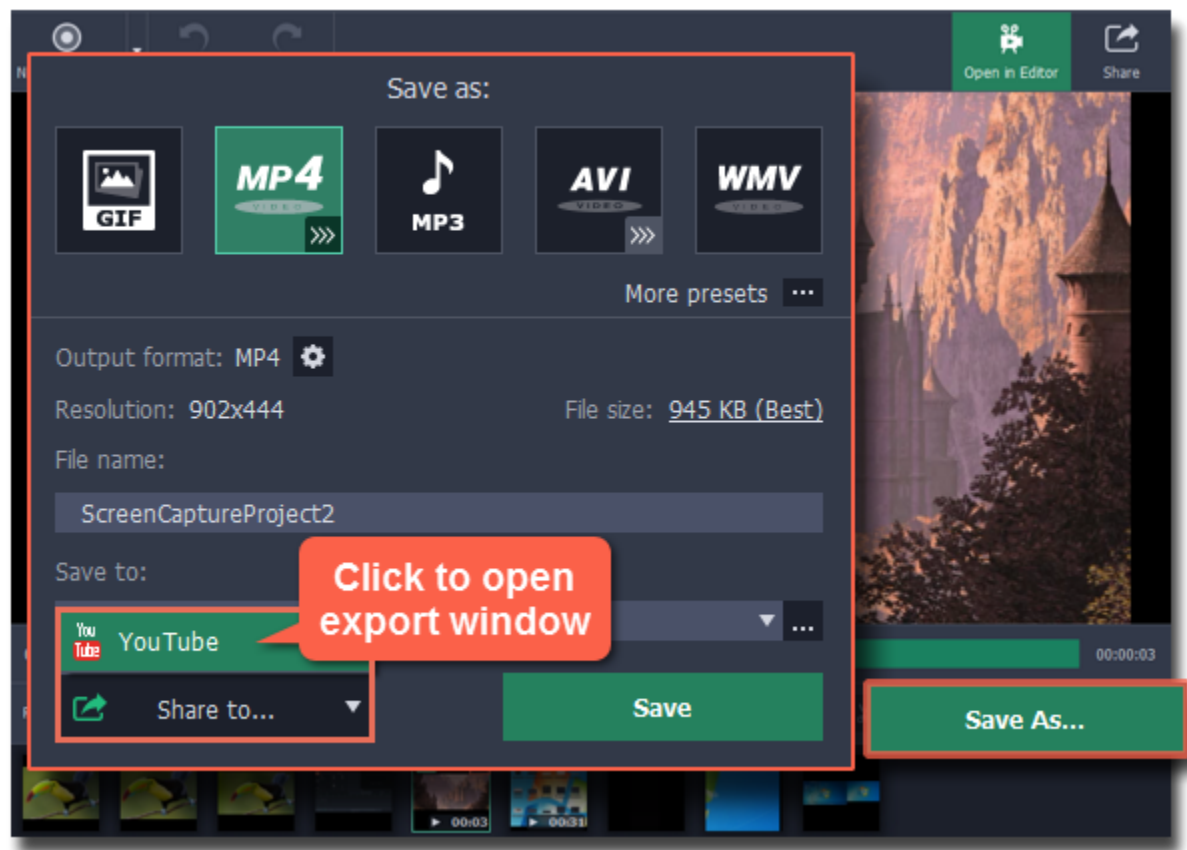
Once your video is ready, you can share it to YouTube!

### Step 1: Open the Export window

- If you don't need changes available in the Save As window, simply click the **Share** button at the top.

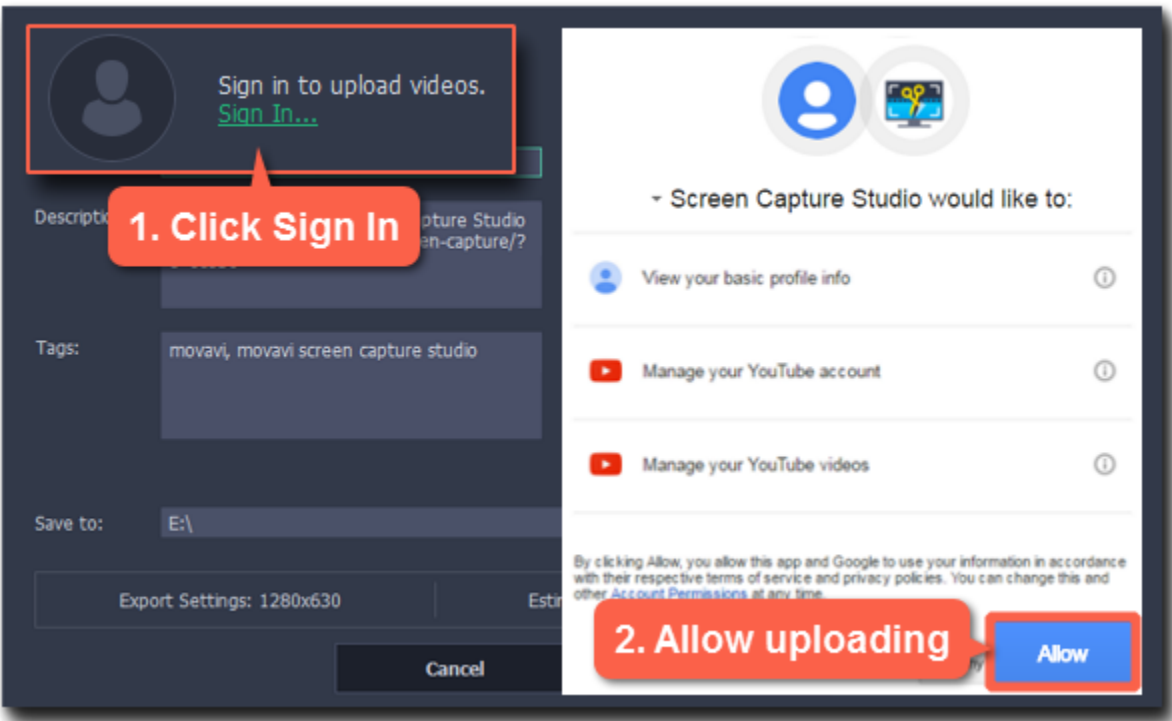


- If you want to [change your video's format](#) or [size](#):
  1. Click Save As... to open the saving settings.
  2. When you're done setting the recording, click the **Share to** button. Choose **YouTube** to open the export window.



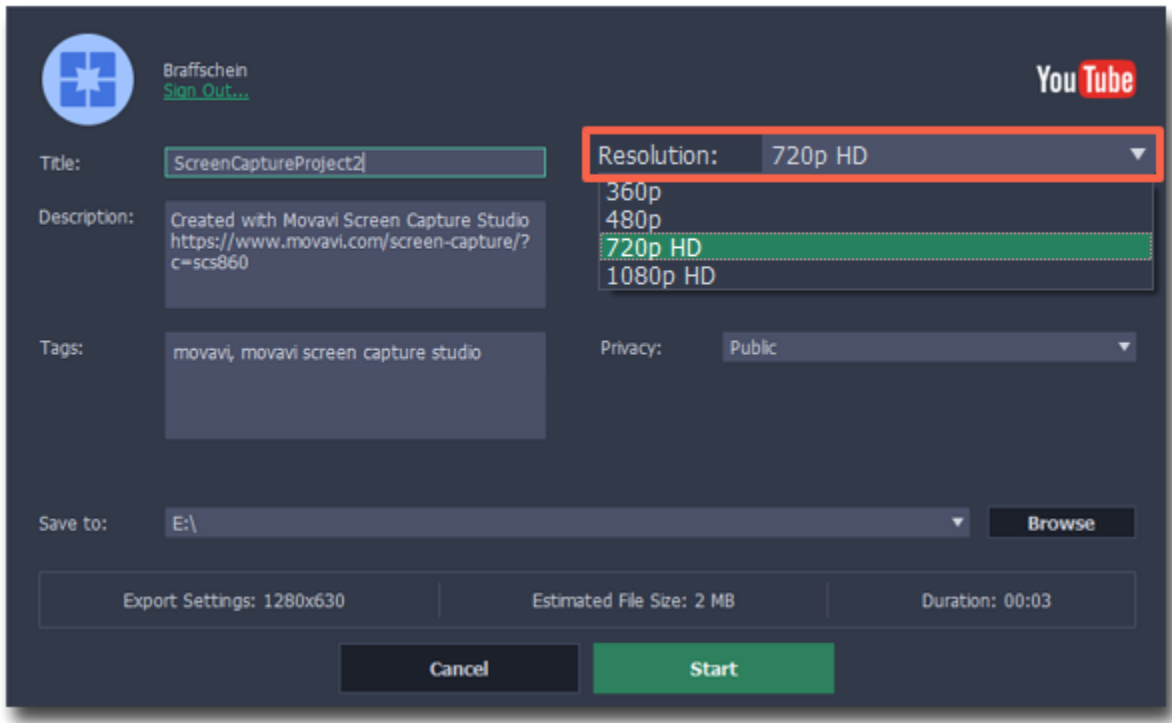
### Step 2: Sign in to your account

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



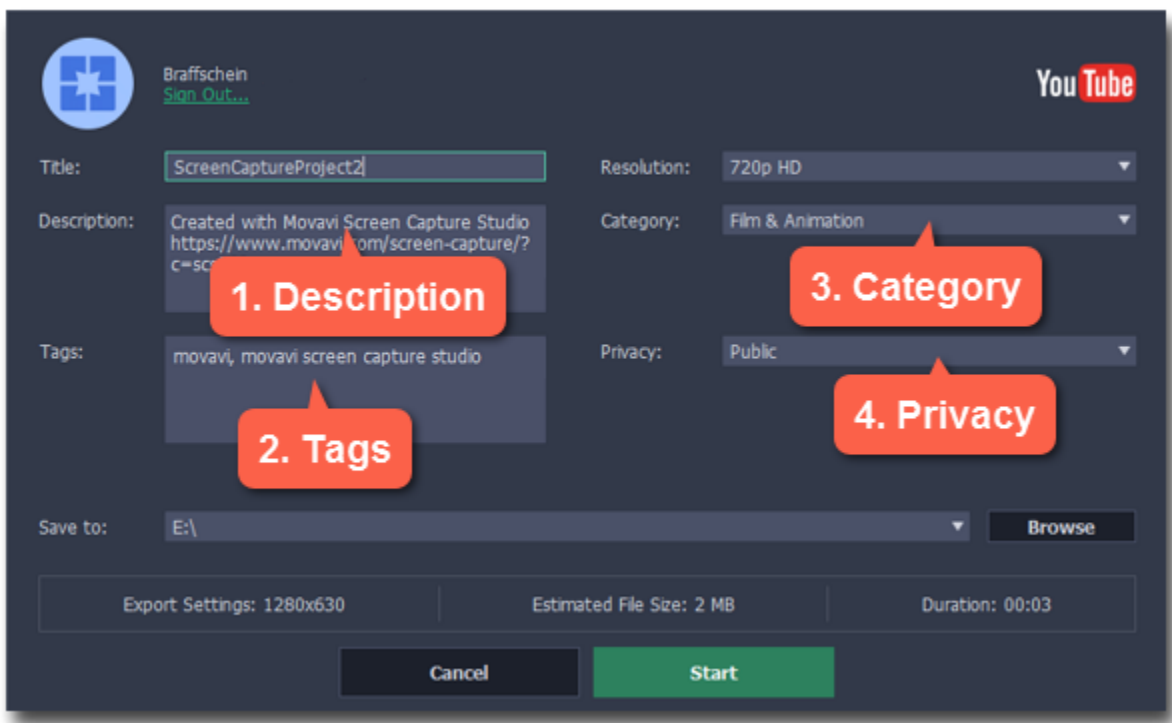
Step 3: Choose a resolution

- In the export window, open the **Resolution** list and choose a resolution that suits your video.
- For best results, choose a resolution that is equal to or less than the height of your video. For example, if your video is 1280x720, choose the 720p resolution.
  - This resolution will be the highest available quality available for your video. Lower resolutions will be generated automatically by the website.



Step 4: Fill in the details


1. Fill in the **title** and **description** for your video.
2. Add some **tags** to help users find videos by relevant topics. Separate tags with commas.
3. Choose a **category** to help viewers find relevant content.
4. Open the **Privacy** box and choose who you want to see the video:
  - **Private** – only you can see the video.
  - **Unlisted** – the video will not appear for other people unless you give them the link.
  - **Public** – anyone can access the video.



Step 5: Save and upload the video

1. Before uploading, the video will be saved as a file on your computer. To change where the video file is stored, click **Browse** and select a folder.

2. Check the length and size of the video. YouTube allows users to upload videos up to 15 minutes. To upload longer videos, you need to verify your account.
- [YouTube help – increasing your upload limit](#)
3. Click **Start** to begin saving and uploading the video.



Braffschein

[Sign Out...](#)

YouTube

Title:

ScreenCaptureProject2

Description:

Created with Movavi Screen Capture Studio  
<https://www.movavi.com/screen-capture/?c=scs860>

Tags:

movavi, movavi screen capture studio

Resolution:

720p HD

Category:

Film & Animation

Privacy:

Public

Save to:

E:\Temp\Videos

Browse

Export Settings: 1280x630

Estimated File Size: 2 MB

Duration: 00:03

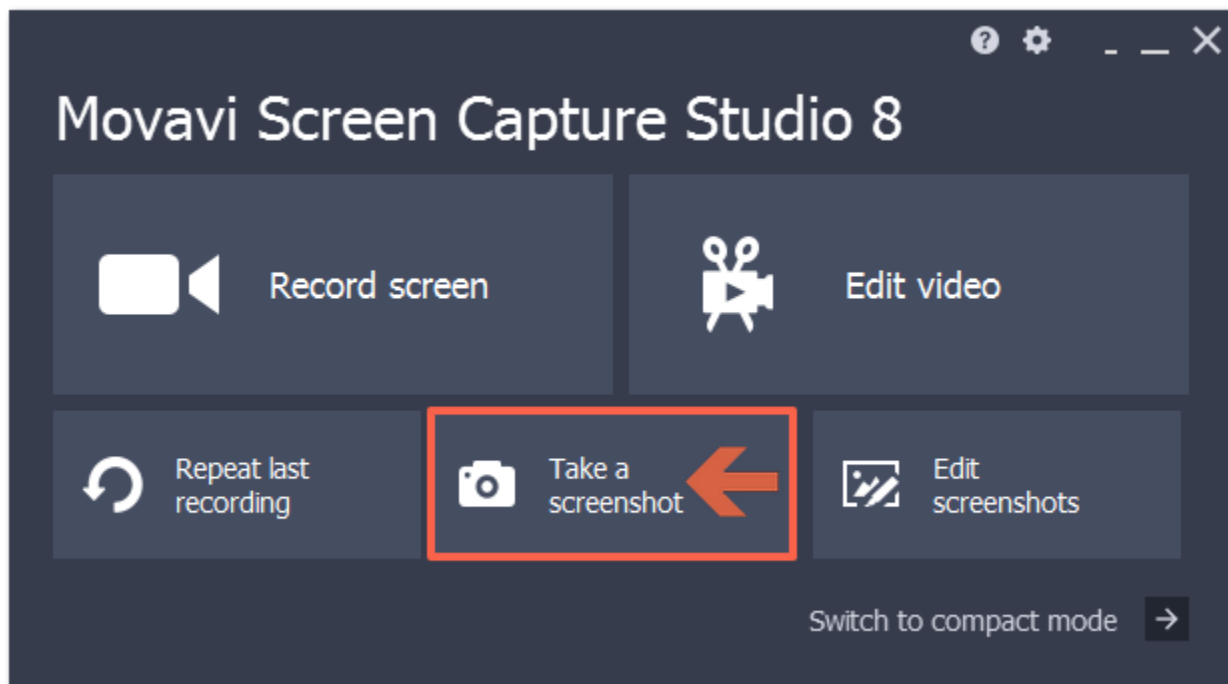
Cancel

Start

## Taking screenshots

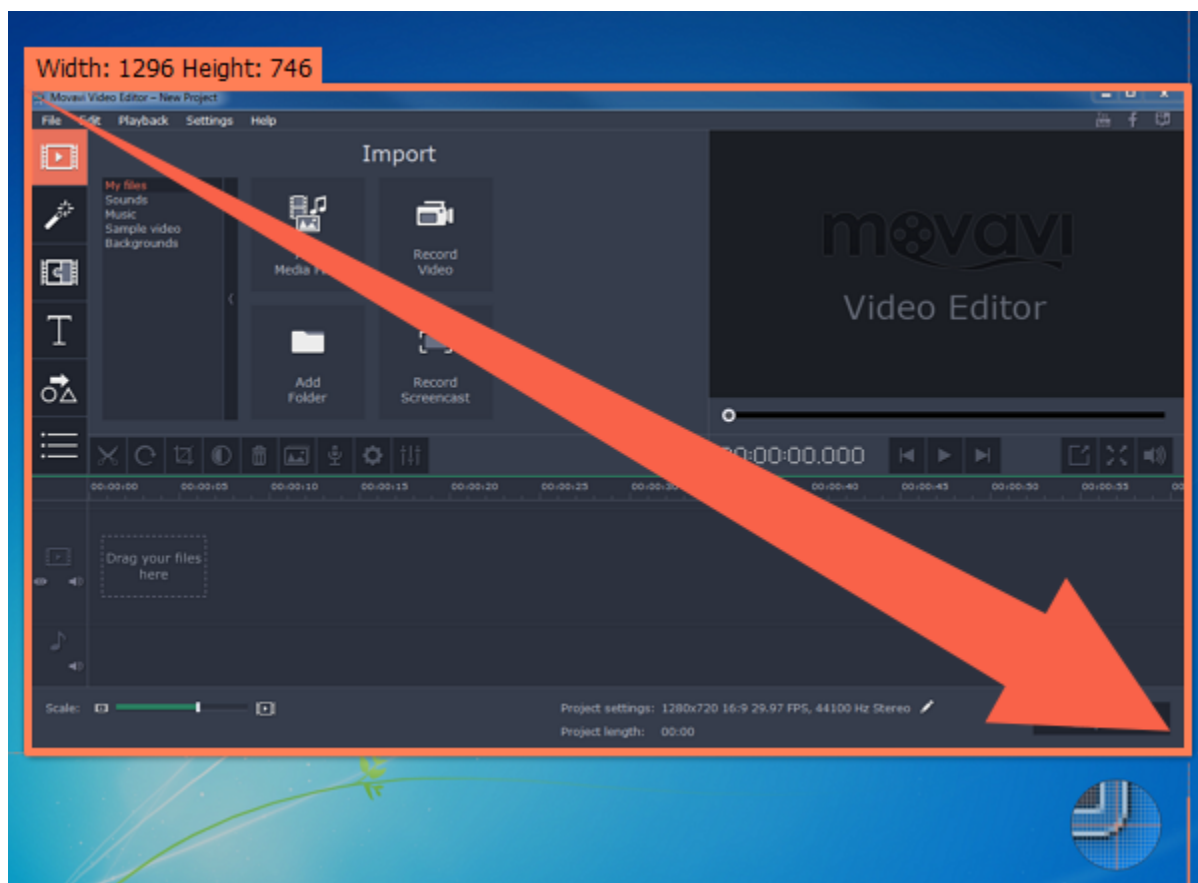
### Capturing screenshots with Movavi Screen Capture Studio

**Step 1:** On the Movavi Screen Capture Studio launcher, click **Take a screenshot**.






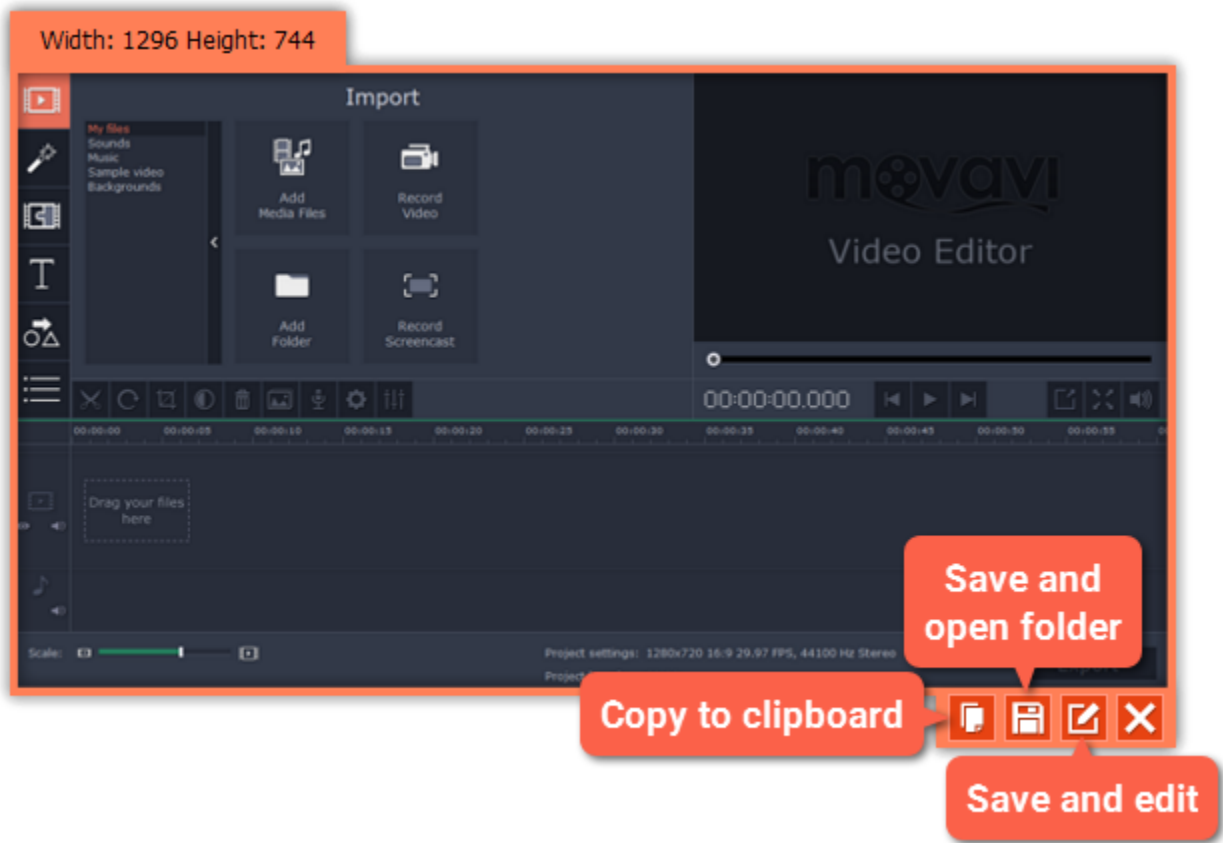
**Step 2:** Your cursor will turn into a crosshair. Select the part of the screen that you want to capture:

- 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*, click on any empty area of your desktop.

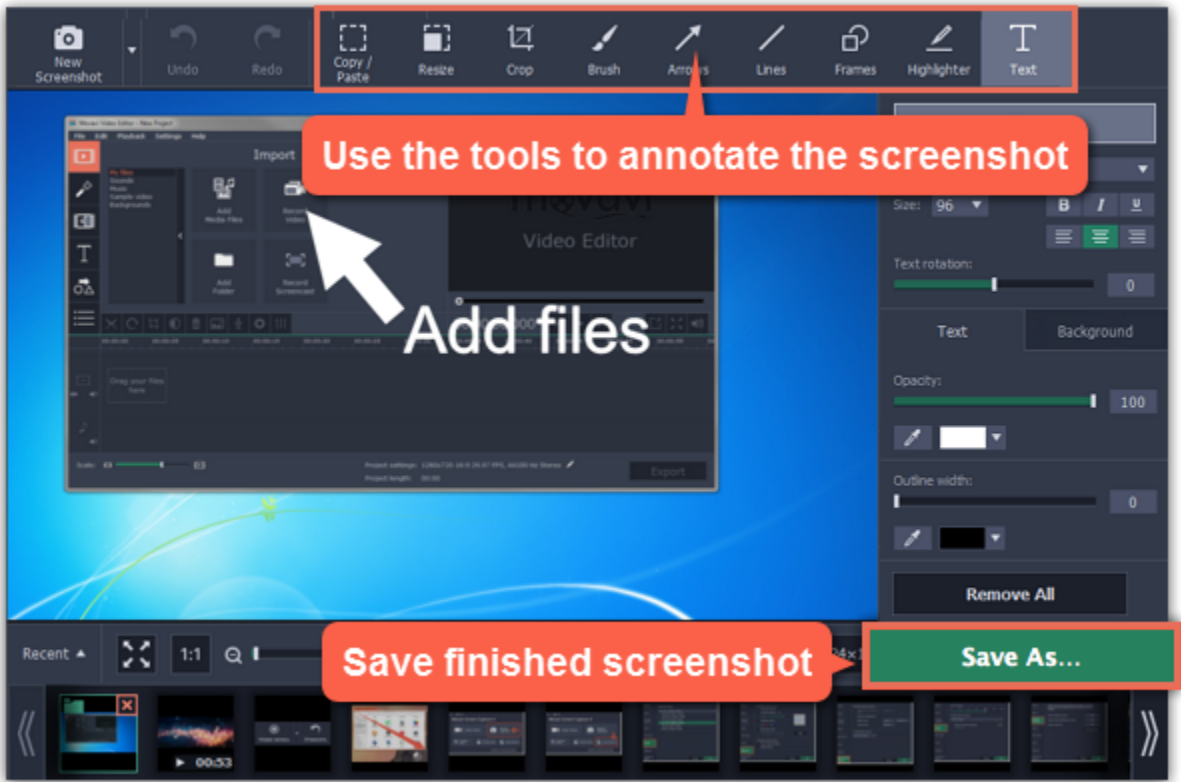


**Step 3:** A frame will appear over the selected area.

- Click the **copy**  button to copy the image to clipboard without saving the screenshot to a file.
- Click the **save**  button to save the image file and open its containing folder.
- Click the **edit**  button to save the image file and open it for editing.

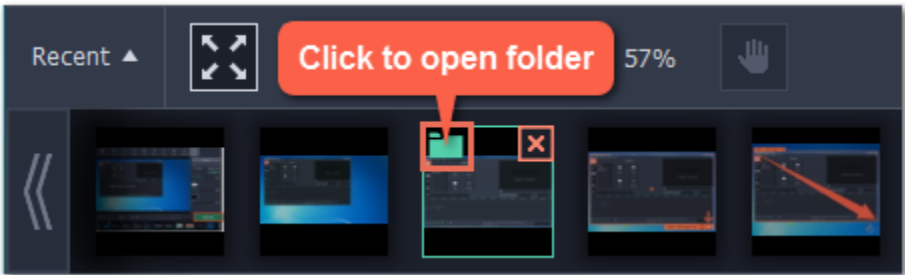


**Step 4: (optional)** Your screenshot has been saved. If you've chosen to edit the screenshot, it will now open in the screenshot editor window, where you can add arrows, lines, frames or text. After you're done, click **Save As** to save the edited screenshot.



*Where are the screenshots stored?*

By default, the screenshots are stored in the "<TODO>: insert variable value hereScreenshots" folder of your user. You can change where the files are saved in the Files section of the Preferences. To open the screenshot's location, click the folder icon on its thumbnail at the bottom of the editor window.

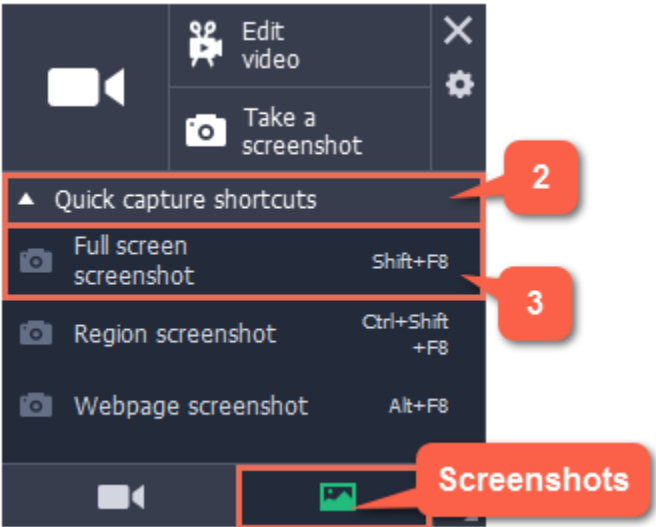


## Full screen screenshots

**Step 1:** Open the Movavi Screen Capture Studio mini-widget.

**Step 2:** Click **Quick capture shortcuts**.

**Step 3:** In the list of quick capture shortcuts, click **Full screen screenshot**.



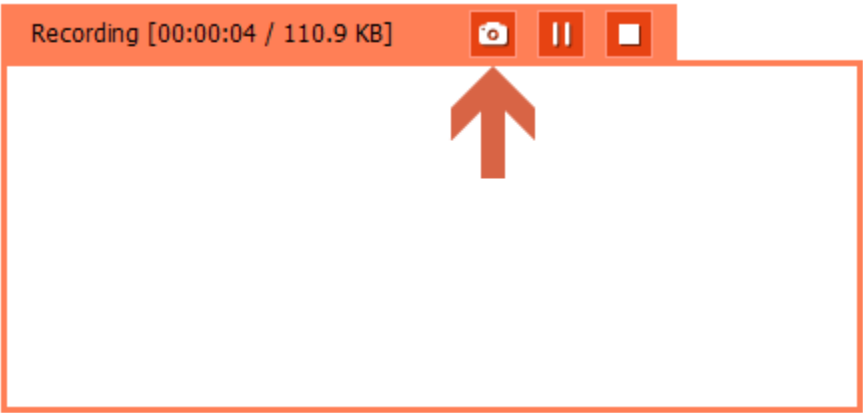
Your screenshot is ready!

## Screenshots during recording

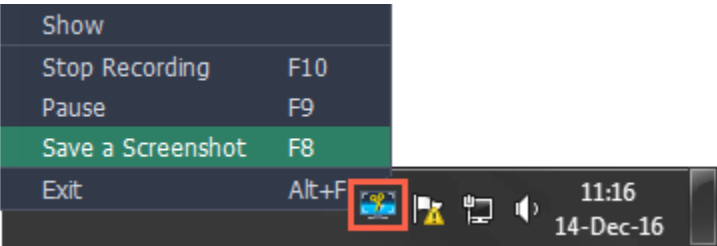
While recording a video, you can take a screenshot using any of the following:

- Press F8  
*Hint: This is the default keyboard shortcut for taking a screenshot. You can change it in the [Keyboard Shortcuts](#) section of the Preferences.*

- Click the camera button on the capture frame:



- Right-click the Movavi Screen Capture Studio icon in the notification area and choose **Save a screenshot**.



## Taking webpage screenshots

This guide will help you capture long webpages in a single screenshot.

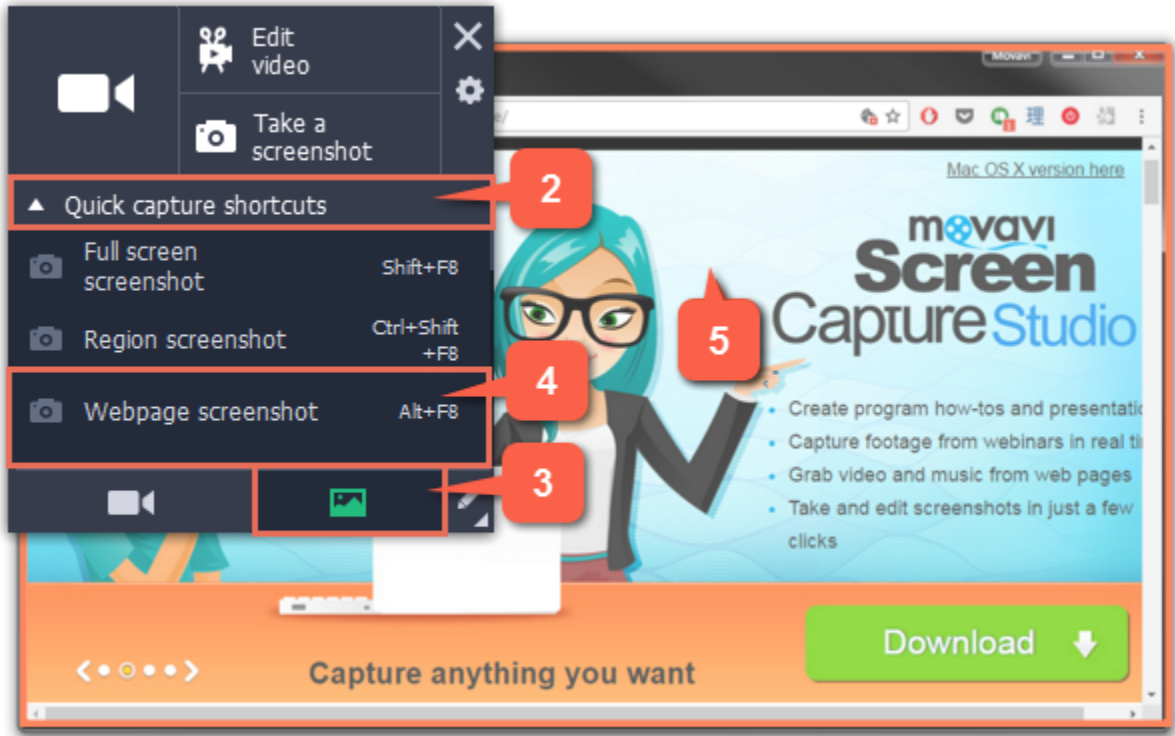
**Step 1:** Open the compact mode launcher.

**Step 2:** Click Quick capture shortcuts.

**Step 3:** Switch to the screenshot tab at the bottom of the list.

**Step 4:** Choose **Scrolling window screenshot** from the list.

**Step 5:** Click inside the webpage you want to capture. Capturing the screenshot will take a few seconds.



See also:  
[Editing screenshots](#)  
[Quick capture shortcuts](#)

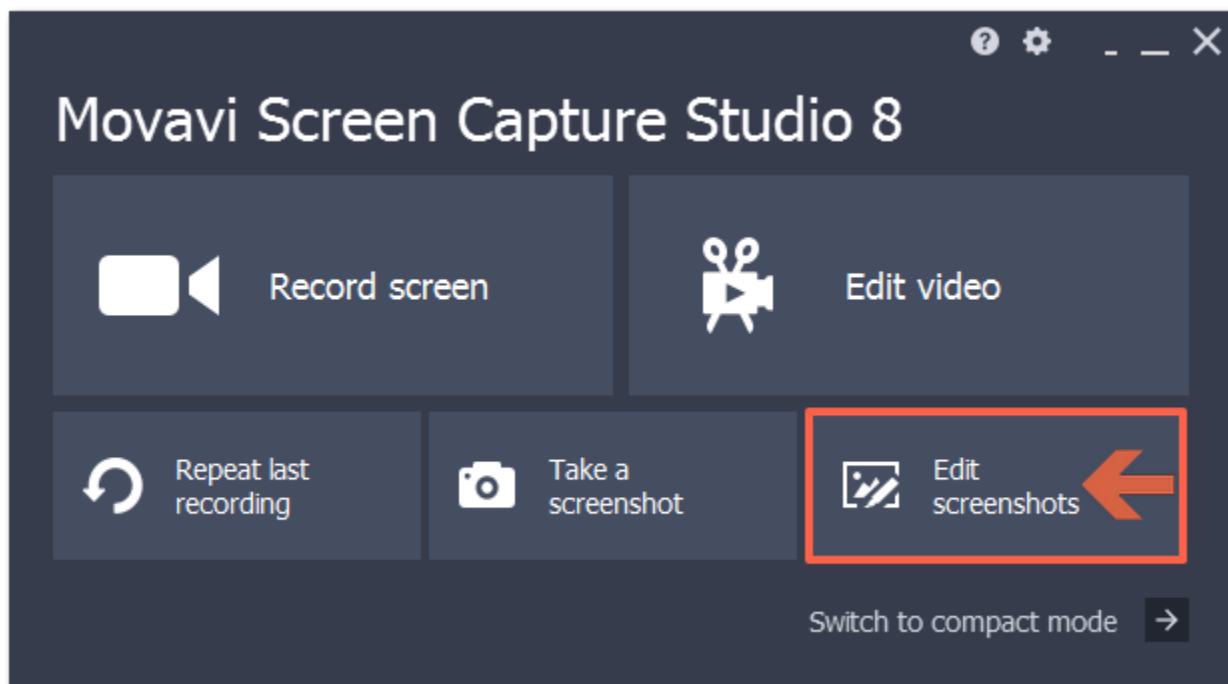
## Editing screenshots

### How to annotate screenshots with Movavi Screen Capture Studio

#### Step 1: Open the screenshot editor

1. On the Movavi Screen Capture Studio launcher, click **Edit screenshots** to open the screenshot editor window.

*Hint: Or click the Save and edit button when taking a screenshot to make it open in the editor straight away.*



2. On the **Recent** panel at the bottom, click the screenshot that you want to edit.

[How to take screenshots](#)

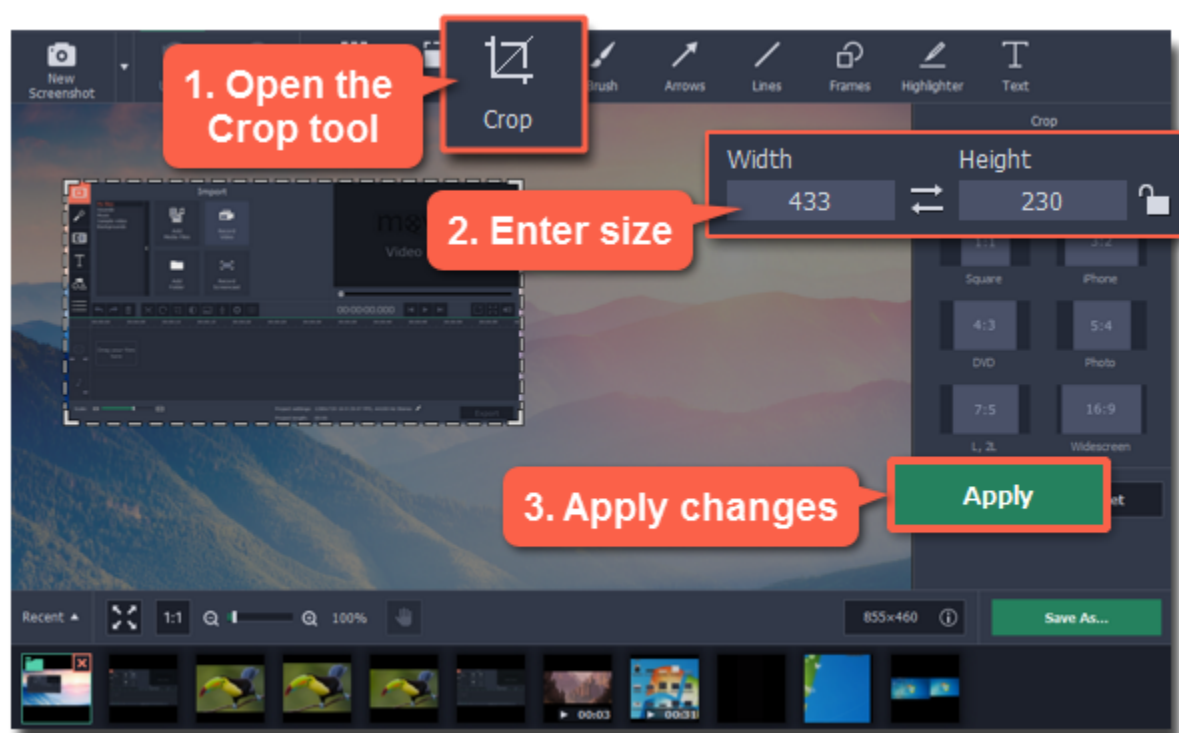
#### Step 2: Crop the screenshot

1. At the top of the screenshot editor window, click **Crop** to open the cropping tool.

2. A frame will appear around the image. Select the part of the image that you want to keep:

- Drag the frame's borders to resize the frame, and drag by the center of the frame to move it.
- If you need a specific size, enter it into the **width** and **height** boxes on the right.
- If you need to lock the frame's proportions, click the **lock** icon to the right of the size boxes.

3. Click **Apply** to cut off the selected parts.

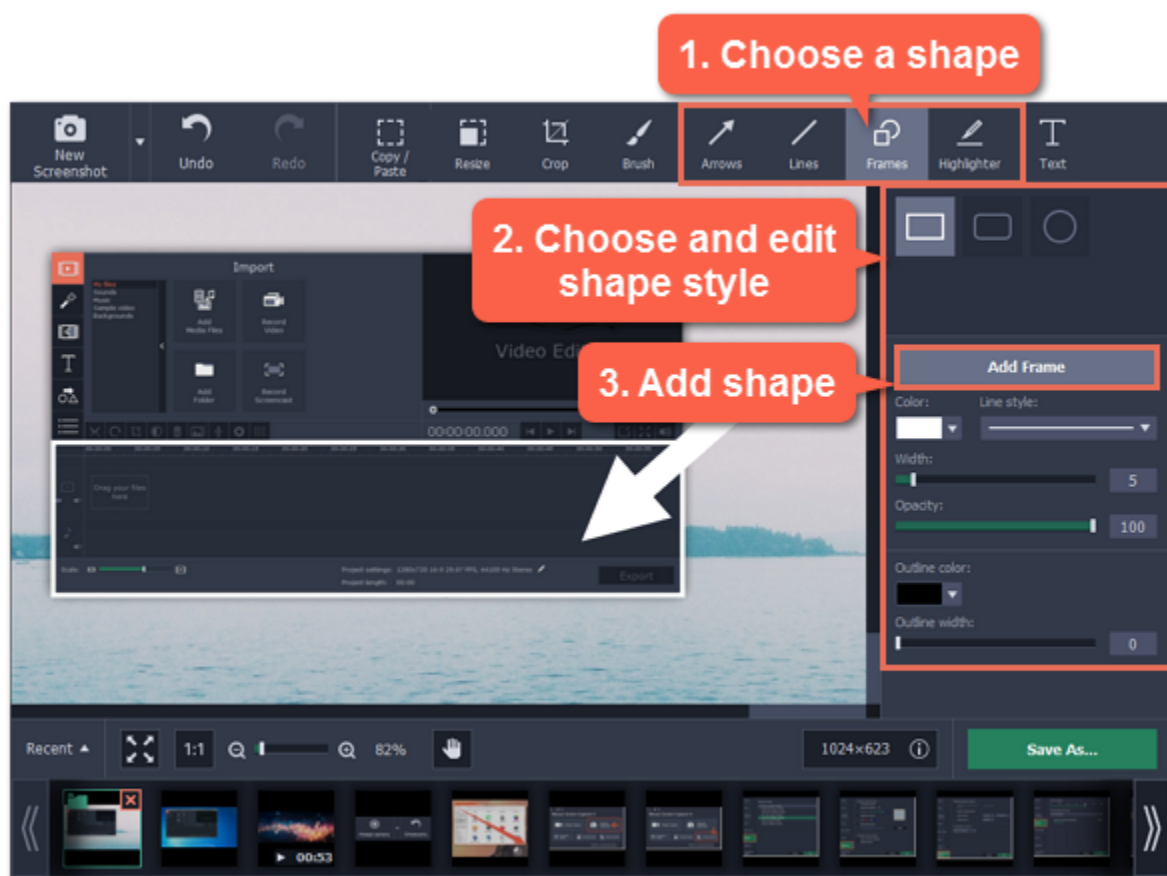


#### Step 3: Add shapes




1. At the top of the window, choose a shape tool that you want to use: Arrows, Lines, Frames, or Highlighter.

2. On the right, choose the style that you want to use: tapered or straight arrows, rectangle or ellipsis, etc. Here, you can also choose the color, width, and outline for the shape.

3. Click the **Add Arrow** / **Add Line** / **Add Frame** / **Add Highlight** button to place the selected shape on the image.




4. On the image, move the shape with your mouse to place it where you want:

- Drag the arrow circle on the shape  to change its size.
- To remove a shape, select the shape and click the  button or press the **Delete** key.
- To rotate frames and highlights, drag the green circle at the top  left or right.

#### Step 4: Add text

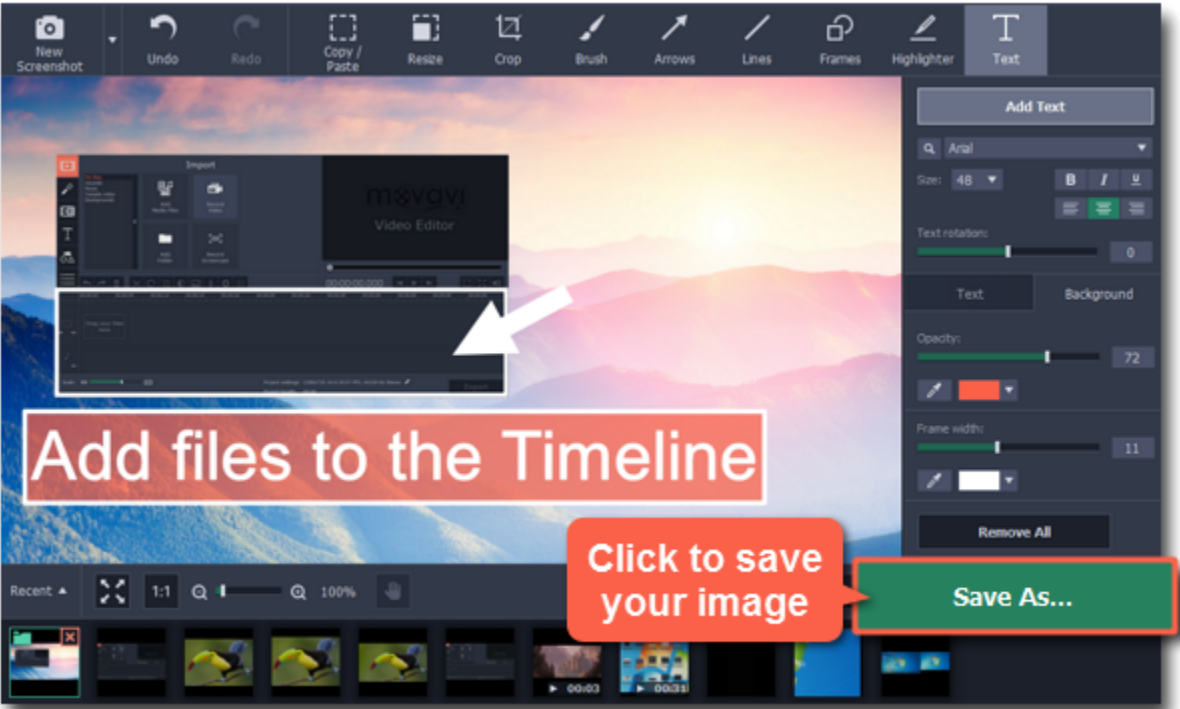
1. At the top of the window, click the **Text** button to open the text tool.
2. Click **Add Text** on the right to create a text box on the image.
3. Double-click the text box and enter your text.
4. On the right, choose the font, style, size, and color of the text.



5. To move the text box, drag it with your mouse.
  - To rotate or resize the text, drag the arrow circle or use the **Text rotation** slider on the right.
  - To remove a text box, select it and click the  button or press the **Delete** key.

#### Step 5: Save the image

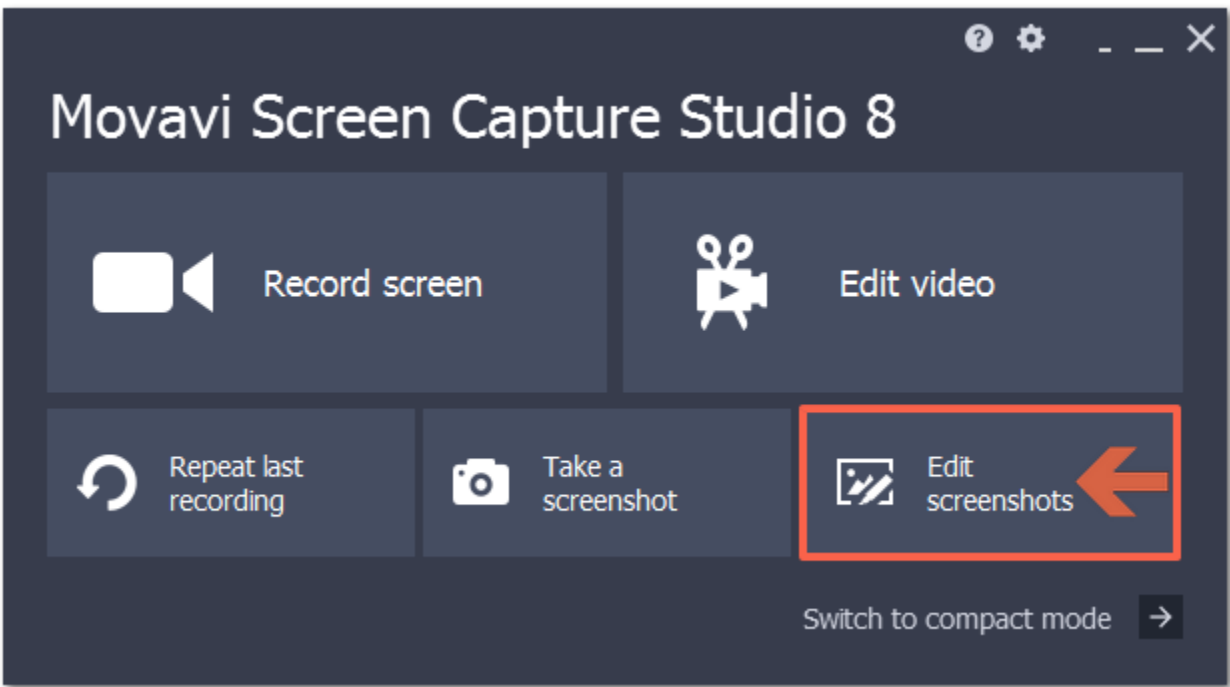
When you're done editing the image, click **Save As** to save the finished screenshot.



If you are using the trial version, you will not be able to save edited screenshots. To remove the trial limitations, buy an activation key and use it to [activate the program](#).

### Opening screenshots

You can open screenshots and other images for editing in the built-in screenshot editor window. To open the editor, click **Edit screenshots** in the launcher window. Also, the editor will open after taking screenshots with the **Take a screenshot** button and after every video recording.

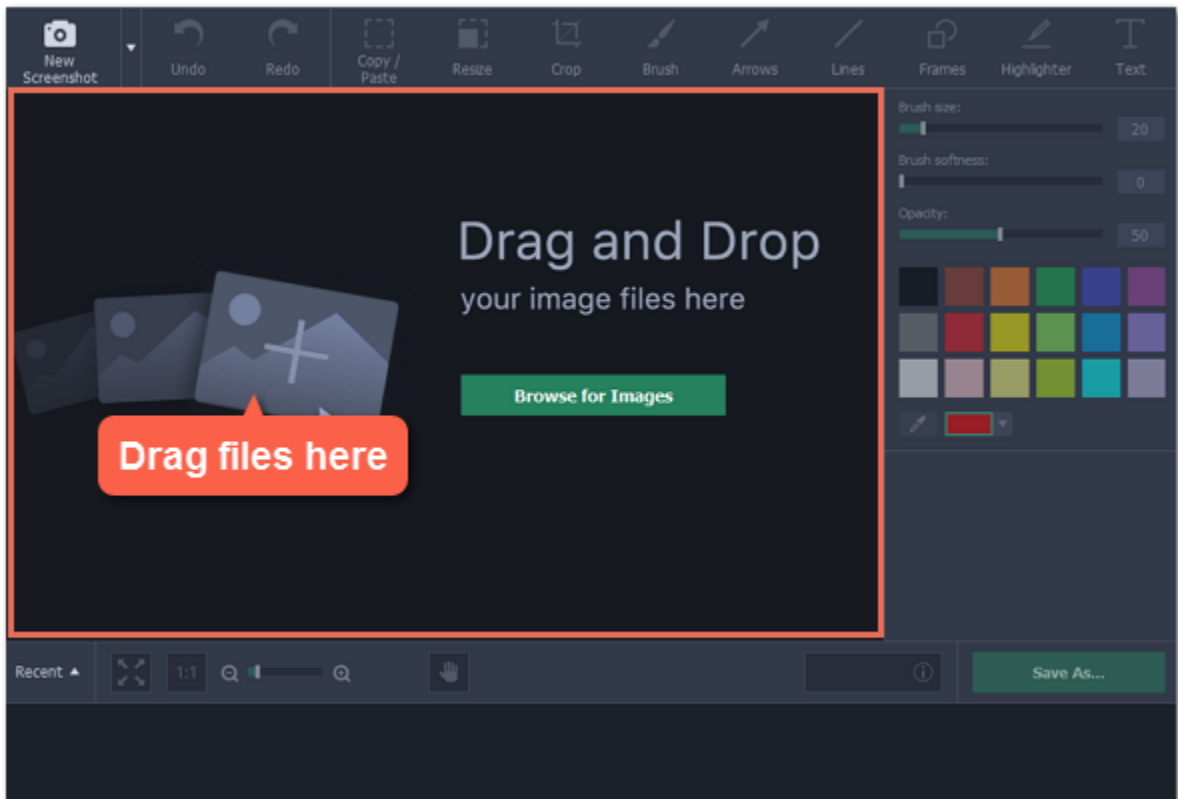


After the screenshot editor window opens, you can choose which screenshot you want to edit:

- If you've taken the screenshot recently, it should appear on the Recent panel at the bottom. Click the screenshot to start editing it.



- If the screenshot you want to edit is not on the Recent panel, find the screenshot file and drag it onto the screenshot editor window to open it.

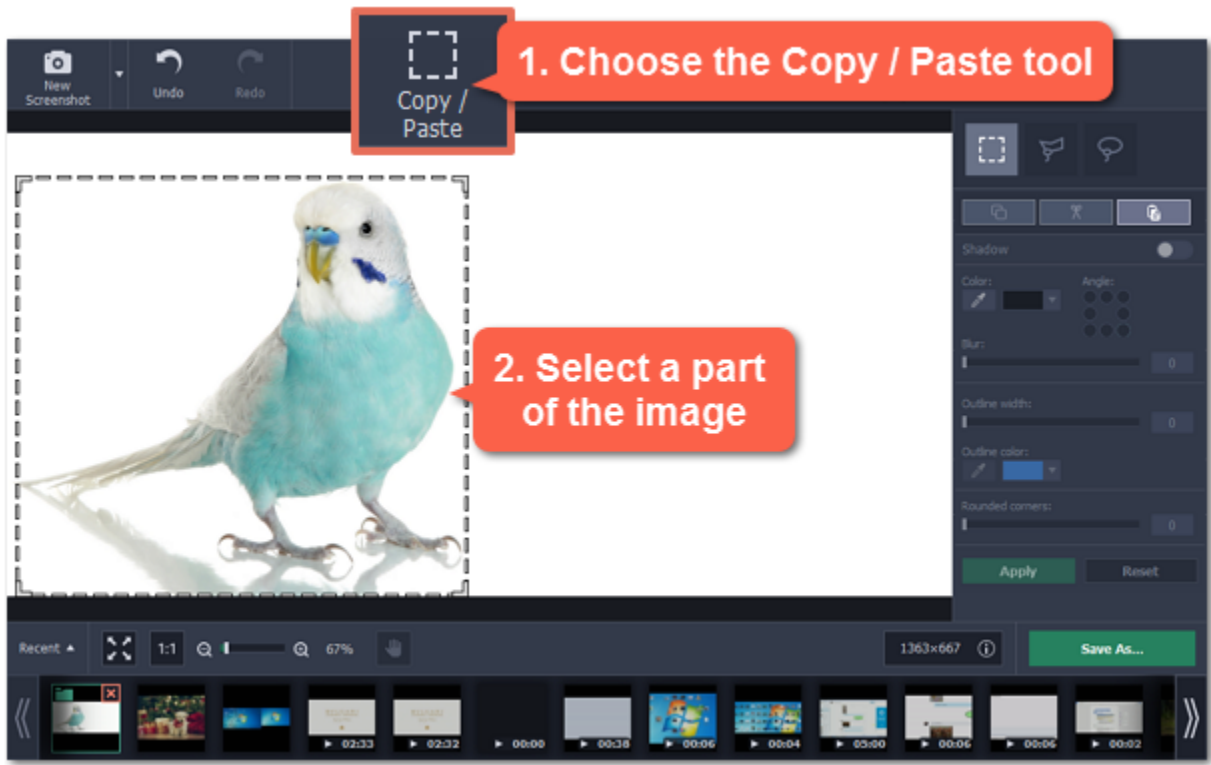


## Copying fragments

This guide will show you how to copy and paste image fragments.

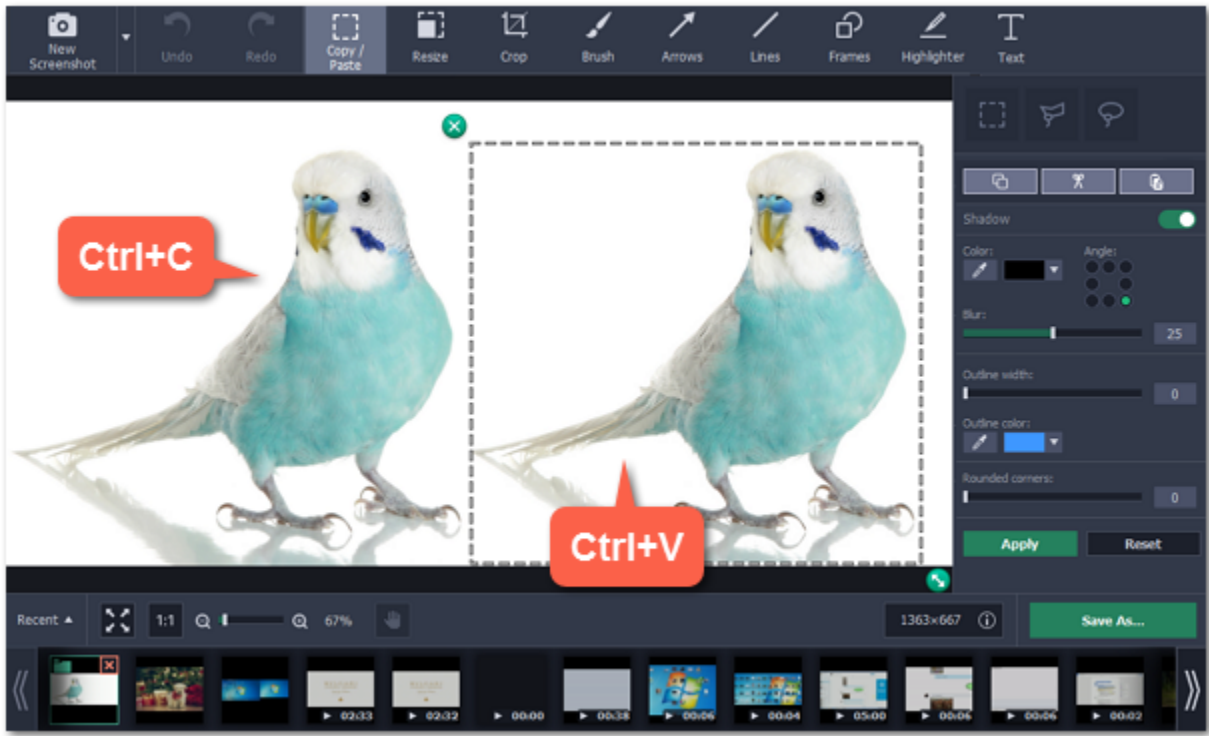
**Step 1:** Click the **Copy / Paste** button at the top of the screenshot editor window.

**Step 2:** On the image, click and drag to draw a frame around the part that you want to copy.



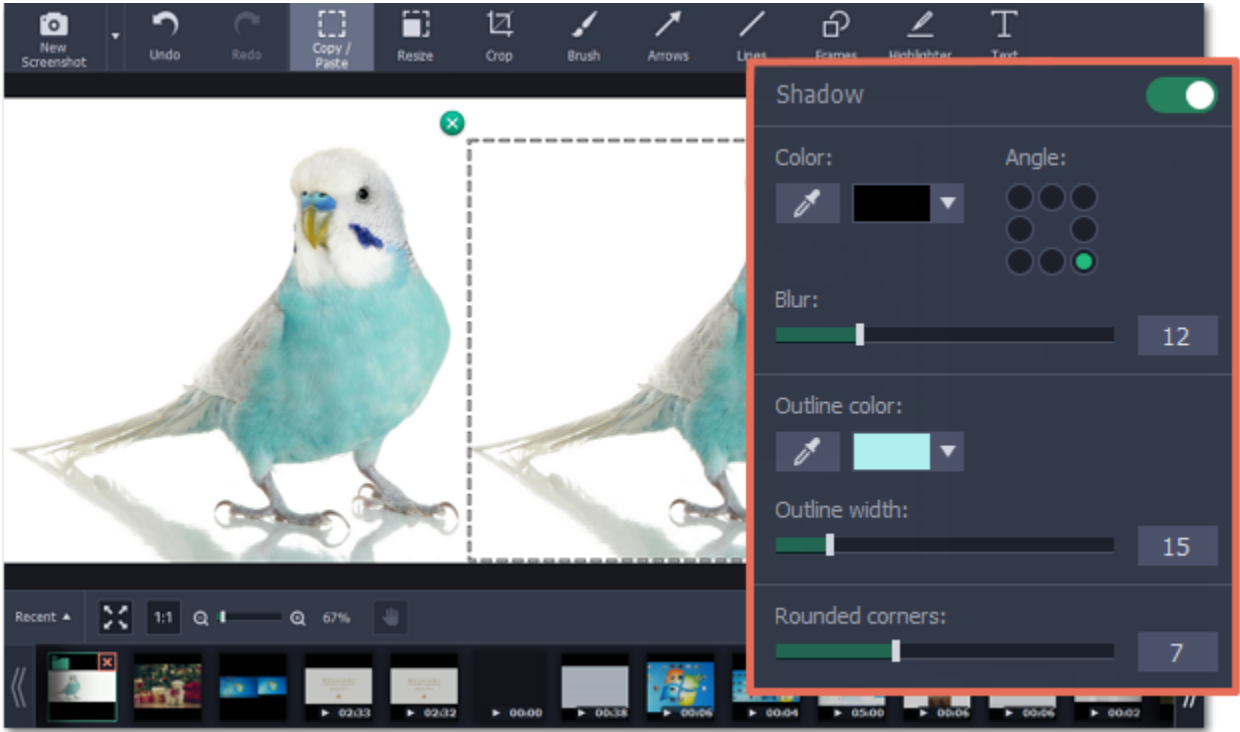
**Step 3:** Press **Ctrl+C** to copy the fragment or click the **Copy** button on the right-hand panel.  
*Hint: if you want to remove the fragment completely, press the Delete key or use the Edit > Delete menu.*

**Step 4:** To paste the fragment, press **Ctrl+V** or click the **Paste** button on the right-hand panel.



**Step 5:** After you've pasted the image fragment, you can adjust it!

- On the right-hand panel, you can turn on shadow, set outline width and color.
- If you chose rectangular marquee, you can round corners of the selection using the **Rounded corners** slider.



**Step 6:** When you're done, press **Enter** or click **Apply** to permanently place the fragment on the image.  
*Hint: You will not be able to move the pasted fragment once it has been placed. If you need to move it, use the Undo button to return to the previous action.*

# Resizing images


## How to make images smaller with Movavi Screen Capture Studio

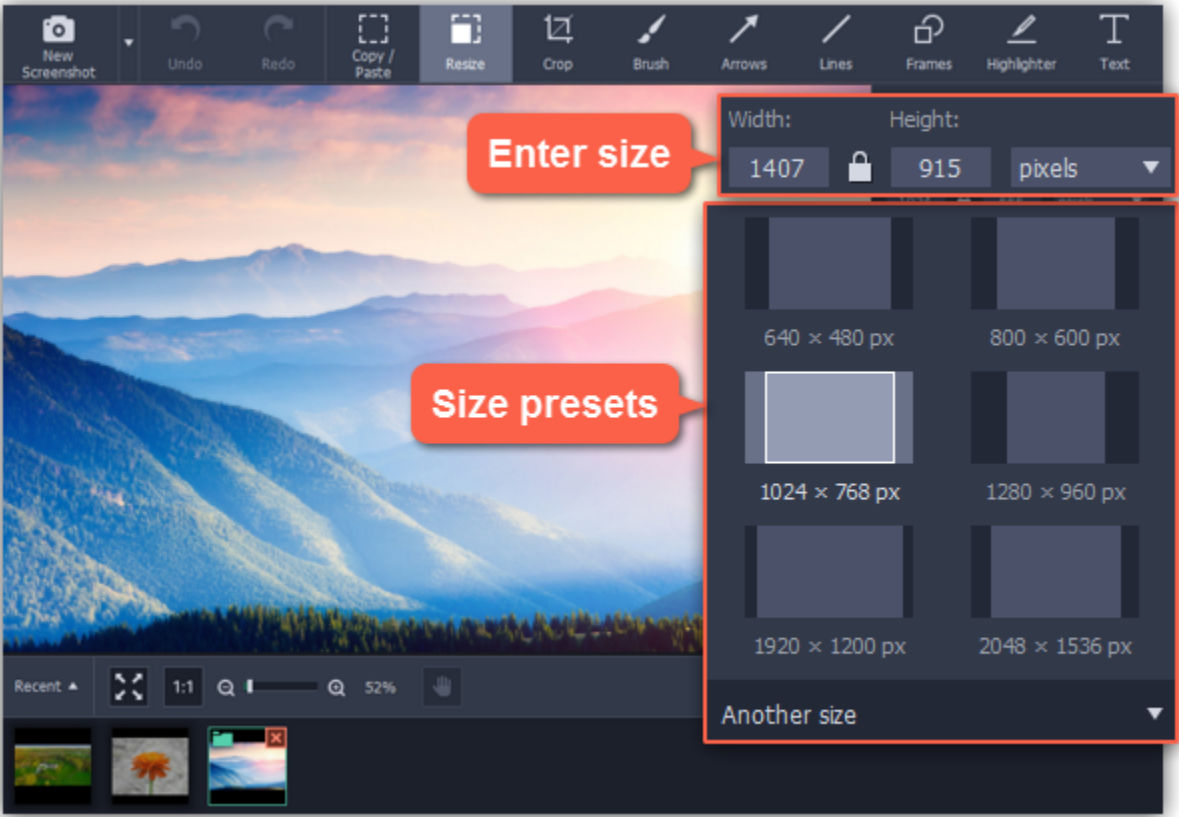
### Step 1: Open the Resize tab

Click the **Resize** button at the top of the window to open resizing options.



### Step 2: Enter the new dimensions

- Enter the new **width** and **height** in pixels. If you need different units, open the list on the right and choose percent, centimeters, or inches.
- Or you can choose one of the size presets below. If you don't see the necessary size, click **Another size** to open the full list of sizes in pixels, percent, centimeters, or inches.
- By default, the image will maintain its original proportions after resizing. If you need to change the proportions, click the **lock**  icon.



### Step 3: Resize the image

Click **Apply** to set the new size.



## Cropping images

**Step 1:** At the top of the window, click the **Crop** button to open the cropping tool.

**Step 2:** A frame will appear around the image. Select the part of the image that you want to keep using any of the following:

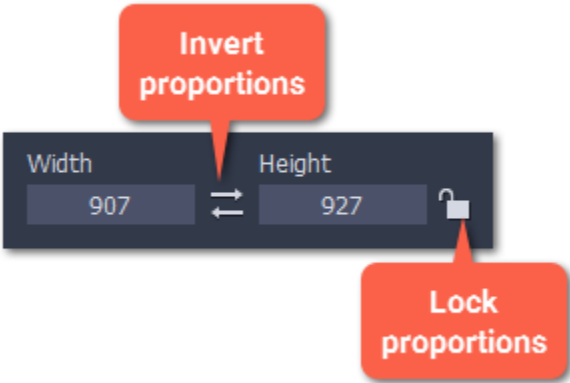
- Drag the edges of the frame,
- Click and drag to draw a new frame,
- Use one of the presets on the right to set the frame size,
- Or enter the exact **width** and **height** into the boxes.

### Locking the aspect ratio

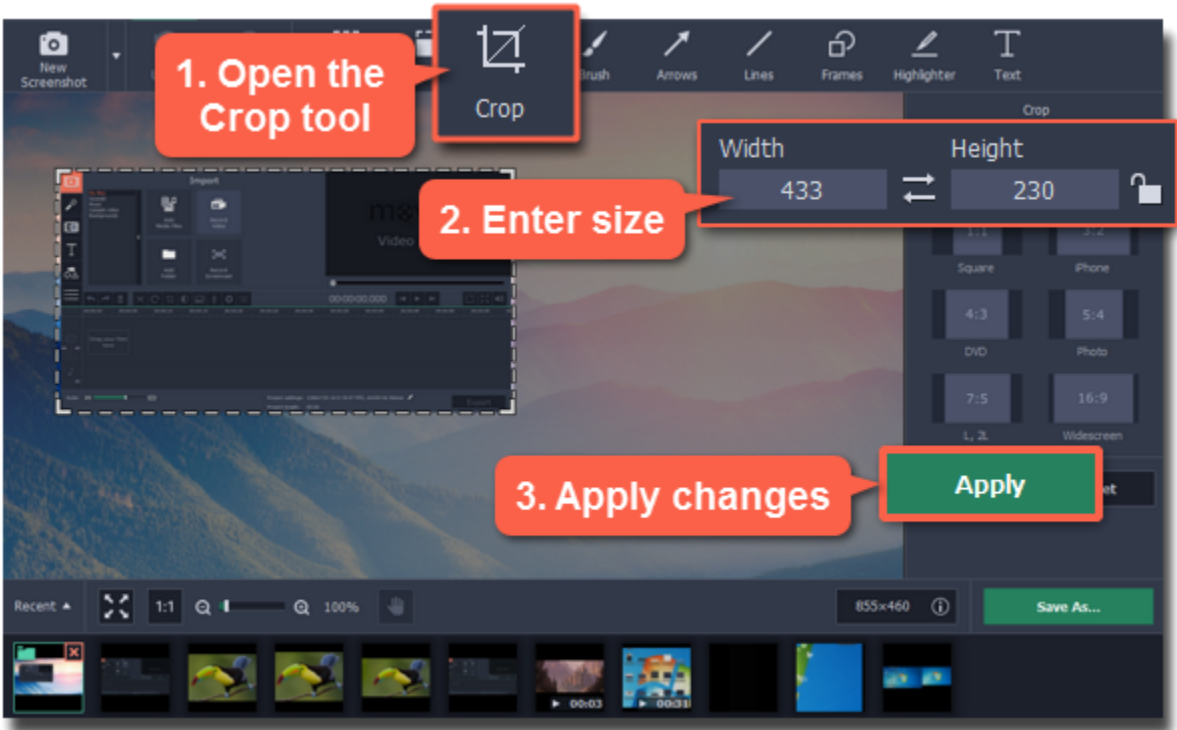
To prevent the frame proportions from changing, click the lock icon. If you've selected a preset, you will need to deselect it in order to change the frame proportions.

### Inverting proportions

To invert the width and height, click the arrow icon between the width and height boxes:



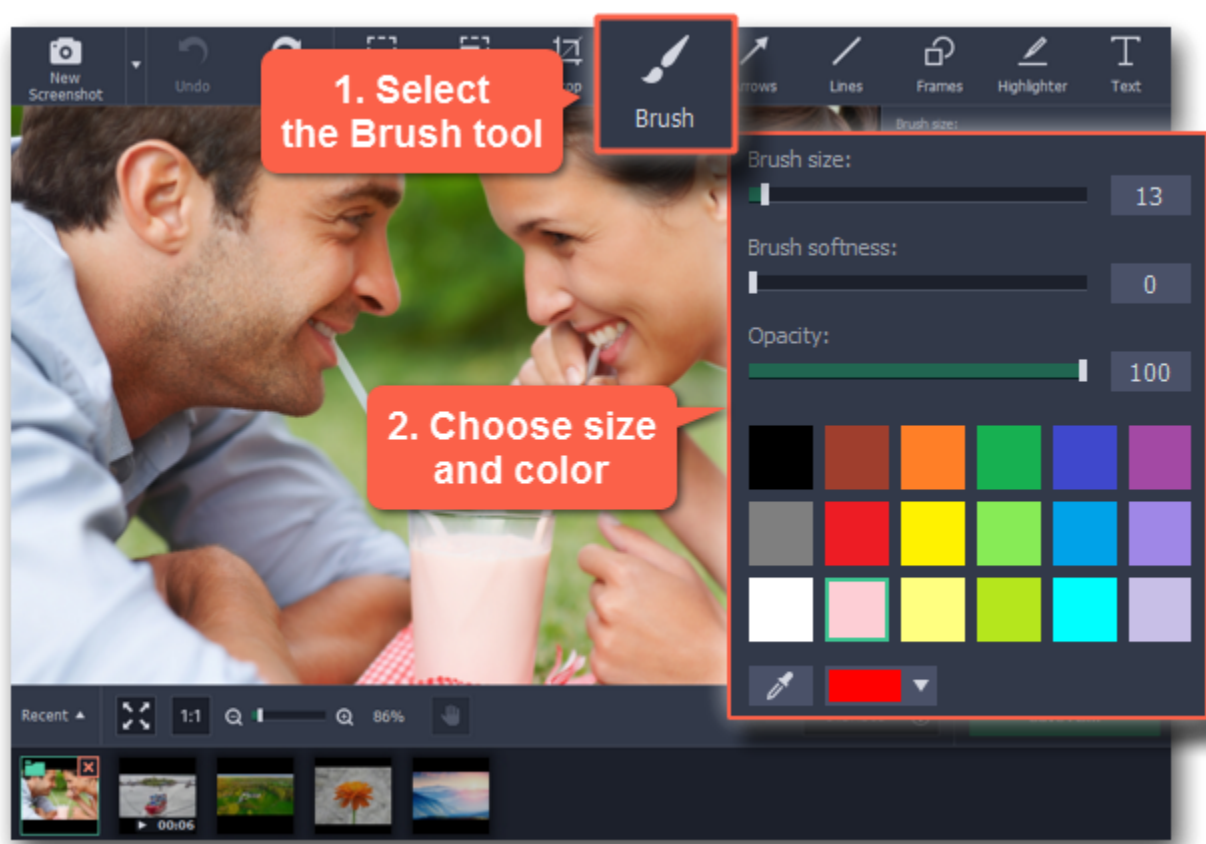
**Step 3:** Click **Apply** to cut the image.



## Using the Brush

**Step 1:** At the top of the screenshot editor window, click the **Brush** button.

**Step 2:** On the right-hand panel, set the brush size and softness, choose a color and set its opacity.



**Step 3:** Draw whatever you like! Simply hold your mouse button and move the brush around your image. Be creative!

The changes will be applied immediately.

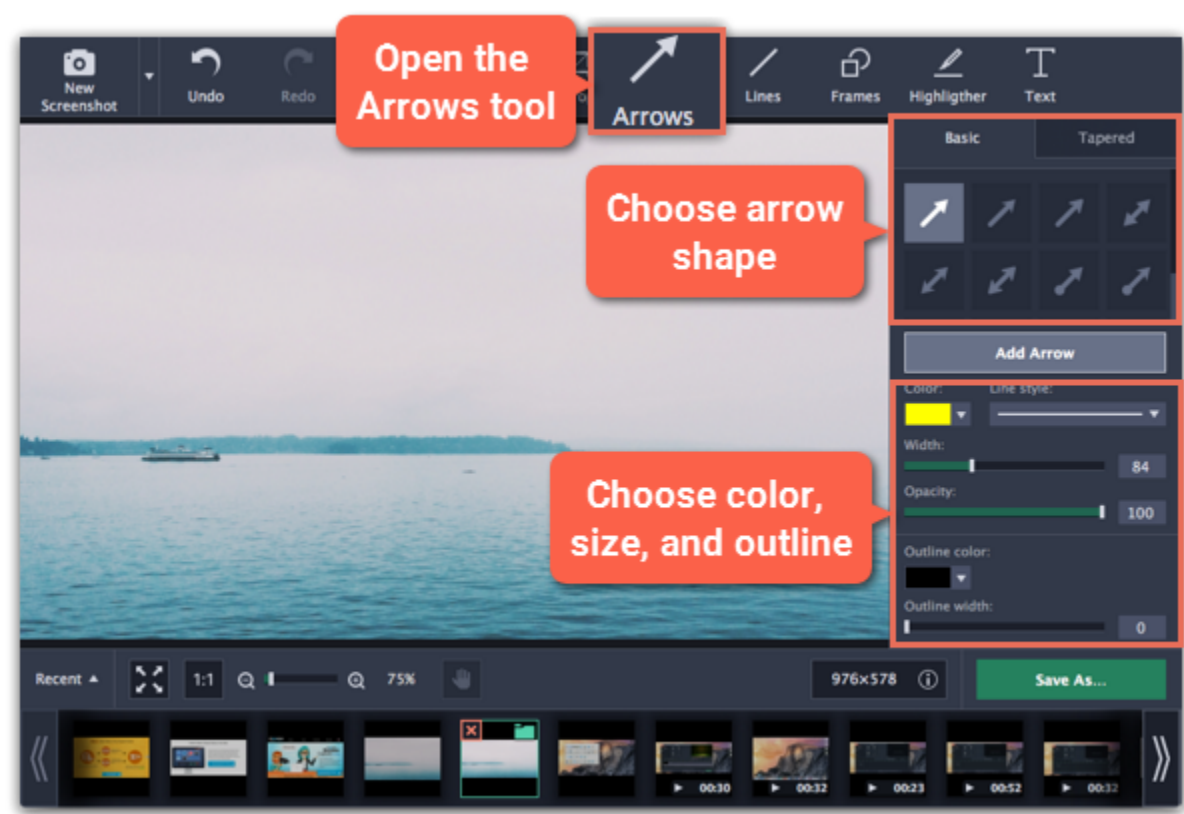


## Adding arrows

**Step 1:** At the top of the screenshot editor window, click the **Arrows** button.



**Step 2:** On the right, choose the style of the arrow:

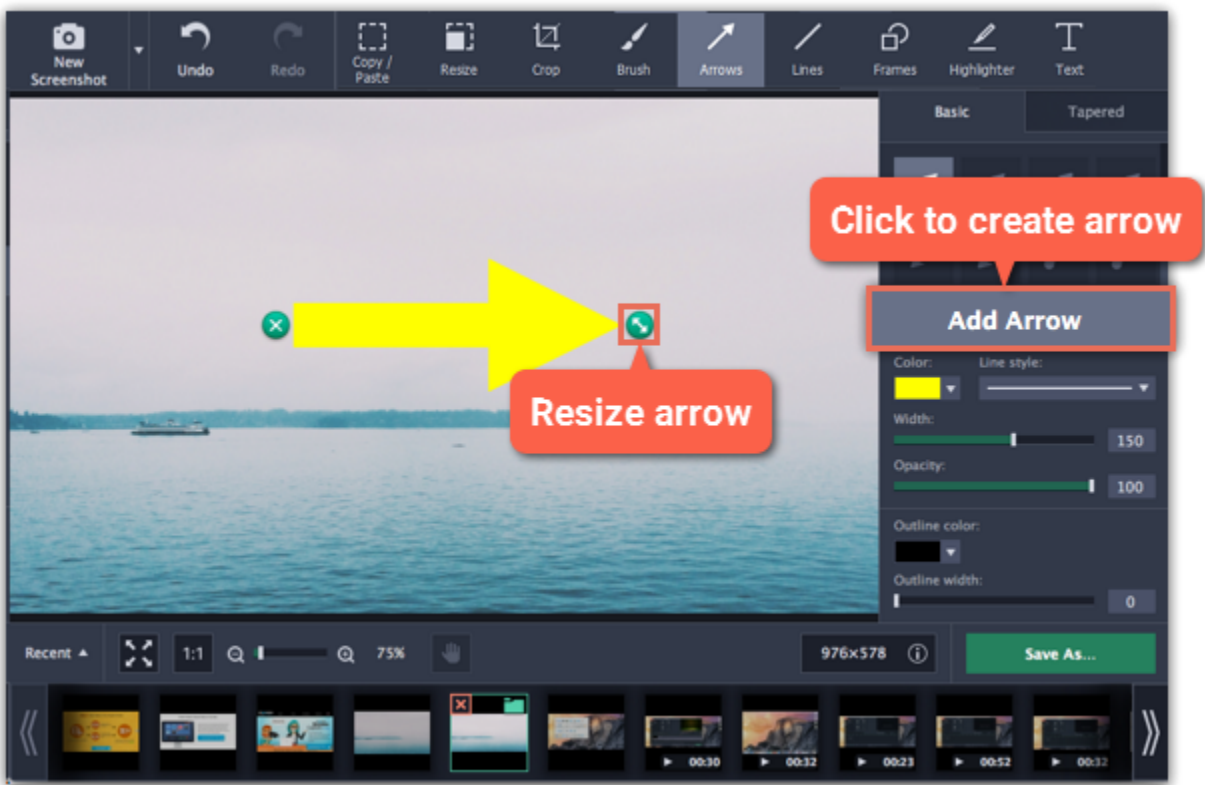
- Choose an arrow shape. The **Basic** group contains straight arrows, and the **Tapered** group contains arrows that are wider towards the head.
- Under the shape styles, set the **color**, **width**, and **outline** for the arrow. You can also change these after you've added the arrow.



**Step 3:** Click **Add Arrow** to place the arrow onto the image.

**Step 4:** Move and resize the arrow on the image:

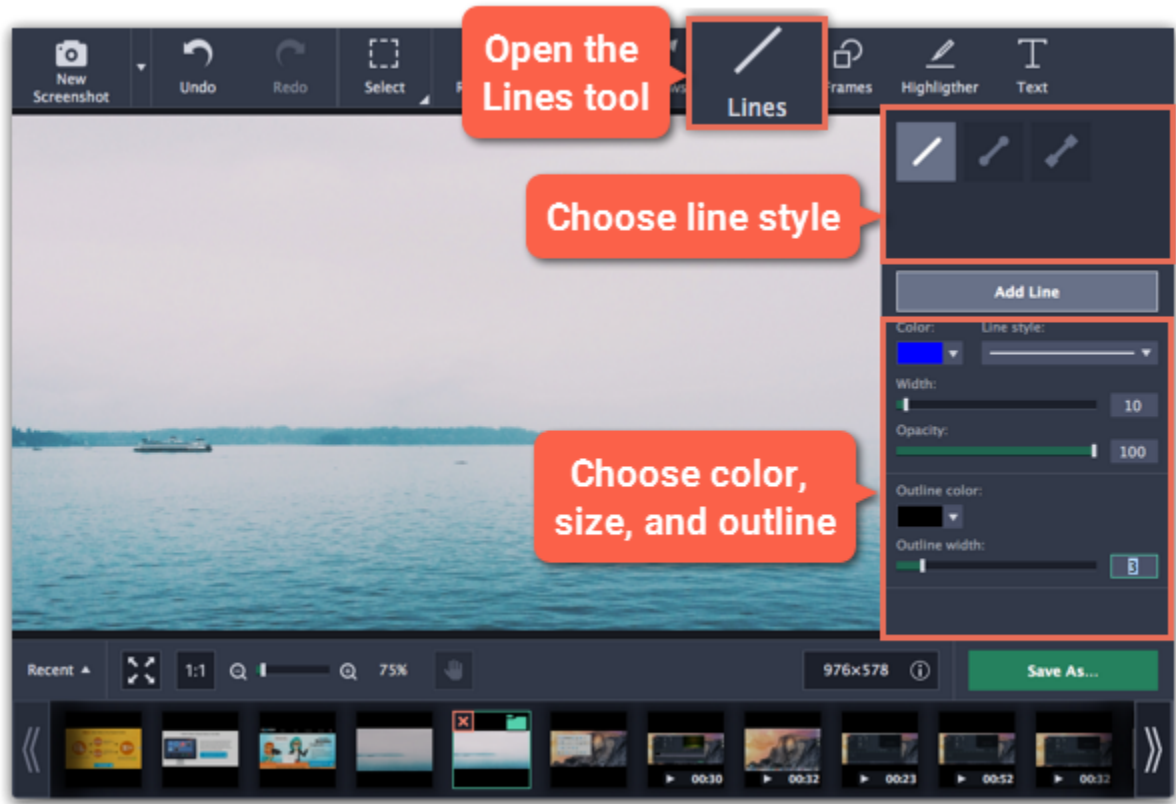
- Drag by the green arrow circle  to resize and rotate the arrow.
- Drag by the arrow shape to move it.
- To delete the arrow, click the green circle with the cross .



## Adding lines



**Step 1:** At the top of the screenshot editor window, click the **Lines** button.

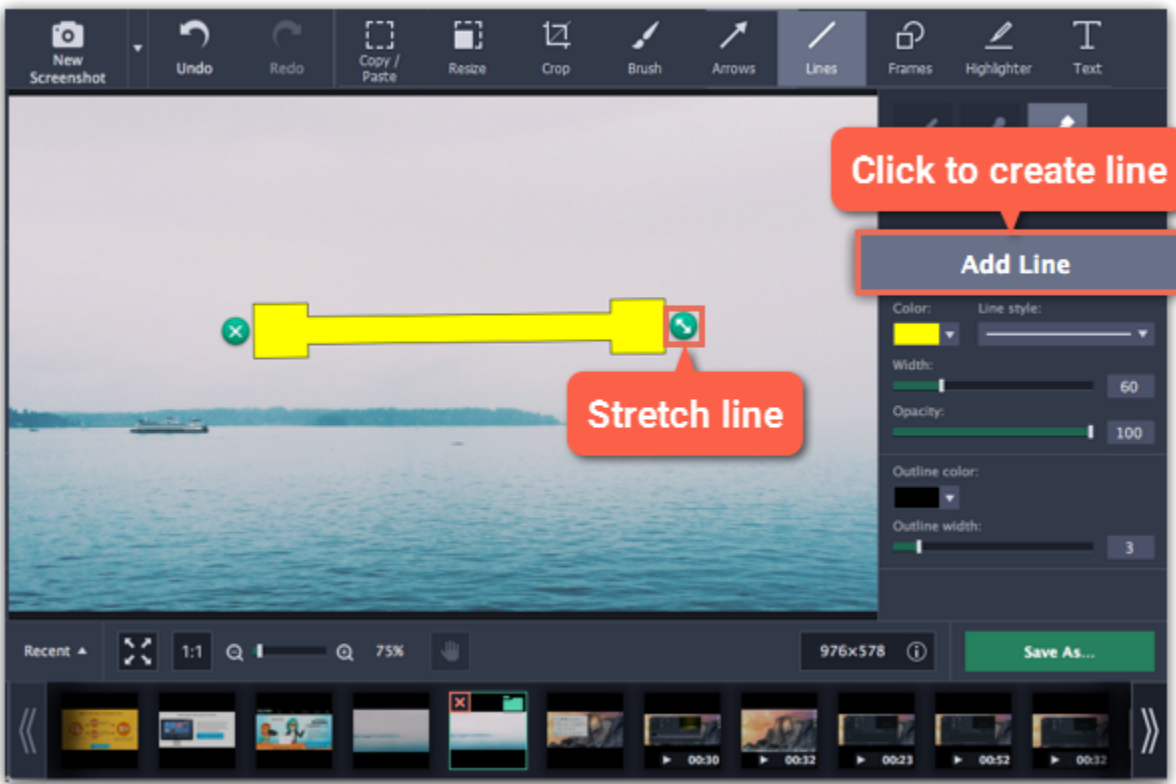
**Step 2:** On the right, choose the style of the line.



**Step 3:** Click **Add Line** to place the line onto the image.

**Step 4:** Move and resize the line on the image:

- Drag by the green arrow circle  to resize and rotate the line.
- Drag the line itself to move it.
- To delete the line, click the green circle with the cross .



## Adding frames




**Step 1:** At the top of the screenshot editor window, click the **Frames** button.

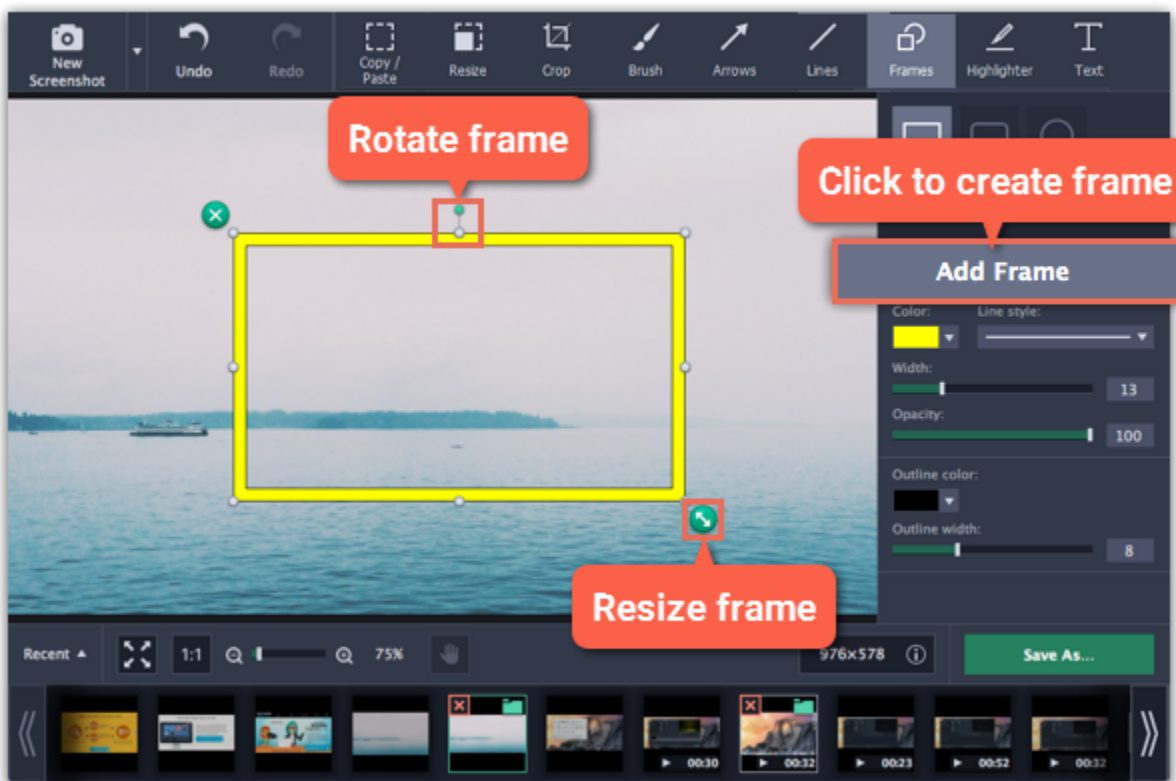
**Step 2:** On the right, choose the frame shape.



**Step 3:** Click **Add Frame** to place the frame onto the image.

**Step 4:** Move and resize the frame on the image:

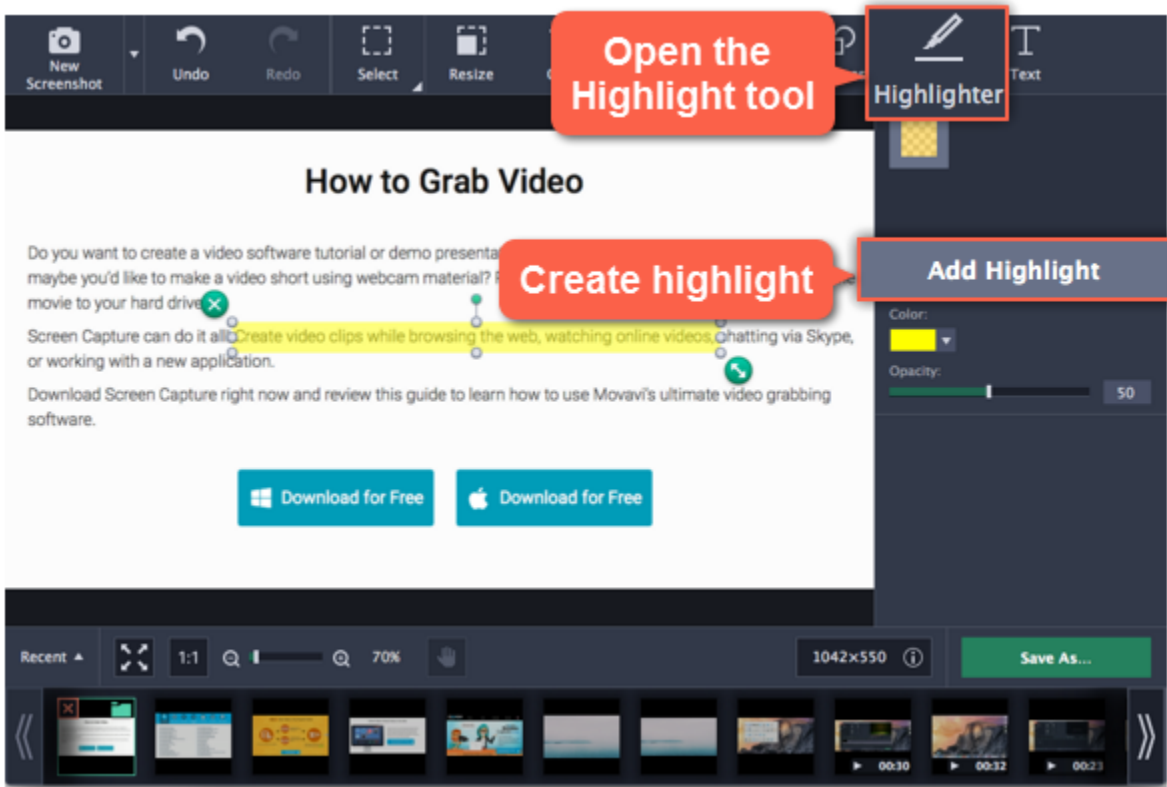
- Drag by the green arrow circle  or the white circles on the edges to resize the frame.
- Drag the edge of the frame to move it.
- To rotate the frame, drag the green circle left or right: .
- To delete the frame, click the green circle with the cross .



## Highlighting objects




**Step 1:** At the top of the screenshot editor window, click the **Highlighter** button.

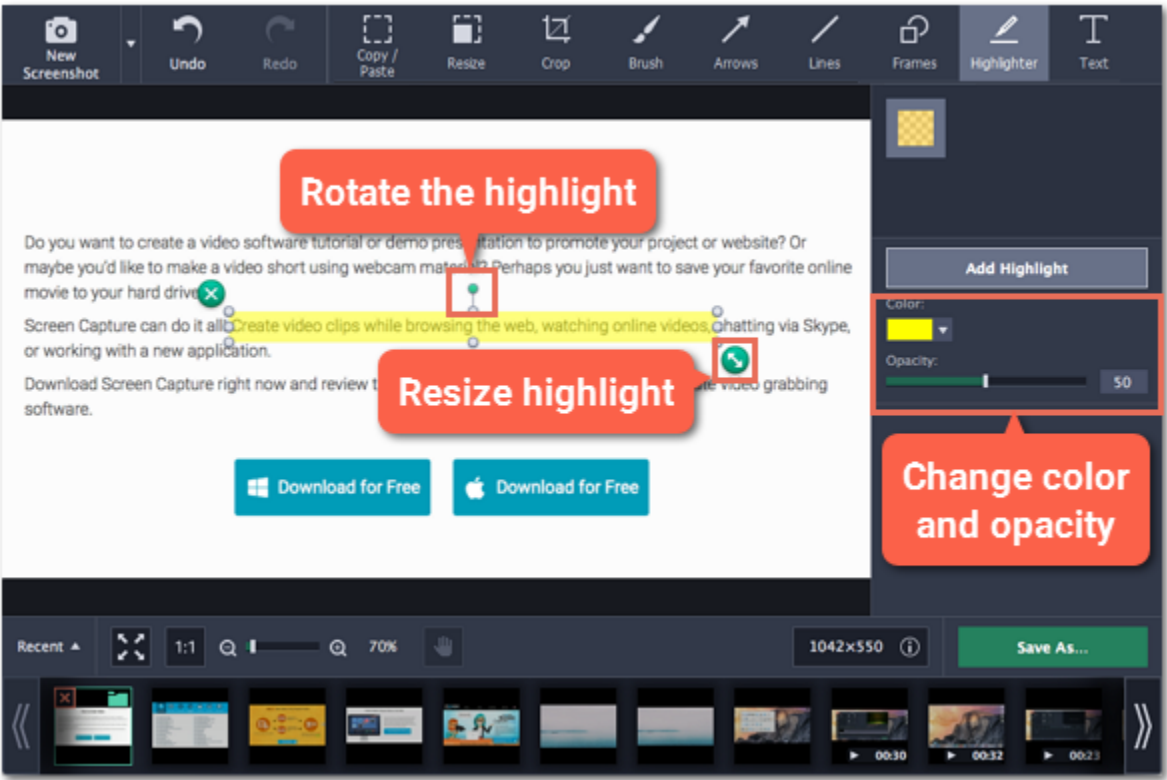
**Step 2:** On the right, click **Add Highlight** to create a highlight rectangle on the image.



**Step 3:** Set the **color** and **opacity** of the selected highlight using the options on the right.

**Step 4:** Move and resize the highlight on the image:

- Drag by the green arrow circle  or the white circles on the edges to resize the highlight.
- Drag the edge of the highlight rectangle to move it.
- To rotate the highlight, drag the green circle left or right: .
- To delete the highlight, click the green circle with the cross .



## Adding text

**Step 1:** At the top of the window, click the **Text** button to open the text tool.

**Step 2:** Click **Add Text** to create a text box on the image.



**Step 3:** Double-click inside the text box and enter the new text.

*Hint: to enter multiple lines, press Enter at the end of a line or use a new text box for each line.*



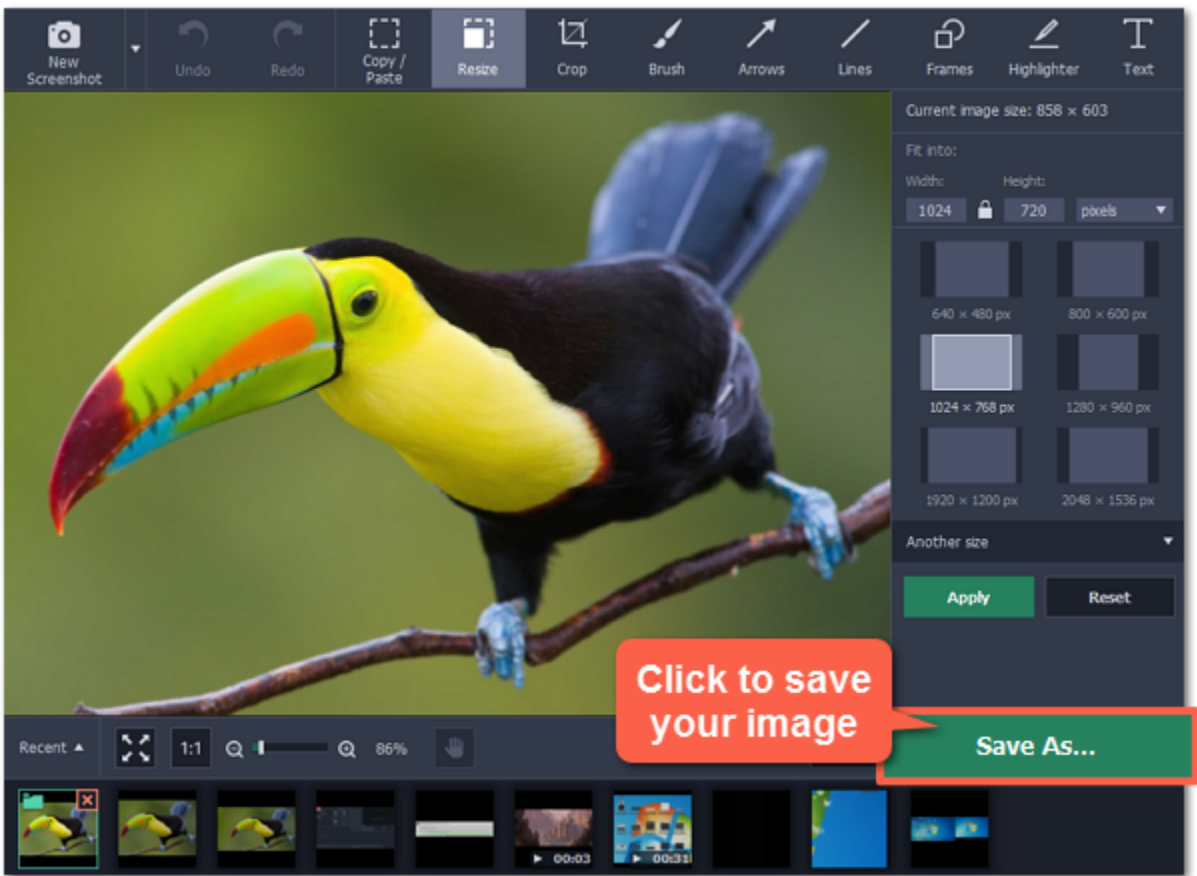
**Step 4:** On the right, choose the font, style, size, and color of the text. Switch to the Background tab to choose the color of the background.

**Step 5:** Drag the text box to the necessary place on the image.

- To resize or rotate the text, drag by the green arrow icon: 
- To remove a text box, click the green X button: 

### Saving edited screenshots

After you've taken a screenshot, it is already saved to your computer. However, if you've made any changes to the image, you will need to save the file. To save the image, click **Save As** in the bottom right-hand corner of the screenshot editor.



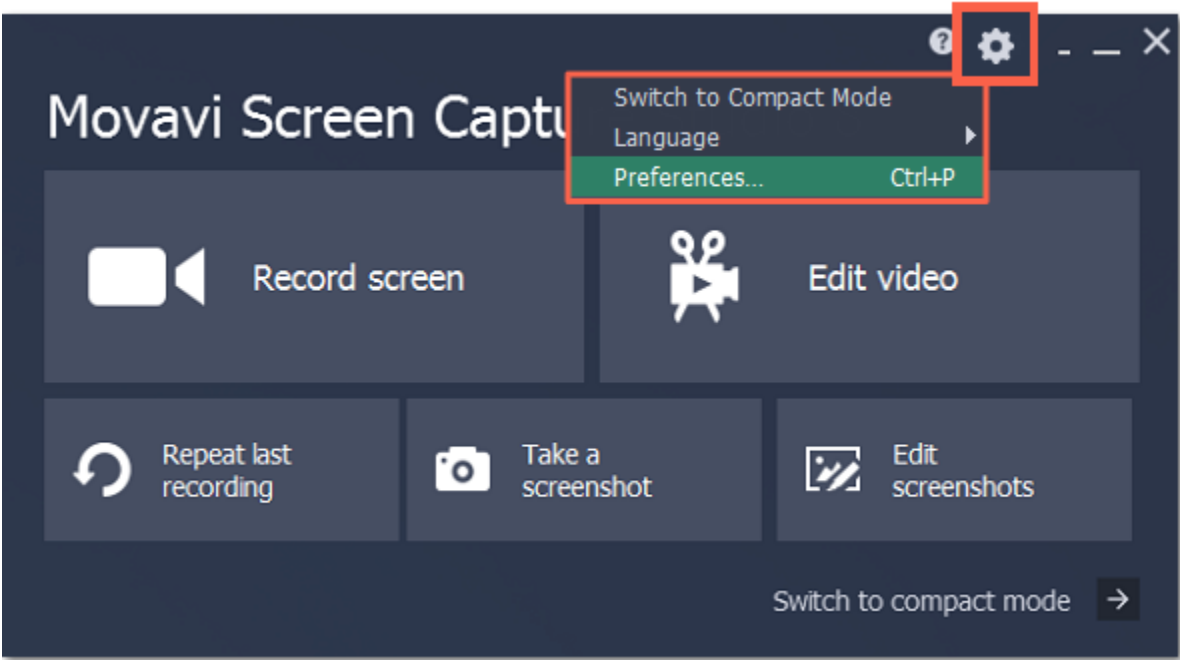
### Trial restrictions

If you're using a trial version of Movavi Screen Capture Studio, you will not be able to save edited screenshots. To remove these limitations, buy an activation key and use it to [activate the program](#).

## Screen Capture preferences

**To open the program settings for Movavi Screen Capture Studio:**

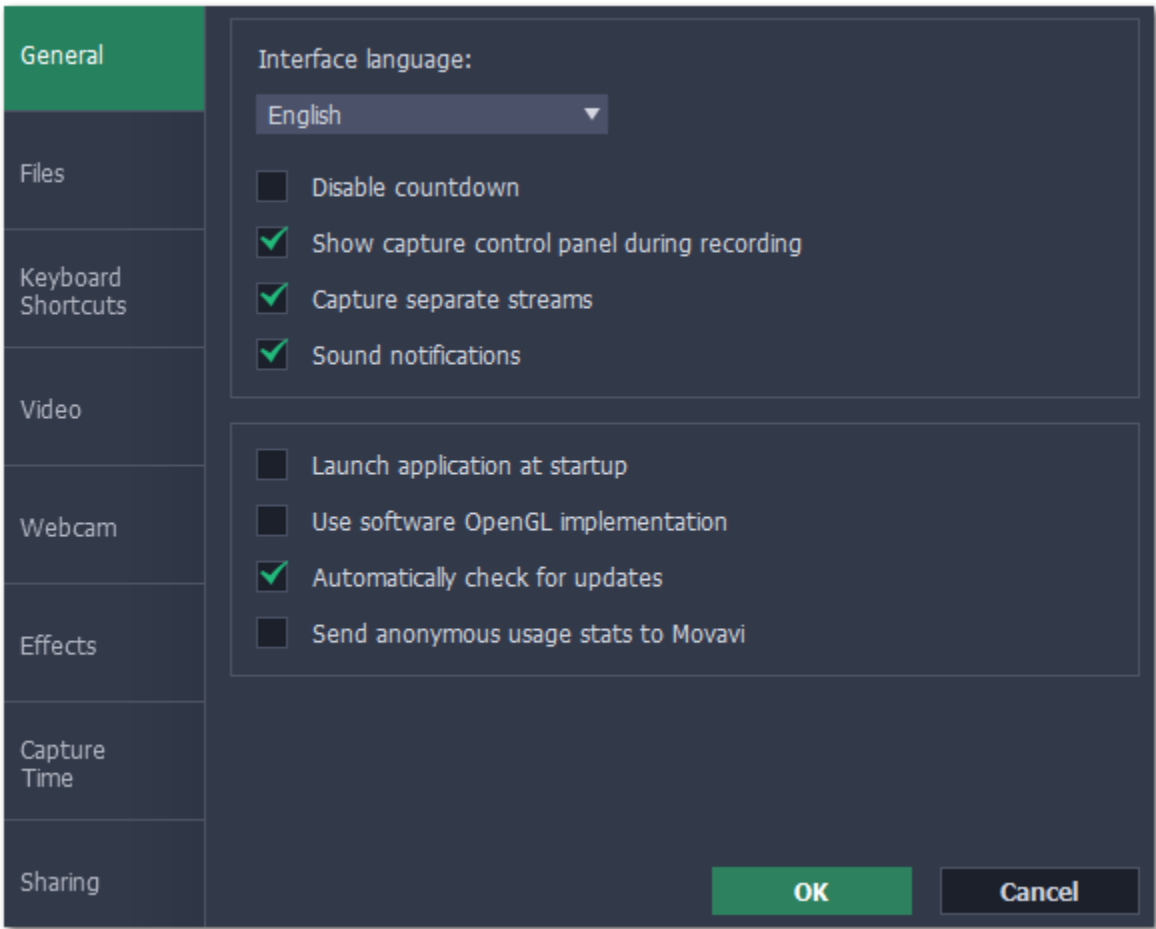
- 1. Open the **Settings** menu or click the **cogwheel** button in the launcher window.
- 2. Choose **Preferences**.



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

## General preferences

The **General** tab allows you to change the basic behavior of the program.



### **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.

### **Show capture control panel during recording**

The capture control panel will appear on top of the capture frame while recording a video. You can use it to pause or stop capture, take a snapshot, or see how much space the recording has taken up. If you are recording a full screen video, the panel will not be visible.



### **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 in the Video Editor later, so you can edit them separately.

### **Sound notifications**

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

### **Launch application at startup**

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

### **Use software OpenGL implementation (advanced)**

This option can troubleshoot OpenGL problems for some graphics cards.

OpenGL is a software interface that manages graphics output. Usually, OpenGL is handled by your graphics card driver. However, some graphics cards do not support the necessary version of OpenGL. For these graphics cards, you can use this option to download and install a software replacement. Installation will run automatically, but you will need an Internet connection to download the files.


### **Automatically check for updates**

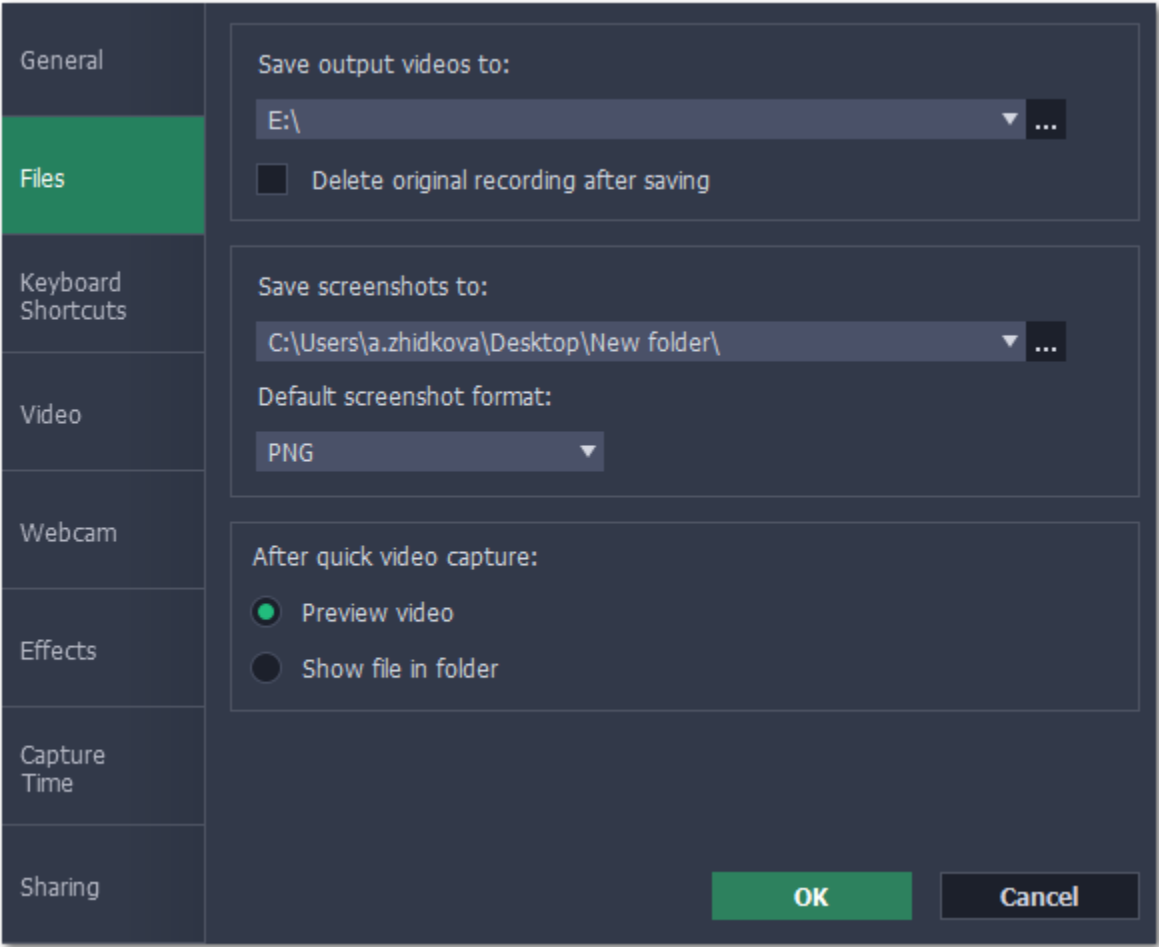
The program will notify you if a new version is available. Minor updates are absolutely free (for example, from v.1.3 to v.1.4). For major updates users with purchased Movavi Screen Capture Studio license will get a considerable discount.

### **Send anonymous usage stats to Movavi**

Enabling this box will allow Movavi Screen Capture Studio 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

In the **Files** section of the preferences, you can change where your captured files are stored. To change a folder location, click the icon with the dots and select a new folder: 



**Save output videos to...**  
This is where all your video recordings are saved.

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

**Save screenshots to...**  
This is where all your new screenshots are saved. You can also find your recent screenshots in the editor window.

**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.

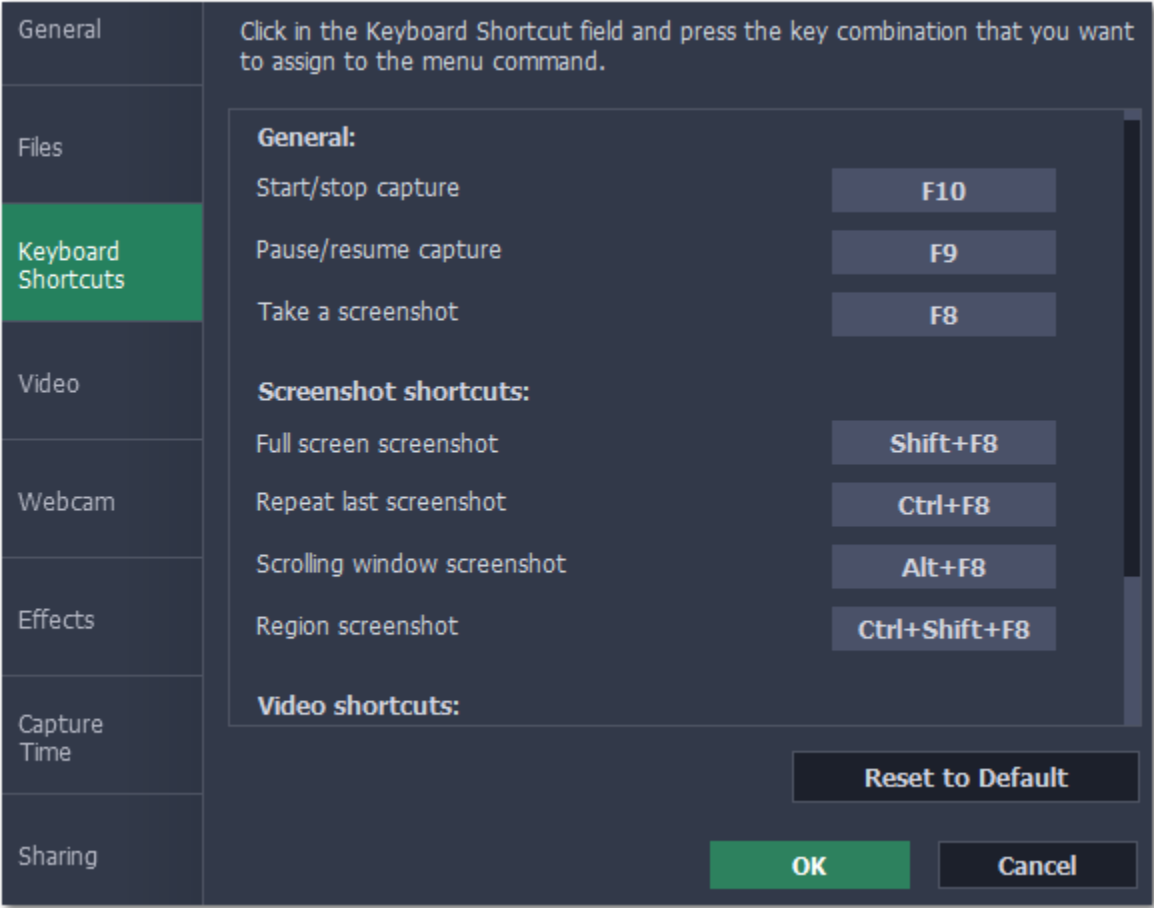
**Default screenshot format**  
Here you can change the format for all new screenshots. You can also change the format for a single screenshot by using the Save As button in the editor window to save a copy with a different format.

**After quick video capture...**  
Here you can choose what happens after you record a video using a [quick capture shortcut](#):

- **Preview video** – opens the video file in the editor, where you can preview and cut the recording,
- **Show file in folder** – opens the output file in the folder.

## Keyboard shortcuts

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



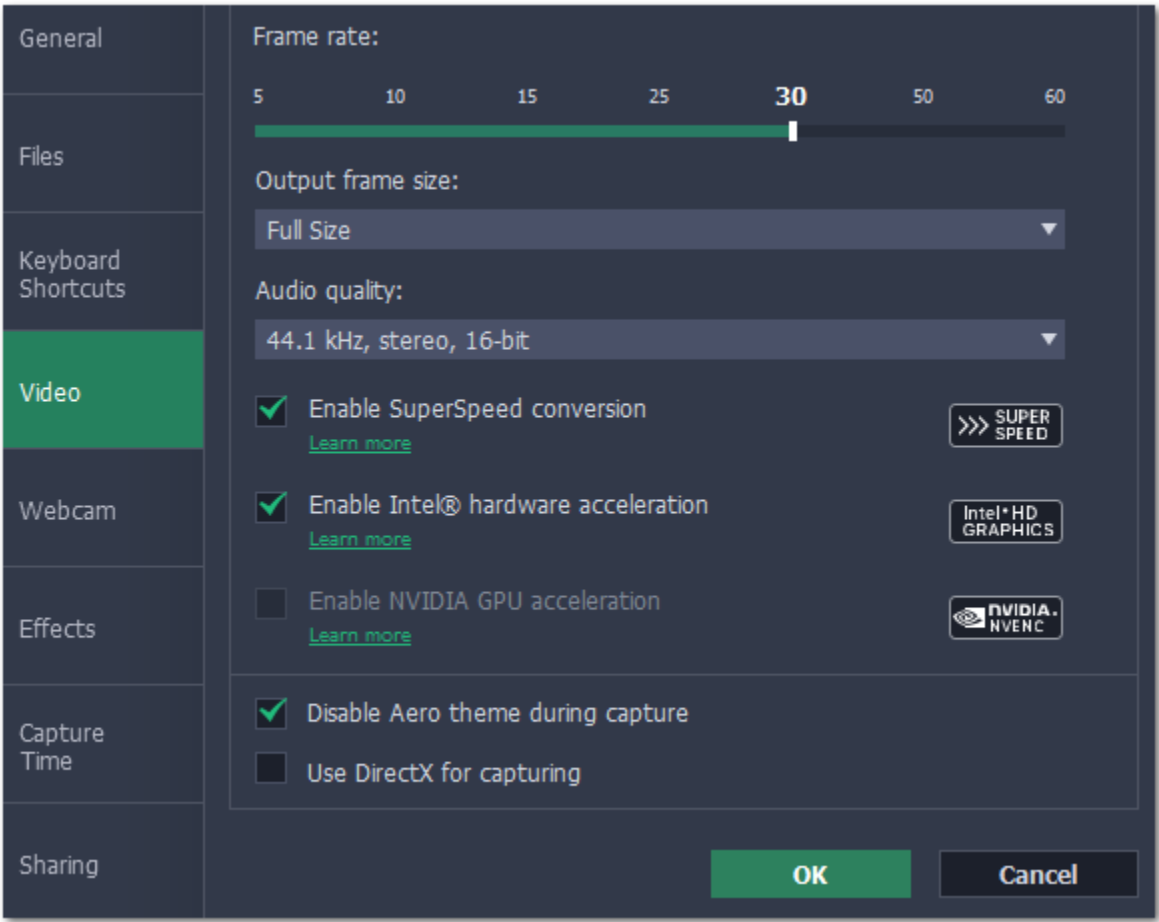
### To change one of the shortcuts:

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 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, change the preferred audio quality, including the sample rate, number of channels, and bits per second.



### 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.

### Output frame size

Usually, your desktop is recorded at full size. This option allows you to reduce the original video quality to 1/2 or 1/4 of the original. The video file will have lower quality, but take up less disk space. This can also improve performance while recording on slower computers.

### 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 Capture 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.

### 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. Formats that work with SuperSpeed are marked with these icons:  or  in the list. If you're having problems with saving some files, try disabling this option.

### Enable Intel hardware acceleration

This option will make saving videos faster if your computer is equipped with a compatible Intel® graphics chip. Intel acceleration works when processing H.264, MP4, and MPEG-2 videos.

### Enable NVIDIA GPU acceleration

This option can make saving videos faster by using the graphics card to process media files. This leaves the CPU free for other tasks and improves performance while saving videos. This option is only available if you have an NVIDIA® graphics card compatible with the NVENC® or CUDA® technologies.

### Disable Aero theme during capture

Windows Aero themes that use transparency require more processing power. This may slow down your computer while recording video. With this option enabled, the program will disable the Aero theme while recording to improve performance. The theme will be restored after recording has finished.  
(For Windows Vista and Windows 7)

### Use DirectX for capturing

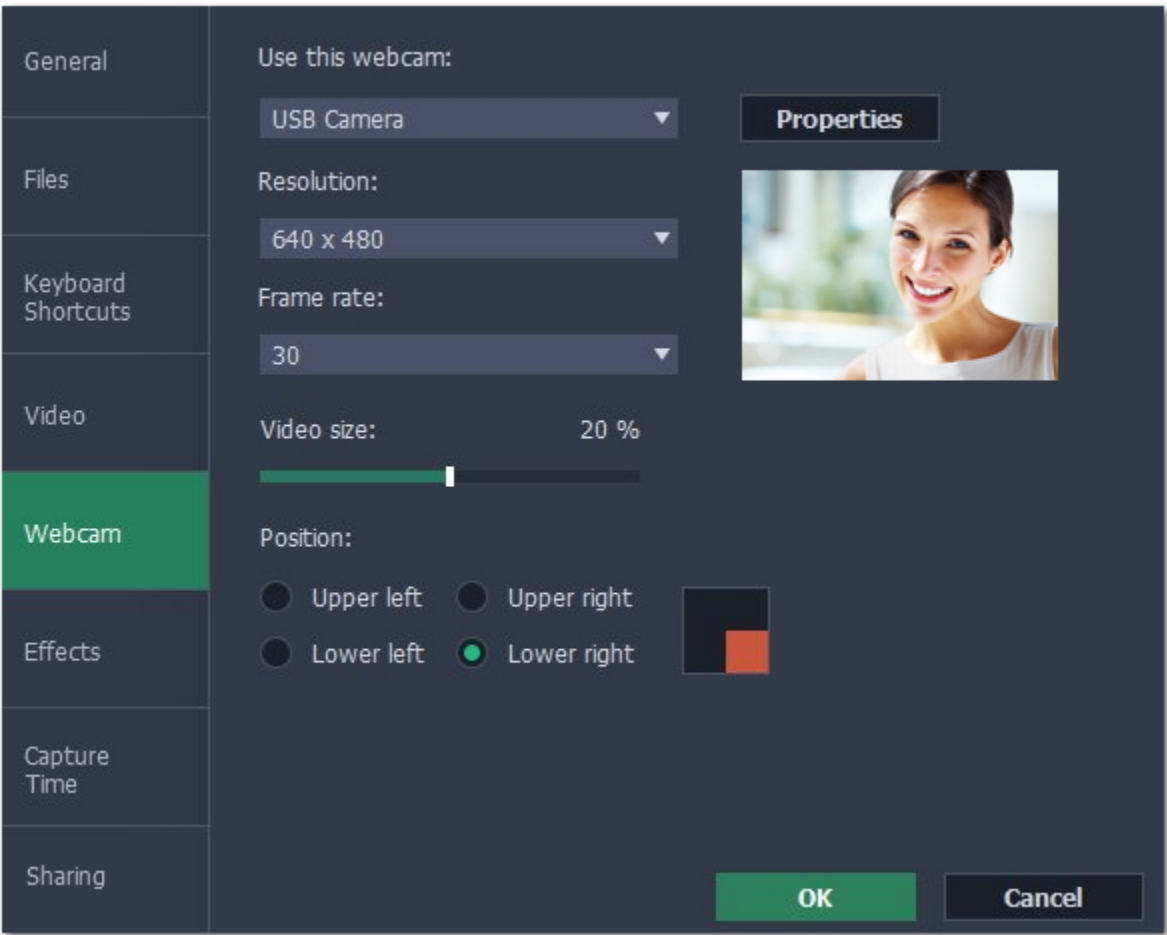
Try this option if you are experiencing problems capturing some program windows. In Windows 8 and above, the capture method is chosen automatically and this option is unavailable.  
(For Windows 7 and earlier)

### Use alternative capture mode

If you get an error message when you start or stop recording your screen, try this option. If the problem isn't solved, [click here](#) to read full troubleshooting instructions.  
(For Windows 8 and above)

## 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 **Properties** 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.

### Video size

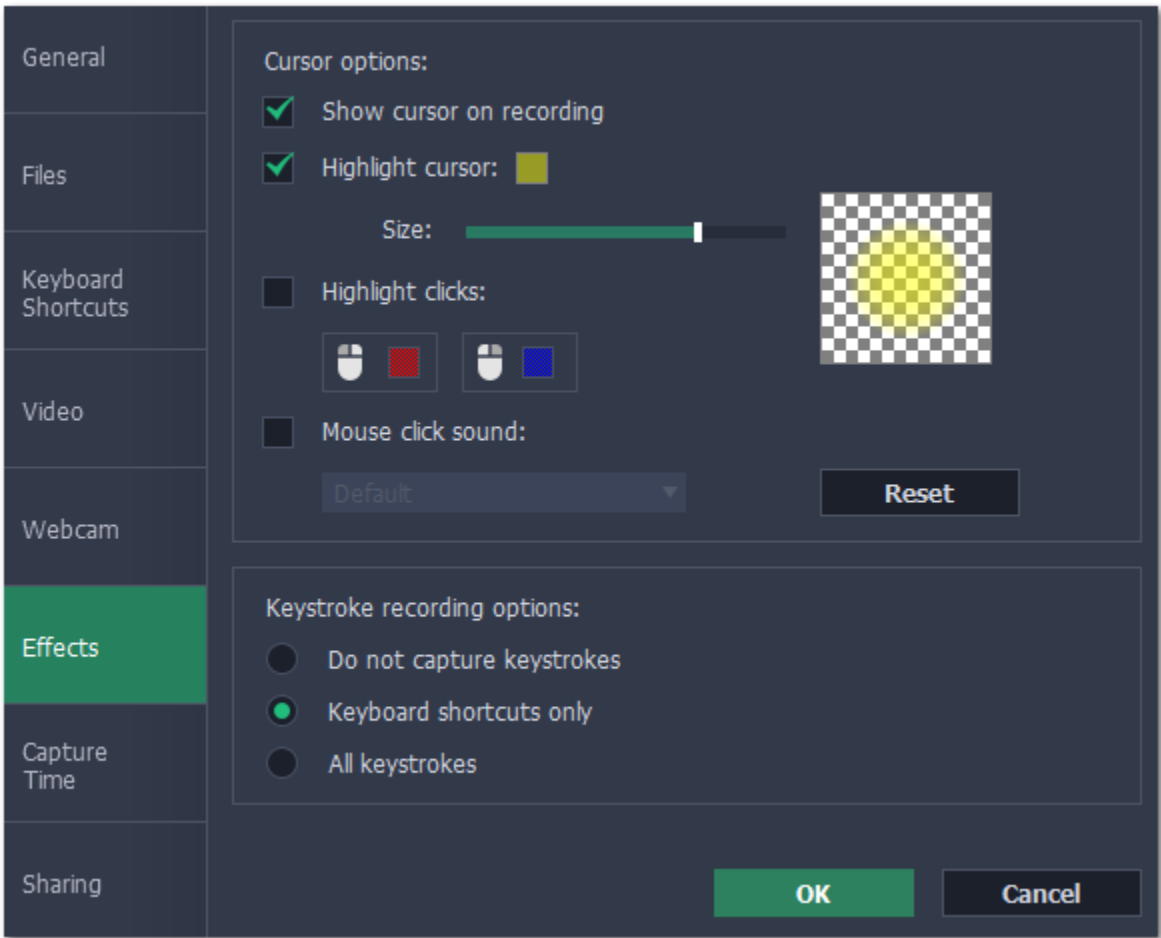
Use the video size slider to set the size of the webcam overlay relative to the main video.

### Position

Use one of the position options to choose where your webcam overlay will be placed on the original video.

## 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, Alt+Shift, or Ctrl+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.*

## Capture time preferences

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

General

Files

Keyboard Shortcuts

Video

Webcam

Effects

Capture Time

Sharing

Capture time options:

☐

Do not schedule recording

☐

Start manually and end after:

00:02:00

☒

Start and end on schedule:

Start time:

19:45:59

06/28/2017

End after:

00:00:05

After capture:

Do nothing

OK

Cancel

### Automatically ending a recording

1. Select the "**Start manually and end after**" option.
2. Enter the *duration* of the recording into the box on the right (hours: minutes: seconds).

### Scheduling a recording

To start and end a recording automatically:

1. Select the "**Start and end on schedule**" option:
2. Next to "**Start time**", enter the time and date when the recording should start.
3. Next to "**End after**", enter the duration of the recording (hours: minutes: seconds).

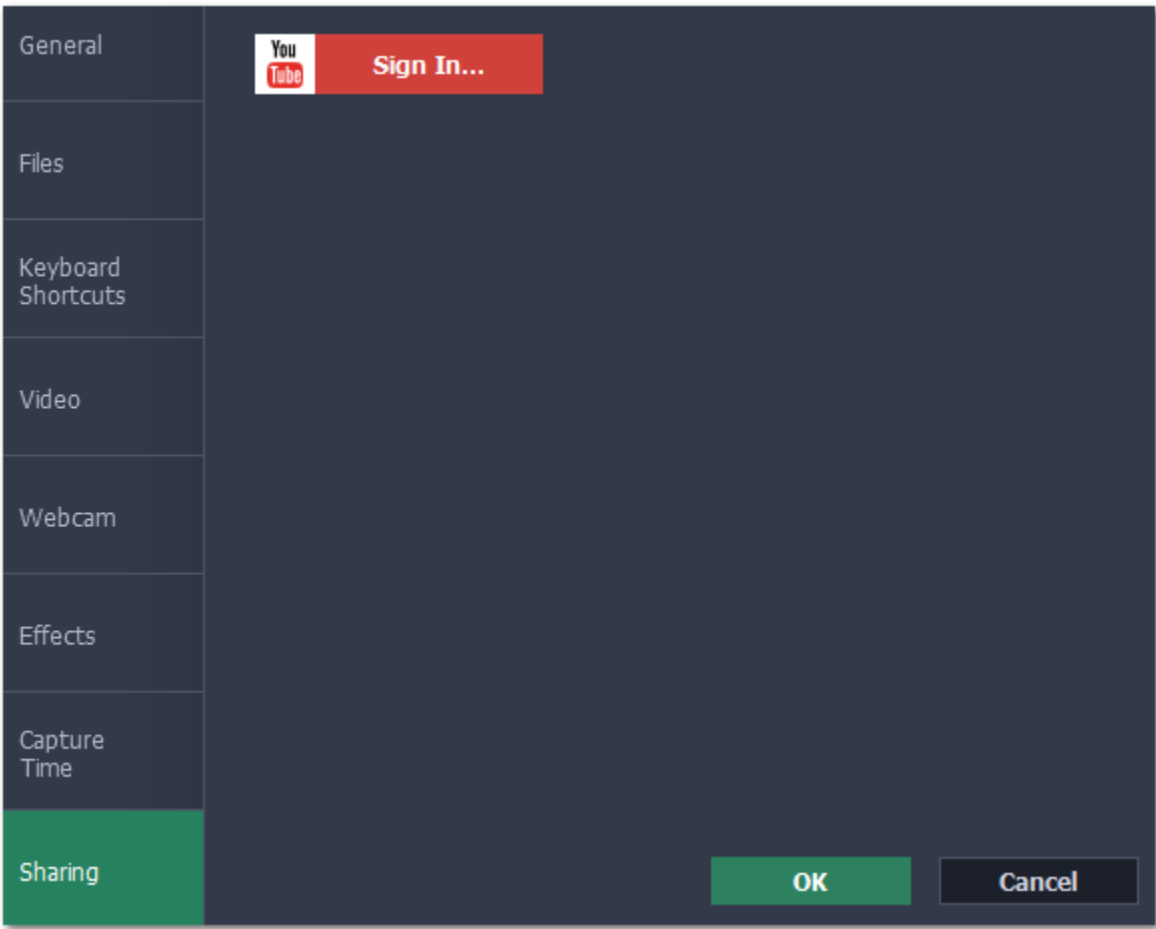
The Screen Capture application must be running at this time for the recording to begin. To make sure you don't miss it, enable the "**Launch application at startup**" option in the **General** section.

### After capture

If you've scheduled a recording, you can tell your computer to automatically **sleep** or **shut down** after the recording is finished. The recording file will be saved.

### Sharing preferences

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



- To sign in to your YouTube 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 Screen Capture upload videos.

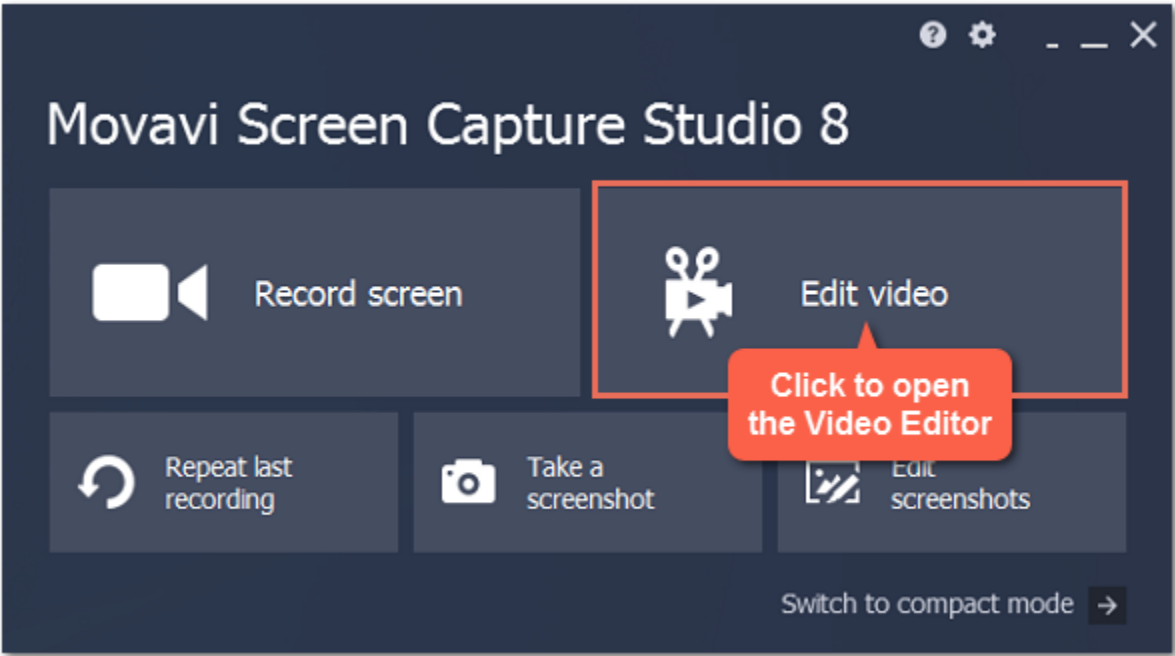
## Editing video

Using the Video Editor application, you can join your recordings with other media files, annotate your videos with titles and arrows, create overlays, apply effects, and much more.

### How to open the Video Editor

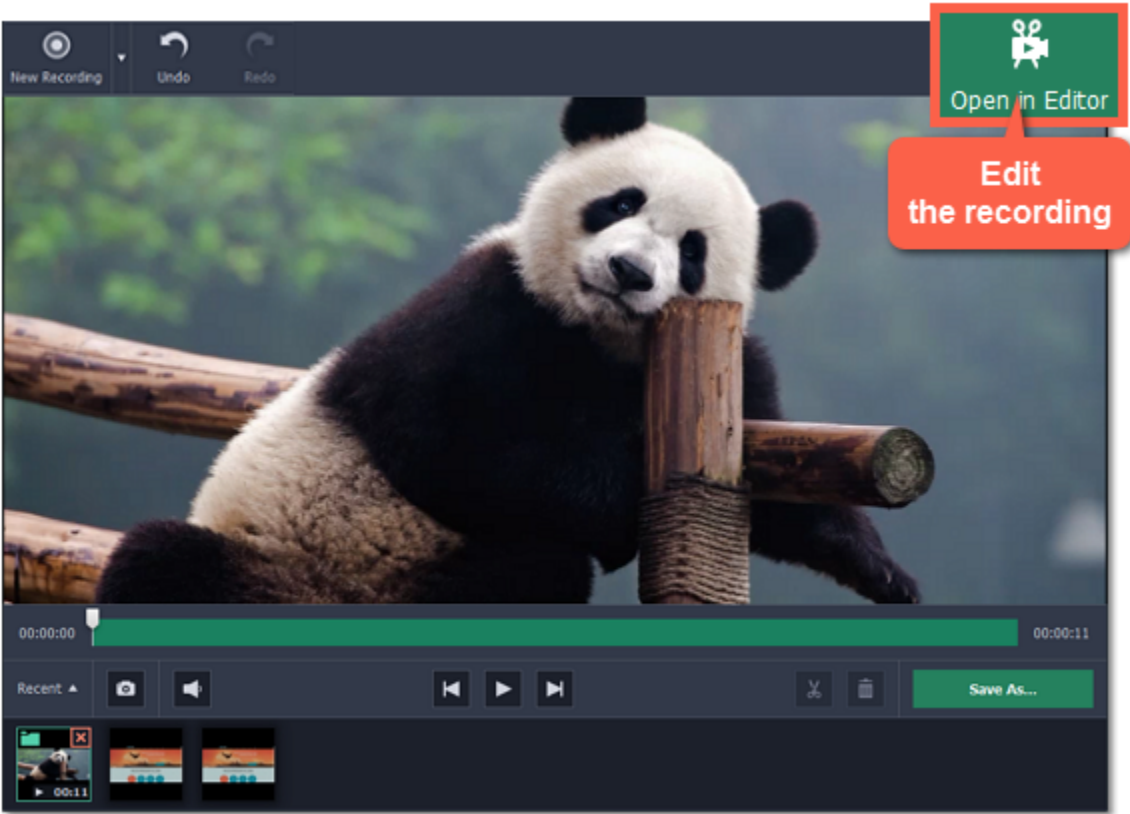
#### From the launcher

In the Movavi Screen Capture Studio launcher, click **Edit video** to create a new video project.



#### Edit a recording

In the capture editor window that appears after you've finished a recording, click **Open in Editor** to open the selected recording for further editing. The recording will be added to the Timeline as separate tracks: video, system audio, microphone audio and the webcam overlay can be edited separately for maximum flexibility.



## Video editing tutorials

### [Annotating videos with callouts](#)

Add arrows and speech bubbles to your videos.

### [Creating overlays](#)

Move your webcam video, add a picture-in-picture or watermark.

### [Adding titles](#)

Add text and subtitles to your videos.

### [Using the Pan and Zoom effect](#)

Zoom in on parts of your recording to show the most important details.

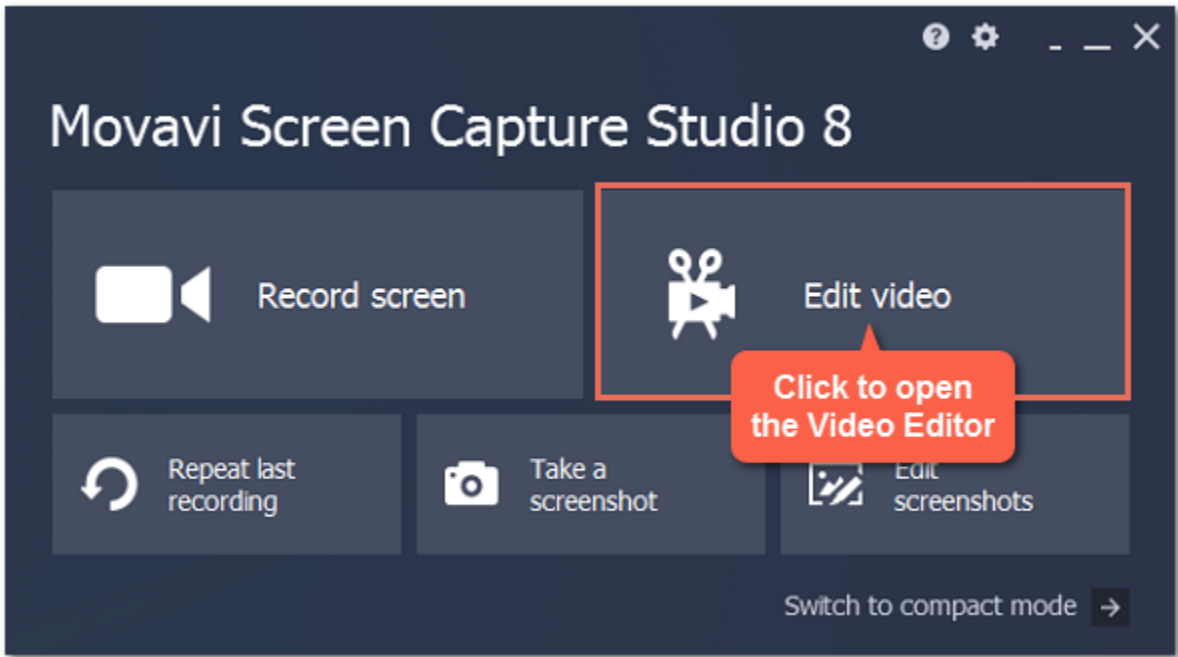
# How to make a video

Jump to:

[Creating project](#) | [Adding files](#) | [Cutting clips](#) | [Editing clips](#) | [Filters](#) | [Transitions](#) | [Titles](#) | [Saving the video](#)

## Step 1: Open the Video Editor

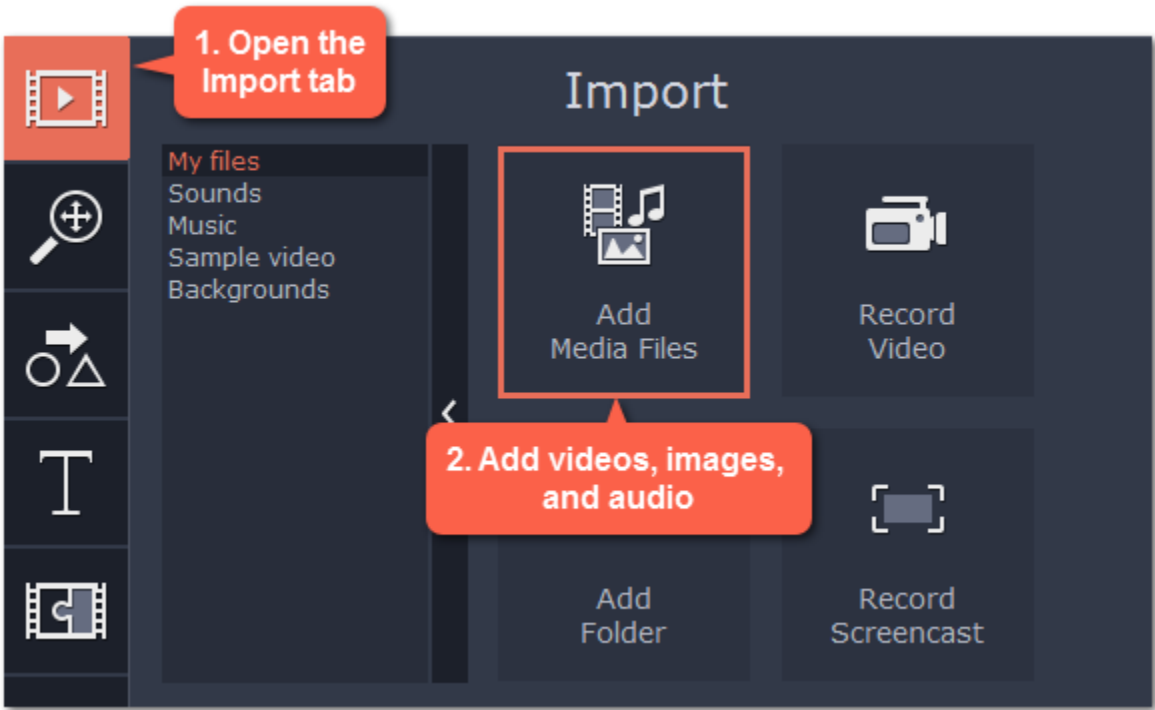
On the Movavi Screen Capture Studio launcher window, click **Edit video**.



## Step 2: Add videos, images and music

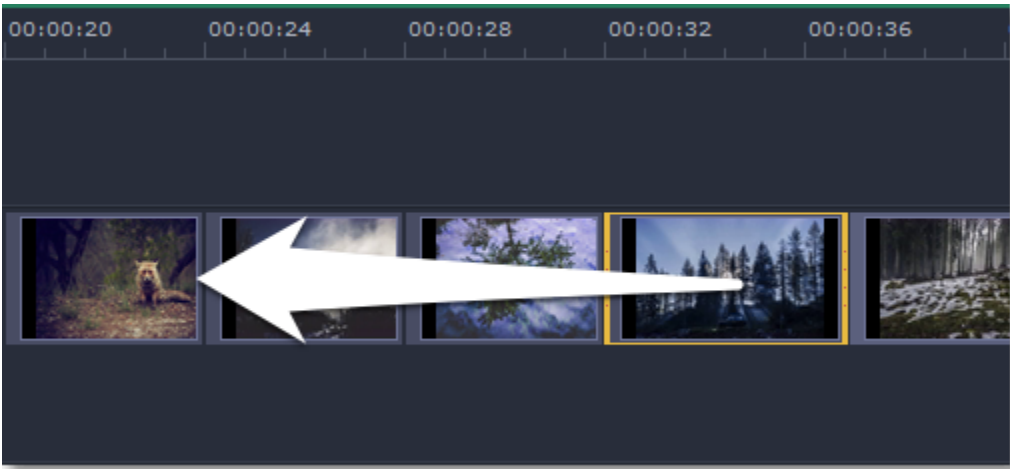
On the **Import** tab of the Video Editor, click **Add Media Files** to choose the video, audio, and image files you'll be using.

Learn more: [Adding files](#) | [Recording video](#) | [Recording audio](#) | [Using built-in media](#)



When you open the files, they will be placed on the Timeline: videos and photos on the video track, and audio clips on the audio track. To rearrange the clips, simply drag them to the necessary position with the mouse.

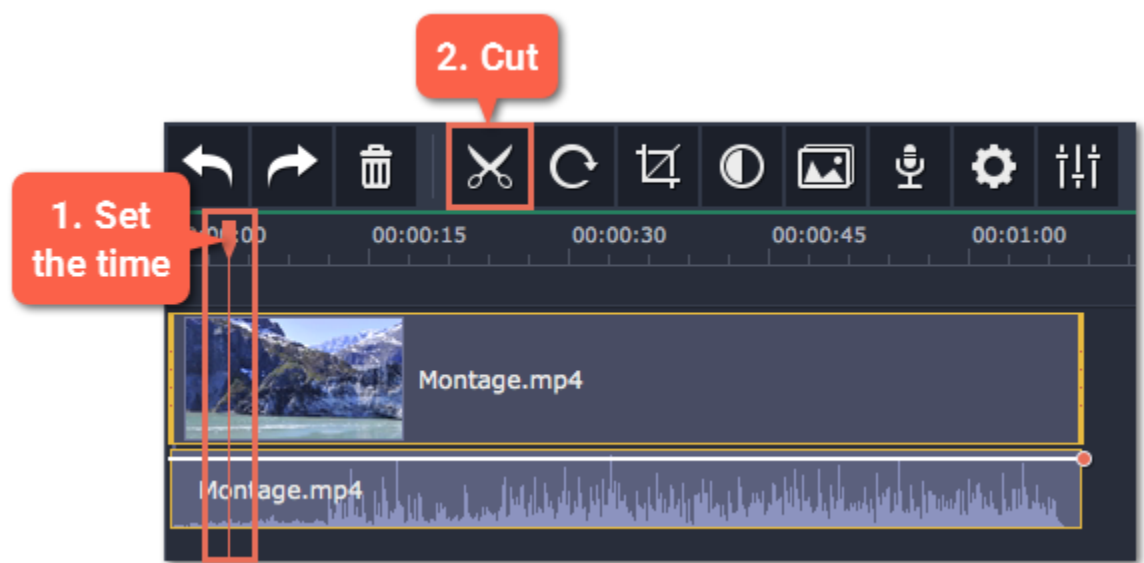
Learn more: [Using the Timeline](#) | [Working with video and images](#) | [Working with audio](#)



## Step 3: Cut videos

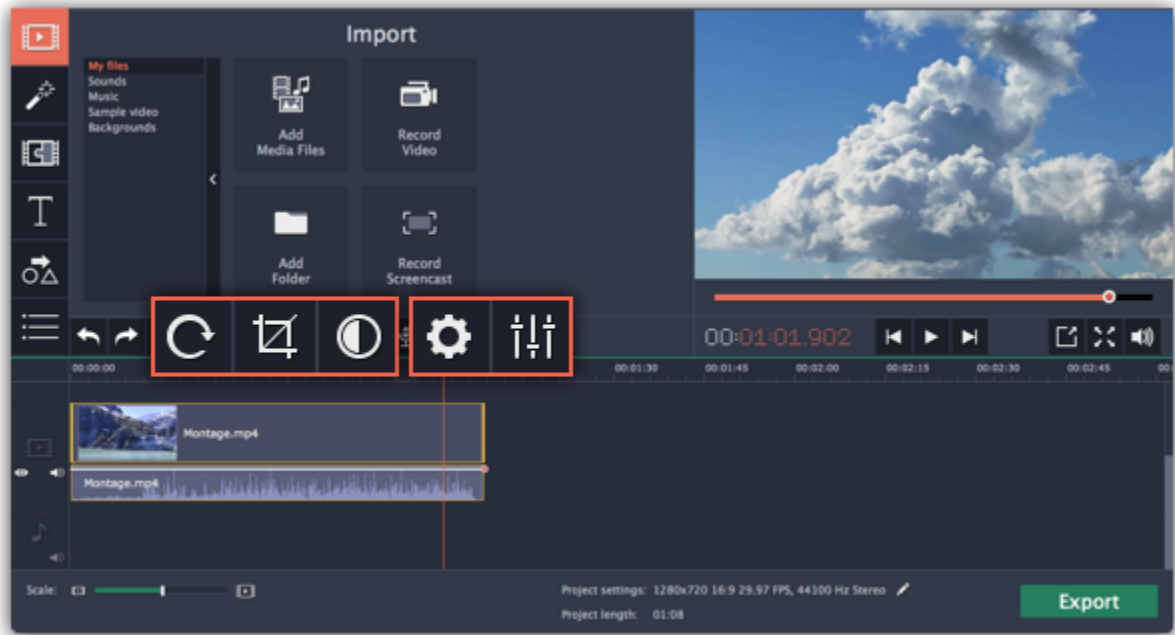
1. Select the clip that you want to split.
2. Move the position marker onto the moment where you want to cut the clip. You can move the position marker both in the player or on the Timeline.
3. Click the scissors button on the toolbar to split the video into two parts.

Learn more: [Cutting video](#) | [Cutting audio](#)



#### Step 4: Edit and enhance clips

Select the clip you want to edit and use the buttons on the toolbar to perform basic editing.



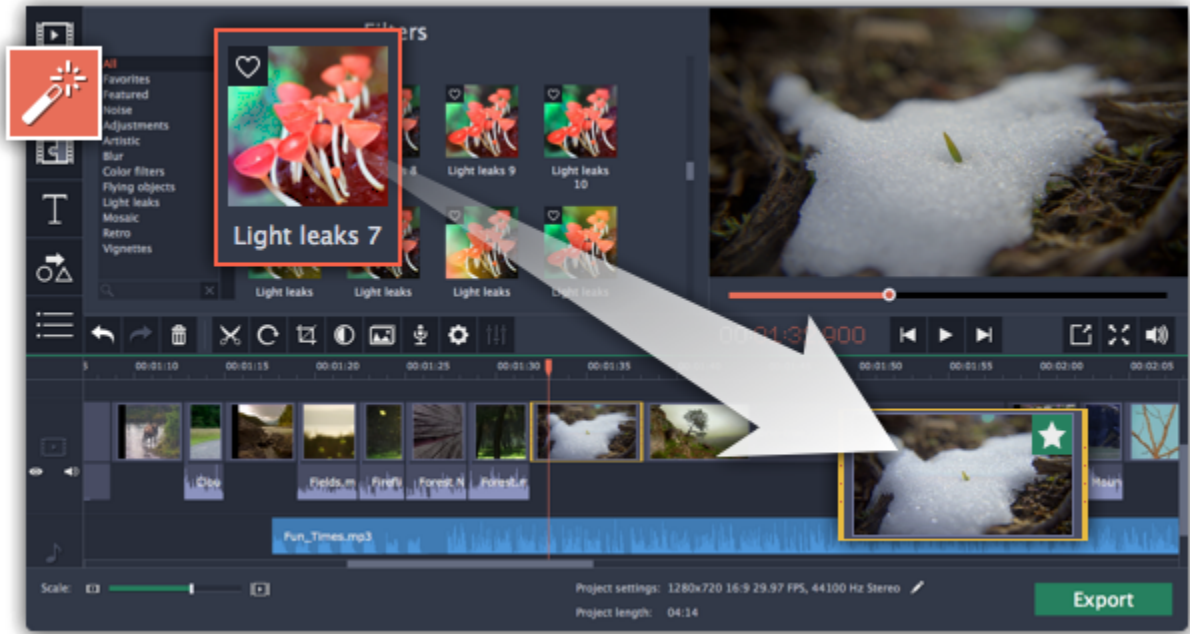
Learn more: [Rotating clips](#) | [Cropping clips](#) | [Enhancing colors](#) | [Video properties](#) | [Audio properties](#)

#### Step 5: Add filters

Filters can help you change the colors in your photos and videos or add an artistic touch. To apply a filter:

1. Click the **Filters** button to open the filter library. To preview a filter effect, click on its thumbnail.
2. Drag the filter's thumbnail down onto a clip on the Timeline to apply it. A star icon ★ will appear on the clip.

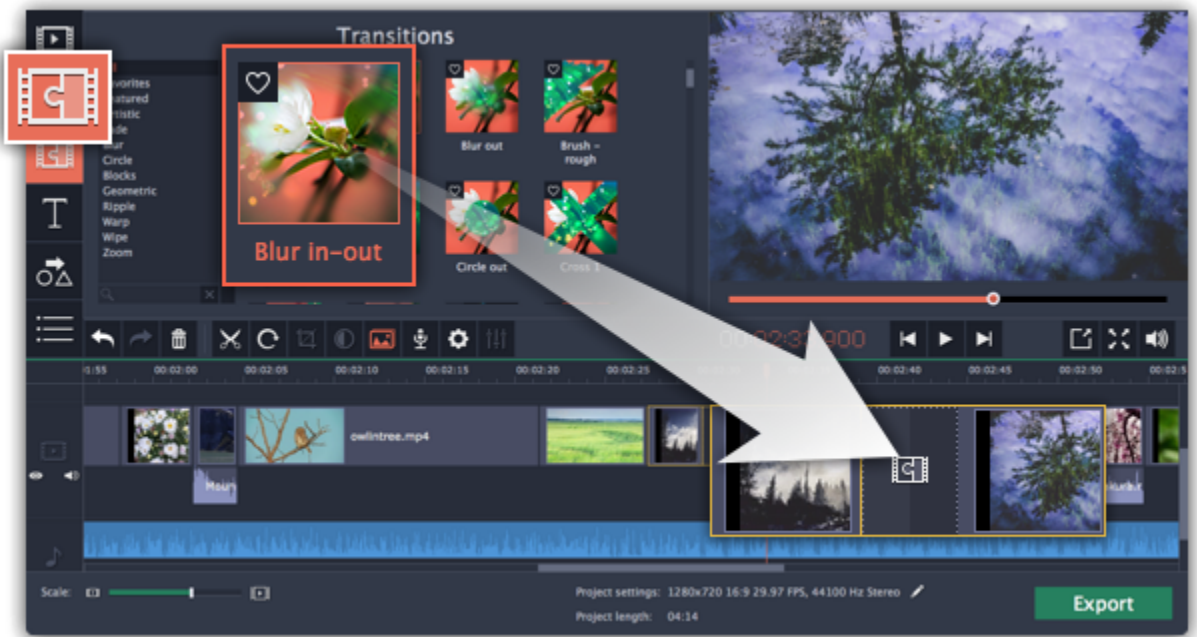
[Learn more about filters](#)



#### Step 6: Join clips with transitions

1. Click the **Transitions** button on the left to open the list of transition styles that you can use to join clips.
2. Pick a transition you like and then drag it between two clips on the Timeline.

[Learn more about transitions](#)

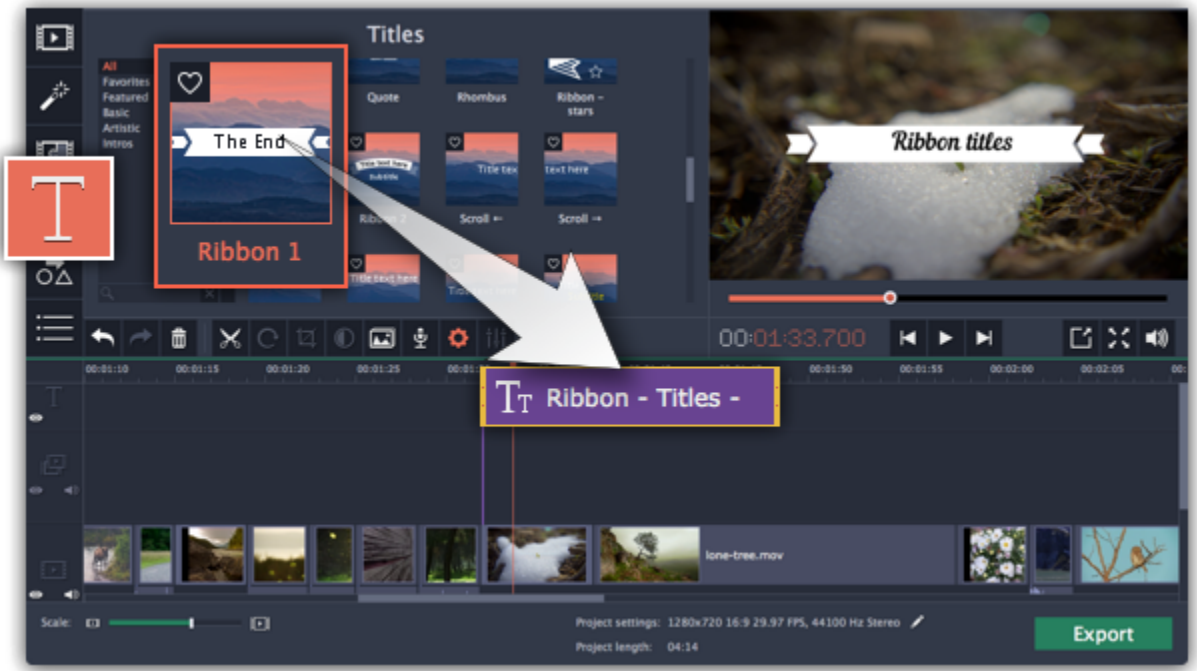


### Step 7: Add text titles

Use titles and callouts to annotate what's happening on the screen.

1. Click the **Titles** tab to open the list of available text styles.
2. Find a title style that you like and drag it onto the uppermost track of the Timeline.
3. After you've placed the title clip onto the Timeline, double-click the clip to edit the text and colors of the titles.

If you want to add arrows and shapes to your video, go to the **Callouts** tab and drag a shape onto the same track as the titles.



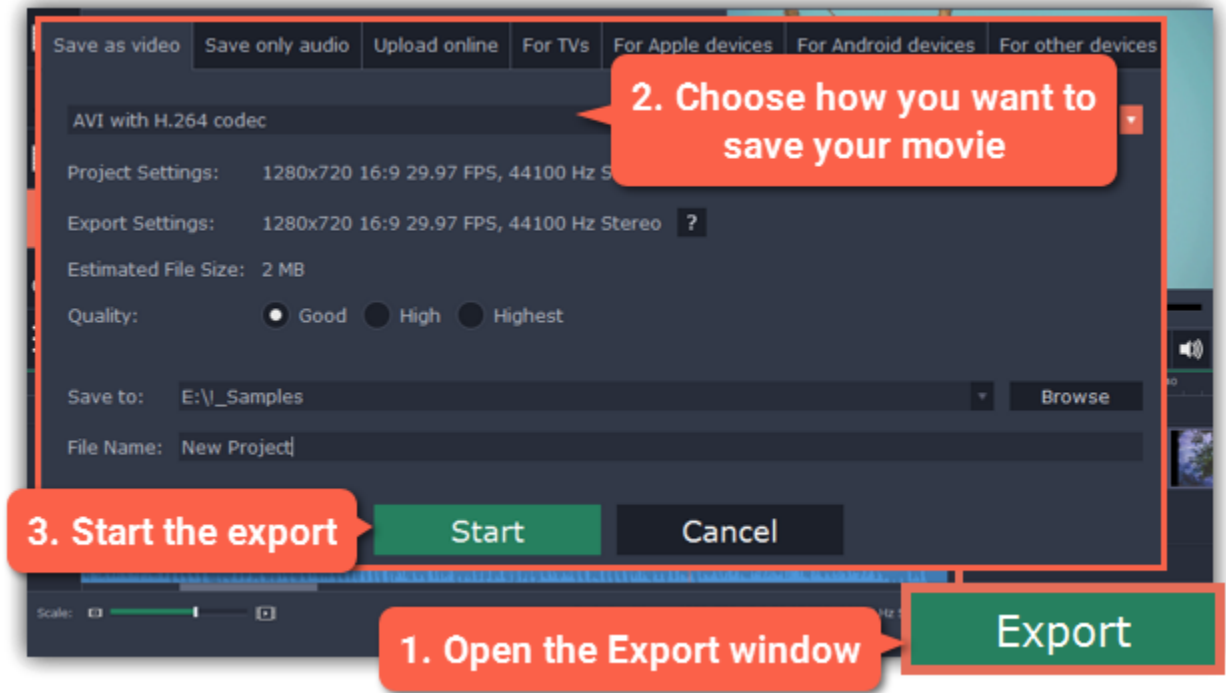
Learn more: [Adding titles](#) | [Adding callouts](#)

### Step 8: Export the finished video

When you're finished with your movie, it's time to save it in a format that can be viewed in any video player.

1. When you're done with the movie, click the **Export** button to open the exporting options.
2. In the **Export** window, choose a format you want to save the video in, and name your slideshow.
3. Finally, click **Start** to begin processing the video. Your video will be ready in a few minutes.

[Learn more about saving your video](#)



*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.*

Having trouble with something? E-mail us and we'll help you out! Our e-mail: [support@movavi.com](mailto:support@movavi.com)

## Creating and managing projects

A Movavi Video Editor project is a file in the *Ctrl+C* format that contains your work on creating a video. A project stores the locations of each media file used in the project, as well as the edits, special effects, and settings that you use as you make your movie.

### Creating a project

To create a new project, open the **File** menu and choose **New Project**.

[Creating projects](#)

### Saving projects

To avoid losing your editing progress, make sure to save your project every once in a while. To save a project, open the **File** menu and choose **Save Project**.

[Saving projects](#)

### Opening projects

To open a previous project, open the **File** menu and choose **Open**. Then, find the project file and continue working on your movie.

[Learn how to open projects](#)

### Media use

When you add files to a project, Movavi Video Editor uses the original file for reference as you edit the movie. To save your disk space, the program does not make copies of the files, but rather remembers the *location* and *name* of the original file, so if you move or delete the files, they will also disappear from the project.

[Learn how to find missing files](#)

Because all of your editing work is done in the project, your original files are not edited in any way, and you do not need to make reserve copies.

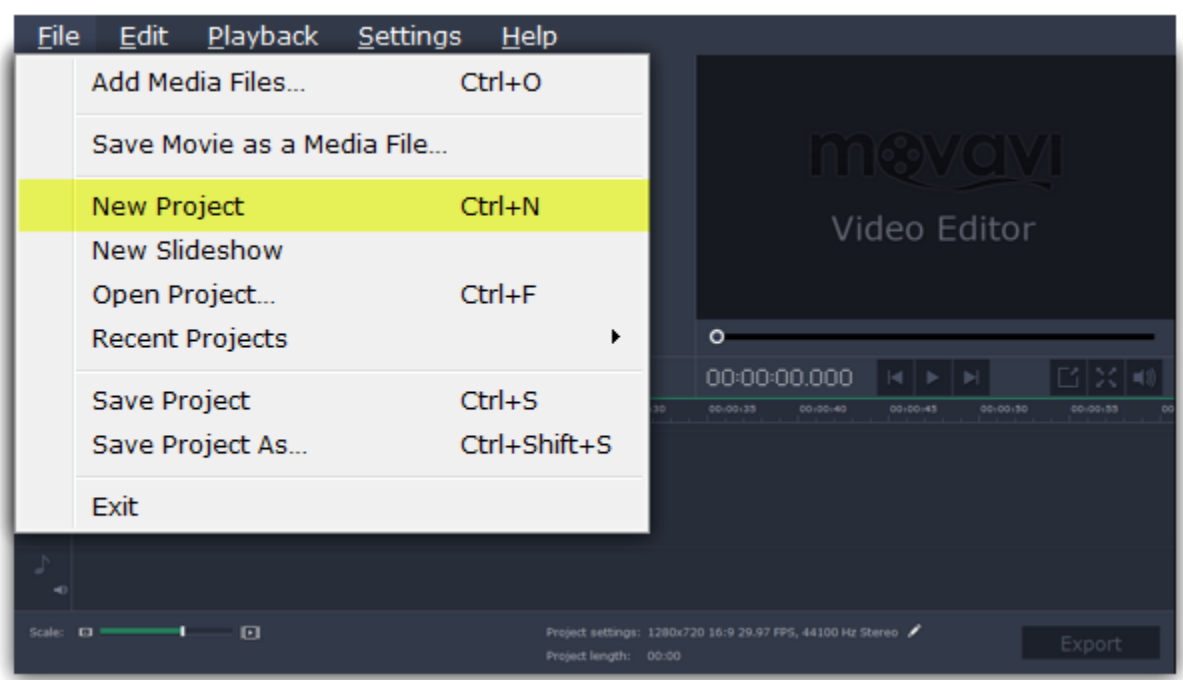
### How can I play my project?

Project files cannot be viewed in a regular video player, but can only be opened with Movavi Video Editor, Movavi Screen Capture Studio, or Movavi Video Suite. To view the finished work in a player, you need to first export your movie to a common video format.

[Learn how to export your project](#)

## Creating a project

When you open Movavi Video Editor, a new project will already be created for you, so you can start editing right away. To start a new project from scratch, open the **File** menu and choose **New Project**.




Note that if you try to create a new project in the middle of working on another one, the program will ask you to save changes, otherwise they will be lost. To save your current project, click **Save Project** in the File menu.

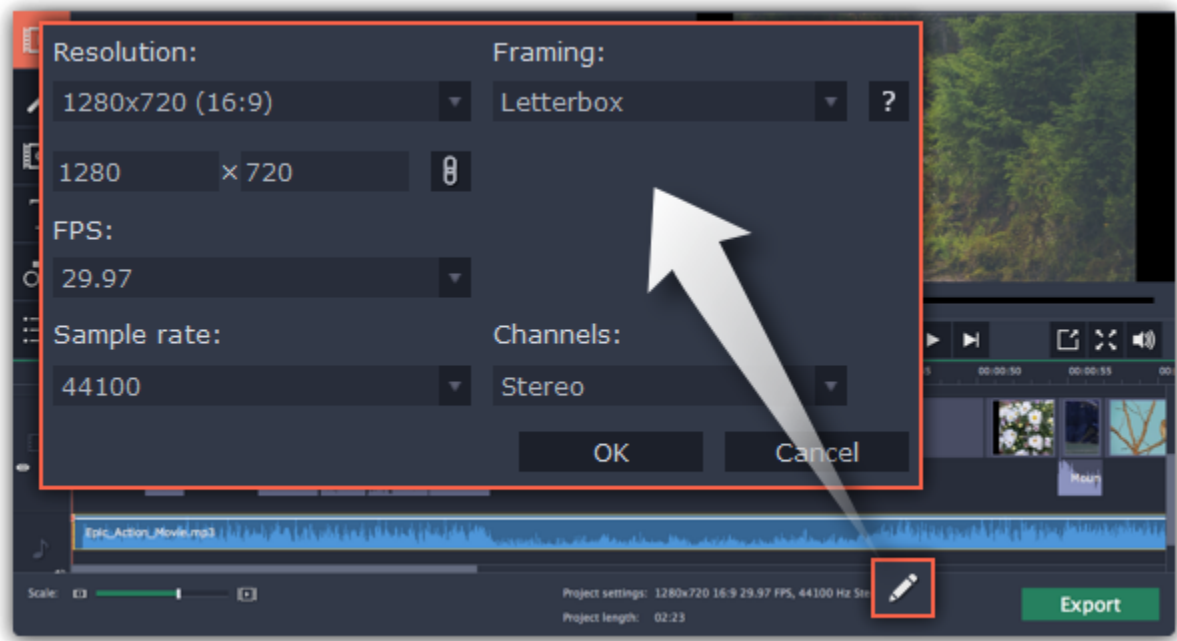
- See also:**
- [Saving your work](#)
  - [Project settings](#)
  - [Exporting your movie](#)

## Project settings

Project settings affect your entire project and define how different kinds of videos, photos, and audio files are composed into your finished video. You can set up your project's video and audio settings both when creating the project and at any other time.

### Opening project settings

1. On the bottom panel of Movavi Video Editor, find the pencil icon next to the information about your project. 
  2. Open the **Edit** menu and choose **Project Settings**.
- The **Project Settings** window will open.



### 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.

#### Frame size

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

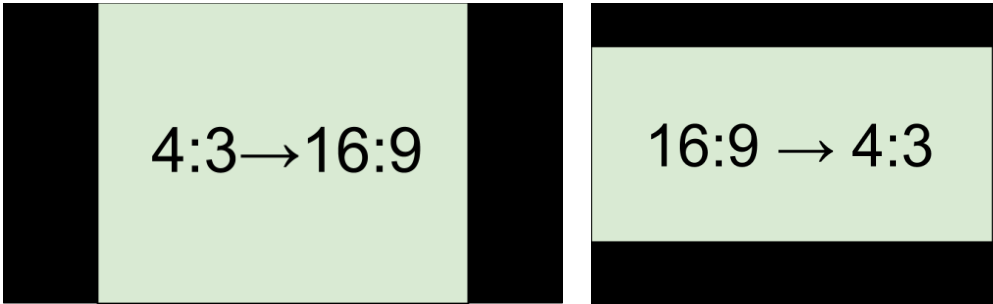
#### Aspect ratio

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.

**Resize method**

Choosing a resize method can help you manage how all of your videos and photos are resized to fit inside the frame size you've set. This is especially important when the aspect ratio of some videos and photos does not match the aspect ratio of the project and you need to get rid of the black bars. There are three resizing options available:

**Letterbox** – the video will be resized to fit inside the frame entirely. This method allows you to keep the whole video inside the frame without distortions, but may place black bars around the video.



**Stretch** – the video is fit entirely inside the frame and then stretched on one axis in such a way as to fill the entire frame without leaving black bars. This allows you to cover the entire frame, however, the objects in the video may appear horizontally or vertically distorted.



**Crop** – the video will be resized to be slightly larger than the frame, cropping the parts that do not fit inside it. This allows to cover the entire area of the frame without distorting any of the objects inside the video or without leaving black bars, however, this may not suit some clips where important objects are near the edge of the frame.



**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.

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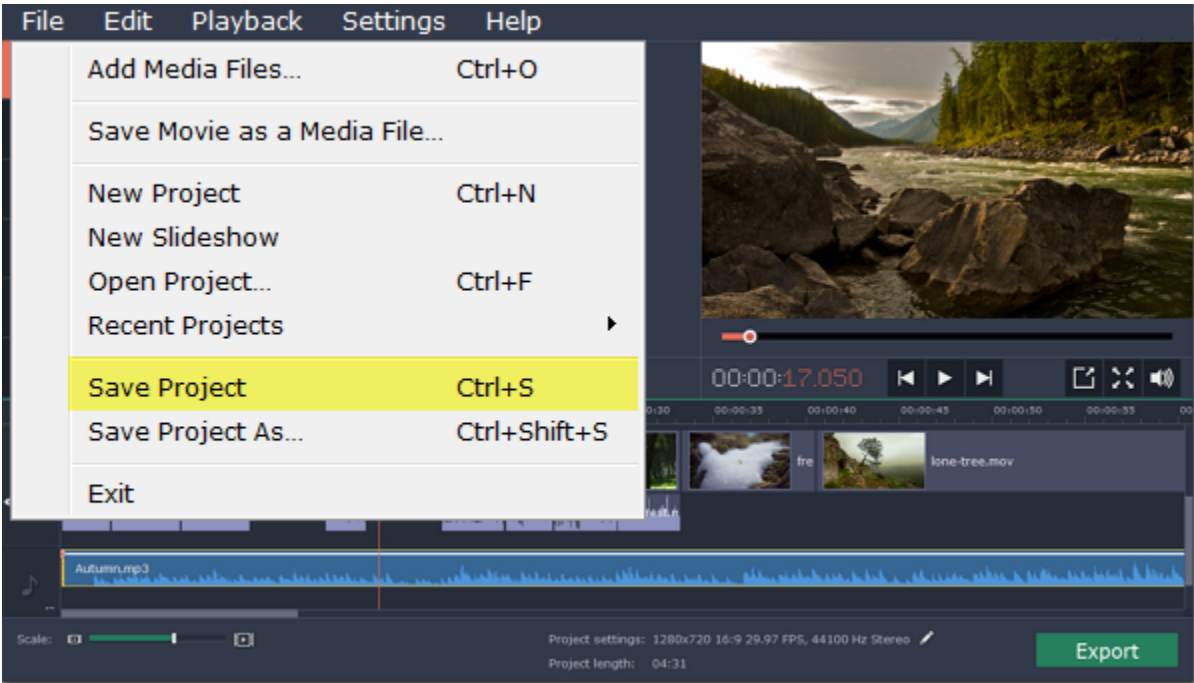
**See also:**  
[Creating a project](#)  
[Saving and opening projects](#)

## Saving projects

A project stores all the work on your movie or slideshow. You can save the project for finishing your work later, or restore your work if you need to edit something after you've finished.

### Saving the project

1. Open the **File** menu and choose **Save Project**.
2. You will be asked to enter a name for the project. Your project files should be stored in the "*\My Videos\Movavi Screen Capture Studio\Projects*" folder of your user.
3. Click **Save** to confirm saving.



Later, you can open this project to continue working on your project.

### Restoring work from an autosave

If your computer malfunctions and you cannot save the project, some of your work may be restored using an **autosave** file. Simply rename the "*autosave.mepx*" file and open in in the Video Editor to continue working on your project.



- See also:**
- [Finding missing files](#)
  - [Project settings](#)
  - [Exporting videos](#)

## Opening projects

Open a project to continue working on your video.

### Where are my projects located?

By default, your projects are saved to "*\\Videos\\Movavi Screen Capture Studio\\Projects*", but you can save your projects anywhere else you like.

### How to open a project

**A:** Find your project in Windows Explorer and drag it onto the Video Editor window.

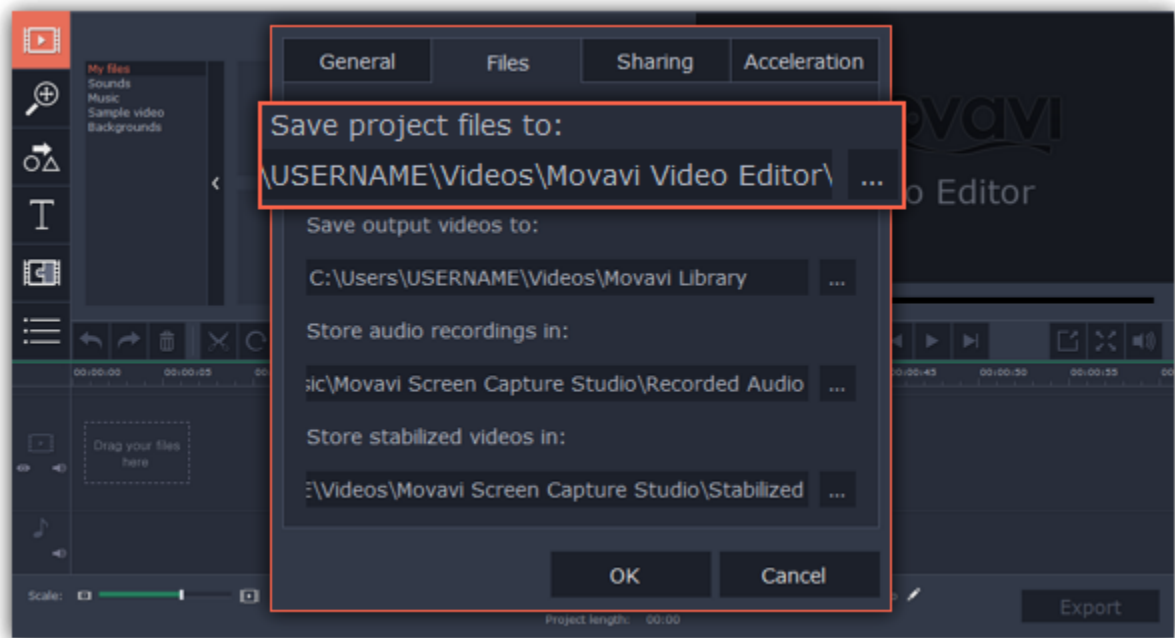
**B:** Find your project in Windows Explorer and double-click it to open it in the Editor.

**C:** Click **Open Project** on the welcome screen. Then, locate the project file in the Windows Explorer box and click **Open**.

**D:** Open the **File** menu and choose **Open Project**. Then, locate the project file in the Windows Explorer box and click **Open**.

### How to change where projects are saved

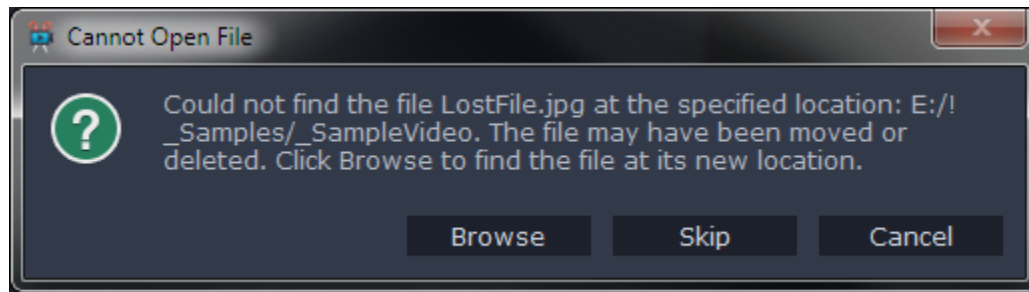
1. Open the **Settings** menu and choose **Preferences**.
2. Click the **Files** tab.
3. Find the **Save project files to** box and click the button next to it to choose a different folder for storing your projects.
4. Select the folder you want to use and click **Select Folder**.



## Finding missing files

When you open a previously created 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.

- If the file was moved elsewhere, click the **Browse** button and locate the file in the Windows Explorer window. After that, you can continue working on the project as usual: the file will be restored in its place on the timeline, as well as any other changes you have made.
- If the file was deleted or you no longer wish to use it in the project, click **Skip** to open the project without the missing file.
- To cancel loading the project, click **Cancel**.



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### Why is this happening?

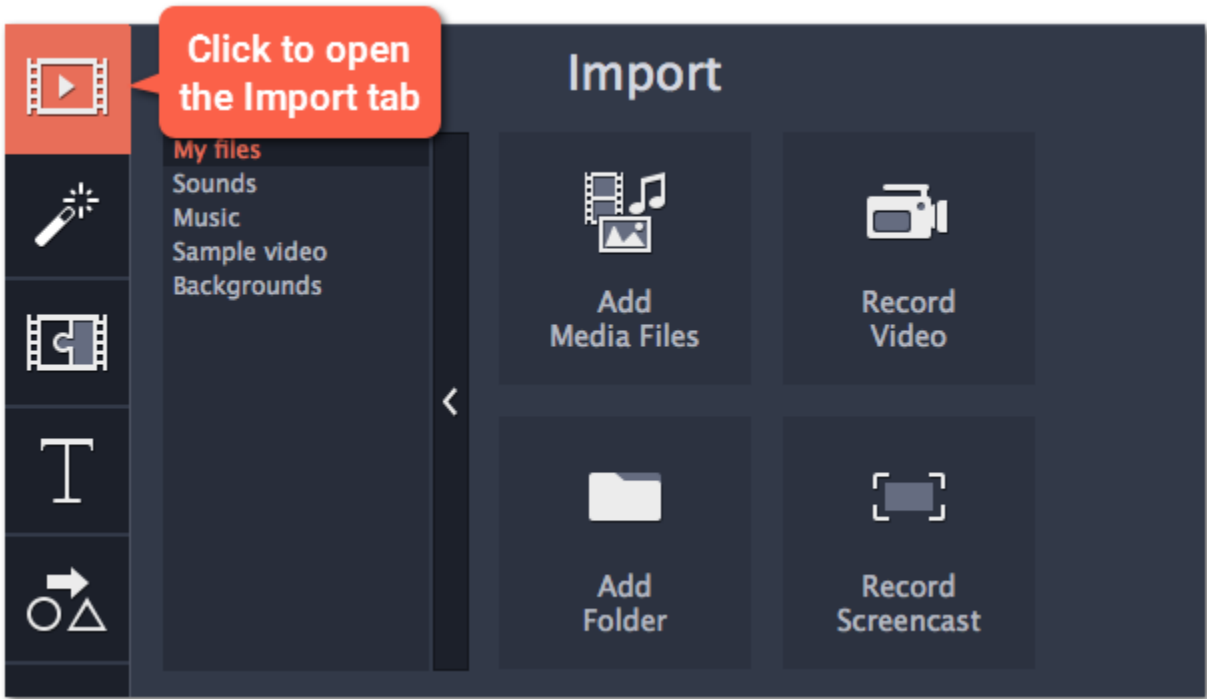
In order to save disk space, the program does not copy the files you add to the project, but rather remembers their location on disk. Therefore, if you move or delete the original files, it will no longer be able to use them as reference.

## Adding media files

To begin working on your video project, you will first need to add some media files to the Editor.

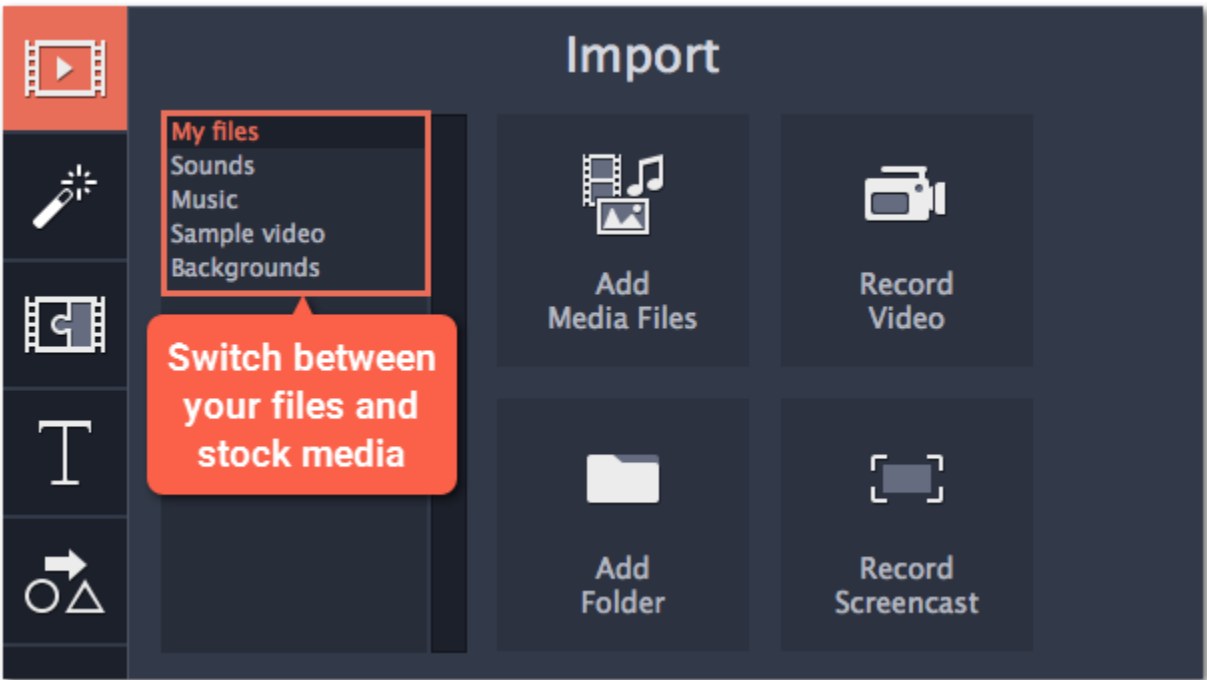
### Step 1: Open the Import tab

The Import tab is the first one you see when you start a new project. To open the Import tab, click the very first button in the upper left-hand corner of the window.



### Step 2: Go to the My files section

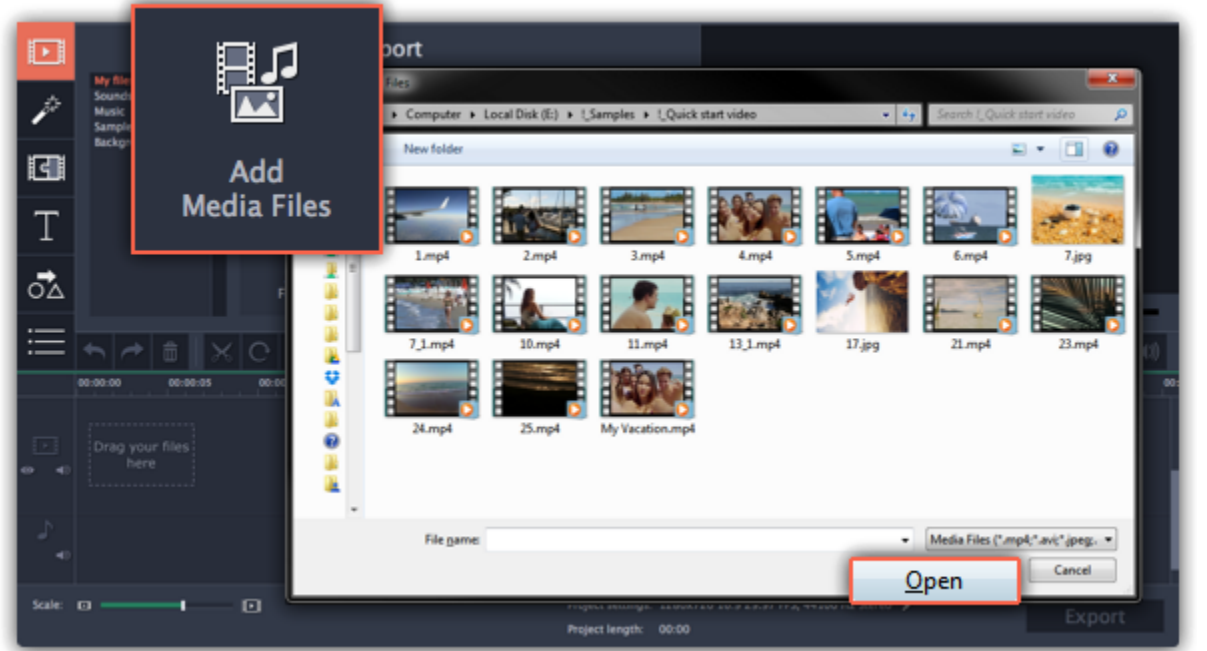
In the left part of the Import tab, you can switch between adding your own media files or using built-in clips. Click on **My files** to show file import options.



### Step 3: Open files

- 1. Click **Add Media Files**.
- 2. A Windows Explorer dialog box will open. Locate your files or folders and click **Open**.

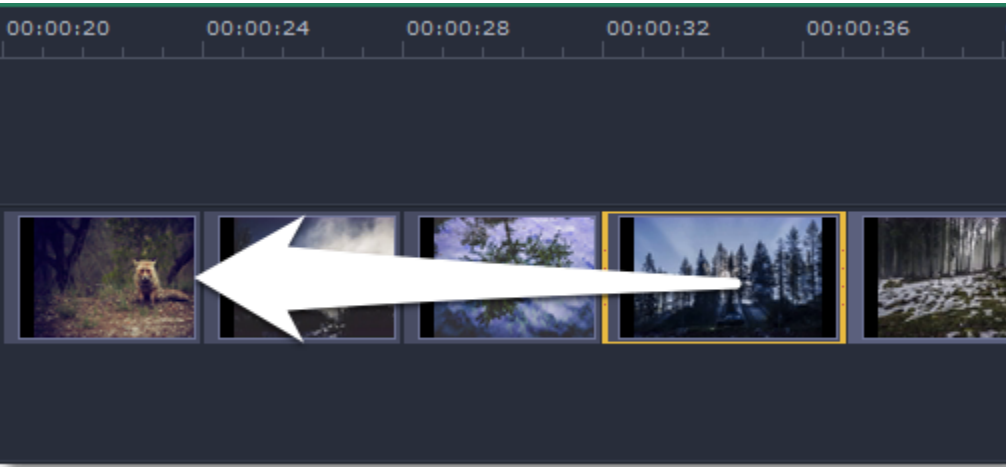
If you want to add the entire contents of one or several folders, click **Add Folder**, select the folder(s) you want to use and then click **Select Folder** to add the files.



### Step 4: 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. The clips' position relative to the time ruler at the top of the Timeline determines when it will appear in the finished video. To reorder the clips, select the clips you want to move and then drag them to the new position on the Timeline.

[Learn about using the Timeline](#)



*Moving a clip on the Timeline*

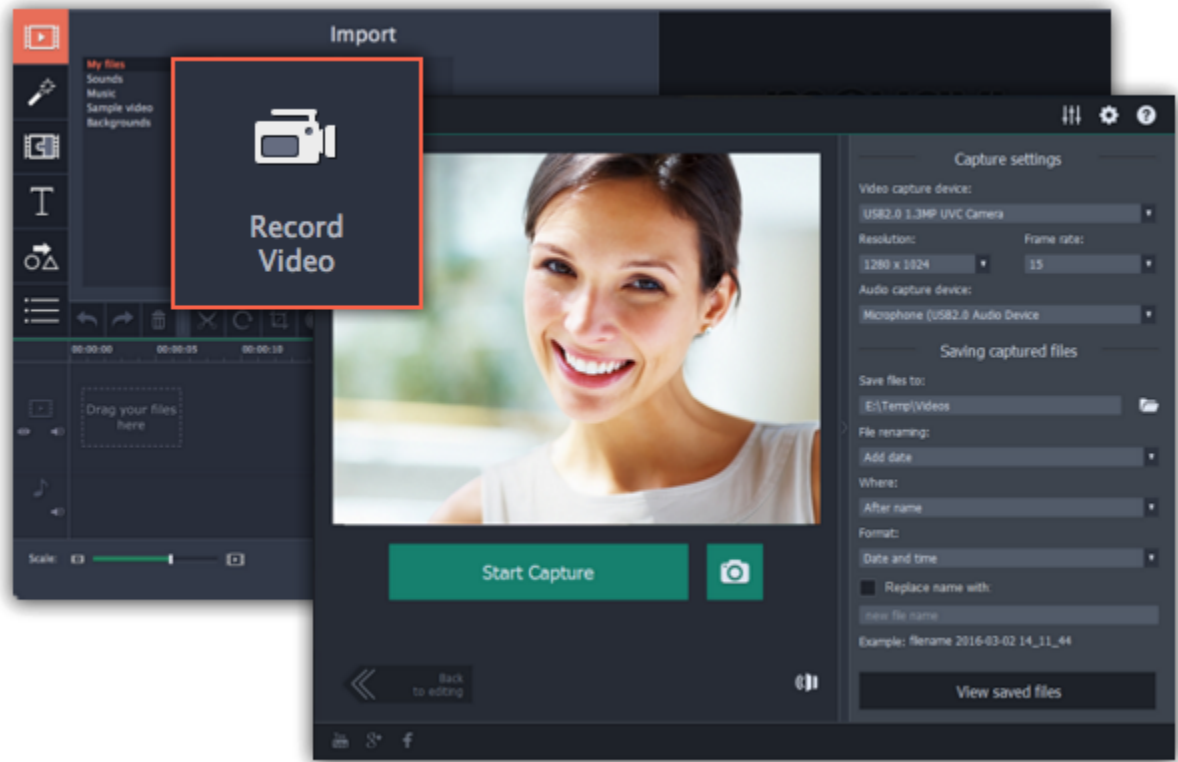
**See also:**  
[Working with video](#)  
[Working with audio](#)

## Recording video

Follow the steps below to record video from a camera that's connected to your computer.

**Step 1:** Connect the camera you want to capture from to the computer. Make sure that the system recognizes the device and that it is working correctly.


**Step 2:** On the **Import** tab of the Video Editor, click **Record Video**. The recording module will open in a separate window.



**Step 3:** In the **Video capture device** box, choose the camera you want to use for capture. Then, select the **resolution** and **frame rate**. A larger resolution will be able to retain better quality, however, 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.

**Step 4:** In the **Audio capture device** box, choose the microphone that you want to record the sound with.



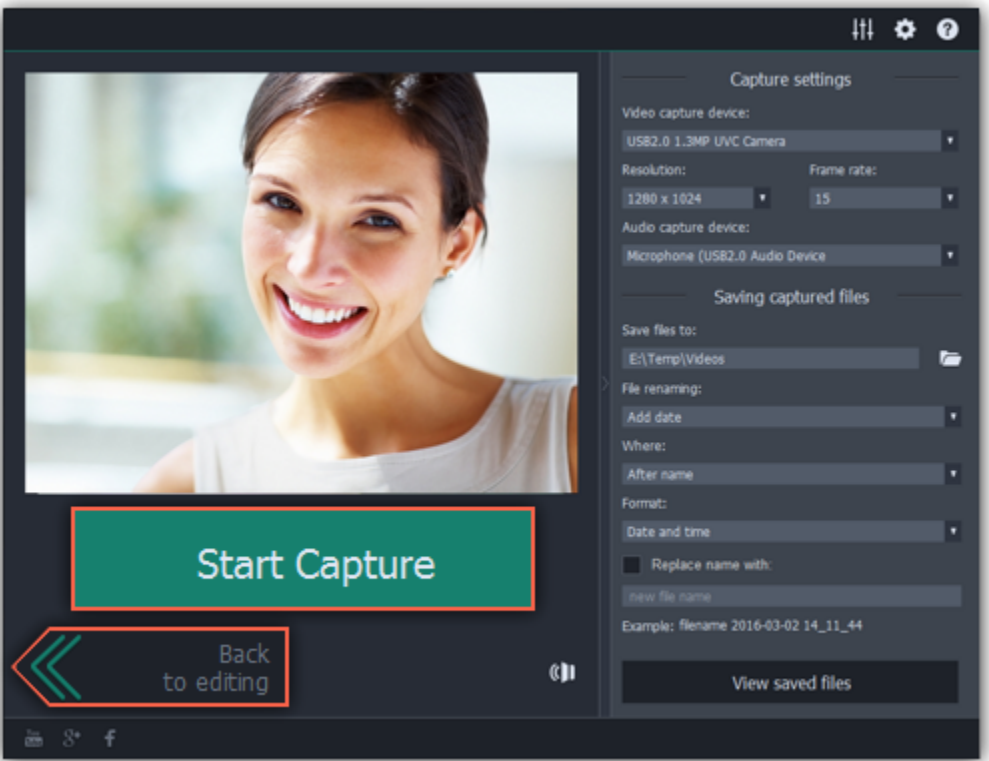
**Step 5:** (Optional) By default, the recordings will be saved to your Movavi Library folder. If you want to save them somewhere else, click the folder button  under '**Save files to**' and choose a different location.

**Step 6:** (Optional) If you want to batch rename the files, choose a renaming option from the '**File renaming**' box and set up the new file name template.

**Step 7:** Click **Start Capture** to begin recording the video. During capture, you can take snapshots using the camera button  on the right.

**Step 8:** To finish the recording, click **Stop Capture**. If you need to record more videos, repeat steps 7 and 8.

**Step 9:** When you're done, click **Back to editing** at the bottom of the window. The captured files will be added to your project's Timeline. Also, they are saved to disk in case you want to use them later.



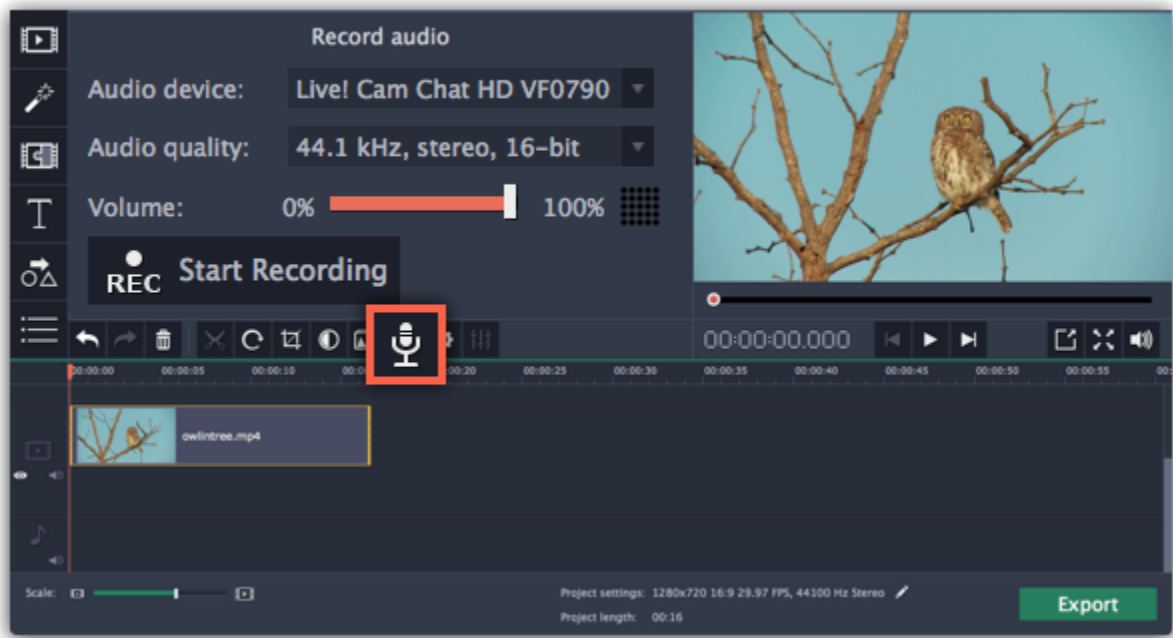
## Recording audio

After you've added some videos and photos to the Timeline, you can record audio from a microphone or any other recording device.

### Step 1: Open audio recording options

On the toolbar, click the microphone button to open audio recording options.

*\* There must be at least one clip on the video track.*



### Step 2: Set up recording

**1.** In the **Audio device** box, choose the device you want to use.

To record from a microphone: choose your preferred microphone or webcam microphone. If you don't see the device in the list, try reconnecting it to your computer.

To record audio from the computer: select **Stereo Mix** from the list. This will allow you to record any music, alerts, or other sounds playing on your computer.

**2. (Advanced)** In the **Audio quality** box, choose the sample rate and number of channels that you need.

**3.** Set the volume level you want to use in your project.



**4.** On the Timeline, place the progress marker to where you want the recording to begin. You will be able to move the clip later.

### Step 3: Record sound

**1.** When you're ready, click **Start Recording**. You will be given a three-second countdown.

**2.** The video will start playing simultaneously with the recording. This way, if you're recording a voice-over, you will be able to use the video as a visual aid as you speak.

**3.** When you're done, click **Stop Recording**. The recorded audio clip will already be on the Timeline, as a [linked audio clip](#).

*\* The recording will stop automatically if it reaches the end of the video track.*

Record audio

Audio device: Microphone (3- Logitech USB Headset)

Audio quality: 44.1 kHz, stereo, 16-bit

Volume: 0% 100%

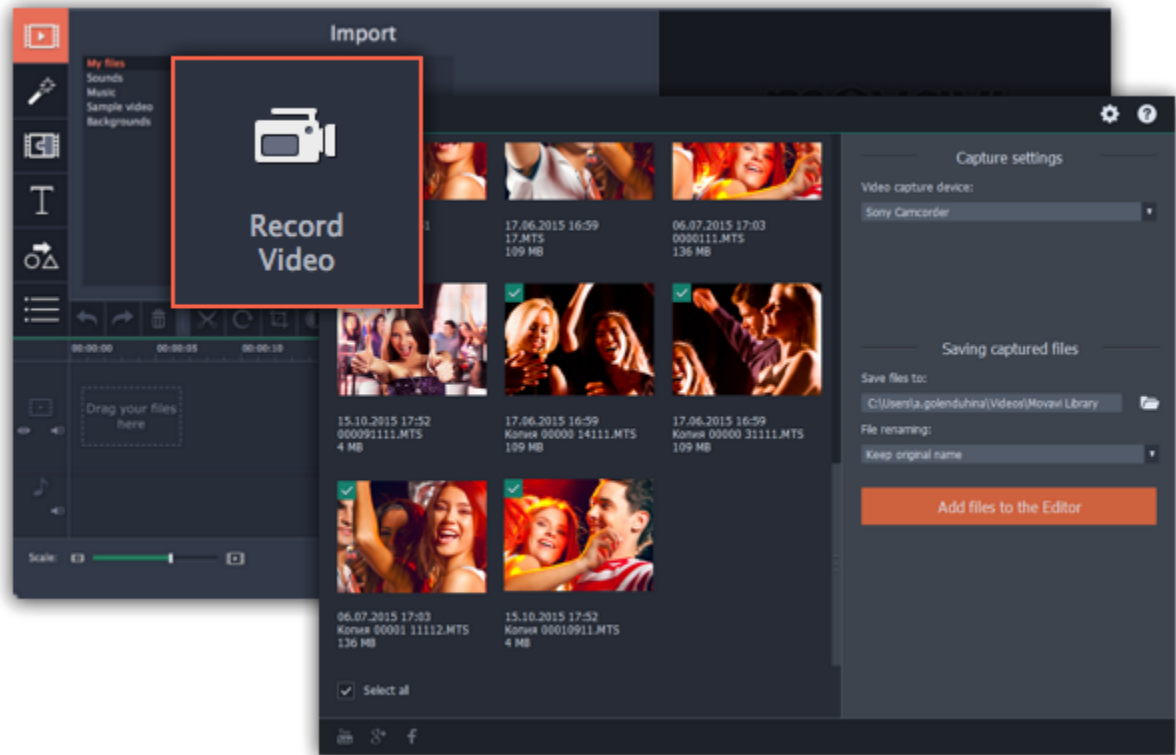
REC Start Recording

## Importing AVCHD video

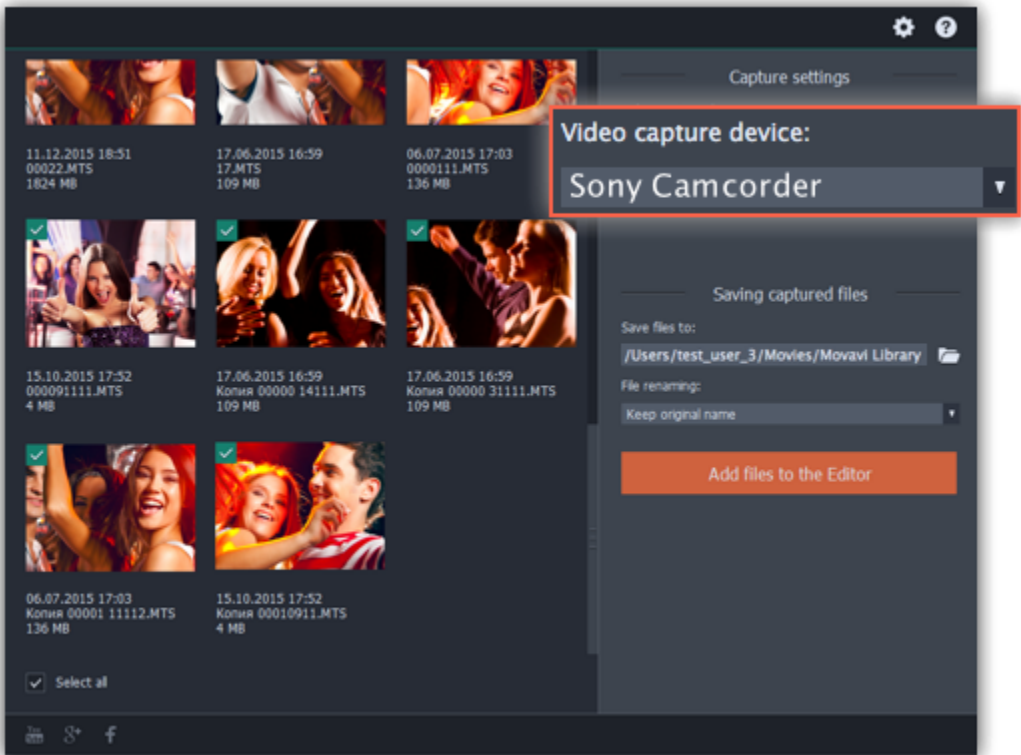
Follow the steps below to import previously recorded videos from an AVCHD camera.

**Step 1:** Connect the camera you want to capture from to the computer, and enable USB connection mode on your camera. Make sure that the system recognizes the device and that it is working correctly.

**Step 2:** On the **Import** tab of the Video Editor, click **Record Video**. The recording module will open in a separate window.




**Step 3:** In the **Video capture device** box, select your AVCHD camera.



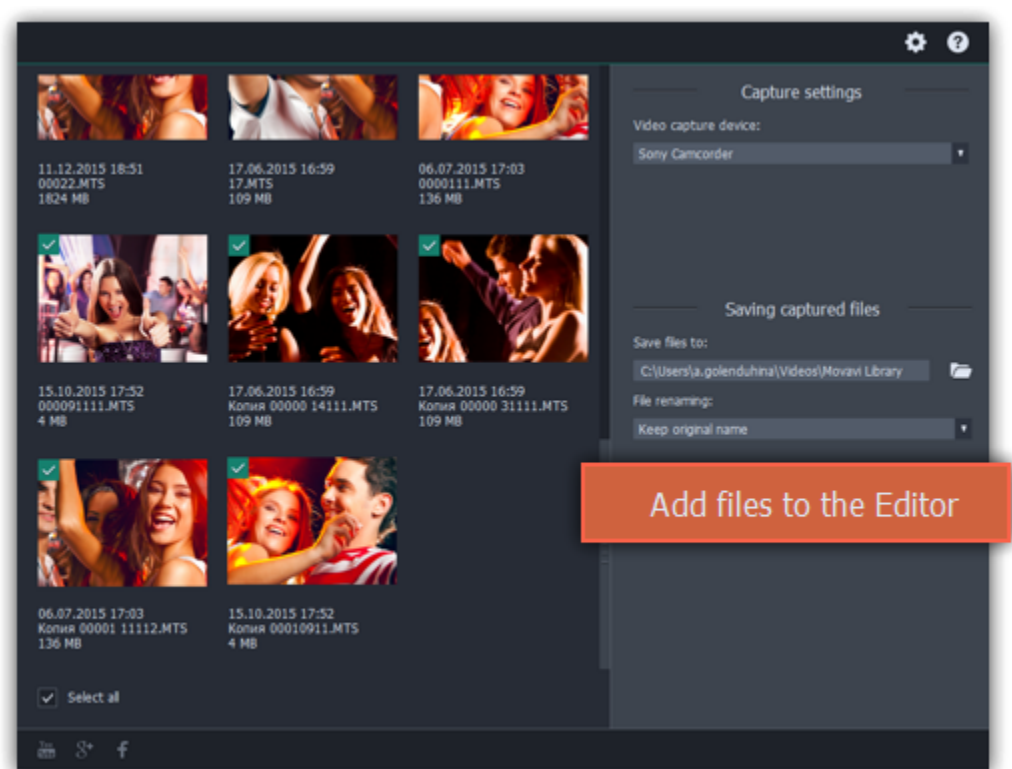
**Step 4:** On the left, you will see a list of all clips on the camera storage. Review the files and deselect the ones you don't need.



**Step 5:** (Optional) After importing, the files will be saved to your *Movavi Library* folder. If you want to save them somewhere else, click the folder button  under '**Save files to**' and choose a different location.

**Step 6:** (Optional) If you want to batch rename the files, choose a renaming option from the '**File renaming**' box and set up the new file name template.

**Step 7:** Click **Add files to the Editor** to start copying the files. This may take a while depending on the size of the videos.

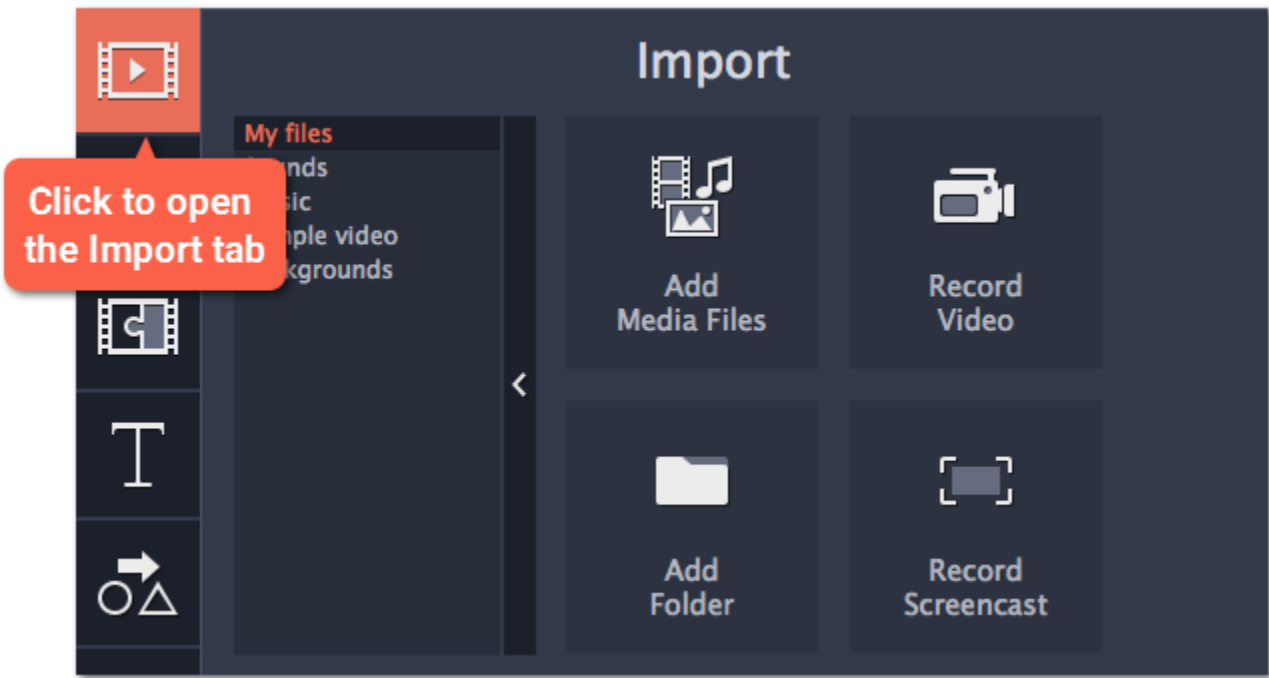


## Using built-in media

Movavi Video Editor comes with an extensive collection of built-in media that you can use in your projects for free.

### Step 1: Open the Import tab

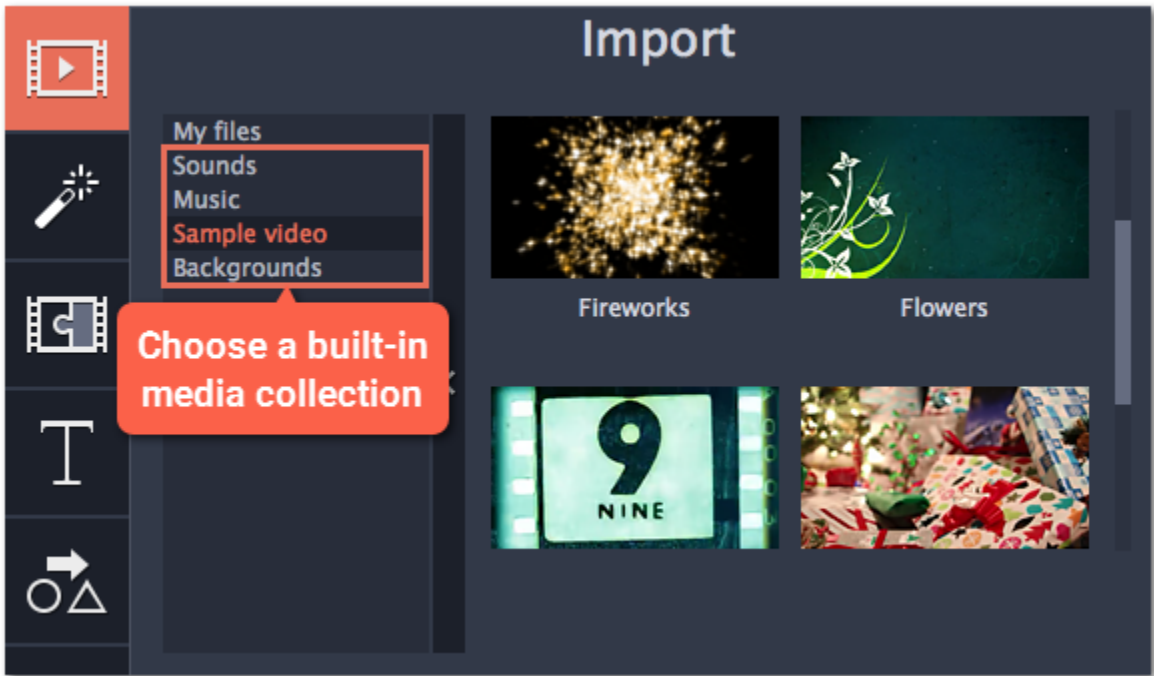
Click the **Import** button in the upper left-hand corner to open the media options.



### Step 2: Choose a media type

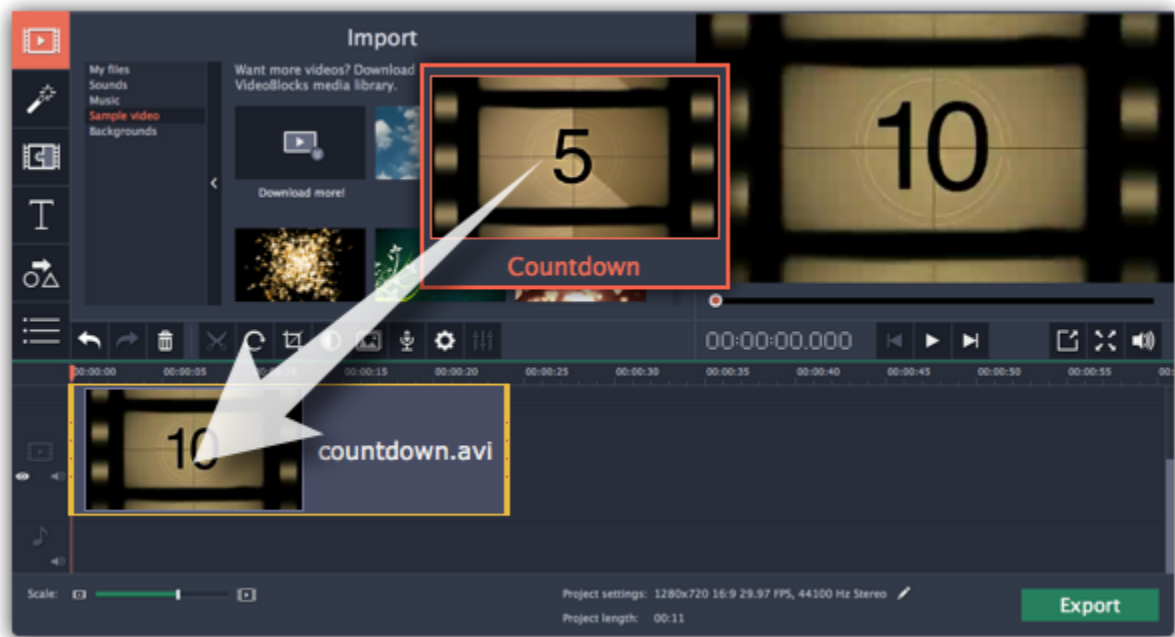
On the left side of the Import tab, you can switch between using your own media files and adding clips from the stock collection.

- **Sounds** – fun sound effects and audio samples to make your videos more expressive.
- **Music** – instrumental tracks for your background music.
- **Sample video** – video clips that you can use as intros, overlays, and animated backgrounds.
- **Backgrounds** – image backdrops for your titles and transparent clips.



### Step 3: Add the clip to your project

To use a stock clip in your project, pick a clip you like and drag it onto the Timeline.



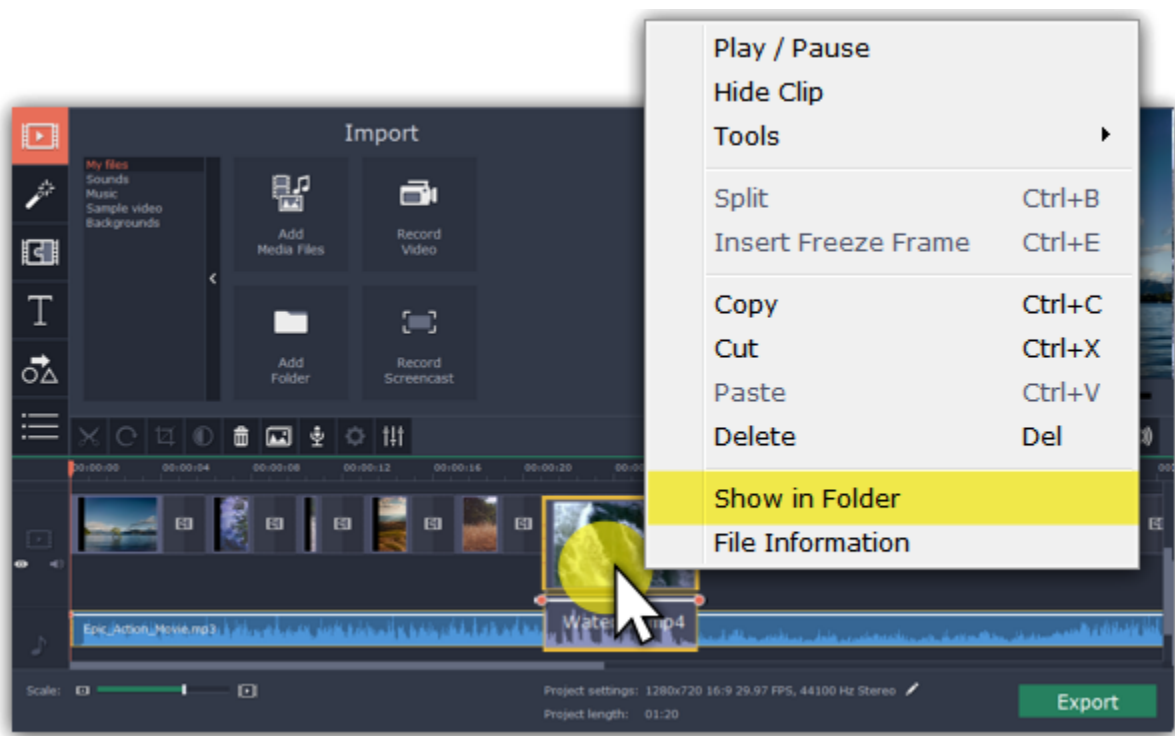
### I can't use the stock media clips

The stock media clips are usually downloaded when you start Movavi Video Editor for the first time. If you don't have an Internet connection, the stock media will be unavailable, but the clips will be downloaded the next time you connect to the Internet. Once downloaded, the clips will be stored in your "*\\Videos\\Movavi Screen Capture Studio\\Media Content*" folder.

## File information

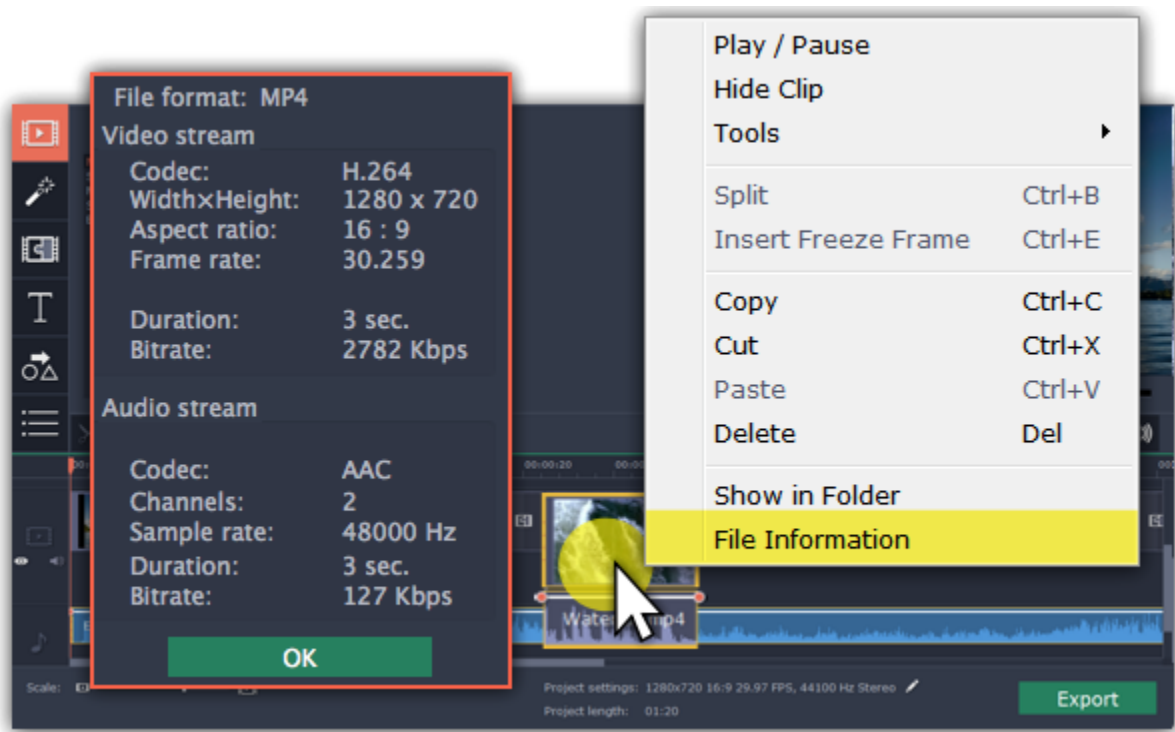
### Find the file's location

To find the location of the clip's original file, right-click on the clip on the Timeline and choose **Show in Folder** from the menu.



### See a clip's media information

To see a clip's media properties, right-click it on the clip Timeline and choose **File Information** from the menu.



A small **File Information** window will appear. Here, you can find the resolution, aspect ratio, and other properties of the original file. Knowing certain information about a clip will allow you to better understand which settings are best for your videos.

## Using the Timeline

The Timeline, located in the bottom part of the window, is the working area that allows you to organize and edit the clips. The Timeline consists of several tracks, which are all synchronized to a single time scale at the top, which indicates the time of the project.

### Timeline tracks

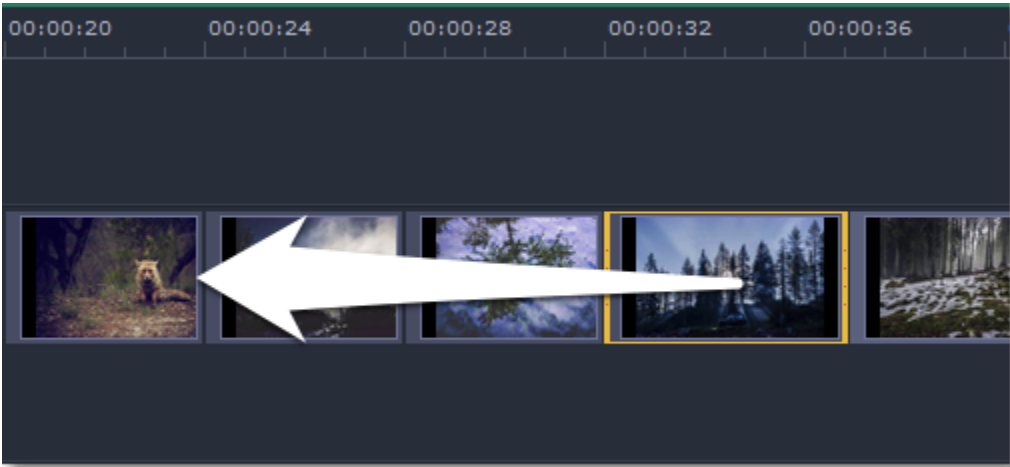
Your clips are arranged on tracks by media type:

- **Titles track** – contains text and callout clips.
- **Overlay track** – contains videos and images that are shown on top of other clips.
- **Video track** – contains videos, images and the transitions between them.
- **Linked audio track** – contains audio clips that are synchronized with the video track.
- **Independent audio track** – contains audio clips that are not linked with the video track, such as background music.

[Learn more about timeline tracks](#)

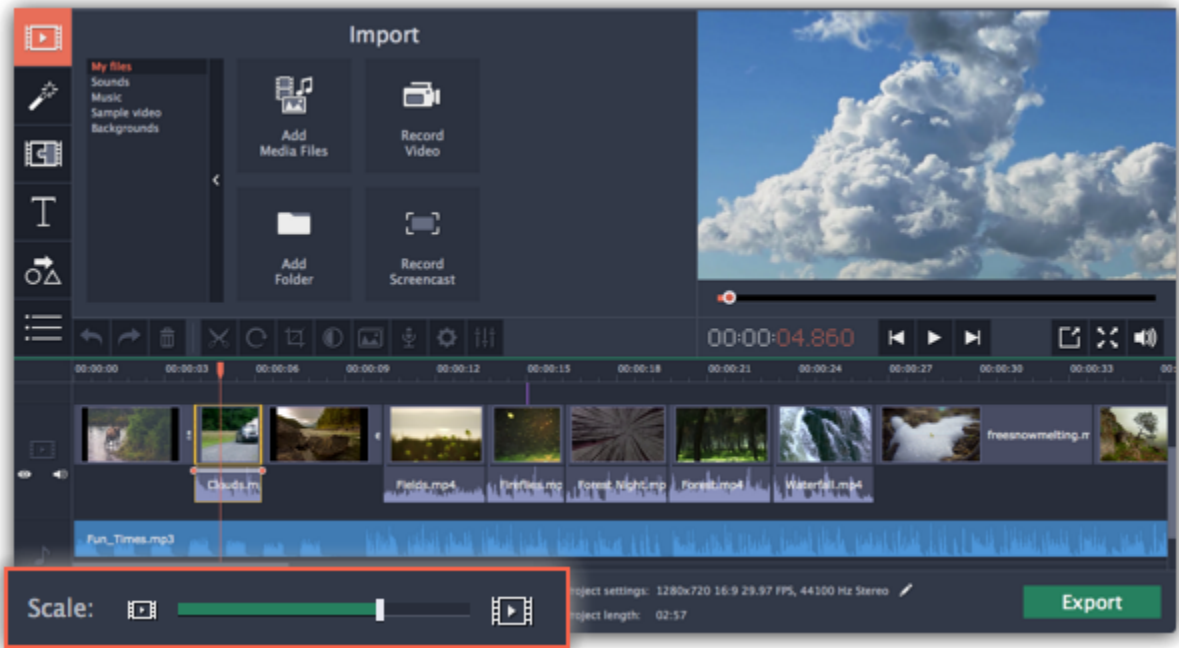
### Arranging clips

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 *Ctrl+click* or click and drag to draw a selection on the Timeline.



### Zooming the Timeline

To change the zoom level of the Timeline, drag the **Scale** slider at the bottom of the window. Move the slider left to zoom out, and move the slider right to zoom in on the Timeline.

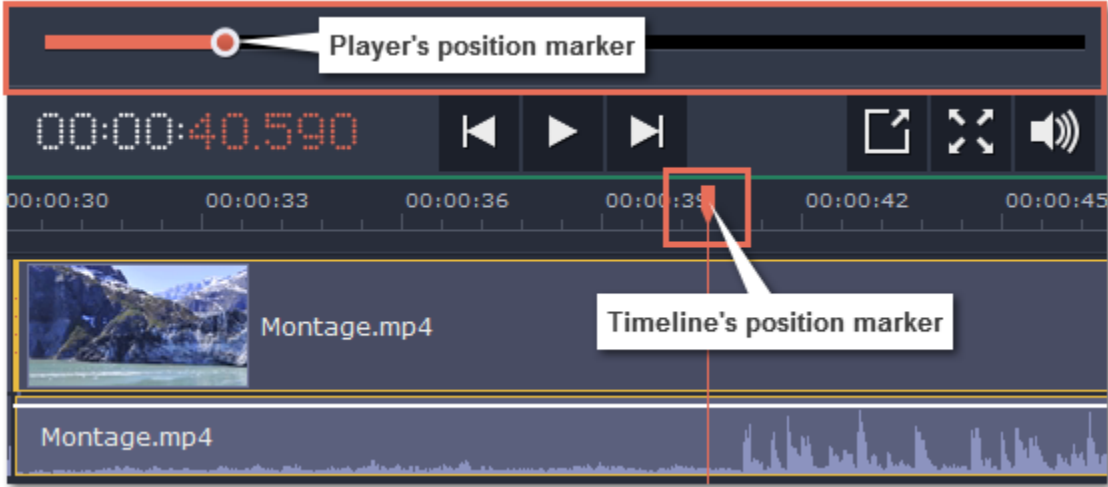


### Position marker

The position marker defines the currently selected point on the Timeline. There are two position markers: the orange line on the Timeline, stretching down from the time scale all the way through all of the tracks, and the position marker on the progress bar of the player. Both denote the current position relative to the *whole project* and show *identical time*.

The timestamp in the player displays the currently selected time from the beginning of the project.

[Learn more about previewing clips](#)



See also:

[Creating overlays](#)

[Adding titles and callouts](#)

## Timeline tracks

The Timeline is made up of several tracks, one for each media type, that allow you to arrange the clips in chronological order; mixing and joining the clips together to create your unique video.

### Video track

The video track contains video clips and their attached audio, images, and transitions between clips.

- You can link audio and titles to video and image clips so that they will stay in sync as you edit the project.
- You can rotate, adjust, and use other tools on video and image clips on this track.
- You can apply [filters](#) to video and image clips on this track.

### Linked audio track

The linked audio track contains audio clips that are linked to video clips. At the beginning of each linked clip, you can see a blue line that connects it to the video or image clip it is linked to. When you move, split, or delete the clip on the video track, the linked audio clip will also be edited with it. This is useful if you've synchronized the clip's audio to the video track and don't want it to change as you edit your project.

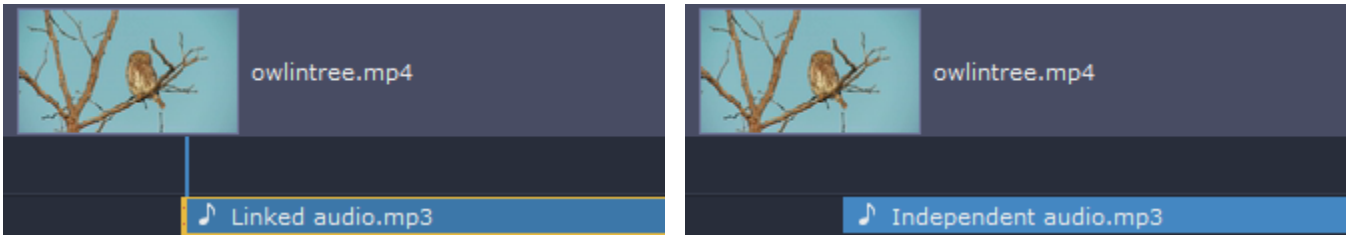
- The linked audio track is hidden at first, until you drag an audio clip between the independent audio track and the video track.
- You can edit the audio clips' volume and speed in the Tools tab.
- You can have several audio clips playing simultaneously. To do that, simply place them one under the other.

### Independent audio track

The separate audio track contains audio clips that are *not* dependent on clips on the video track. This track is good for background music.

- You can edit the audio clips' volume and speed in the Tools tab.
- You can have several audio clips playing simultaneously. To do that, simply place them one under the other.

[Learn more about audio tracks](#)



### Titles track

The titles track contains text clips that will appear on top of all other clips.

- You can change the titles' duration on the Tools tab, or by dragging the edge of the title's clip on the Timeline.

[Learn how to place titles](#)

### Overlay track

The overlay track contains additional video and image clips to create special effects like Picture in Picture or Chroma Key.

- Clips on the overlay track are linked to clips on the video track and will stay in sync as you edit the clips.
- You can apply [filters](#) and use all of the Tools to edit the clips on this track, just like any other video or photo.
- You cannot join clips on the overlay track with [transitions](#).

[Learn about using overlays](#)

[How to create a chroma key video](#)

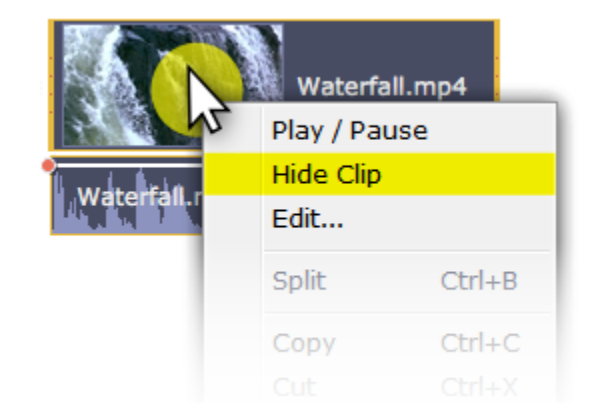
To select all clips on a single track, click the area with the track's icon to the very left of all clips.

## Hiding and muting tracks

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

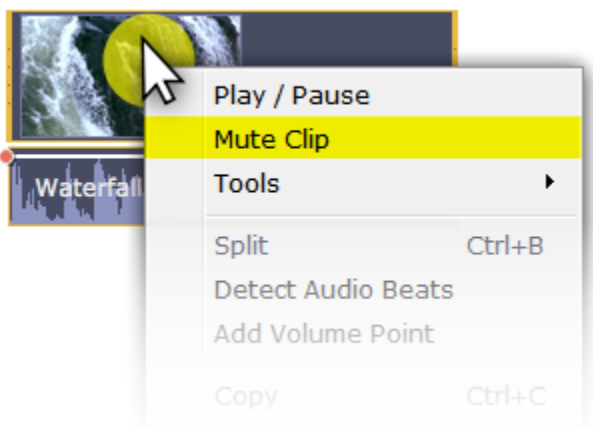
### Hiding clips

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

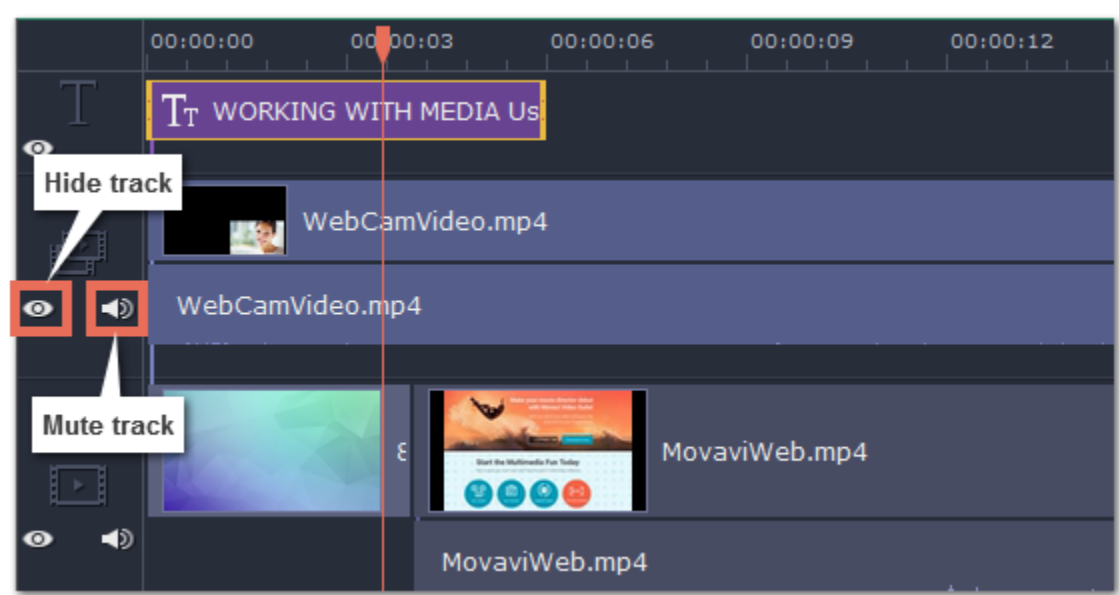
To disable a clip's sound, right-click the clip you want to mute and select **Mute Clip** from the pop-up menu. The clip will not play in the player or on the finished video.



### 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.



## Previewing clips

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

### Playing the video

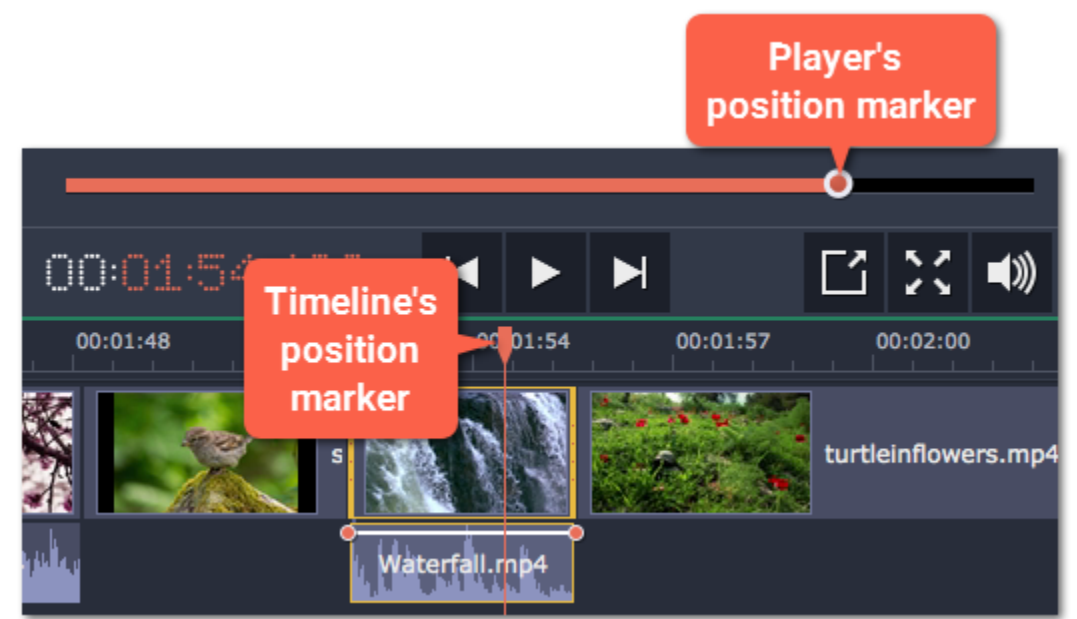
- 1. Move the position marker to where you want to start playback.
- 2. Click **Play** or press the **Space Bar** key.
- 3. Click the **Pause** button or press the **Space Bar** again to pause playback.



- |                            |                              |
|----------------------------|------------------------------|
| 1 – player position marker | 5 – next frame               |
| 2 – current time           | 6 – unpin player             |
| 3 – previous frame         | 7 – view in full screen mode |
| 4 – play/pause             | 8 – player volume            |

### Position marker

The position marker shows which part of your project is currently shown in the player. There are two position markers: one on the player's progress bar, and another on the Timeline. Both of them move simultaneously and you can use whichever you like.



To move the position marker, do any of the following:

- **Click** anywhere on the Timeline to move the position marker to that position.
- **Drag** the position marker (either on the Timeline or in the player). For higher precision, try zooming in on the Timeline.
- 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.

### 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:



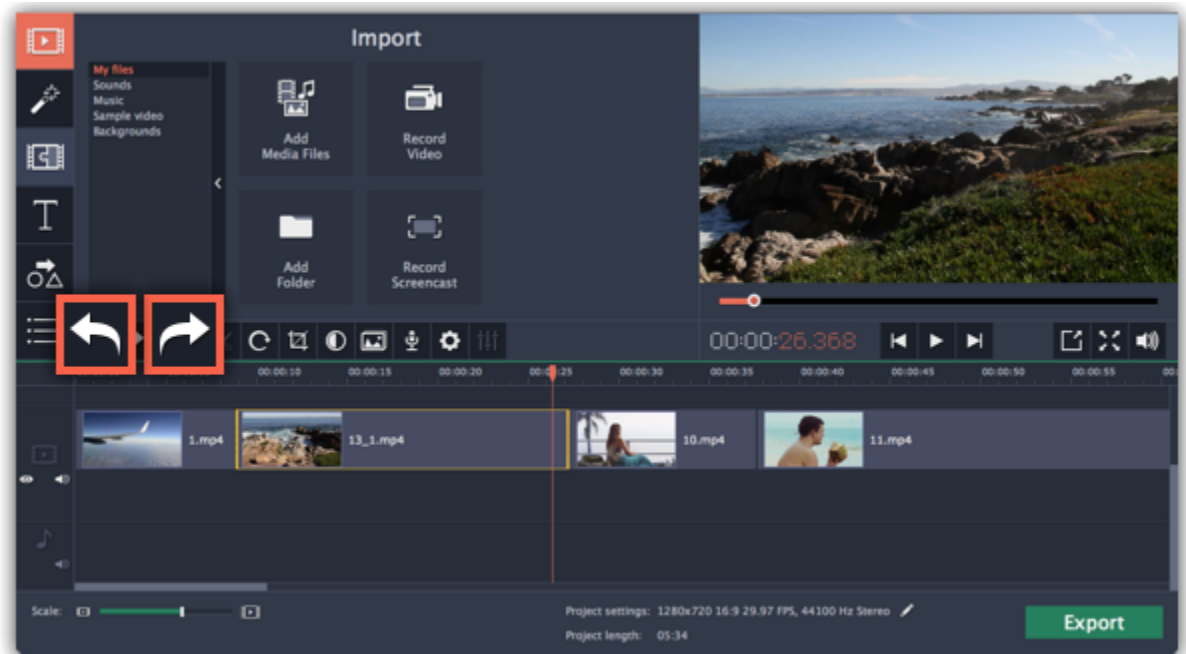
The player will then open in a separate window. When you want to return the player back into the main window, click the **Pin player** button in the detached player or close the player window.



## How to undo actions

It's okay if you make a mistake or change your mind while editing videos because almost any action can be reversed!

- Click the **Undo** button on the toolbar or press **Ctrl+Z** to cancel an action.
- If you've cancelled an action but want to return to it, click the **Redo** button or press **Ctrl+Y**.

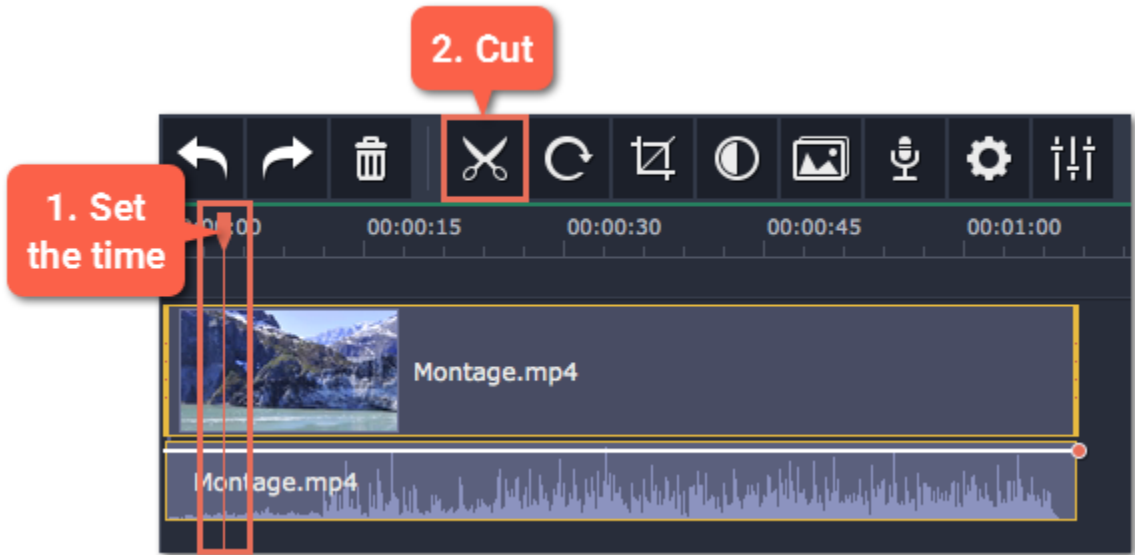


## Working with video and images

After you've added some videos and images to your project, they will appear on the video track of the Timeline, where you can move and arrange them into a movie. Next, it's time to edit and enhance the clips.

### Cut video clips

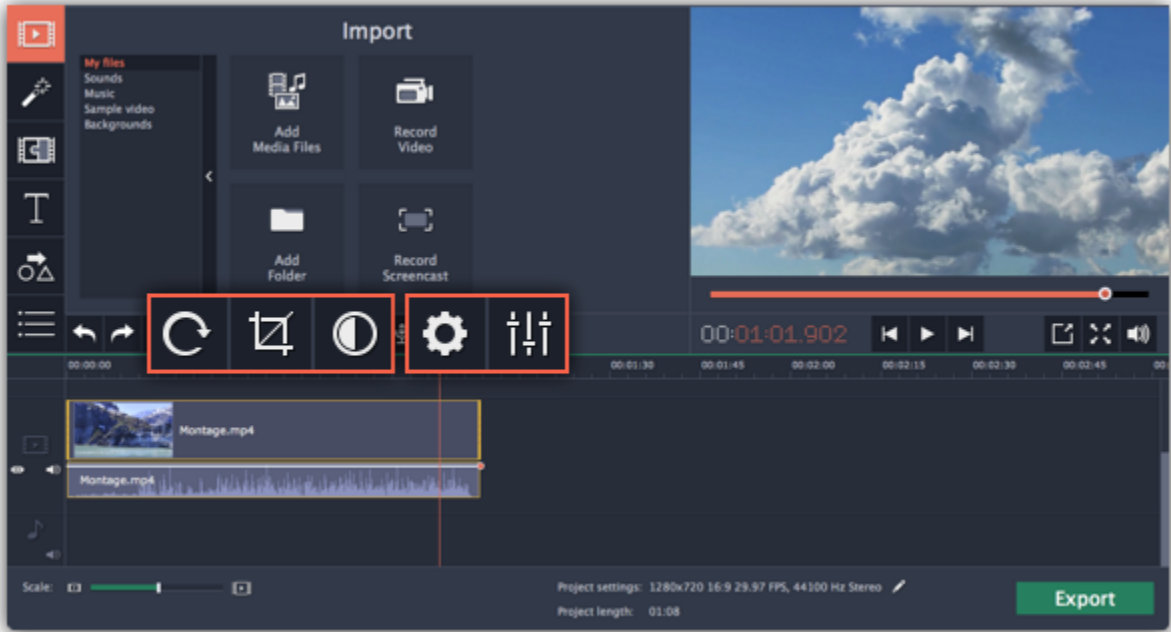
On the Timeline, select the clip that you want to cut and move the position marker onto the moment where you want to split the clip. Then, click the scissors button on the toolbar to split the clip into two parts.



### 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.

**Learn more:** [Rotating video](#) | [Cropping video](#) | [Color adjustments](#) | [Volume](#) | [Speed](#) | [Reversing video](#) | [Image duration](#) | [Fades](#) | [Video properties](#)



### 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](#)



Picture and picture, side by side overlay modes.

### Removing black bars

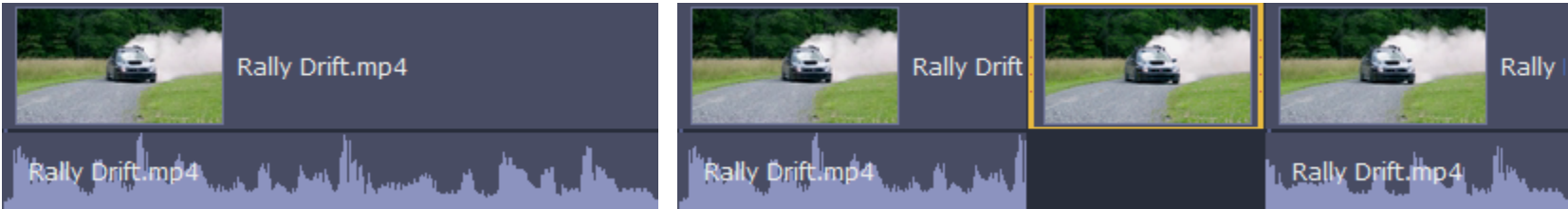
Some videos and photos may have black bars around them in the player. This can happen because the clip's proportions are different from the project, for example, if you add a vertical video. To fix this, you can crop the video or use the special **Vertical fill** filter.

[Learn more about removing black bars](#)

### Creating freeze frames

A freeze frame is a still shot inserted in the middle of a video for dramatic effect. You can use the freeze frame to emphasize a very fast movement or pause the action while you give additional information.

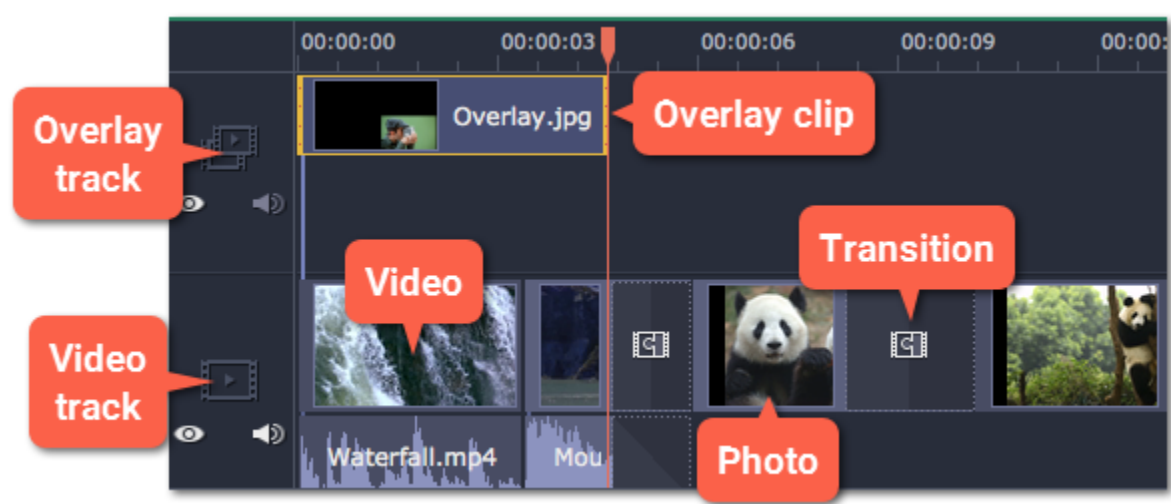
[Learn more about freeze frames](#)



Before and after adding a freeze frame

## Video tracks

When you add videos or photos to your project, they are added to the video track of the Timeline. From there, you can rearrange the clips and move them to other tracks.



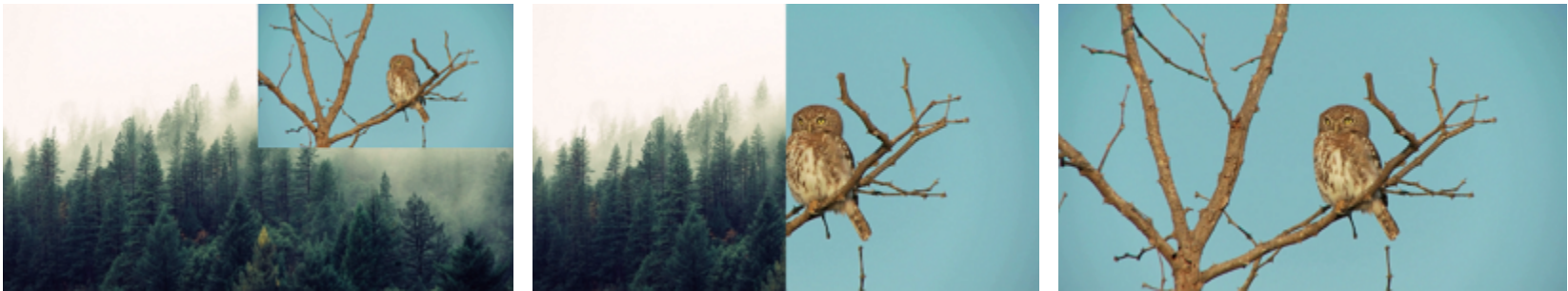
The video track contains your videos with their built-in audio, photos and the transitions between them. To arrange clips on the video track, simply drag them with your mouse.

- You can link audio and titles to video and image clips so that they will stay in sync as you edit the project.
- You can rotate, adjust, and use other tools on video and image clips on this track.
- You can apply filters to video and image clips on this track.
- You can also add titles to the video track, if you want to show them against a solid black background.

### Overlay track

The overlay track is used to show a photo or video on top of the main video track. You can use overlays to show split screen footage or create a chroma key effect.

To create an overlay, select a clip on the video track and drag it up, onto the overlay track. By default, new overlays are created in picture and picture mode. To change the overlay mode, double-click the overlay clip and choose a mode in the control panel on top of the player.



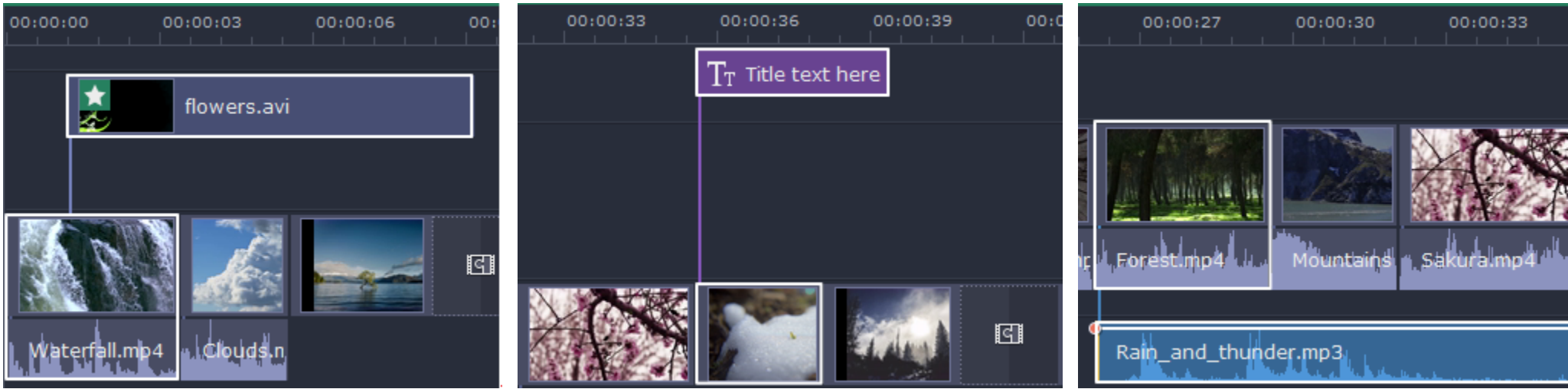
Overlay modes: picture in picture, side by side, cover

- You can add filters and any special effects to the overlay track.
- You cannot use transitions on the overlay track.
- Every overlay clip is linked to the corresponding clip on the video track.

[Learn more about overlays](#)

### Linked clips

Clips on the titles, linked audio, and overlay tracks are all linked to a clip on the video track. You will see a line joining the beginning of the linked track to a corresponding position on the video track. Whenever you move a clip on the video track, any clips linked to it will also move with it. This allows you to keep clips synchronized as you edit the video.



Linked overlay, titles, and audio tracks

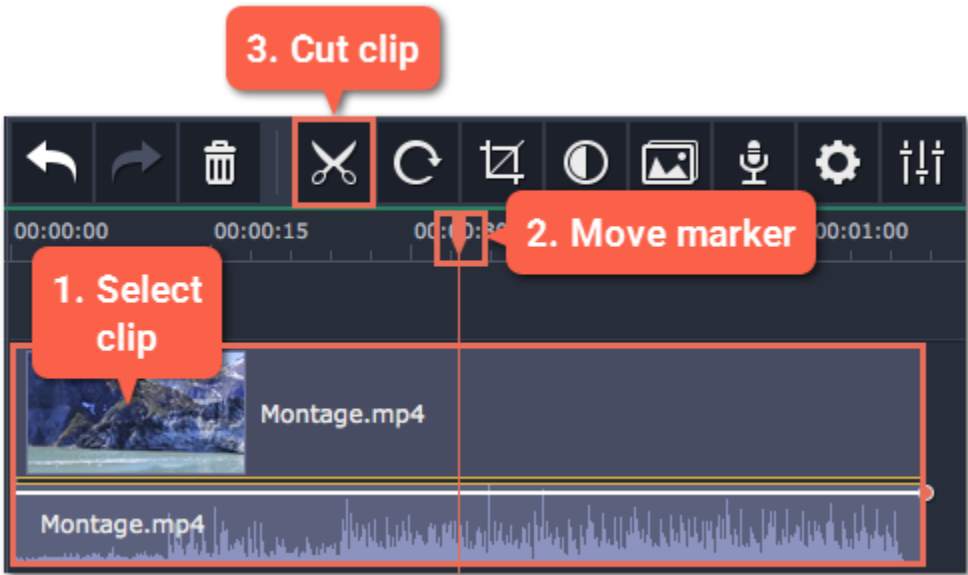
## Cutting video

Using Movavi Video Editor, you can easily split videos into parts and cut out fragments with the **Split** tool. You can find it on the toolbar of the main window, marked with a scissors icon:



### Splitting video into parts

- Step 1:** Select the clip that you want to split.
- Step 2:** Move the [position marker](#) to the moment where you want to cut the clip.
- Step 3:** Click the **Split** button on the toolbar.
- Note that if the clip has [linked audio](#), the audio clip will also be split.



### Cutting out fragments

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

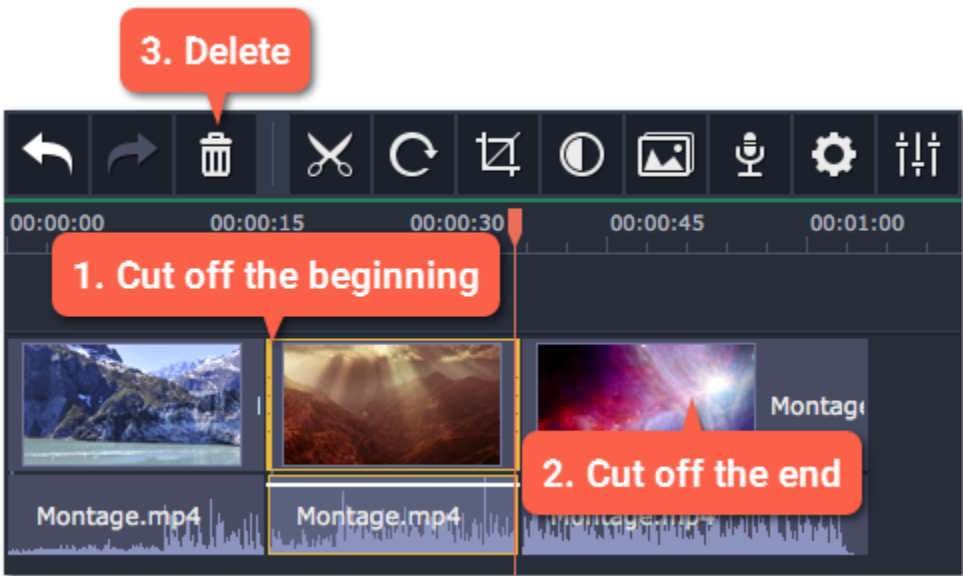
1. Select the clip you want to cut.
2. Move the position marker to the beginning of the fragment. Use the **Previous Frame** and **Next Frame** buttons on the player to catch the moment precisely.
3. Click the **Split** button. The clip will be cut into two parts, with the unwanted fragment at the beginning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

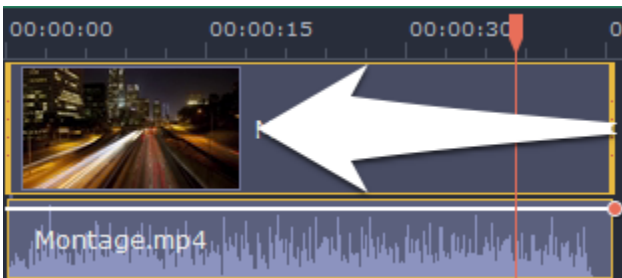
1. Select the clip with the unwanted fragment.
2. Click the trash can button or press the **Delete** key to remove this clip. The clip will be removed, and the remaining clips on the Timeline will move to close the gap.



### Trimming videos

If you only need to cut off some parts at the beginning or at the end:

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: Shift+Ctrl+# and Shift+Ctrl+#.

- Use the Previous Frame and Next Frame buttons for precise frame-by-frame navigation. You can also use the Ctrl+# and Ctrl+# keyboard shortcuts.

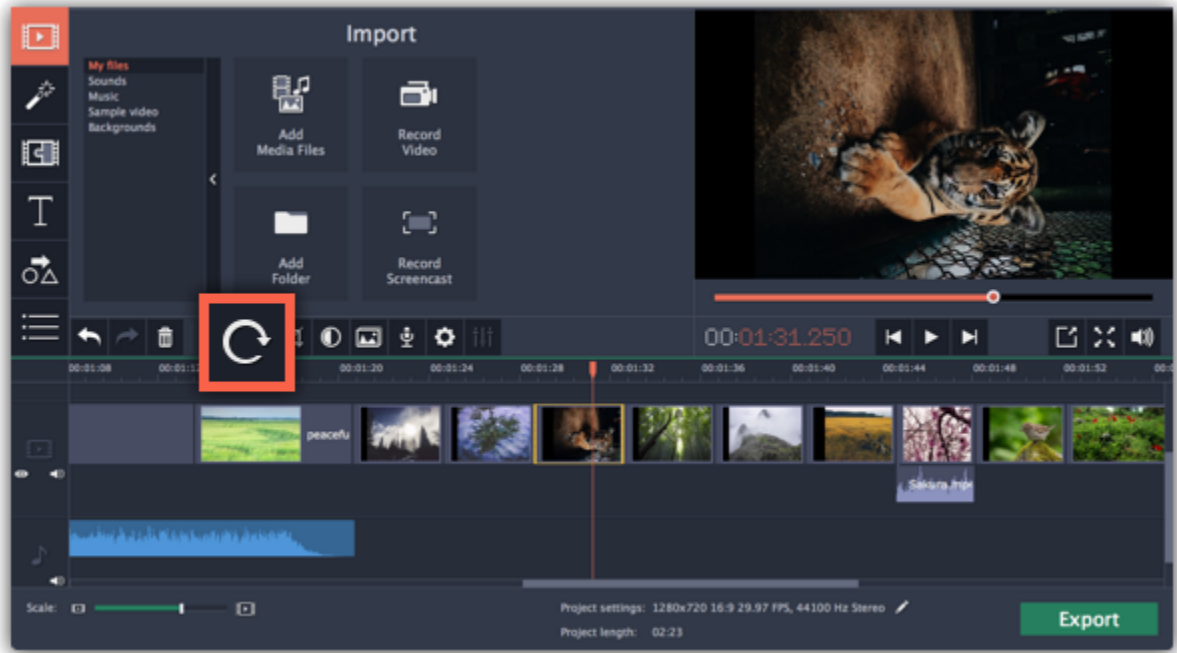


## Rotating video

Nobody likes vertical videos! But don't worry, in just a few clicks, you can turn any photo or video around without having to crane your neck.

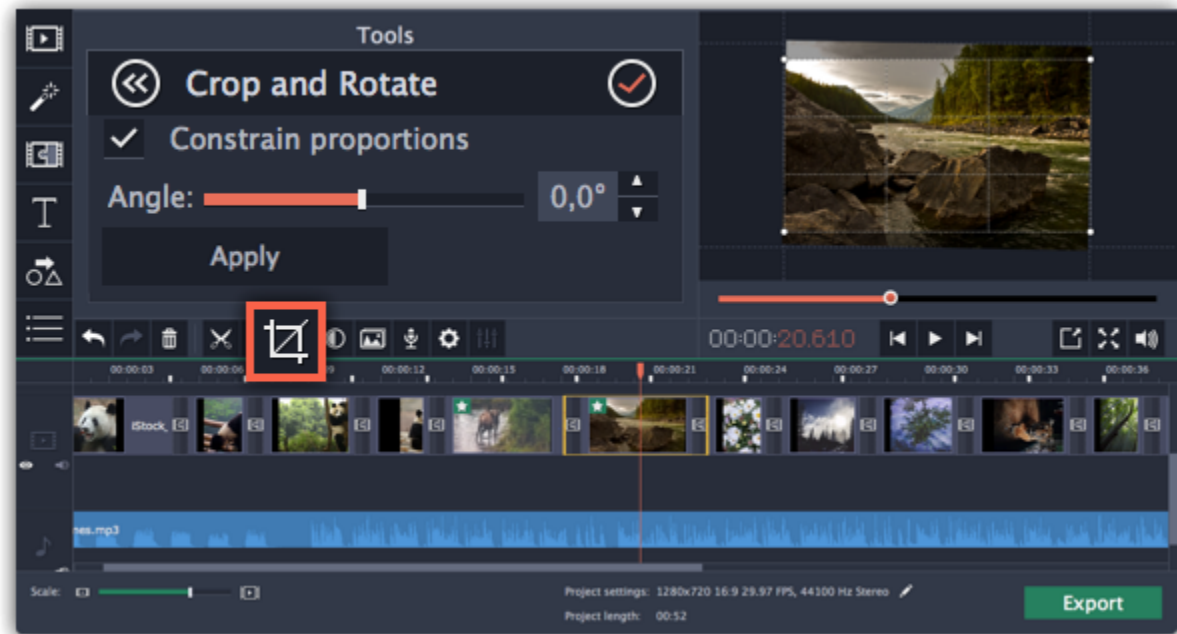
### Rotating by 90 degrees

1. On the Timeline, 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 the video more.



### Fixing horizon level:

1. On the Timeline, select the clip you want to rotate.
2. Click the **Crop** button on the toolbar to open the Crop tool above.
3. In the Crop tab, use the **Angle** slider to slightly rotate the clip inside the frame, until the horizon is level with the guides in the player.

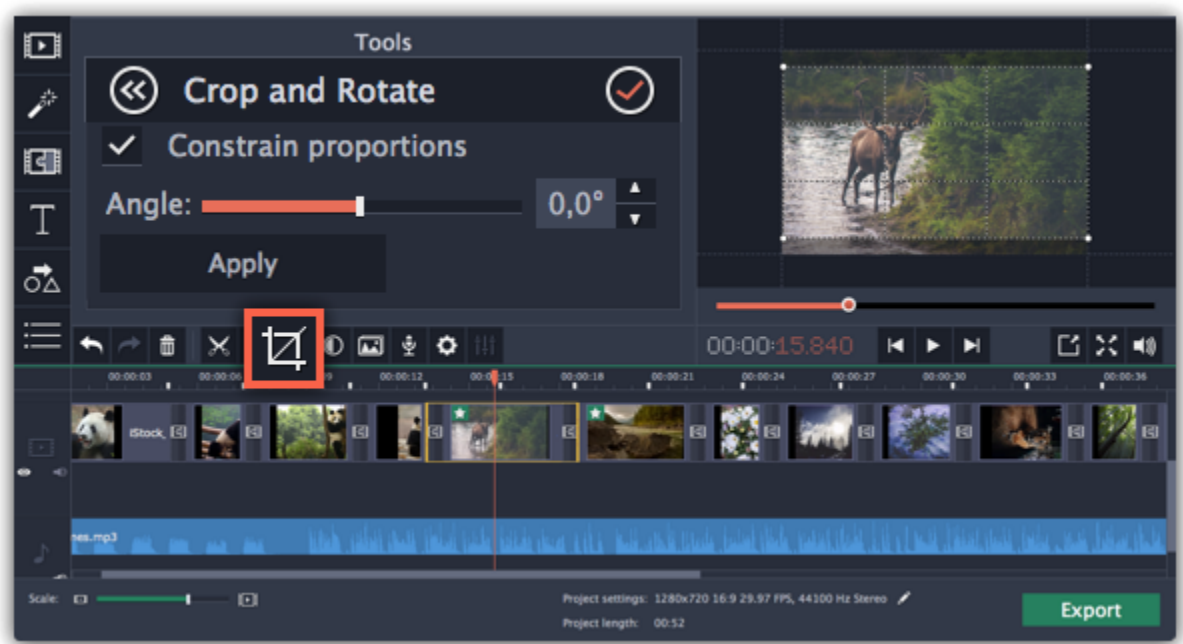


## Cropping video

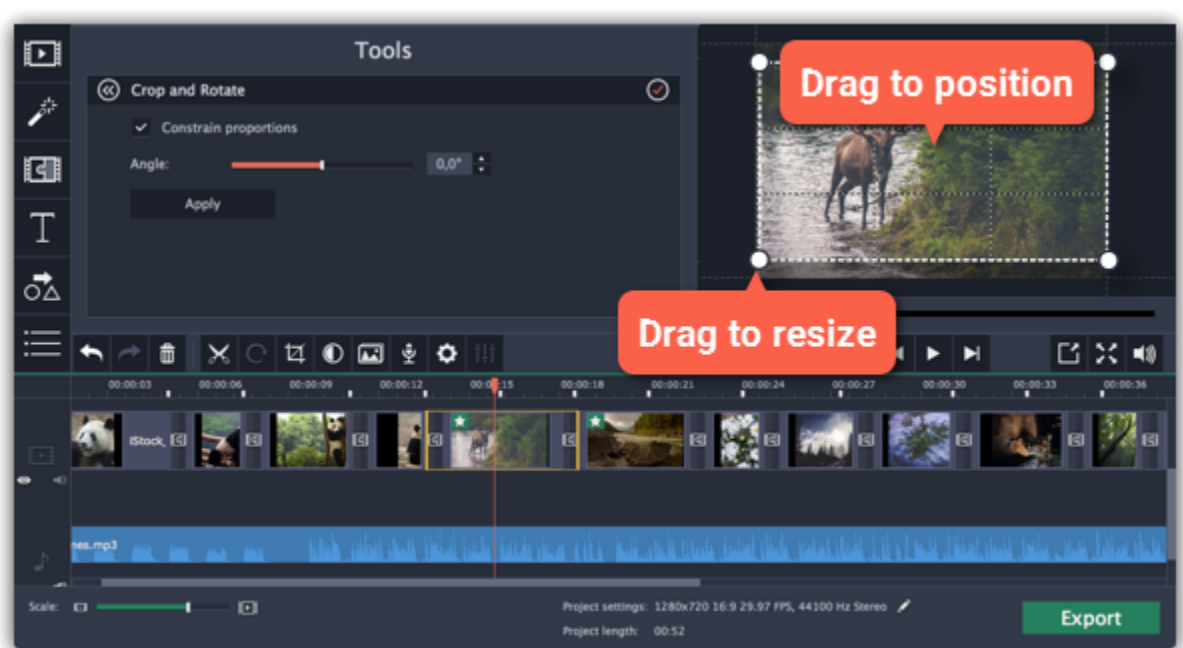
Cropping a video can help you remove black bars, cut away the edges of the video, or permanently zoom in onto an object inside the frame.

**Step 1:** On the Timeline, select the clip you want to crop.

**Step 2:** Click the **Crop** button on the toolbar. The Crop tool will open, and a cropping frame will appear inside the player.



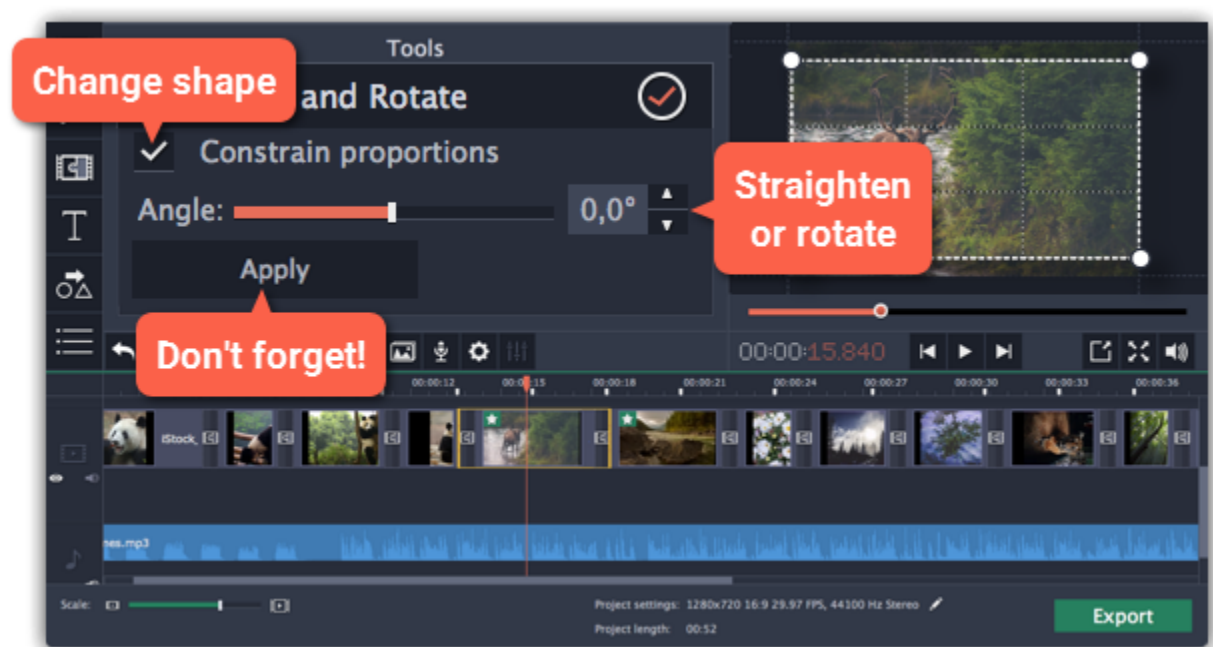
**Step 3:** In the player, set the frame so that the parts you don't want are outside it.



Use the options in the Crop tool on the left to modify the frame:


**Constrain proportions:** by default, the frame will have the same proportions as your project. If you want to change the proportions, deselect the **Constrain proportions** option. However, note that black bars may appear around the video afterwards if the video's proportions are different from the project's.

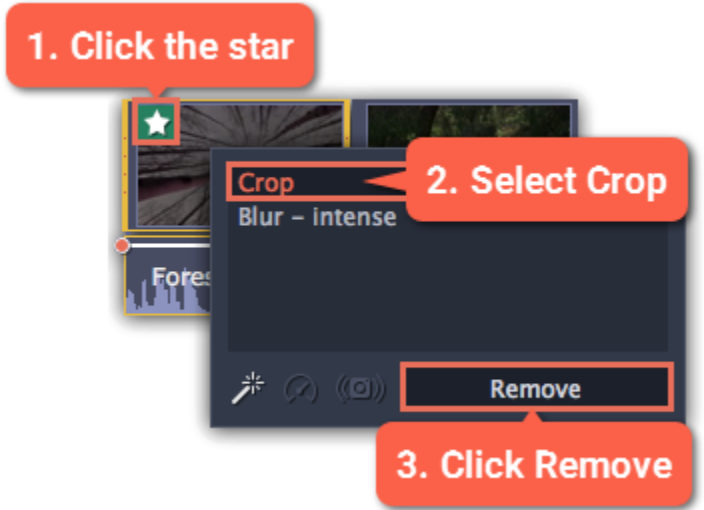
**Angle:** use the Angle slider to rotate the crop frame. This way, you can fix the horizon level.



**Step 4:** Click **Apply**. A star  icon will appear on the clip once you've applied cropping.

### Removing crop

To remove Crop or any other effect, click the star  icon on the clip to show the list of applied effects and filters. In the list, select **Crop** and click the **Remove** button to discard the effect.

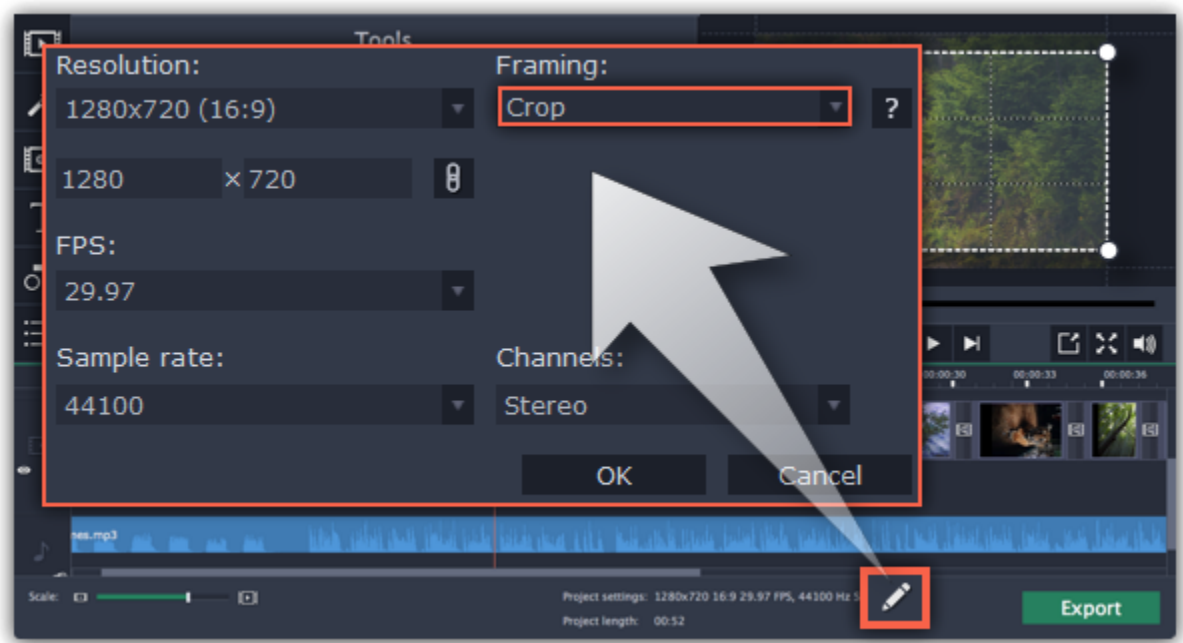


Cropping all clips

**Step 1:** Open the **Edit** menu and choose **Project Settings** to edit your project. The Project Settings window will open.

**Step 2:** In the **Resize Method** box, choose **Crop**.

**Step 3:** Click **OK**. All the project's clips will be automatically cropped to the project's frame size.



## Color adjustments

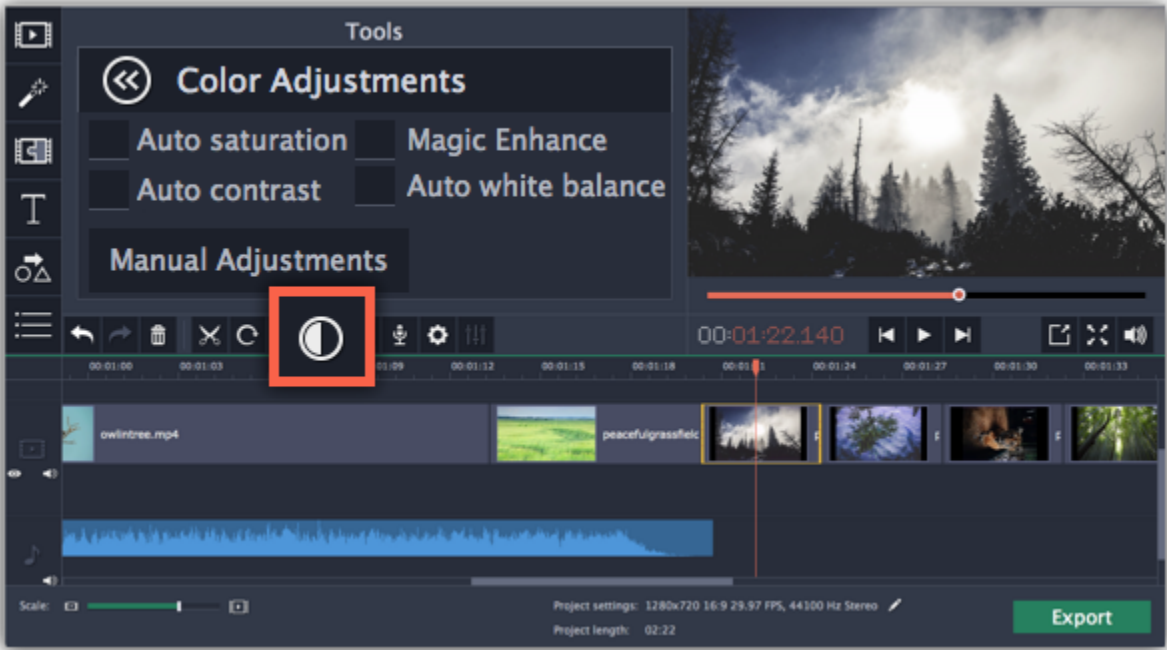
If the original videos look bleak and not vibrant enough, you can use the automatic adjustments to make the colors look more vivid. If that isn't enough, you can always use manual adjustments to correct the colors.

### Step 1: Select clip

On the Timeline, select the clip that you want to adjust.

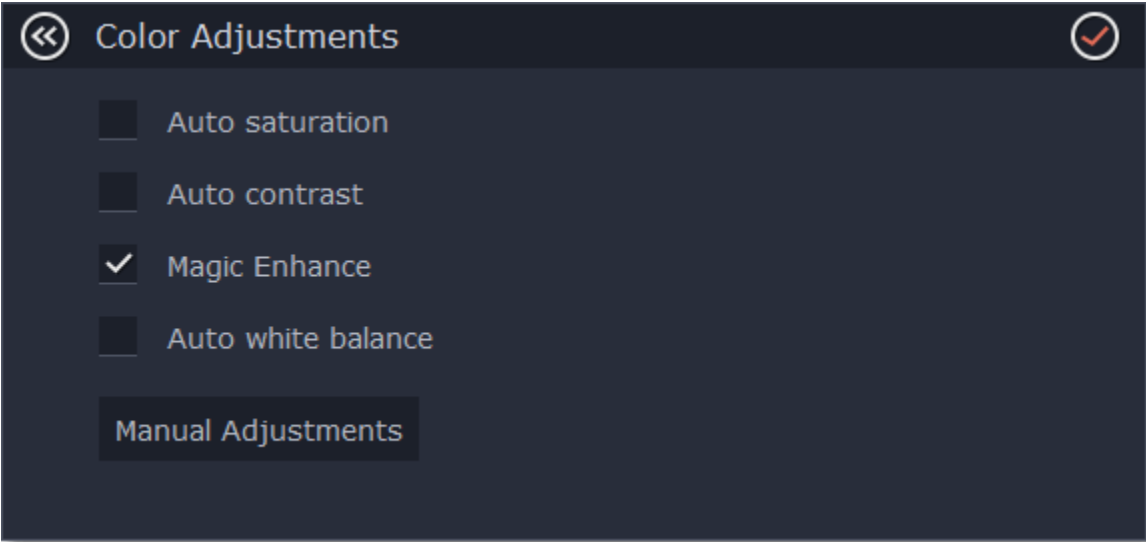
### Step 2: Open color adjustments

On the toolbar, click the color adjustments button to open the adjustments tool.



### Step 3: Use auto adjustments

Select the adjustment options that make the selected clip look nicer. The changes will be applied instantly. The **Magic Enhance** option will automatically determine the best brightness and contrast balance.



### Step 4: (Optional) Use manual adjustments

Click the **Manual Adjustments** button to show more color control options. Here, drag the sliders to fix the brightness, saturation, hue, and other properties. To go back to the simple options, click the **Auto Adjustments** button underneath the sliders.



Once you have used the adjustments, the clip will be marked with a star icon, denoting applied tools or filters: 

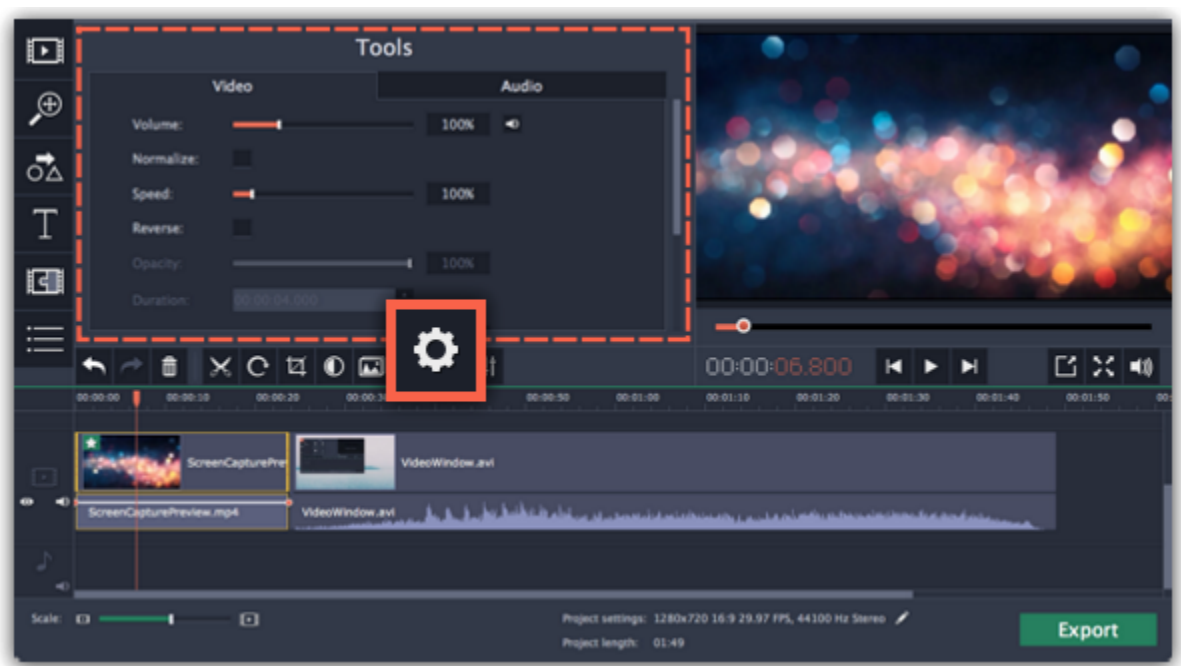


## Video volume


This section explains how to manage the volume of video clips. To change the volume of audio clips, refer to the [Volume levels](#) section.

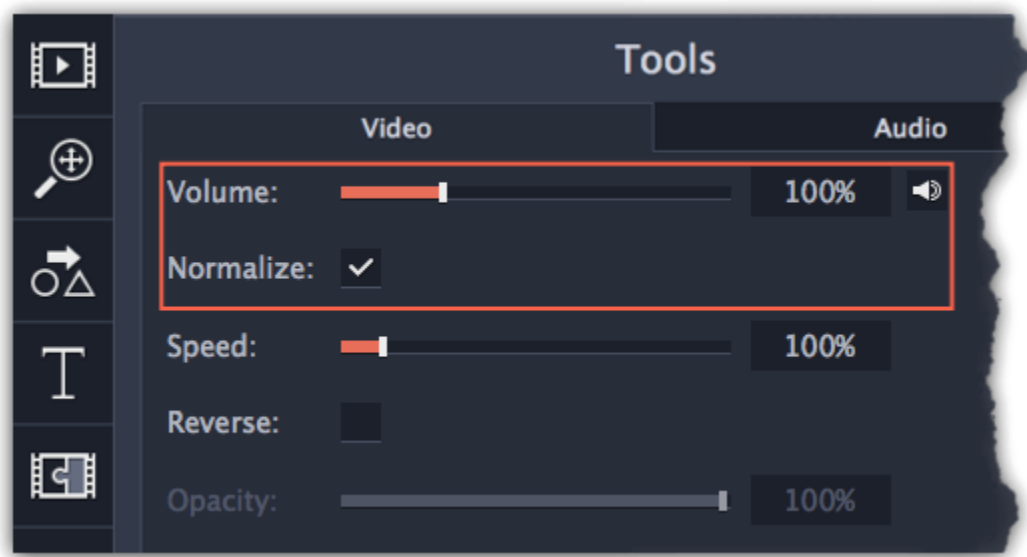
**Step 1:** On the Timeline, select the video that you want to edit.

**Step 2:** Click the **Clip Properties** button to open the video properties for the selected clip.



**Step 3:** Drag the **Volume** slider to set the volume for the selected clips.100% is the original volume.

- To mute the clip, click the volume icon to the right: .
- If the clip has a lot of volume peaks, try the **Normalize** option to raise the volume of quiet parts.

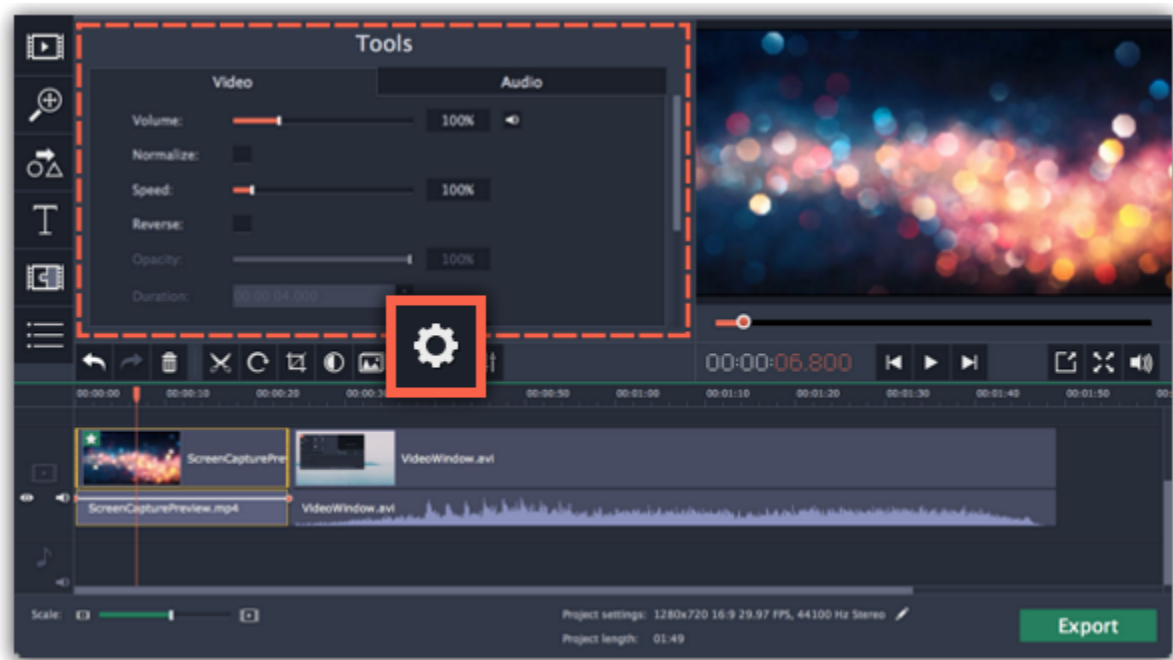


## Video speed

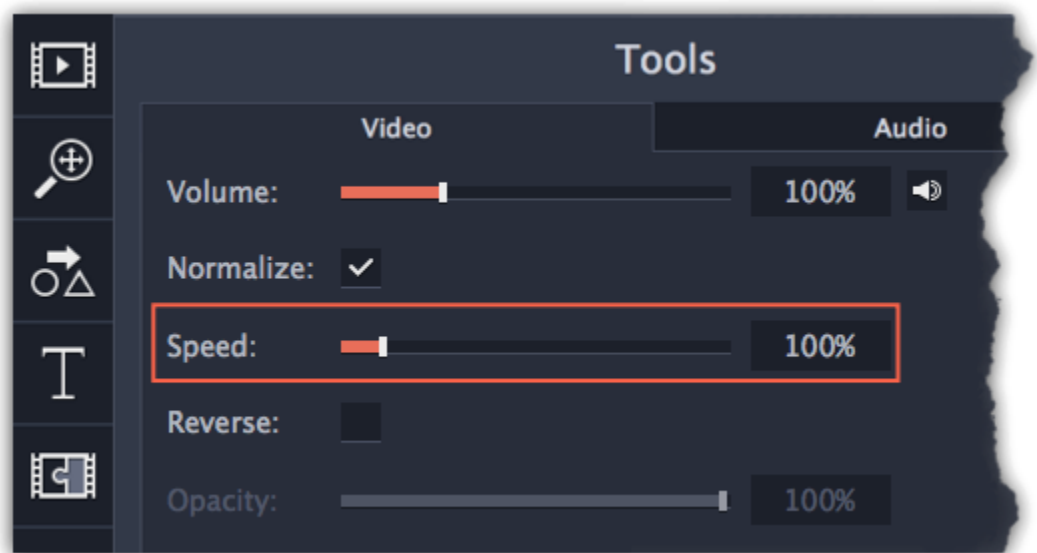
With the Speed tool, you can speed up or slow down a video or audio clip. This can be useful if you're working on a music video and you want the video to match the tempo of the music.

- Step 1:** On the Timeline, select the clip you want to edit.
- Note that slowing down videos works best on videos with a frame rate of 60 FPS (frames per second) and above.
  - 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.

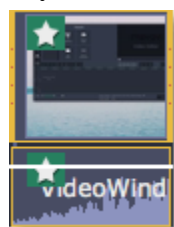
**Step 2:** Click the **Clip Properties** button to open the editing tools for the selected clip.



**Step 3:** Drag the **Speed** slider to set the necessary video speed, where 100% is the video's original speed.



The clip's length on the Timeline will change to reflect the new speed. If you've changed video speed, the video clips will be marked with a star icon:

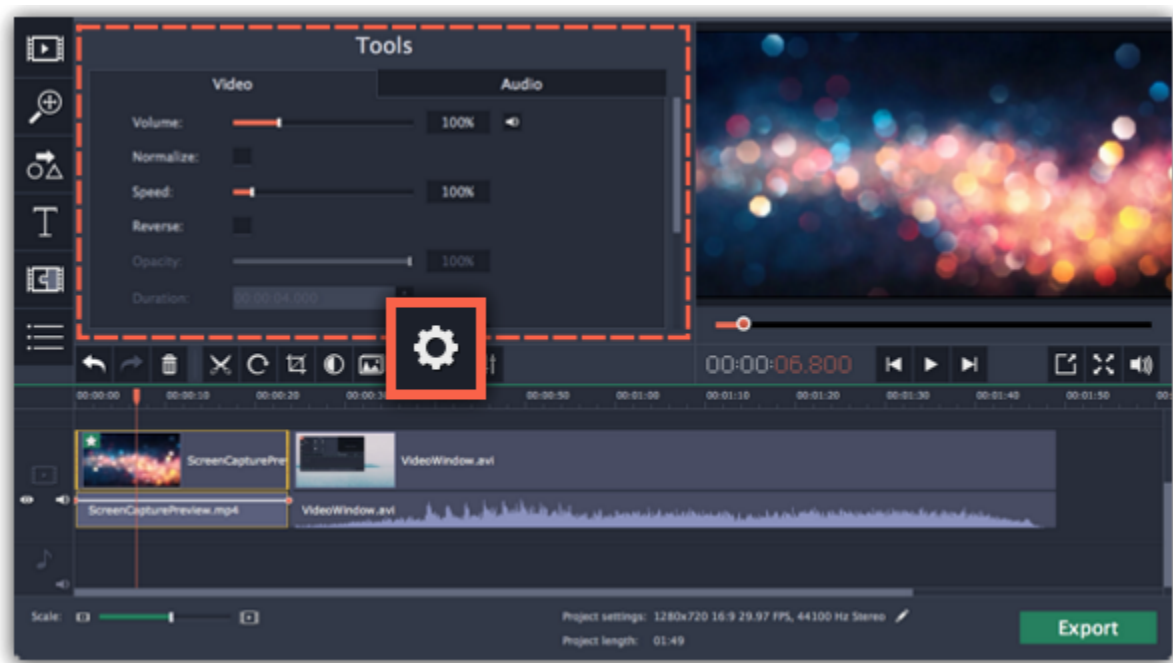


## Reversing video

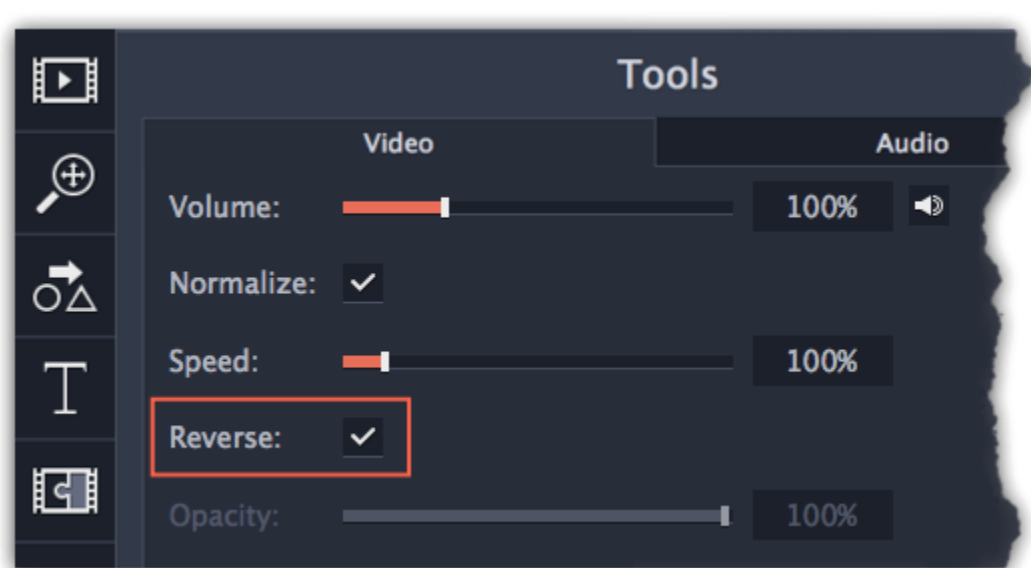
Reversing the video will play the clip and its audio backwards. You can combine reversing the video with increasing [speed](#) and the VHS [filter](#) to create a cool rewinding effect.

**Step 1:** On the Timeline, select the clip that you want to reverse. You can reverse both video and audio clips.

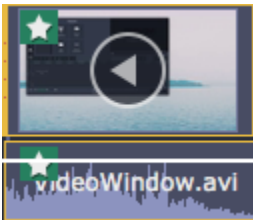
**Step 2:** On the toolbar, click the **Clip Properties** button to open the properties for the selected clip.



**Step 3:** In clip properties, select the **Reverse** option.



When you apply reverse, the clip will appear with a reverse icon on top of it:

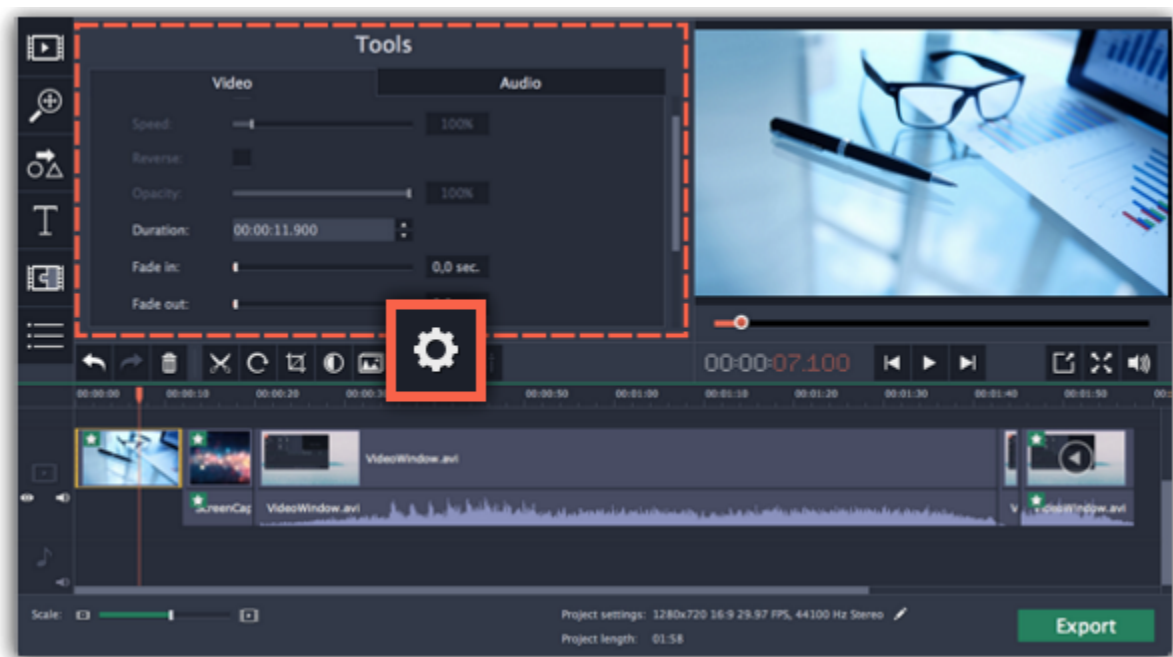


### Changing image duration

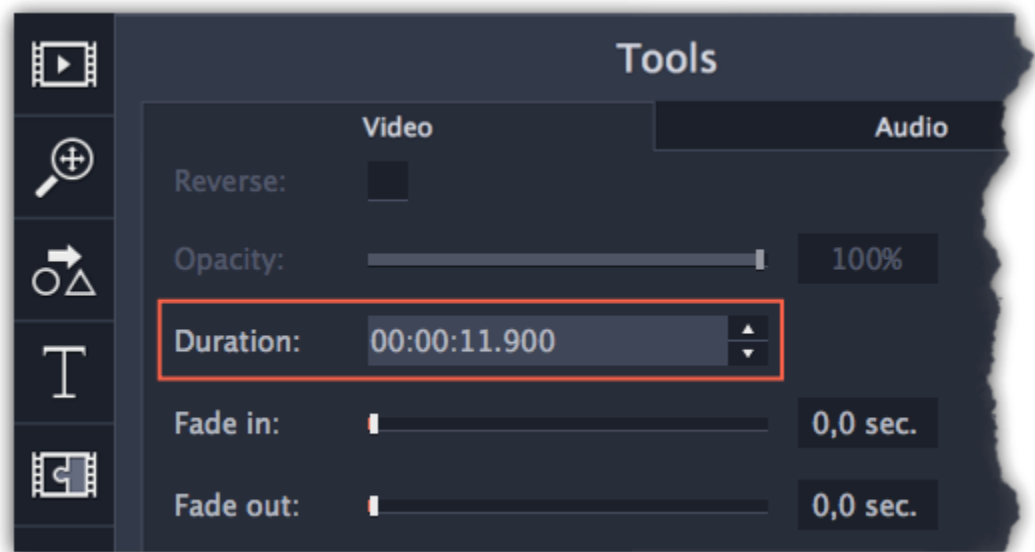
By default, all images will be shown for 4 seconds each. To change the duration:

**Step 1:** On the Timeline, select the image clip that you want to edit.

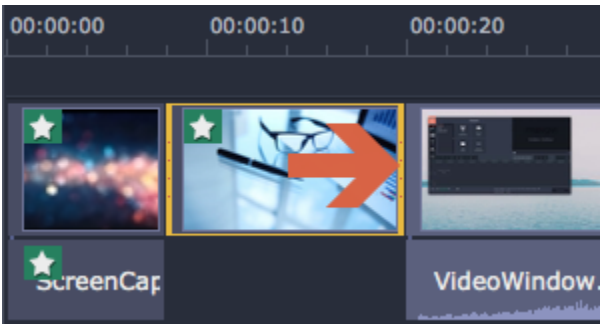
**Step 2:** Click the **Clip Properties** button to open the properties for the selected clip.



**Step 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.

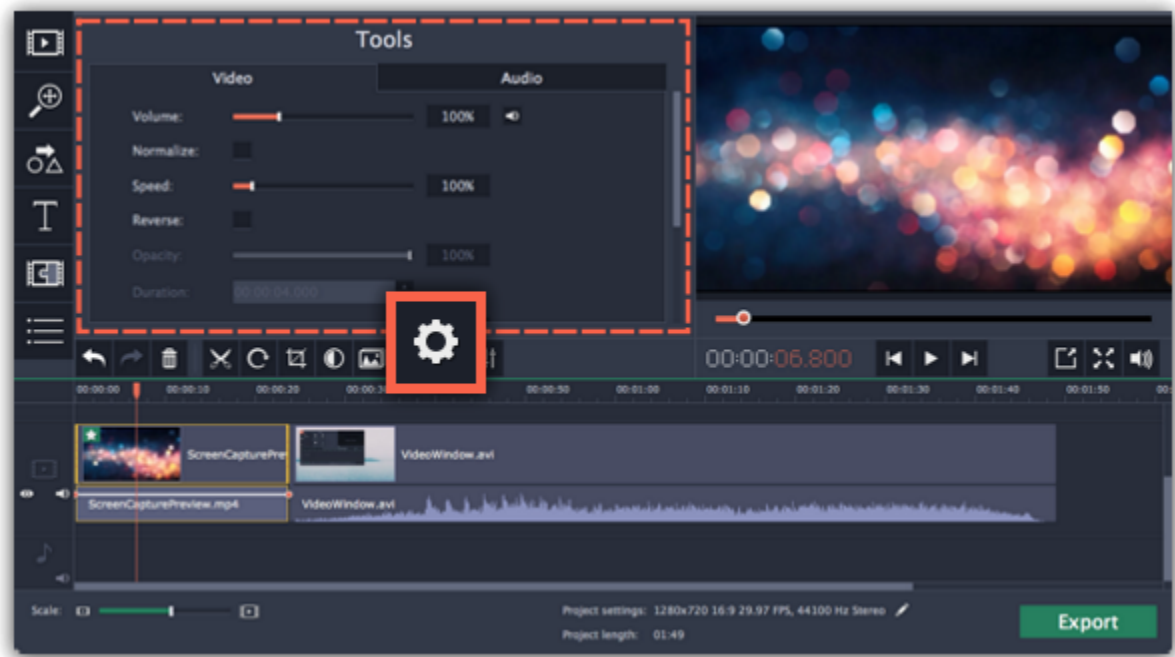


## Fading video

In the editing tools, you can add smooth fades to the beginning or the end of a clip. For videos and images, you can use fading simultaneously with animated transitions. For audio clips, you can create a smooth crossfade effect between songs.

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

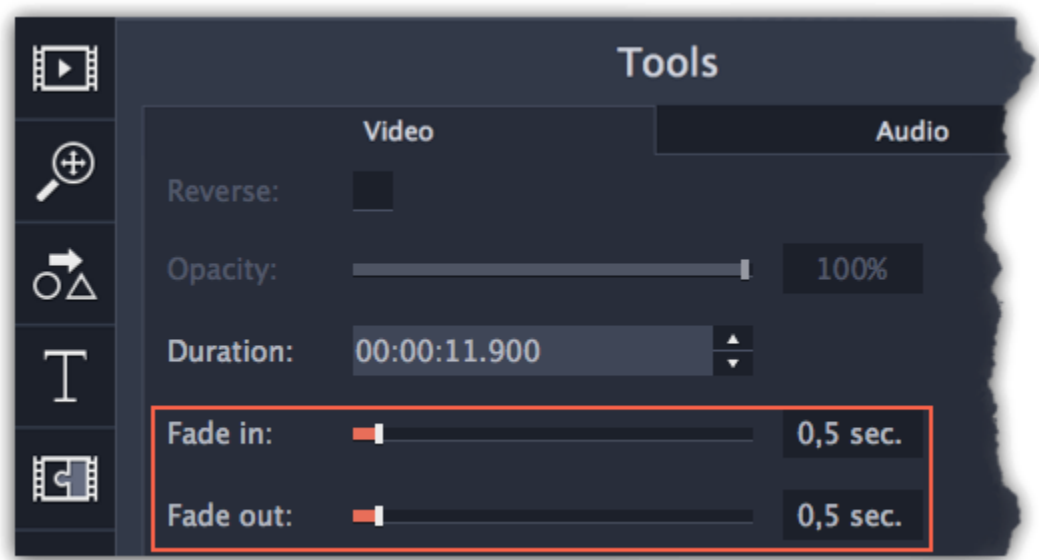
**Step 2:** Click the **Clip Properties** button on the toolbar. The clip properties will open in the Tools panel above.



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

**Fade in** – how long in seconds it will take to fade in to full opacity at the beginning of the clip.

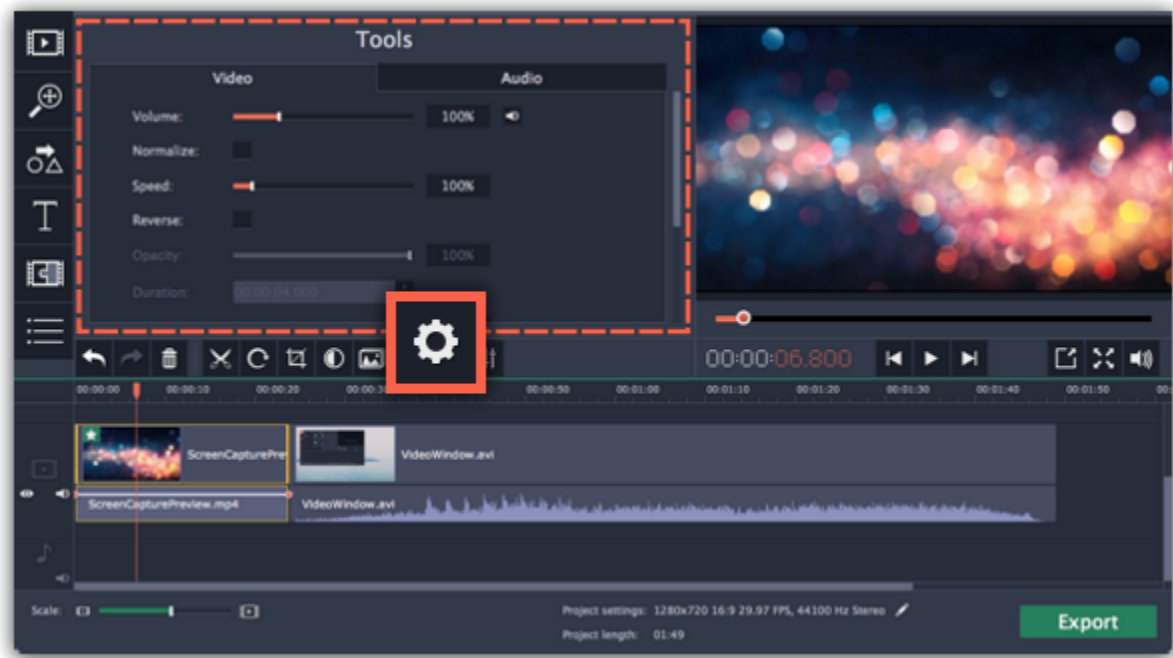
**Fade out** – how long in seconds it will take to fade out from full opacity at the end of the clip.



**See also:**  
[Adding transitions](#)  
[Fading audio](#)

## Video properties

To open the clip properties for a video or image, select the clip on the Timeline and click the **Clip Properties button** on the toolbar.



The Tools panel will open on the Video tab, where you can edit the following:

**Volume** — Sets the volume of the clip's built-in audio.

*Only for video clips with built-in audio.*

**Normalize** — Makes the quiet parts of the built-in audio louder.

*Only for video clips with built-in audio.*

**Speed** — Makes the video play faster or slower.

*Only for video clips.*

**Reverse** — Plays the video backwards.

*Only for video clips.*

**Opacity** — Affects the visibility of videos and images on the overlay track. Reduce the clip's opacity to make it more transparent.

*Only for clips on the overlay track.*

**Duration** — Sets the precise length of the image clip.

*Only for images.*

**Fade in** — The video fades in from black in the time you set. Any built-in audio will also fade in.

*For any clips.*

**Fade out** — The video fades out to black in the time you set. Any built-in audio will also fade out.

*For any clips.*

---

### See also:

[Audio properties](#)

[Video volume](#)

[Video speed](#)

[Reversing video](#)

[Changing image duration](#)

[Fading video](#)

## Adding overlays

Overlays are video or image clips that are shown over the main video. You can use these to create a split screen or picture in picture effect, add a logo or watermark, or insert a short clip without cutting the main video. Also, you can use overlays with the [Chroma key](#) tool.

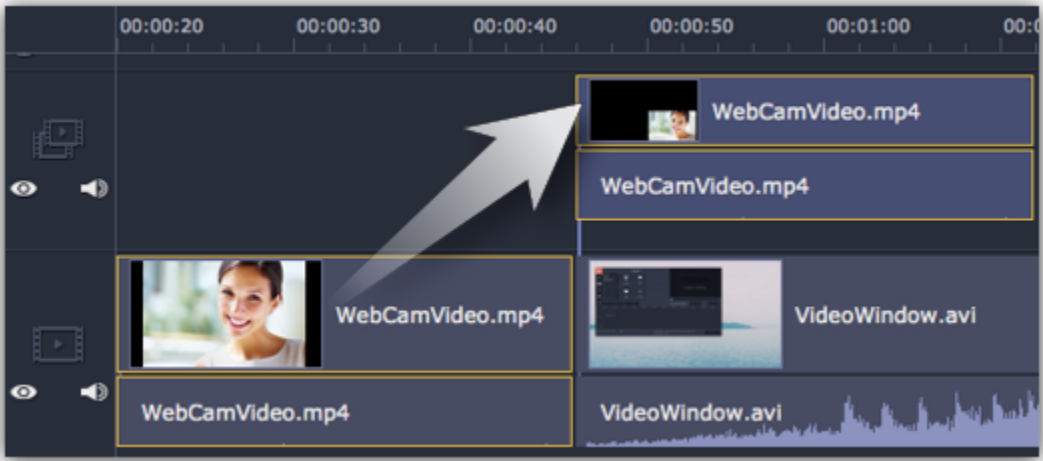
### Before you start:

You'll need to add both the main video (the video that will be the bottom layer) and the overlay video or image to your project. You can use images in PNG format to add transparent logos.

### Step 1: Place the overlay clip

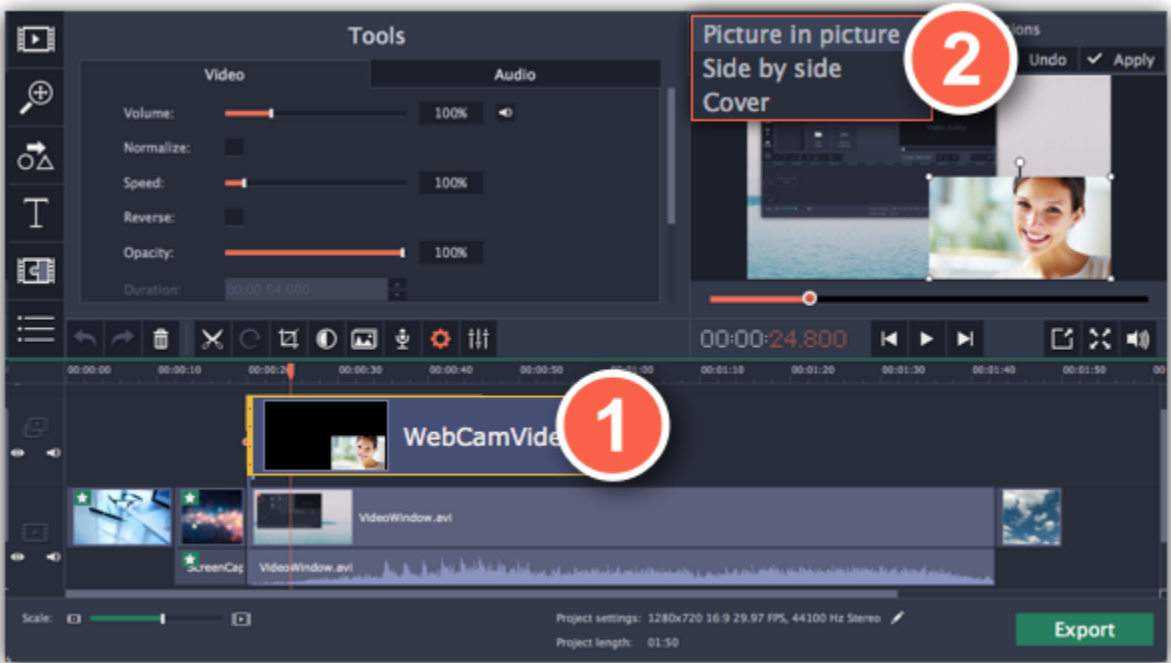
1. Select the clip that you want to make an overlay and drag it *up*, towards the top of the Timeline.
2. Drop the clip onto the **overlay track**, where you want it to be shown relative to the main video track.

Note that a blue line now connects the overlay clip to the main clip. This means that the overlay clip is linked to the main clip: if you move, cut, or delete the main clip, the overlay clip will also be edited.



### Step 2: Edit the overlay

1. Double-click the overlay clip to set it up. An options panel will appear in the player.
2. Open the drop-down box on the overlay panel and choose how you want it to appear on the video: **Picture in picture**, **Side by side**, or **Cover**.



### Picture in picture


This is the default overlay mode. Using picture in picture mode, you can show the overlay video over any part of the screen.

1. Choose **Picture in picture** mode from the drop-down box.
2. In the player, move the overlay to where you want it to appear in the frame.
3. To resize the overlay, drag at its corners.
4. Deselecting the **Constrain proportions** option will allow you to resize the overlay to any proportions, but a drastic change in proportions may make the overlay look distorted.



Picture in picture overlay

### Side by side

1. Choose **Side by side** mode from the drop-down box.
2. Use the buttons on the panel to choose how you want to align the two videos: 



Side by side overlay

Cover

Cover mode can be used for a short insert into the main video without having to cut it. While the main video (and audio!) is playing, the overlay clip will appear on screen for the duration of the overlay clip.

If you want to replace a video's background using the Chroma key effect, use Cover mode to place the foreground on top of the new background. [Learn how to use Chroma key.](#)




Cover overlay (the main clip is hidden)

Step 3: Apply the changes

After you've set up the overlay, click the **Apply** button on the overlay options panel.

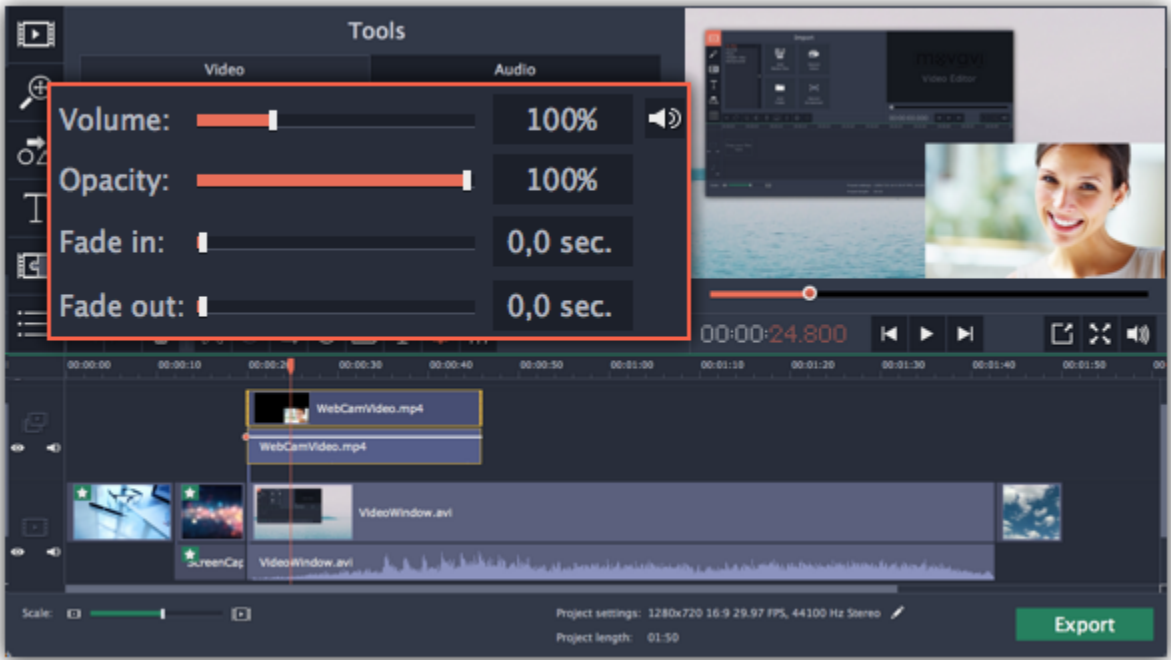
Step 4: Overlay clip properties

In the Tools panel on the left, set up the overlay's properties:

**Volume:** if you have several video clips playing simultaneously, you might want to mute one of the clips. To do that, click the mute  button, or use the slider to lower the volume.

**Opacity:** if you want to make the overlay more transparent, lower its opacity, and the main video track will be seen through it.

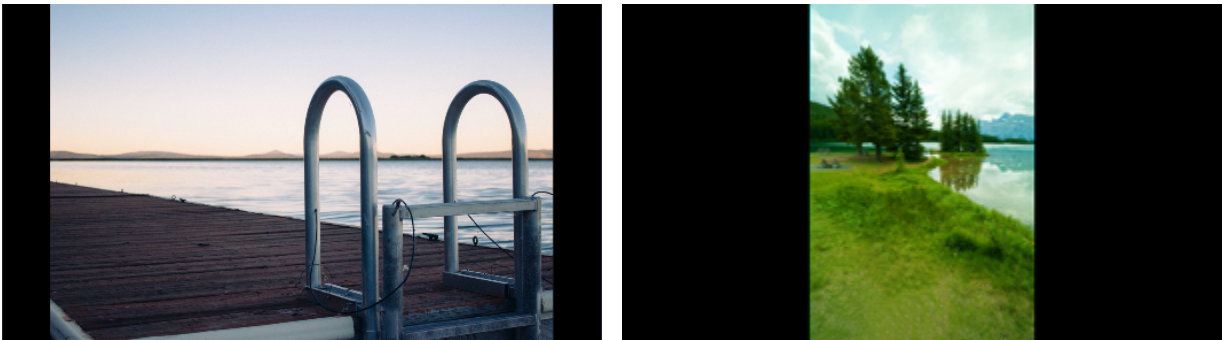
**Fade in / Fade out:** while you can't use transitions on the overlay track, you can fade in the clip to make it appear smoothly. Set the slider to the time it should take for the clip to appear.



**See also:**  
[Replacing video background with Chroma key](#)  
[Using the Timeline](#)

## How to remove black bars

Sometimes, when you use videos of different aspect ratios, or if the project is set up incorrectly, some videos may have black bars around them. You can remove black bars from videos using one of the ways below.

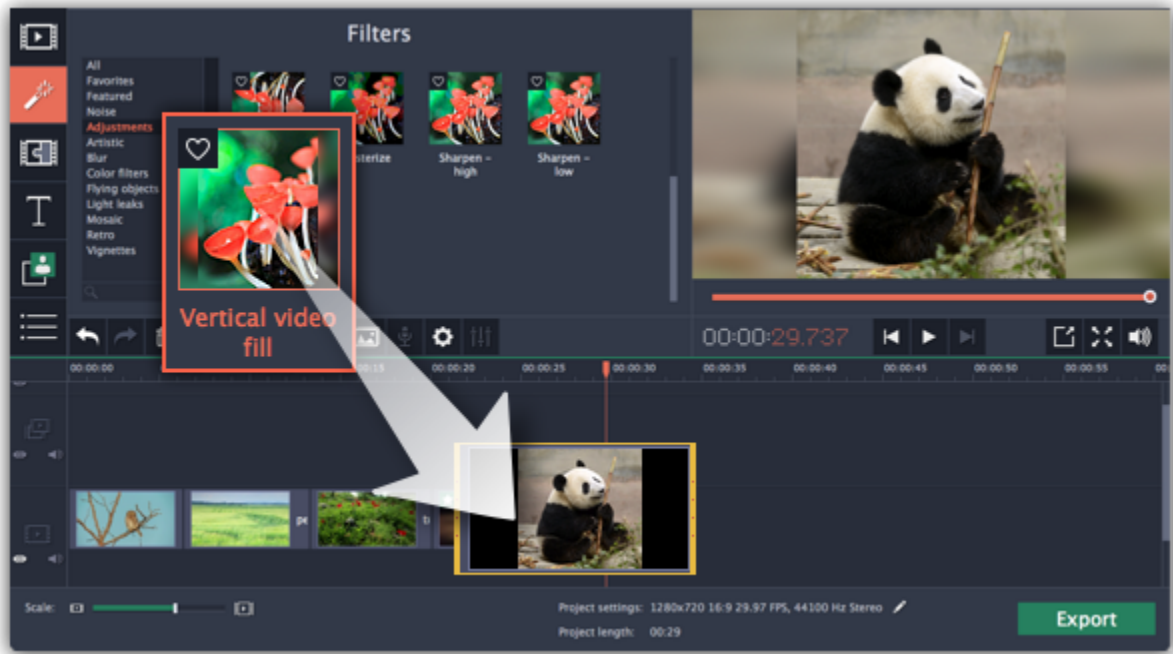


### Fill empty spaces

Using a special filter, you can fill the black bars with blurred parts of the video. This allows you to keep the entire video on screen and make it more pleasant to view.

1. On the Timeline, select the clip with black bars around it.
2. Click the **Filters** button to open the Filters tab.
3. Find the **Vertical video fill filter** in the **Adjustments** group and drag it onto the clip.

[Learn more about filters](#)

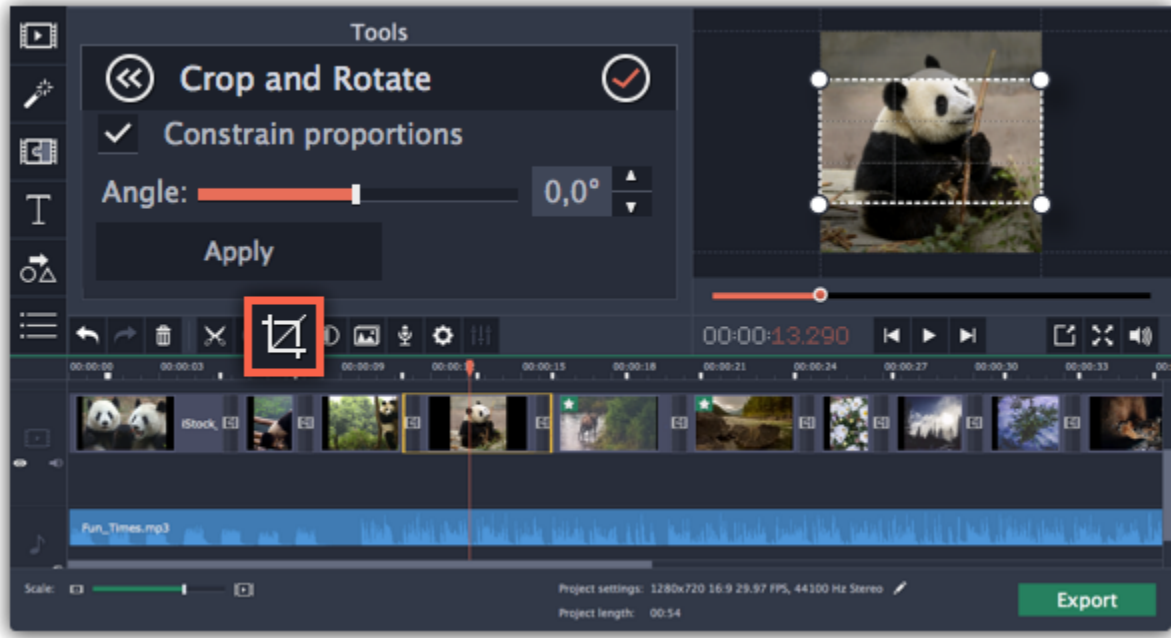


### Manual crop

If black bars appear only on one or several clips, you can cut off the edges to make the video fit better inside the frame.

1. On the Timeline, select the clip with black bars around it.
2. On the toolbar, click the **Crop** button.
3. A frame will appear in the player. Set this frame on the part of the video that you want to keep. Parts that are outside the frame will be cut off.
4. In the Tools tab on the left, click **Apply** to accept the changes.

[Learn more about crop](#)



### Automatic crop

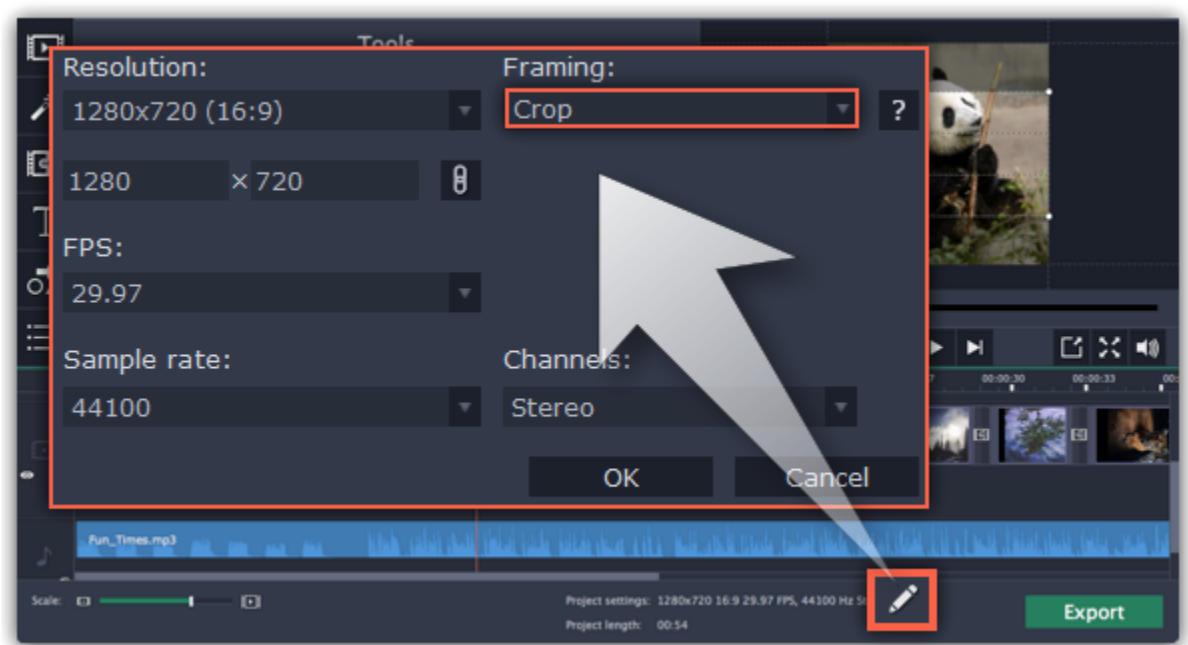
If all or most of the clips have black bars around them, you can change the project's settings to either automatically crop all videos or change the project's proportions.

1. On the bottom panel, click the pencil icon next to Project settings: . The **Project Settings** window will open.
2. In the **Framing** box, choose **Crop**.

*Hint: If all of your photos have similar proportions, try using a different resolution.*

3. Click **OK** to accept the changes. The videos will now be automatically cropped.

[Learn more about project settings](#)

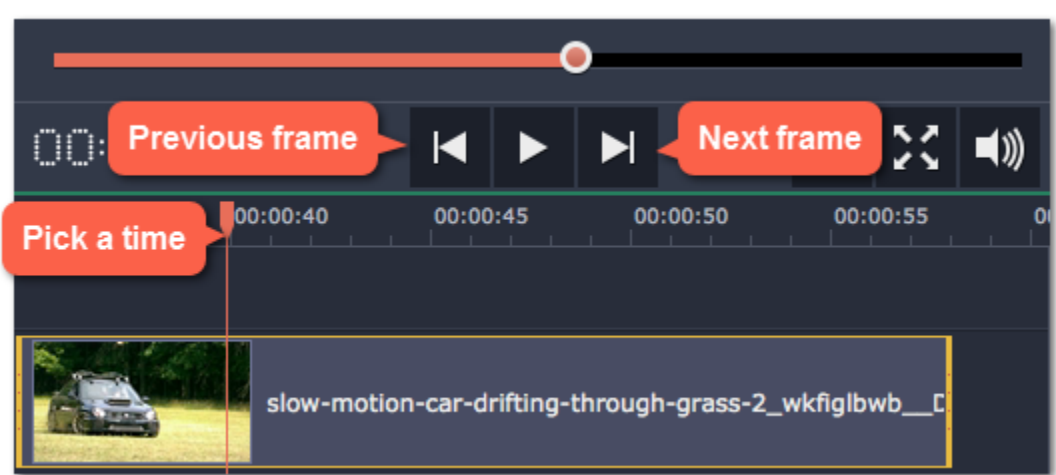


## Creating a freeze frame

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.

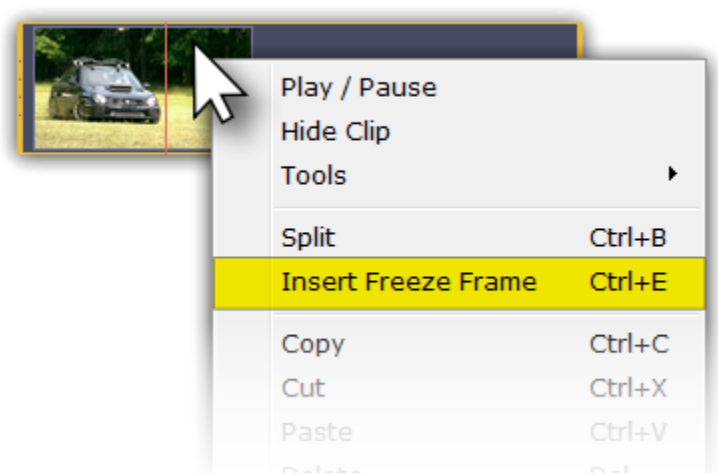
### Step 1: Choose a frame

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.



### Step 2: Create freeze frame

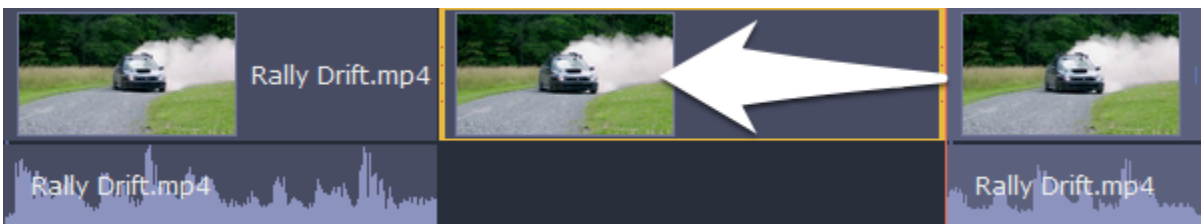
Once you're on the right frame, open the **Edit** menu or right-click on the clip and choose **Insert Freeze Frame** from the menu.



### Step 3: Set duration

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 about changing image duration](#)



## Adding a watermark

Adding a watermark to your videos 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 make a new one using text.

### Image watermark

**Step 1:** On the **Import** tab, click **Add Media Files** and add the image or video that you want to use as the watermark. For the best look, use images with transparent areas.

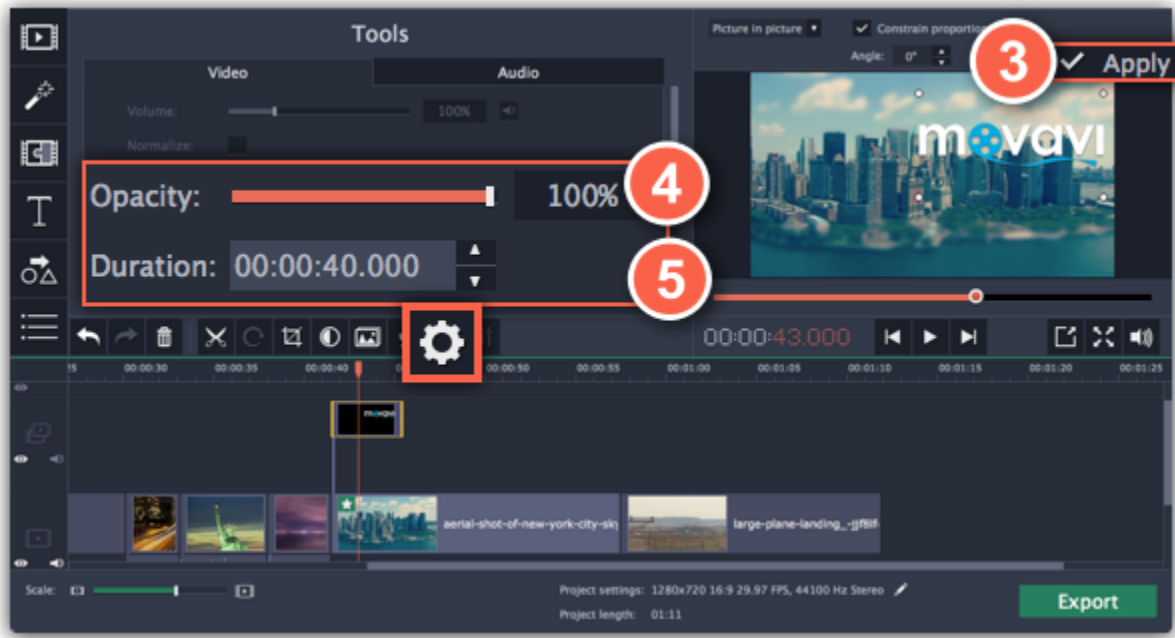
**Step 2:** Drag the watermark clip up to the overlay track to make it appear on top of other videos.



**Step 3:** Double-click the watermark clip to edit the overlay. Move and resize the overlay in the player and then click **Apply** when you're done.

**Step 4:** To change the opacity, click the **Clip Properties** button and use the **Opacity** slider.

**Step 5:** To make the watermark show over the whole length of the video, enter your project length into the **Duration** box, or drag the right edge of the overlay clip until the end of the video track.



### Text watermark

**Step 1:** Click the **Titles** button on the left and pick a nice title style for your watermark.

**Step 2:** Drag the titles you like onto the beginning of the Titles track at the top of the Timeline.

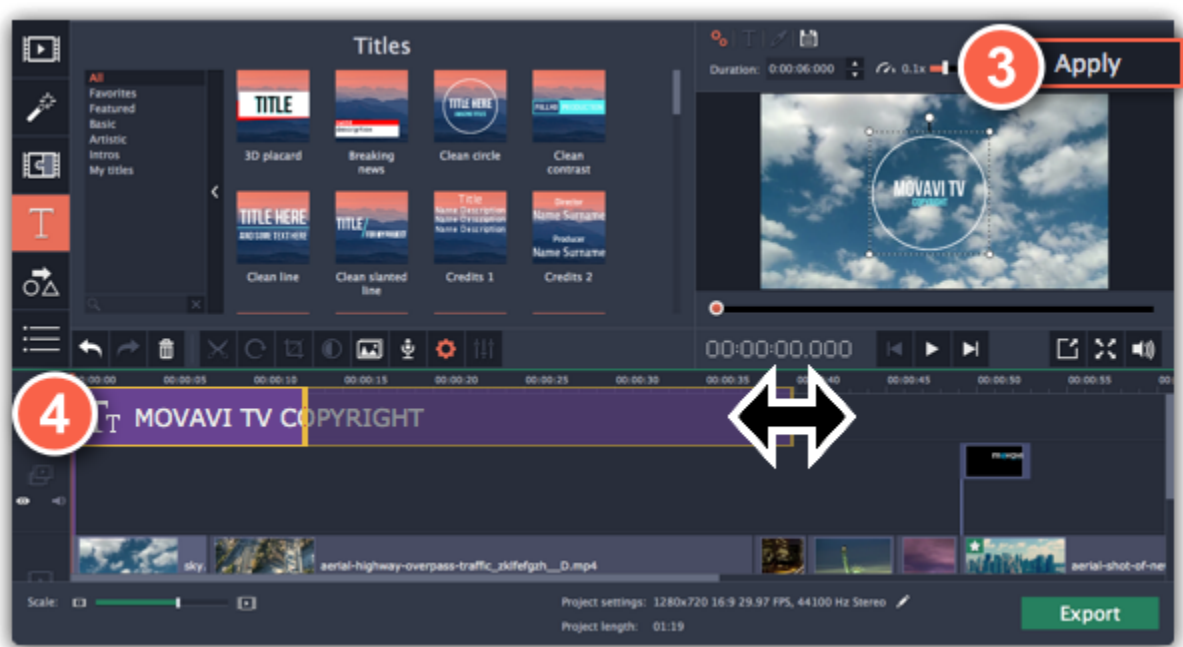


**Step 3:** Double-click the titles and enter your watermark text. Pick a cool font and color on the panel above the player. Click **Apply** when you're done.

**Step 4:** To make the watermark show over the whole length of the video, drag the right edge of the text clip until the end of the video track.

*HINT: If your movie is long, zoom out on the Timeline to make changing clip length easier.*

**OR:** Double-click the text clip to enter text editing mode and enter the length into the *Duration* field. You can find the length of your whole project at the bottom of the window.



## Applying filters

Using filters you can alter the mood of the video, make an old movie, overlay cool flying objects, and more.

### Step 1: Open the Filters tab

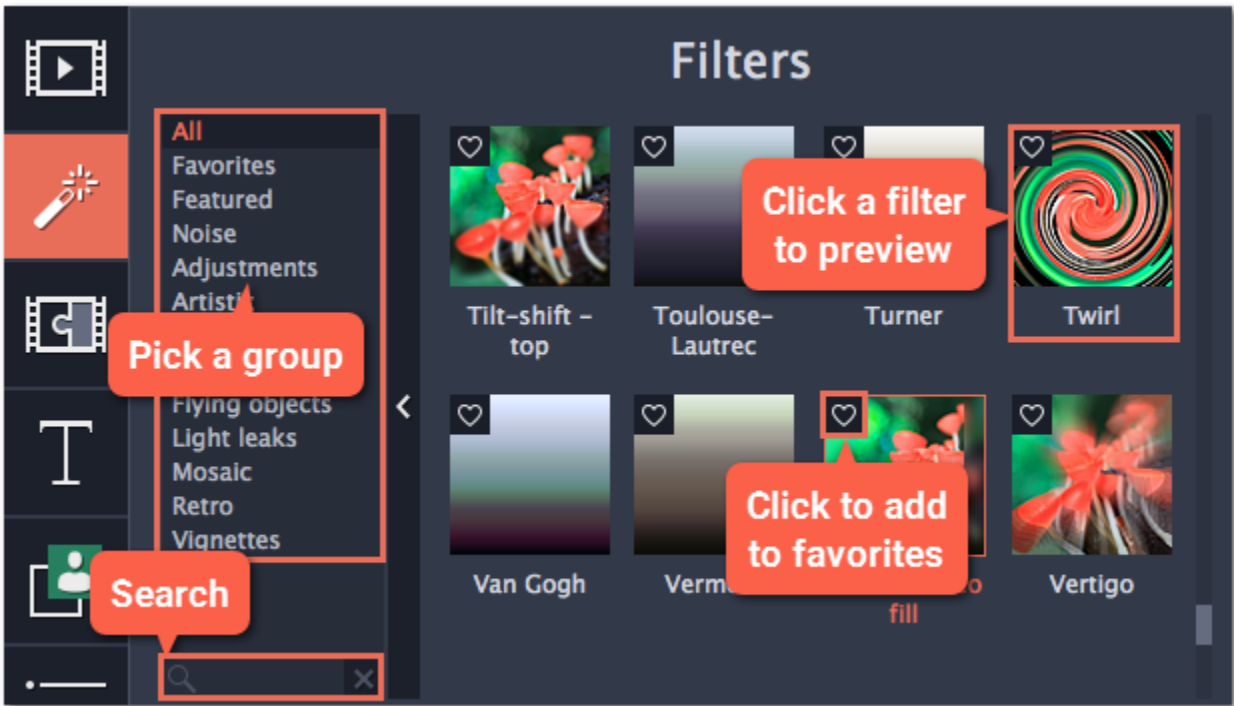
Click the **Filters** button to open the filters collection. Click on a filter's thumbnail to see its preview in the player.

*Tip: if you don't see the Filters button, click the More button at the bottom of the sidebar and select Filters from the pop-up list.*



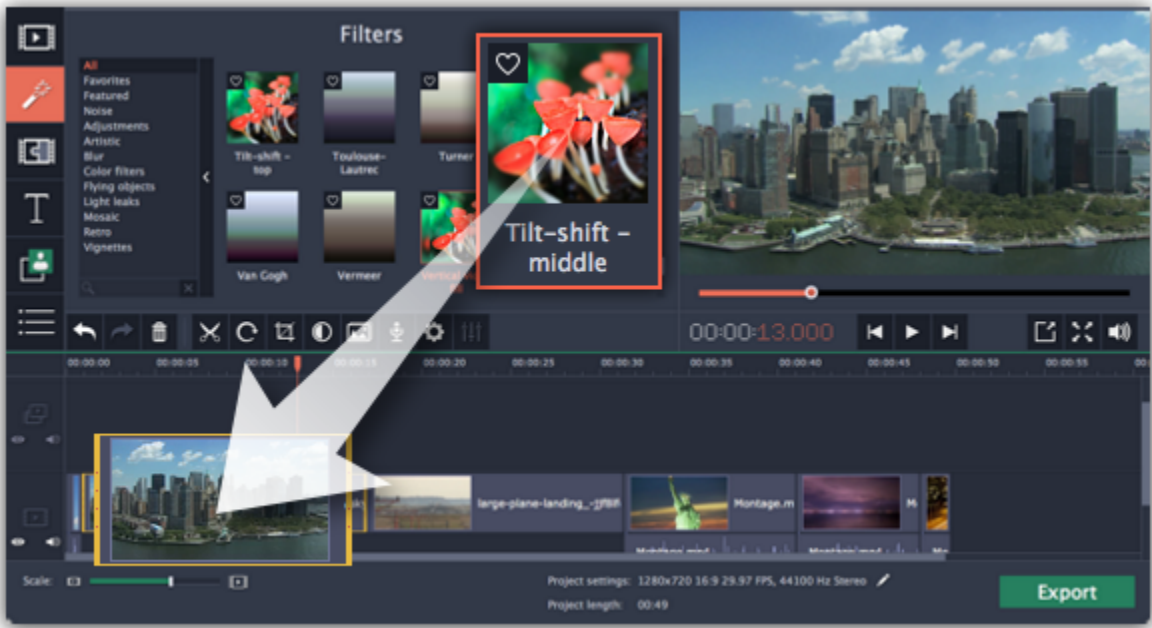
### Step 2: Find a filter you like

- On the left, you will see groups of filters. Click on a group to see the relevant filters.
- If you're looking for a specific filter, enter its name into the search box under the group list.
- If you really like a filter, click the heart icon to add it to the **Favorites** group.



### Step 3: Apply the filter

When you've found a filter you like, drag its thumbnail onto the clip you want to apply the filter to.




Once you've applied a filter, a star icon will appear on the clip, denoting applied filters and tools.

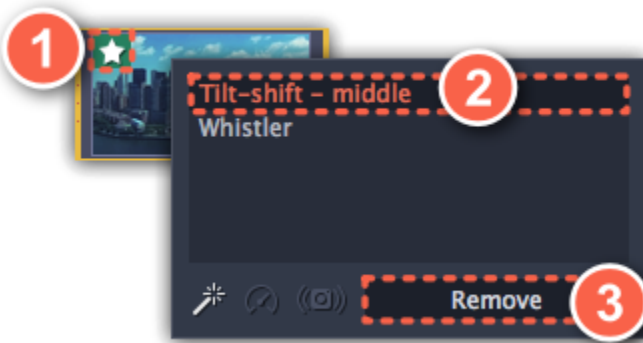


Clip with an applied filter

## Removing filters

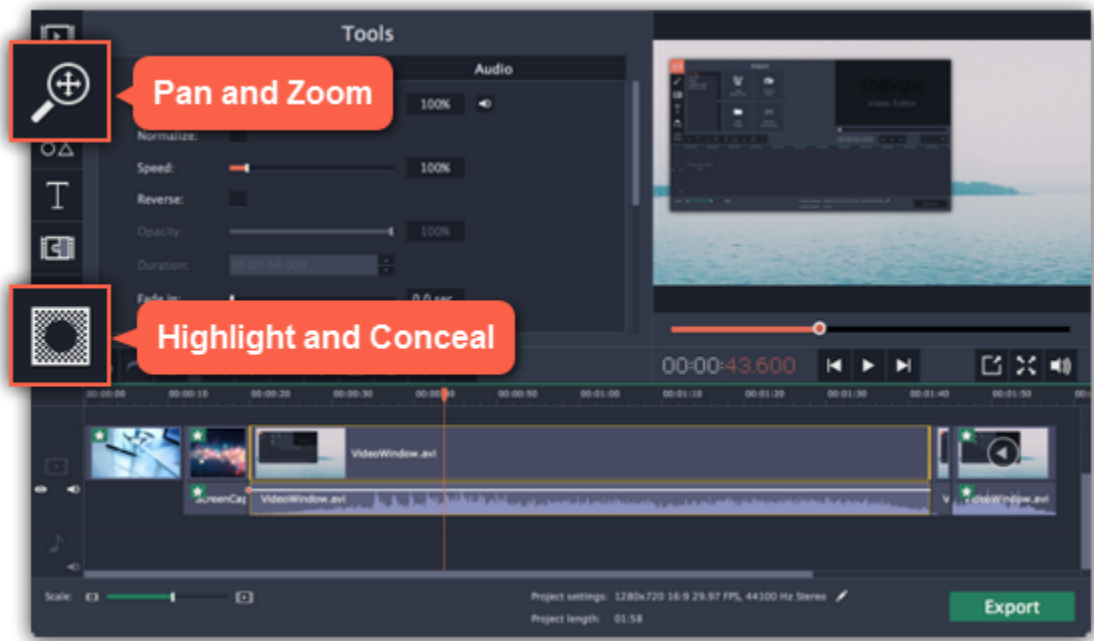
1. Click on the star  icon on the clip to see the list of applied filters and tools.

- 2. In the list, select the filter that you don't want.
- 3. Click **Remove**.



## Special effects

With special effects, you can further enhance your videos and images to make your movie a masterpiece. You can find these enhancements and special effects in the left sidebar. If you can't find the buttons on the left, click the **More** button at the bottom and choose the tool from the menu.



### Pan and Zoom

With the **Pan and Zoom** tool, you can create a camera movement effect. Choose a zooming mode and then set the zoom target using the frame in the player and click **Apply**.

[Learn more](#)



*Zooming in, zooming out, and panning*

### Highlight and conceal

Use this tool to blur or darken a part of the video. This way you can hide certain objects, like license plates or other private information, or highlight things you want to show!

[Learn more](#)

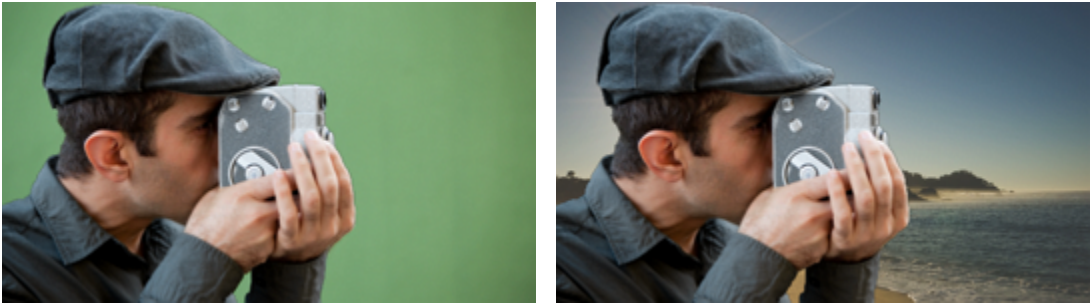


*Left to right: conceal with pixels, matte conceal, blur highlight, matte highlight.*

### Chroma key

Using the **Chroma key** tool, you can remove a color from an entire video and replace the background with any other video or photo.

[Learn more](#)



*Replacing a green background with the Chroma Key effect.*

### Stabilizing videos

Use the stabilization tool to remove camera shake from your footage.

[Learn more](#)



*Before and after stabilizing*



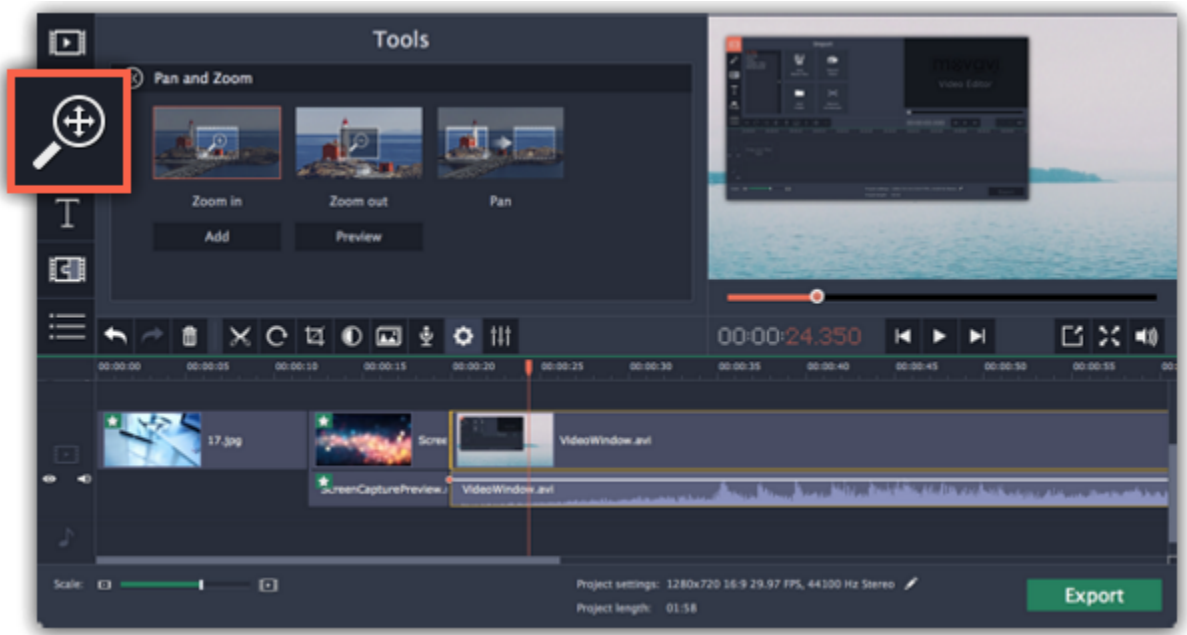
## Pan and zoom

Using the **Pan and Zoom** tool, you can control camera movement using two keyframes. Set the beginning zoom and the end zoom using the frames in the player, and the camera will smoothly move from one frame to the other.

### Step 1: Open the Pan and Zoom tool

- 1. On the Timeline, select the clip that you want to zoom.
- 2. On the left sidebar, click the **Pan and Zoom** button.

*Tip: If you can't see Pan and Zoom button, maximize the window, or click the More button at the bottom and select Pan and Zoom from the pop-up list.*

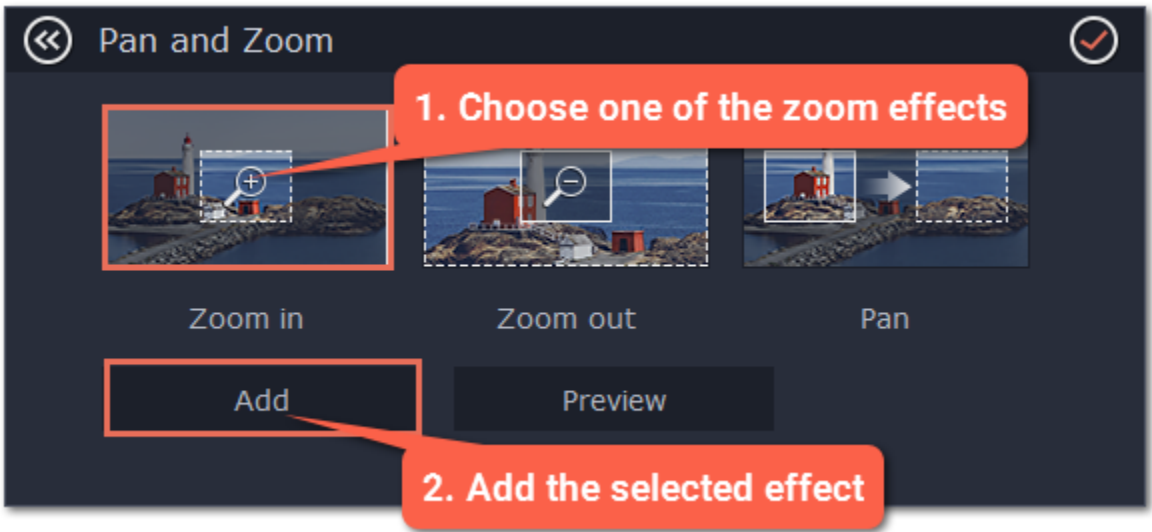


### Step 2: Add pan or zoom keyframes

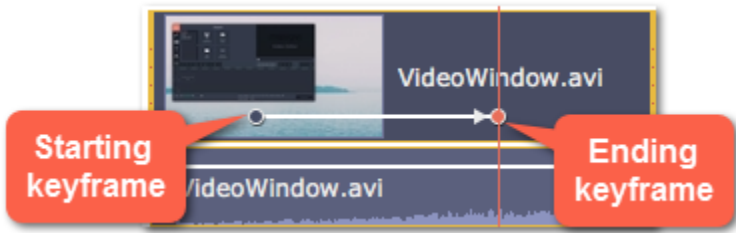
- 1. On the Timeline, place the position marker to where you want the zooming to begin.
- 2. Select one of the zooming methods: **Zoom in**, **Zoom out**, or **Pan**.

*Tip: To see how an effect works, select it and click Preview.*

- 3. Click **Add**.



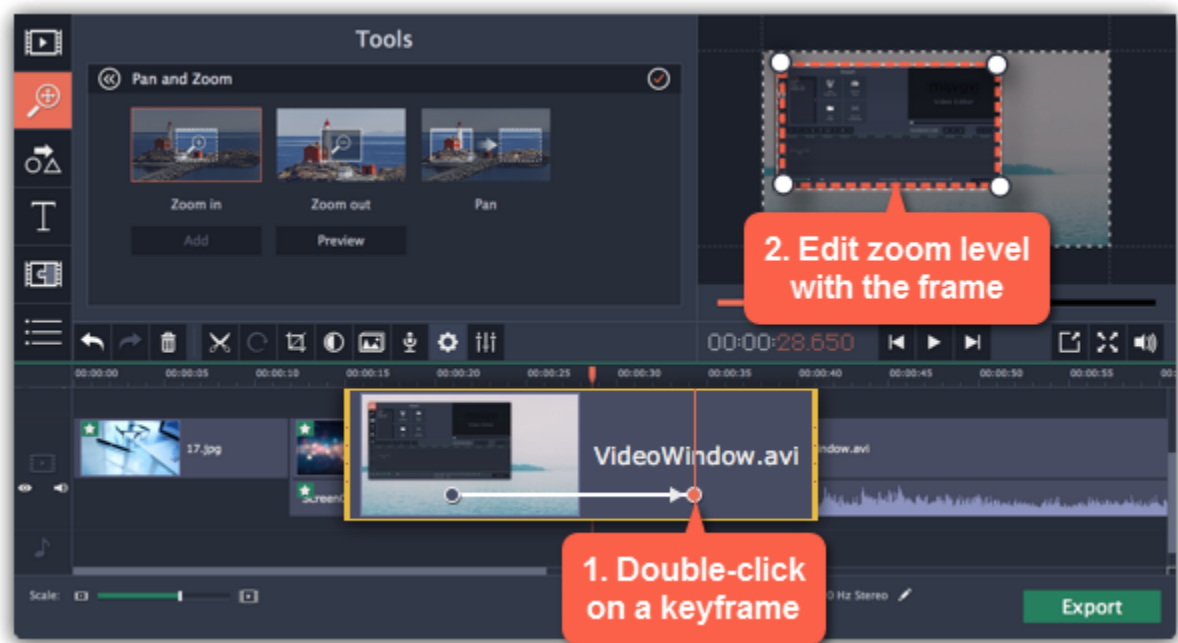
This will add two zoom keyframes to the clip. Using these keyframes, you can set up when the camera moves from one point to the other. The camera will move between these two keyframes.



### Step 3: Set up the zoom frames

Now, you can set the zoom level for each keyframe using the frame in the player, and the camera will smoothly move from one frame to the other.

- 1. To change the starting 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.
- 2. 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.



#### Step 4: Change the keyframe time

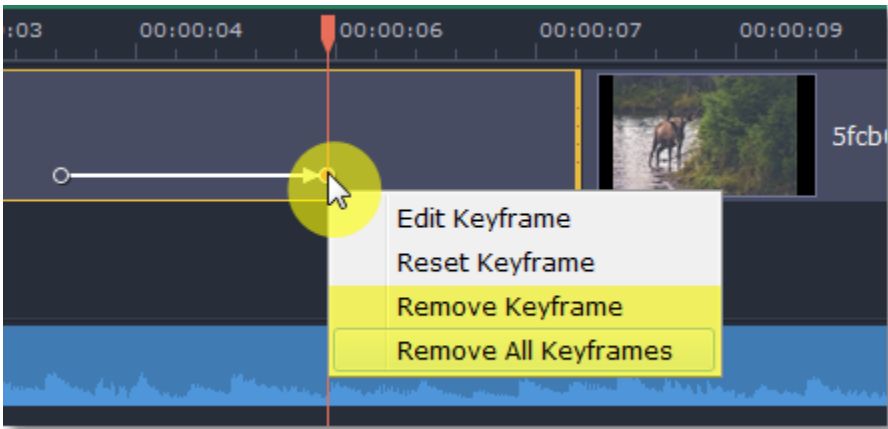
- To change the length of the zoom effect, hold your mouse pointer over a keyframe and move it left or right.
- To move the zooming effect without changing its length or other settings, hold your mouse pointer over the arrow and move it along the clip.

#### Step 5: Add more zooming (optional)

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%.

#### Removing zoom

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



## Highlight and conceal

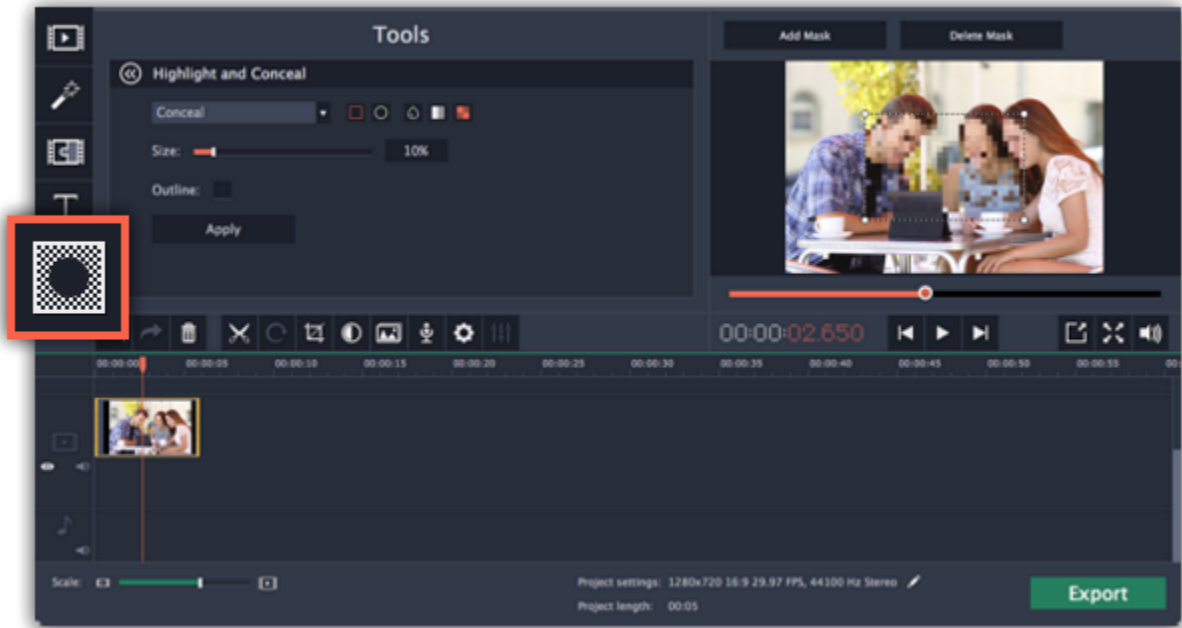
Using the **Highlight and Conceal** tool, you can control the focus in the frame, and blur or darken parts of the video.



### Step 1: Open the Highlight and Conceal tool

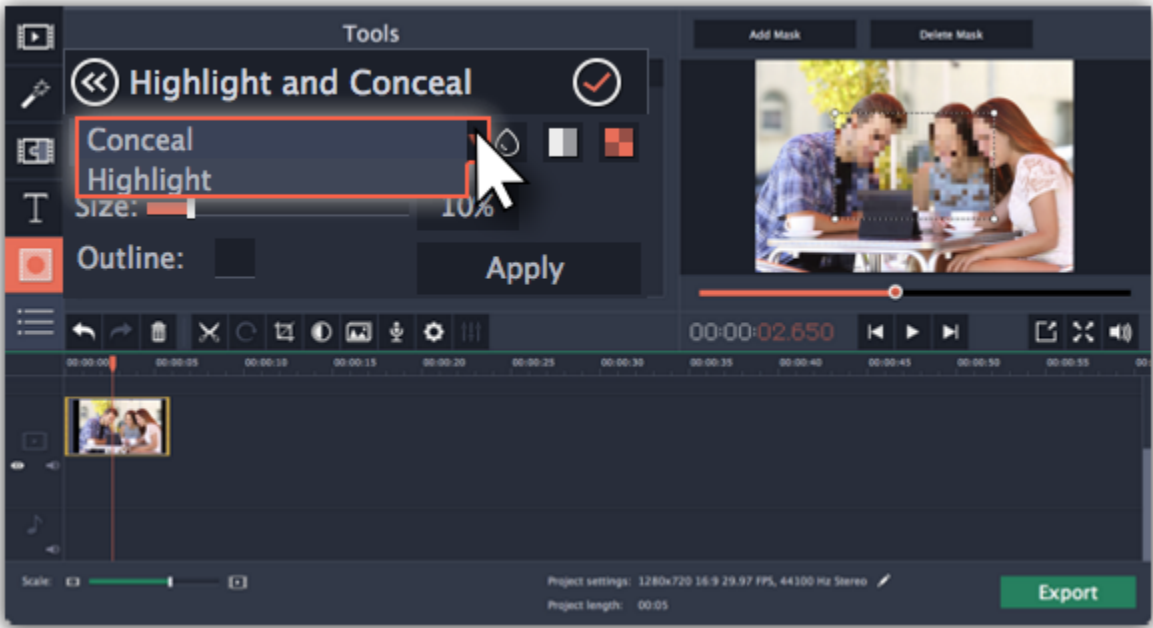
1. On the Timeline, select the clip that you want to edit.
2. On the left sidebar, click the **Highlight and Conceal** button. The tool's options will open, and a frame will appear in the player.

*Tip: If you don't see Highlight and Conceal button, click the More button at the bottom, and choose Highlight and Conceal from the pop-up list.*

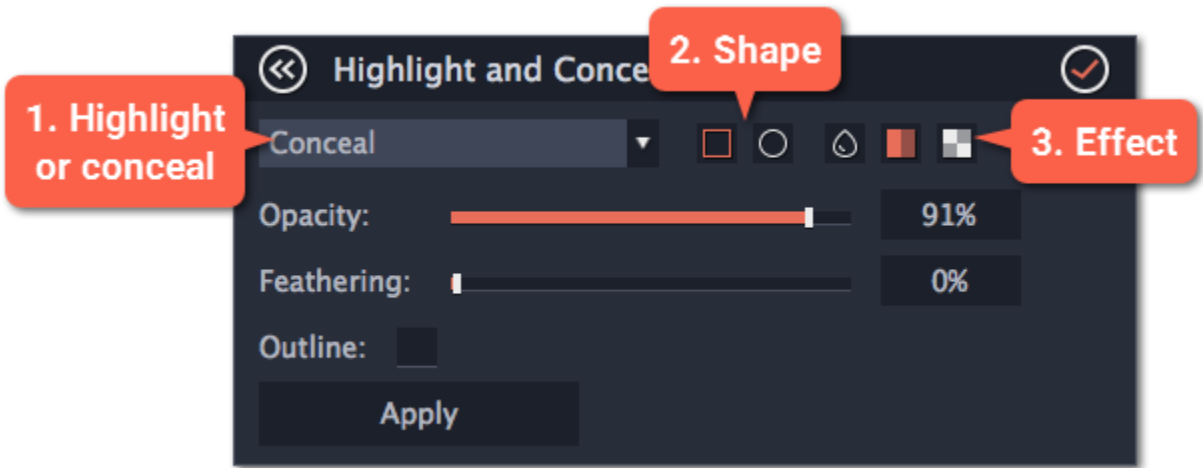


### Step 2: Set up the mask

1. In the Highlight and Conceal tool, open the box and choose **Conceal** if you want to hide an object, and **Highlight** if you want to bring attention to the object.



2. Choose a shape for the mask: you can use a **rectangle** or an **ellipse**.
3. Choose a masking effect: **blur**, **matte** (black cover-up) or **pixels**. Use the options below to fine-tune the mask:
  - **Opacity** – makes the mask more transparent (for matte and blur)
  - **Feathering** – makes the edges of the mask softer (for matte and blur)
  - **Size** – changes the size of the pixels (for pixel masks only)
  - **Outline** – adds a white outline around the mask.

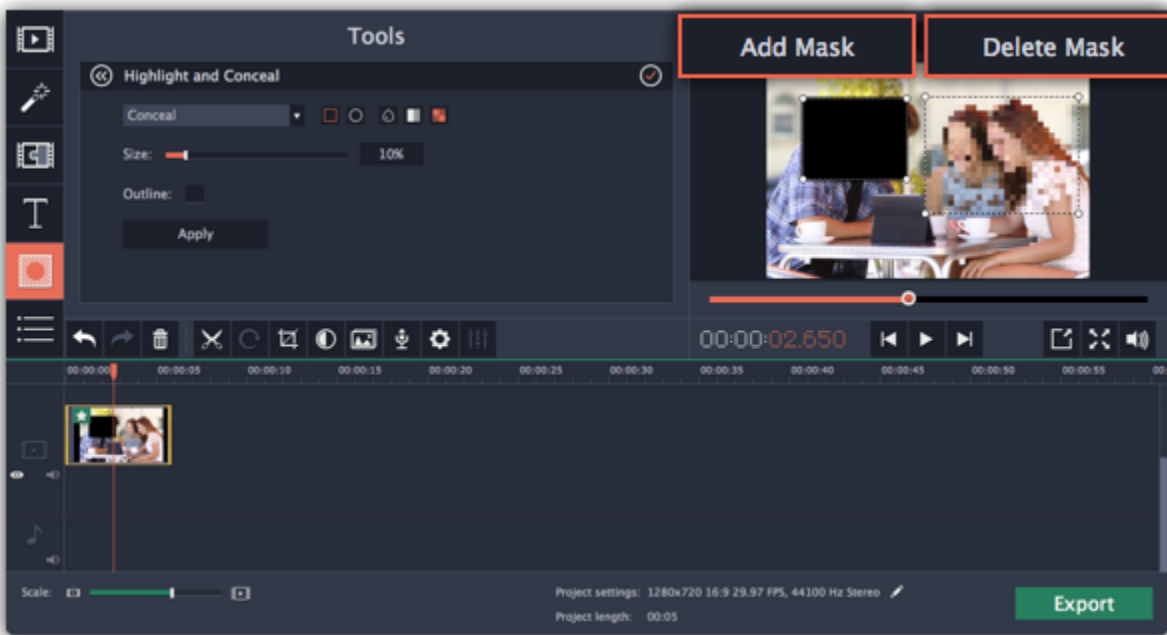


4. In the player, drag the corners of the mask to change its size and shape, and drag by the center of the mask to move it on top of the object.



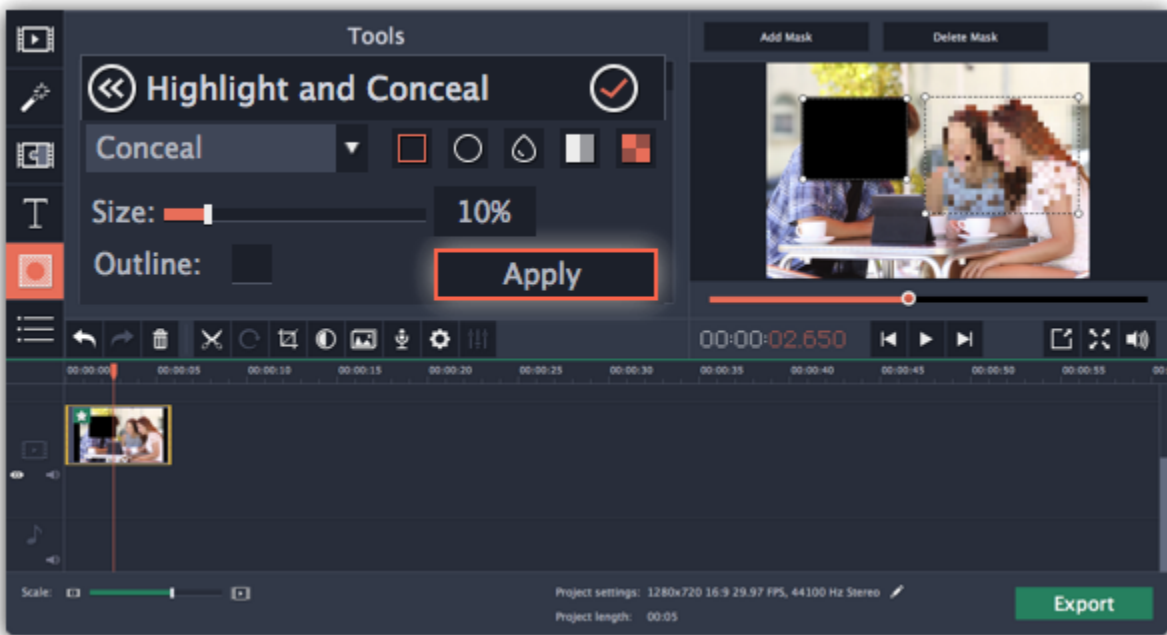
**Step 3: Add more masks (optional)**

If you want to cover up or highlight more than one object, click **Add Mask** above the player to create another mask, and you can now set it up the same way as the first. The selected mask is highlighted orange in the player.



**Step 4: Apply the changes**

When you're done, click **Apply** on the Highlight and Conceal panel to finalize the changes.



## Chroma key

### How to replace a video's background

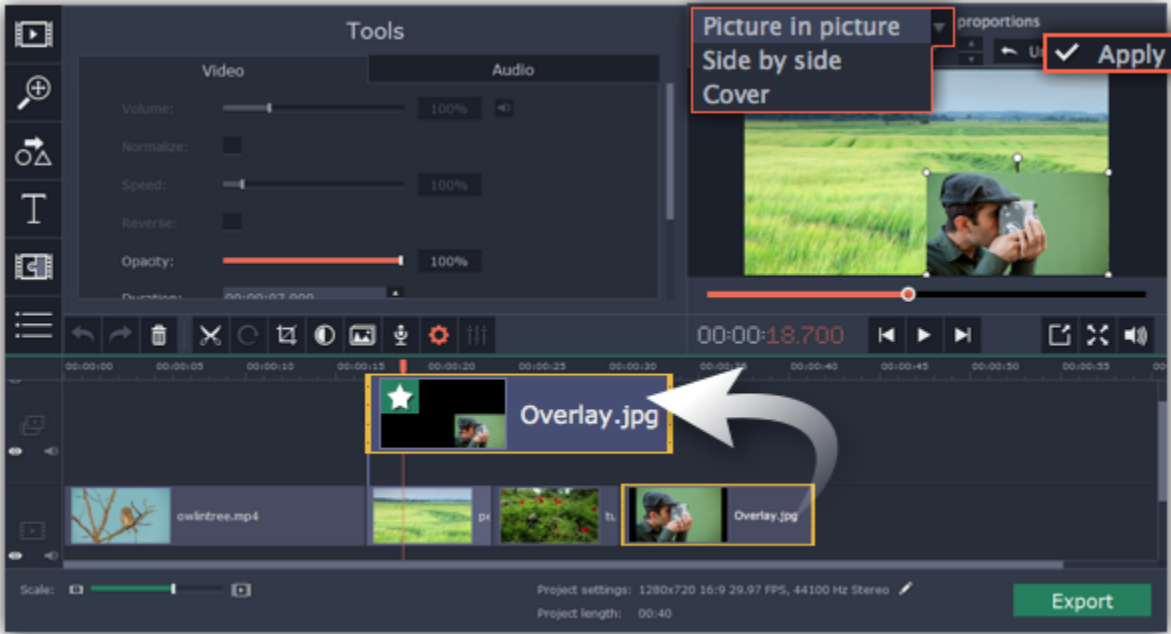
The Chroma key effect allows you to remove any color from the image or video, leaving the background transparent.

#### Step 1: Add the foreground and background clips

Add the video or image clips that you want to use as the foreground and the background. For the foreground (the clip that you want to remove the background from), use a clip with a bright, solid background that contrasts with the foreground objects.

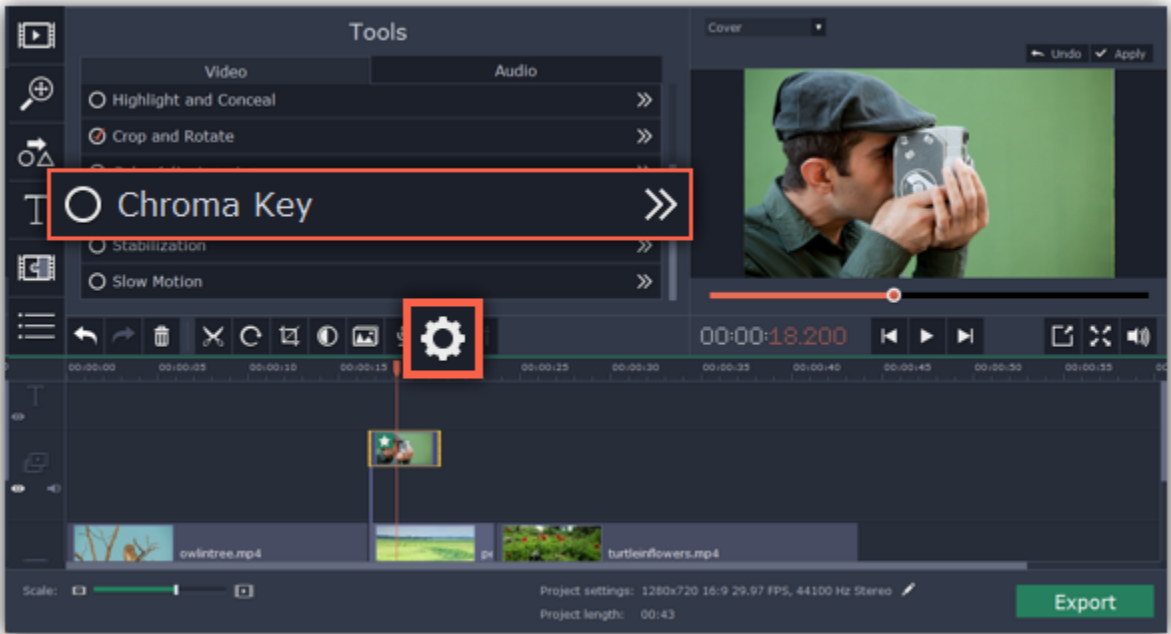
#### Step 2: Create an overlay

1. Select the foreground video and move it up, onto the **Overlay track**.
2. Double-click the foreground video on the Overlay track. The overlay options will appear above the player.
3. To make the foreground video completely cover the background video, select the **Cover** overlay mode from the list above the player.
4. Click **Apply**.



#### Step 3: Open the Chroma Key tool

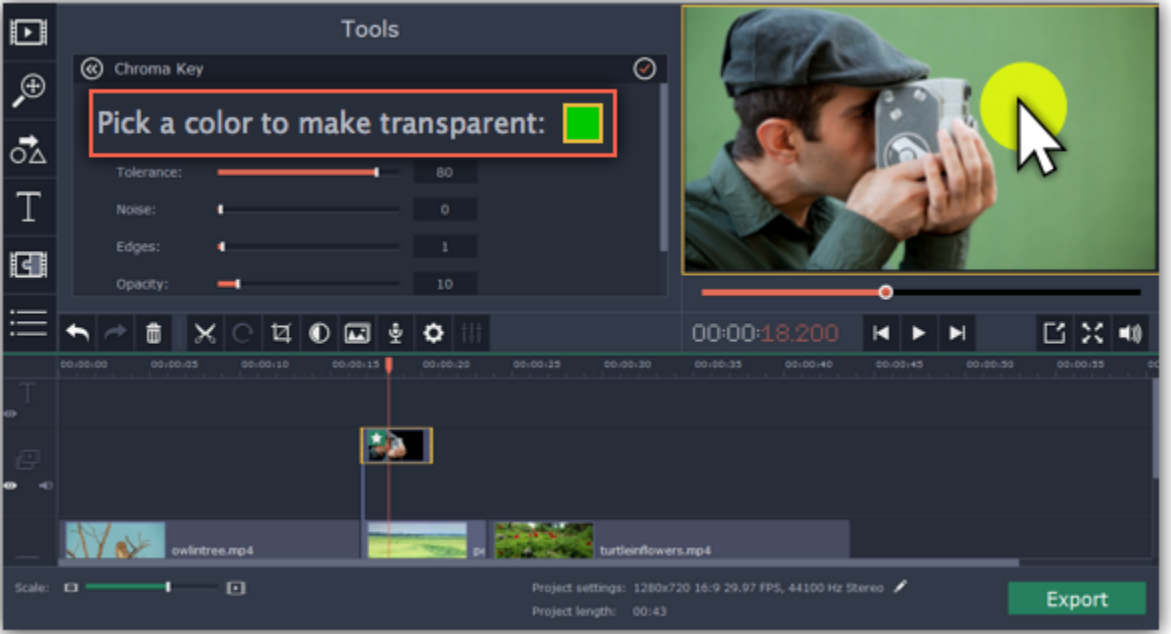
1. Select the foreground video on the Overlay track.
2. Click the **Clip Properties** button on the toolbar. Then, scroll down and click **Chroma Key** to open the background removal options.



#### Step 4: Set up Chroma Key

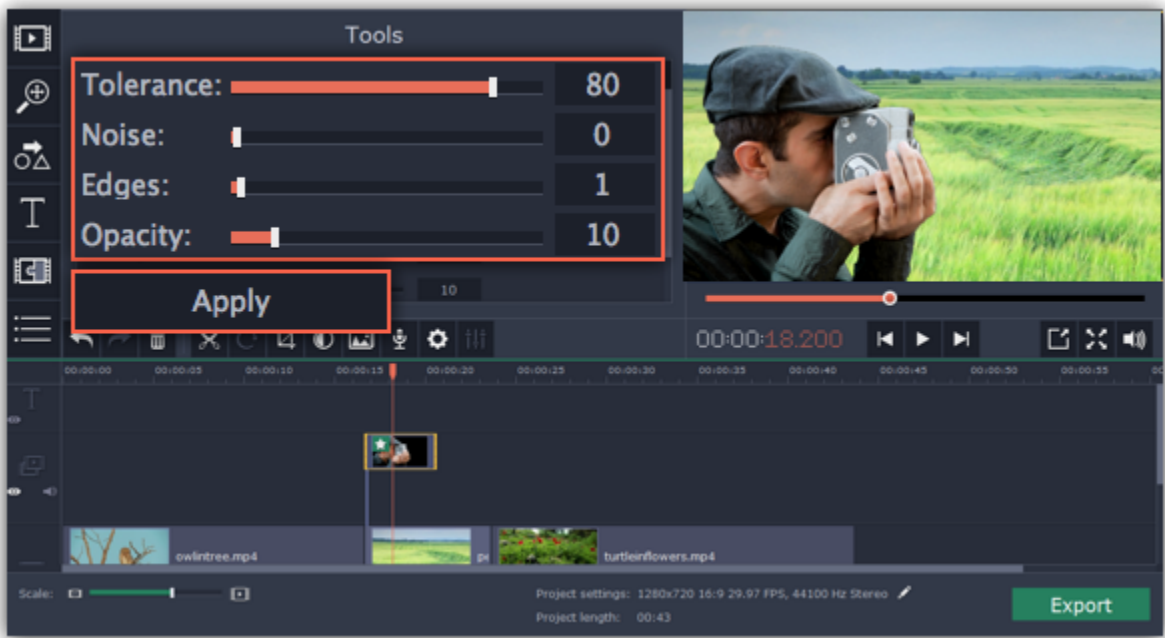
1. Once you open the **Chroma Key** tool, move your mouse cursor over the player and click on the color that you want to remove. The color you've picked will be made transparent, and the underlying video will now be visible.

*Tip: if nothing happens when you click on the player, click the color swatch in the Chroma Key options and then try again.*



2. Use the **Tolerance** slider to set how many similar shades of the selected color should also be removed. Higher values will remove similar colors to the one you've selected.
3. Use the **Noise** slider to determine how sharp the object's edges should be.

- 4. Use the **Edges** slider to determine how thick the object's edges should be.
- 5. Use the **Opacity** slider to set the transparency of the background.
- 6. Finally, click **Apply** to accept the changes.



**Cropping the video**

If the videos you're using for the foreground and background have different aspect ratios, you may end up with black bars or empty areas along the edges after applying Chroma key. To fix this, crop the videos to the project's aspect ratio.

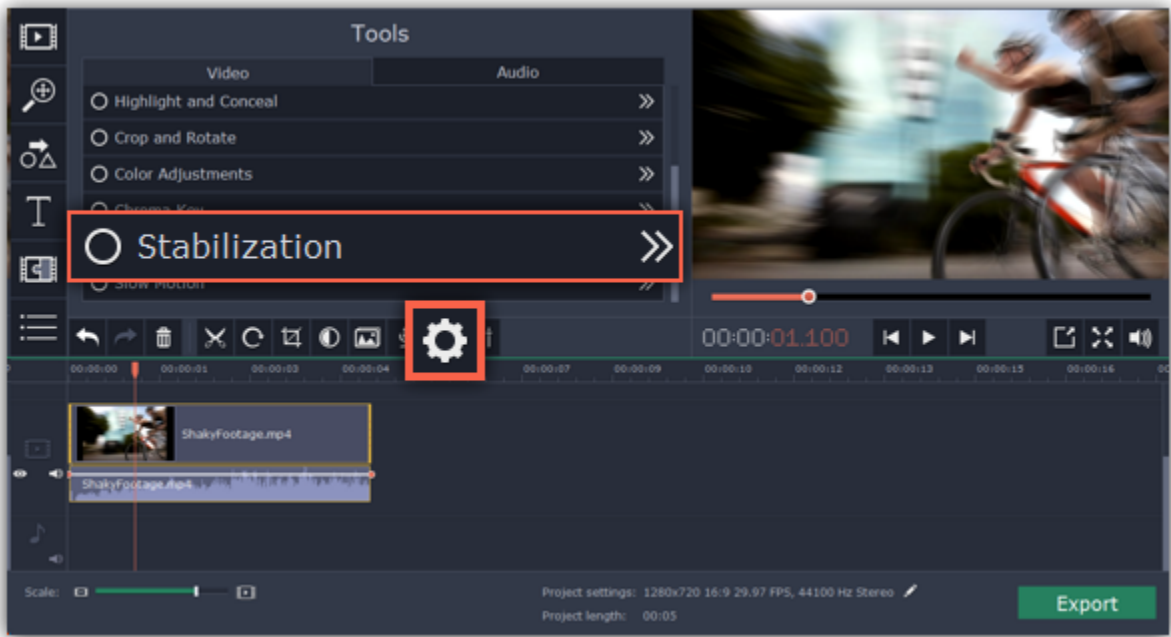
- [How to remove black bars](#)
- [Cropping videos](#)

## Stabilizing video

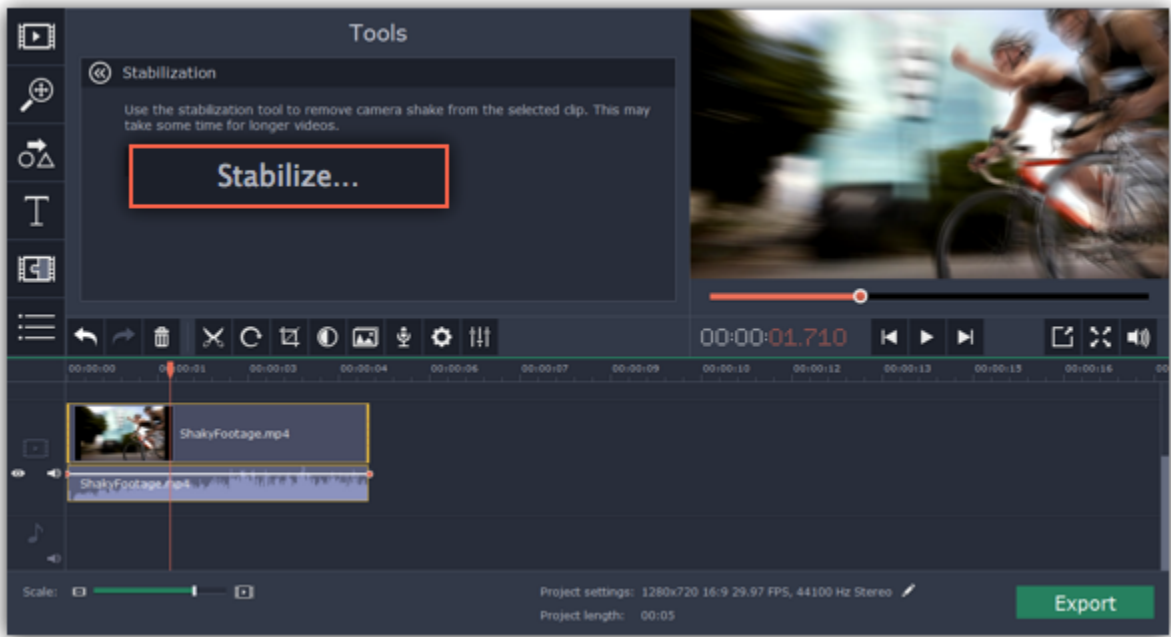
If you're filming with a handheld camera, it's likely that there might be some unwanted camera shake visible on the video, especially if you walk or move while filming.

**Step 1:** On the Timeline, select the clip you need to stabilize. Longer videos take more time to stabilize, so you may want to first cut the video into smaller segments.

**Step 2:** Click the Clip Properties button on the toolbar, then scroll down and click **Stabilization**.



**Step 3:** Click **Stabilize** to open stabilization options. The Stabilization window will open.



**Step 4:** Set up stabilization with the following parameters depending on the video and the amount of shaking:

**Accuracy:** affects the analysis precision of the video. Higher accuracy yields the best results, but also takes more time.

**Shaking:** set how strongly the shaking is visible on the video.

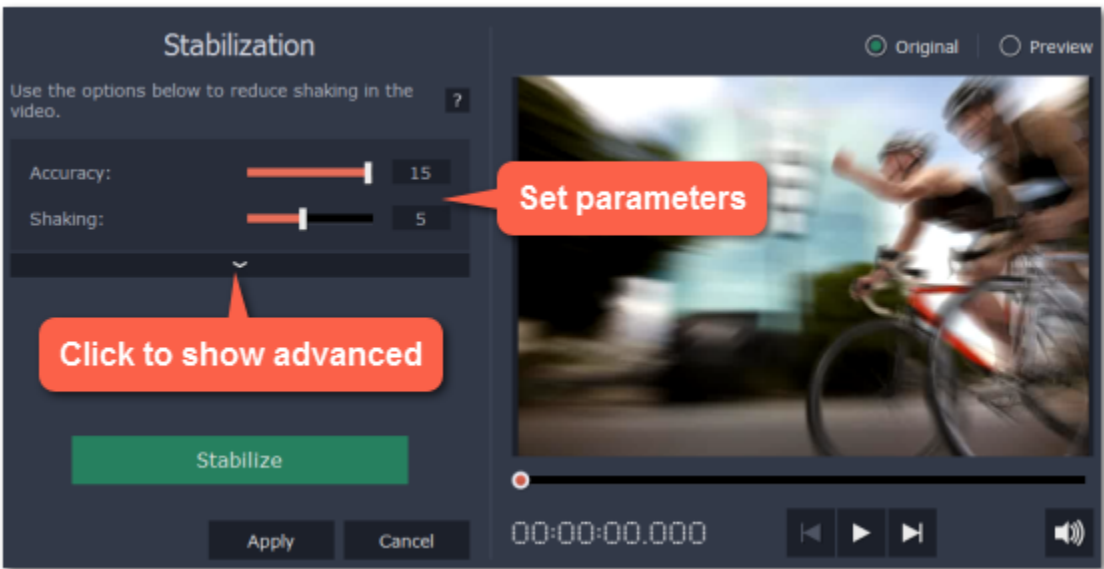
If you need more advanced settings, click the arrow under the sliders.

**Radius:** when a video is stabilized, each object is adjusted using the 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 together and to preserve more detail.

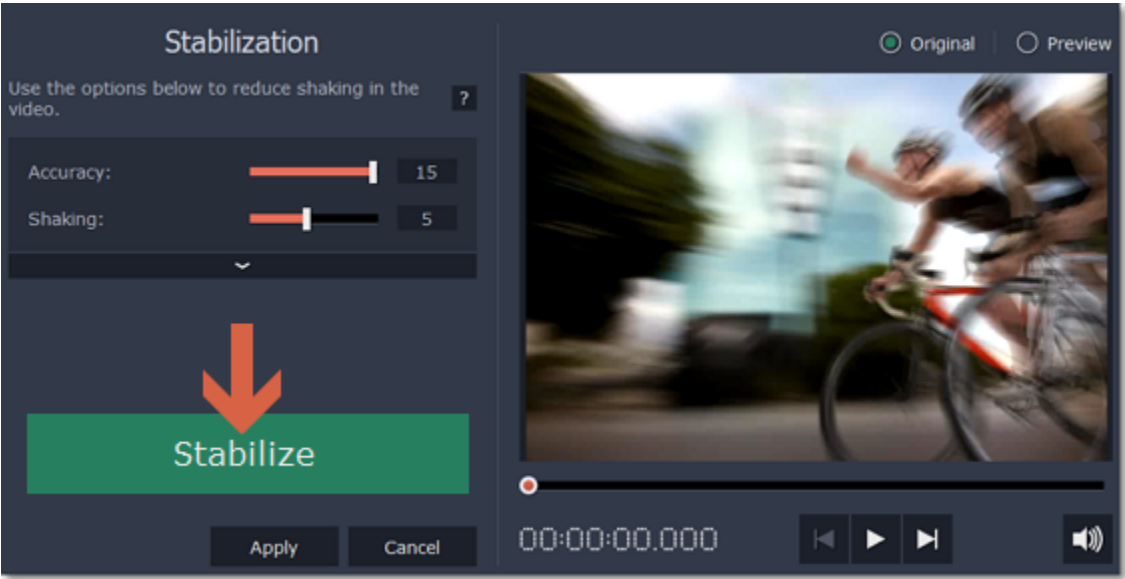
**Smoothing:** limits camera acceleration. Higher values work best for more or less static videos. Excessive smoothing may limit panning.

**Edge Cropping:** after compensating for motion, some distortion artefacts like blurred areas may appear around the edges.

- **None:** the edges will remain as they are. Best results if there is little shaking on the video.
- **Fixed:** the video is cropped to one size to cut off some of the edges.
- **Adaptive:** whenever there is a lot of shaking, the video will zoom in so that the distorted edges are not shown.



**Step 5:** Click **Stabilize** to start processing the video. This may take a while depending on the length of your video and the selected parameters.



**Step 6:** After the video has been stabilized, you will see its preview in the player. If you're satisfied with the result, click **Apply** to replace the clip on the Timeline with the stabilized video. If you didn't like the results, repeat steps 4 and 5.

**Stabilized copies**

A stabilized copy of the file will be created under *\My Videos\Movavi Screen Capture Studio\Stabilized*. This copy will be used in the project instead of the original video. If you delete the stabilized copy, it will be replaced with the original video, and you will need to stabilize the clip again.

**Filming tips**


- When shooting videos, try to rest the camera on something.
- If possible, use a tripod. Some tripods are really small and can fit into your bag.
- If you can't put down the camera, hold it with both hands and close to your body. This will minimize the shaking.
- Try to move around less. If you have to move the camera, do it slowly.
- Check your camera's settings to see if it has built-in stabilization.

---

**Troubleshooting**

**Not enough disk space error**

When a video is stabilized, Movavi Video Editor creates a stabilized copy of the video in a folder on your disk. By default, this folder is *\My Videos \Movavi Screen Capture Studio\Stabilized* on your main disk drive. If you are running out of space on that drive, you can either free more space and try again, or tell the program to save stabilized copies on another disk:

1. Open the **Settings** menu and choose **Preferences**.
2. Switch to the **Files** tab.
3. Find the "**Store stabilized videos in**" box and click the button  on the right to choose a different folder on a drive where you have more space.
4. Click **OK** to accept the changes. Now, try stabilizing the video again.

**Cannot access folder error**

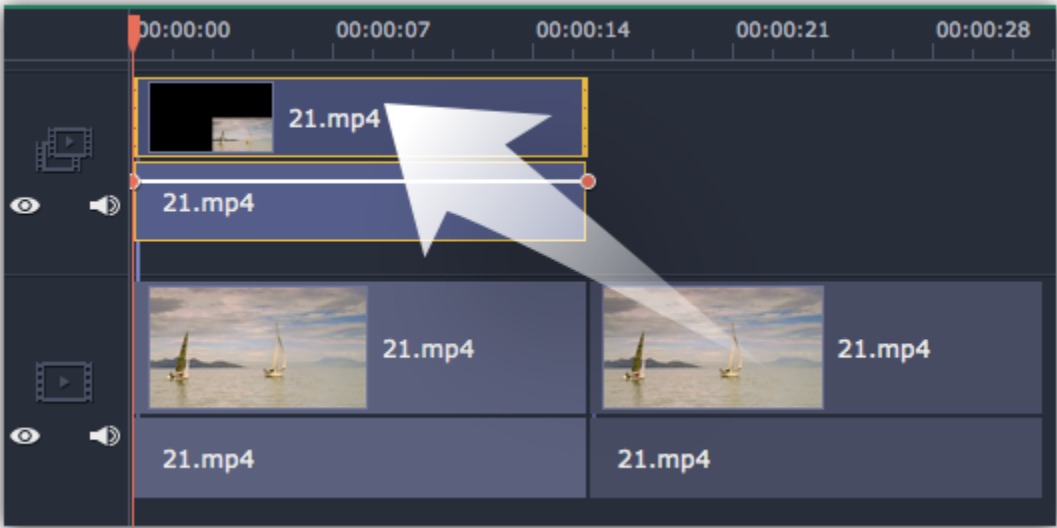
This error means that you've changed the folder where stabilized files are stored, and that folder's permissions prevent Movavi Video Editor from creating files inside it. Try using a different folder for storing stabilized videos.

## Fading effects

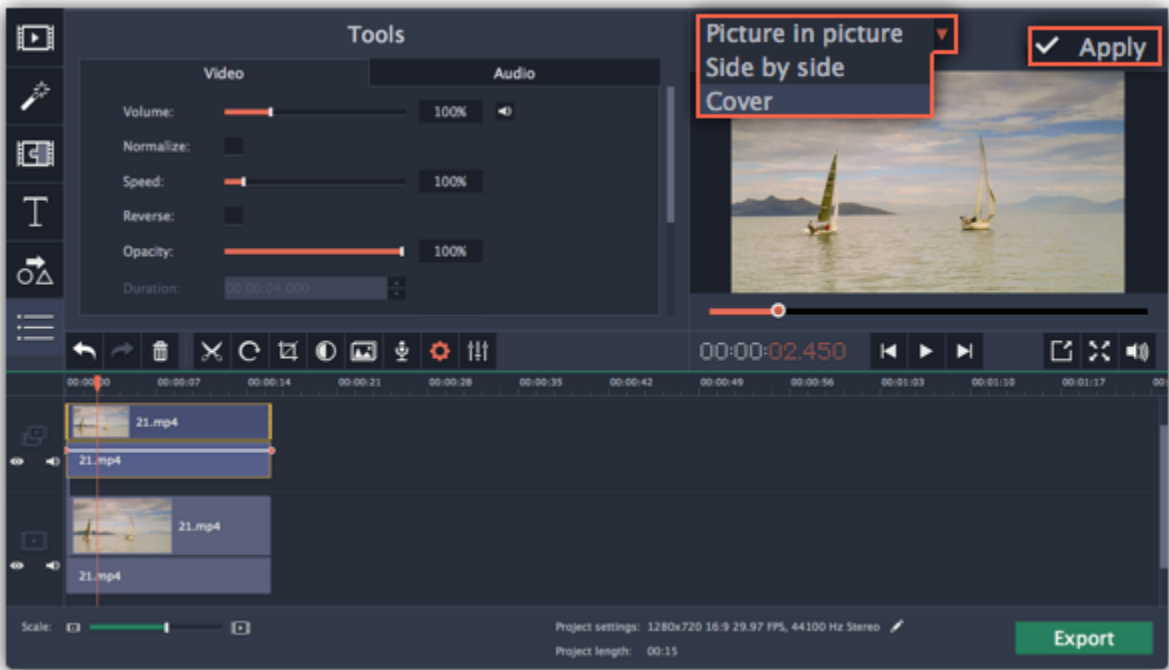
Making effects and filters fade in smoothly is possible using the overlay track.

**Step 1:** Copy the clip and paste it onto the Timeline.

**Step 2:** Drag the copy of the clip onto the **overlay track** above so that it's right above the original. Now you have two identical clips right on top of each other.



**Step 3:** Double-click the clip on the overlay track and choose **Cover** mode in the panel above the player. Click **Apply** and the clip will cover the entire frame.

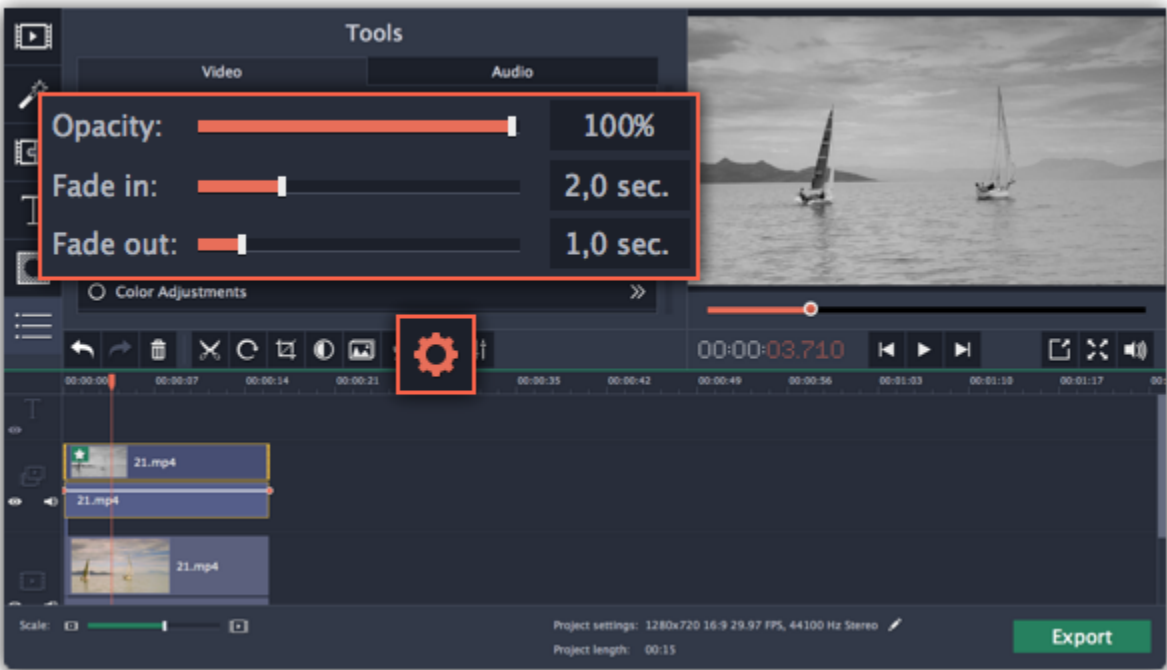


**Step 4:** Now, apply the effects or filters you want to use onto the upper, visible clip.

Learn more: [Applying filters](#)



**Step 5:** With the overlay clip selected, click the **Clip Properties** button. There, use the **Fade in** and **Fade out** sliders to set the fading time. Here you can also set **Opacity** if you want to reduce the effect's strength for the whole clip.

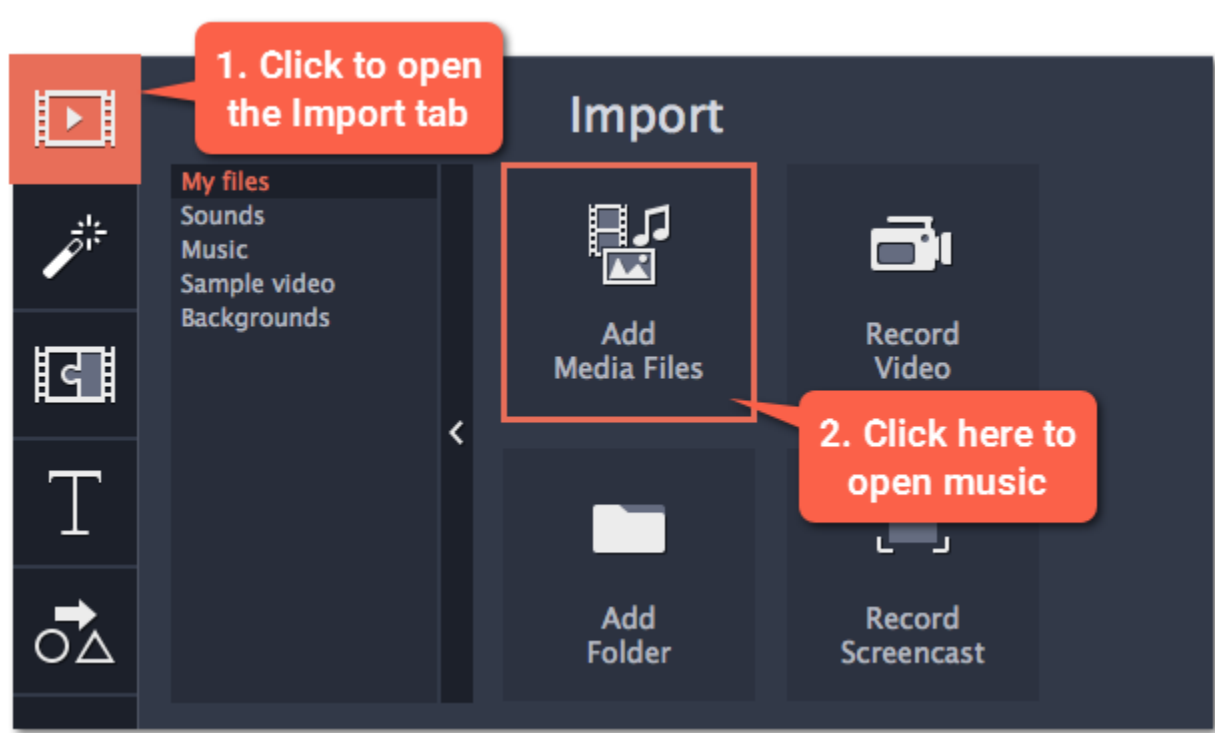


The clip with the effect will gradually appear and disappear, exposing the underlying original clip.

## Working with audio

### Add audio

To add music or other sounds to your project, click the **Add Media Files** button on the **Import** tab.



Learn more about adding audio:

[Adding audio files](#) | [Recording audio](#) | [Extracting audio from video](#) | [Using built-in sounds](#)

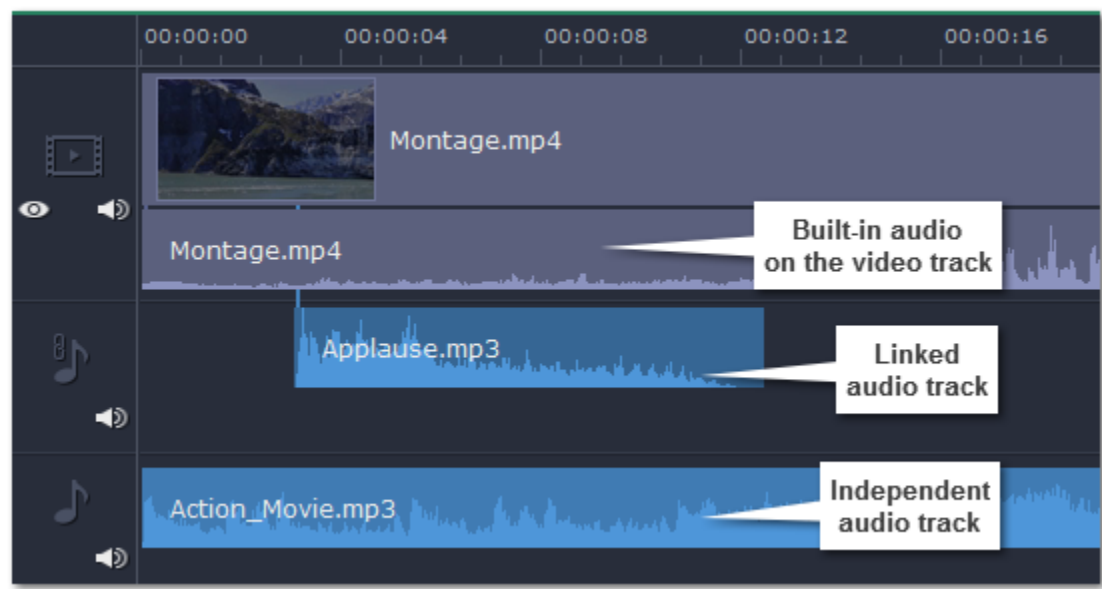
### Audio tracks

When you add audio clips to your project, they will appear on one of the audio tracks at the bottom of the Timeline. There are two types of audio track:

**Linked audio track** – each clip on this track is linked to a video clip on the main video track. This means that this clip will always stay synchronized with this video.

**Independent audio track** – this is the standard video track, where audio clips such as background music will play independently from any other tracks.

After you add the clips, you can rearrange them with your mouse and cut them just like video clips.

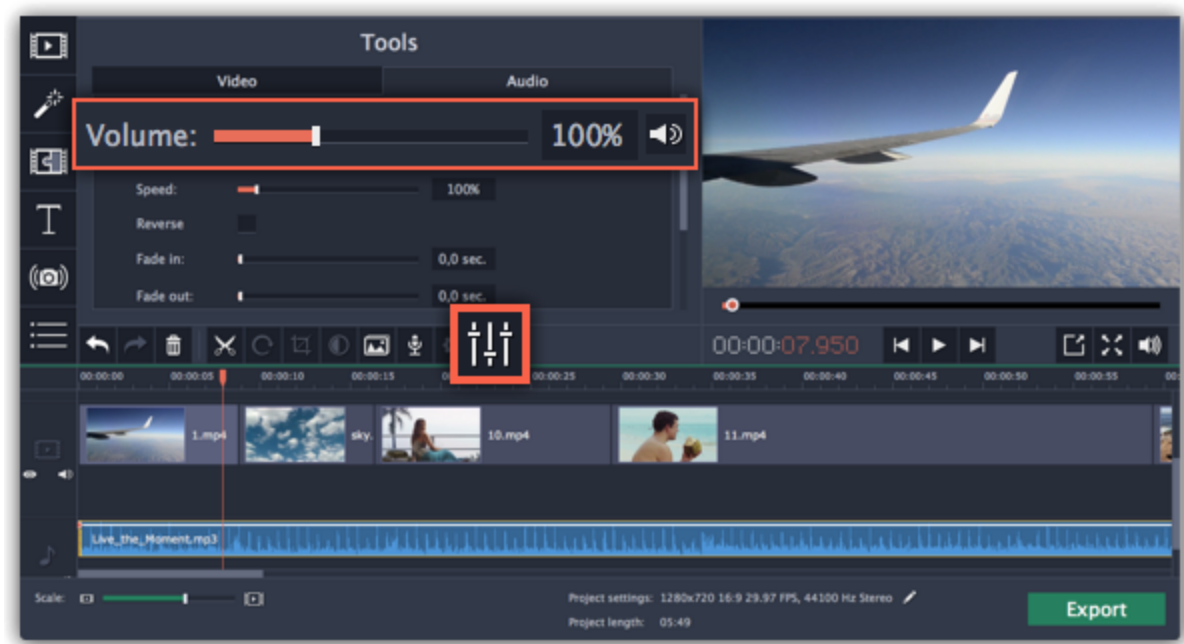


Learn more:

[Audio tracks](#) | [Cutting audio](#) | [Looping audio](#)

### Volume

To change a clip's volume, click the **Audio Properties** button on the toolbar and set the necessary volume in the audio tools section above.



Learn more:

[Volume levels](#) | [Volume curves](#) | [Muting clips](#)

### Audio properties and adjustments

To enhance and adjust the audio, click the **Audio Properties** button on the toolbar and scroll down in the audio tools section above.

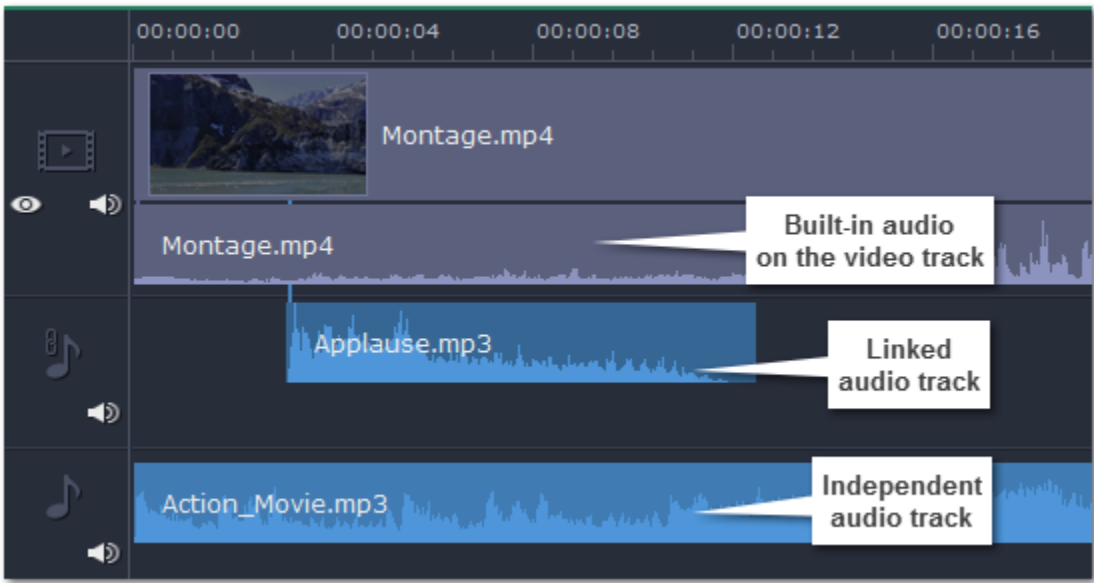


**Learn more:**

[Audio properties](#) | [Fading audio](#) | [Equalizer](#) | [Noise removal](#) | [Audio effects](#) | [Beat detection](#)

## Audio tracks

Audio in your project can be located on the video track as built-in audio, the *linked audio track*, or on the *independent audio track*. When you add audio files to your project, they are first placed onto the independent audio track.



### Independent audio track

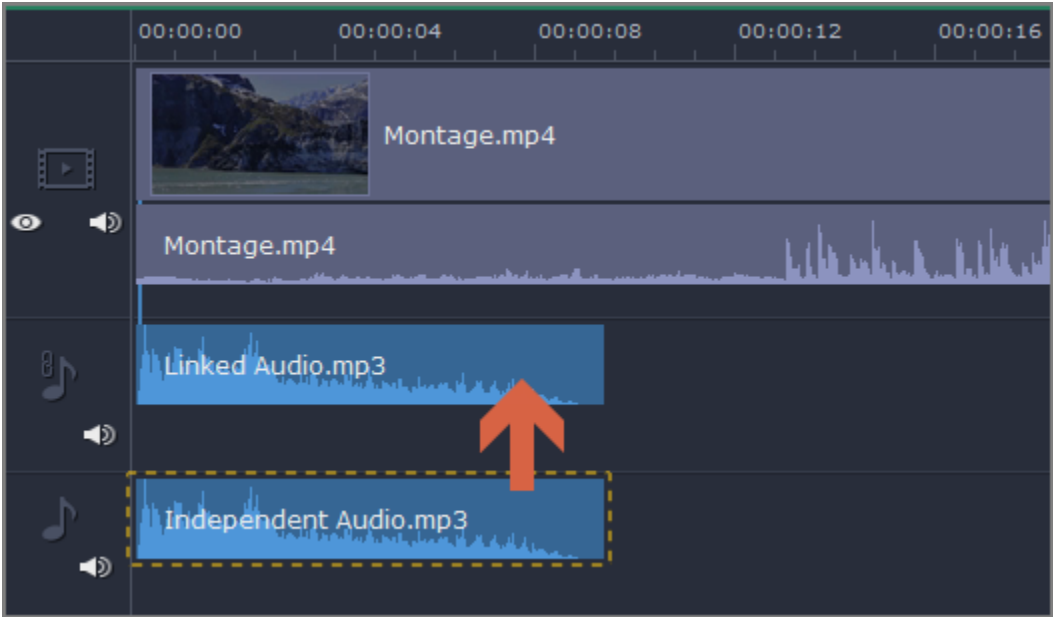
All new audio clips are added to the independent audio track. Audio clips on this track will play *independently* of any other tracks and will not change when you edit other clips. This makes it suitable for background music.

### Linked audio track

Clips on the linked audio track are always linked to a clip on the main video track. This ensures that the clips stay in sync with the video even as you edit your project and move or cut the clips. At first, this track is hidden until you link your first audio clip.

#### To link an audio clip:


1. Select the clip you want to link.
2. Drag it up, towards the video track. The linked audio clip will appear between the video and independent audio tracks.
3. A line will appear between the video and the audio clips. Place the audio clip on the linked audio track so that the line points to where it should begin.



Now, the audio is linked with the video clip that it points to. If you cut or delete the video clip, its linked audio clips (as well as titles and overlay clips) will also be cut or deleted.

### Built-in audio on the video track

If a video clip has sound, both the video and audio will be added to the **video track**. The built-in audio is always together with its video, unless you decide to move or delete the audio.

- To separate built-in audio from its video clip, click on just the audio ribbon under the video clip, and then drag this ribbon down onto an audio track. You can still keep the audio synchronized with the video by placing it on the linked audio track.
- To remove built-in audio, click on the audio ribbon under the video clip and click the trash icon .

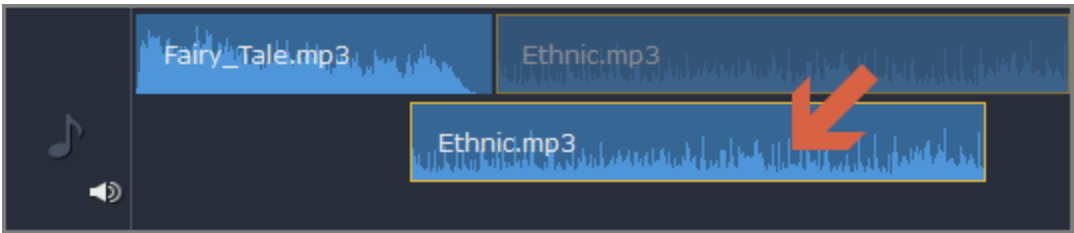
## Waveforms

Each audio clip's sound is represented as a *waveform* on the clip's ribbon. Waveforms can help you easily find the quietest and loudest parts of the clip.



## Playing audio synchronously

If you want two audio clips to play at the same time, simply drag one clip underneath the other. This way, you can have as many sub-tracks as you want. With music, you can use this to create a crossfade effect when you join songs: align the beginning of the second song with the end of the first song to make them joined almost seamlessly.



*The end of the first audio clip will be played with the beginning of the second clip.*

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

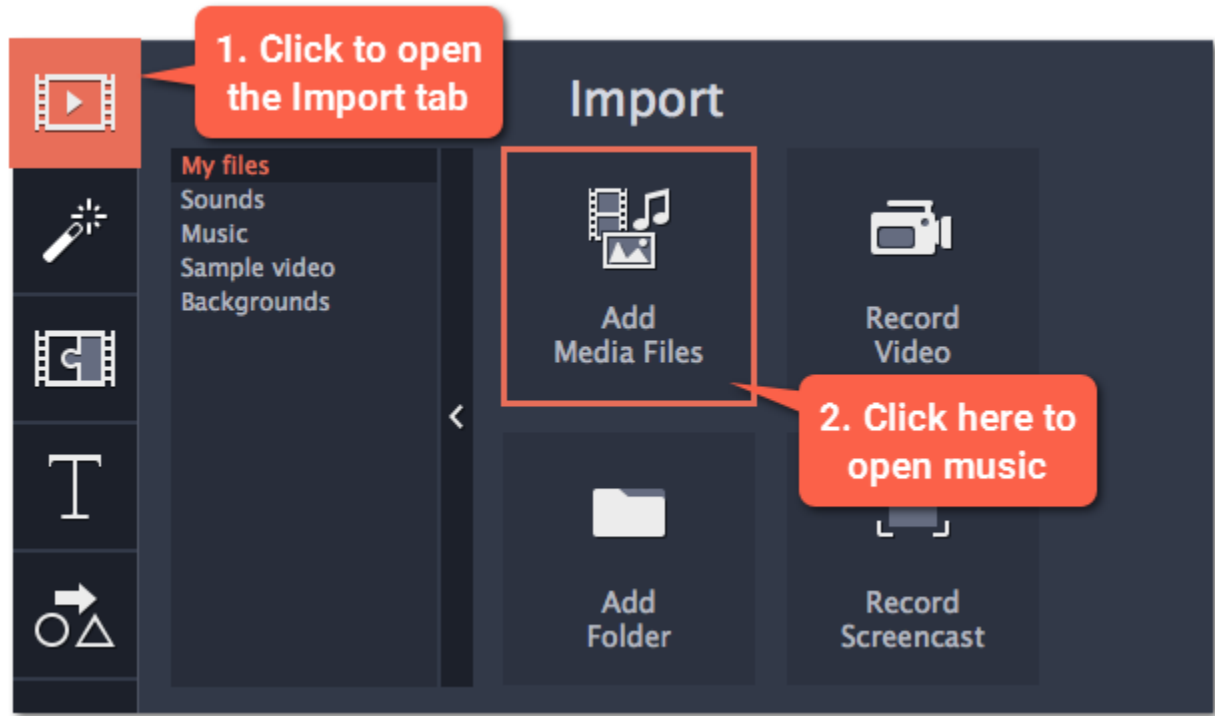
Solution: Some audio files contain album art, which may sometimes be recognized as the video stream. Therefore, these files may be placed on the video track. In that case, drag the audio clip *down* onto the audio track, and delete the album art from the video track if you do not need it.

## Adding audio

You can add audio files in much the same way as you add video files.

### Add files from your hard drive

1. On the **Import** tab, click **Add Media Files** to browse for audio files on your computer.
2. A Windows Explorer dialog box will open. Choose the files that you want to use.
3. Click **Open**. The files will be added onto the audio track of the Timeline.



### Use sample audio clips

If you don't have any suitable audio files, you can use free music tracks and sounds from the Movavi Video Editor audio collection.

1. On the **Import** tab, click **Music** if you need a background music track, or click **Sounds** if you need short audio samples.
2. Click on a clip to play it. When you've picked a clip, drag it onto the audio track of the Timeline.

[Learn more about sounds](#)



### Record audio

1. Connect a microphone to your computer.
2. On the Timeline, place the position marker to where you want the recording to start.
3. Click the microphone button on the toolbar to open recording options.
4. Set up your recording device and volume.
5. Click **Start Recording** and record the audio. When you're finished, click **Stop Recording**. You'll find your new recording on the Timeline.

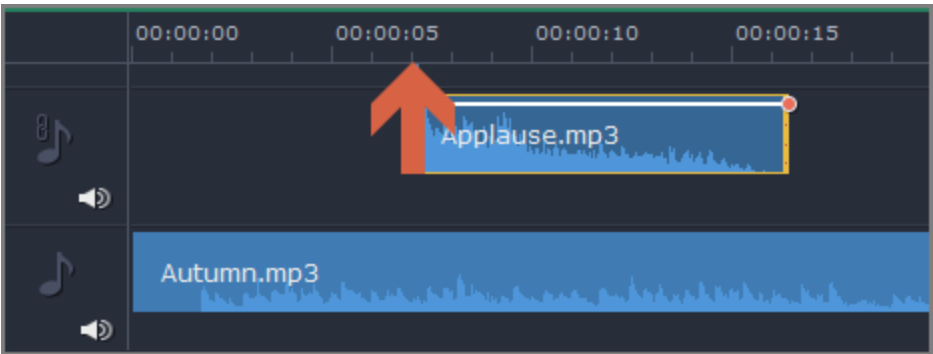
[Learn more about audio recording](#)



### Set start time for audio clips

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

[Learn about audio tracks](#)

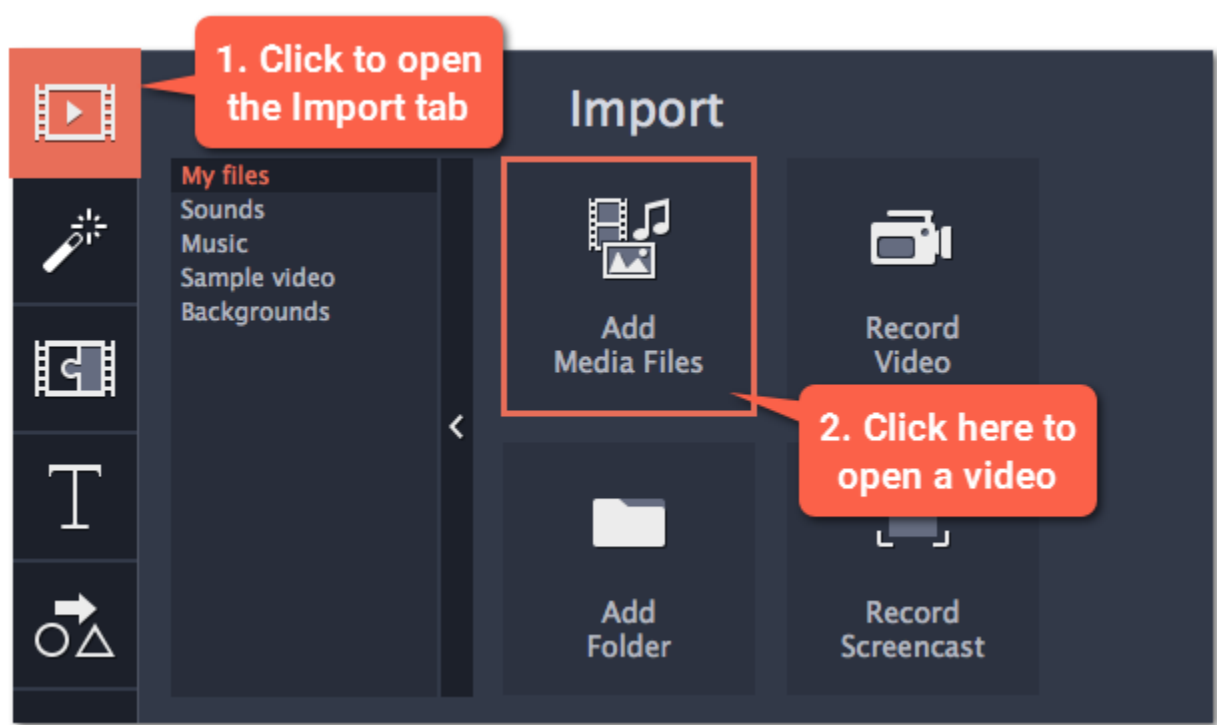


## Extracting audio from videos

If you want to use a soundtrack from a movie, you can extract it from a video file and use it in your project.

### Step 1: Open video file

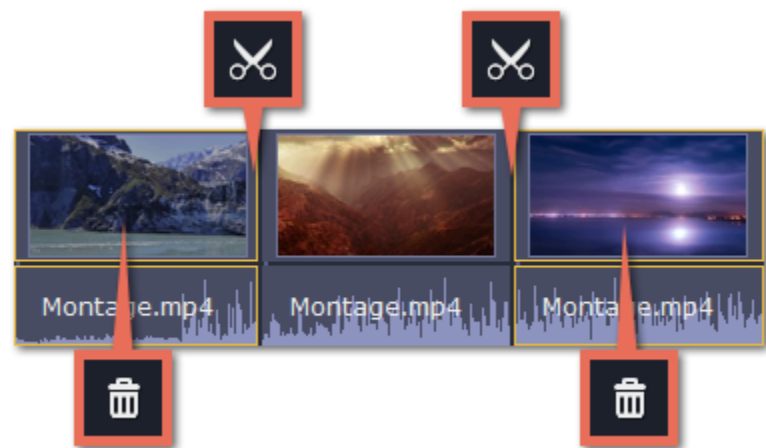
On the **Import** tab, click **Add Media Files** and choose the video that contains the music you want. The file will be added to the video track of the Timeline.



### Step 2: Trim video

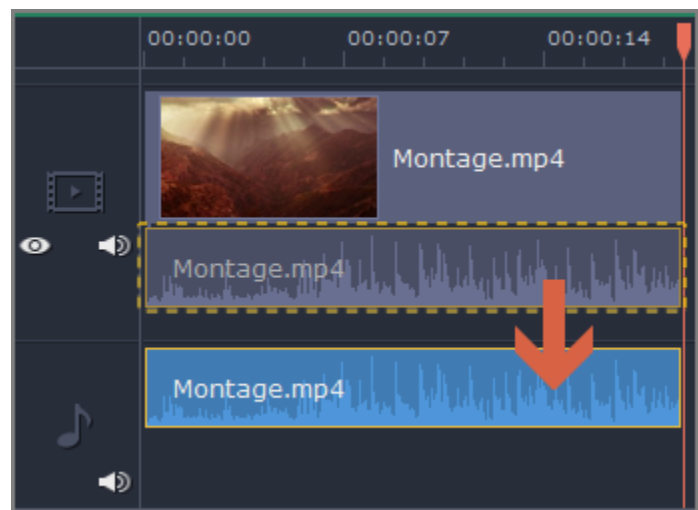
If you don't need the whole video's soundtrack, you can trim away the parts of the video you won't need. It's easier to do this with the video file, as the video can help you visually find the beginning and end of the fragment you need.

1. Select the video you want to trim.
2. Move the position marker to the beginning of the fragment you want to keep and click the Split button on the toolbar (scissors). You've just cut off the beginning of the video.
3. Now, select the second clip and move the position marker to the end of the fragment you need. Click the Split button again, and the fragment will now be in a separate clip.
4. If you don't need the other fragments, select them on the Timeline and click the trash can button on the toolbar to delete them.



### Step 3: Extract the audio

The audio that belongs to a video is shown right underneath it on the video track. To separate it from the video, drag the audio stripe down onto the audio track. If you don't need the video clip anymore, go ahead and delete it.



You can now work with the extracted audio clip separately.

### Step 4: Save the audio (optional)

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

1. Click the **Export** button. The export window will open.
2. In the **Export** window, switch to the **Save Only Audio** tab.
3. Select an audio format that you want to save the audio file in.
4. The **Save to** field shows where on the disk the file will be saved. To change that folder, click **Browse** and select a new folder.
5. Finally, click **Start** to save the audio file.

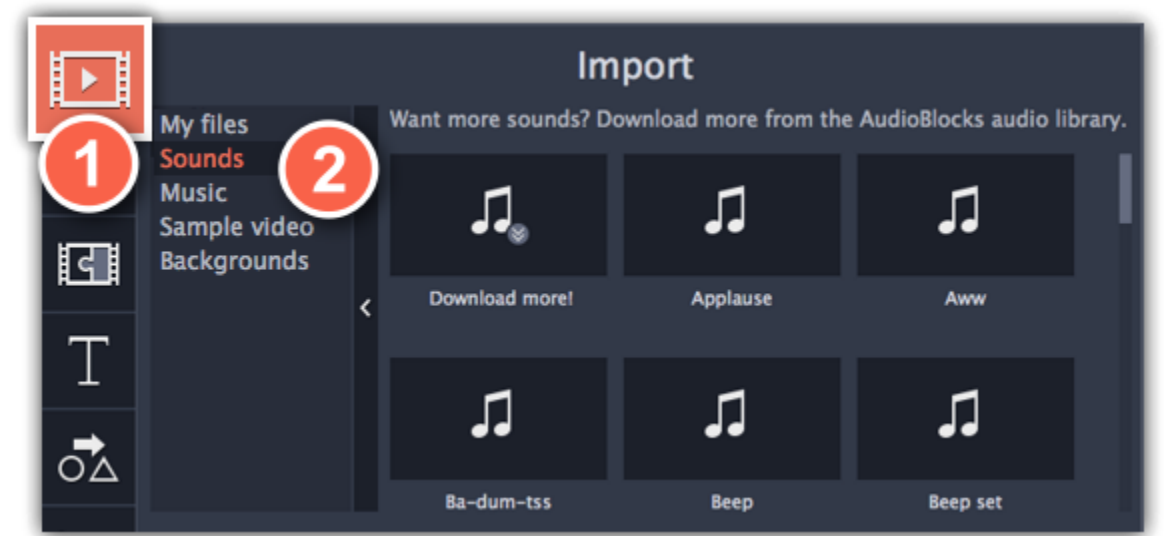
[Learn more about saving audio](#)

## Using sounds

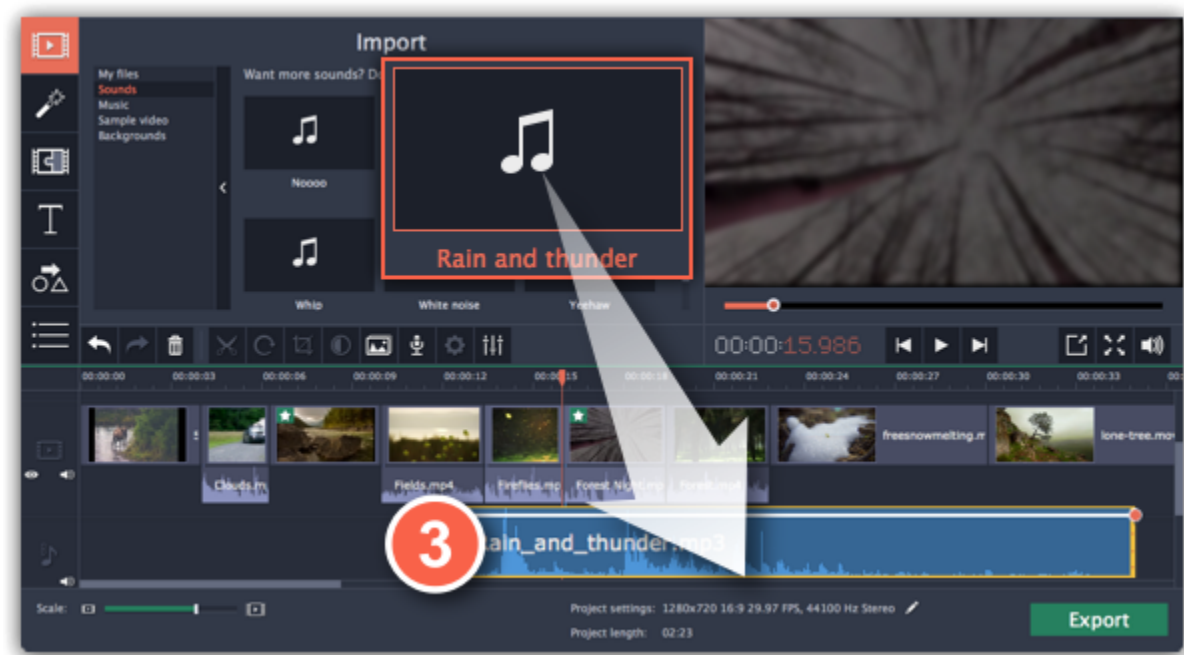
You can make your movies more expressive using the built-in sound samples.

**Step 1:** Click the **Import** button to open the Import tab.

**Step 2:** On the left part of the Import tab, click **Sounds** to open the sound collection.

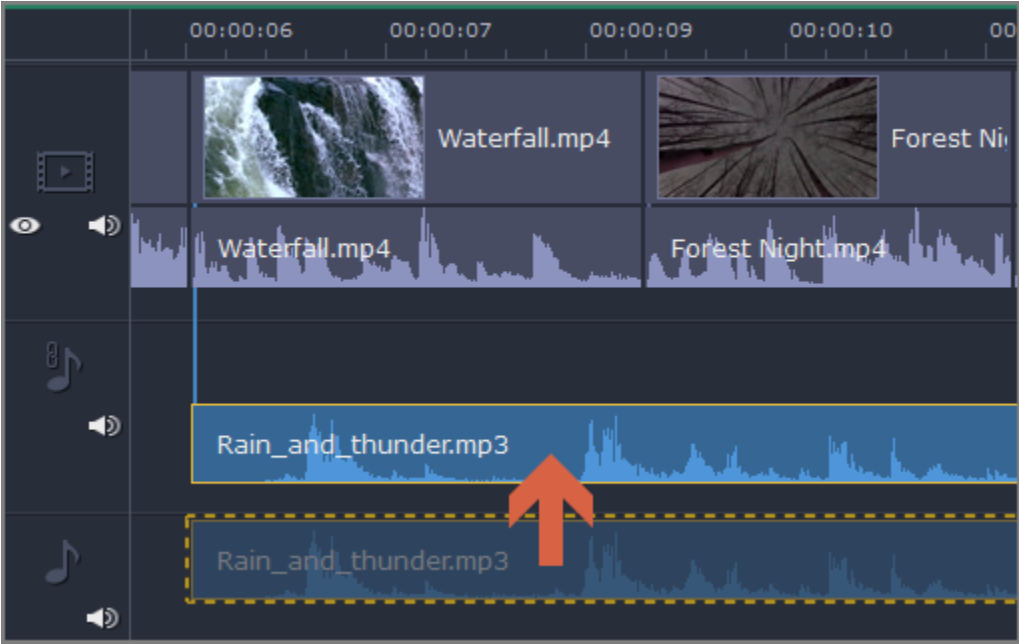


**Step 3:** Click on a sound to play it and pick a sound you like. Drag the sound onto the audio track of the Timeline.



**Step 4: (optional)** To synchronize the sound with a video clip:

1. Select the sound on the Timeline and drag it up towards the video track.
2. The linked audio track will appear, and a blue line will connect the sound clip to the video track.
3. Adjust the position of the sound clip on the linked audio track so that the line points to where the sound should begin.

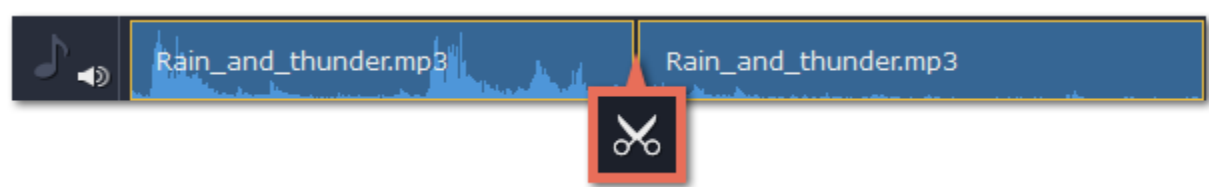


## Cutting audio

### Splitting audio

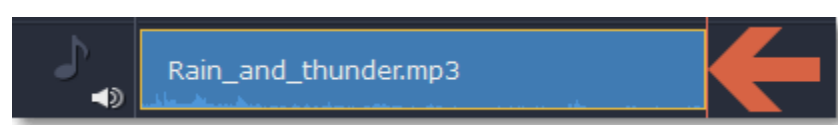
1. Select the clip that you want to split.
2. Move the position marker to the point where you want to split the clip.
3. Click the **Split** button on the toolbar (scissors icon).

The audio clip will now be split into two parts.



### Trimming audio

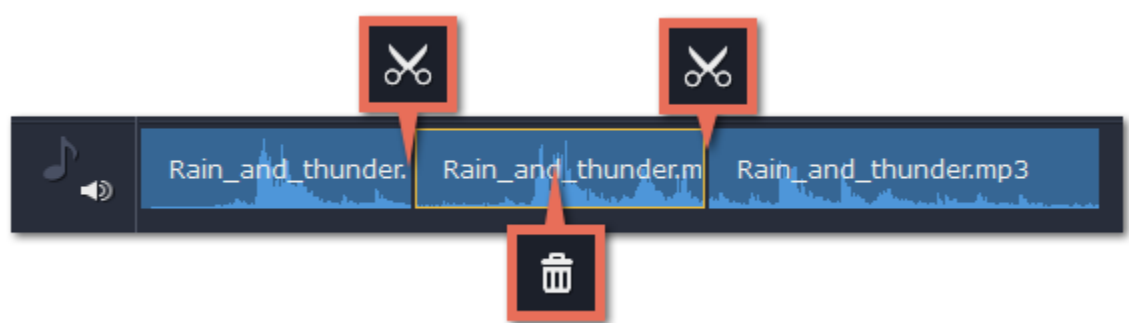
To trim an audio clip from the beginning or from the end, hold your mouse pointer over the left or right edge of the clip and drag it towards the center. The length of the audio clip on the Timeline reflects the length of the sound.



### Cutting out parts

Let's say you want to cut out a fragment from the middle of an audio clip.

1. Place the position marker onto the beginning of the unwanted fragment and click the Split button.
2. Place the position marker onto the end of the unwanted fragment and click the Split button.
3. The fragment is now separated into a clip of its own. Select that clip and click the Remove button. The clip will be removed, and the remaining clips will be moved up to close the gap.



### For more precise navigation:

- Use the arrow keys to jump to the beginning of the previous or next clip on the Timeline.
- 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: Shift+Ctrl+# and Shift+Ctrl+#.
- Use the Previous Frame and Next Frame buttons for precise frame-by-frame navigation. You can also use the Ctrl+# and Ctrl+# keyboard shortcuts.




## Volume levels

Changing volume levels works the same way for video and audio clips:

**Step 1:** On the Timeline, select the clip that you want to edit. This can be a video or an audio clip on any track.

**Step 2:** Click the **Audio Properties** button to open the tools for the selected clip.

**Step 3:** Drag the **Volume** slider to set the necessary level, where 100% is the original volume.

- To mute the clip, click the **Mute**  button on the right.
- If parts of the audio clip are too quiet, select the **Normalize** option to increase their volume.



## Playback volume

*Only for previewing*

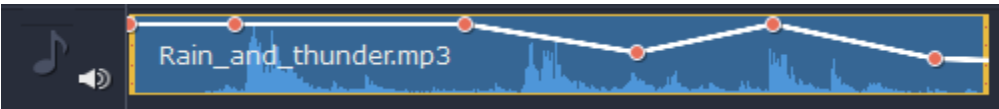
If you need to temporarily change the volume of playback in the editor, without changing the project's volume, click the speaker icon in the preview area and set the necessary volume level. Please note that this will only affect the volume while previewing the project in Movavi Video Editor, and will not affect the output file.



## Volume curves

If you need more advanced volume control, you can use volume curves on the Timeline to set the volume for precise parts of any audio clip.

[Learn more about volume curves](#)



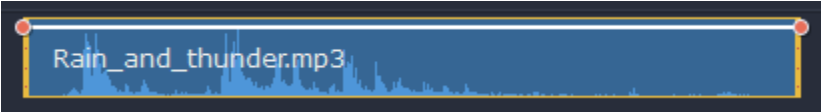
*Audio clip with a volume curve*

## Volume curves

With volume curves, you can control the volume for 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.



### Step 1: Set the base level

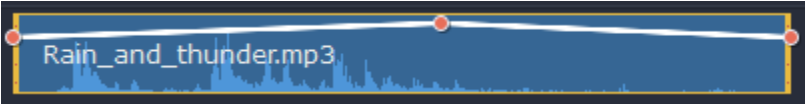
Drag the white line up or down to the necessary level. The top of the clip is 100% volume and the middle of the clip is 50%.



### Step 2: Add a volume point

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. Next, 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.

Make as many points as you need for each part of the clip where you'd like a peak or a drop in volume.



### Step 3: Manage the volume for a part of the clip

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:



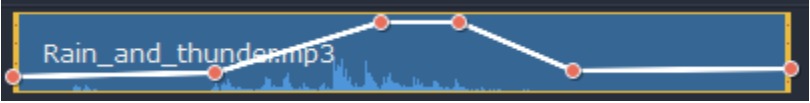
Click and drag the white line between two points to change the volume level for this fragment.

### Step 4: Transitions

When you drag a volume point or a fragment, the parts of the curve to the left and right will also move with it.

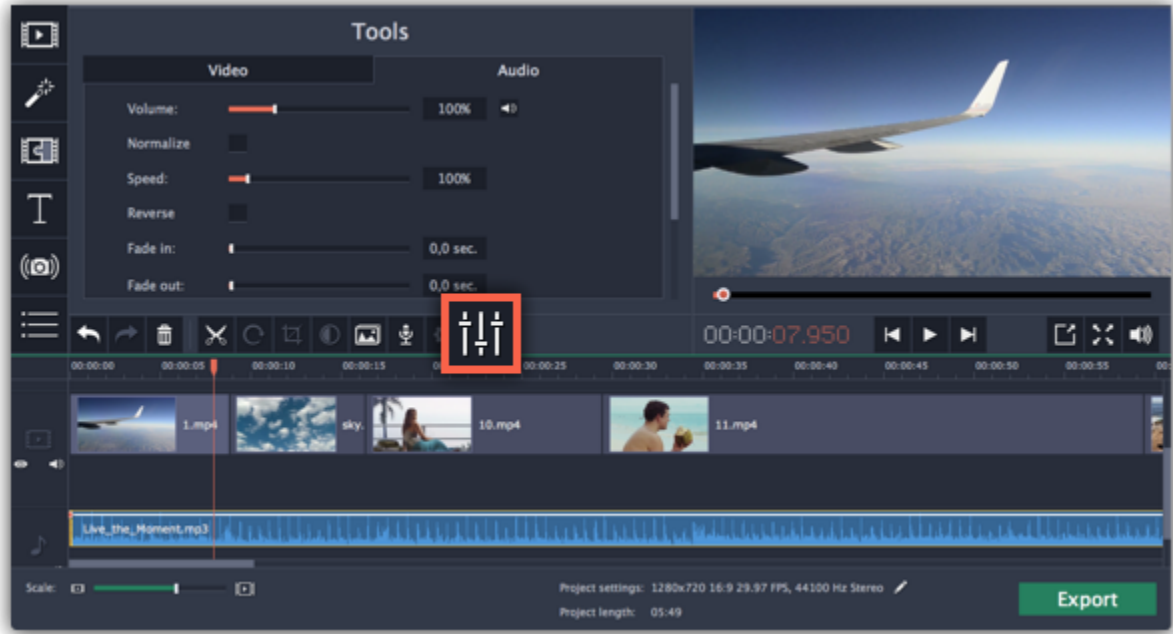


However, this affects only the closest parts of the curve. To get more control over the behavior of the curve, create more volume points. This way, only the adjacent parts will be adjusted, leaving the rest of the curve as it was.



## Audio properties

To open the properties for any audio, including built-in audio on the video track, select the clip on the Timeline and click the **Audio Properties** button on the toolbar.



The Tools panel will open on the **Audio** tab, where you can edit the following:

**Volume** — Sets the volume of the clip.

**Normalize** — Makes the quiet parts louder.

**Speed** — Makes the audio play faster or slower.  
*Changing the speed of built-in audio will also affect its video.*

**Reverse** — Plays the audio backwards.  
*Reversing built-in audio will also reverse the video.*

**Fade in** — The audio fades in from complete silence to full volume in the time you set.  
*Fading built-in audio will also fade the video.*

**Fade out** — The audio fades out from full volume to complete silence in the time you set.  
*Fading built-in audio will also fade the video.*

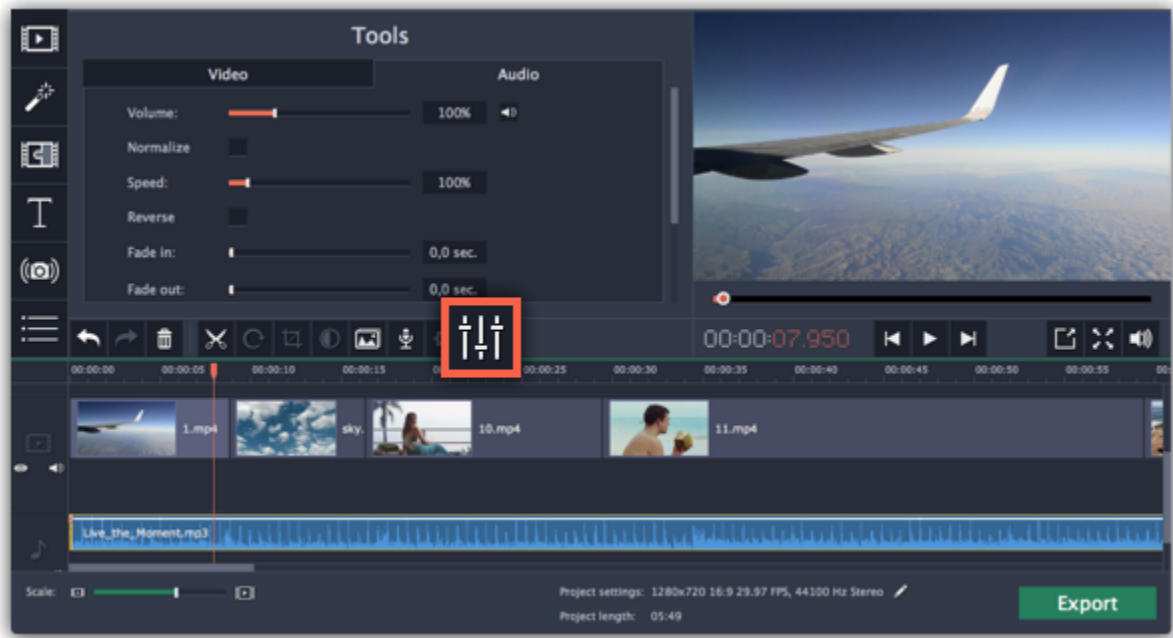
**See also:**  
[Video properties](#)  
[Equalizer](#)  
[Volume curves](#)

## Fading audio

In the editing tools, you can add smooth fades to the beginning or the end of a clip and create a crossfade effect between songs.

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

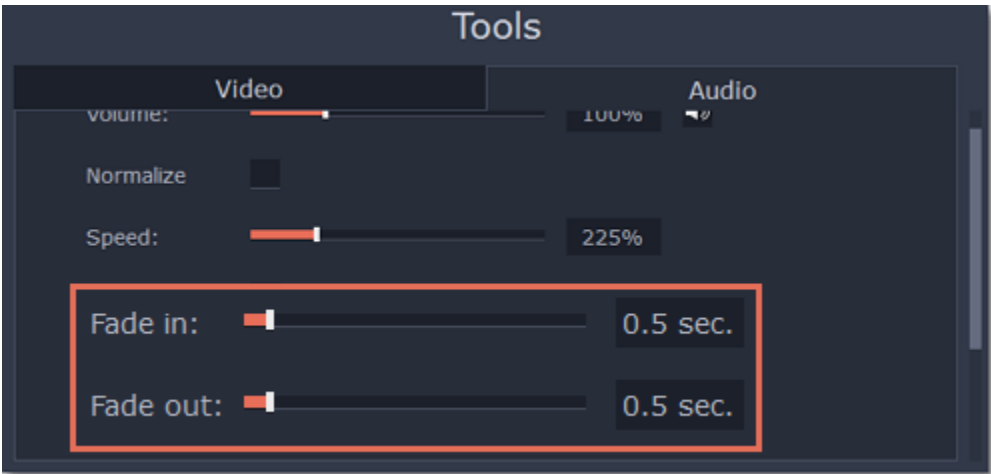
**Step 2:** Click the **Audio Properties** button on the toolbar. The clip properties will open in the Tools panel above.



**Step 3:** Set the fade length using the sliders on the **Audio** tab.

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

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

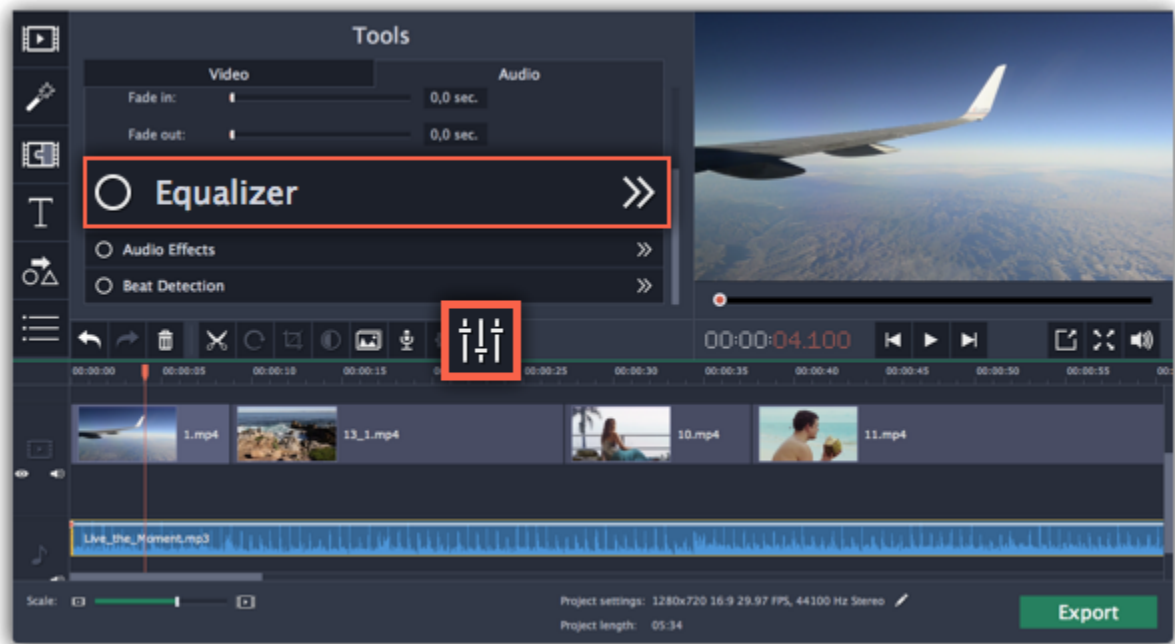


## Equalizer

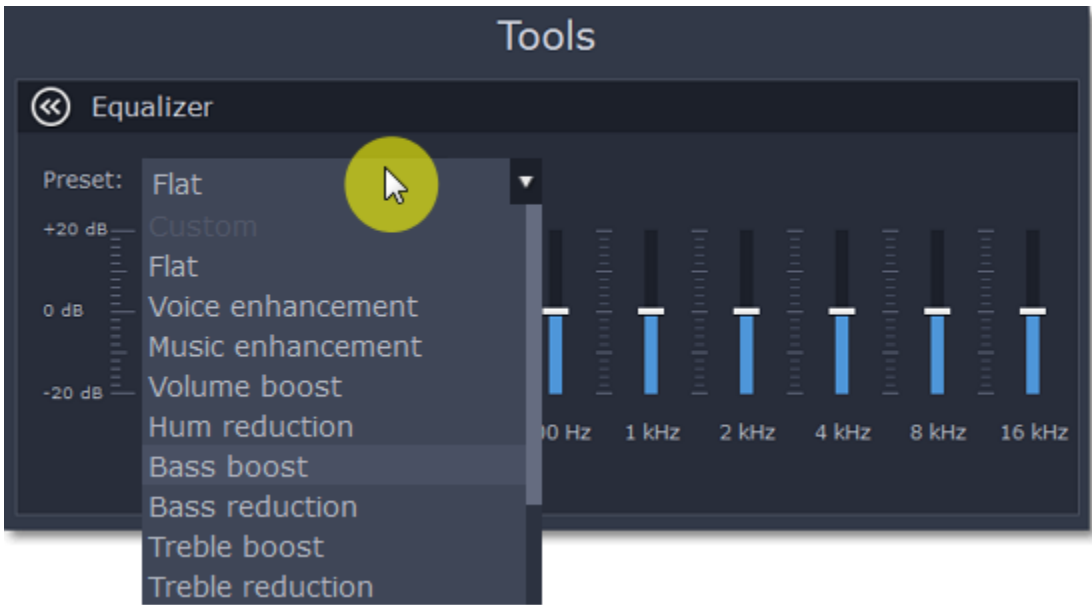
Using the equalizer, you can boost or reduce the levels of specific frequencies.

**Step 1:** Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

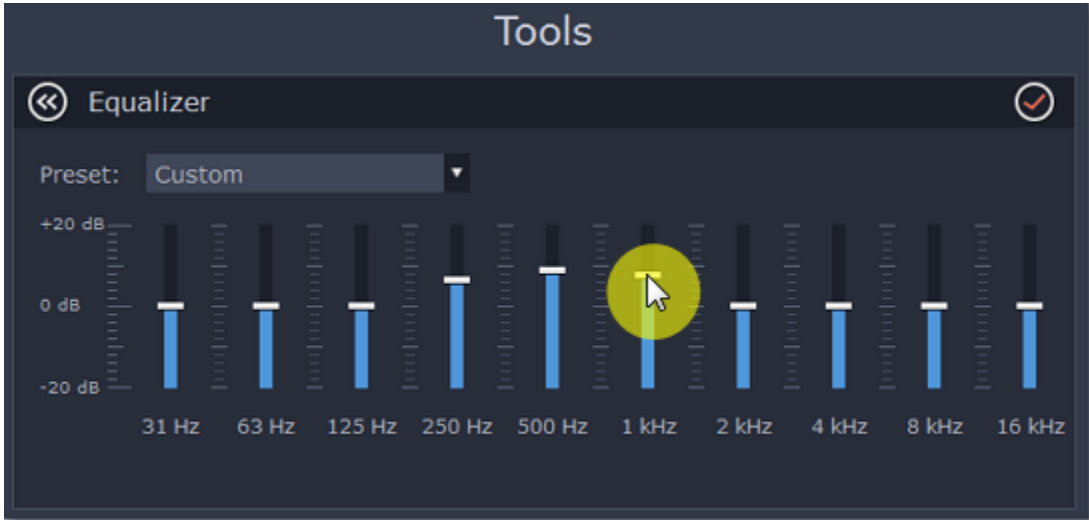
**Step 2:** Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Equalizer**.



**Step 3:** Choose an equalizer preset (optional)



**Step 4:** Drag the volume bars to adjust the frequencies to the necessary level.

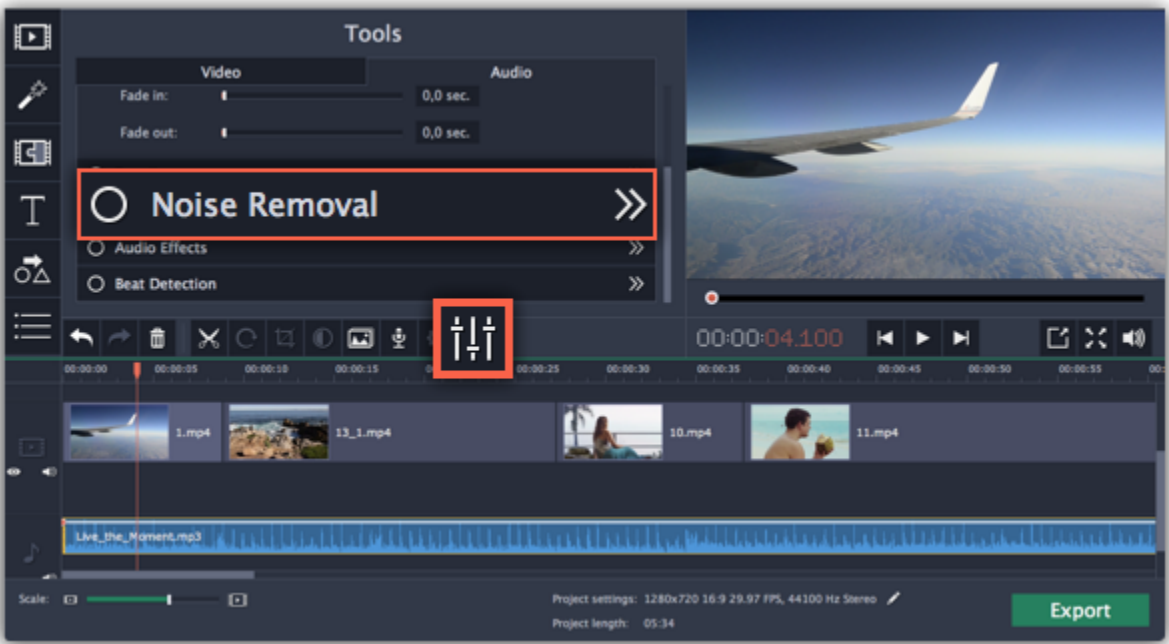


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## Noise removal

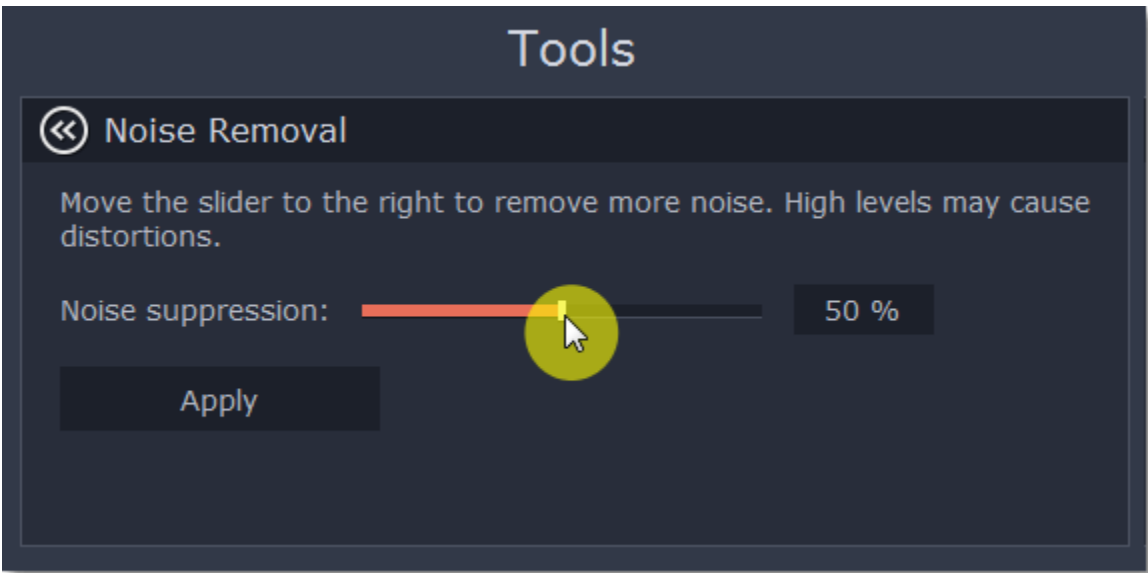
**Step 1:** Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

**Step 2:** Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Noise Removal**.



**Step 3:** Use the **Noise suppression** slider to set the amount of noise you want to remove.

- Start with low levels and listen to the audio to check if the noise is gone.
- Don't set the noise suppression too high if there isn't much noise because it can start muting other sounds.

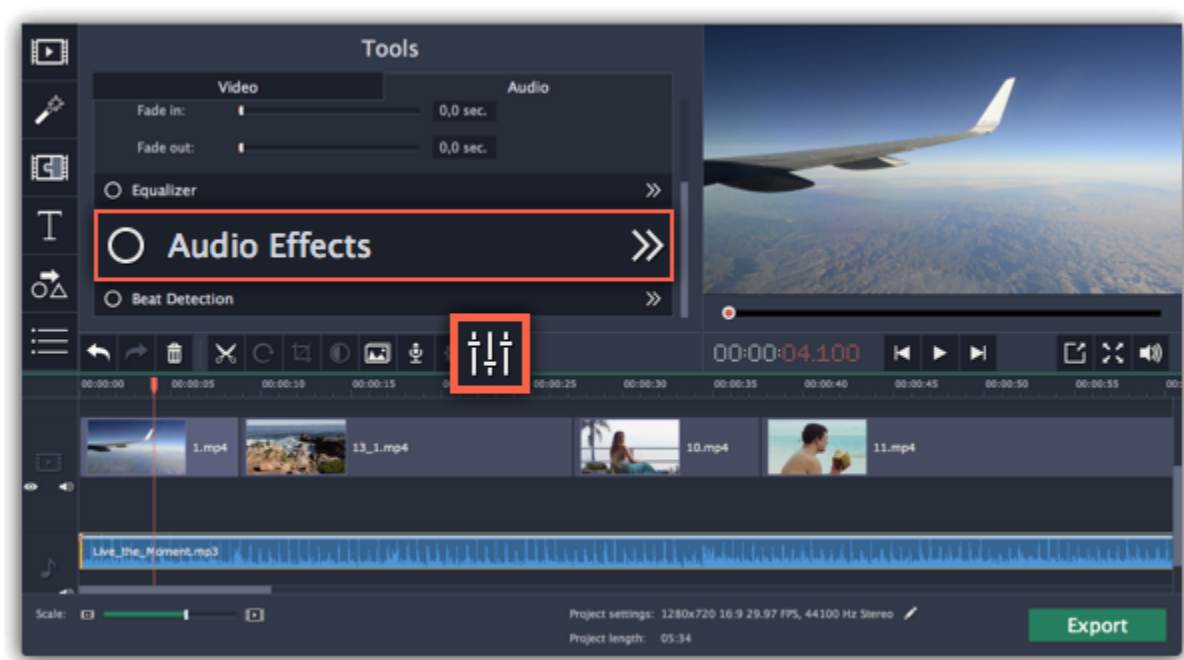


## Audio effects

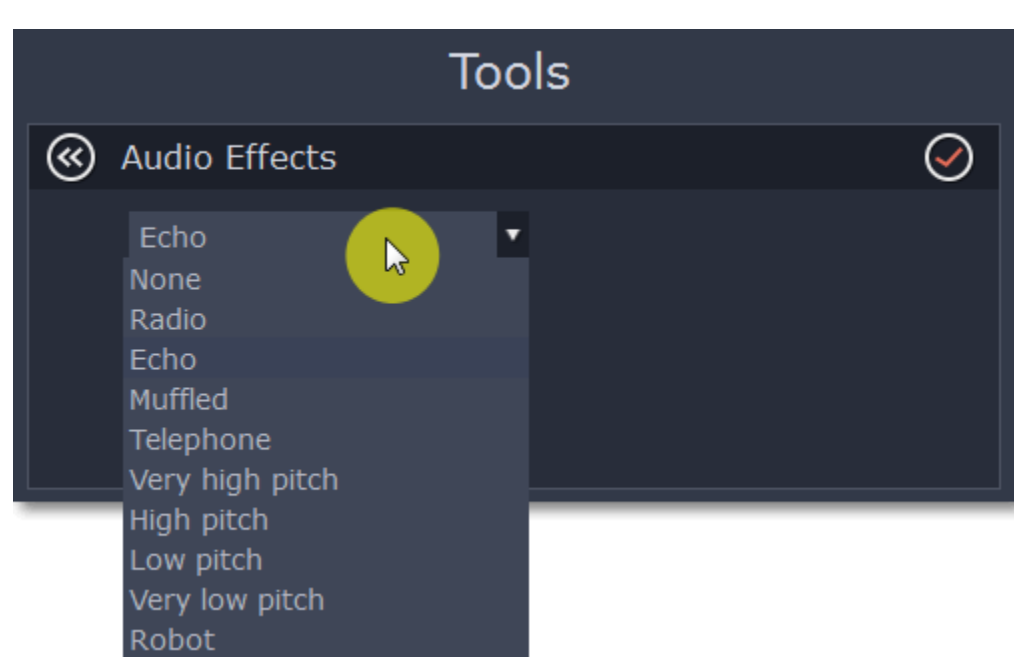
Audio effects can transform the sound of an audio clip.

**Step 1:** Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

**Step 2:** Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Audio Effects**.



**Step 3:** Click the box in the **Audio Effects** section and choose an audio effect you like.

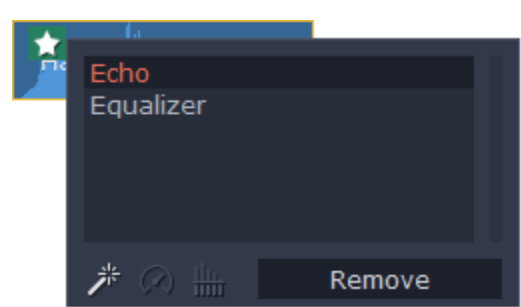


### Removing effects

When you've applied an audio effect to a clip, a star icon will appear on it:



Click on the star to show a list of applied effects. Then, select the effect you don't want and click **Remove**.



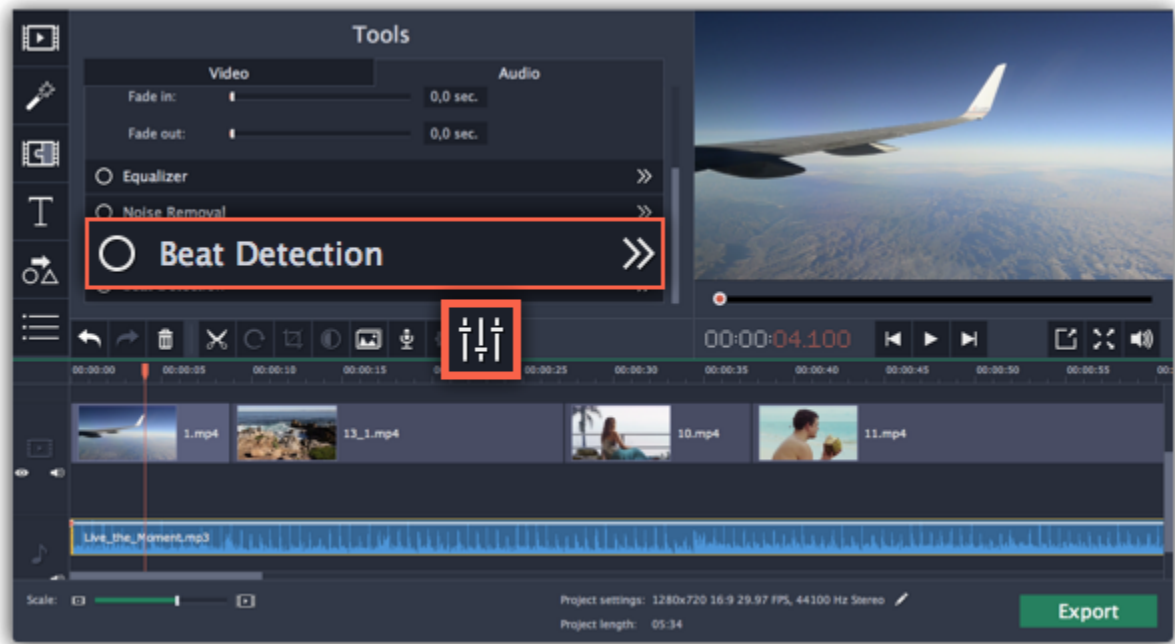
**See also:**  
[Using sounds](#)  
[Audio properties](#)

## Beat detection

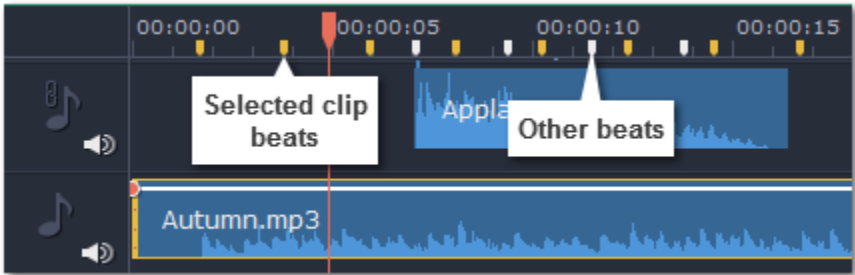
To make your movie or slideshow more dynamic, use the **Beat Detection** audio tool to mark audio beats on the Timeline and then adjust your movie to the beat of the music.

**Step 1:** On the Timeline, select the music that you want to detect beats for.

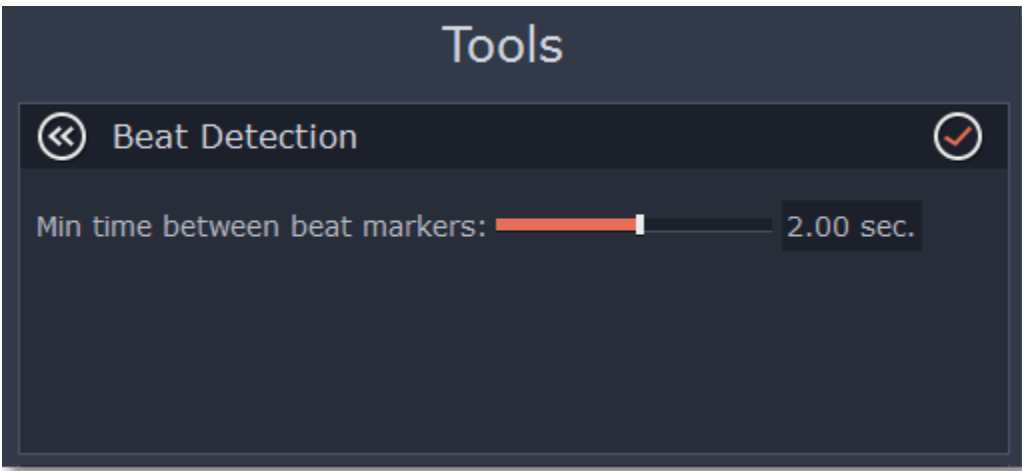
**Step 2:** Click the **Audio Properties** button to open the audio tools. Then, scroll down and click **Beat Detection**.



**Step 3:** In the Beat Detection tool, click **Detect Beats**. The program will analyze the music and place beat markers on the Timeline.



**Step 4:** (optional) After the beat markers have been placed, you can modify their tempo. Use the **Min time between beat markers** slider to make the beat slower or faster.



**Step 5:** 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.

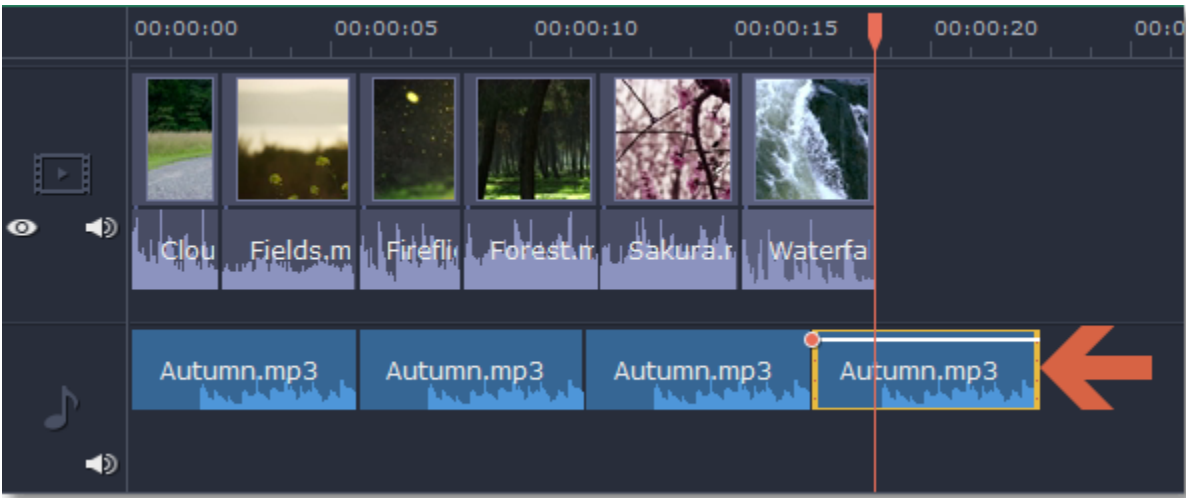
### Removing beat markers

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

## Looping audio

If the music file you've selected doesn't go all the way until the end of your movie, you can loop the audio and have the file play over again until the end of the video.

1. Copy the audio clip. To do that, right-click the audio clip on the Timeline, and choose **Copy** from the pop-up menu, or use the Ctrl+C keys.
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 the edge to the left, until the end of the audio clip is right under the end of the video clip.



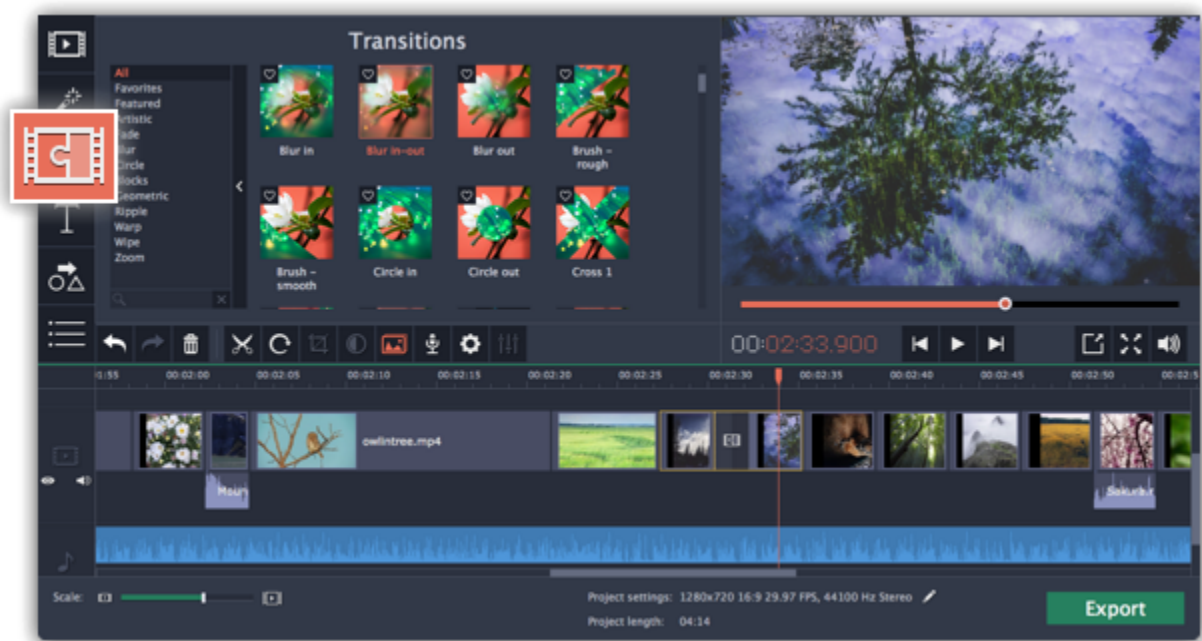
**Hint:** if you're making a slideshow, try using the [Slideshow Wizard](#). There, the audio is automatically trimmed or looped to fit your project.

## Adding transitions

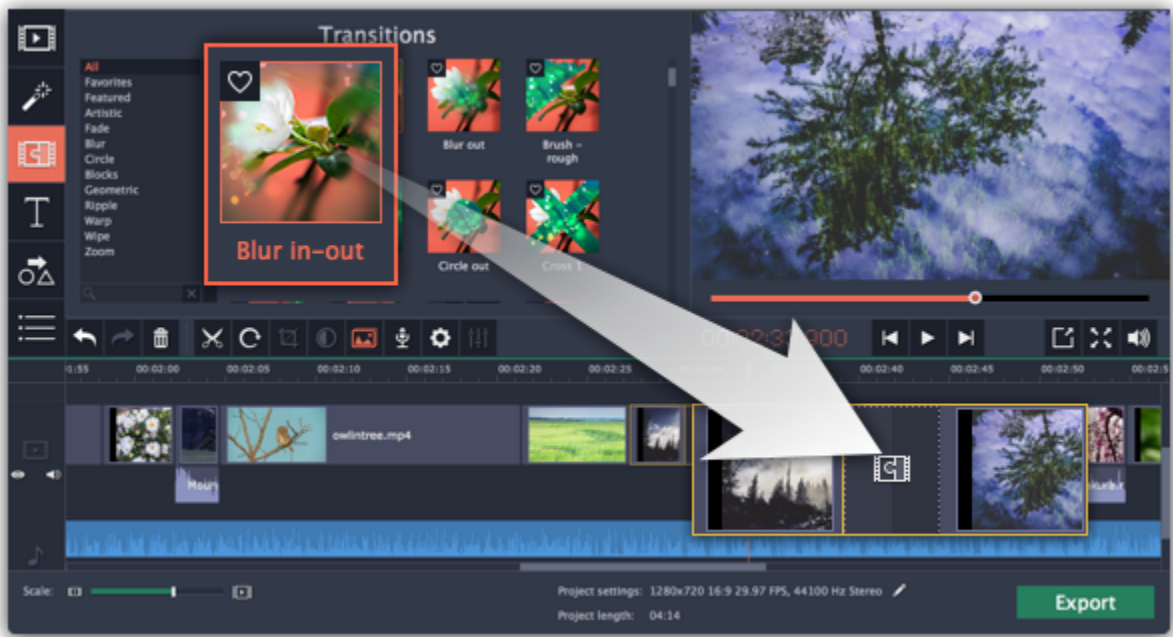
Transitions are short animations that use geometric shapes and transparency to connect two clips in a creative way.

### Add a transition

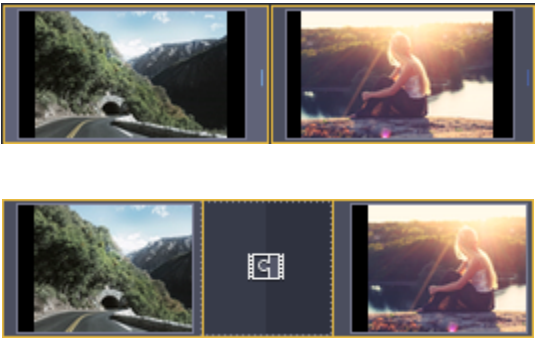
1. Click the **Transitions** button on the left sidebar to open the list of all transitions.



2. In the list of transitions, pick a style you like and drag-and-drop its icon between two clips on the Timeline.



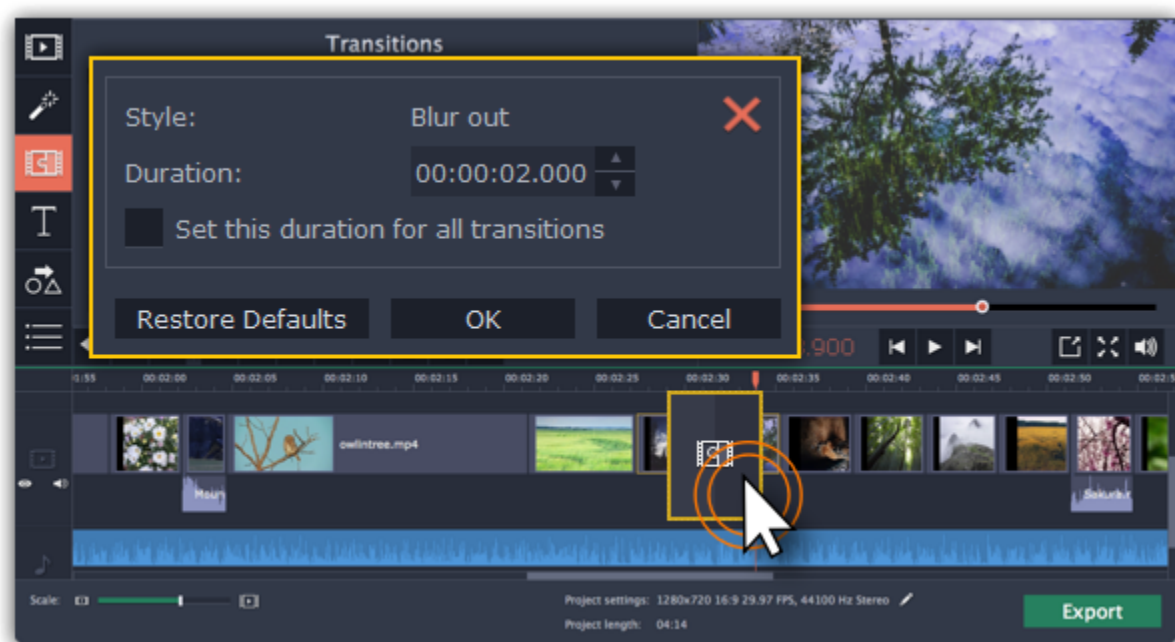
A transition icon will appear between the two clips.



### Change transition length

By default, each transition will be set at 2 seconds long. To change the transition length:

1. Double-click a transition on the Timeline to open transition properties.
2. In the **Transition Properties** window, enter the new transition length in the **Duration** field. The format is *hours:minutes:seconds:milliseconds*. If you want all transitions that are currently in the project to have the same length, select the Set this duration for all transitions option.
3. Click **OK** to apply the changes.

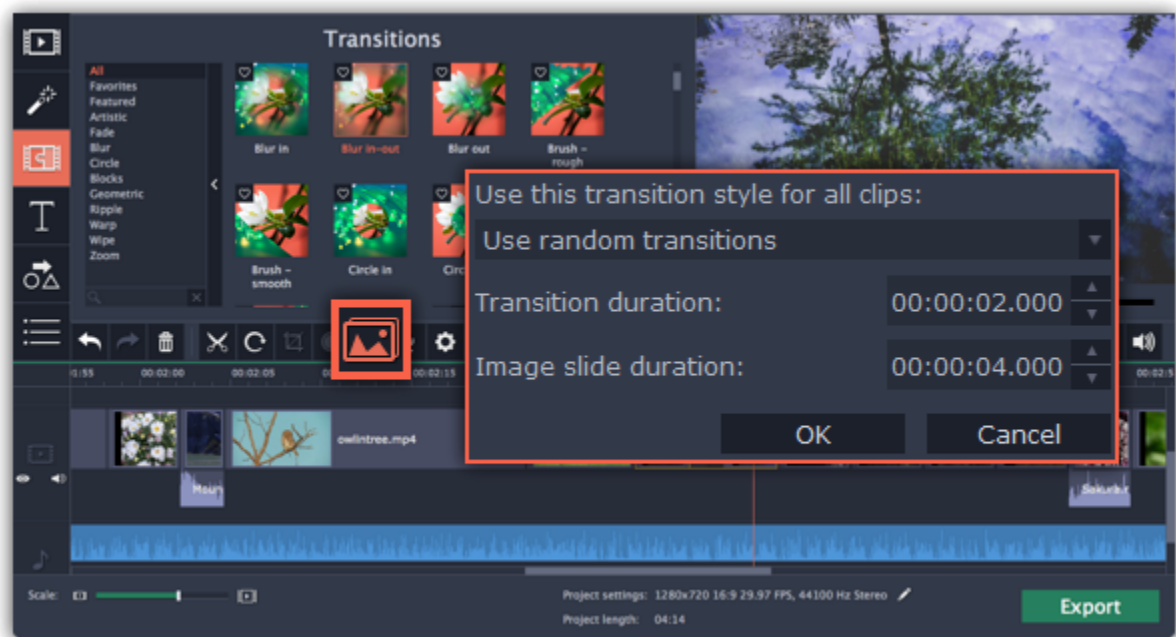


### Add transitions to all clips

You can automatically add transitions between all clips in your movie in just a few steps:

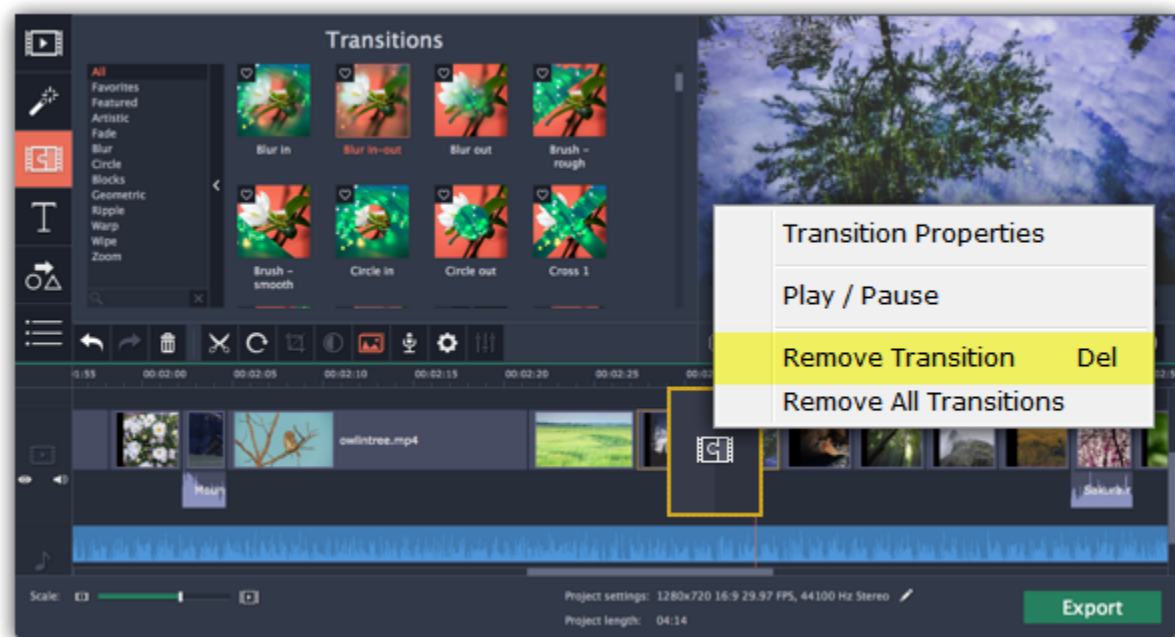
1. Click the slideshow button on the toolbar. The Create Slideshow dialog box will open.
2. In the **Create Slideshow** dialog box, select a transition style that you want to use for all clips. If you want to use different transitions, use the **Random Transitions** option in the list of transitions.
3. In the **Transition duration** box, enter the length that you want to set for all transitions. A transition cannot be longer than the shortest clip in your project.
4. Click **OK** to accept the changes.

[Creating Slideshows](#)



### Remove a transition

To remove a transition from your movie or slideshow, right-click the transition on the Timeline and choose **Remove Transition** from the pop-up menu. If you want to delete all the transitions in your project, choose **Remove All Transitions**.

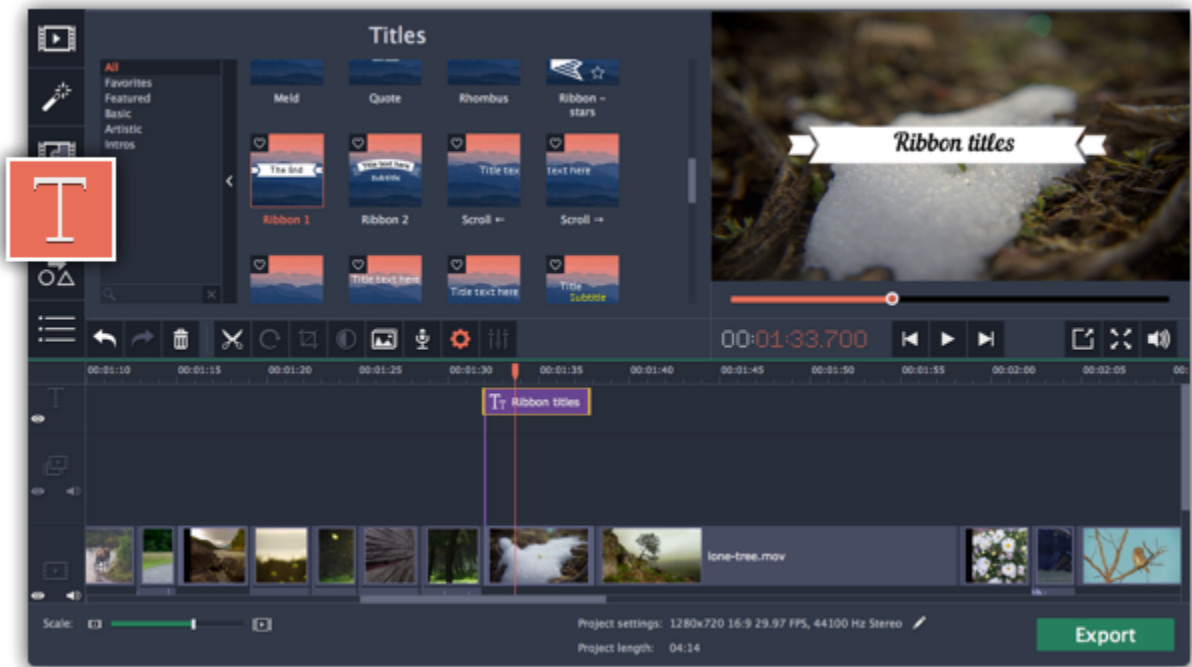


## Adding titles

Adding text titles to your movie allows you to express your thoughts and supplement the audio with subtitles.

### Step 1: Go to the Titles tab

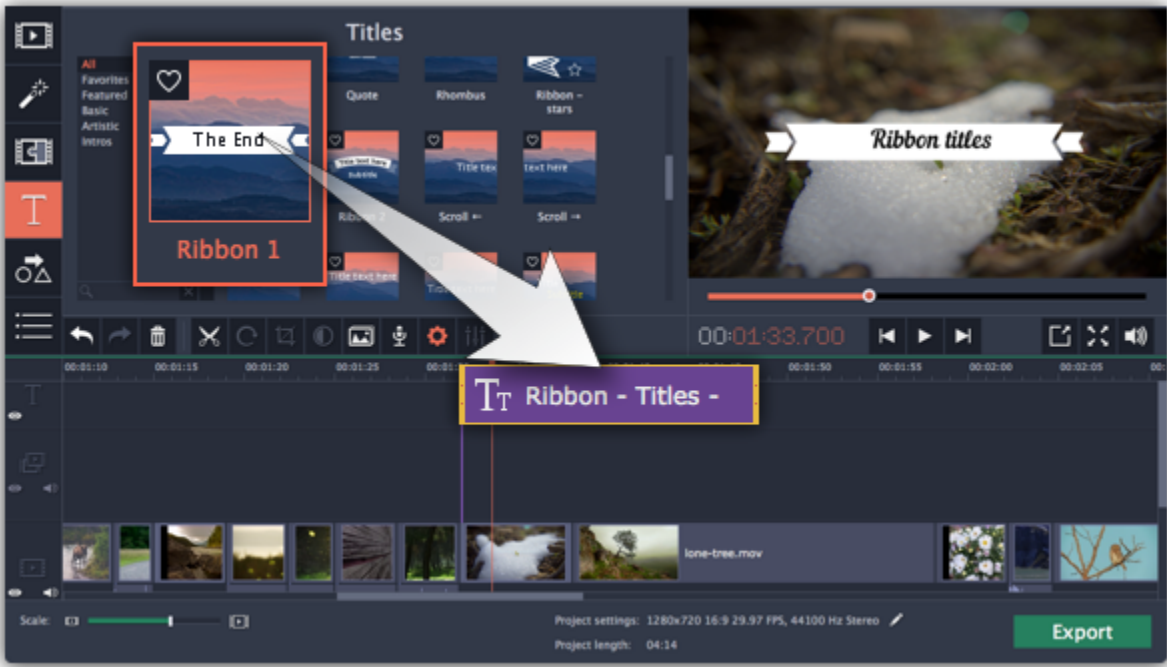
On the left-hand side of the window, click the **Titles** button to view the titles collection. Click on a title style's thumbnail to preview its looks in the player and choose the titles you want to use.



### Step 2: Add a title clip

To add titles to your project, pick a title style you like and drag its thumbnail onto the title track of the Timeline, right above the video track. A title track will appear above the video track: drop the titles here, onto the time where you want them to appear. The titles will appear as a purple ribbon on the Timeline.

The beginning of each title clip is linked to a corresponding video clip on the video track. This way, whenever you move or edit the video clip, its titles will always stay in sync.




If you already have a titles clip on the Timeline, you can add another clip onto the same timeframe to make them play simultaneously: simply place one title clip under another.



### Step 3: Edit titles

When you've added a title clip, it will start out with the default text and looks. Double-click the title's ribbon on the Timeline to show editing options in the player.


#### Title clip properties

Click the cogwheel icon  at the top of the editing panel to see title clip properties. Here, you can change the **duration** of the titles and **animation speed** (how fast they will appear or disappear).

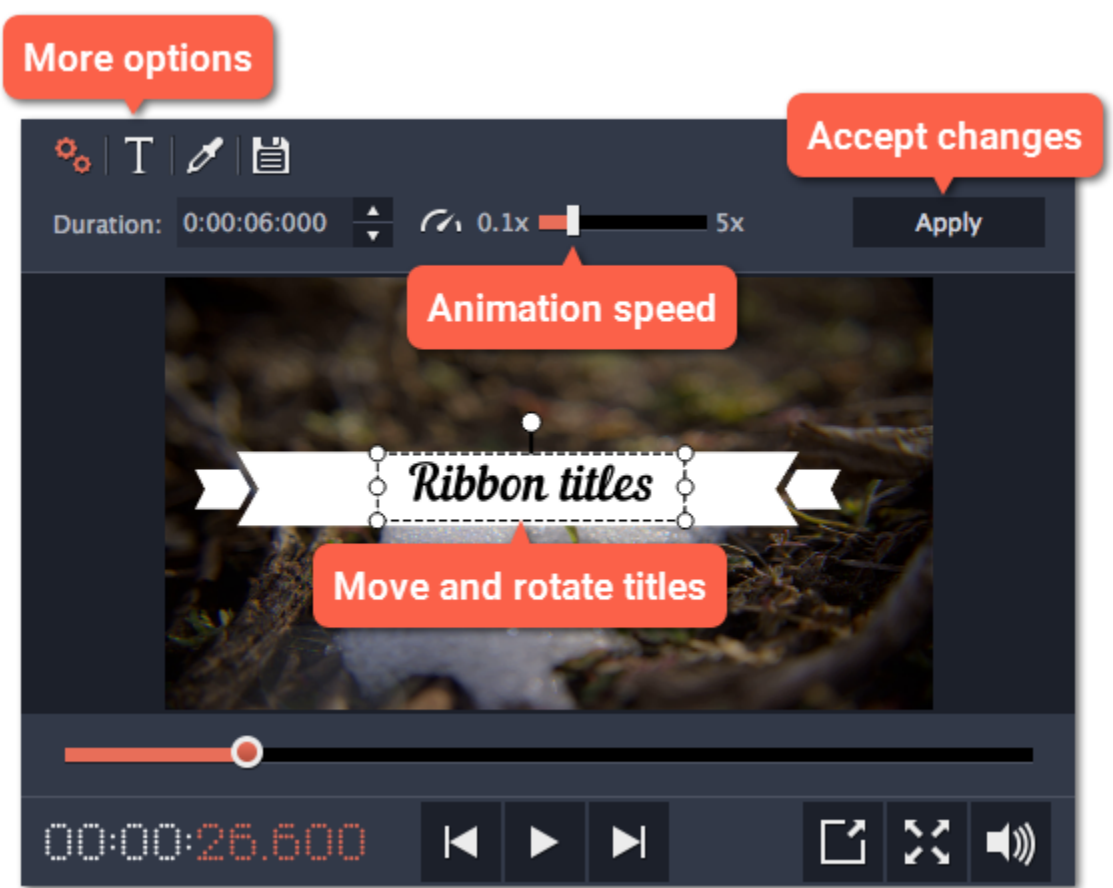
#### Editing text

1. In the preview, double-click on the text box you want to edit.
2. Enter the new text.
3. Click the **Font properties**  button and select the font style, size, and alignment options for the selected text.
4. Click the **Color properties**  button and choose a color for the text, and the outline's width and color.
5. Drag the text box to where you want to see it on the video.

#### Editing decoration elements

Some titles come with frames, ribbons, and other decorations. To change their color, select the decoration element you want to edit and click the **Color properties**  button. Then, click the **Decorations** color palette and choose the new color.

Finally, click **Apply** to exit editing mode.

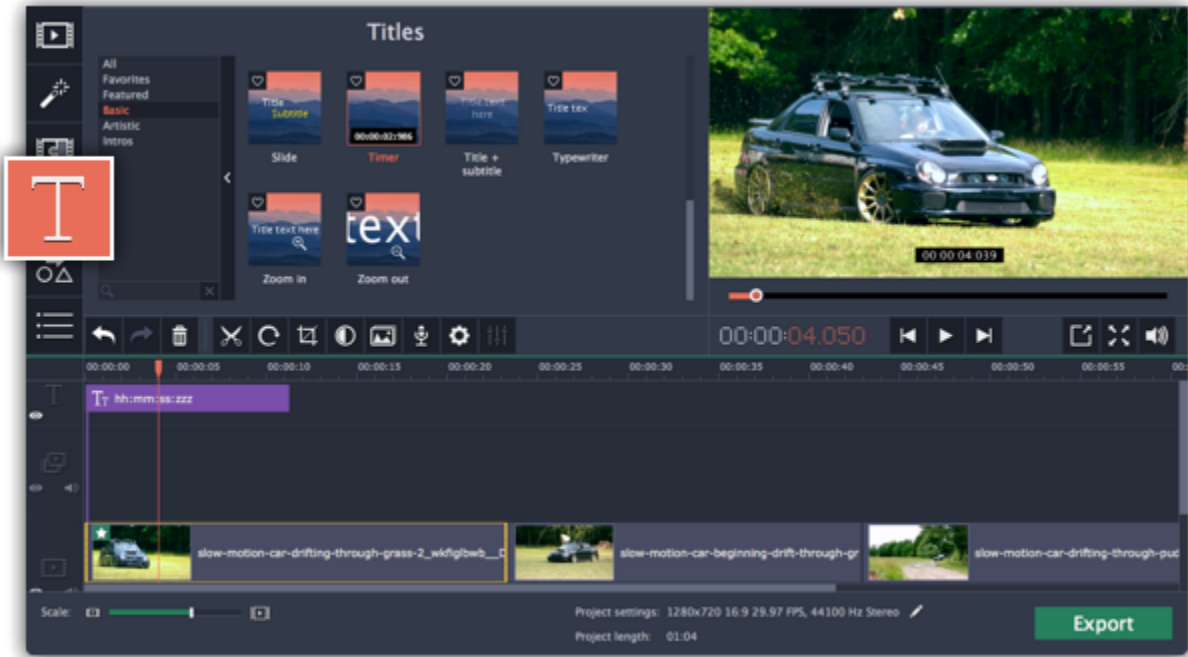


- See also:
- [Adding callouts](#)
  - [Adding a timer](#)
  - [Title and callout track](#)

## Adding a timer

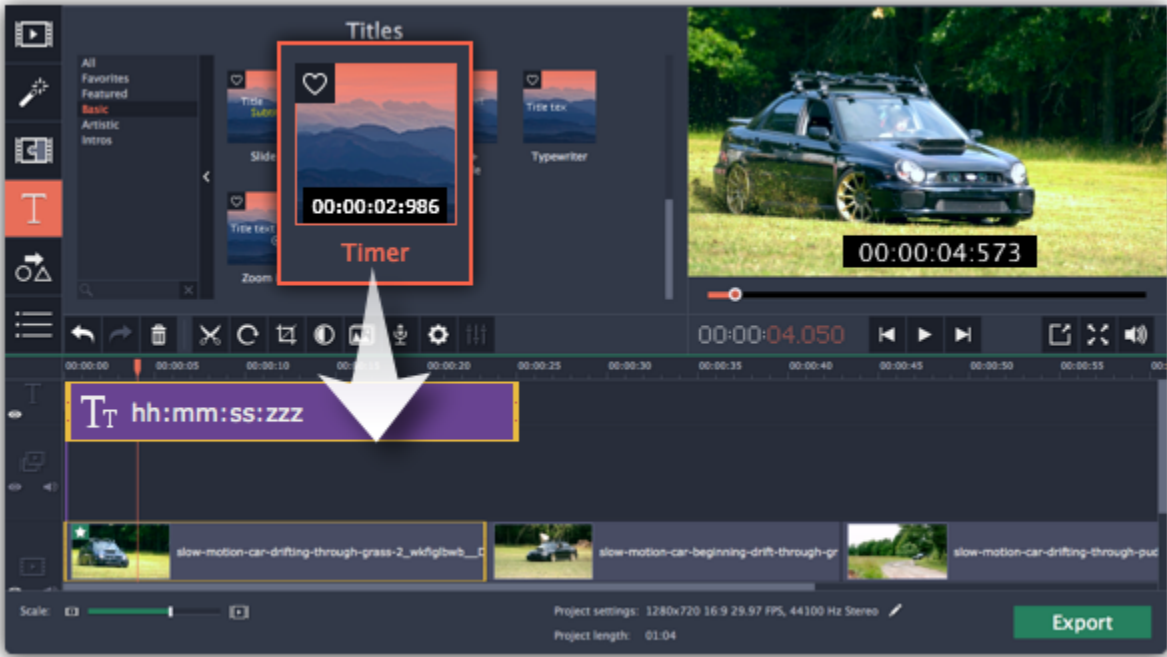
### Step 1: Open the Titles tab

Click the **Titles** button on the left sidebar to open the list of available text styles.







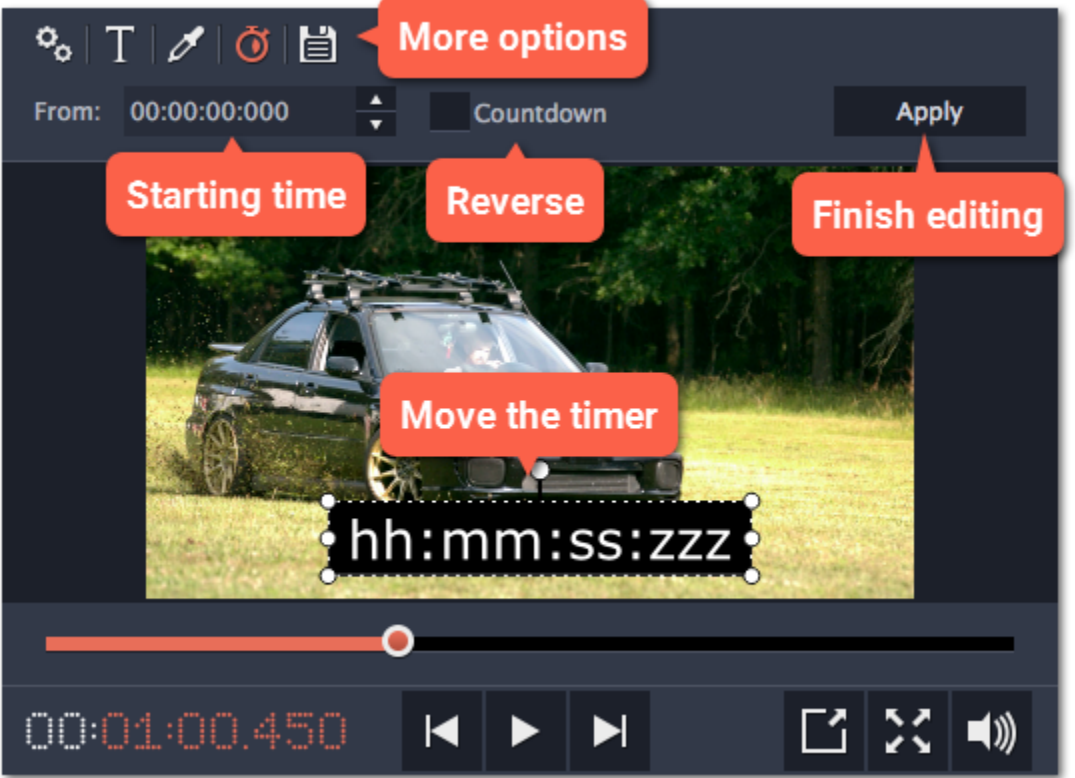
### Step 2: Add Timer titles

1. Find the "Timer" title style. Use the search bar or click the **Basic** group to filter the styles.
2. Drag the Timer titles onto the title track of the Timeline. Move the clip along the Timeline until its beginning is where the titles should appear. To change the length of the timer, drag at the edges of the clip.



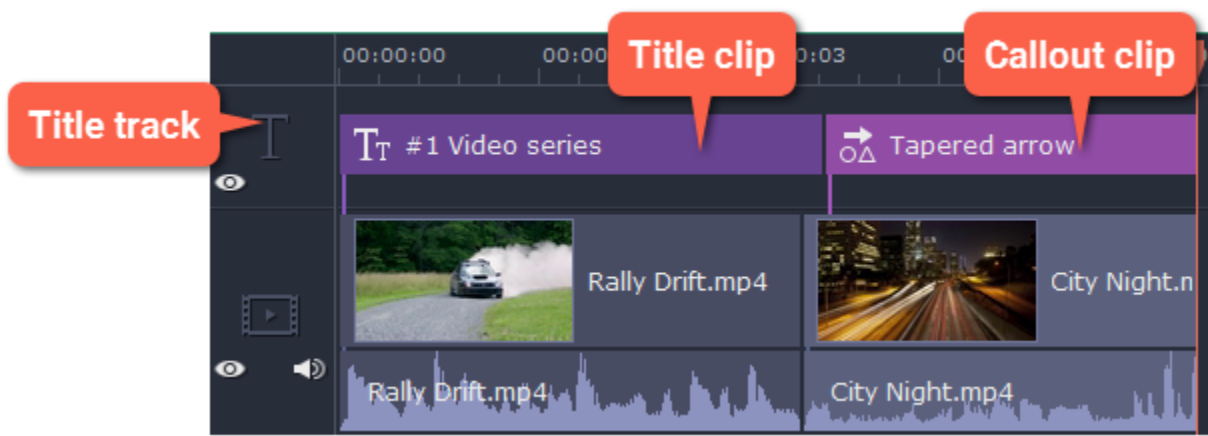
### Step 3: Edit the timer

1. Double-click the timer clip on the Timeline to edit it. A properties panel will appear over the player.
2. On the Clip properties tab , set the **duration** and the **format** of the timer. The format determines which units of time are visible on the timer: hours (hh), minutes (mm), seconds (ss), and milliseconds (zzz).
3. On the Font properties tab , choose the font and style of the numbers.
4. On the Color properties tab , set the **color** of the numbers and the **background color**. To make the background transparent, click the background color square and set **Opacity** to 0%.
5. On the Timer tab , enter the starting time into the **From** box. If you want the timer to count backwards, select the **Countdown** option.
6. In the player, drag the Timer to the necessary location on screen.
7. Finally, click **Apply** to exit editing mode.



## Title and callout track

Both titles and callouts appear on the Title track at the very top of the Timeline. Title and callout clips appear on the Timeline as purple ribbons. You can also place title clips on the main video track, if you want them to appear on a black background.



A clip's length and position relative to the Timeline ruler shows when the titles will appear on the video.

### Time

To change when the titles appear, drag them along the Timeline and place the beginning of the ribbon at the time when the titles should appear.

### Length

To change the duration of the titles, hold your mouse pointer over the left or right edge of the clip and drag it to change the length.

### Title synchronization

Every title and callout clip is linked to a clip on the main video track. A purple line connects the title or callout clip and the video clip. This allows you to freely edit your videos without losing sync with the titles.

- When you move the main video clip, any connected titles or callouts will be moved with it.
- If you delete the main video clip, any connected titles or callouts will be deleted with it.
- If you split the main video clip, any connected titles or callouts will also be split in the same position.
- To link the titles or callouts to a different clip, drag the purple ribbon on the timeline over the clip you want to link it with.

### Overlapping titles and callouts

You can play several titles and callouts simultaneously by overlapping them on the title track. Simply move one clip under another and they will both show on screen at the designated time. On screen, the clips will be layered in the same order as they are on the Timeline.



*The exclamation mark icon covers a part of the text bubble because its clip is at the top of the Timeline.*

### Saving custom titles

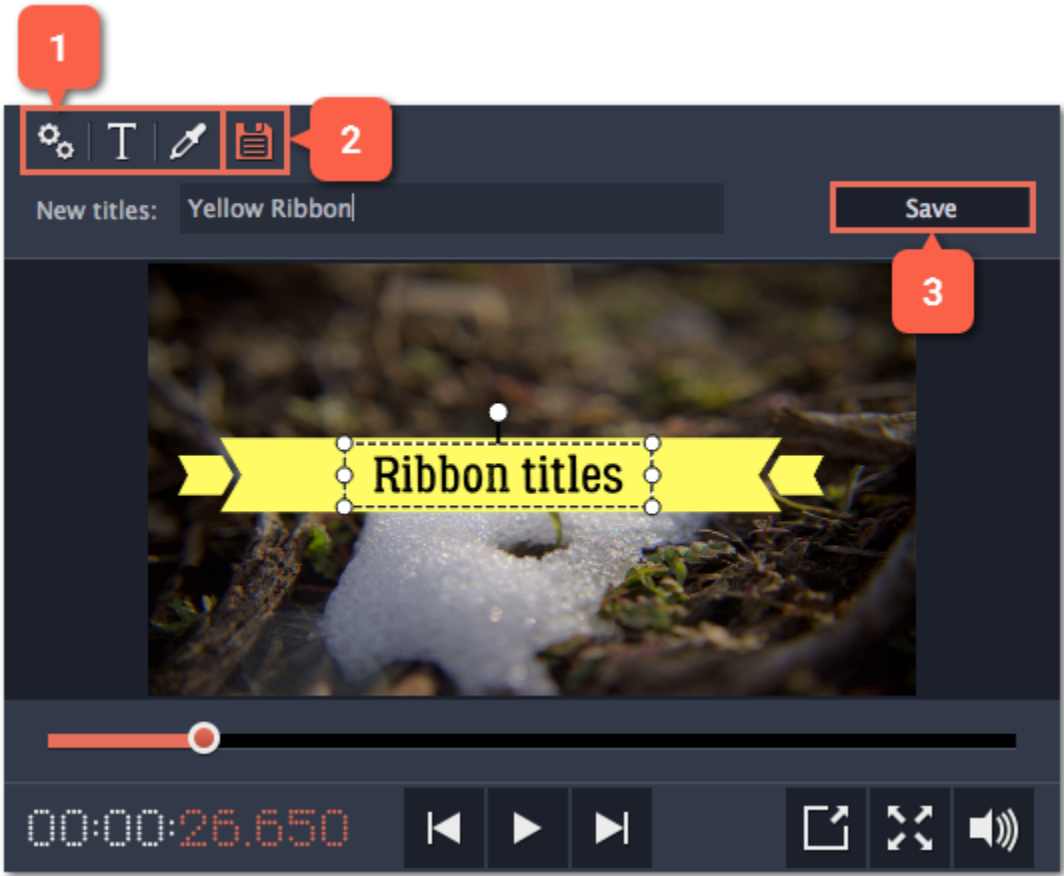
After you've set up titles to look the way you want, you can save that style and use it in your projects.

**Step 1:** Just like you usually edit titles, double-click the title clip and choose the font, color, and other options.

**Step 2:** Click the **Save** icon at the top of the title editing panel on top of the player.

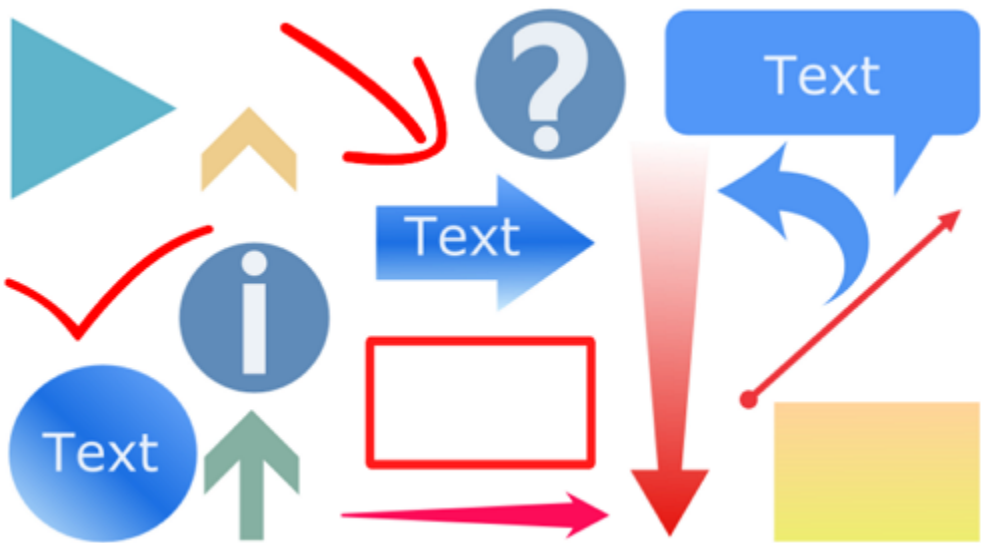
**Step 3:** Enter a name for your titles and click **Save**.

The new title style will appear under the **My titles** group.



## Adding callouts

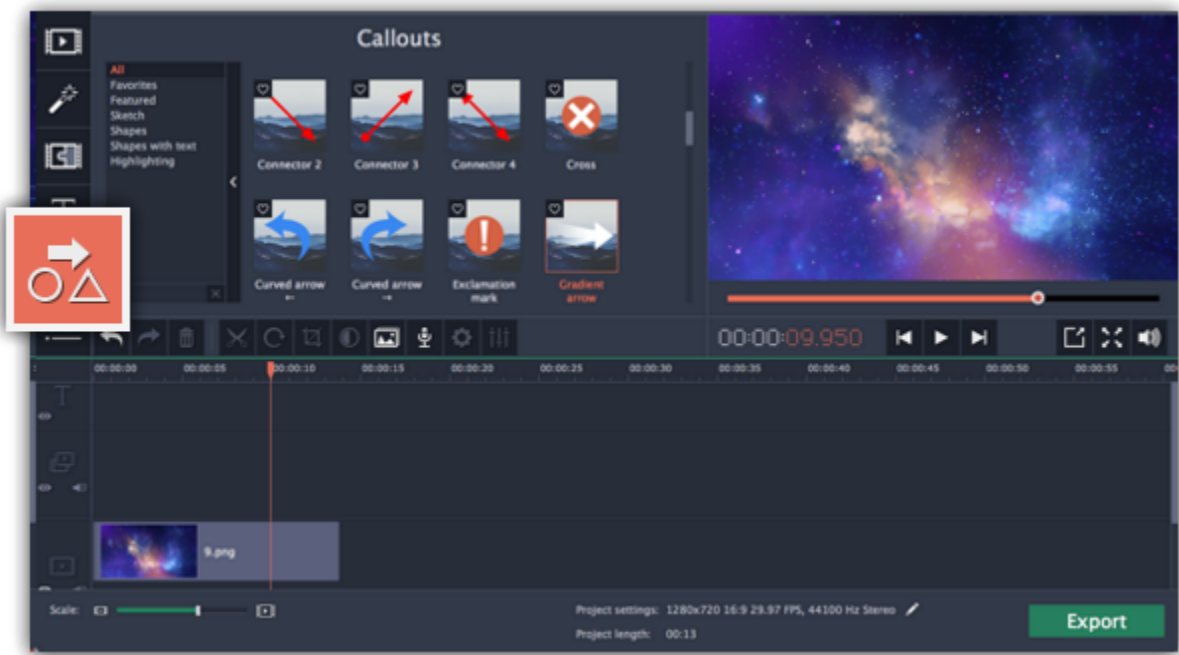
Using callouts, you can annotate your video with arrows, speech bubbles, icons, and other shapes.



### Step 1: Open the Callouts tab

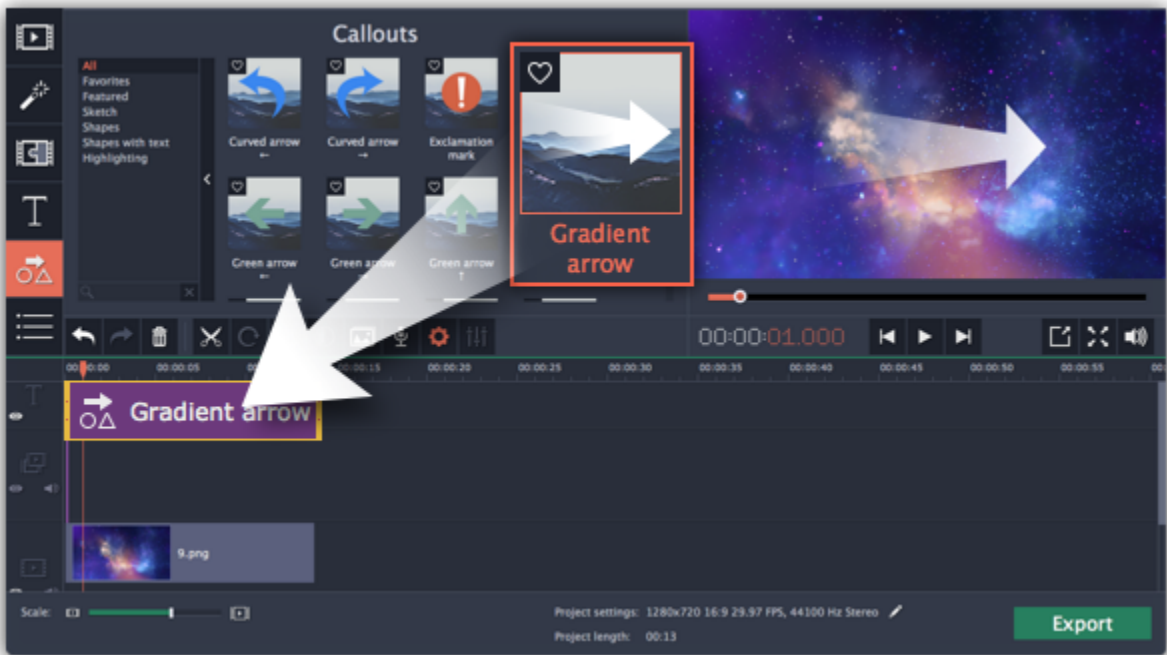
Click the **Callouts** button on the left sidebar to open the shape collection.

- Click on a callout icon to see it in action.
- Callouts are grouped into categories on the left. Use these to find the shapes you need.
- If you're looking for a specific callout, type its name into the search box under the list of groups.



### Step 2: Add callout clip

When you find a style you like, drag it onto the title track at the very top of the Timeline. Place the beginning of the clip where you want the callout to start appearing. Drag the edges of the callout clip to change its duration.



Note that the clip is linked to the corresponding clip on the main video track with a purple line. This means that the callout clip is synchronized with the video: when you move or cut the video clip, the callout clip will follow without losing sync.

### Step 3: Edit the callout

Double-click the callout clip. An editing panel will appear in the player. If the callout consists of several elements, for example, text and a shape or two shapes, make sure to select the one you want to edit.


#### Position


In the player, drag the callout to where you want it to appear on screen.

#### Clip properties

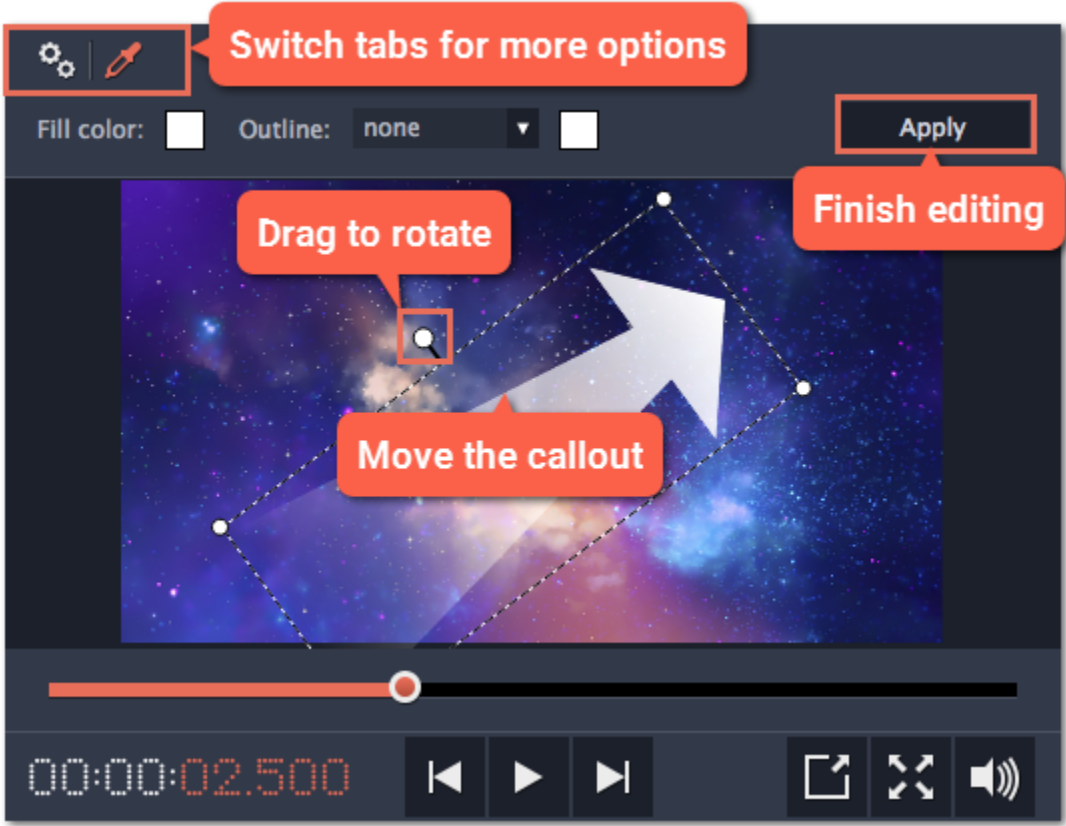
- On the editing panel, set the animation speed for the element to change how fast it appears on screen.
- To change the callout's duration, enter it into the **Duration** box or drag the edge of the callout clip on the Timeline.

#### Colors

Click the Color properties icon  and choose the **color** and **outline** for the selected element.

- Text**
- If the callout has text, double-click on the text box and enter the new text.
  - Click the Text properties icon  and choose the new **font**, **size** and **style** for the callout text.

When you're done, click **Apply** to accept the changes and exit editing mode.



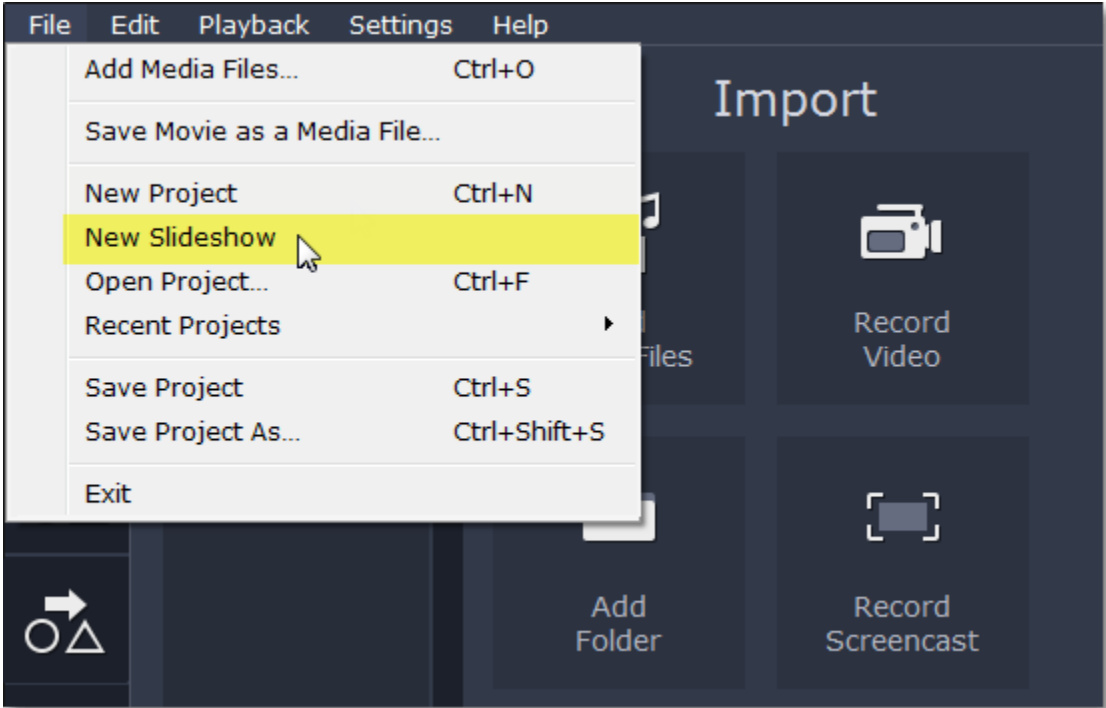
**See also:**  
[Title and callout track](#)  
[Adding titles](#)

## Creating slideshows

Make a slideshow with your photo albums to make viewing photos more entertaining. Making a slideshow with transitions and music is easy as 1-2-3 using the easy Slideshow wizard. Follow the instructions below to open the wizard and start making your own slideshow.

### Create a new slideshow

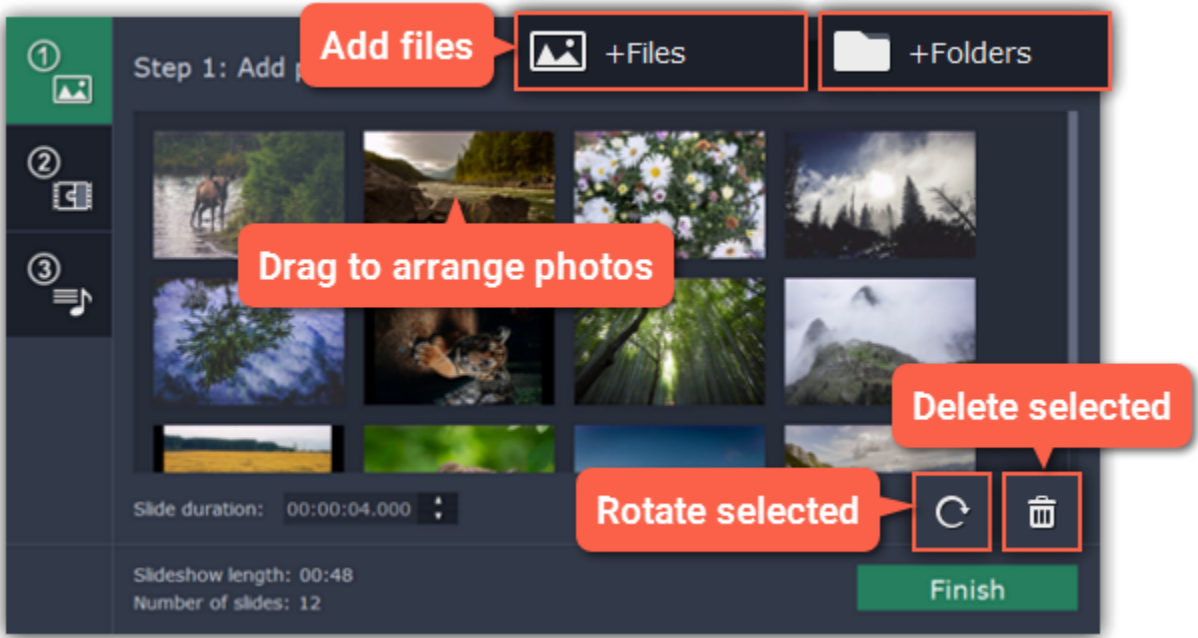
Open the **File** menu and choose **New Slideshow**.



### Step 1: Add photos

Click **+Files** and **+Folders** to add photos to your slideshow. Organize and rotate your photos.

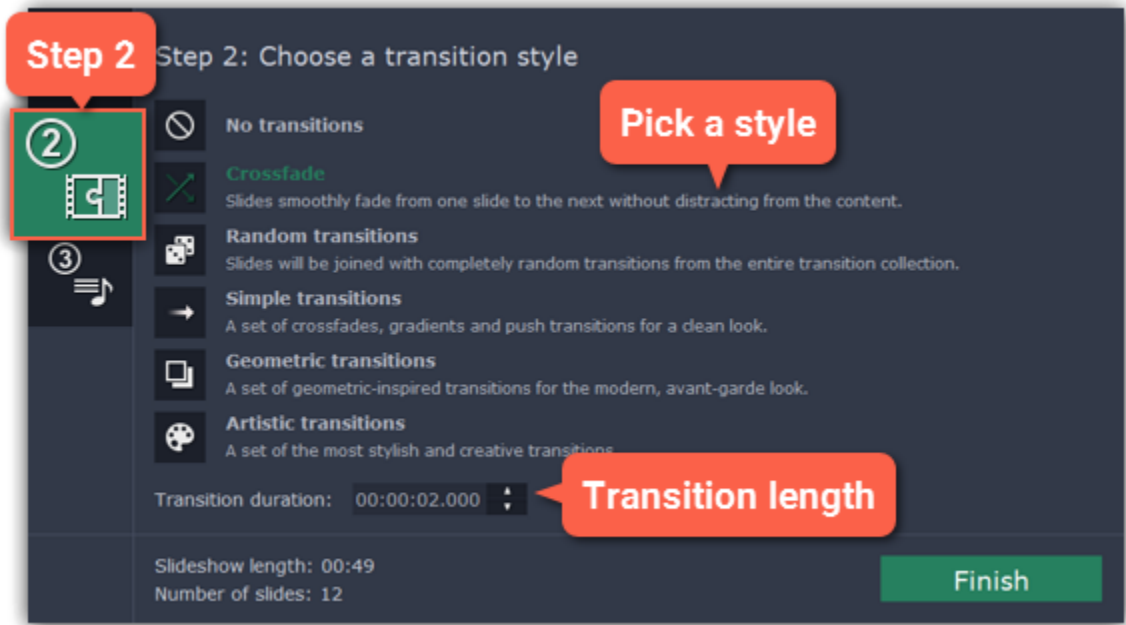
[Learn more – Step 1: Add photos](#)



### Step 2: Add transitions

Click the **Step 2** button to go to the next step and choose a transition style you like.

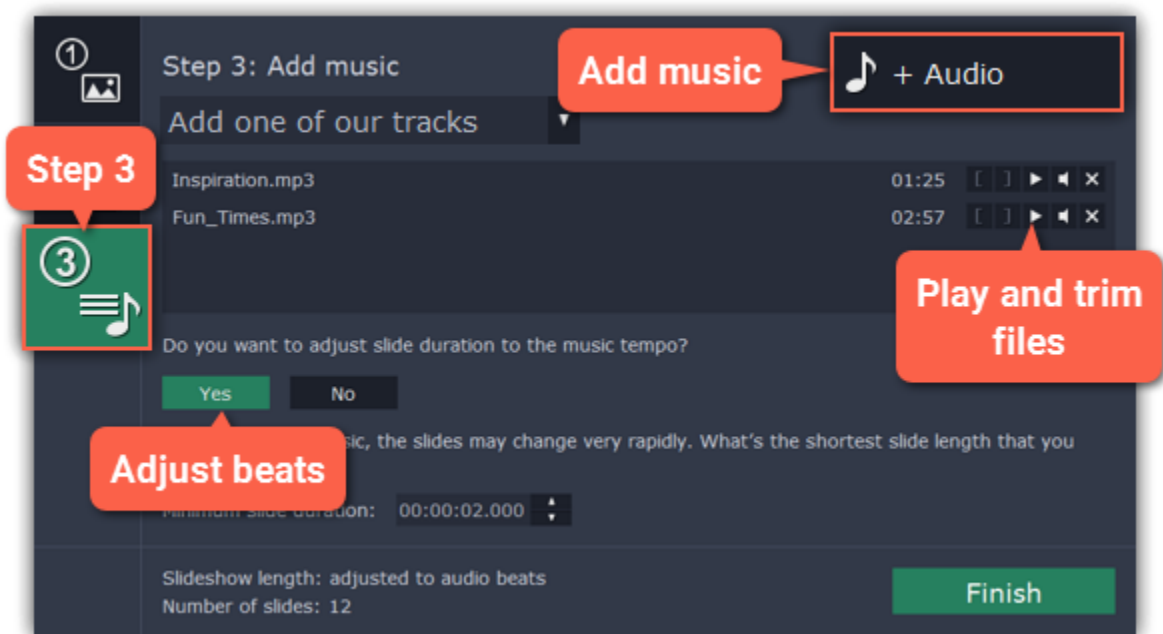
[Learn more – Step 2: Add transitions](#)



### Step 3: Add music

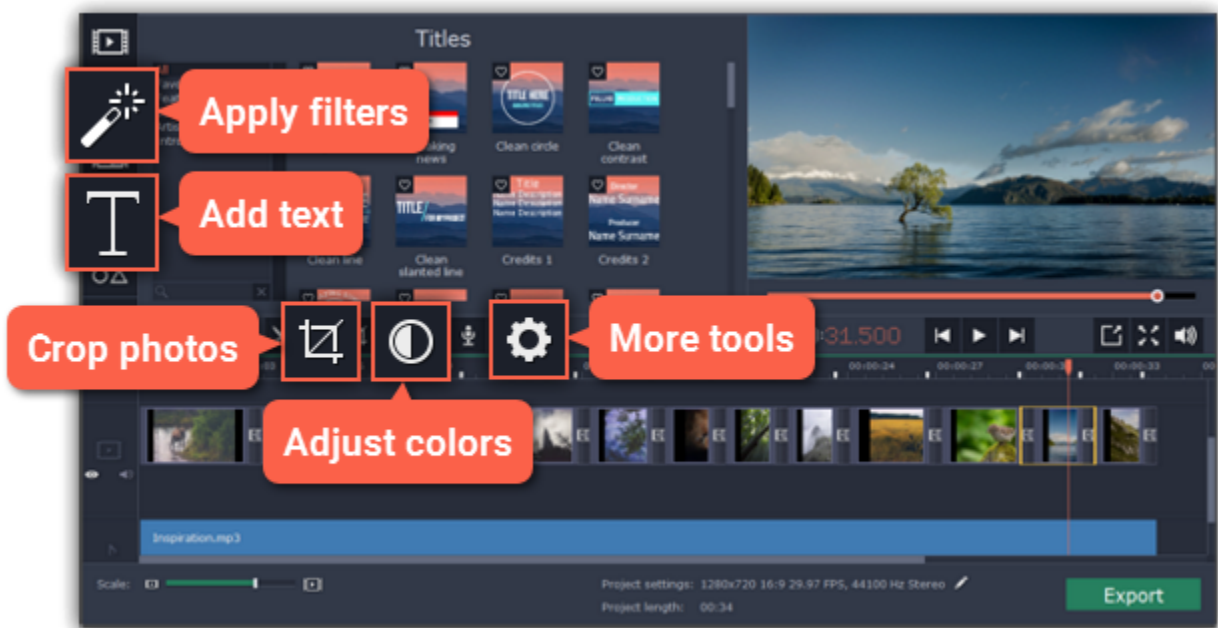
Click the **Step 3** button to go to the next step and click **+Audio** to add some music. Then, trim the music as you see fit and set up music beats.

[Learn more – Step 3: Add music](#)



### Step 4: Add titles and effects

Click **Finish** to generate your slideshow. Now you can add some finishing touches like filters, titles and special effects.



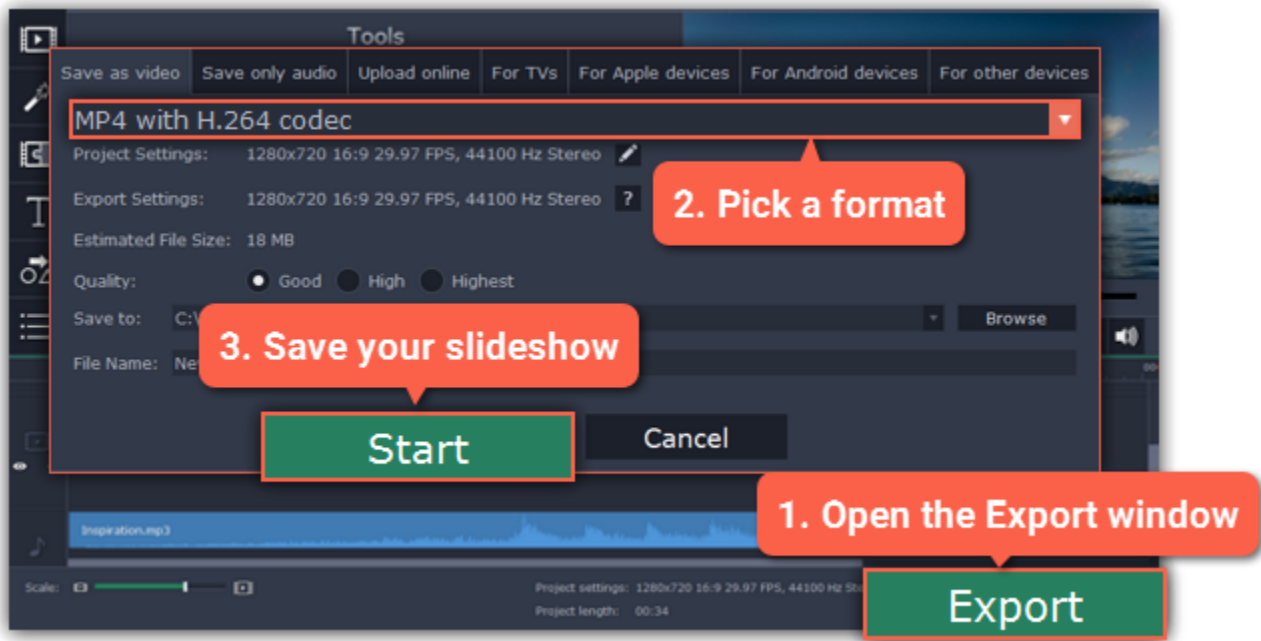
Learn more:

- [Adding filters](#)
- [Adding titles](#)
- [Color adjustments](#)
- [Removing black bars](#)

### Step 5: Save your slideshow

When you're done, click **Export** in the bottom right-hand corner of the window.

- To save the slideshow as a video file, pick a video format and click **Start**.
- If you want to share the video straight to YouTube, switch to the **Upload online** tab. There, sign in to your YouTube account, fill in the information and click **Start** to save and upload the video.

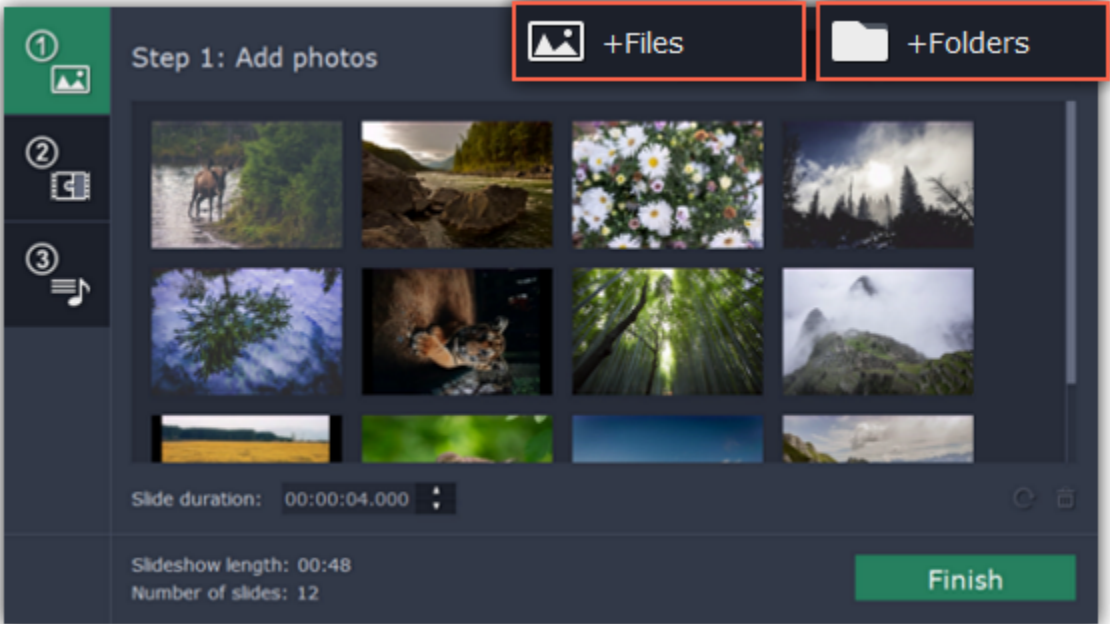


Learn more:

- [Exporting videos](#)
- [Uploading videos online](#)

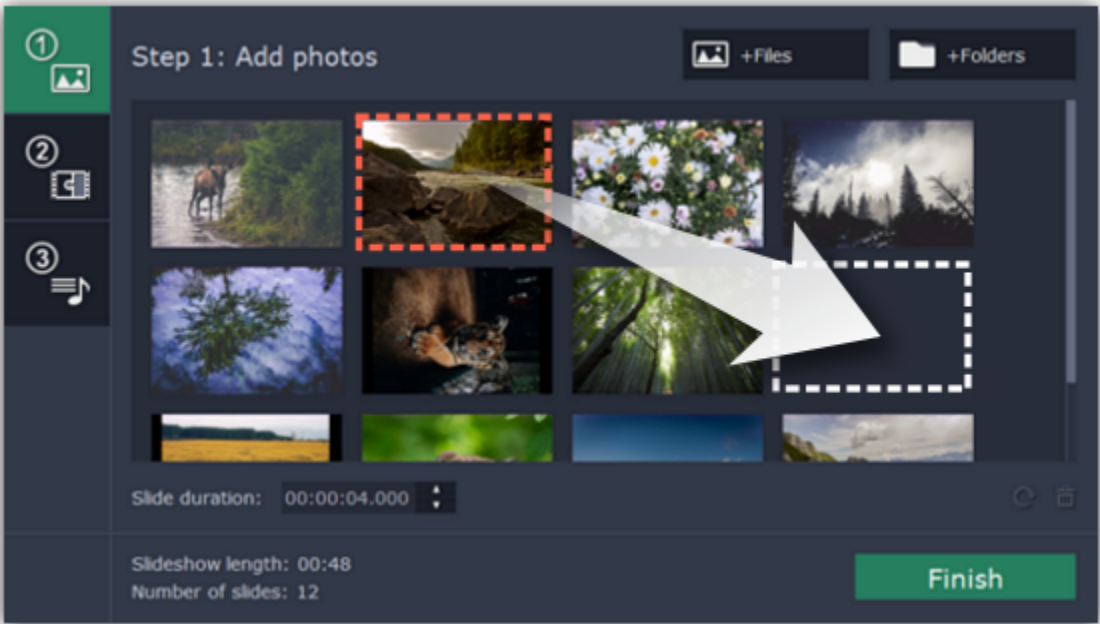
### Step 1: Add photos

1. In the first step of the Slideshow Wizard, click **+Files** to open individual images, or click **+Folders** to add entire folders to your slideshow.
2. An Windows Explorer window will open. Choose the files or folders that you want to add.



### 3. Reorder your slides:

The slides will appear in the same order as you have added them. To rearrange the slides, simply click and drag them with your mouse to the necessary position.

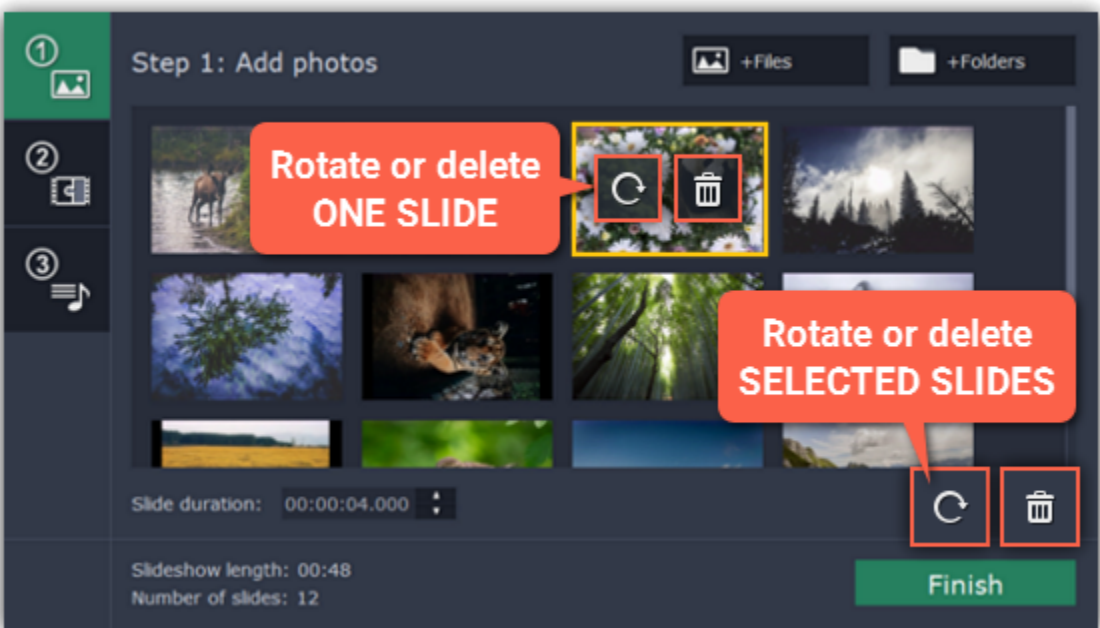


### 4. Remove unwanted photos:

- To remove one photo, hover your mouse pointer over it and click the trash can button that appears on top of it.
- To remove several photos, select them in the list and click the trash can button beneath the slide list.

### 5. Rotate photos

- To rotate one photo, hover your mouse pointer over it and click the rotation button that appears on top of it.
- To rotate several photos, select them in the list and click the rotation button beneath the slide list.



Next step: [Adding transitions](#)

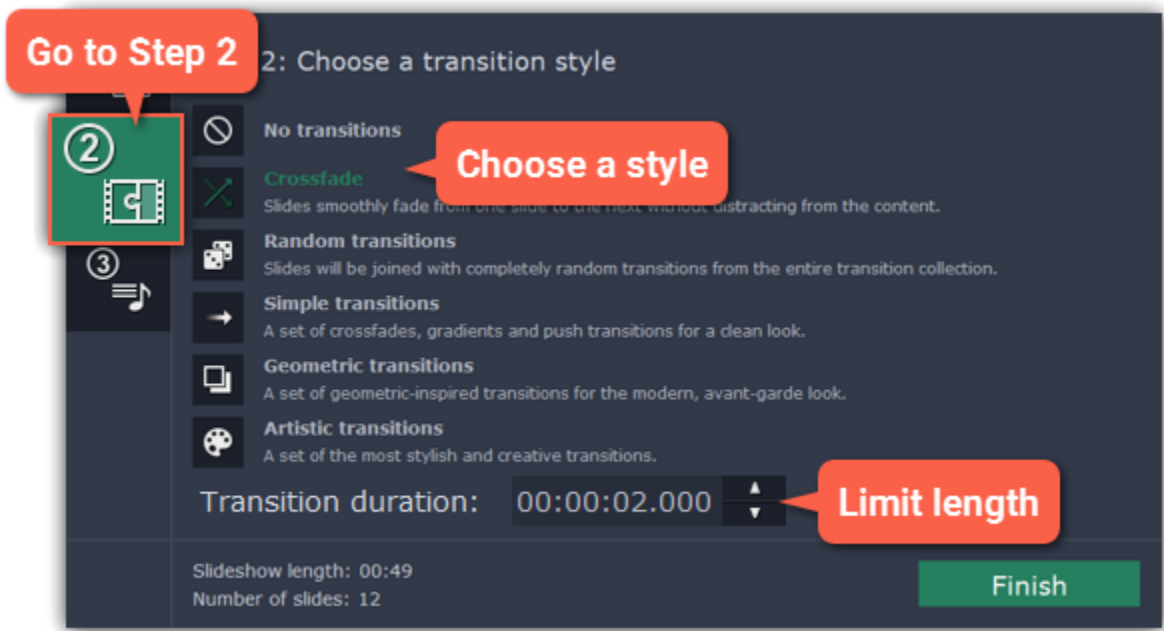
## Step 2: Add transitions

Using transitions, you can join your photos with cool animations.

1. On the left side of the Slideshow Wizard, click the button with the number **2** to proceed to choosing transitions for your slideshow.
2. You will see a list of transition styles. Click on the one you like to choose that style.
3. In the **Max transition duration** box, enter a time in seconds to limit the maximum length of the transitions in your project. The length of each transition is defined by the length of the slides it is joining, and by the beat of the music that we will add in the next step.

Limiting transition length helps you avoid transitions that are too long.

*\* Transitions cannot be longer than any of the slides in your project.*



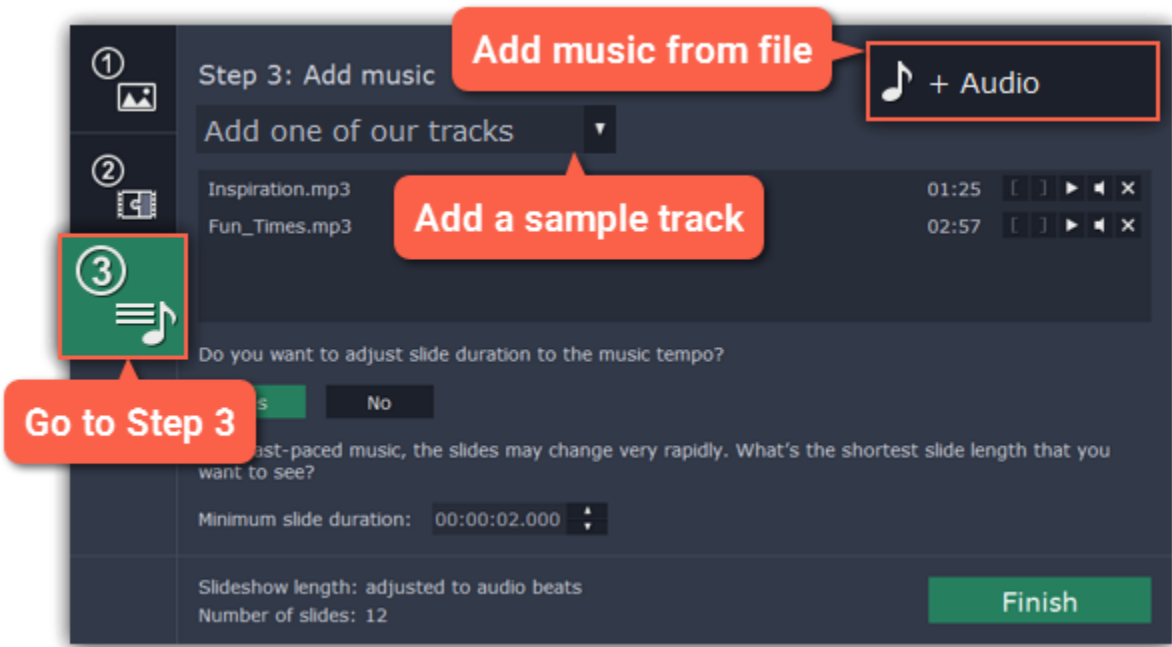
Next step: [Adding music](#)

### Step 3: Add music

1. On the left side of the Slideshow Wizard, click the button with the number 3 to proceed to adding music.

#### 2. Add music:

To add music, click the +**Audio** button and choose the audio files you want to use. If you don't have a suitable audio file, click '**Add one of our tracks**' to open the list of sample audio tracks and then click on a soundtrack in the list to add it. The audio files will appear in the list. You can now preview and trim the audio clips.

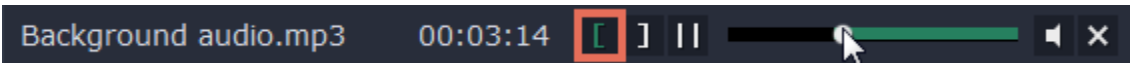


#### 3. Trim the audio

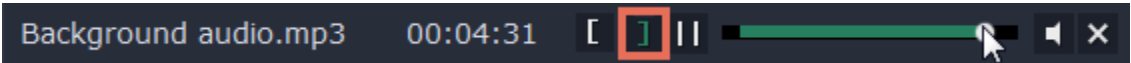
Click the play button to start playback.



Skip to the part where you want the audio to start and click the left bracket icon to trim the clip to this point.



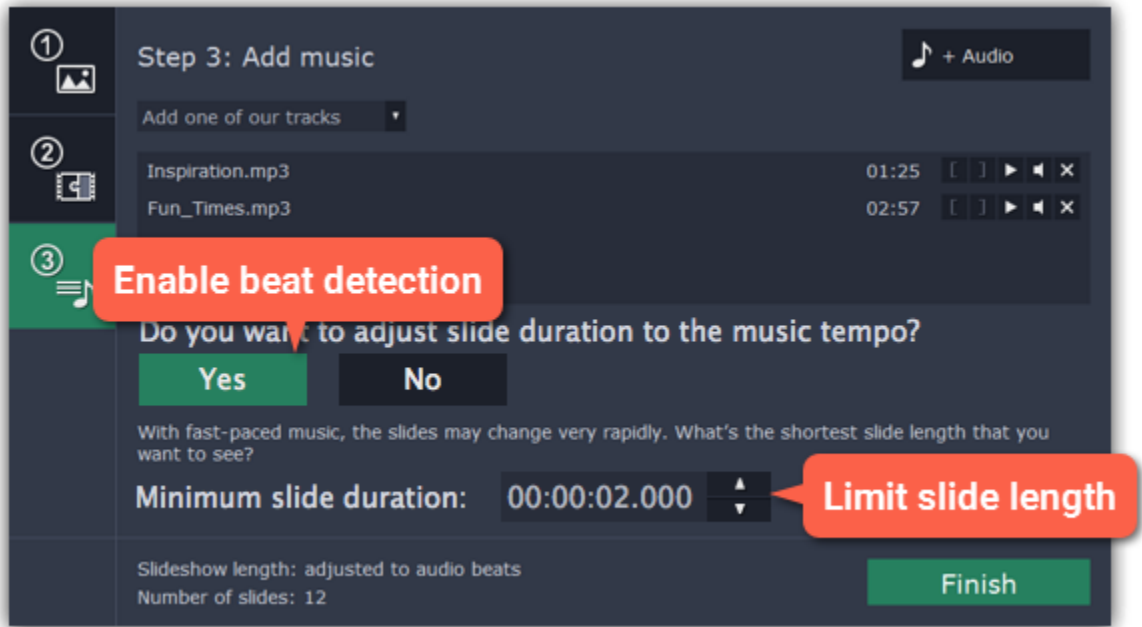
Skip to the part where you want the audio to end and click the right bracket icon to trim the clip from this point.



#### 4. Adjust slides to music beat

The Slideshow Wizard can analyze the music you've added and adjust the length of slides and transitions to fit the music tempo. Click the **Yes** button in the Wizard to enable beat adjustment.

Then, enter the **minimum slide duration** to prevent slides from changing too fast.



#### 5. Finish your slideshow

Click the **Finish** button in the Wizard to start processing your slideshow. When the slideshow is ready, click **OK** to close the Wizard. You can now see your slideshow on the Timeline. Here, you can manually edit slides, or proceed straight to saving the slideshow.

1

2

3

Step 3: Add music

+ Audio

Add one of our tracks

Inspiration.mp301:25

Fun\_Times.mp302:57

Do you want to adjust slide duration to the music tempo?

Yes

No

With fast-paced music, the slides may change very rapidly. What's the shortest slide length that you want to see?

Minimum slide duration:

00:00:02.000

Slideshow length: adjusted to audio beats

Number of slides: 12

Finish

179

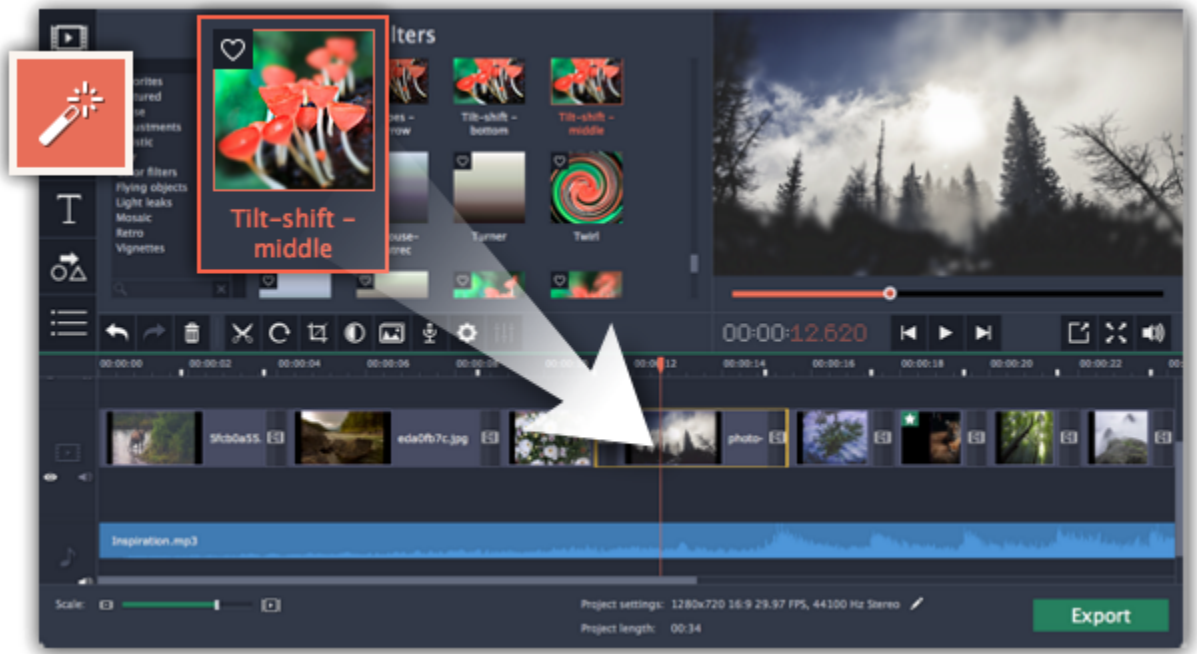
## Step 4: Add titles and effects

When you've completed the Slideshow wizard, your slideshow will be ready on the Timeline. From here, you can proceed to [saving it as a video file](#) or add some more cool effects.

### Add filters

1. Click the **Filters** button on the left sidebar to open the filter collection.
2. Pick a filter you like and drag it onto the clip you want to apply it to.

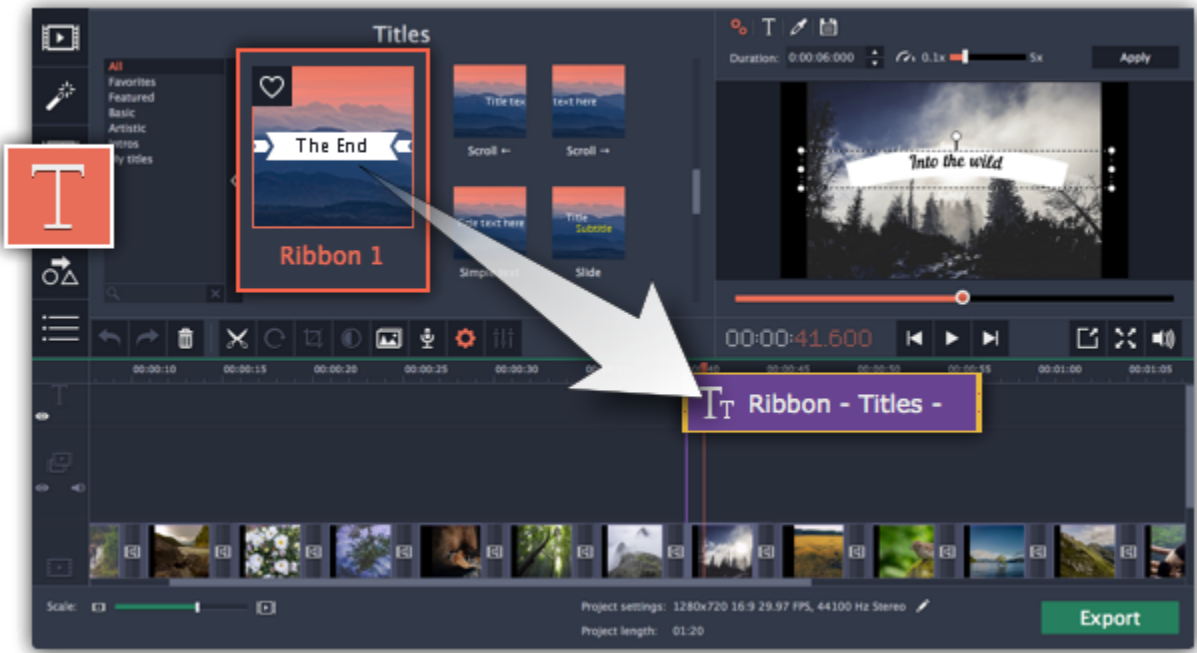
[Learn more about filters](#)



### Add titles

1. Click the Titles button on the left sidebar to open the text title collection.
2. Pick a text style you like and drag it onto the title track at the top of the Timeline.
3. Double-click on the title clip to change the text and edit the font, color, and other properties.
4. Click Apply in the editing panel above the player.

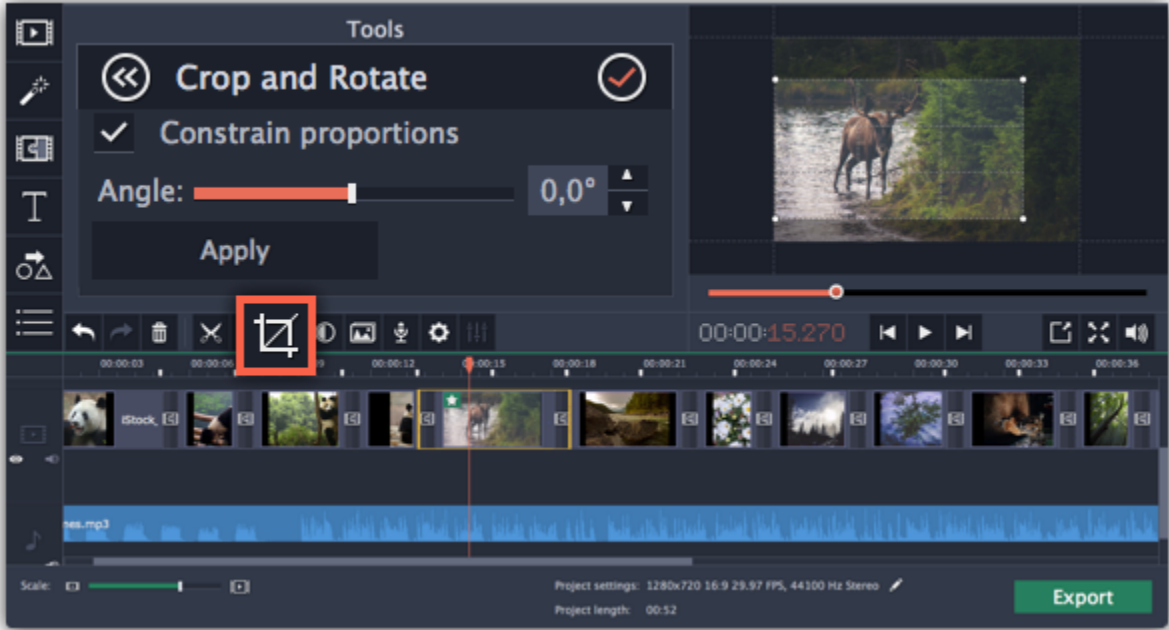
[Learn more about titles](#)



### Crop photos

1. Select the photo you want to crop.
2. Click the **Crop** button on the toolbar.
3. A frame will appear in the player. Move the frame to the part of the screen you want to keep.
4. Click **Apply** on the Tools panel on the left.

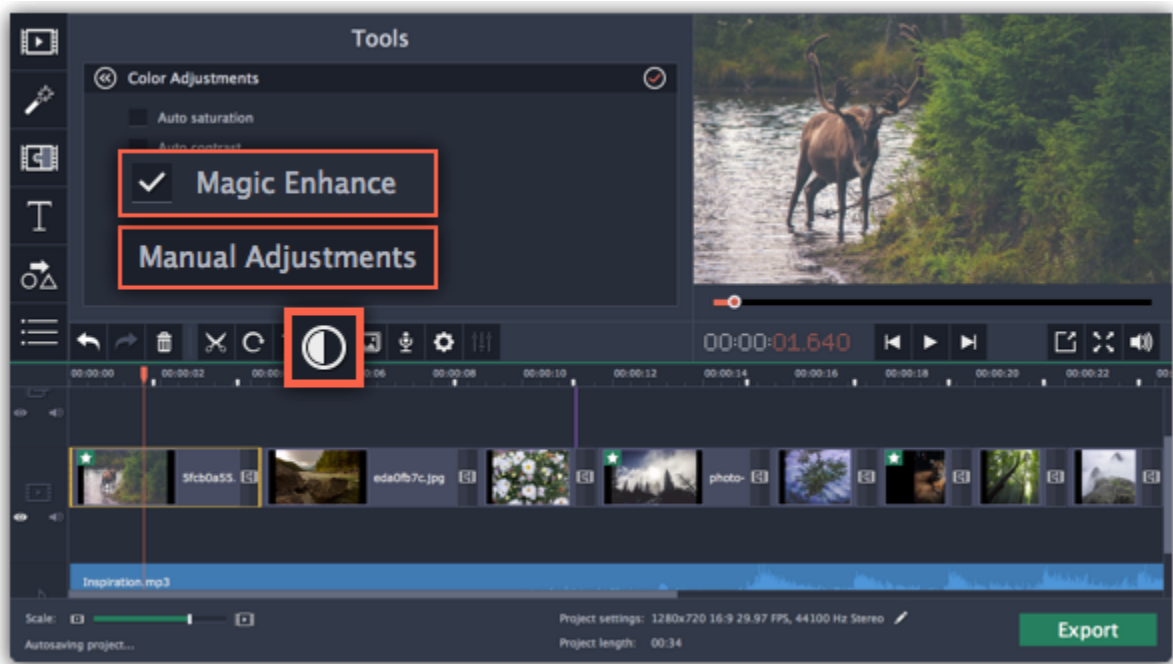
[Learn more about crop](#)



### Adjust photos

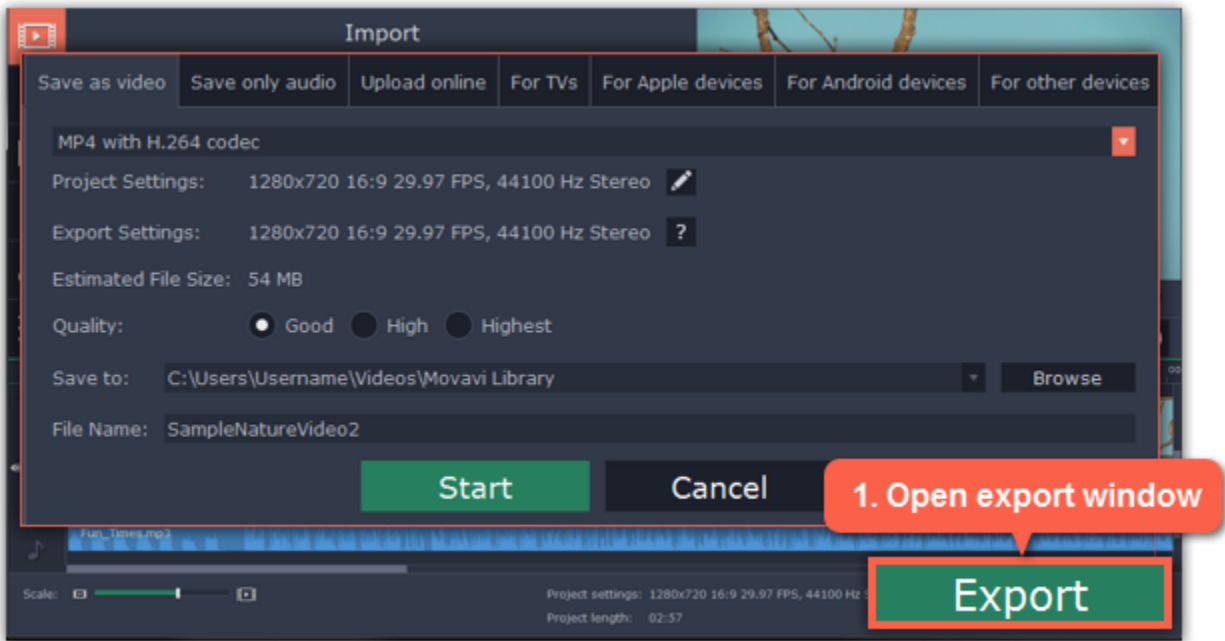
1. Select the photo you want to adjust
2. Click the **Color Adjustments** button on the toolbar.
3. Choose the adjustments that make your picture better.

4. For more options, click **Manual Adjustments** and adjust the colors manually.  
[Learn more about color adjustments](#)



Step 5: Save your slideshow

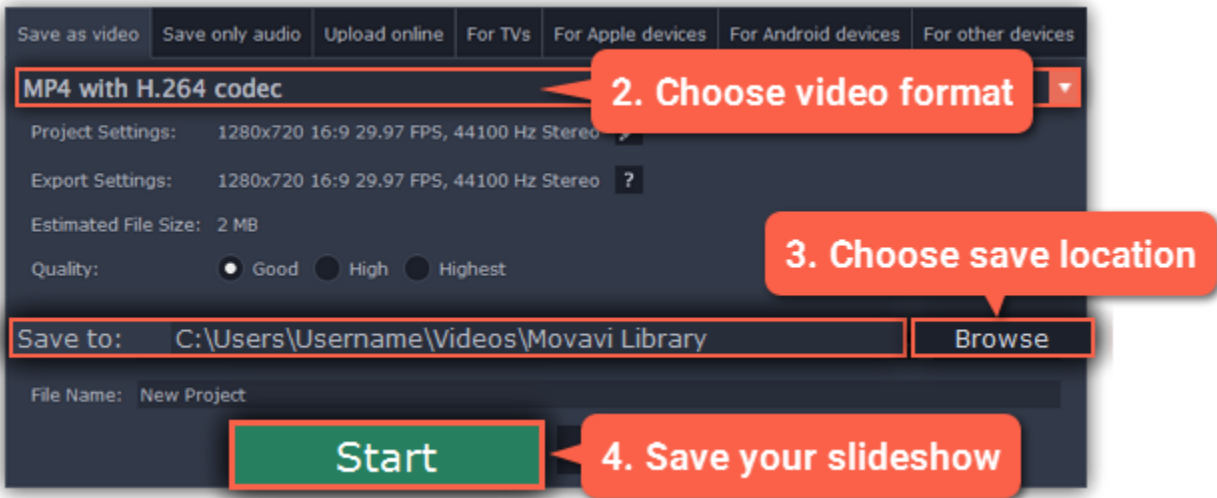
1. In the bottom right-hand corner of the window, click **Export**. The export settings window will open.



2. In the Export window, open the list at the top and choose a format for saving your slideshow.

3. Click **Browse** to choose where you want to save your slideshow file and name your slideshow in the **File Name** box.

4. Finally, click **Start** to save your slideshow as a video file. This may take a few minutes if the slideshow is very long.



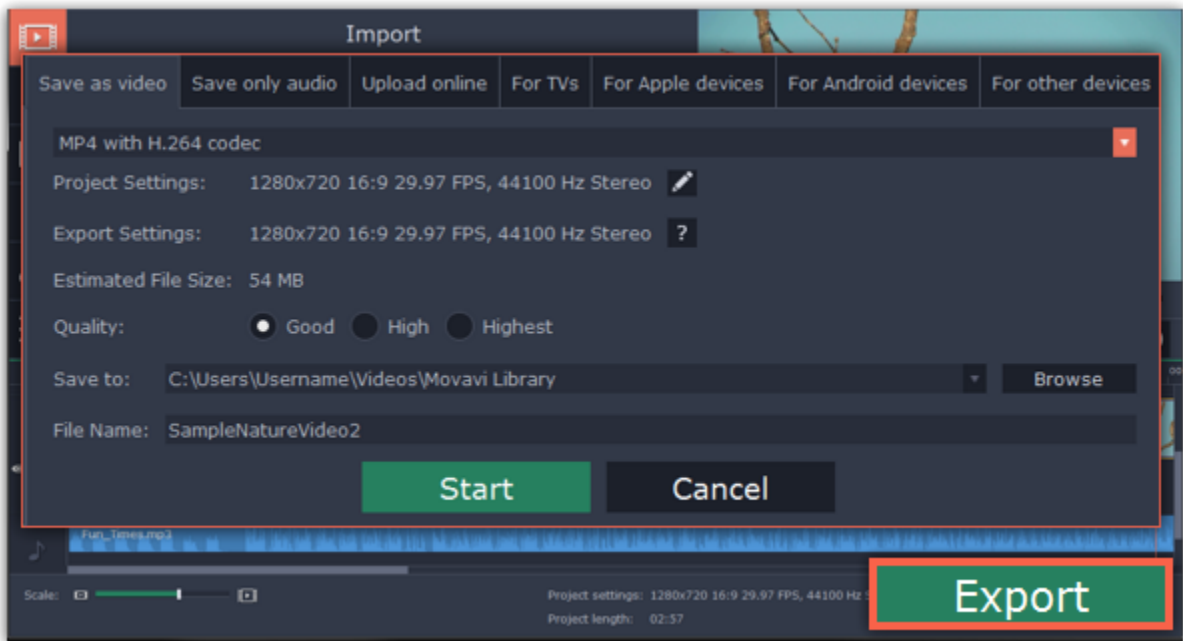
## Exporting videos

When you're done with your project, you'll need to export it as a media file to be able to play it back in media players, mobile devices, and so on. 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 only audio](#)
- [Saving videos for devices](#)
- [Saving videos for uploading online](#)

### Step 1: Open the Export window

To start saving the video, click the **Export** button in the bottom right-hand corner of the Editor. The export settings window will open.

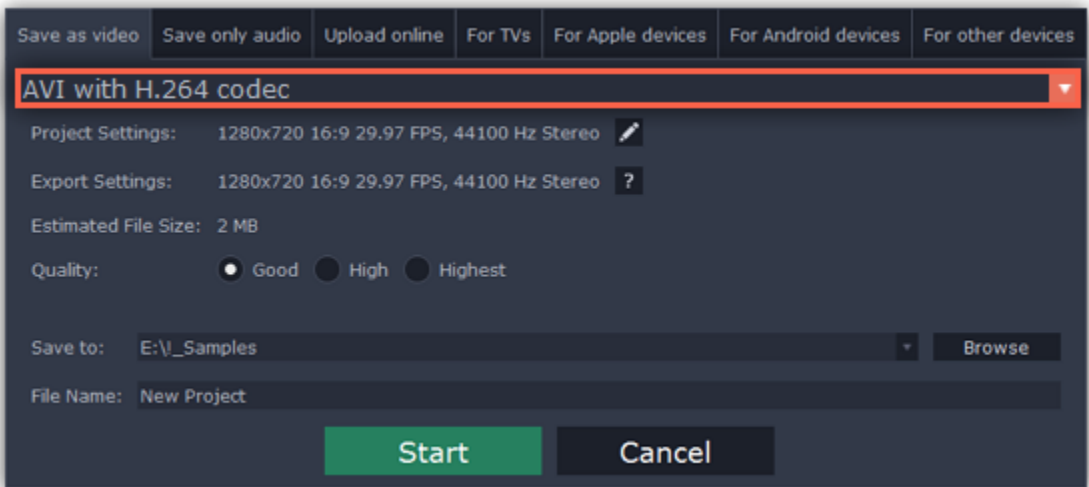


### Step 2: Choose a format


Open the list at the top of the window and choose a format for saving the video in. Some formats allow you to choose which video codec you want to use, and some allow you to save 60 FPS video\*.

\*The video file will have a frame rate of 60 FPS only if the original video files used in the projects had a frame rate of 60 FPS and above.

If you don't know which format to choose, try using **MP4 with the H.264 codec**. The MP4 format is supported by most platforms and operating systems.

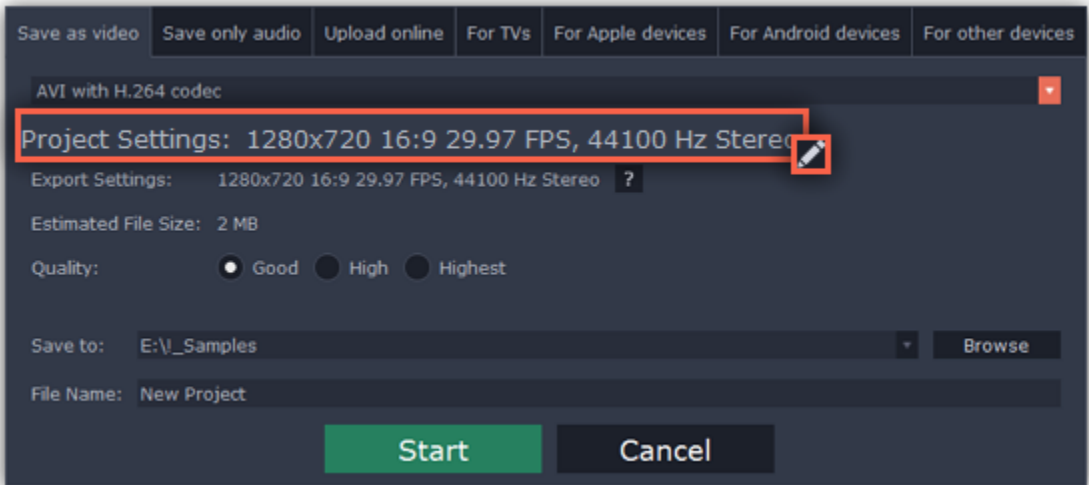


### Step 3: Check your project settings

When saving standard video, the video will be exported with the same settings that were set for the project. This way, the output video will appear exactly as you've seen it in the preview area. If you want to change the resolution, aspect ratio, or other settings, click the pencil icon  to view and edit the project settings.

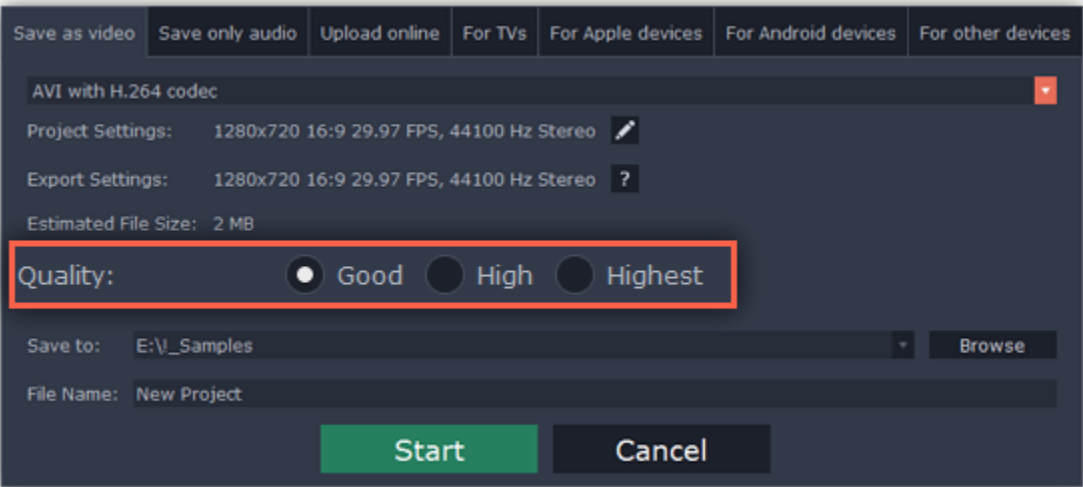
The **Estimated File Size** field shows how much disc space your file will require after saving. If the file size is too large, you can set a lower resolution in the [Project Settings](#). At lower resolutions, the file will be significantly smaller, however, the video will lose some quality due to the limitations of digital data compression. When changing resolutions, we recommend that you keep the same aspect ratio to avoid black bars around the video or other unwanted distortions.

[Learn more about project settings](#)



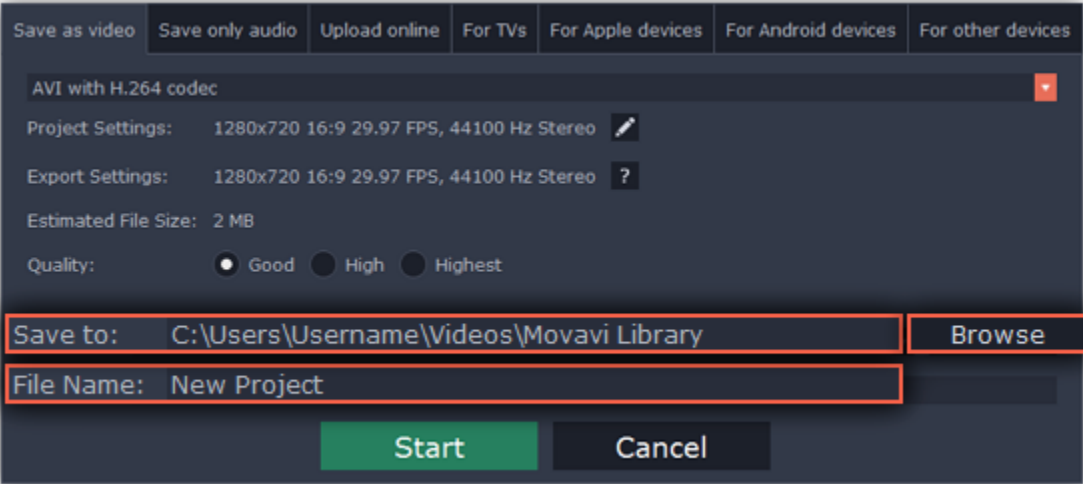
### Step 4: Select quality (optional)

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.



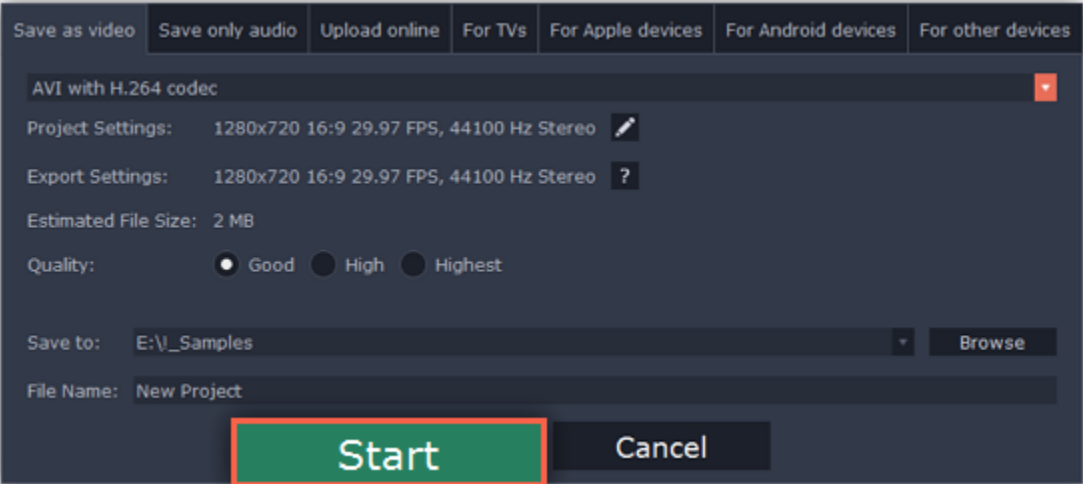
Step 5: Choose a destination folder

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 **File Name** field: the project's name will be filled in for you by default.



Step 6: Start exporting

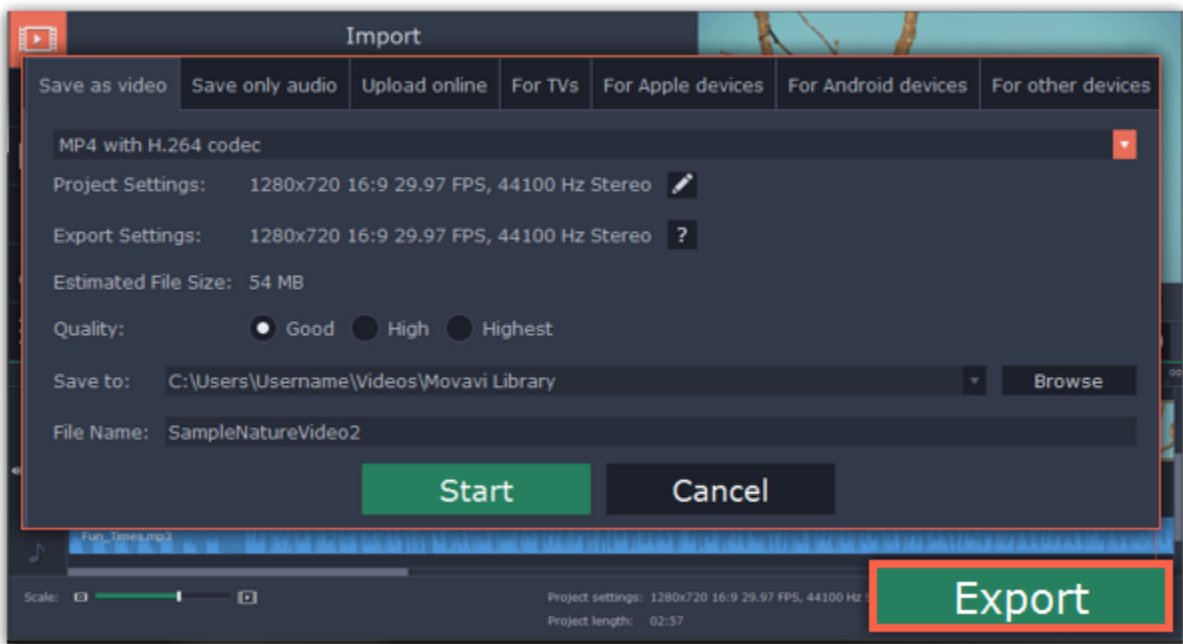
Click the **Start** button to begin processing the video file. This may take up to a few minutes.



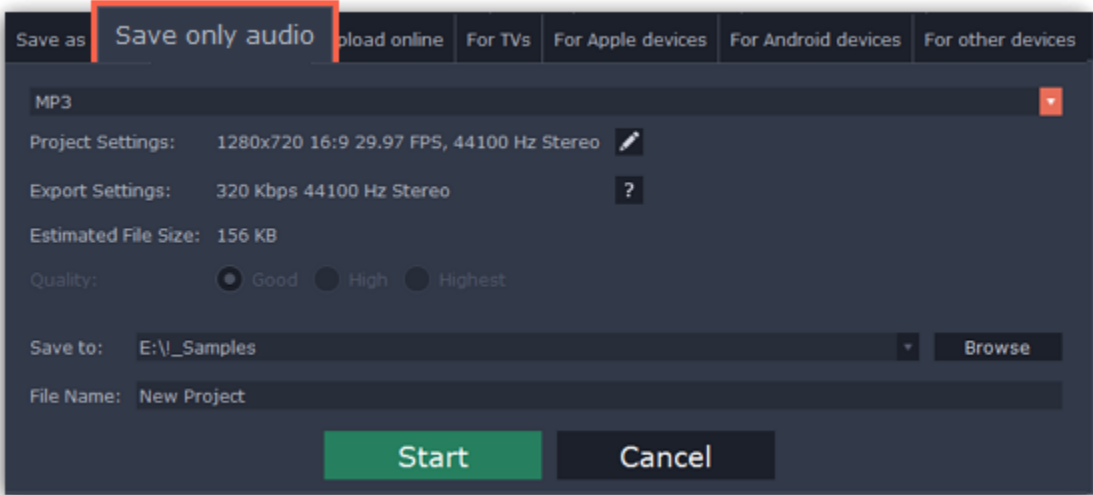
## Export only audio

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

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



**Step 2:** At the top of the Export window you will find a number of tabs. Click on the **Save Only Audio** tab



**Step 3:** Open the list at the top of the tab and select the format you'd like to save the audio in.

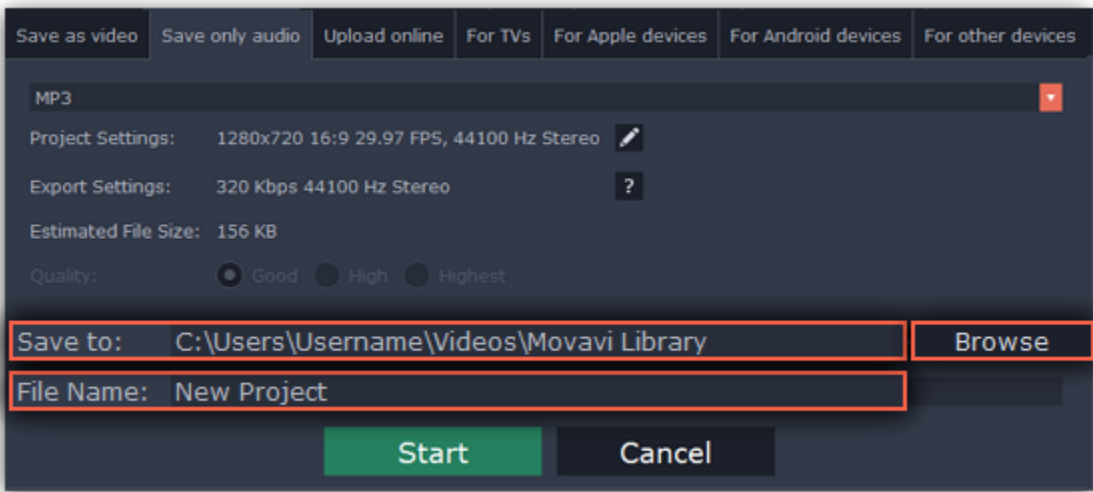
While MP3 is the most commonplace format, supported by almost all media players and devices, FLAC format allows you to preserve high audio quality, albeit taking up considerably more disc space. When choosing an output format, it is important to note the quality of the original files: due to data compression 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.

When saving audio from your project, the audio file will retain the same sample rate and channel settings as you have set for your project. The audio bitrate will be determined from the quality of the original files and from the maximum bitrate for the selected format (for example, MP3 is limited to 320 Kbps, while FLAC bitrate is not limited).

**Step 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 Windows Explorer window, or enter the path manually into the box. Name your video in the **File Name** field: the project's name will be filled in for you by default.

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

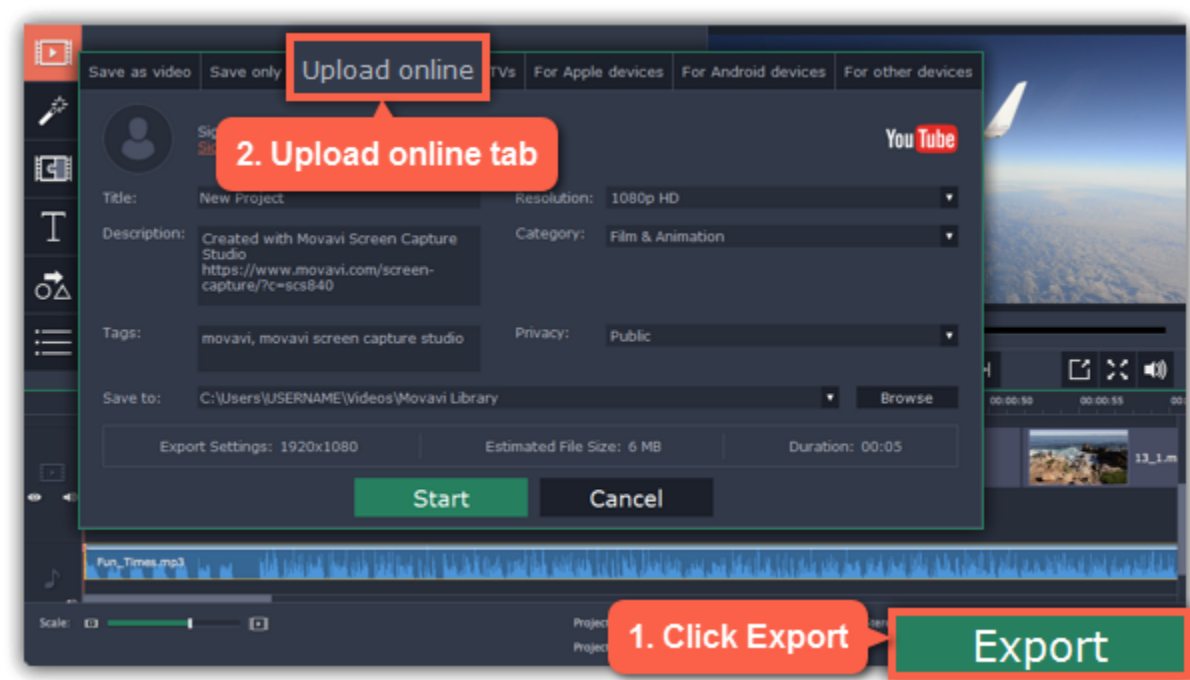


## Uploading videos online

After you finish your video, you can share it to YouTube right from the export window.

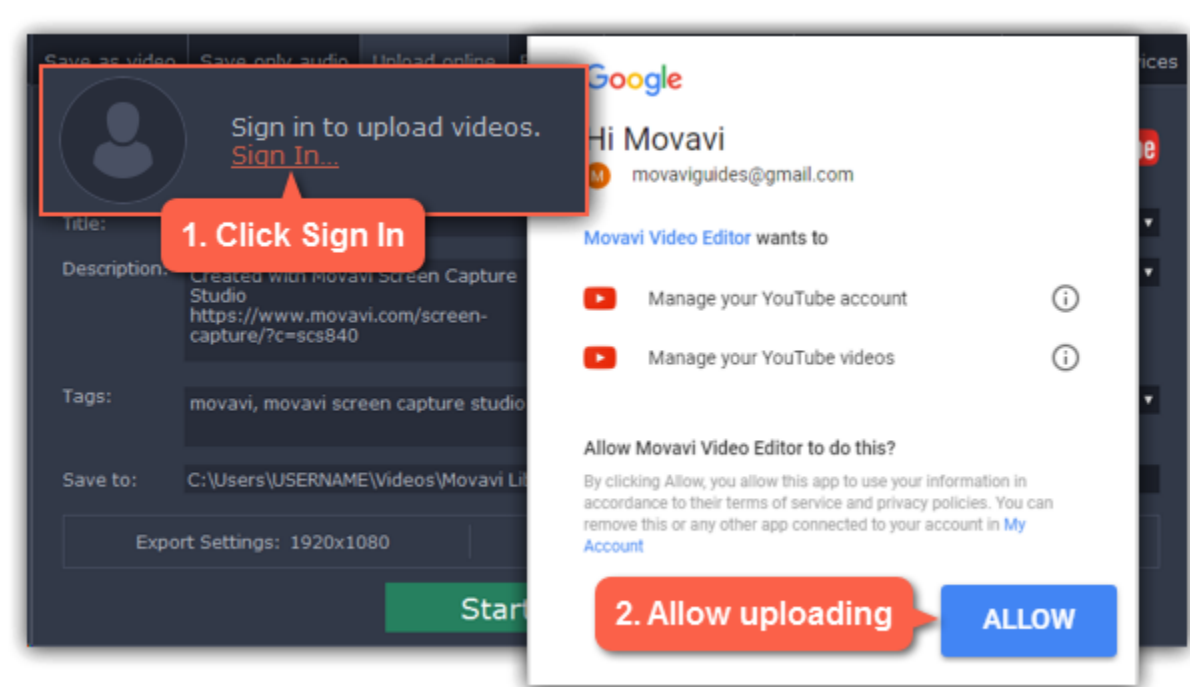
### Step 1: Open the Export window

1. Click the **Export** button to open the exporting window.
2. Switch to the **Upload online** tab.



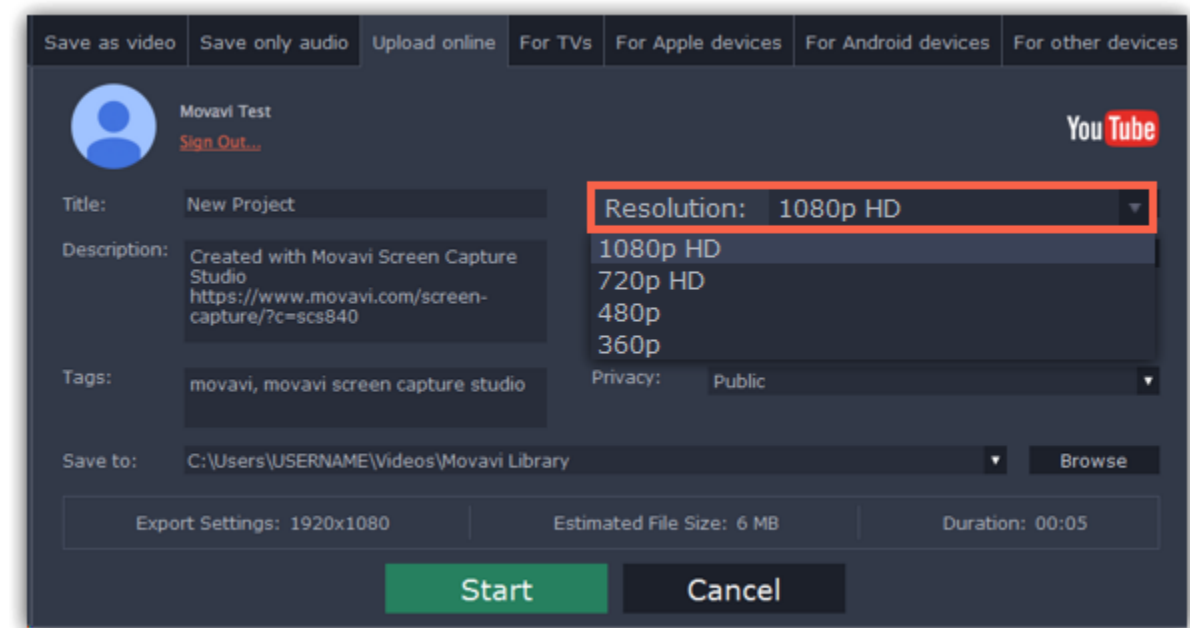
### Step 2: Sign in to your account

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



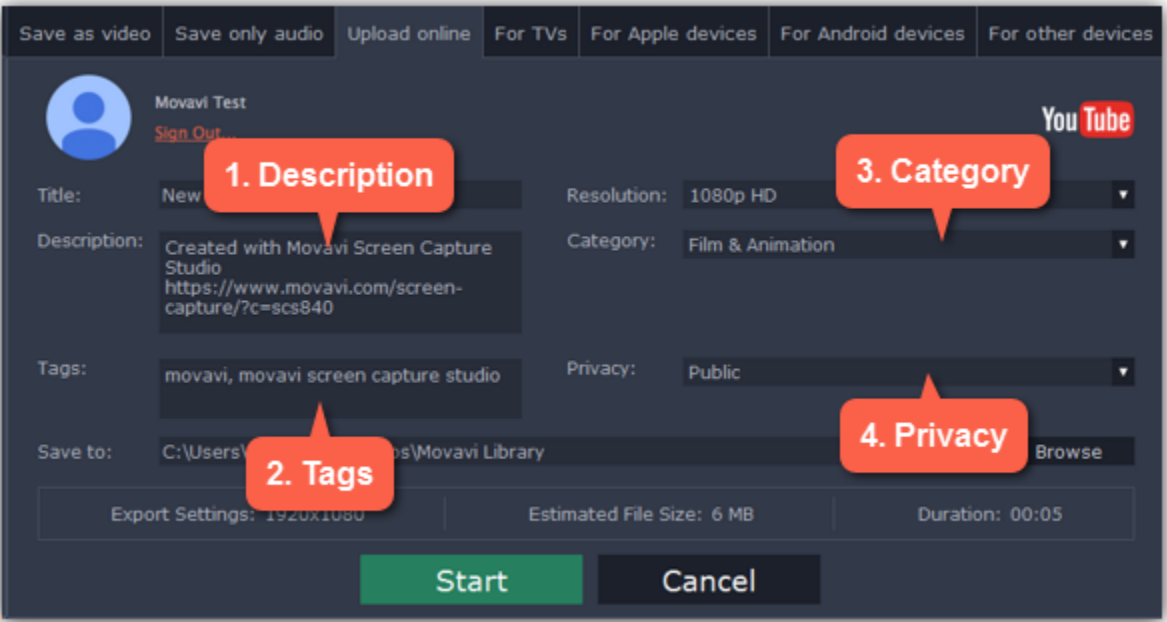
### Step 3: Choose a resolution

- In the Export window, open the **Resolution** list and choose a resolution that suits your project.
- For best results, choose a resolution that is equal to or less than the height of your project. You can find the resolution of the project at the bottom of the main window, next to **Project settings**. For example, if your project is 1280x720, choose the 720p resolution.
  - This resolution will be the highest available quality available for your video. Lower resolutions will be generated automatically by the website.



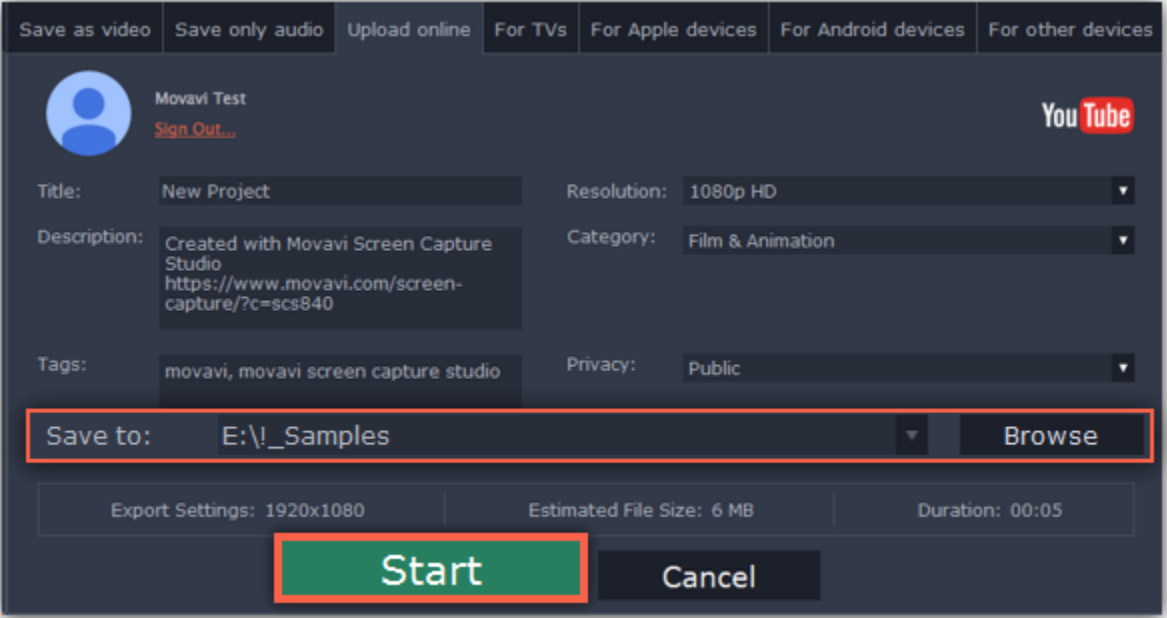
### Step 4: Fill in the details

1. Fill in the **title** and **description** for your video.
2. Add some **tags** to help users find videos by relevant topics. Separate tags with commas and add a number sign (#) before each one.
3. Choose a **category** to help viewers find relevant content.
4. Open the **Privacy** box and choose who you want to see the video:
  - **Private** – only you can see the video.
  - **Unlisted** – the video will not appear for other people unless you give them the link.
  - **Public** – anyone can access the video.



Step 5: Save and upload the video

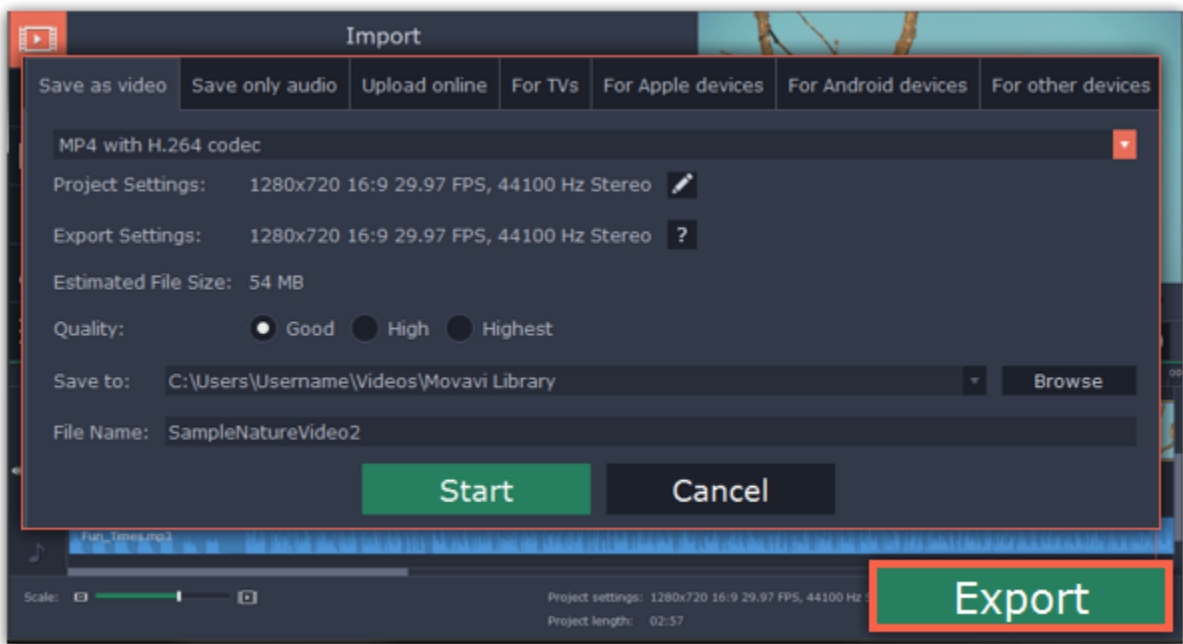
- 1. Before uploading, the video will be saved as a file on your computer. To change where the video file is stored, click **Browse** and select a folder.
- 2. Check the length and size of the video. YouTube allows users to upload videos up to 15 minutes. To upload longer videos, you need to verify your account.
- [YouTube help – increasing your upload limit](#)
- 3. Click **Start** to begin saving and uploading the video.



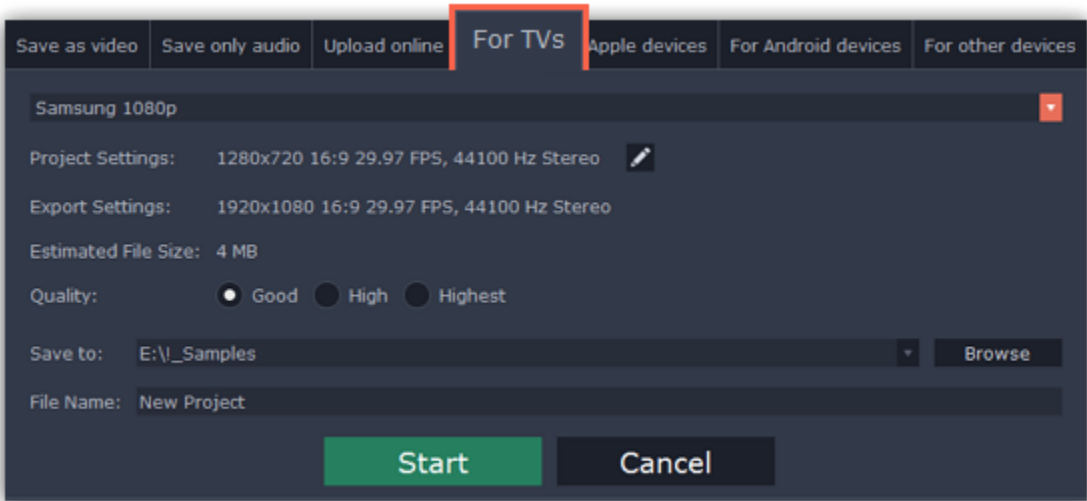
## Export for TVs

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

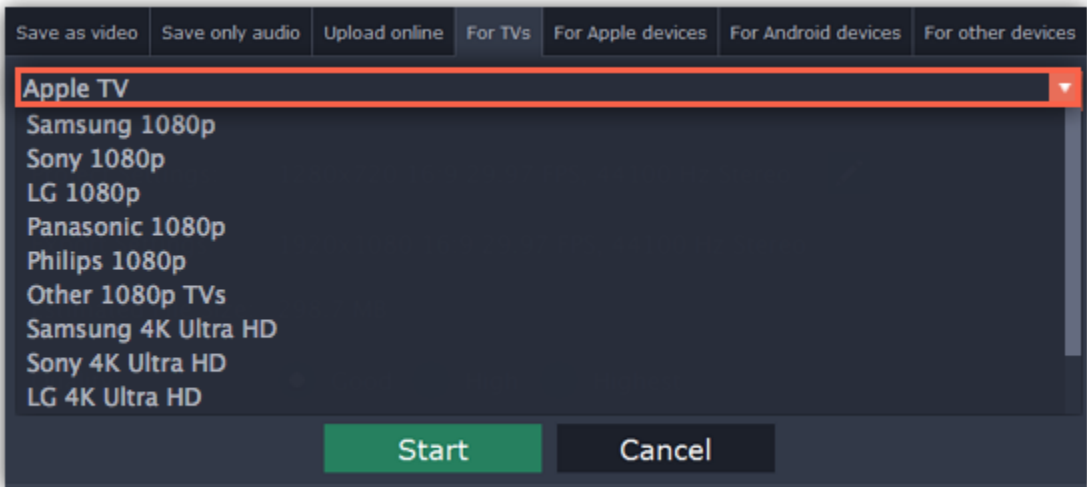
**Step 1:** In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.



**Step 2:** At the top of the Export window, you will find a number of tabs for saving different kinds of media. Click the **For TVs** tab.



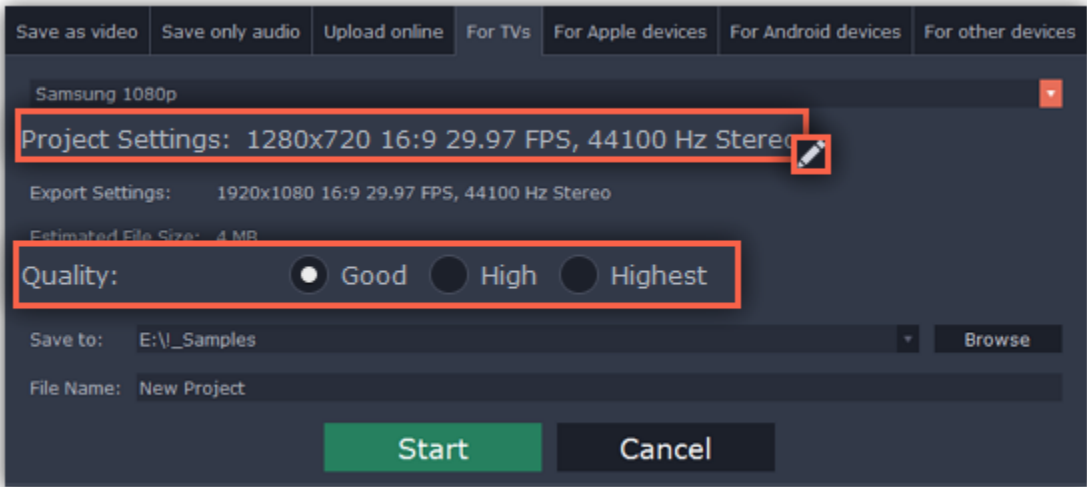
**Step 3:** Open the list at the top and choose your TV brand and the necessary resolution. If your TV is not on the list, choose **Other 1080p TVs**.



**Step 4:** Set export quality (optional)

**Project settings:** If you've been using the default project settings, your video's resolution is now 720p. To avoid losing quality when saving to a larger resolution, click the pencil icon and edit the project settings. There, choose the 1920x1080 resolution for 1080p HDTVs, and the 3840x2160 resolution for 4K Ultra HD TVs.

**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 output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.



**Step 5:** 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 **File Name** field: the project's name will be filled in for you by default.

**Step 6:** Click the **Start** button to begin processing the video file. This may take up to a few minutes.

Save as video

Save only audio

Upload online

For TVs

For Apple devices

For Android devices

For other devices

Samsung 1080p

Project Settings: 1280x720 16:9 29.97 FPS, 44100 Hz Stereo

Export Settings: 1920x1080 16:9 29.97 FPS, 44100 Hz Stereo

Estimated File Size: 4 MB

Quality: ☒ Good ☐ High ☐ Highest

Save to: E:\\_Samples

Browse

File Name: New Project

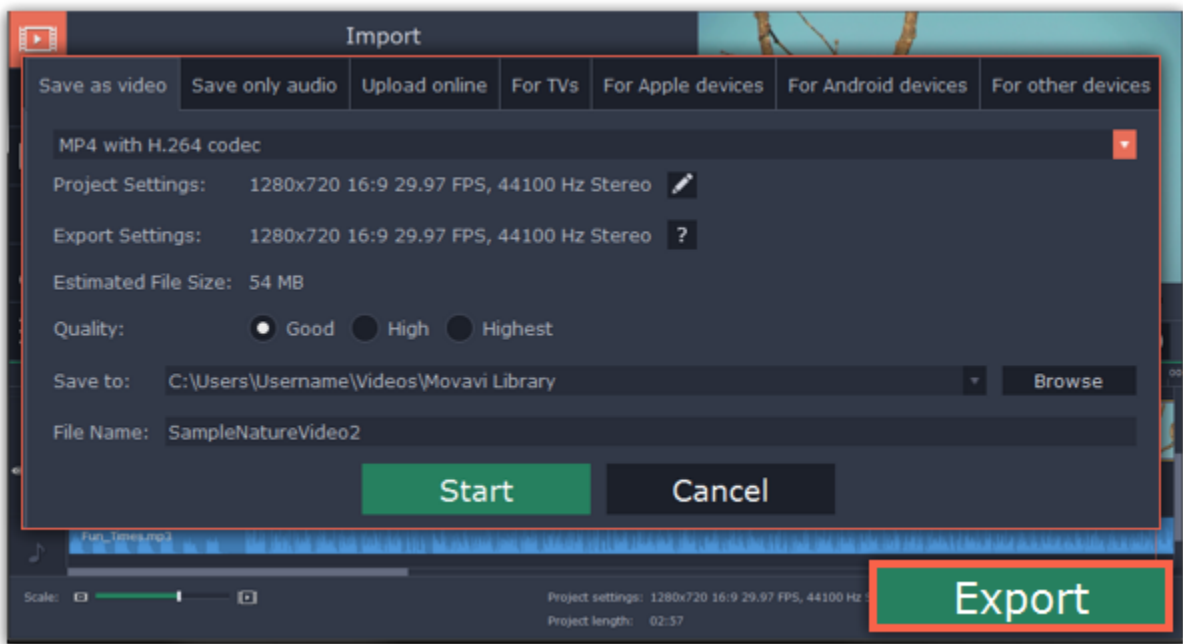
Start

Cancel

## Export for devices

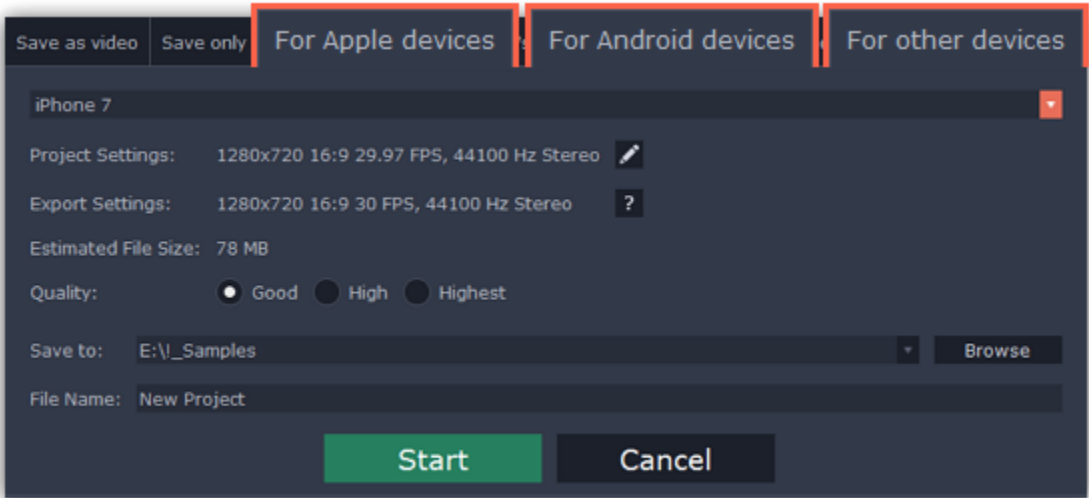
This guide will help you export your video project for playing on mobile phones, tablets, and other devices.

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



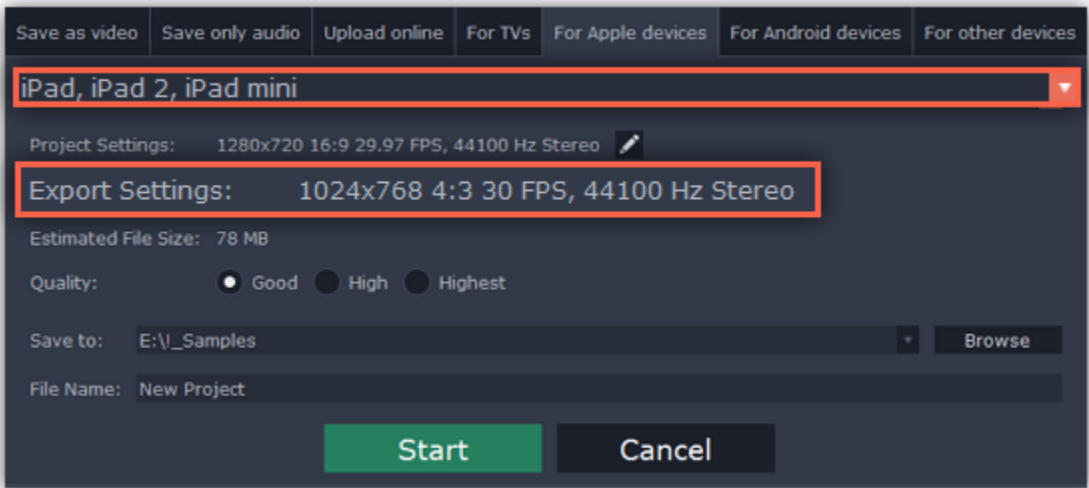
**Step 2:** At the top of the Export window, you will find a number of tabs for saving different kinds of media. Choose the necessary tab depending on your type of device:

- **For Apple Devices:** to save the video for devices made by Apple, including iPhones, iPads, iPods and Apple TV.
- **For Android Devices:** to save the video for smartphones, tablets, and other devices running the Android operating system.
- **For Other Devices:** to save the video for devices running neither iOS nor Android. These include Blackberry and Nokia smartphones, classic mobile phones with 3GP and 3G2 video, Xbox, PlayStation, Zune, and others.



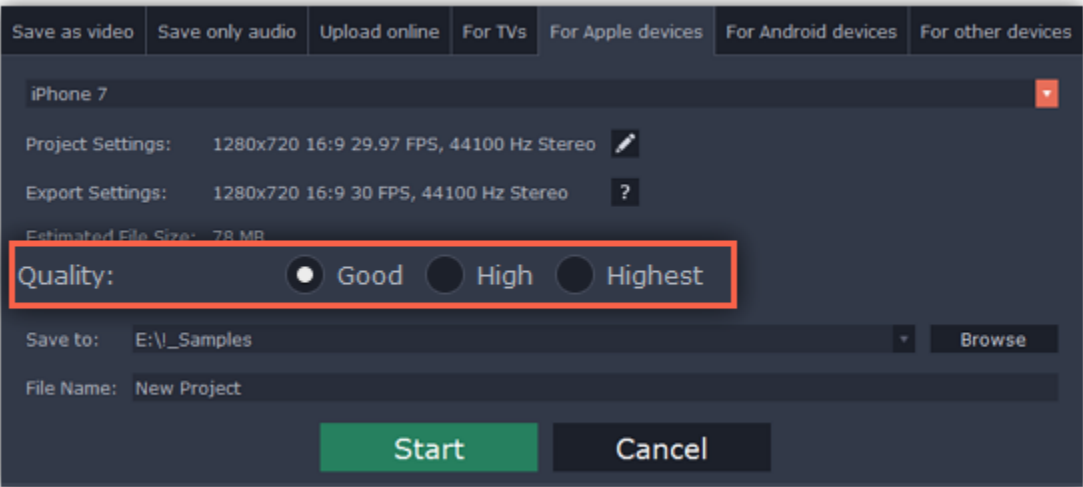
**Step 3:** Once you've opened the necessary tab, open the list at the top and select your device or manufacturer from the list.

Note the **Export Settings** information, where you can view the properties for the output file. Due to the limitations of some devices, the video resolution, audio quality, and other properties may be changed to adhere to the requirements of the selected device. **Estimated File Size** will give you a rough estimate of how much disk space the file will occupy, which may be important if your device is running out of memory.



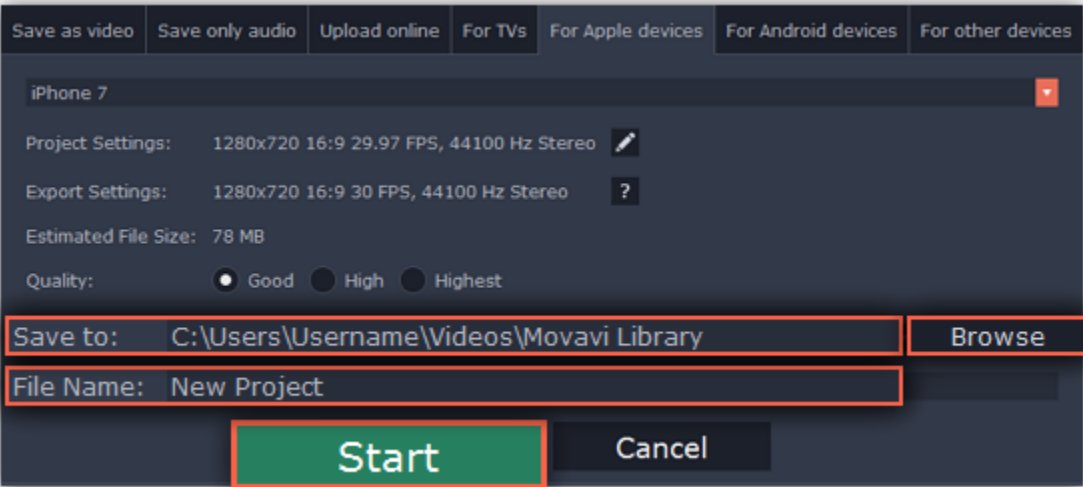
**Step 4:** Set export quality (optional).

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.



**Step 5:** 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 **File Name** field: the project's name will be filled in for you by default.

**Step 6:** Click the **Start** button to begin processing the video file. This may take up to a few minutes.

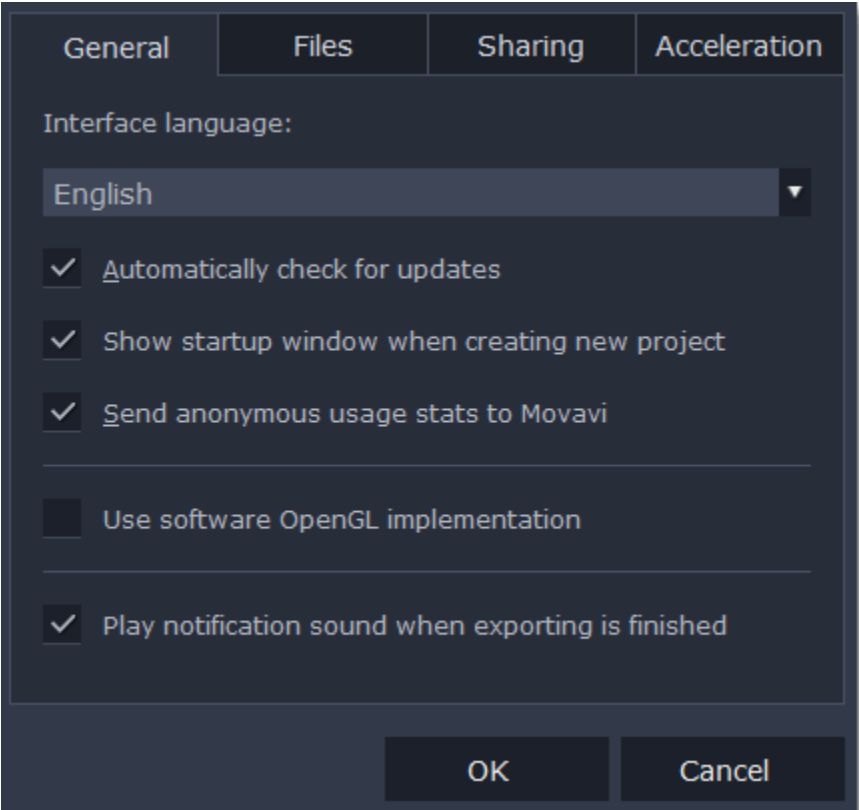


## Program preferences

**To open the preferences:**

- 1. Click the **Settings** menu
- 2. Select **Preferences**.

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



When you're done, click **OK** to close the window and apply the preferences.

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

**Send anonymous usage stats to Movavi** – checking this box will allow the program to send usage statistics to our development team, enabling us to fix any bugs you may encounter much faster, as well as add new features that you might be missing. The data contains no personal information, will not be disclosed to third parties and will be used for software improvement purposes only.

[Learn more about how we use the statistics](#)

[Read our Privacy Policy](#)

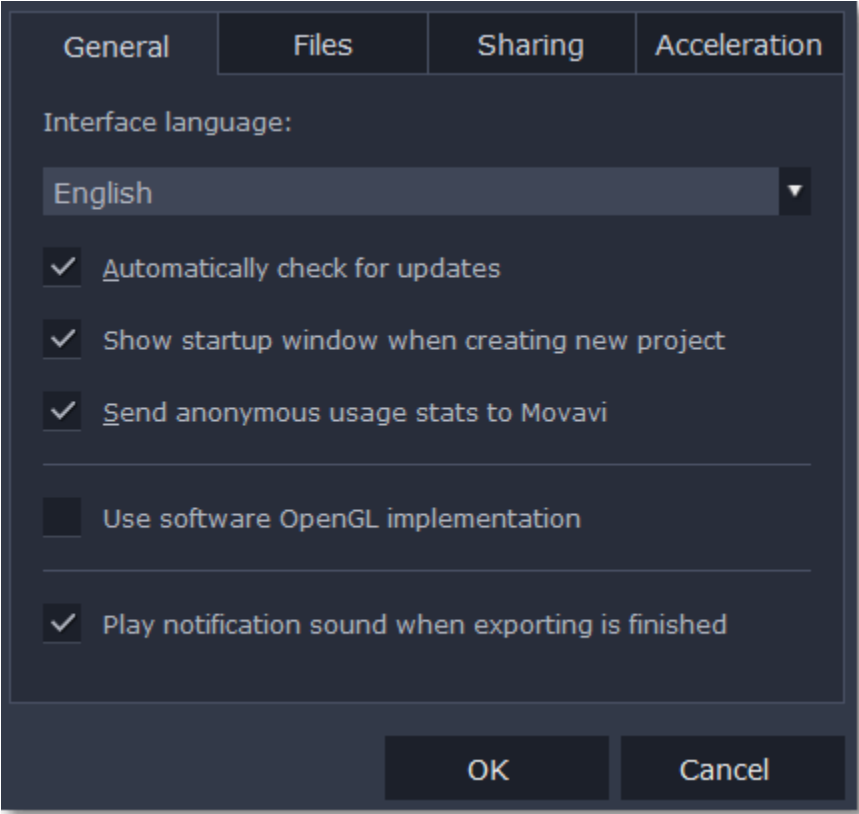
**Use software OpenGL implementation** – this option can be useful if your computer doesn't support the necessary OpenGL version and you see an error message when you start the program.

OpenGL is a software interface that manages graphics output. Usually, OpenGL is handled by your graphics card driver. However, some graphics cards do not support the necessary version of OpenGL. For these graphics cards, you can use this option to download and install a software replacement. Installation will run automatically, but you will need an Internet connection to download the files.

If Movavi Video Editor runs without showing an OpenGL error message, this option is not recommended.

[Learn more about OpenGL troubleshooting](#)

**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

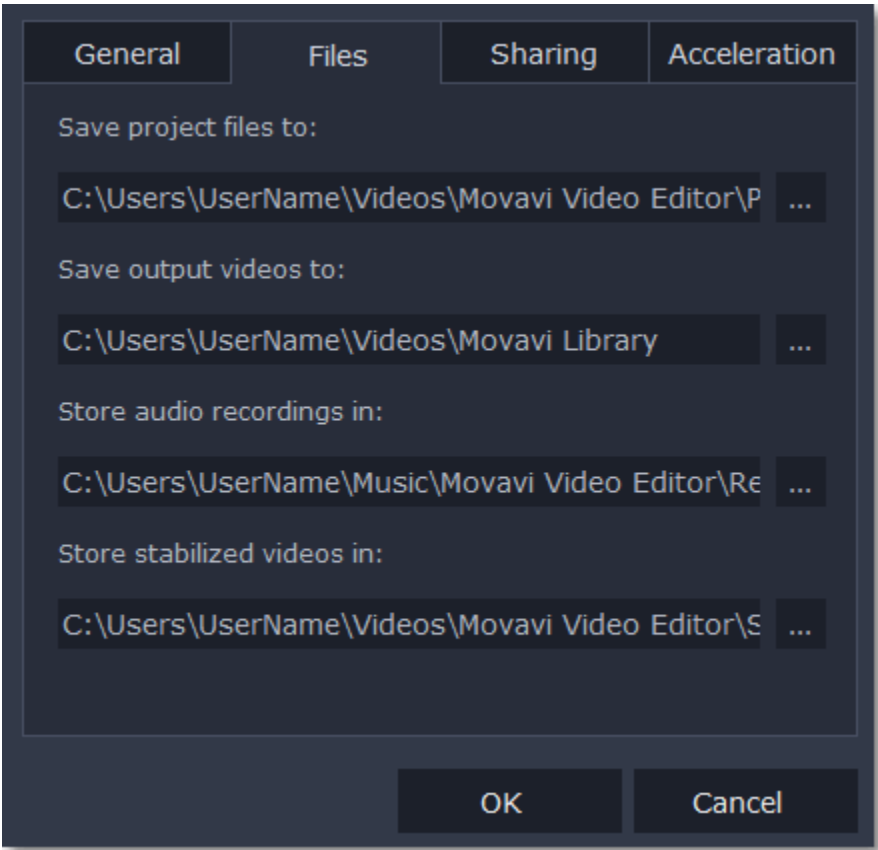
On the Files tab, you can find the options for storing and saving different kinds of files. You can change any of these folders to a different location.

**Save project files to** – this folder will be offered by default when 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** – this folder will be offered by default when exporting media files.


**Store audio recordings in** – the audio clips that you record in the Editor will be stored as audio files in this folder. ***Tip:** if you delete these audio files, the audio recordings in the project will also be unavailable.*

**Store stabilized videos in** – when you stabilize a video, a stabilized copy of the original will be created in this folder and used instead of the original. ***Tip:** don't delete these files while you are working on the project, or you'll have to stabilize the files again.*



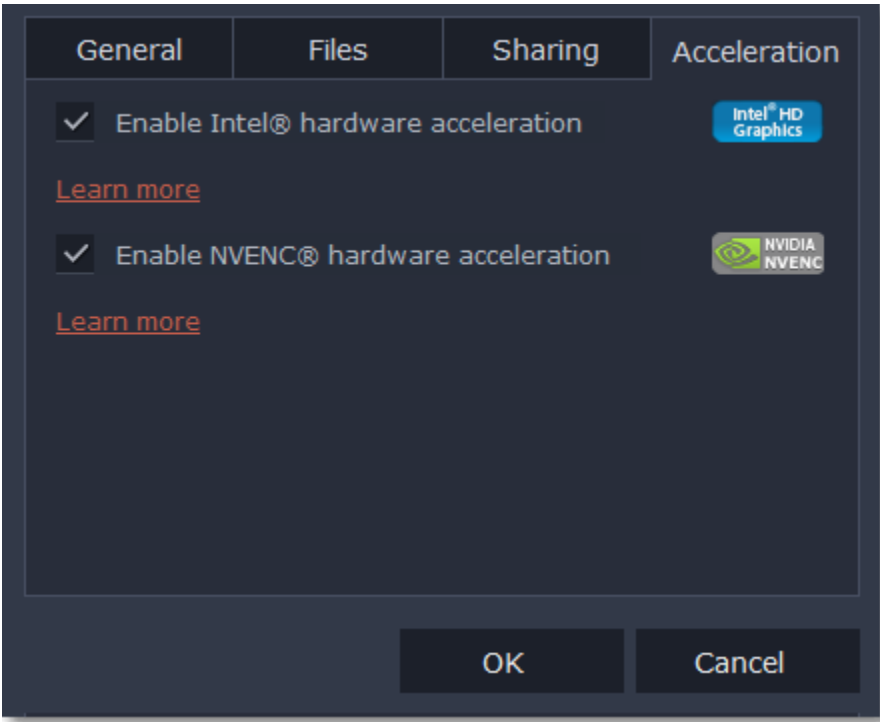
### Changing where the files are stored

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.

**Acceleration preferences**

If your computer is equipped with the necessary hardware, these options can help speed up encoding and decoding of media files, allowing you to save your movies much faster and enjoy smoother performance.



**Enable Intel hardware acceleration**

- Accelerates video processing by up to 400% when working with H.264 and MPEG-2 video codecs.
- This option is only available if your computer is equipped with an Intel processor that supports the Intel HD Graphics™ technology.

**Enable NVENC hardware acceleration**

- With this option enabled, your NVIDIA graphics card will be used for processing H.264 and MPEG-2 videos and they will be saved up to 50% faster.
- Because video processing is carried out by the graphics card, your CPU is free for other tasks, ensuring smoother performance in other programs.
- This option is only available if your computer is equipped with an NVIDIA graphics card that supports this technology.

**Troubleshooting**

If acceleration options are unavailable:

- Your computer might not have the right hardware.
- If you're sure that your hardware meets the requirements, try updating your drivers. You can always find the newest version on the manufacturer's website: [Intel Download Center](#) | [NVIDIA Driver Downloads](#)

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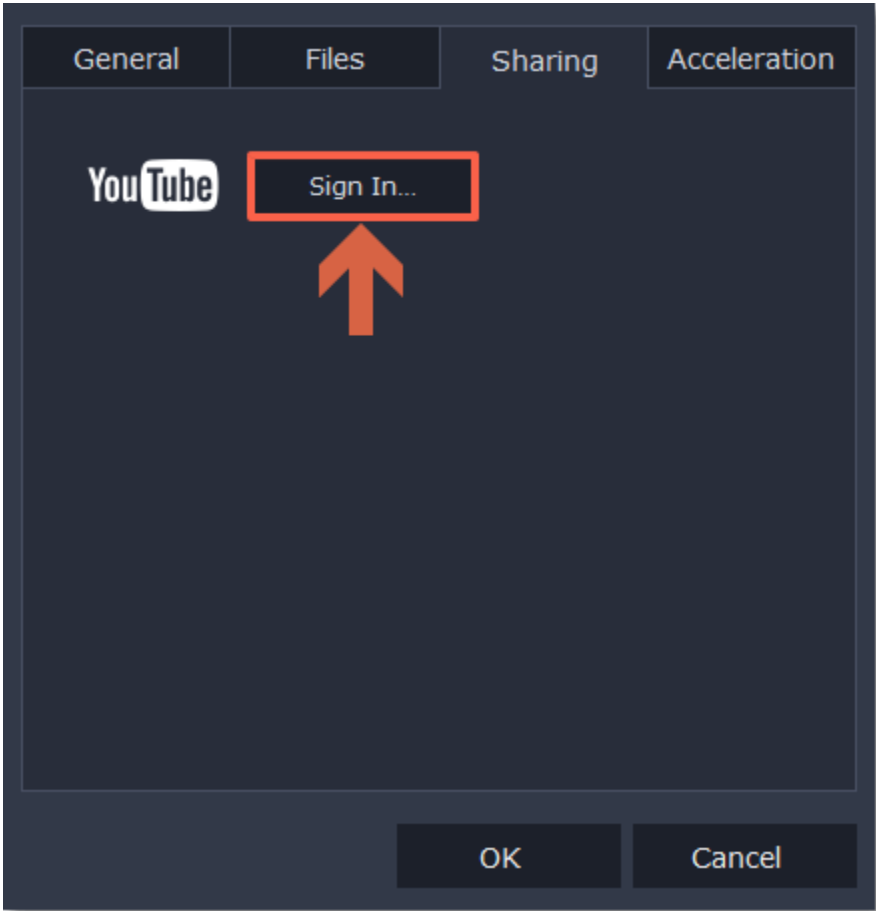
*Intel HD Graphics is a trademark of Intel Corporation.*  
*NVENC is a trademark of NVIDIA Corporation.*

### Sharing preferences

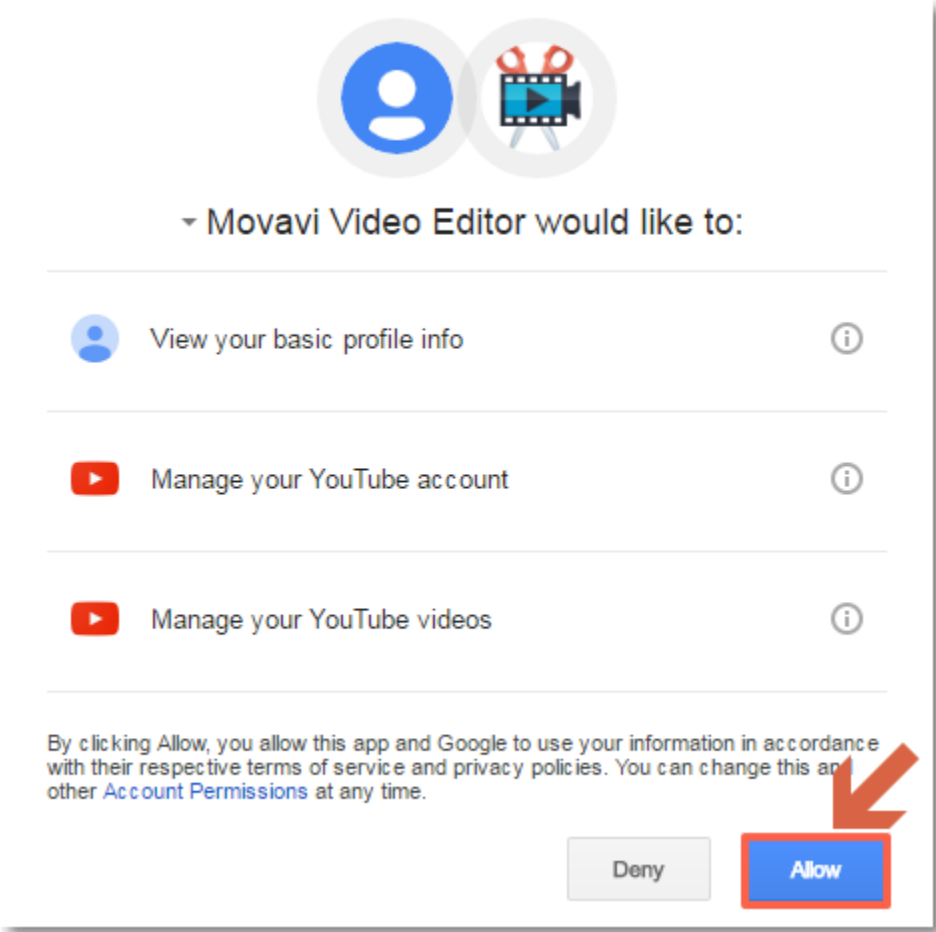
On the **Sharing** tab of the Preferences window, you can manage your social network accounts for uploading videos.

**To sign in:**

- 1. Click **Sign In**. The authentication page will open in the browser.



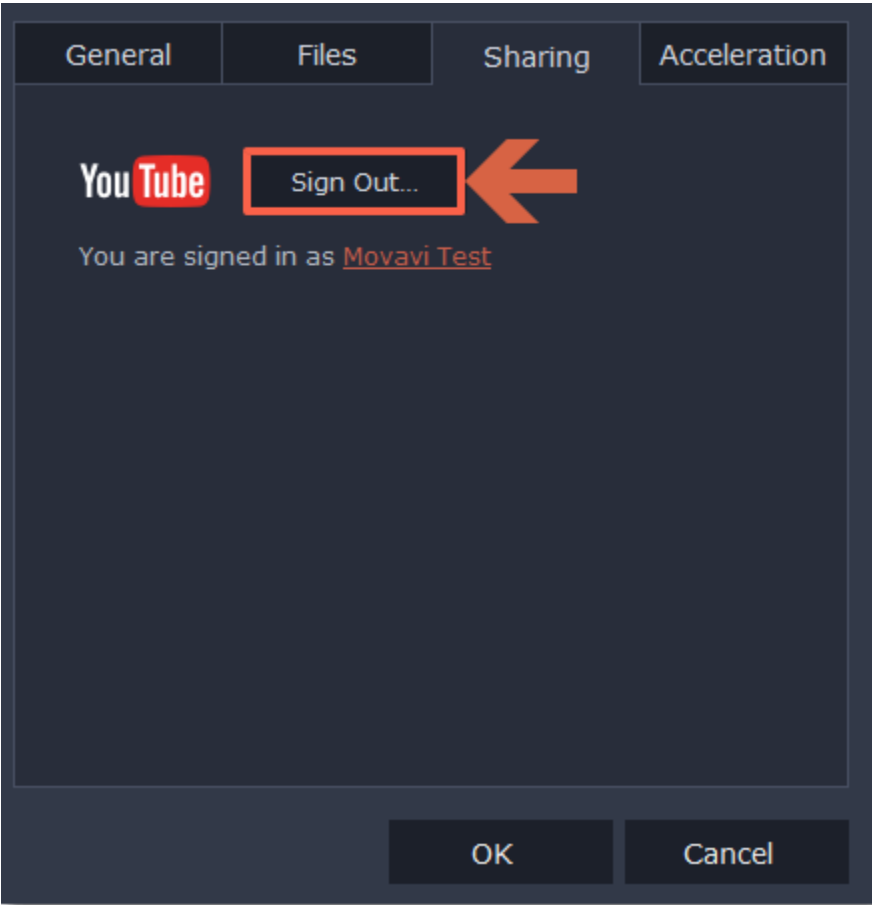
- 2. Sign in to your account.
- 3. On the next page, allow Movavi Video Editor to upload videos to your account.



- 4. Return to Movavi Video Editor. Your name will be shown in the Preferences window.

**To sign out or use a different account:**

Click **Sign Out**. After this, you will need to sign in again to 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

### Why is "Trial Version" written on my videos?

The watermark is only placed on videos in the trial version. Buy an activation key and use it to activate the program. After that, you can convert files without the watermark.

[Removing trial restrictions](#)

### Why do I have to activate codecs?

Some video and audio codecs are patented by other organizations and need to be activated. Activation is free of charge and you will only need to do this once for each patented codec. You may encounter the activation messages when starting capture or opening captured files. When you activate the codec, the program sends your consent to our server. If you don't want to see these messages, select **Activate other codecs without asking**, and future codecs will be activated automatically.

[Codec activation](#)

System requirements

	Minimum system requirements	Recommended configuration
Operating system	Windows® XP*/Vista/7/8/10 with latest service packs and patches	
Processor	Intel®, AMD® or compatible processor, 1.5 GHz	2.8 GHz or higher multi-core processor
Resolution	1024x768, 32-bit color	1280x1024 or higher
RAM	Windows XP, Vista – 512 MB Windows 7, 8, 10 – 1 GB	Windows XP – 2 GB Windows Vista, 7,8, 10 – 4 GB
Available disk space	810 MB for installation 2 GB for ongoing operations**	10 GB for recording and media processing
	Administrator permissions are required for installation	
Additional features		Sound card for audio recording and playback
		Intel® hardware acceleration requires a compatible Intel processor supporting Intel HD Graphics™ 2nd generation or higher
		For intended performance, make sure that your graphics card drivers are up-to-date. <a href="#">Updating graphics card drivers</a>

\* *Windows XP does not support recording system sound simultaneously with audio devices.*

\*\* *Free disk space is required to save the temporary recording file and the output video. The required amount of disk space will depend on the resolution, format, and length of your videos.*

Movavi Screen Capture Studio may also run on slower machines, however, we cannot guarantee stable performance if the minimum requirements are not met.

## Codec activation

Some video and audio codecs are patented by other companies, and it is required that new users activate the codecs they use to comply with patent law.

1. When you open a media file or export your project with one of these codecs, you may see a Codec Activation message.
2. Select the **Activate other codecs without asking** box to activate all codecs automatically in the future. The codecs will be activated automatically, but an Internet connection is still necessary.
3. Click **Activate** to complete the codec activation.

### Codec could not be activated

If you see a codec activation error, make sure that you have a working Internet connection. Without Internet, the codecs cannot be activated even if you've chosen to activate them automatically. After you've restored the network connection, please restart the application.

### What kind of data is being sent?

The data we send does not contain any information that can personally identify you. We only receive information about which codecs were used.

## Updating the graphics card driver

If you encounter an error message asking you to update your graphics drivers, you will need to download a new driver from your graphics card manufacturer's website and install it on your system. Some graphics card drivers also have a useful utility that notifies you when a driver update is available and updates the driver automatically. Keeping your graphics card drivers up-to-date will ensure stable performance of applications and games on your computer.

### Step 1: Find your graphics card manufacturer

1. Right-click your desktop and choose **Screen Resolution**
2. In the **Screen Resolution** settings window, click **Advanced** settings.
3. This will open your graphics card properties. At the top of the window, your graphics card model will be listed under the **Adapter Type** section. Note the full name of the graphics card somewhere for later.

### Step 2: Download the new version

Now that you've learned your graphics card manufacturer and model, go to the manufacturer's website and find driver downloads. There, look for the model or series that you've found earlier and download the driver installation file. Some manufacturers may also offer a utility that will automatically find the necessary driver.

[NVIDIA download center](#)

[AMD download center](#)

[Intel download center](#)

#### Warning:

Only download drivers from the official manufacturer's website. Third-party websites offering driver downloads may contain malware.

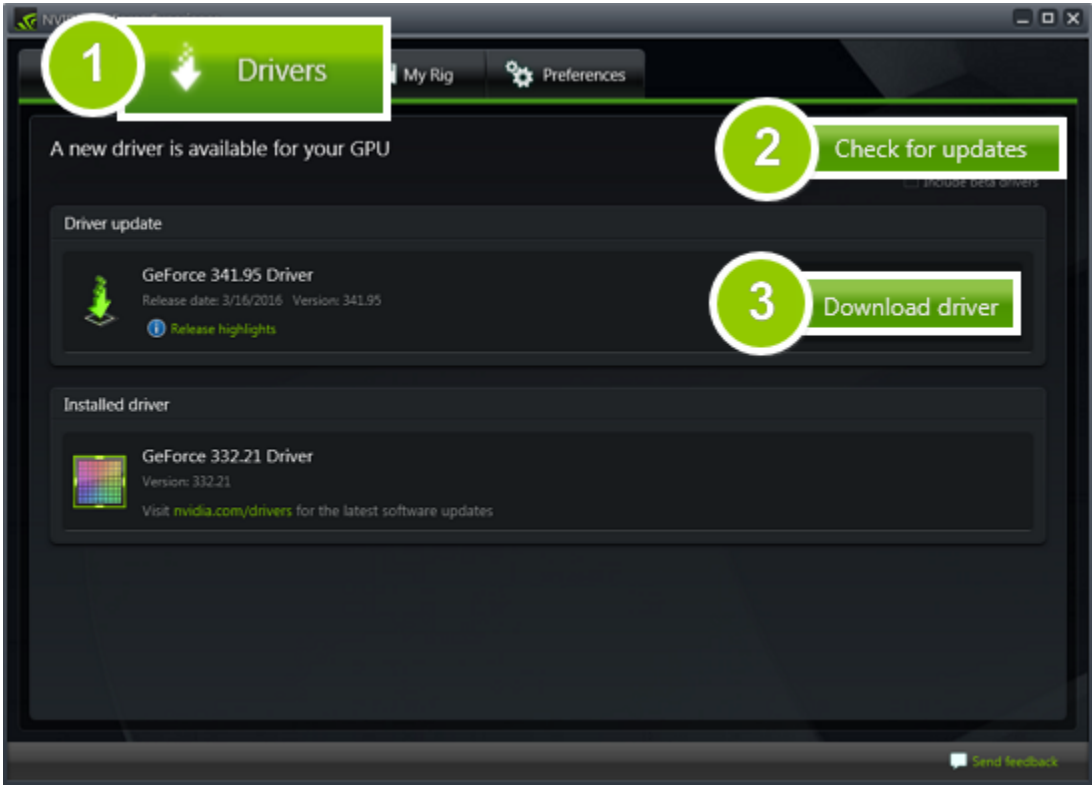
### Step 3: Install driver

Once the file is completely downloaded, run the installation file and follow the on-screen instructions to install the driver on your system. Your display may blink several times in the process. After the installation has finished, it is advised that you restart the computer.

### Updating NVIDIA® Driver

Modern NVIDIA graphics cards come with a special application called **NVIDIA GeForce™ Experience** that monitors driver updates and allows you to optimize your computer's graphics performance.

1. Open the **NVIDIA GeForce Experience** application. It should already be installed on your system. If you cannot find the application, please try the method above.  
[NVIDIA download center](#)
2. In the **Drivers** section, click the **Check for updates** button to find the latest drivers.
3. When the application has found a newer driver, click the **Download driver** button. From here, the software will automatically download and install the necessary driver for your system.



### Updating AMD® or ATI® Driver

1. If you have an AMD or ATI graphics card, go to the Driver Download Center on AMD's official website.  
[AMD Driver Download Center](#)
2. Download the auto detect utility and run it when the download has finished.  
[Auto Detect Utility](#)
3. The utility will then automatically find your graphics card and help you download and install the right driver for your system.

If the utility fails to find a driver for you, you can manually select your graphics card model and operating system on the Driver Downloads page and download the driver.

4. After the driver has downloaded, run the installation file and follow the on-screen instructions to install it.

**5.** After the driver has been installed, it is recommended that you restart your computer.

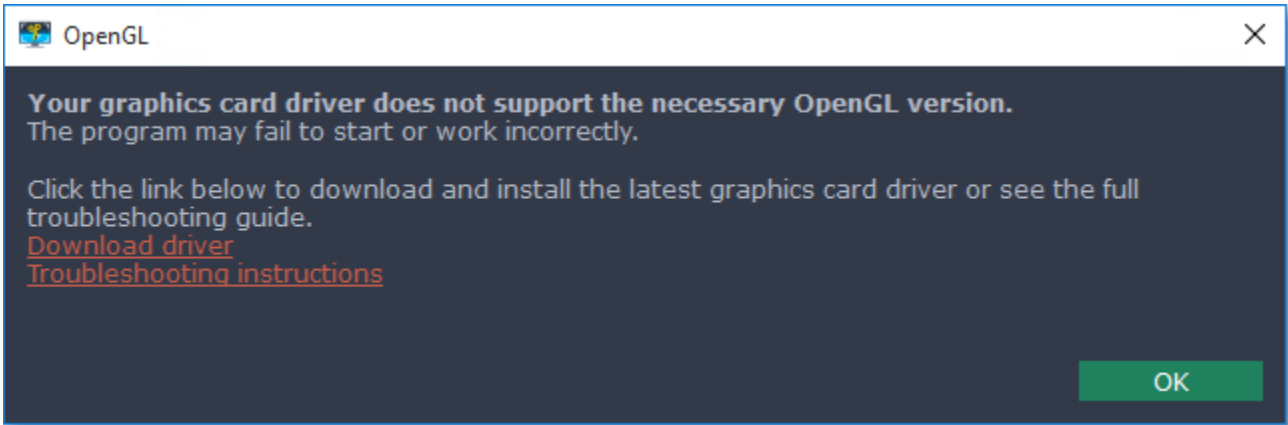
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If none of the above steps have helped, feel free to contact our support team via [e-mail](#) or live chat.

If possible, please include the name of your graphics card model (see Step 1), as well as screenshots of any error messages you have encountered. This will help our support team specialists solve your problem quicker.

## OpenGL troubleshooting

If you see the following message about OpenGL when you open Movavi Screen Capture Studio or you've noticed that the player, filters, or transitions do not work, your computer most likely does not support the necessary version of OpenGL. To run Movavi Screen Capture Studio, your computer needs to support at least OpenGL version 2.0, and version 2.1 is required for smooth performance.



OpenGL is a software interface that manages graphics output. Usually, OpenGL is handled by your graphics card driver. However, some graphics cards do not support the necessary version of OpenGL. For these graphics cards, you can try the steps below:

### Step 1: Update your graphics card driver

Sometimes, this issue may occur when something is wrong with the graphics card drivers or they are out of date. Download the driver installation file from the manufacturer's website and install it following the on-screen instructions.

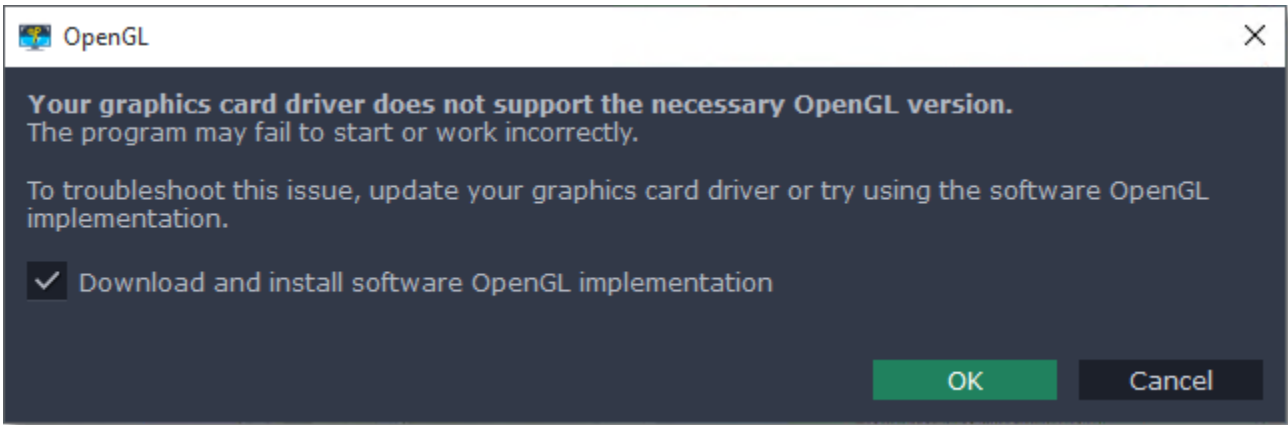
[Detailed instructions on updating the driver](#)

It is recommended that you restart the computer after installing driver software. After that, try starting Movavi Screen Capture Studio. If you see an error message again, proceed to the next step.

### Step 2: Try the software OpenGL implementation

If your graphics card still doesn't support OpenGL 2.1 even after updating the driver, you can use a software alternative:

- In the message you see after starting Movavi Screen Capture Studio, select the **Download and install software OpenGL implementation** box.
- Open the **Settings** menu and choose **Preferences**. There, select the **Use software OpenGL implementation** option and click OK.



After that, the software OpenGL package will be automatically downloaded and installed. When the installation is finished, restart Movavi Screen Capture Studio.

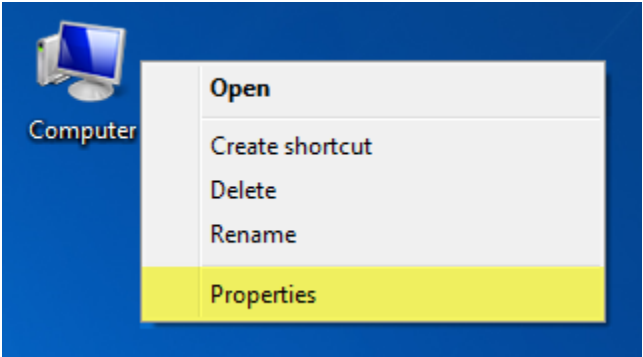
### If these steps haven't helped:

- Check that your computer meets the [minimum system requirements](#). Your graphics card must support at least OpenGL 2.0.
- [Contact our support team](#). Provide your graphics card model and list the steps you've taken to solve the problem.

## How to find system information

### How to find your operating system version

1. Right-click your **Computer** icon.
2. Choose **Properties** from the pop-up menu.
3. In the System window, note the **Windows edition** and **System type**:



### View basic information about your computer


Windows edition

Windows 7 Professional

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Service Pack 1

Get more features with a new edition of Windows 7



System

Rating:

5.0

Windows Experience Index

Processor:

Intel(R) Core(TM) i5-2300 CPU @ 2.80GHz 2.80 GHz

Installed memory (RAM):

8.00 GB

System type:

64-bit Operating System

Pen and Touch:

No Pen or Touch Input is available for this Display

### How to find your graphics card information

1. Right-click your desktop and choose **Screen Resolution**
2. In the **Screen Resolution** settings window, click **Advanced** settings.
3. This will open your graphics card properties. At the top of the window, your graphics card model will be listed under the **Adapter Type** section. Note the full name of the graphics card.