



Movavi Slideshow Maker 23

Don't know where to start?
Perhaps these tutorials would help:

[Remove trial restrictions](#)

Save your video without a watermark
and use the program after 7 days.

[Make a slideshow](#)

Have your video ready in just 5 minutes
using the new Montage Wizard.

[Make a video from scratch](#)

Learn how to do basic editing using the Timeline.

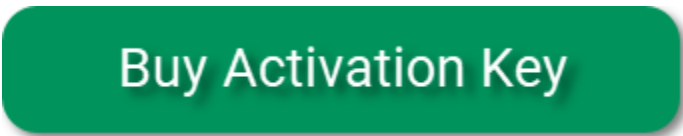
More questions?

Visit our [Support Center](#)

Table of contents	
Activating Movavi Slideshow Maker.....	3
Activating without Internet access.....	3
Managing subscription.....	5
Creating slideshows.....	5
Making a slideshow in manual mode	9
Creating and managing projects	11
Transferring projects.....	12
Appending a project.....	12
Project settings	13
Adding media files.....	15
Creating an intro.....	16
Recording video.....	16
Preview and organize clips	18
Hiding and muting tracks.....	19
Undo actions.....	20
Effects packs.....	20
Activating an Effects Store subscription.....	22
Edit and enhance clips.....	23
Cutting clips	24
Rotating videos and images.....	25
Cropping.....	26
Color adjustments.....	27
Video volume	28
Video speed.....	29
Fading video	30
Image duration.....	30
Creating overlays.....	31
Adding a watermark.....	33
Creating a freeze frame	35
Removing black bars.....	36
Fading effects.....	37
Scene detection.....	38
Slow motion	39
Chroma key.....	40
Editing audio.....	41
Cutting audio.....	43
Audio volume	44
Recording audio.....	44
Extracting audio from videos.....	45
Looping audio	46
Fading audio	47
Equalizer	47
Noise removal.....	48
Audio effects	49
Beat detection.....	50
Synchronization.....	50
Noise gate.....	51
Compressor.....	52
Sound autocorrect.....	52
Reverberation.....	53
Effects	54
Transitions.....	55
Titles.....	57
Timer	60
Elements	60
Animation	62
Pan and zoom	64
Highlight and conceal	66
Logo	68
Exporting videos	68
Export only audio.....	71
Export for devices.....	72
Export for TVs.....	73
Uploading online	74
H.264 codec settings.....	77
Program preferences	79
General preferences.....	80
File preferences.....	81
Effects	81
Sharing preferences.....	82
Acceleration preferences	83
Help and support.....	84
Keyboard shortcuts.....	84
System requirements.....	84
Supported formats.....	85
OpenGL troubleshooting.....	86
Updating the graphics card driver.....	87

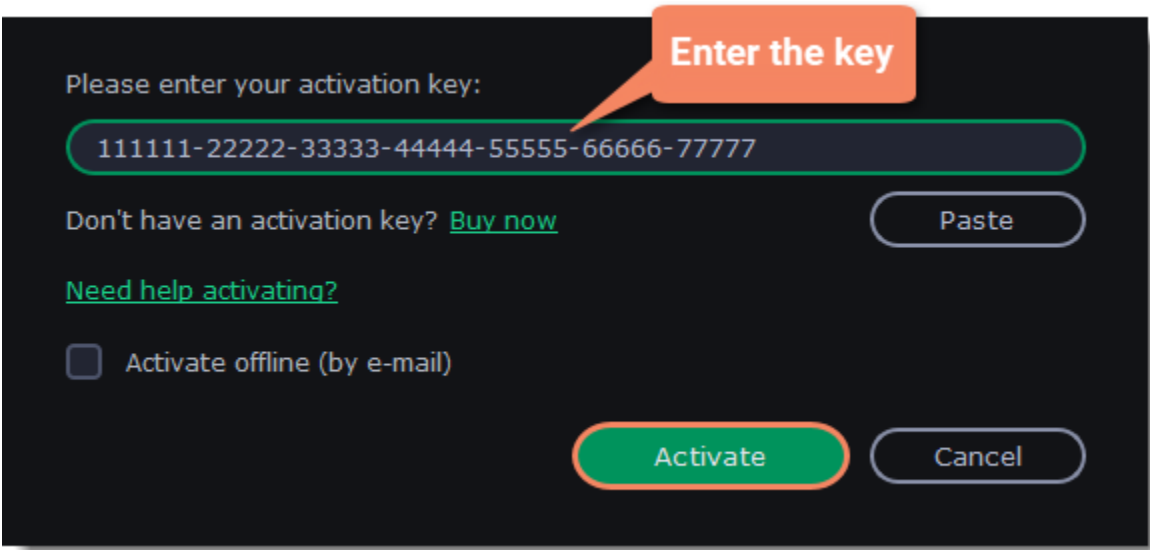
Activating Movavi Slideshow Maker

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



Activate the program

1. Launch the program.
2. Go to the **Help** menu and select **Activate Software**.
3. Copy the activation key from your e-mail and paste it in the activation window.
4. Click **Activate**.



Activating without Internet access

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

If you haven't received your activation key within the hour

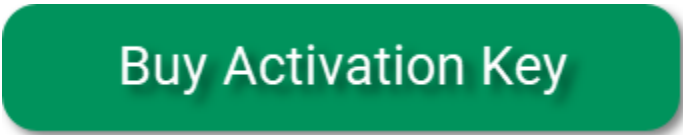
- Check the **Spam** folder of your mailbox.
- [Contact support](#)

I bought Movavi Slideshow Maker, but my videos already have a watermark

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

Activating without Internet access

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. If you already have a key, skip to the next step.



2. Open the program and go to **Help > Activate Software**.
3. Enter your activation key and select the **Activate offline** option. Click **Activate**.

Please enter your activation key:

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

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

Paste

[Need help activating?](#)

☒ Activate offline (by e-mail)

Select the option

Activate

Cancel

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

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

Activation Key: 111111-22222-33333-44444-55555-66666-77777

Hardware ID: 1057-5AEF-38F3-4513-FAEC-0000-0000-2707

Product ID: slideshowcreator6

E-mail: reg@movavi.com

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:

999999-11111-66666-33333-77777-55555-44444

Paste

[Need help activating?](#)

Activate

Back

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. You should receive a reply within an hour. Copy the **activation key** from the reply and transfer it to the computer with Movavi Slideshow Maker.

New Message

Registration Robot (reg@movavi.com)

Subject

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

Activation Key: 111111-22222-33333-44444-55555-66666-77777
Hardware ID: 1057-5AEF-38F3-4513-FAEC-0000-0000-2707
Product ID: slideshowcreator6
E-mail: reg@movavi.com

Send

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.
To ensure a fast response, do not change the body of the message.

Activation Key:	111111-22222-33333-44444-55555-66666-77777
Hardware ID:	1057-5AEF-38F3-4513-FAEC-0000-0000-2707
Product ID:	slideshowcreator6
E-mail:	reg@movavi.com

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:

999999-11111-66666-33333-77777-55555-44444|

Paste

[Need help activating?](#)

Activate

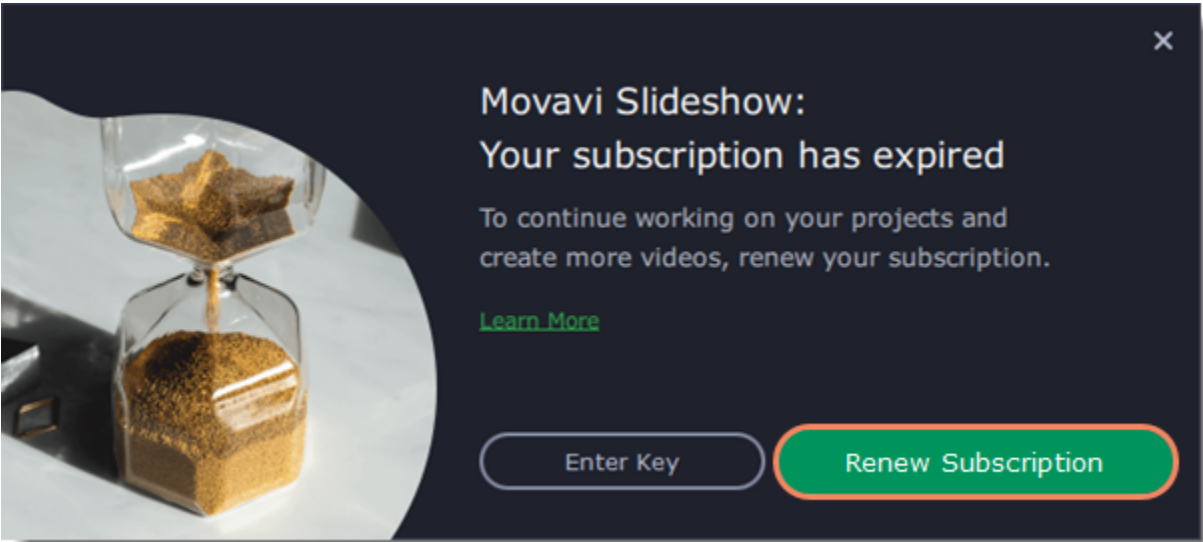
Back

If the activation is not happening

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

Managing subscription

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



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

Please enter your activation key:

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

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

Paste

[Need help activating?](#)

☐ Activate offline (by e-mail)

Activate

Cancel

Have troubles renewing the subscription?

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

Creating a slideshow

In this guide, you will learn how to turn your photo albums into slideshows complete with music and transitions. Follow the instructions below to open the wizard and start making your own slideshow.

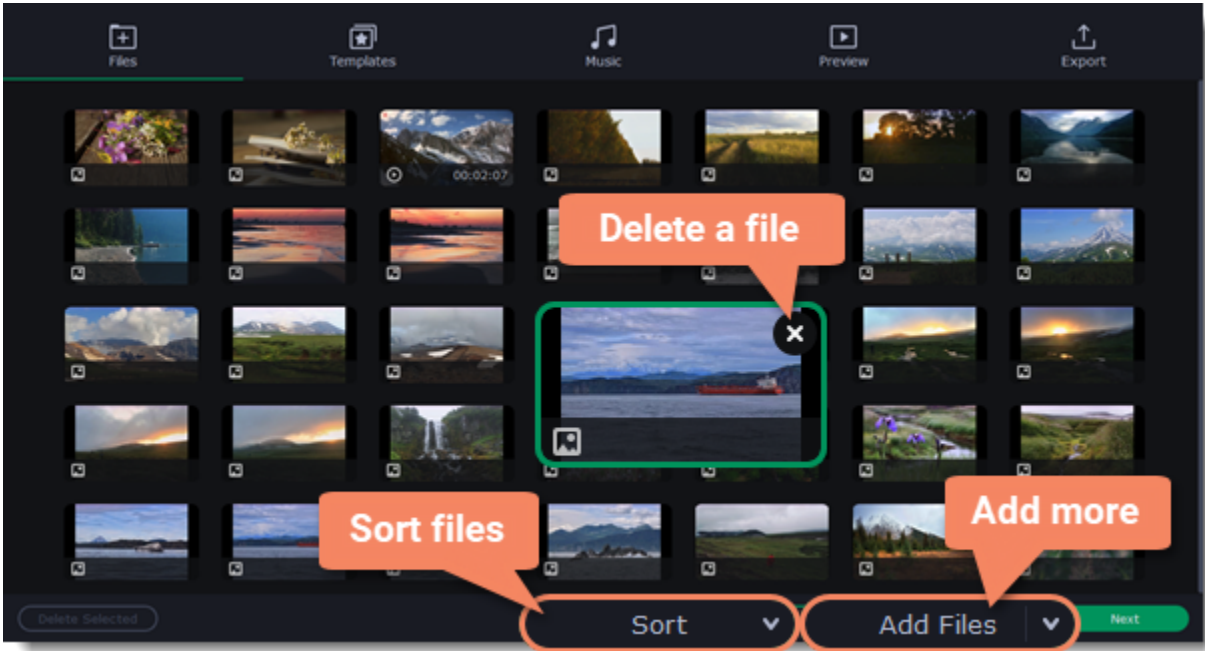
Create a new slideshow

- On the welcome screen, select **Slideshow Wizard**.
- Or in **manual mode**, open the **File** menu and choose **Create Slideshow**.



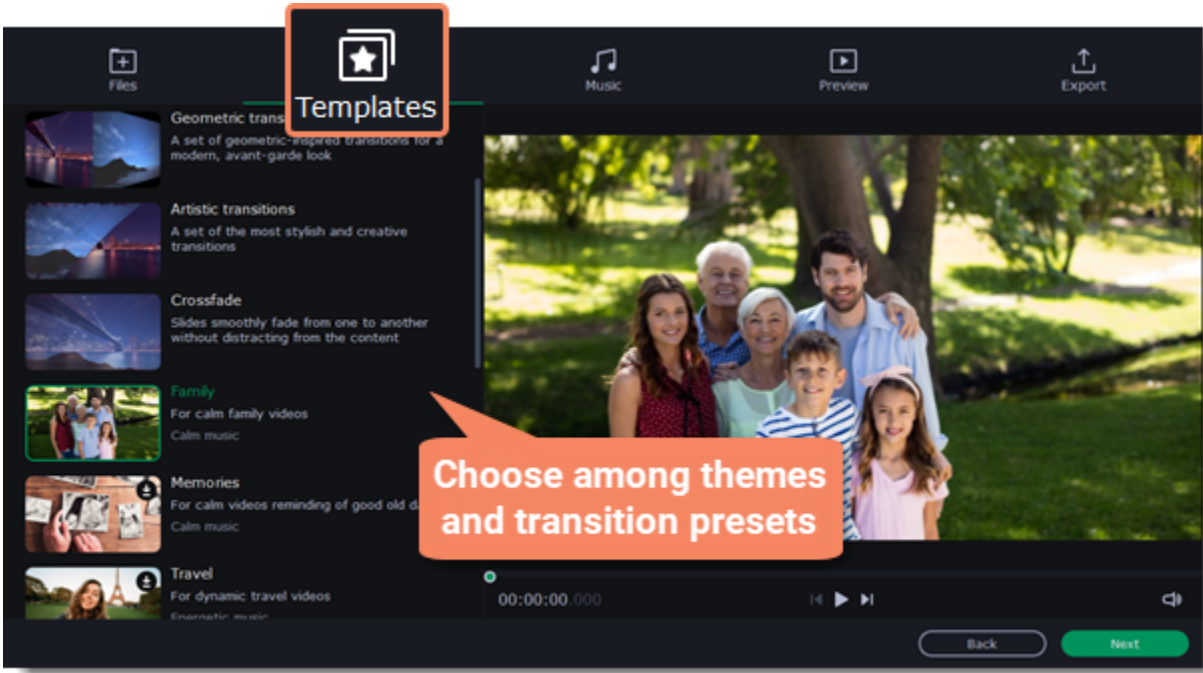
Add files

1. On the **Files** tab, click **Add Files** or drag and drop your files over the window. To add a folder with the files, click the arrow in the right part of the **Add Files** button.
2. To sort files, click the **Sort** button and choose the sorting type: *by name*, *by date* or *randomly*. The order of files can be also changed by dragging them with the cursor.
3. To remove files, click the cross icon **×** in the upper right-hand corner of each file. To remove several files, select the files you want to delete and click **Delete Selected** on the bottom panel.
4. To proceed to the next step, click **Next** on the bottom right-hand corner of the window, or click **Templates** on the top.



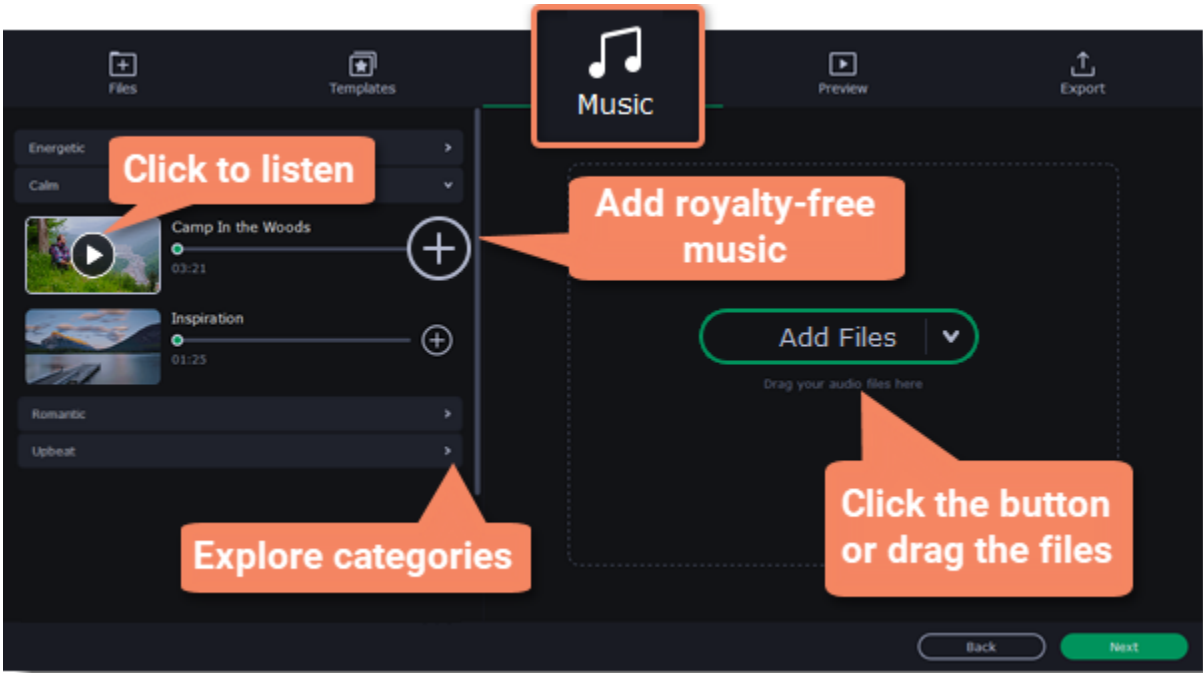
Choose a theme or a transition preset

1. After you've added files, switch to the **Templates** tab.
2. In the column on the left, select the type of transitions or the theme you need. Click a template to preview it. Themes include titles and music, while transitions don't. You may leave everything out and continue with no transitions.
3. Click **Next**.



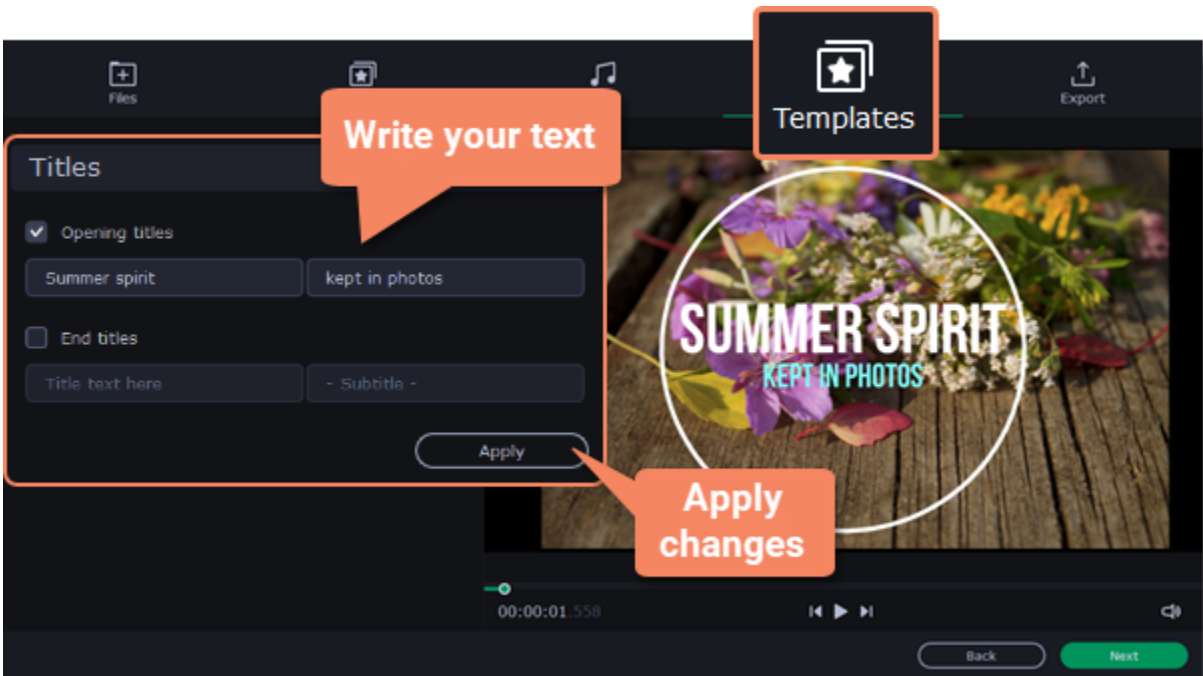
Add music

- 1. Switch to the **Music** tab.
- 2. You can use the built-in *royalty-free* music tracks from the list on the left by clicking the **plus** button . Explore all categories of music to find the best suiting track. Add music of your choice by clicking **Add Files**. To hear the built-in music track, click its preview. If you need to remove a track, click the cross icon near the added track.
- 3. Click **Next**.



Add titles

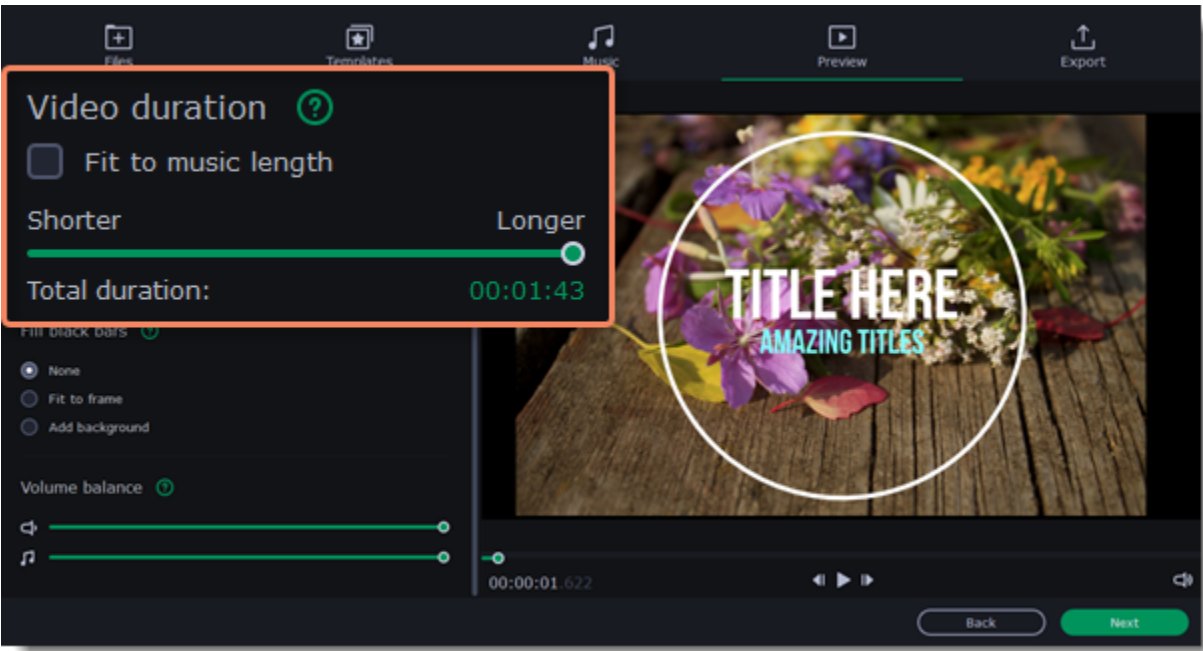
- If you want to add some text over your video, use opening or closing titles.
- 1. Switch to the **Preview** tab.
 - 2. Select, if you want to keep both titles, only one of them, or none.
 - 3. Delete the default text and write your own.
 - 4. Click **Apply** and preview the result in the player.



Make final adjustments (optional)

Video duration

Set the desired duration of the video: move the slider to set a specific time or select the option **Fit to music length** to make the video as long as the audio used in it.



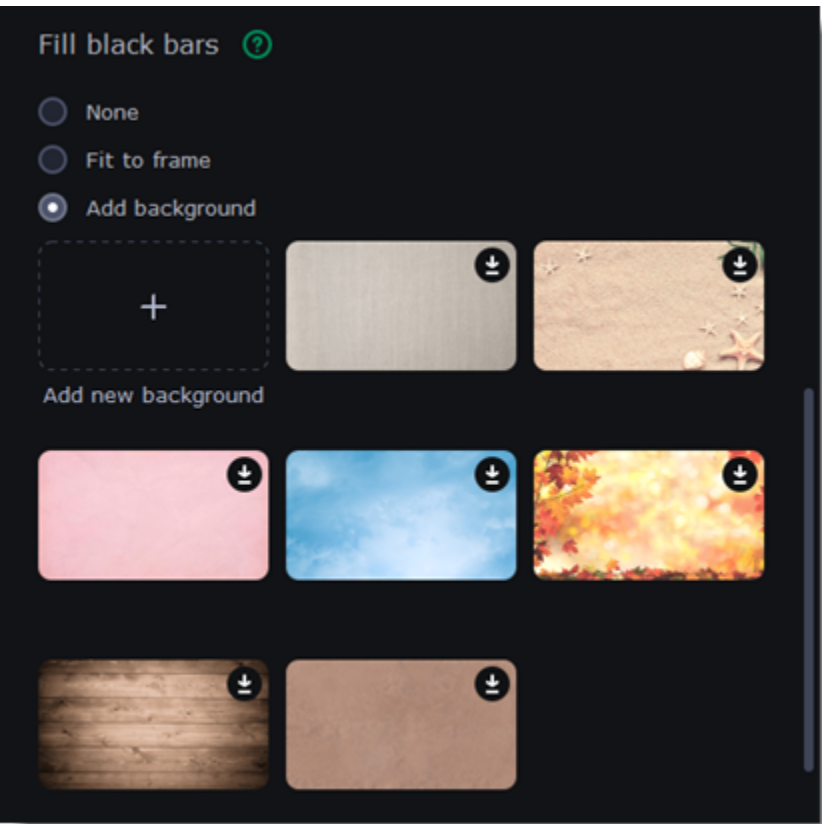
Fill black bars

If the resolution of the project and the files in your slideshow are different, black bars will appear. You can remove them by checking the **Fit to frame** option.

None — the aspect ratio of the files will remain the same.

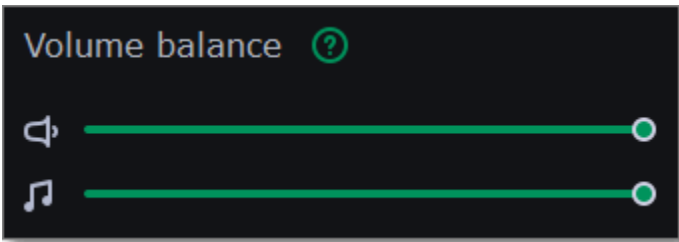
Fit to frame — the resolution of the files will be automatically fitted to the frame size, which is 4:3.

Add background — the aspect ratio of the files will remain the same, and the black bars will be filled with a built-in or a custom background.



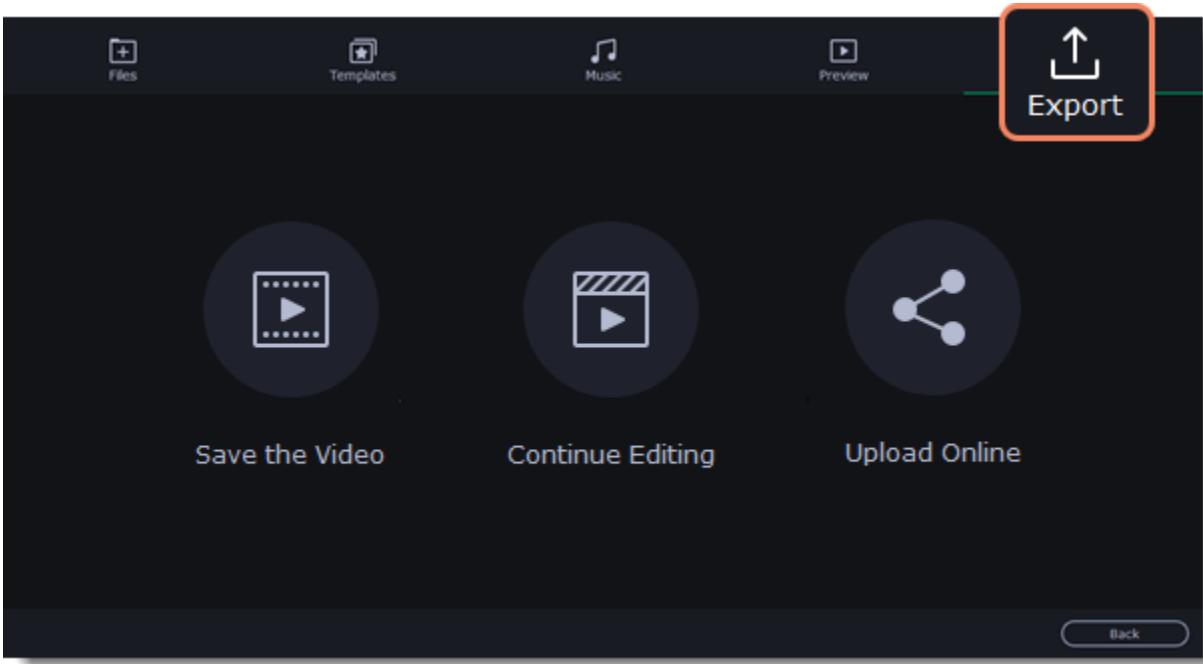
Volume balance

Volume balance regulates the volume of a particular source of the sound: video or separate audio. By default, both video and music have 100% volume. To switch off the video sound, move the upper slider to the left edge of the bar. And if you can't hear the video over music, you can make it quieter by moving the lower slider to the left.



Save your slideshow

When you're finished with your video, switch to the **Export** tab and choose the option you need.

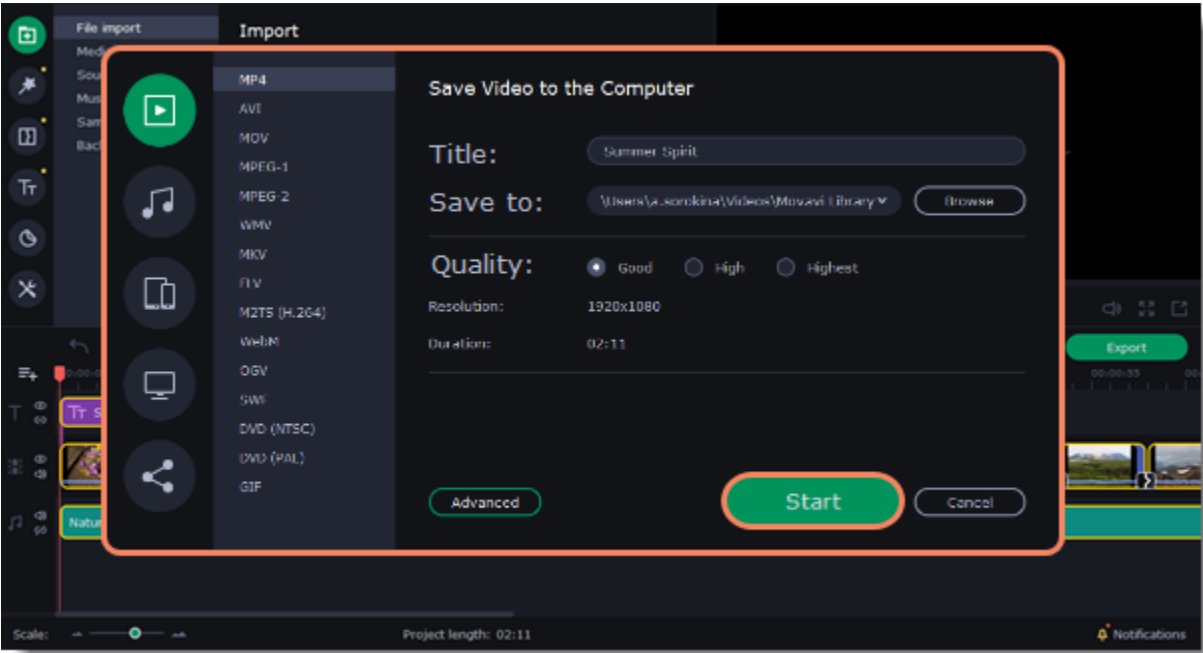


Save the video — go to saving your video directly from the Slideshow Wizard. To save the video, name your project, chose the format and a destination folder where you want to save your video. Then click **Start** and wait a few moments until your video is ready.

Continue editing — switch to the manual mode, to make additional adjustments such as adding effects, stickers, titles, and other.

Upload online — upload your video to YouTube, Vimeo or Google Drive. To save the video, name your project, chose the format and a destination folder where you want to save your video. Then click **Start** and wait a few moments until your video is available on the service.

*Notice that you can't go back to editing the video with the Slideshow Wizard, once you click any of these options. The program will open the project in the manual mode. To make changes to your slideshow, click **Back** or select any of the tabs.*



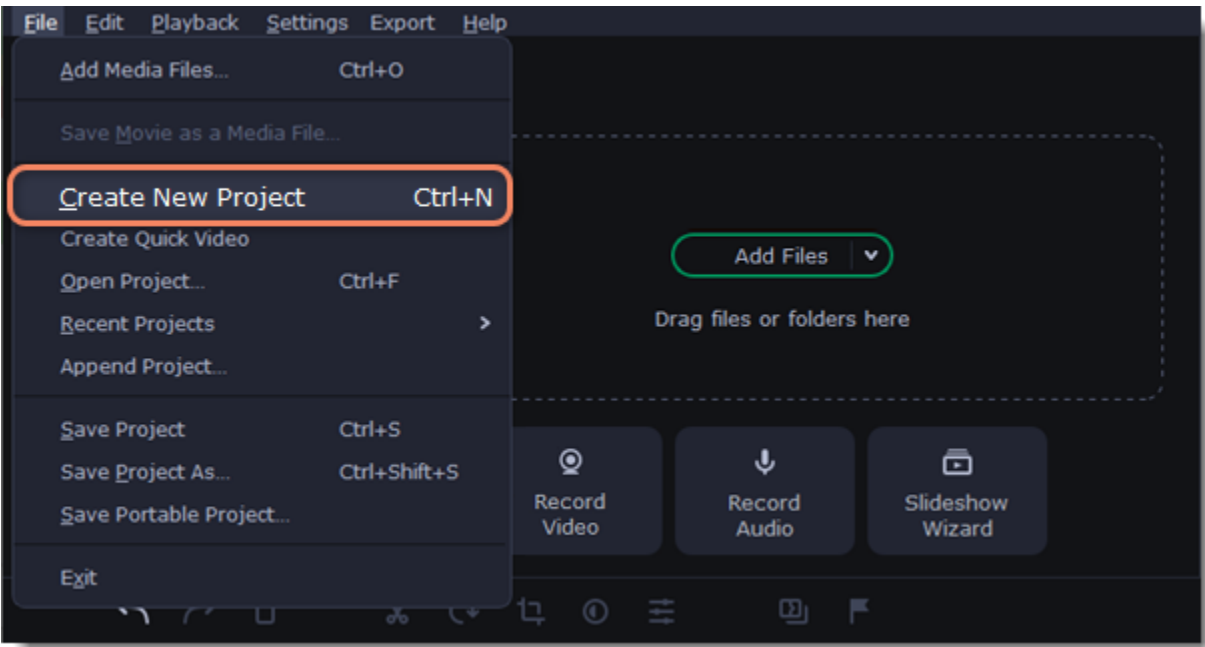
See also:
[Exporting videos](#)
[Uploading videos online](#)

Making a slideshow in manual mode

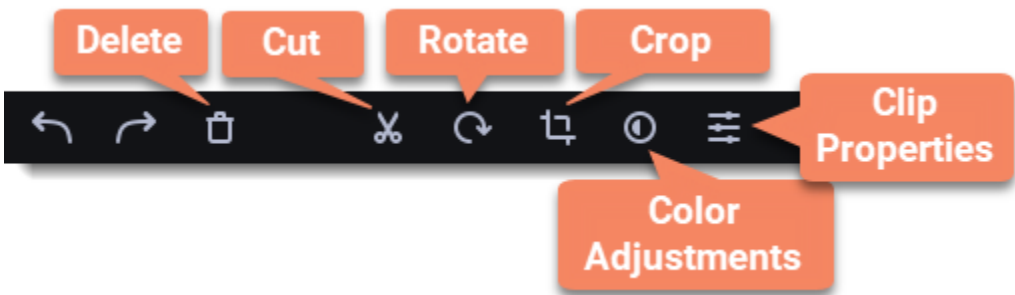
In this mode you can use all the tools that the Movavi Slideshow Maker has to offer and create professional-looking videos without complicated software.

You can create a new video by creating a **new project** or a **quick video**.

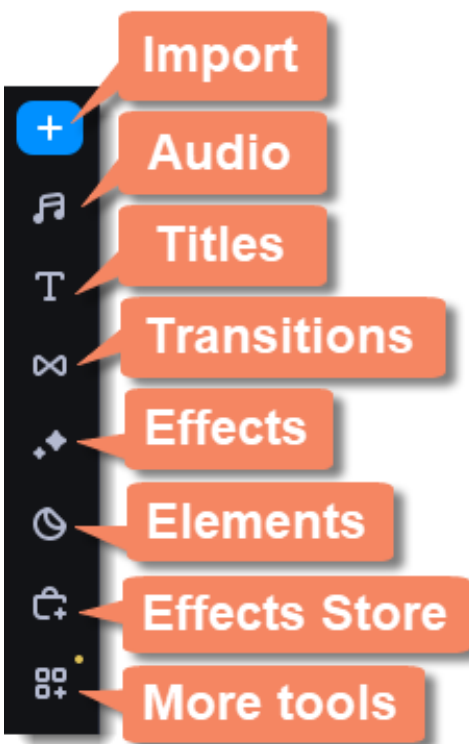
1. In the **File** menu select **Create New Project**.



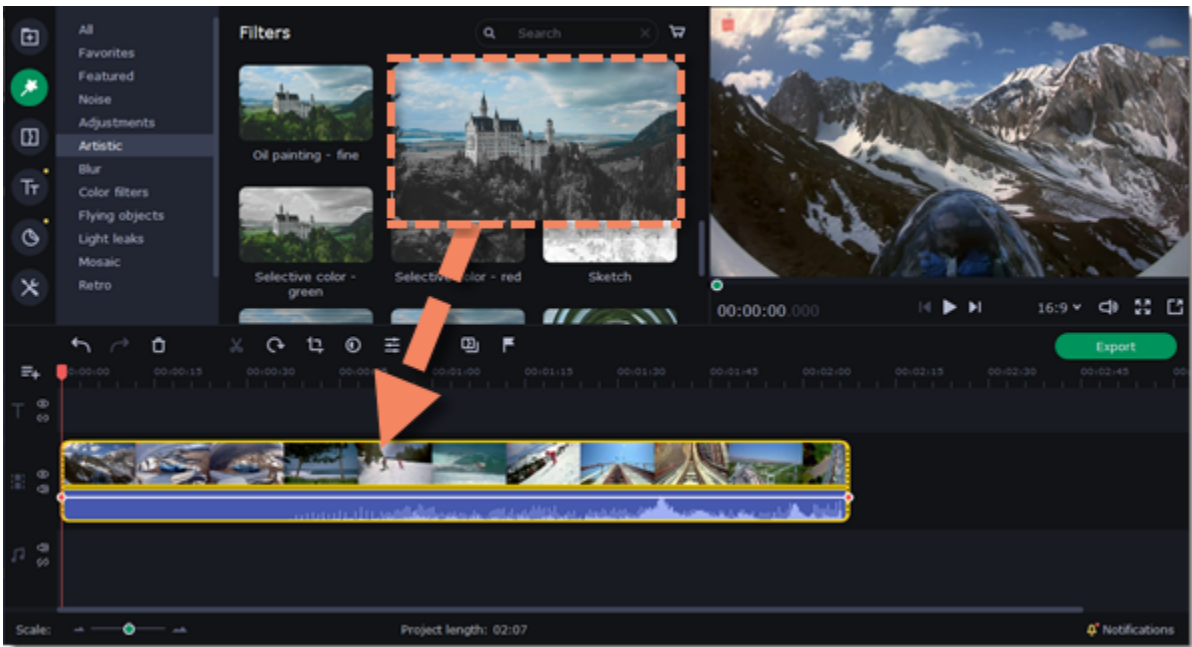
- 2. Add media files that will make up the video. Click **Add Files** or drag and drop your files over the import area.
- 3. Change the clip layout on the Timeline, crop images, cut videos, using the toolbar.



- 4. Add effects, transitions, titles, and more by clicking the icons on the left-hand sidebar.

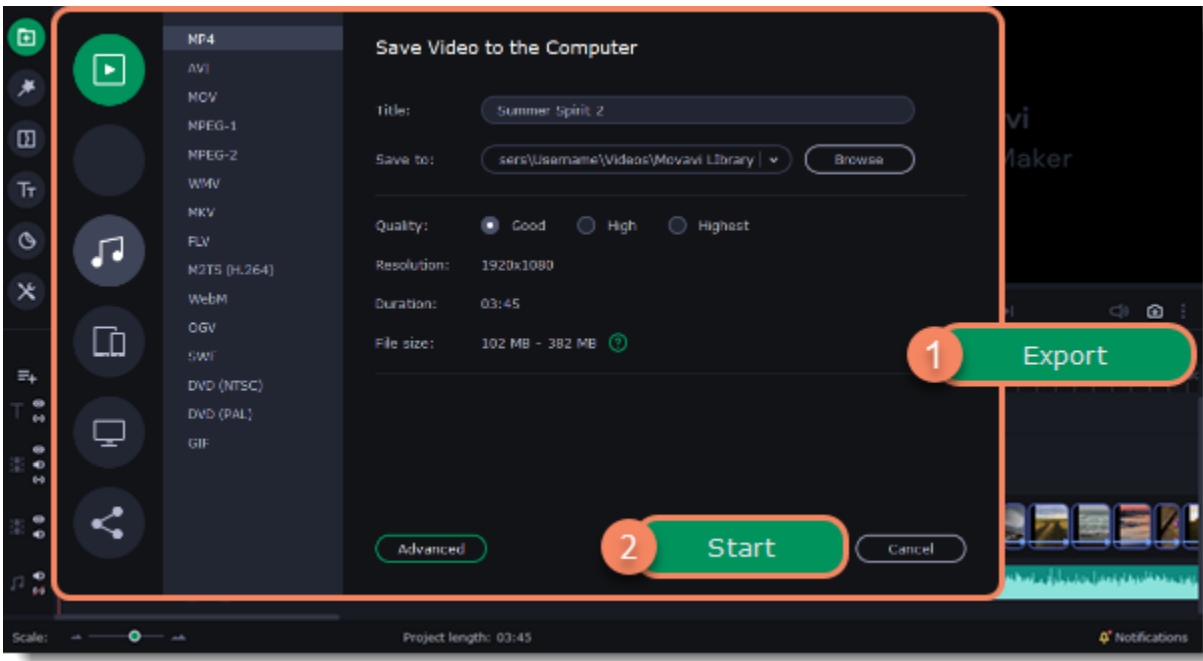


- 1. To add items to the project, drag them to the Timeline.



- 2. Save your video:
 - 6.1. Click the **Export** button.

- 6.2. Choose file format.
- 6.3. Name the video, select a folder to save the video to and set the quality.
- 6.4. Click **Start** and wait until the processing is finished.



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

Creating and managing projects

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

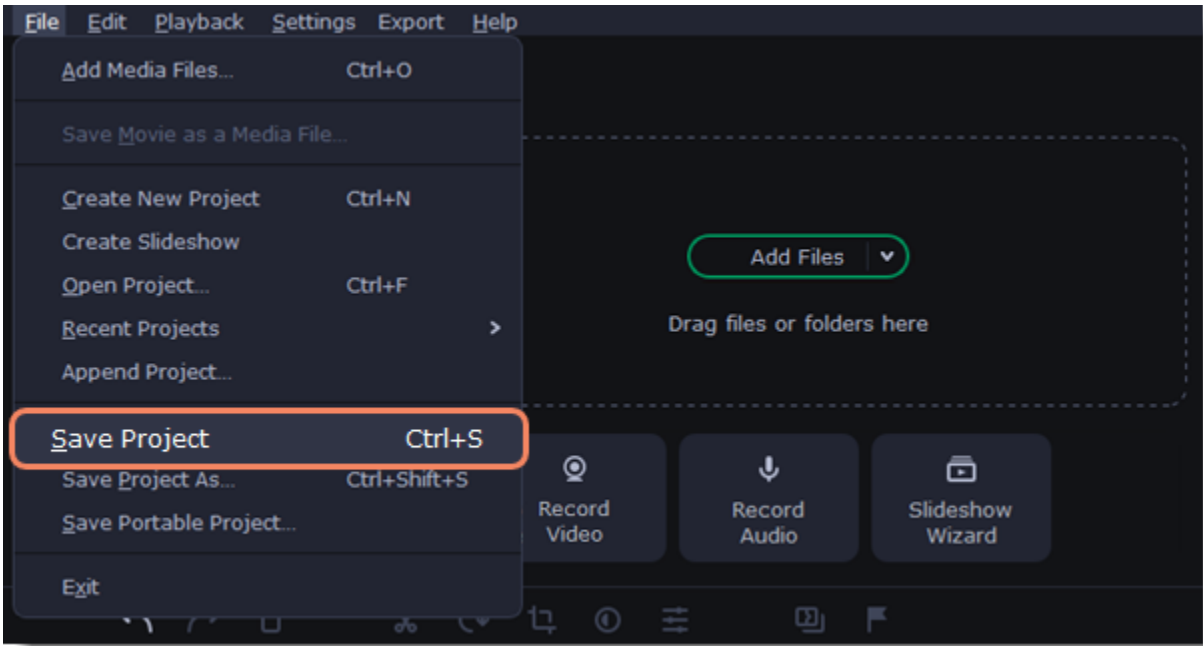
Creating a new project

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

Saving projects

- 1. Go to the **File** menu and select **Save Project**. Or use a keyboard shortcut Ctrl+S.
- 2. Name your project. All projects are stored in the "*My Videos\Movavi Slideshow Maker\Projects*" folder of your user.
- 3. Click **Save**.

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



Viewing videos

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

[How to export a project](#)

Opening projects

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

You can also open projects in several different ways:


- A. Find your project in Windows Explorer and drag it onto the Slideshow Maker window or double-click it.
- B. In the **Import** area click **Add Files** and select your project.

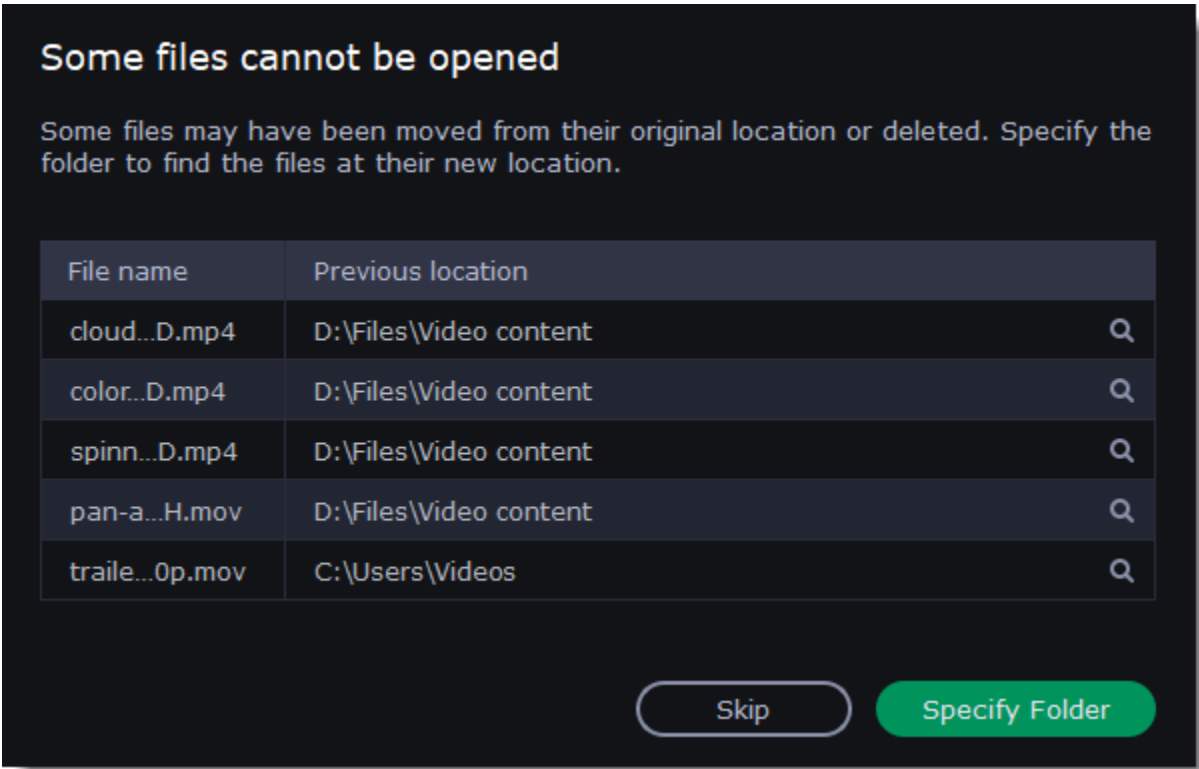
Restoring a project from an autosave

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



Restoring media files

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

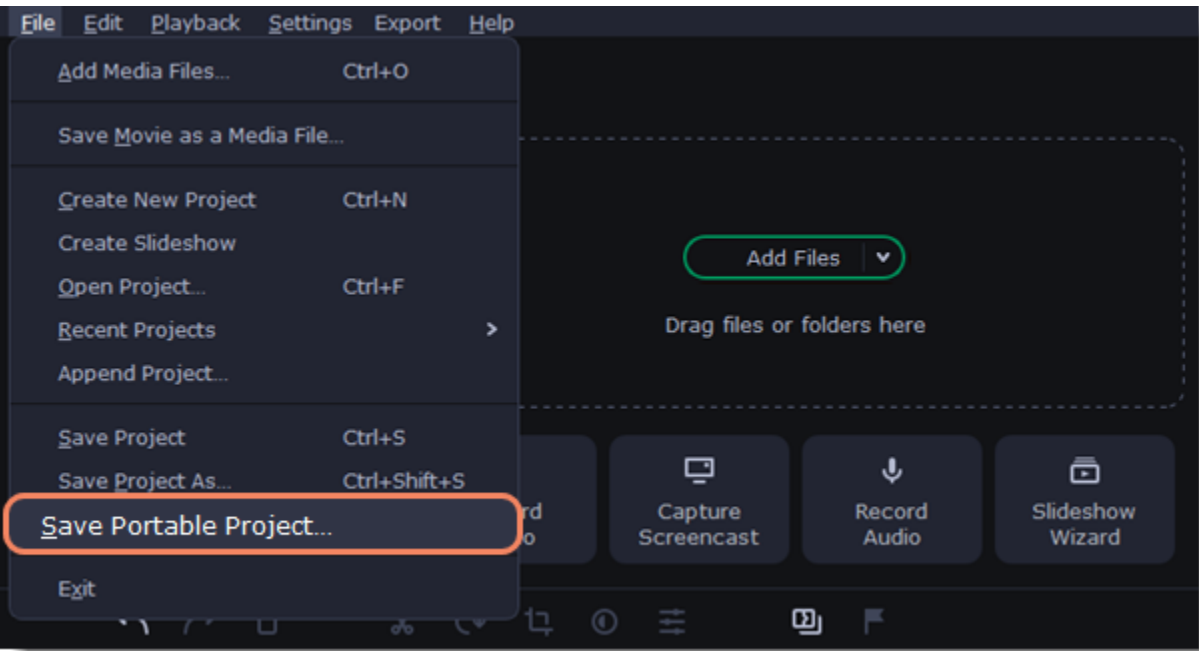


Transferring projects

Saving portable project

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

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



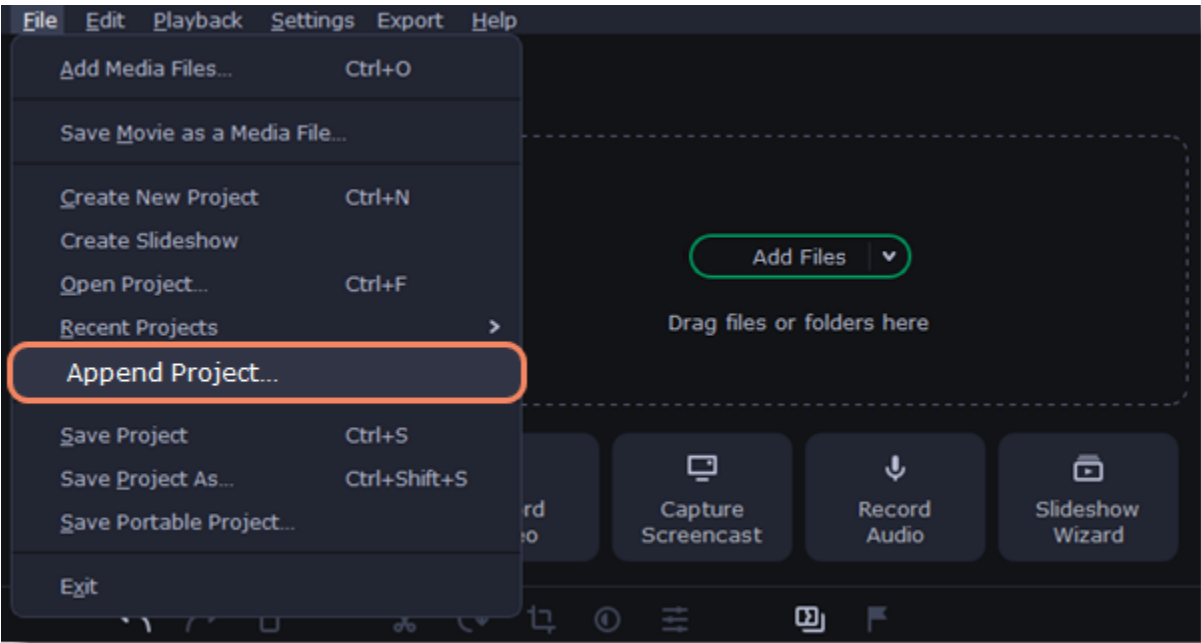
See also:
[Restoring lost files](#)

Appending a project

If you work on a big project, you might want to separate it into several smaller ones for a more convenient editing process. Then, to combine them back together, append other projects to the major one.

1. Open a project or create a new one.
2. Open the **File** menu and click **Append Project**.

3. In a new window, find and open the project you want to combine with your current project. The project you append will be added at the end of all other clips in the current project.

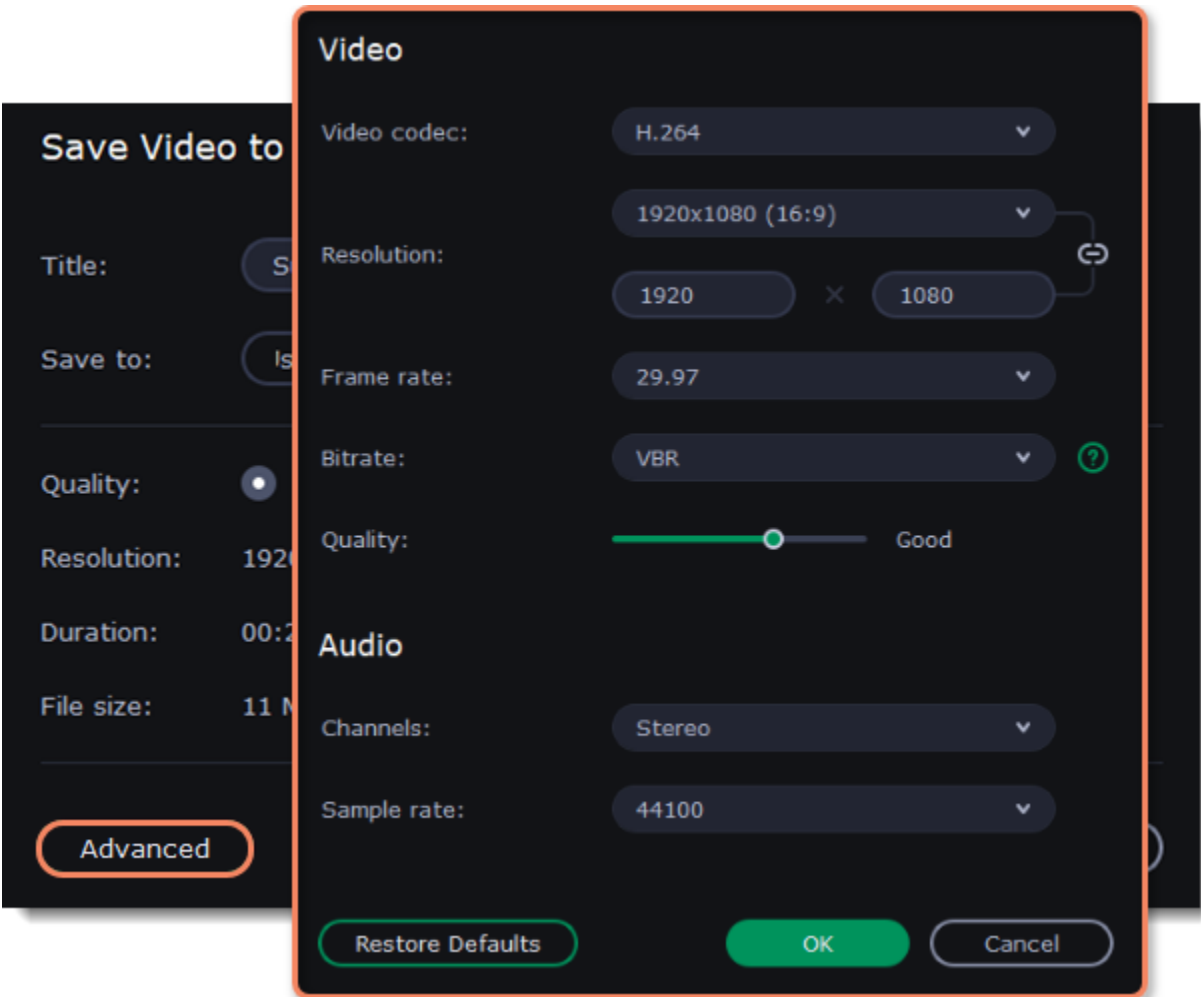


Project settings

How to change the video's resolution

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

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



Video settings

The video settings apply to all videos and photos used in the project.

Video codec

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

Resolution

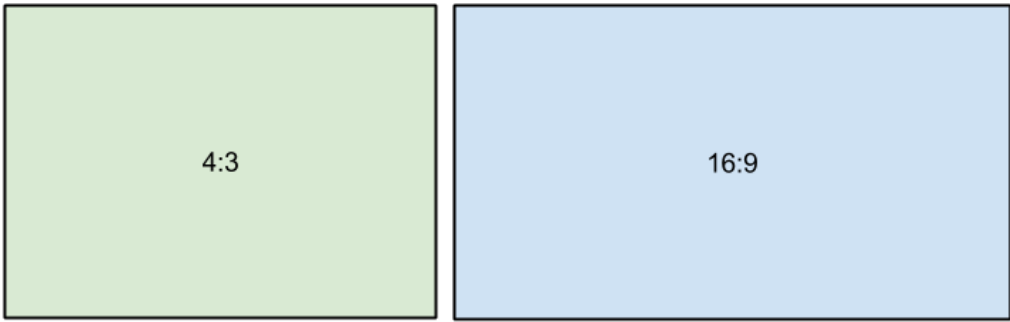
The *frame size* or *resolution* determines the videos width and height in pixels. Open the **Resolution** list to select from the most common resolutions. For your convenience, each resolution is marked with its respective aspect ratio. Ideally, the frame size should match the resolution of the videos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

Frame Size	Aspect Ratio
320x240	4:3
640x480	4:3
1280x720	16:9
1280x960	4:3

1920x1080	16:9
1920x1440	4:3
3840x2160	16:9
4096x2160	256:135

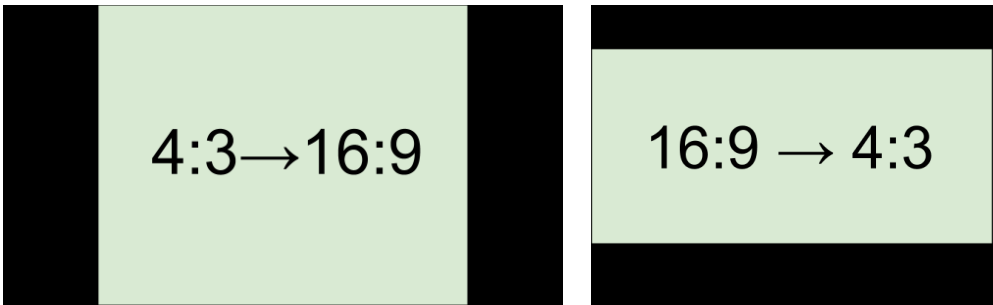
Aspect ratio

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





A relative comparison of aspect ratios

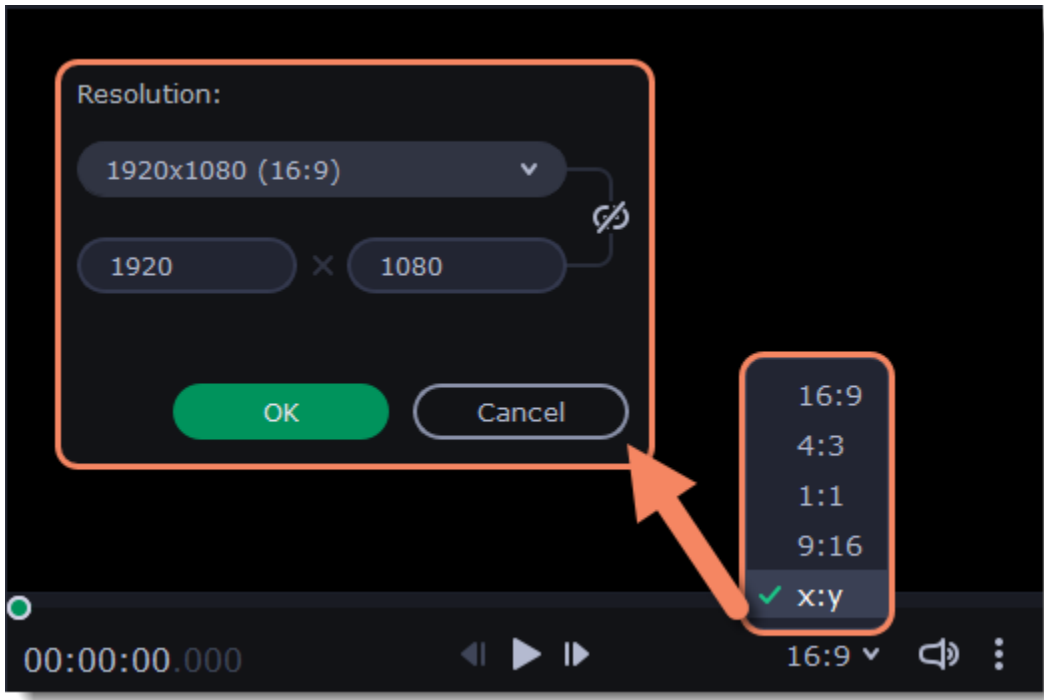
When you add videos and photos to the project, they will be scaled to fit the specified frame size. If you add media files with an aspect ratio different from that of the project, you may see black bars appear on the sides of the video. Furthermore, if you add low-quality videos to a project set up to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



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

To change the aspect ratio of a project:

- Find the **aspect ratio** under the player.
- Click to see other options.
- If you need an original aspect ratio, select the **X:Y** option. Note the button with the link icon to the right of the boxes. It helps 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. #lick this icon to toggle the two states.



Frame rate

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

Bitrate

Bitrate is the amount of digital information contained in one second of a media file. It is measured in kilobits per second (Kbps). You can control the output file size by changing the bitrate value. There are three types of bitrate available in the video editor:

Auto bitrate (CBR) is a constant value set by the program and calculated according to other already set quality options such as video codec, resolution and frame rate.

Custom bitrate is a constant manually entered value which is then used to process the entire video. This type of bitrate allows to predict the size of a final media file.

Variable bitrate (VBR) is an automatically picked value that is set within the set quality requirements for the video. VBR will adjust to the image using the optimal values to save the quality: lower values for a static image and higher values for a more dynamic one. But in this case it is impossible to predict the output file size.

Audio settings

Sample rate

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

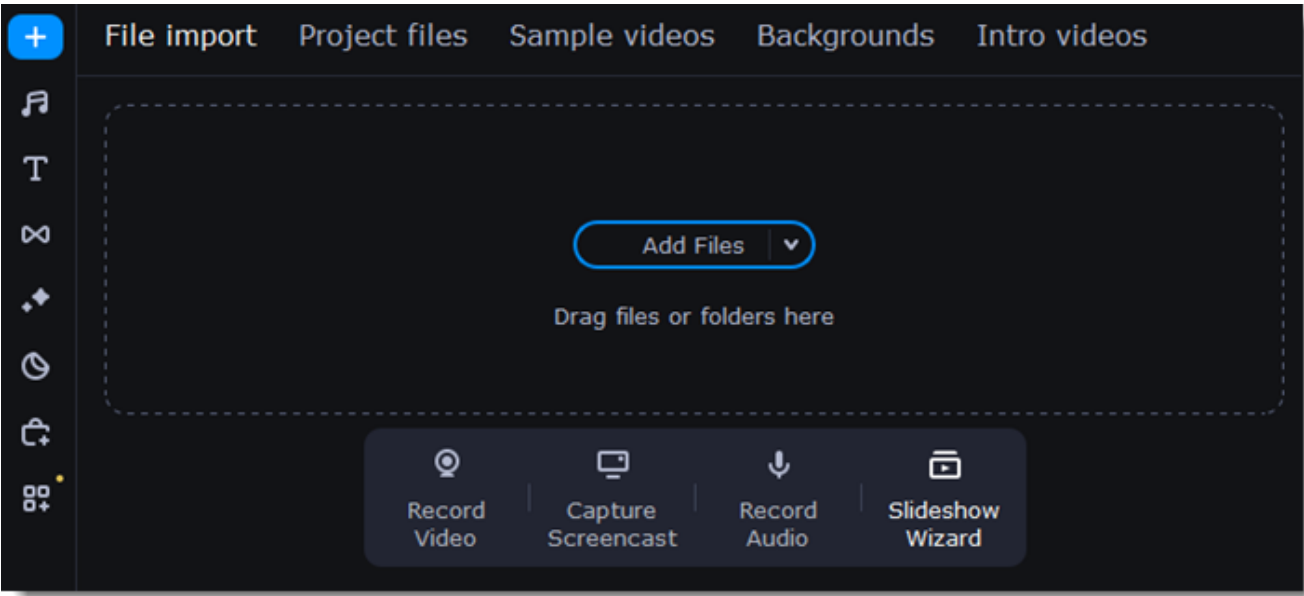
Channels

Stereo sound contains two channels and has the capacity to convey the relative location of sound sources, which makes it best for recording music; **mono** sound has only one channel and produces sound without differentiating left and right channels. Stereo is the generally preferred number of channels, however, some mobile devices record sound only in mono mode.

Surround sound (5.1) has the capacity to produce sound using six channels (usually 5 speakers and a subwoofer), which allows it to create the so called participation effect. This technology is often used in home cinema systems, as well as in some game consoles and PCs.

Adding media files

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

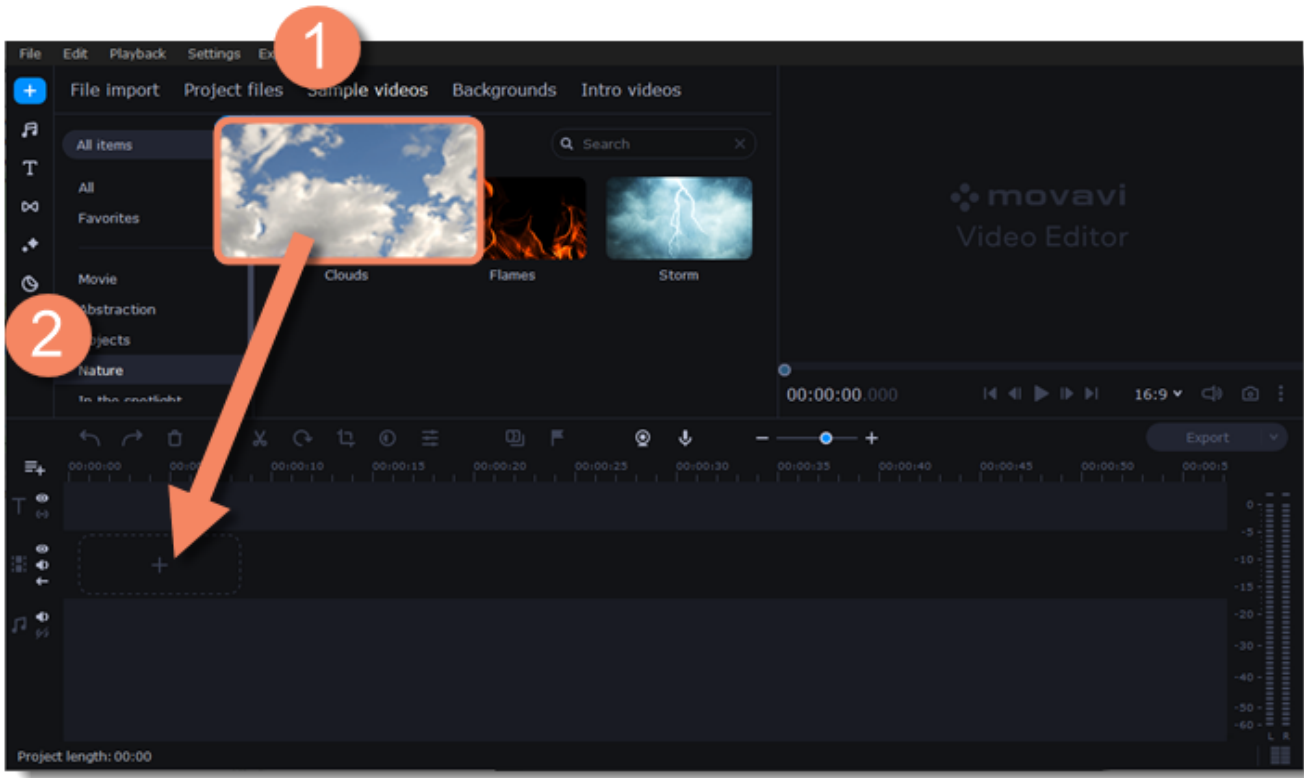


Add your files

1. On the **Import** tab select **File import** and click **Add Files**.
2. Select the files you want and click **Open**. They will appear on the **Project files** tab.
3. From the **Project files** tab, drag and drop the files onto the Timeline. You can unselect all files by clicking on an empty area on the **Project files** tab or by selecting a single file.

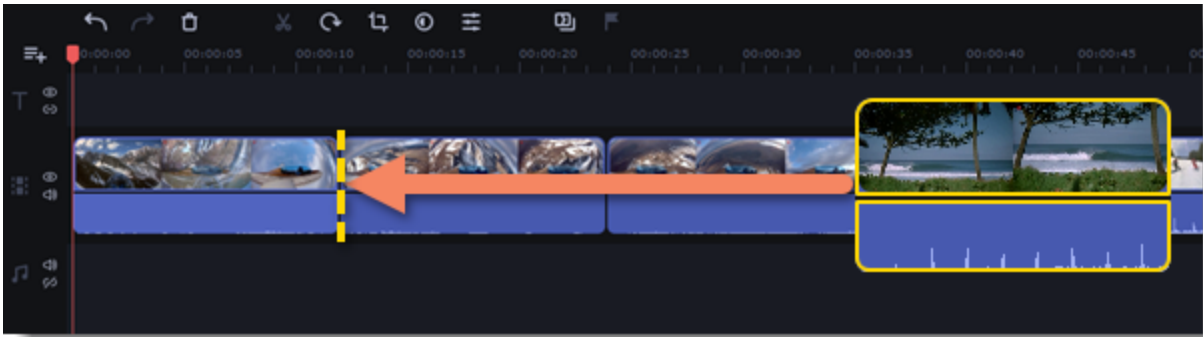
Add built-in media

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



Arrange the files

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



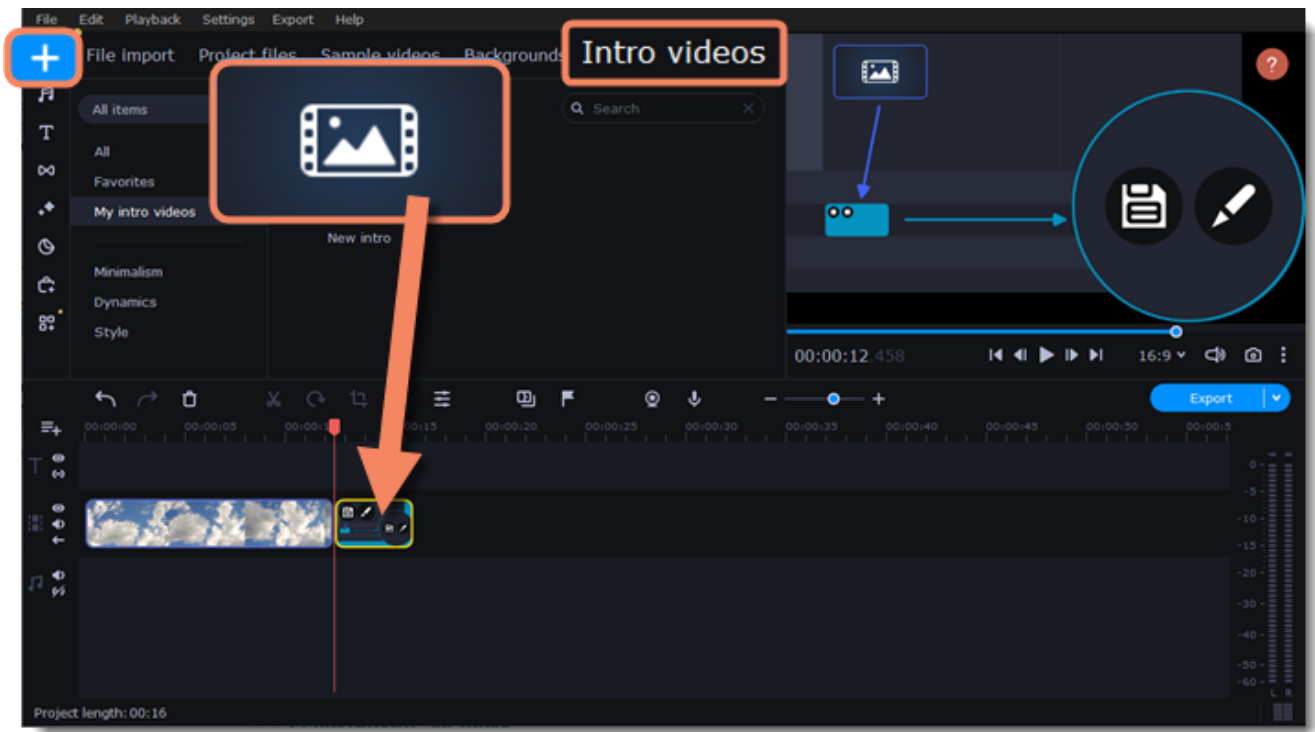
See also:
[Editing video](#)
[Editing audio](#)

Creating an intro


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

Create a new intro

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

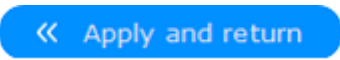



Edit the intro

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

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

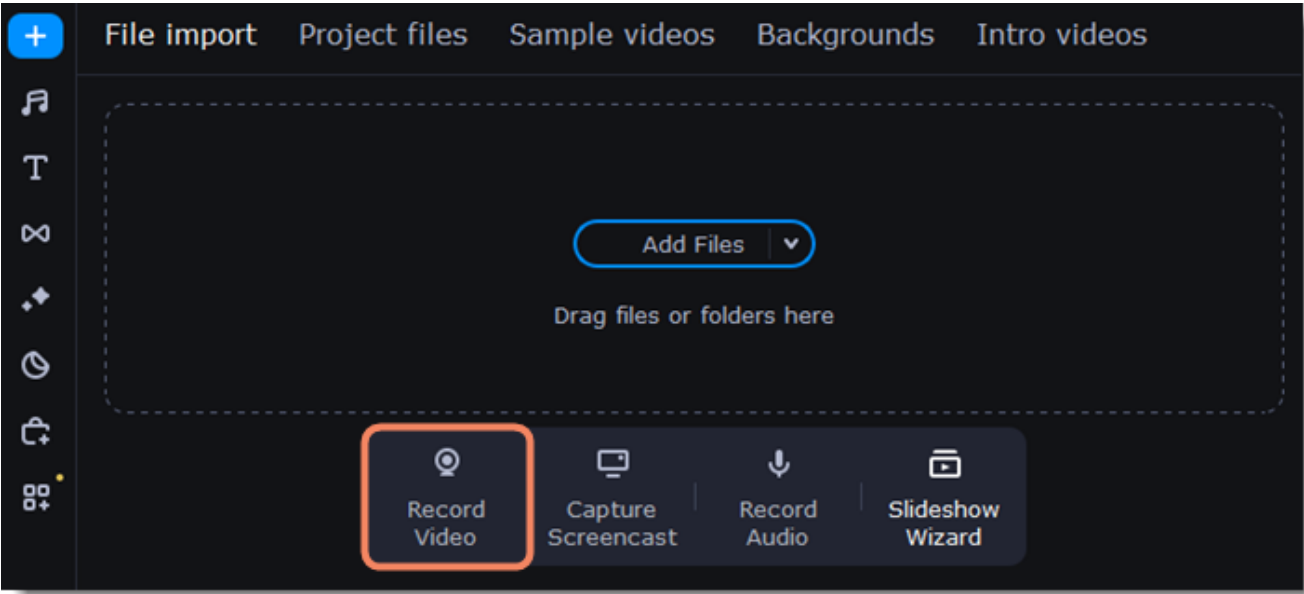
Save changes

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

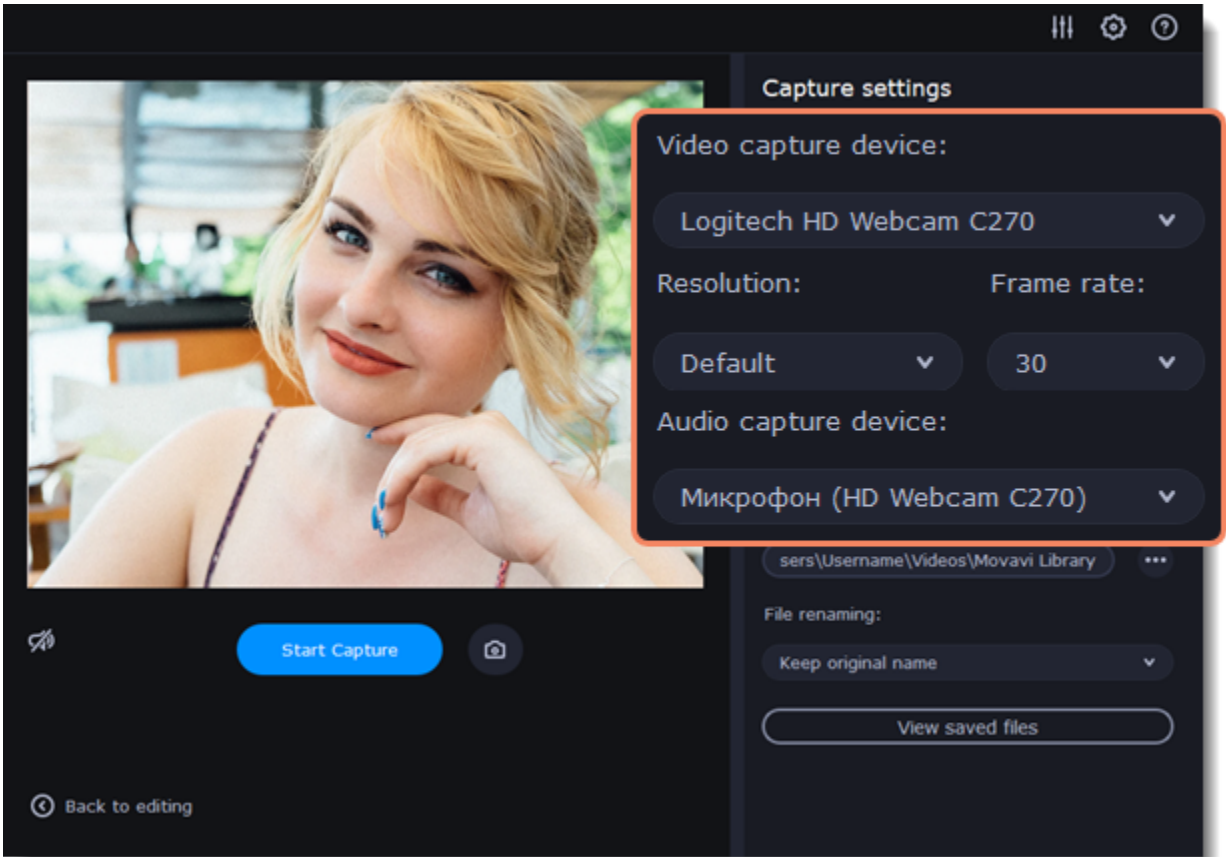
To save the intro video and use it in other projects, select the intro clip and click . Your intro will be saved in the **My intro videos** category. You can edit it at any time while working on the project.



Recording video

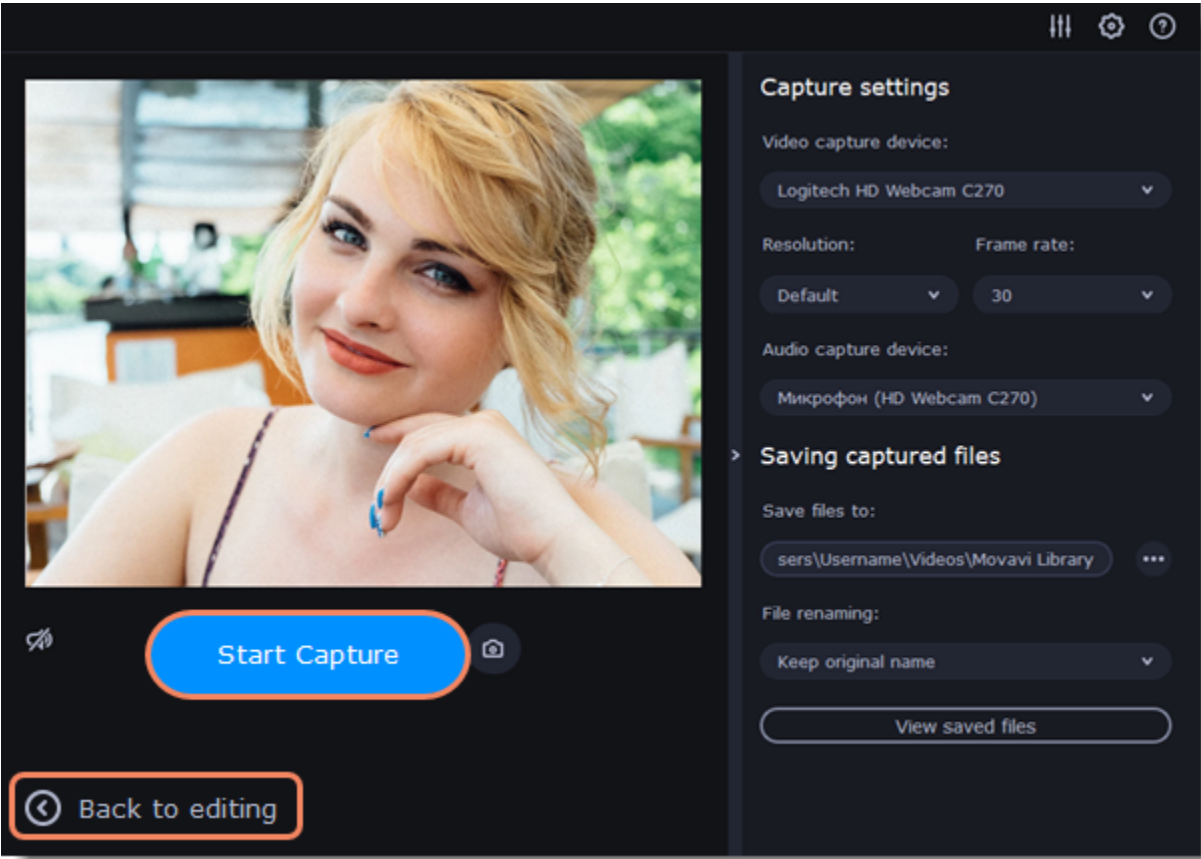
1. Connect a camera to the computer. Make sure that the system recognizes the camera and that it is working properly.
2. On the **File Import** tab, click **Record Video**. The recording module will open in a separate window.



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



- 6. Choose a destination folder. By default, the recordings are saved to your *Movavi Library* folder. To change the default folder, click the  icon next to the **Save files to** field.
- 7. Click **Start Capture** to begin recording the video. During capture, you can take snapshots using the camera icon .
- 8. When you're done, click **Back to editing** at the bottom of the window. The captured files will be added to the Timeline and saved to your computer.

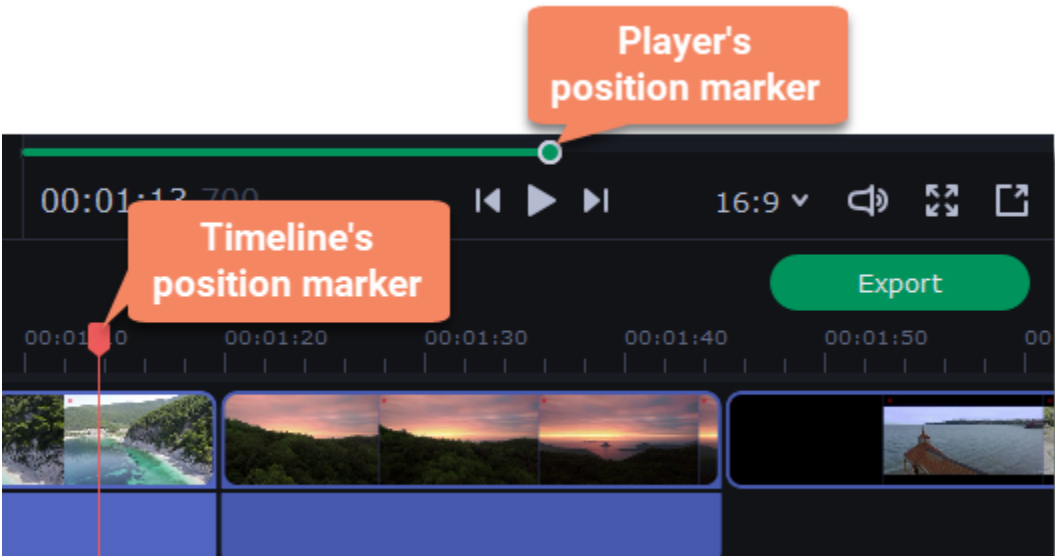


Preview and organize clips

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

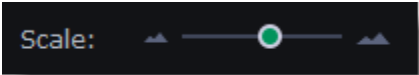
Current position

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



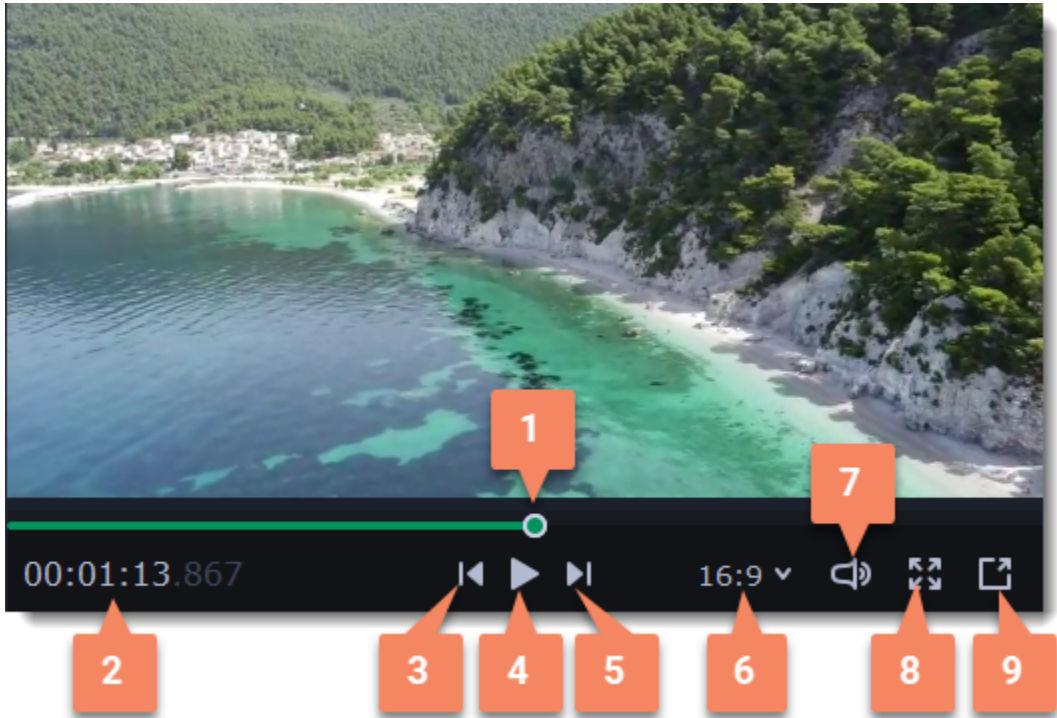
For precise positioning:

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



Playing the video

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



- 1 – player position marker

2 – current time

3 – previous frame

4 – play/pause

5 – next frame
- 6 – aspect ratio of the project

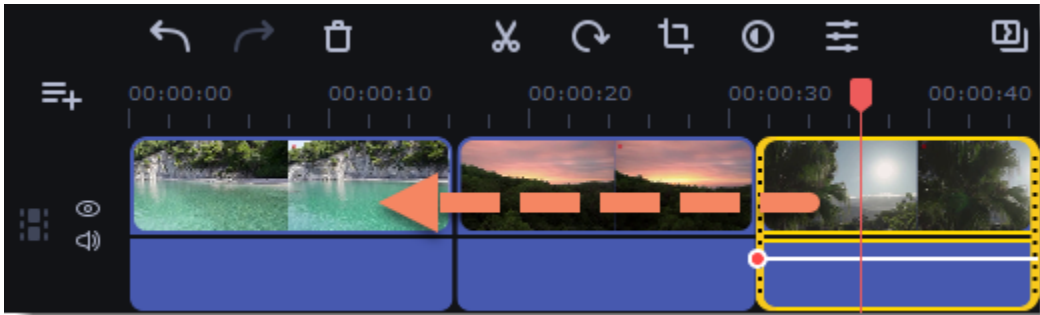
7 – player volume

8 – view in full screen mode

9 – unpin player

Arranging clips

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



Working with two monitors

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



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

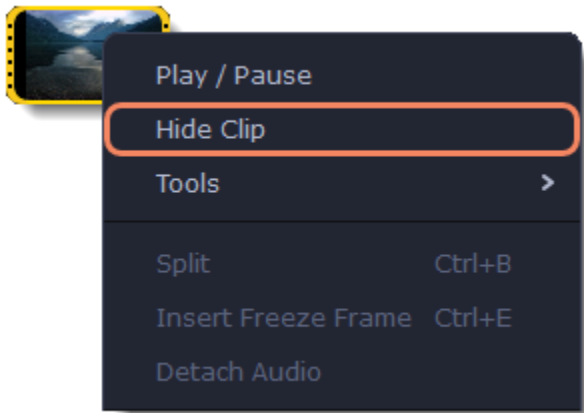


Hiding and muting tracks

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

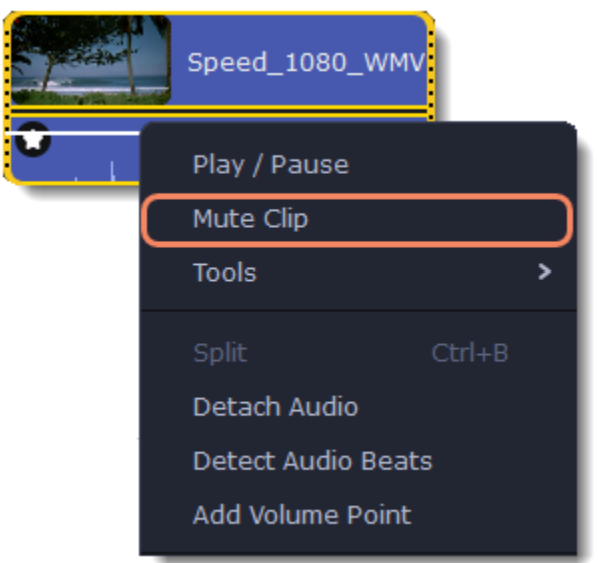
Hiding clips

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.

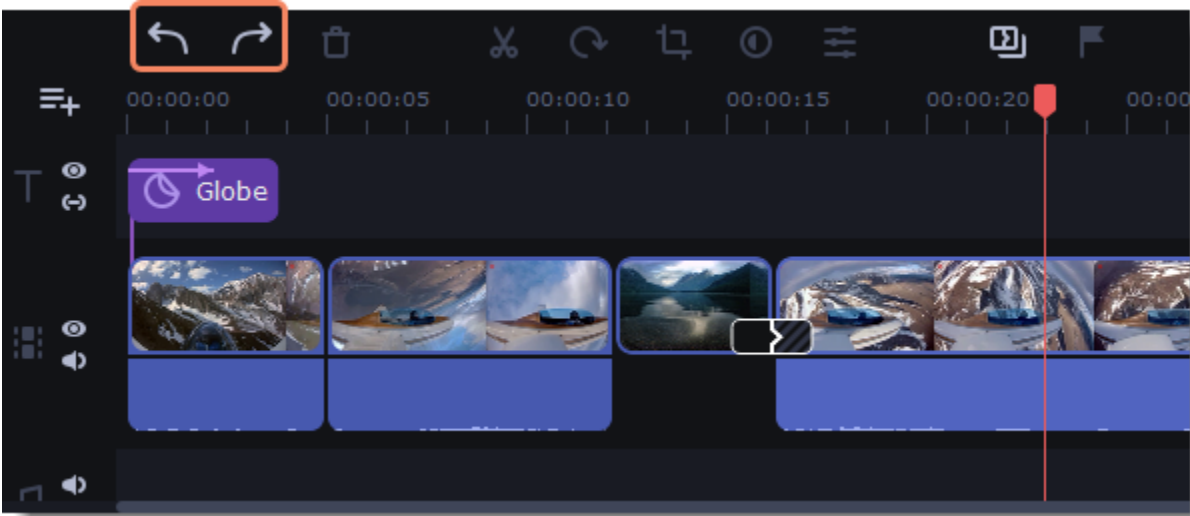
To disable the **sound** for an entire track, click the speaker icon  to the left of the track.



Undo actions

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**.

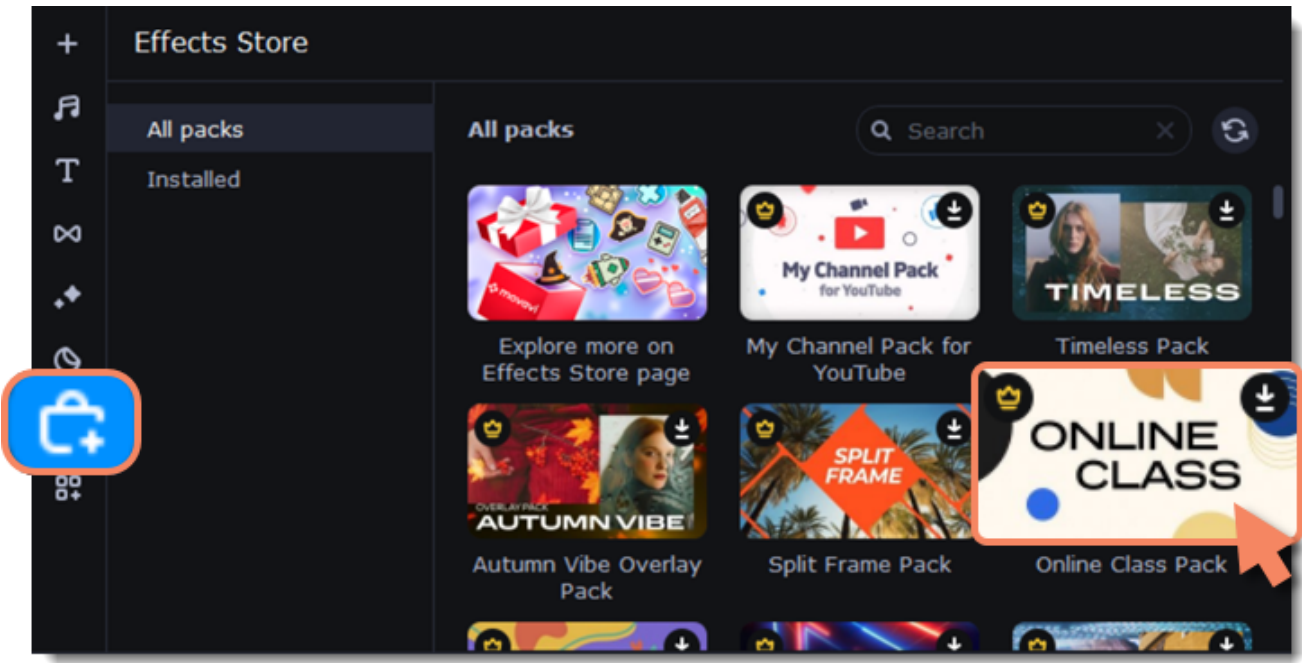


Effects packs

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

Adding an effect package

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

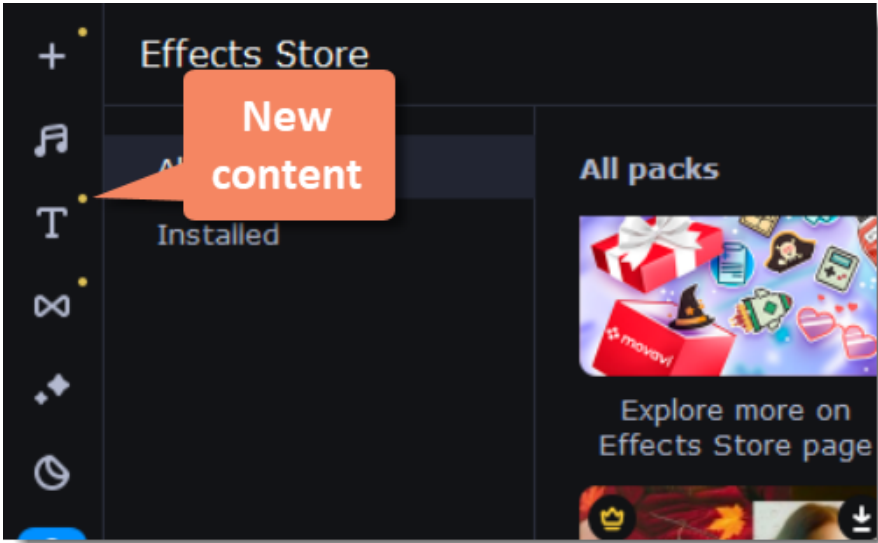


3. Try free any effects and elements from different sets on your videos.


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

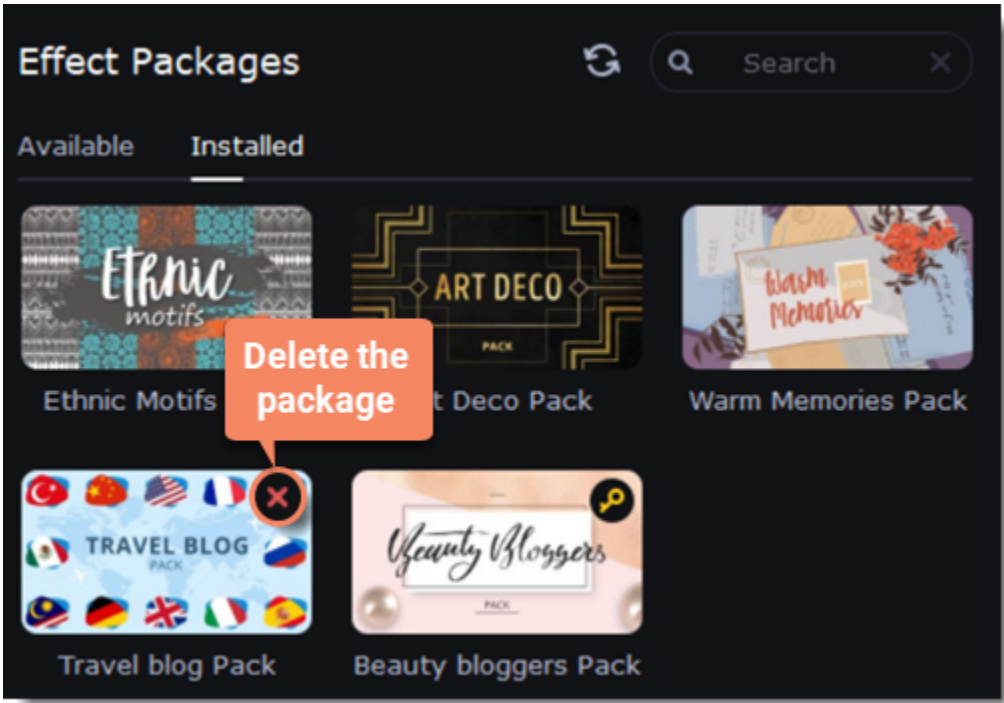
Learn more: [Activating an Effects Store subscription](#)

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



Viewing and deleting installed packages

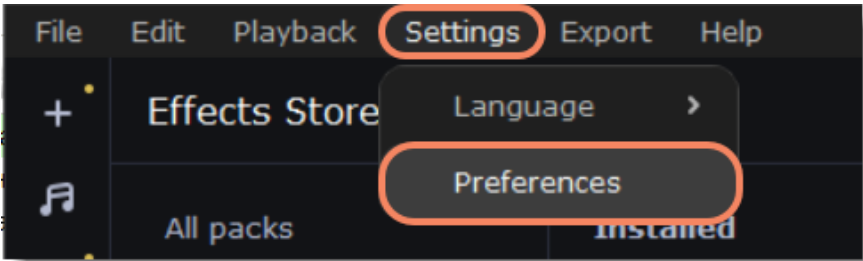
- To view the installed packages, go to **Installed**.
- To delete a package, click the cross icon  at the top right-hand corner of the package image.




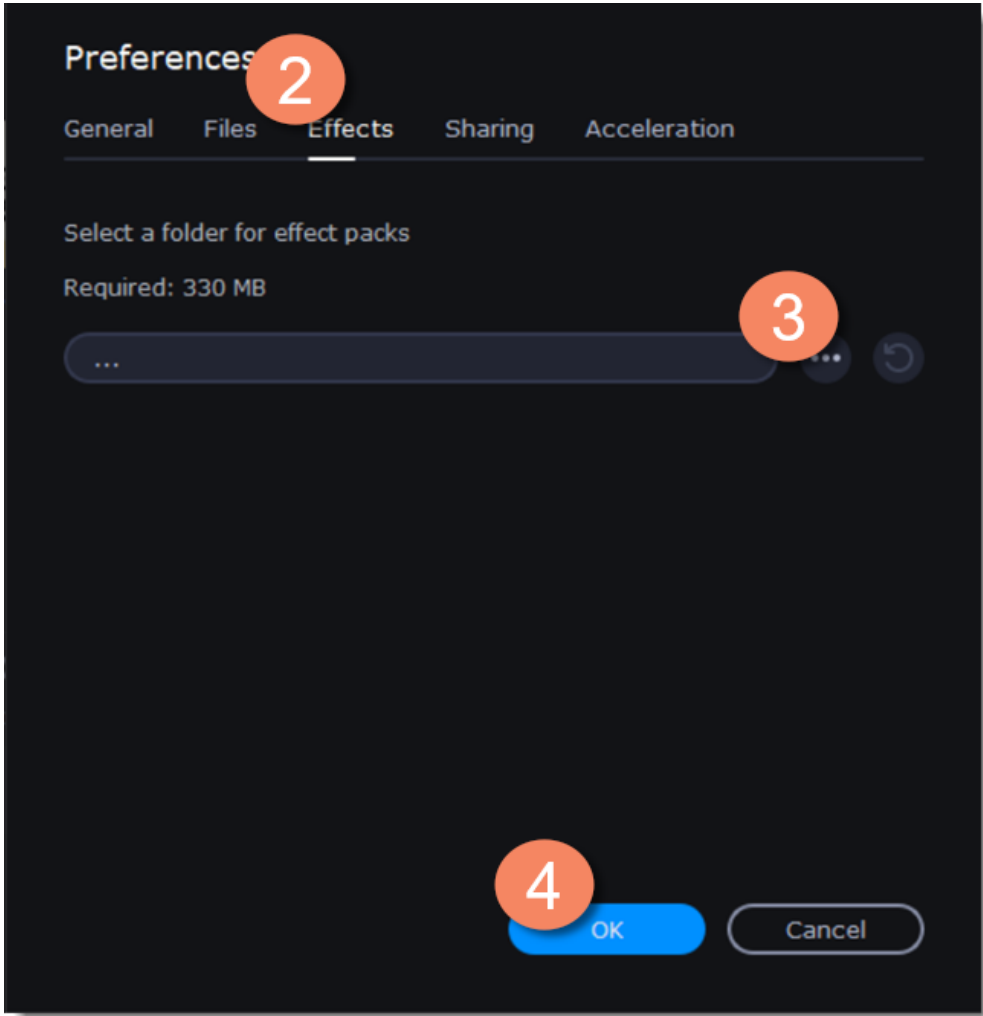
Storage of effect packages

You can specify the folder where the effects will be stored.

1. From the **Settings** menu in the top bar, select **Preferences**.



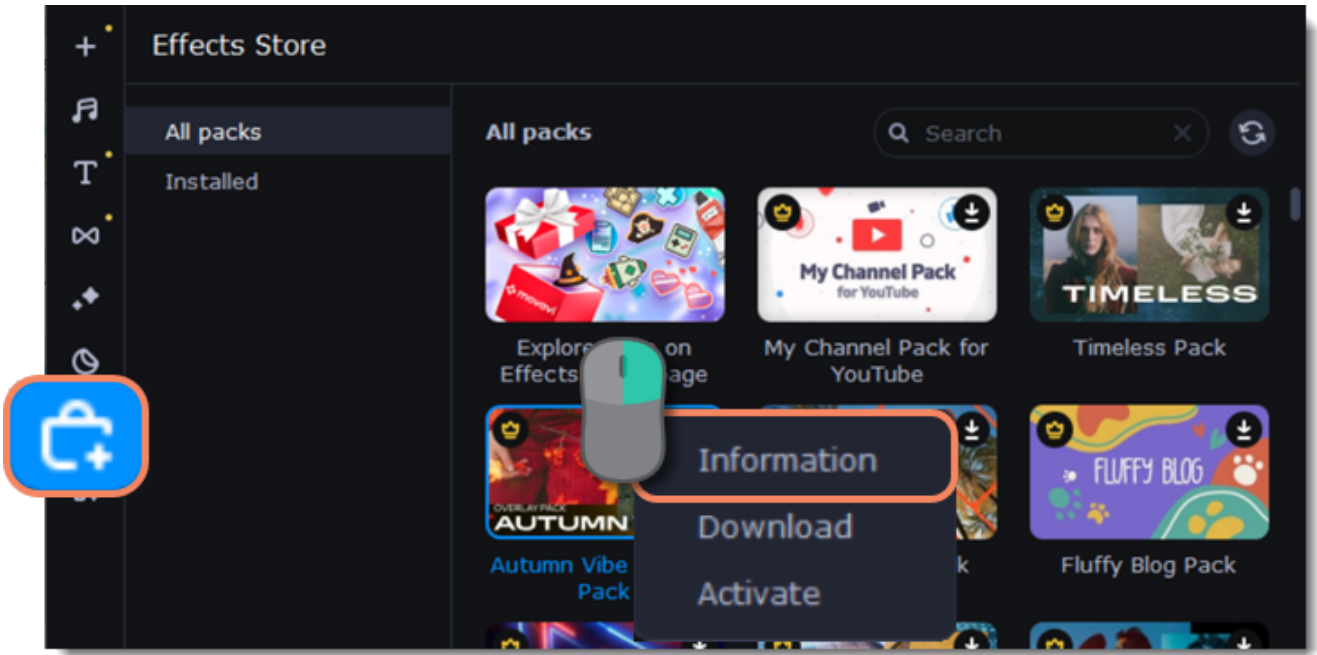
2. In the opened window, go to the **Effects** tab.
3. Press  to select the folder you need or enter the directory manually.
4. Press **##**.





Activating an Effects Store subscription

Subscription purchase

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



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

-  Provide the same email as when you bought the full version of Movavi Slideshow Maker.
-  The Effect Store subscription will not remove the limitations of the trial version of Movavi Slideshow Maker. We recommend you to buy the full version of Movavi Slideshow Maker along with an Effects Store subscription.

Learn more: [Activating Movavi Slideshow Maker](#)

Pack activation

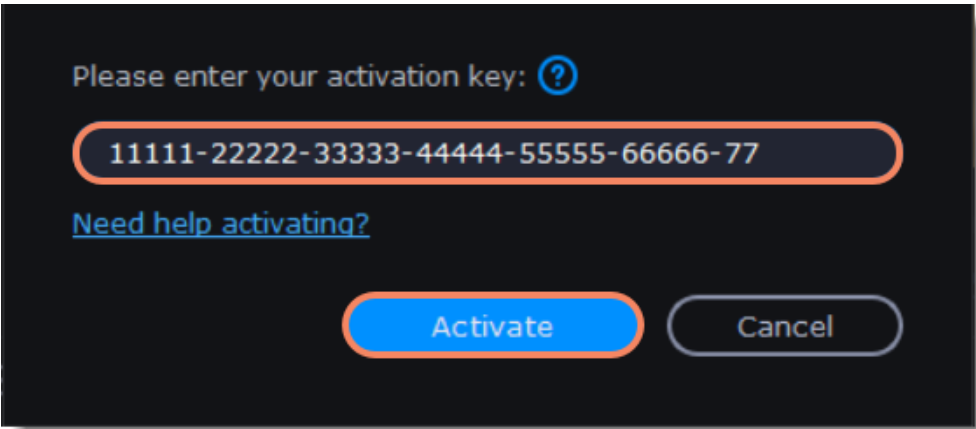
If you've already bought Movavi Slideshow Maker and subscribed to the Effects Store with the same email, packs will be activated automatically.



If packages are not activated, try restarting the program.

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

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

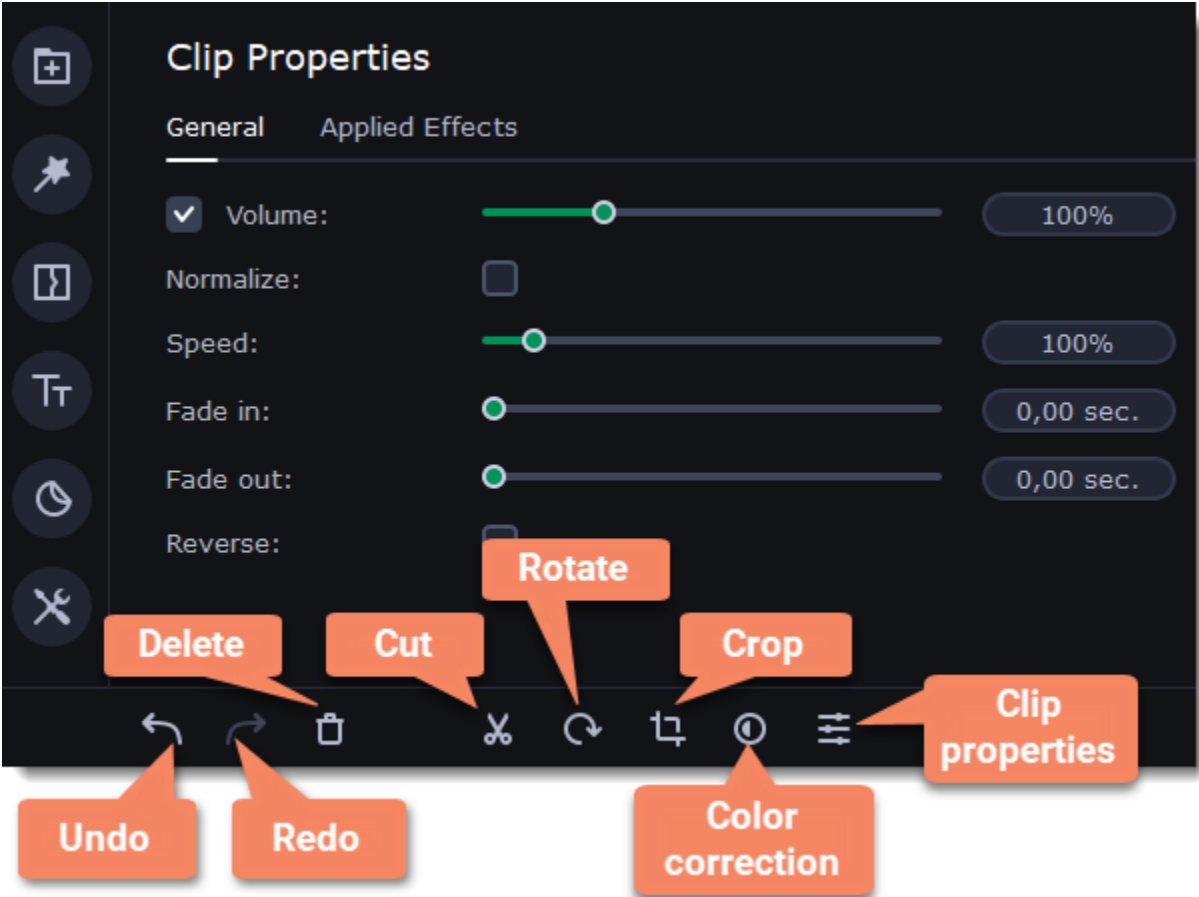


Cannot install or activate the package? Make sure that:

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

Edit and enhance clips

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



Learn more:

[Cutting clips](#)

[Color adjustments](#)

[Image duration](#)

[Adding a watermark or a logo](#)

[Rotating videos and images](#)

[Video volume](#)

[Creating overlays](#)

[Fading video](#)

[Creating a freeze frame](#)

[Cropping](#)

[Video speed](#)

[Removing black bars](#)

[Fading effects](#)

Video track

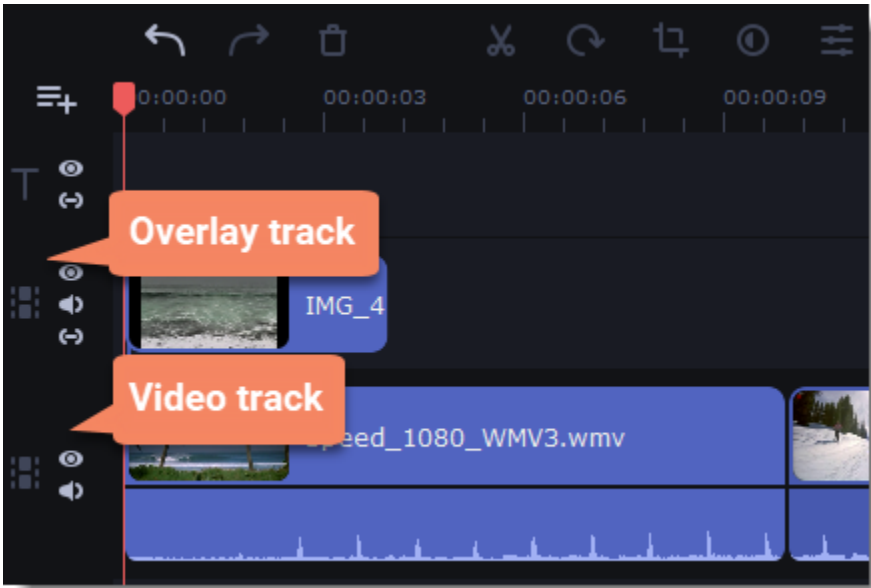
The video track contains your videos with their built-in audio, photos and the transitions between them. When you add videos or photos to the project, they are automatically placed on the video track of the Timeline. To arrange clips on the video track and among the tracks, drag them with your mouse.

- 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 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

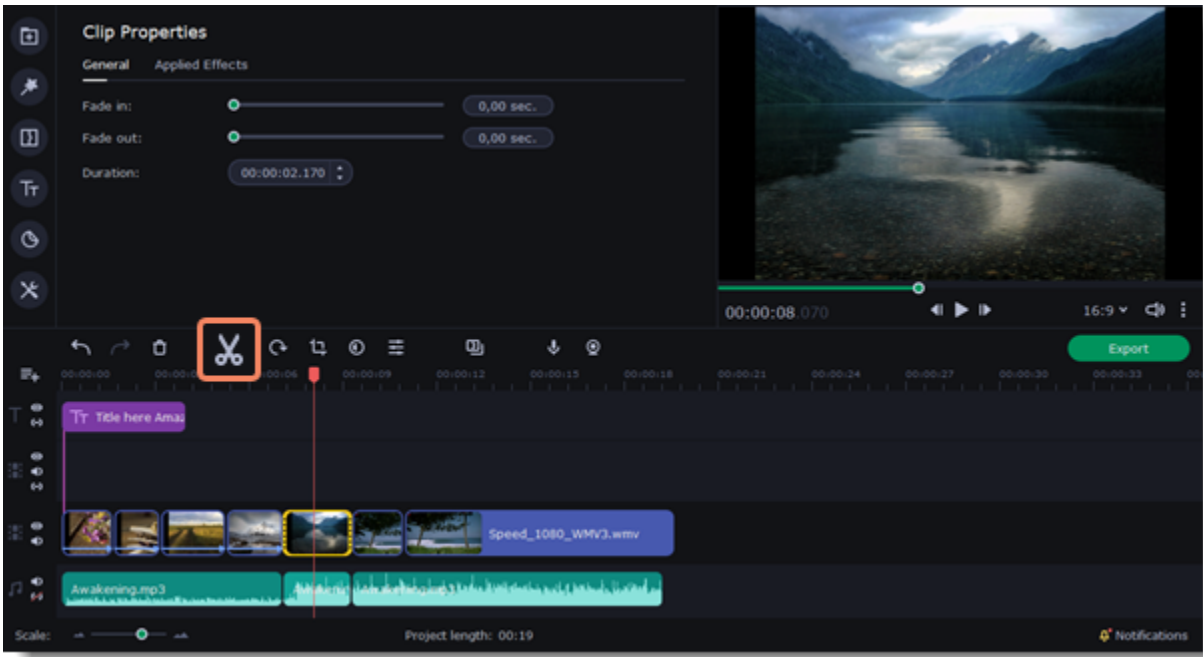
The overlay track is used to show a photo or video on top of the main video track. You can use overlays to show split screen footage or create a chroma key effect.

- 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.



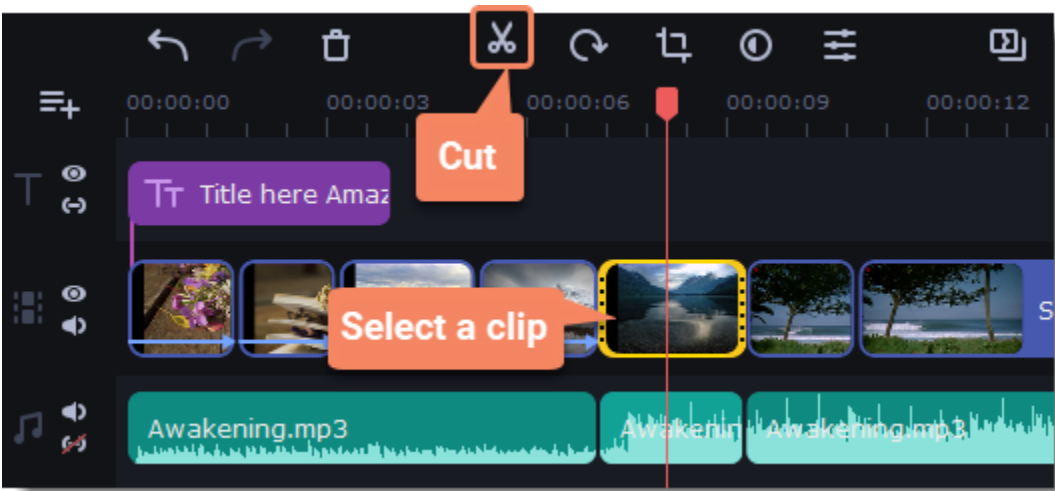
Cutting clips

Using Movavi Slideshow Maker, 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

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

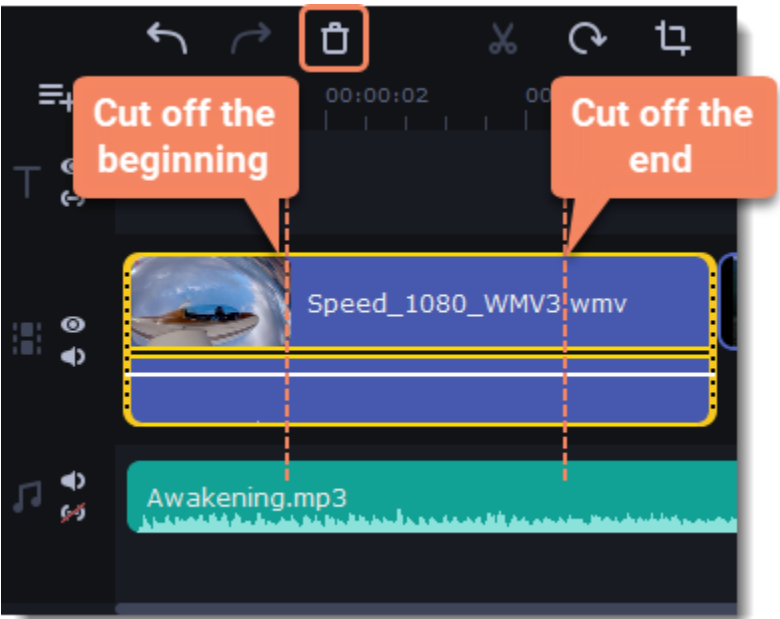
1. Select the clip you want to cut.
2. Move the position marker to the beginning of the fragment. Use the **Previous Frame** and **Next Frame** buttons on the player to catch the moment precisely.
3. Click the **Split** icon. The clip will be cut into two parts, with the unwanted fragment at the beginning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

Step 3. Delete the unwanted fragment

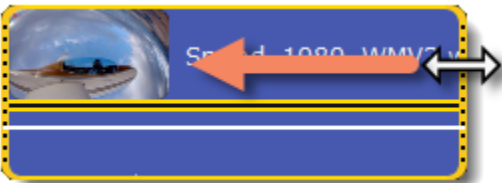
- 1. Select the clip with the unwanted fragment.
- 2. Click the trash can button or press the **Delete** key to remove this clip. The clip will be removed, and the remaining clips on the Timeline will move to close the gap.



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 a 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.

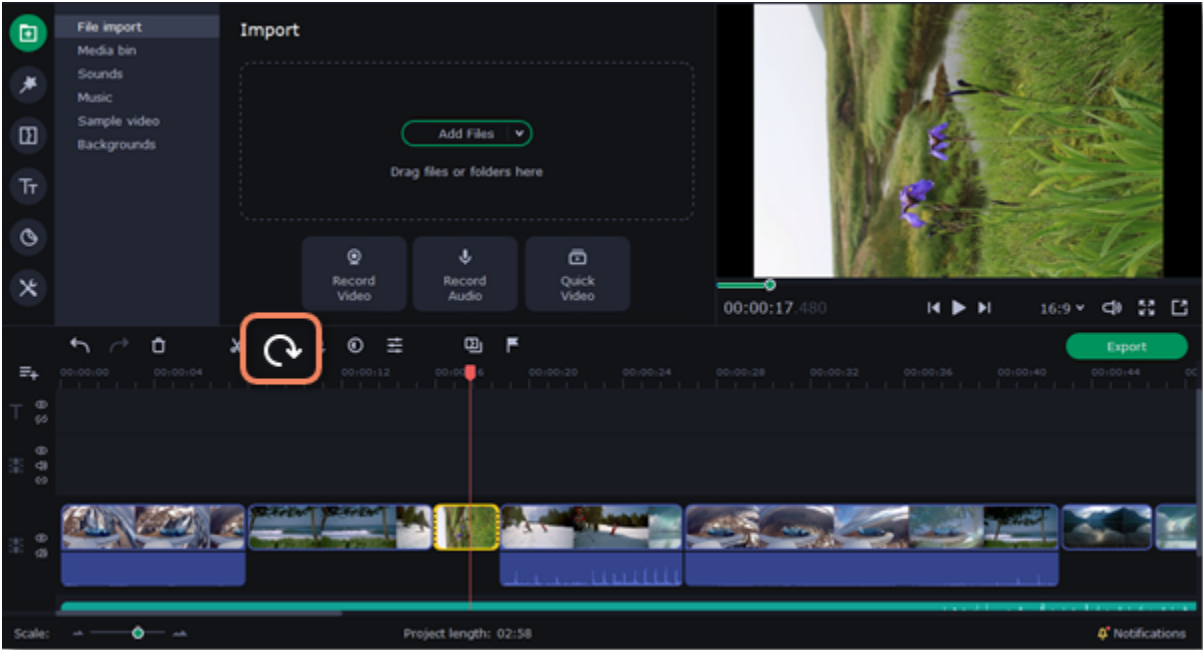


Rotating videos and images

In just a few clicks, you can turn any photo or video around without having to crane your neck.

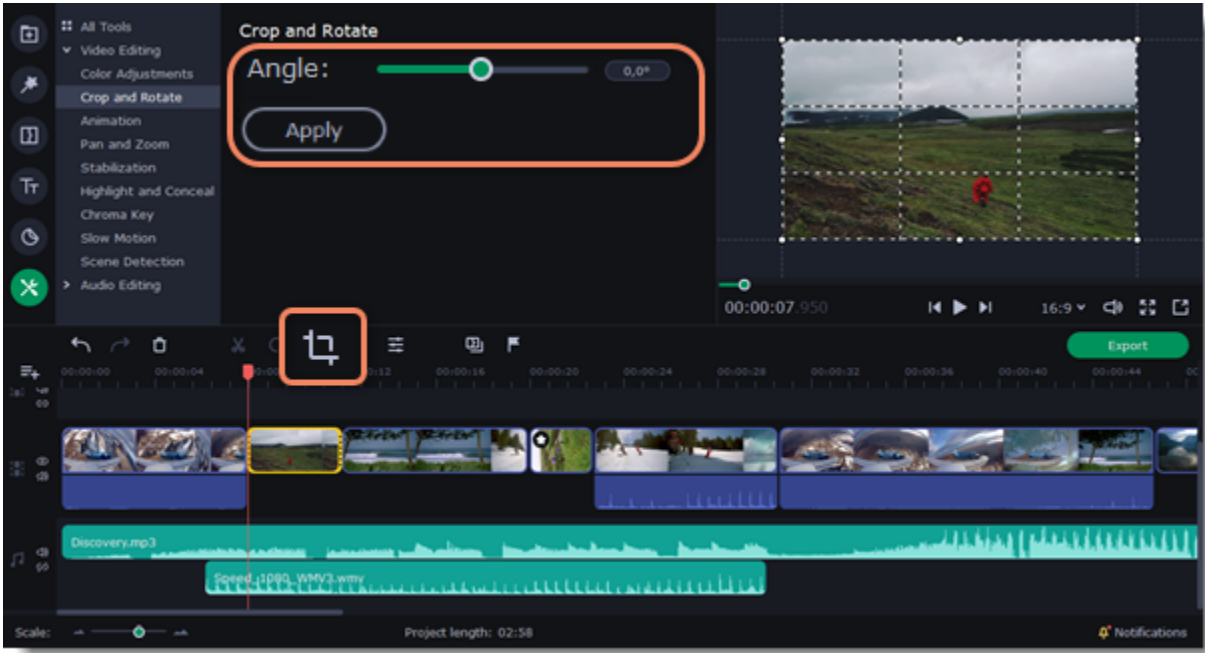
Rotating by 90 degrees

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



Fixing the horizon level

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

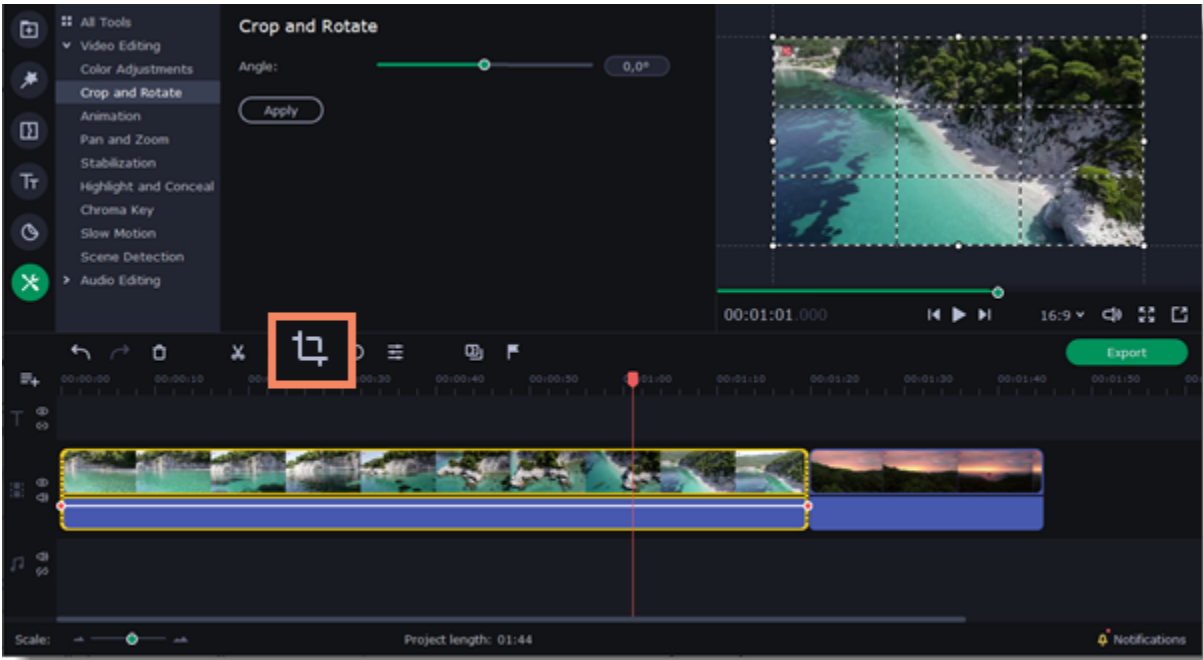


See also:
[Removing black bars](#)

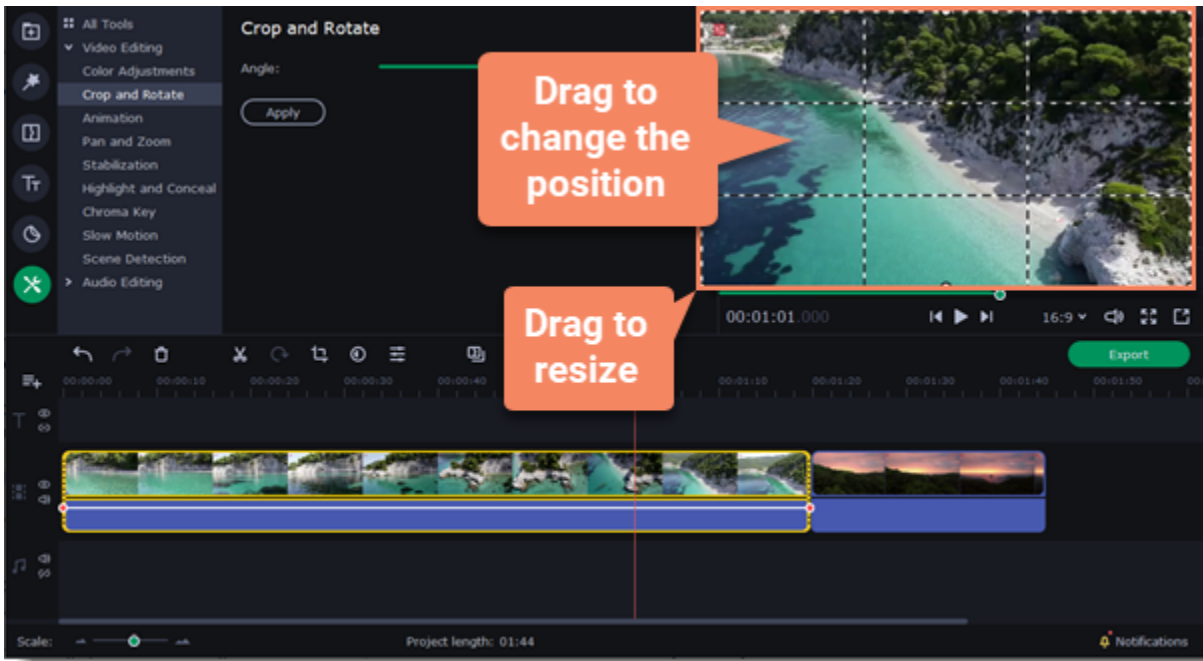
Cropping

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

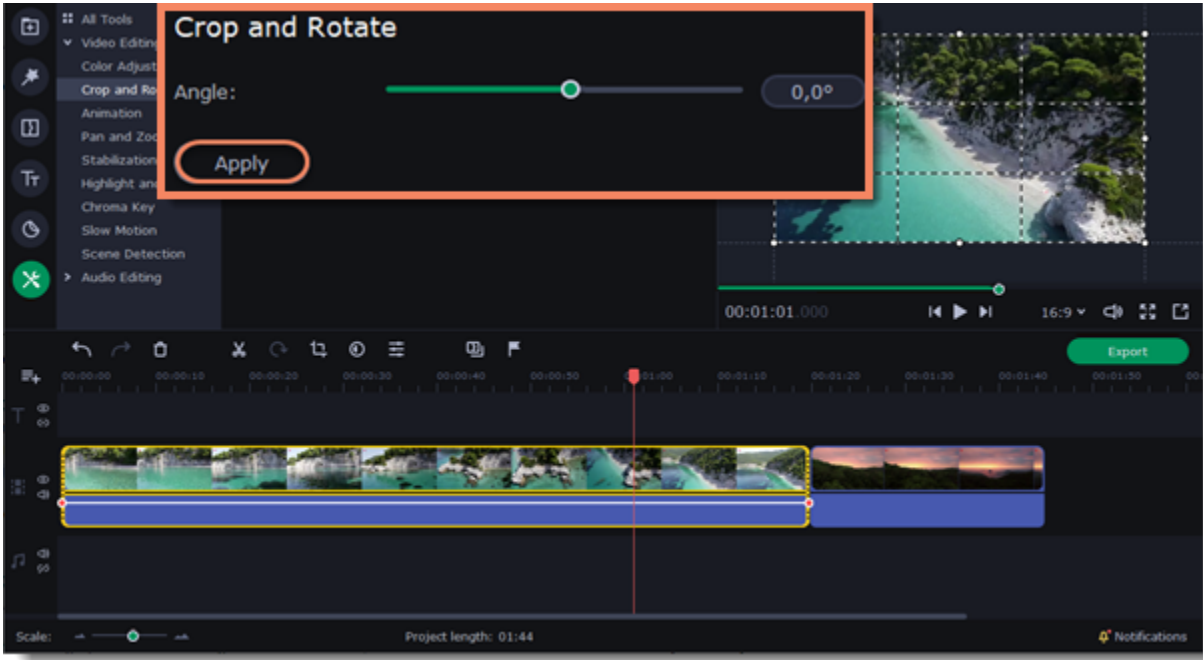
1. Select the clip on the Timeline.
2. Click the **Crop** button on the toolbar to open the Crop tool, and a cropping frame will appear inside the player.



3. In the player, set the frame so that the parts you want to cut are outside it. Drag by the corners of the frame to change its size, and drag by the center of the frame to move it.



Use the **Angle** slider in the **Crop and Rotate** section on the left to rotate the crop frame.




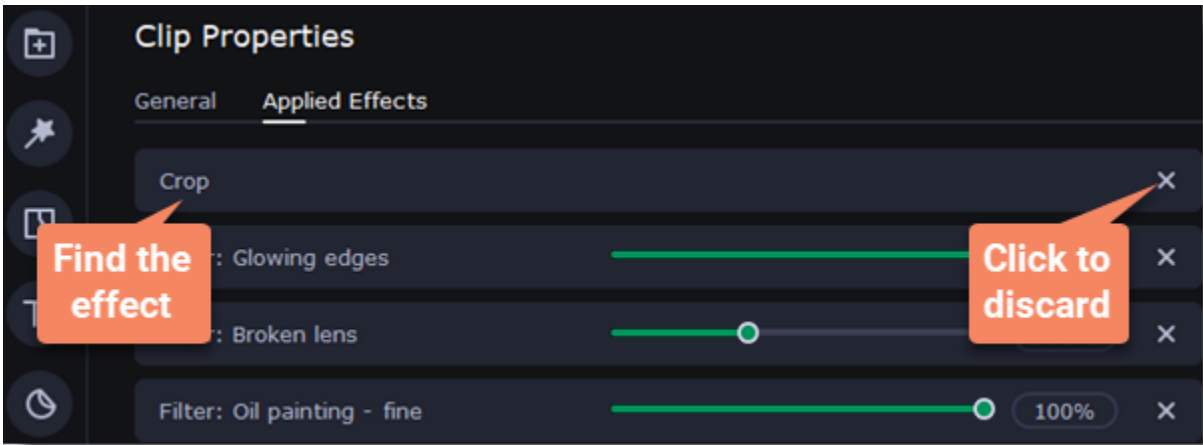
4. An FX  icon will appear on the clip once you've cropped it.

Removing a crop

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



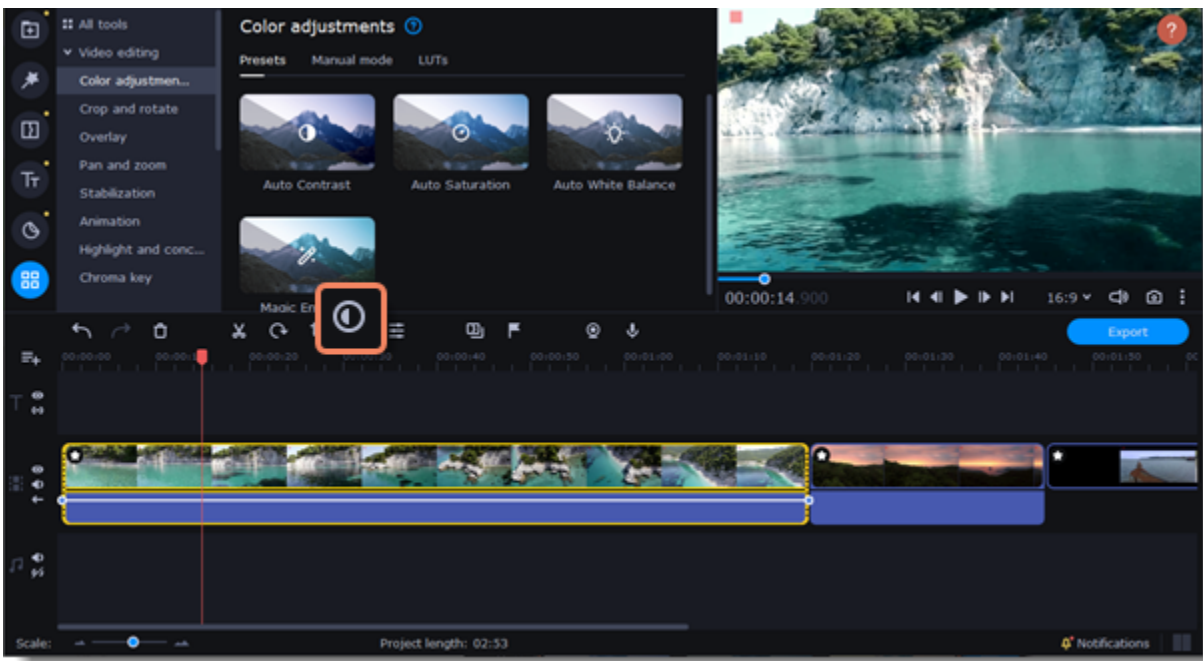
1. A tab will open above the toolbar. Find the **Crop** effect and click the **cross** button  next to it to discard the effect.



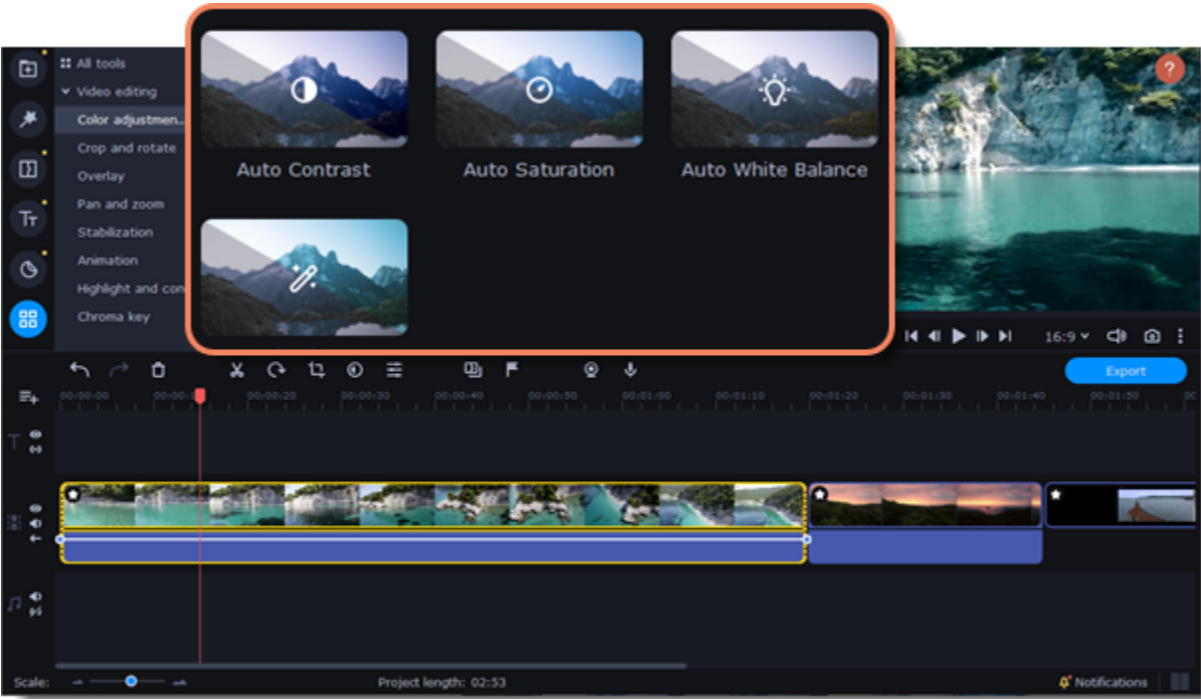
Color adjustments

Change color settings

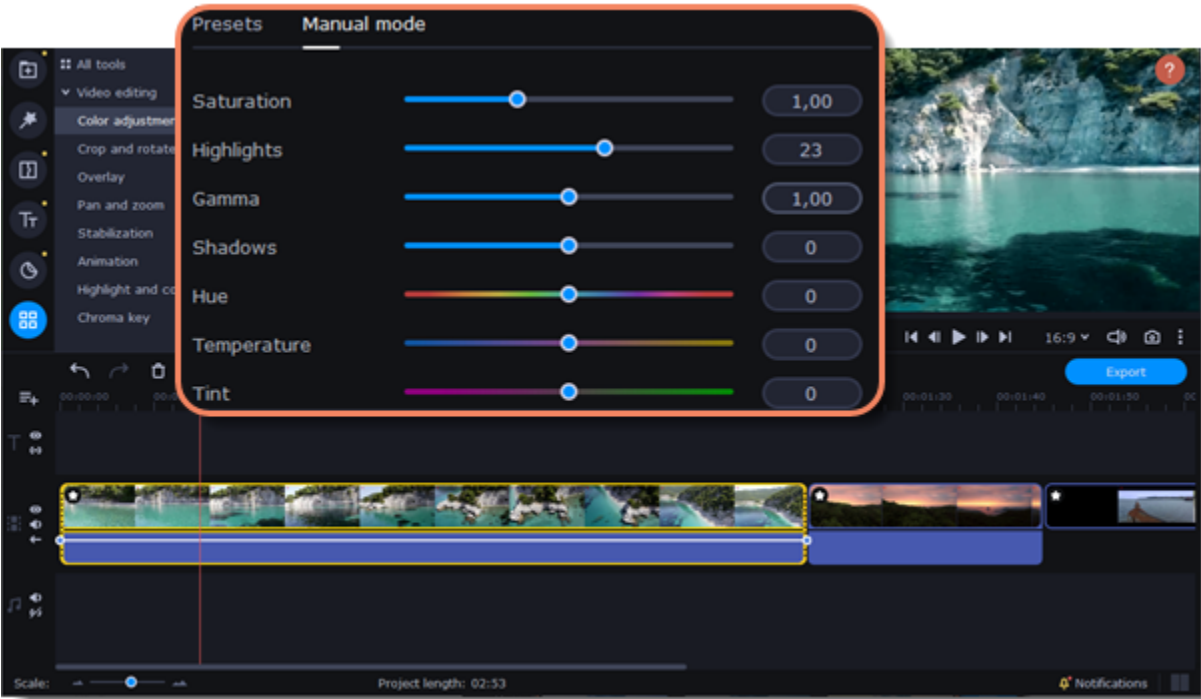
- 1. On the Timeline, select a clip that you want to adjust.
- 2. On the toolbar, click the **Color adjustments** icon to open the adjustments tool.



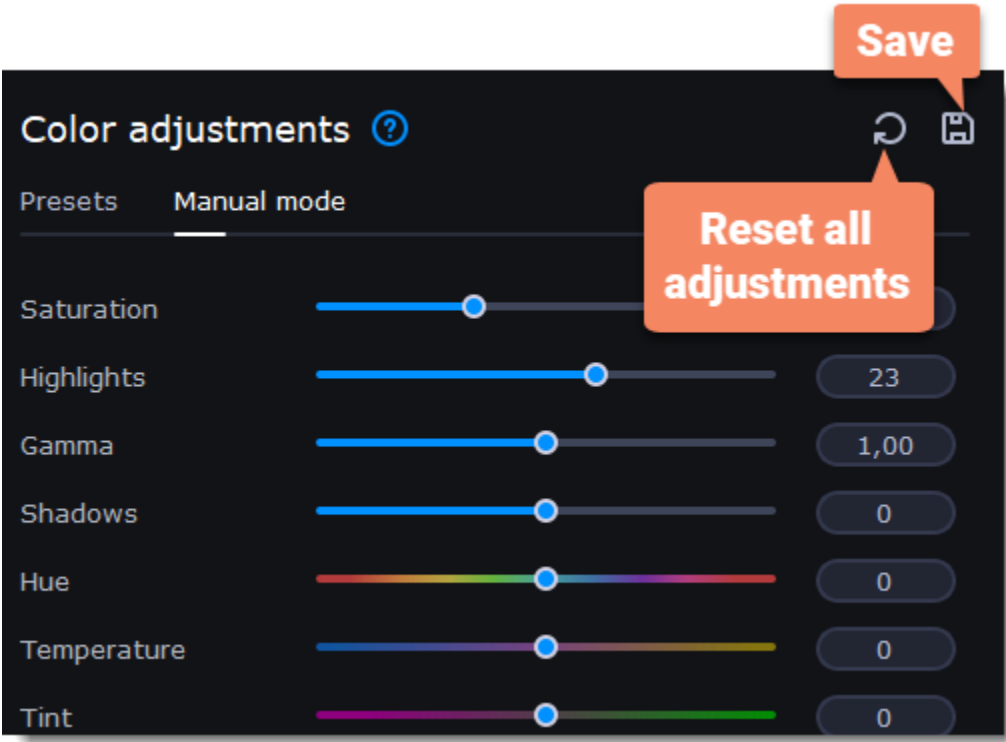
3. Select the **Presets** mode to use color presets for quick and simple adjustments.



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



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



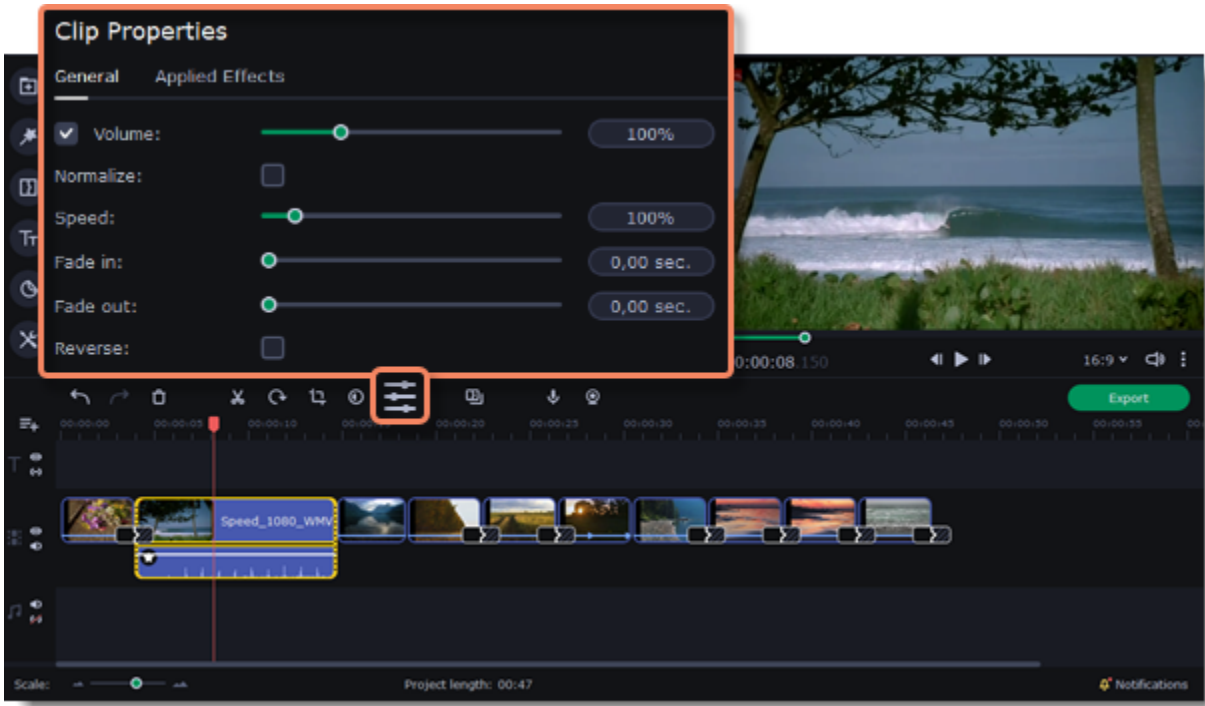
Once you have made your adjustments, the clip will be marked with the FX icon **fx·1**, denoting applied tools or filters.



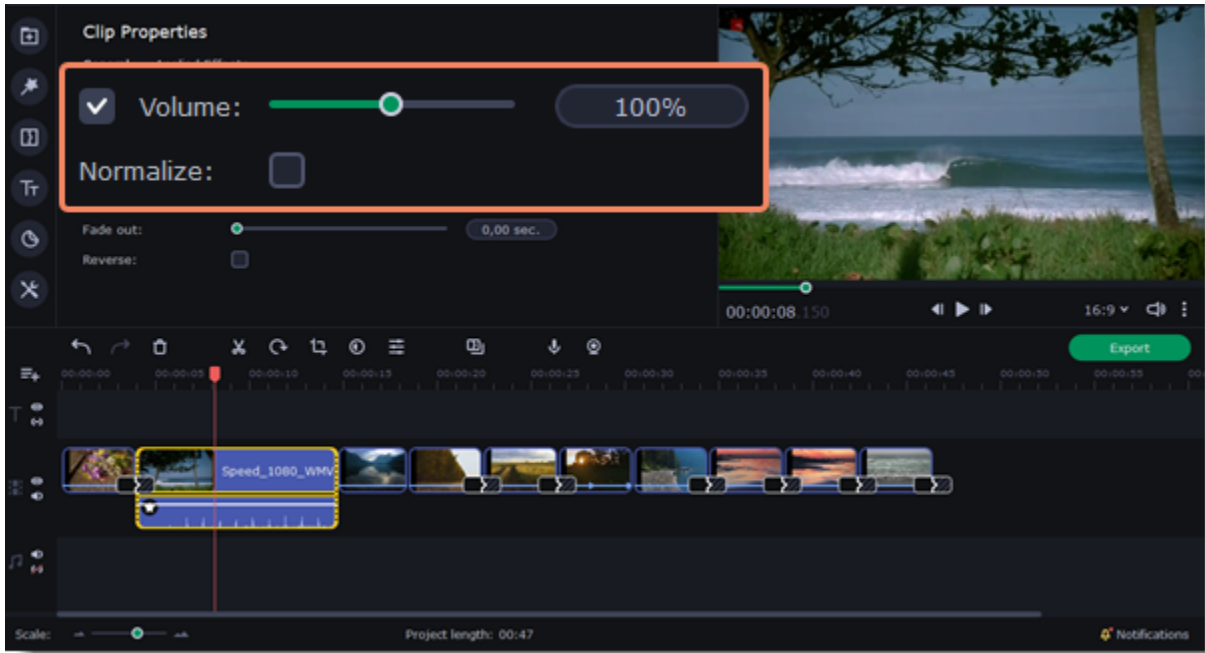
Video volume

The volume of video and audio should be managed separately.

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



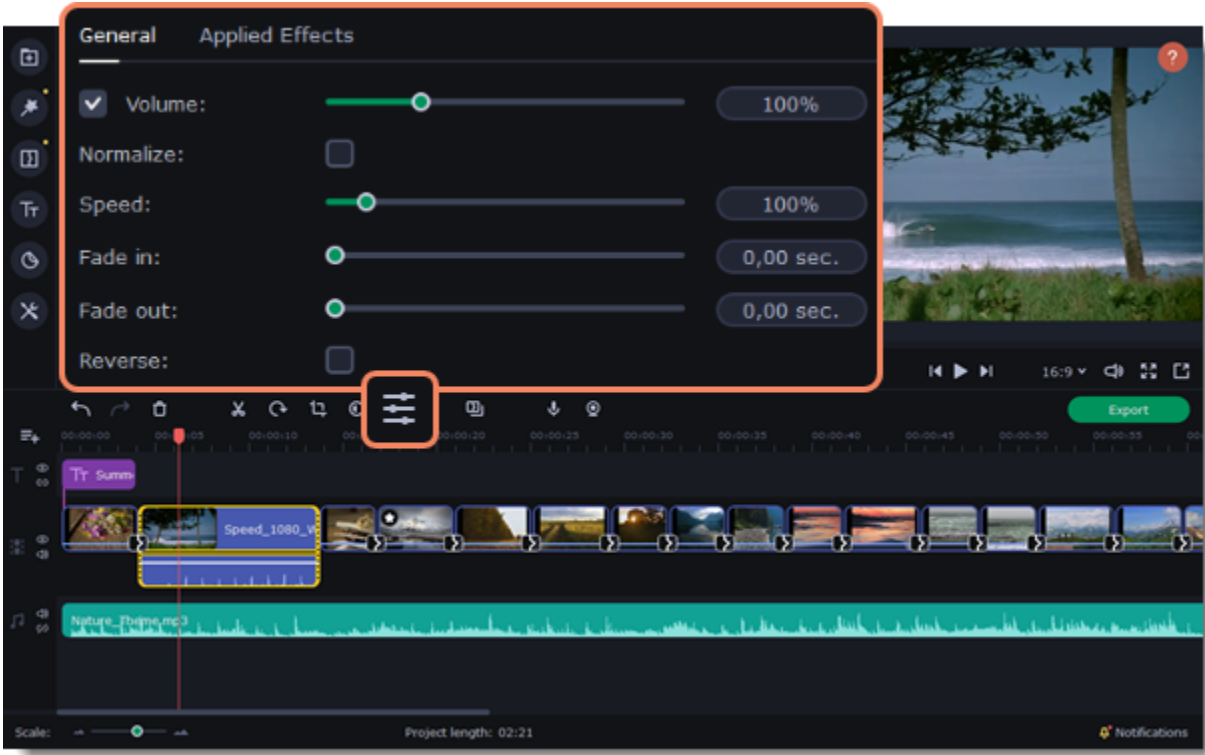
3. Drag the **Volume** slider to set the volume for the selected clips. 100% is the original volume.
- To mute the clip, uncheck the option on the right of the **Volume** slider.
 - If the clip has a lot of volume peaks, use the **Normalize** option to raise the volume of quiet parts.



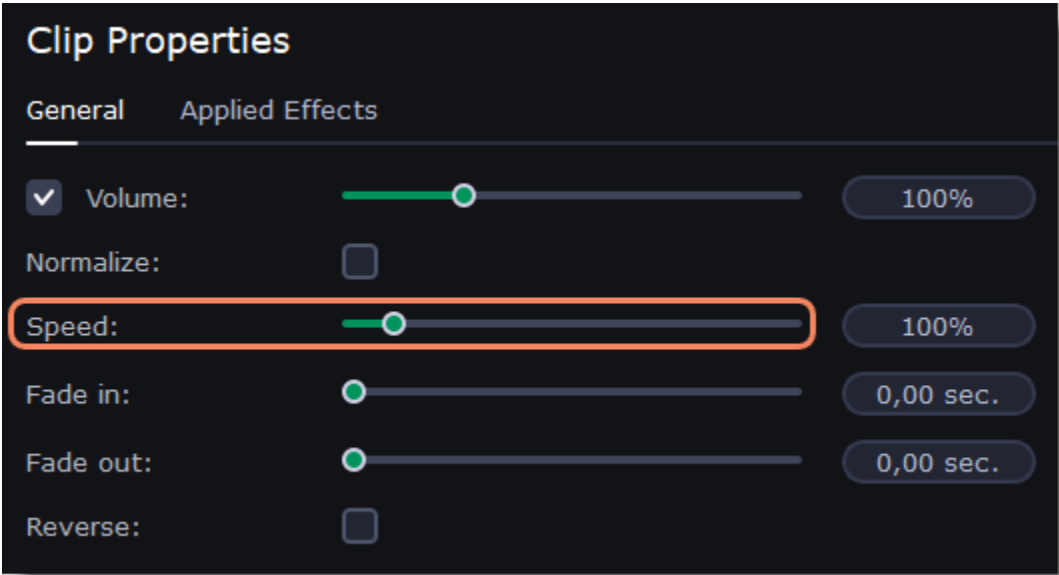
Video speed

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

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



3. Drag the **Speed** slider to set the necessary video speed.



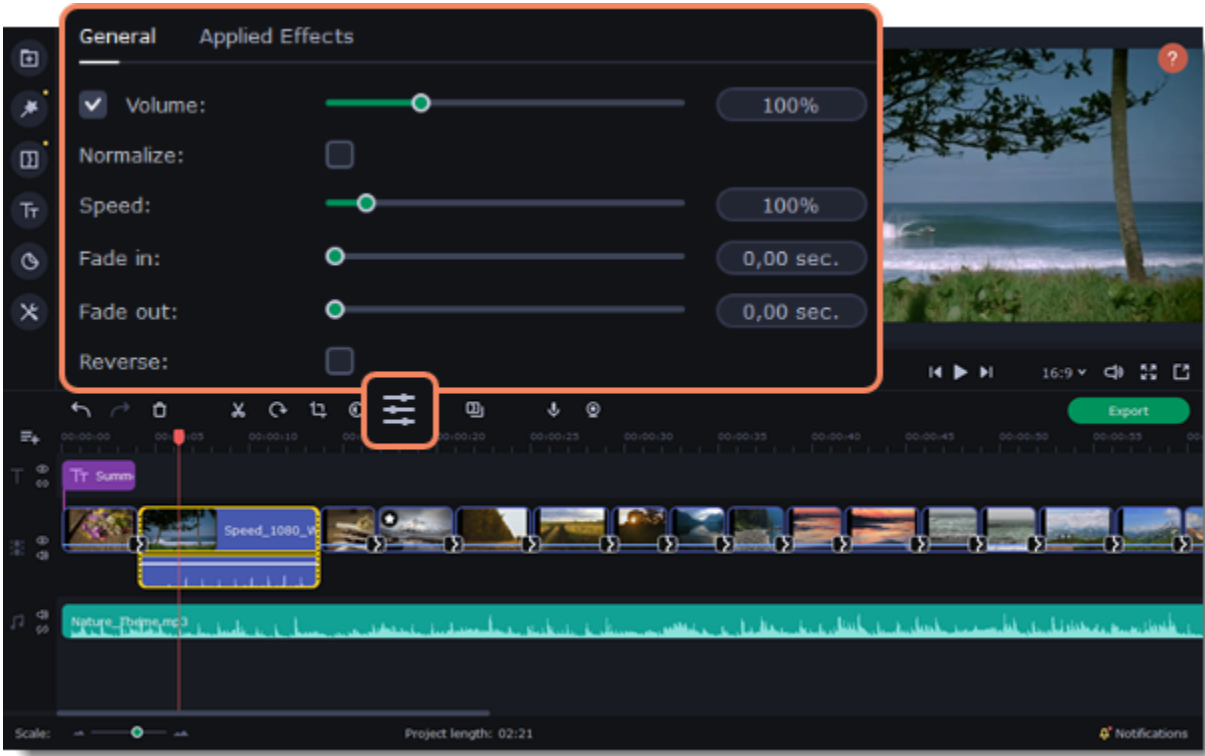
The clip's length on the Timeline will change to reflect the new speed. If you change the speed of a video clip, it will be marked with the FX icon.



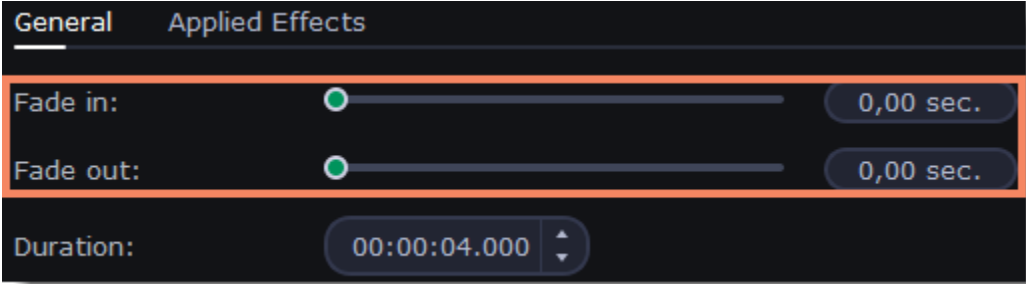
Fading video

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.

1. On the Timeline, select the clip that you want to fade.
2. Click the **Clip Properties** button on the toolbar. The clip properties will open in the Tools panel above.



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](#)

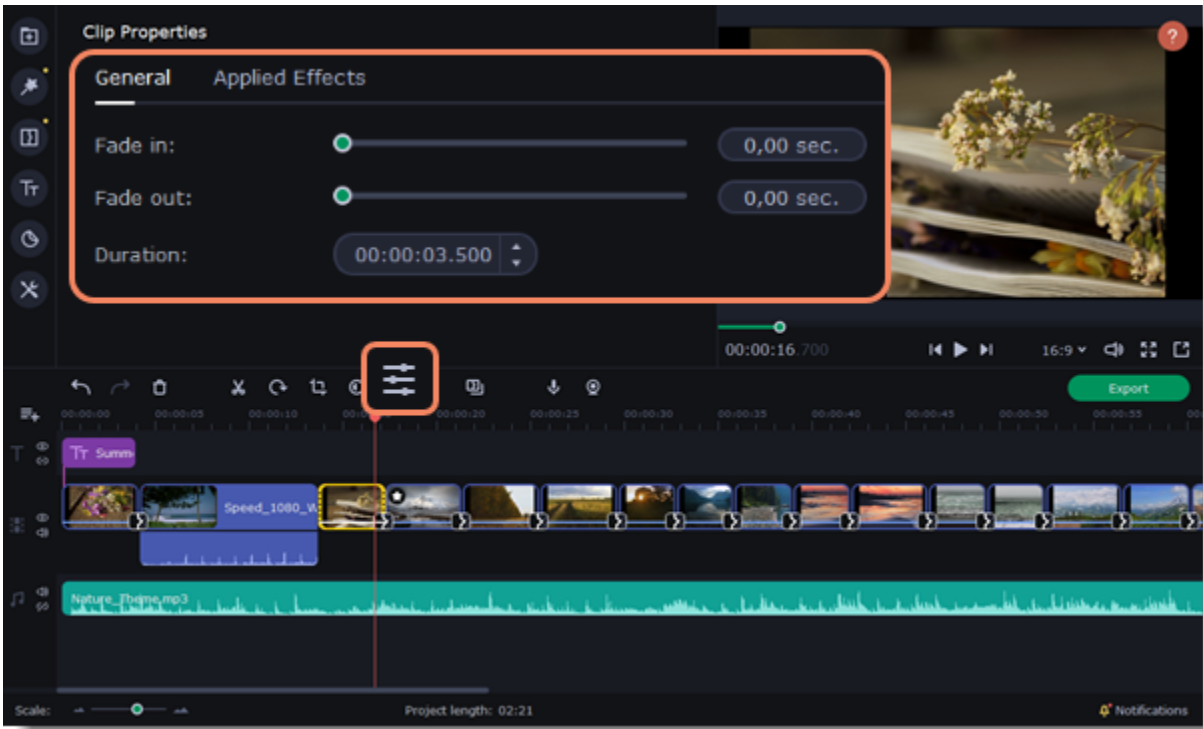
[Fading audio](#)

Image duration

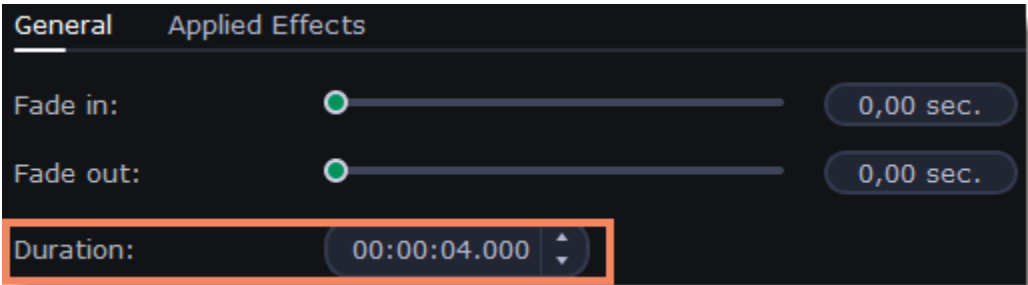
You can change how long each image appears in your video or slideshow either using the clip properties or you can set all images to the same length.


Changing the length of an image

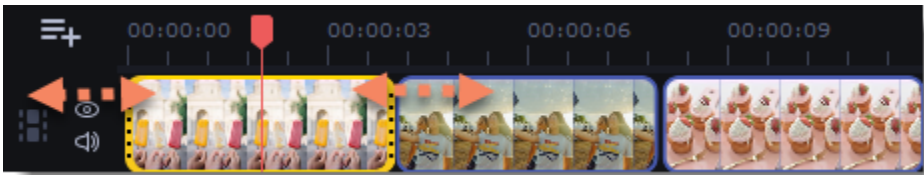
1. On the Timeline, select the image clip that you want to edit.
2. Click the Clip Properties button to open the properties for the selected clip.



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

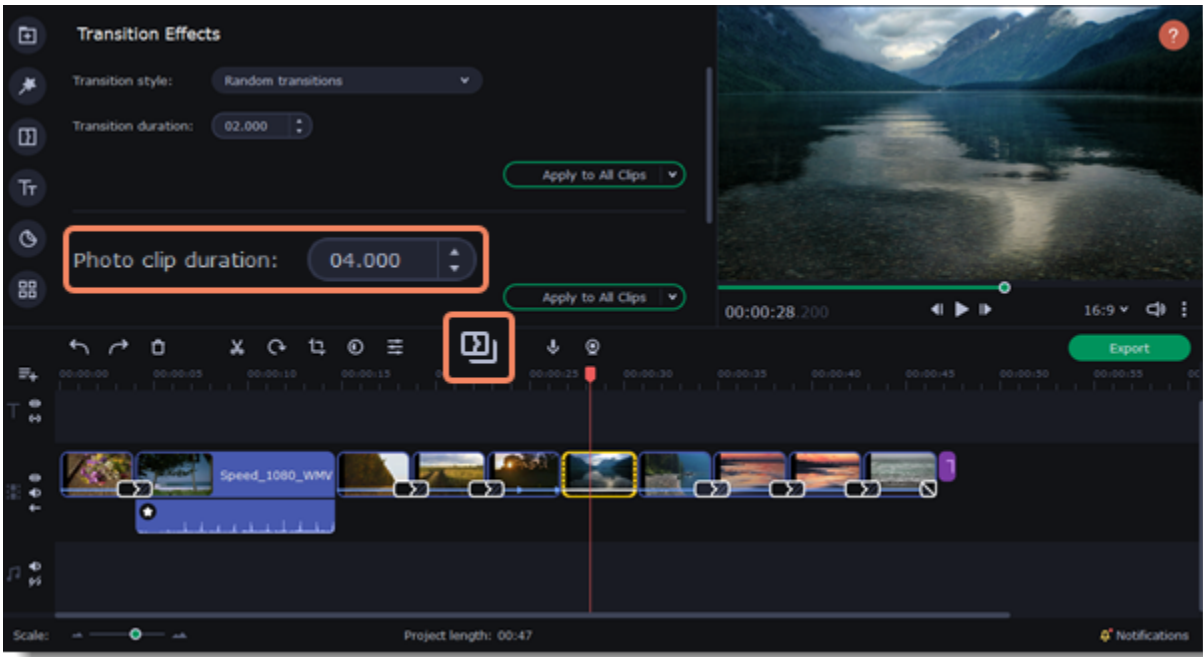


 You can also change image duration by selecting an image clip on the Timeline and dragging its borders left or right. The longer the clip appears on the Timeline, the longer it will play in your movie or slideshow.



Setting the same length for all images

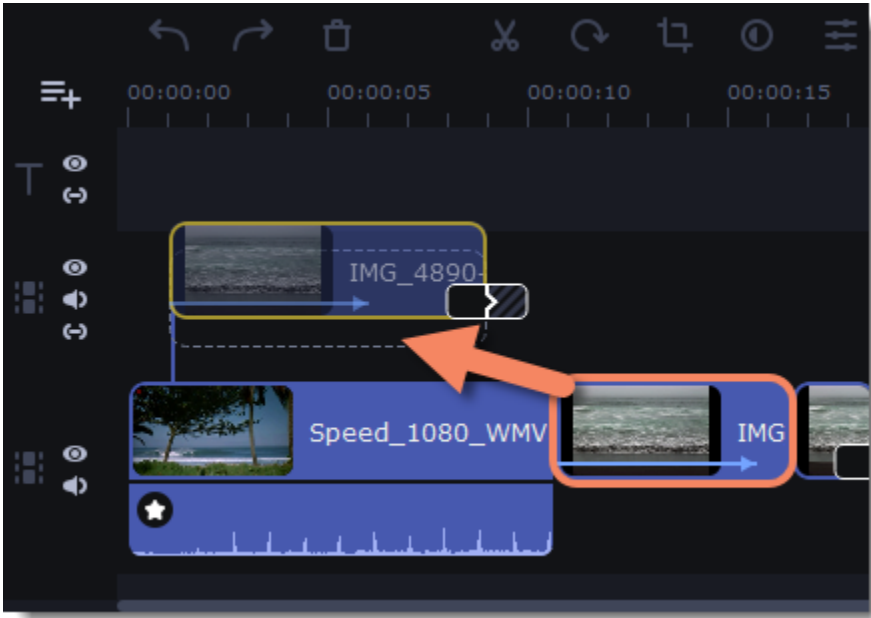
1. Click the **Transition Wizard** button on the toolbar.
2. Enter the preferred length into the **Photo clip duration** box.
3. Click **Apply to All Clips** to set all the images to the selected length, or select **Apply to Selected** to change length of the clips you selected.



Creating overlays

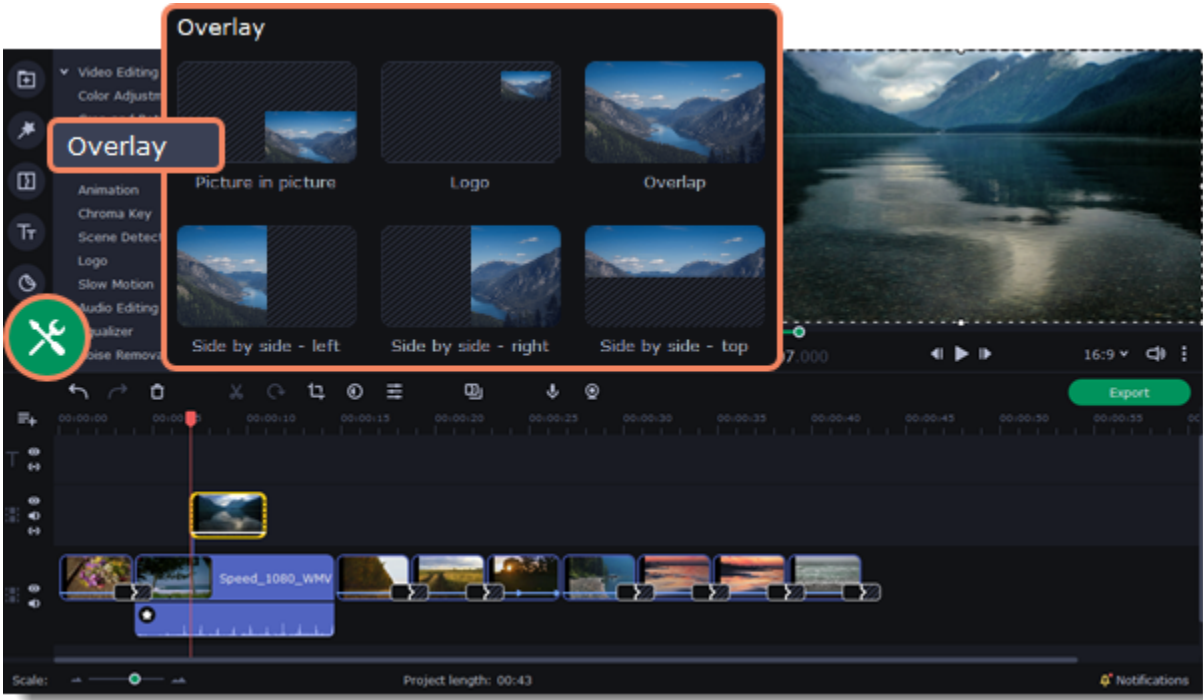
Overlays are video or image clips that are shown over the main video. You can use these to create a split screen or picture in picture effect, add a logo or watermark, create a Chroma Key effect, or insert a short clip without cutting the main video.

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

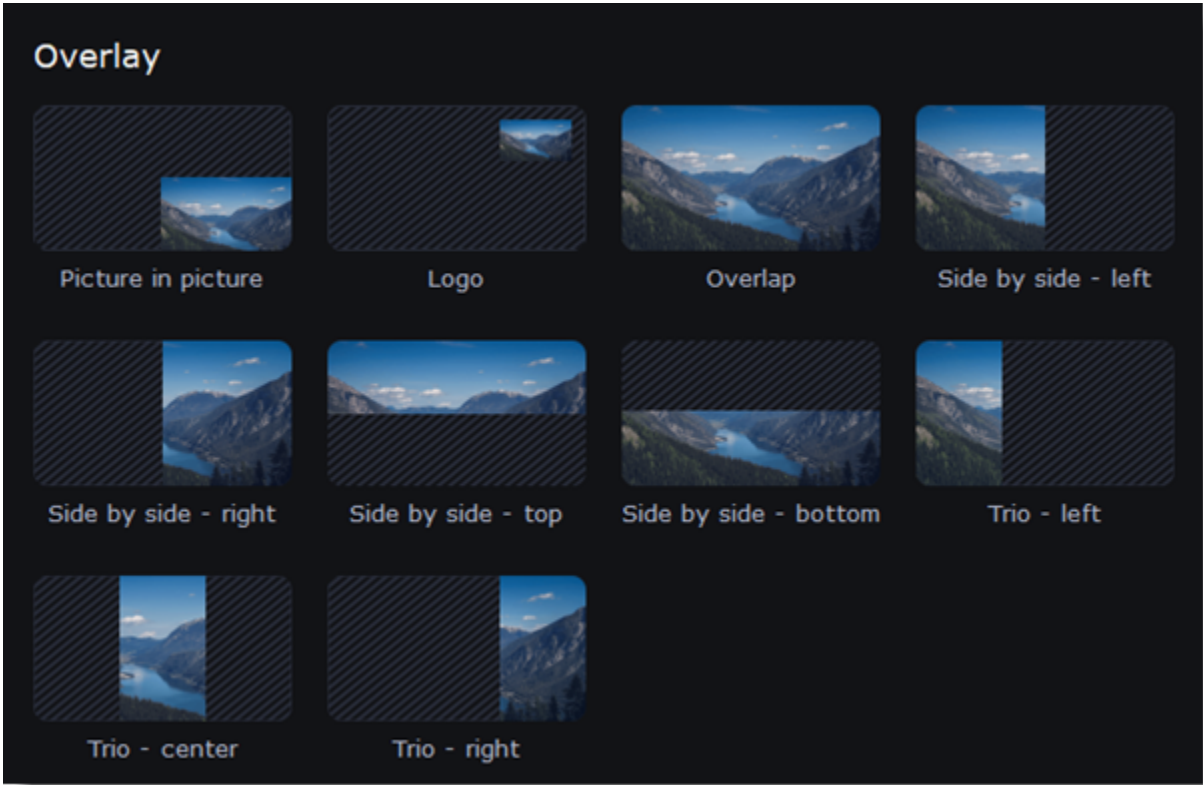


You can create multiple overlays at once.

3. Place the clip on the overlay track at the right time on the needed position. You will see a line connecting the clip on the overlay track to the clip on the video track. When you move, cut, or delete a clip on the video track, the overlay clip will be affected as well. When you move the clip on the overlay track, an editing panel will open. If you switch to a different tool, you can go back to this panel by clicking **More Tools — Video Editing — Overlay**.

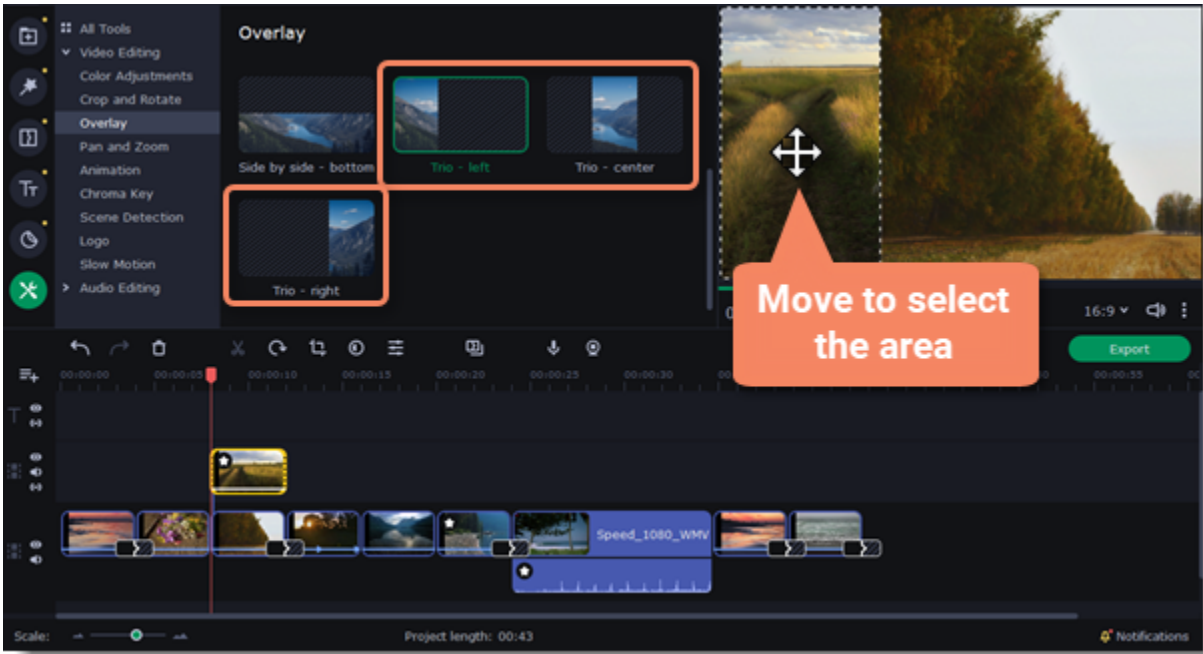


4. Select an overlay type.



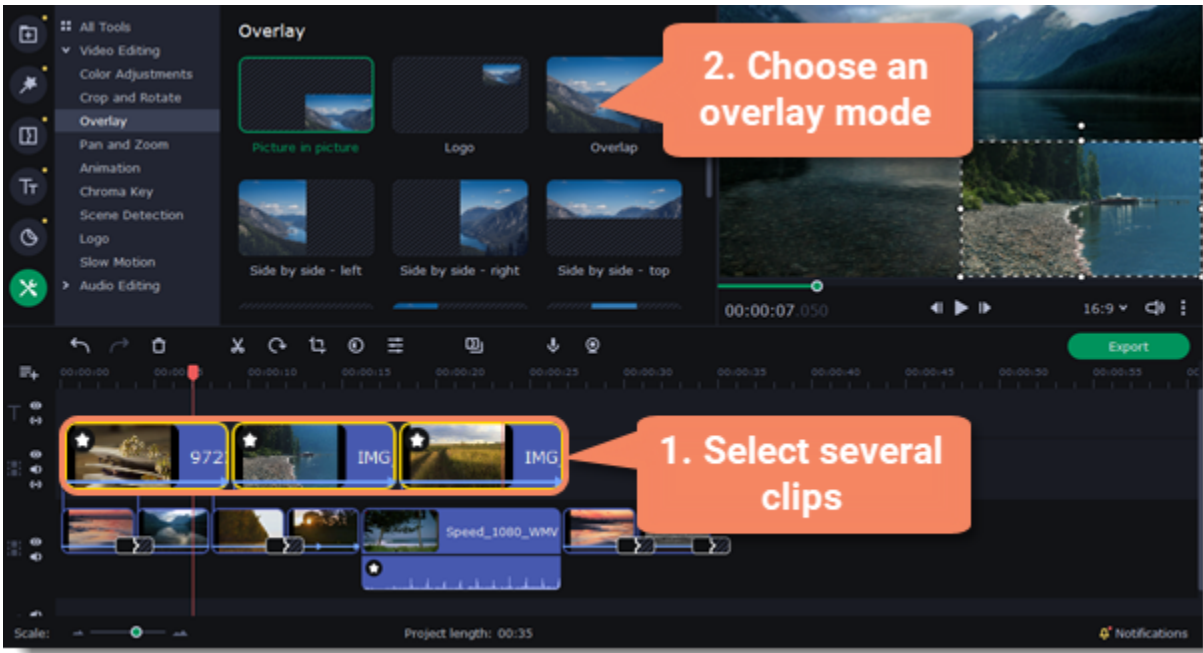
The **Overlap** mode helps add a short fragment with no need for cutting the main video. The overlay file is shown over the main track, while it's still being played. This mode works best for creating a chroma key effect.

In **Trio** mode, select the area of an image that you want to see by moving the picture inside the frame with the mouse cursor. To zoom in or zoom out on an area, hold the Shift key, and scroll the mouse wheel.



Applying to several clips

- You can apply one overlay mode to several clips at once.
1. Select several clips on the Overlay track.
 2. Choose the overlay mode. It will be applied to all the selected clips.



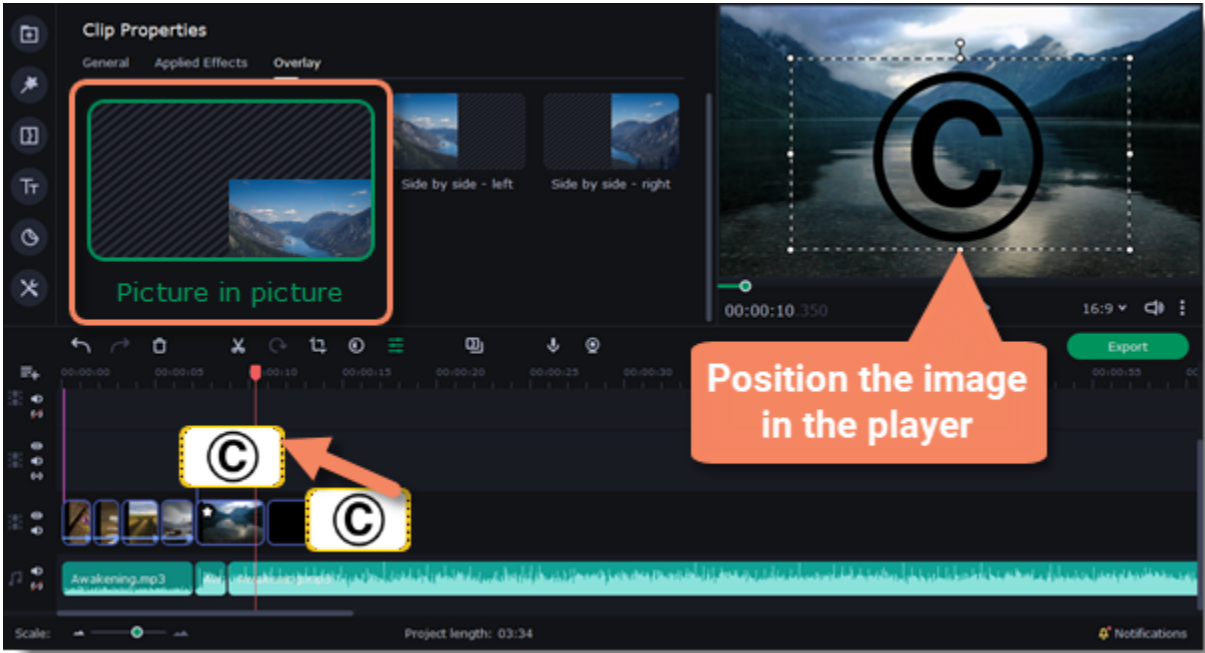
See also:
[Chroma key](#)

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 watermark or logo, or make a new one using text. We recommend using PNG images that have a transparent background. That way, a watermark will fit in the video more naturally.

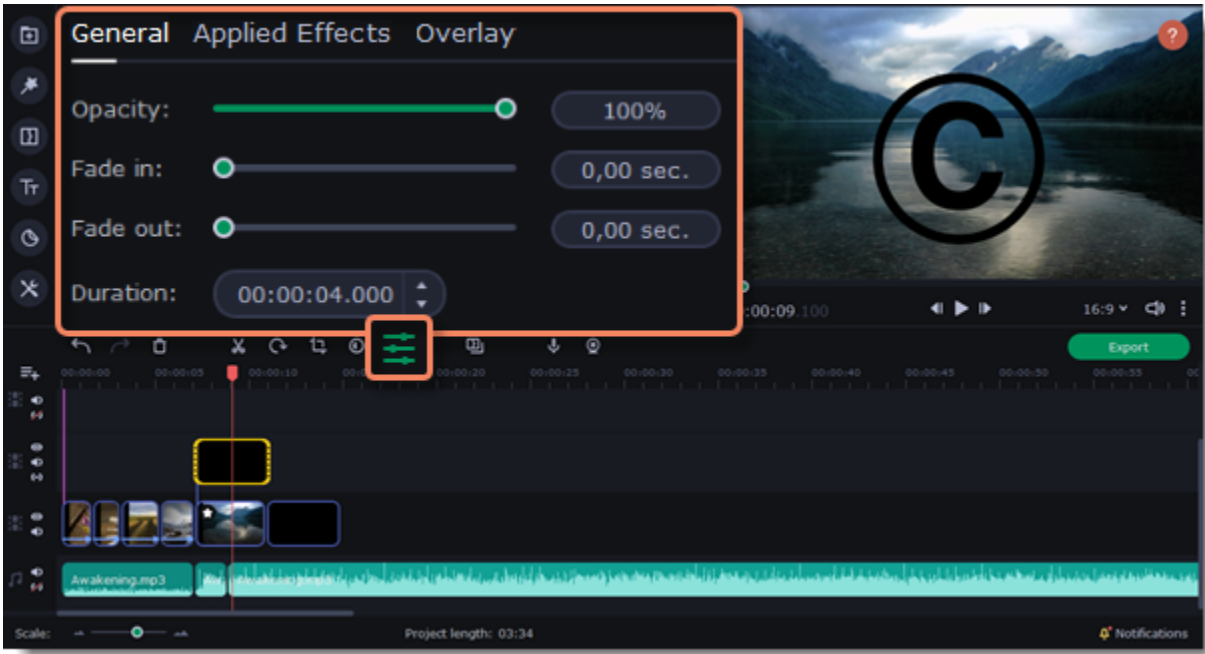
Image watermark

1. Click the **Import** icon on the left-hand sidebar. On the **File import** tab, click **Add Files** and add the image or video that you want to use as a watermark. For the best look, use images with transparent areas.
1. Drag the watermark clip up to the overlay track to make it appear on top of other videos.
2. Double-click the watermark clip. Change the overlay setting to **picture in picture** to edit the move and resize the watermark.



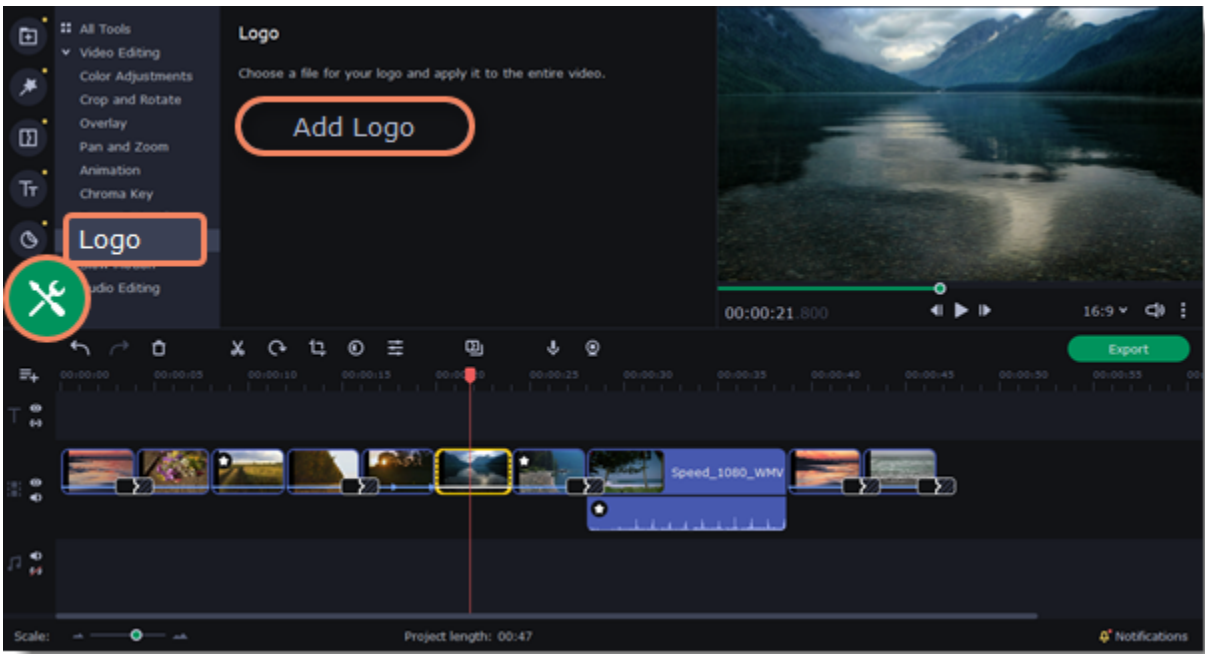
You can change the opacity or duration of the watermark:

1. Select the clip and open the **Clip Properties**.
2. Move the **Opacity** slider on the top of the list.
3. In the **Duration** box enter your project length to make the watermark show for the entire time of the video, or simply drag the edges of the overlay clip.



Quick logo

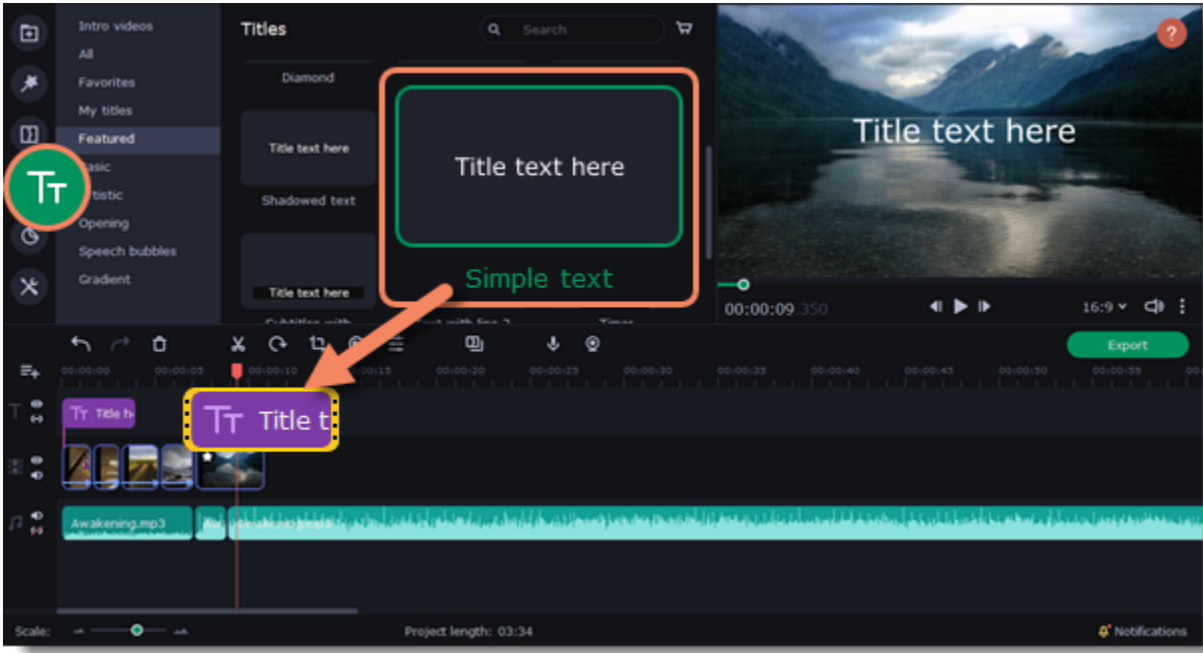
1. Click **More tools** on the left sidebar and open the **Logo** tab.



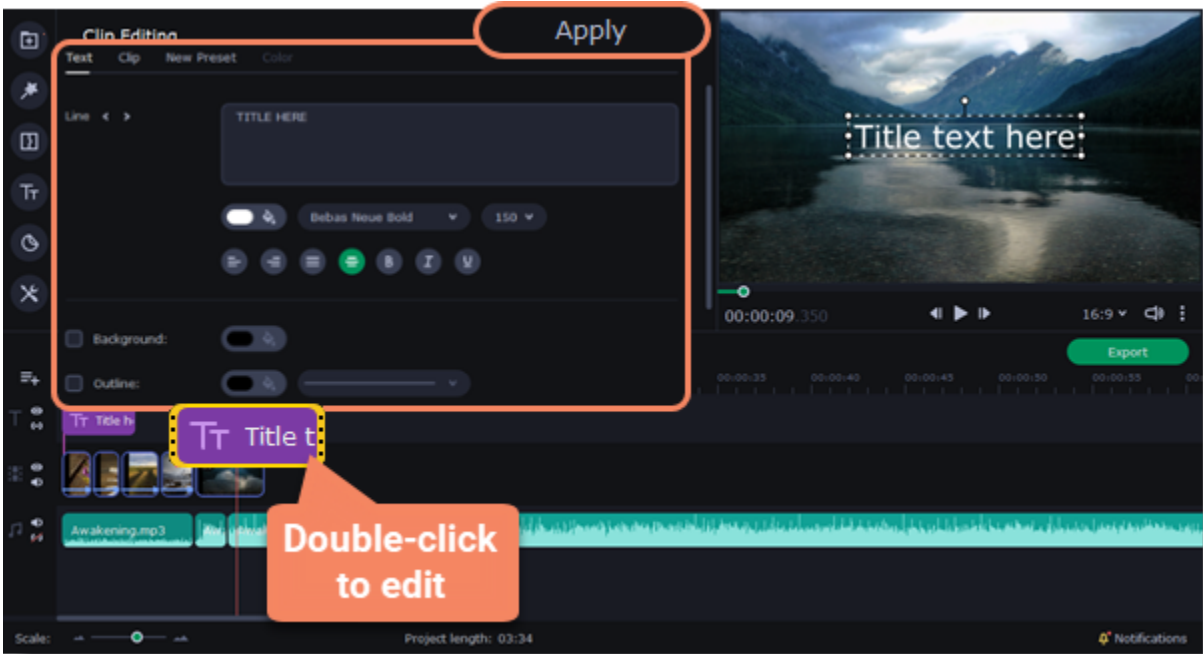
2. Click **Add Logo**.
3. Select an image that you would like to use as a logo or a watermark. It will be added over the entire video.

Text watermark

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



3. Double-click the titles and enter your watermark text. Pick a font and color. Click **Apply** when you're done.

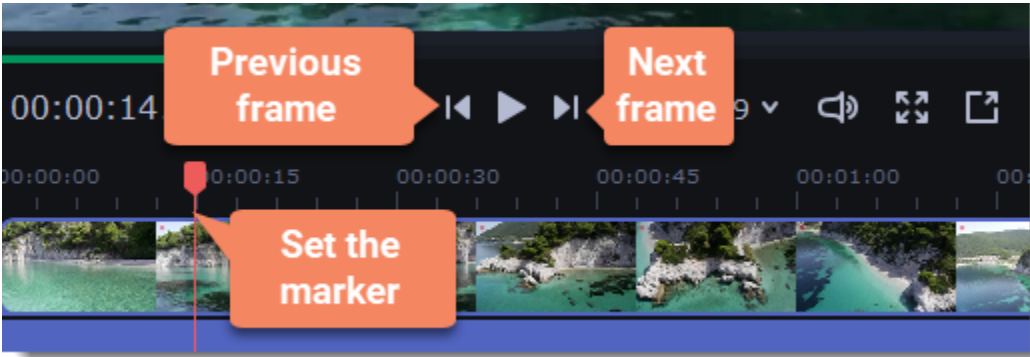


If your video is long, zoom out on the Timeline to make changing clip length easier.

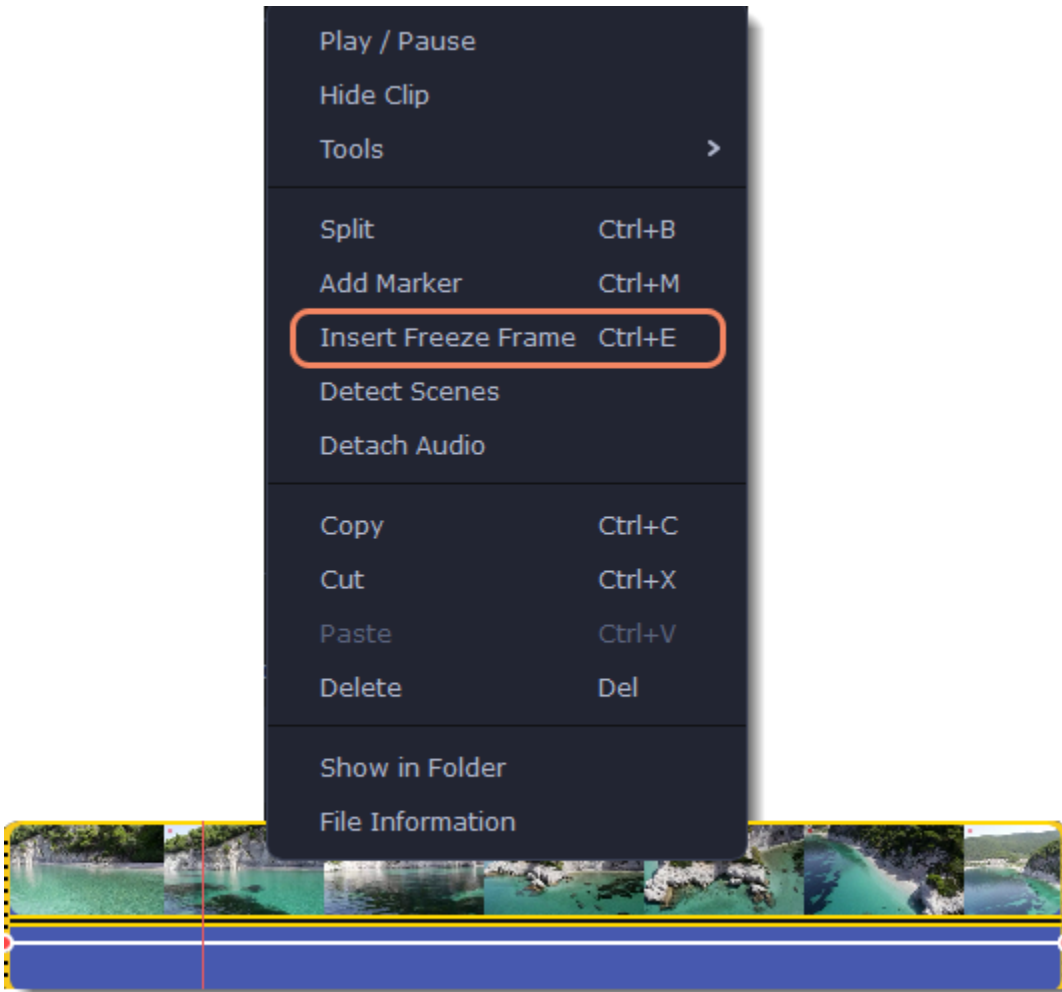
Creating a freeze frame

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

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



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



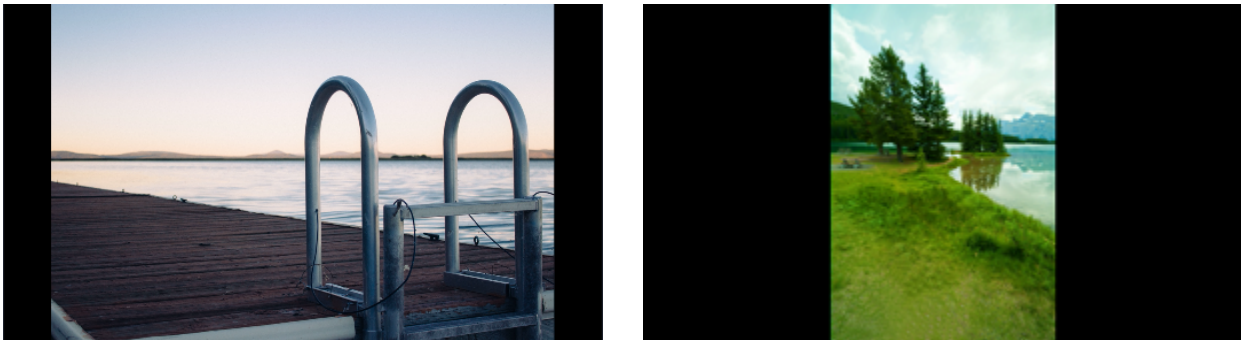
3. By default, a new freeze frame is four seconds long. To change the duration, drag the edges of the clip to make the clip shorter or longer.



See also:
[Image duration](#)

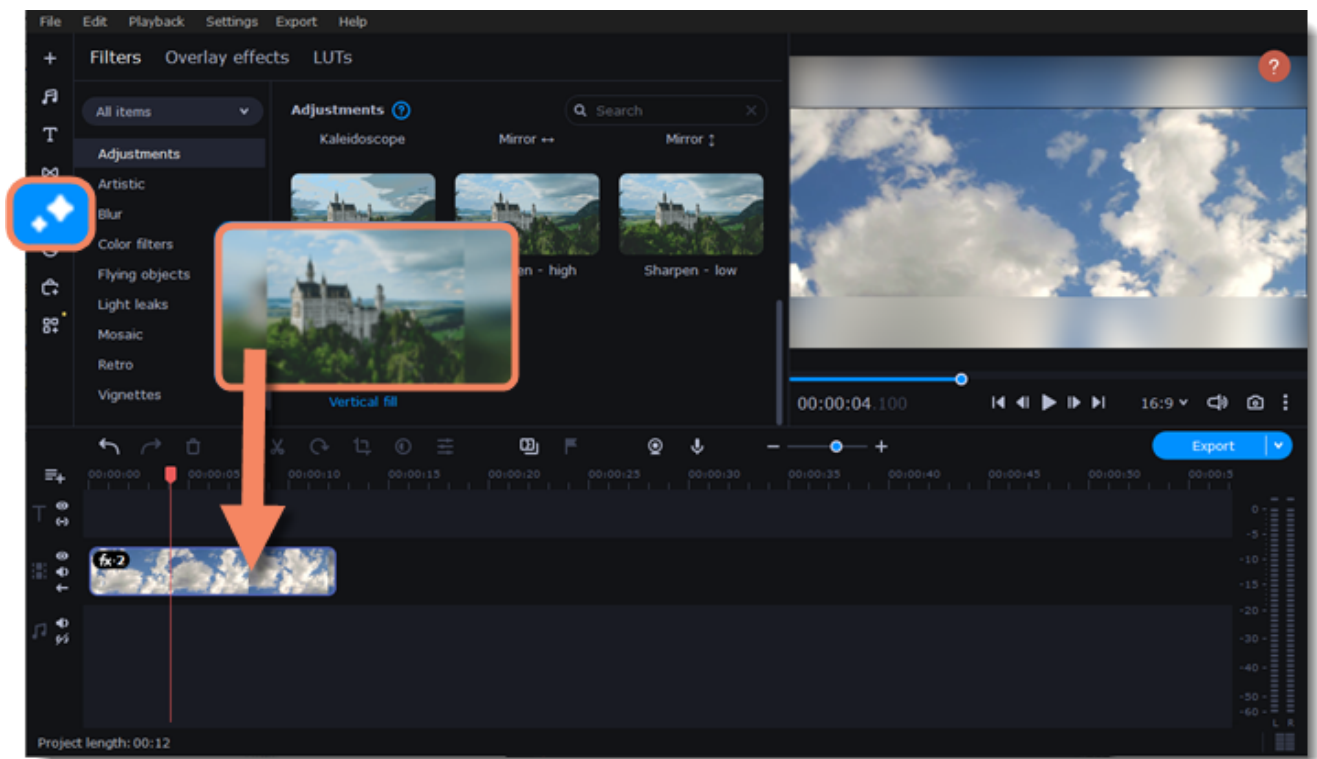
Removing black bars

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



Use a filter

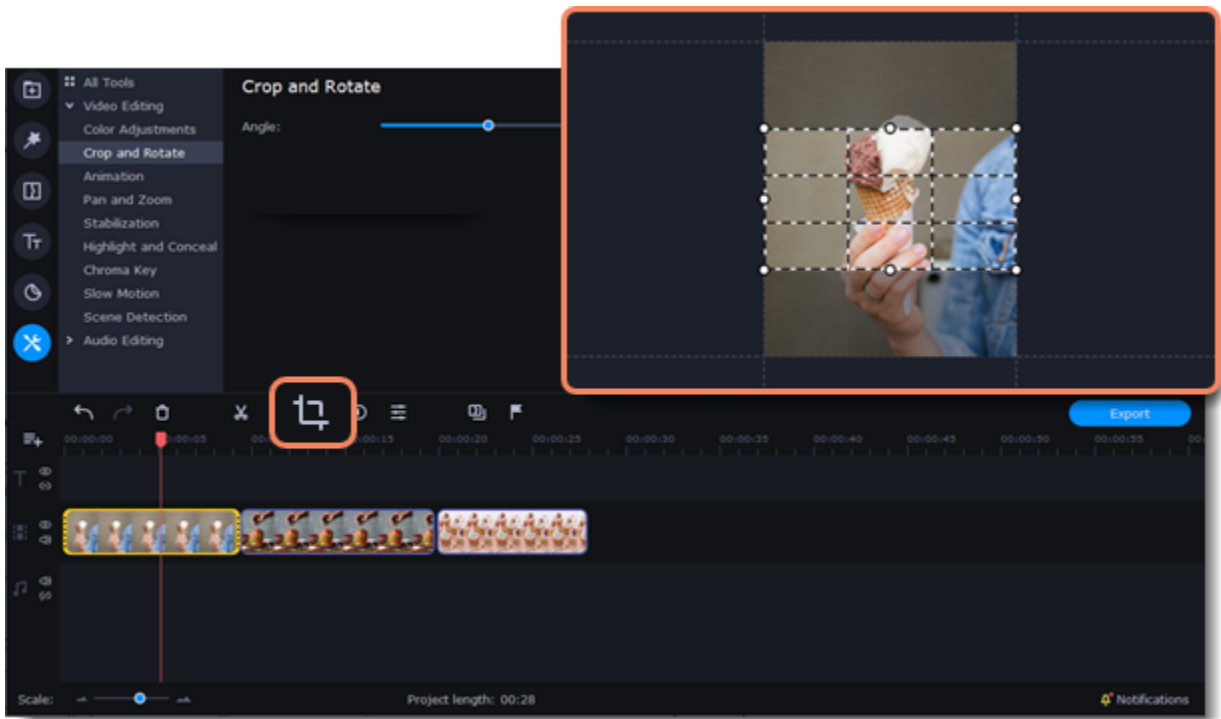
1. On the Timeline, select the clip with black bars.
2. Click the **Effects** icon on the left-hand sidebar.
3. Go to the **Filters** tab.
4. In the **Adjustments** category, select the **Vertical fill** filter and drag it onto the clip.



Crop the clips

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

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



Learn more:

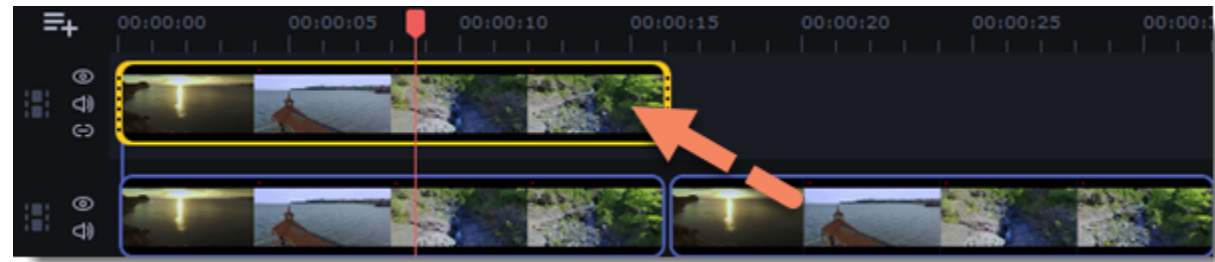
[Adding filters](#)

[Cropping](#)

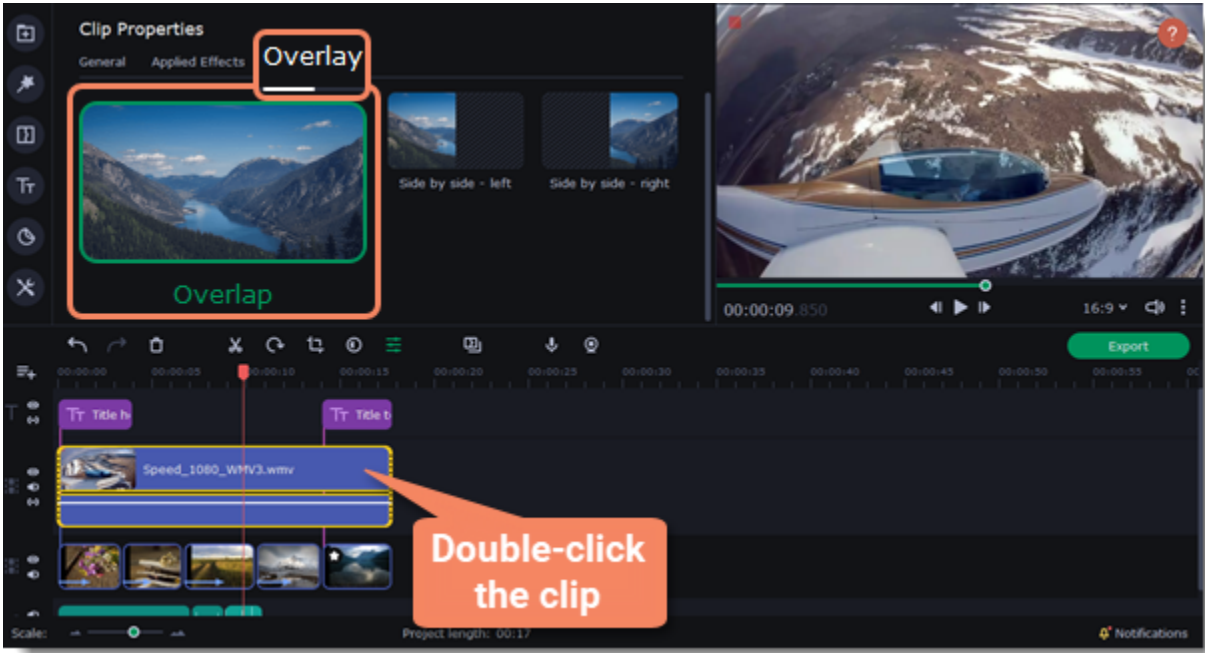
Fading effects

Make effects and filters fade in using the overlay track.

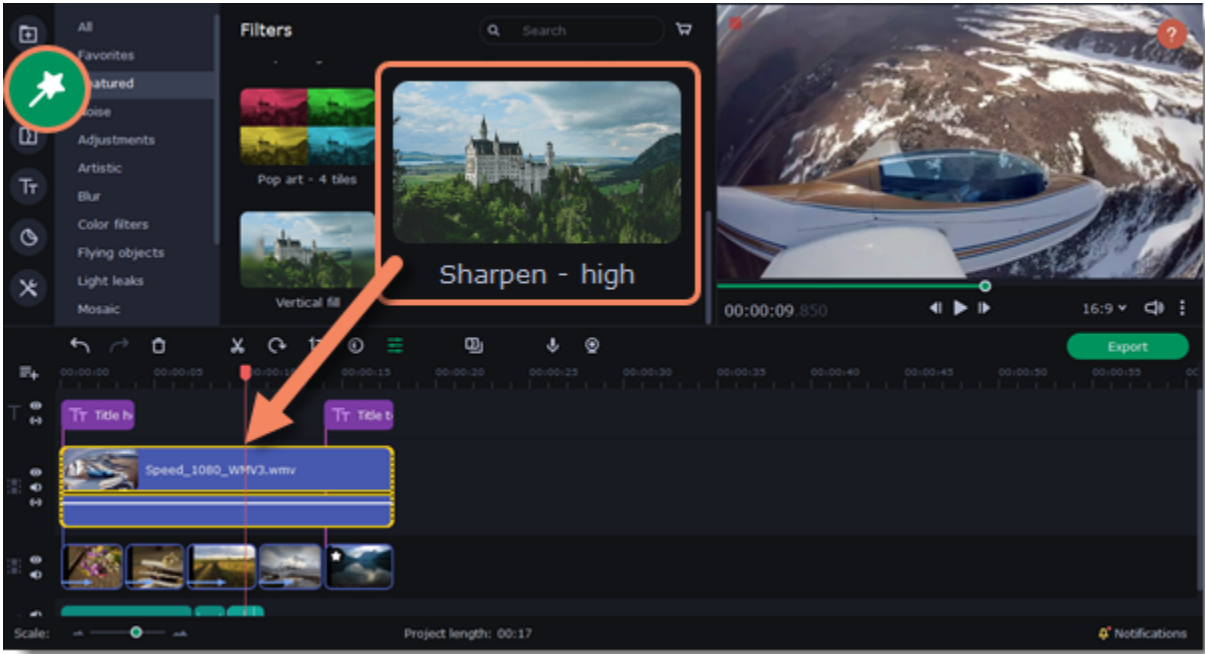
1. Copy the clip and paste it onto the Timeline.
2. Drag the copy of the clip on the track right above the original. Now you have two identical clips right on top of each other.



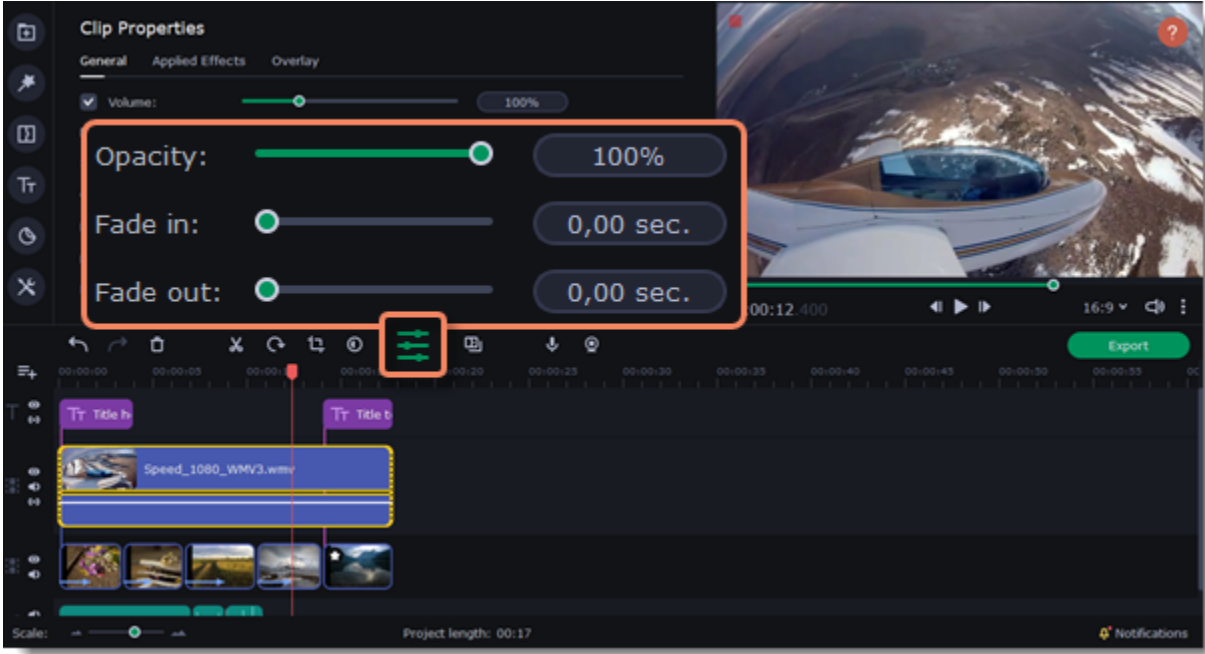
3. Double-click the clip on the overlay track and choose **Overlap** mode in the panel above the player.



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



5. With the overlay clip selected, click the **Clip Properties** button and select **General** settings. 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.



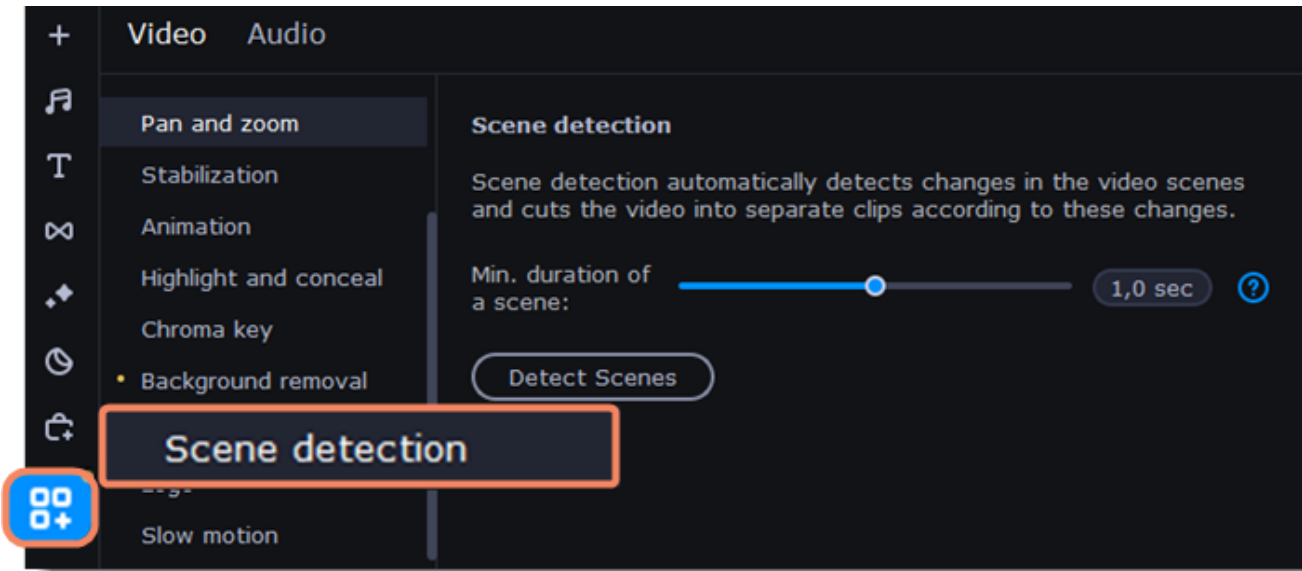
The clip with the effect will gradually appear and disappear, exposing the underlying original clip.

Learn more:
[Applying filters](#)

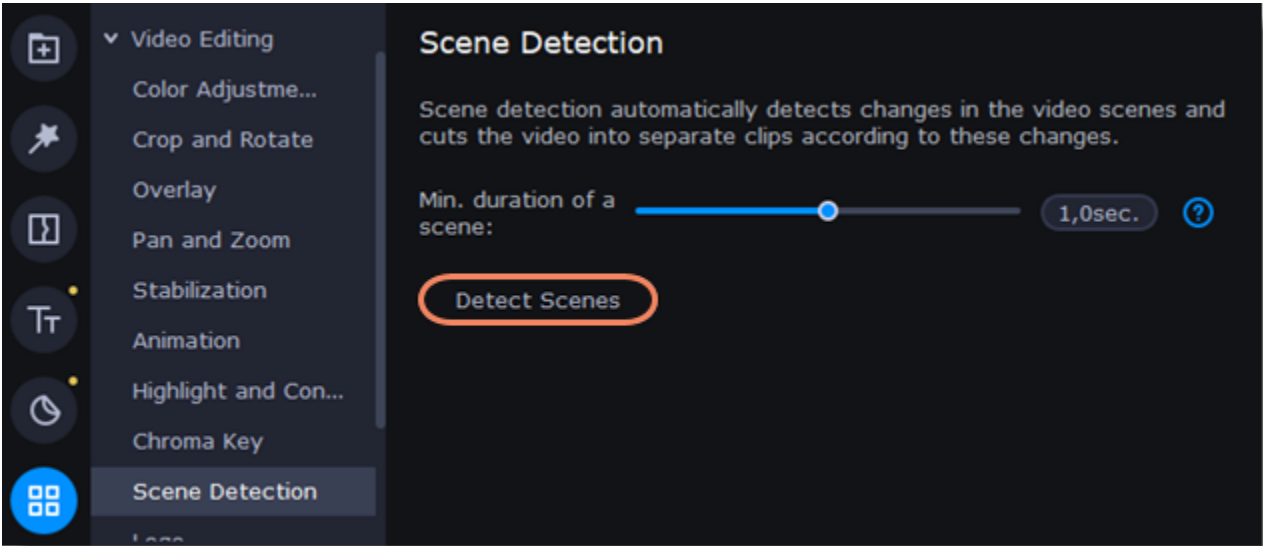
Scene detection

The scenes are the parts of the video that alternate just like shots. The scenes are detected by a noticeable change of a picture on a video. For example, a section of a video that shows a close-up shot of something is a scene. A section which then shows a full shot of something is another scene. A change of landscape in a wide shot is also detected as a change in scenes.

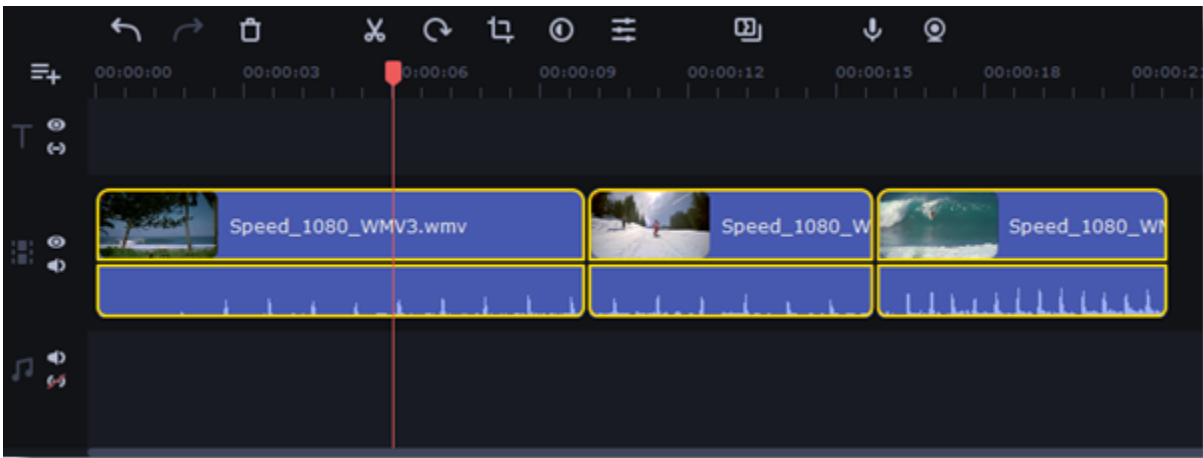
1. Select a clip on the Timeline.
2. On the **More tools** section, on the **Video** tab, click **Scene detection**.



3. Click **Detect Scenes**.

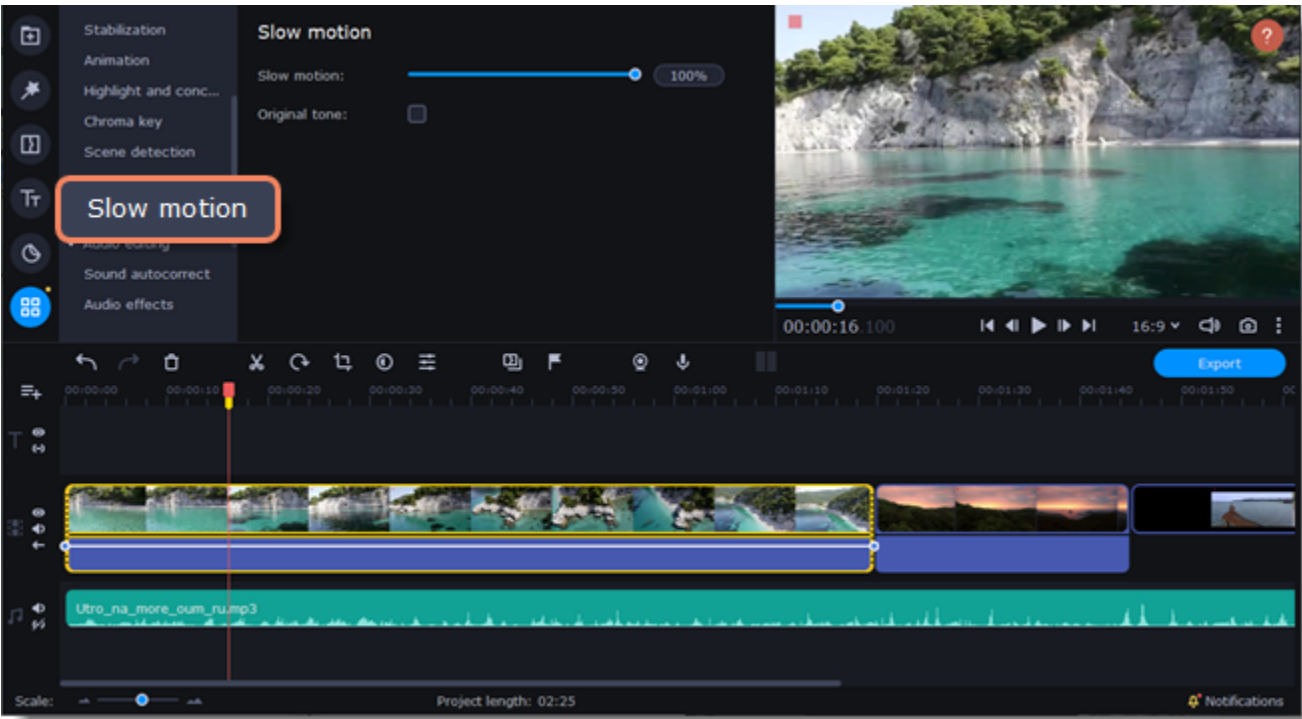


The video will be cut into scenes automatically. You can edit them separately or delete the ones you don't need.



Slow motion


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

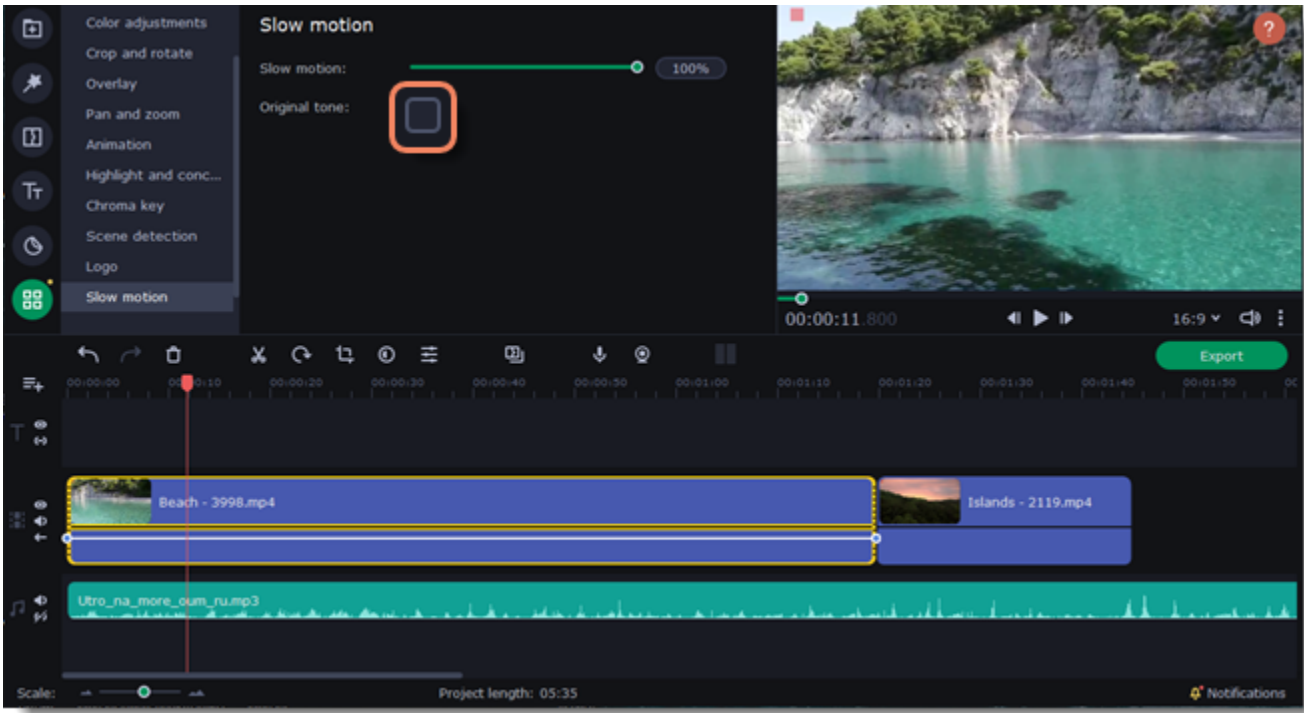


2. Select the clip you want to slow down.

3. Move the slider to adjust the slow motion.

If you' adding the slow motion effect to a video with an audio, the audio will have the slow motion effect as well. And the stronger the effect, the stronger the sound distortion. In this case you can mute the audio or delete it altogether.

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

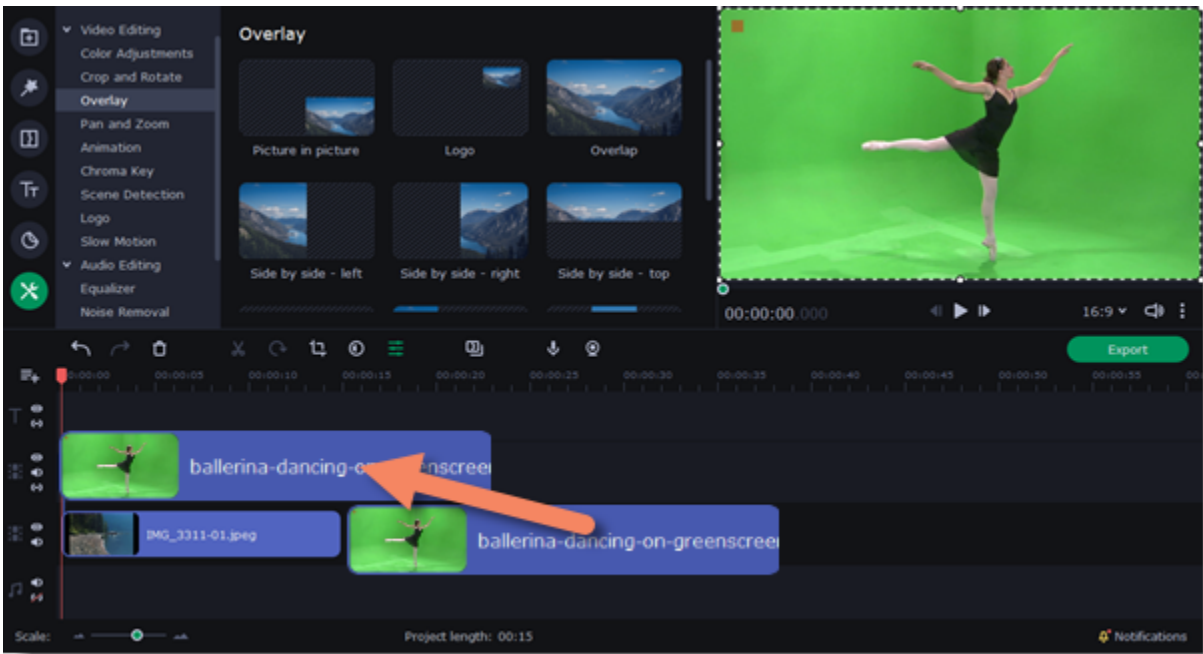


Chroma key

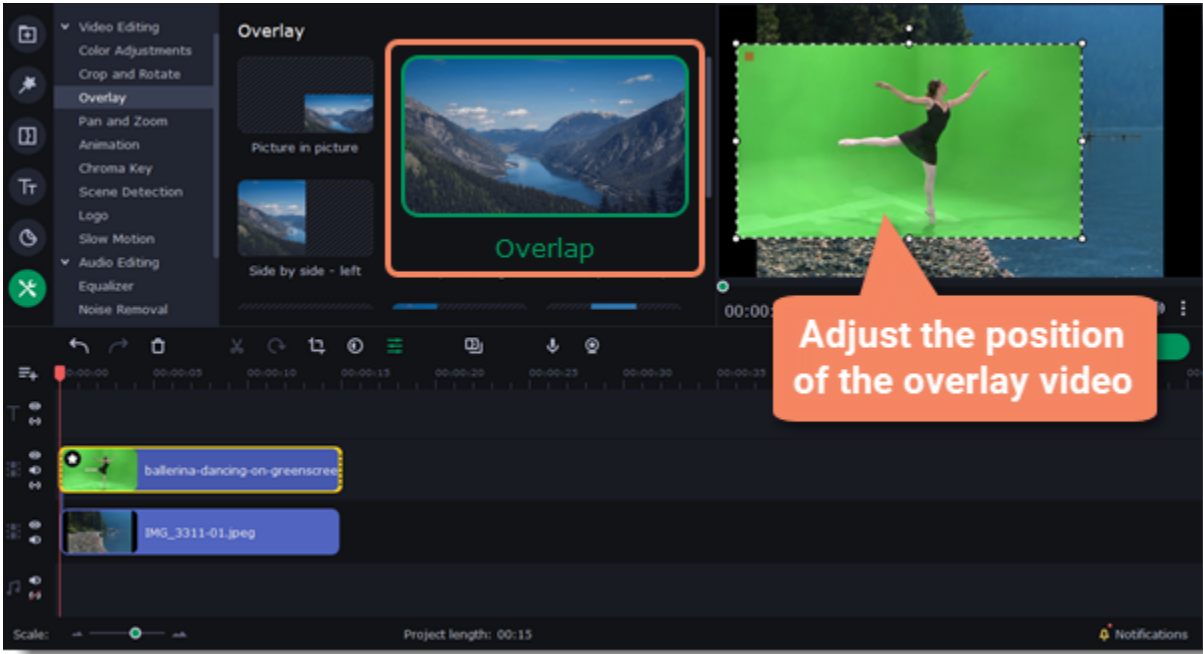
The Chroma key effect allows you to remove any color from the image or video, leaving the background transparent. To make the Chroma key work, you should use a bright green or blue background. Do not use videos with white, gray, or black backgrounds.

Add Chroma Key

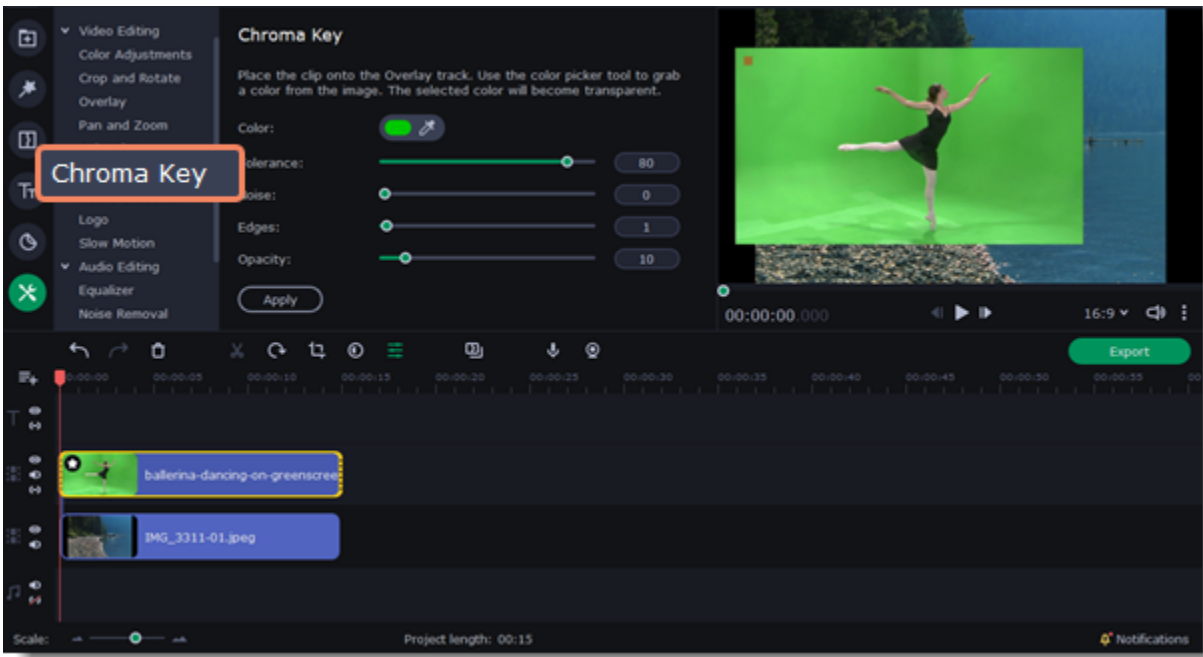
1. Add video or image clips that you want to use as the foreground and the background.
2. Select the foreground video and move it up, onto the **Overlay track**.



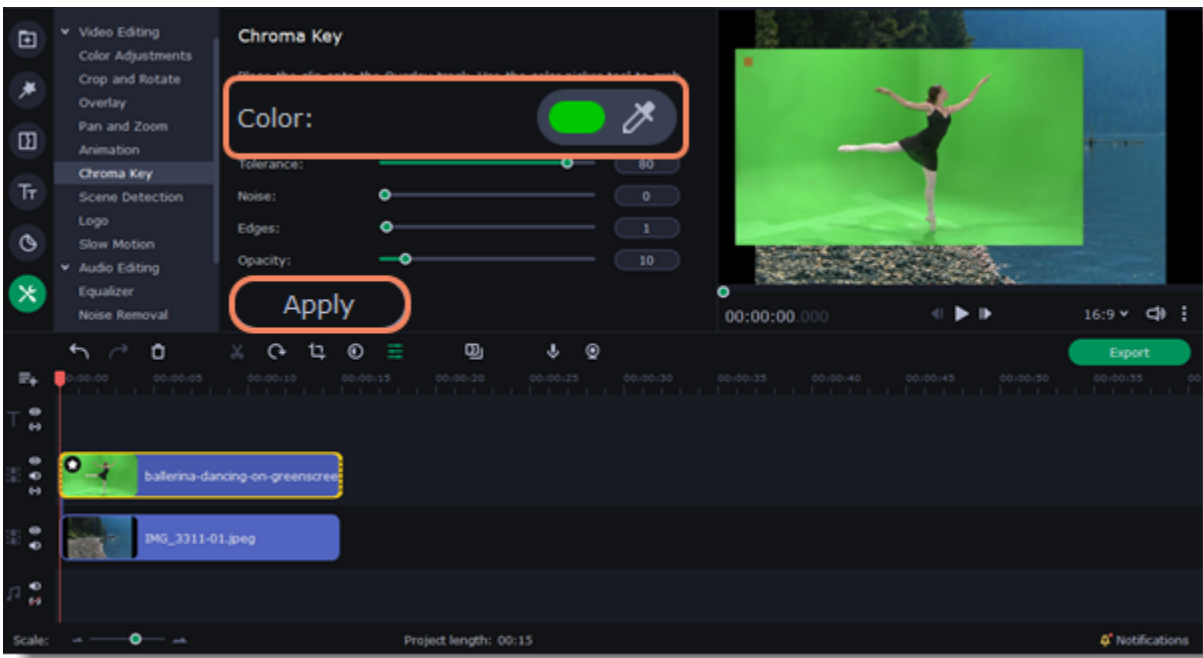
3. In the **Overlay** properties select the **Overlap** mode, to make the foreground video completely cover the background video.
4. In the player, adjust the position of the overlay video.



5. Select the video on the overlay track, click the **More Tools** button on the left sidebar, and in the **Video Editing** list find **Chroma Key**.



6. 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 become transparent.



For a better result adjust the settings:
Tolerance — Set how many similar shades of the selected color should also be removed.
Noise — Choose how sharp the object's edges should be.
Edges — Choose how thick the object's edges should be.
Opacity — Set the transparency of the background.

7. The changes will be applied automatically.

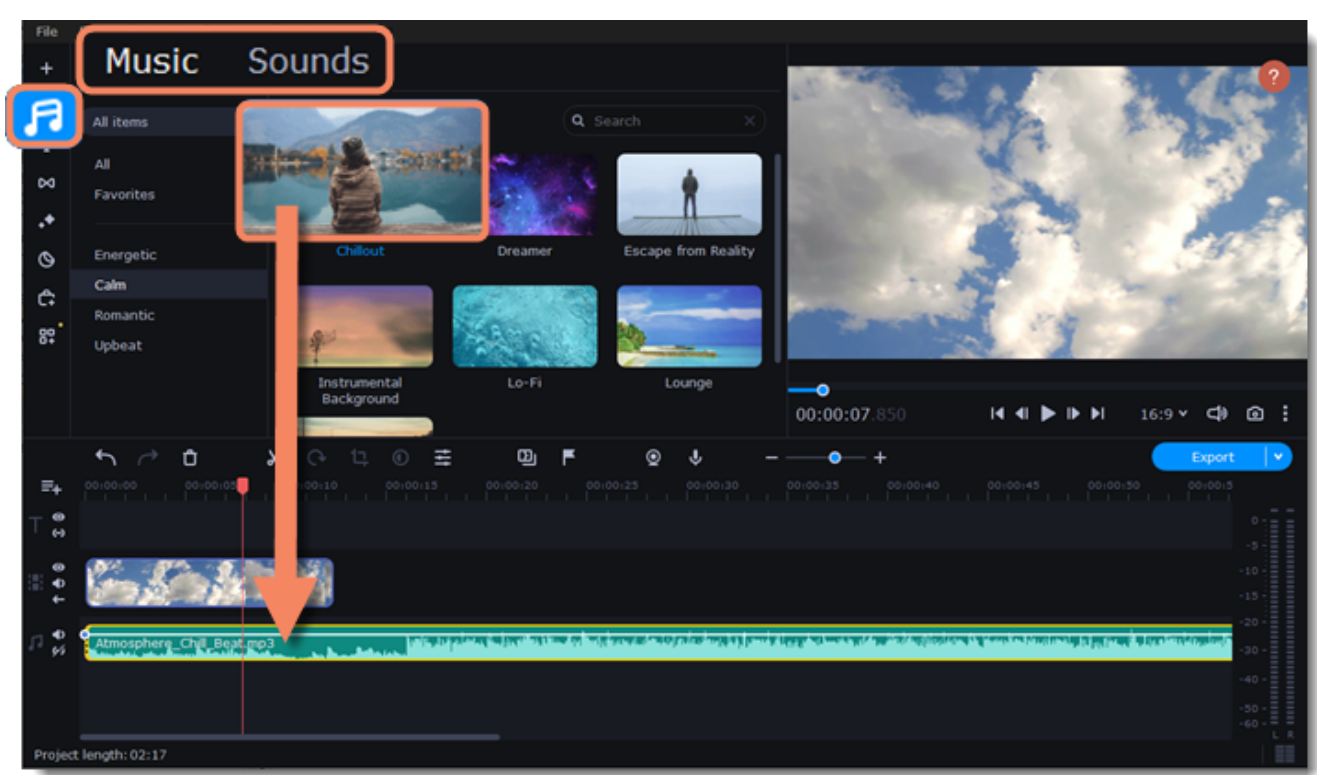
Editing audio

Add audio

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

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

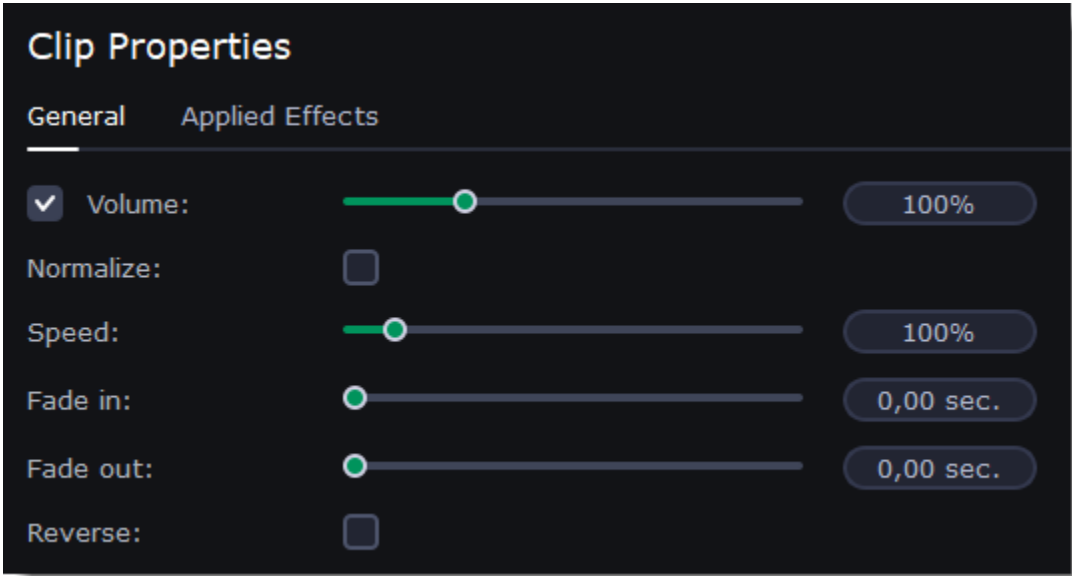
1. Click the **Audio** icon on the left-hand sidebar.
2. Go to the **Sounds** or **Music** tab, select the category, and choose from our royalty-free music collection.
3. Drag the tracks you liked on the Timeline.



Edit an audio

To edit the audio file, double-click the audio track, the settings panel will appear.

- Use the sliders to change the **volume** or the **speed** of the audio.
- Select the **Normalize** checkbox to make quite parts louder and level out the volume.
- Select the **Reverse** checkbox to play the audio backwards.
- Move the **Fade in** and **Fade out** sliders to set the time for the audio to go from complete silence to full volume and vice versa.



Learn more:

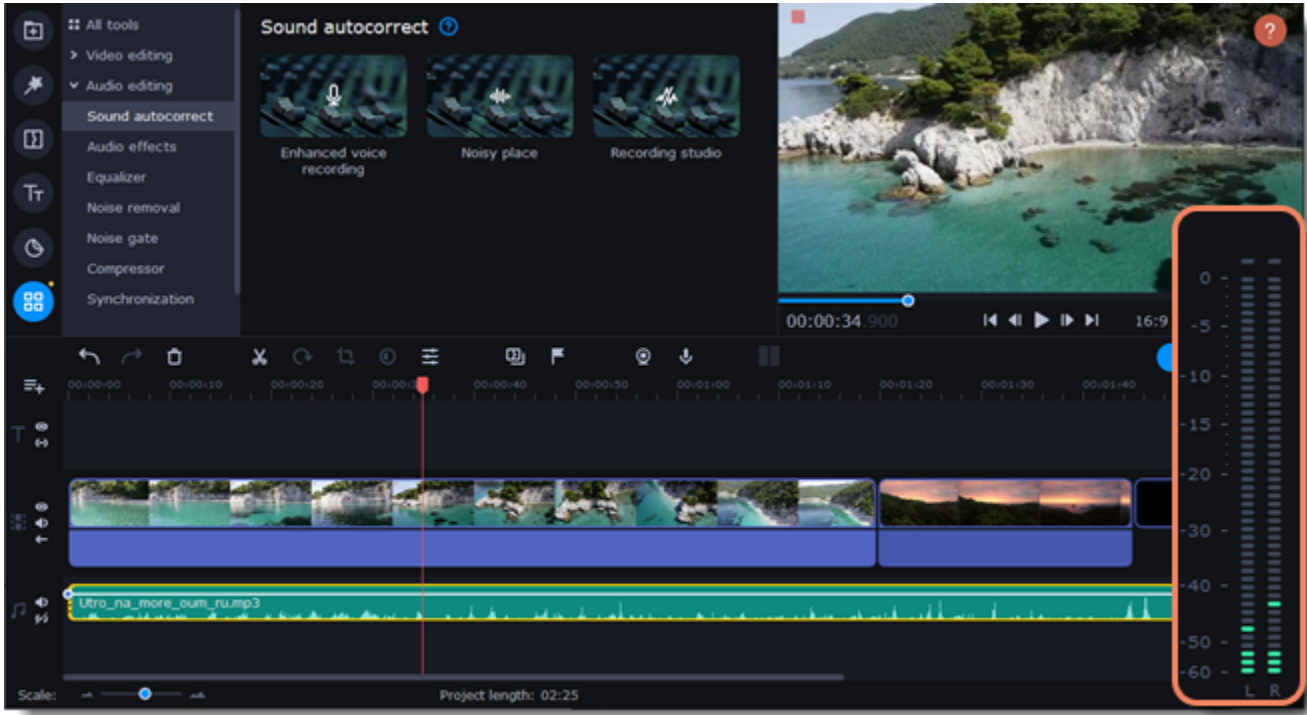
- [Cutting audio](#)
- [Audio volume](#)
- [Looping audio](#)
- [Equalizer](#)
- [Audio effects](#)
- [Recording audio](#)
- [Extracting audio from videos](#)
- [Fading audio](#)
- [Noise removal](#)
- [Beat detection](#)


Audio tracks

Audio clips can be placed on two tracks: video track and audio tracks. Audio clips that are placed on the video track and painted blue are the audio of a video file. Video file and its audio make up a single clip, which means that the audio is linked to the video and will be moved, cut and deleted together with the video. Audio clips that are placed on the audio track and painted green are independent clips. The audio track works well for a background music. By default, all new audio is added onto the audio track.

The volume scale

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

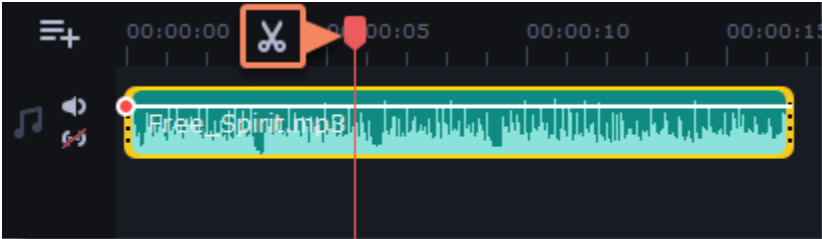


To hide the scale, click its icon .

Cutting audio

Splitting audio

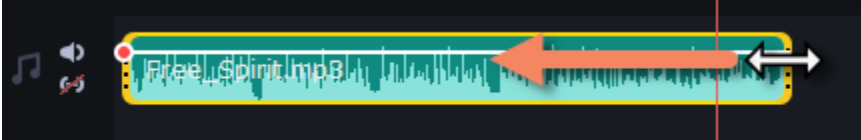
1. Select the clip that you want to split.
 2. Move the position marker to the point where you want to split the clip.
 3. Click the **Split** button on the toolbar (scissors icon).
- The audio clip will now be split into two parts.



Trimming audio

To trim an audio clip from the beginning or from the end:

1. 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.



If you've already cut the audio, but want to restore its parts, drag the edges of the clip to the opposite sides from the center of a clip.

Cutting out parts

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:

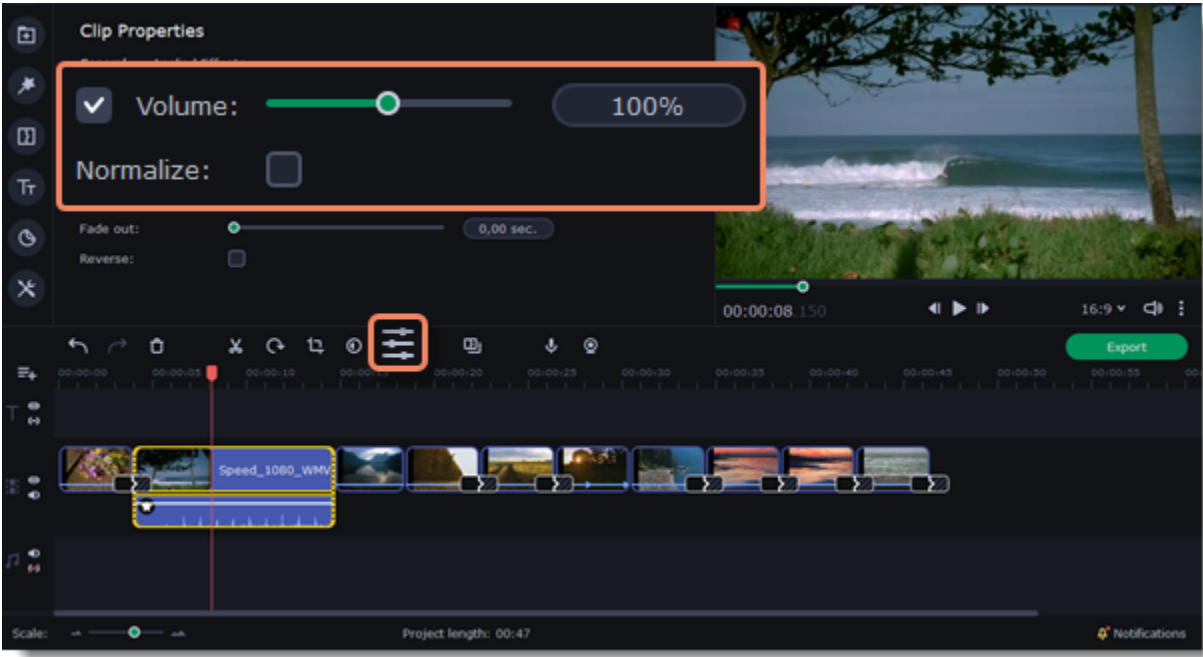
- Open the **Playback** menu and use the **Skip Forward by 0.5 Seconds** or **Skip Backward by 0.5 Seconds** commands to jump half a second forward or back.
- Use the keyboard shortcuts to move the position marker half a second back and half a second forward, respectively: Shift+Ctrl+# and Shift+Ctrl+#.
- Zoom in on the Timeline and use the position slider.
- Use the **Previous Frame** and **Next Frame** buttons for precise frame-by-frame navigation. You can also use the Ctrl+# and Ctrl+# keyboard shortcuts.



Audio volume


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

1. On the Timeline, select the clip that you want to edit.
2. Click the **Audio Properties** button to open the tools for the selected clip.
3. Drag the **Volume** slider to set the necessary level, where 100% is the original volume.
 - To mute the clip, uncheck the option on the right of the Volume slider.
 - 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 Slideshow Maker, and will not affect the output file.

Volume curves

Volume curves allow to 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 a point at its beginning. The white line on the image below is the volume curve before you add any points.



Setting the volume level

1. Drag the white line up or down to the necessary level. The top of the clip is 100% volume and the middle of the clip is 50%.
2. Points on the audio curve represent the volume peaks and lows. To add a point, right-click on the audio curve and choose **Add Volume Point** from the pop-up menu. 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.



Setting the volume for a segment of a clip

To set the volume level for a part of the clip, you'll need at least two points.

1. Create a point at the beginning and at the end of the fragment.
2. Move the white line between the points to change the volume of the segment.



Creating a volume transition between the segments

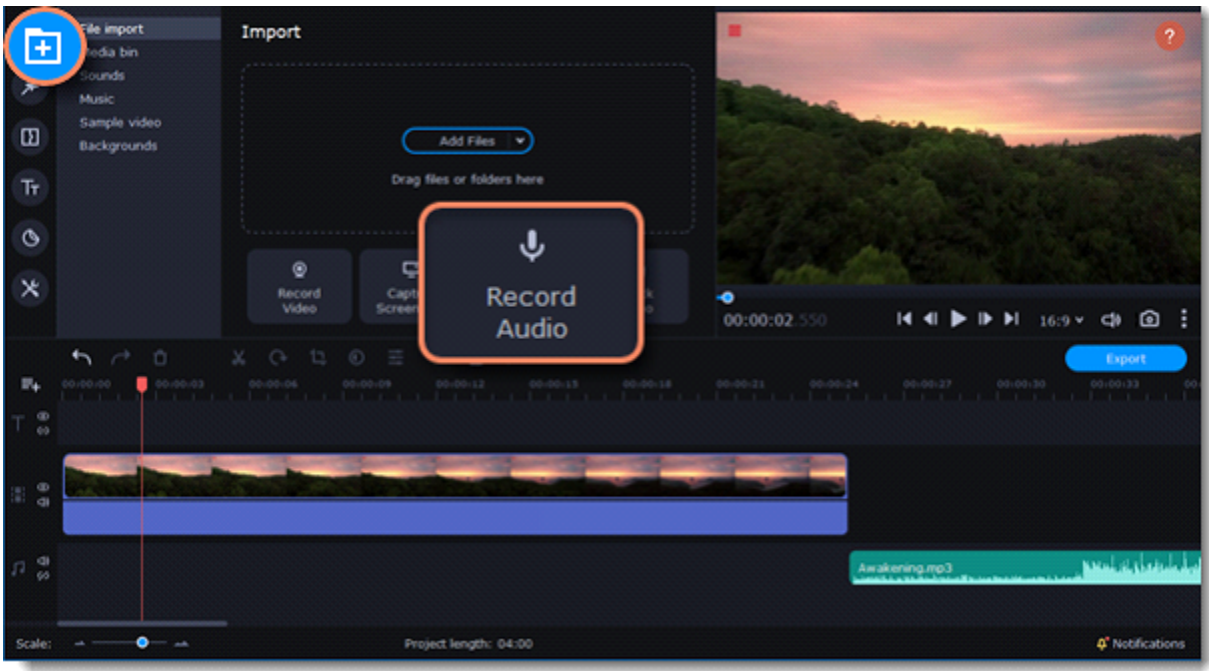
When you move the points on the curve, the parts that surround a point also move. To manage the volume more precisely, create more volume points. Then, only the parts that are the closest to these points will be changed and the rest of the curve will remain still.



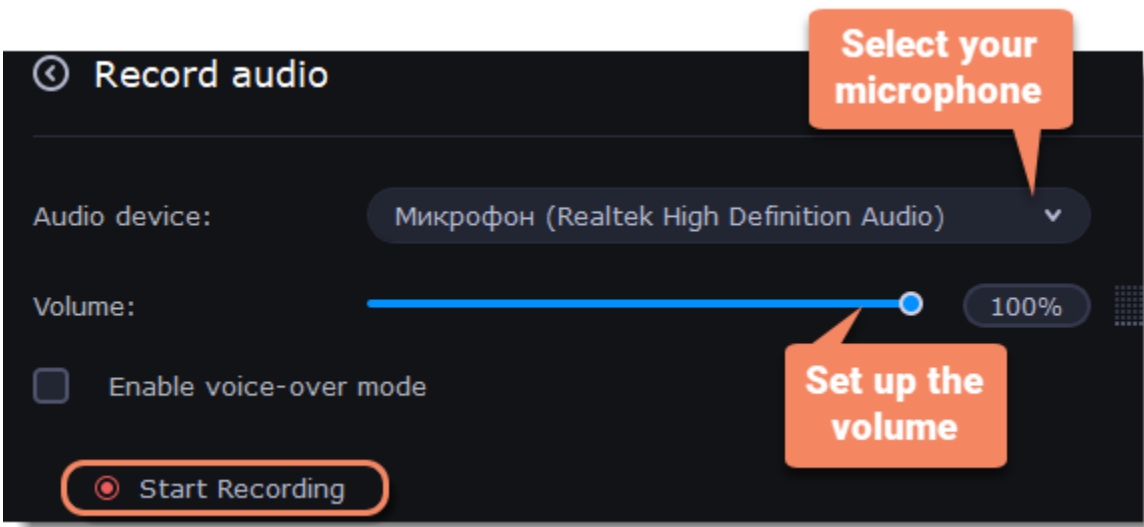
Recording audio

How to record audio

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

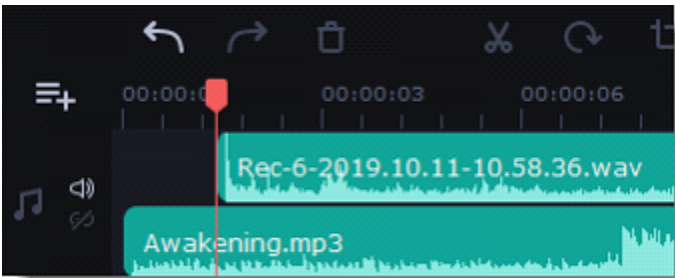


4. Select your recording device from the dropdown menu and set the volume.
5. Click **Start Recording**.
6. When you're finished, click **Stop Recording**. The recording will appear on the Timeline.



Set start time for audio clips

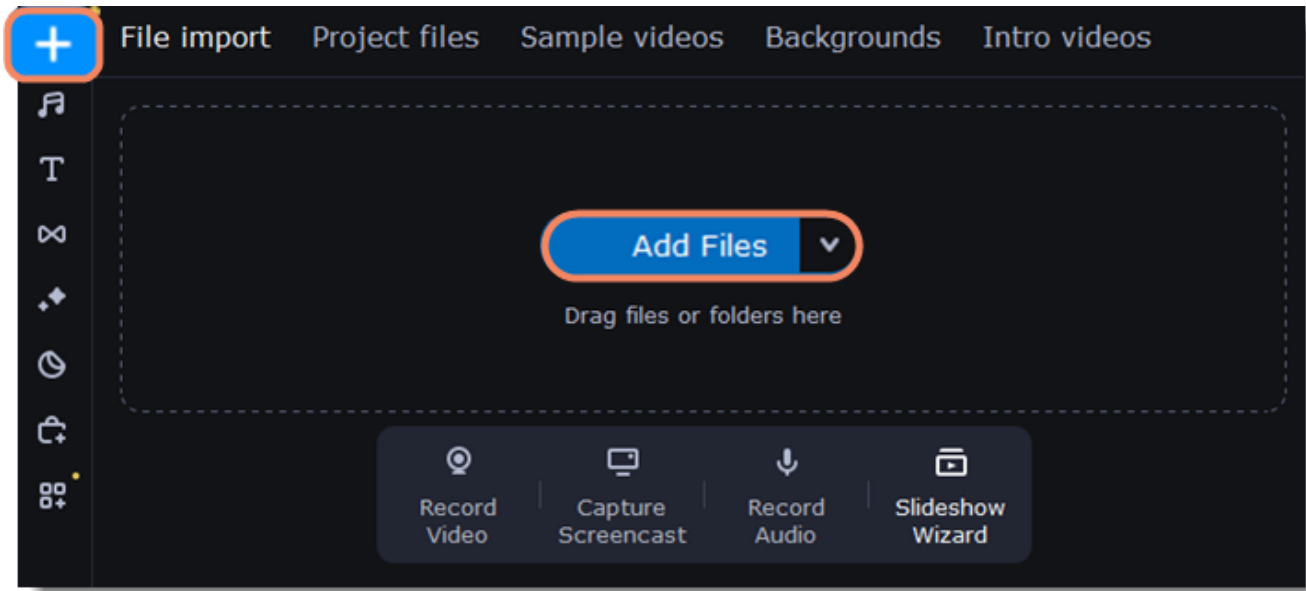
After you've added the audio files, they will appear on the audio track of the Timeline as green clips. To change when the audio clip starts playing, move the position marker along the Timeline, using the ruler at the top for time reference.



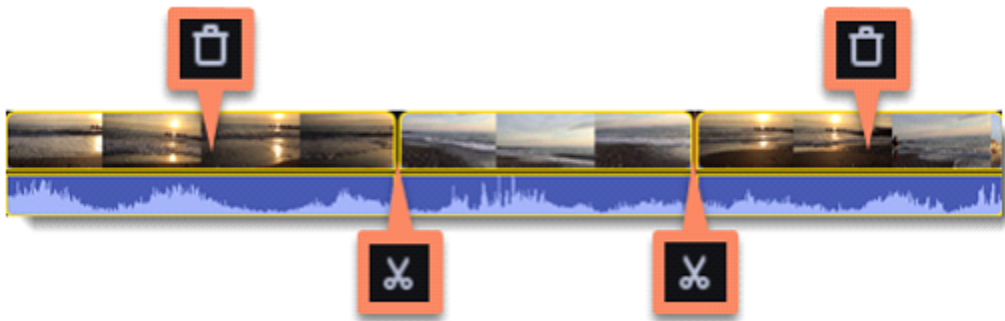
Extracting audio from videos

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

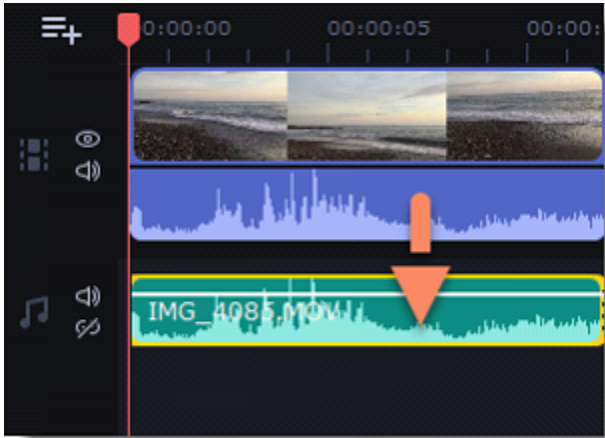
On the **File Import** tab, click **Add Files** and choose a video or drag and drop it to the panel. The file will be added to the video track on the Timeline.



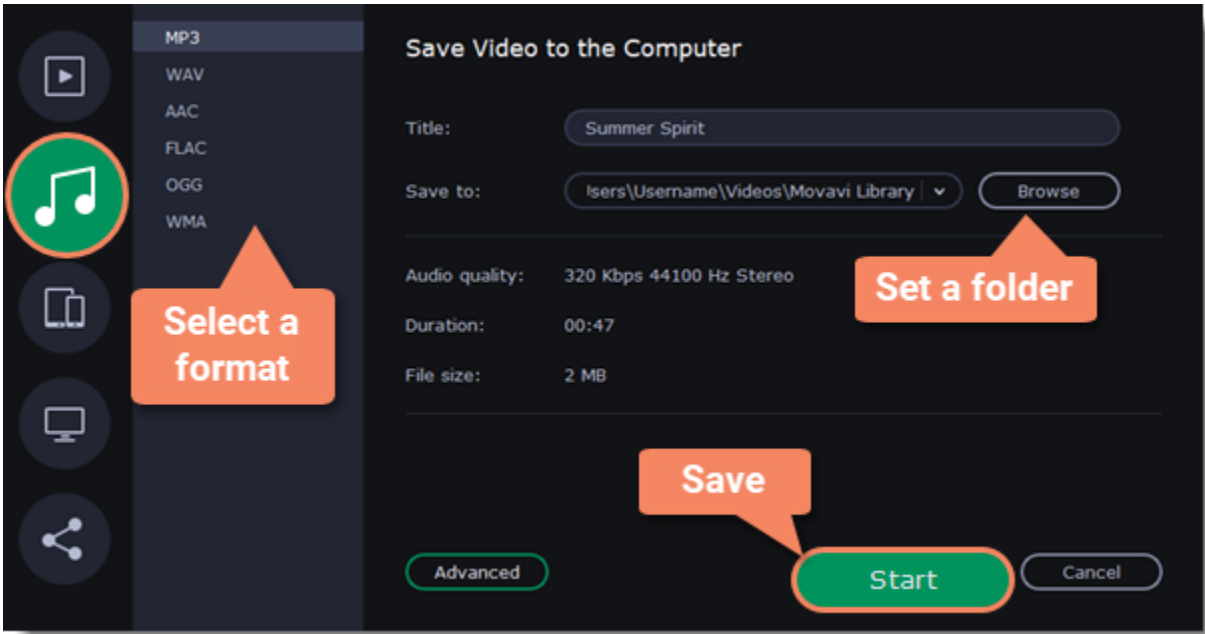
- To trim the parts of the video that you don't need:
1. Move the position marker to the beginning of the fragment you want to keep and click the **Scissors** button on the toolbar. This way you will cut off the beginning of the video.
 2. Now, move the position marker to the end of the fragment you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



4. 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, delete it.



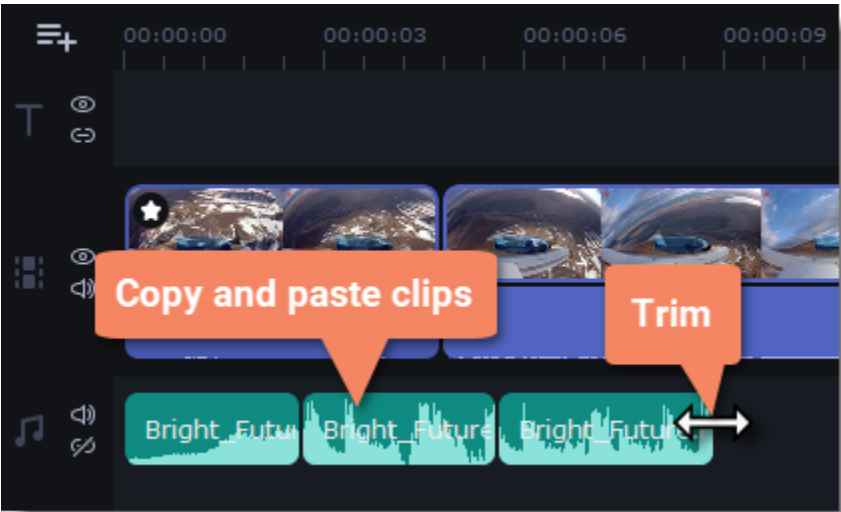
5. Now you can save the project as an audio file:
 1. Click the **Export** button at the top of the program.
 2. In the **Export** window, switch to the **Save Audio File** tab.
 3. Select an audio format.
 4. In the **Save to** field you will see where on the disk the file will be saved by default.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



Looping audio

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

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

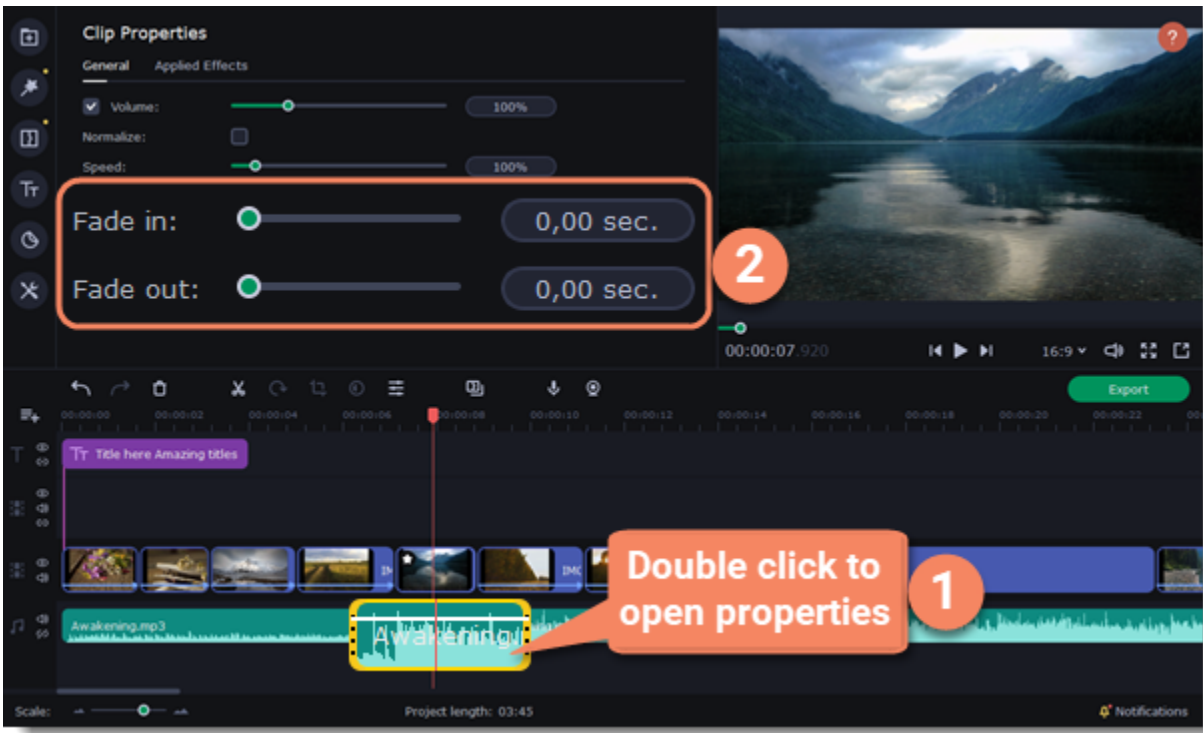


Fading audio

In the editing tools, you can add smooth fades to the beginning or the end of a clip and create a crossfade effect between audio tracks. The **Fade in** setting controls how long in seconds it will take to go from silence to full volume at the beginning of the clip. The **Fade out** setting controls how long in seconds it will take to go from full volume to silence at the end of the clip.

Set up the fading effect

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

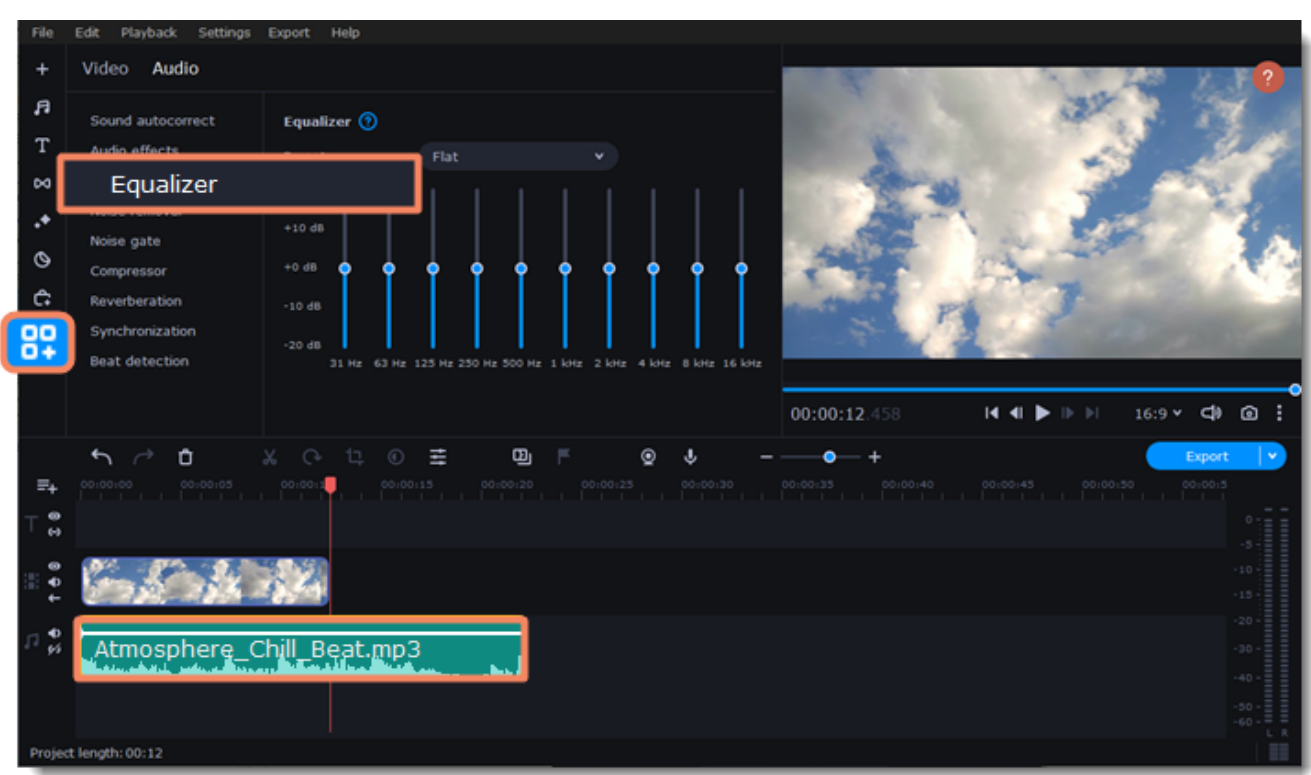


Equalizer

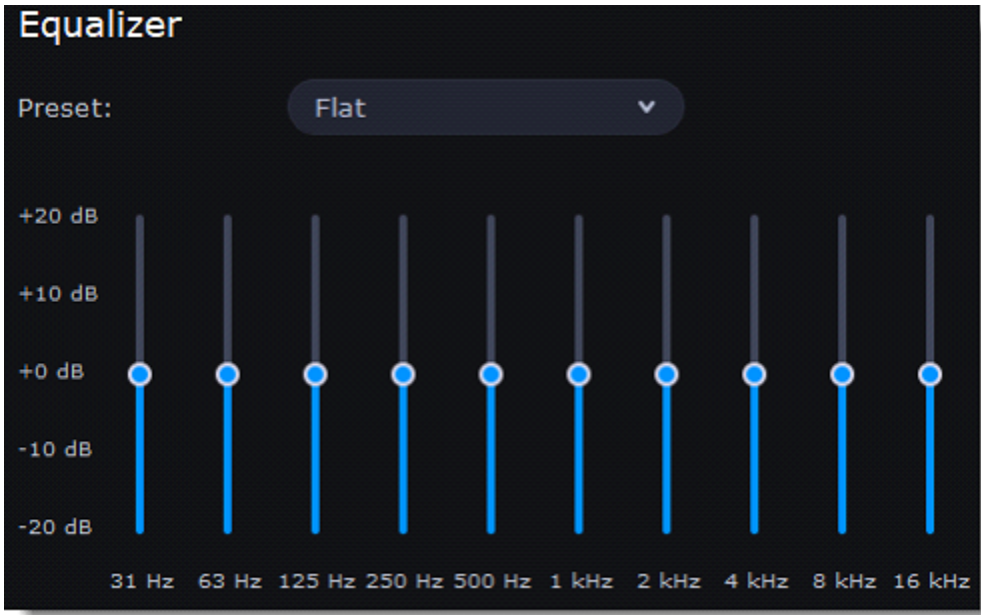
Using the equalizer, you can boost or reduce the levels of specific frequencies.

Set the equalizer

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



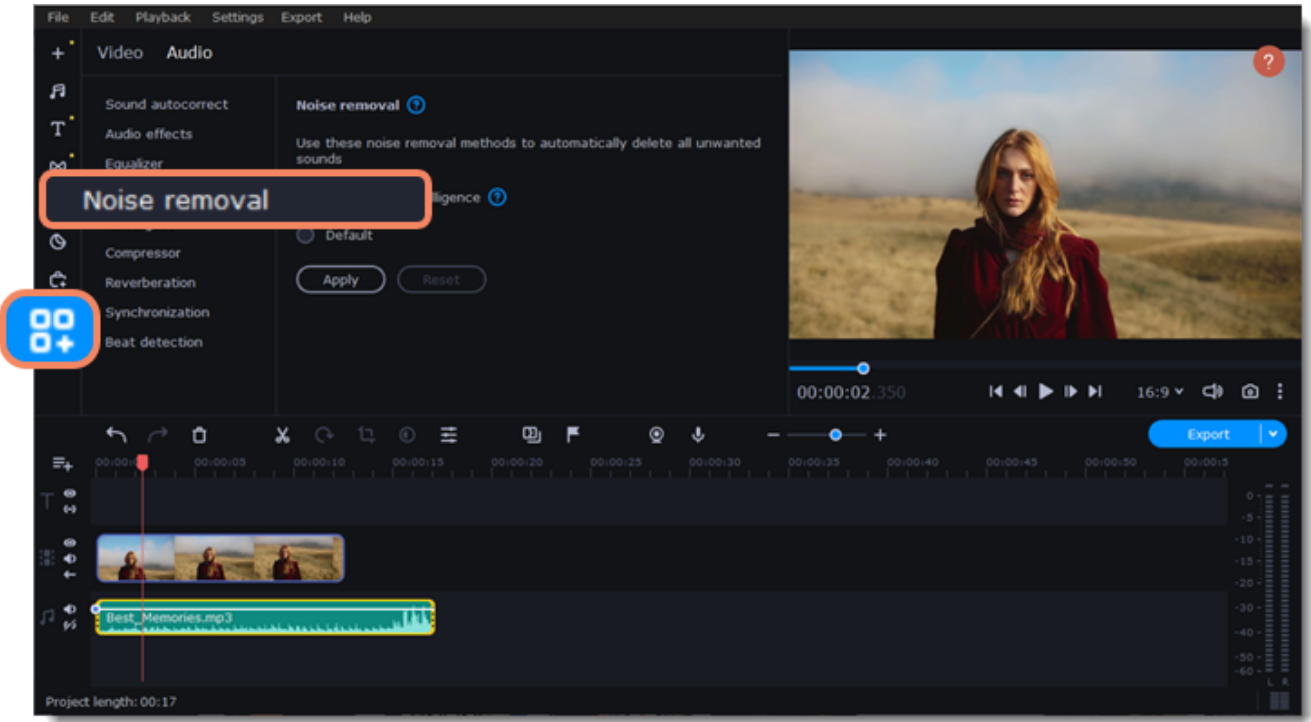
3. Choose an equalizer preset to quickly set an effect. If you want a more advanced configuration, move the loudness sliders to adjust the frequencies to the desired level.



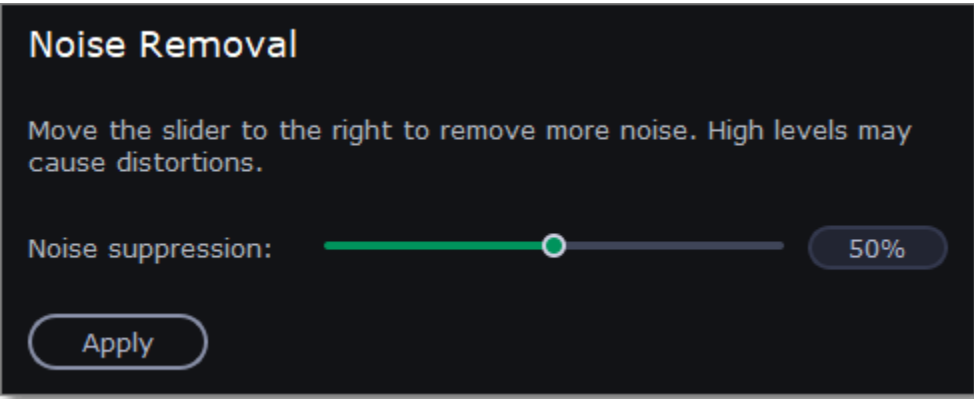
4. To save your own equalizer presets for future use, click the **Save** button. In the new window, enter a preset name and click **OK**. The created preset will appear in the presets list.

Noise removal

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



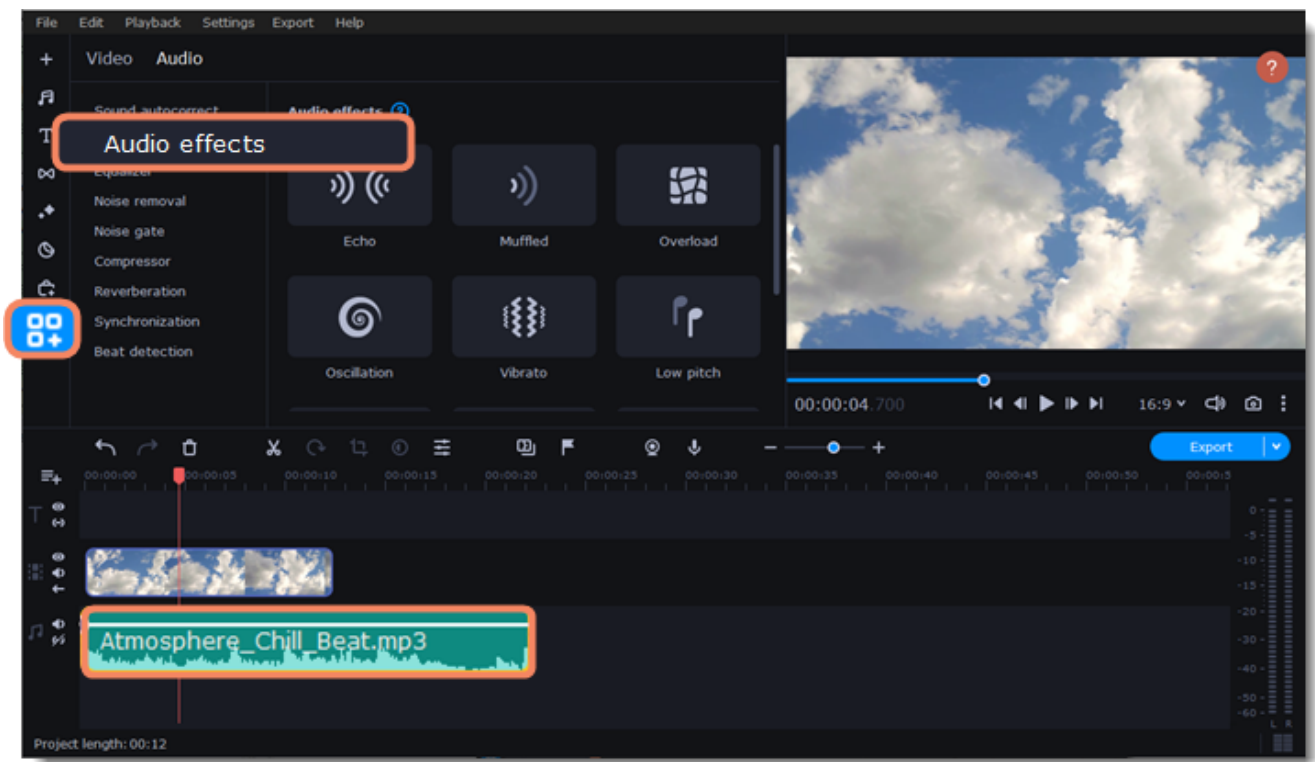
3. Use the **Noise suppression** slider to set the amount of noise you want to remove. Don't set the noise suppression too high if there isn't much noise because it can start muting other sounds.



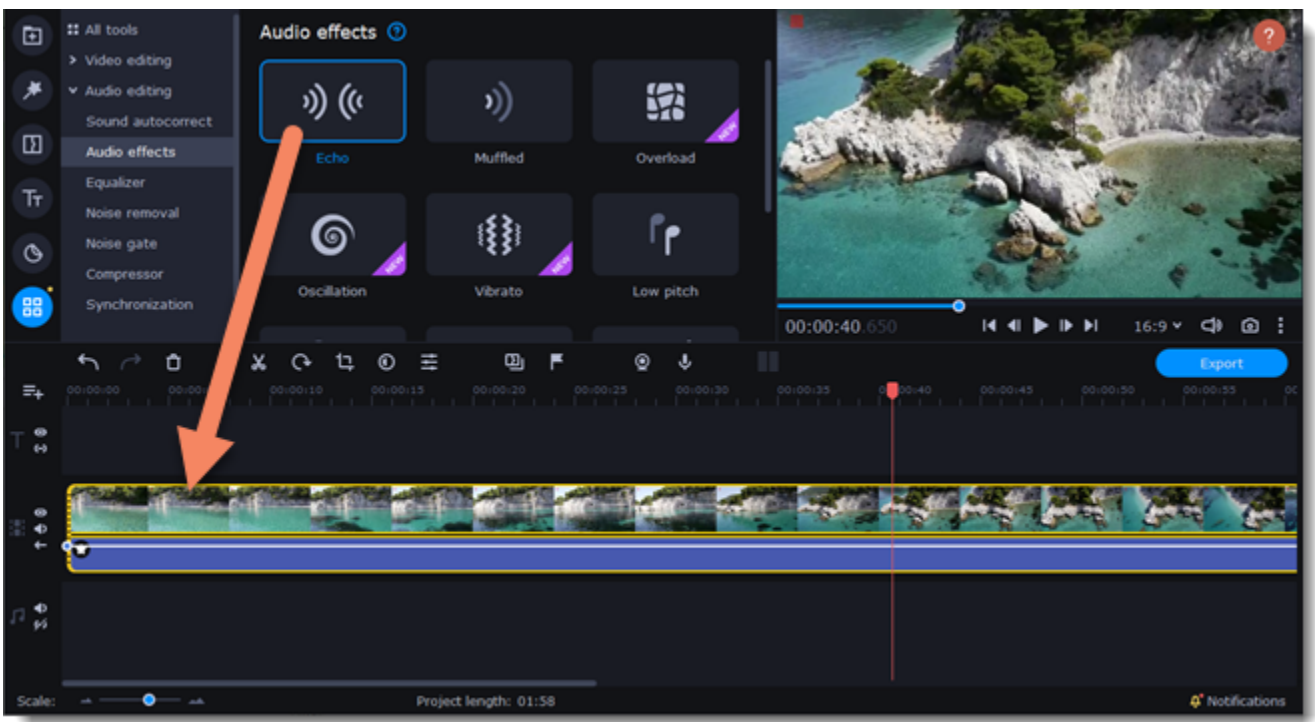
Audio effects

Audio effects can transform the sound of an audio clip.

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

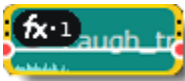



- 3. Drop an effect on the clip.

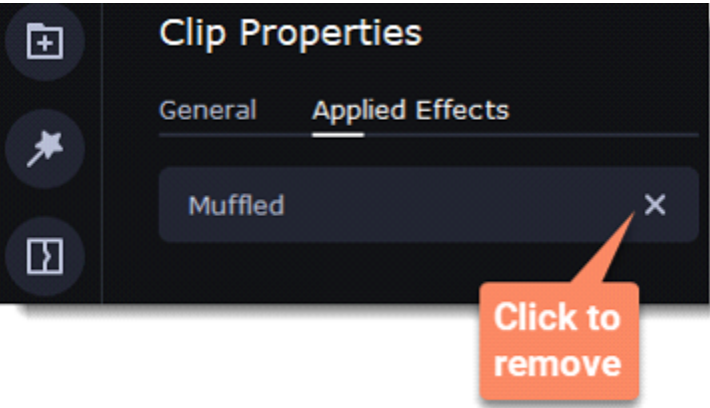


Removing effects

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



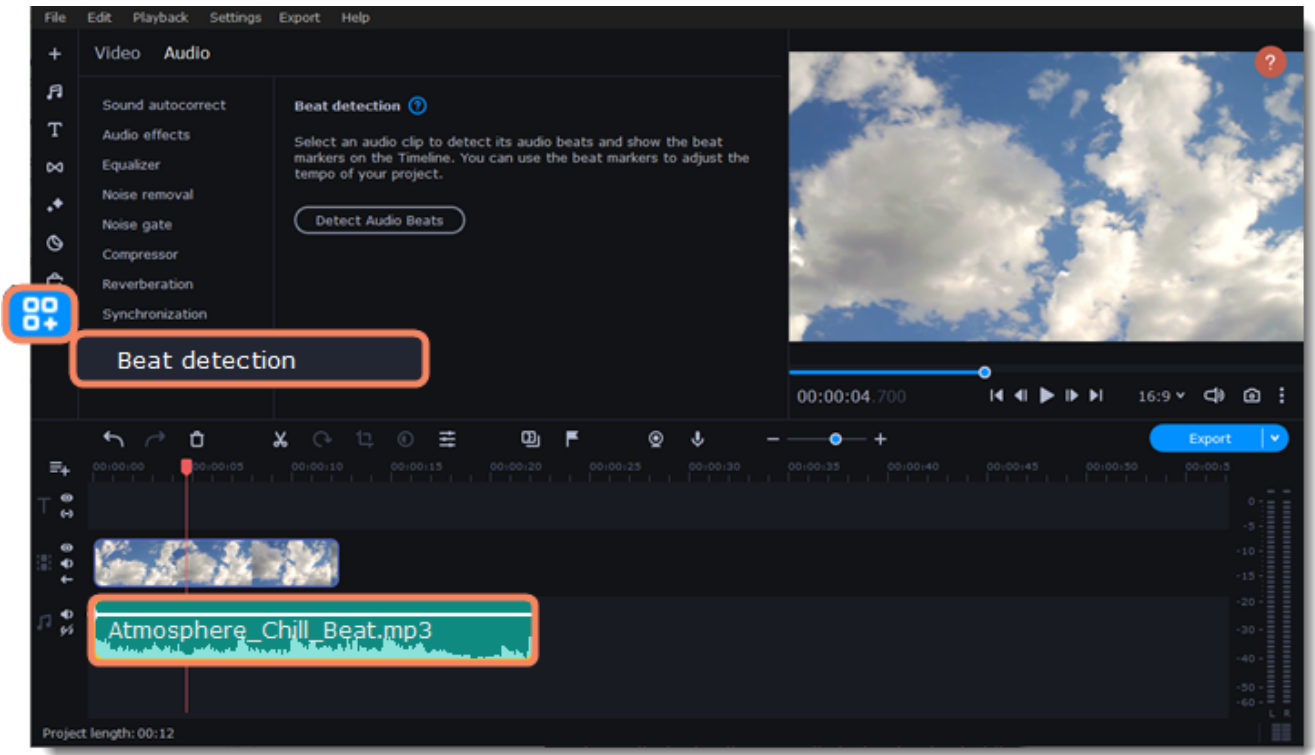
Click on the FX icon to see a list of all applied effects. To discard an effect, click the X button  on its right.



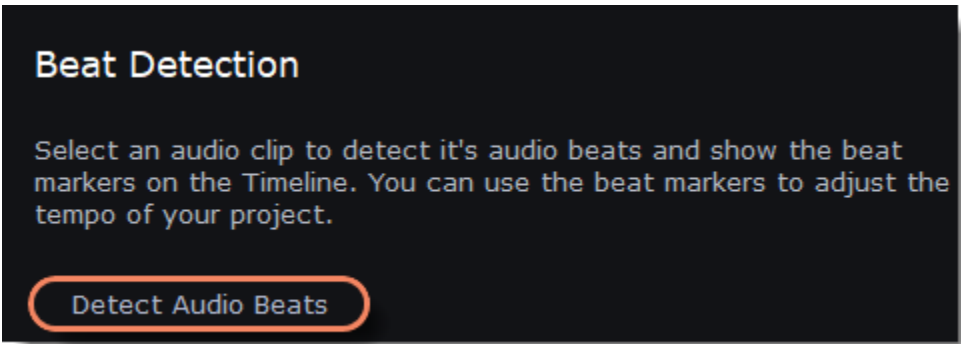
Beat detection

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

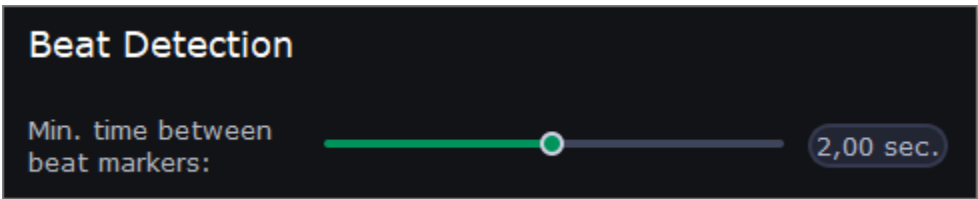
- 1. On the Timeline, select the music clip that you want to detect beats for.
- 2. Click **More tools** on the left-hand sidebar. On the **Audio** tab, select **Beat detection**.



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



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



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

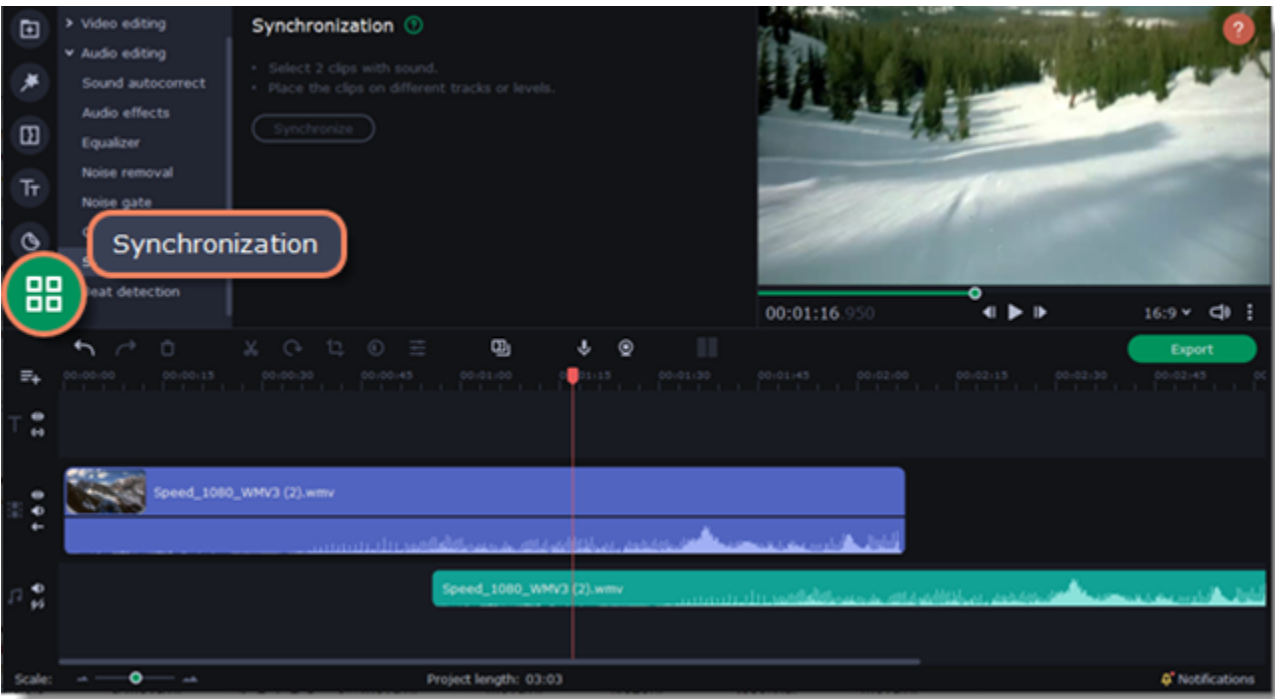
Removing beat markers

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

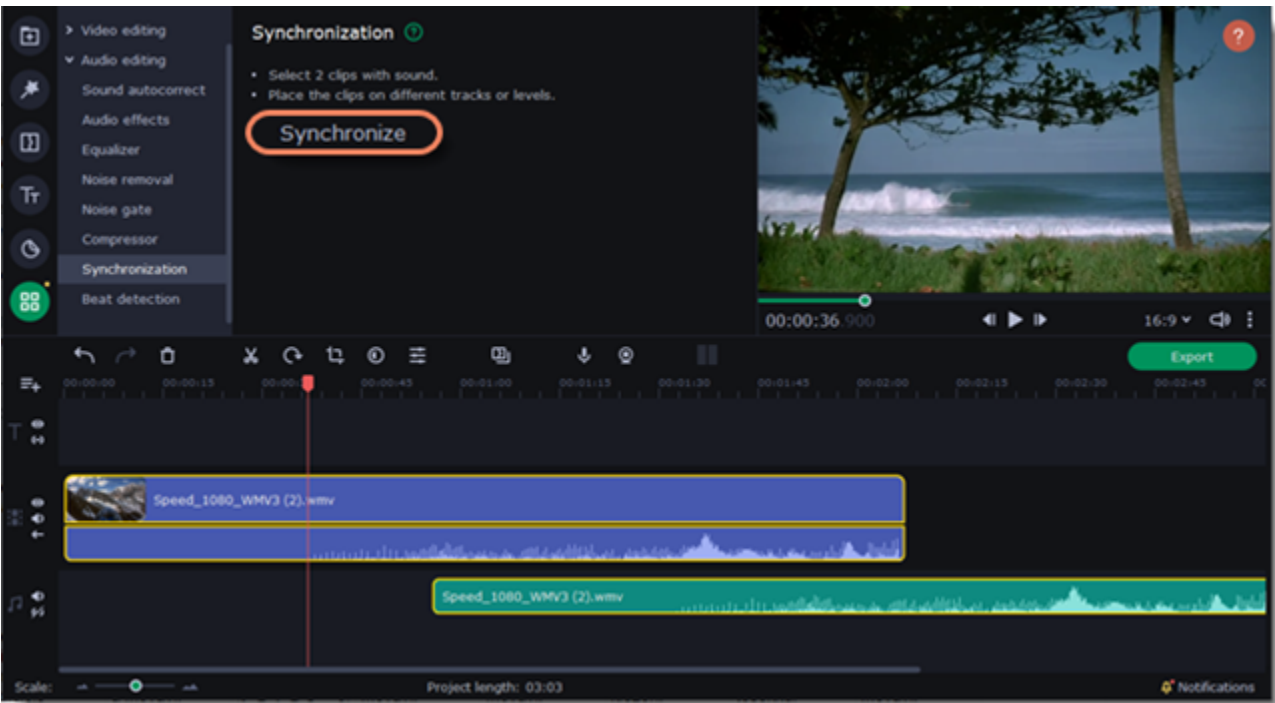
Synchronization


Sync audio in two clips automatically.

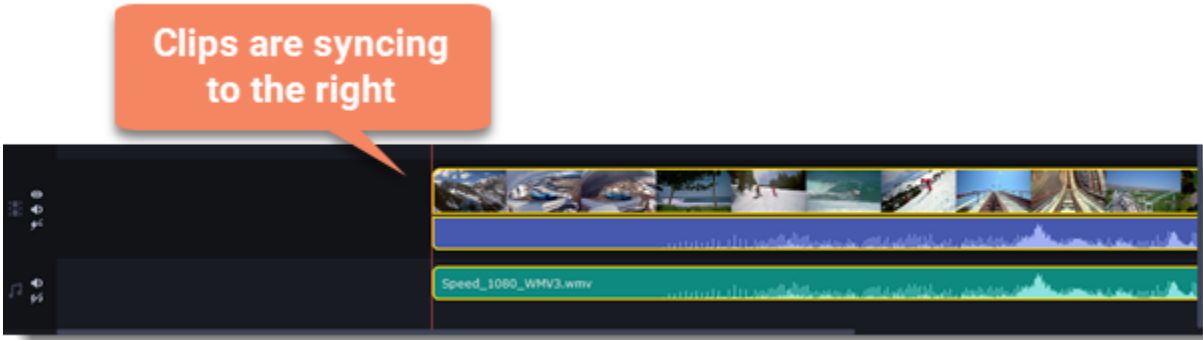
- 1. Click **More Tools** on the left-hand sidebar. Under **Audio**, select **Synchronization**.



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



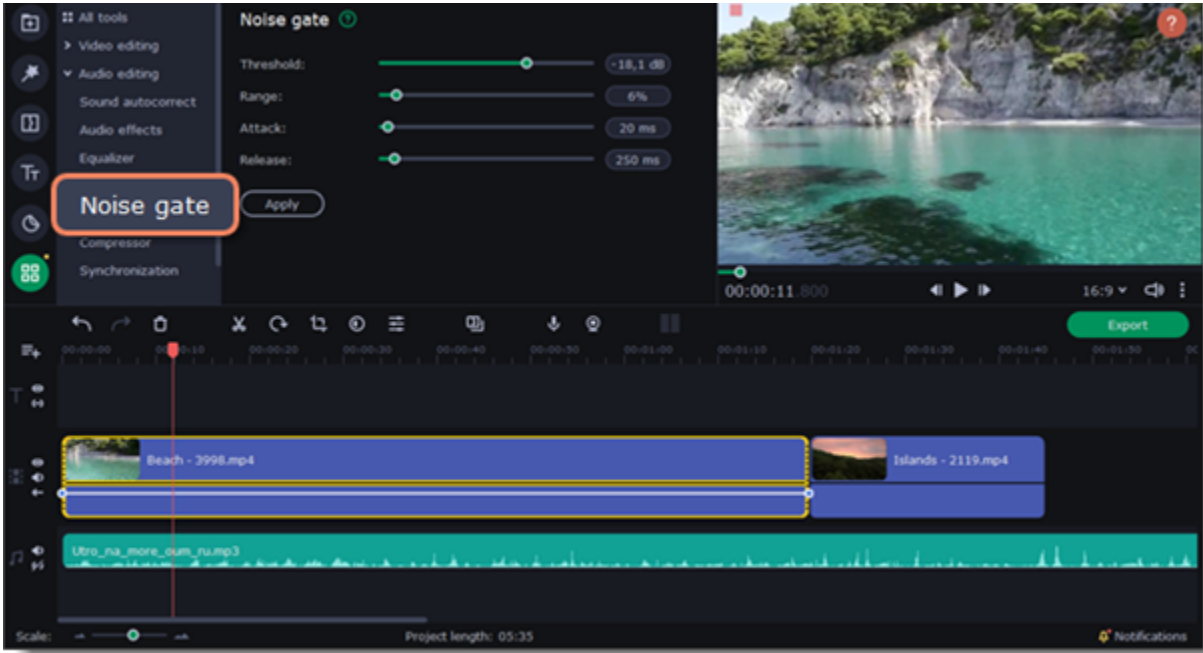
 When syncing, the clips move to the right relative to the later clip on the Timeline.



Noise gate

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

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

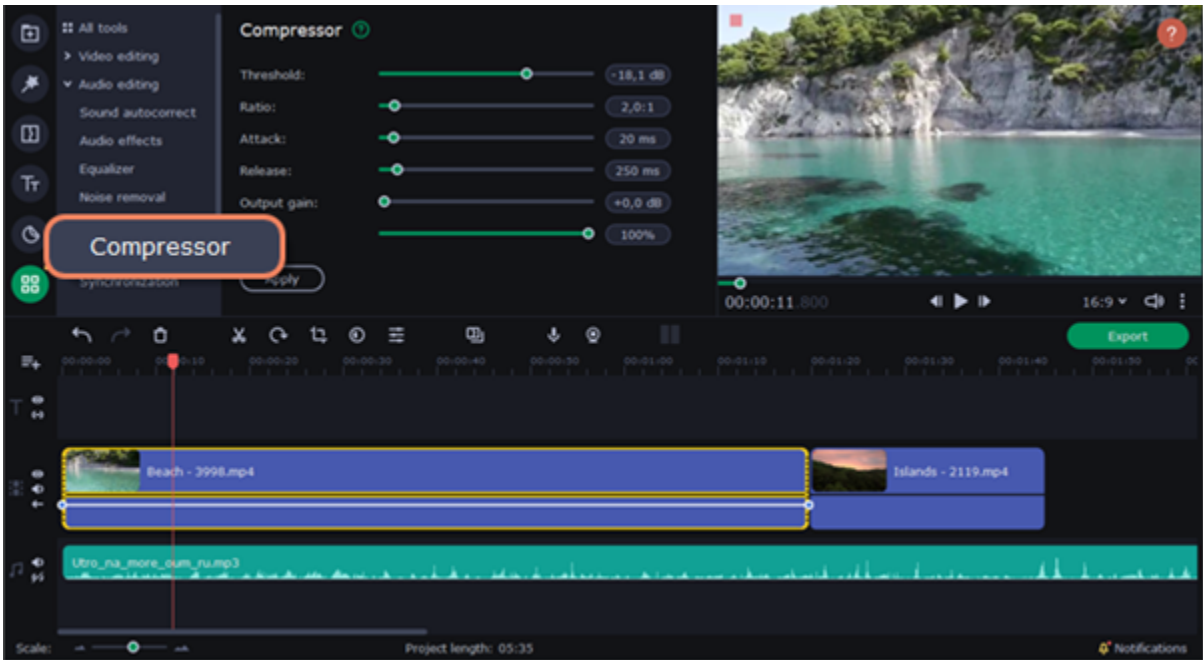


2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
 - **Threshold** is used to set the level at which the gate will open. Noise gate attenuates signals that register below the threshold.
 - **Range** is used to set the amount of attenuation to be applied to the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

Compressor

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

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



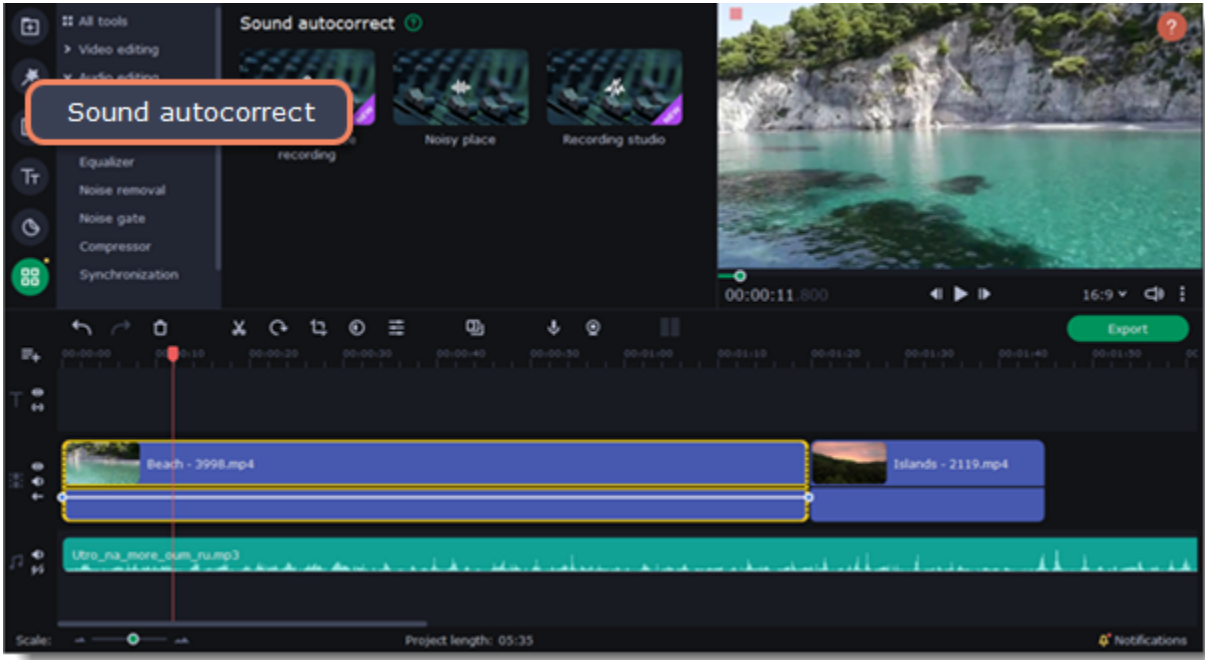
2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
 - **Threshold** is commonly set in decibels, where a lower threshold means a larger portion of the signal is treated. When the signal level is below the threshold, no processing is performed and the input signal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

Sound autocorrect

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

Adding of the preset

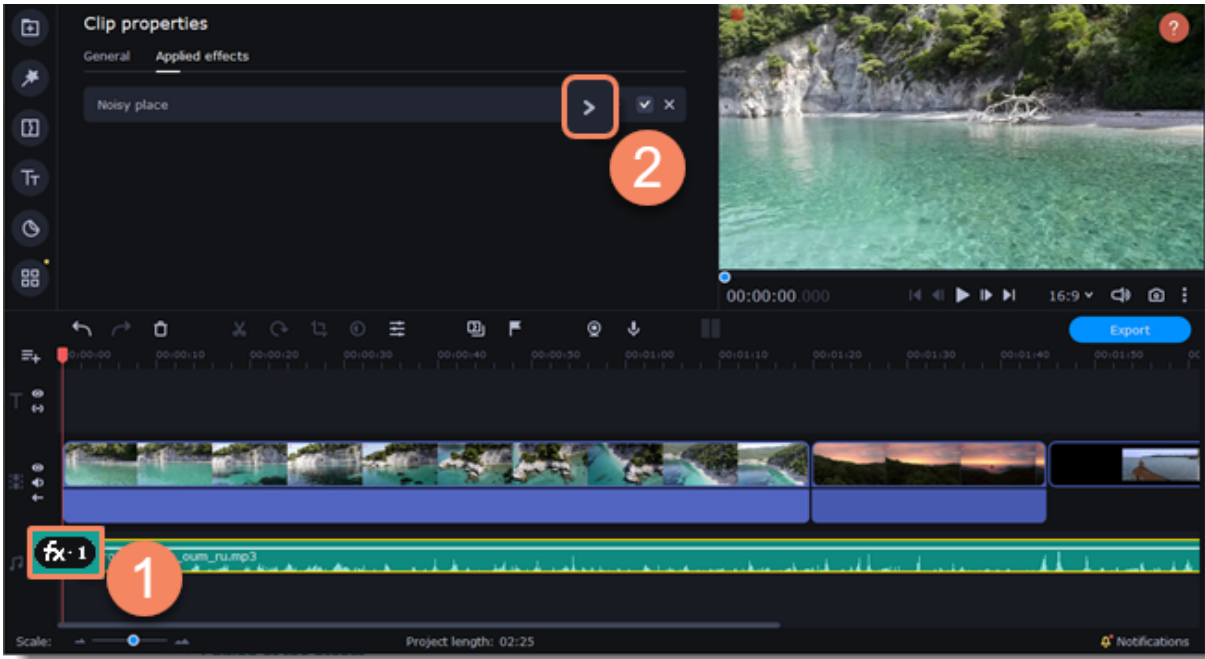
1. Click **More tools** on the left-hand sidebar. Under **Audio**, select **Sound autocorrect**.



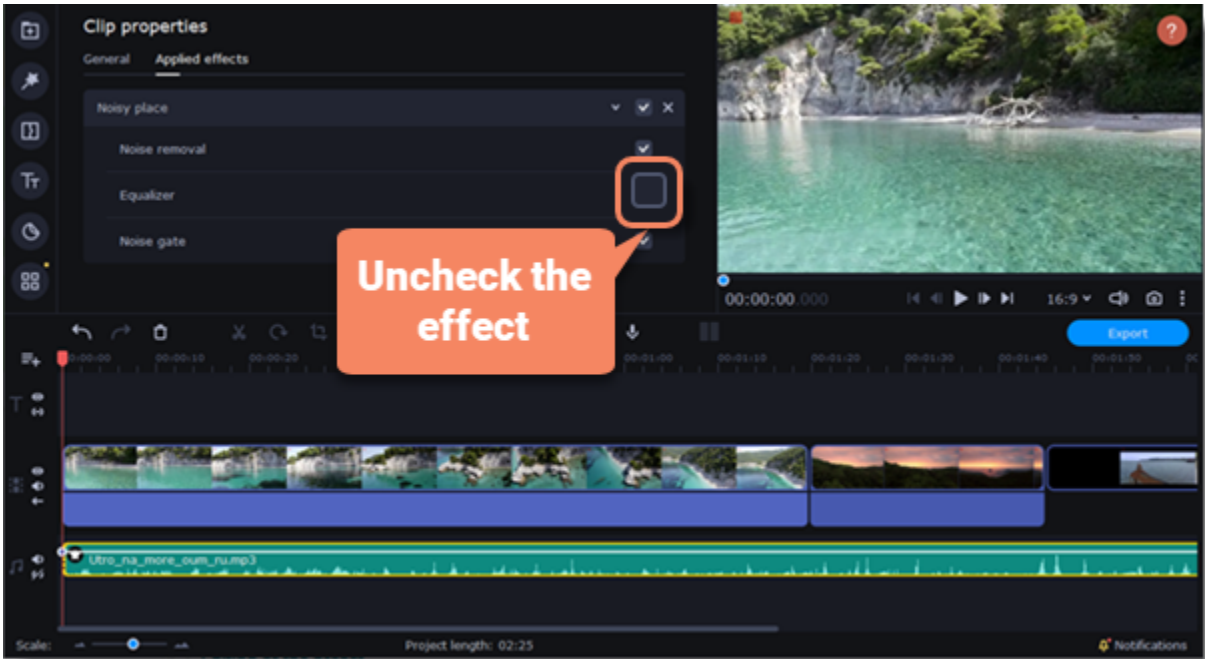
2. Click on the clip with a sound on the Timeline.
3. Choose the suitable preset:
 - **Enhanced voice recording** is used for the speech video to improve the sound of voice.
 - **Noisy place** is used for videos shot on the street or any other public place. It makes the sound clearer but keeps it natural.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

Editing of the preset

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



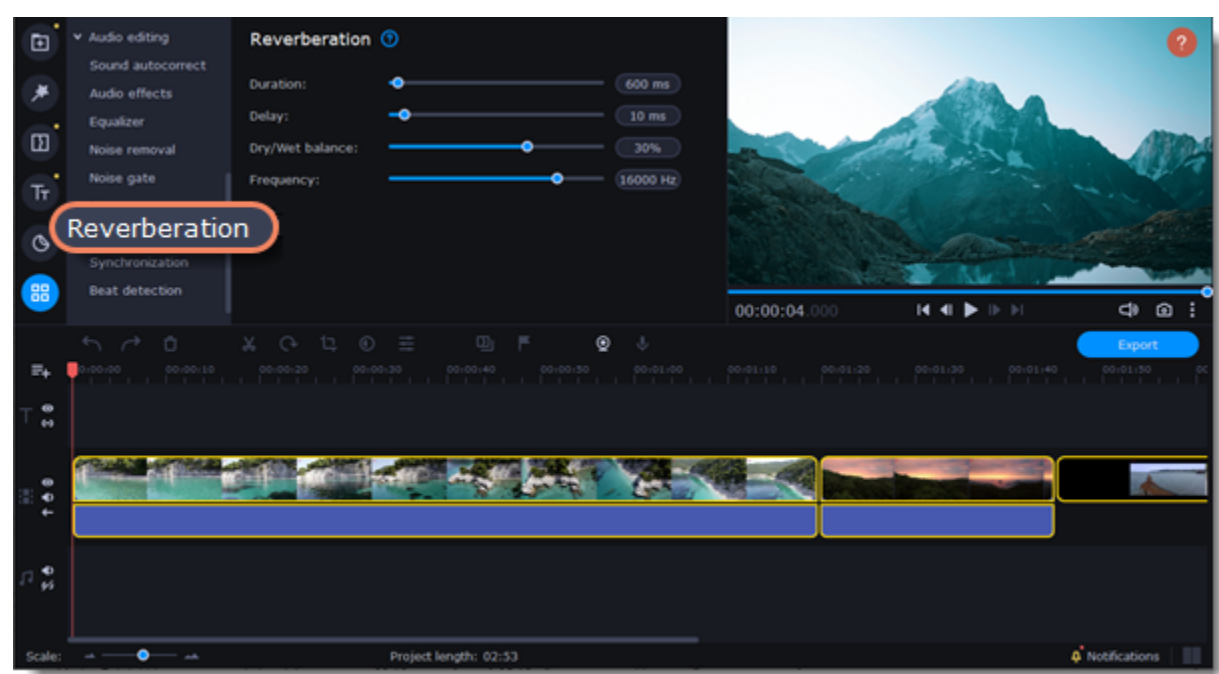
2. Uncheck the effects that you don't need.



Reverberation

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

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

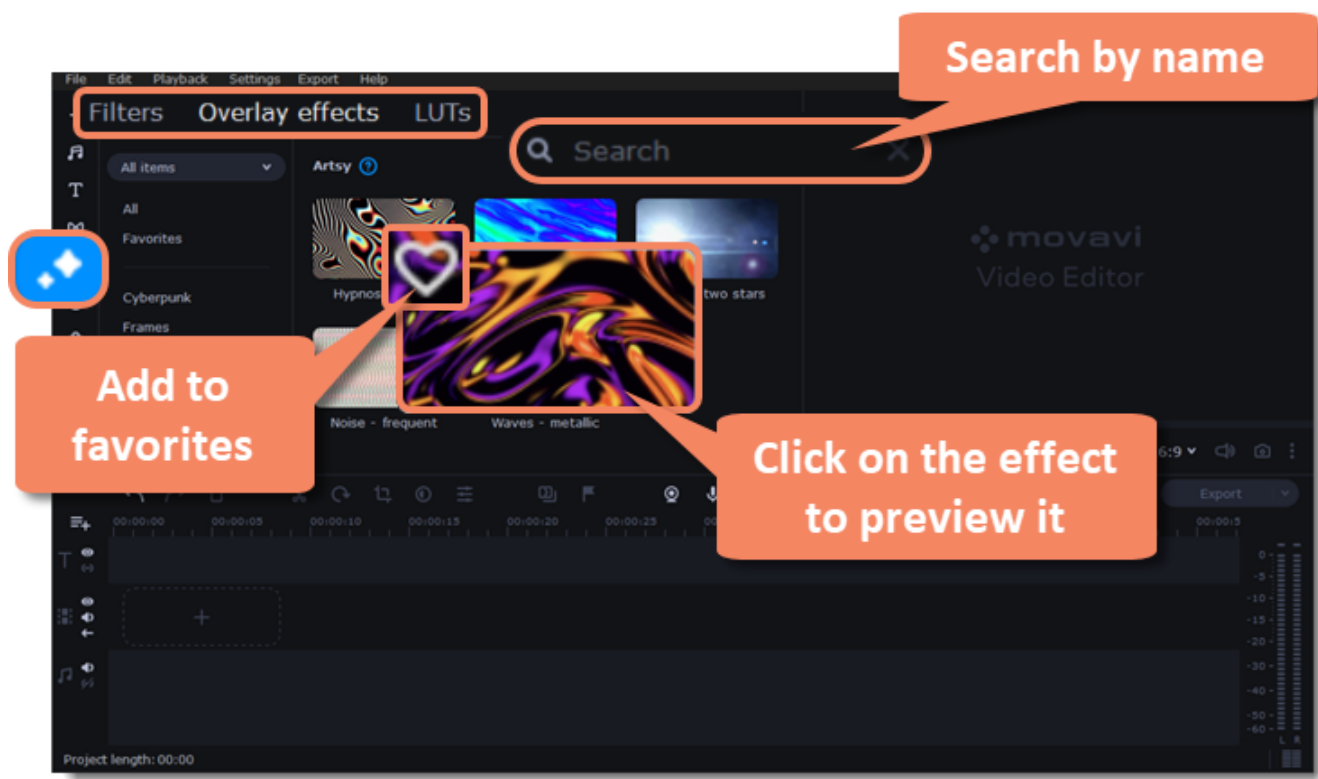


2. Click on the clip with a sound on the Timeline.
3. Set the parameters to edit the sound:
 - **Duration** determines the duration of the effect.
 - **Delay** determines the duration of the delay before the effect.
 - **Dry/Wet balance** is a balance between the original sound and the sound with the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

Effects

Add effects

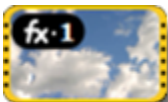
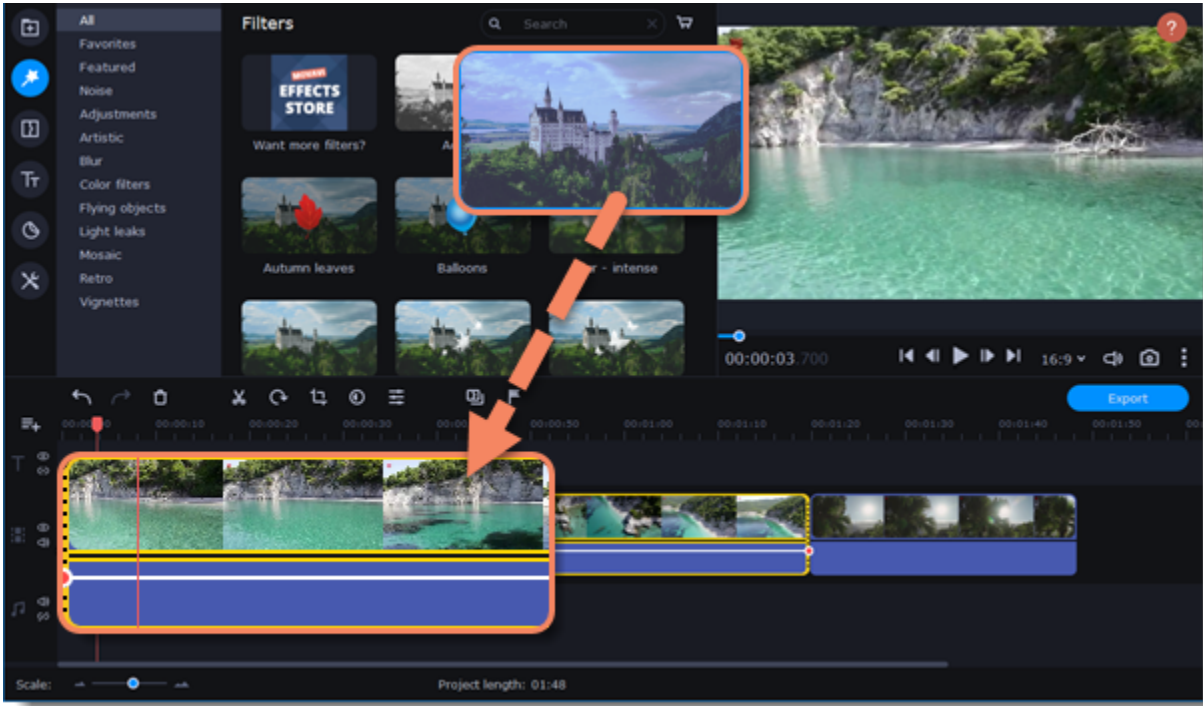
1. Click the **Effects** icon on the left-hand sidebar.
2. Go to one of the sections: Filters, Overlay effects, or LUTs.
3. Click on the effect you like to preview it. You will see the example image with the selected effect in the player.



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



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

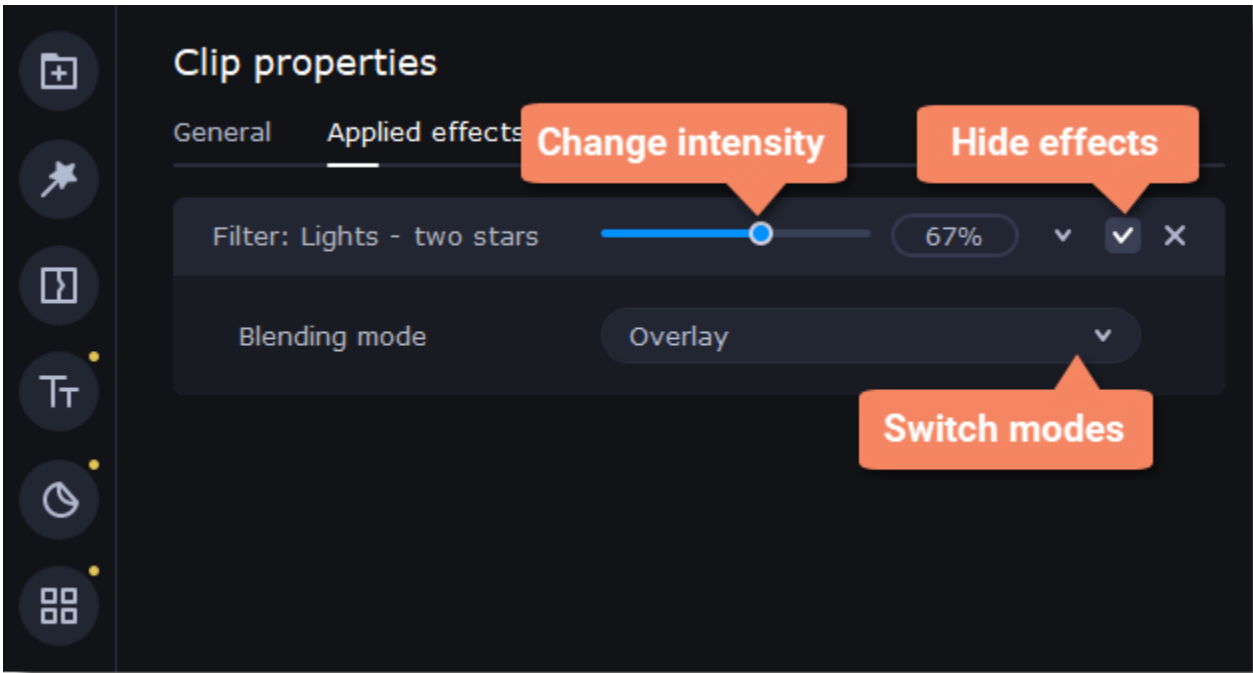


A clip with an applied filter.



Make adjustments

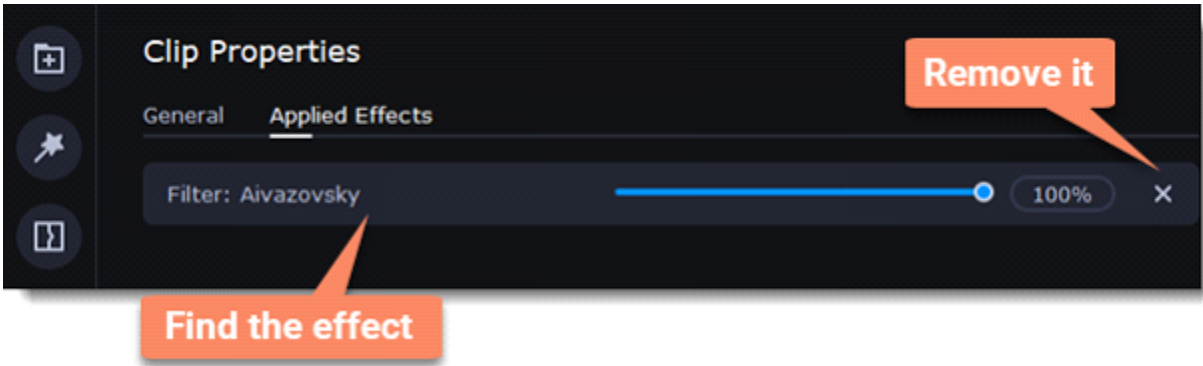
You can adjust effects' intensity or hide them from the clip.

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



Remove effects

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




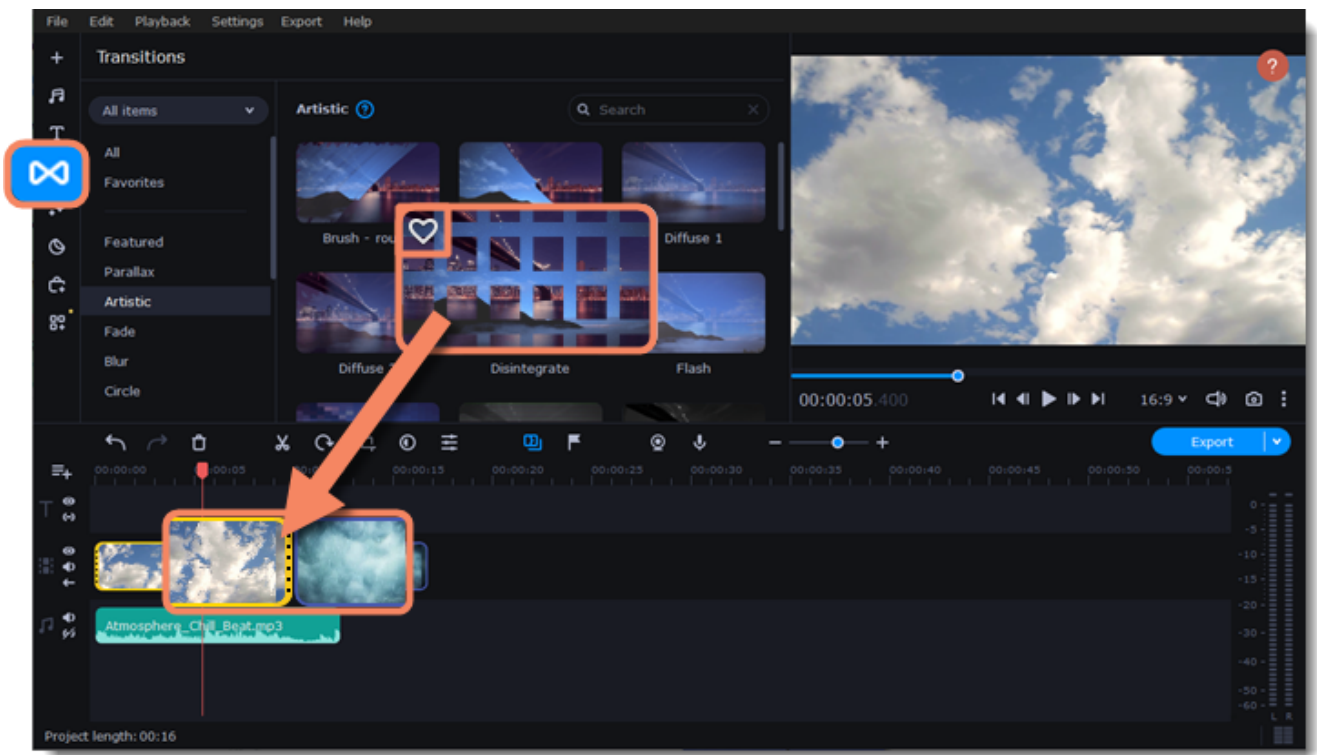
Transitions

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

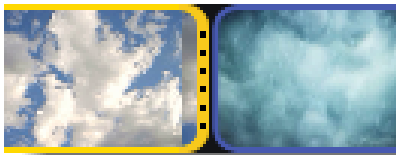
Add a transition

1. Click the **Transitions** icon on the left-hand sidebar to open the list of all transitions. Click a transition to preview it in the player.


2. Pick a style you like and drop it between two clips on the Timeline. Click the heart icon  to add it to your **Favorites** list if you like.

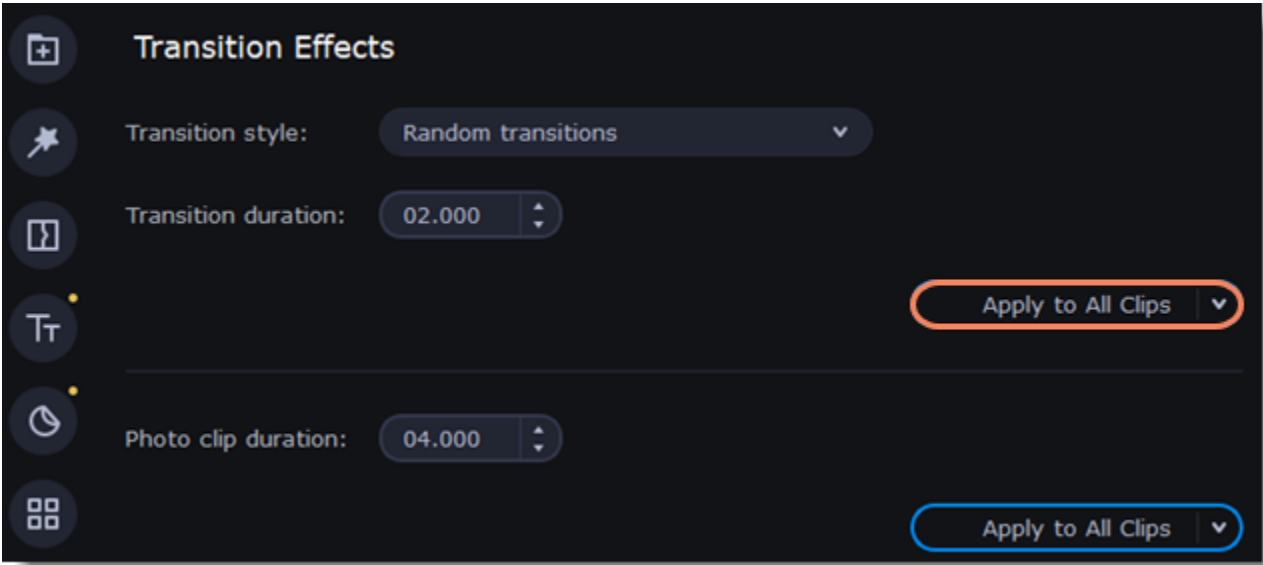


A transition icon will appear between the two clips.

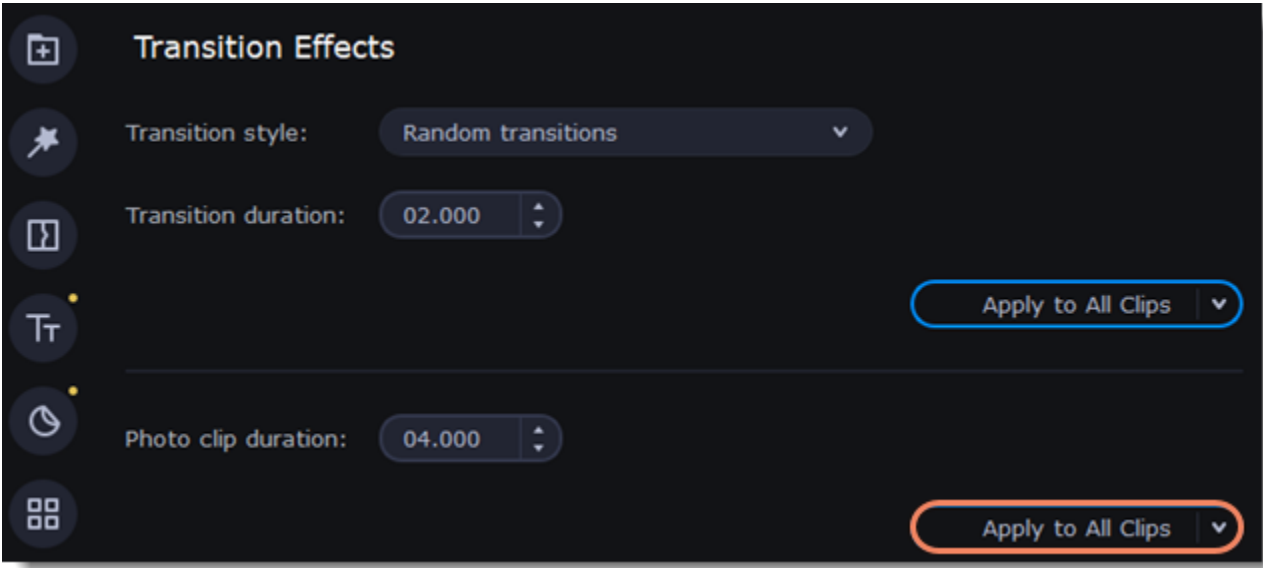


Transition effects

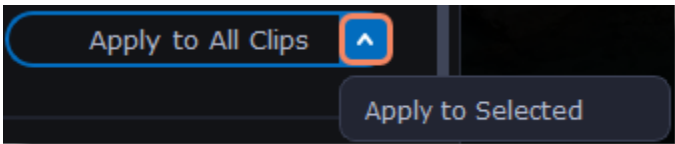
- 1. Click the **Transition wizard** button  to open the **Transition effects** window.
- 2. Choose a transition style.
- 3. Enter a new transition length in the **Transition duration** field. The format is *seconds:milliseconds*. If you want all transitions in a project to have the same length, select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



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



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

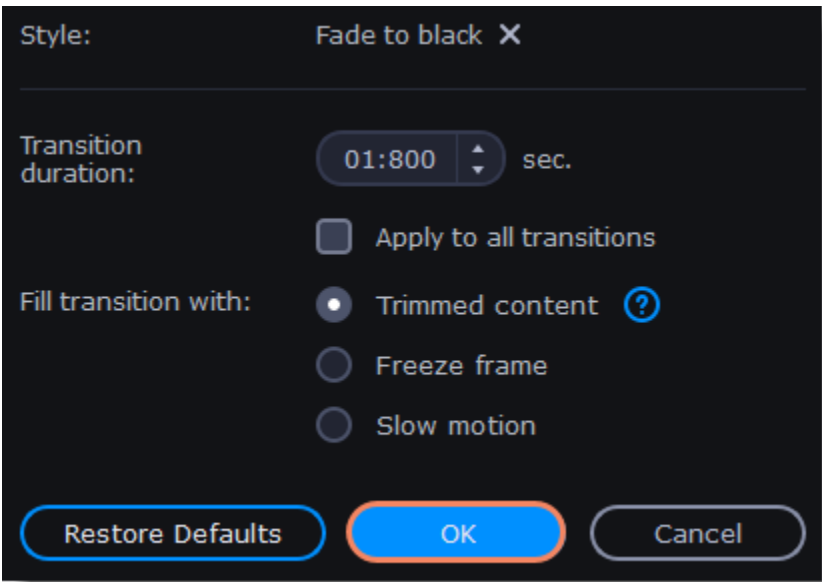


Transition properties

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

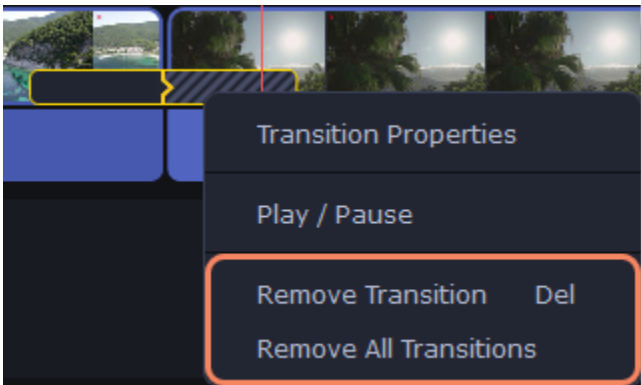
Transition filling

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




Remove a transition

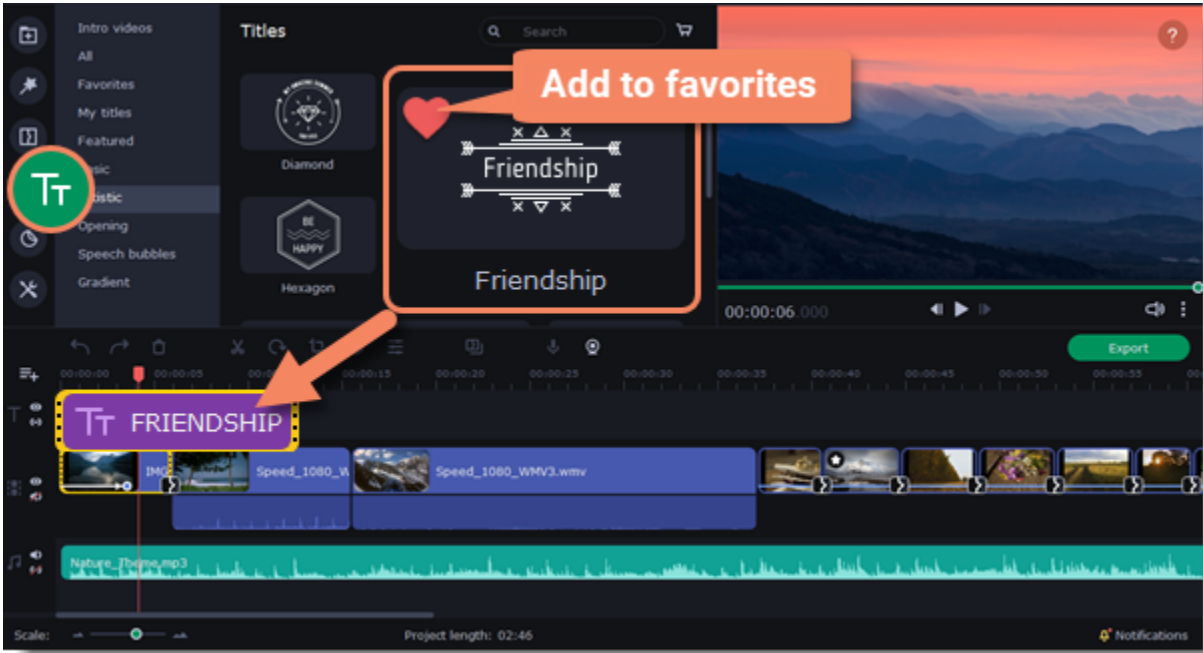
- Right-click the transition on the Timeline and select **Remove Transition** from the context menu.
- If you want to delete all the transitions in your project, select **Remove All Transitions**.



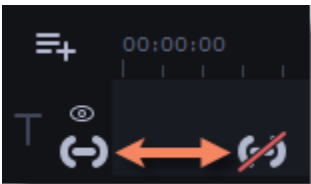
Titles

Add text to your video

- Click the **Titles** button on the left side of the window to view the titles collection.
- Click on a title style to preview it in the player and choose the titles you want to use. To add titles to your **favorites**, click the heart icon .
- Pick a title style and drag it onto the title track of the Timeline. Put it right above the video track, onto the time where you want them to appear.

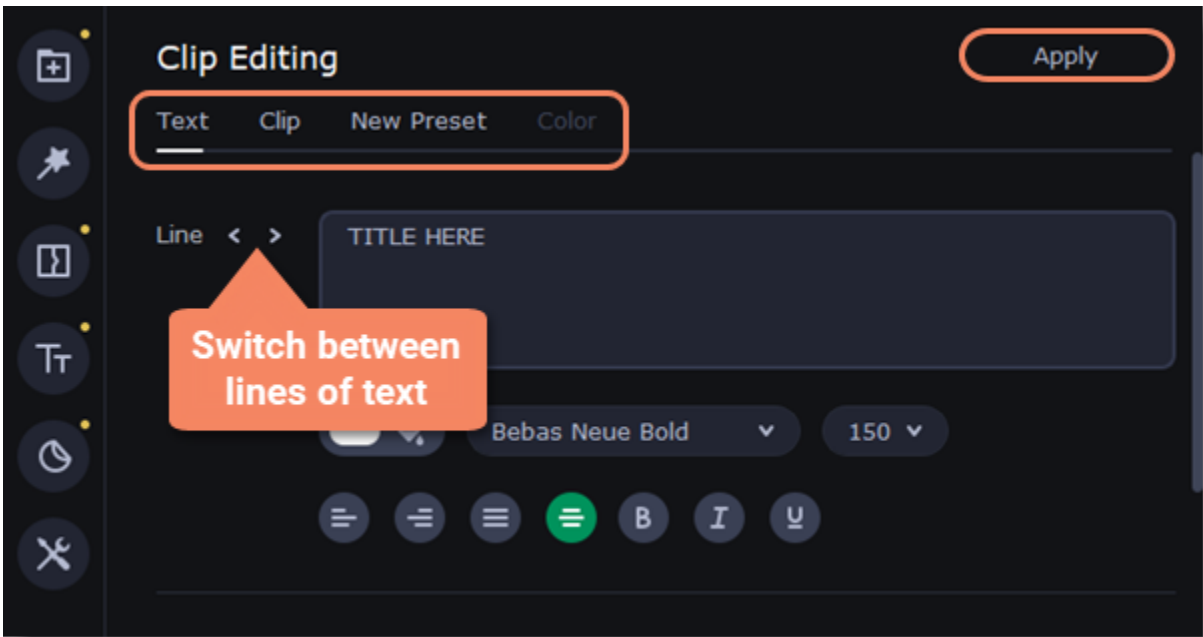


4. You can link titles to the clips by clicking the link icon  on the left side of the title track, so that the titles will move with the clip.

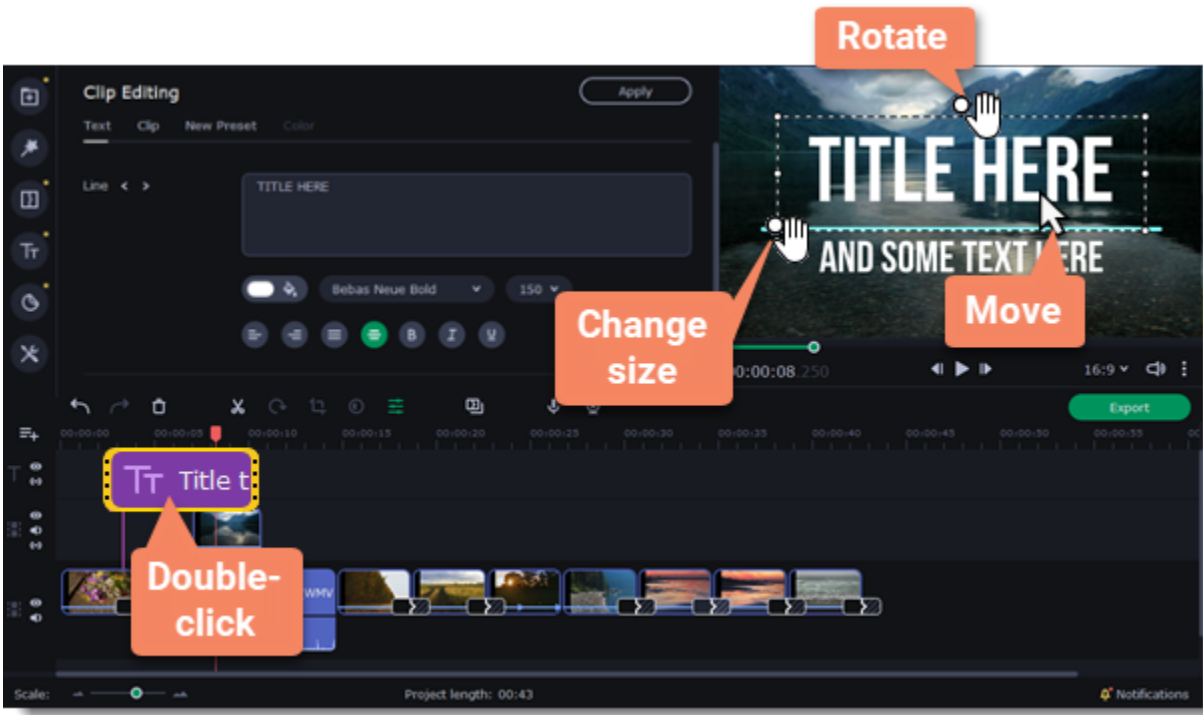


Editing titles

- To change the titles, double-click the title clip on the Timeline. The settings panel will appear.
1. On the **Text** tab, change the text of a title, the color of the text, its font, and alignment. Switch between the lines of the title by clicking the arrows on the left of the text box. You can also change the text within the player by double-clicking the title.
 2. On the **Clip** tab, change the duration of the clip and animation speed of a title.
 3. To change the color of the style and switch to the **Color** tab, select a non-text element of the title in the player.
 4. On the **New Preset** tab, save the title preset with the adjustments you made to use it in other projects.
 5. Click **Apply** to save the changes.



6. To change the position of a title on the screen, double-click a clip on the Timeline. In the player, you will see a frame appear around the object. Drag the corners of the frame to change the size and drag the object itself to move it. To rotate titles, click and drag the top white dot of the frame.



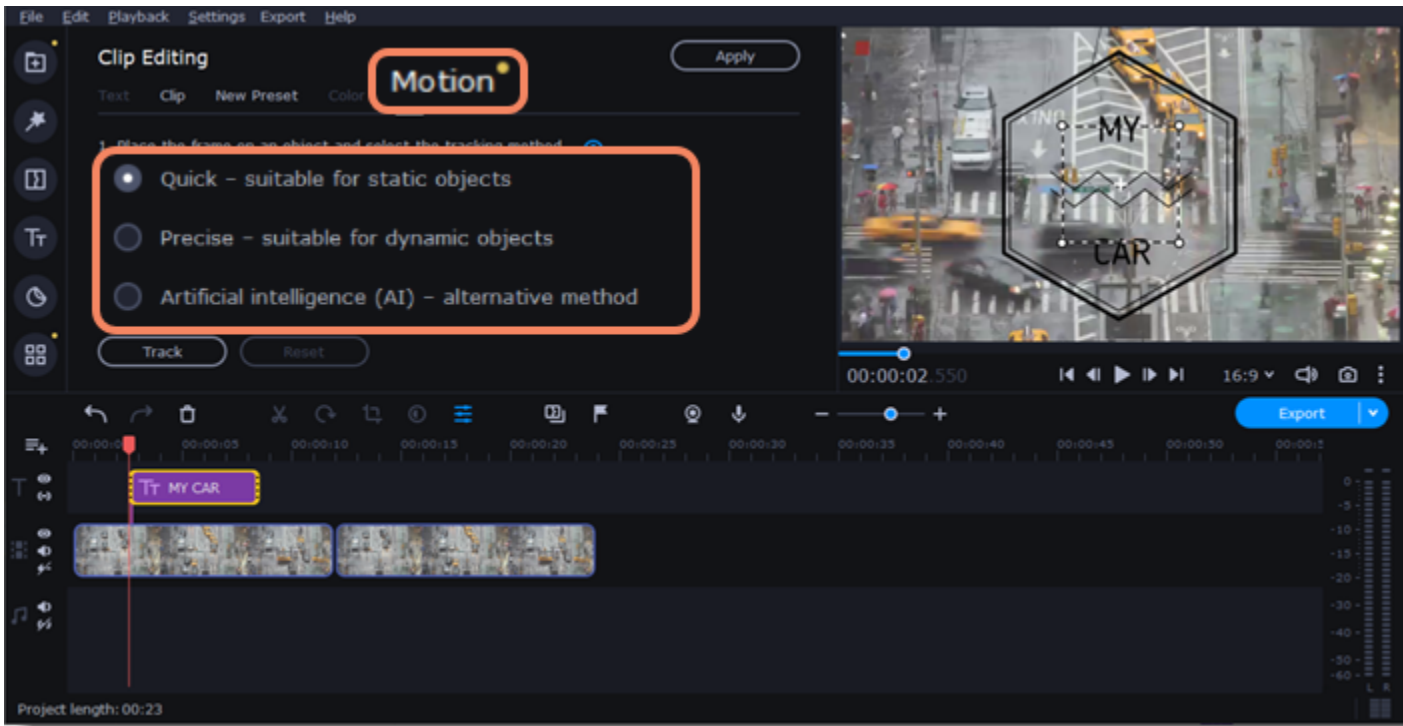
Move several objects at once by selecting them with the mouse cursor or by holding the **Ctrl** key and clicking the objects with the left mouse button.

Titles in motion

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

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

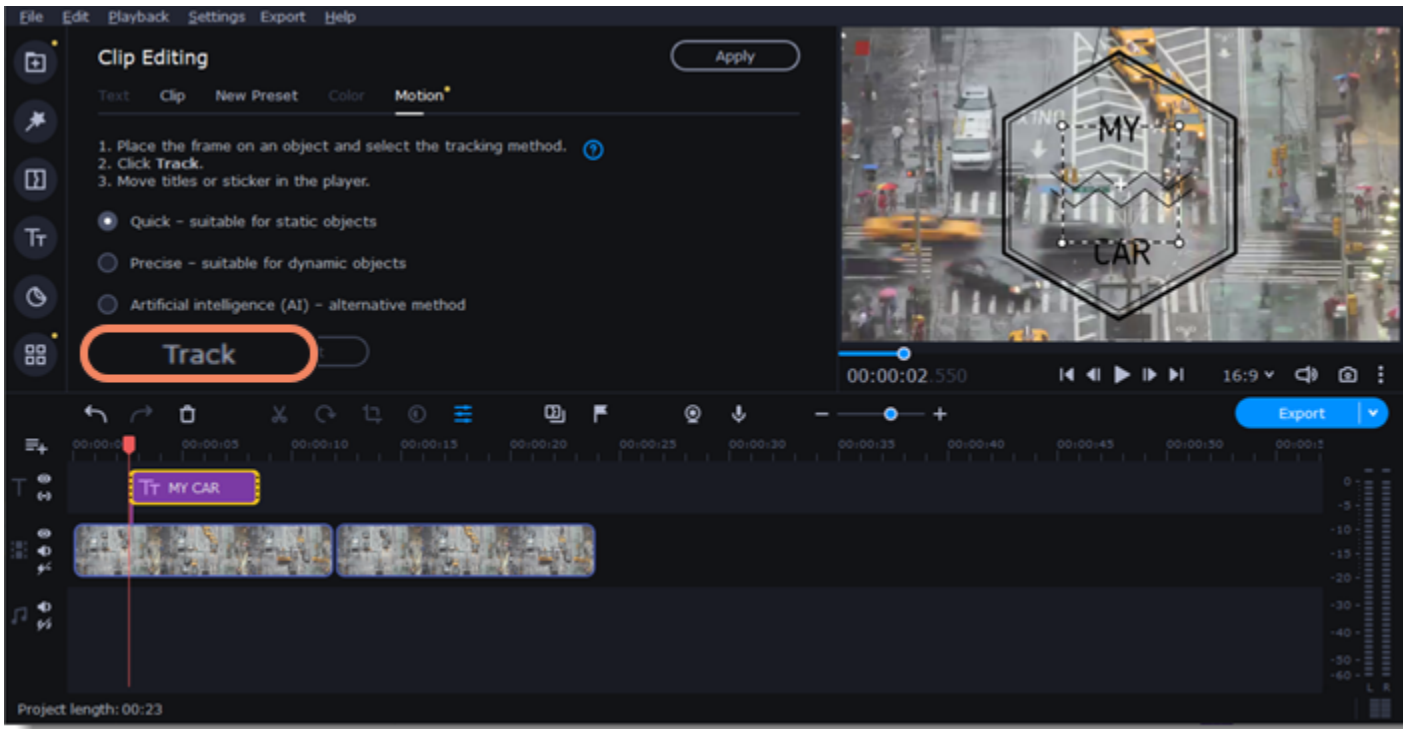
- **Quick** is suitable for static objects,
- **Precise** is suitable for moving objects.
- **Artificial intelligence** will automatically select the optimal tracking settings for any objects.



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



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

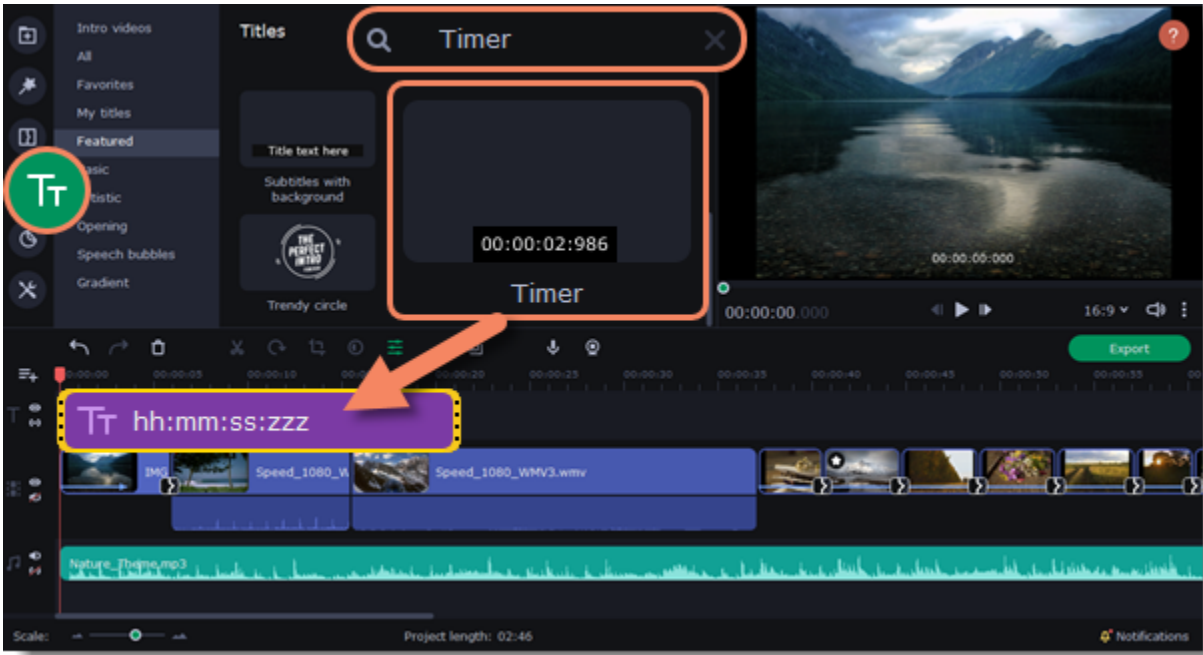


See also:
[Adding a timer](#)

Timer

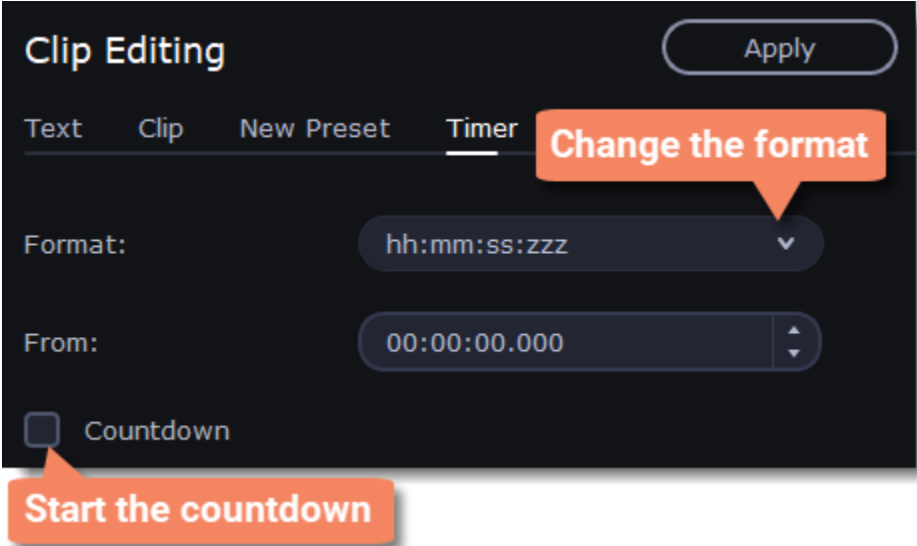
Add a timer

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



Edit the timer

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




Elements

Add elements

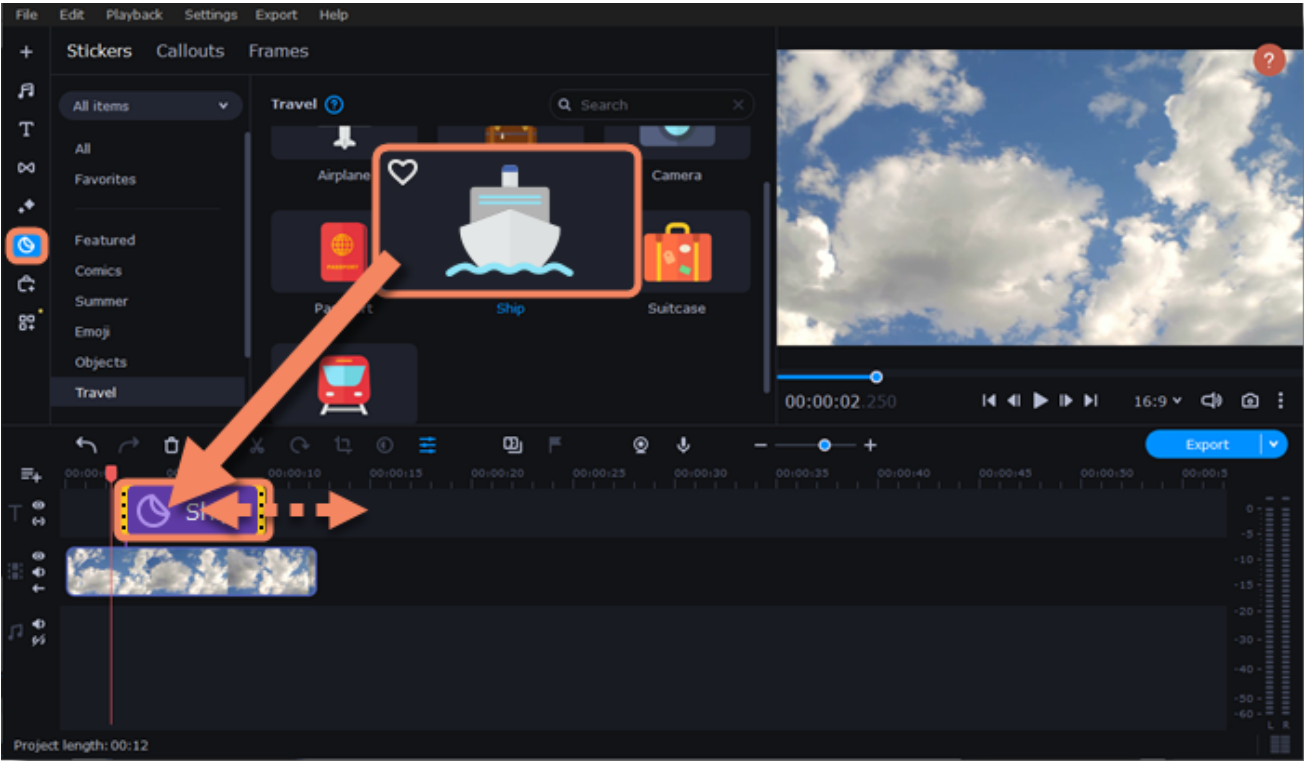
1. Click the **Elements** icon on the left-hand sidebar.

2. Go to one of the tabs: Stickers, Callouts, or Frames.

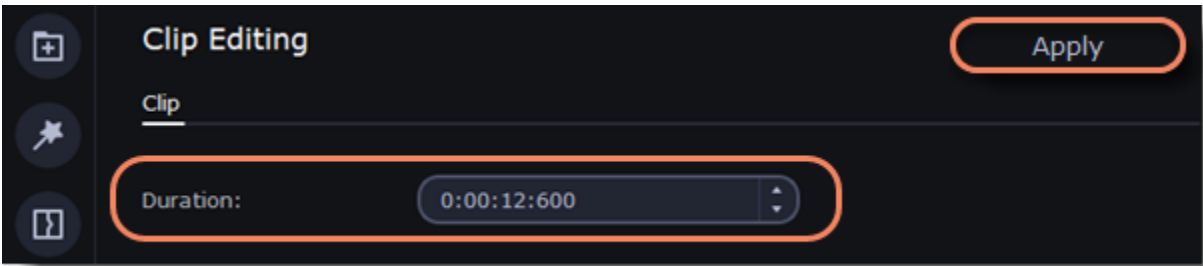
3. Click an element to preview it in the player. Click the heart icon  to add it to your **Favorites**.

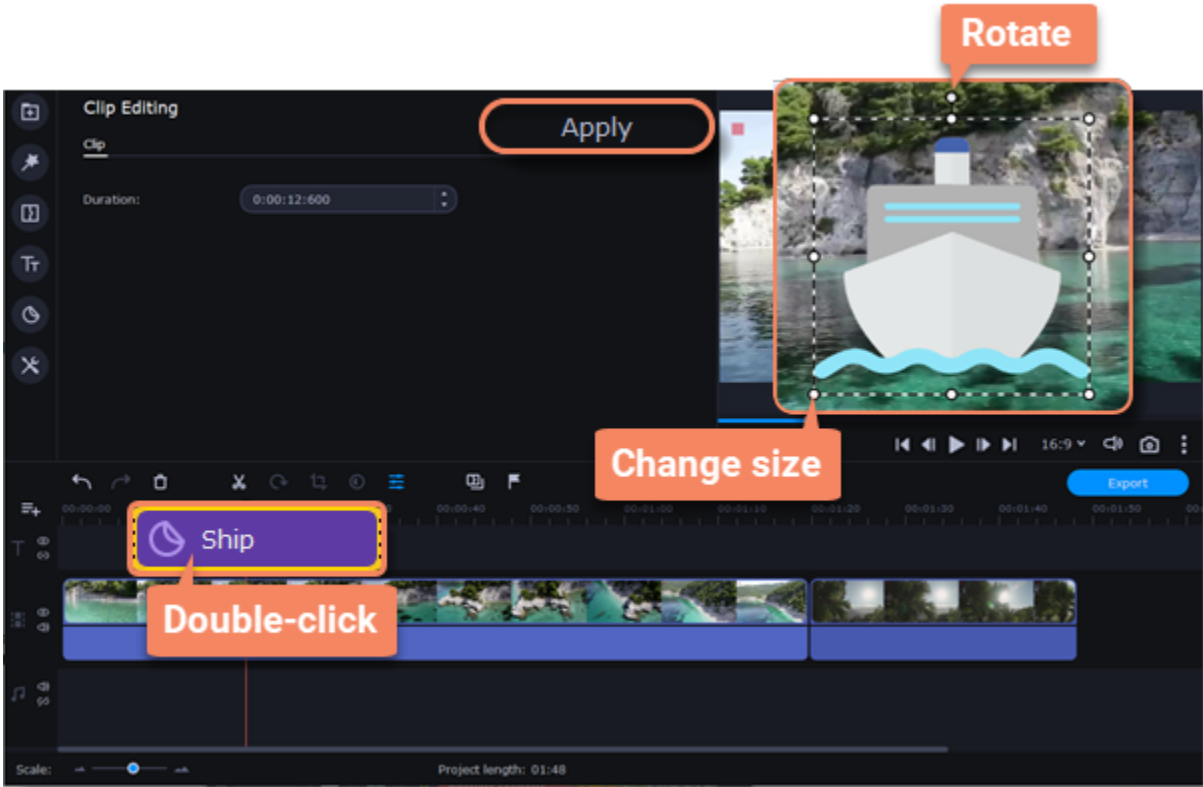

4. Place the elements you like on the Timeline:

• Drag a **sticker** or a **callout** onto the **title track** of the Timeline. All titles, callouts, and stickers go on the title track. Change the sticker's length to make it fit the clip.

• Drag a **frame** onto the **extra video track**.
- A screenshot of a video editing application. The top menu bar includes File, Edit, Playback, Settings, Export, and Help. Below it are tabs for Stickers, Callouts, and Frames. The Stickers panel is active, showing a search bar and a grid of sticker categories: All, Favorites, Featured, Comics, Summer, Emoji, Objects, and Travel. The Travel category is selected, displaying various travel-related stickers like Airplane, Ship, Suitcase, and a train. A red heart icon is next to the Ship sticker. An orange arrow points from the Ship sticker to a sticker clip on the timeline. The timeline shows a video clip of a cloudy sky. The project length is 00:12.
- Edit a sticker
1. Double-click to open the sticker **Clip Editing** panel.

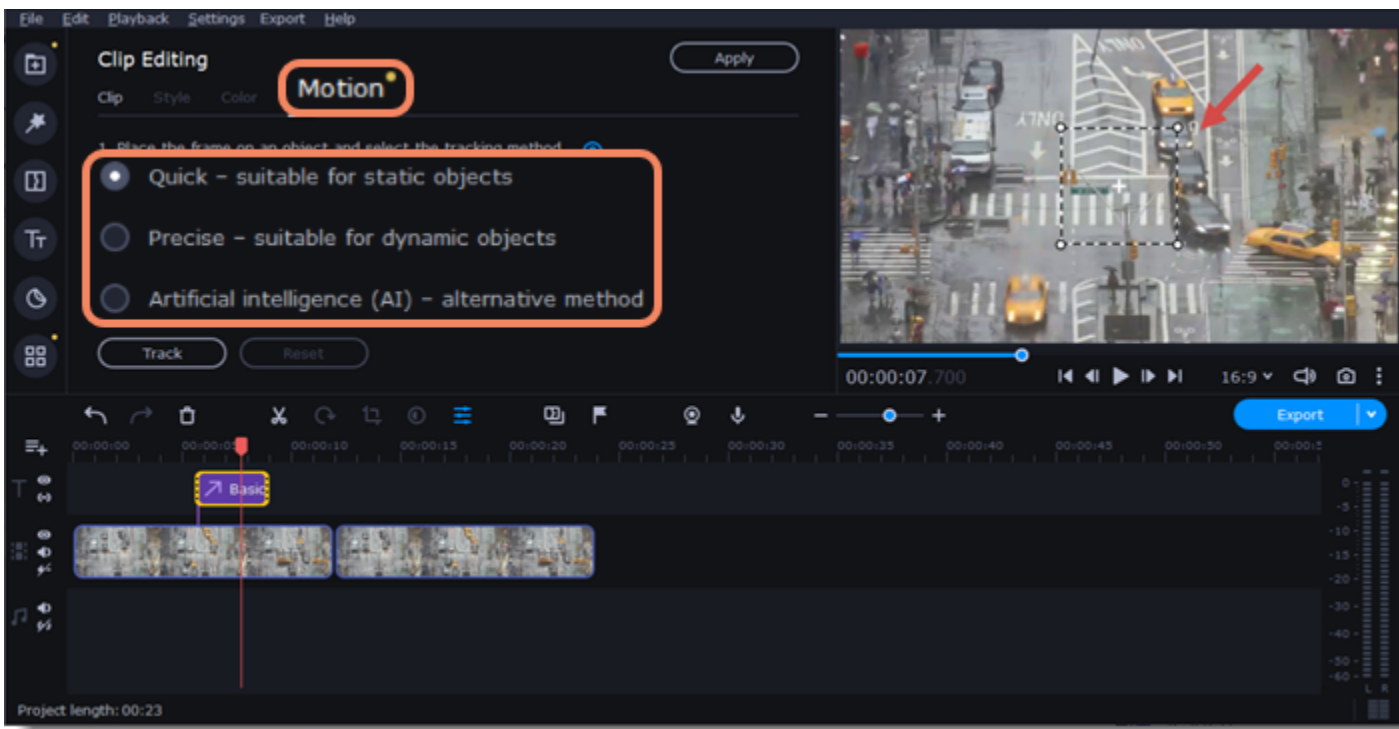
2. Select the sticker's duration.

3. Click **Apply** to save the change.
- A screenshot of the 'Clip Editing' panel. It has a sidebar with icons for adding, deleting, and editing. The main area is titled 'Clip' and shows a 'Duration' field with a value of '0:00:12:600'. An orange box highlights the duration field. An 'Apply' button is in the top right corner.
4. To change the sticker's position in your video, double-click the sticker clip. In the player, drag any corner of the frame around the sticker to change its size. Click anywhere inside the frame and drag to move it. To rotate the sticker, click and drag the white dot above the frame.

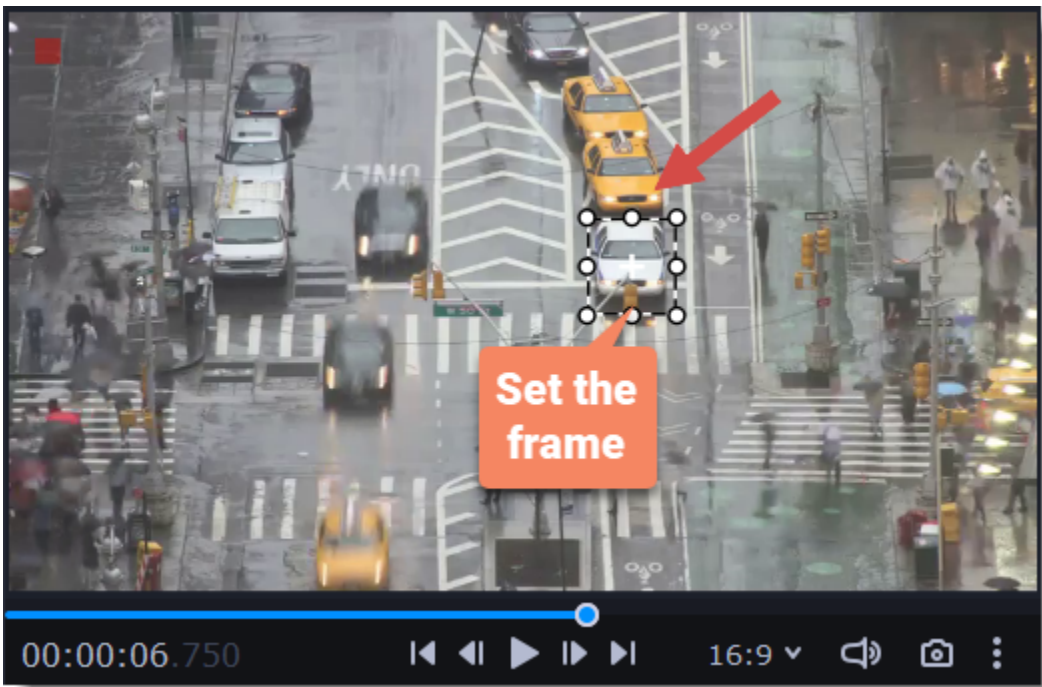
5. Click **Apply** when you're finished.
- A screenshot of the video editing application showing the sticker being edited. The 'Clip Editing' panel is open, and the 'Duration' field is set to '0:00:12:600'. The 'Apply' button is highlighted. The main video player shows a sticker of a ship on a video clip of a waterfall. An orange box highlights the sticker clip on the timeline, with a 'Double-click' callout. Another orange box highlights the ship sticker in the player, with a 'Change size' callout. A third orange box highlights the white dot above the sticker, with a 'Rotate' callout. The project length is 01:48.
- 

Transitions cannot be applied to stickers, but you can animate them.
- Sticker in motion
- In the Motion tab, you can link a sticker to a moving object.

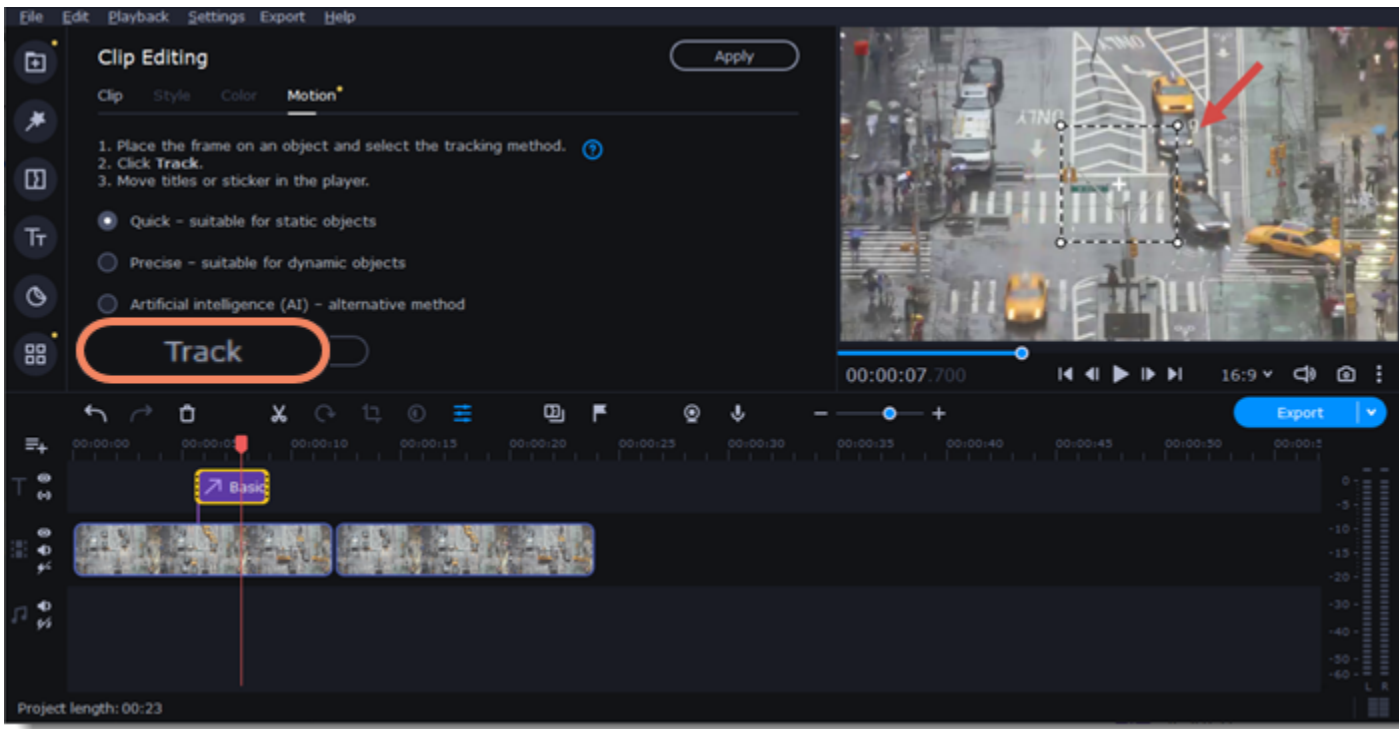
1. To link the sticker to an object in the video, go to the **Motion** tab.
2. Select the tracking method.
 - **Quick** is suitable for static objects,
 - **Precise** is suitable for moving objects.
 - **Artificial intelligence** will automatically select the optimal tracking settings for any objects.



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



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



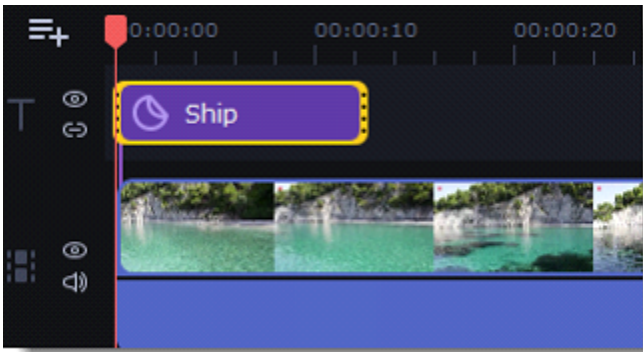
Learn more:
[Animation](#)

Animation

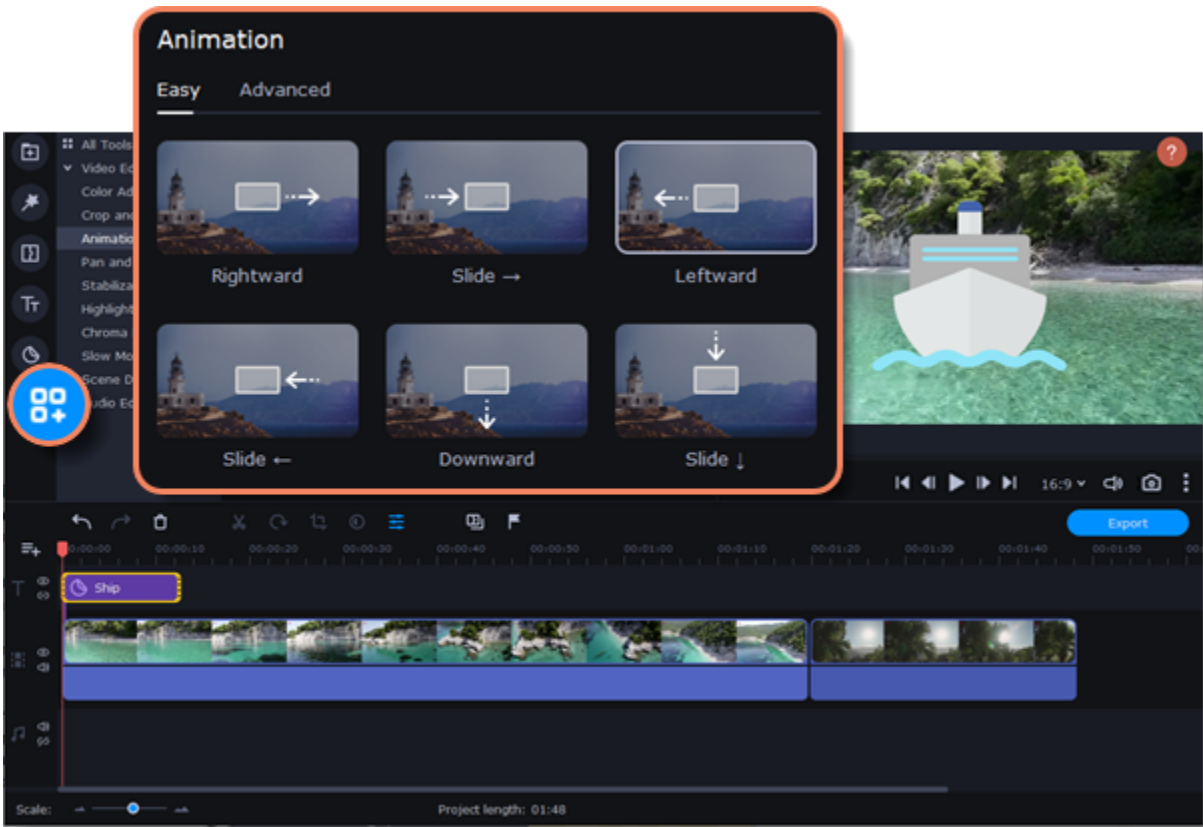
You can move objects any way you want and make creative appearances.

Add an animation

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



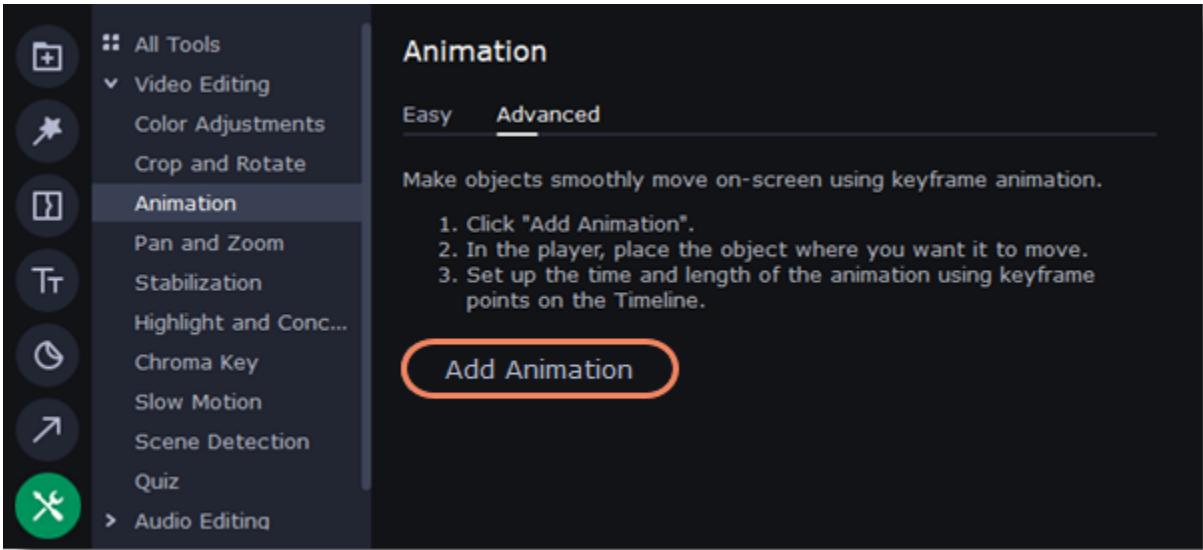
- 3. Click **More tools** on the left-hand sidebar and select **Animation** under **Video**.



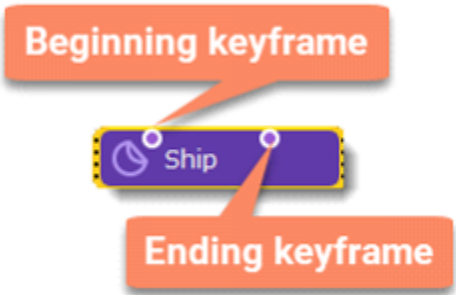
- 4. Select **Easy** mode to add quick and simple animations. To use a preset, just drag it onto the clip.

Advanced mode

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

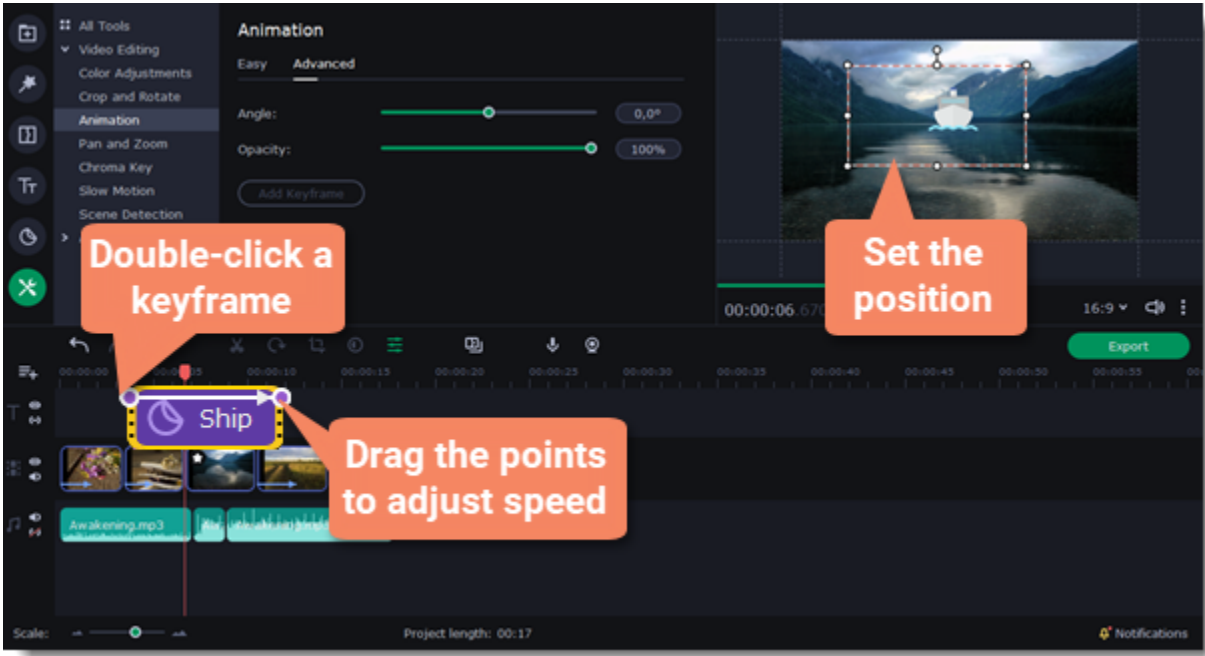


- 3. In the player, you will see a frame appear around the object. Use it to set the position of the object. On the Timeline, two points will appear on the clip. They are called *keyframes*. The *first* point is the original position of the object. The *second* point is its end position after the animation. The *distance* between the two points determines the animation speed.

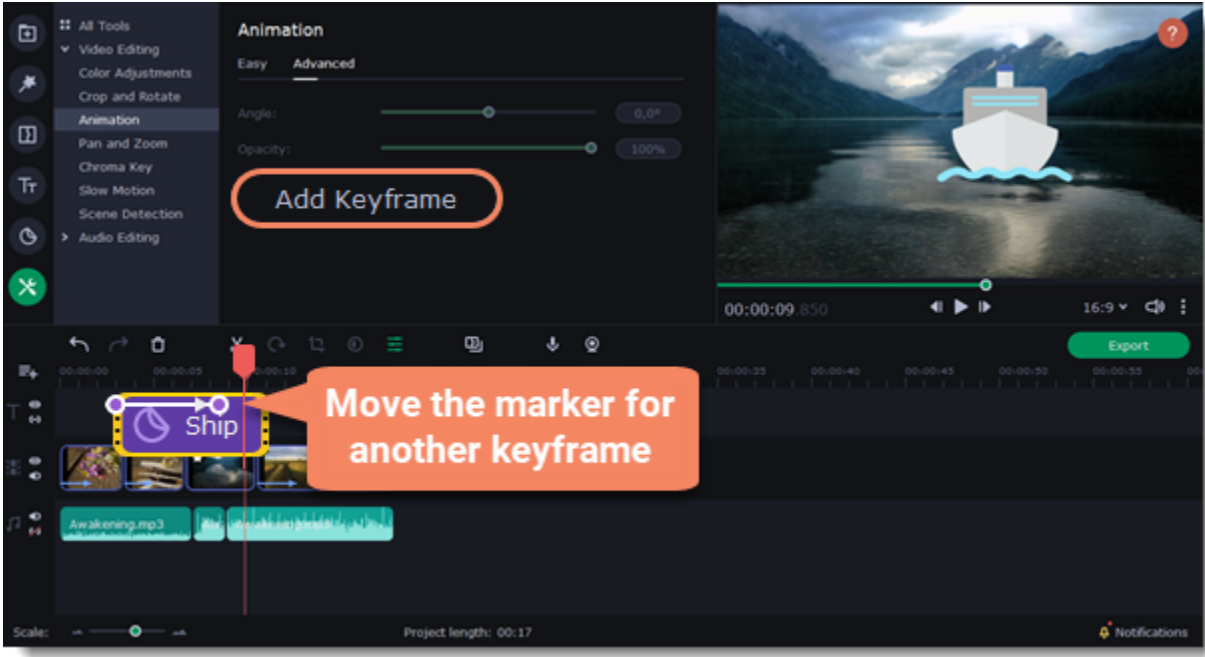


Edit the keyframes

1. On the Timeline, double-click a keyframe to edit it.
2. In the player, use the frame to move the object to where you want it to go.
 - To change the object's **size**, drag by the corners of the frame.
 - To **rotate** the object, drag by the white dot at the top of the frame or use the **Angle** box in the Animation panel. Note that if you want to make the object spin, you can rotate it to a maximum of 180 degrees in a single keyframe.
 - To make the object fade in or out, use the Opacity slider in the Animation panel.
3. To change how fast the object moves, move the keyframe point on the clip:
 - Move the points closer together to make the animation go faster.
 - Move the points farther away from each other to make it go slower.



To add another keyframe, move the position marker to where you want to place it in the clip and click **Add Keyframe** on the Animation panel. If you add it between two existing keyframes, it will create an intermediate position.



Reset a keyframe

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

Remove keyframes

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

Pan and zoom


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

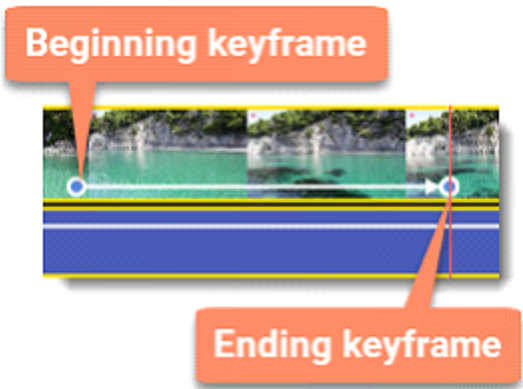
Add a Pan and Zoom effect

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

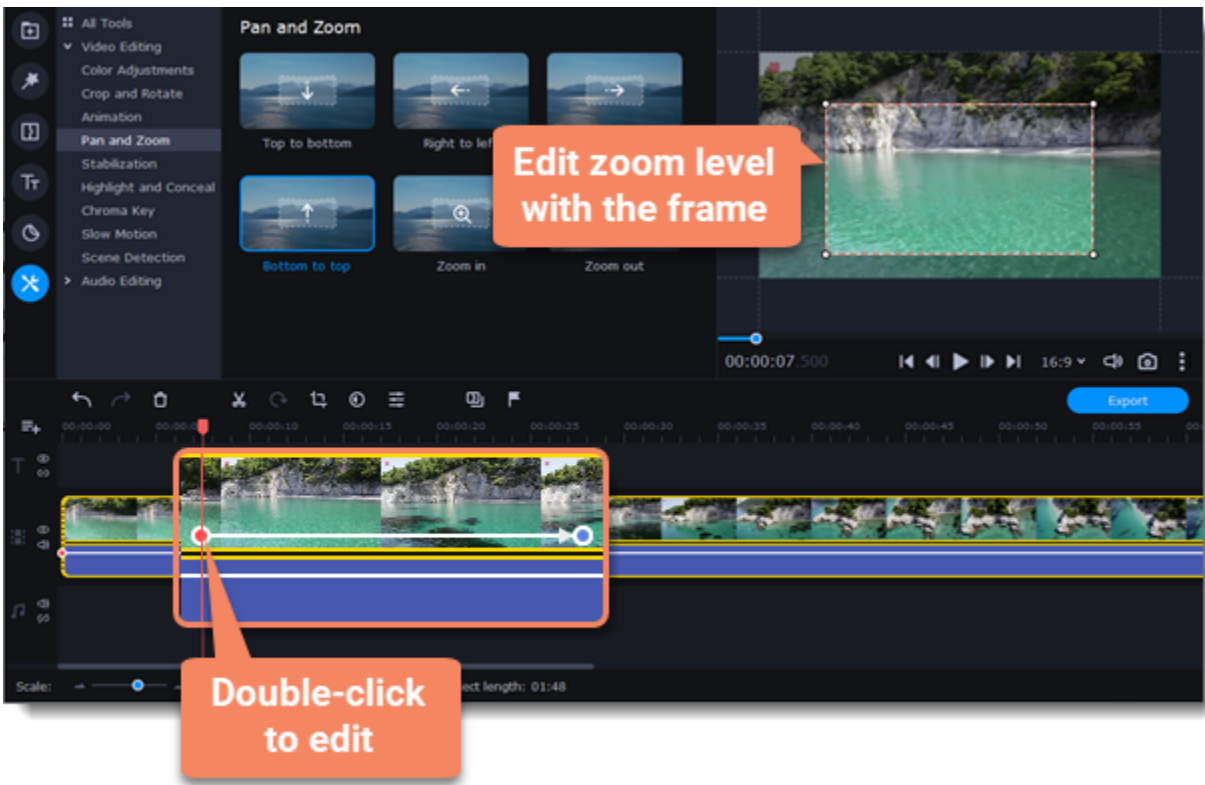



3. Click one of the presets to apply it.


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



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

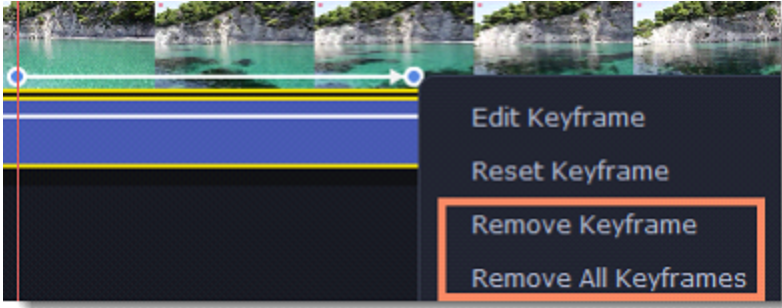


 To change the length of the zoom effect, move a keyframe left or right. To move the zooming effect on the clip without changing its length or other settings, move it along the clip.

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

Remove zoom

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

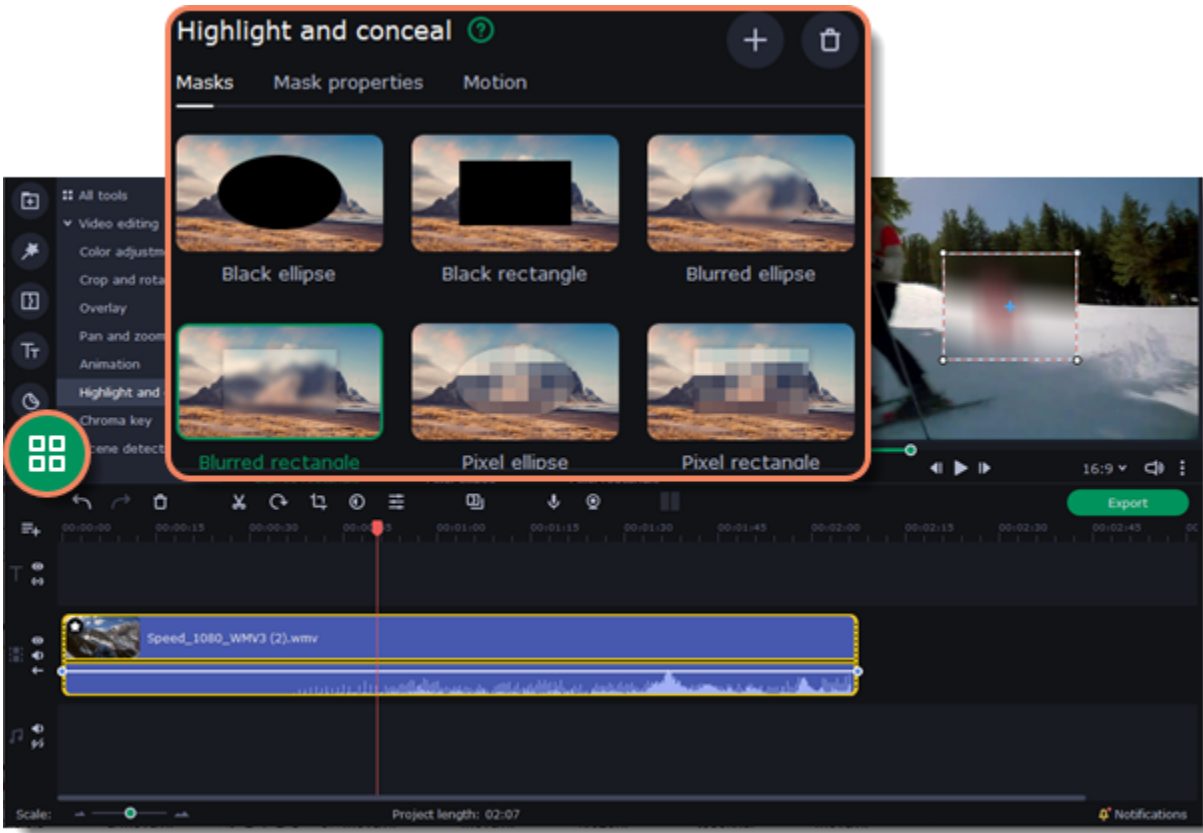


Highlight and conceal

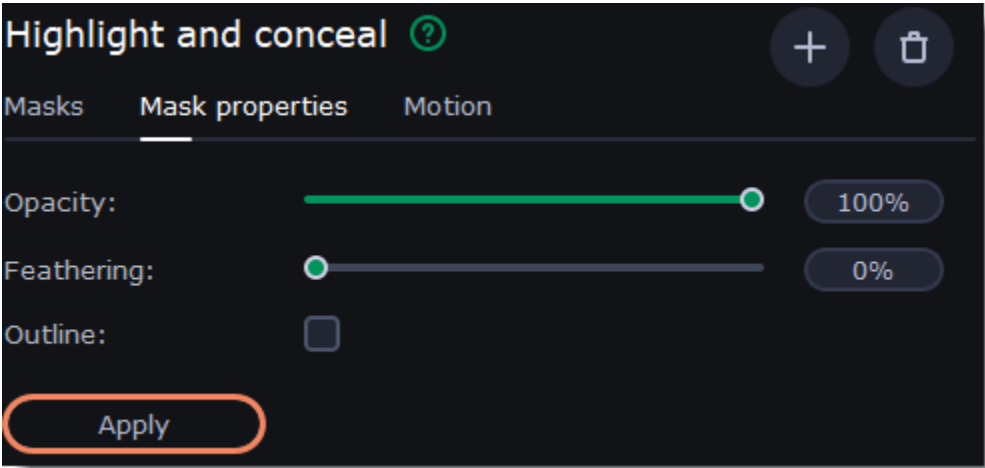
This tool will help you control the focus in a frame, blur or darken parts of a video and track objects in motion.

Applying a mask on your video

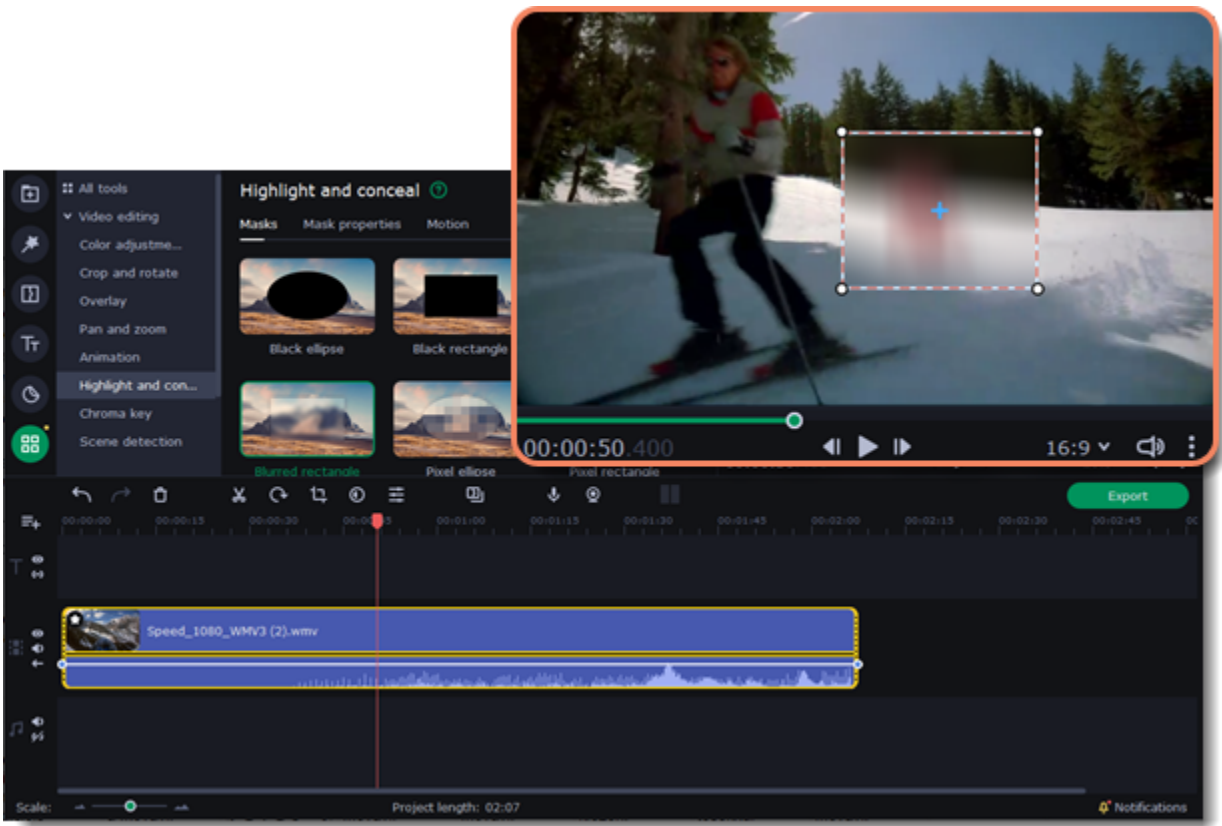
1. On the Timeline, select the clip that you want to edit.
2. Click the **More tools** icon on the left-hand sidebar and select **Highlight and Conceal** under **Video**.
3. Choose a mask from the list.



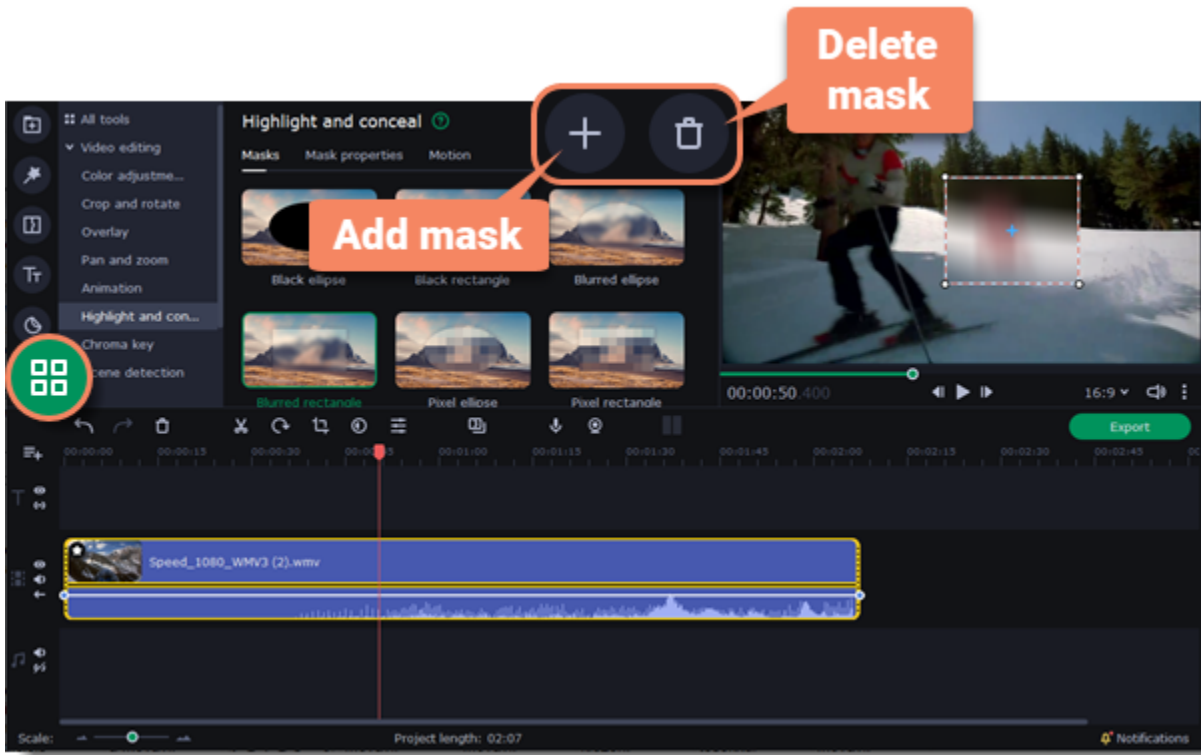
4. In the **Mask properties** tab, select advanced settings.
5. Click **Apply** to save the changes.



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

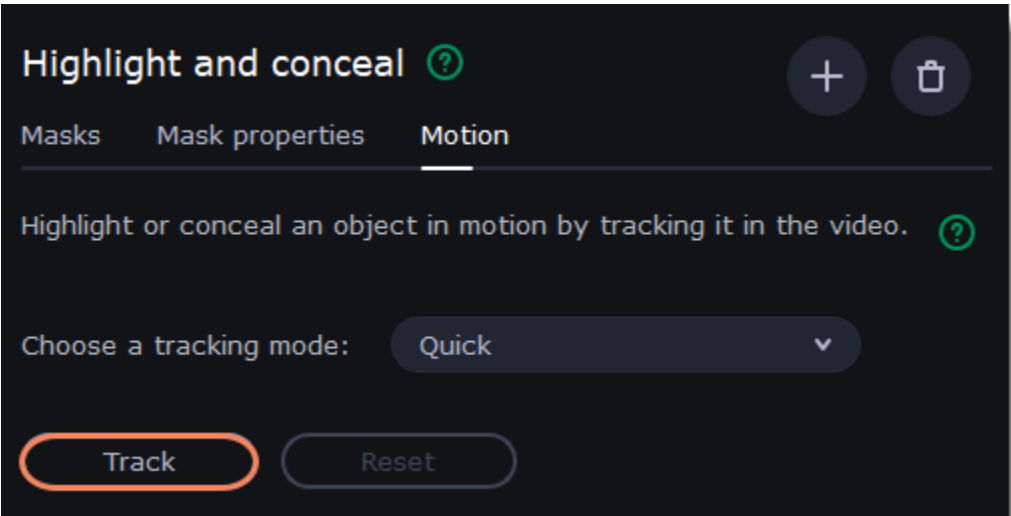


If you want to cover up or highlight more than one object, click **Add mask** at the top of the **Highlight and Conceal** panel to create another mask. To delete the mask, click the **trash icon**.

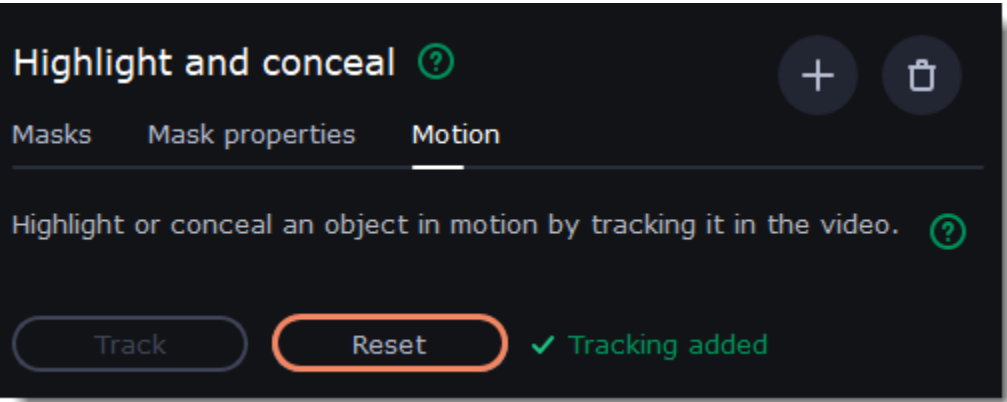


Motion tracking

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



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

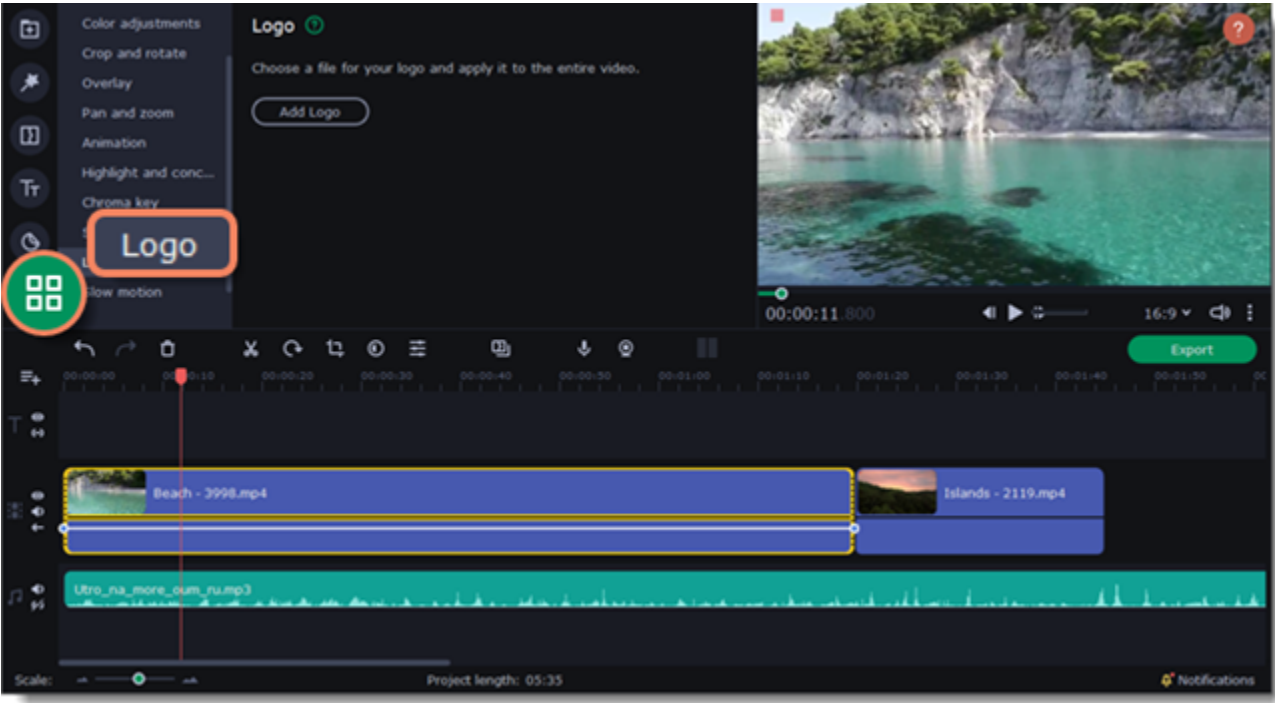


Not available in Movavi Video Editor Academic Edition.

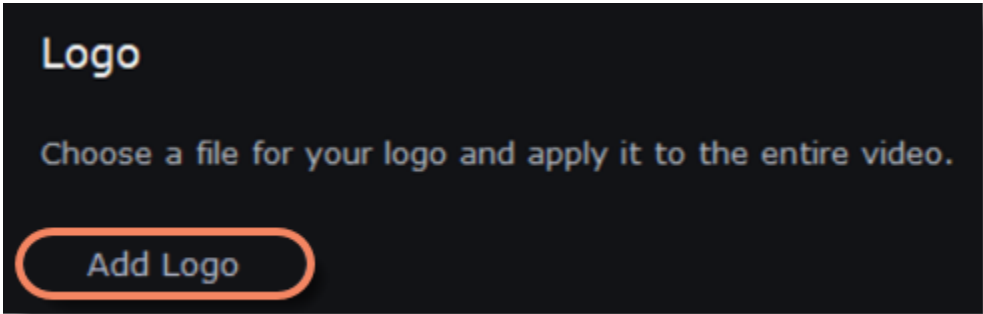
Logo

Add your own logo to an entire video with the **Logo** tool.

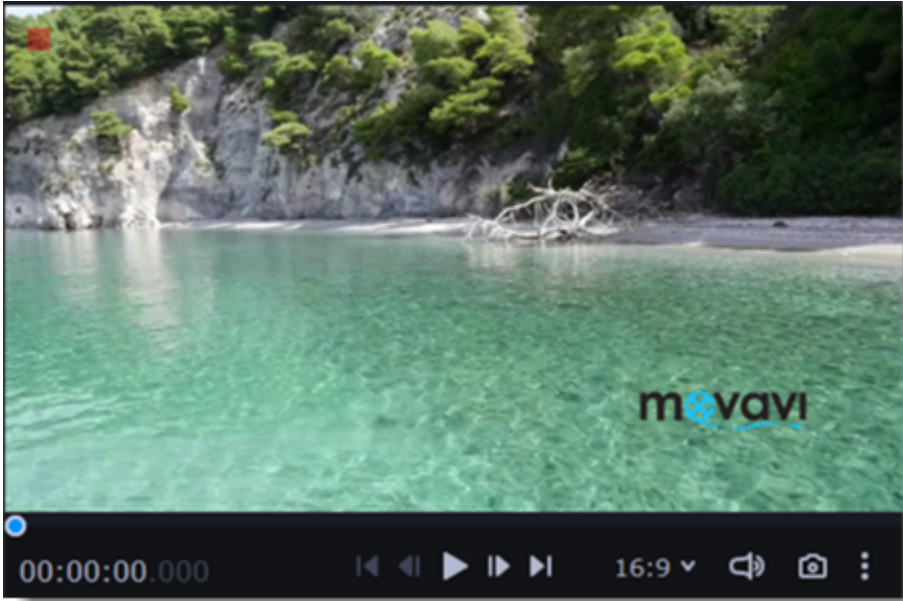
1. Click the **More Tools** icon on the left-hand sidebar and select **Logo** under **Video**.



2. Add the image you want to use as a logo by clicking the **Add Logo** button.



The logo file moves to the overlay track, and the logo itself is placed in the bottom right-hand corner of the video in the player.

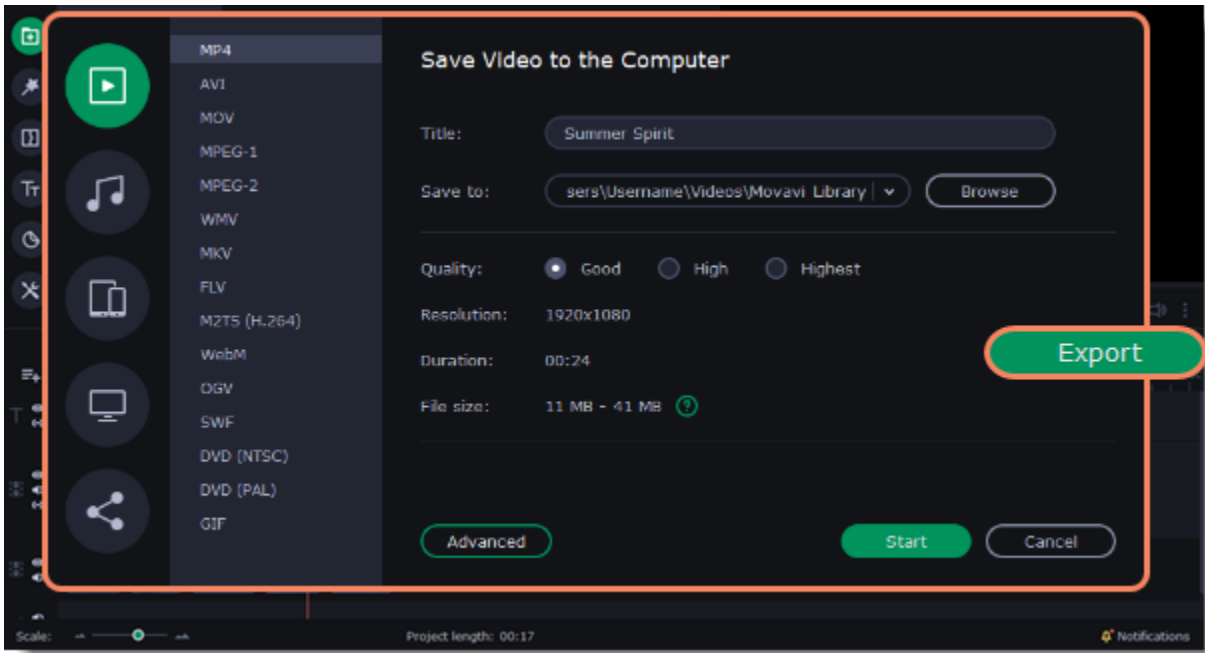


Exporting videos

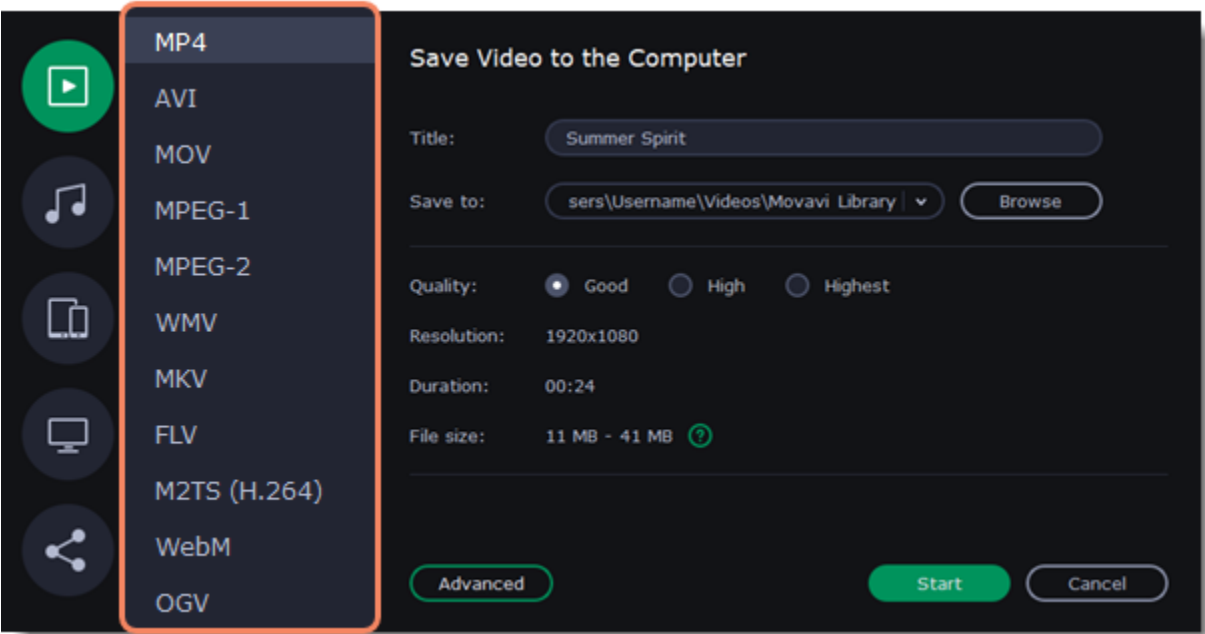
When you're done with your project, you'll need to export it as a media file to be able to play it on the devices. This section will guide you through the process of exporting your project to a popular video format. If you want to find out more about other ways of saving videos, see the following guides: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

Exporting a full video

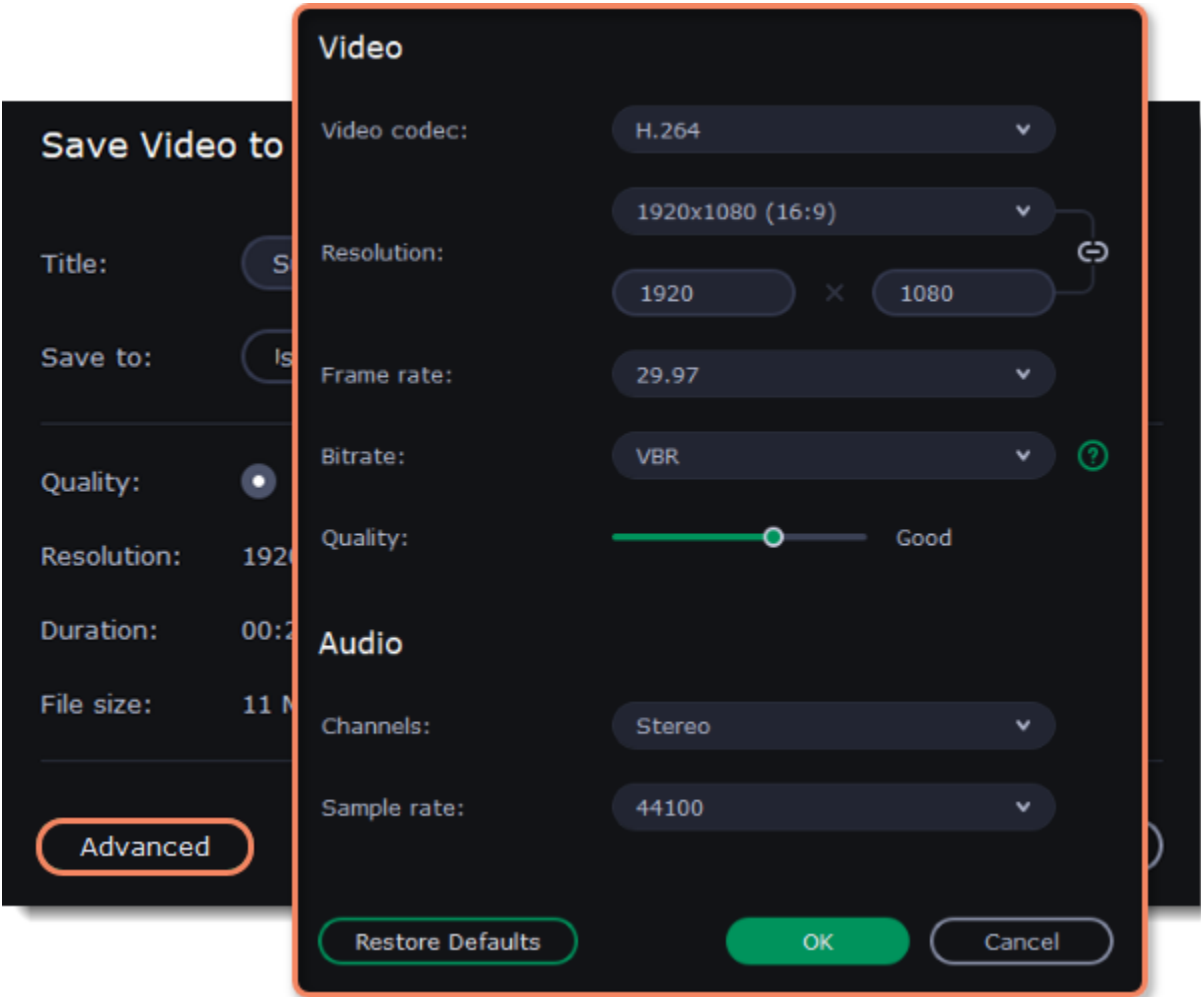
1. To start saving the video, click the **Export** button under the player. The export settings window will open.



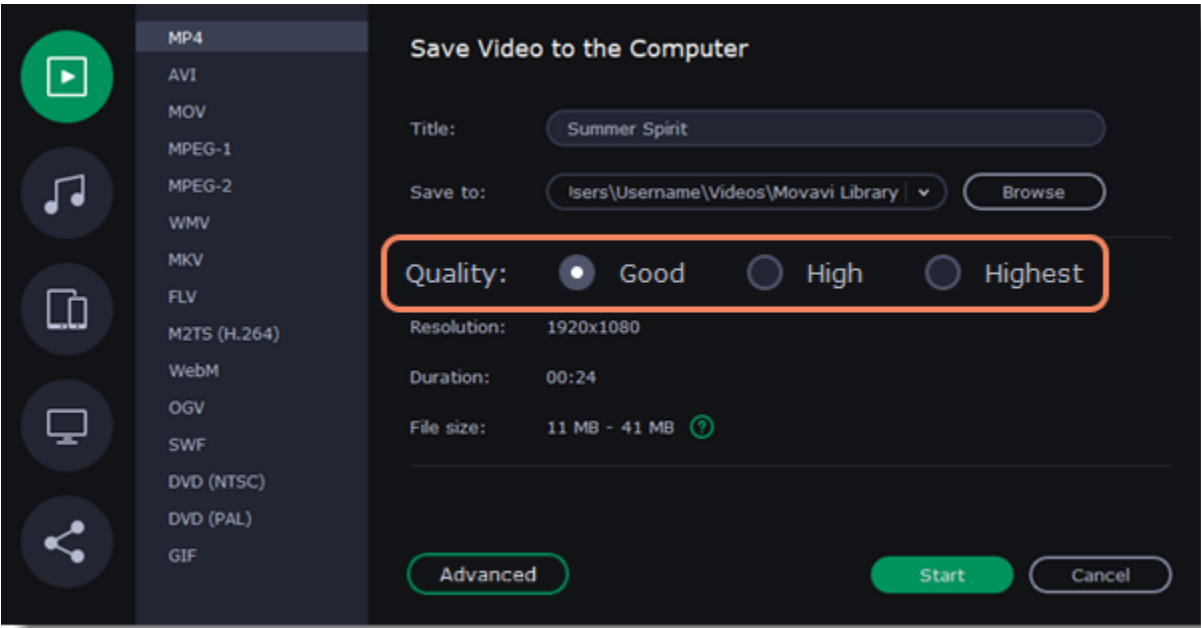
2. Choose a format for saving the video in. Some formats allow you to choose between video codecs. If you don't know which format to choose, try using **MP4**. The MP4 format is supported by most platforms and operating systems. At lower resolutions, the file will be significantly smaller, however, the video will lose some quality due to the limitations of digital data compression. The **GIF** format is different from other formats in the list. It allows saving video as a mute animated image, which can then be played in some image viewing programs or in any web browser.



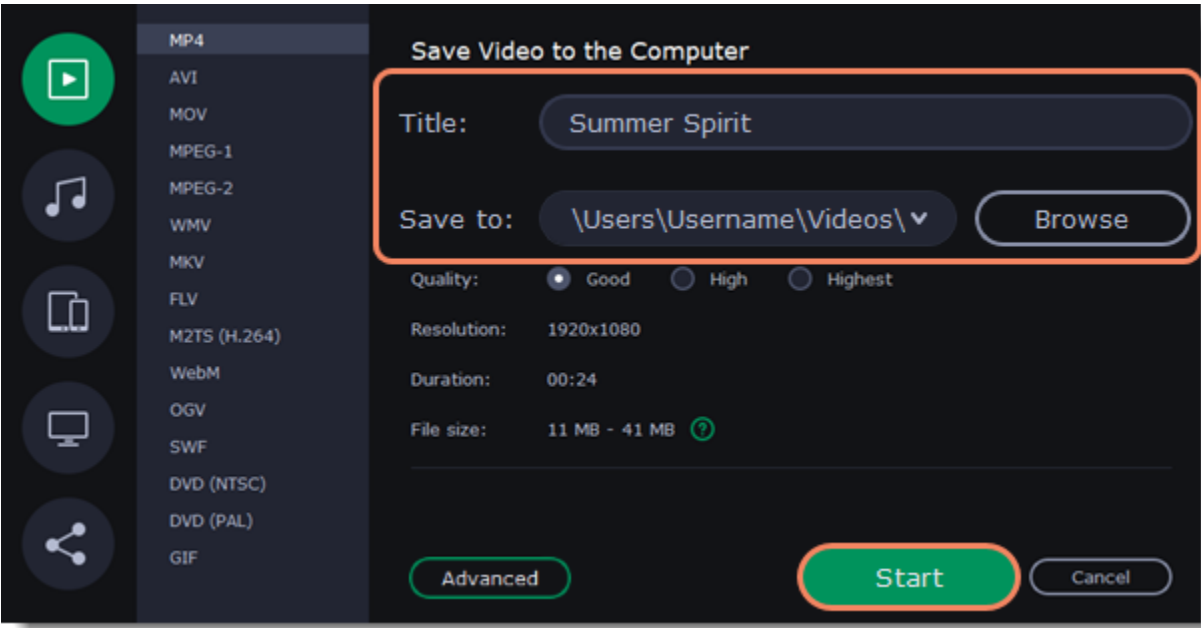
3. (optional) To change the resolution, aspect ratio, or other settings, click the **Advanced** button to view and edit the project settings.



4. 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.

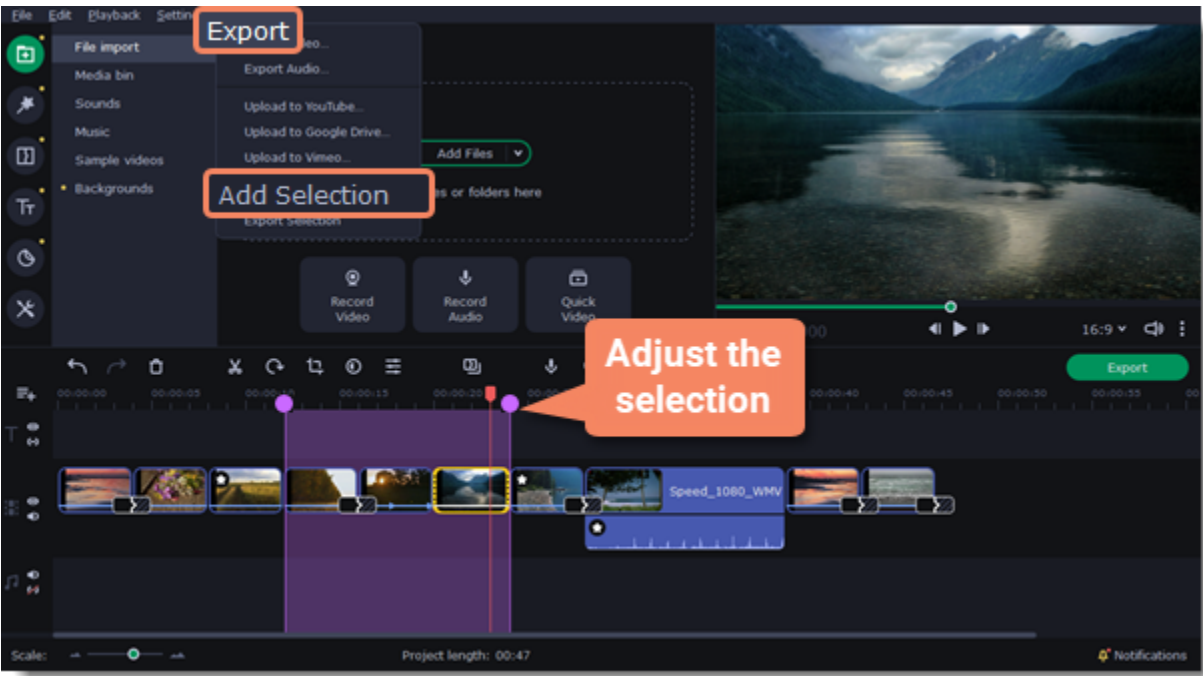


5. Name your file and choose a destination folder. Next to the **Save to** field click the **Browse** button to change the directory for saving the output file. You can change the default output folder in the [preferences](#).
6. Click the **Start** button to begin processing the video file. This may take up to a few minutes.

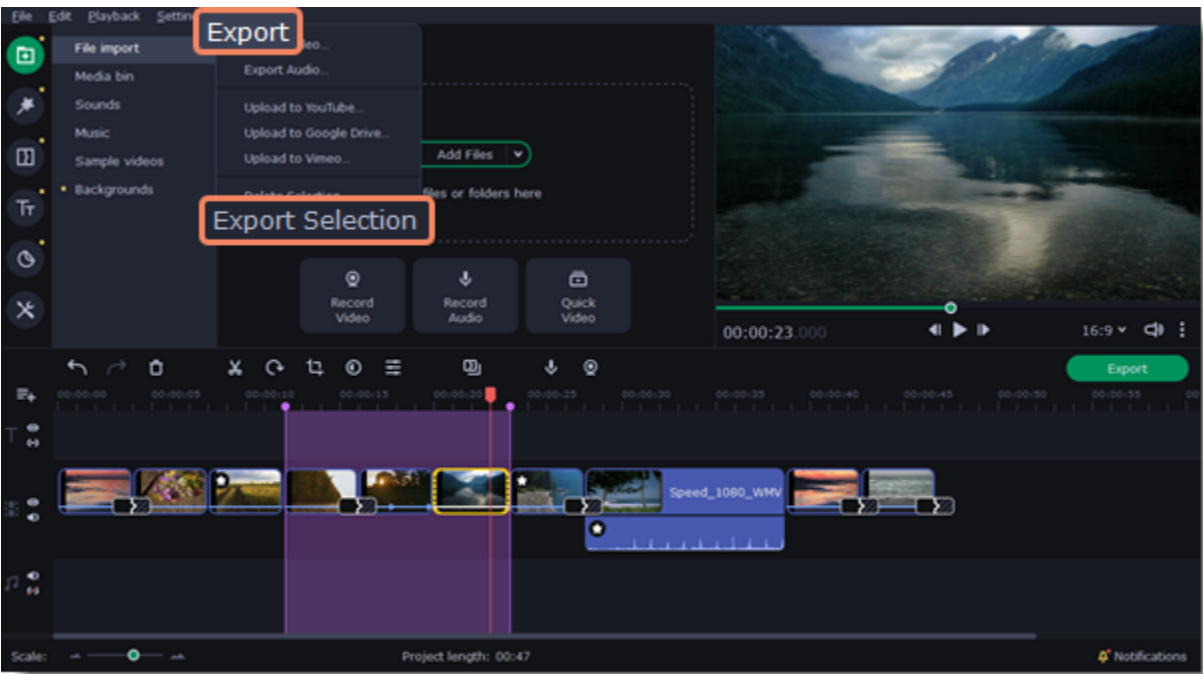


Exporting a part of a video

- Sometimes you might need to export only a part of a project. To do this:
1. Open the **Save** menu, then select **Add Selection**. A purple area will appear on the Timeline.
 2. Drag the dots that limit the area and select the part of the video you want to export.



- 3. Open the **Save** menu again and select **Export Selection**. Or right-click the area and choose **Export Selection**.
- 4. Save the video as shown in the **Exporting a full video** section above.



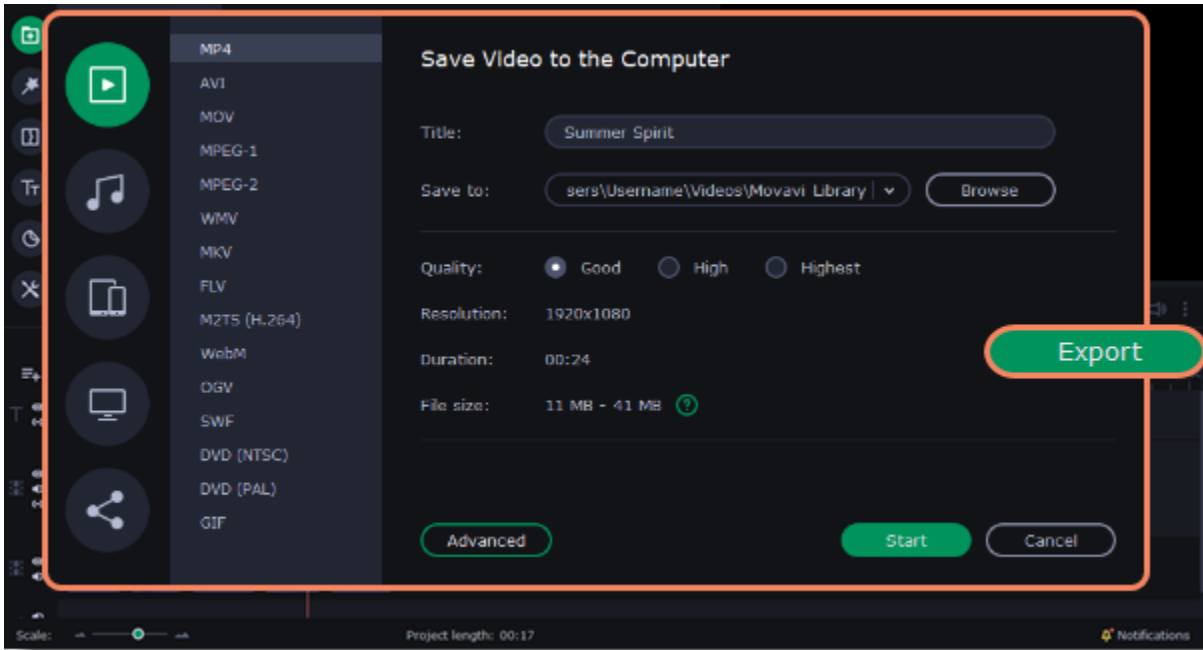
See also:
[Export only audio](#)
[Export for devices](#)
[Export for TVs](#)
[Uploading online](#)

Export only audio

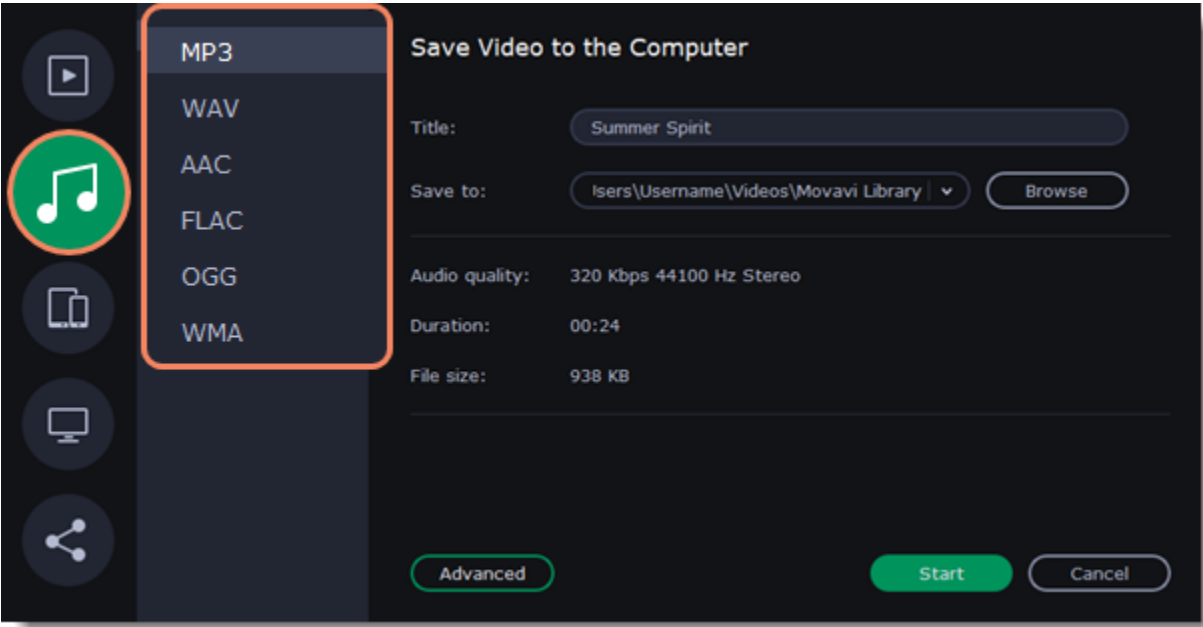
This section will guide you through exporting just the audio track of your project.

Export an audio

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

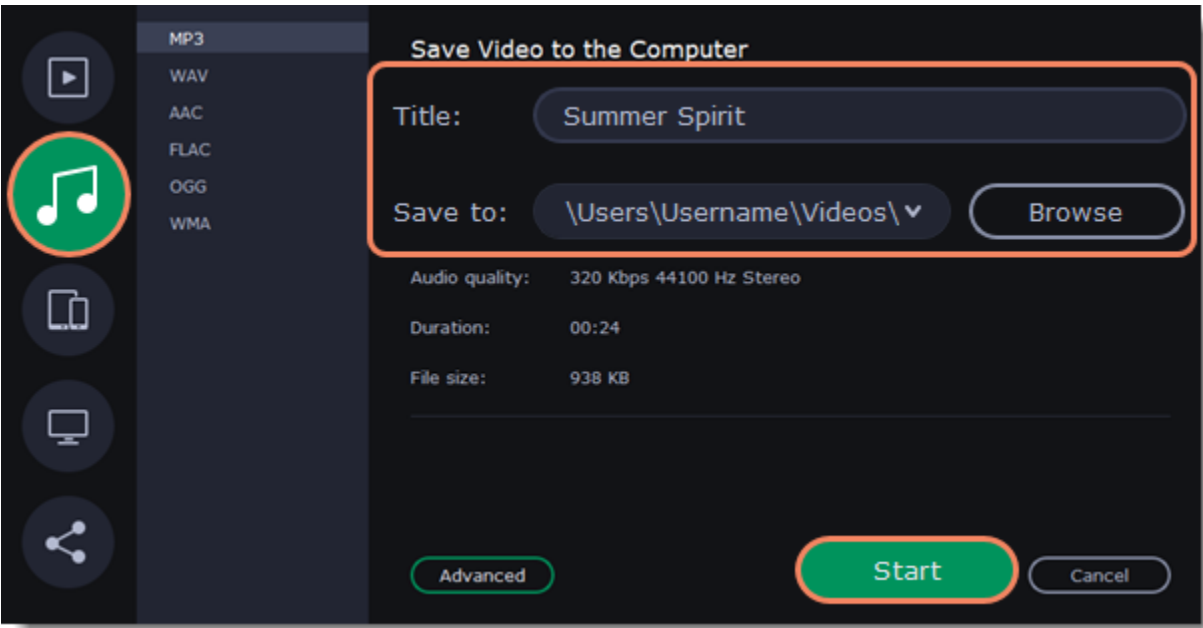


- 2. Click on the **Save Audio File** tab in the left part of the Export window.
- 3. Select the format you'd like to save the audio in.



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

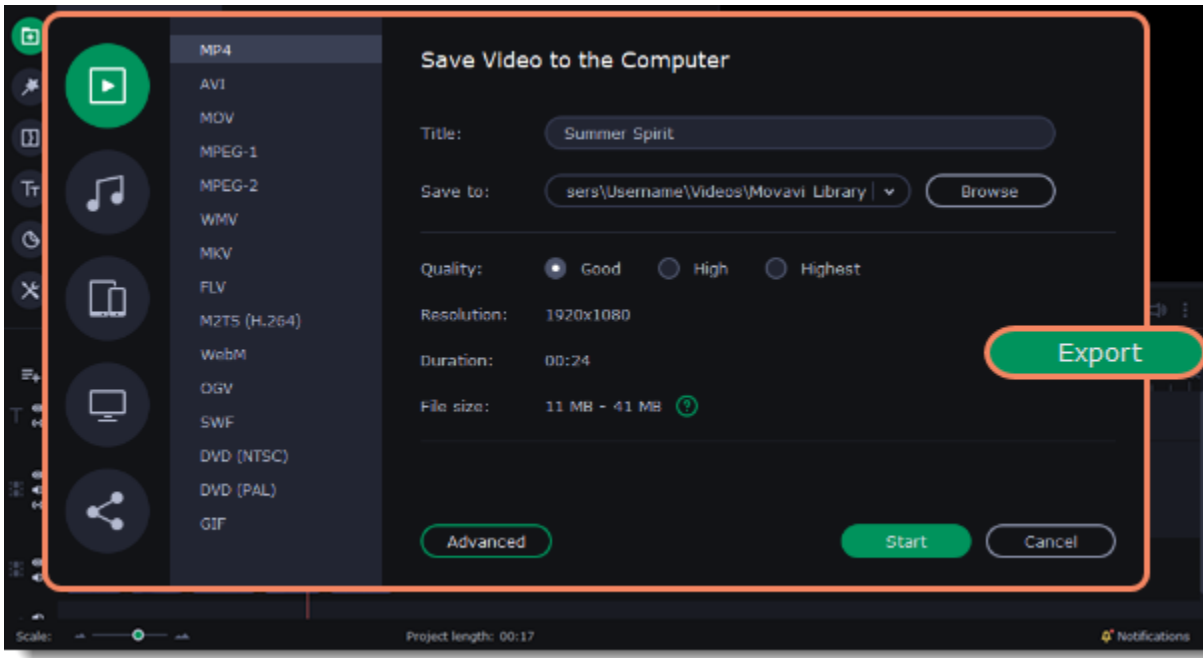
- 5. Name your file and choose a destination folder. Next to the **Save to** field click the **Browse** button to change the directory for saving the output file. You can change the default output folder in the [preferences](#).
- 6. Click the **Start** button to begin processing the video file. This may take up to a few minutes.



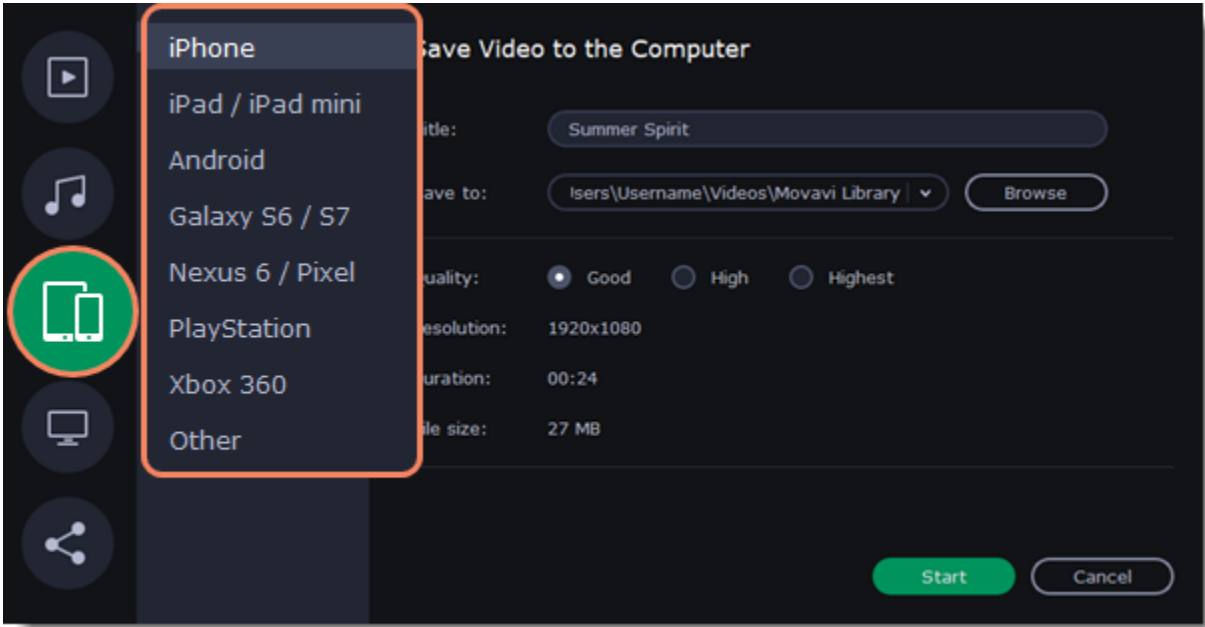
Export for devices

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

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

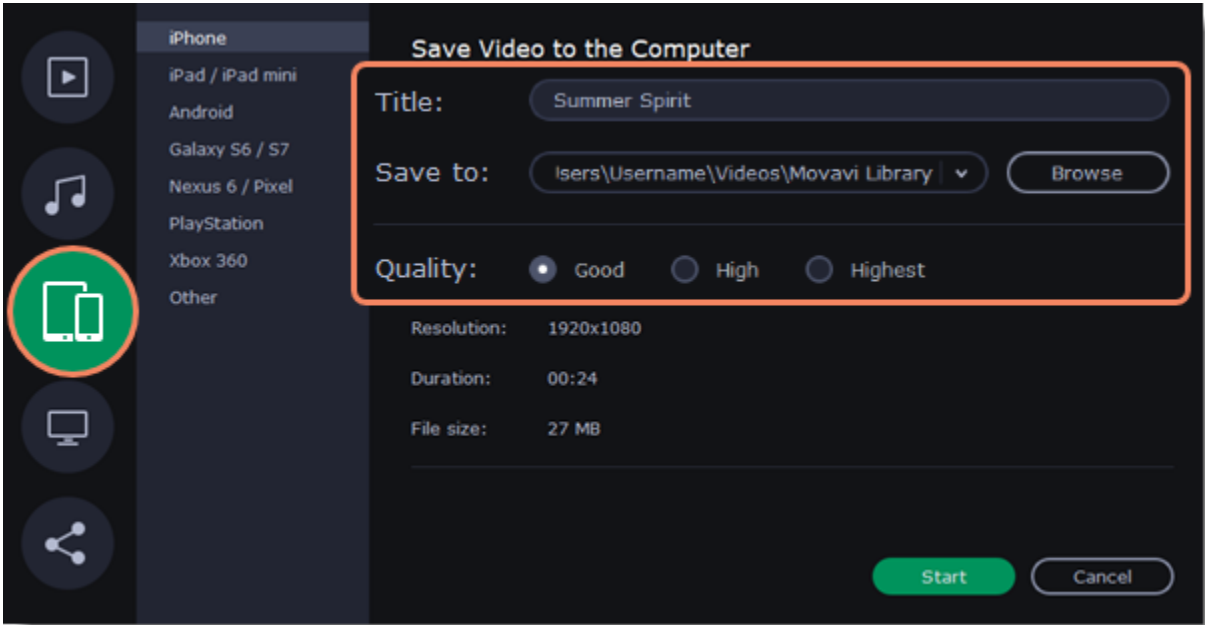


- 2. In the left part of the window click on the **Save for Devices** tab.
- 3. Select a format.



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

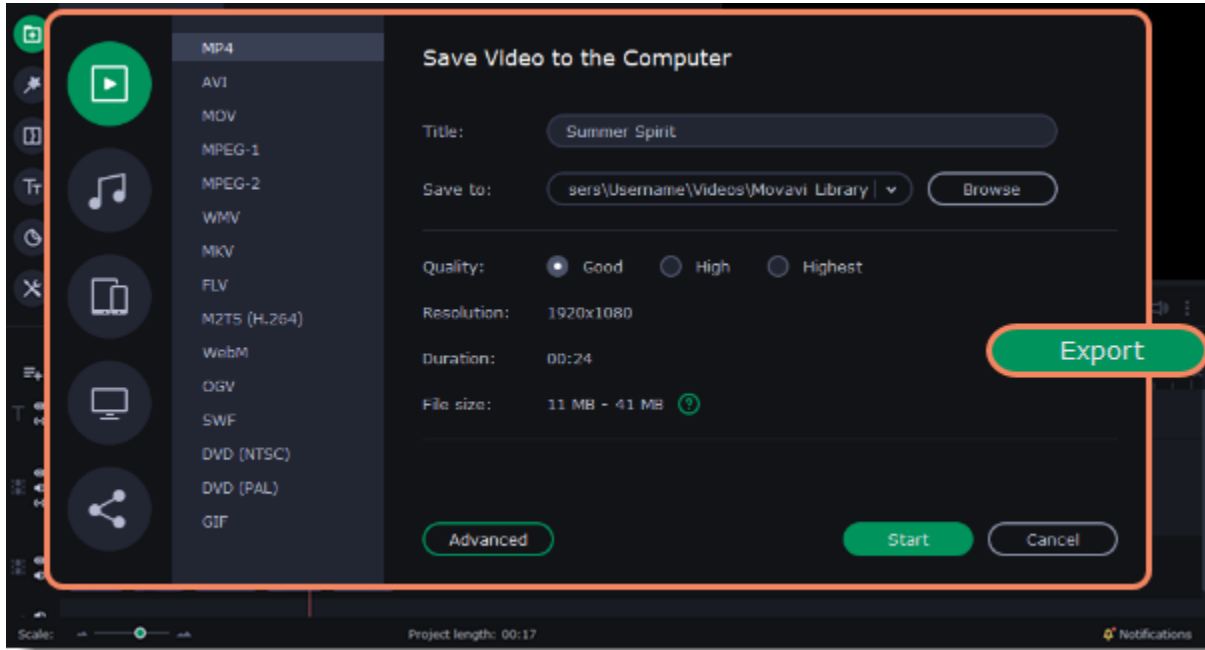
- 4. If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a small file size.
- 5. Name your file and choose a destination folder. Next to the **Save to** field click the **Browse** button to change the directory for saving the output file. You can change the default output folder in the [preferences](#).
- 6. Click the **Start** button to begin processing the video file. This may take up to a few minutes.



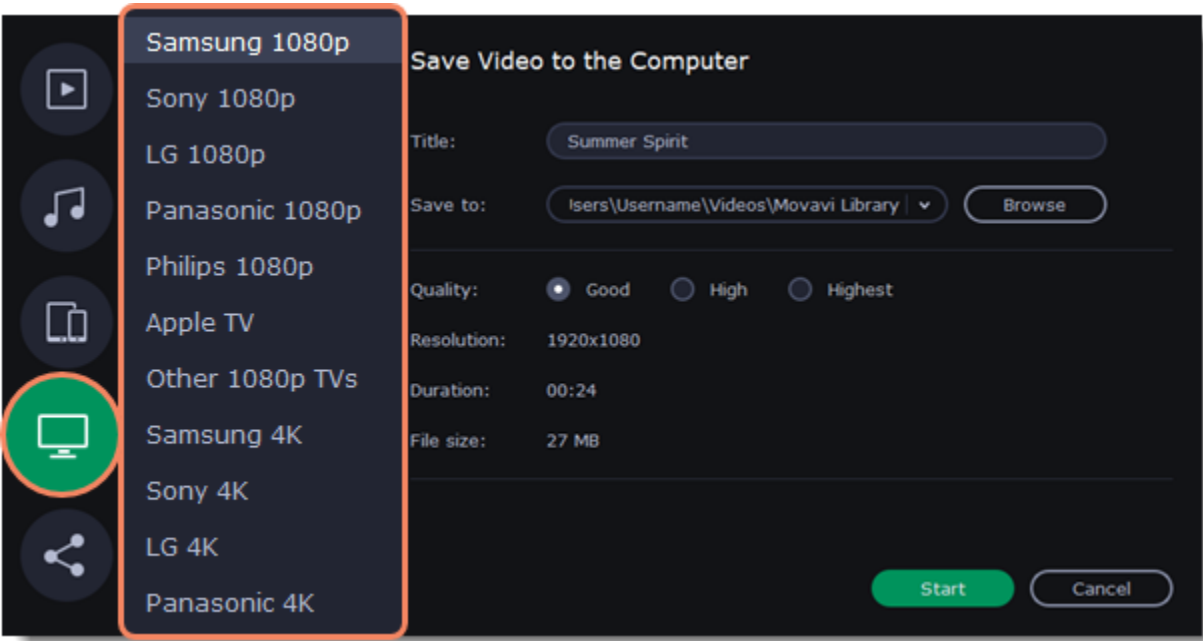
Export for TVs

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

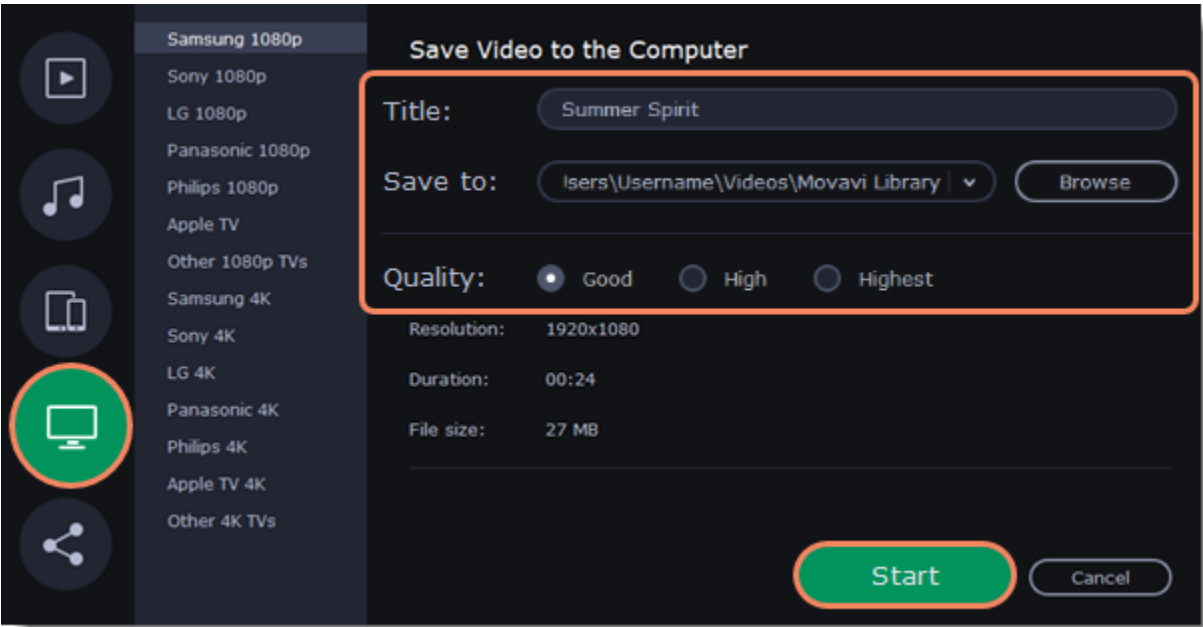
- 1. In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.



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



4. 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.
5. Name your file and choose a destination folder. Next to the **Save to** field click the **Browse** button to change the directory for saving the output file. You can change the default output folder in the [preferences](#).
6. Click the **Start** button to begin processing the video file. This may take up to a few minutes.

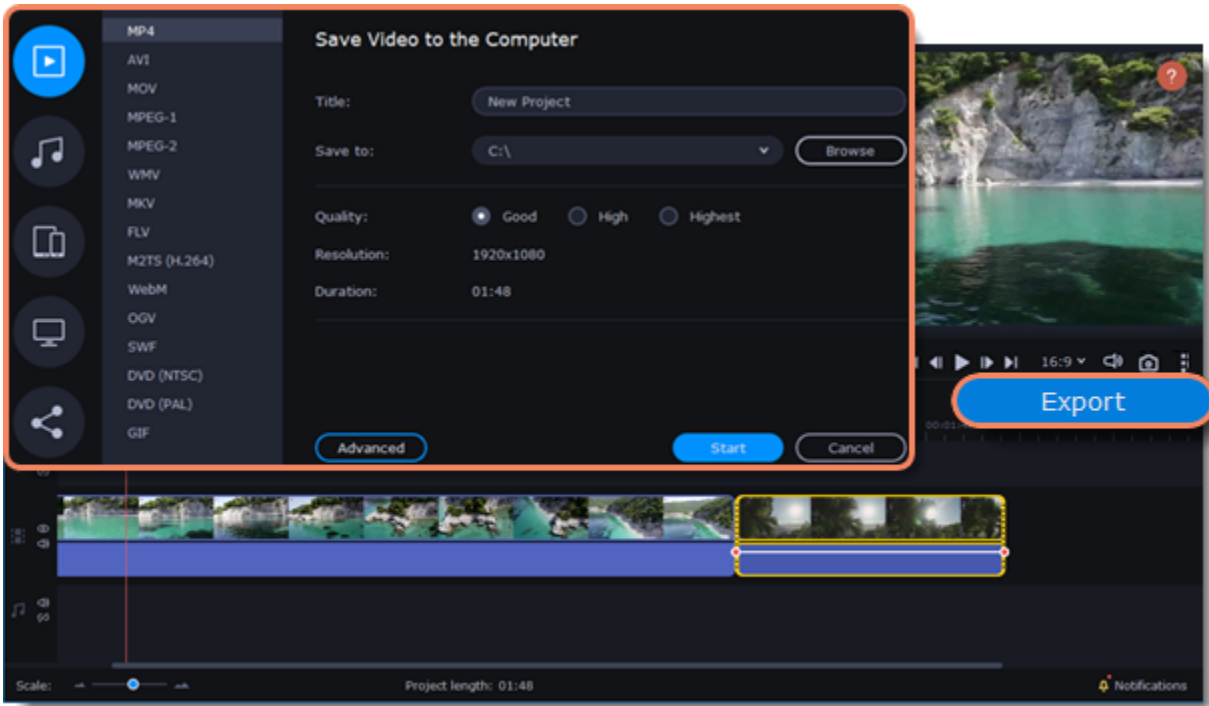


Uploading online

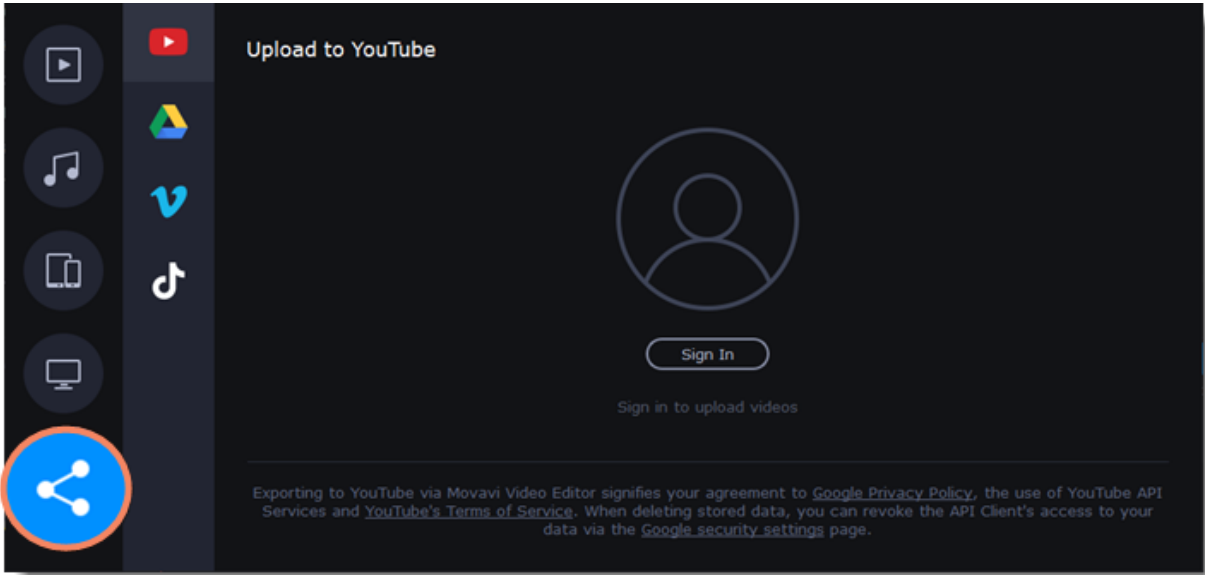
After you finish your video, you can upload it to YouTube, Vimeo, or Google Drive right from the Export Settings window.

Upload to the Internet

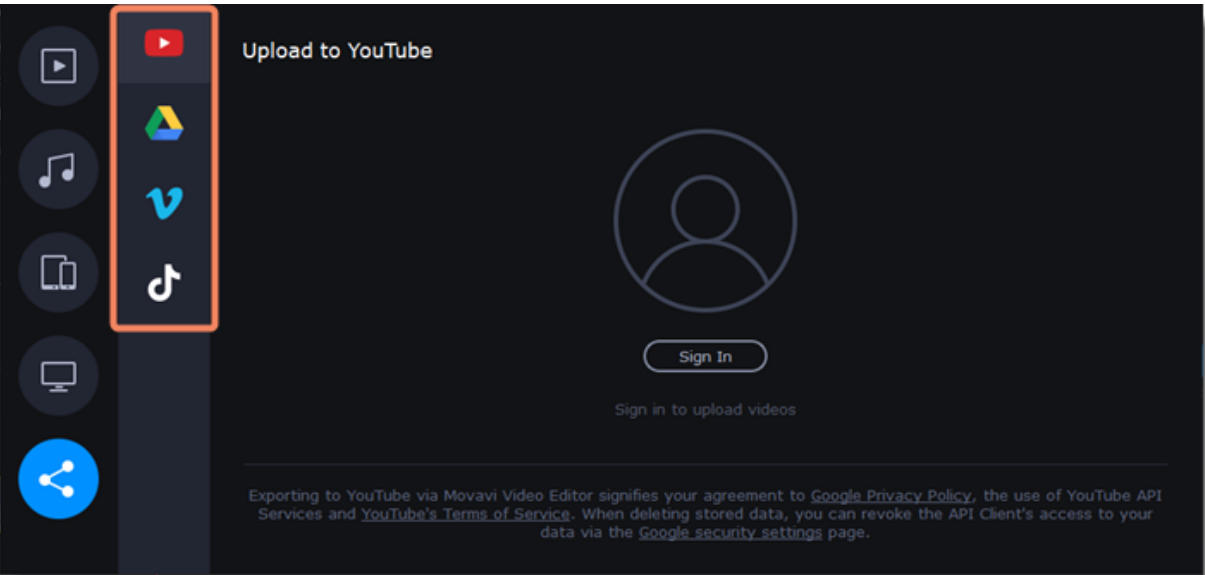
1. Click the **Export** button to open the Export Settings window.



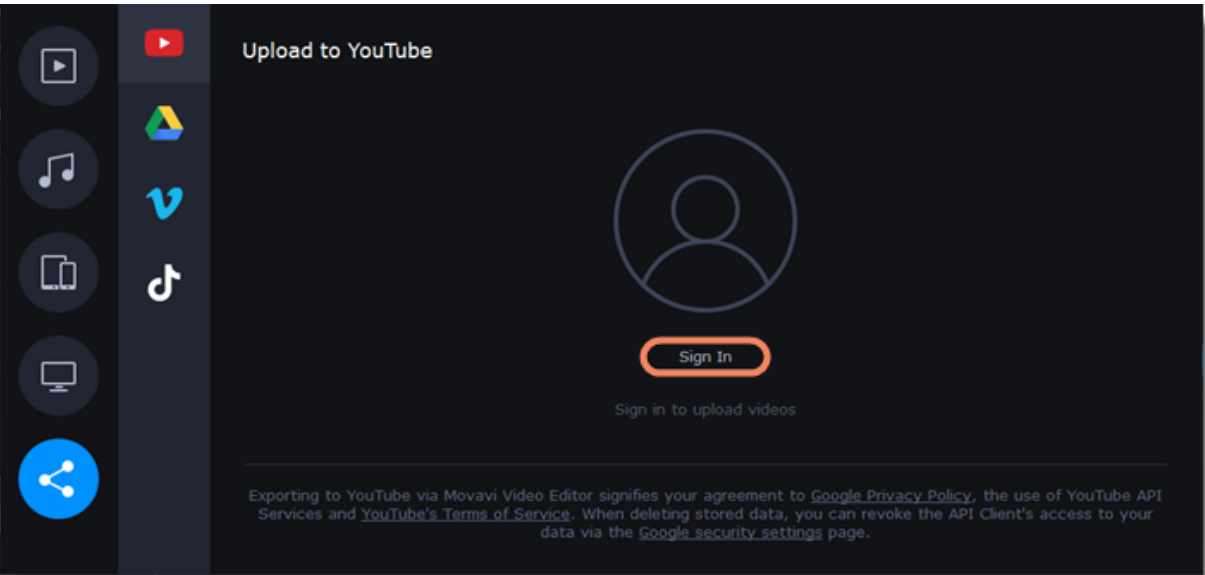
2. On the left side of the **Export Settings** window, click the **Upload** icon.



3. Select the service you would like to upload your video to: YouTube, Vimeo, Google Drive, or TikTok.

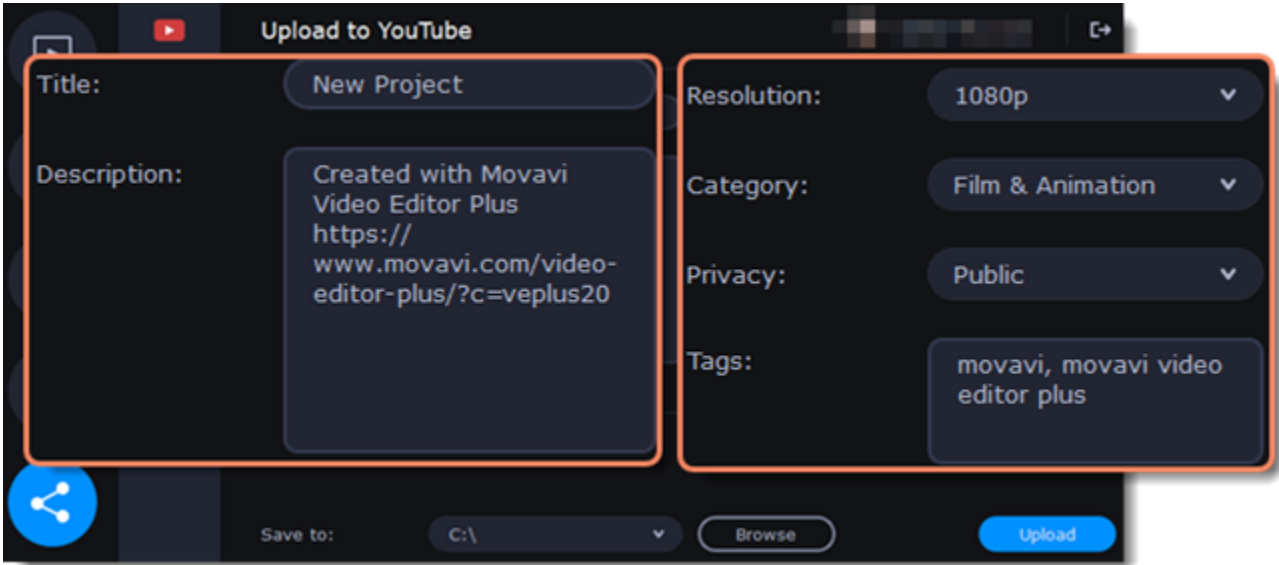


4. Click **Sign in**. The authentication page will open in your browser.
Sign in to your account and click **Allow** to let Movavi Slideshow Maker upload videos.



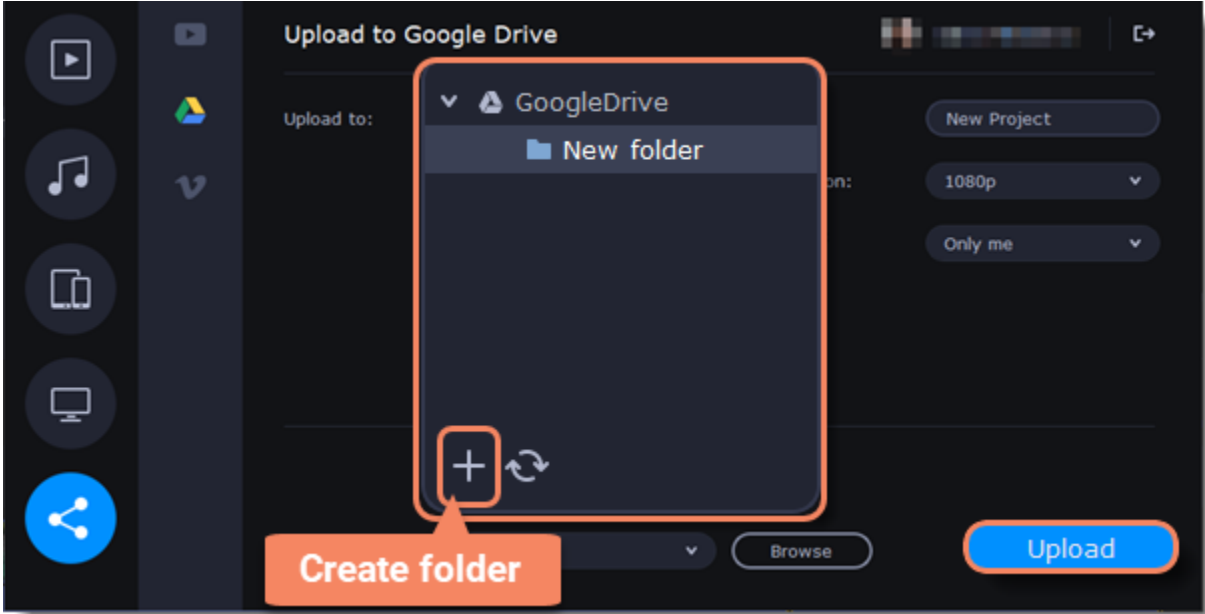
Upload to YouTube

1. Type a **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 hashtag (#) before each one.
3. Choose a **Category** to help viewers find relevant content.
4. From the **Privacy** dropdown menu, choose who you want to see the video:
Private: Videos can only be seen by you and users you choose.
Public: Videos can be seen by and shared with anyone.
Unlisted: Videos can be seen and shared by anyone with the link.
5. Click **Upload** to export and upload your video.



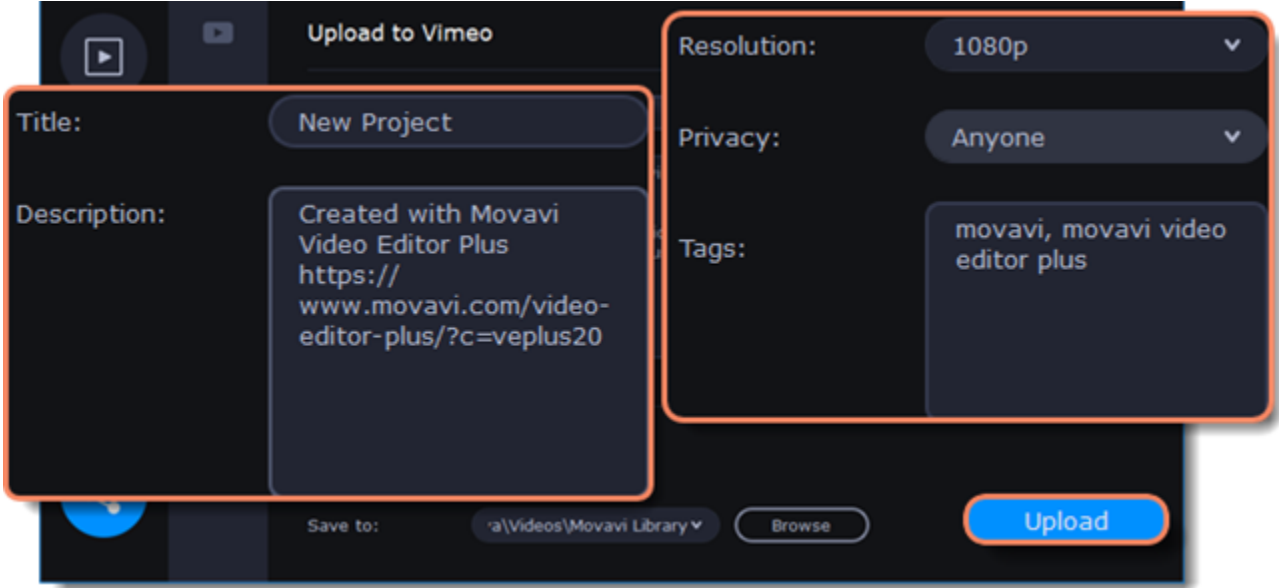
Upload to Google Drive

- 1. Type a **Title** for your video.
- 2. Select a Google Drive folder where you want your video to be uploaded. You can create a new folder in your Google Drive straight from the Export Settings window.
- 3. From the **Privacy** dropdown menu, choose who you want to see the video:
Private: Videos can only be seen by you and users you choose.
Unlisted: Videos can be seen and shared by anyone with the link.
- 4. Click **Upload** to export and upload your video.



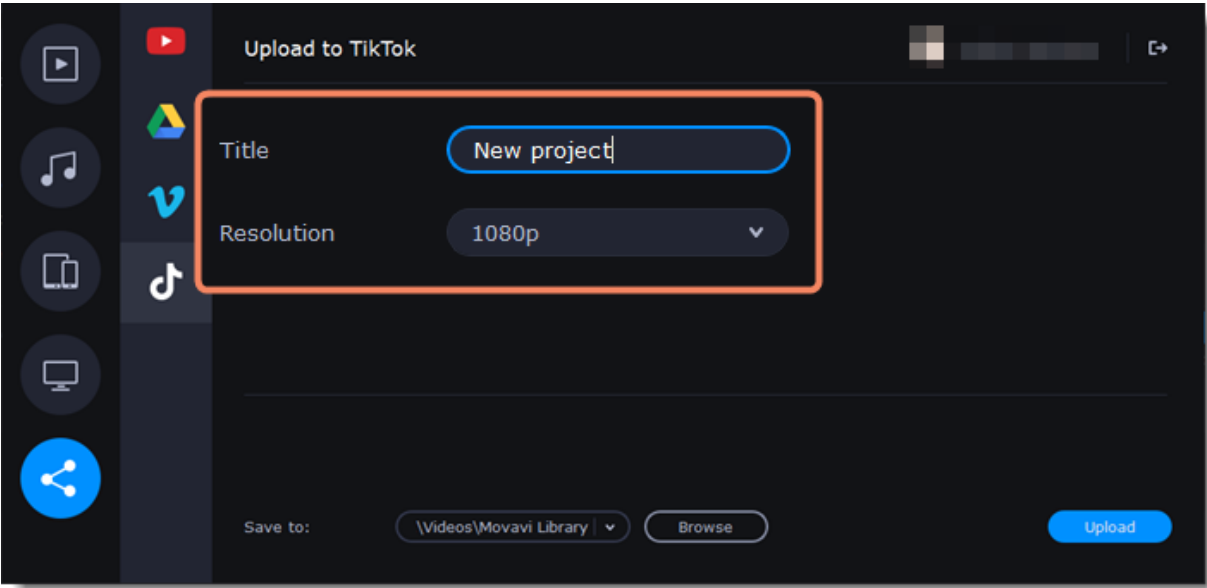
Upload to Vimeo

- 1. Type a **Title** and **Description** for your video.
- 2. Select a video resolution from the **Resolution** dropdown list.
- 3. Select a privacy level from the **Privacy** dropdown list:
Anyone: Any person can watch the video.
Only people I follow: Only people you are following can watch the video.
Only me: No one but you can access the video.
- 4. Add **Tags**.
- 5. Click **Upload** to export and upload your video.



Upload to TikTok

- 1. Type a **Title** for your video file.
- 2. Select a video resolution from the **Resolution** dropdown list.
- 3. Click **Upload** to export and upload your video.

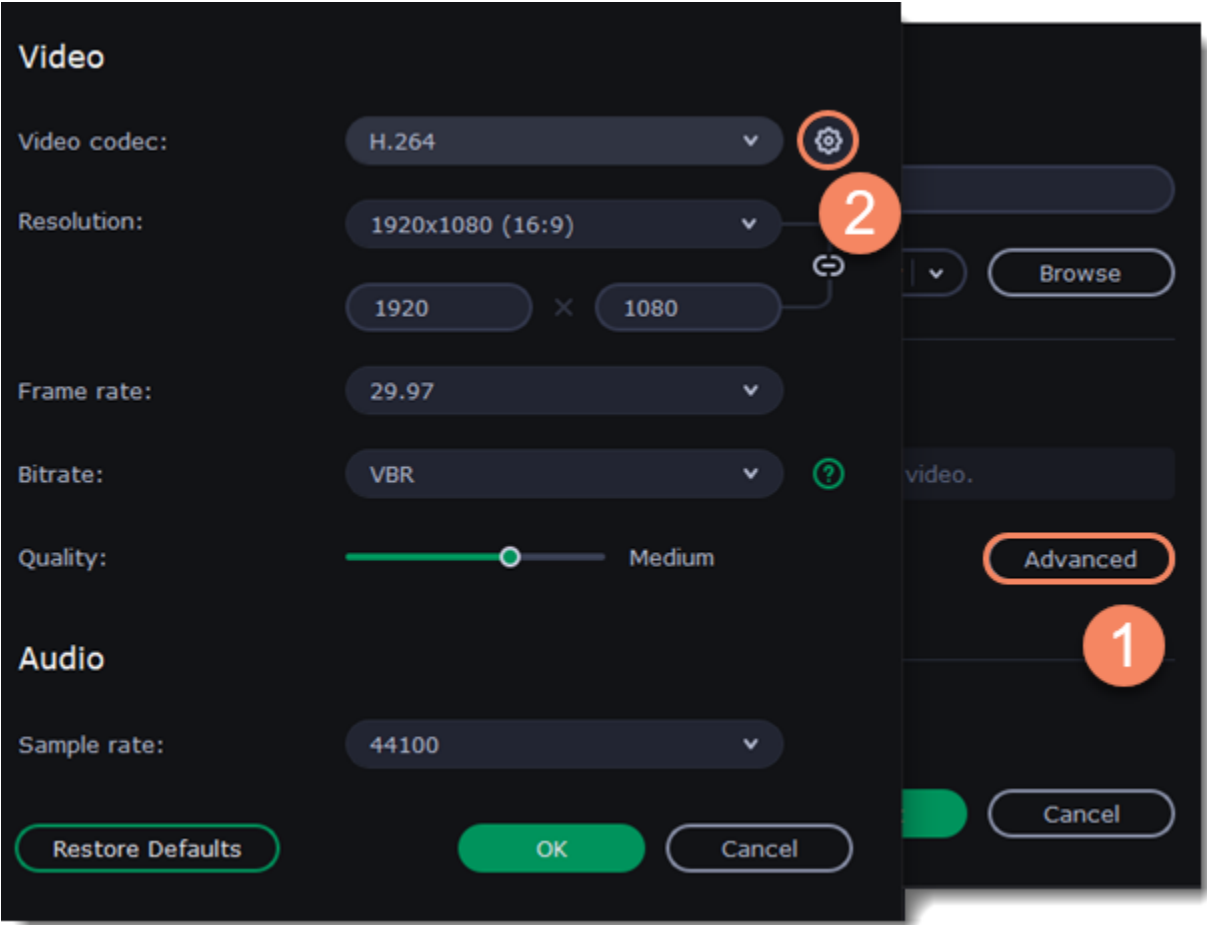


H.264 codec settings

Additional settings are available for a H. 264 codec video. You can save the video by selecting the most appropriate options for the current project.

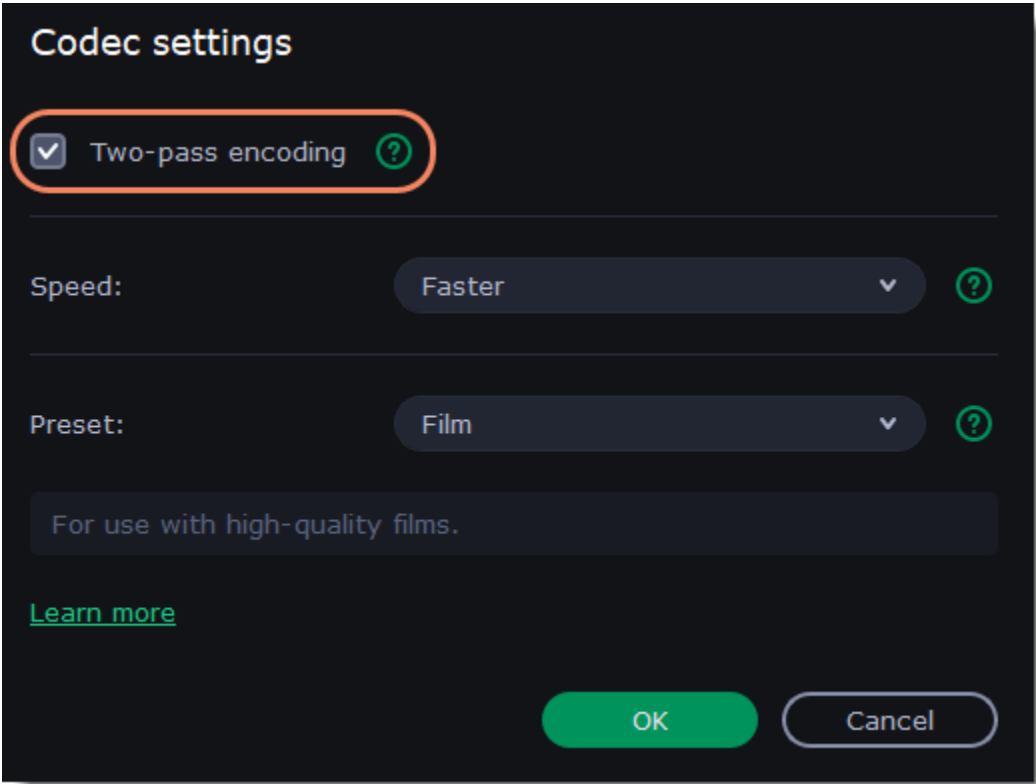
Codec settings window

1. In the window for saving the video to your computer, select advanced settings by clicking **Advanced**.
2. To open the H. 264 codec settings, click on the **gear icon**.

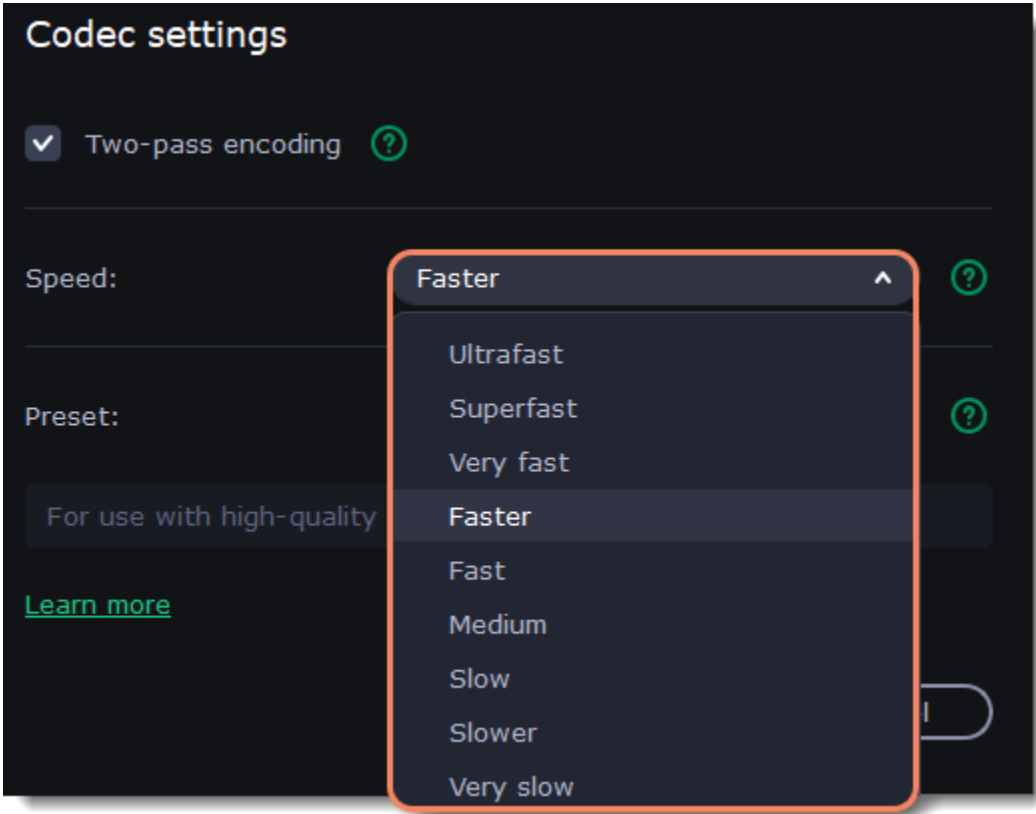


Codec settings

1. Select **Two-pass encoding** to improve the video quality, but export will take longer.

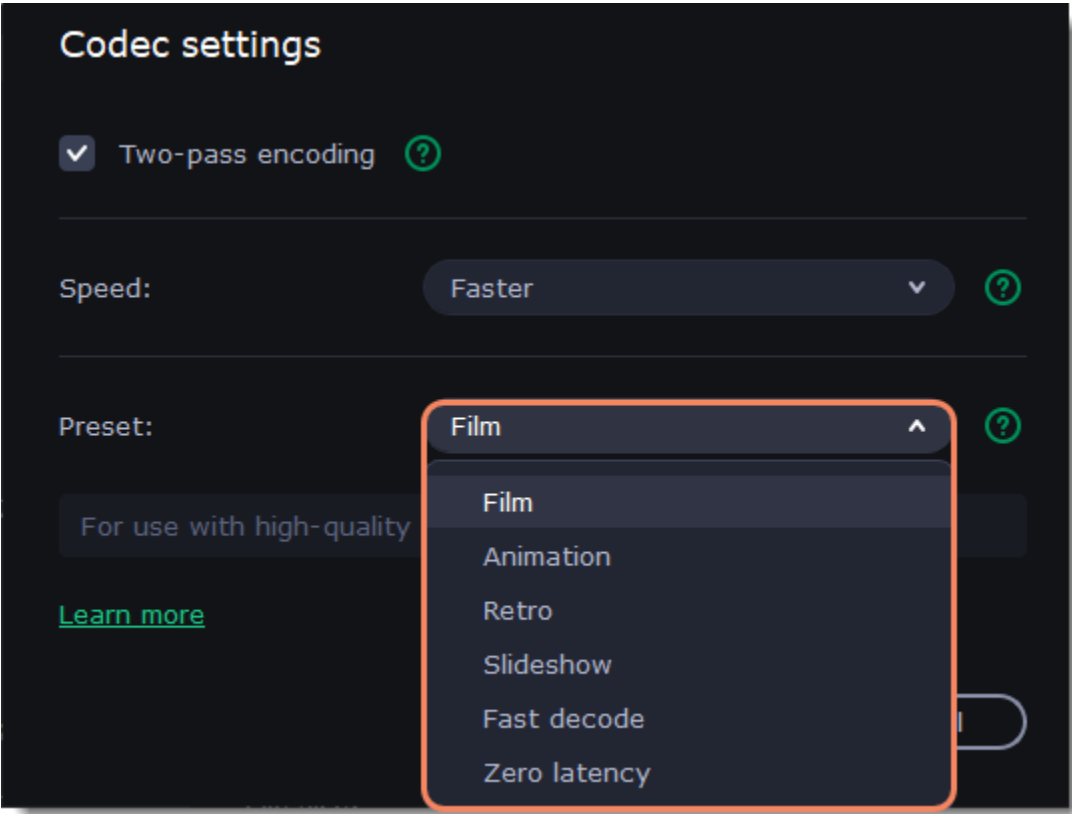


2. Select the speed of your video processing. The faster the video processing is, the lower the video quality will be.

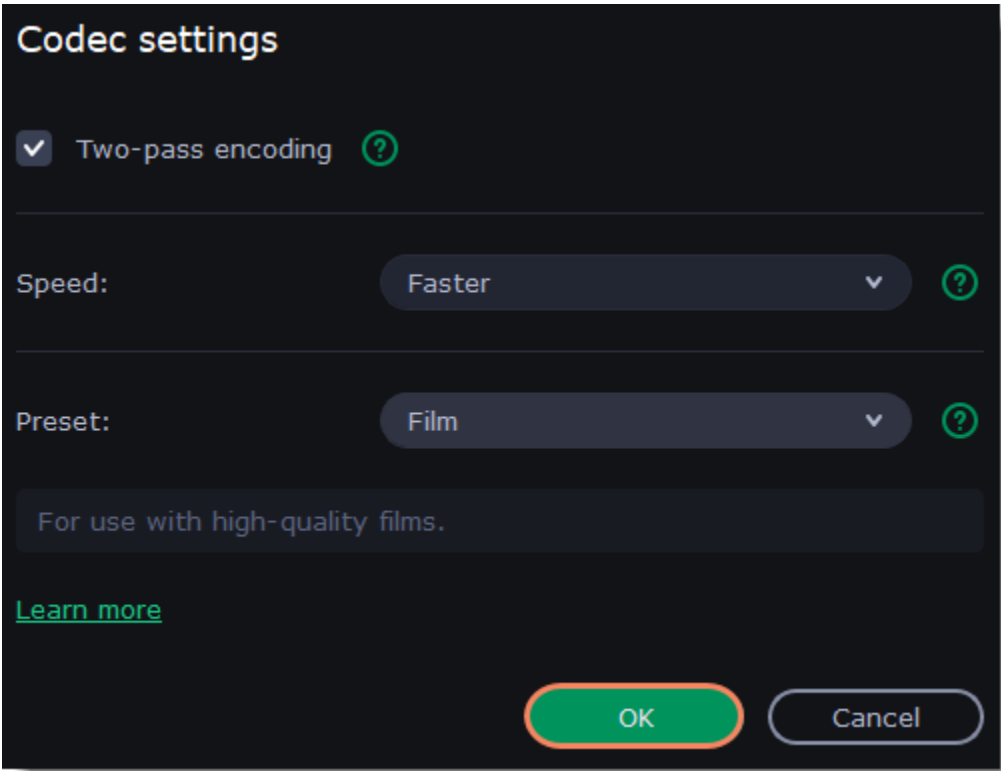


3. Select the processing preset based on a type of your video. There are such options as:

- **Film**
For use with high-quality films.
- **Animation**
For use with cartoons.
- **Retro**
For use with grainy film material.
- **Slideshow**
For use with slideshow created with pictures.
- **Fast decode**
A fast video processing by disabling some filters.
- **Zero latency**
Good for fast encoding and low-latency streaming.

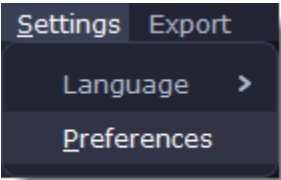


4. Click **OK** to apply new settings.

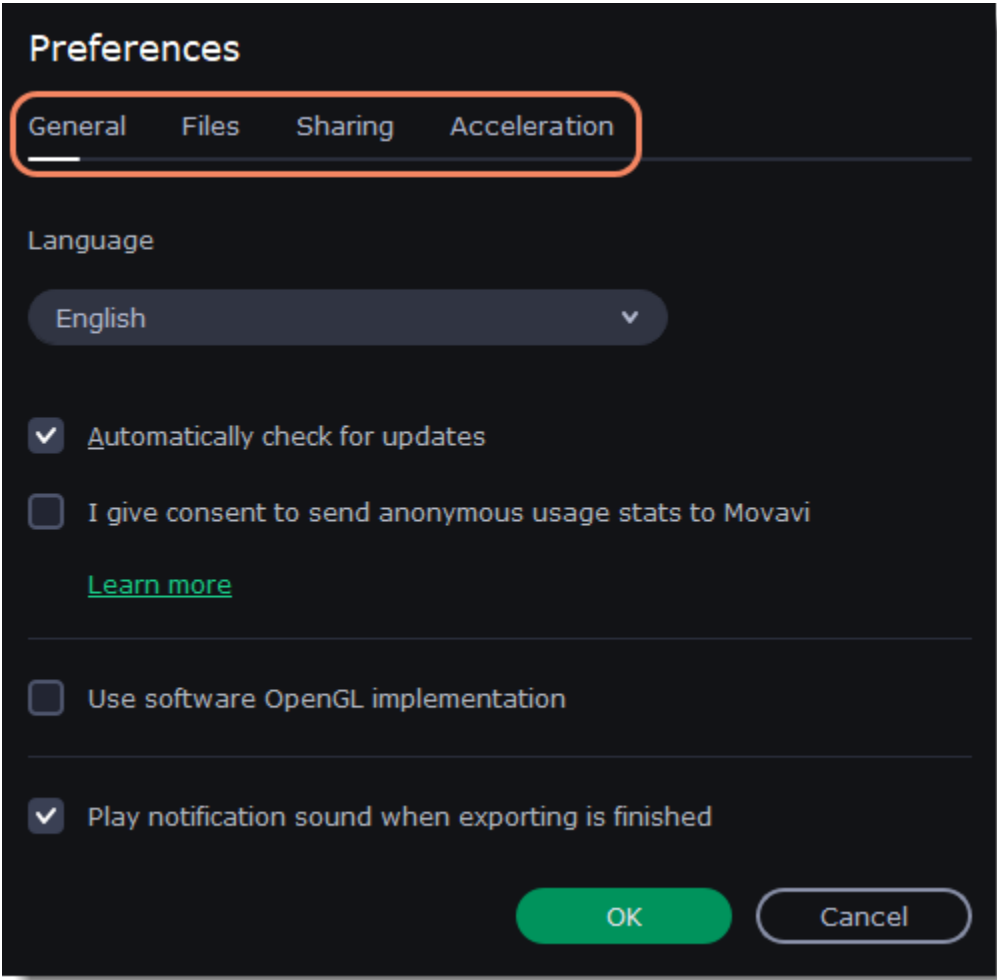


Program preferences

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



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



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

General preferences

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

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

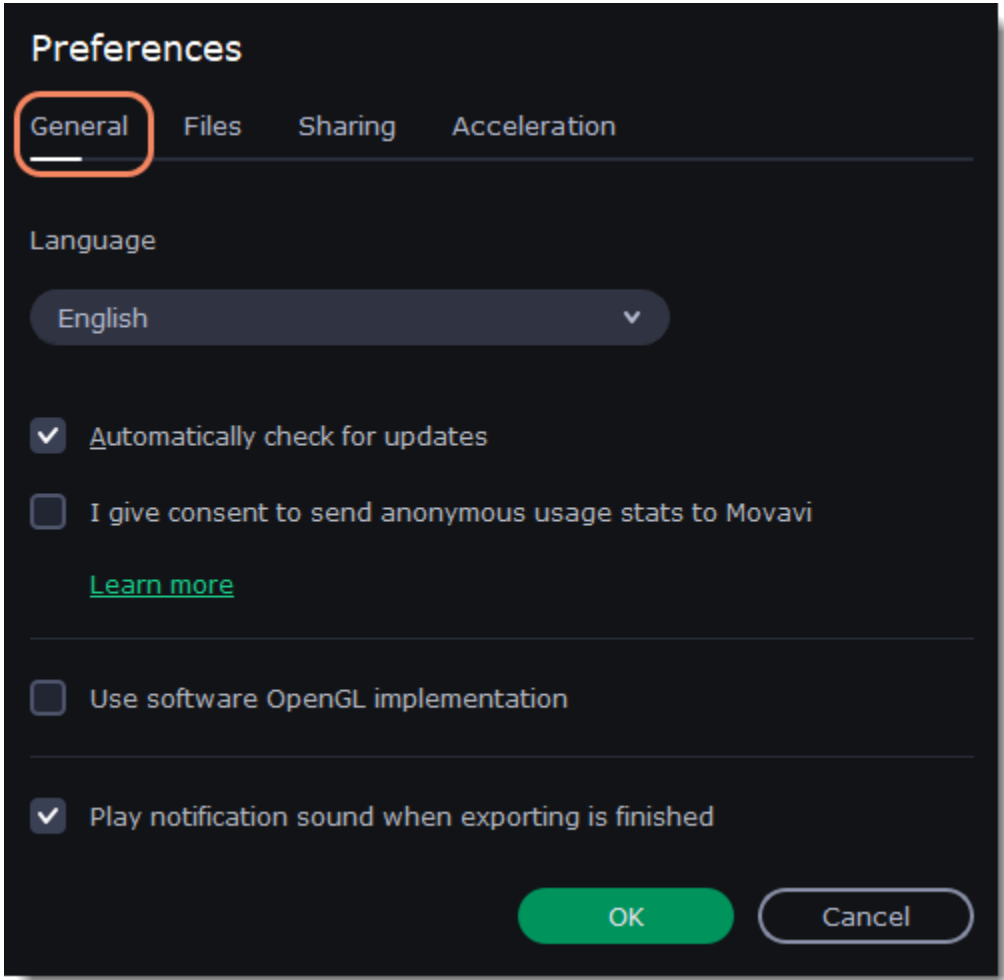
I give consent to send anonymous usage stats to Movavi – check this box to let the program send usage statistics to our development team and help us to fix all the problems in the program much faster. The data contains no personal information, will not be disclosed to third parties and will be used for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

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

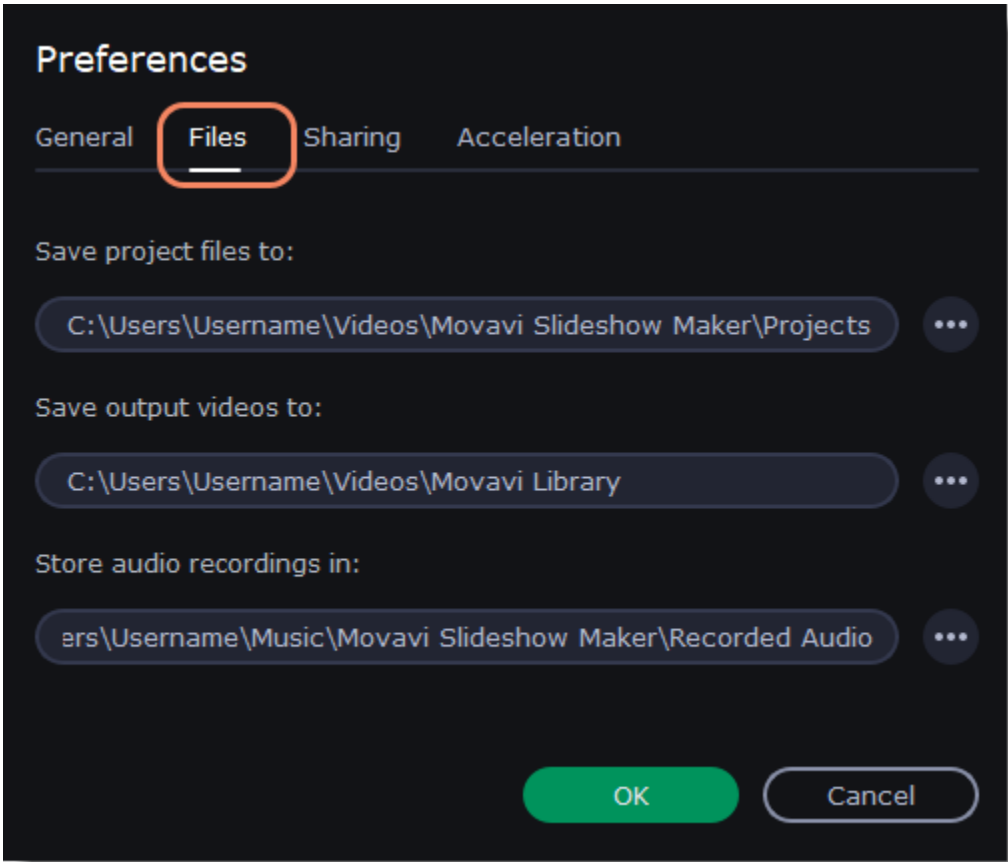
Save output videos to – a folder for exporting media files.

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

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


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

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



Changing where the files are stored

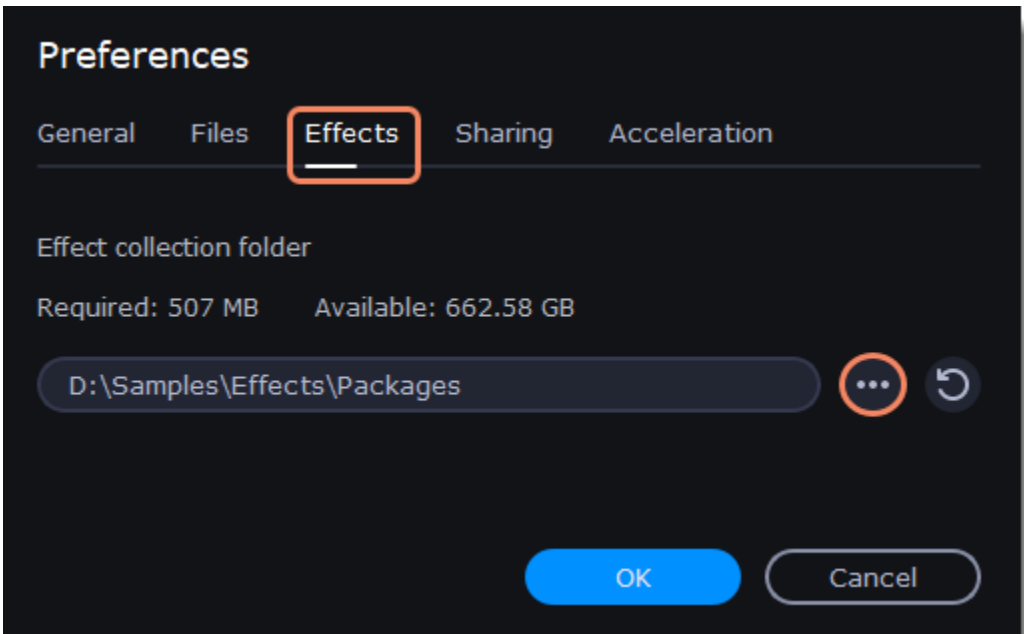
Using a different folder might help if you don't have much disk space on your primary drive, or if you want to organize your media files in another way.

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

Effects

On the **Effects** preferences tab, you can set a folder to keep all your content packages in. If you use a lot of Movavi Effects Store content, it might be a good idea to set a folder on a disk with a bigger storage space.

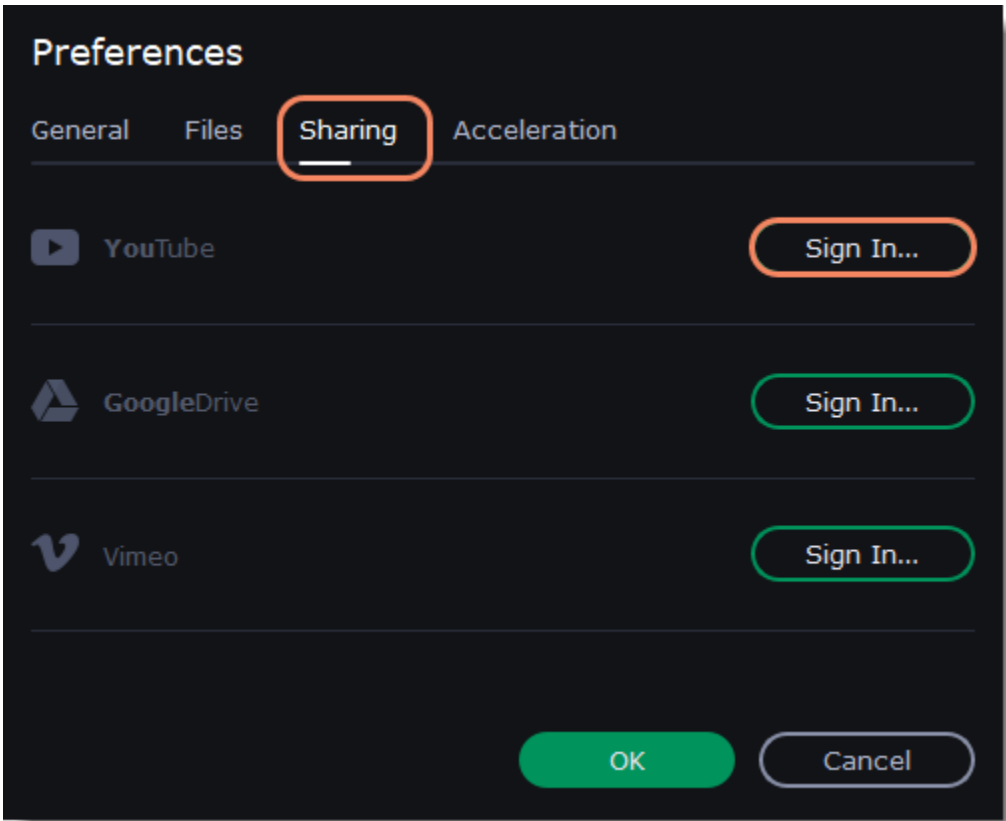
1. To choose a different folder, click the three dots button
2. Select a folder on a new path.
3. Click **OK**. After that, you will need to restart the program.



Sharing preferences

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

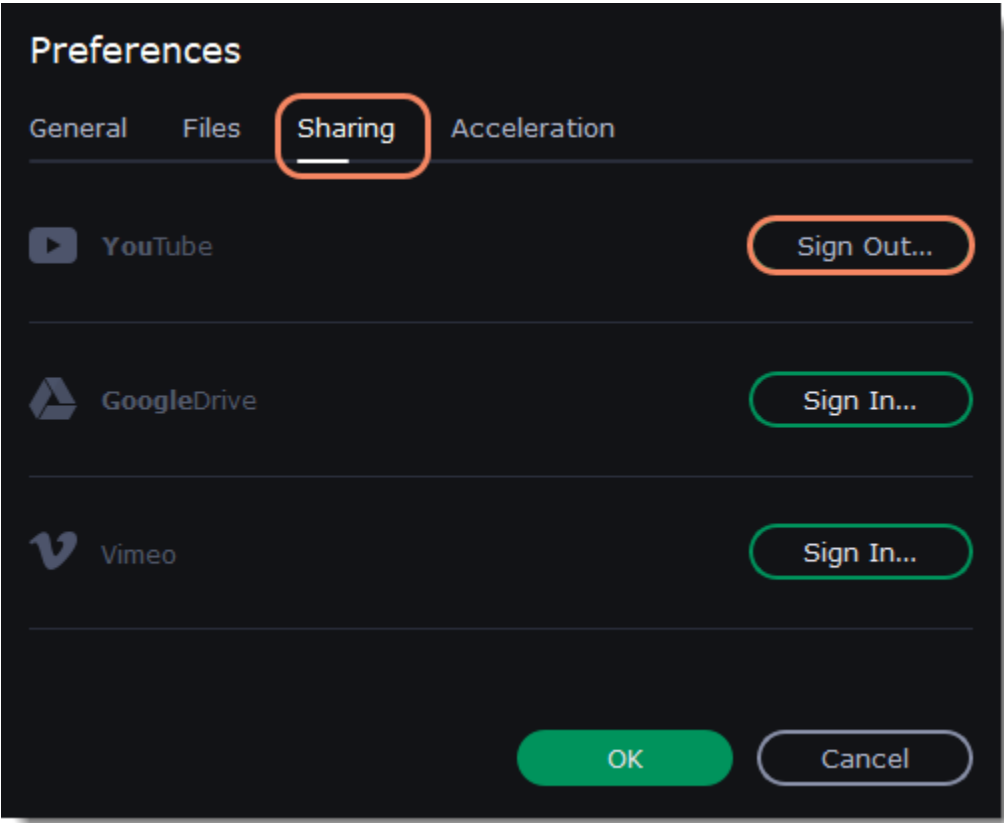
1. Select a service to upload a video to: YouTube, Vimeo, or GoogleDrive.
2. Click **Sign In**.



3. Sign in to your account.
4. In the browser window, allow Movavi Slideshow Maker to upload videos to your account.
5. Return to Movavi Slideshow Maker. Your name will be shown in the Preferences window.

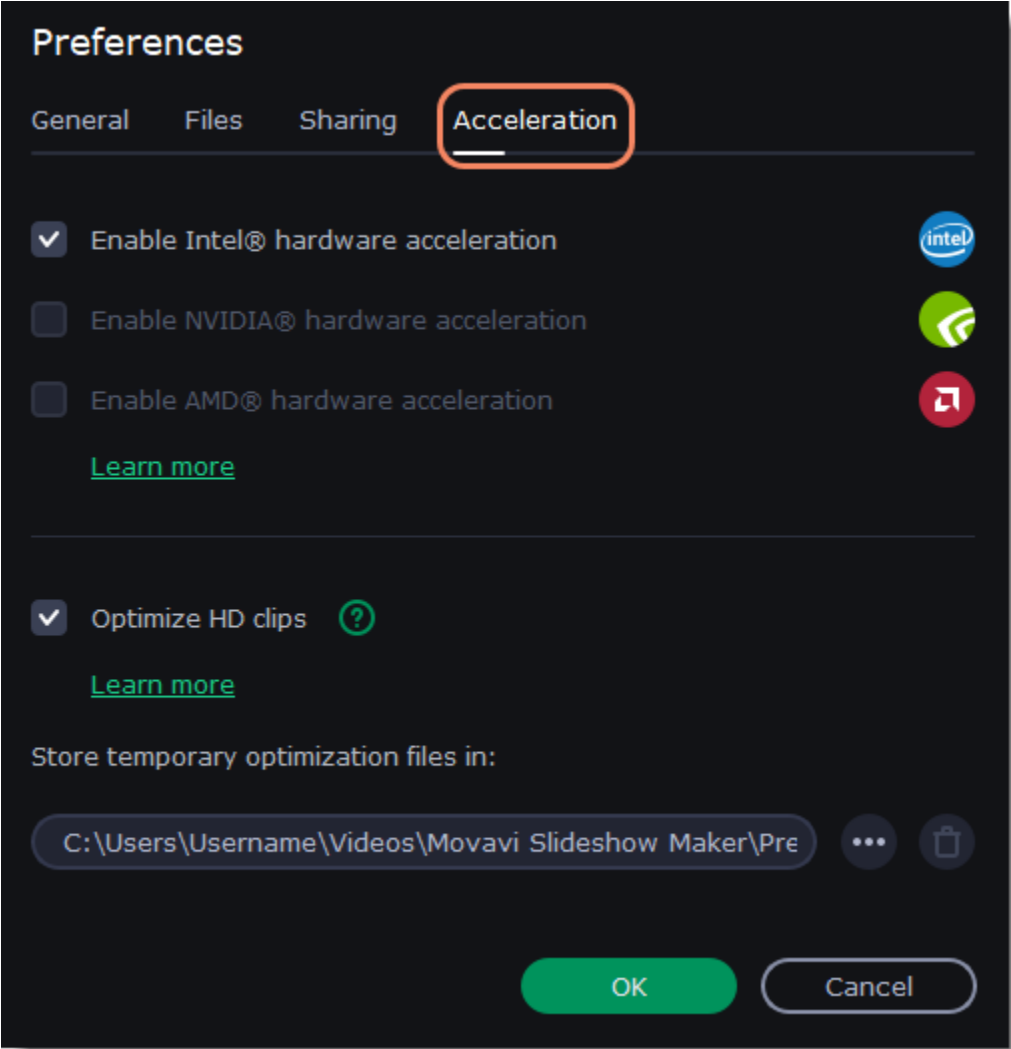
To sign out or use a different account:

Click **Sign Out**. After this, you will need to sign in again to upload videos.



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, or Quick Sync Video 1.0 and higher.

Enable NVIDIA 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. NVIDIA acceleration supports GeForce, Tesla and Quadro graphics card series. You can find the full list of supported GPUs on NVIDIA®'s official site: [NVIDIA NVENC supported GPUs](#).

Enable AMD hardware acceleration

• With this option enabled, you can use AMD's graphics processing power for converting videos.
• Using the graphics card instead of the processor leaves your CPU free for other tasks, and you can use your computer without stuttering while converting videos.
This option is only available if your computer is equipped with an AMD graphics card, and has Video Coding Engine 1.0 and higher. [See the list of all compatible graphics cards](#)

Fast Track HD Acceleration

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

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](#) | [AMD Download Center](#)

Intel HD Graphics is a trademark of Intel Corporation.

NVENC is a trademark of NVIDIA Corporation.

AMD is a trademark of AMD Corporation.

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
[Support Center](#)
[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

[What are the system requirements for using Movavi Slideshow Maker?](#)
[What formats can I save my slideshow in?](#)
[More frequently asked questions](#)

Keyboard shortcuts

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

Action	Shortcut
Add media files	Ctrl+O
New project	Ctrl+N
Open project	Ctrl+F
Save project	Ctrl+S
Save project as	<TODO>: insert variable value hereS
Split clip	Ctrl+B
Insert freeze frame	Ctrl+E
Add keyframe	Ctrl+T
* For the Animaiton and Pan and Zoom tools	
Full screen preview	Alt+Enter
Skip forward 0.5 seconds	Shift+Ctrl+#
Skip backward 0.5 seconds	Shift+Ctrl+#
Next frame	Ctrl+#
Previous frame	Ctrl+#

System requirements

Slideshow Maker can run on slower machines. However, we cannot guarantee stable performance if the minimum requirements are not met.

	Minimum system requirements	Recommended configuration
Operating system	Microsoft® Windows® 7/8/10 with up-to-date patches and service packs installed.	
Processor	Intel®, AMD®, or compatible dual-core processor, 1.5 GHz.	2.8 GHz quad-core or higher multi-core 64 bit processor.
Graphics card	Intel® HD Graphics 2000, NVIDIA® GeForce® series 8 and 8M, Quadro FX 4800, Quadro FX 5600, AMD Radeon™ R600, Mobility Radeon™ HD 4330, Mobility FirePro™ series, Radeon™ R5 M230 or higher graphics card with up-to-date drivers.	
	Your graphics card must support OpenGL 2.0 and above for the program to work correctly.	OpenGL 2.1 and above is recommended for smooth performance.

Resolution	1280 × 768 screen resolution, 32-bit color	1920x1080 or higher
RAM	2 GB	8 GB
Available disk space	400 MB for installation 600 MB for ongoing operations	5 GB for operations. Additional space to save captured video, export projects, and process HD video.
Administrator privileges are required for installation.		
Additional features	Sound card for audio playback.	
	VHS capture requires a VHS player, and a VHS capture device. Intel hardware acceleration requires an Intel processor with Intel® HD Graphics 2nd generation or higher with up-to-date driver. NVIDIA® NVENC hardware acceleration requires an NVENC-enabled graphics card with at least 512 MB VRAM and an up-to-date driver. Learn more	

Supported formats

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

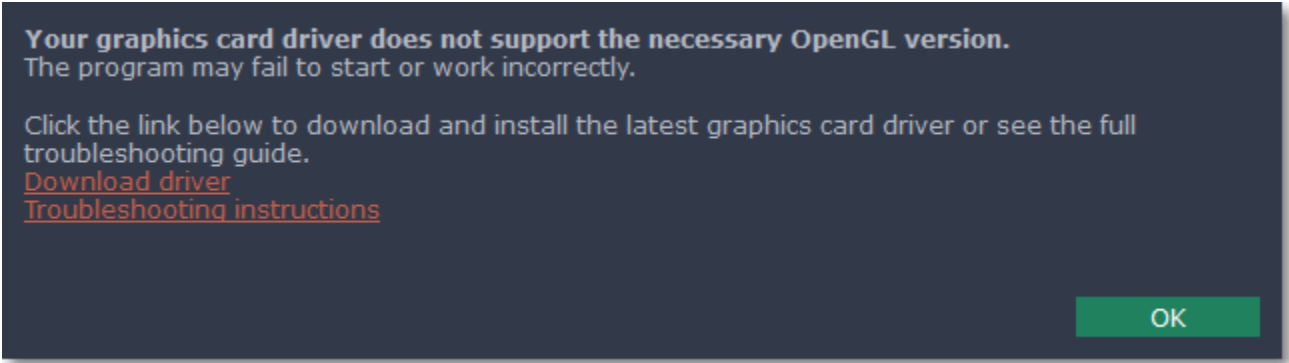
Video Formats			
Format	Codec	Read	Write
3GPP, 3GP2 (* <i>.3gp</i> , *. <i>3g2</i>)	H.263	✓	✓
	H.264, MPEG-4	✓	
ASF – Advanced Streaming Format (* <i>.asf</i>)	MPEG-4, VC-1, WMV V7	✓	
AVI – Audio Video Interleave (* <i>.avi</i>)	H.264, MPEG-4	✓	✓
	H.263, MJPEG, DivX, Xvid, DV, Cinepack, Fraps, TechSmith, Uncompressed	✓	
DivX Video (* <i>.divx</i>)	DivX	✓	
Flash Video (* <i>.flv</i>)	H.264	✓	✓
	FLV1, H.263, Flash Screen Video	✓	
Flash Video (* <i>.swf</i>)	FLV1	✓	✓
	MJPEG	✓	
MKV – Matroska (* <i>.mkv</i>)	H.264, MJPEG	✓	
	MPEG-4, Theora, DV, Uncompressed	✓	
M2TS – MPEG Transport Stream (* <i>.m2ts</i>)	H.264	✓	✓
MTS – MPEG Transport Steram (* <i>.ts</i> , *. <i>mts</i> , *. <i>m2t</i>)	MPEG-2, H.264	✓	
MPEG (* <i>.mpg</i>)	MPEG-1, MPEG-2	✓	✓
MPEG (* <i>.mpeg</i> , *. <i>mpe</i> , *. <i>mlv</i> , *. <i>mod</i> , *. <i>tod</i>)	MPEG-1, MPEG-2, H.264	✓	
MPEG-4 (* <i>.mp4</i>)	MPEG-4, H.264,	✓	✓
	H.263, MJPEG, ProRes	✓	
MPEG-4 (* <i>.m4v</i>)	MPEG-4, H.264, H.263, MJPEG, ProRes	✓	
MXF – Material eXchange Format (* <i>.mxf</i>)	MPEG-2, DV	✓	
OGV – Ogg Video (* <i>.ogv</i>)	Theora	✓	✓
	MPEG-4	✓	
MOV – QuickTime (* <i>.mov</i>)	H.264	✓	✓
	MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3, PNG	✓	

QuickTime (* <i>.qt</i>)	H.264, MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3	✓	
RM – RealMedia (* <i>.rm</i> , * <i>.rmvb</i>)	Real Video 2/3/4, Cooker	✓	
WebM (* <i>.webm</i>)	VP8	✓	✓
	VP7, VP9	✓	
WMV – Windows Media Video (* <i>.wmv</i>)	WMV V8	✓	✓
	WMV V7, WMV9, WMV 9 Screen, WMV 9 Advanced profile, MPEG-4, WMV 9.1 Image V2	✓	
WTV – Windows Recorded TV Show (* <i>.wtv</i>)	H.264, MPEG-2	✓	
Audio formats			
AAC – Advanced Audio Codec (* <i>.aac</i>)	AAC	✓	✓
AIFF – Audio Interchange File Format (* <i>.aif</i> , * <i>.aiff</i>)	Uncompressed	✓	
APE – Monkey's Audio (* <i>.ape</i>)	Monkey's Audio	✓	
AU (* <i>.au</i> , * <i>.snd</i>)	PCM	✓	
FLAC – Free Lossless Audio Codec (* <i>.flac</i>)	FLAC	✓	✓
MP3 – MPEG-1/2 Audio Layer III (* <i>.mp3</i>)	MP3	✓	✓
MPEG-4 (* <i>.m4a</i>)	AAC	✓	✓
OGG – Ogg Audio (* <i>.ogg</i>)	Vorbis	✓	✓
WAV – Waveform Audio File Format (* <i>.wav</i>)	PCM	✓	✓
	AAC, MP3	✓	
WMA – Windows Media Audio (* <i>.wma</i>)	WMA 9	✓	✓
	WMA Pro, WMA Voice	✓	
Image formats			
BMP, DPX, GIF, JPEG, PGM, PBM, PPM, PAM, PCX, PNG, PTX, TARGA, XBM, XWD		✓	

You can view the full list of supported devices [here](#).

OpenGL troubleshooting

If you see the following message about OpenGL when you open Movavi Slideshow Maker 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 Slideshow Maker, 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.

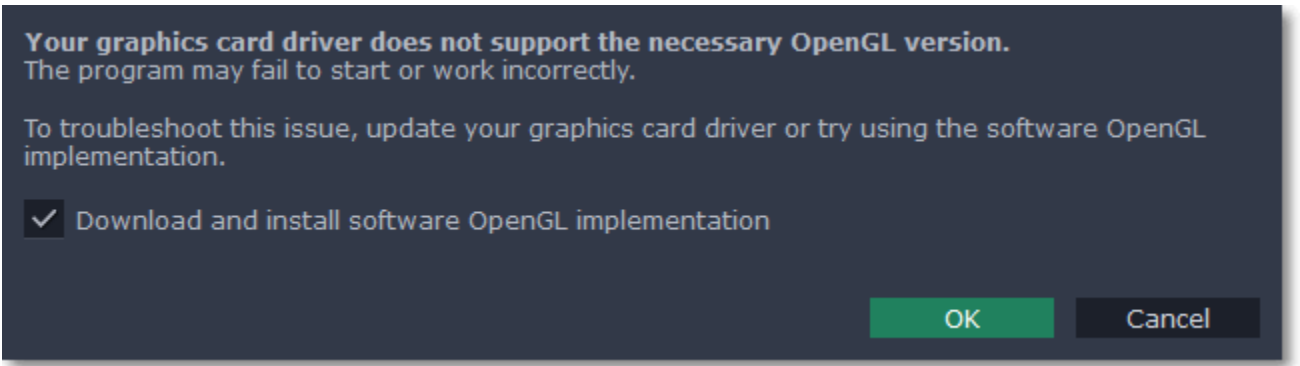
[Detailed instructions on updating the driver](#)

It is recommended that you restart the computer after installing driver software. After that, try starting Movavi Slideshow Maker. 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 Slideshow Maker, select the **Download and install software OpenGL implementation** box.
- Or, in the main Movavi Slideshow Maker window, 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 Slideshow Maker.

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.

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.

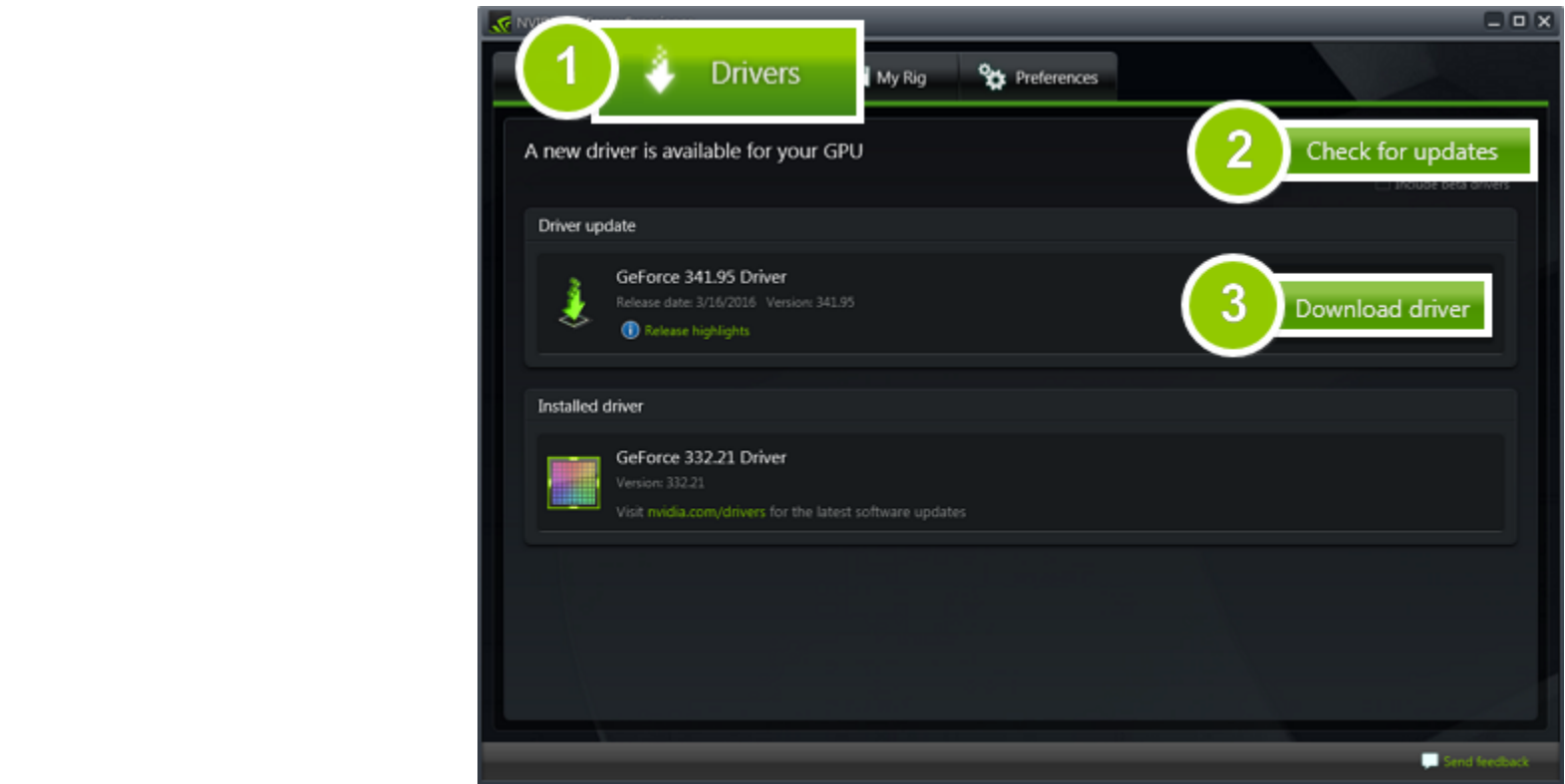
Step 3: Install driver

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.

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.

Glossary

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

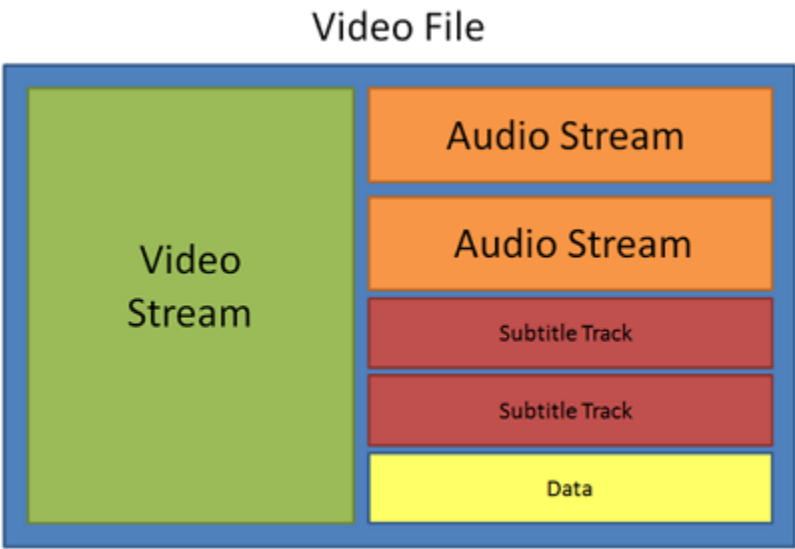
General

Aspect Ratio

A video's aspect ratio is the ratio of a video's width to its height in pixels. The two most frequently used aspect ratios are 4:3 and 16:9. The former is used by most analog television broadcasts, while the latter, also referred to as widescreen – in films, DVDs, and modern HD video. When the aspect ratios of your screen and a video do not match, you may notice black bars on two sides of the video.

Container Format (Video Format)

A container format is a file format for storing video or audio files that *contains* video and audio data in separate streams, as well as any other associated data, such as subtitle tracks and additional data about the file. You can think of a container format as a box that holds together all the parts that make up a video file, as illustrated below. The container format is what you usually see when you work with video files: you can judge which format your video is in by the file extension: *.mp4 corresponds to MP4 format, *.mkv to Matroska format, etc. Since a container format only 'contains' different video streams, it is possible that two files with the same format may have video streams encoded with different codecs; therefore, one file may easily play in a player, while the other will not.



Codec

While a video file contains video and audio streams, these streams are in turn *encoded* using a video or audio codec that compresses the data. You can think of a codec as a language: to play a video encoded with a certain codec, your player needs to be able to 'understand' how it was encoded, so that it can *decode* or decipher the file. If your computer does not know how to decode a new codec, you can fix this by converting the file to a different format or by installing a codec pack. However, please keep in mind that a lot of malware programs disguise themselves as codec packs; you should only download codec packs directly from codec manufacturers or from trusted sources.

Bitrate

When referring to media, bitrate is the number of bits that is played back each second. The higher the bitrate, the more details that can be conveyed with each second of the video or audio stream, and therefore, the higher the quality. There are two types of bitrate: constant bitrate (CBR) and variable bitrate (VBR). Videos with **constant bitrate**, as you can probably guess from the name, have the same bitrate for each and every frame of the video, no matter the complexity of the frame: simple frames, for example, those completely filled with black, have the same number of bits as complex, colorful frames. This has a number of limitations, since the simple frames take up more bits than needed to convey them, while complex frames are limited in quality. With **variable bitrate**, however, each frame is allotted only as many bits as it needs, without limiting quality or wasting data. In most cases, we recommend that you use variable bitrate, however, you CBR is sometimes useful for streaming media.

Frame Rate

The frame rate, or frames per second (FPS) is the number of video frames that is contained in a second of video. At low frame rates, you may notice that the video is 'jittery', while higher frame rates produce a smooth high-quality video. Shooting videos at high frame rates (48 or 60 FPS) requires more resources and disc space, but you can easily slow down a high-FPS video to produce a slow-motion effect without producing visual stutter. The industry standard for cinema frame rate is 24 or 25 frames per second, which is perceived as comfortable to the human eye.

Interlaced Video, Deinterlacing Video

Video interlacing is a method used in traditional analogue video broadcasting that arose due to the limitations of early television. Each frame of the video is split into half-frames, each frame containing even and odd rows consecutively. This allows to broadcast at double the frame rate, producing a seemingly smoother video stream, while the eye does not notice the missing rows. However, on digital displays, interlaced video may produce visible defects in the form of horizontal lines. Deinterlacing helps remove these defects using algorithms by merging the two half-frames into one.

Remuxing

Many container formats support a number of common codecs, such as H.264, which can be stored in MP4, AVI, M2TS, MKV, MOV, and other formats. When you convert a video that is encoded with a codec supported by both the input and output container formats, you can simply transfer the video stream from one container format to another, without having to re-encode it. This process is called *remuxing* and it allows you to save a lot of time, since video re-encoding is the longest part of the conversion process.

Resolution (Frame Size)

Resolution is the number of pixels that can fit inside the video frame. It is usually presented as "width x height" of the frame, for example, 1280x720 or 1920x1080. Sometimes, resolutions may also be referred to as "720p" or "1080p", by the number of pixels in a frame vertically. At high resolutions, each frame is conveyed using more pixels, therefore allowing for more detail and higher quality, though taking up more disc space. Whenever you convert a video to a lower resolution, you irretrievably lose some data, but if you convert a low-resolution video to HD, the quality will stay the same.

Sample Rate

Sample rate, measured in Hertz, determines how many samples of digital audio are recorded each second. Higher sample rates allow to record higher quality audio, although the files will take up slightly more space. The recommended sample rate is 44100 Hz, which is the standard for audio CDs, delivering sound that covers the full range of human hearing. To reduce file size, you can convert audio with lower sample rates, as low as 22 kHz, but keep in mind the quality deterioration.

Subtitles

A subtitle is text that appears on screen (usually at the bottom) that reproduces the video's dialogue or presents additional explanatory text and sound effects. Subtitles are frequently used by people hard of hearing, language learners, and when an audio translation is unavailable. The subtitles may be embedded within the video container file (also known as *softsub*), saved as a separate file in *.srt, *.ass, *.sub, and other subtitle formats, or drawn over the video stream in such a way that they cannot be disabled (*hardsub*).

Video Formats

Audio Video Interleaved – AVI (*.avi)

AVI is a multimedia container format created by Microsoft in the early 1990s. AVI supports multiple video and audio codecs and can contain up to 16 audio and 16 subtitle tracks. While support for AVI is widespread on all operating systems, it is steadily being replaced by more efficient formats.

DivX (*.divx)

DivX is a proprietary video format developed by DivX, Inc. Using its own codec, DivX allows for high compression rates while retaining high quality. Sometimes the DivX codec is also used to encode video in AVI files. DivX is not supported by many media players, and requires a codec pack to play. Movavi applications can open DivX files without any additional software.

Flash Video Format – FLV (*.flv)

Developed by Macromedia and currently owned by Adobe, FLV is frequently used for web video, as it is supported by most web browsers and is accepted by most video sharing services and social networks. FLV can contain video encoded in Sorenson, FLV1, VP6 and H.264 codecs.

QuickTime – MOV (*.mov)

Developed by Apple, QuickTime is natively supported on Macs and iOS devices, so if you need to be sure that your video can be played on a Mac, converting it to MOV would be a good idea. If you are preparing your files to also be played on a Windows computer, it's best to convert it to MP4, as Windows computers need to download and install QuickTime from Apple's official website in order to play MOV videos.

SWF (*.swf)

Developed by Macromedia and currently owned by Adobe, SWF (formerly Shockwave Flash) is a video and graphics format related to Flash video that can contain video, animations, vector images, and other content. Usually created in proprietary Adobe software, SWF files are supported by Adobe Flash Player and most web browsers, which makes it an efficient way of sharing content online due to the small file size.

WebM

WebM is a free open-source container format developed by Google. It primarily functions as a widespread web video format that can easily be embedded in HTML5 video tags. WebM can contain video encoded in the free VP8 and VP9 video codecs and Vorbis audio.

Movavi File Formats

***.mep, *.mep2, *.mepx**

Used in [Movavi Video Editor](#) to create editing projects that store file references, order of files on the timeline, applied effects, and all other work on the project. Please note that projects created in older versions may not be compatible with the most recent version of Movavi Video Editor.

***.meps**

Used in [Movavi Slideshow Maker](#) to create editing projects that store file preferences, order of files on the timeline, applied effects, and all other work on the project.

***.mscproj, *.mrec**

Used in [Movavi Screen Capture](#) to store temporary recording data, including the recording itself, as well as all settings used for the project.

How to collect logs

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

1. Right-click the program shortcut on your desktop and select **Open File location** menu.
2. Manually find **SlideshowMakerLog.cmd** file.
3. Launch that file - this will launch the program - and try reproducing the issue.
4. If the problem still arises, please download log collector utility: [Get Movavi logs](#)
5. Launch utility and wait for the process to finish.
6. After the process is finished please send **movavi_logs.7z** file to our [Support Center](#).
7. The folder with this file will appear after you close utility window.