

Movavi Slideshow Maker 3



Don't know where to start?

Read these tutorials:

[How to remove trial restrictions](#)

Save your video without a watermark and keep using Slideshow Maker after 7 days.

[Make a slideshow](#)

Learn how to make slideshows with music, titles and transitions.

More questions?

Write us an e-mail at support@movavi.com

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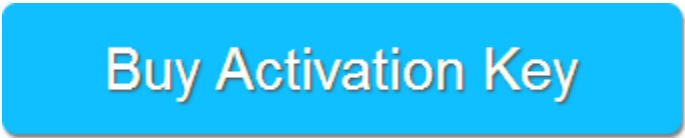
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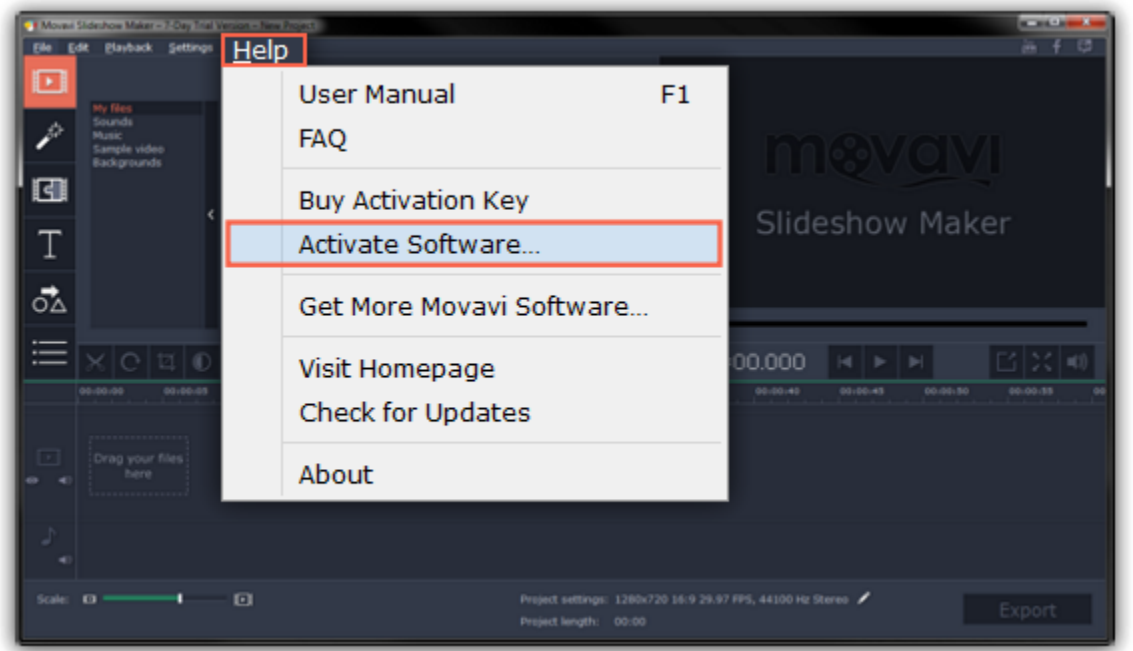
Activating Slideshow Maker

When you first start Movavi Slideshow Maker, it will be running in **TRIAL MODE**. To use the program without trial restrictions, you will need to buy the full version and activate Movavi Slideshow Maker.

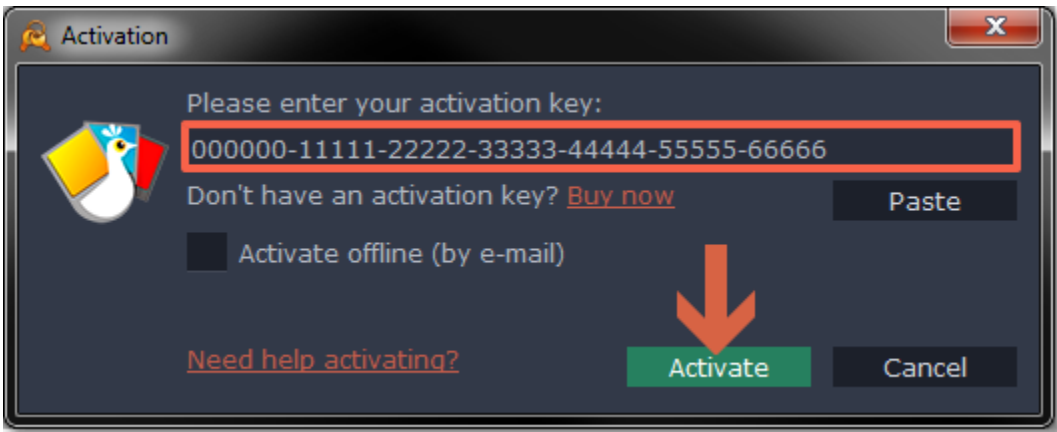
Step 1: Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail.



Step 2: Open the **Help** menu and select **Activate software**.



Step 3: Enter your activation key and 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](#)

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

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

Trial restrictions

When you first start your copy of Movavi Slideshow Maker, it will be running in **LIMITED TRIAL MODE**. In trial mode, you can try out all of the main features, but the following trial restrictions will apply:

TRIAL VERSION	FULL VERSION
✗ Movavi Slideshow Maker will stop working after 7 days	✓ Lifetime license
✗ A watermark with the words ' trial version' will be added to all exported videos.	✓ No annoying watermarks
✗ Audio files will only be saved halfway.	✓ Free updates
	✓ Discounts on other Movavi products and upgrades

To remove the restrictions, buy an activation key and use it to activate Movavi Slideshow Maker.

Getting an activation key

You can get an activation key either from our official website or from any of our partners in your region. Follow the steps below to buy an activation key from the Movavi website:

Step 1: Go to the purchase page

To open the purchase page for Movavi Slideshow Maker:

- In the Help menu, choose **Buy Activation Key**, or
- Follow the link below...



Step 2: Choose a license type

- If you plan to use Movavi Slideshow Maker at home, click **Buy Now** on the purchase page to proceed with buying the personal license.
- If you plan to use Movavi Slideshow Maker at work, in a government institution, or gain profit in any way, click **Business license** on the purchase page.

After that, you will be redirected to an online store depending on your region and the available payment methods. All of our vendor partners are secure and completely safe.

Step 3: Fill in your billing details

1. Choose any of the available payment methods.
2. Fill in the information required on the page.
3. Enter a valid e-mail address. This e-mail will be used to deliver your activation key.

Step 4: Get your activation key

After the purchase has been verified, you will receive a letter containing your activation key. Now you can use it to activate the program.

- [Activation instructions](#)
- [Activating without Internet access](#)

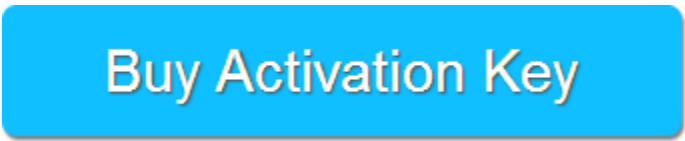
If you haven't received your activation key within the hour:

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

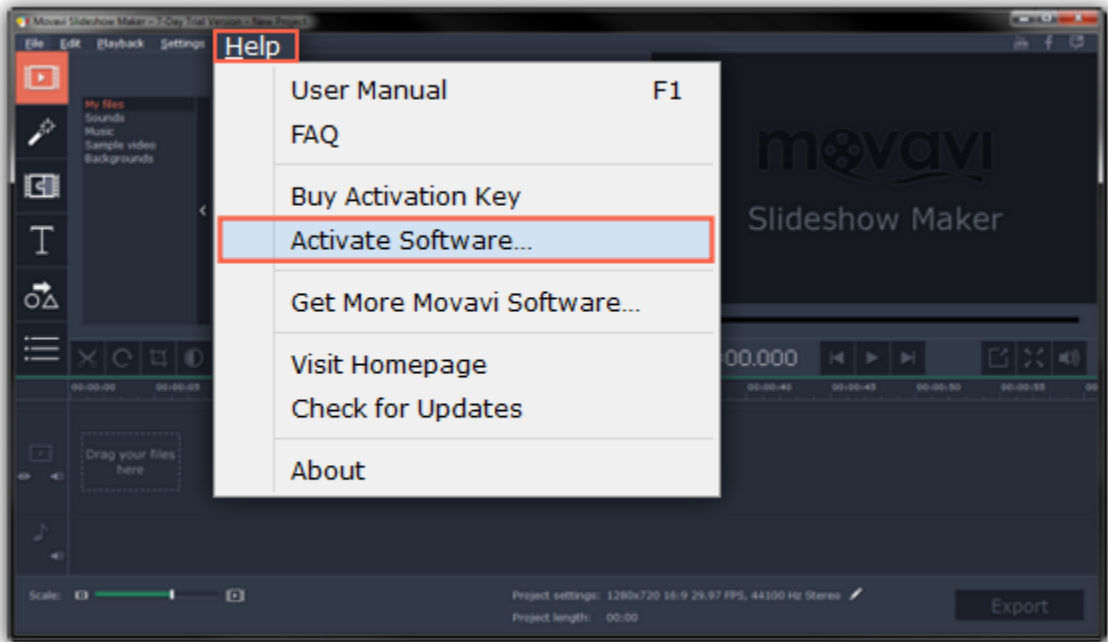
Activating without Internet access

When you first start Movavi Slideshow Maker, it will be running in TRIAL MODE. To use the program without trial restrictions, you will need to buy the full version and activate Movavi Slideshow Maker.

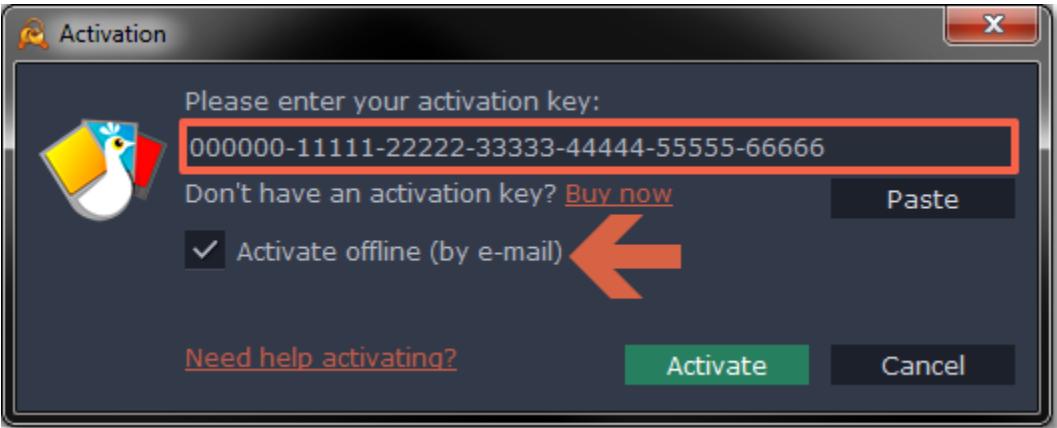
Step 1: Click the button below to buy an activation key. After the purchase is completed, the key will be delivered to you via e-mail.



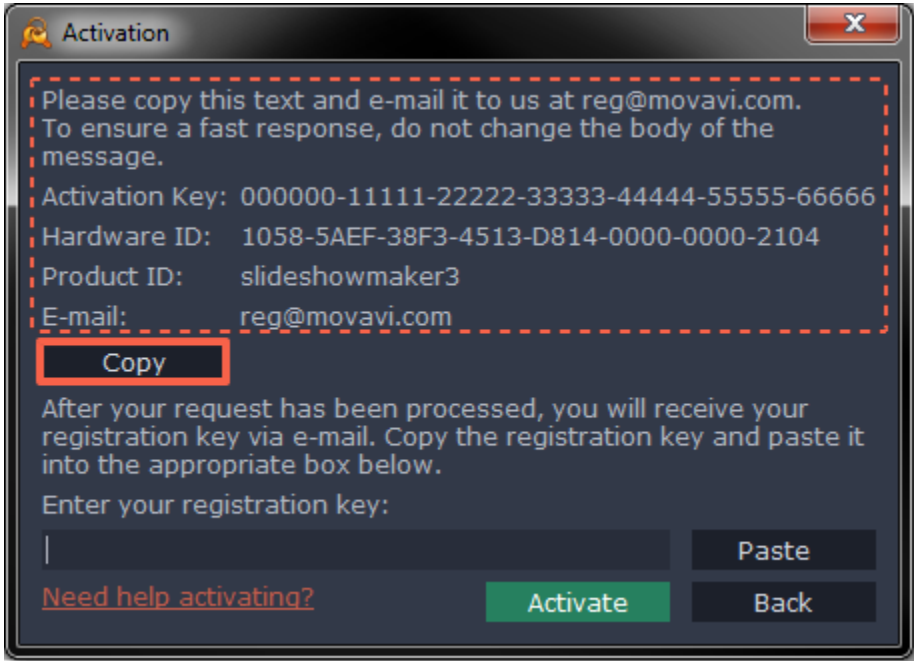
Step 2: Open the **Help** menu and select **Activate software**.



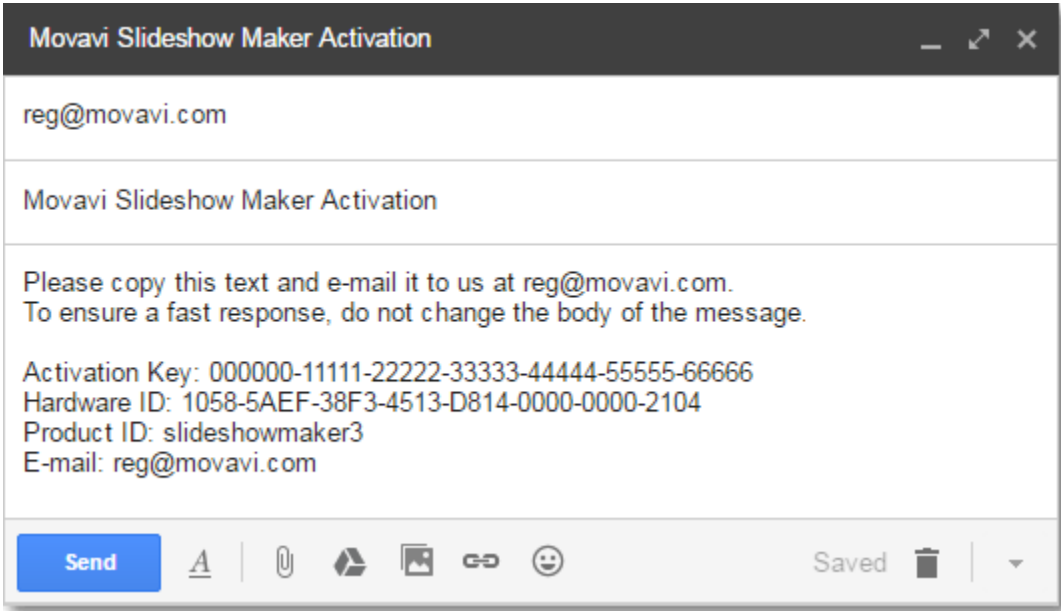
Step 3: Enter your activation key and select the **Activate offline** option. Then, click **Activate**.



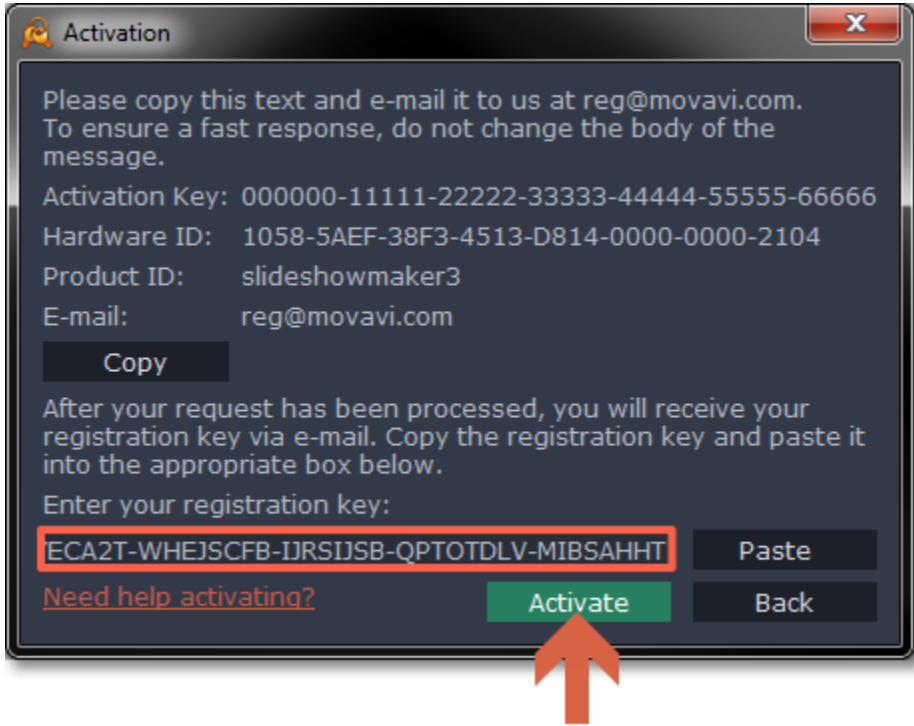
Step 4: In the next window, click **Copy** and transfer this information to a computer or device with an Internet connection.



Step 5: When you have access to the Internet, paste the information you copied into a new e-mail and send it to reg@movavi.com. You should receive a reply within an hour. Copy the **registration key** from the reply and transfer it to the computer with Movavi Slideshow Maker.



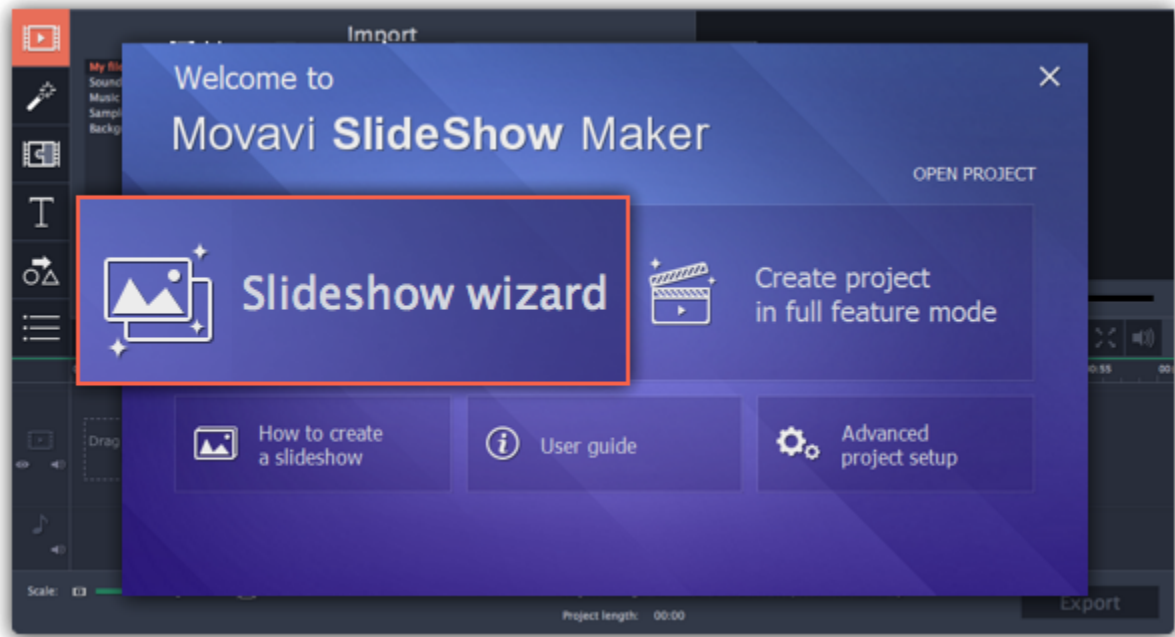
Step 6: Return to the window with offline activation. If you've closed the window, repeat steps 1-3 and enter the *same activation key you used before*. Then, paste the registration key into the box and click **Activate**.



In this guide, you will learn how to turn your photo albums into awesome slideshows complete with music and transitions. Creating a slideshow is easy as 1-2-3 using the built-in Slideshow Wizard. Follow the instructions below to open the wizard and start making your own slideshow.

Create a new slideshow

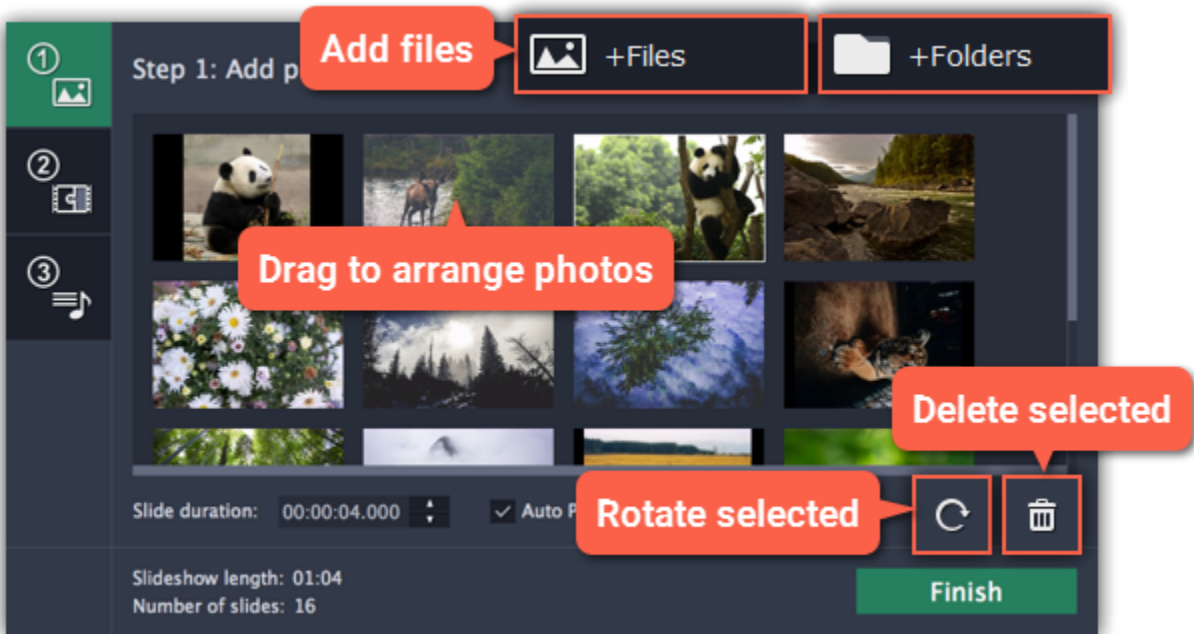
- On the welcome screen, click **Slideshow wizard** to open the three-step slideshow wizard.
- Or open the **File** menu and choose **New Slideshow**.



Step 1: Add photos

Click **+Files** and **+Folders** to add photos to your slideshow. Organize and rotate your photos.

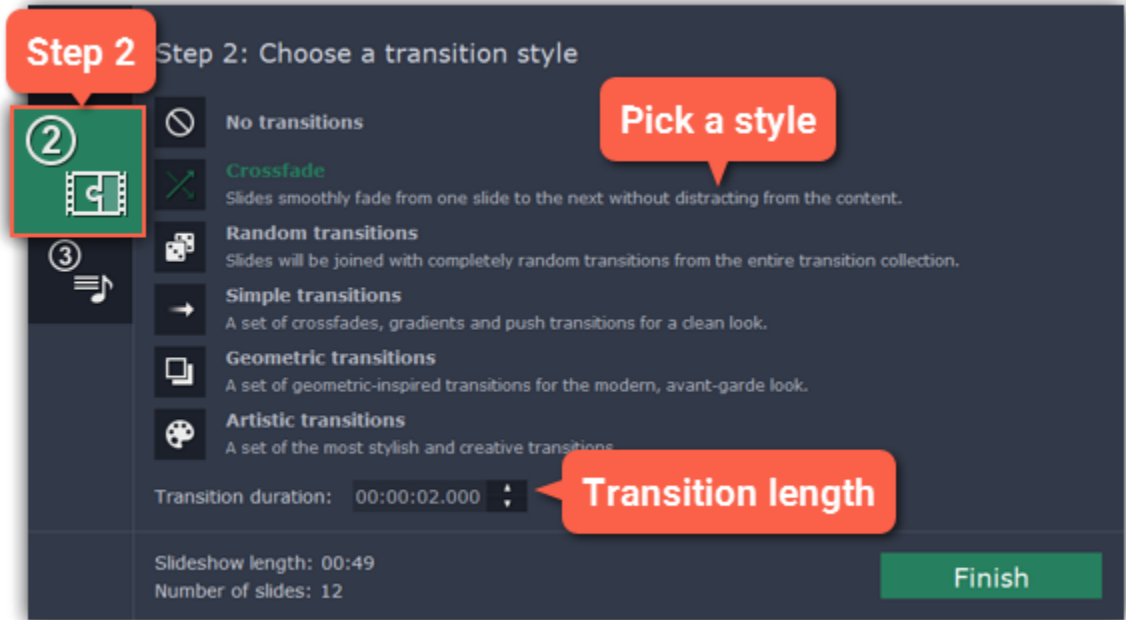
[Learn more – Step 1: Add photos](#)



Step 2: Add transitions

Click the **Step 2** button to go to the next step and choose a transition style you like.

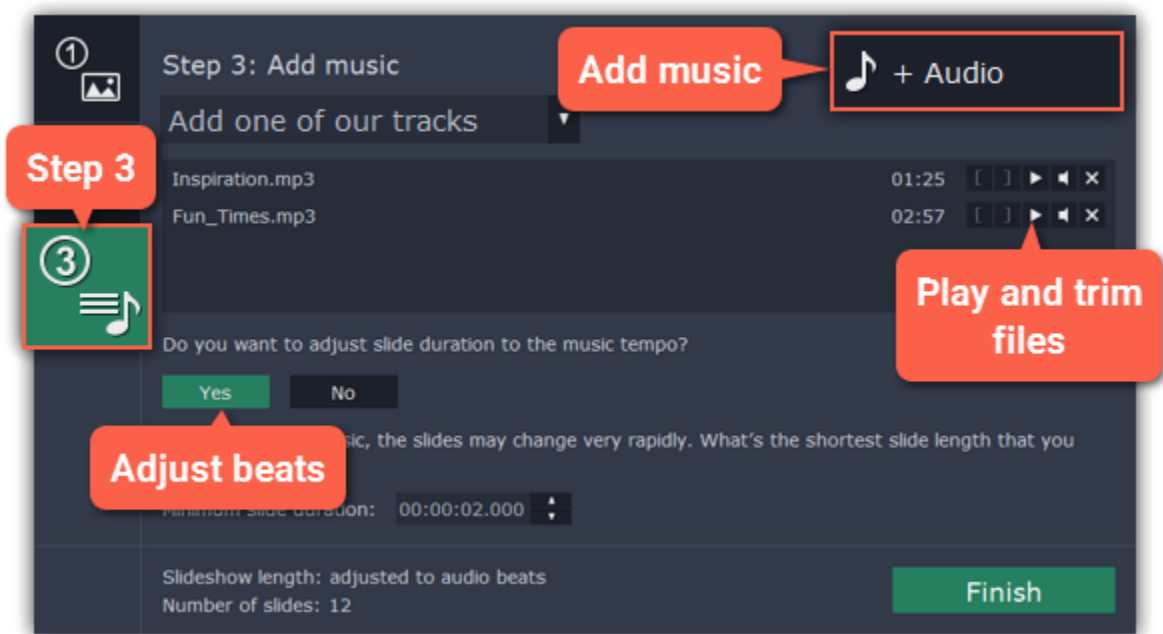
[Learn more – Step 2: Add transitions](#)



Step 3: Add music

Click the **Step 3** button to go to the next step and click +Audio to add some music. Then, trim the music as you see fit and set up music beats.

[Learn more – Step 3: Add music](#)



Step 4: Add titles and effects

Click **Finish** to generate your slideshow. Now you can add some finishing touches like filters, titles and special effects.



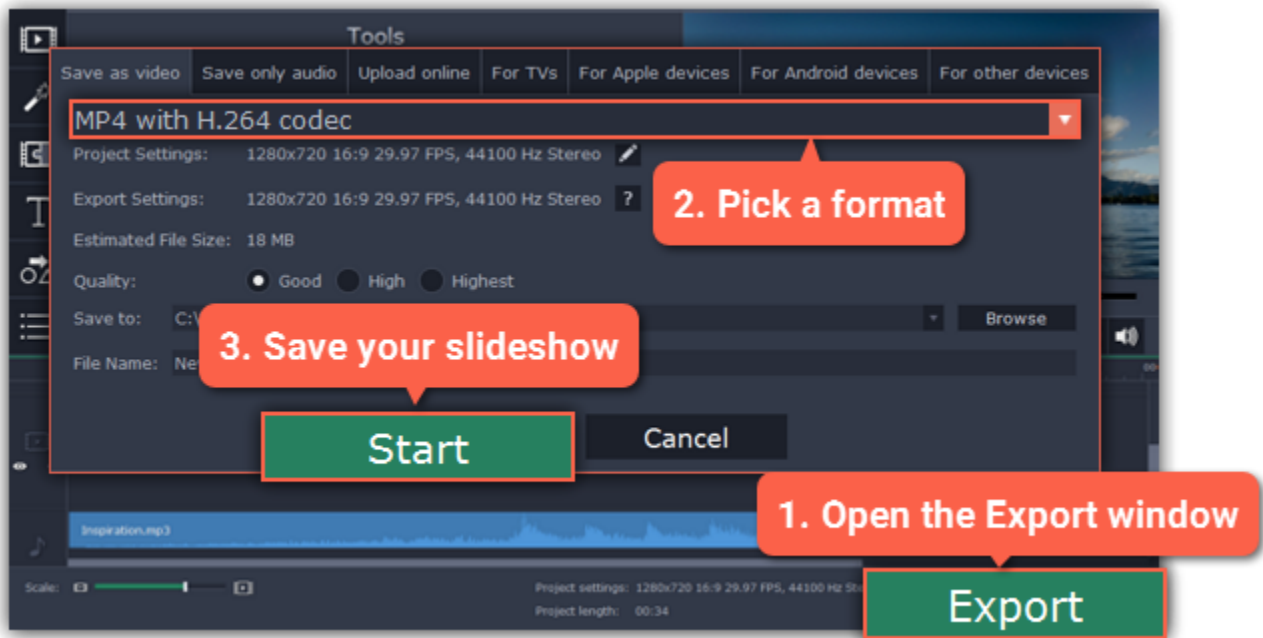
Learn more:

- [Adding filters](#)
- [Adding titles](#)
- [Color adjustments](#)
- [Removing black bars](#)

Step 5: Save your slideshow

When you're done, click **Export** in the bottom right-hand corner of the window.

- To save the slideshow as a video file, pick a video format and click **Start**.
- If you want to share the video straight to YouTube, switch to the **Upload online** tab. There, sign in to your YouTube account, fill in the information and click **Start** to save and upload the video.

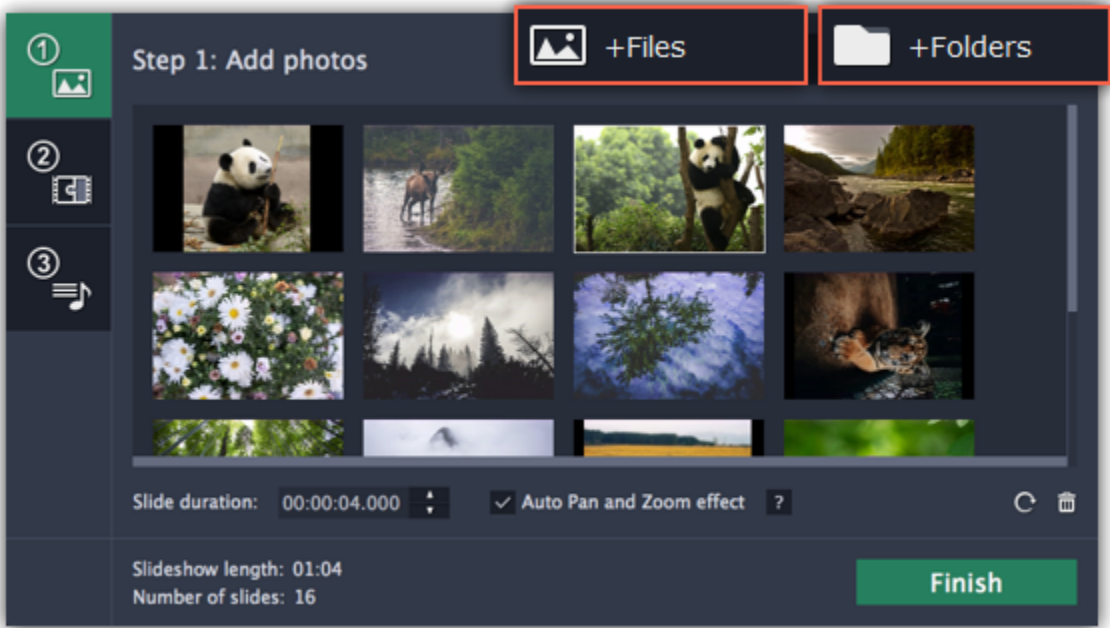


Learn more:

- [Exporting videos](#)
- [Uploading videos online](#)

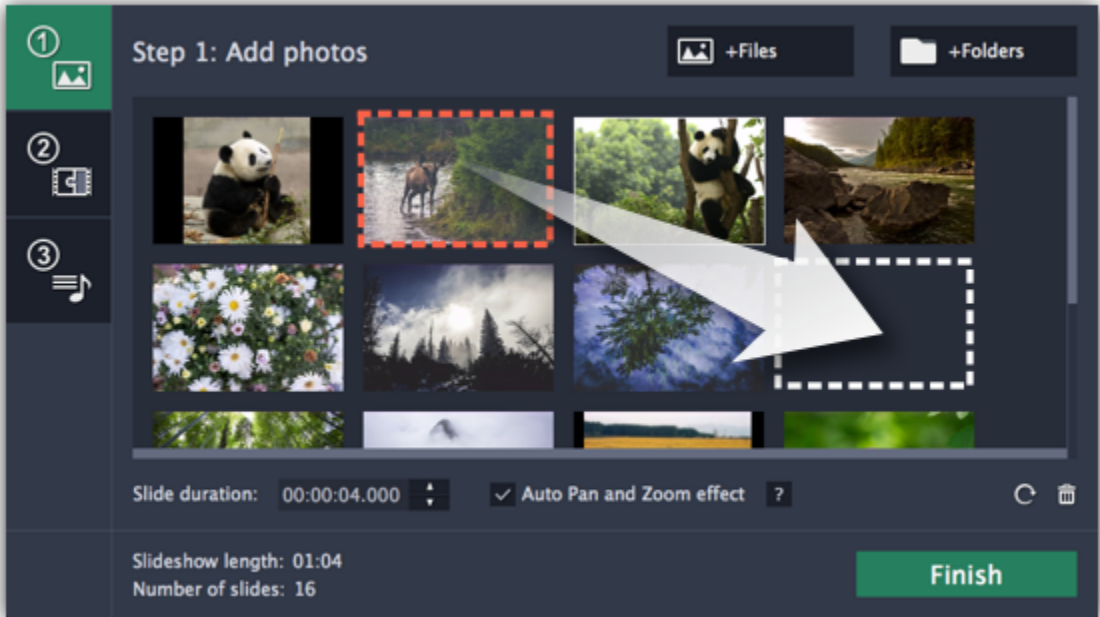
Step 1: Add photos

- In the first step of the Slideshow Wizard, click **+Files** to open individual images, or click **+Folders** to add entire folders to your slideshow.
- An Windows Explorer window will open. Choose the files or folders that you want to add.



3. Reorder your slides:

The slides will appear in the same order as you have added them. To rearrange the slides, simply click and drag them with your mouse to the necessary position.

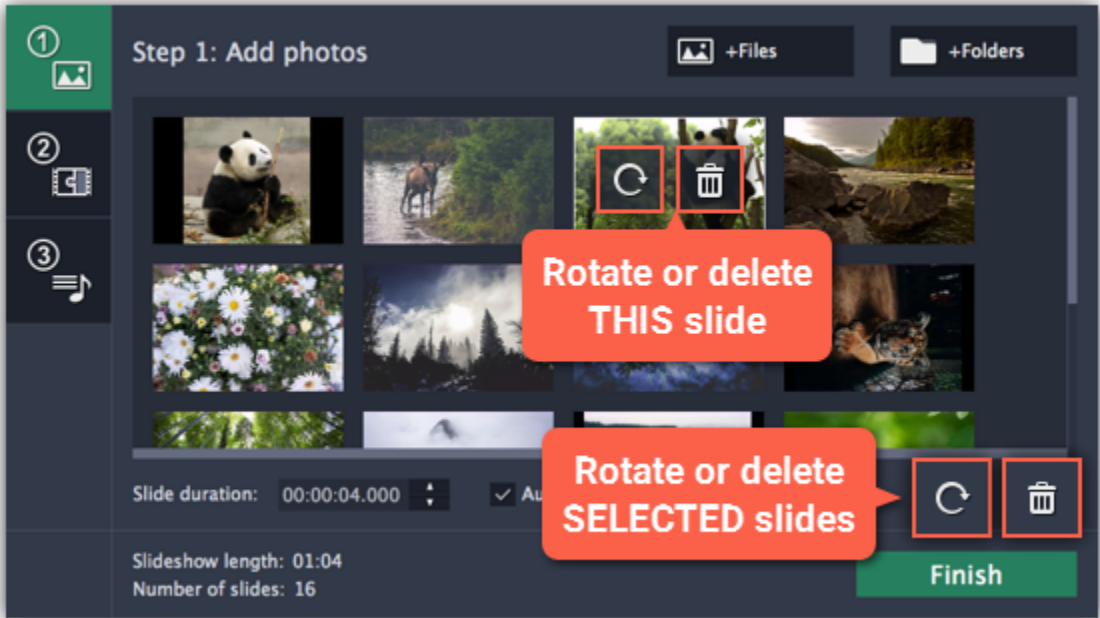


4. Remove unwanted photos:

- To remove one photo, hover your mouse pointer over it and click the trash can button that appears on top of it.
- To remove several photos, select them in the list and click the trash can button beneath the slide list.

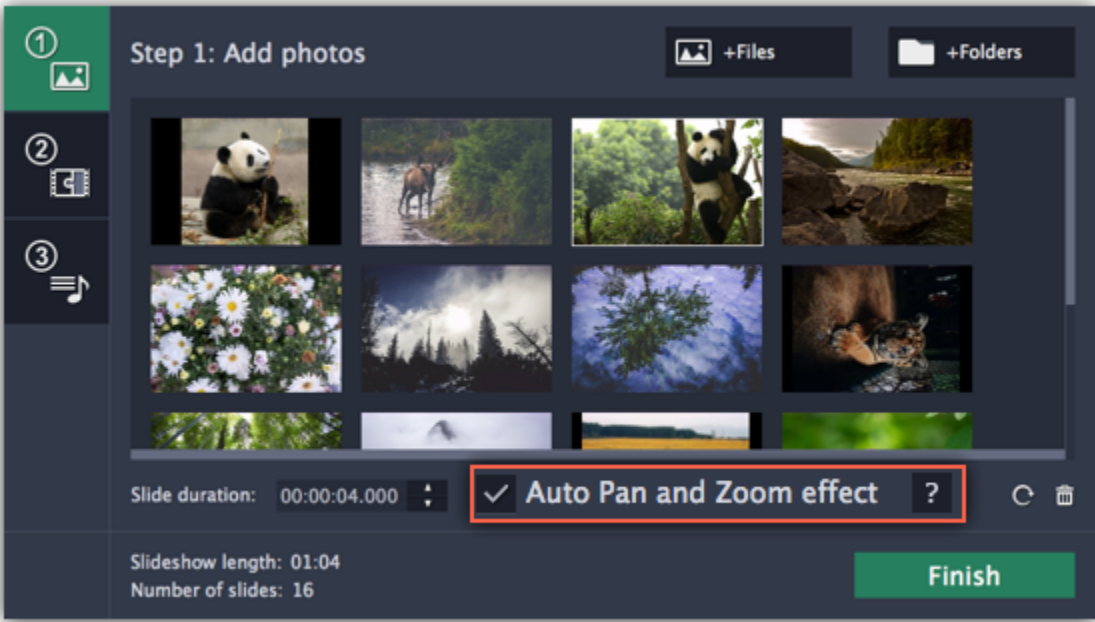
5. Rotate photos

- To rotate one photo, hover your mouse pointer over it and click the rotation button that appears on top of it.
- To rotate several photos, select them in the list and click the rotation button beneath the slide list.



6. Pan and zoom

By default, the photos will be shown with a cool pan and zoom effect to add some motion to the slideshow. If you want the photos to remain static, deselect the **Auto Pan and zoom** option at the bottom of the wizard.



Next step: [Adding transitions](#)

Step 2: Add transitions

Using transitions, you can join your photos with cool animations.

1. On the left side of the Slideshow Wizard, click the button with the number **2** to proceed to choosing transitions for your slideshow.
2. You will see a list of transition styles. Click on the one you like to choose that style.
3. In the **Max transition duration** box, enter a time in seconds to limit the maximum length of the transitions in your project. The length of each transition is defined by the length of the slides it is joining, and by the beat of the music that we will add in the next step.

Limiting transition length helps you avoid transitions that are too long.

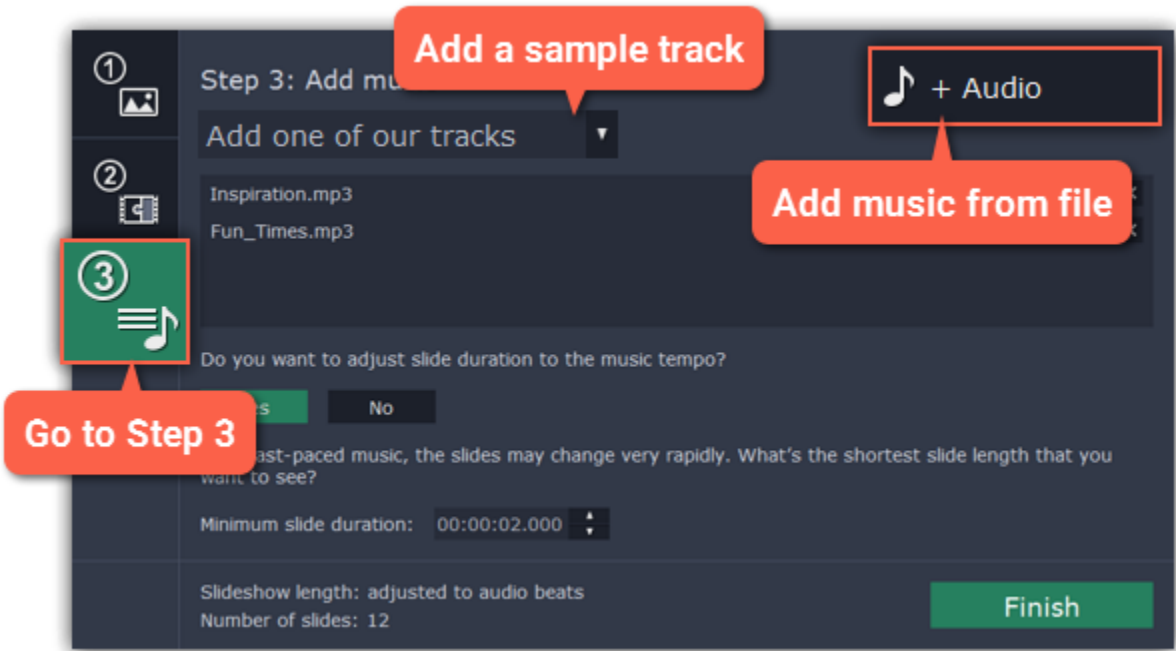
** Transitions cannot be longer than any of the slides in your project.*



Next step: [Adding music](#)

Step 3: Add music

1. On the left side of the Slideshow Wizard, click the button with the number **3** to proceed to adding music.
2. Add music:
To add music, click the **+Audio** button and choose the audio files you want to use. If you don't have a suitable audio file, click '**Add one of our tracks**' to open the list of sample audio tracks and then click on a soundtrack in the list to add it.
The audio files will appear in the list. You can now preview and trim the audio clips.



3. Trim the audio
Click the play button to start playback.



Skip to the part where you want the audio to start and click the left bracket icon to trim the clip to this point.



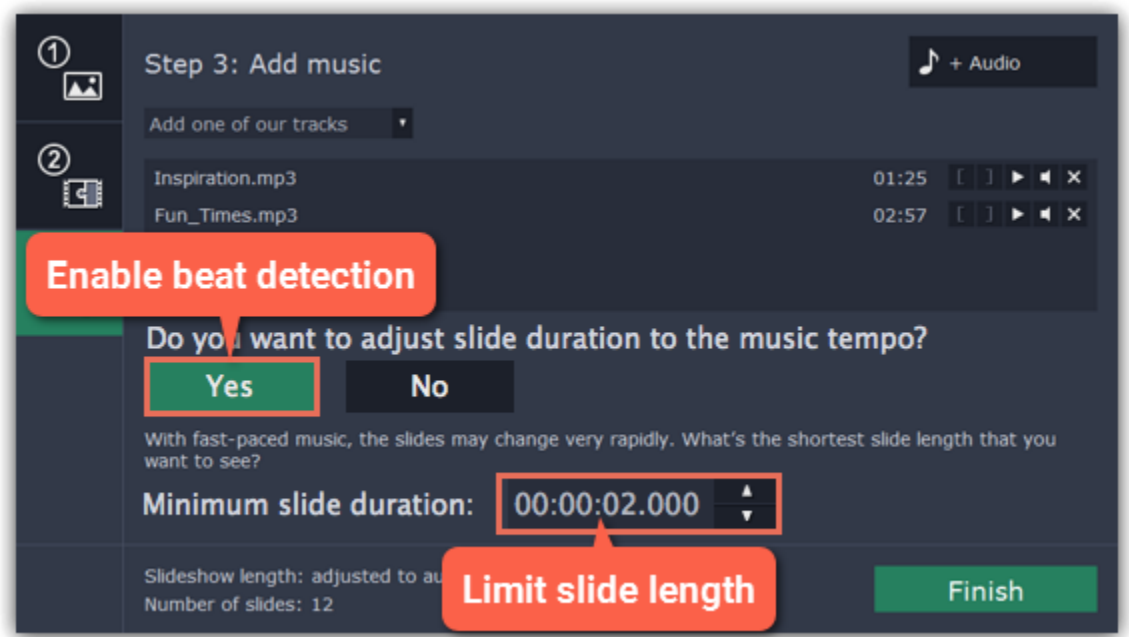
Skip to the part where you want the audio to end and click the right bracket icon to trim the clip from this point.



4. Adjust slides to music beat

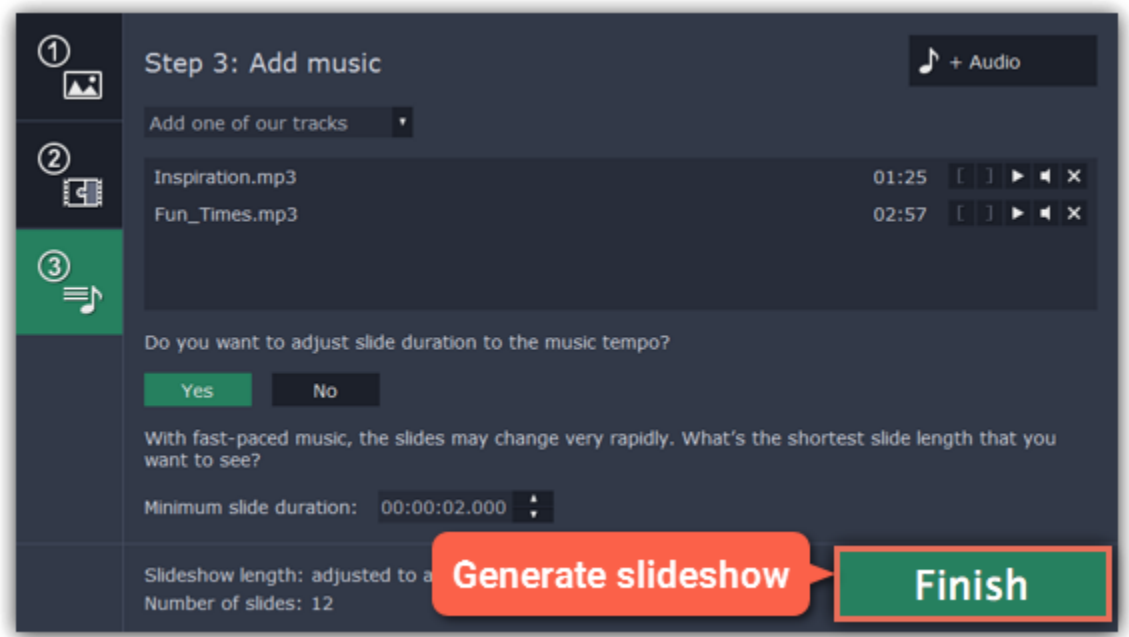
The Slideshow Wizard can analyze the music you've added and adjust the length of slides and transitions to fit the music tempo. Click the **Yes** button in the Wizard to enable beat adjustment.

Then, enter the **minimum slide duration** to prevent slides from changing too fast.



5. Finish your slideshow

Click the **Finish** button in the Wizard to start processing your slideshow. When the slideshow is ready, click **OK** to close the Wizard. You can now see your slideshow on the Timeline. Here, you can manually edit slides, or proceed straight to saving the slideshow.



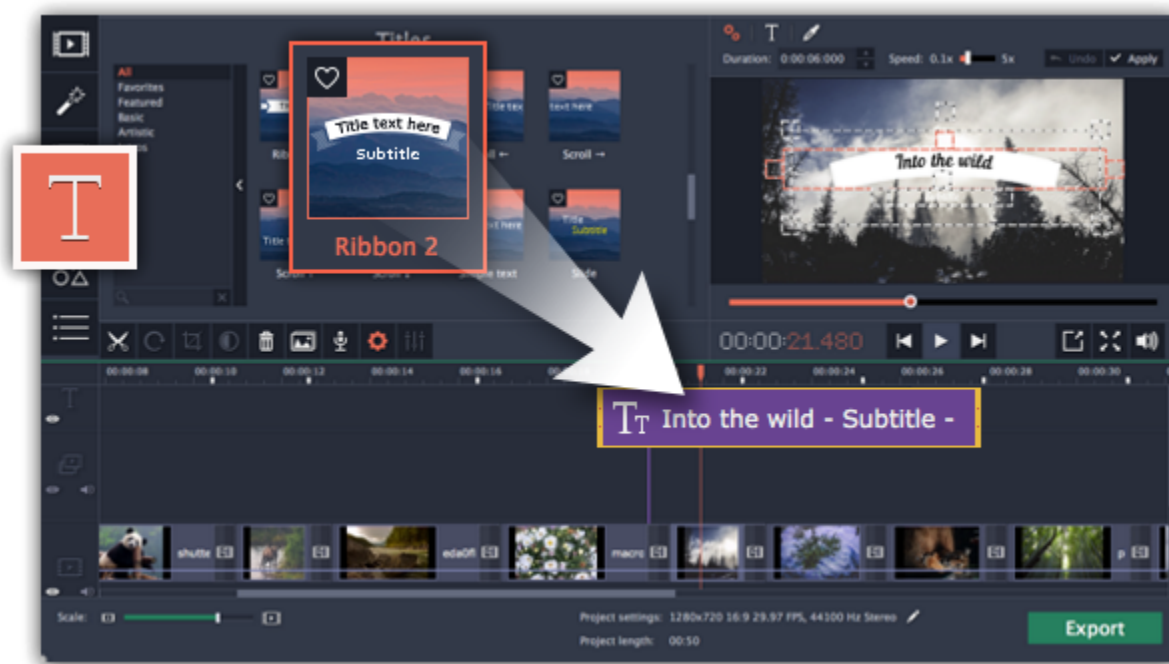
Step 4: Add titles and effects

When you've completed the Slideshow wizard, your slideshow will be ready on the Timeline. From here, you can proceed to [saving it as a video file](#) or add some more cool effects.

Add titles

- 1. Click the **Titles** button on the left sidebar to open the text title collection.
- 2. Pick a text style you like and drag it onto the title track at the top of the Timeline.
- 3. Double-click on the title clip to change the text and edit the font, color, and other properties.
- 4. Click **Apply** in the editing panel above the player.

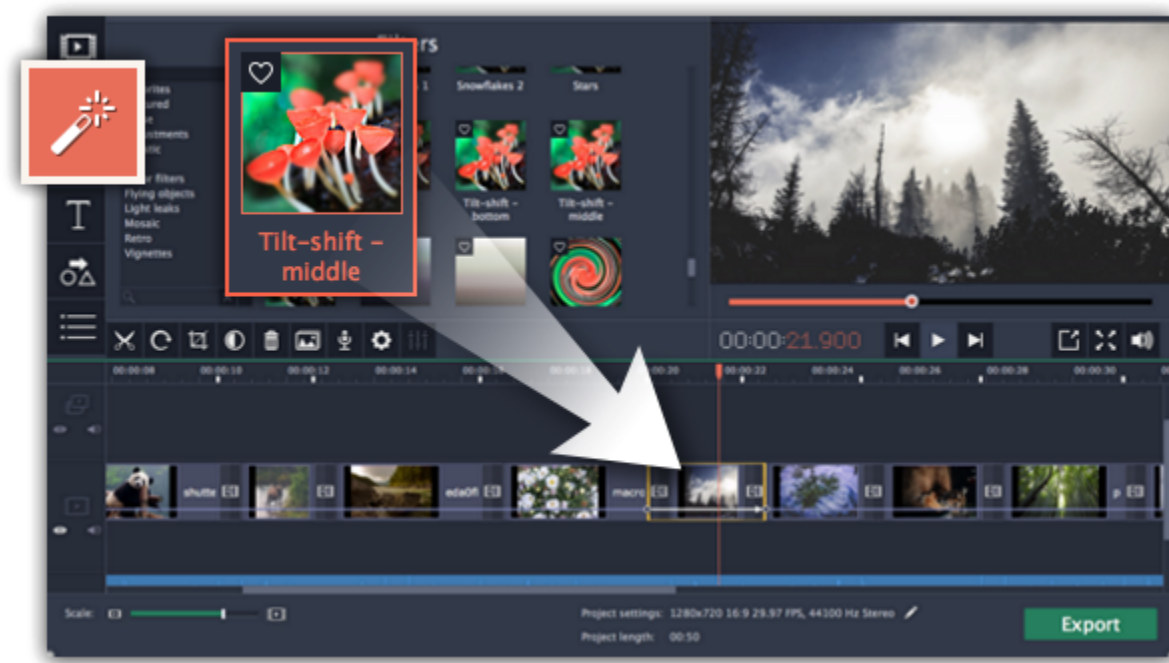
[Learn more about titles](#)



Add filters

1. Click the **Filters** button on the left sidebar to open the filter collection.
2. Pick a filter you like and drag it onto the clip you want to apply it to.

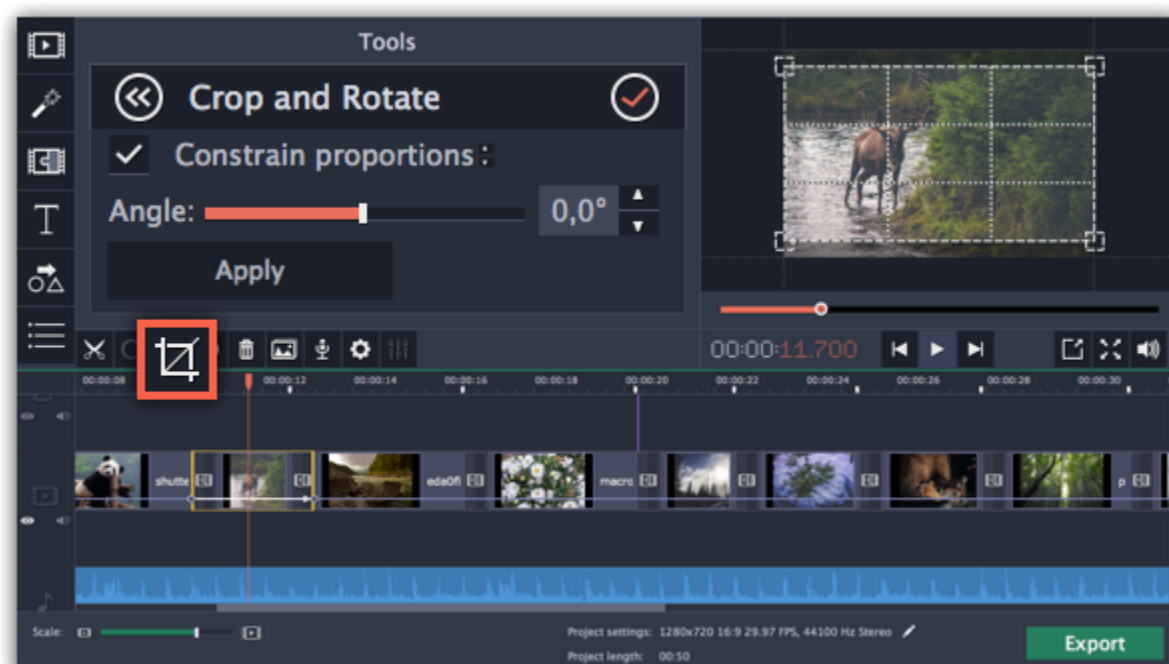
[Learn more about filters](#)



Crop photos

1. Select the photo you want to crop.
2. Click the **Crop** button on the toolbar.
3. A frame will appear in the player. Move the frame to the part of the screen you want to keep.
4. Click **Apply** on the Tools panel on the left.

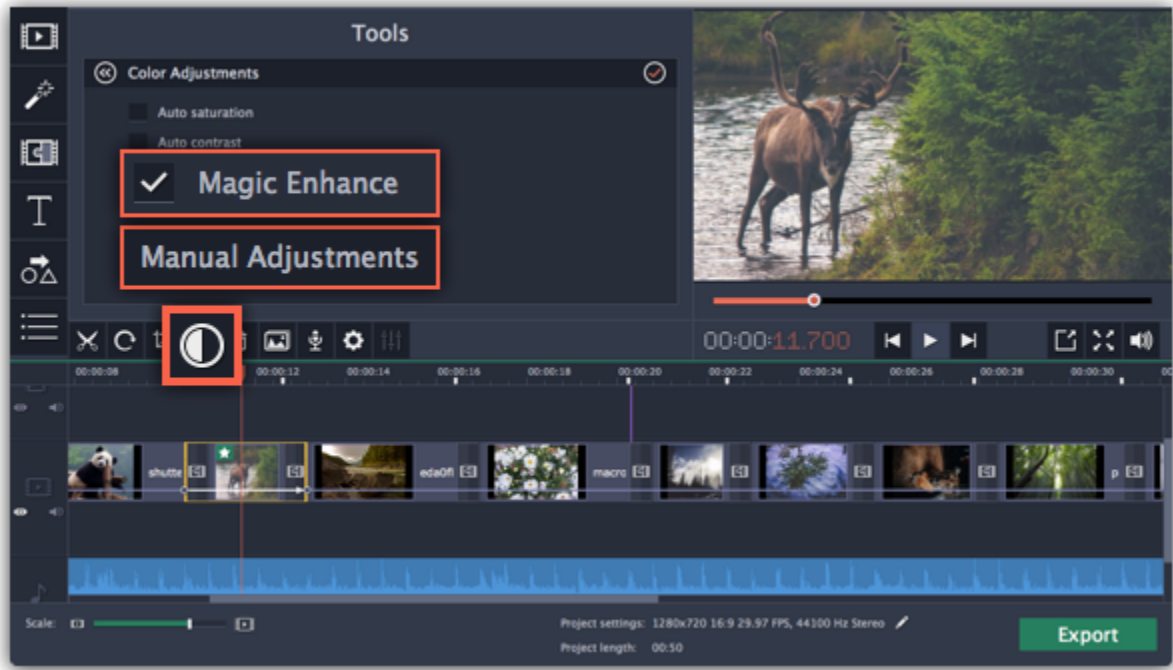
[Learn more about crop](#)



Adjust photos

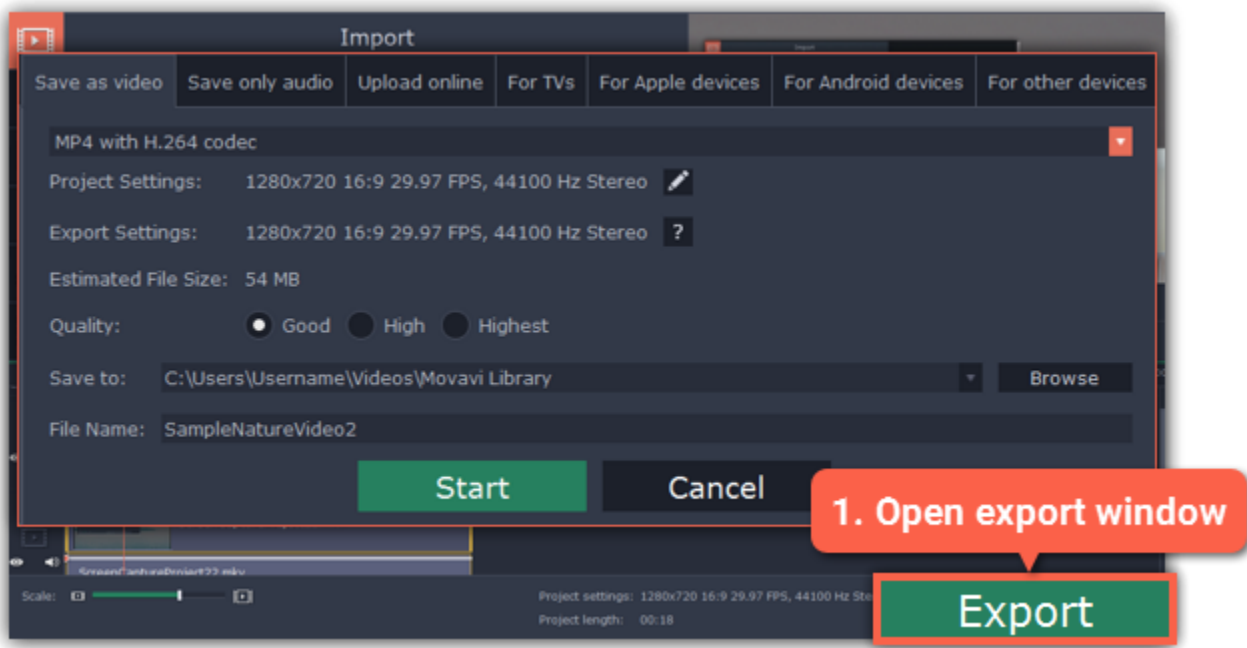
1. Select the photo you want to adjust
2. Click the **Color Adjustments** button on the toolbar.
3. Choose the adjustments that make your picture better.
4. For more options, click **Manual Adjustments** and adjust the colors manually.

[Learn more about color adjustments](#)

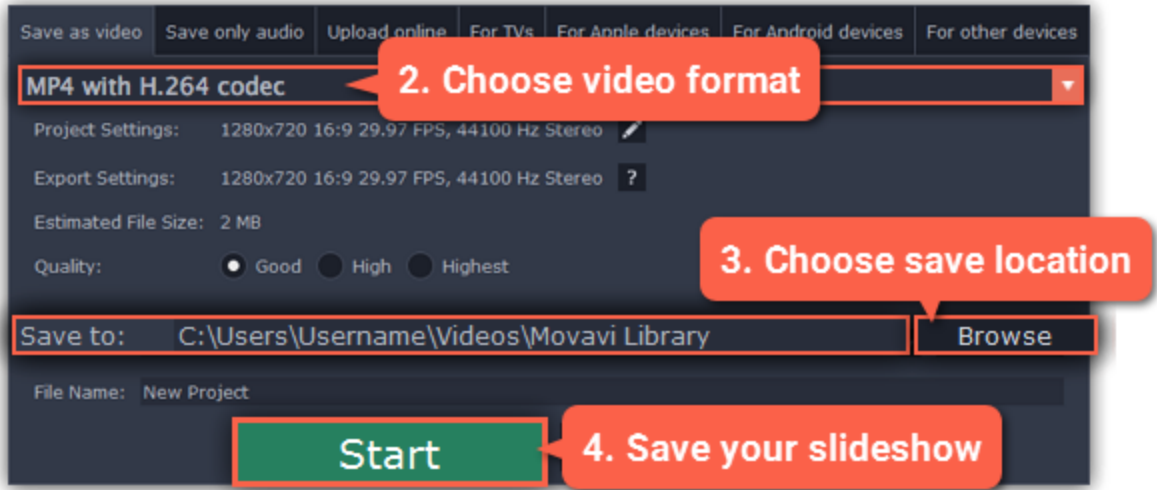


Step 5: Save your slideshow

1. In the bottom right-hand corner of the window, click **Export**. The export settings window will open.



2. In the Export window, open the list at the top and choose a format for saving your slideshow.
3. Click **Browse** to choose where you want to save your slideshow file and name your slideshow in the **File Name** box.
4. Finally, click **Start** to save your slideshow as a video file. This may take a few minutes if the slideshow is very long.



Making a slideshow in full mode

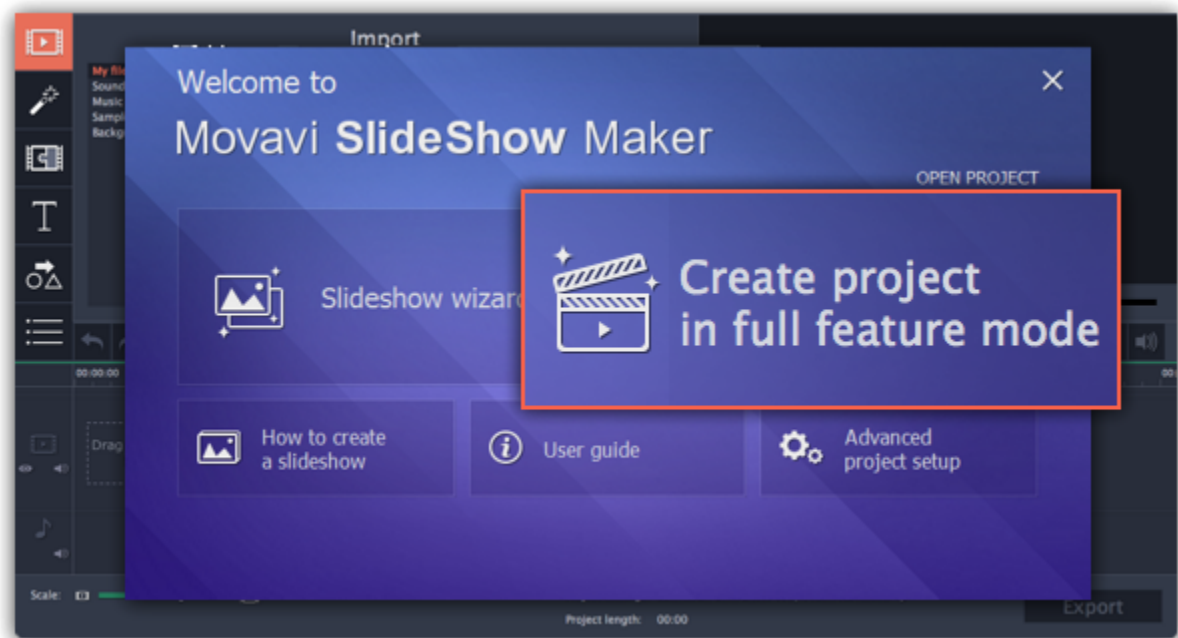
Jump to:

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

Besides using the wizard, you can also make your own slideshow from scratch by arranging your photos on the Timeline.

Step 1: Create a new project

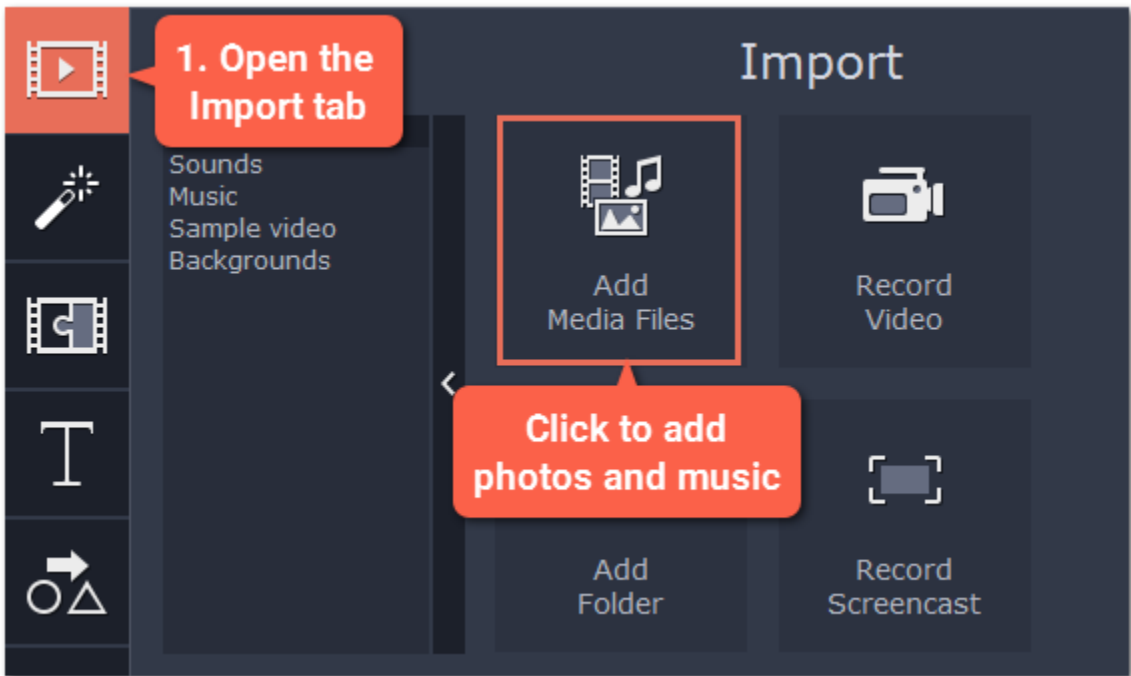
When you open Slideshow Maker, you will see a welcome screen. Click **Create project in full feature mode** to start making a video slideshow. [Learn more about projects](#)



Step 2: Add photos, videos, and music

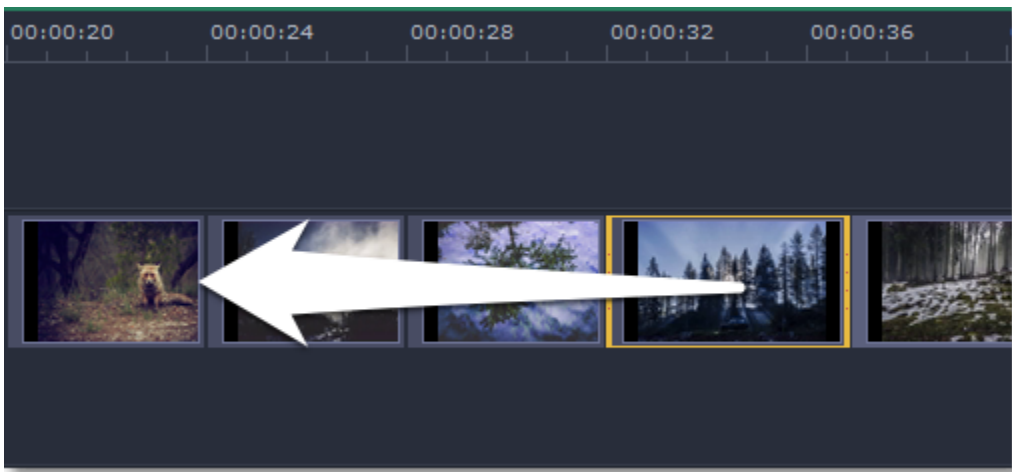
On the **Import** tab, click **Add Media Files** to choose the images, music, and videos you'll be using.

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



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

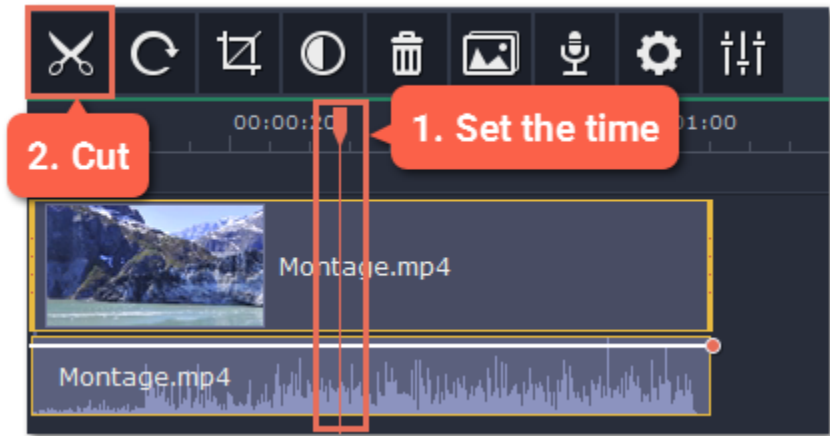
Learn more: [Using the Timeline](#) | [Working with video and images](#) | [Working with audio](#)



Step 3: Cut videos

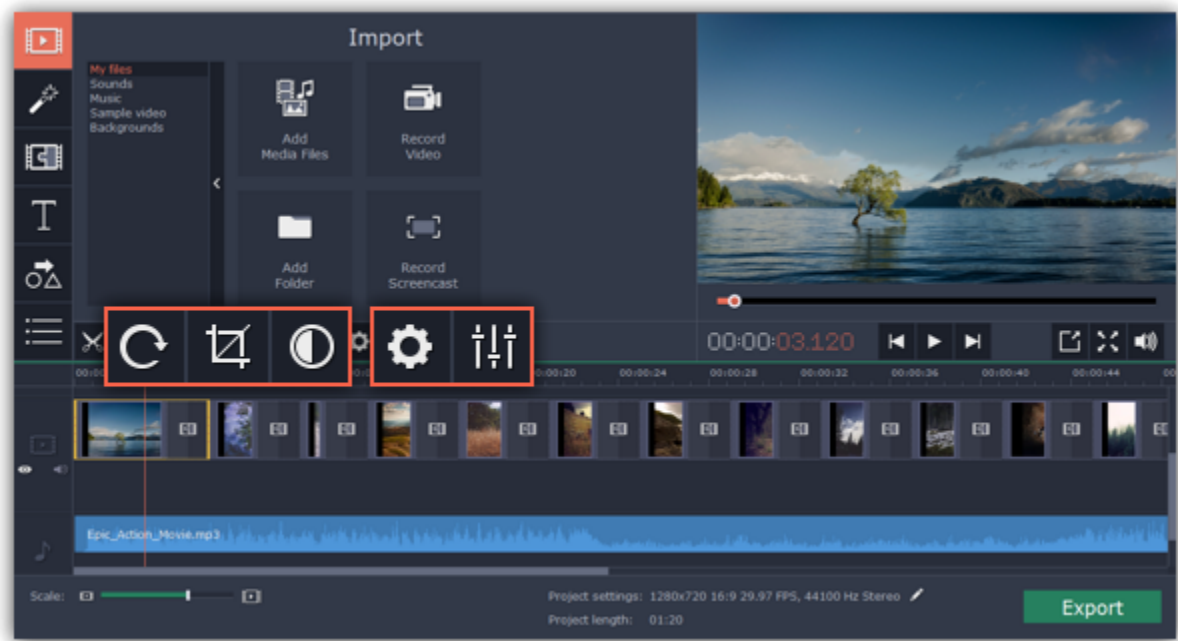
1. Select the clip that you want to split.
2. Move the position marker onto the moment where you want to cut the clip. You can move the position marker both in the player or on the Timeline.
3. Click the scissors button on the toolbar to split the video into two parts.

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



Step 4: Edit and enhance clips


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



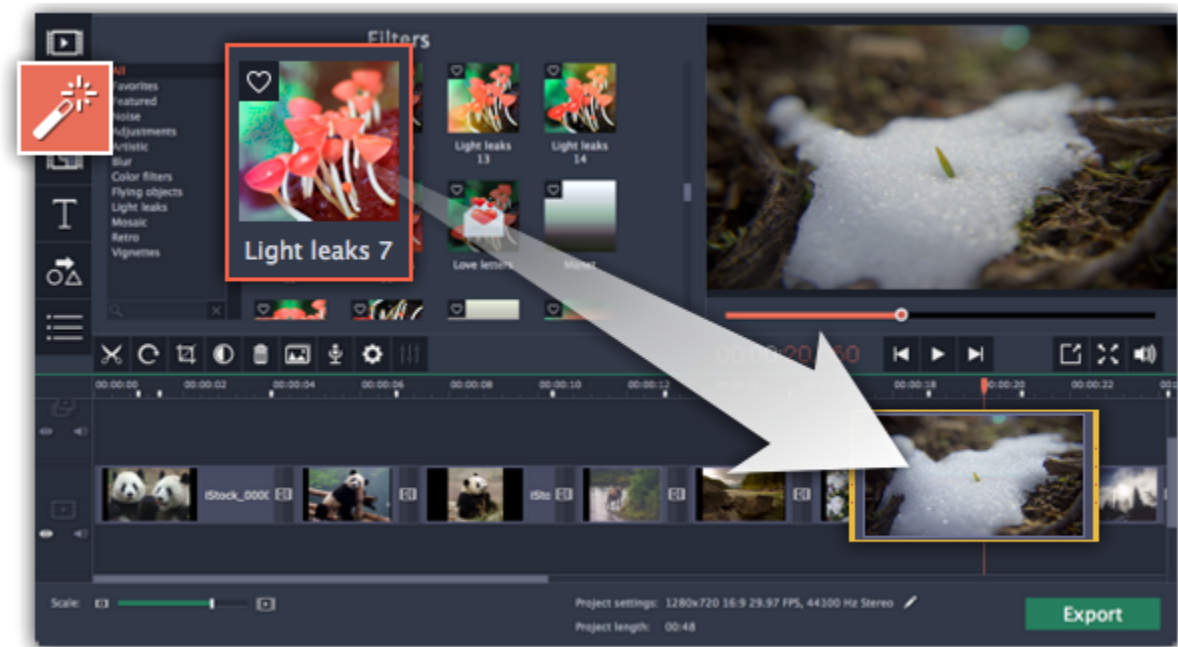
Learn more: [Rotating clips](#) | [Cropping clips](#) | [Enhancing colors](#) | [Video properties](#) | [Audio properties](#)

Step 5: Add filters

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

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

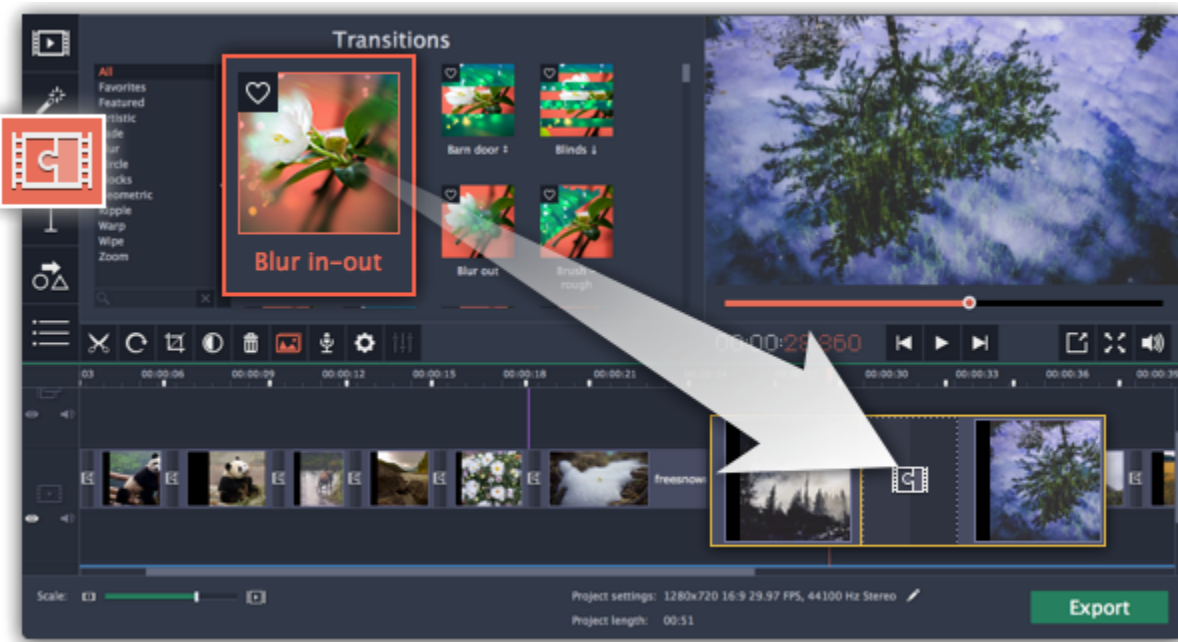
[Learn more about filters](#)



Step 6: Join clips with transitions

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

[Learn more about transitions](#)

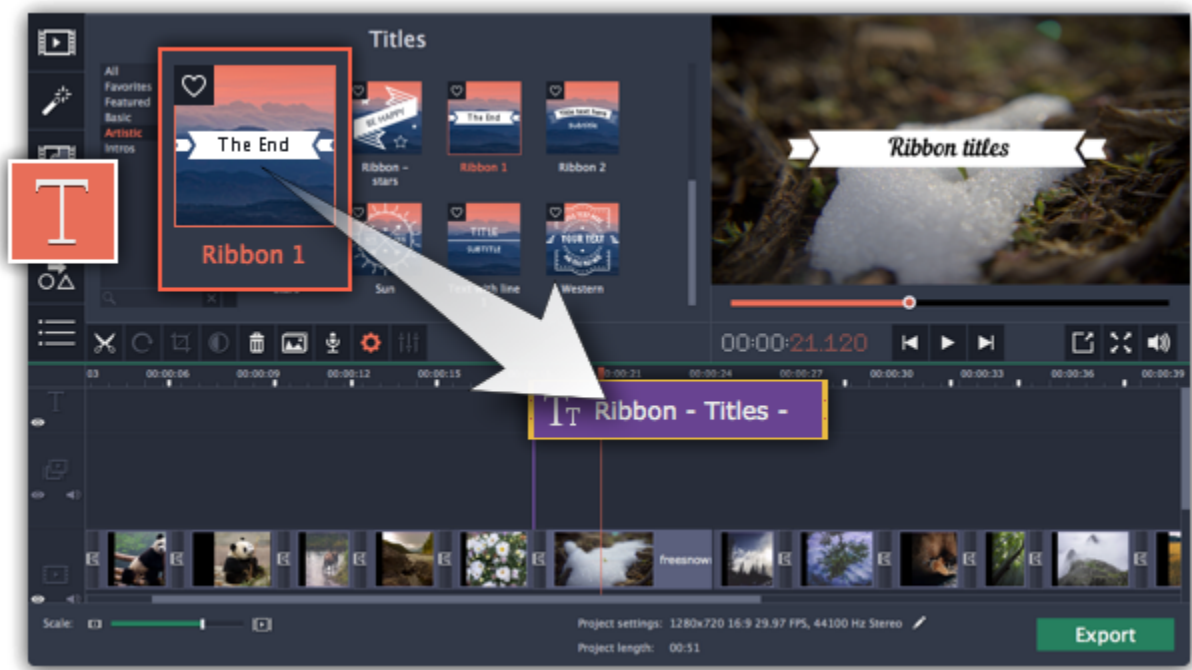


Step 7: Add text titles

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

- 1. Click the **Titles** tab to open the list of available text styles.
- 2. Find a title style that you like and drag it onto the uppermost track of the Timeline.
- 3. After you've placed the title clip onto the Timeline, double-click the clip and edit the text in the player. You can use the panel above the player to change the text style and color.

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



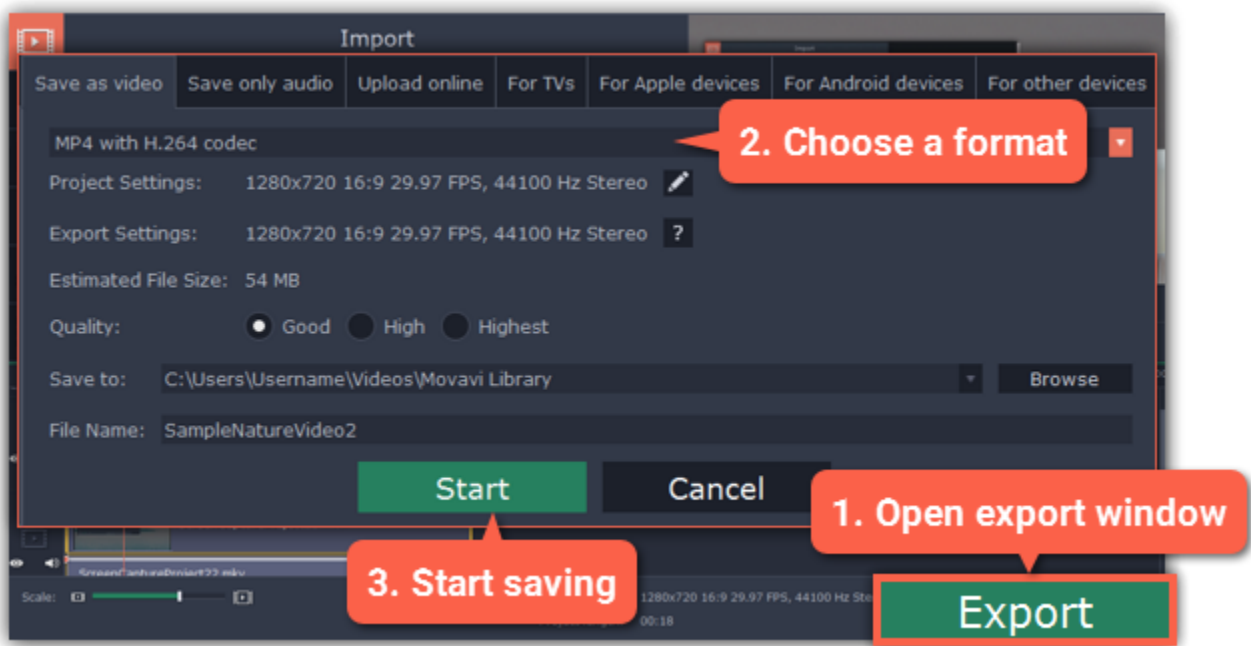
Learn more: [Adding titles](#) | [Adding callouts](#)

Step 8: Export the finished video

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

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

[Learn more about saving your video](#)



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

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

Creating and managing projects

A Movavi Slideshow Maker project is a file in the ***.meps** format that contains your work on creating a video. A project stores the locations of each media file used in the project, as well as the edits, special effects, and settings that you use as you make your slideshow.

Creating a project

To create a new project, open the **File** menu and choose **New Project**. Then, choose **Slideshow wizard** if you want to make a quick slideshow, or click **Create project in full feature mode** if you want to use the advanced features.

[Creating projects](#)

Saving projects

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

[Saving projects](#)

Opening projects

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

[Learn how to open projects](#)

Media use

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

[Learn how to find missing files](#)

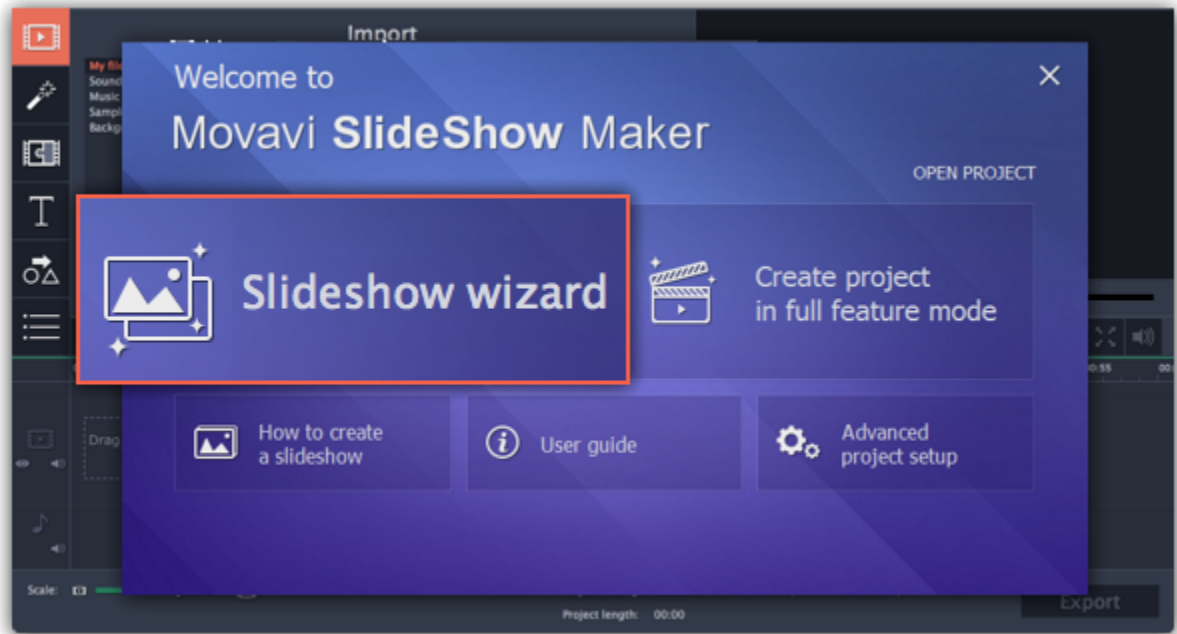
Because all of your editing work is done in the project, your original files are not edited in any way, and you do not need to make reserve copies.

How can I play my project?

Project files cannot be viewed in a regular video player, but can only be opened with Movavi Slideshow Maker. To view the finished work in a player, you need to first export your movie to a common video format.
[Learn how to export your project](#)

Creating a project

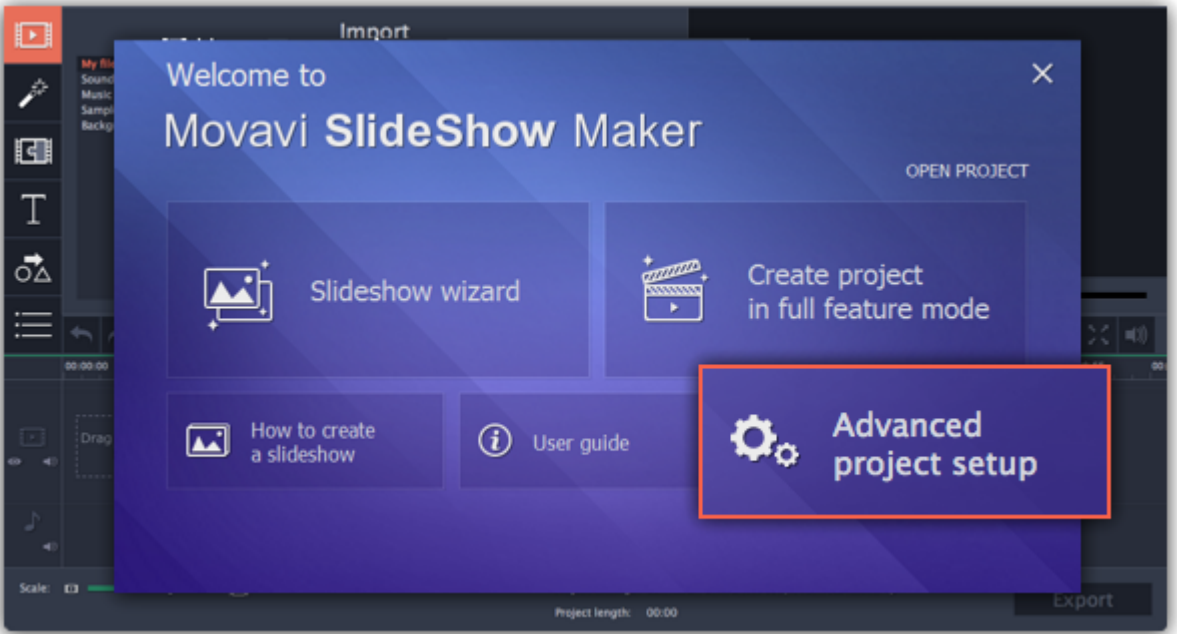
1. Open the **File** menu and choose **New Project**.
2. A welcome screen will appear. Click **Slideshow wizard** to start making your slideshow.
 - Click **Create project in full feature mode** to make a slideshow manually.
 - If you want to set up your project's size and other settings before starting, click **Advanced project setup**.



That's it! You can now start creating your slideshow.

Advanced project setup

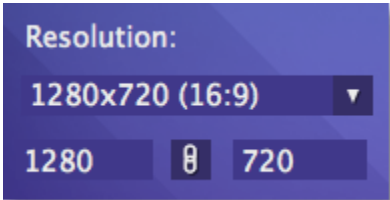
If you want to create a slideshow in full feature mode, you can set up the project's frame size before starting, click **Advanced project setup** on the welcome screen. Then, specify the necessary settings and click **OK** to start working on your project.



Resolution

The **resolution** is the width and height of your video in pixels. The higher a video's resolution, the more detail and quality of the original video it can retain. Choose your project's resolution based on the videos and images that you plan to use in it.

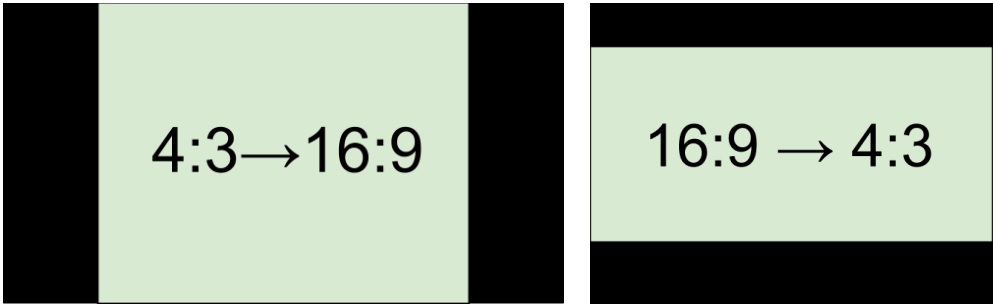
You can choose from one of the resolution presets, or manually enter the width and height into the corresponding boxes.



Aspect ratio

A video or image's proportions are called the aspect ratio. It is the ratio of the video's width to its height, and is shown in parentheses next to the project's resolution. While the most widespread aspect ratio is 16:9, others are also popular. Choose your project's aspect ratio depending on the videos and images you plan to use in it.

If the project's aspect ratio is different from that of the files, you may see black bars around the edges of the frame. [Learn how to fix black bars](#)



Adding 4:3 photos to a 16:9 project and vice versa

Framing

When you add videos and photos to your project, they are scaled to fit the project's resolution and aspect ratio. Framing, or resize method, defines how photos and videos will be placed inside the project's frame. This is especially important if you are using photos and videos that have different aspect ratios and want to avoid black bars on the screen.

- **Letterbox** – the photos and videos will retain their original proportions, and will be resized to fit entirely inside the frame. Leftover space in the frame will appear as black bars.
- **Stretch** – the photos and videos will be resized to fit inside the frame as best as possible, and then stretched to fill the remaining space. This allows to fill the entire screen without black bars, but it may distort objects in the photos.
- **Crop** – the photos and videos will be resized in such a way as to fill the entire frame without changing their proportions at the expense of cropping away the edges. This allows to fill the entire screen nicely, but some parts around the edges will not be visible.

FPS

The number of frames per second is the number of shots that a camera takes each second to make a video. Most cameras shoot video at around 24 frames per second. However, some cameras can shoot high-speed video that you can use to make slow motion clips. If you plan on using high-speed videos, choose the FPS that matches the video. If you're using regular videos, leave the default FPS.

Sample rate

Just like digital video is made up of individual frames, digital audio is made up of tiny audio samples. Audio's sample rate defines how many of these samples are taken in a second and is measured in Hertz (Hz). This affects audio quality. The default option, 44100 Hz, is suitable for most projects.

Channels

This affects the number of channels in the project's audio. You can choose from mono (one channel) and stereo (two channel) sound, but stereo is usually best for most projects.

Project settings

You can also change these settings later by clicking the pencil icon at the bottom of the window: .

See also:

[Saving your work](#)

[Project settings](#)

[Exporting your movie](#)

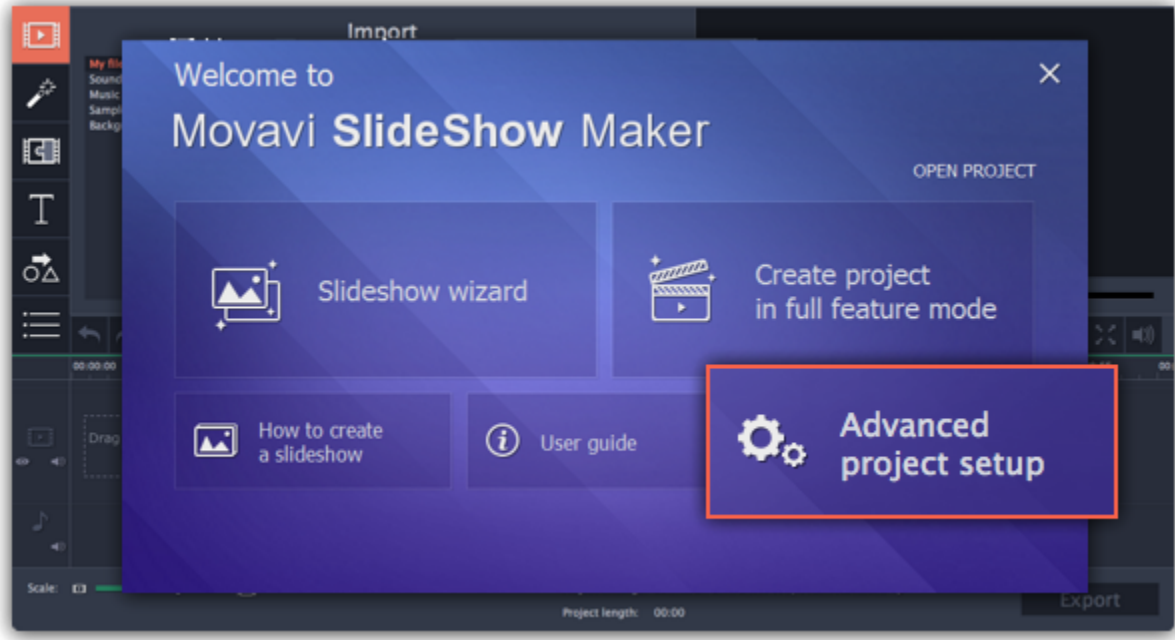
Project settings

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


Opening project settings

When creating a project:

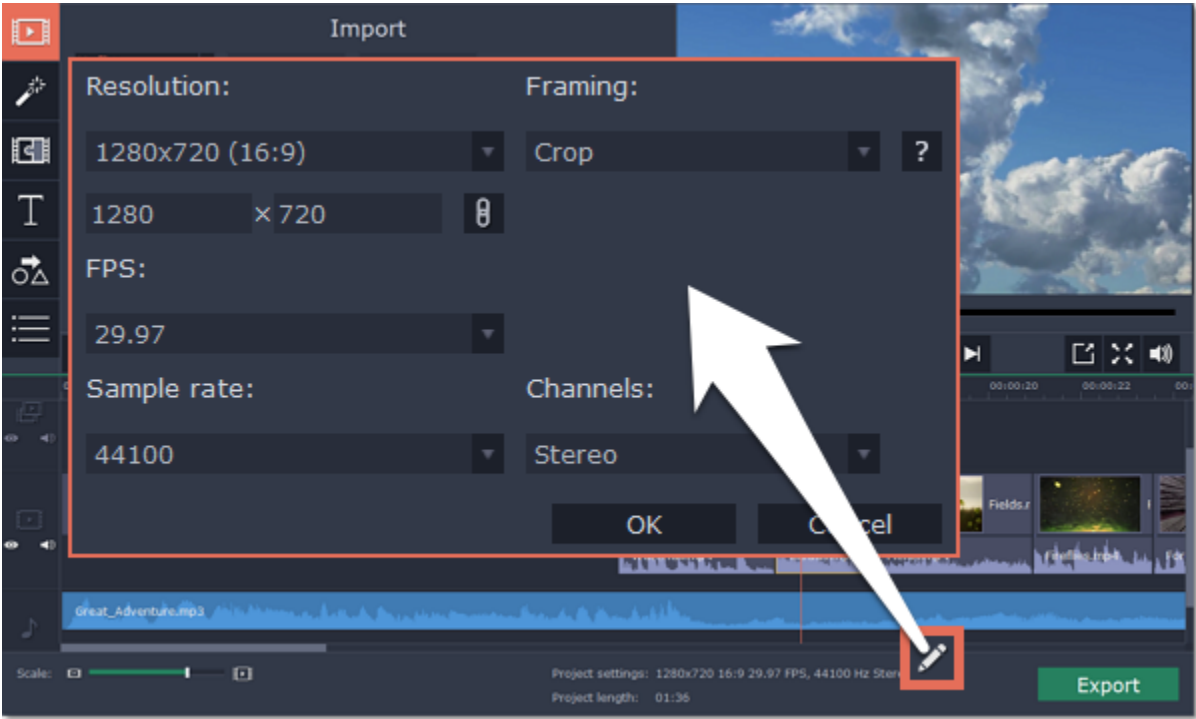
When you create a new project or launch Movavi Slideshow Maker, you will see a welcome screen. To change the settings before starting the project, click **Advanced project setup**.



During editing:

- On the bottom panel of Movavi Slideshow Maker, find the pencil icon next to the information about your project. 
- Open the **Edit** menu and choose **Project Settings**.

The **Project Settings** window will open.



Video settings

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

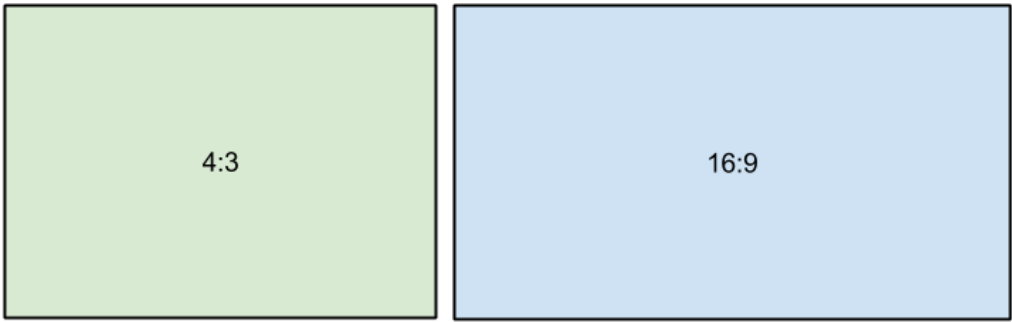
Frame size

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

Frame Size	Aspect Ratio
320x240	4:3
640x480	4:3
1280x720	16:9
1280x960	4:3
1920x1080	16:9
1920x1440	4:3

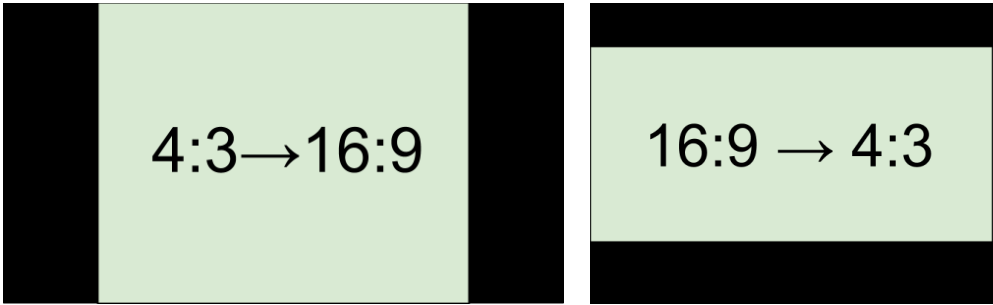
Aspect ratio

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





A relative comparison of aspect ratios

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



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

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

Resize method

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

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



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



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



Audio settings

Sample rate

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

Channels

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

See also:

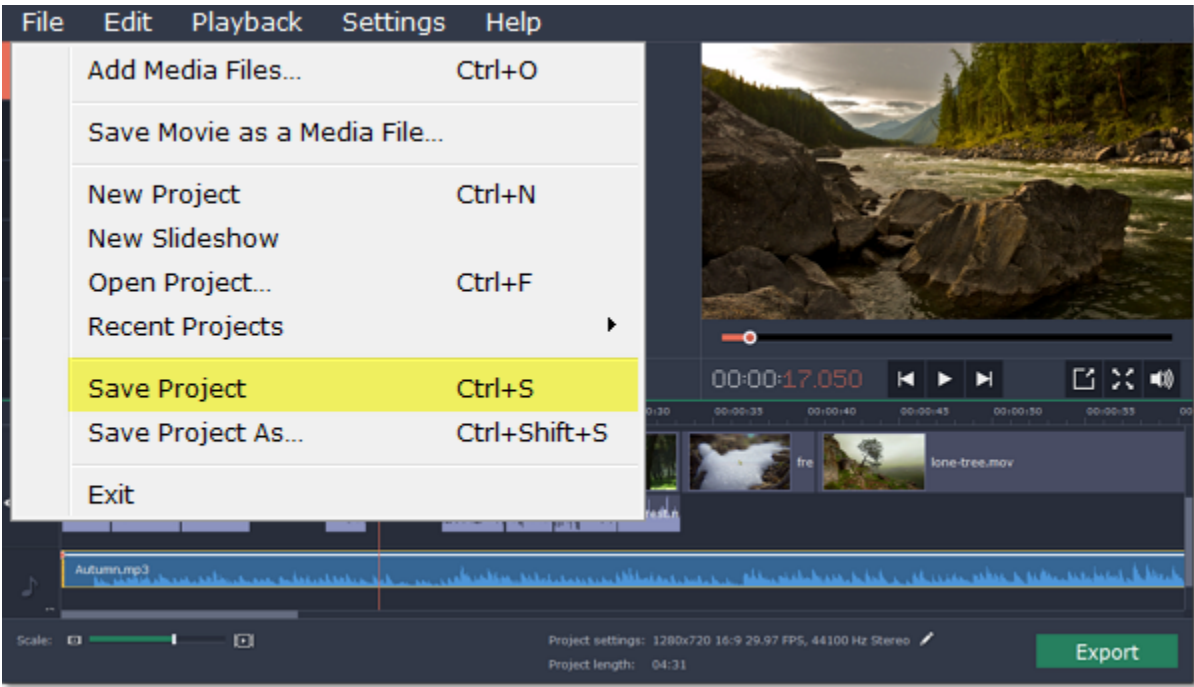
- [Creating a project](#)
- [Saving and opening projects](#)

Saving projects

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

Saving the project

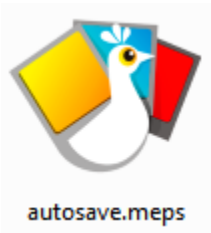
1. Open the **File** menu and choose **Save Project**.
2. You will be asked to enter a name for the project. Your project files should be stored in the "*My Videos\Movavi Slideshow Maker\Projects*" folder of your user.
3. Click **Save** to confirm saving.



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

Restoring work from an autosave

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



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

Opening projects

Open a project to continue working on your video.

Where are my projects located?

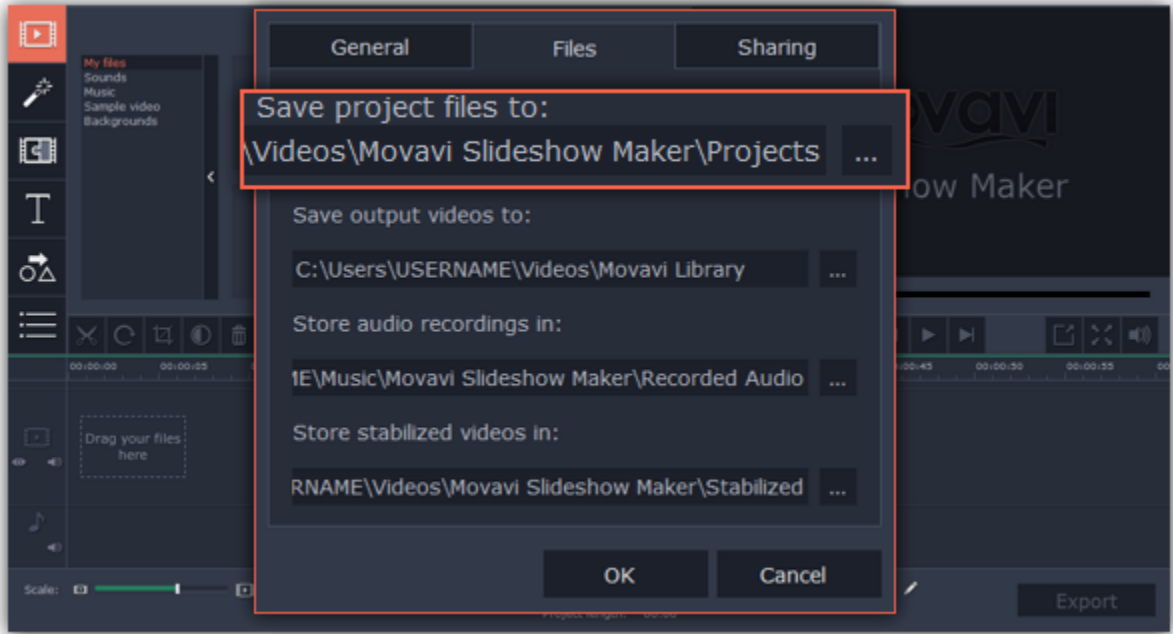
By default, your projects are saved to *"\Videos\Movavi Slideshow Maker\Projects"*, but you can save your projects anywhere else you like.

How to open a project

- A:** Find your project in Windows Explorer and drag it onto the Slideshow Maker window.
- B:** Find your project in Windows Explorer and double-click it to open it in the Editor.
- C:** Click **Open Project** on the welcome screen. Then, locate the project file in the Windows Explorer box and click **Open**.
- D:** Open the **File** menu and choose **Open Project**. Then, locate the project file in the Windows Explorer box and click **Open**.

How to change where projects are saved

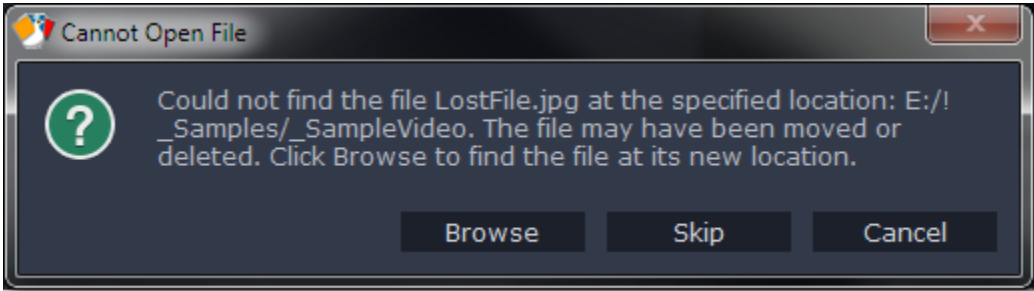
- 1. Open the **Settings** menu and choose **Preferences**.
- 2. Click the **Files** tab.
- 3. Find the **Save project files to** box and click the button next to it to choose a different folder for storing your projects.
- 4. Select the folder you want to use and click **Select Folder**.



Finding missing files

When you open a previously created project, you may see a message saying that a file is missing from the project. This may happen if one of the files used in the project has been moved somewhere else or deleted from disk.

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



Why is this happening?

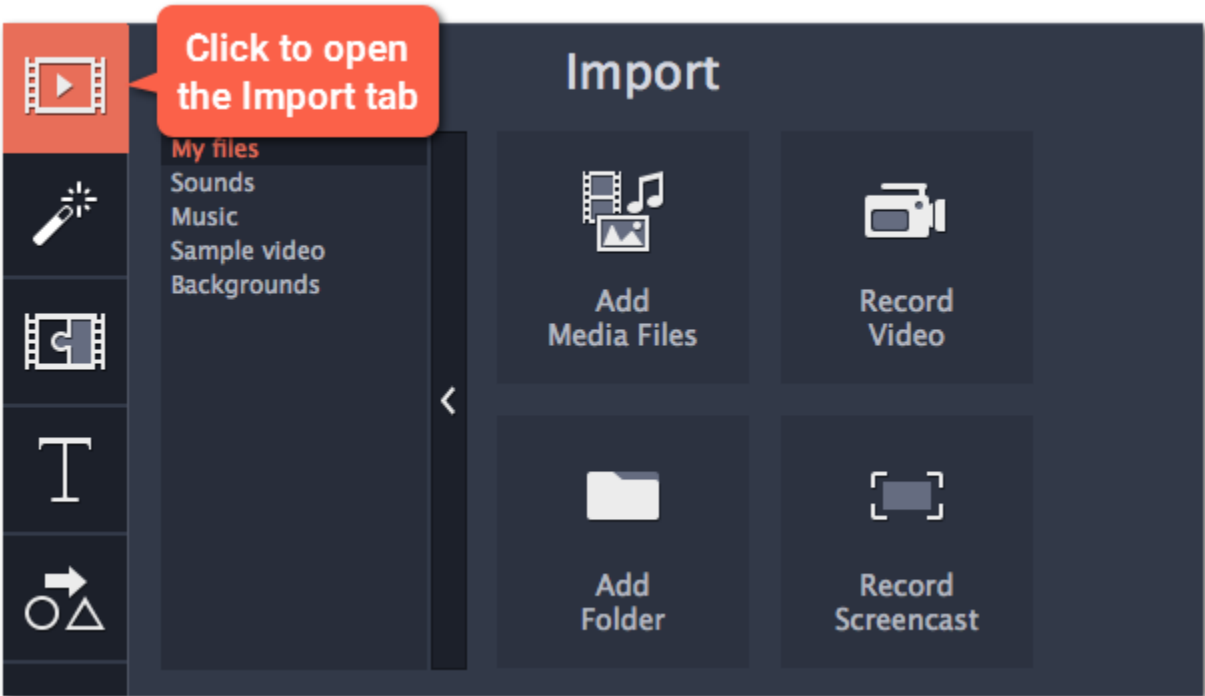
In order to save disk space, the program does not copy the files you add to the project, but rather remembers their location on disk. Therefore, if you move or delete the original files, it will no longer be able to use them as reference.

Adding media files

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

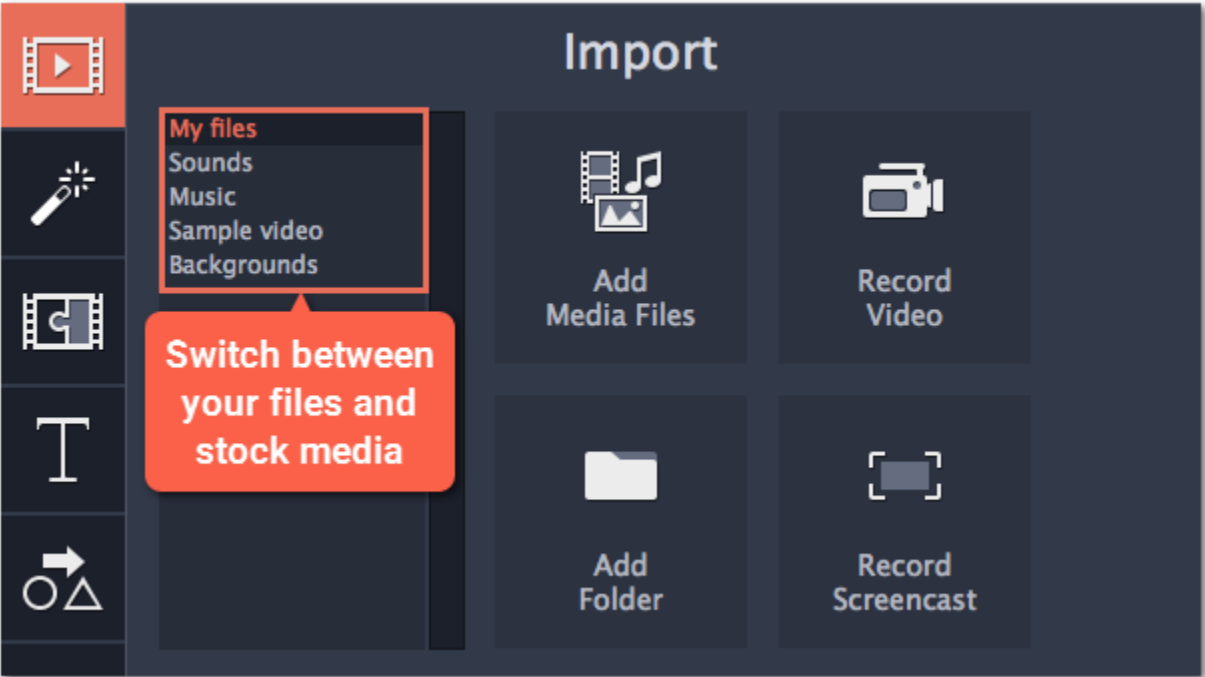
Step 1: Open the Import tab

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



Step 2: Go to the My files section

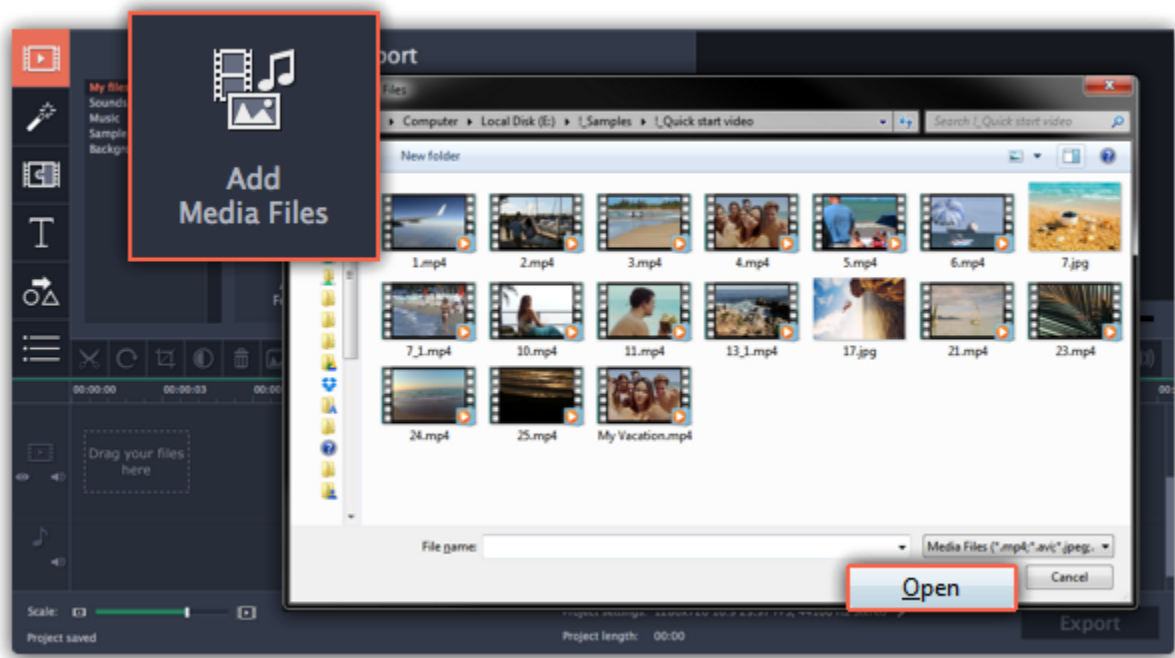
In the left part of the Import tab, you can switch between adding your own media files or using built-in clips. Click on **My files** to show file import options.



Step 3: Open files

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

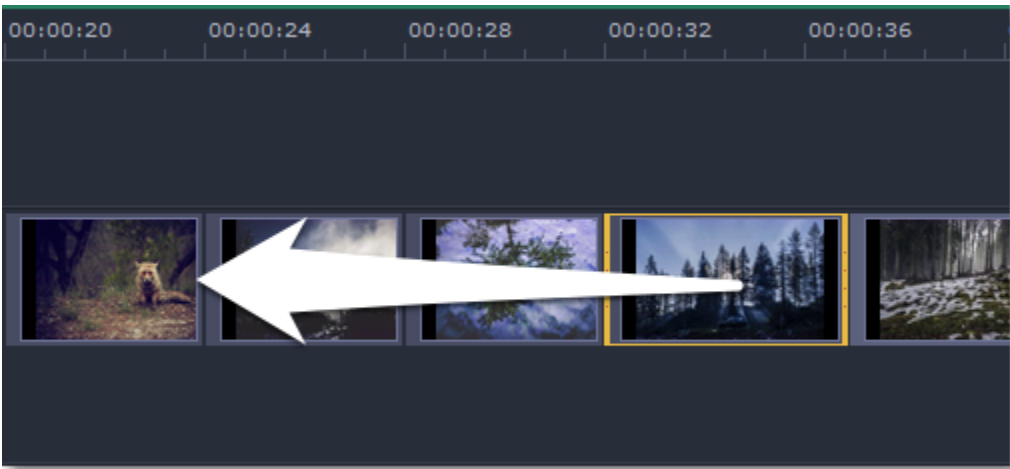
If you want to add the entire contents of one or several folders, click **Add Folder**, select the folder(s) you want to use and then click **Select Folder** to add the files.



Step 4: Arrange the files

Once you've added the files, they will appear on the *Timeline* at the bottom of the window. The Timeline allows you to arrange the clips in the order you want. The clips' position relative to the time ruler at the top of the Timeline determines when it will appear in the finished video. To reorder the clips, select the clips you want to move and then drag them to the new position on the Timeline.

[Learn about using the Timeline](#)



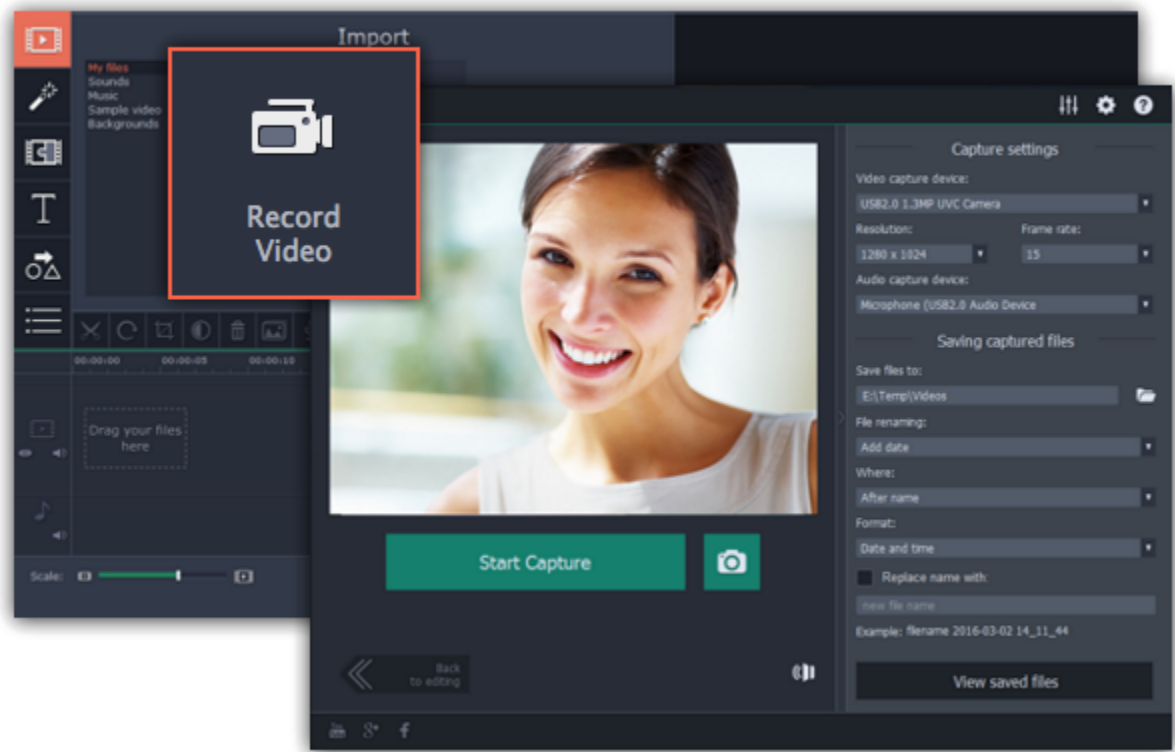
Moving a clip on the Timeline

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

Recording video

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


- Step 1:** Connect the camera you want to capture from to the computer. Make sure that the system recognizes the device and that it is working correctly.
- Step 2:** On the **Import** tab of the Slideshow Maker, click **Record Video**. The recording module will open in a separate window.




Step 3: In the **Video capture device** box, choose the camera you want to use for capture. Then, select the **resolution** and **frame rate**. A larger resolution will be able to retain better quality, however, the video file size will be larger. A higher frame rate is necessary for recording motion, while static scenes can be captured with a lower frame rate.

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



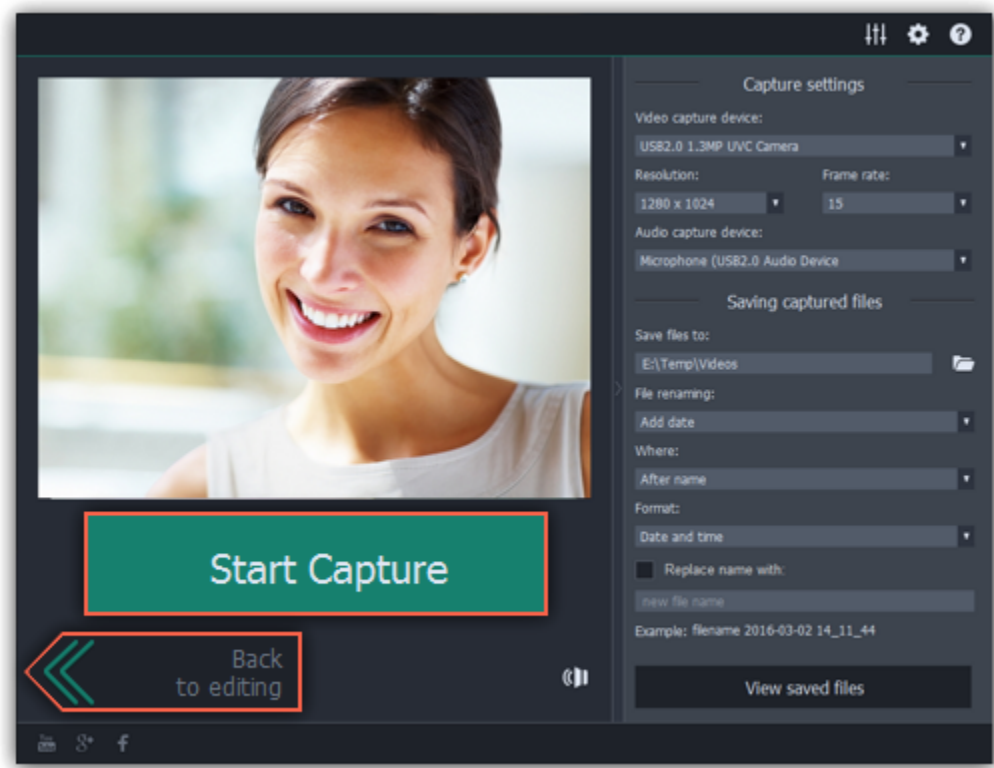
Step 5: (Optional) By default, the recordings will be saved to your Movavi Library folder. If you want to save them somewhere else, click the folder button  under '**Save files to**' and choose a different location.

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

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

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

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



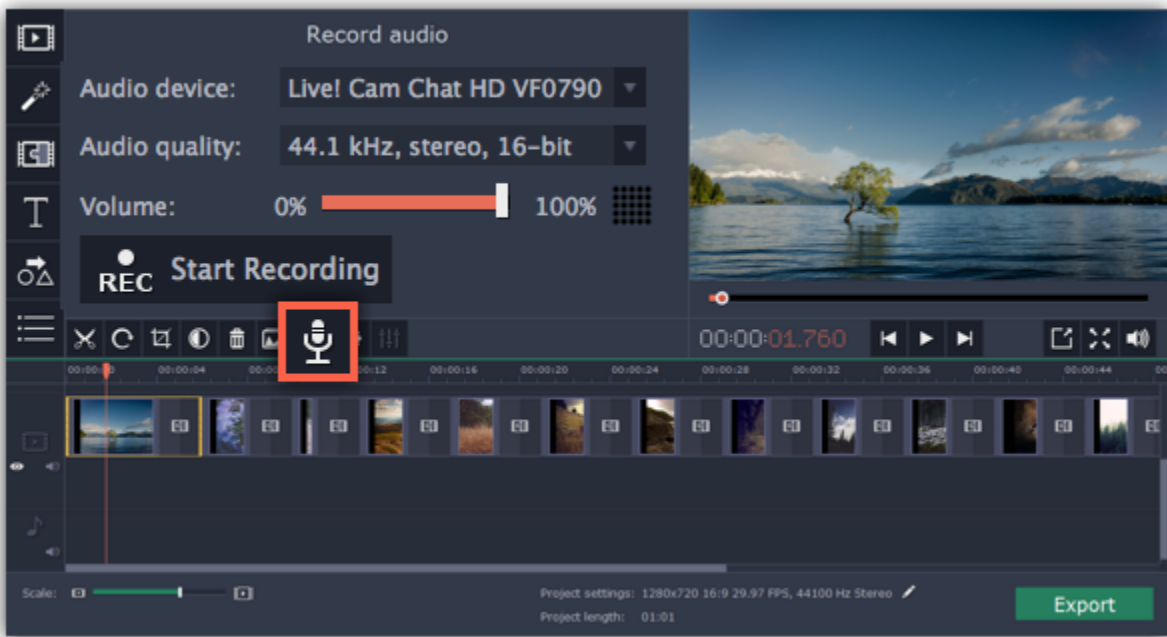
Recording audio

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

Step 1: Open audio recording options

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

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



Step 2: Set up recording

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

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

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

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

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



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

Step 3: Record sound

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

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

3. When you're done, click **Stop Recording**. The recorded audio clip will already be on the Timeline, as a [linked audio clip](#).
** The recording will stop automatically if it reaches the end of the video track.*

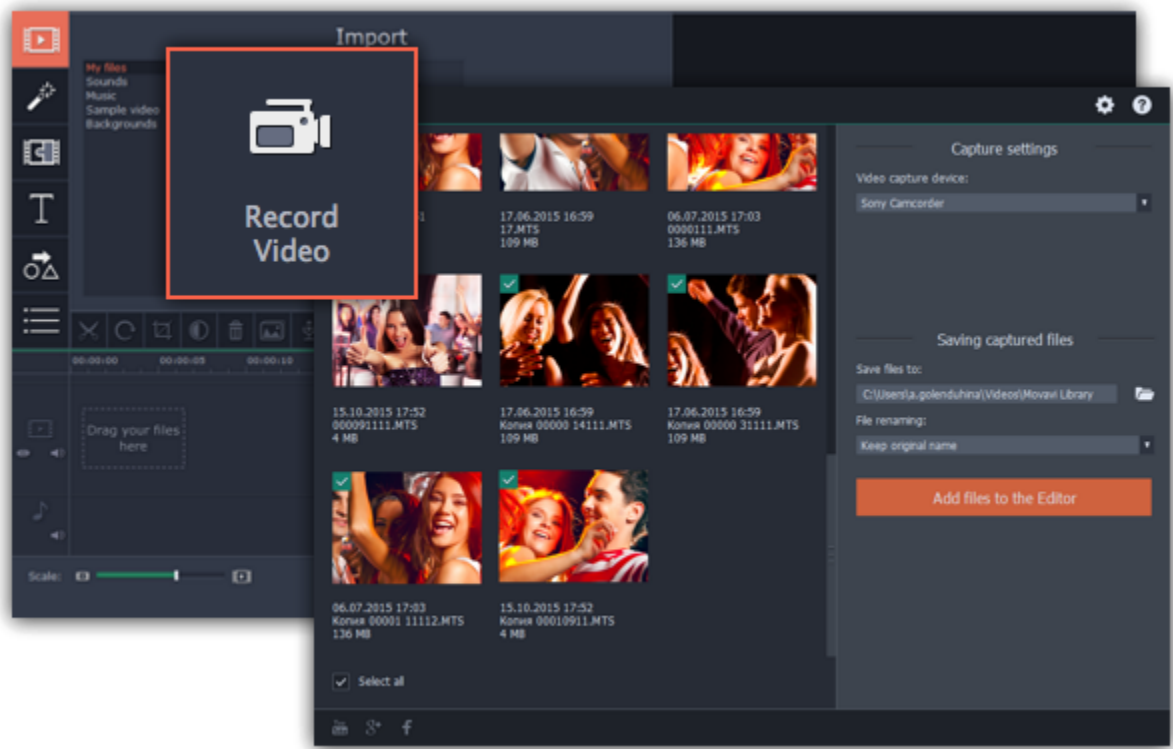


Importing AVCHD video

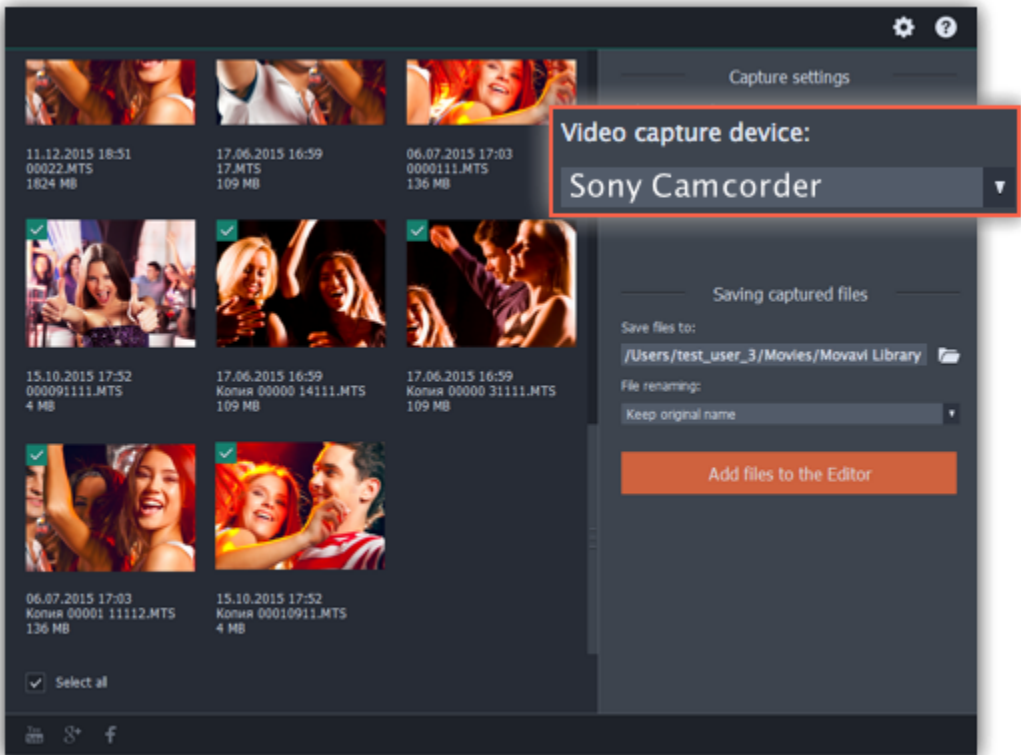
Follow the steps below to import previously recorded videos from an AVCHD camera.

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

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




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



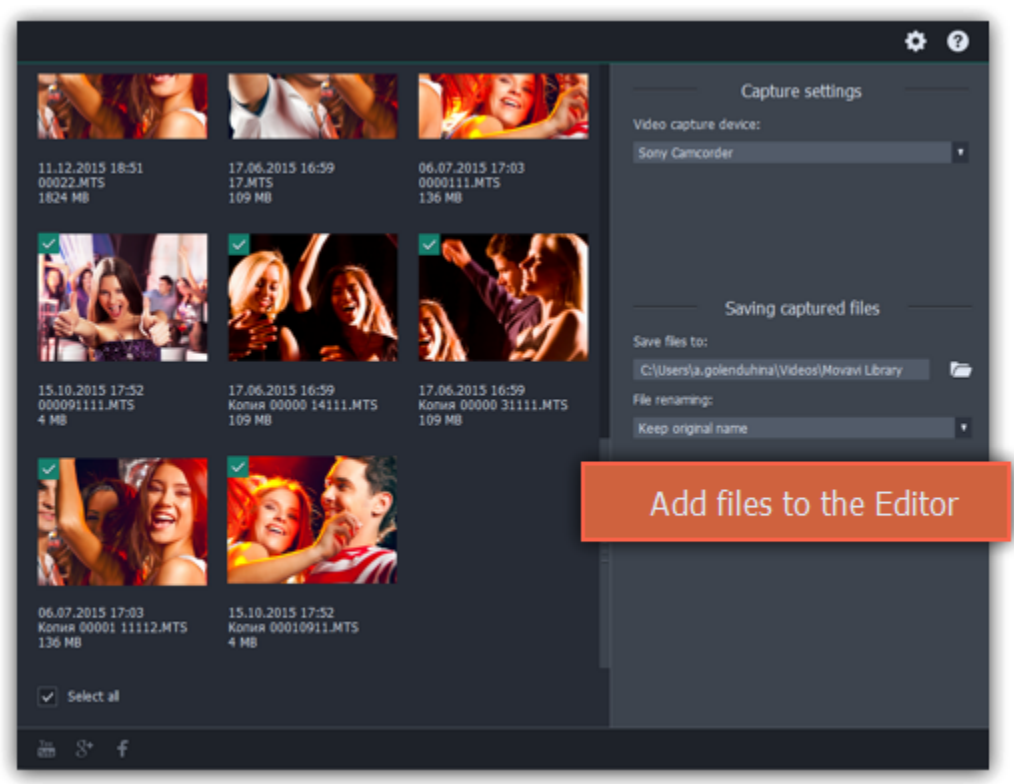
Step 4: On the left, you will see a list of all clips on the camera storage. Review the files and deselect the ones you don't need.



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

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

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

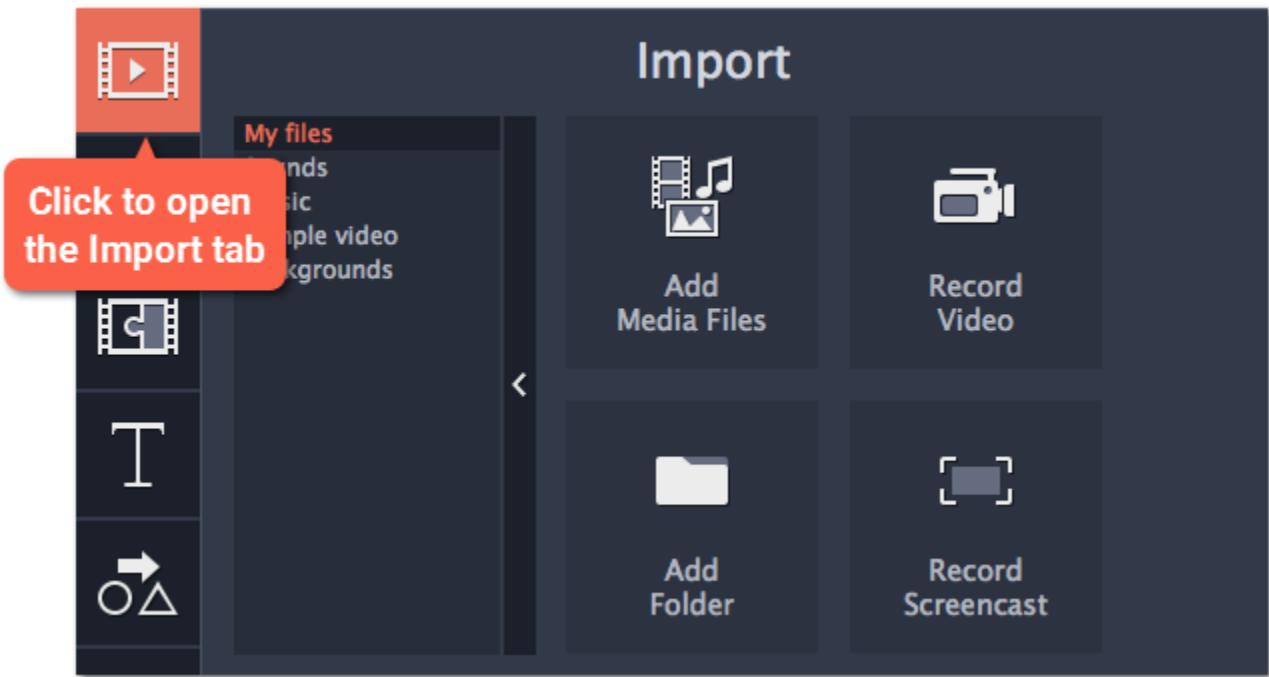


Using built-in media

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

Step 1: Open the Import tab

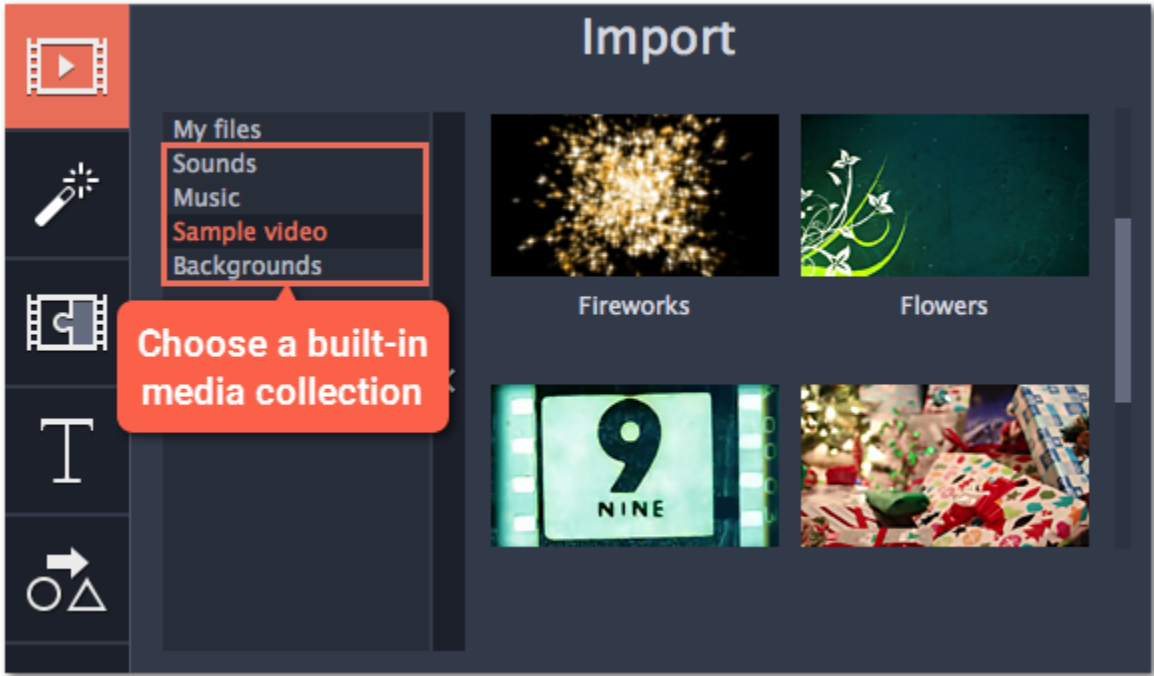
Click the **Import** button in the upper left-hand corner to open the media options.



Step 2: Choose a media type

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

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



Step 3: Add the clip to your project

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



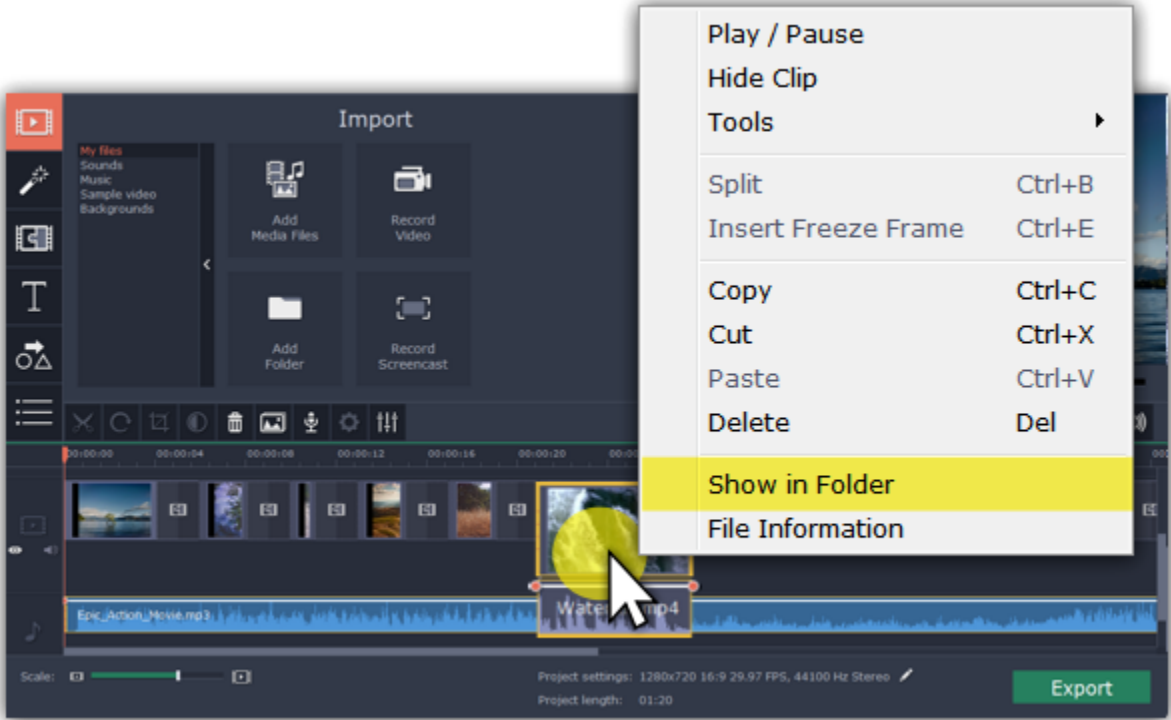
I can't use the stock media clips

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

File information

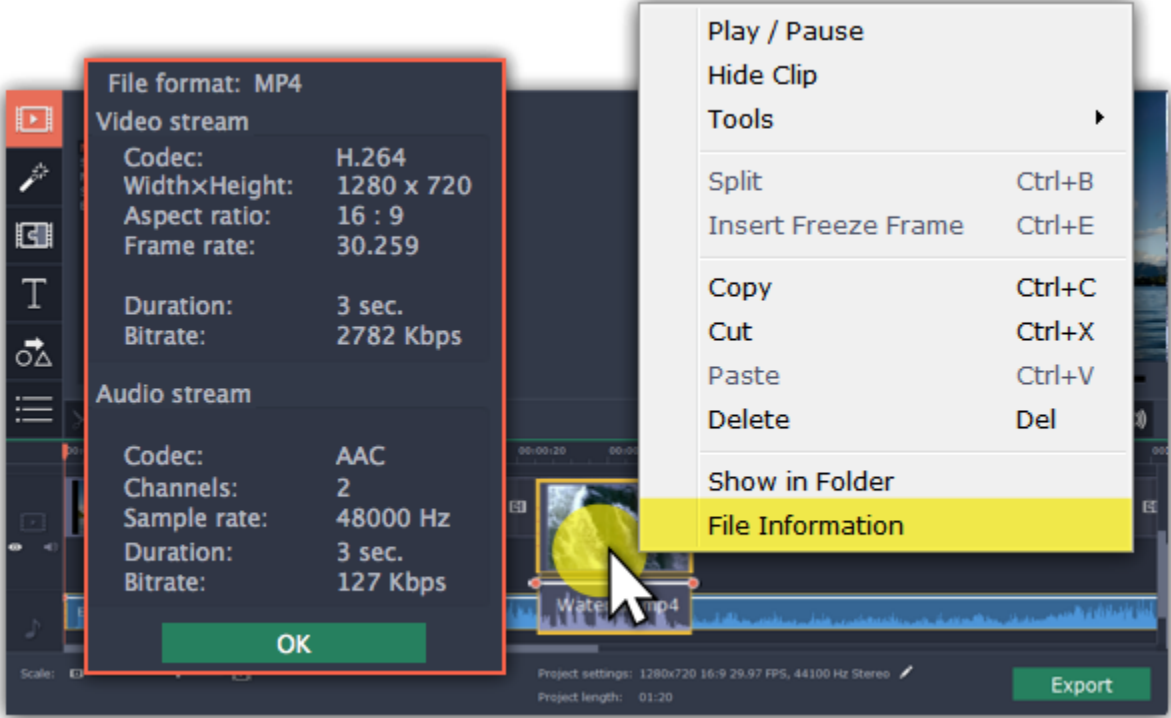
Find the file's location

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

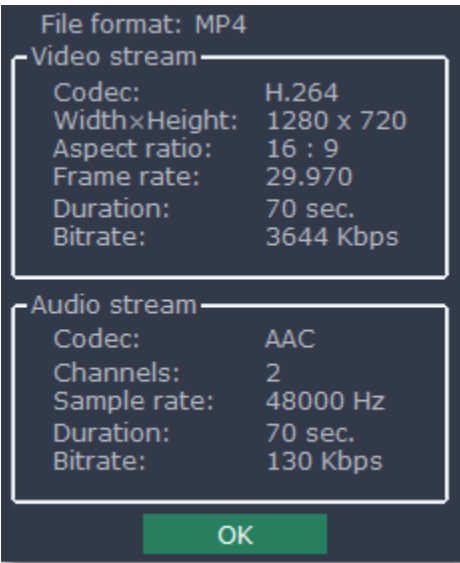


See a clip's media information

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



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



Using the Timeline

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

Timeline tracks

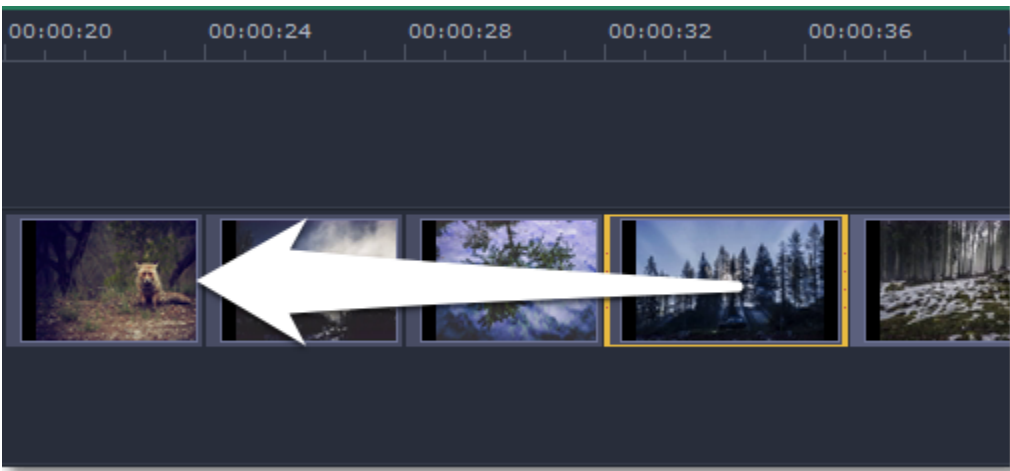
Your clips are arranged on tracks by media type:

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

[Learn more about timeline tracks](#)

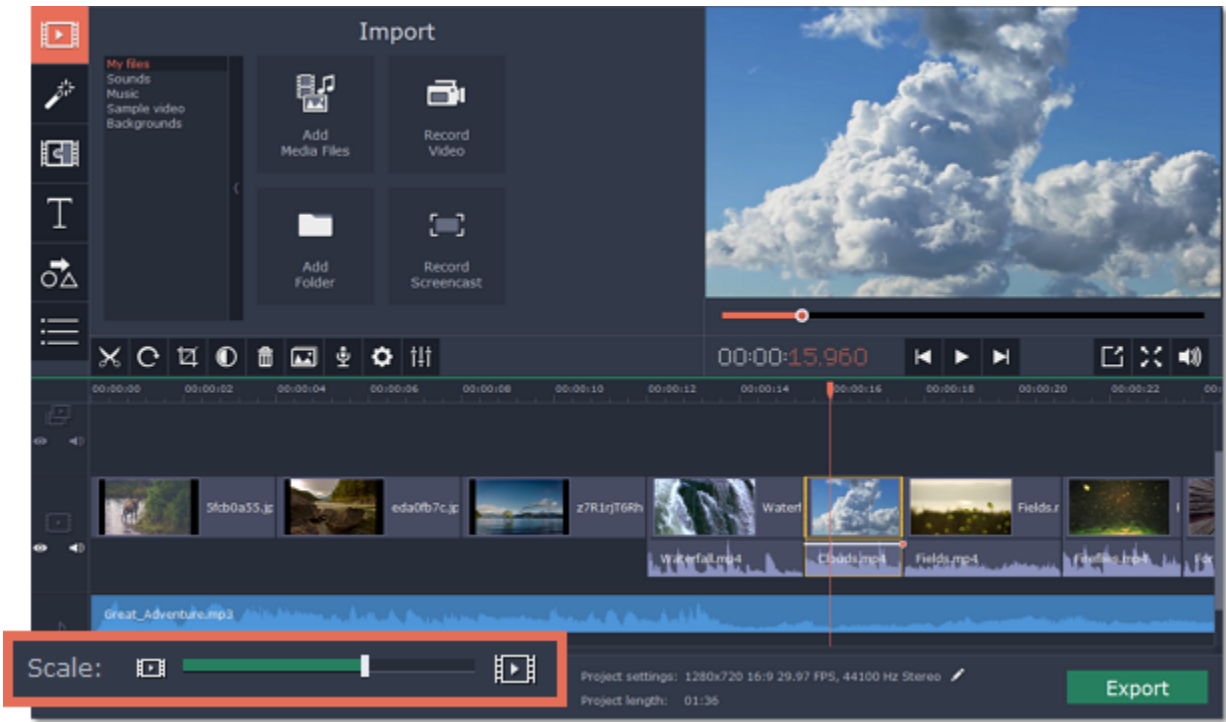
Arranging clips

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



Zooming the Timeline

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

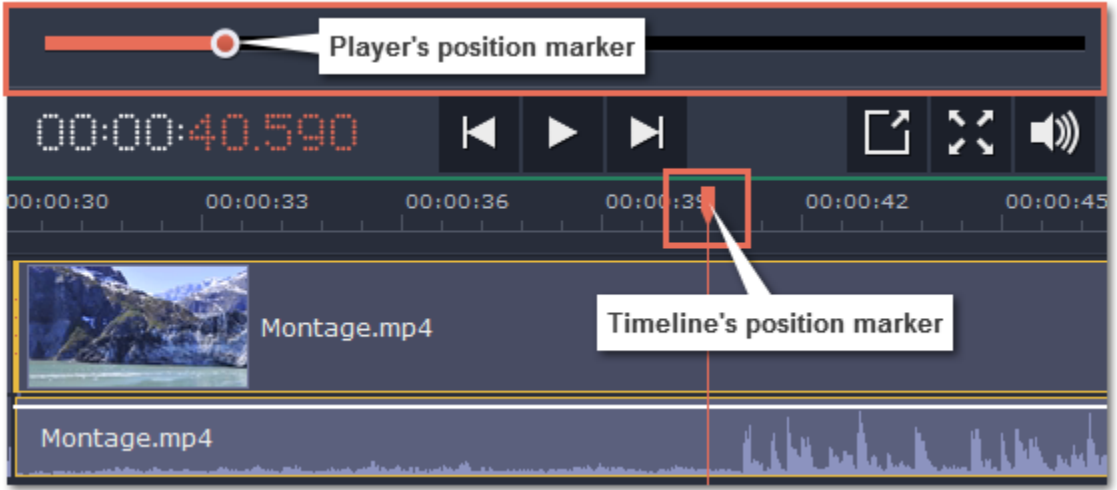


Position marker

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

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

[Learn more about previewing clips](#)



See also:
[Creating overlays](#)
[Adding titles and callouts](#)

Timeline tracks

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

Video track

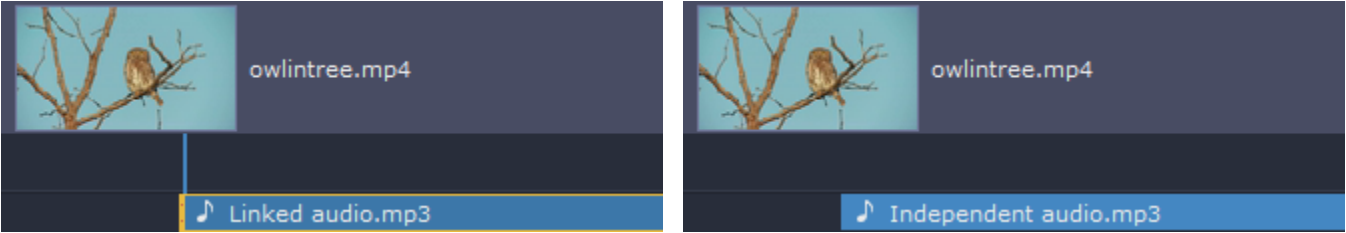
- The video track contains video clips and their attached audio, images, and transitions between clips.
- You can link audio and titles to video and image clips so that they will stay in sync as you edit the project.
 - You can rotate, adjust, and use other tools on video and image clips on this track.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

Linked audio track

- The linked audio track contains audio clips that are linked to video clips. At the beginning of each linked clip, you can see a blue line that connects it to the video or image clip it is linked to. When you move, split, or delete the clip on the video track, the linked audio clip will also be edited with it. This is useful if you've synchronized the clip's audio to the video track and don't want it to change as you edit your project.
- The linked audio track is hidden at first, until you drag an audio clip between the independent audio track and the video track.
 - You can edit the audio clips' volume and speed in the Tools tab.
 - You can have several audio clips playing simultaneously. To do that, simply place them one under the other.

Independent audio track

- The separate audio track contains audio clips that are **not** dependent on clips on the video track. This track is good for background music.
- You can edit the audio clips' volume and speed in the Tools tab.
 - You can have several audio clips playing simultaneously. To do that, simply place them one under the other.
- [Learn more about audio tracks](#)



Titles track

- The titles track contains text clips that will appear on top of all other clips.
- You can change the titles' duration on the Tools tab, or by dragging the edge of the title's clip on the Timeline.
- [Learn how to place titles](#)

Overlay track

- The overlay track contains additional video and image clips to create special effects like Picture in Picture or Chroma Key.
- Clips on the overlay track are linked to clips on the video track and will stay in sync as you edit the clips.
 - You can apply [filters](#) and use all of the Tools to edit the clips on this track, just like any other video or photo.
 - You cannot join clips on the overlay track with [transitions](#).
- [Learn about using overlays](#)
[How to create a chroma key video](#)

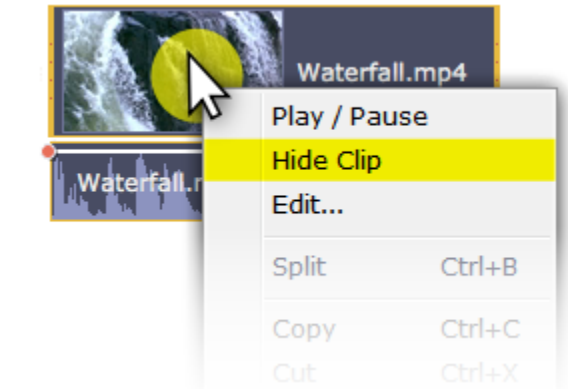
To select all clips on a single track, click the area with the track's icon to the very left of all clips.

Hiding and muting tracks

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

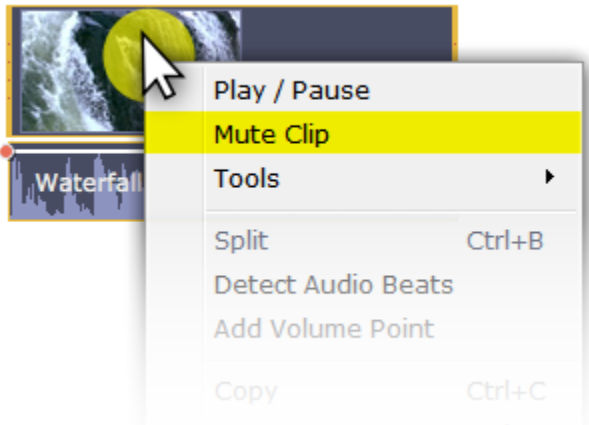
Hiding clips

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



Muting clips

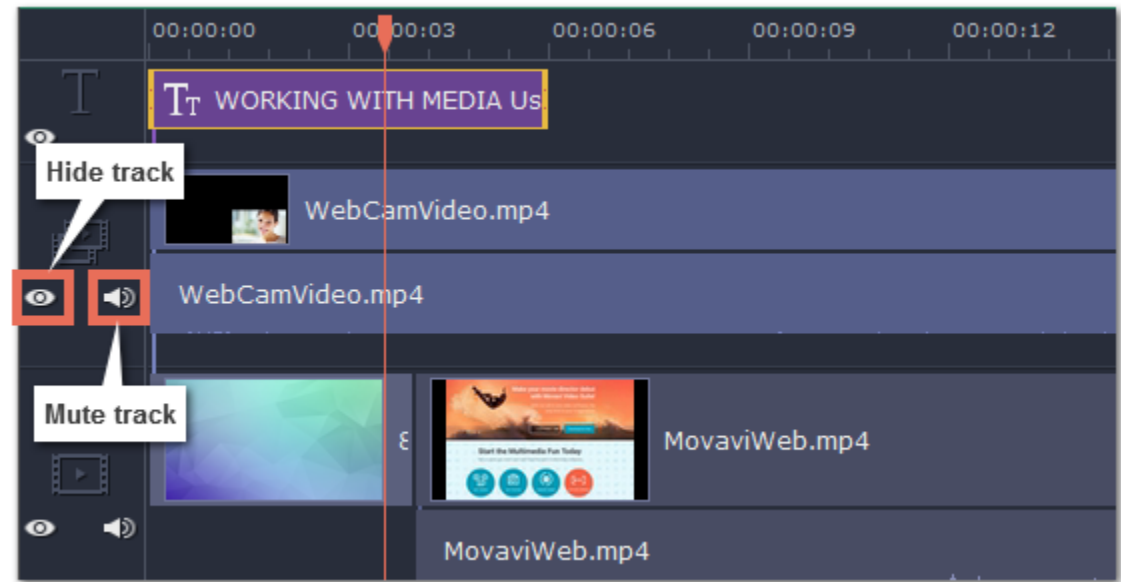
To disable a clip's sound, right-click the clip you want to mute and select **Mute Clip** from the pop-up menu. The clip will not play in the player or on the finished video.



Disabling tracks

To **hide** an entire track from view, click the eye icon  to the left of the track you want to hide.

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

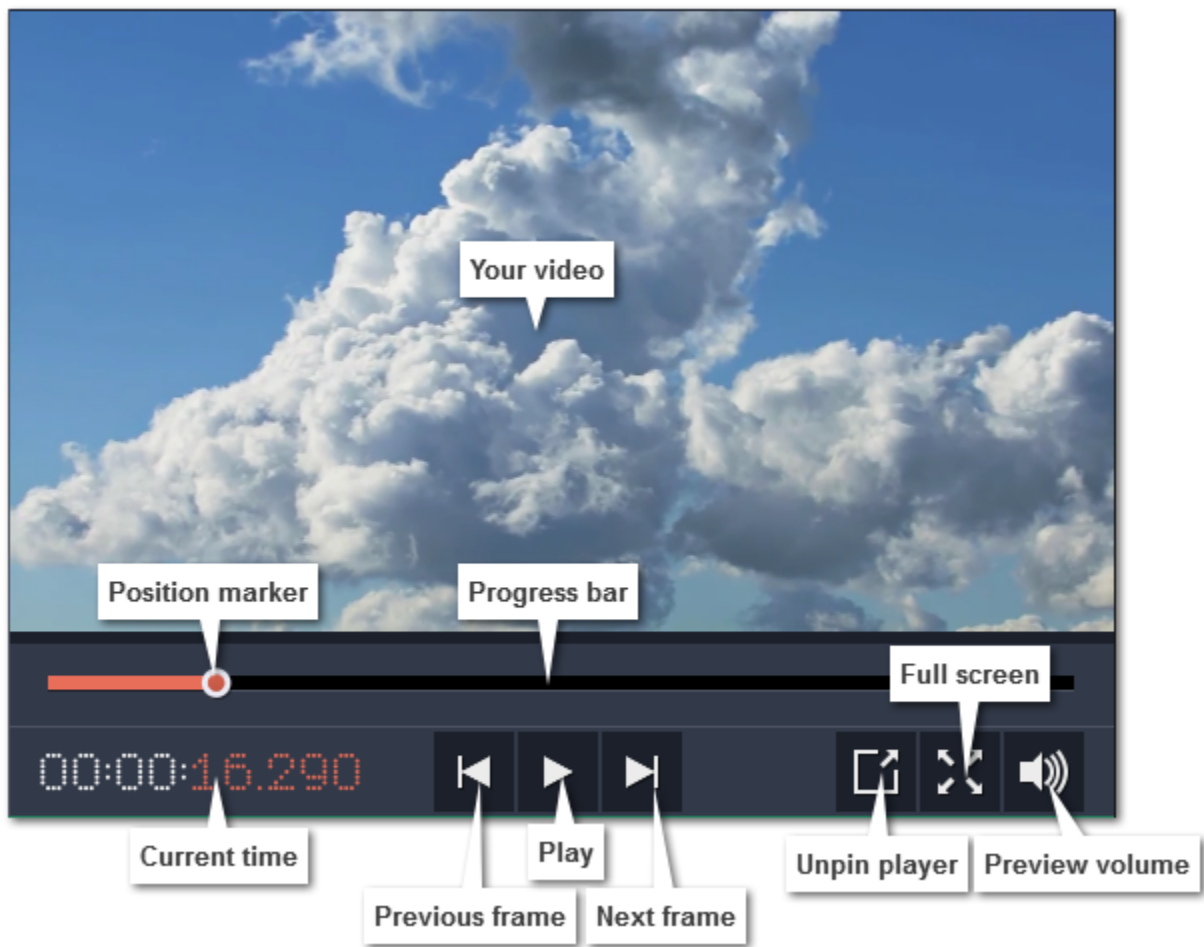


Previewing clips

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

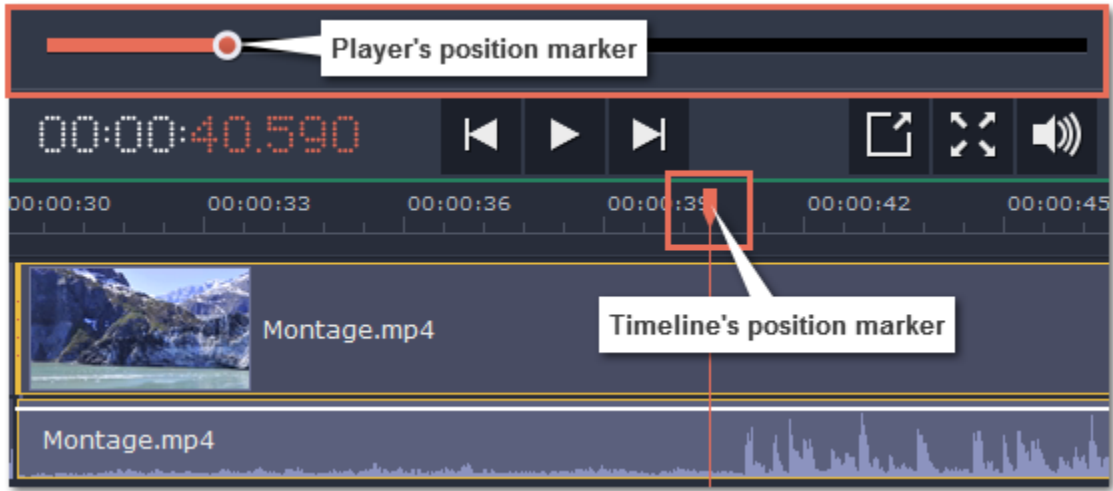
Playing the video

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



Position marker

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



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

- **Click** anywhere on the Timeline to move the position marker to that position.
- **Drag** the position marker (either on the Timeline or in the player). For higher precision, try zooming in on the Timeline.
- To move in 0.5 second increments, open the **Playback** menu and choose **Skip Forward by 0.5 Seconds** or **Skip Backward by 0.5 Seconds**.
- To move precisely from frame to frame, use the **Previous frame** and **Next frame** buttons in the player. This will move the position marker exactly one frame backward or forward.

Working with two monitors

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



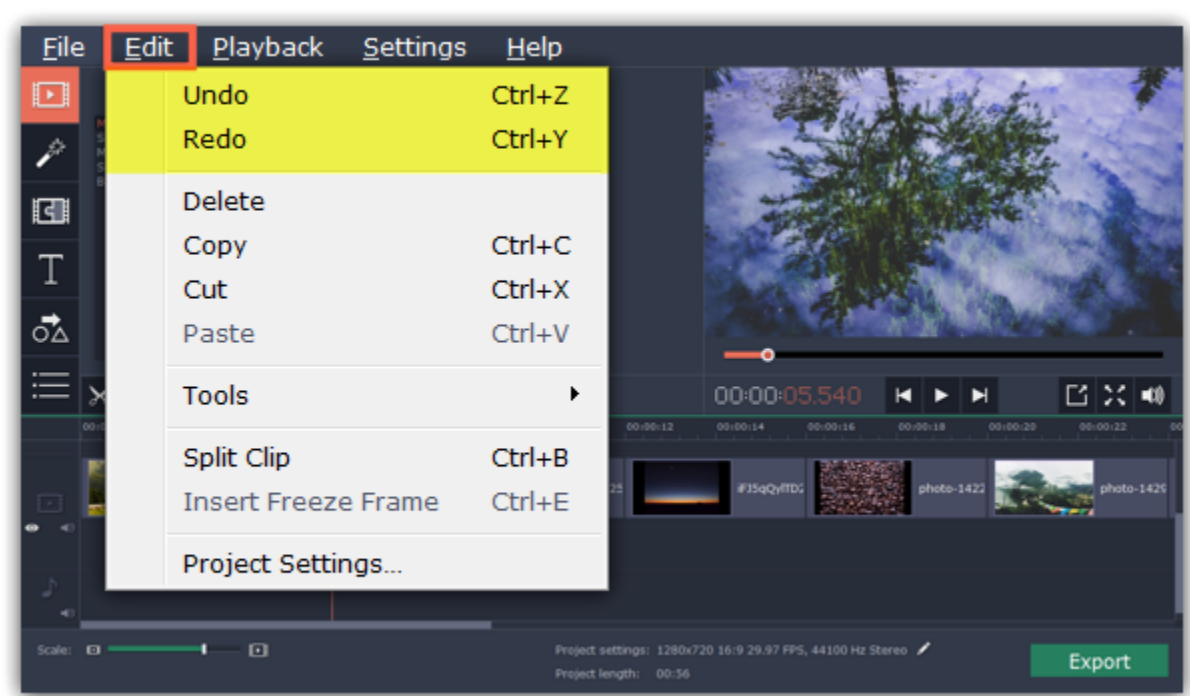
The player will then open in a separate window. When you want to return the player back into the main window, click the **Pin player** button in the detached player or close the player window.



How to undo actions

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

- Press **<TODO>: insert variable value here** on your keyboard to cancel an action.
- Or open the **Edit** menu and choose **Undo**.
- If you've cancelled an action but want to return to it, press **<TODO>: insert variable value here** or click **Redo** in the **Edit** menu.

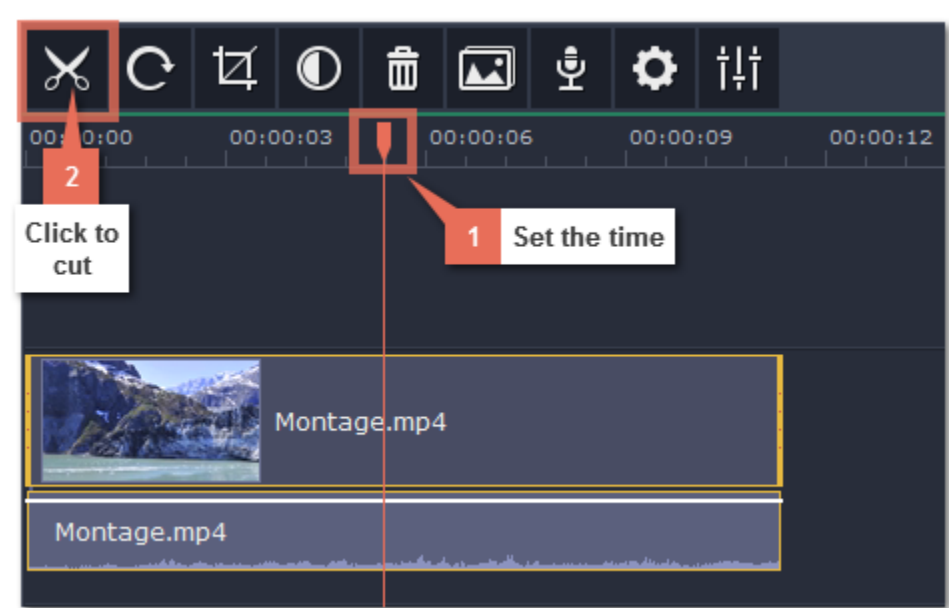


Working with video and images

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

Cut video clips

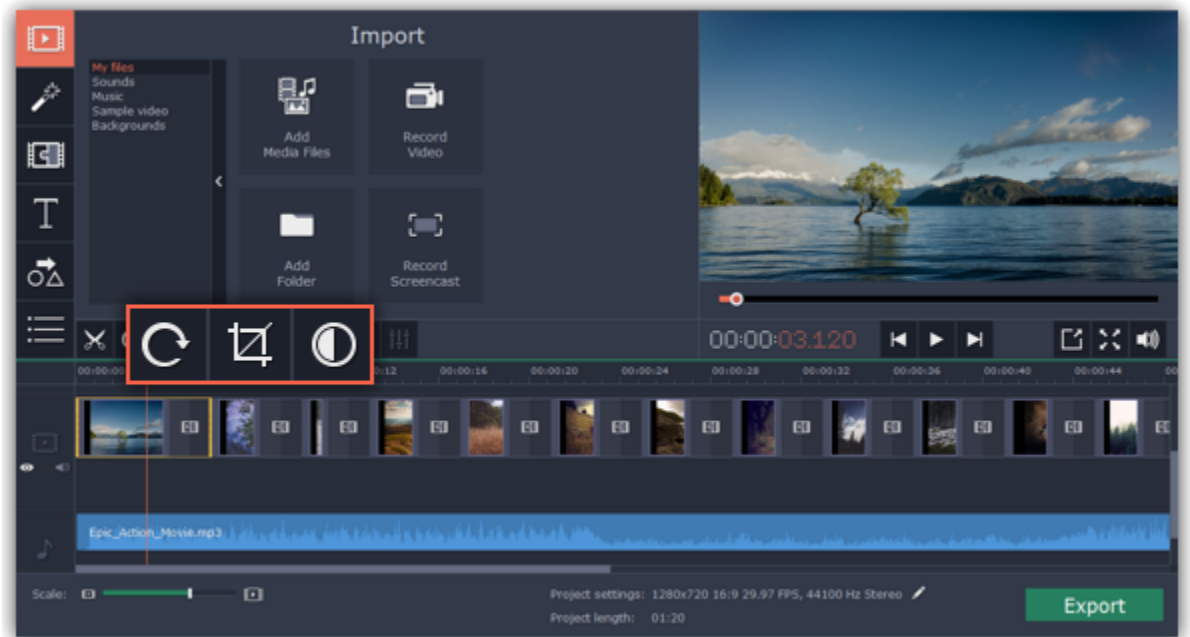
On the Timeline, select the clip that you want to cut and move the position marker onto the moment where you want to split the clip. Then, click the scissors button on the toolbar to split the clip into two parts.



Edit videos and images

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

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



Picture in picture and overlays

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

[Learn more about overlays](#)



Picture and picture, side by side overlay modes.

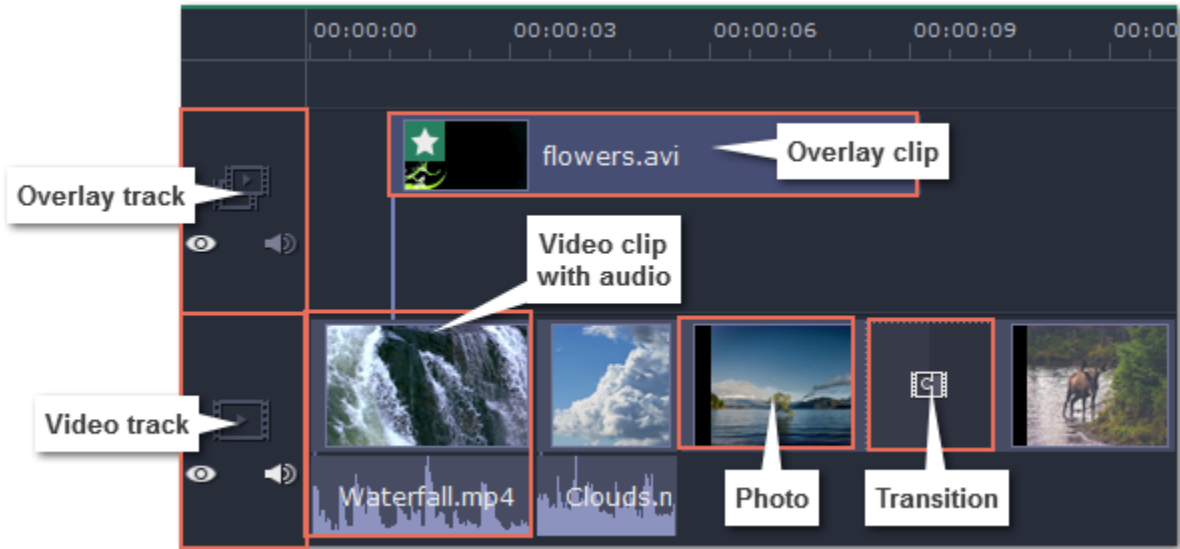
Removing black bars

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

[Learn more about removing black bars](#)

Video tracks

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



Video track

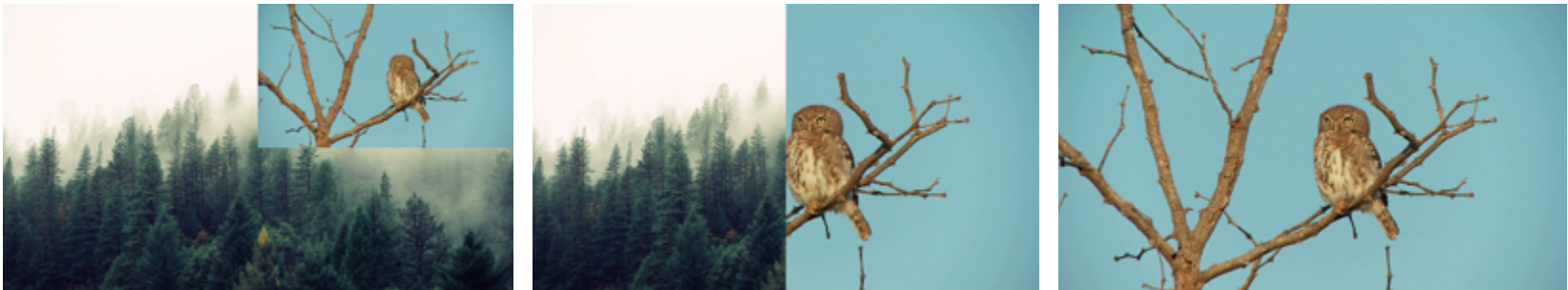
The video track contains your videos with their built-in audio, photos and the transitions between them. To arrange clips on the video track, simply drag them with your mouse.

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

Overlay track

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

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



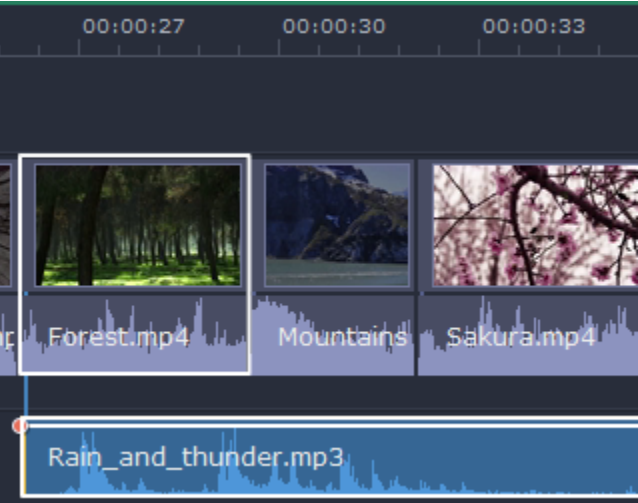
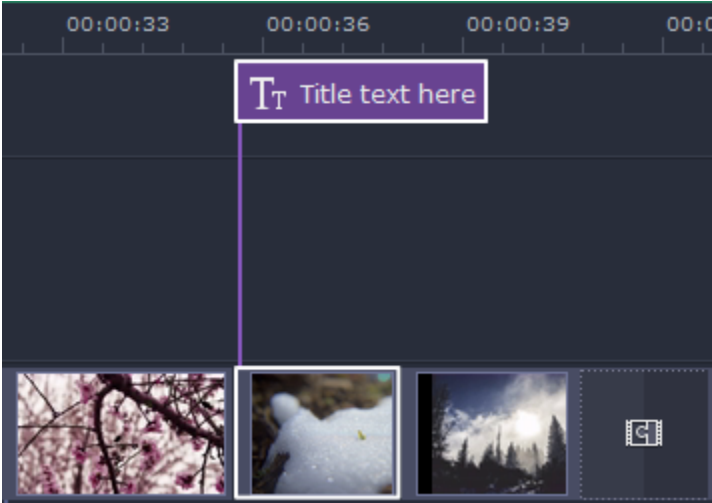
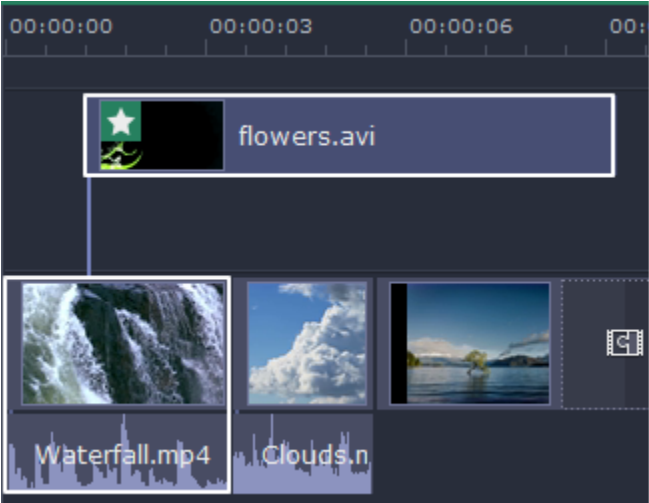
Overlay modes: picture in picture, side by side, cover

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

[Learn more about overlays](#)

Linked clips

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



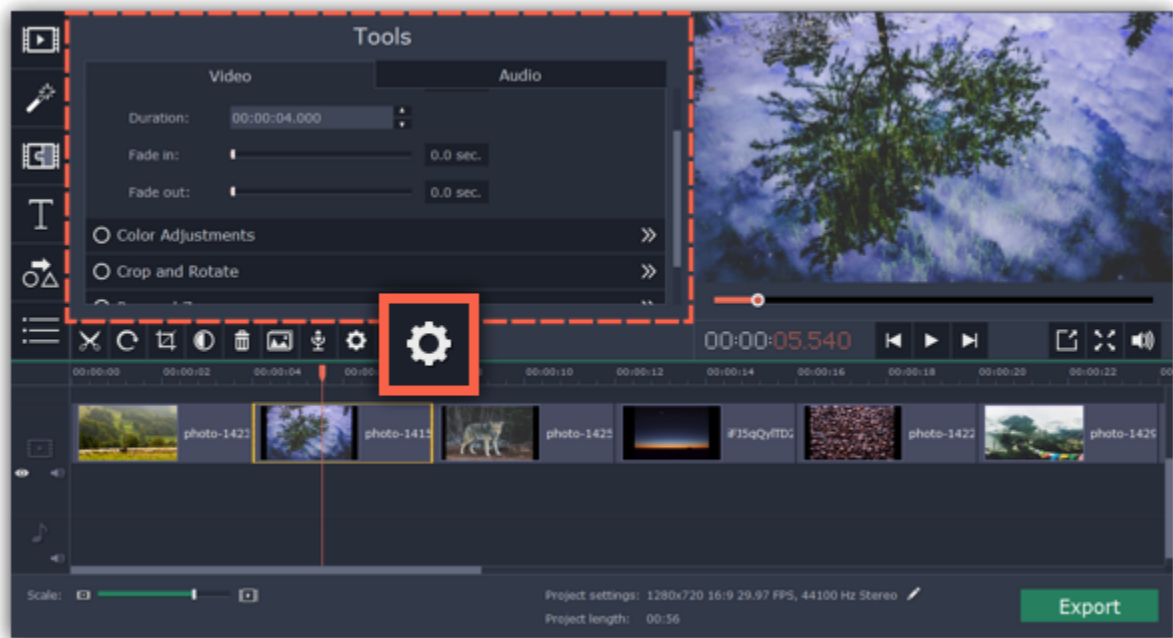
Linked overlay, titles, and audio tracks

Changing image duration

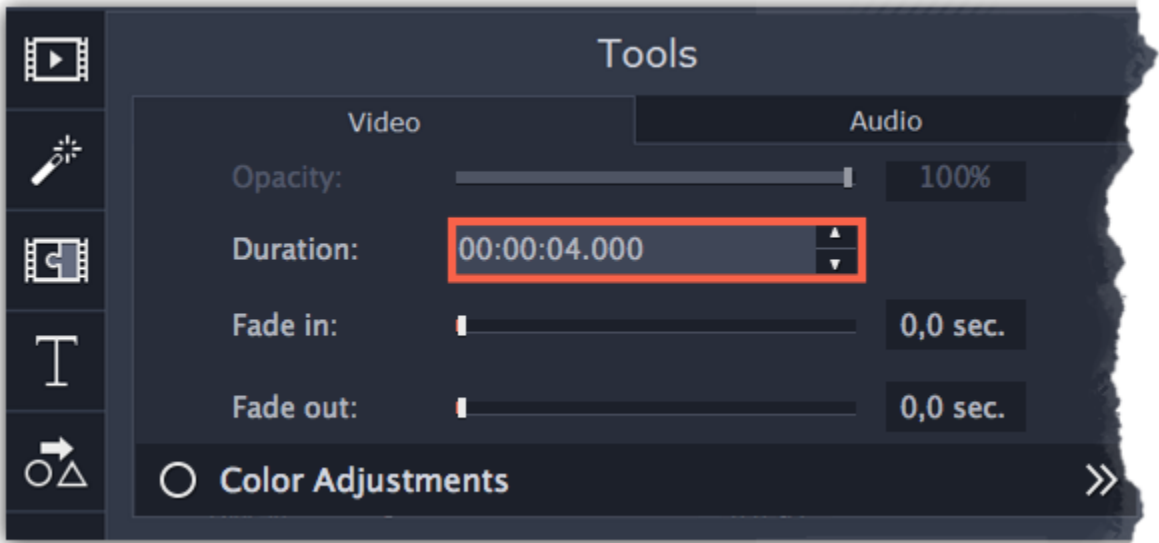
By default, all images will be shown for 4 seconds each. To change the duration:

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

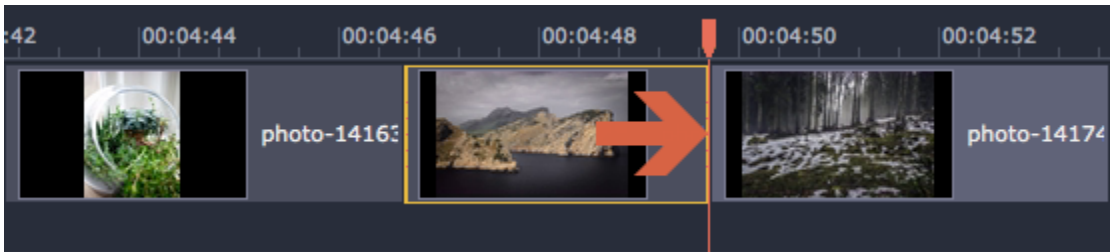
Step 2: Click the **Clip Properties** button to open the properties for the selected clip.



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



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

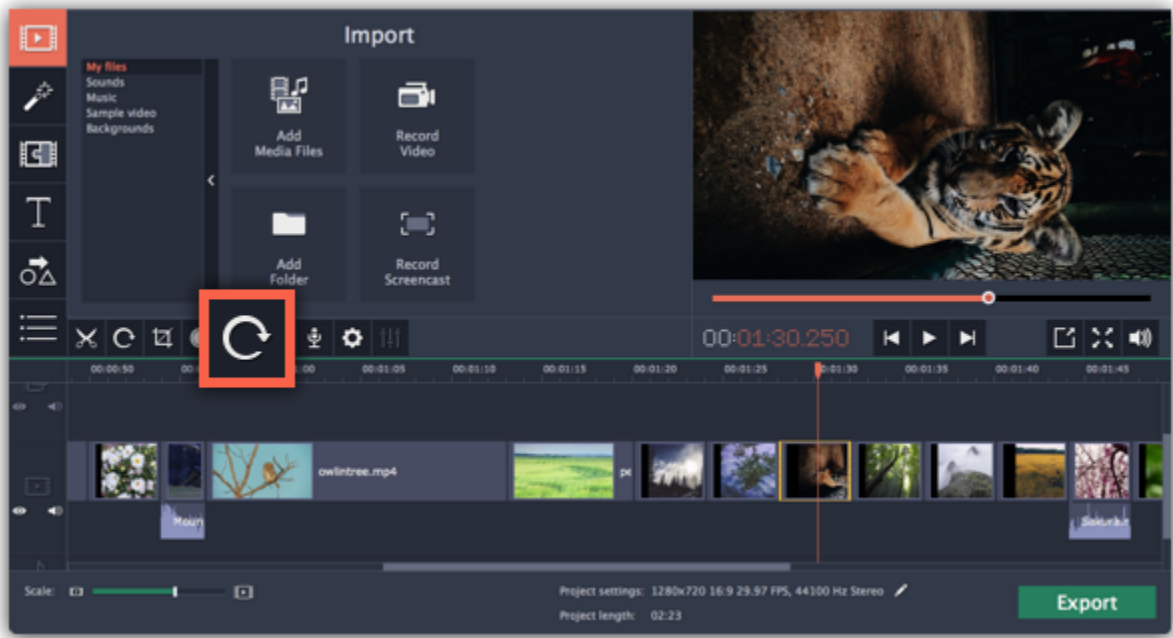


Rotating photos

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

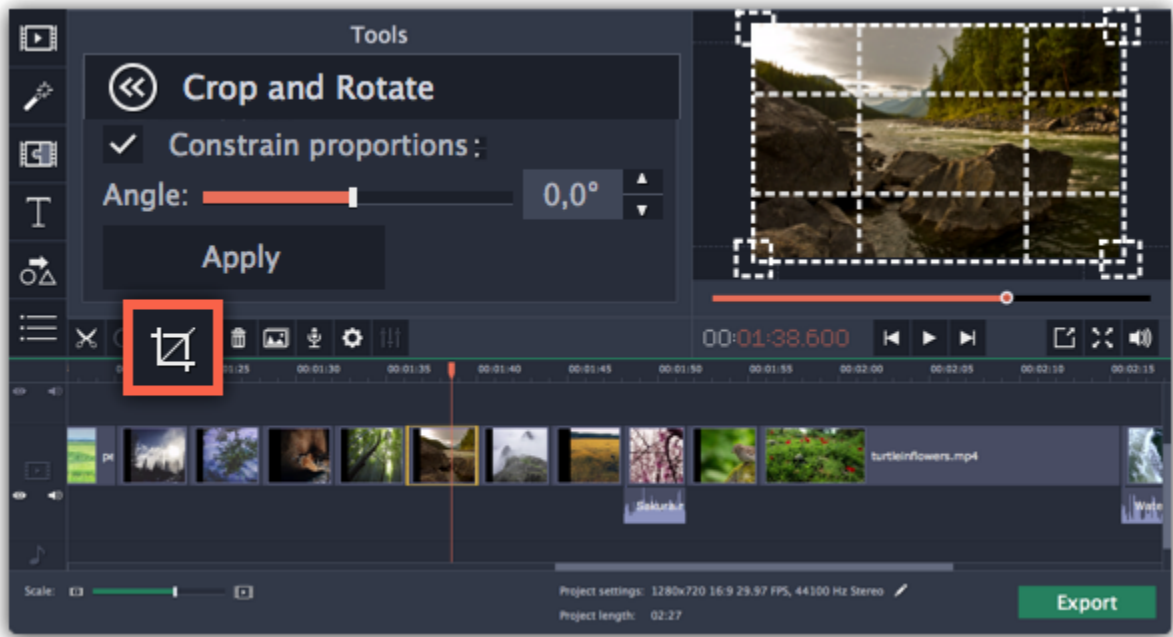
Rotating by 90 degrees

1. On the Timeline, select the clip you want to rotate
2. Click the **Rotate** button on the toolbar to rotate the clip by 90 degrees clockwise. Click the button again to rotate the video more.



Fixing horizon level

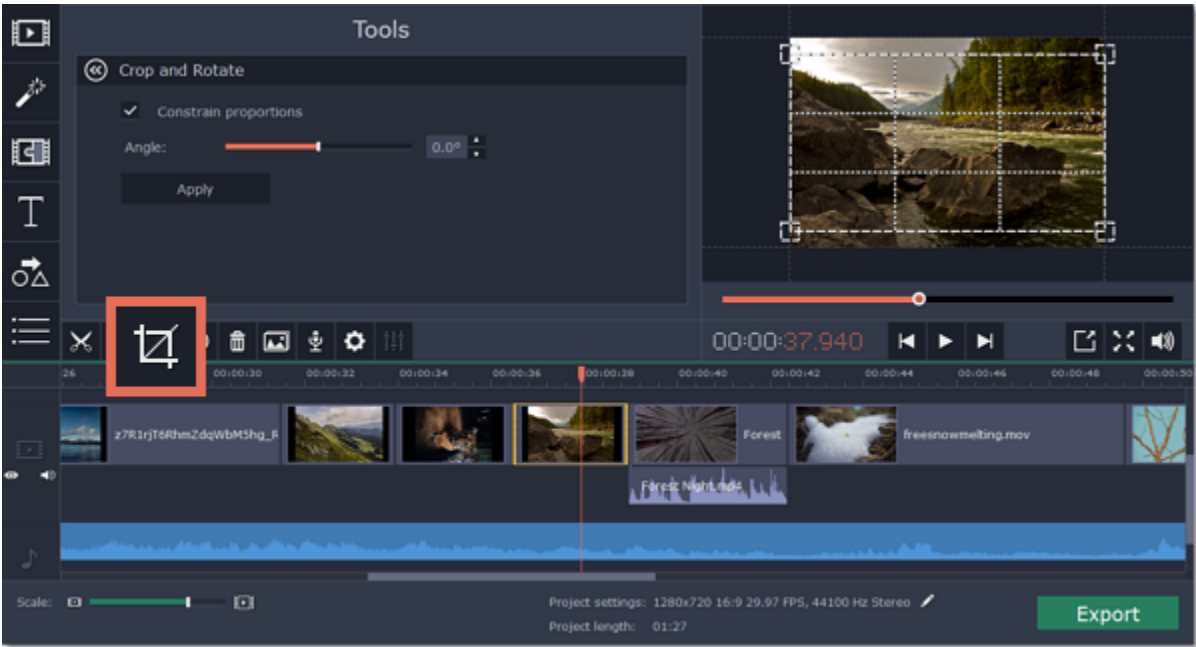
- 1. On the Timeline, select the clip you want to rotate.
- 2. Click the **Crop** button on the toolbar to open the Crop tool above.
- 3. In the Crop tab, use the **Angle** slider to slightly rotate the clip inside the frame, until the horizon is level with the guides in the player.



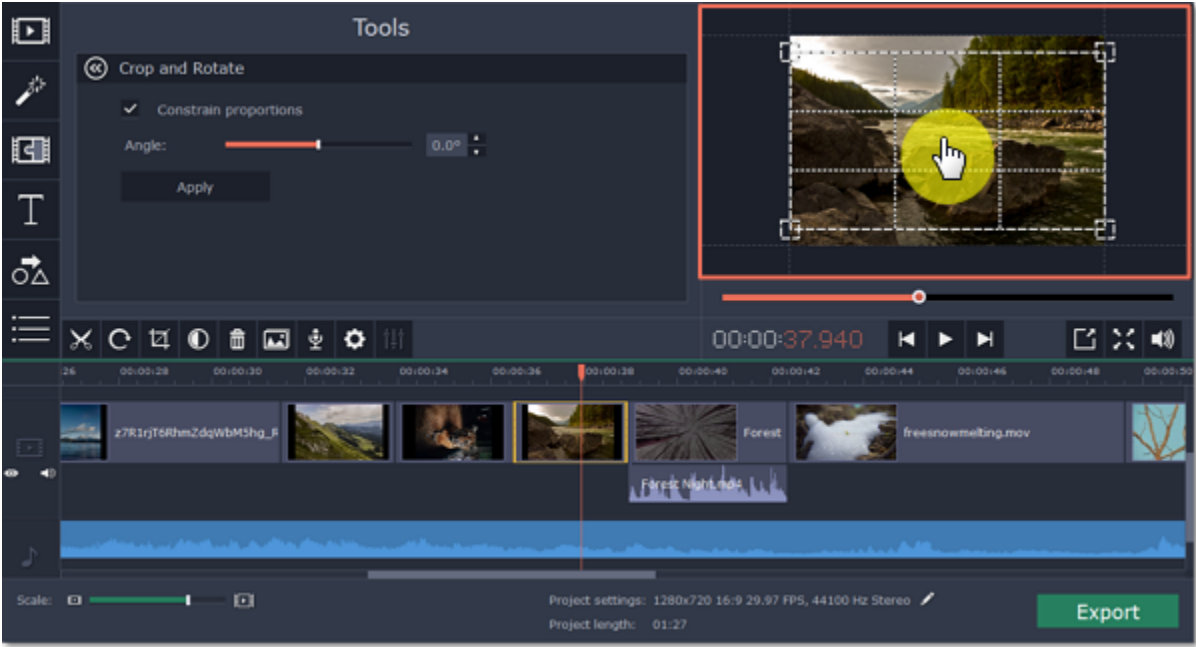
Cropping photos

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.

- Step 1:** On the Timeline, select the clip you want to crop.
- Step 2:** Click the **Crop** button on the toolbar. The Crop tool will open, and a cropping frame will appear inside the player.

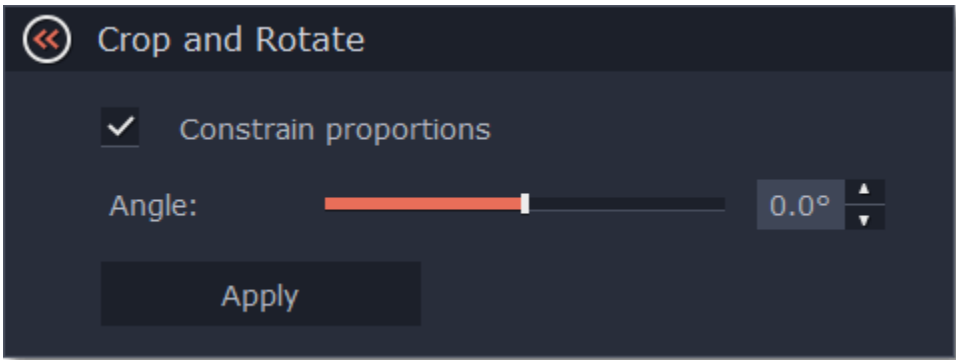


- Step 3:** In the player, set the frame so that the parts you don't want are outside it.



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

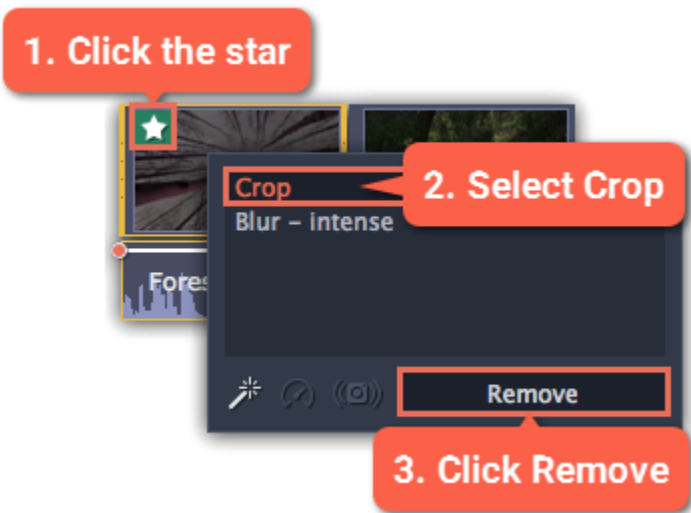
- Constrain proportions:** by default, the frame will have the same proportions as your project. If you want to change the proportions, deselect the **Constrain proportions** option. However, note that black bars may appear around the video afterwards if the video's proportions are different from the project's.
- Angle:** use the Angle slider to rotate the crop frame. This way, you can fix the horizon level.



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

Removing crop

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

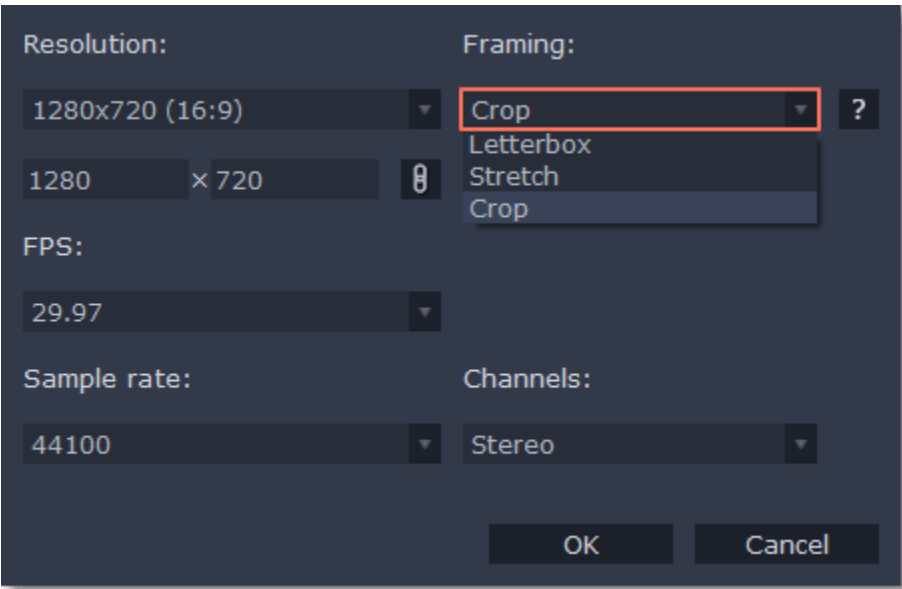


Cropping all clips

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

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

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



Color adjustments

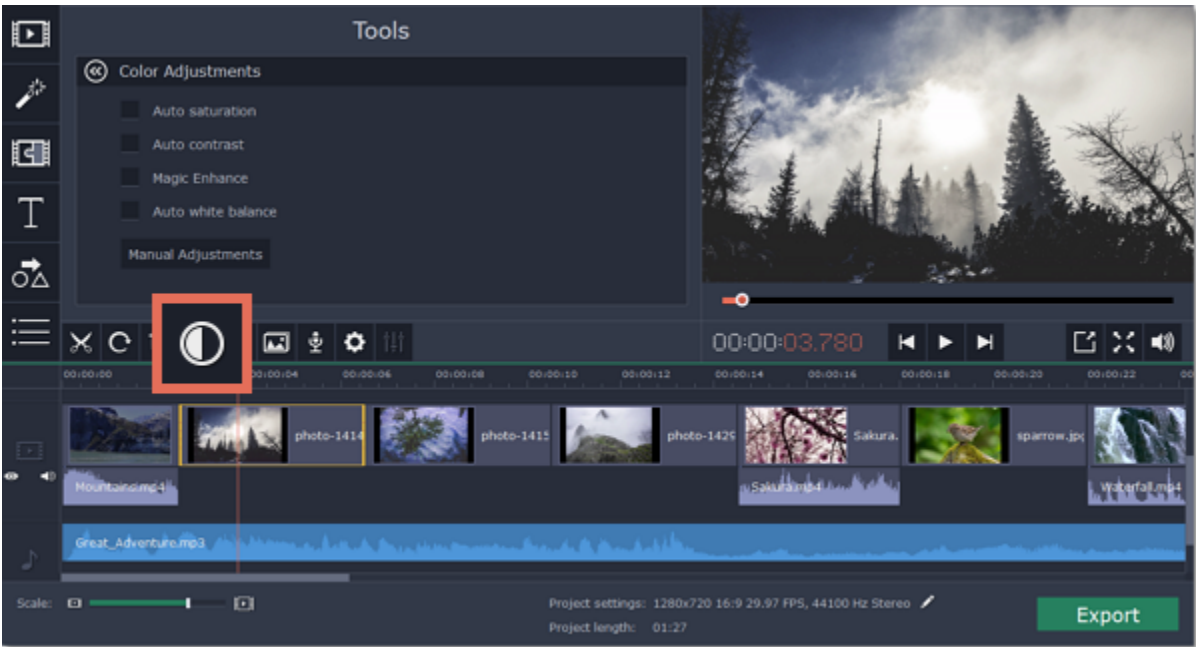
If the original videos look bleak and not vibrant enough, you can use the automatic adjustments to make the colors look more vivid. If that isn't enough, you can always use manual adjustments to correct the colors.

Step 1: Select clip

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

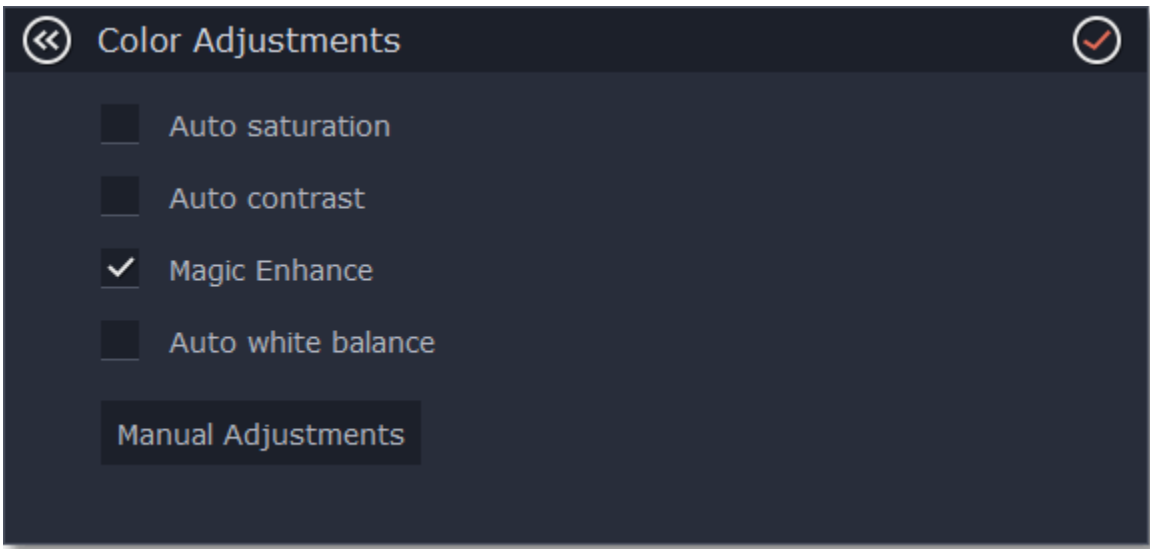
Step 2: Open color adjustments

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



Step 3: Use auto adjustments

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



Step 4: (Optional) Use manual adjustments

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

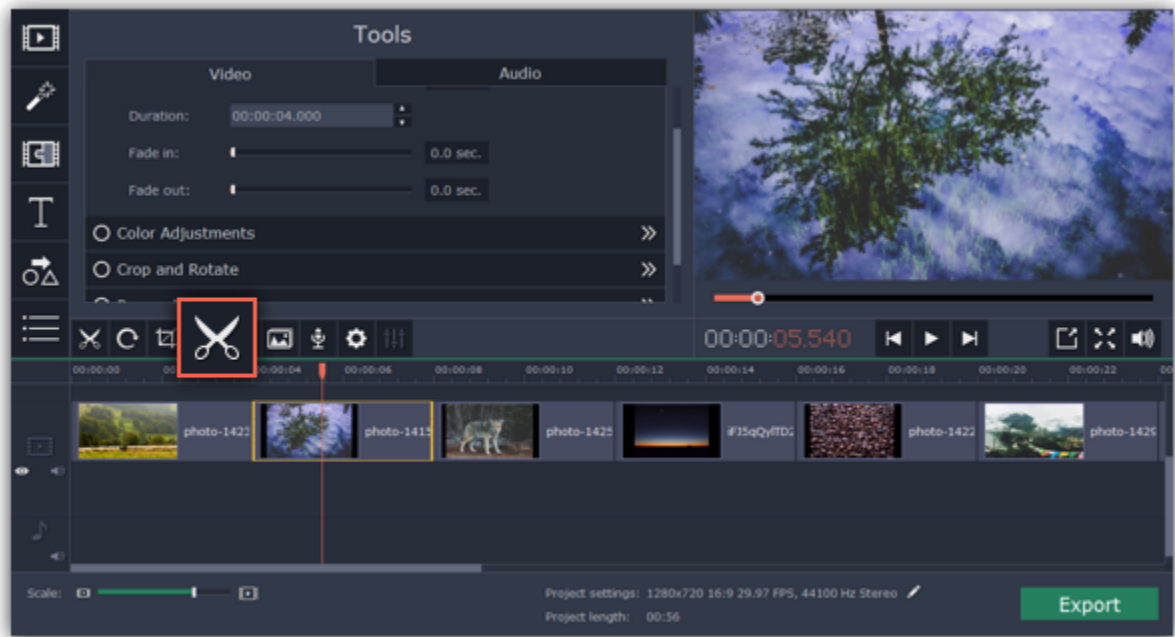


Once you have used the adjustments, the clip will be marked with a star icon, denoting applied tools or filters: 



Cutting video

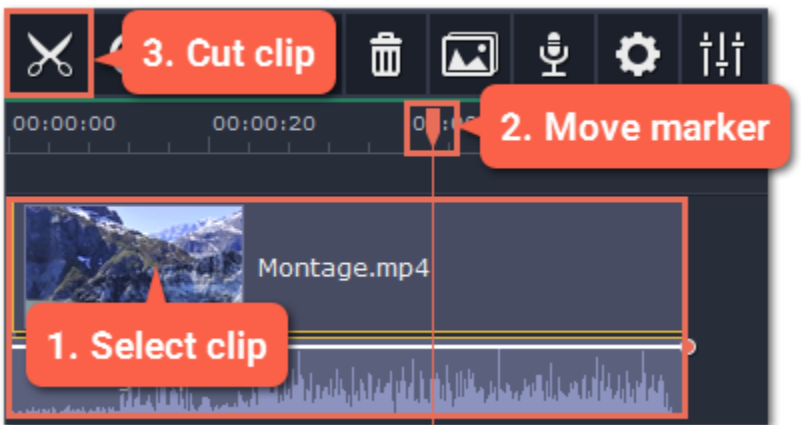
Using Movavi Slideshow Maker, you can easily split videos into parts and cut out fragments with the **Split** tool. You can find it on the toolbar of the main window, marked with a scissors icon:



Splitting video into parts

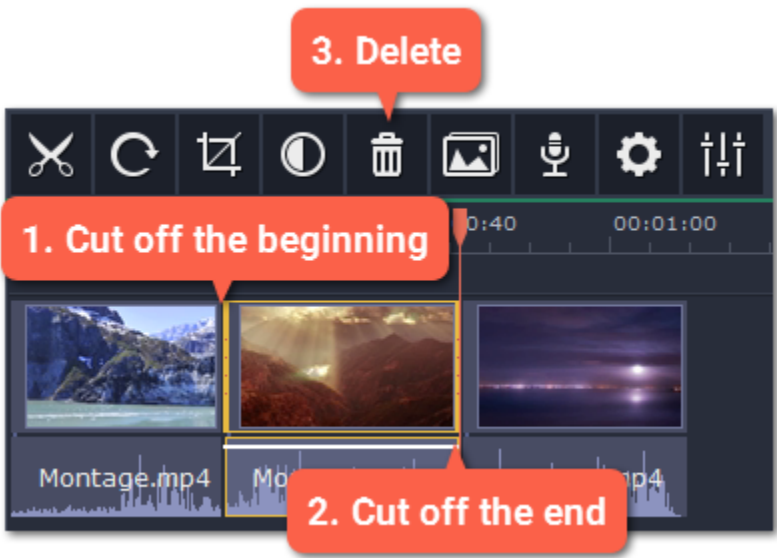
- Step 1:** Select the clip that you want to split.
- Step 2:** Move the [position marker](#) to the moment where you want to cut the clip.
- Step 3:** Click the **Split** button on the toolbar.

Note that if the clip has [linked audio](#), the audio clip will also be split.



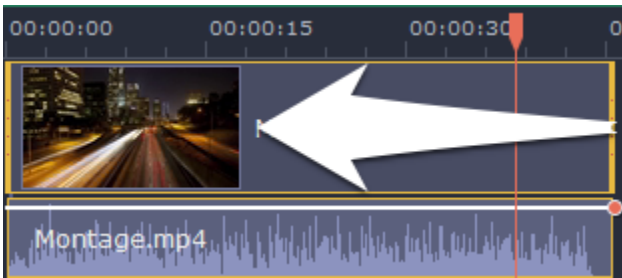
Cutting out fragments

- Step 1: Cut the clip at the beginning of the unwanted fragment**
 - 1. Select the clip you want to cut.
 - 2. Move the position marker to the beginning of the fragment. Use the **Previous Frame** and **Next Frame** buttons on the player to catch the moment precisely.
 - 3. Click the **Split** button. The clip will be cut into two parts, with the unwanted fragment at the beginning of the second clip.
- Step 2: Cut the clip at the end of the fragment**
 - 1. Select the second clip the you've just cut off.
 - 2. Move the position marker to the end of the fragment.
 - 3. Click the **Split** button again. The fragment should now be in a separate clip.
- Step 3: Delete the unwanted fragment**
 - 1. Select the clip with the unwanted fragment.
 - 2. Click the trash can button or press the **Delete** key to remove this clip. The clip will be removed, and the remaining clips on the Timeline will move to close the gap.



Trimming videos

- If you only need to cut off some parts at the beginning or at the end:
- Step 1:** Place your mouse pointer over the edge of the clip.
 - Step 2:** Click and drag the edge towards the center of the clip to trim the clip to the desired length.



For more precise navigation:

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

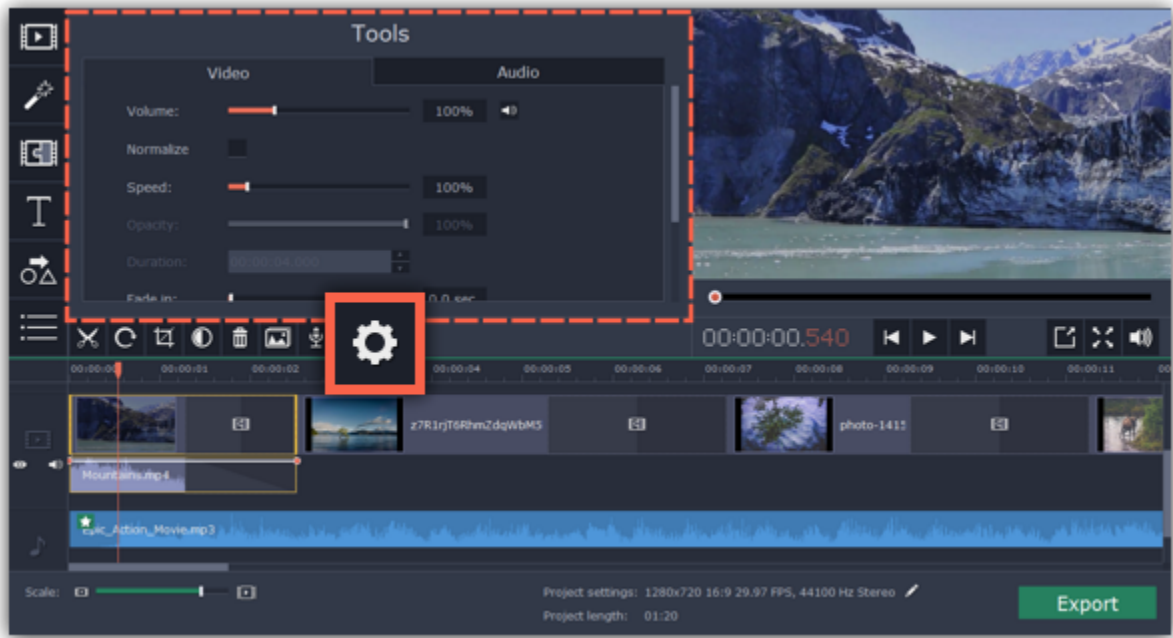


Video volume

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

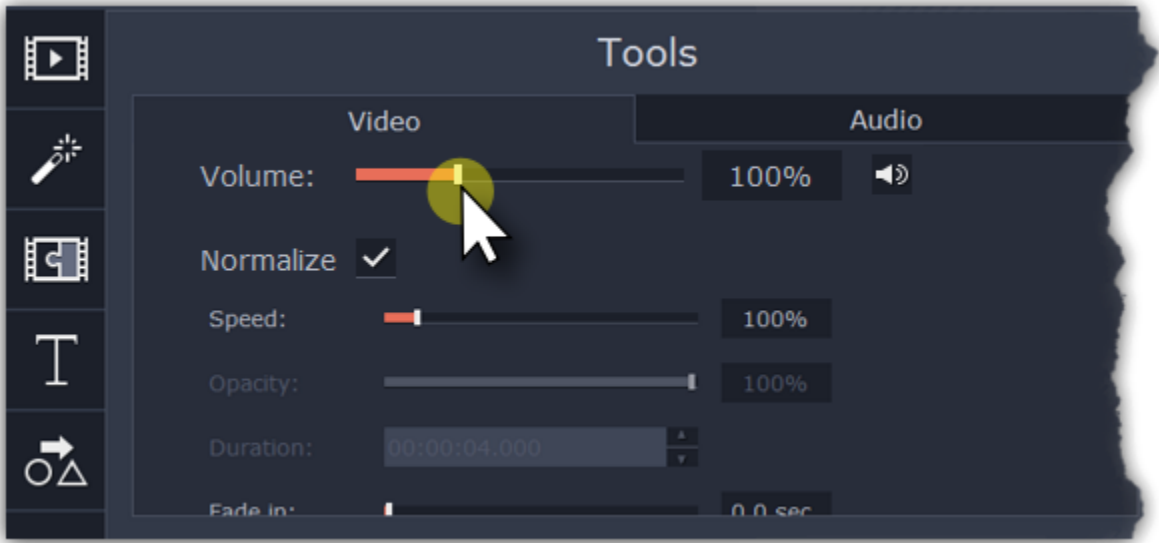
Step 1: On the Timeline, select the video that you want to edit.

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



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

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



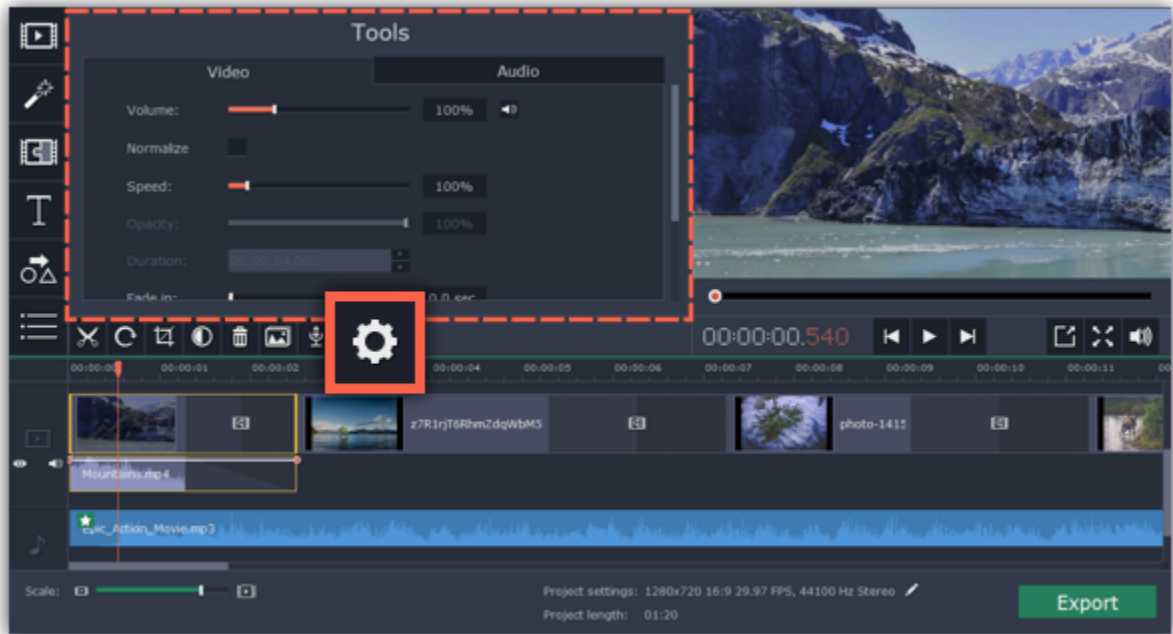
Video speed

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

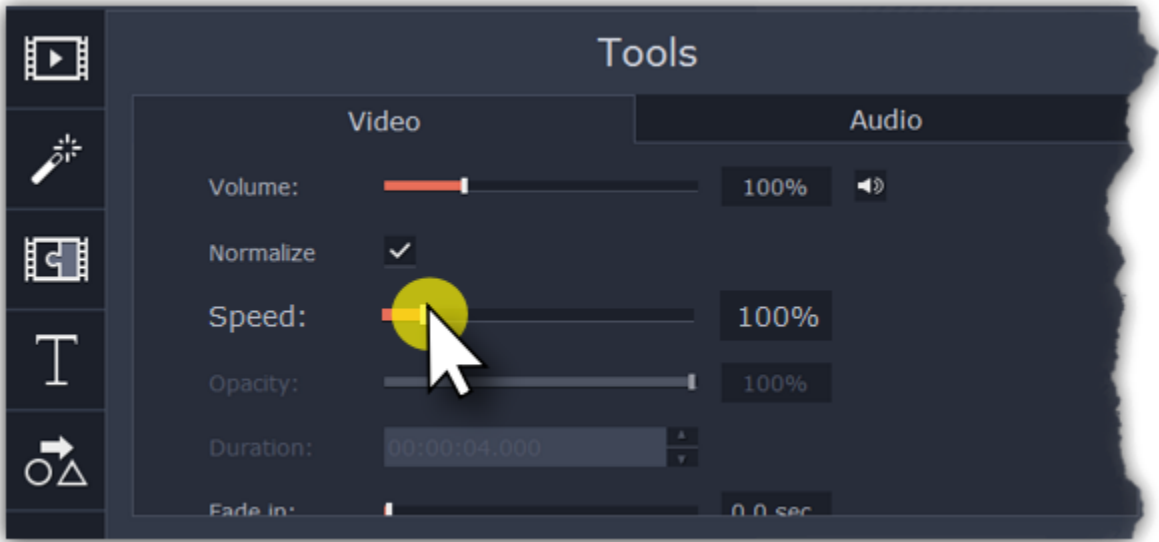
Step 1: On the Timeline, select the clip you want to edit.

- Note that slowing down videos works best on videos with a frame rate of 60 FPS (frames per second) and above.
- You can also change the speed of any audio clip.
- If you modify the speed of a video with built-in audio, the audio speed will also be changed.

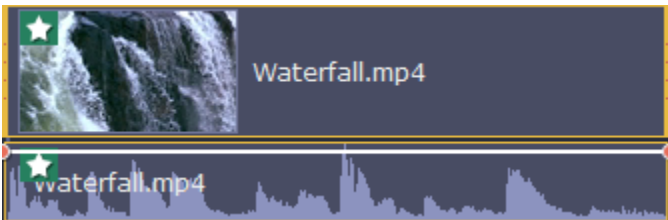
Step 2: Click the **Clip Properties** button to open the editing tools for the selected clip.



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



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

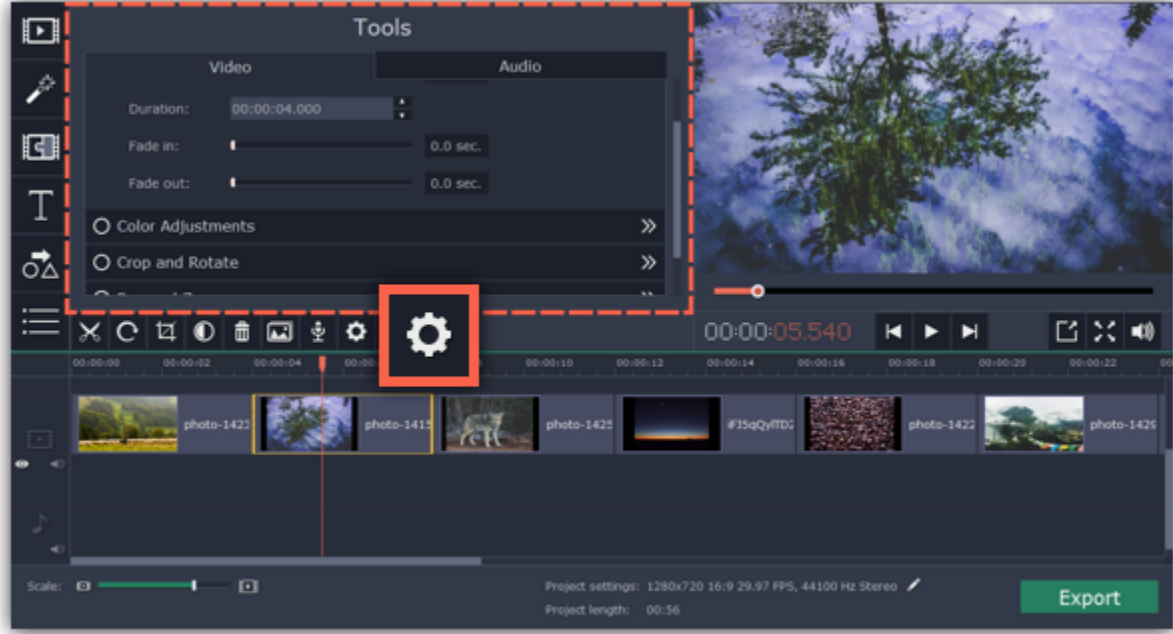


Fading video

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

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

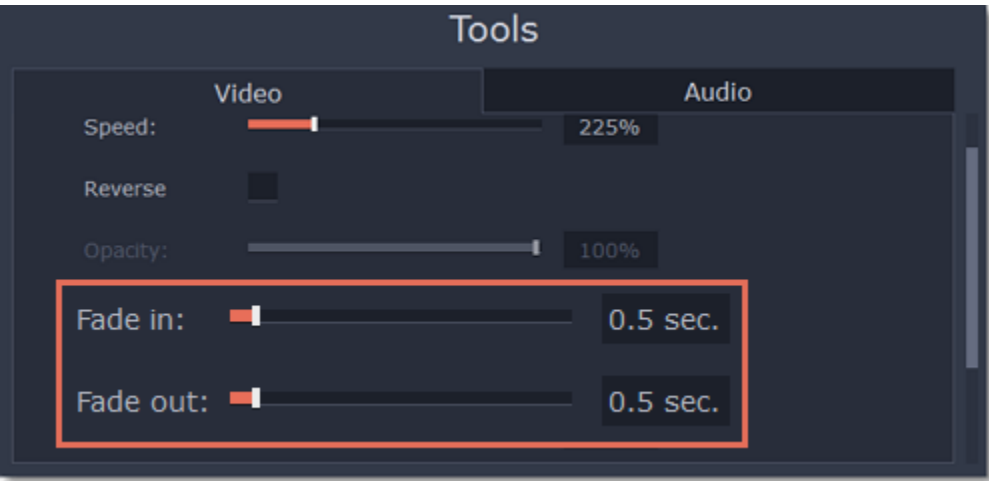
Step 2: Click the **Clip Properties** button on the toolbar. The clip properties will open in the Tools panel above.



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

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

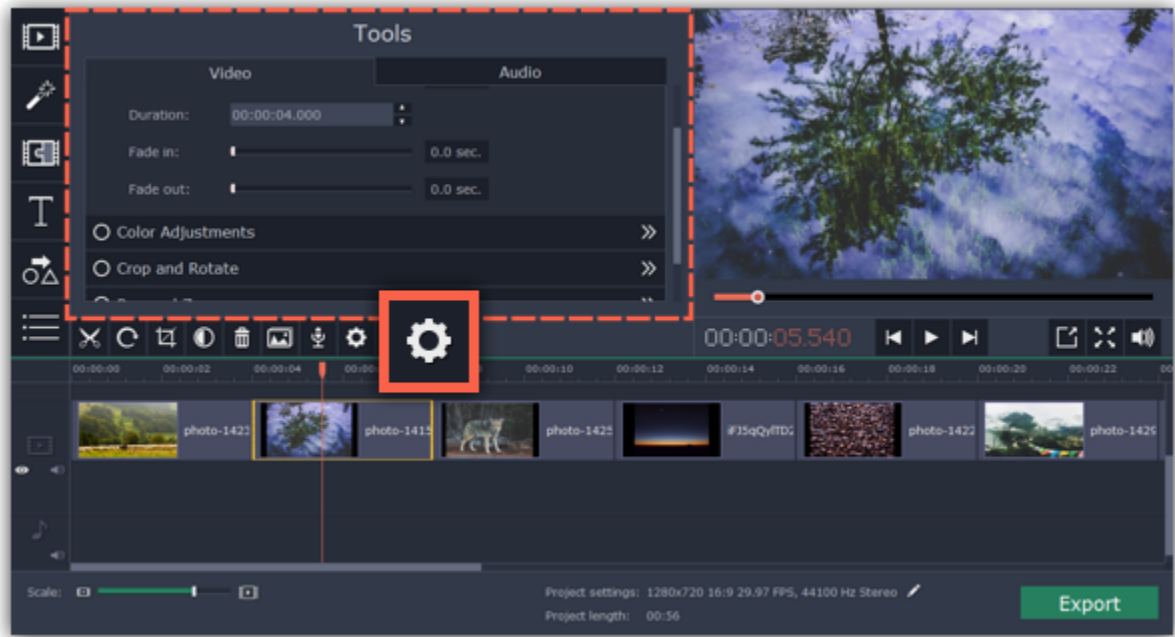
Fade out – how long in seconds it will take to fade out from full opacity at the end of the clip.



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

Video properties

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



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

Volume — Sets the volume of the clip's built-in audio.
Only for video clips with built-in audio.

Normalize — Makes the quiet parts of the built-in audio louder.
Only for video clips with built-in audio.

Speed — Makes the video play faster or slower.
Only for video clips.

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

Duration — Sets the precise length of the image clip.
Only for images.

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

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

See also:
[Audio properties](#)
[Video volume](#)
[Video speed](#)
[Changing image duration](#)
[Fading video](#)

Adding overlays

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

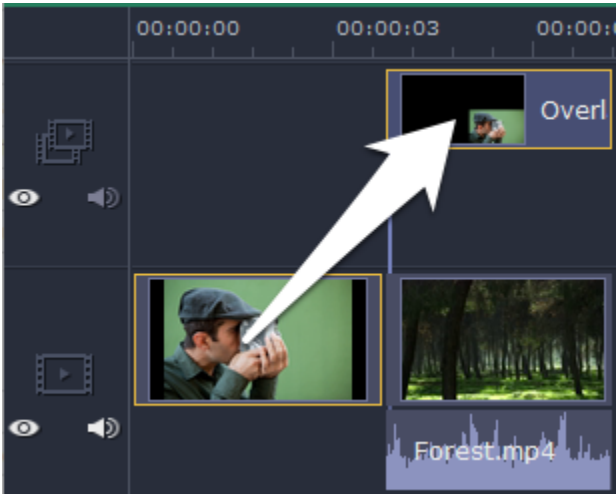
Before you start:

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

Step 1: Place the overlay clip

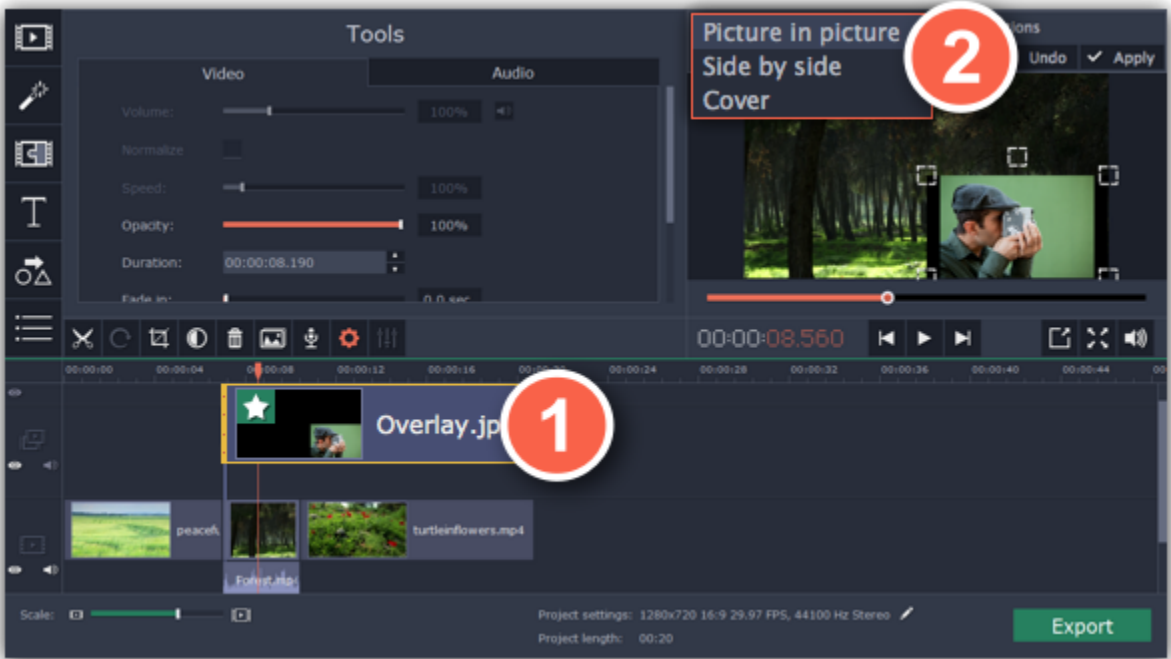
1. Select the clip that you want to make an overlay and drag it *up*, towards the top of the Timeline.

- 2.** Drop the clip onto the *overlay track*, where you want it to be shown relative to the main video track.
- Note that a blue line now connects the overlay clip to the main clip. This means that the overlay clip is linked to the main clip: if you move, cut, or delete the main clip, the overlay clip will also be edited.



Step 2: Edit the overlay

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



Picture in picture


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

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



Picture in picture overlay

Side by side

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

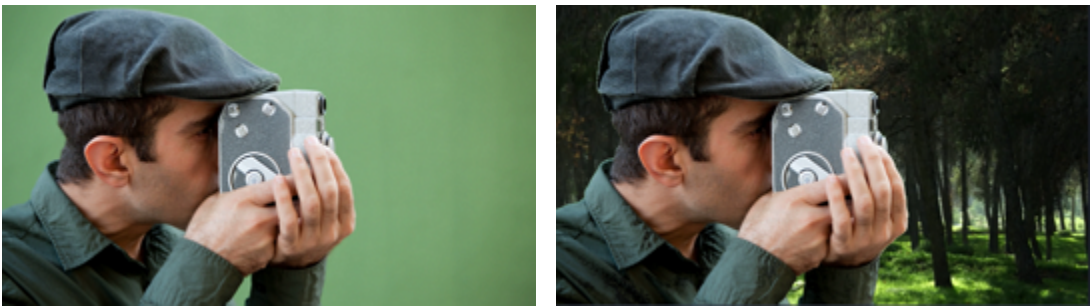


Side by side overlay

Cover

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

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




Cover overlay: left - the main clip is hidden; right - Cover with the Chroma Key effect

Step 3: Apply the changes

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

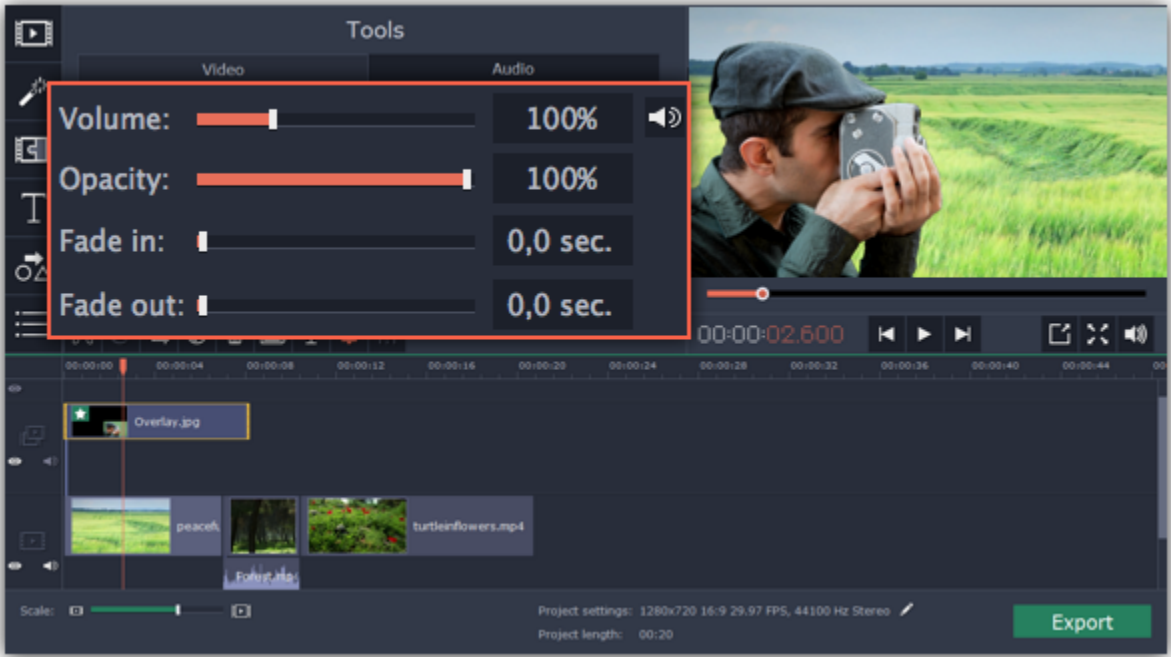
Step 4: Overlay clip properties

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

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

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

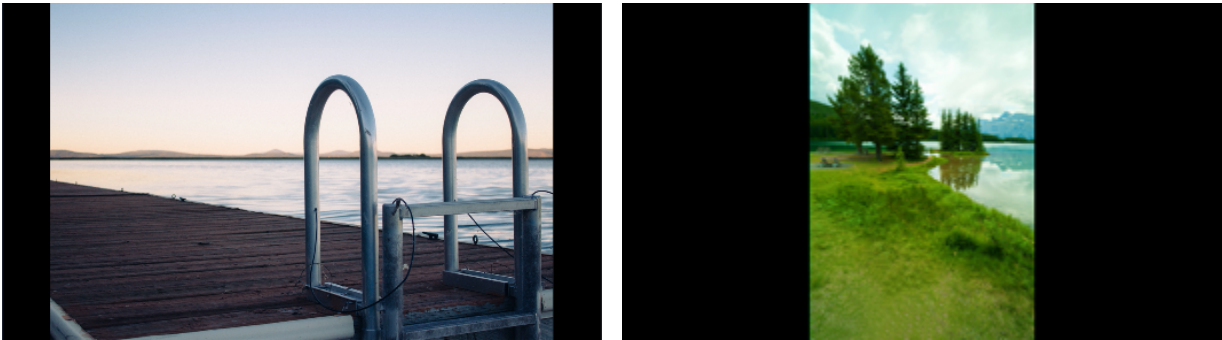
Fade in / Fade out: while you can't use transitions on the overlay track, you can fade in the clip to make it appear smoothly. Set the slider to the time it should take for the clip to appear.



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

How to remove black bars

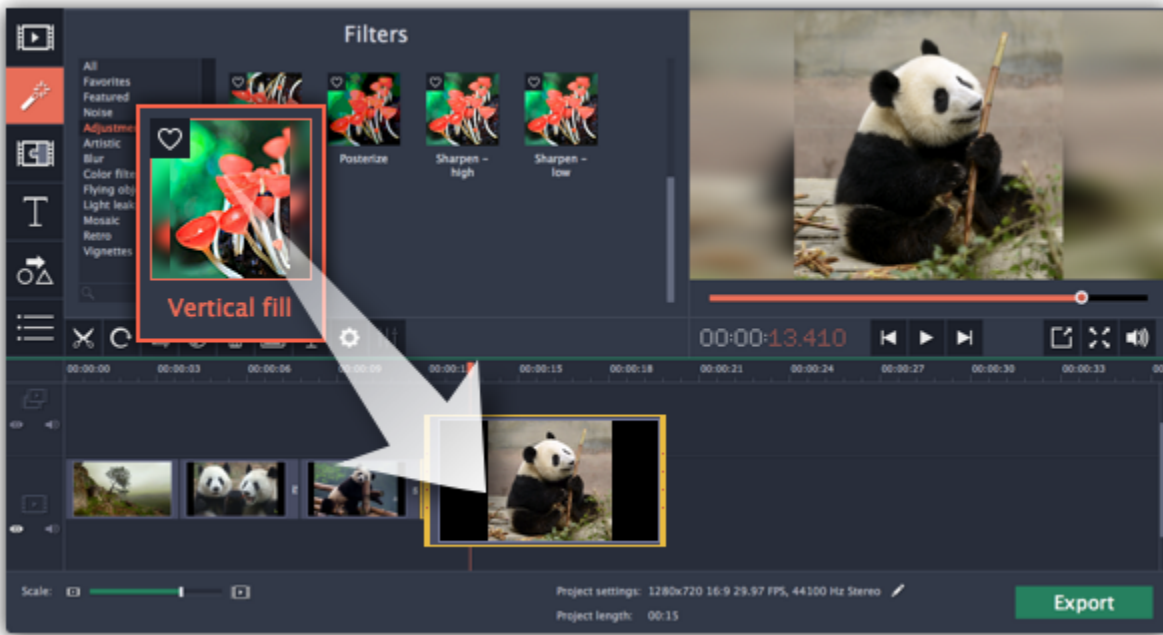
Sometimes, when you use videos of different aspect ratios, or if the project is set up incorrectly, some videos may have black bars around them. You can remove black bars from videos using one of the ways below.



Fill empty spaces

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

- 1. On the Timeline, select the clip with black bars around it.
 - 2. Click the **Filters** button to open the Filters tab.
 - 3. Find the **Vertical fill** filter in the **Adjustments** group and drag it onto the clip.
- [Learn more about filters](#)

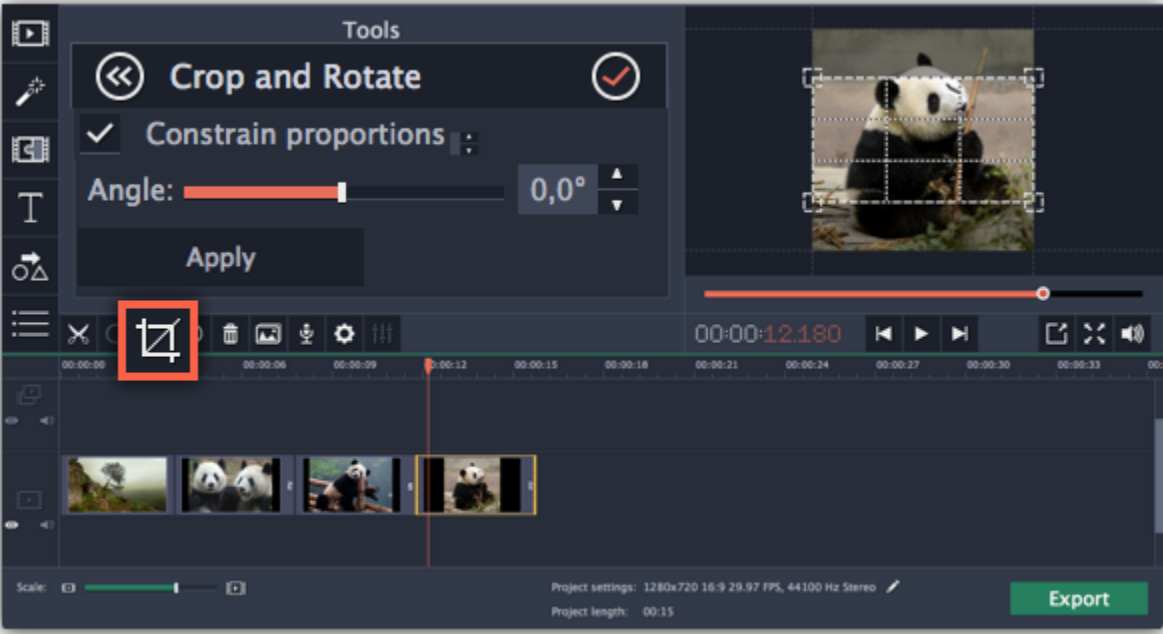


Manual crop

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

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

[Learn more about crop](#)

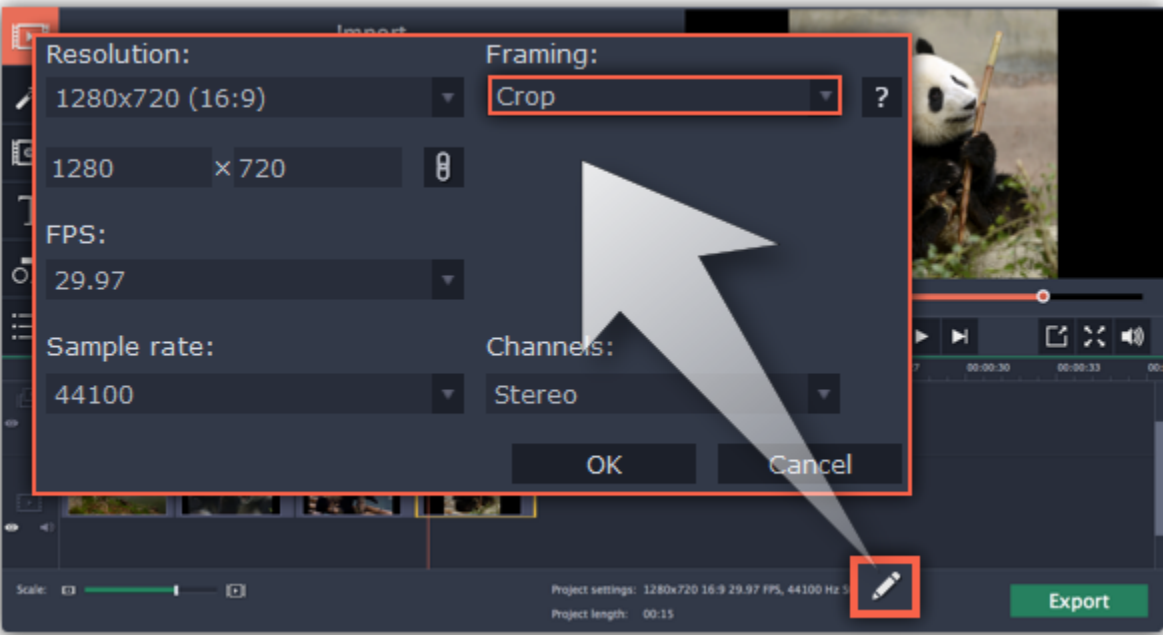


Automatic crop

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

1. On the bottom panel, click the pencil icon next to Project settings: . The **Project Settings** window will open.
 2. In the **Framing** box, choose **Crop**.
- Hint: If all of your photos have similar proportions, try using a different resolution.*
3. Click **OK** to accept the changes. The videos will now be automatically cropped.

[Learn more about project settings](#)

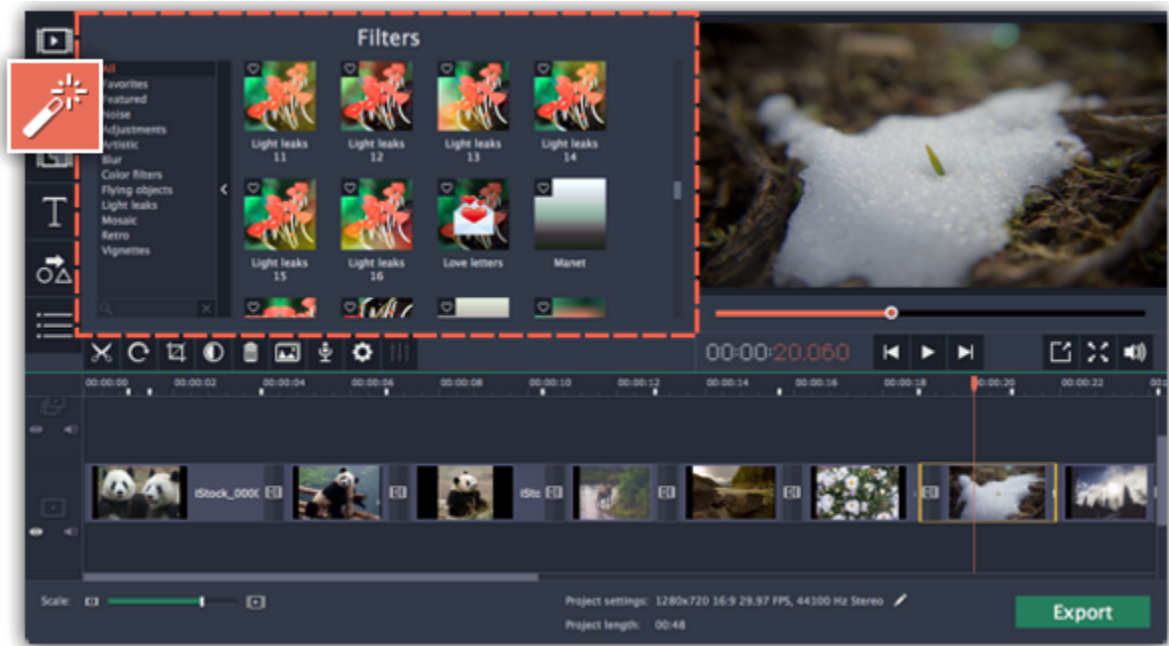


Applying filters

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

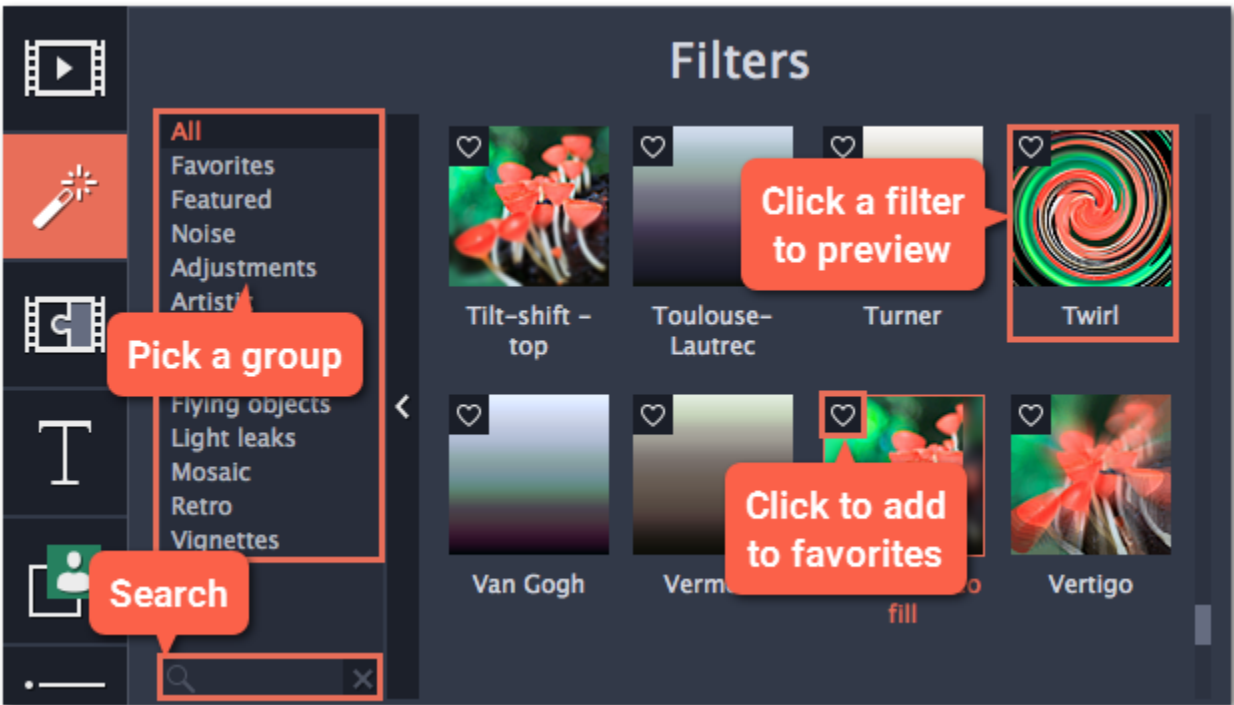
Step 1: Open the Filters tab

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



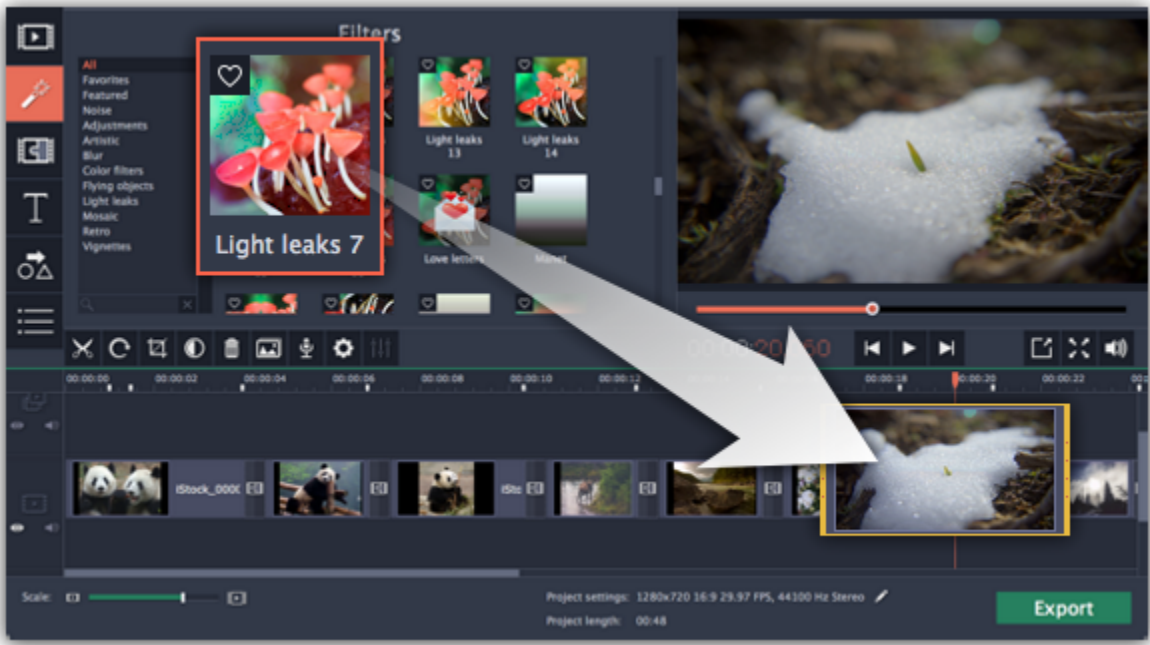
Step 2: Find a filter you like

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



Step 3: Apply the filter

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




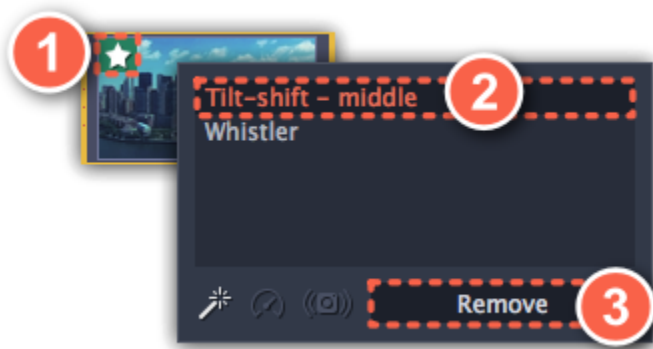
Once you've applied a filter, a star icon will appear on the clip, denoting applied filters and tools.



Clip with an applied filter

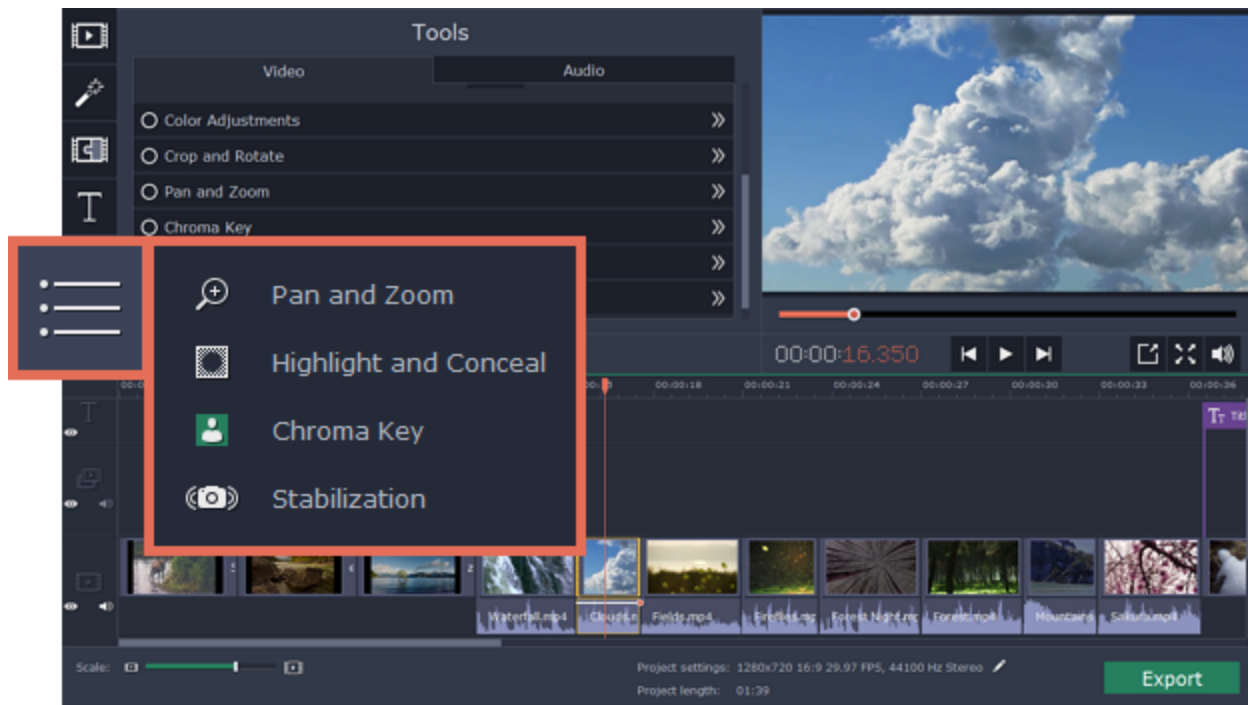
Removing filters

1. Click on the star  icon on the clip to see the list of applied filters and tools.
2. In the list, select the filter that you don't want.
3. Click **Remove**.



Special effects

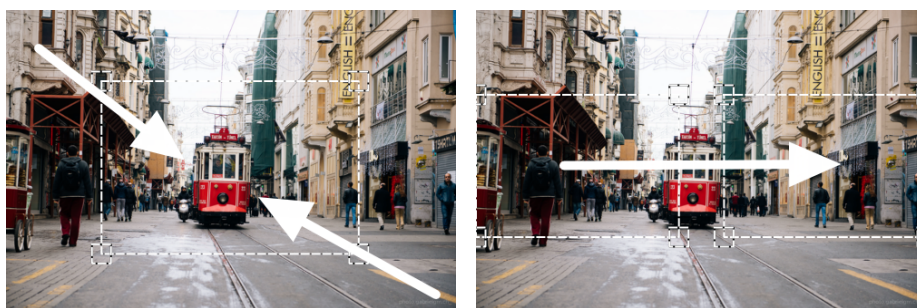
With special effects, you can further enhance your videos and images to make your movie a masterpiece. You can find these enhancements and special effects in the left sidebar, or by clicking the **More** button.



Zoom

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

[Learn more](#)

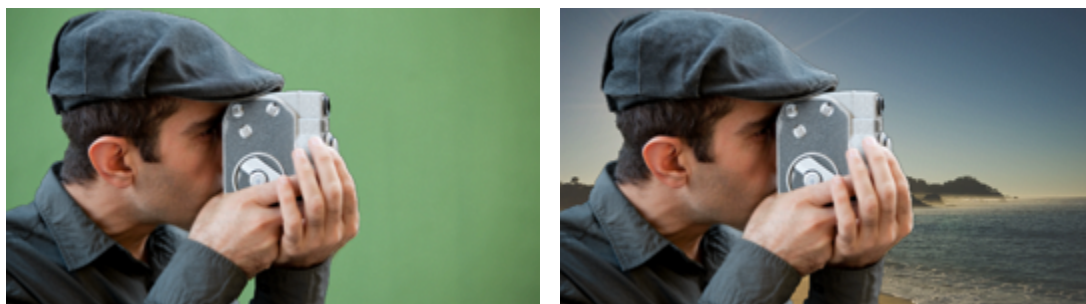


Zooming and panning

Chroma key

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

[Learn more](#)



Replacing a green background with the Chroma Key effect.

Highlight and conceal

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

[Learn more](#)



Left to right: no effect, soft focus, conceal.

Stabilizing videos

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

[Learn more](#)



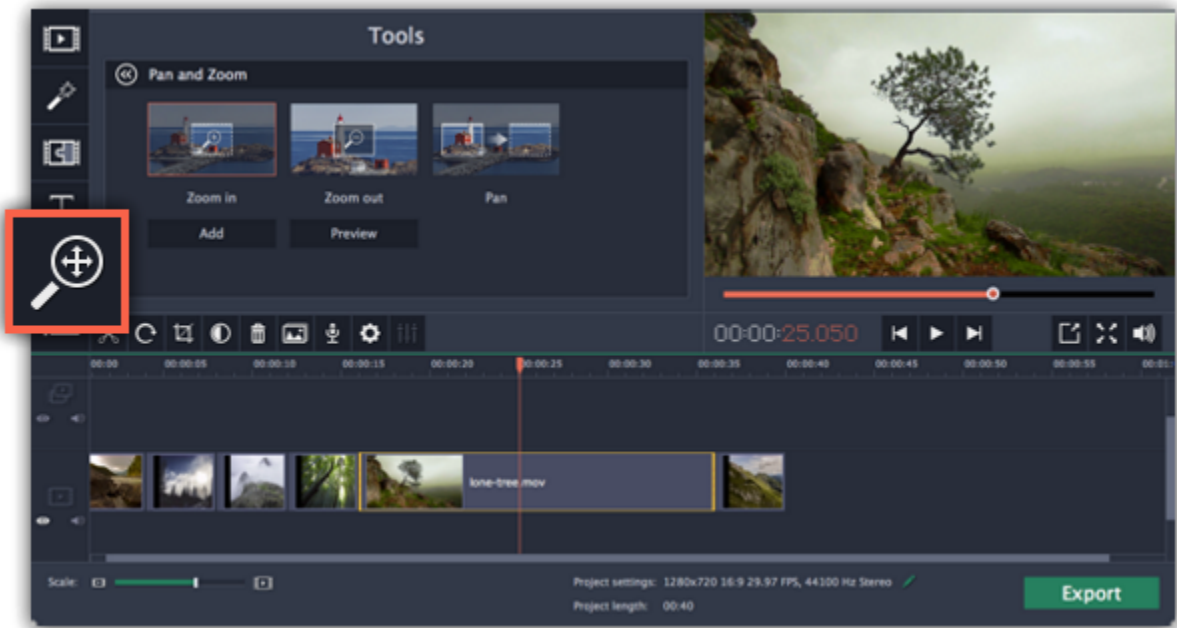
Before and after stabilizing

Pan and zoom

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

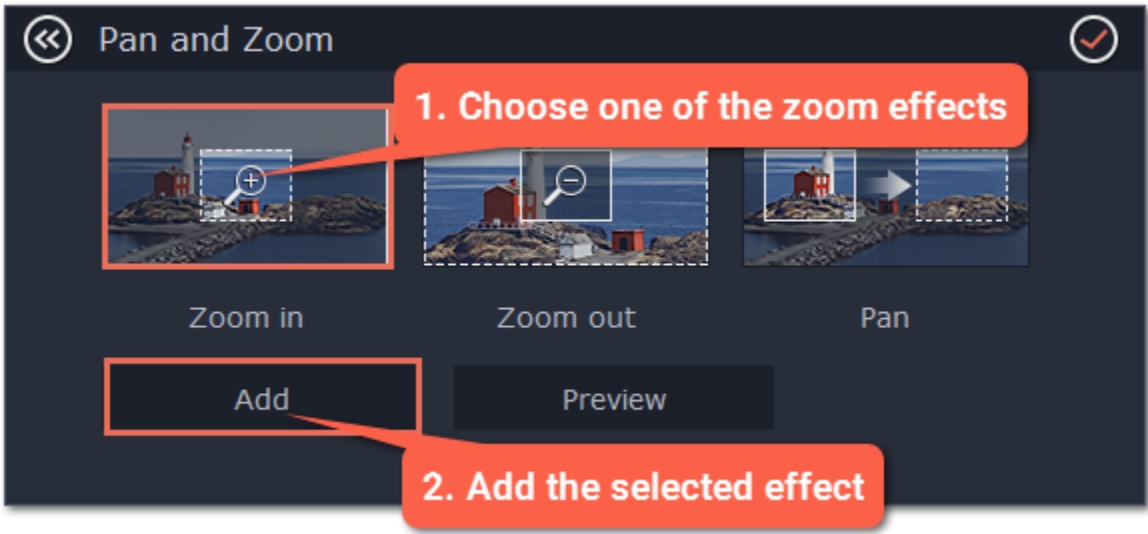
Step 1: Open the Pan and Zoom tool

- 1. On the Timeline, select the clip that you want to zoom.
 - 2. On the left sidebar, click the **Pan and Zoom** button.
- Tip: If you can't see Pan and Zoom button, maximize the window, or click the More button at the bottom and select Pan and Zoom from the pop-up list.*



Step 2: Add pan or zoom keyframes

- 1. On the Timeline, place the position marker to where you want the zooming to begin.
 - 2. Select one of the zooming methods: **Zoom in**, **Zoom out**, or **Pan**.
- Tip: To see how an effect works, select it and click Preview.*
- 3. Click **Add**.



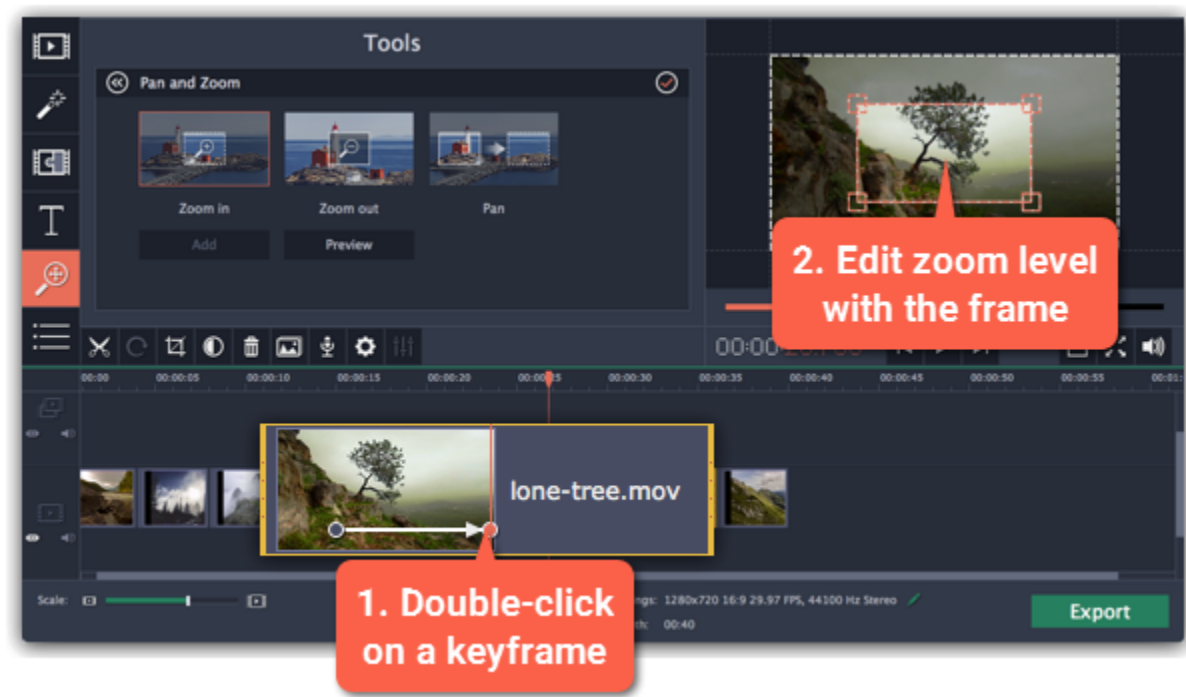
This will add two zoom keyframes to the clip. Using these keyframes, you can set up when the camera moves from one point to the other. The camera will move between these two keyframes.



Step 3: Set up the zoom frames

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

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



Step 4: Change the keyframe time

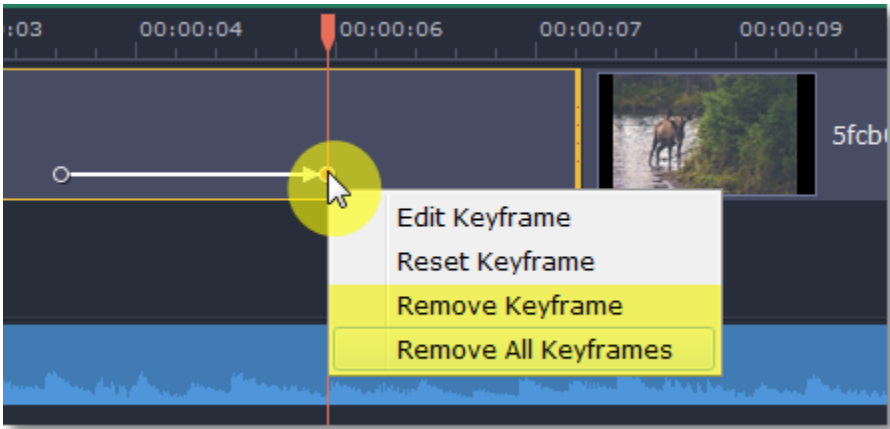
- To change the length of the zoom effect, hold your mouse pointer over a keyframe and move it left or right.
- To move the zooming effect without changing its length or other settings, hold your mouse pointer over the arrow and move it along the clip.

Step 5: Add more zooming (optional)

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

Removing zoom

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

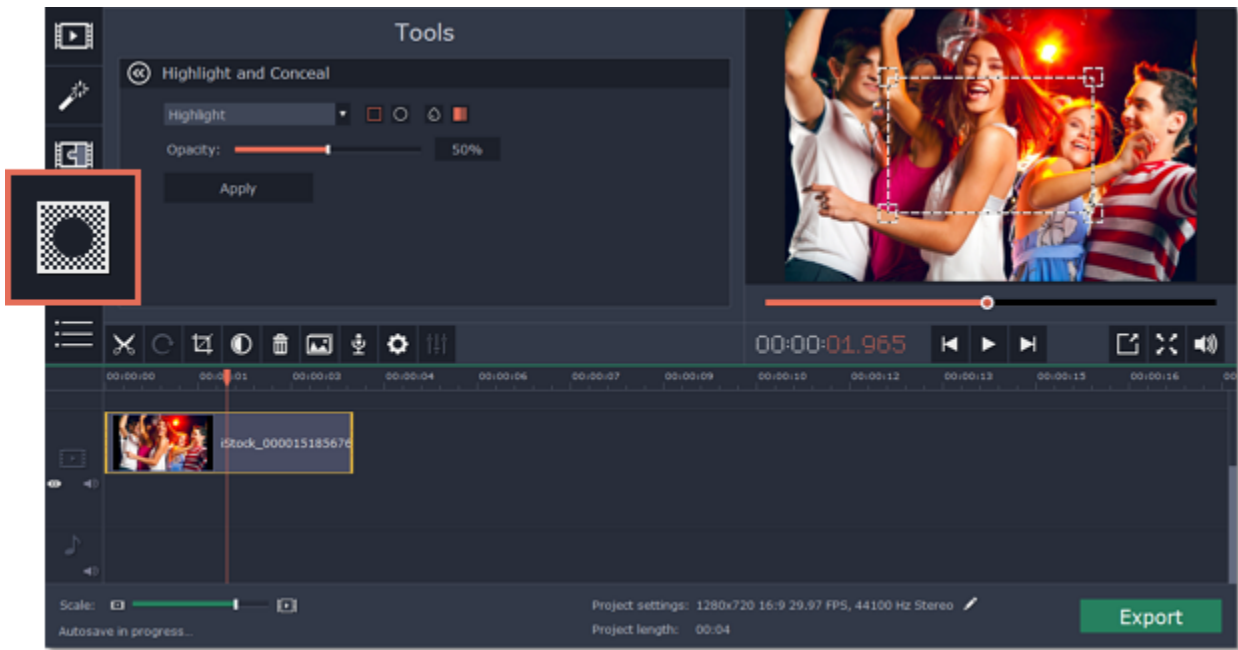


Highlight and conceal

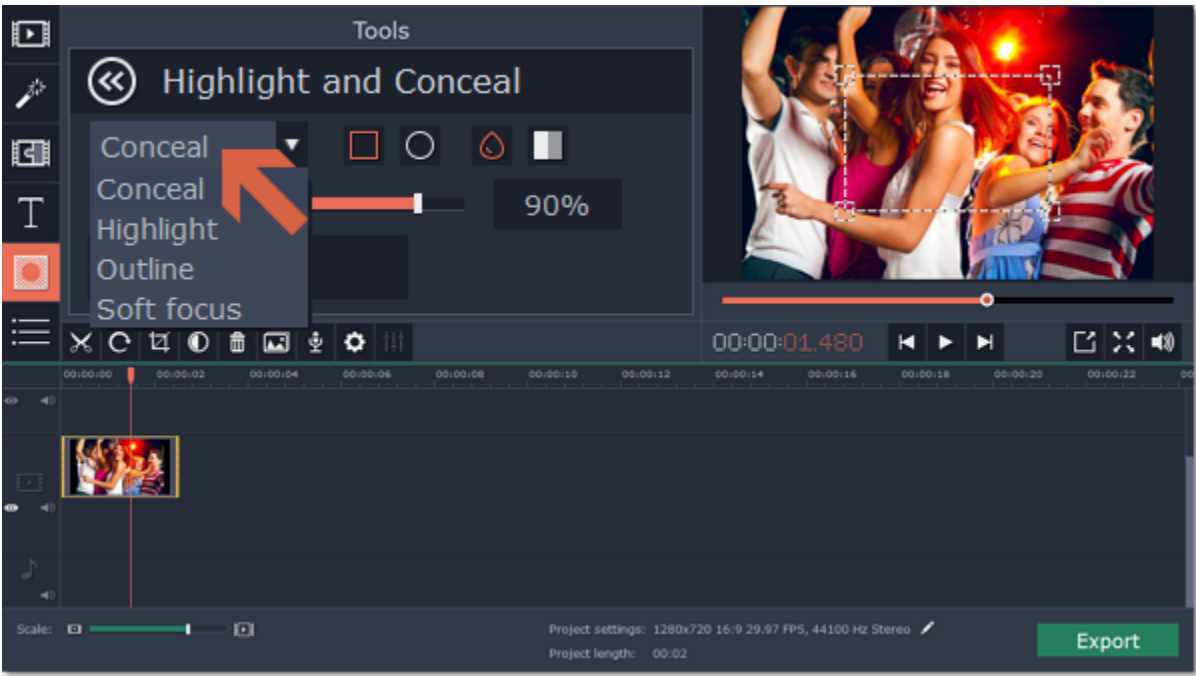
Using the **Highlight and Conceal** tool, you can control the focus in the frame, and blur or darken parts of the video.

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

Step 2: On the left sidebar, click the **Highlight and Conceal** button. The tool's options will open, and a frame will appear in the player.
Tip: If you don't see Highlight and Conceal button, click the More button at the bottom, and choose Highlight and Conceal from the pop-up list.



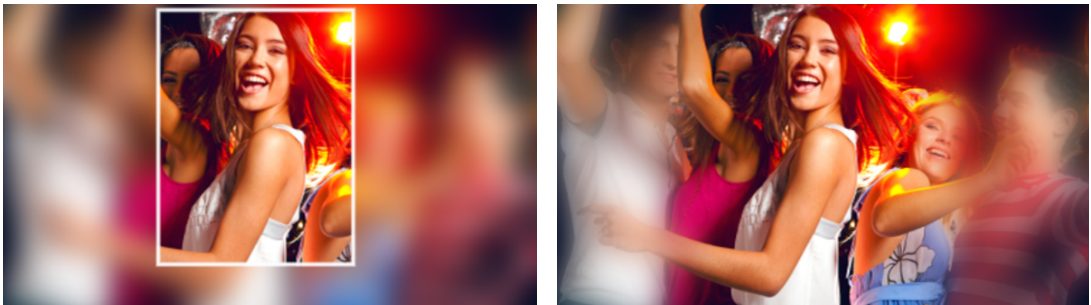
Step 3: In the **Highlight and Conceal** tool options, select a mode that suits your needs:



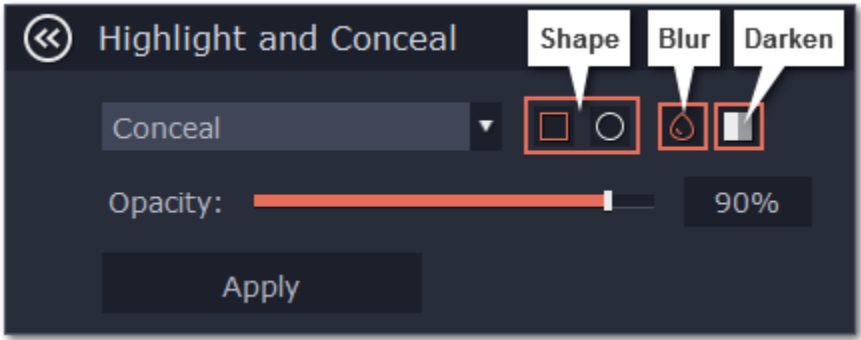
- **Conceal** — blurs or darkens the area inside the frame.
- **Highlight** — blurs or darkens the area *outside* the frame, drawing attention to the object within the frame.



- **Outline** — like 'Highlight' mode, the area outside the frame is blurred or darkened, and the frame itself is outlined.
- **Soft focus** — the edges of the frame are much softer than other modes, simulating a camera's focus.



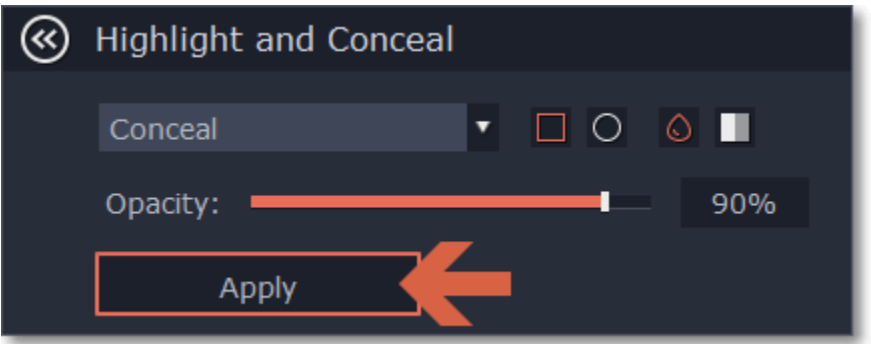
Step 4: Choose how you want to highlight or conceal the object: using a rectangle or an ellipse, by blurring or darkening. Set the **Opacity** level to change the effect intensity.



Step 5: In the player, move the frame over the object that you want to highlight or conceal.



Step 6: On the **Tools** tab, click **Apply** to accept the changes.



Chroma key

Replacing a video's background

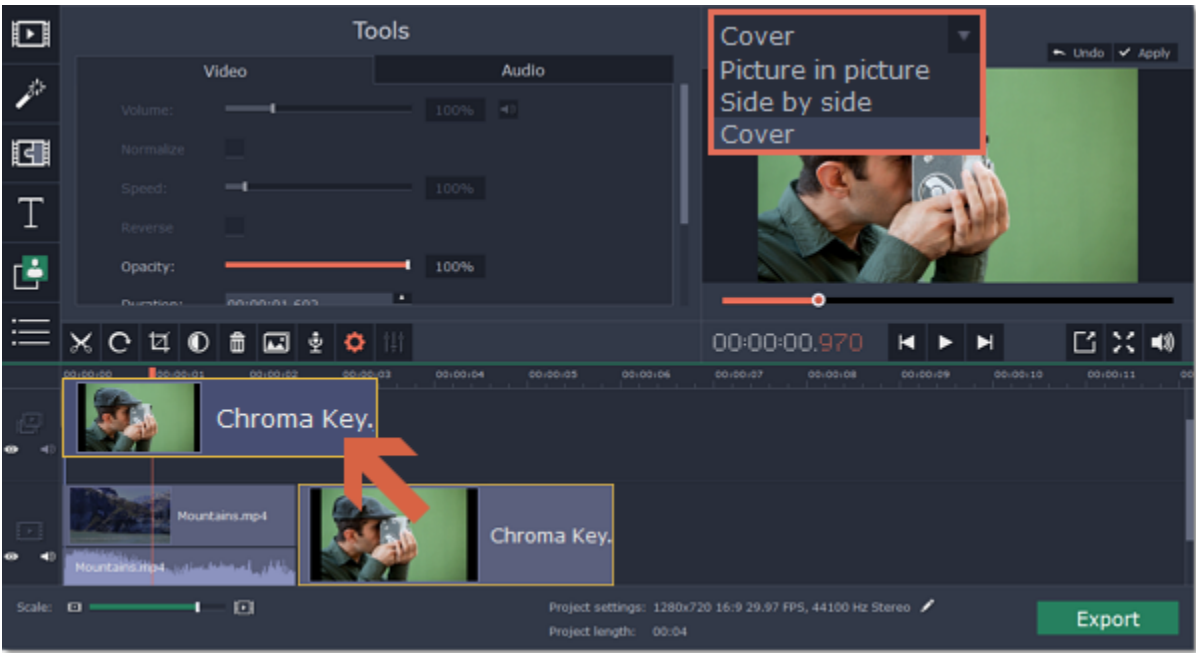
The Chroma key effect allows you to remove any color from the image or video, leaving the background transparent.

Step 1: Add the foreground and background clips

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

Step 2: Create an overlay

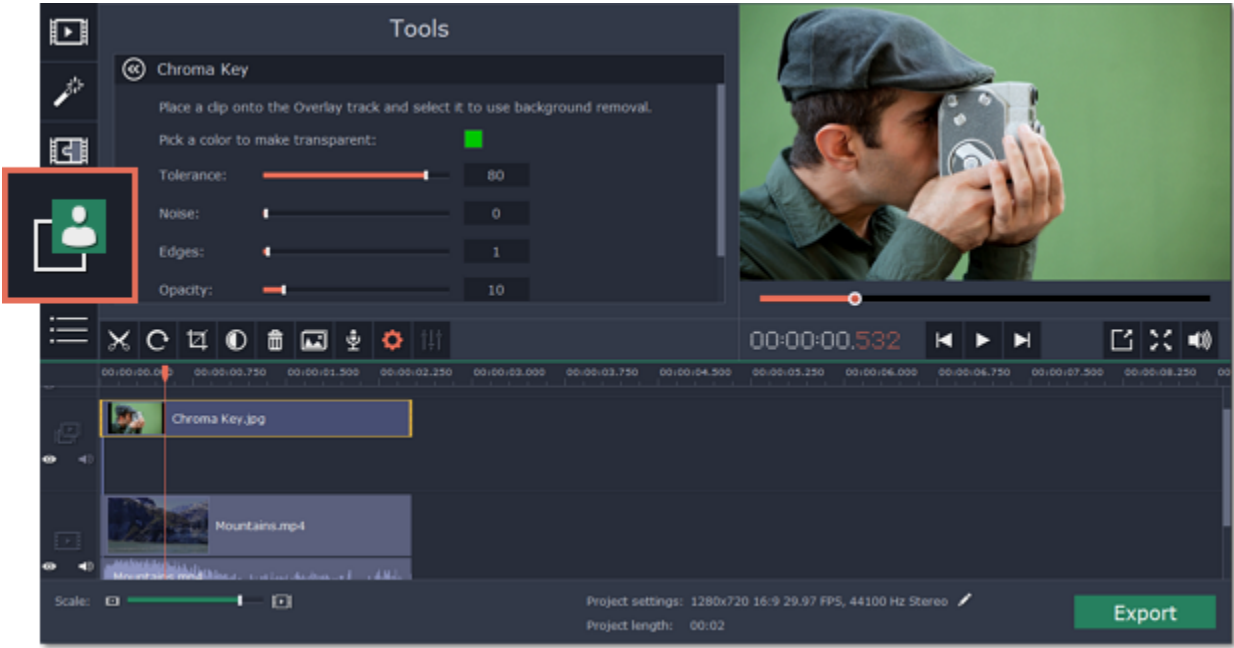
1. Select the foreground video and move it up, onto the **Overlay track**.
2. Double-click the foreground video on the Overlay track. The overlay options will appear above the player.
3. To make the foreground video completely cover the background video, select the **Cover** overlay mode from the list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



Step 3: Open the Chroma Key tool

1. Select the foreground video on the Overlay track.
2. On the left sidebar, click the **Chroma Key** button. The Chroma Key options will appear.

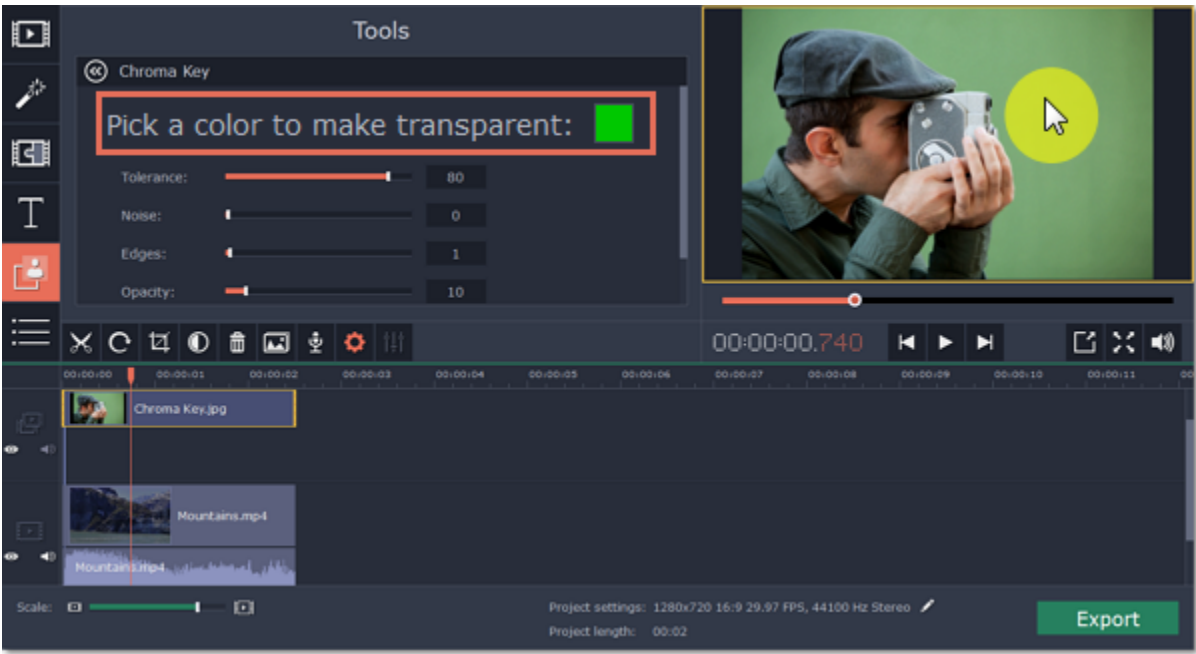
Tip: If you don't see the Chroma Key button, click the More button and select Chroma Key in the pop-up list.



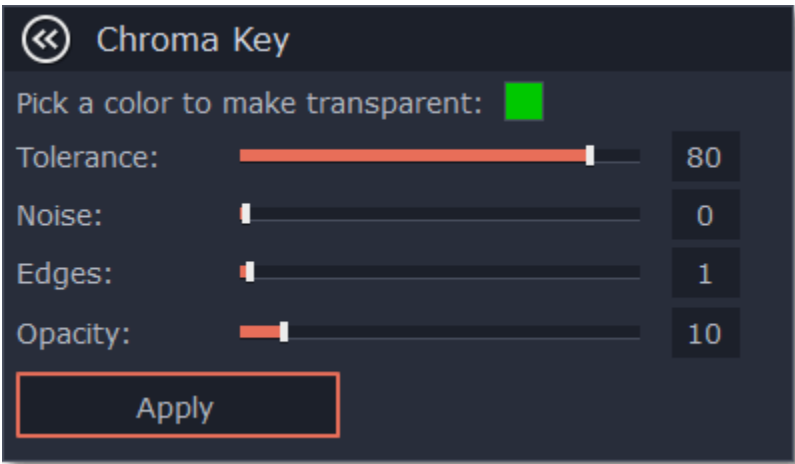
Step 4: Set up Chroma Key

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

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



2. Use the **Tolerance** slider to set how many similar shades of the selected color should also be removed. Higher values will remove similar colors to the one you've selected.
3. Use the **Noise** slider to determine how sharp the object's edges should be.
4. Use the **Edges** slider to determine how thick the object's edges should be.
5. Use the **Opacity** slider to set the transparency of the background.
6. Finally, click **Apply** to accept the changes.



Chroma key effect

Cropping the video

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

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

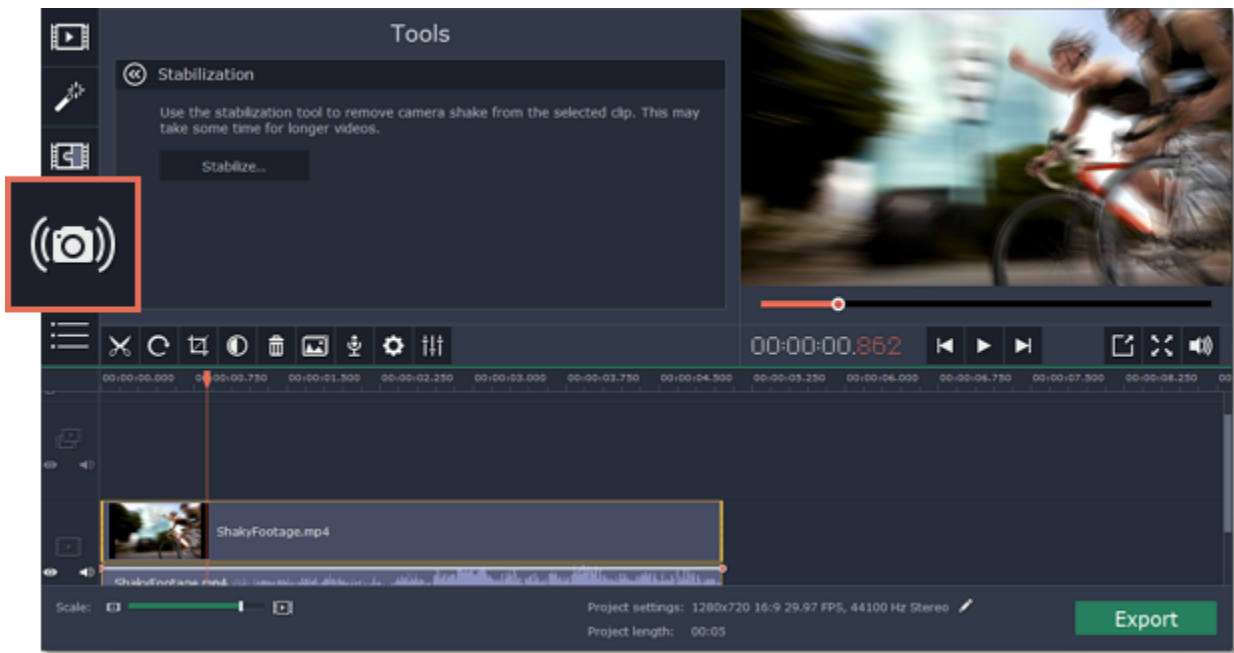
Stabilizing video

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

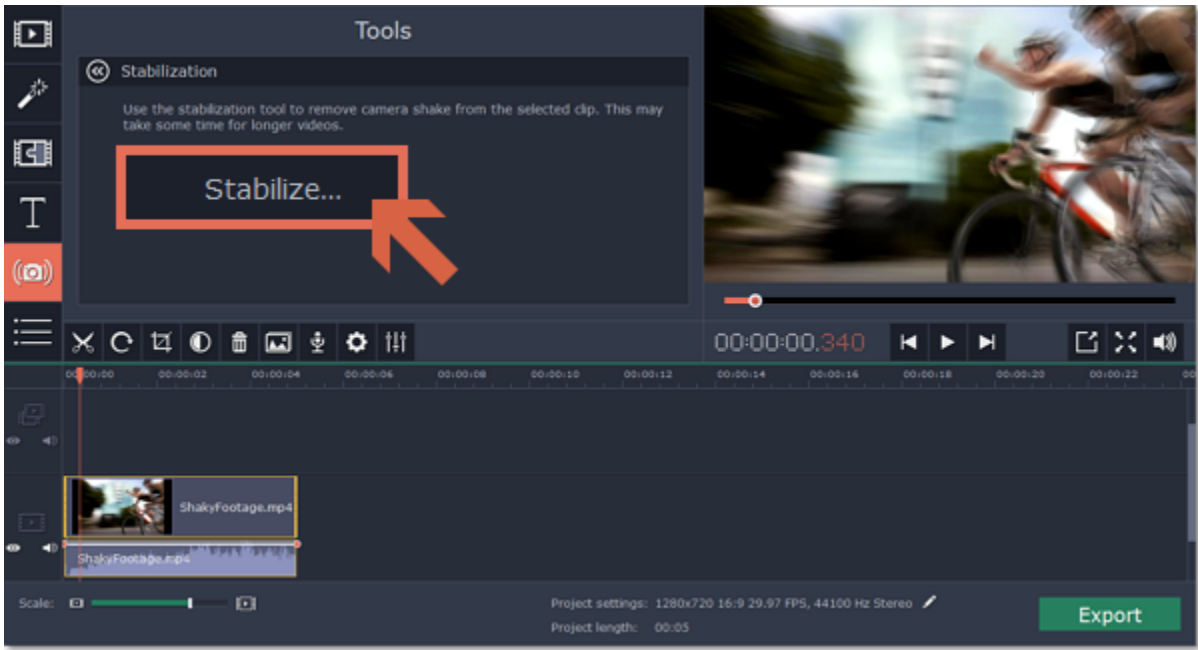
Step 1: On the Timeline, select the clip you need to stabilize. Longer videos take more time to stabilize, so you may want to first cut the video into smaller segments.

Step 2: On the left sidebar, click the **Stabilization** button.

Tip: if you don't see the Stabilization button, click the More button and select Stabilization from the pop-up list.



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



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

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

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

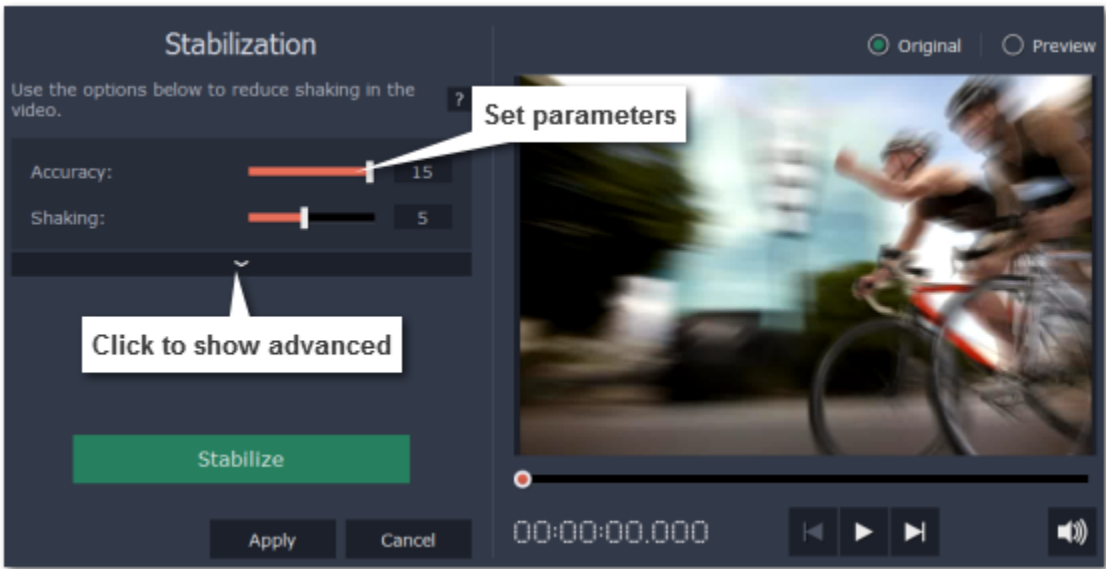
If you need more advanced settings, click the arrow under the sliders.

Radius: when a video is stabilized, each object is adjusted using the pixels from the surrounding area. The radius affects how large that area will be. Use a smaller value for more dynamic videos to avoid mixing objects together and to preserve more detail.

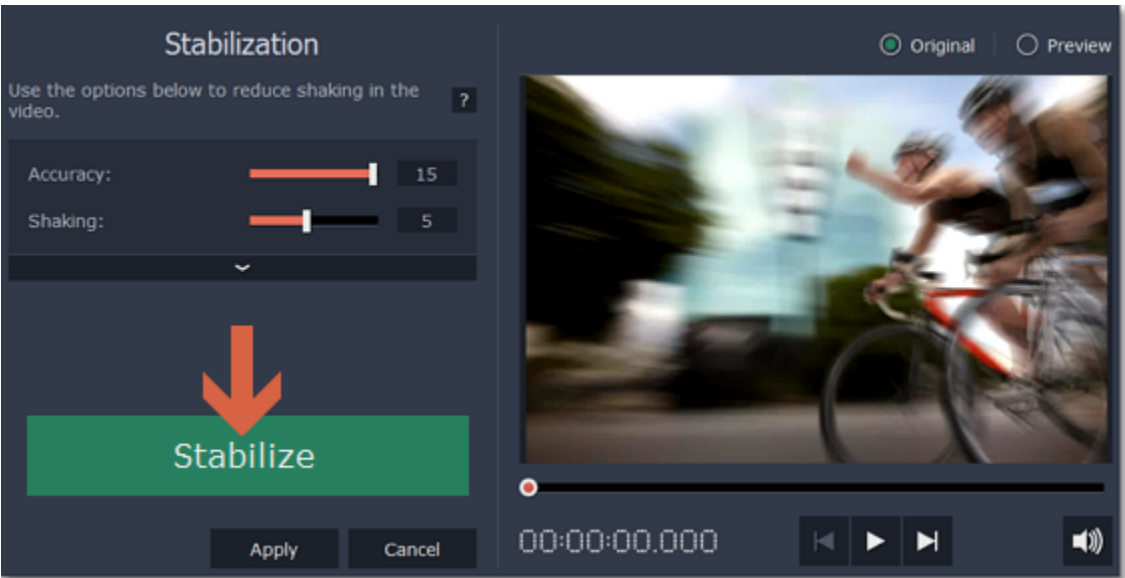
Smoothing: limits camera acceleration. Higher values work best for more or less static videos. Excessive smoothing may limit panning.

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

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



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



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

Stabilized copies

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

Filming tips

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

Troubleshooting

Not enough disk space error

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

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

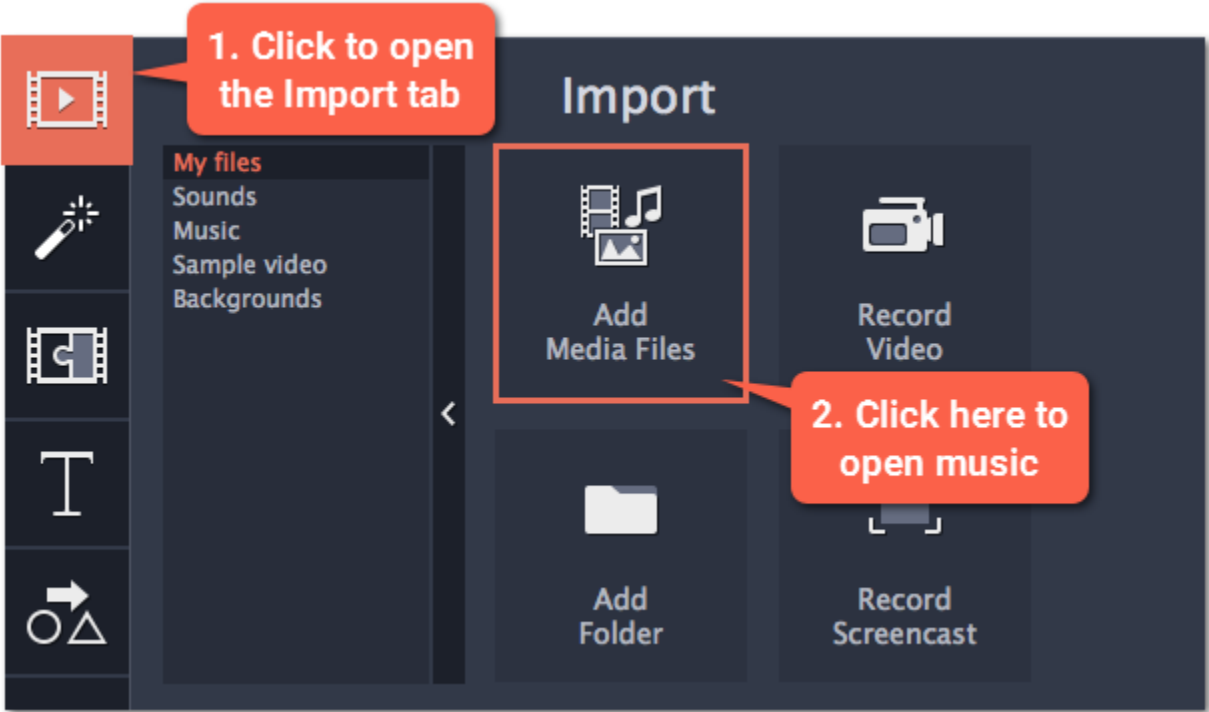
Cannot access folder error

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

Working with audio

Add audio

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



Learn more about adding audio:

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

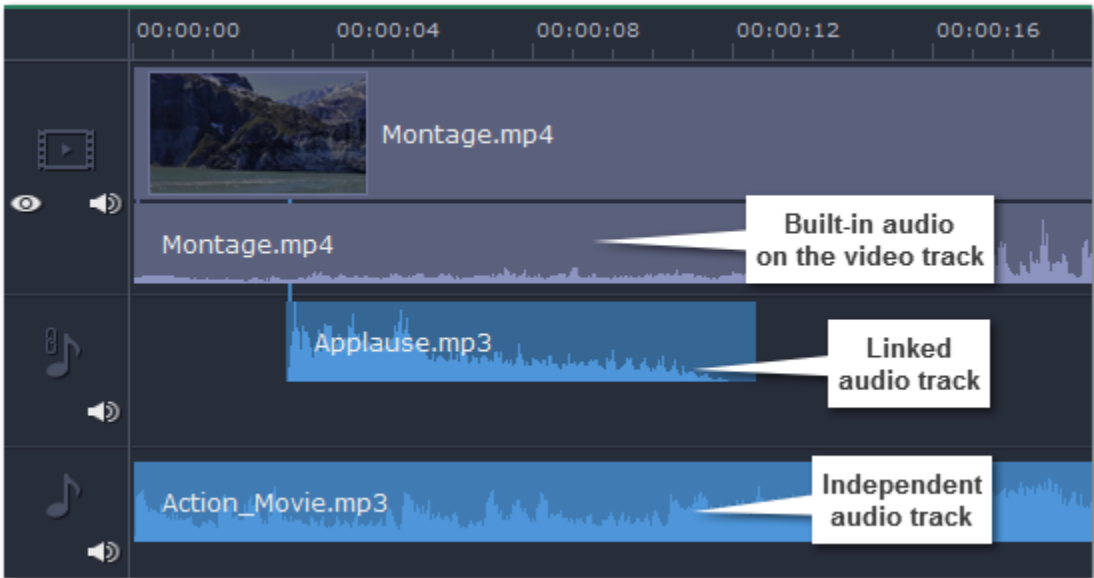
Audio tracks

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

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

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

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

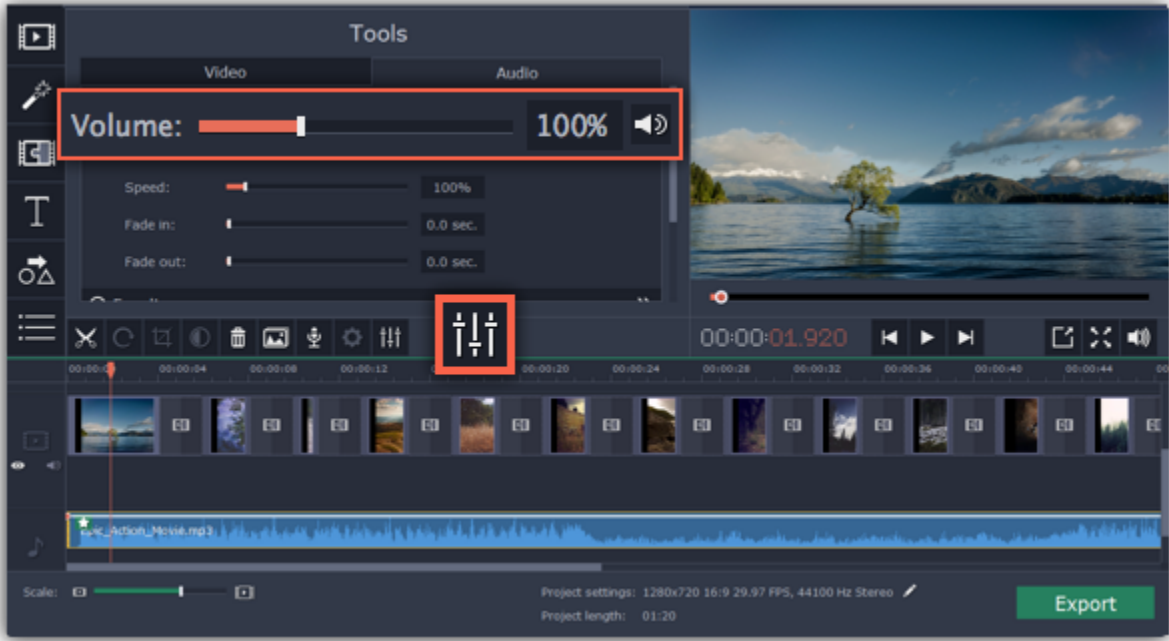


Learn more:

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

Volume

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

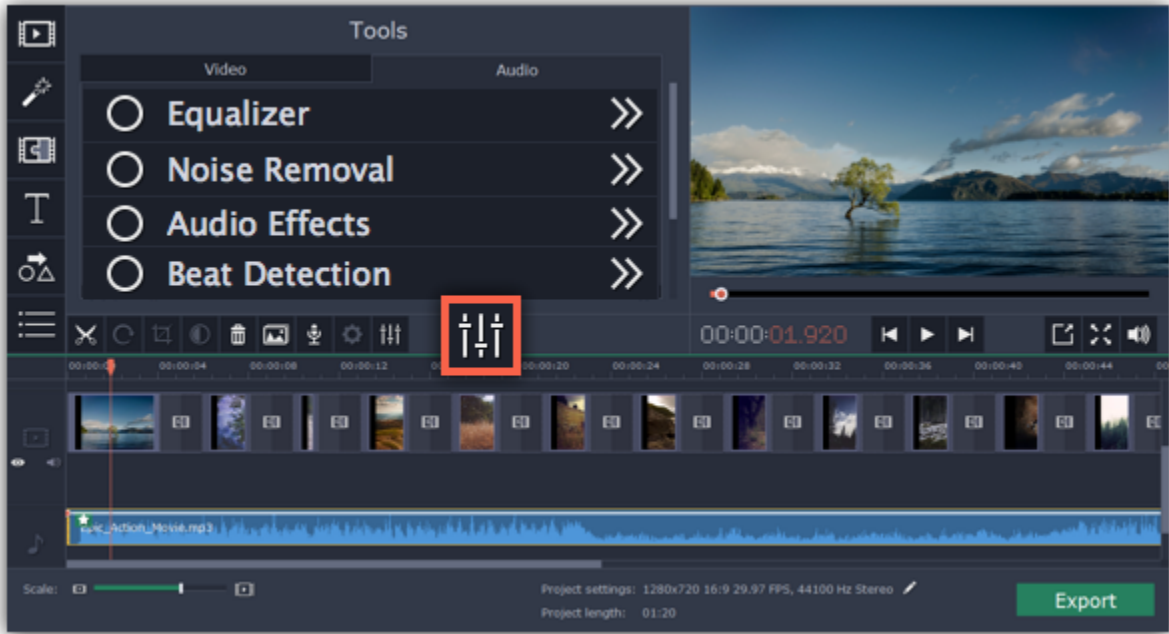


Learn more:

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

Audio properties and adjustments

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

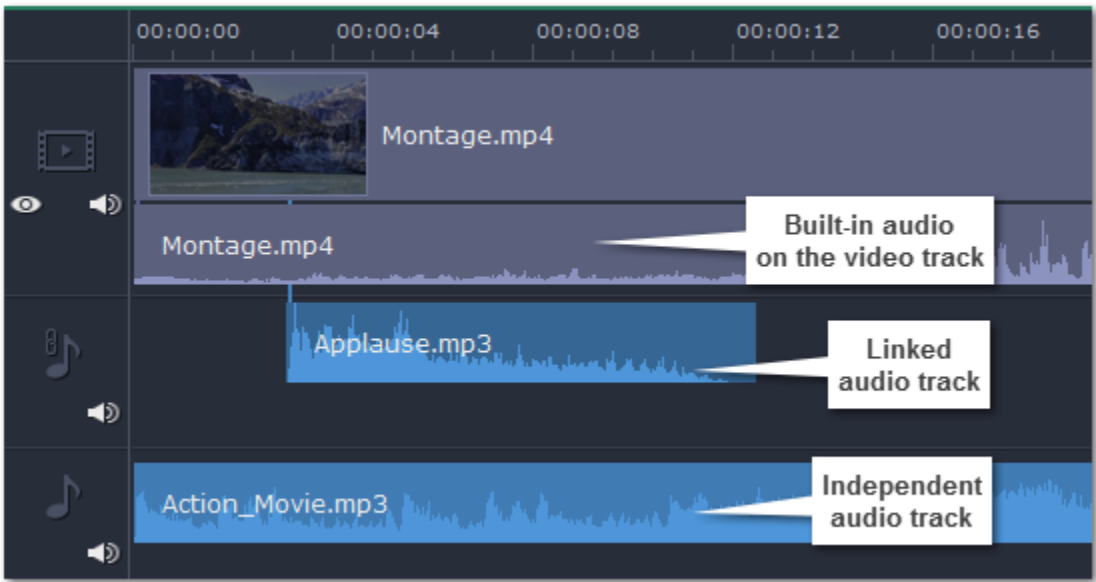


Learn more:

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

Audio tracks

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



Independent audio track

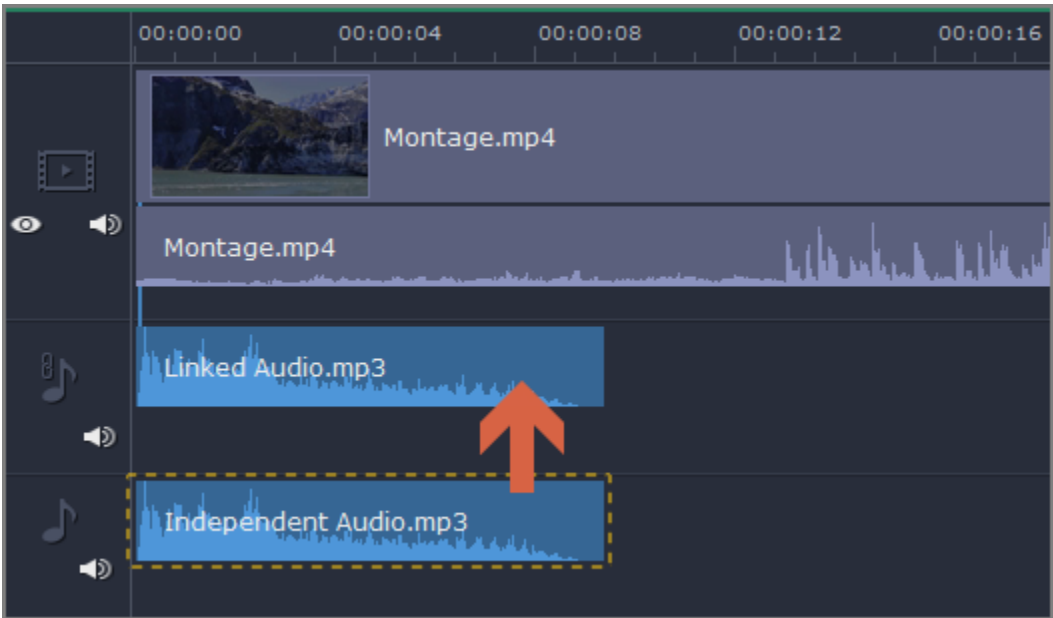
All new audio clips are added to the independent audio track. Audio clips on this track will play *independently* of any other tracks and will not change when you edit other clips. This makes it suitable for background music.

Linked audio track

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

To link an audio clip:


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



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

Built-in audio on the video track

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

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

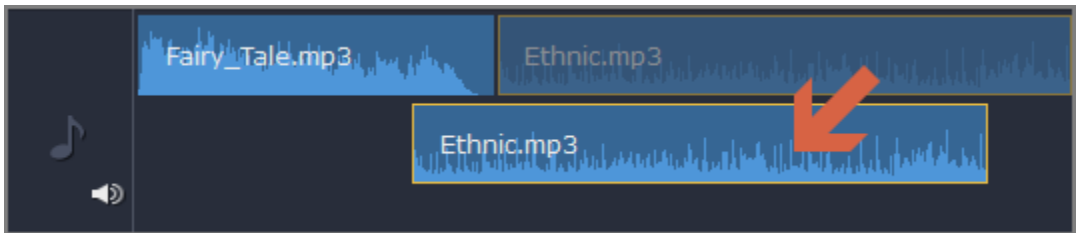
Waveforms

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



Playing audio synchronously

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



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

Problem: My audio clip appears on the video track

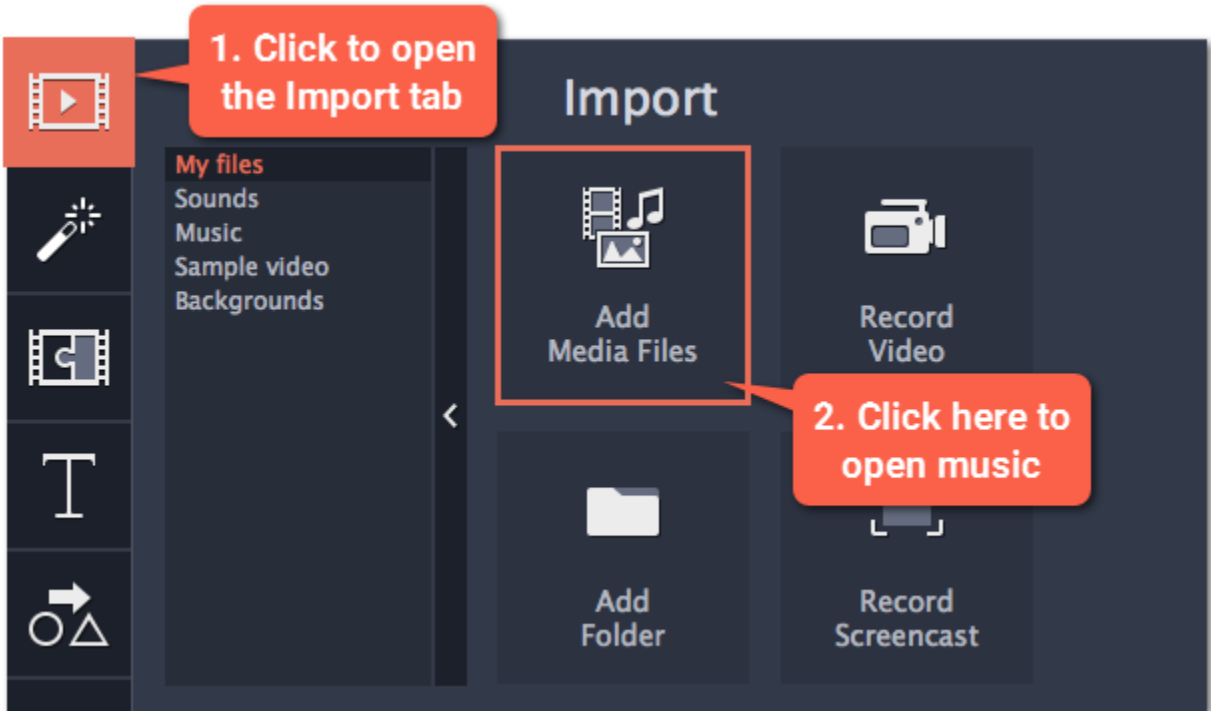
Solution: Some audio files contain album art, which may sometimes be recognized as the video stream. Therefore, these files may be placed on the video track. In that case, drag the audio clip **down** onto the audio track, and delete the album art from the video track if you do not need it.

Adding audio

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

Add files from your hard drive

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



Use sample audio clips

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

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

[Learn more about sounds](#)



Record audio

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

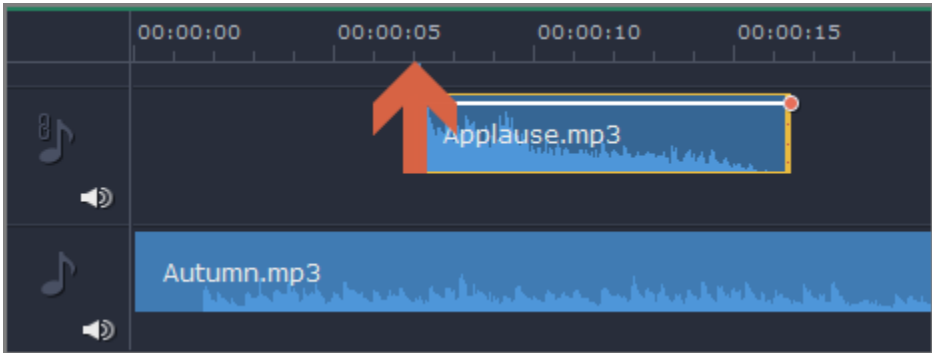
[Learn more about audio recording](#)



Set start time for audio clips

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

[Learn about audio tracks](#)

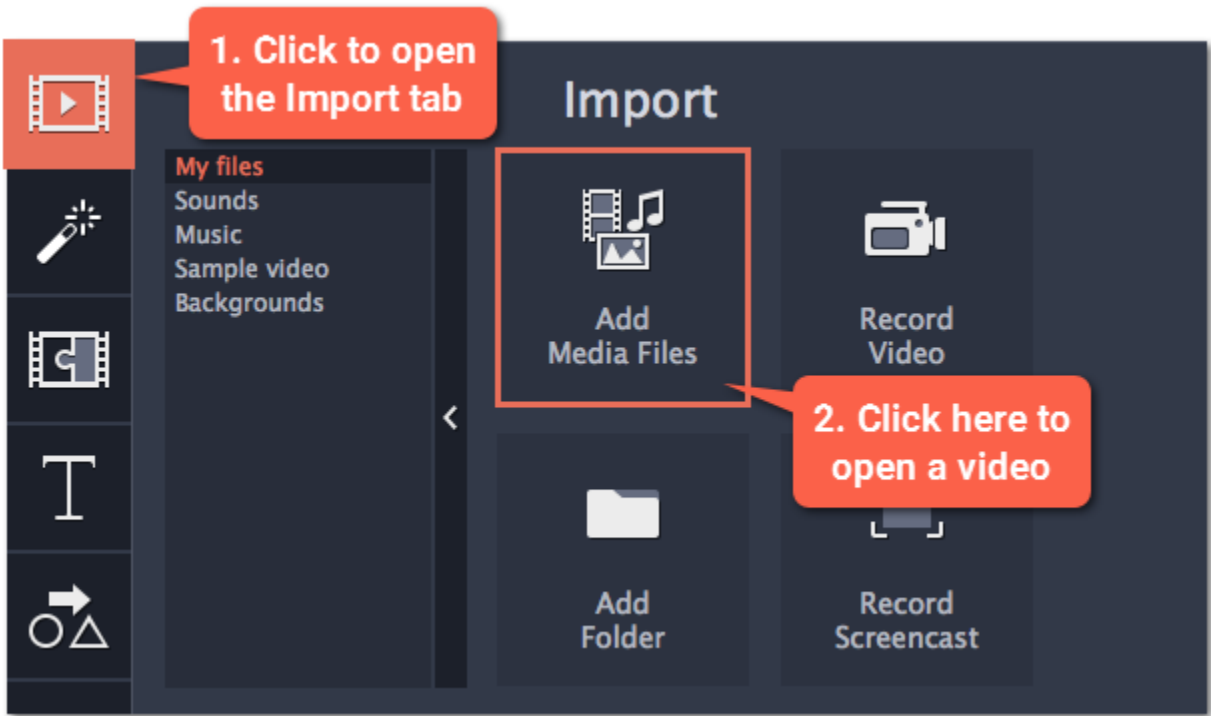


Extracting audio from videos

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

Step 1: Open video file

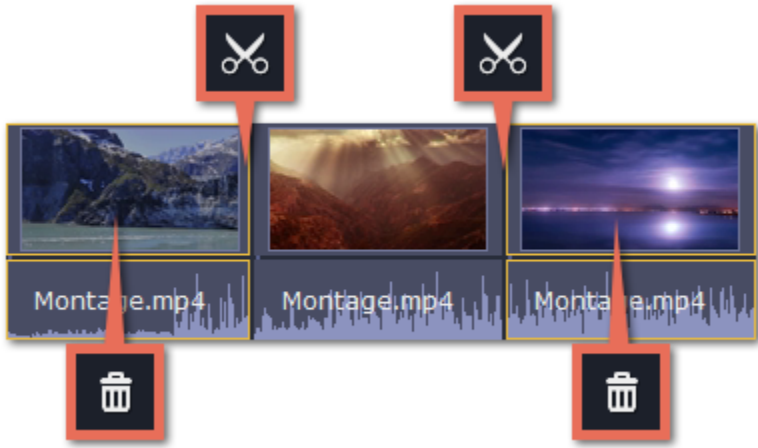
On the **Import** tab, click **Add Media Files** and choose the video that contains the music you want. The file will be added to the video track of the Timeline.



Step 2: Trim video

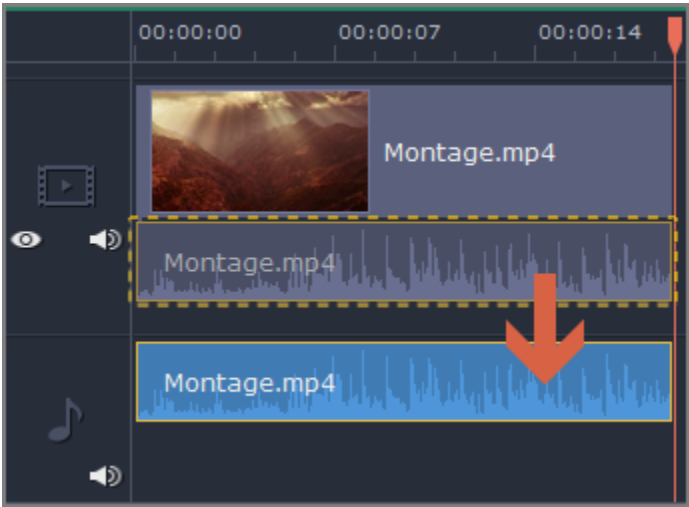
If you don't need the whole video's soundtrack, you can trim away the parts of the video you won't need. It's easier to do this with the video file, as the video can help you visually find the beginning and end of the fragment you need.

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



Step 3: Extract the audio

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



You can now work with the extracted audio clip separately.

Step 4: Save the audio (optional)

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

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

[Learn more about saving audio](#)

Please respect copyright laws and stay within the boundaries of fair use of copyrighted materials.

Using sounds

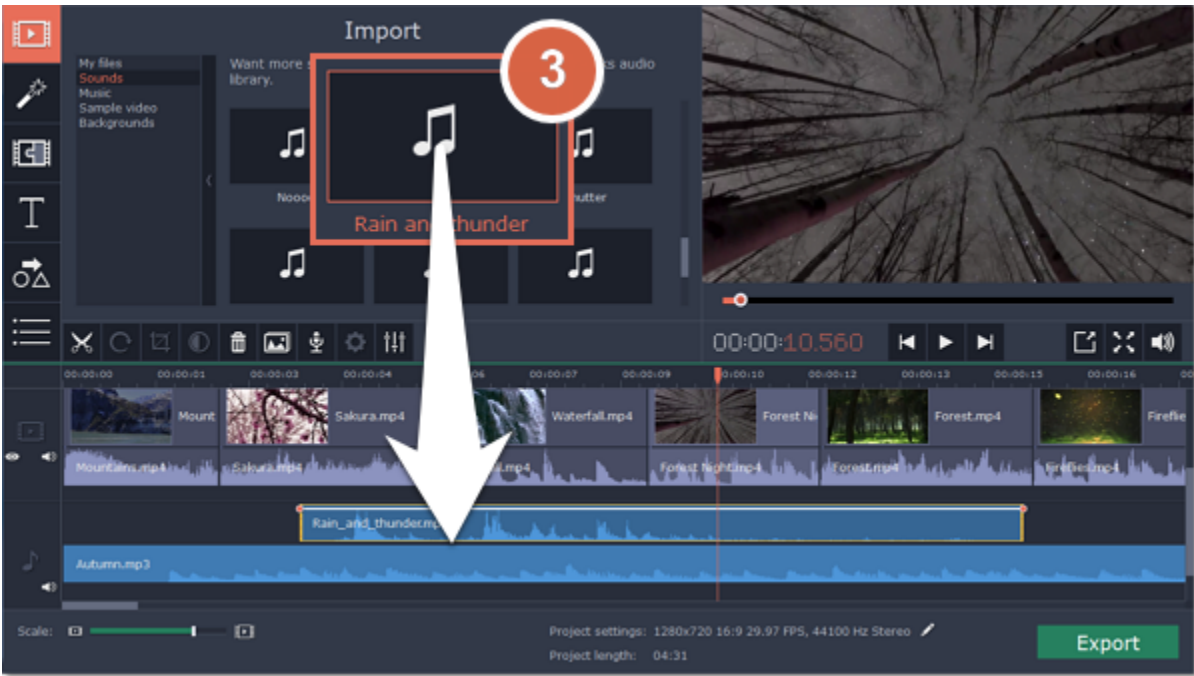
You can make your movies more expressive using the built-in sound samples.

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

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

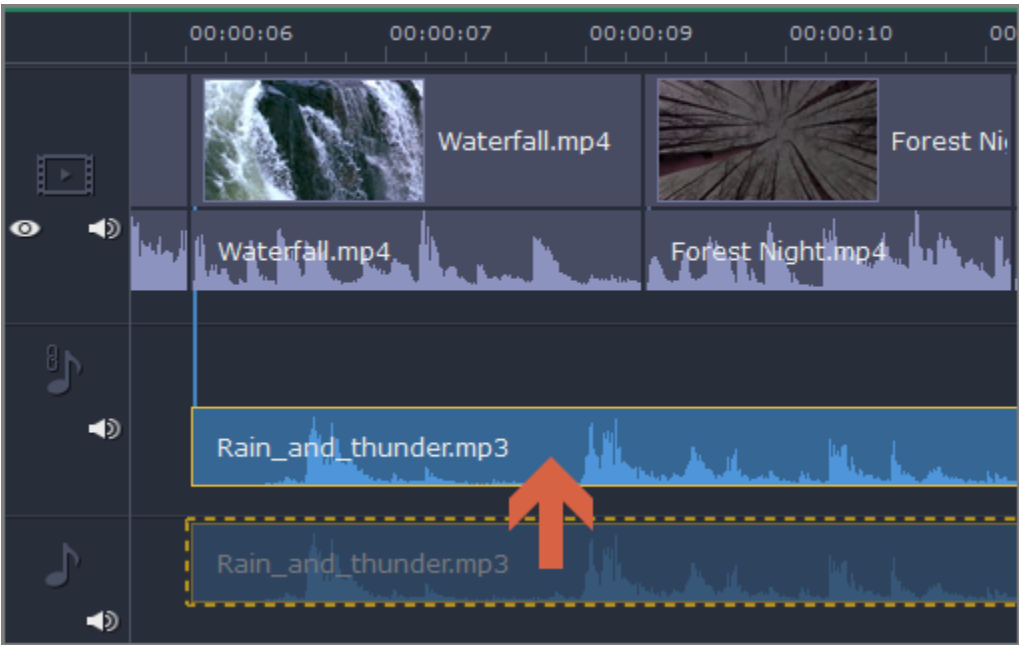


Step 3: Click on a sound to play it and pick a sound you like. Drag the sound onto the audio track of the Timeline.



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

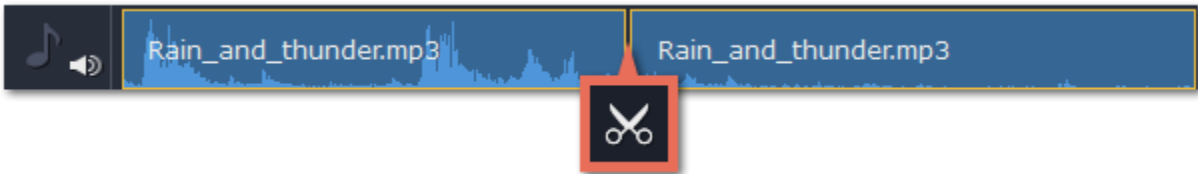
1. Select the sound on the Timeline and drag it up towards the video track.
2. The linked audio track will appear, and a blue line will connect the sound clip to the video track.
3. Adjust the position of the sound clip on the linked audio track so that the line points to where the sound should begin.



Cutting audio

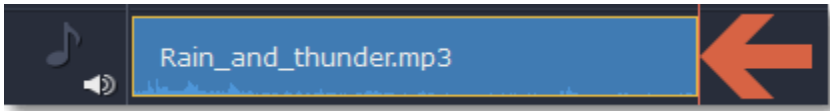
Splitting audio

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



Trimming audio

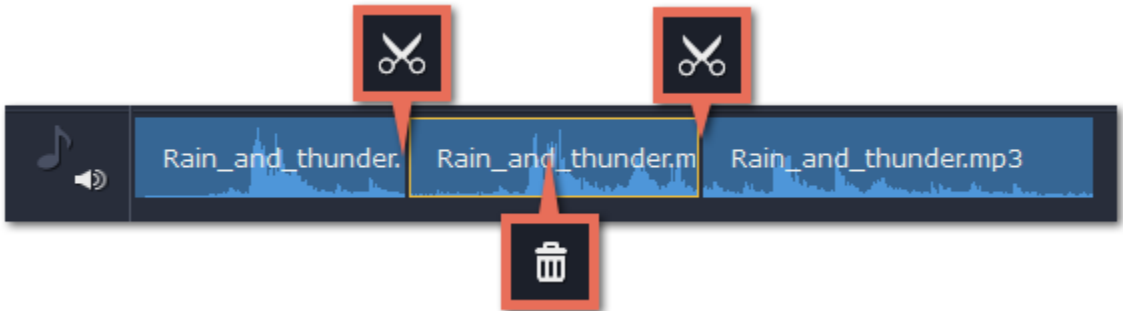
To trim an audio clip from the beginning or from the end, hold your mouse pointer over the left or right edge of the clip and drag it towards the center. The length of the audio clip on the Timeline reflects the length of the sound.



Cutting out parts

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

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



For more precise navigation:

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




Volume levels

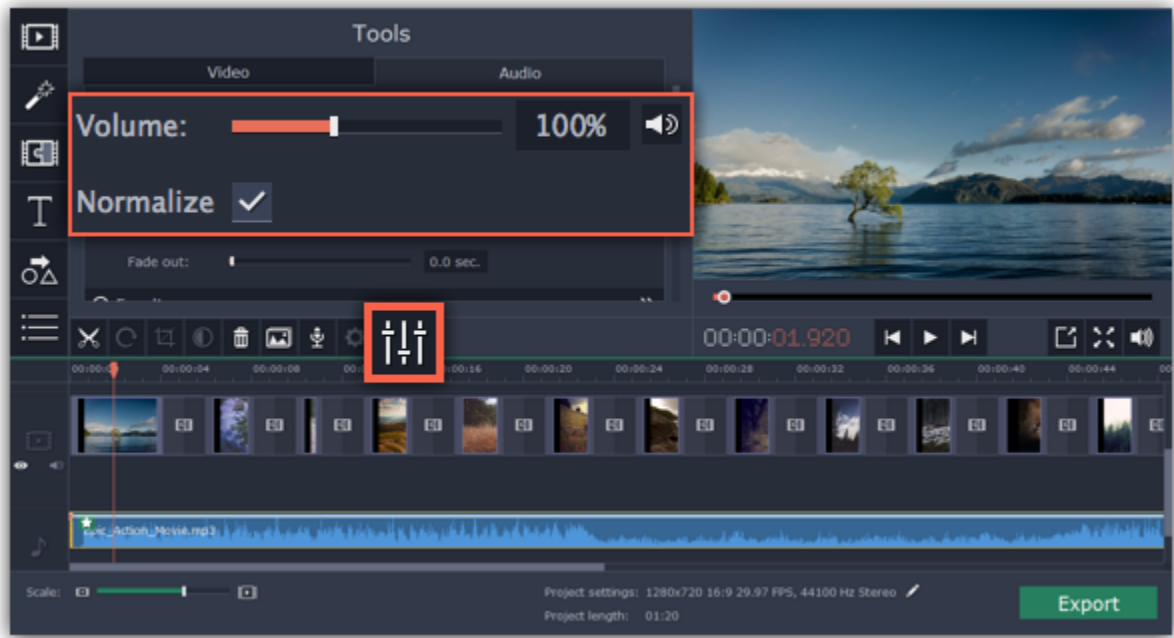
Changing volume levels works the same way for video and audio clips:

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

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

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

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



Playback volume

Only for previewing

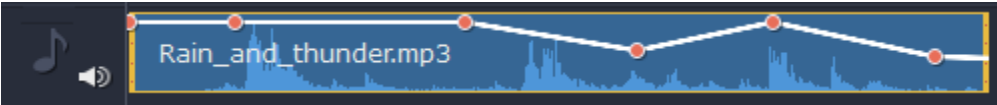
If you need to temporarily change the volume of playback in the editor, without changing the project's volume, click the speaker icon in the preview area and set the necessary volume level. Please note that this will only affect the volume while previewing the project in Movavi Slideshow Maker, and will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



Volume curves

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

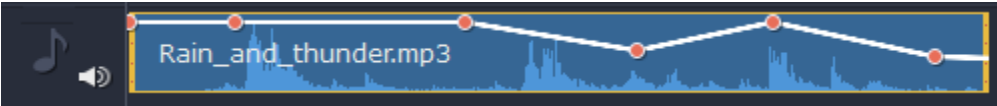
[Learn more about volume curves](#)



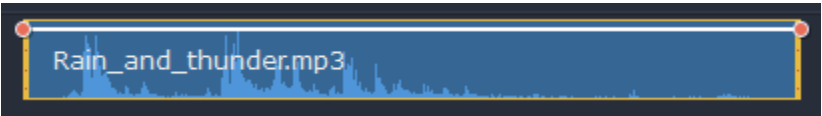
Audio clip with a volume curve

Volume curves

With volume curves, you can control the volume for each part of the clip and smoothly increase or decrease the volume.

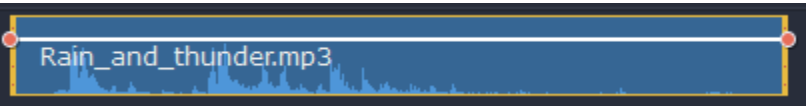


Each clip has its own volume curve that starts out at 100% volume for the entire clip, and two points at its beginning and at the end. The white line on the image below is the volume curve before you add any points.



Step 1: Set the base level

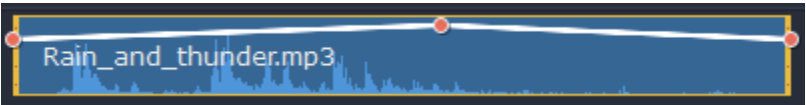
Drag the white line up or down to the necessary level. The top of the clip is 100% volume and the middle of the clip is 50%.



Step 2: Add a volume point

Points on the audio curve represent the volume peaks and lows. To add a point, right-click on the audio curve and choose **Add Volume Point** from the pop-up menu. Next, drag the audio point to the necessary volume level. You'll notice that the surrounding parts also move with the point to make the transition smoother.

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



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

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



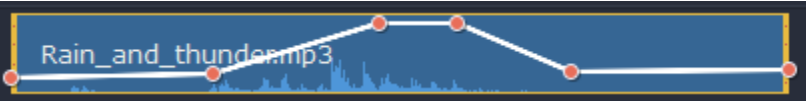
Click and drag the white line between two points to change the volume level for this fragment.

Step 4: Transitions

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

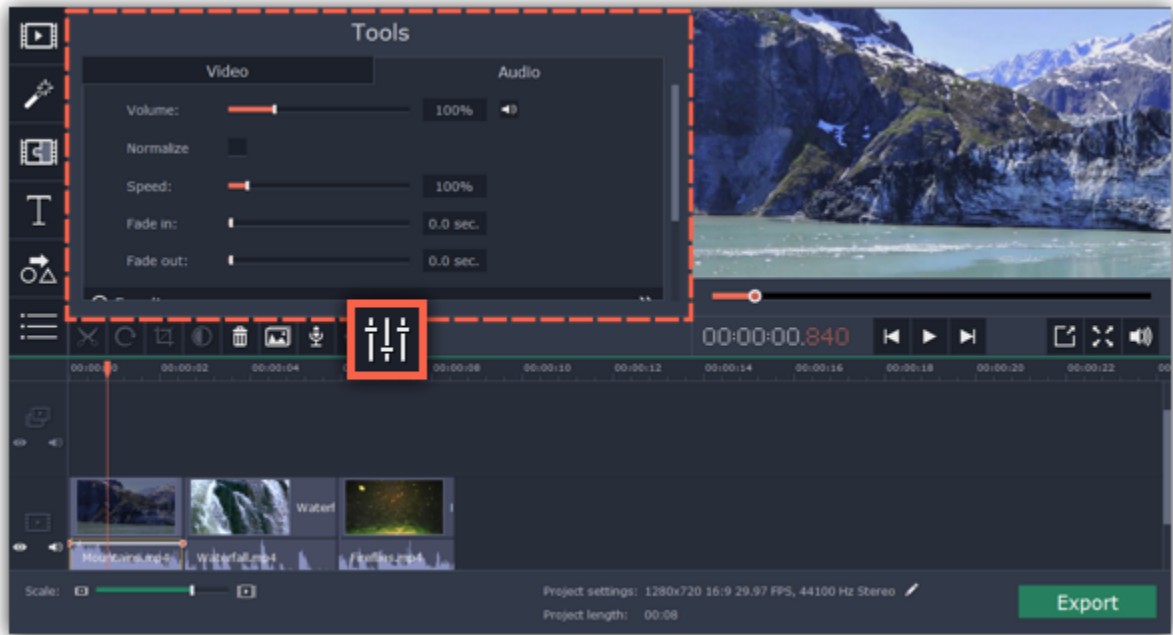


However, this affects only the closest parts of the curve. To get more control over the behavior of the curve, create more volume points. This way, only the adjacent parts will be adjusted, leaving the rest of the curve as it was.



Audio properties

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



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

Volume — Sets the volume of the clip.

Normalize — Makes the quiet parts louder.

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

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

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

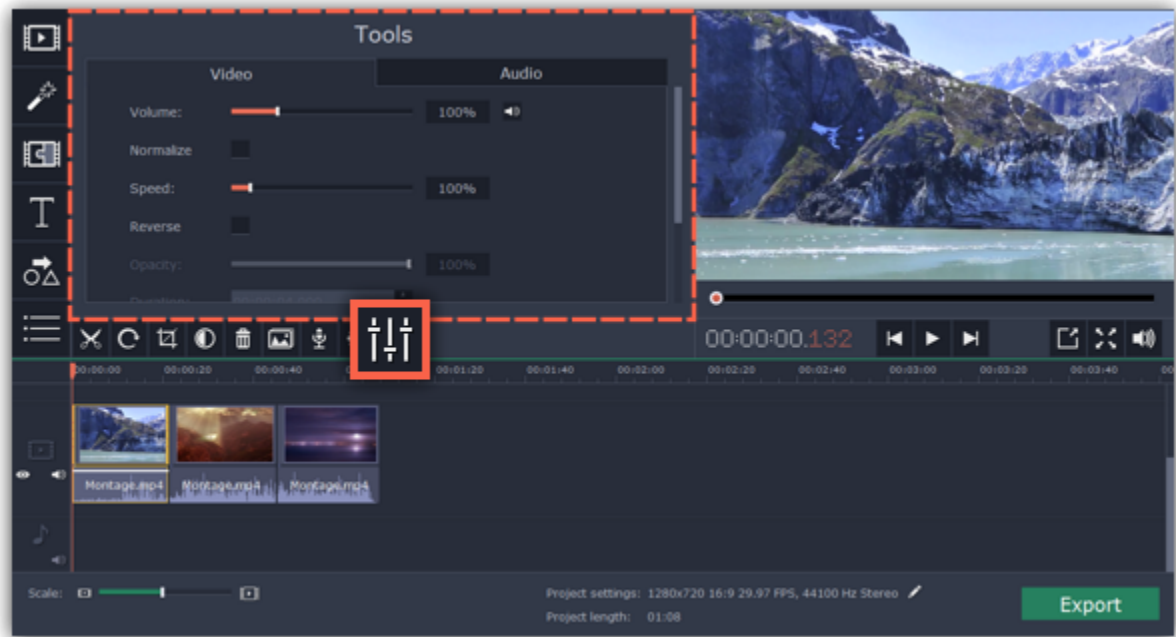
See also:
[Video properties](#)
[Equalizer](#)
[Volume curves](#)

Fading audio

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

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

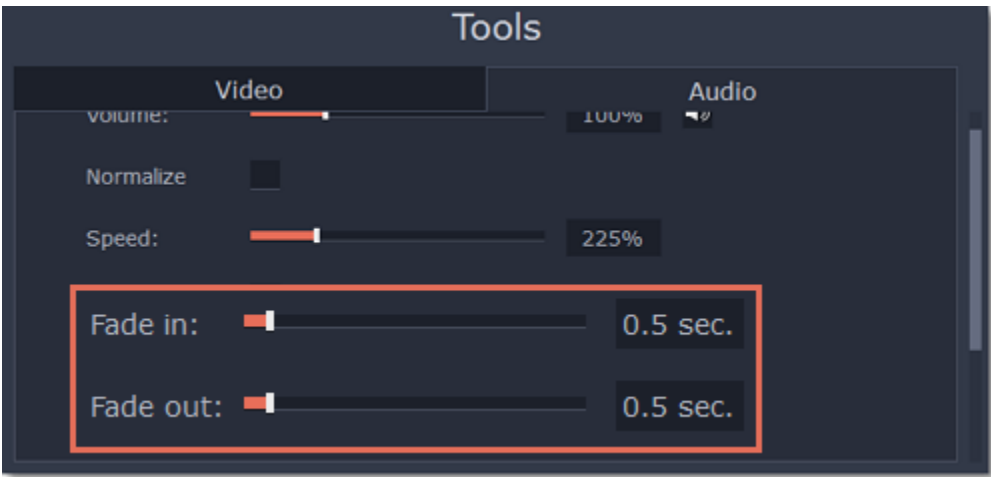
Step 2: Click the **Audio Properties** button on the toolbar. The clip properties will open in the Tools panel above.



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

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

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

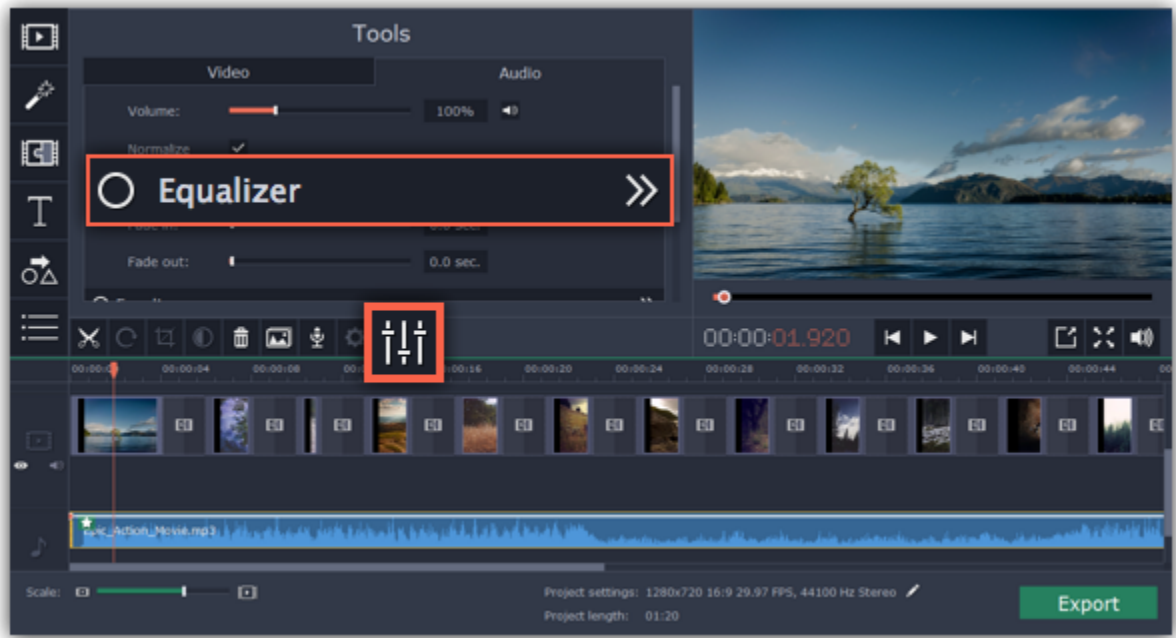


Equalizer

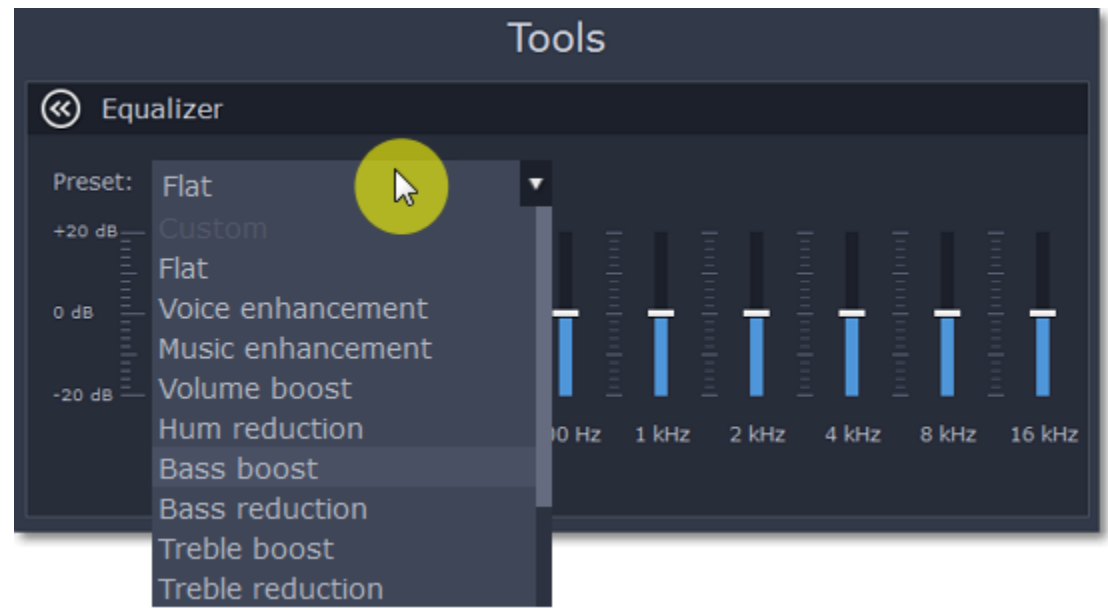
Using the equalizer, you can boost or reduce the levels of specific frequencies.

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

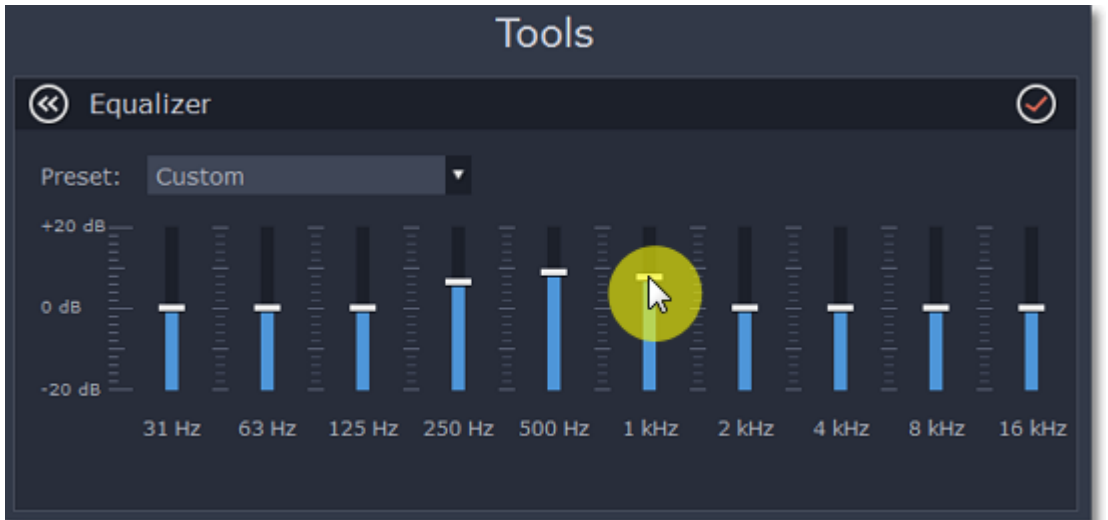
Step 2: Click the **Audio Properties** button on the toolbar to open the audio tools. There, scroll down in the audio tools and click **Equalizer**.



Step 3: Choose an equalizer preset (optional)



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

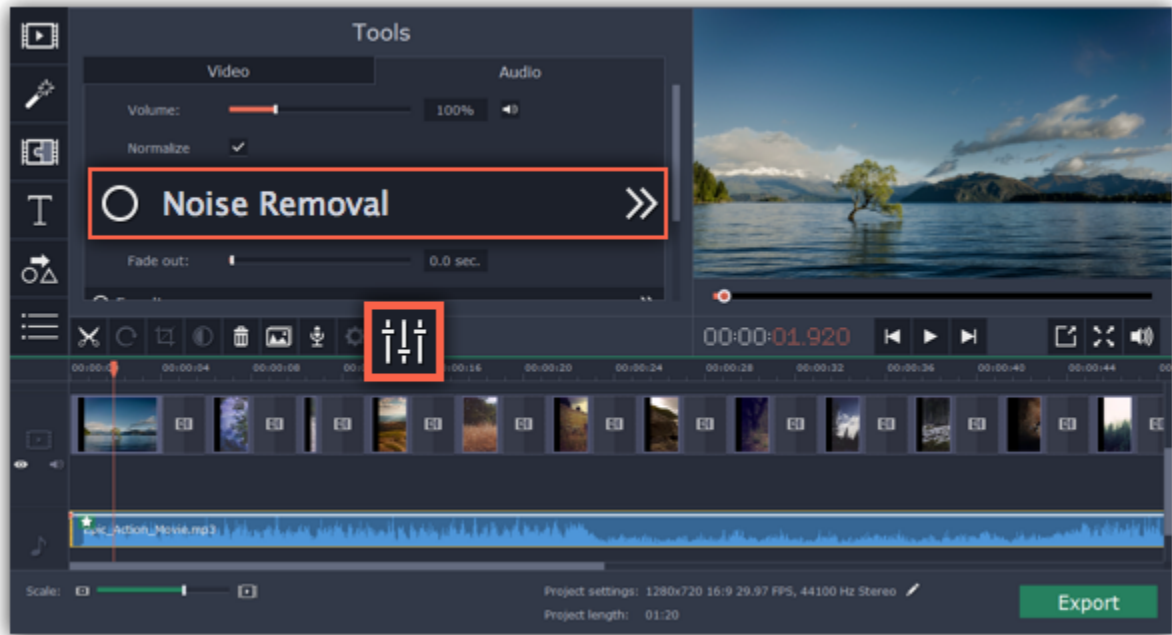


0

Noise removal

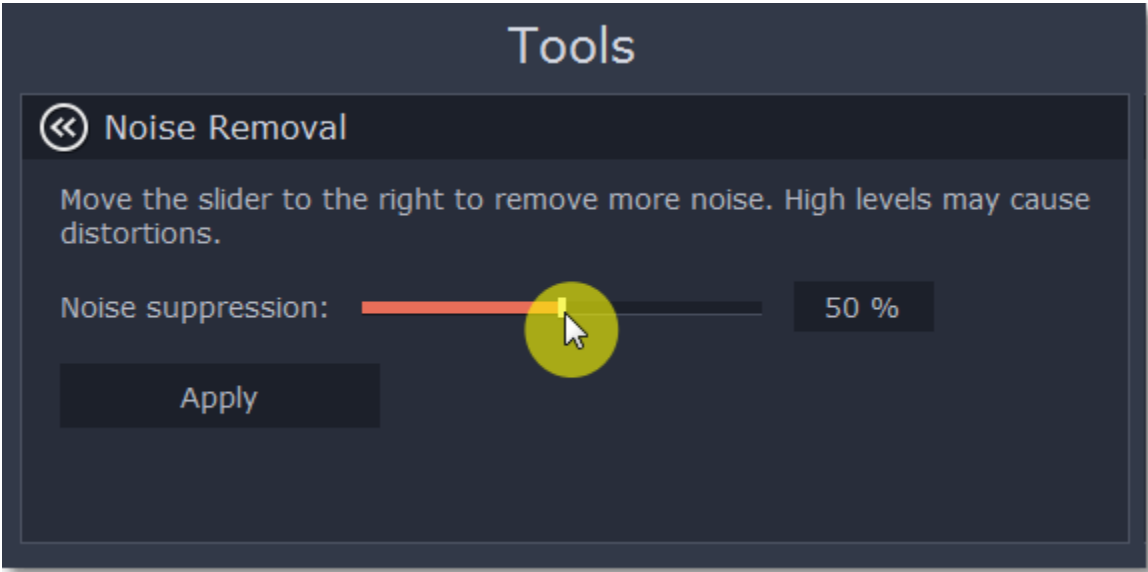
Step 1: Select the audio clip that you want to edit. This can also be a built-in audio clip on the video track.

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



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

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

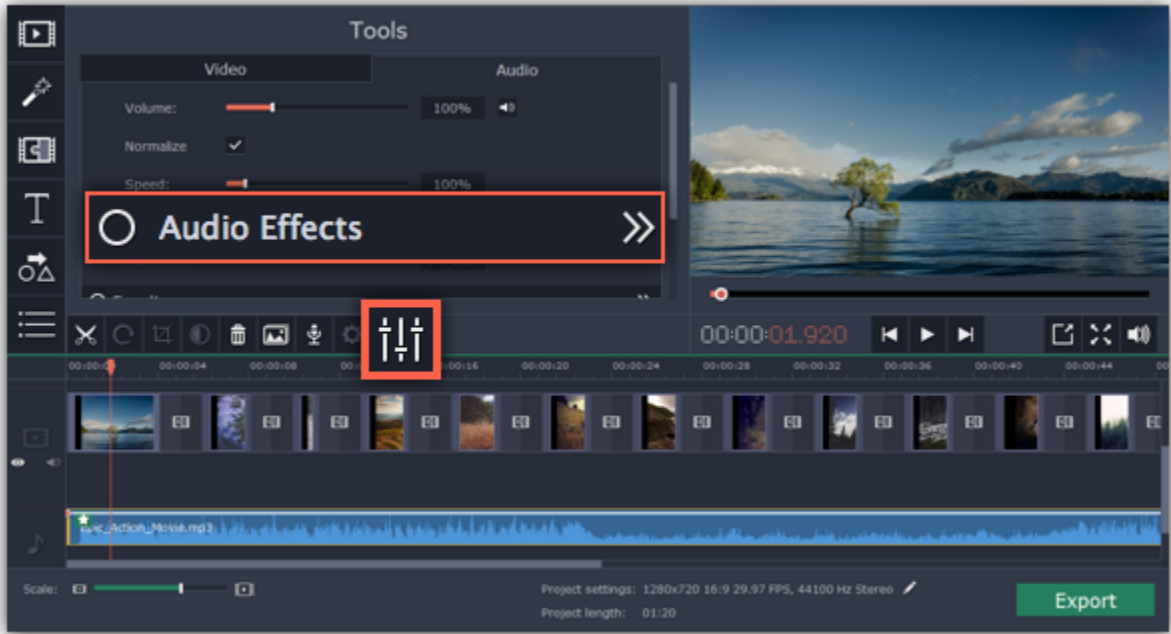


Audio effects

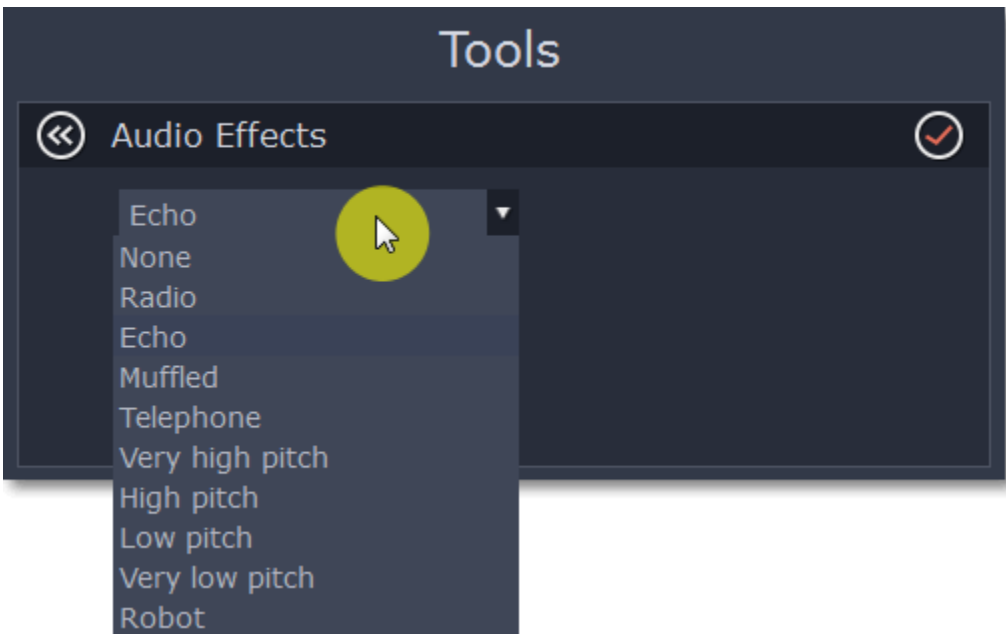
Audio effects can transform the sound of an audio clip.

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

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

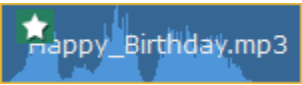


Step 3: Click the box in the **Audio Effects** section and choose an audio effect you like.

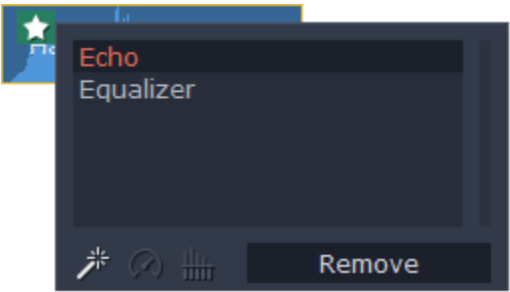


Removing effects

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



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



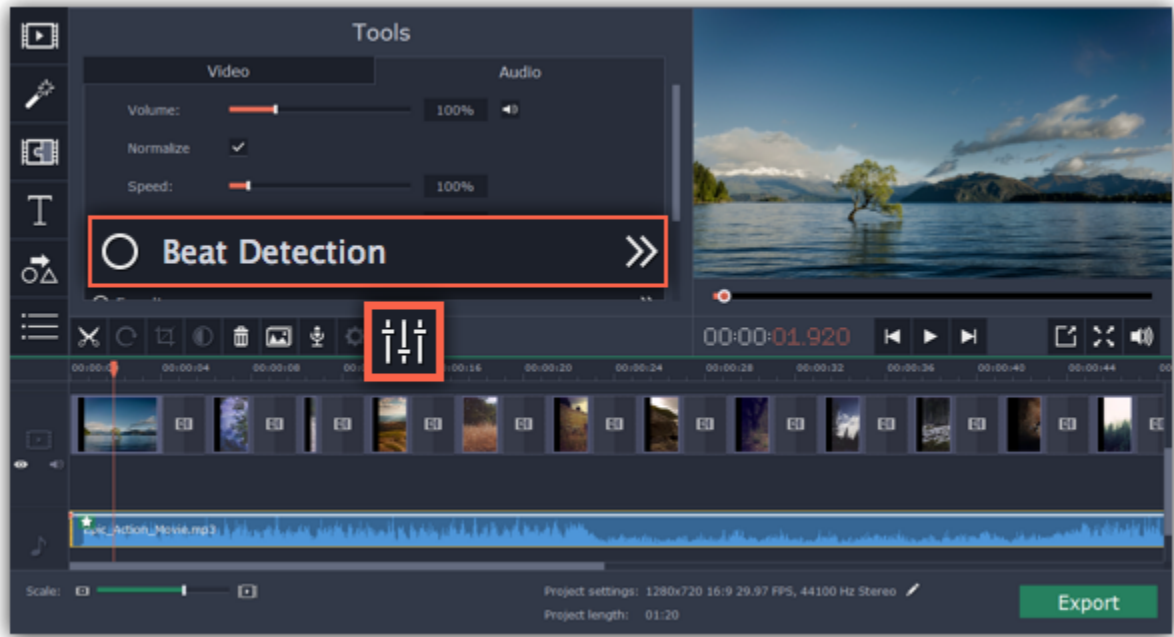
See also:
[Using sounds](#)
[Audio properties](#)

Beat detection

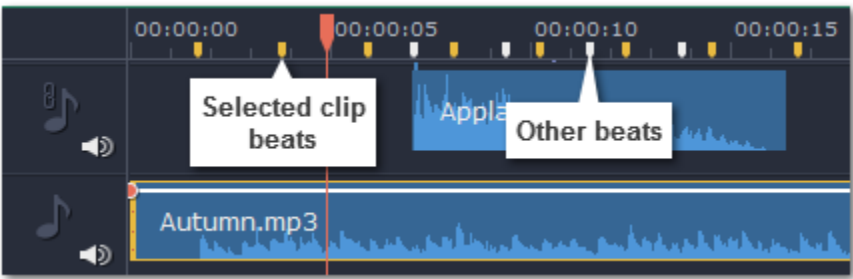
To make your movie or slideshow more dynamic, use the **Beat Detection** audio tool to mark audio beats on the Timeline and then adjust your movie to the beat of the music.

Step 1: On the Timeline, select the music that you want to detect beats for.

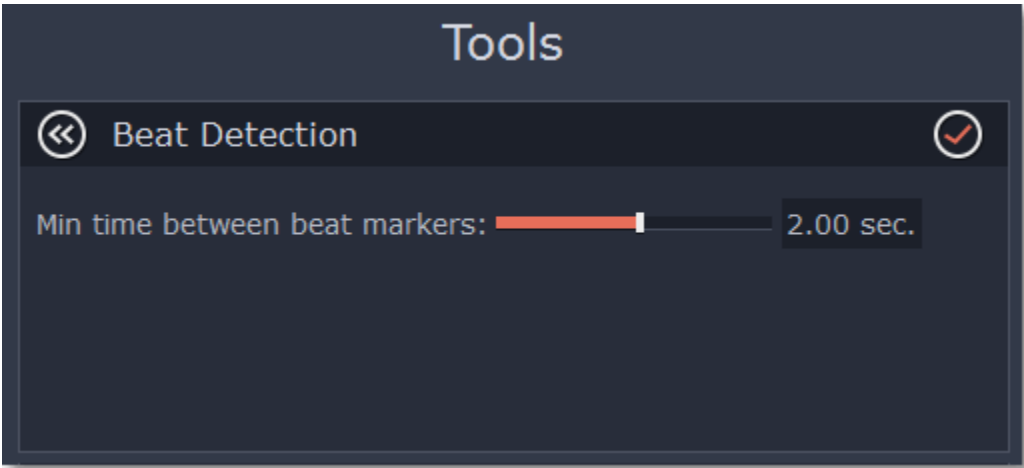
Step 2: Click the **Audio Properties** button to open the audio tools. Then, scroll down and click **Beat Detection**.



Step 3: In the Beat Detection tool, click **Detect Beats**. The program will analyze the music and place beat markers on the Timeline.



Step 4: (optional) After the beat markers have been placed, you can modify their tempo. Use the **Min time between beat markers** slider to make the beat slower or faster.



Step 5: Adjust your clips to the beat. When you trim or drag clips, they will now snap to the beat markers, making it easy to keep to the beat.

Removing beat markers

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

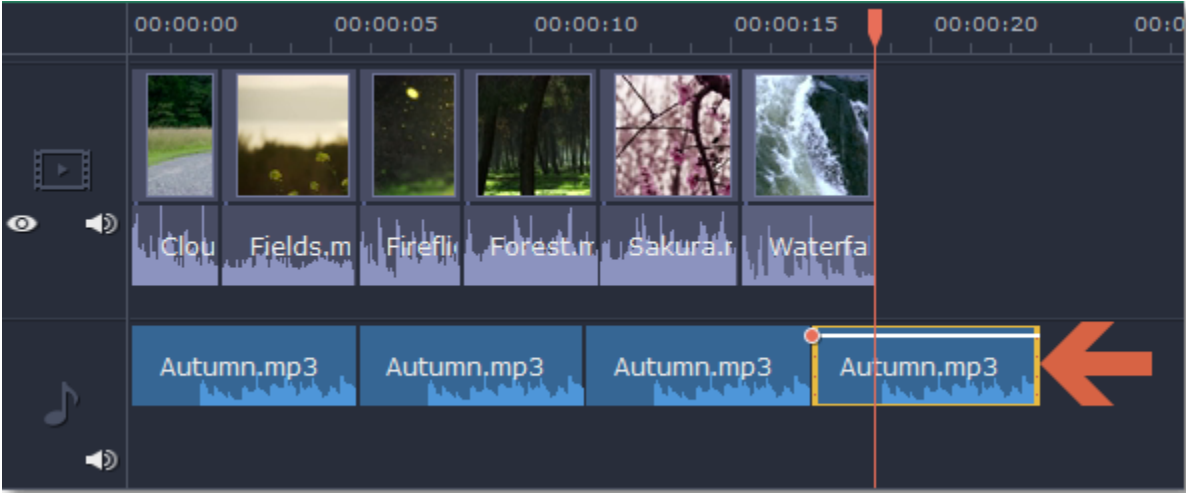
Looping audio

If the music file you've selected doesn't go all the way until the end of your slideshow, you can loop the audio and have the file play over again until the end of the video.

Step 1: Copy the audio clip. To do that, right-click the audio clip on the Timeline, and choose **Copy** from the pop-up menu, or use the Ctrl+C keys.

Step 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.

Step 3: Now, the audio track may be longer than the video track. To trim the audio, hold your mouse pointer over the right edge of the clip, and drag the edge to the left, until the end of the audio clip is right under the end of the video clip.



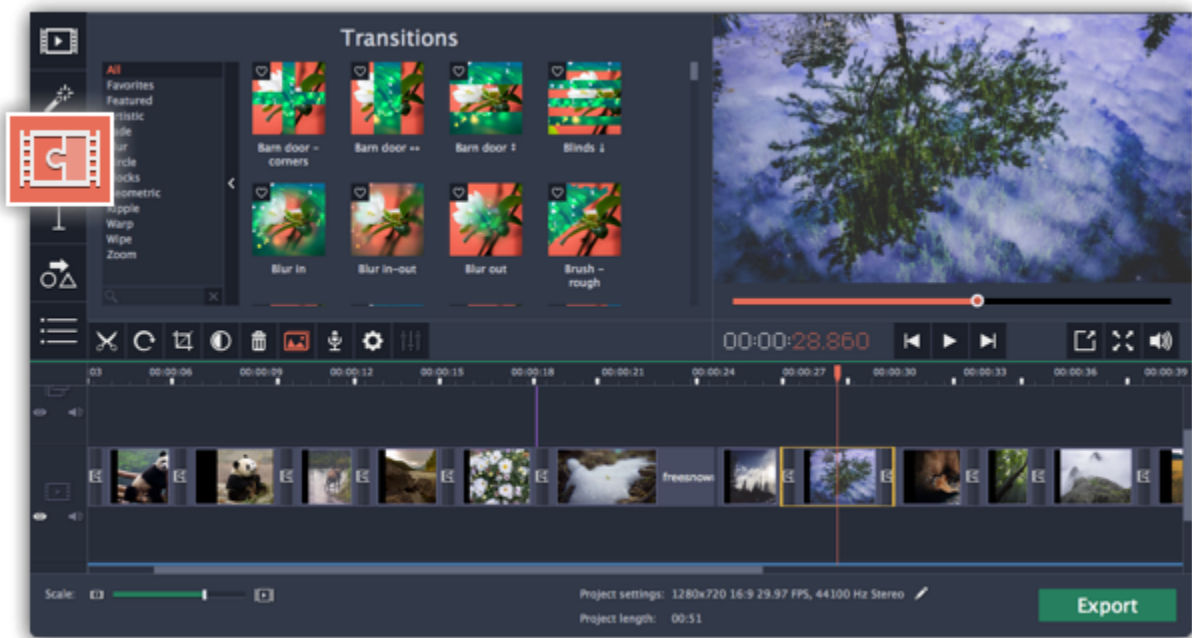
Hint: If you're using the [Slideshow Wizard](#), the audio is automatically trimmed or looped to fit your project.

Adding transitions

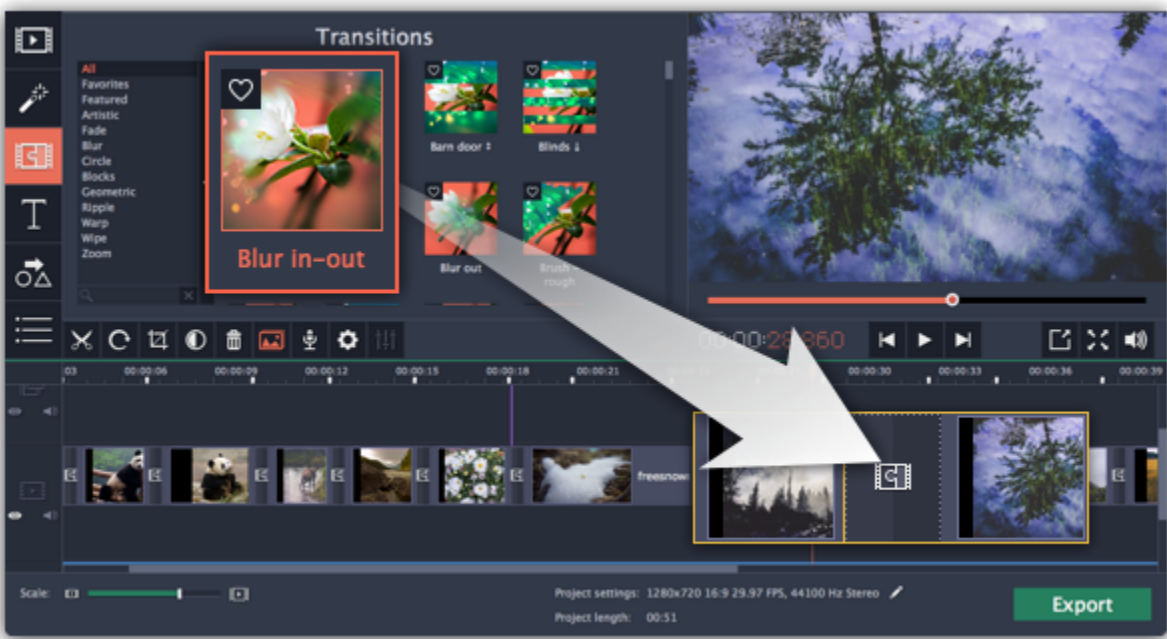
Transitions are short animations that use geometric shapes and transparency to connect two clips in a creative way.

Add a transition

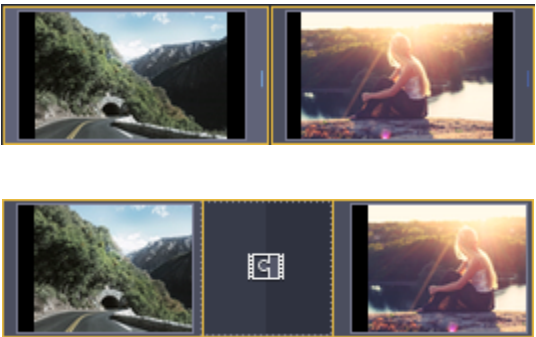
1. Click the **Transitions** button on the left sidebar to open the list of all transitions.



2. In the list of transitions, pick a style you like and drag-and-drop its icon between two clips on the Timeline.



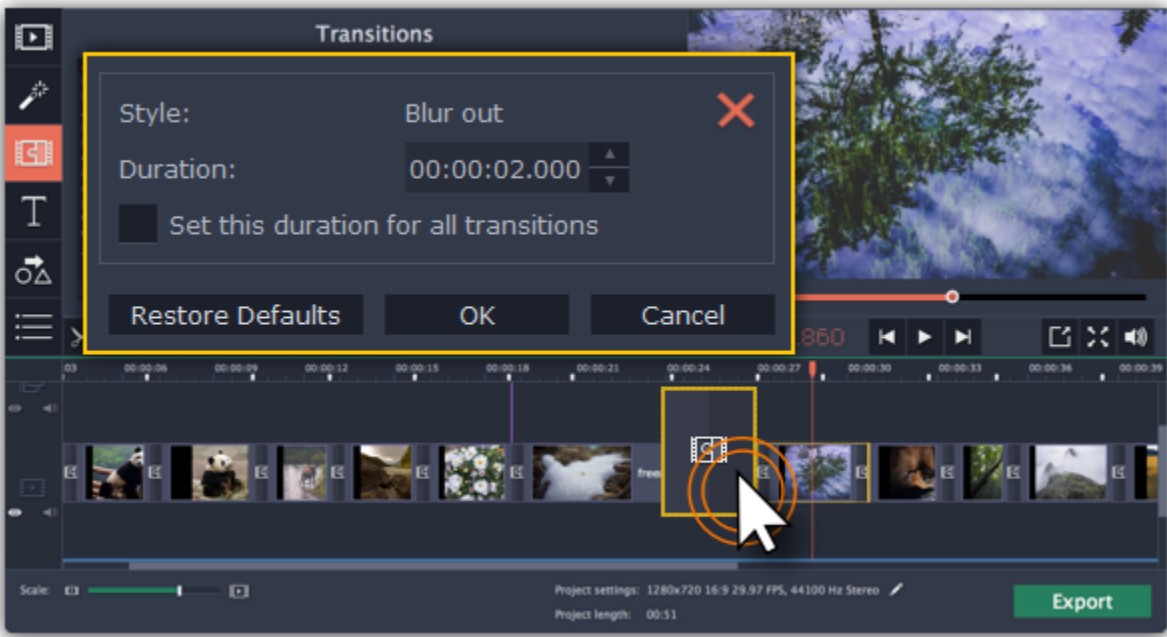
A transition icon will appear between the two clips.



Change transition length

By default, each transition will be set at 2 seconds long. To change the transition length:

1. Double-click a transition on the Timeline to open transition properties.
2. In the **Transition Properties** window, enter the new transition length in the **Duration** field. The format is *hours:minutes:seconds:milliseconds*. If you want all transitions that are currently in the project to have the same length, select the Set this duration for all transitions option.
3. Click **OK** to apply the changes.

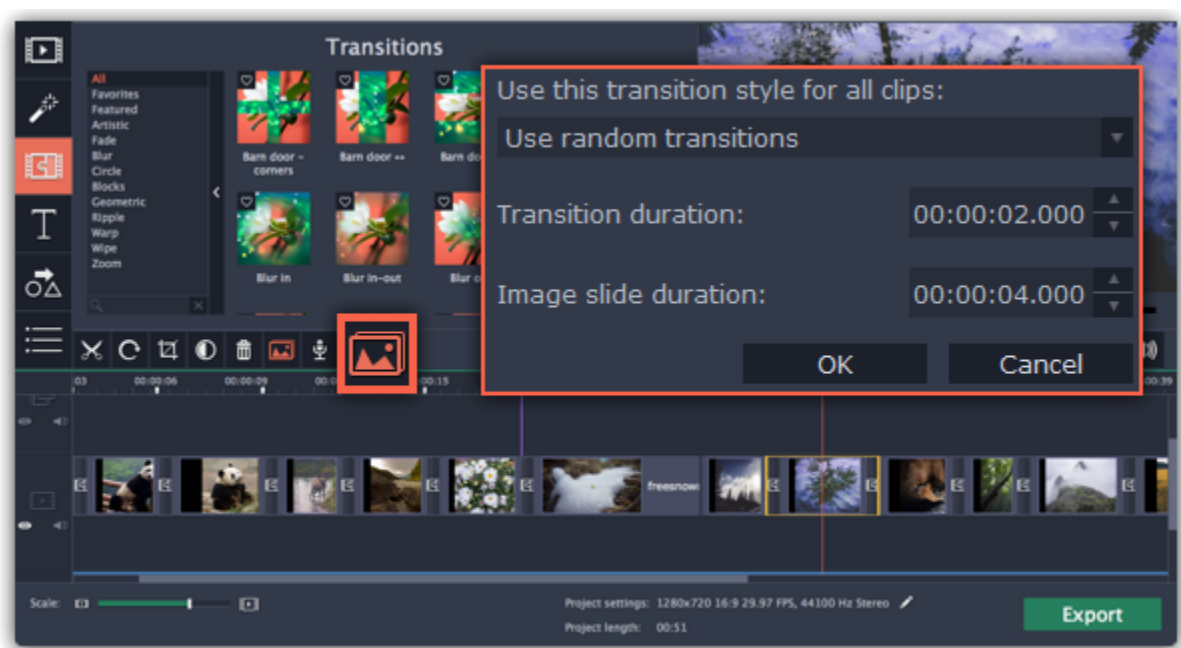


Add transitions to all clips

You can automatically add transitions between all clips in your movie in just a few steps:

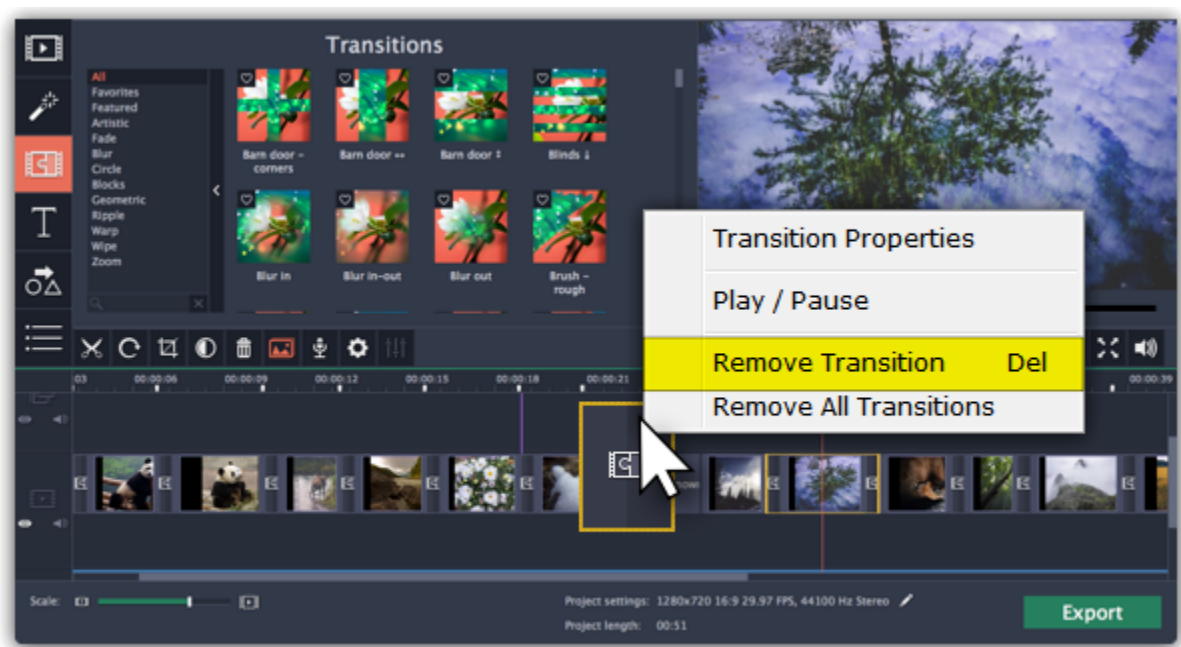
1. Click the slideshow button on the toolbar. The Create Slideshow dialog box will open.
2. In the **Create Slideshow** dialog box, select a transition style that you want to use for all clips. If you want to use different transitions, use the **Random Transitions** option in the list of transitions.
3. In the **Transition duration** box, enter the length that you want to set for all transitions. A transition cannot be longer than the shortest clip in your project.
4. Click **OK** to accept the changes.

[Creating Slideshows](#)



Remove a transition

To remove a transition from your movie or slideshow, right-click the transition on the Timeline and choose **Remove Transition** from the pop-up menu. If you want to delete all the transitions in your project, choose **Remove All Transitions**.

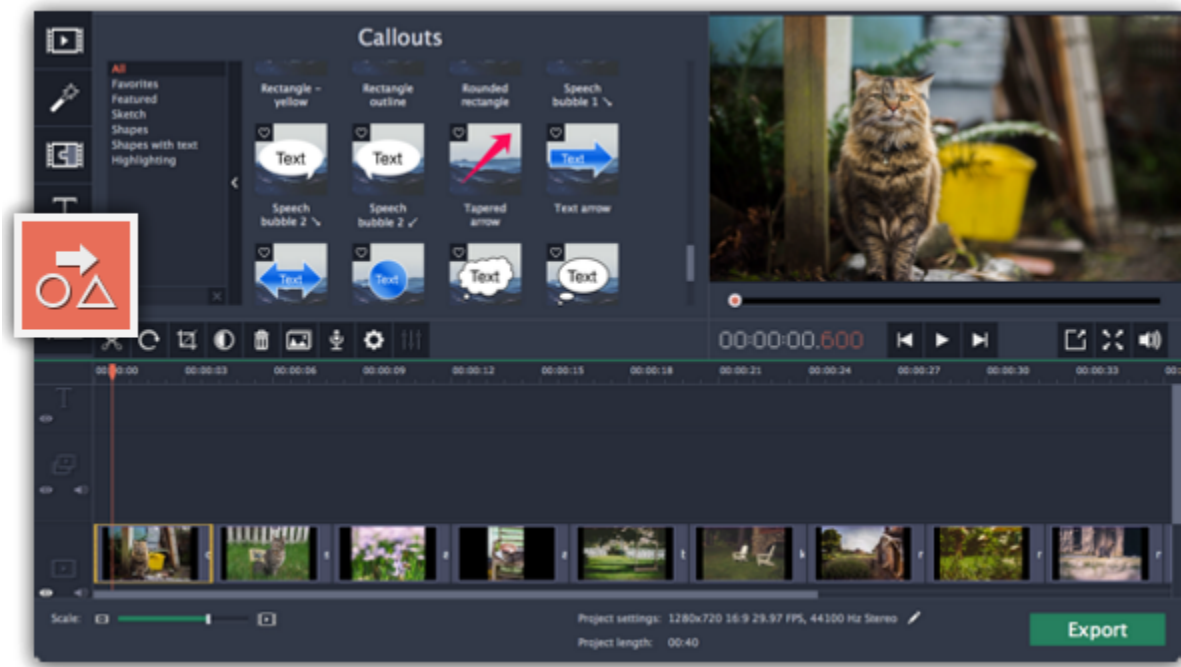


Adding titles

Adding text titles to your movie allows you to express your thoughts and supplement the audio with subtitles.

Step 1: Go to the Titles tab

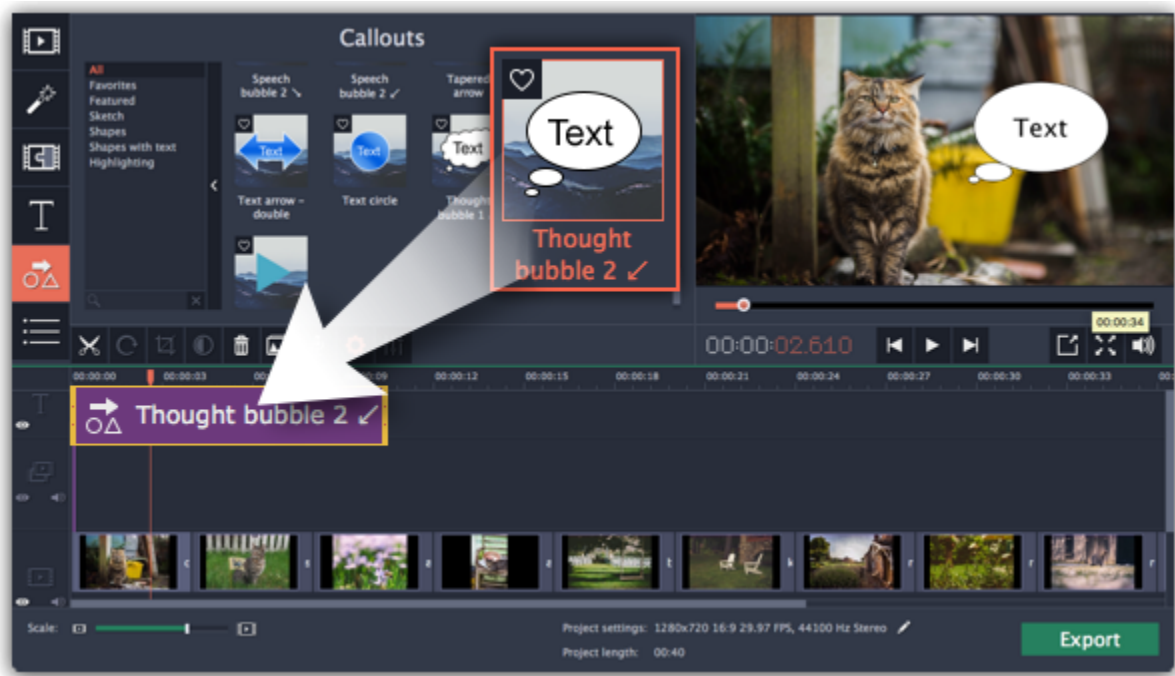
On the left-hand side of the window, click the **Titles** button to view the titles collection. Click on a title style's thumbnail to preview its looks in the player and choose the titles you want to use.



Step 2: Add a titles clip

To add titles to your project, pick a title style you like and drag its thumbnail onto the title track of the Timeline, right above the video track. A title track will appear above the video track: drop the titles here, onto the time where you want them to appear. The titles will appear as a purple ribbon on the Timeline.

The beginning of each title clip is linked to a corresponding video clip on the video track. This way, whenever you move or edit the video clip, its titles will always stay in sync.




If you already have a titles clip on the Timeline, you can add another clip onto the same timeframe to make them play simultaneously: simply place one title clip under another.



Step 3: Edit titles

When you've added a title clip, it will start out with the default text and looks. Double-click the title's ribbon on the Timeline to show editing options in the player.


Title clip properties

Click the cogwheel icon  at the top of the editing panel to see title clip properties. Here, you can change the **duration** of the titles and **animation speed** (how fast they will appear or disappear).

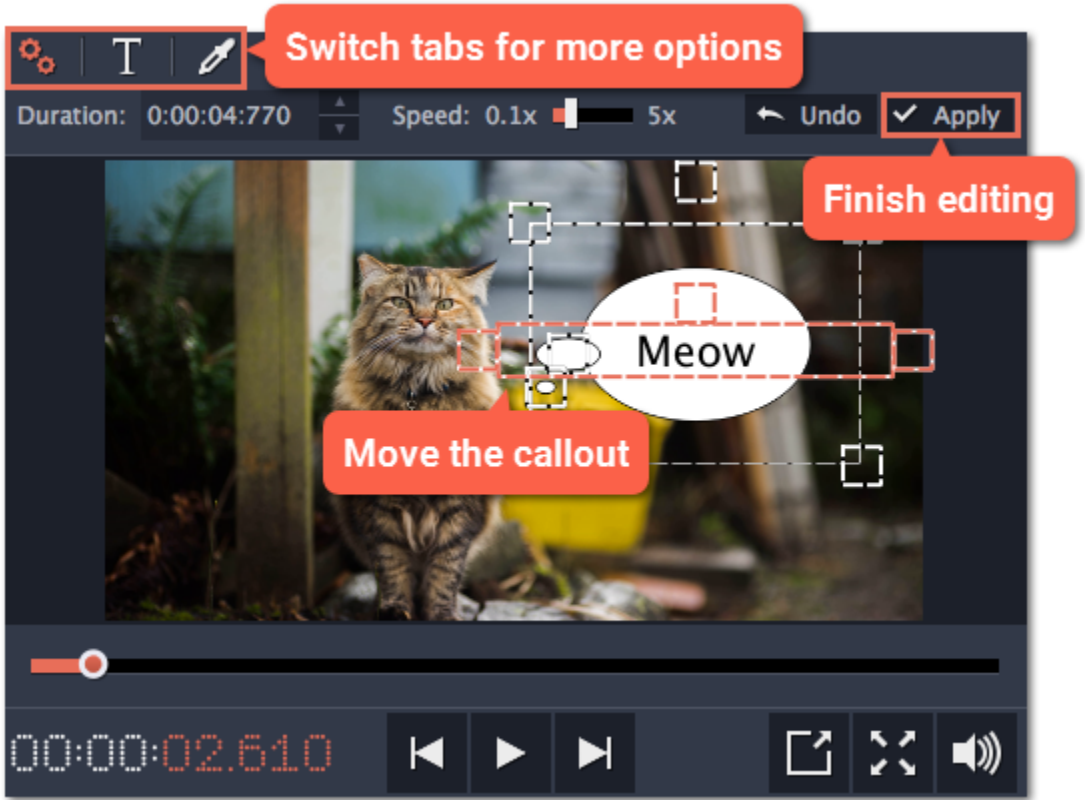
Editing text

1. In the preview, double-click on the text box you want to edit.
2. Enter the new text.
3. Click the **Font properties**  button and select the font style, size, and alignment options for the selected text.
4. Click the **Color properties**  button and choose a color for the text, and the outline's width and color.
5. Drag the text box to where you want to see it on the video.

Editing decoration elements

Some titles come with frames, ribbons, and other decorations. To change their color, select the decoration element you want to edit and click the **Color properties**  button. Then, click the **Decorations** color palette and choose the new color.

Finally, click **Apply** to exit editing mode.

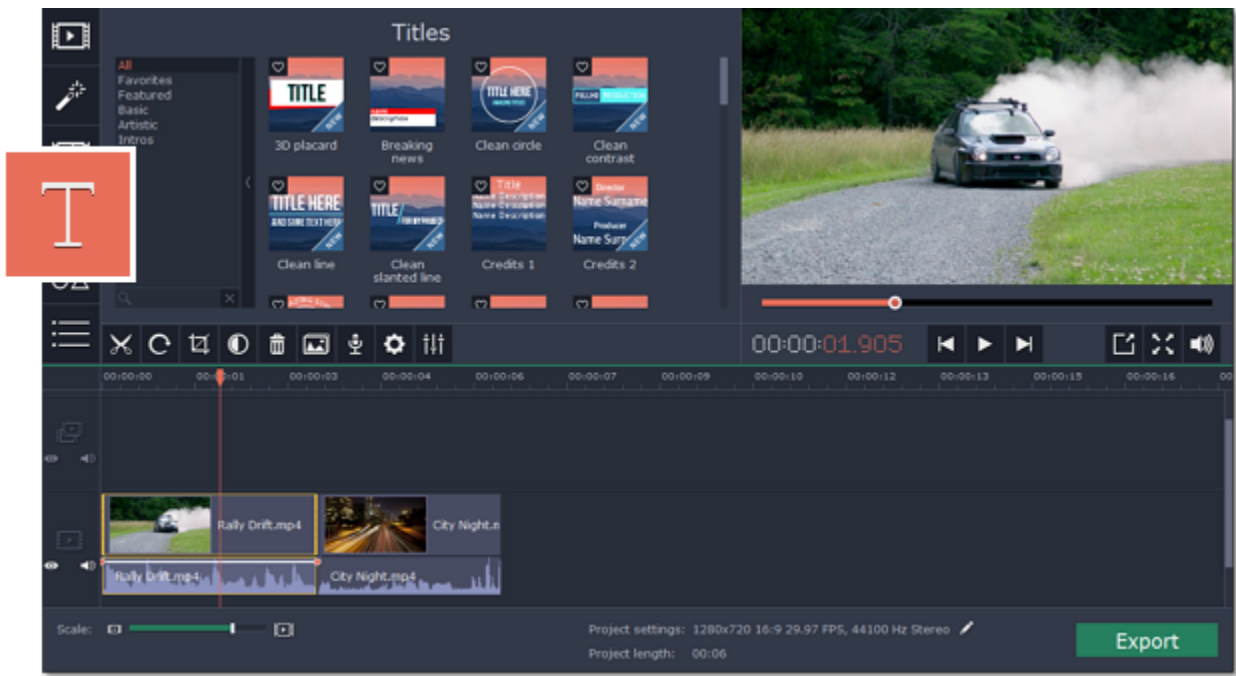


See also:
[Adding callouts](#)
[Adding a timer](#)
[Title and callout track](#)

Adding a timer

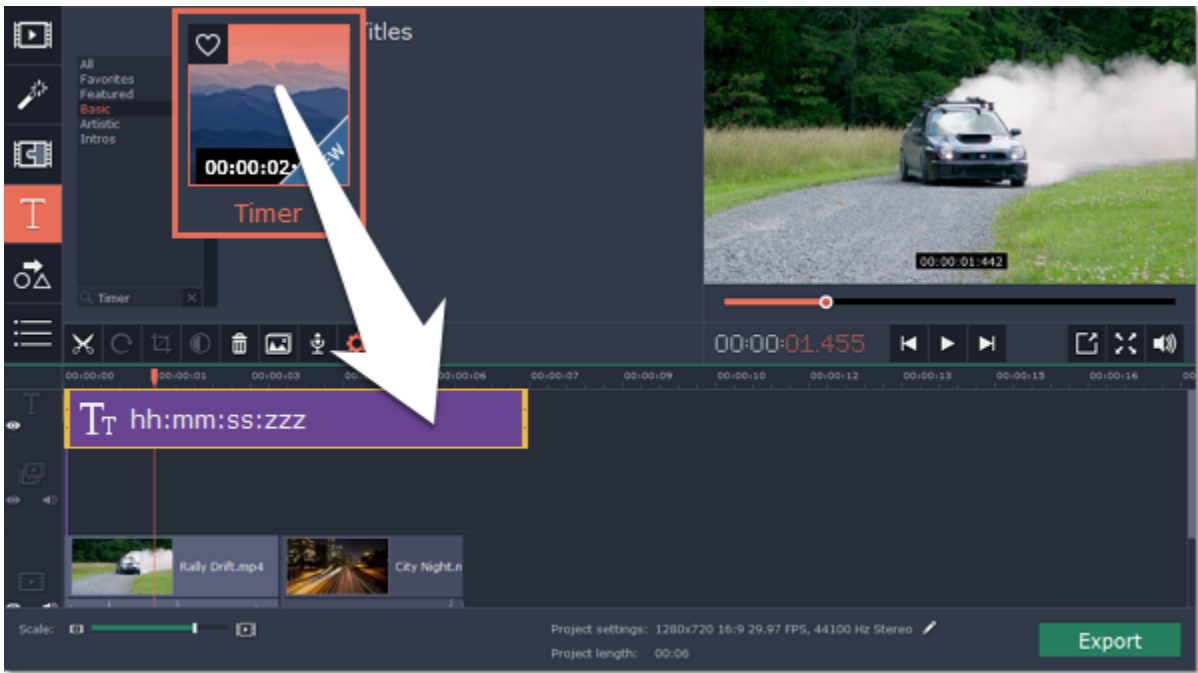
Step 1: Open the Titles tab

Click the **Titles** button on the left sidebar to open the list of available text styles.







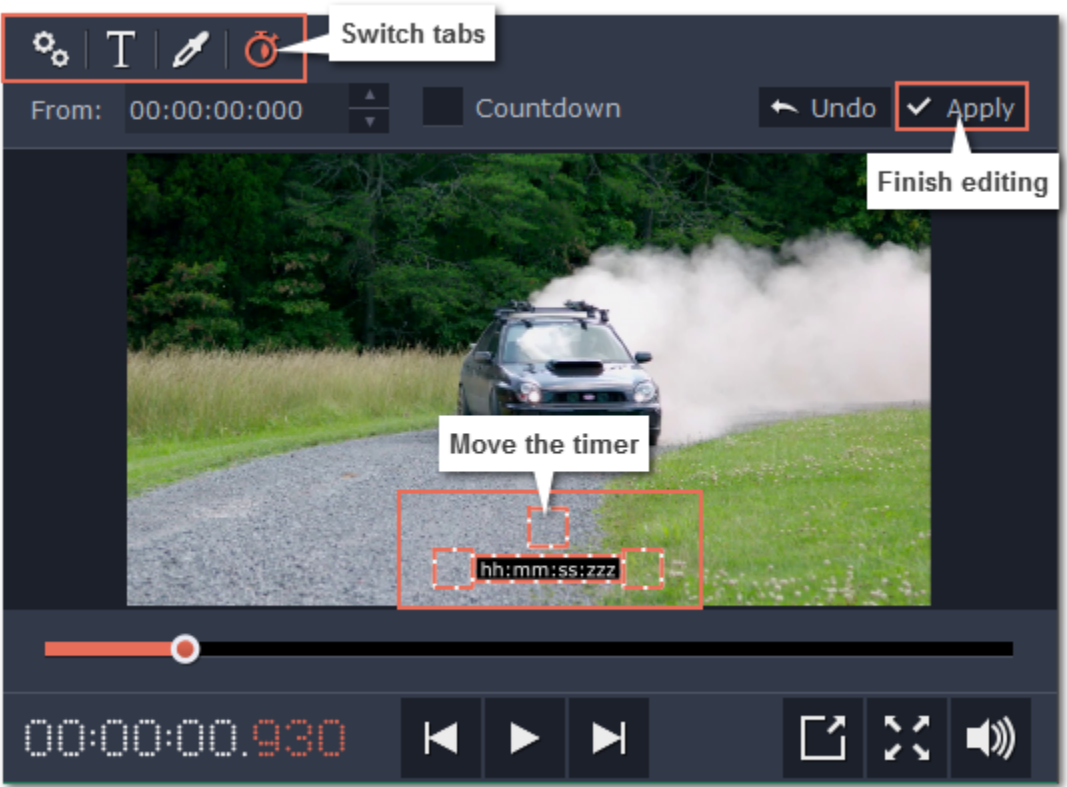
Step 2: Add Timer titles

1. Find the "Timer" title style. Use the search bar or click the **Basic** group to filter the styles.
2. Drag the Timer titles onto the title track of the Timeline. Move the clip along the Timeline until its beginning is where the titles should appear. To change the length of the timer, drag at the edges of the clip.



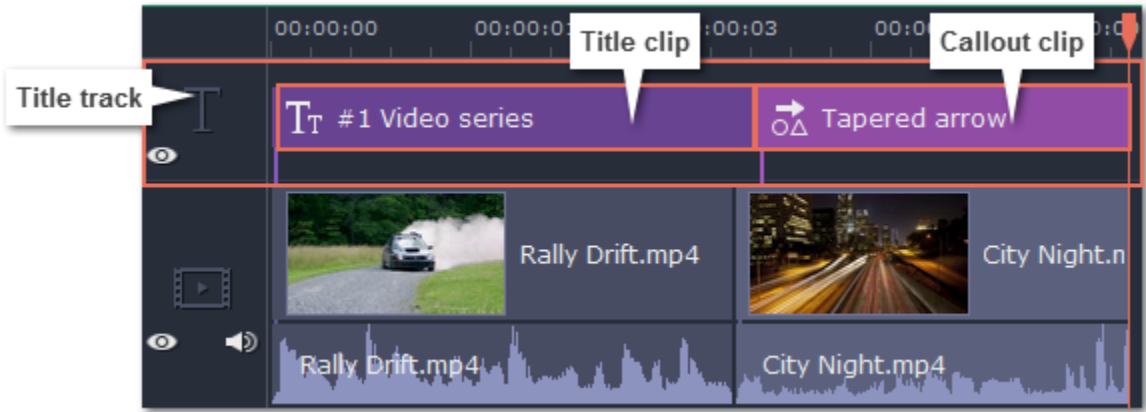
Step 3: Edit the timer

1. Double-click the timer clip on the Timeline to edit it. A properties panel will appear over the player.
2. On the Clip properties tab , set the **duration** and the **format** of the timer. The format determines which units of time are visible on the timer: hours (hh), minutes (mm), seconds (ss), and milliseconds (zzz).
3. On the Font properties tab , choose the font and style of the numbers.
4. On the Color properties tab , set the **color** of the numbers and the **background color**. To make the background transparent, click the background color square and set **Opacity** to 0%.
5. On the Timer tab , enter the starting time into the **From** box. If you want the timer to count backwards, select the **Countdown** option.
6. In the player, drag the Timer to the necessary location on screen.
7. Finally, click **Apply** to exit editing mode.



Title and callout track

Both titles and callouts appear on the Title track at the very top of the Timeline. Title and callout clips appear on the Timeline as purple ribbons. You can also place title clips on the main video track, if you want them to appear on a black background.



A clip's length and position relative to the Timeline ruler shows when the titles will appear on the video.

Time

To change when the titles appear, drag them along the Timeline and place the beginning of the ribbon at the time when the titles should appear.

Length

To change the duration of the titles, hold your mouse pointer over the left or right edge of the clip and drag it to change the length.

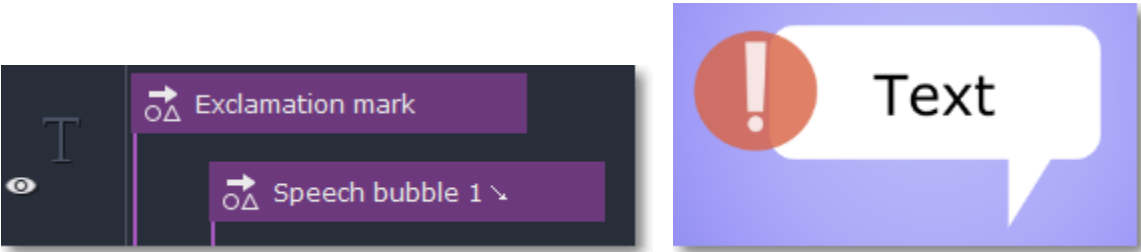
Title synchronization

Every title and callout clip is linked to a clip on the main video track. A purple line connects the title or callout clip and the video clip. This allows you to freely edit your videos without losing sync with the titles.

- When you move the main video clip, any connected titles or callouts will be moved with it.
- If you delete the main video clip, any connected titles or callouts will be deleted with it.
- If you split the main video clip, any connected titles or callouts will also be split in the same position.
- To link the titles or callouts to a different clip, drag the purple ribbon on the timeline over the clip you want to link it with.

Overlapping titles and callouts


You can play several titles and callouts simultaneously by overlapping them on the title track. Simply move one clip under another and they will both show on screen at the designated time. On screen, the clips will be layered in the same order as they are on the Timeline.



The exclamation mark icon covers a part of the text bubble because its clip is at the top of the Timeline.


Adding callouts

Using callouts, you can annotate your video with arrows, speech bubbles, icons, and other shapes.

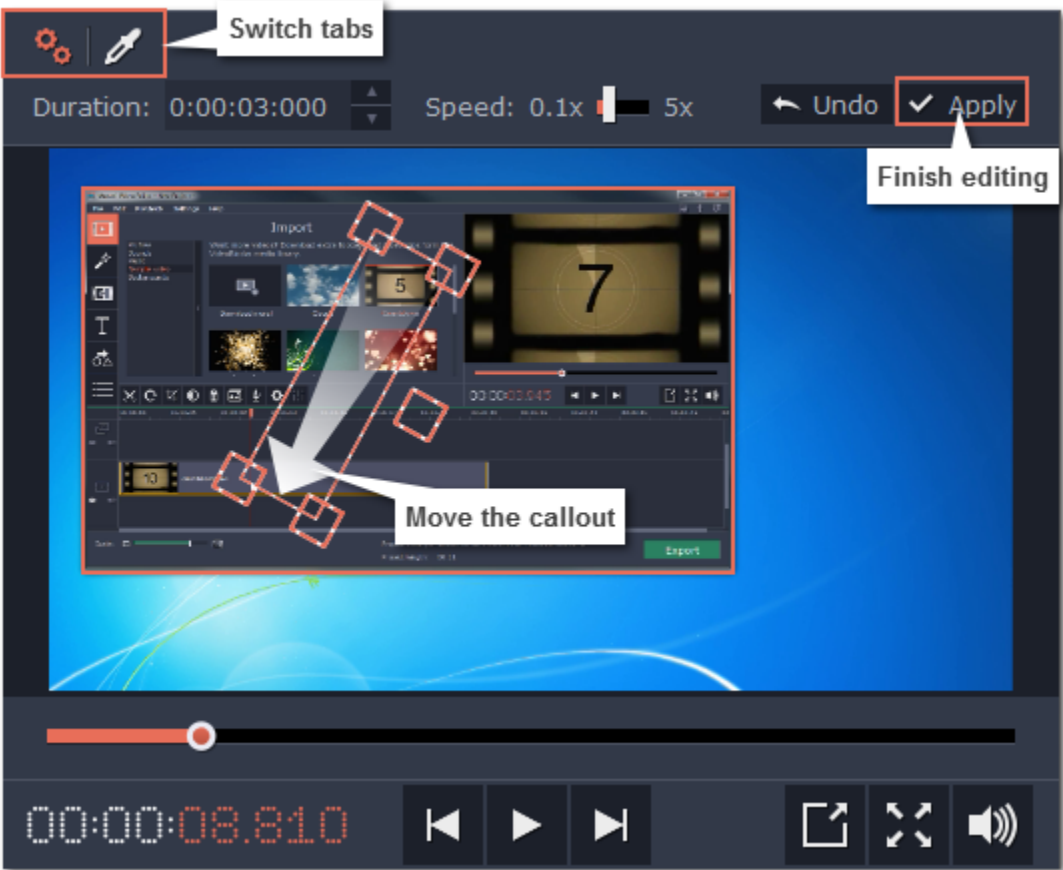
Click the Color properties icon  and choose the **color** and **outline** for the selected element.

Text

- If the callout has text, double-click on the text box and enter the new text.

- Click the Text properties icon  and choose the new **font**, **size** and **style** for the callout text.

When you're done, click **Apply** to accept the changes and exit editing mode.



See also:
[Title and callout track](#)
[Adding titles](#)

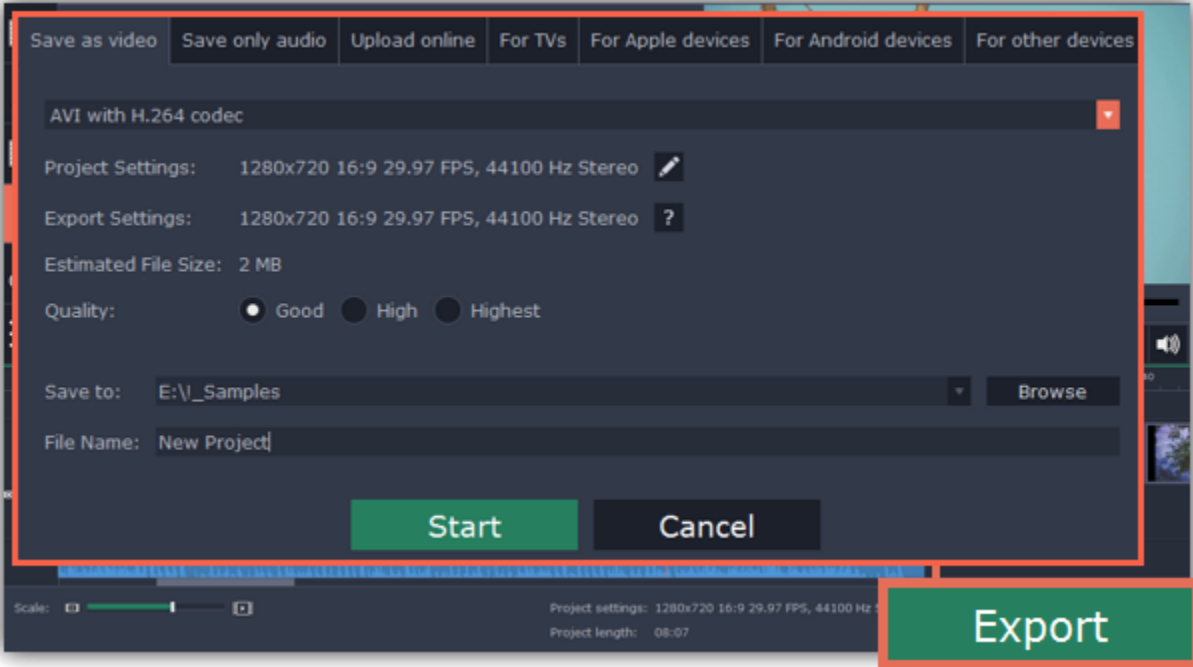
Exporting videos

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

- [Saving only audio](#)
- [Saving videos for devices](#)
- [Saving videos for TVs](#)
- [Uploading videos online](#)

Step 1: Open the Export window

To start saving the video, click the **Export** button in the bottom right-hand corner of the Editor. The export settings window will open.

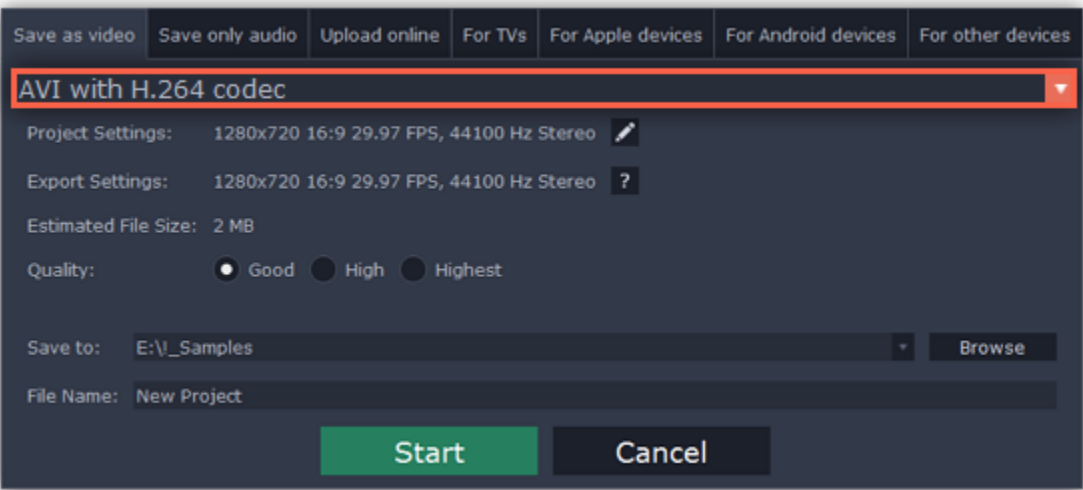


Step 2: Choose a format


Open the list at the top of the window and choose a format for saving the video in. Some formats allow you to choose which video codec you want to use, and some allow you to save 60 FPS video*.

*The video file will have a frame rate of 60 FPS only if the original video files used in the projects had a frame rate of 60 FPS and above.

If you don't know which format to choose, try using **MP4 with the H.264 codec**. The MP4 format is supported by most platforms and operating systems.

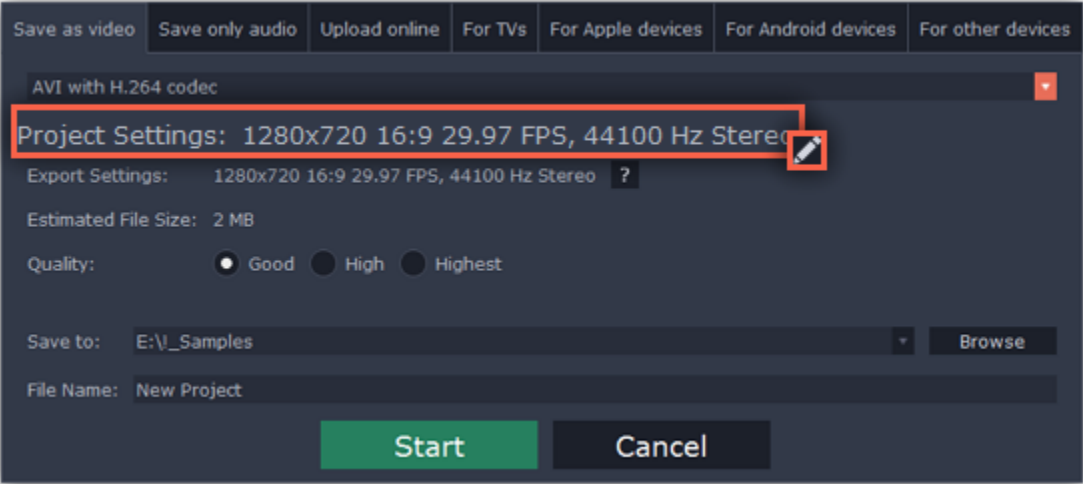


Step 3: Check your project settings

When saving standard video, the video will be exported with the same settings that were set for the project. This way, the output video will appear exactly as you've seen it in the preview area. If you want to change the resolution, aspect ratio, or other settings, click the pencil icon  to view and edit the project settings.

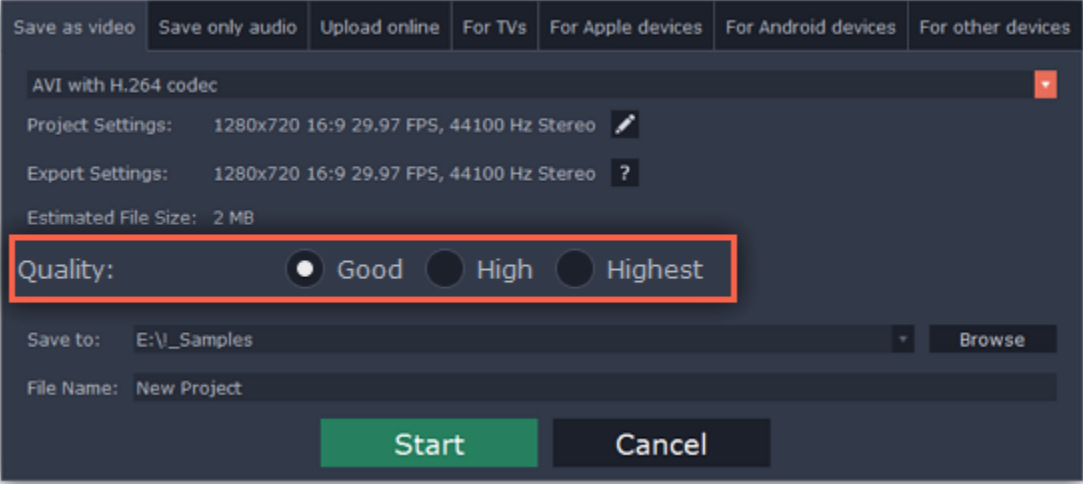
The **Estimated File Size** field shows how much disc space your file will require after saving. If the file size is too large, you can set a lower resolution in the [Project Settings](#). At lower resolutions, the file will be significantly smaller, however, the video will lose some quality due to the limitations of digital data compression. When changing resolutions, we recommend that you keep the same aspect ratio to avoid black bars around the video or other unwanted distortions.

[Learn more about project settings](#)



Step 4: Select quality (optional)

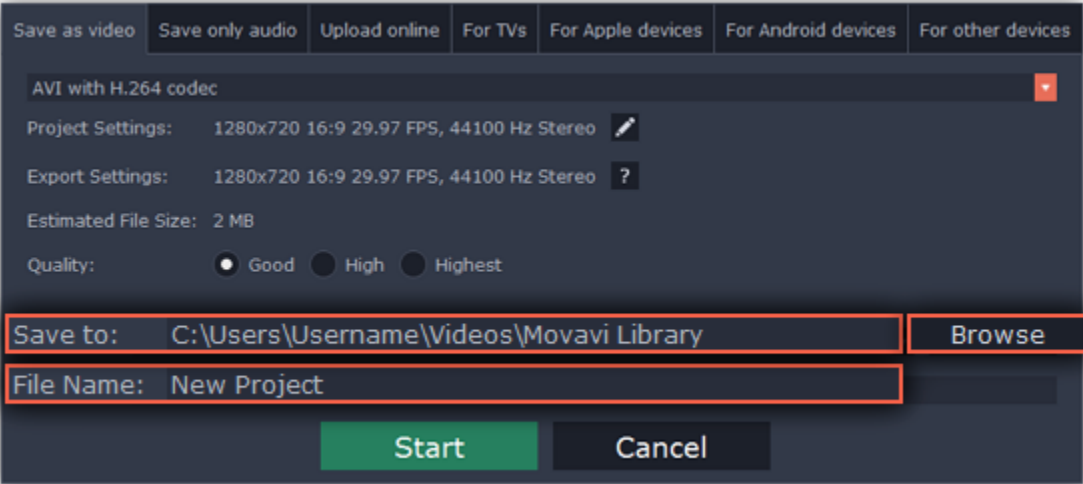
If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result at a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



Step 5: Choose a destination folder

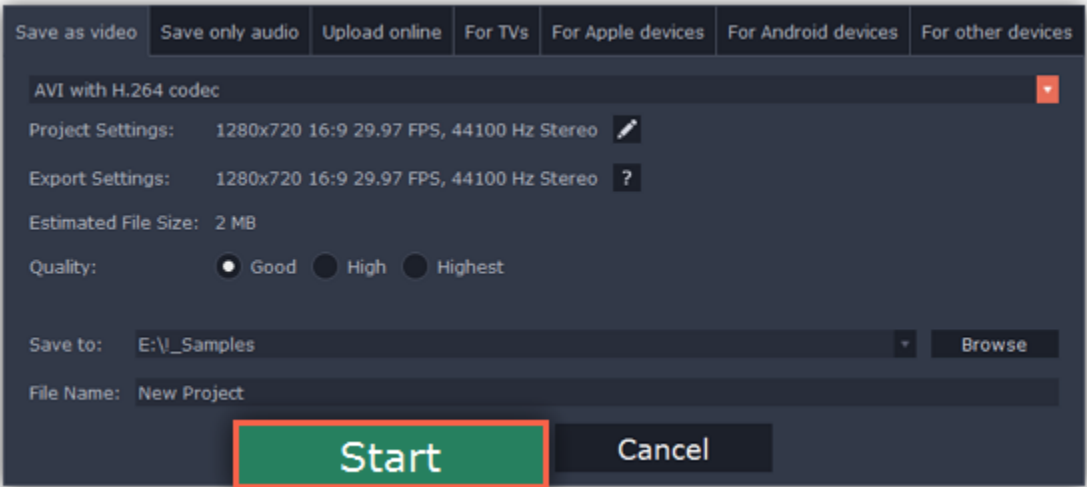
Name your file and choose a destination folder.

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



Step 6: Start exporting

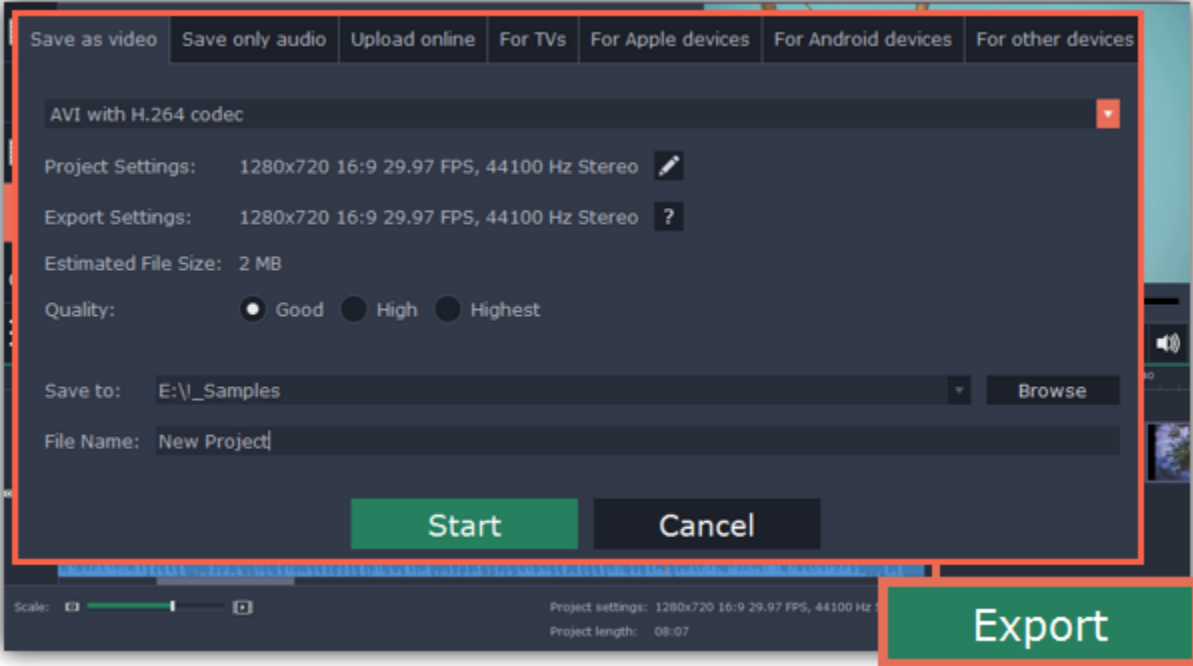
Click the **Start** button to begin processing the video file. This may take up to a few minutes.



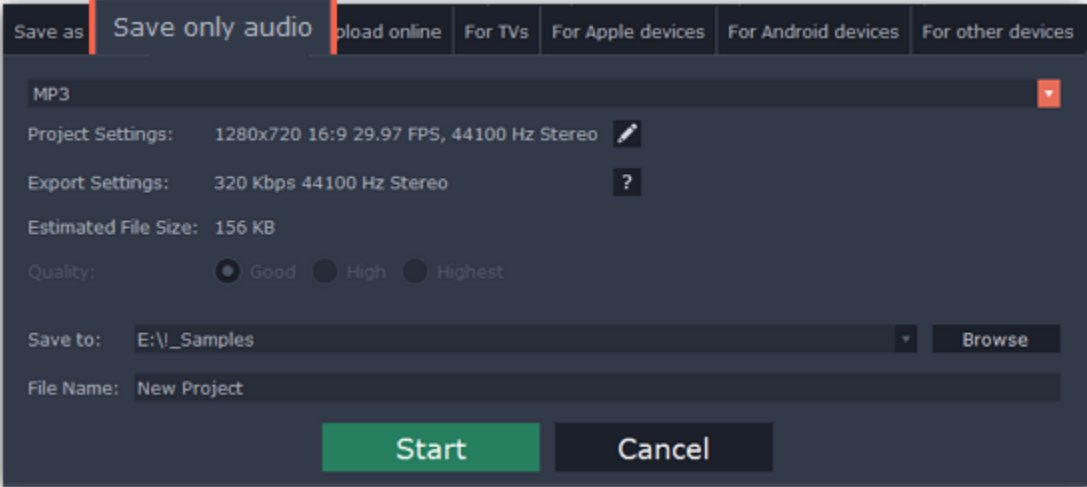
Export only audio

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

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



Step 2: At the top of the Export window you will find a number of tabs. Click on the **Save Only Audio** tab.



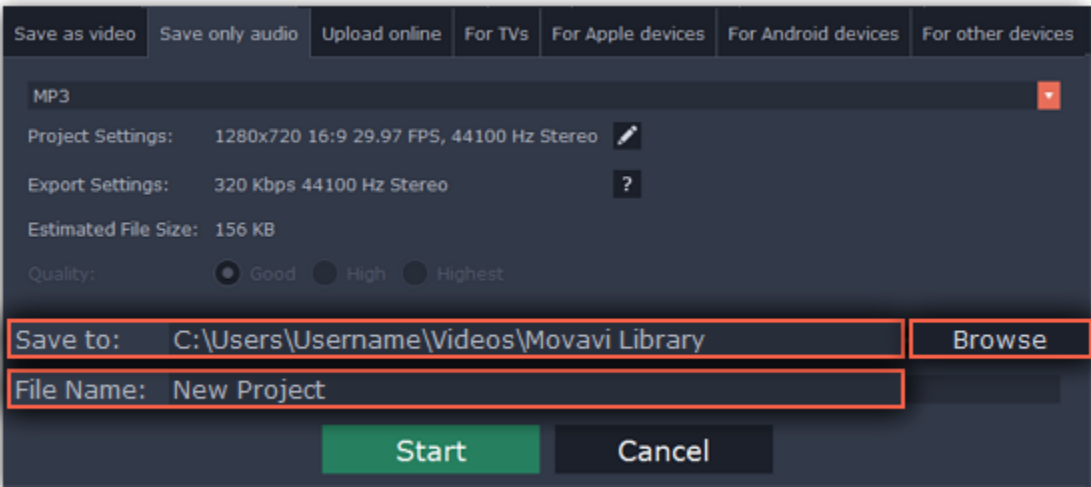
Step 3: Open the list at the top of the tab and select the format you'd like to save the audio in.

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

When saving audio from your project, the audio file will retain the same sample rate and channel settings as you have set for your project. The audio bitrate will be determined from the quality of the original files and from the maximum bitrate for the selected format (for example, MP3 is limited to 320 Kbps, while FLAC bitrate is not limited).

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

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

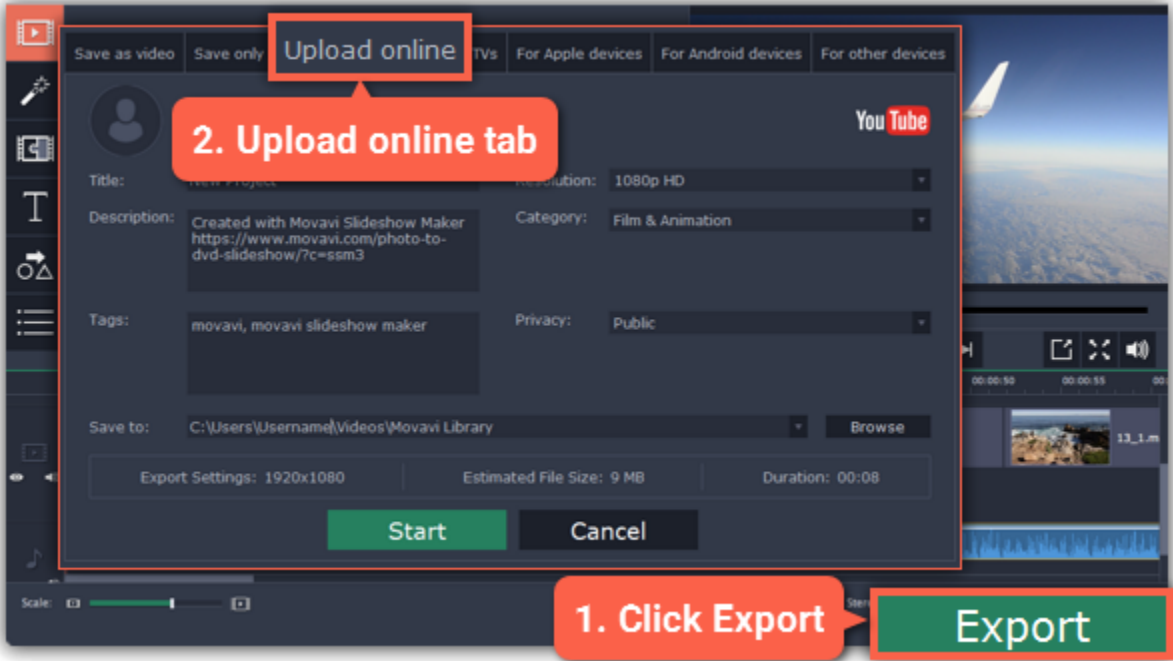


Uploading videos online

After you finish your video, you can share it to YouTube right from the export window.

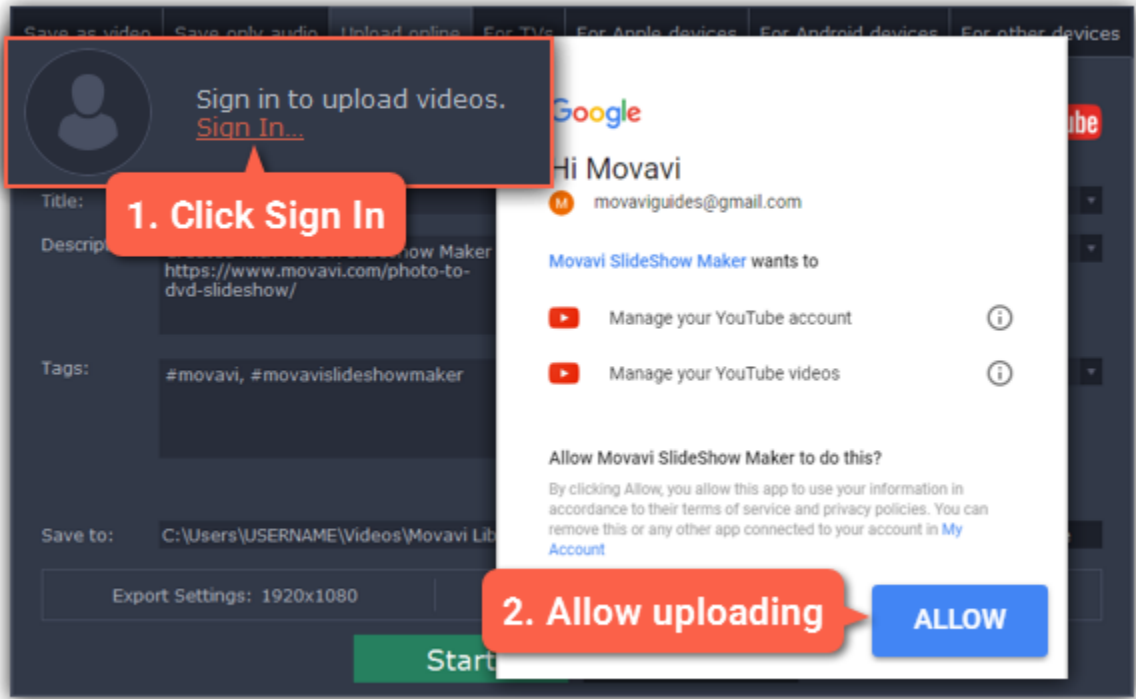
Step 1: Open the Export window

1. Click the **Export** button to open the exporting window.
2. Switch to the **Upload online** tab.



Step 2: Sign in to your account

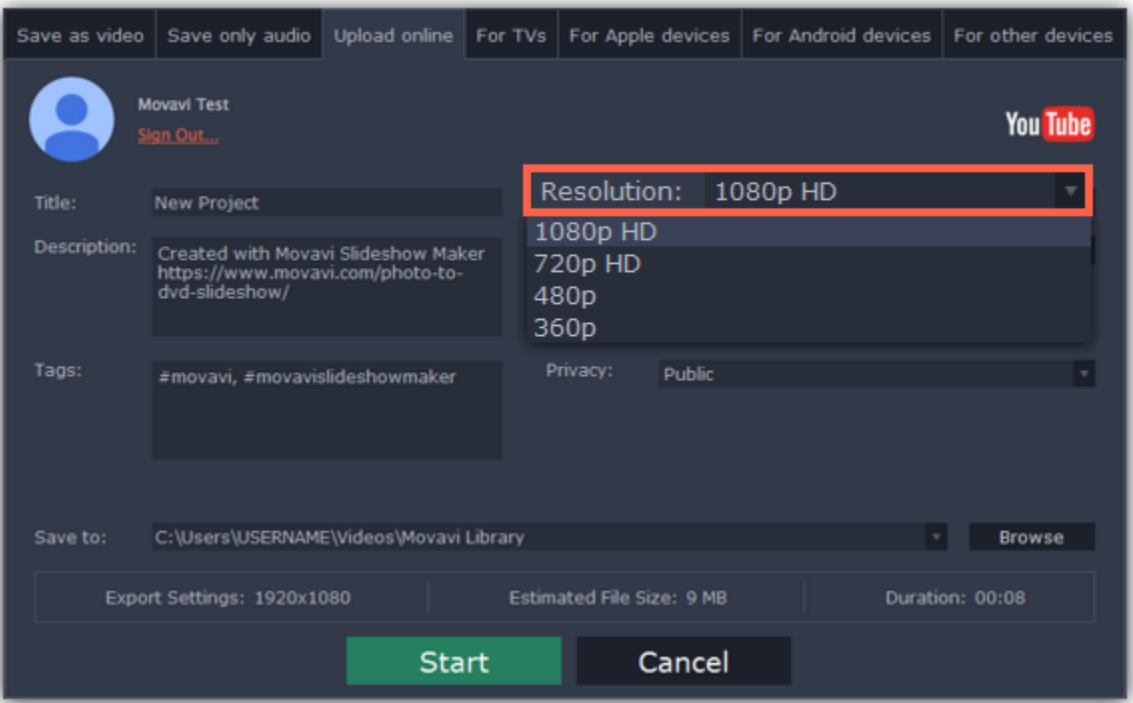
1. Click **Sign in**. The authentication page will open in your browser.
2. Sign in to your account and click **Allow** to let Movavi Slideshow Maker upload videos.



Step 3: Choose a resolution

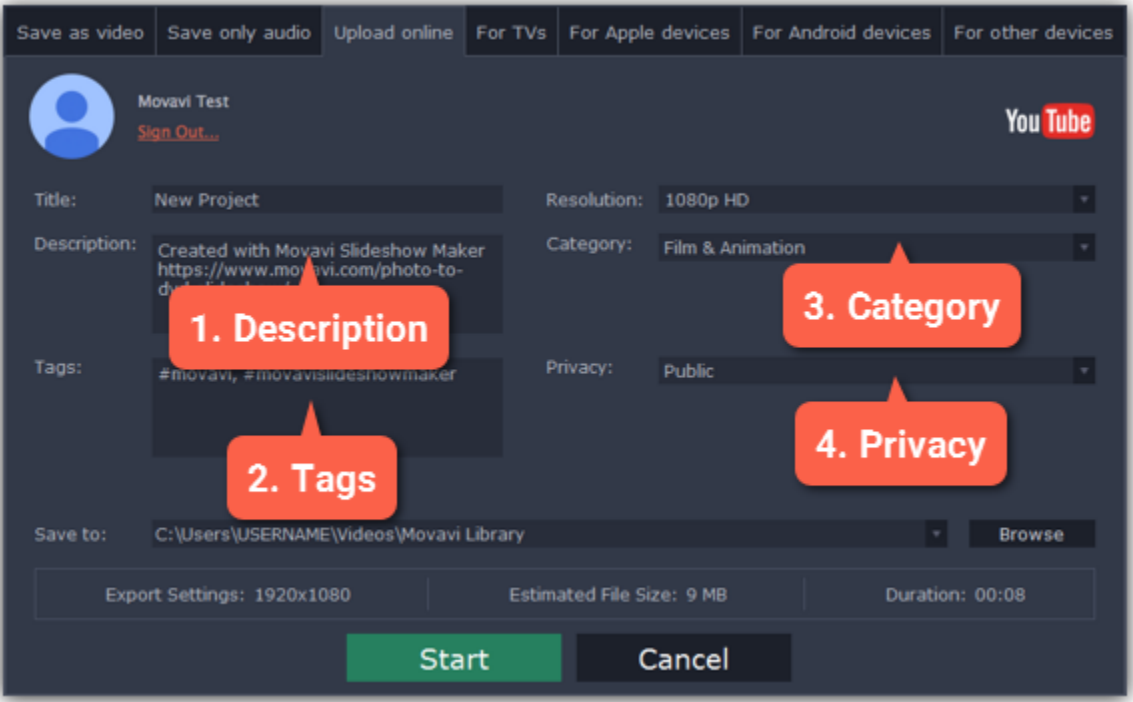
In the Export window, open the **Resolution** list and choose a resolution that suits your project.

- For best results, choose a resolution that is equal to or less than the height of your project. You can find the resolution of the project at the bottom of the main window, next to **Project settings**. For example, if your project is 1280x720, choose the 720p resolution.
- This resolution will be the highest available quality available for your video. Lower resolutions will be generated automatically by the website.



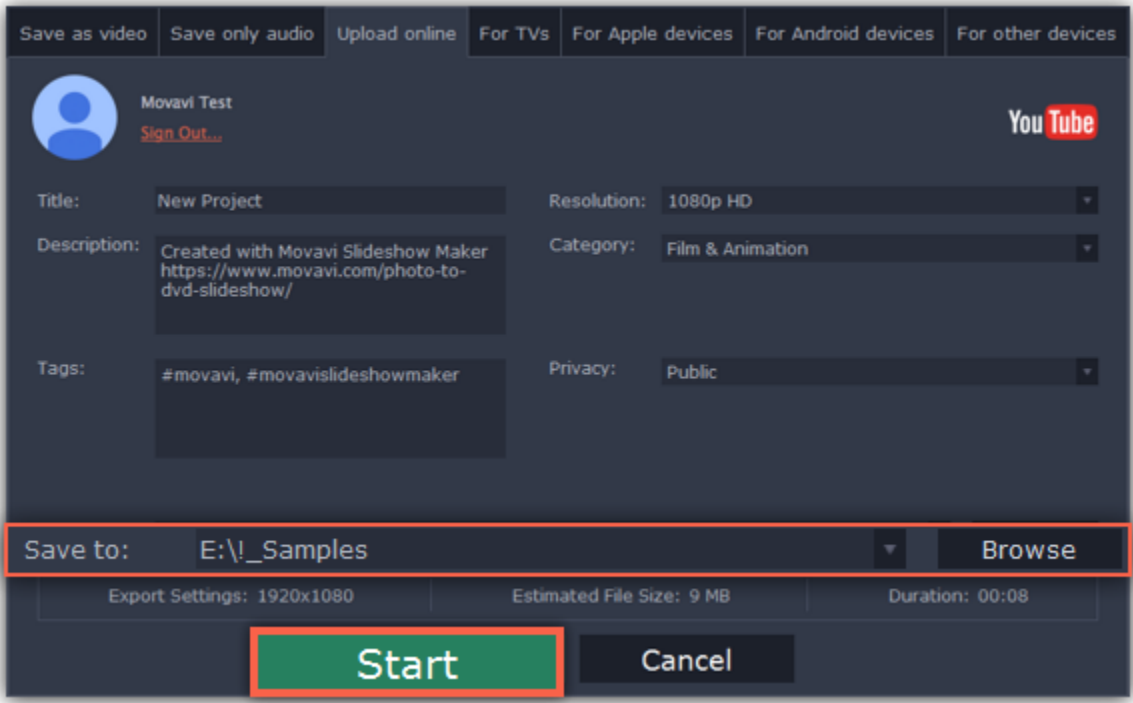
Step 4: Fill in the details

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



Step 5: Save and upload the video

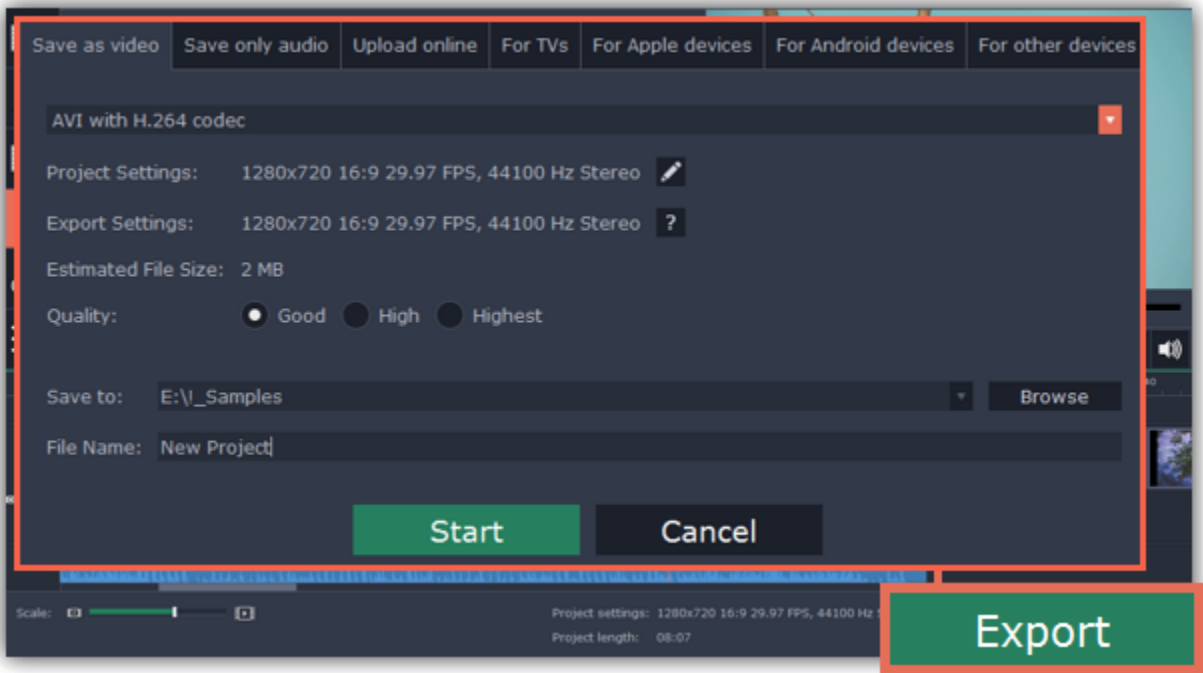
- 1. Before uploading, the video will be saved as a file on your computer. To change where the video file is stored, click **Browse** and select a folder.
- 2. Check the length and size of the video. YouTube allows users to upload videos up to 15 minutes. To upload longer videos, you need to verify your account.
[YouTube help – increasing your upload limit](#)
- 3. Click **Start** to begin saving and uploading the video.



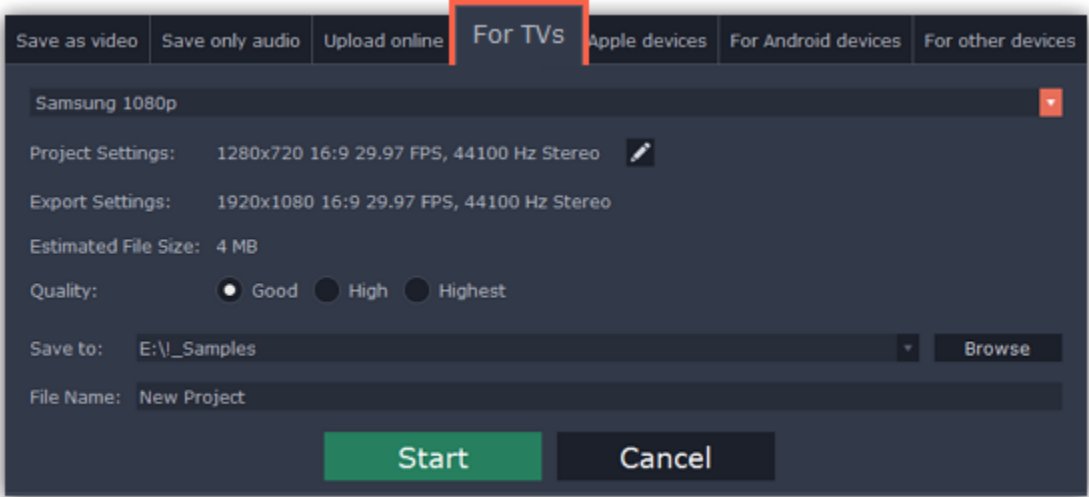
Export for TVs

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

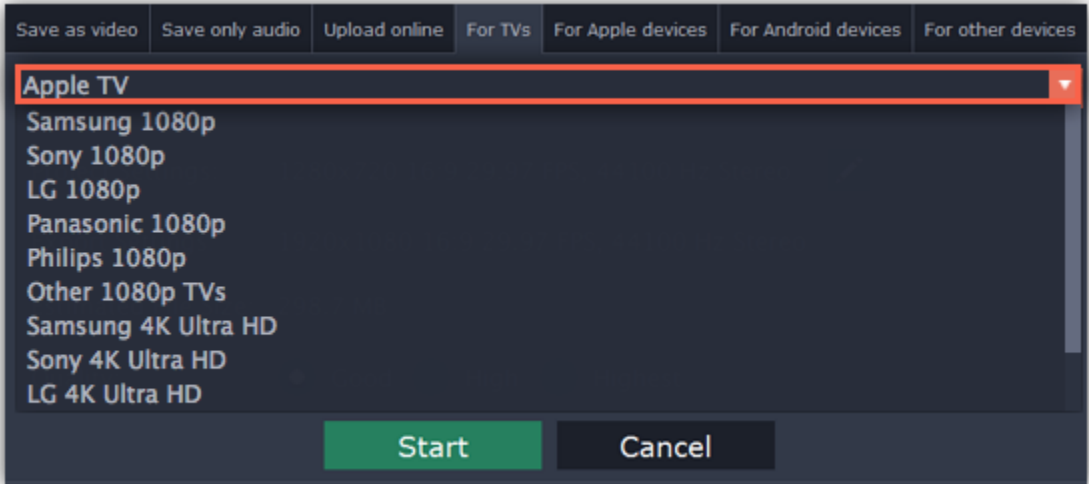
- Step 1: In the bottom right hand corner of the Editor, click the **Export** button to open the export settings window.




Step 2: At the top of the Export window, you will find a number of tabs for saving different kinds of media. Click the **For TVs** tab.



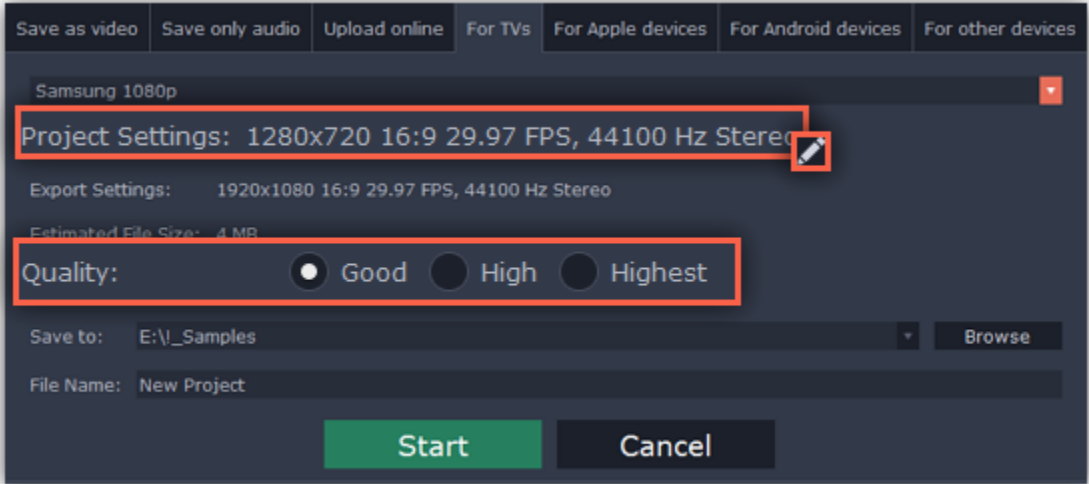
Step 3: Open the list at the top and choose your TV brand and the necessary resolution. If your TV is not on the list, choose **Other 1080p TVs**.



Step 4: Set export quality (optional)

Project settings: If you've been using the default project settings, your video's resolution is now 720p. To avoid losing quality when saving to a larger resolution, click the pencil icon  and edit the project settings. There, choose the 1920x1080 resolution for 1080p HDTVs, and the 3840x2160 resolution for 4K Ultra HD TVs.

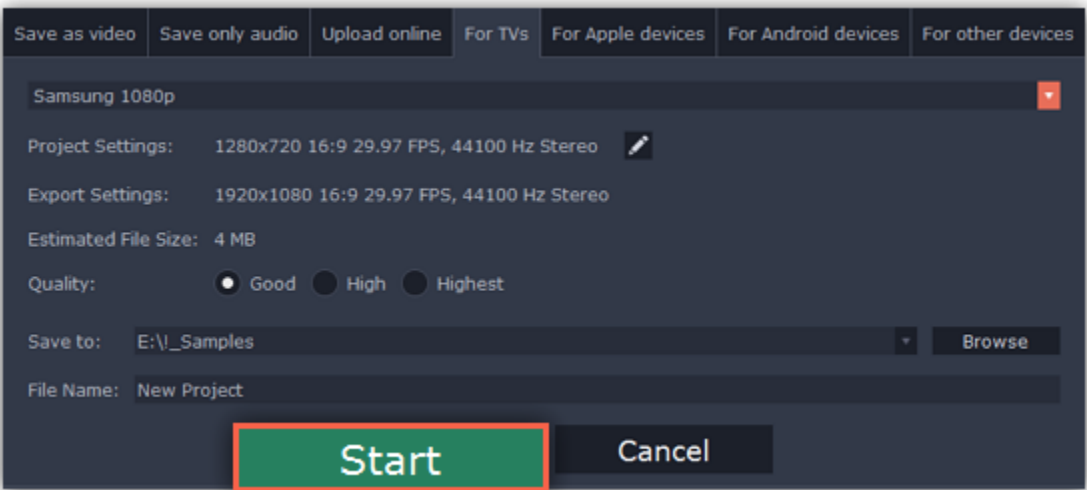
Quality: If your project is heavy on small details and filters, you can select **High** or **Highest** quality to export the finished video with a higher bitrate. This will increase the output file size but will preserve better quality. For most other projects, **Good** quality will provide a nice result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



Step 5: Name your file and choose a destination folder.

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

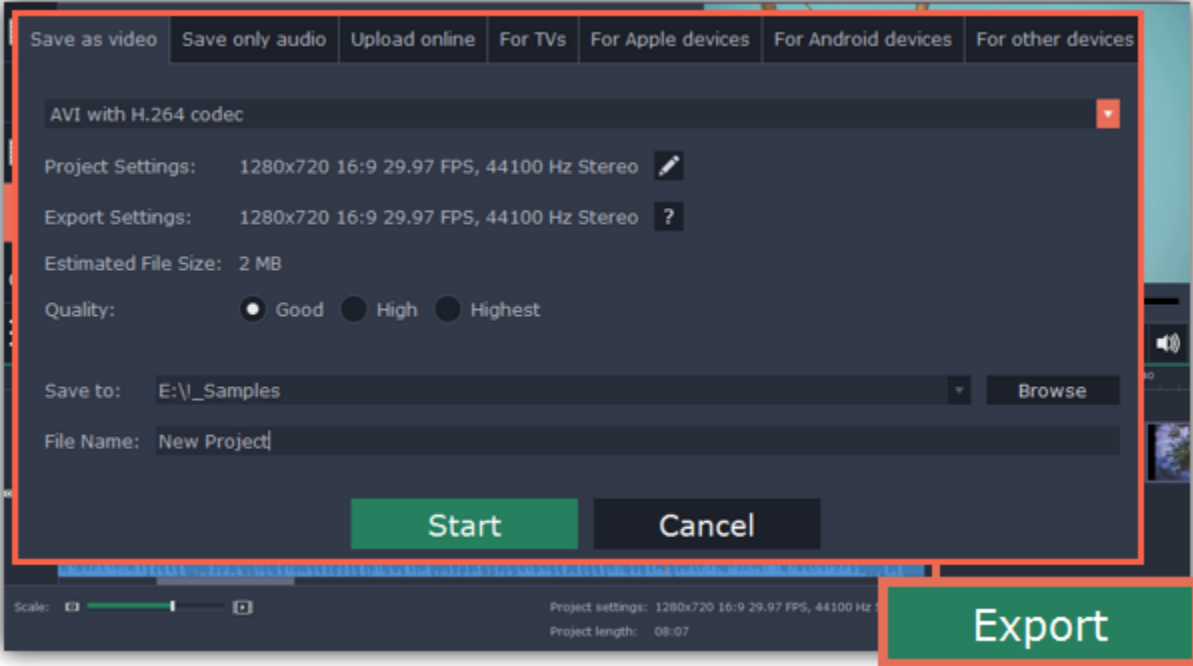
Step 6: Click the **Start** button to begin processing the video file. This may take up to a few minutes.



Export for devices

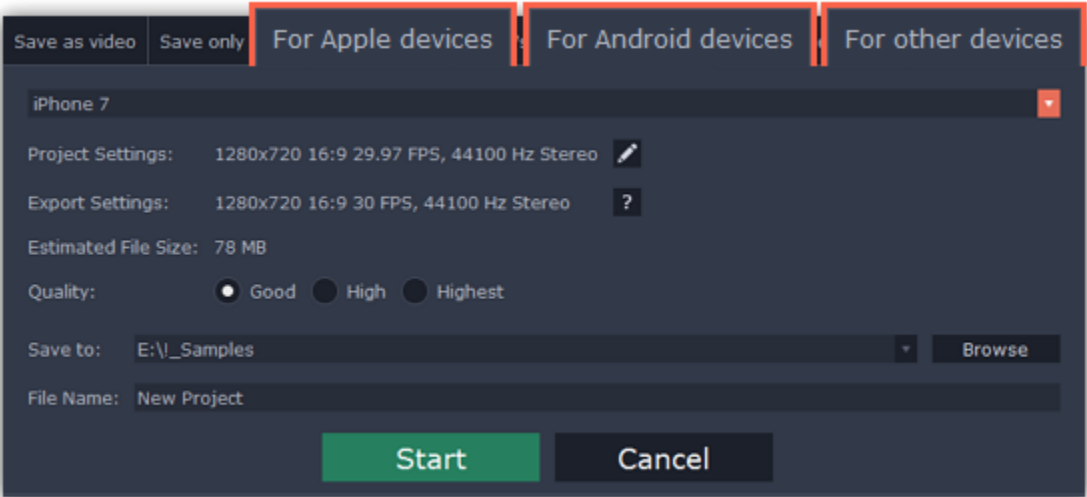
This guide will help you export your video project for playing on mobile phones, tablets, and other devices.

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



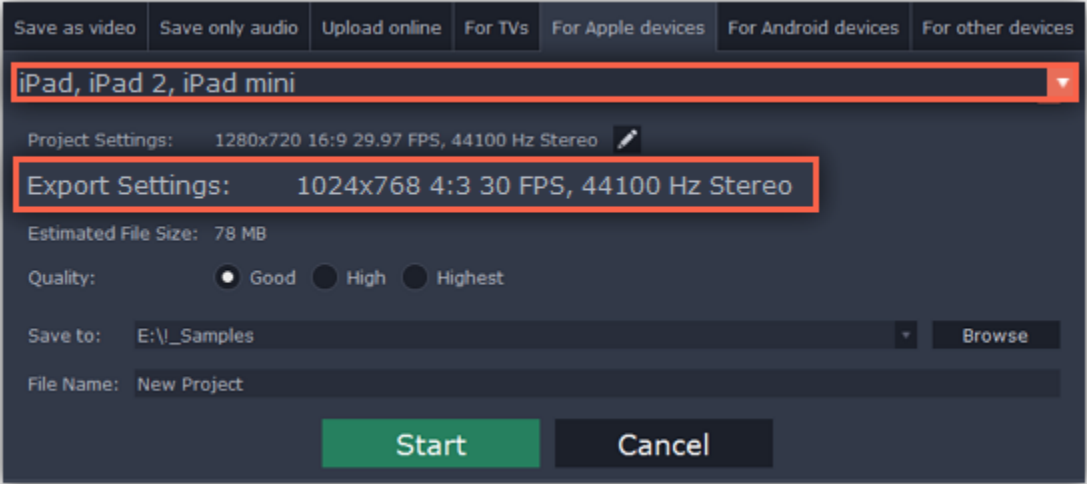
Step 2: At the top of the Export window, you will find a number of tabs for saving different kinds of media. Choose the necessary tab depending on your type of device:

- **For Apple Devices:** to save the video for devices made by Apple, including iPhones, iPads, iPods and Apple TV.
- **For Android Devices:** to save the video for smartphones, tablets, and other devices running the Android operating system.
- **For Other Devices:** to save the video for devices running neither iOS nor Android. These include Blackberry and Nokia smartphones, classic mobile phones with 3GP and 3G2 video, Xbox, PlayStation, Zune, and others.



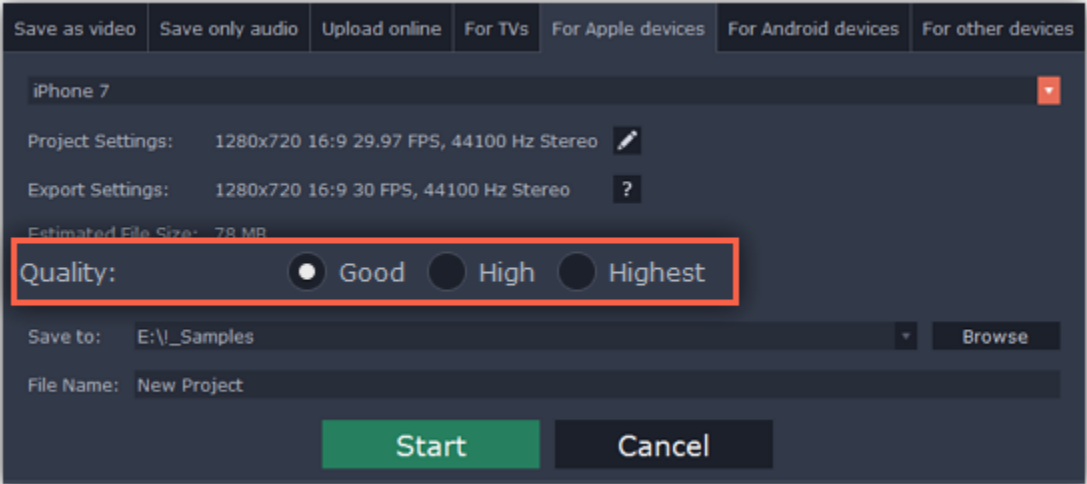
Step 3: Once you've opened the necessary tab, open the list at the top and select your device or manufacturer from the list.

Note the **Export Settings** information, where you can view the properties for the output file. Due to the limitations of some devices, the video resolution, audio quality, and other properties may be changed to adhere to the requirements of the selected device. **Estimated File Size** will give you a rough estimate of how much disk space the file will occupy, which may be important if your device is running out of memory.



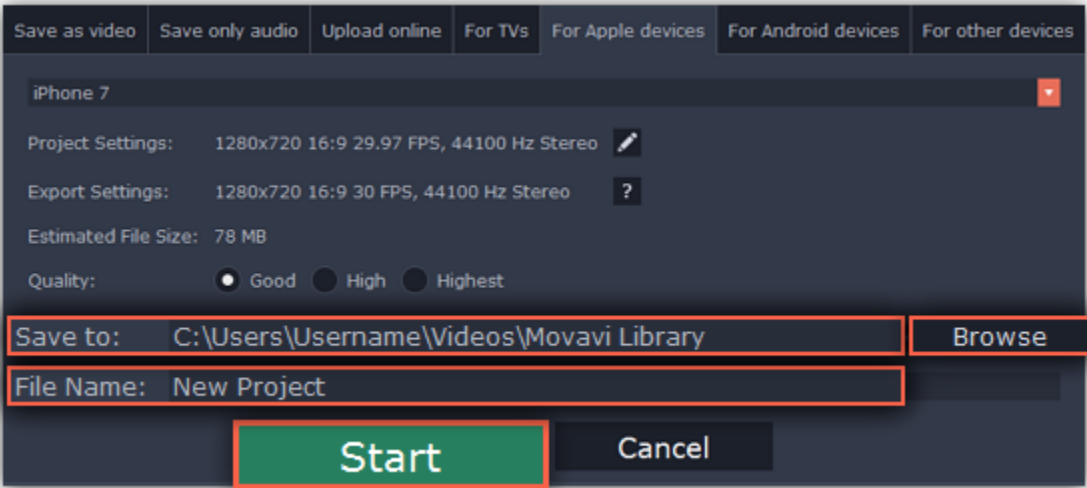
Step 4: Set export quality (optional).

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



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

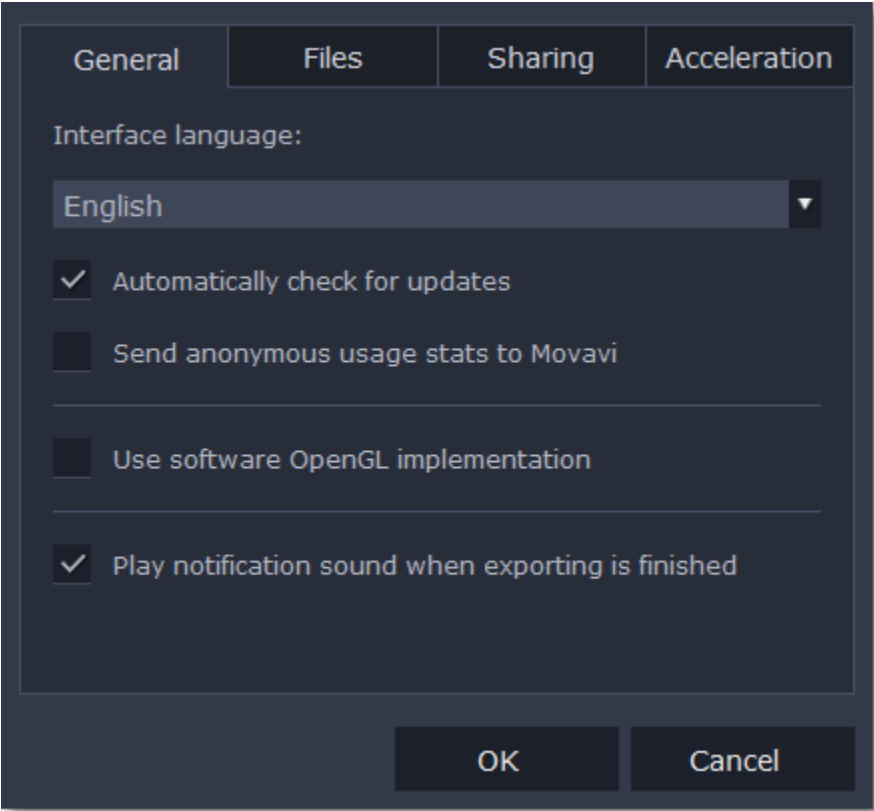
Step 6: Click the **Start** button to begin processing the video file. This may take up to a few minutes.



Program preferences

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

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



When you're done, click **OK** to close the window and apply the preferences.

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

General preferences

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

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

Send anonymous usage stats to Movavi – checking this box will allow the program to send usage statistics to our development team, enabling us to fix any bugs you may encounter much faster, as well as add new features that you might be missing. The data contains no personal information, will not be disclosed to third parties and will be used for software improvement purposes only.

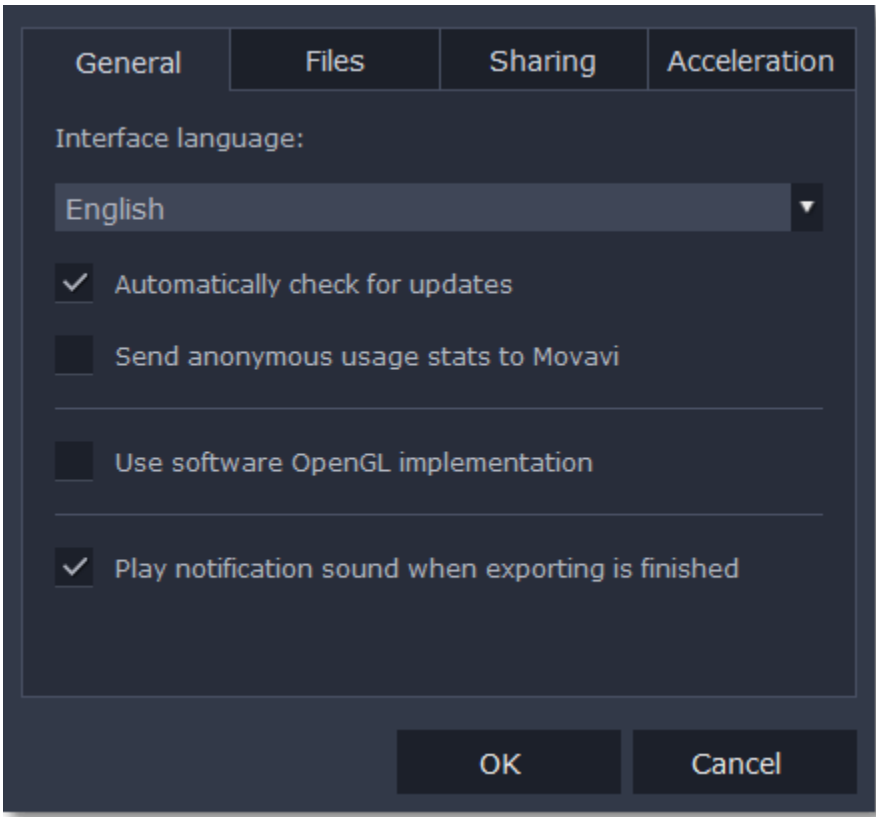
[Learn more about how we use the statistics](#)
[Read our Privacy Policy](#)

Use software OpenGL implementation – this option can be useful if your computer doesn’t support the necessary OpenGL version and you see an error message when you start the program.

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

If Movavi 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

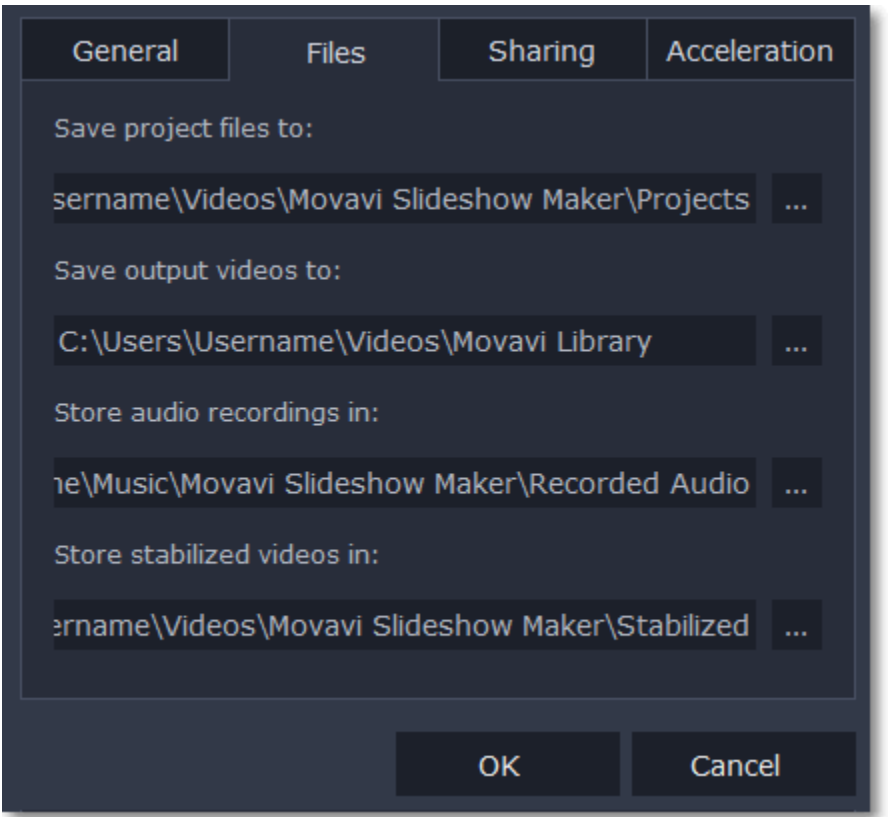
On the Files tab, you can find the options for storing and saving different kinds of files. You can change any of these folders to a different location.

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

Save output videos to – this folder will be offered by default when exporting media files.


Store audio recordings in – the audio clips that you record in the Editor will be stored as audio files in this folder. *Tip: if you delete these audio files, the audio recordings in the project will also be unavailable.*

Store stabilized videos in – when you stabilize a video, a stabilized copy of the original will be created in this folder and used instead of the original. *Tip: don't delete these files while you are working on the project, or you'll have to stabilize the files again.*



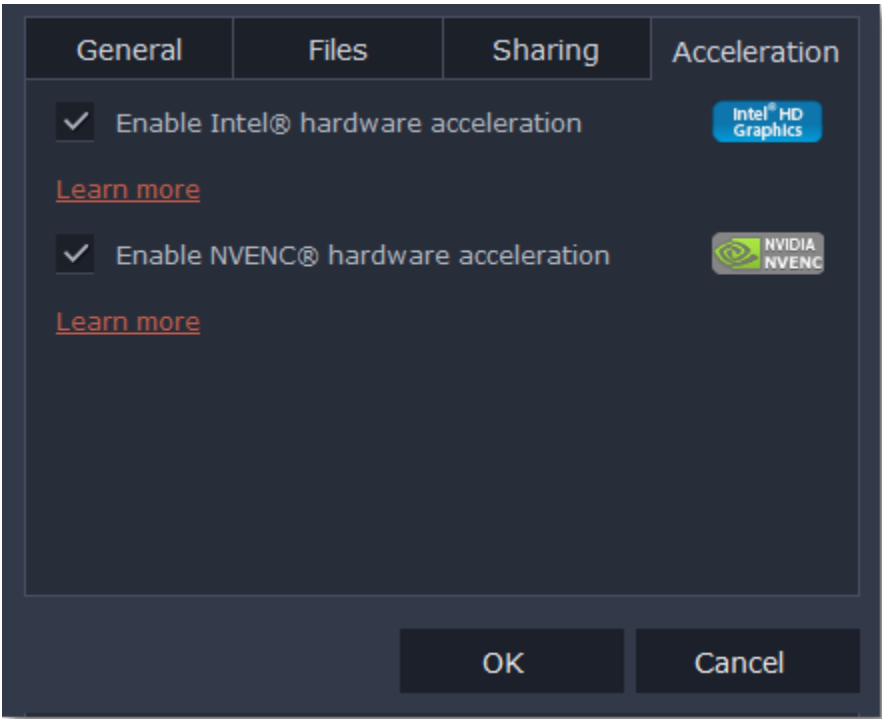
Changing where the files are stored

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

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

Acceleration preferences

If your computer is equipped with the necessary hardware, these options can help speed up encoding and decoding of media files, allowing you to save your movies much faster and enjoy smoother performance.



Enable Intel hardware acceleration

- Accelerates video processing by up to 400% when working with H.264 and MPEG-2 video codecs.
- This option is only available if your computer is equipped with an Intel processor that supports the Intel HD Graphics™ technology.

Enable NVENC hardware acceleration

- With this option enabled, your NVIDIA graphics card will be used for processing H.264 and MPEG-2 videos and they will be saved up to 50% faster.
- Because video processing is carried out by the graphics card, your CPU is free for other tasks, ensuring smoother performance in other programs.
- This option is only available if your computer is equipped with an NVIDIA graphics card that supports this technology.

Troubleshooting

If acceleration options are unavailable:

- Your computer might not have the right hardware.
- If you're sure that your hardware meets the requirements, try updating your drivers. You can always find the newest version on the manufacturer's website: [Intel Download Center](#) | [NVIDIA Driver Downloads](#)

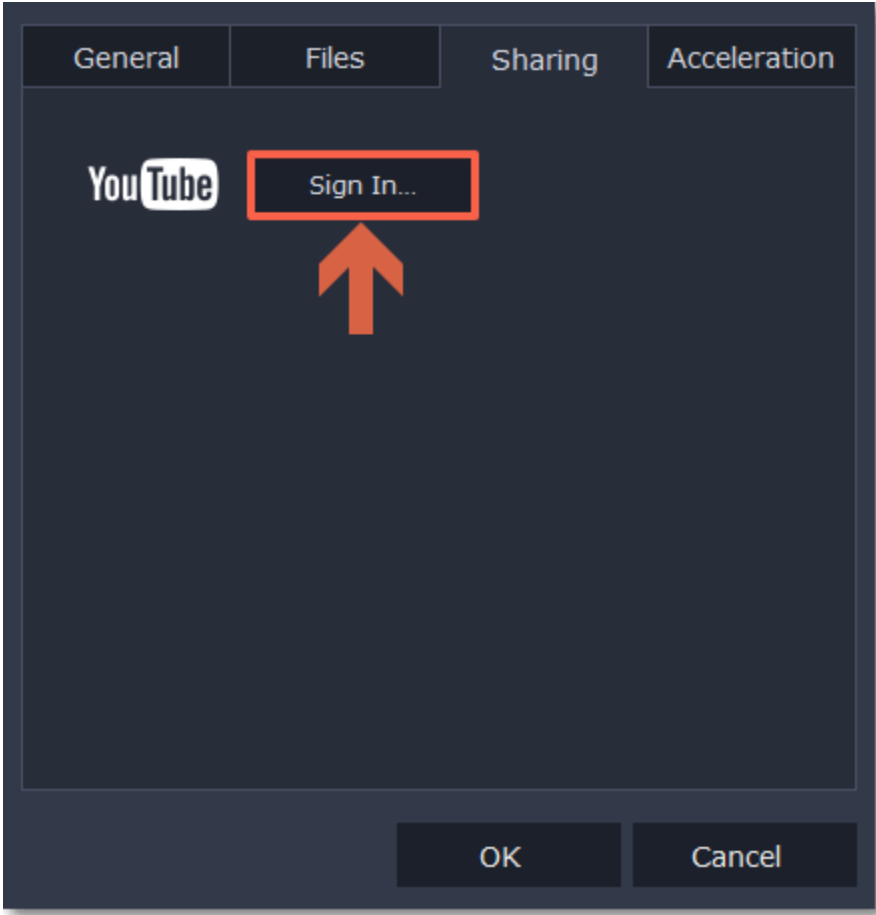
*Intel HD Graphics is a trademark of Intel Corporation.
NVENC is a trademark of NVIDIA Corporation.*

Sharing preferences

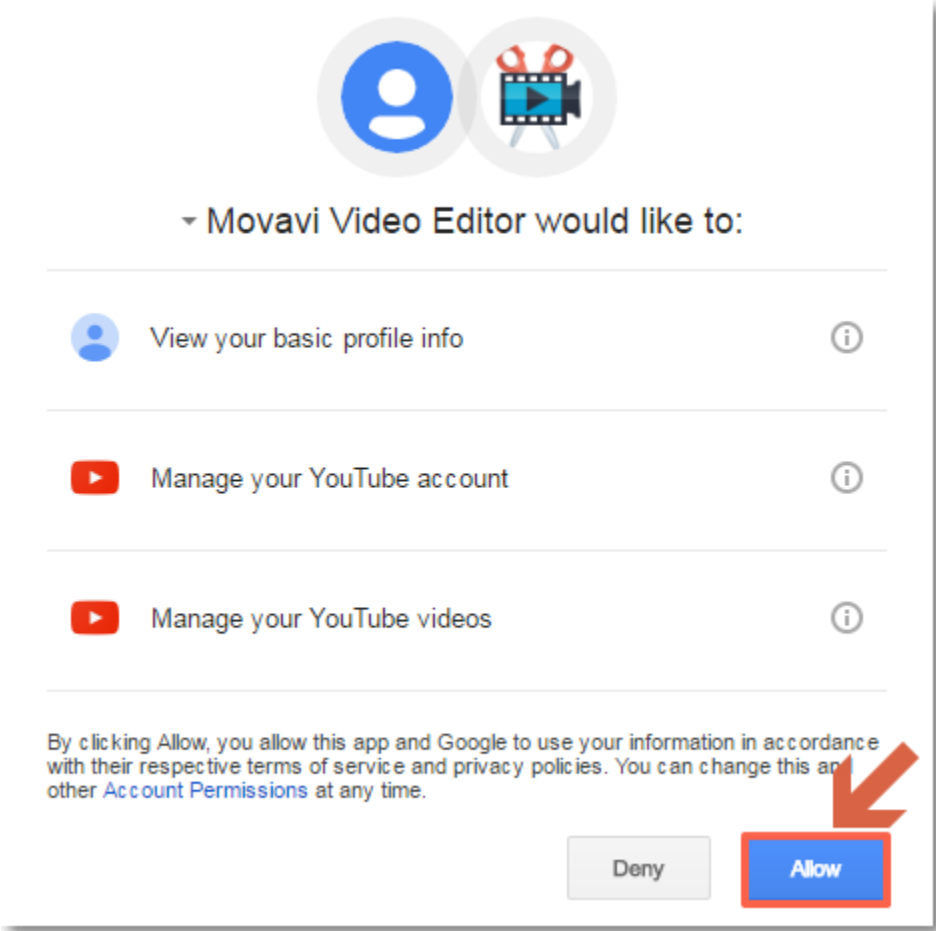
On the **Sharing** tab of the Preferences window, you can manage your social network accounts for uploading videos.

To sign in:

1. Click **Sign In**. The authentication page will open in the browser.



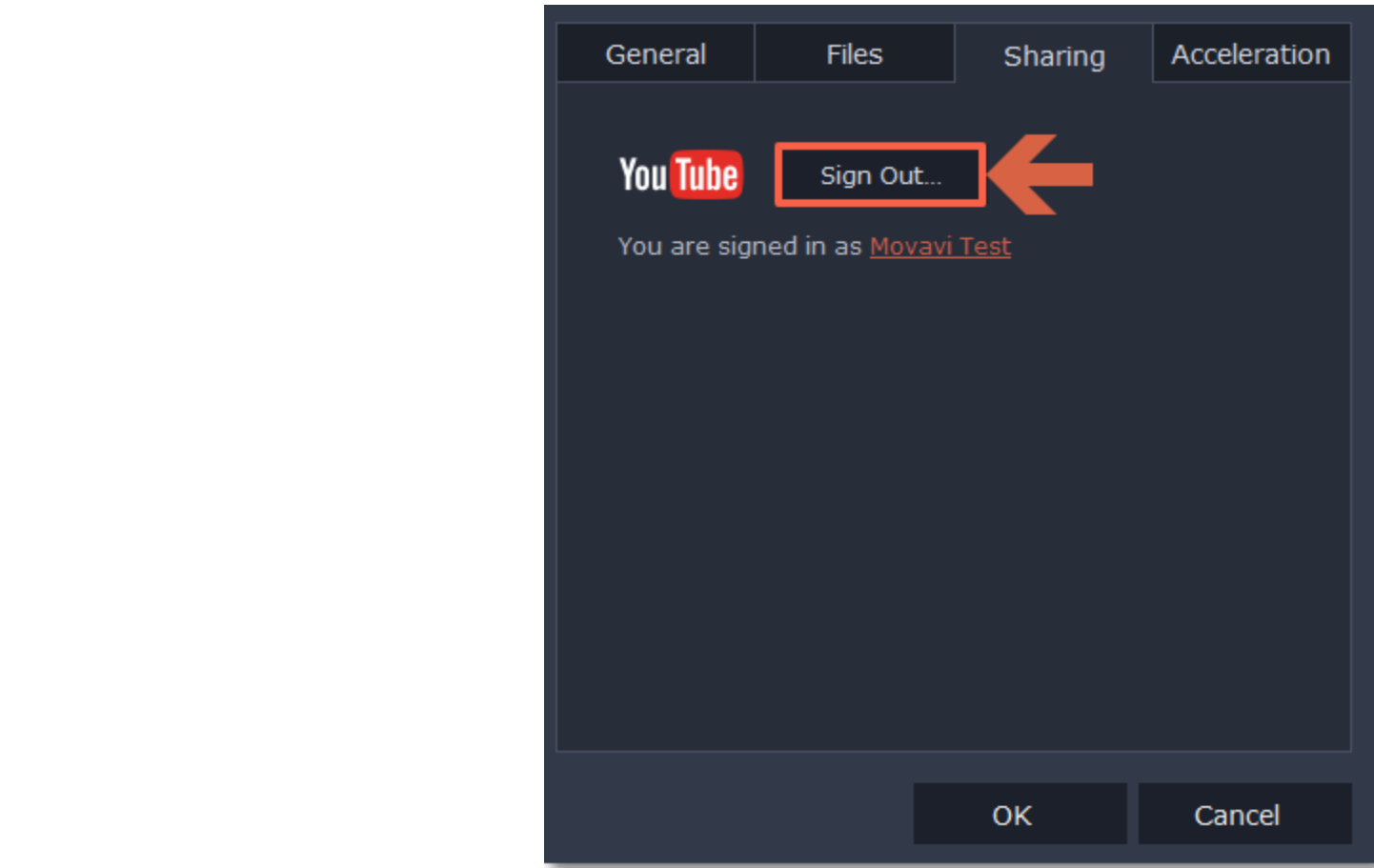
- 2. Sign in to your account.
- 3. On the next page, allow Movavi Slideshow Maker to upload videos to your account.



4. 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.



Help and support

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



How to reach us

By e-mail: support@movavi.com

[Fill out a support form](#)

We guarantee a response within 3 business days!

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

Frequently Asked Questions

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

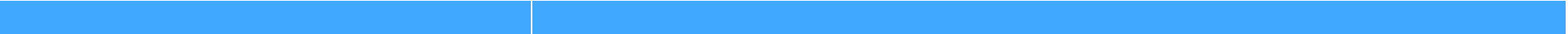
System requirements

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

	Minimum system requirements	Recommended configuration
Operating system	Windows XP*/Vista/7/8/10 with latest service packs and patches	
Processor	Intel, AMD or compatible processor, 1.5 GHz	Intel, AMD or compatible processor, 2.8 GHz and above
Graphics card	NVIDIA® GeForce™ series 6 or higher, AMD Radeon™ R600 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	1024x768, 32-bit color	1280x1024 or higher
RAM	Windows XP – 256 MB Windows Vista – 512 MB Windows 7, 8, 10 – 1 GB	Windows XP – 1 GB Windows Vista, 7,8, 10 – 2 GB
Available disk space	280 MB for installation 2 GB for ongoing operations	Additional space required to save captured video and export projects.
Administrator permissions are required for installation		
Additional features	Sound card for audio recording and playback	
	Intel® hardware acceleration requires a compatible Intel processor supporting Intel HD Graphics™ 2nd generation or higher Learn more	

Supported formats

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



Video Formats	Supported Codecs	
3GPP (.3gp), 3GPP2 (.3g2)	Read / Write	H.263
	Read Only	H.264, MPEG-4
Advanced Streaming Format (.asf)	Read Only	MPEG-4, VC-1, WMV V7
Audio Video Interleave (.avi)	Read / Write	H.264, MPEG-4
	Read Only	H.263, MJPEG, DivX, Xvid, DV, Cinepack, Fraps, TechSmith, Uncompressed
DivX Video (.divx)	Read Only	DivX
Flash (.flv)	Read / Write	H.264
	Read Only	FLV1, H.263, Flash Screen Video
Flash (.swf)	Read / Write	FLV1
	Read Only	MJPEG
HD-видео (.m2ts, .mkv, .mov, .mp4, .mpg, .wmv)	Read / Write	MPEG-2, MPEG-4, H.264, WMV V8
HD-видео (.m2t, .mts, .ts, .wmv)	Read Only	MPEG-2, MPEG-4, H.264, AVCHD,WMV 9, WMV 9 Advanced profile
Matroska (.mkv)	Read / Write	H.264
	Read Only	MPEG-4, MJPEG, Theora, DV, Uncompressed
MPEG Transport Stream (.m2ts)	Read / Write	H.264
MPEG Transport Stream (.ts, .mts, .m2t)	Read Only	MPEG-2, H.264
MPEG (.mpg)	Read / Write	MPEG-1, MPEG-2
MPEG (.mpeg, .mpe, .m1v, .mod, .tod)	Read Only	MPEG-1, MPEG-2, H.264
MPEG-4 (.mp4)	Read / Write	MPEG-4, H.264
	Read Only	H.263, MJPEG, ProRes
MPEG-4 (.m4v)	Read Only	MPEG-4, H.264, H.263, MJPEG, ProRes
MXF – Material eXchange Format (.mxf)	Read Only	MPEG-2, DV
OGV – Ogg Video (.ogv)	Read / Write	Theora
	Read Only	MPEG-4
QuickTime (.mov)	Read / Write	H.264
	Read Only	MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3, PNG
QuickTime (.qt)	Read Only	H.264, MPEG-4, AIC, MJPEG, ProRes, Sorenson 1/3
RM – RealMedia (.rm, .rmvb)	Read Only	Real Video 2/3/4, Cooker
WebM (.webm)	Read / Write	VP8
	Read Only	VP7, VP9
WMV – Windows Media Video (.wmv)	Read / Write	WMV V8
	Read Only	WMV V7, WMV 9, WMV 9 Screen,WMV 9 Advanced profile, MPEG-4,WMV 9.1 Image V2
WTV – Windows Recorded TV Show (.wtv)	Read Only	H.264, MPEG-2
Audio Formats	Supported Codecs	
AAC – Advanced Audio Coding (.aac)	Read / Write	AAC
AMR – Adaptive Multi-Rate audio codec (.amr, .3ga)	Read Only	AMR
AIFF – Audio Interchange File Format (.aif,.aiff)	Read Only	Uncompressed
APE – Monkey's Audio (.ape)	Read Only	Monkey's Audio
Au (.au, .snd)	Read Only	PCM
FLAC – Free Lossless Audio Codec (.flac)	Read / Write	FLAC
MP3 – MPEG-1/2 Audio Layer III (.mp3)	Read / Write	MP3
MPEG-4 (.m4a, .m4b)	Read / Write	AAC
MPEG-4 (.m4a, .m4b)	Read Only	AAC, PCM, ALAC
OGG – Ogg Audio (.ogg)	Read / Write	Vorbis
WAV – Waveform Audio File Format (.wav)	Read / Write	PCM
	Read Only	AAC, MP3
WMA – Windows Media Audio (.wma)	Read / Write	WMA 9
	Read Only	WMA Pro, WMA Voice
Image Formats	Supported Codecs	
BMP (.bmp)	Read Only	BMP
DPX (.dpx)	Read Only	DPX
GIF (.gif)	Read Only	GIF
JPEG (.jpg, .jpe, .jp2, .jls)	Read Only	MJPEG, JPEG2000, JPEGLS
Netpbm formats (.pgm, .pbm, .ppm, .pam)	Read Only	PGM, PBM, PPM, PAM, PGMYUV
PCX (.pcx)	Read Only	PCX
PNG (.png)	Read Only	PNG
PTX (.ptx)	Read Only	PTX

SGI (.sgi)	Read Only	SGI
TARGA (.tga)	Read Only	TARGA
XBM (.xbm)	Read Only	XBM
XWD (.xwd)	Read Only	XWD

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

Codec activation

Some video and audio codecs are patented by other companies, and it is required that new users activate the codecs they use to comply with patent law.

1. When you open a media file or export your project with one of these codecs, you may see a Codec Activation message.
2. Select the **Activate other codecs without asking** box to activate all codecs automatically in the future. The codecs will be activated automatically, but an Internet connection is still necessary.
3. Click **Activate** to complete the codec activation.

Codec could not be activated

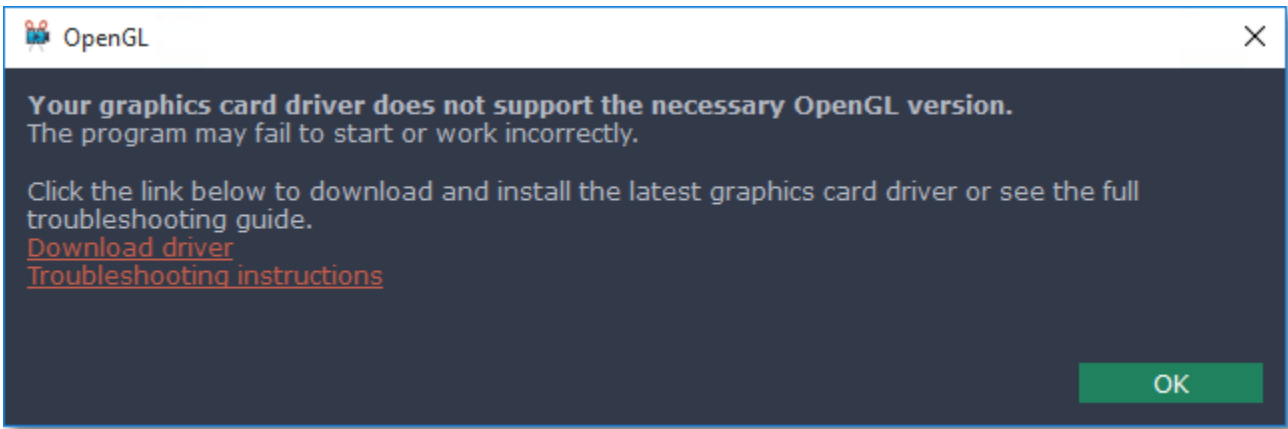
If you see a codec activation error, make sure that you have a working Internet connection. Without Internet, the codecs cannot be activated even if you've chosen to activate them automatically. After you've restored the network connection, please restart the application.

What kind of data is being sent?

The data we send does not contain any information that can personally identify you. We only receive information about which codecs were used.

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

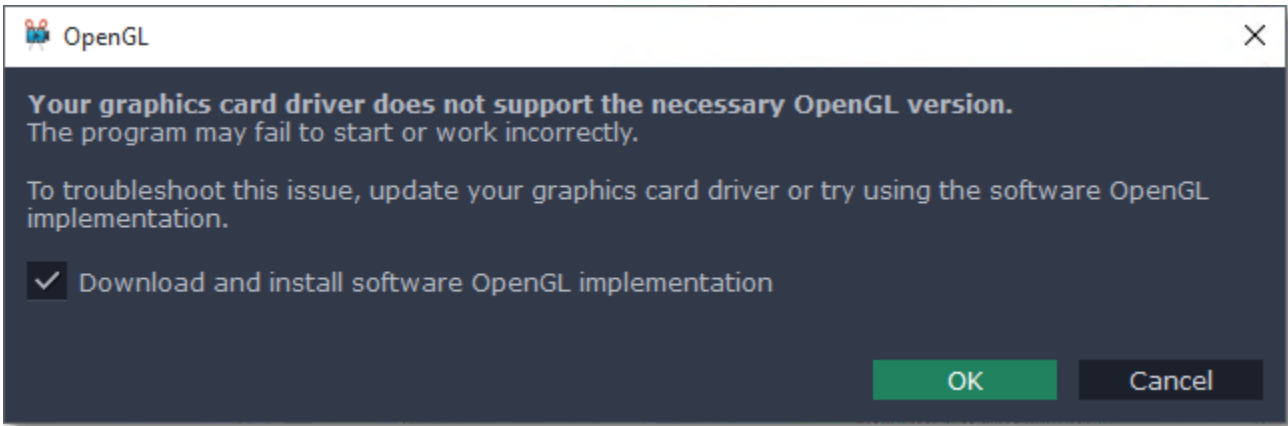
Sometimes, this issue may occur when something is wrong with the graphics card drivers or they are out of date. Download the driver installation file from the manufacturer's website and install it following the on-screen instructions.
[Detailed instructions on updating the driver](#)

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.

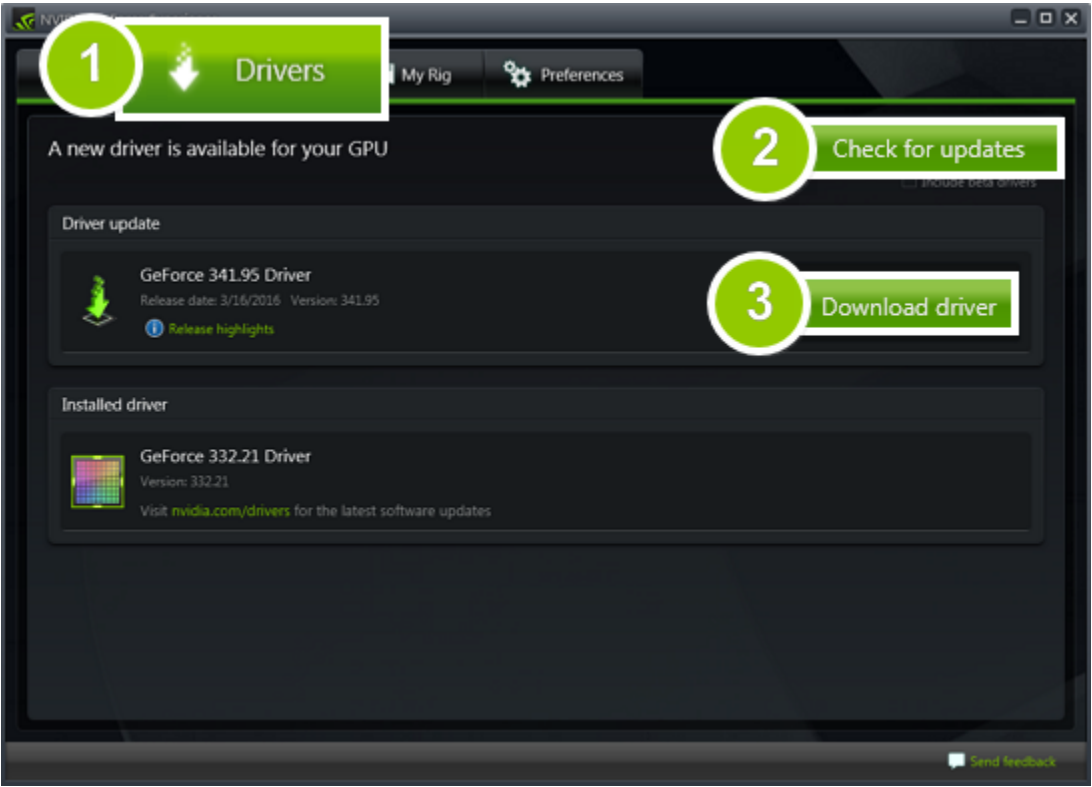
Step 3: Install driver

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.

How to take a screenshot

If you contact support about a problem, attaching a screenshot will allow us to solve your problem faster. Follow the steps below to take a screenshot with the standard tools:

Step 1: Press the **Prt Scr** key on your keyboard. It's located on the top row right after the F keys.
To take a screenshot of just one window, click the window that you want to capture. Then hold down **Alt** and press **Prt Sc**.

Step 2: Open **Paint** or any other image editing program and press **Ctrl+V** to paste the screenshot. Then, trim the screenshot if you only want to show a part of the screen.

Step 3: Save the screenshot to a folder where you can easily find it.

Step 4: Attach this screenshot to the e-mail, chat, or support form when you describe your problem to our support team.

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.

- Step 1: Show hidden folders**
- 1. Open the **Control Panel** and switch to **Small icons** view.
 - 2. Click **Folder Options**.
 - 3. Switch to the **View** tab
 - 4. Under **Hidden files and folders**, choose **Show hidden files, folders, and drives**.
 - 5. Click **OK**.
- [Detailed instructions](#)

- Step 2: Open the Logs folder**
- 1. Go to your system drive (usually Local Disk C).
 - 2. Open the **Users** folder.
 - 3. Open the folder with your username.
 - 4. There, open the **AppData** hidden folder.
 - 5. From there, go to **Local > Movavi > Logs**.

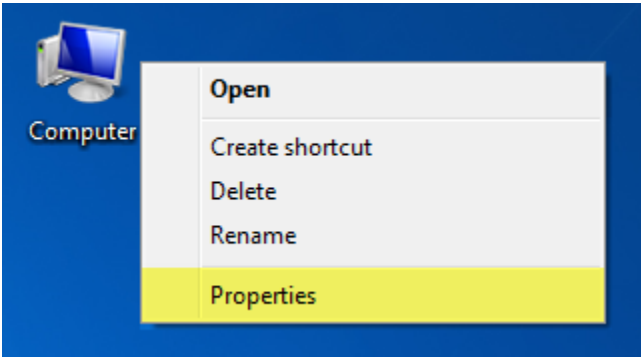
Advanced: you can also simply enter the following into Windows Explorer's path bar at the top: *"C:\Users\USERNAME\AppData\Local\Movavi\Logs"*, where USERNAME should be your user folder.

- Step 3: Send us the logs**
- 1. Find the folder named **SlideshowMaker3**.
 - 2. Archive this folder and attach this archive to your e-mail, support chat or contact form when you describe your problem.

How to find system information

How to find your operating system version

- 1. Right-click your **Computer** icon.
- 2. Choose **Properties** from the pop-up menu.
- 3. In the System window, note the **Windows edition** and **System type**:



View basic information about your computer

Windows edition

Windows 7 Professional

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Service Pack 1

Get more features with a new edition of Windows 7

System

Rating:

5.0

Windows Experience Index

Processor:

Intel(R) Core(TM) i5-2300 CPU @ 2.80GHz 2.80 GHz

Installed memory (RAM):

8.00 GB

System type:

64-bit Operating System

Pen and Touch:

No Pen or Touch Input is available for this Display

How to find your graphics card information

1. Right-click your desktop and choose **Screen Resolution**
2. In the **Screen Resolution** settings window, click **Advanced** settings.
3. This will open your graphics card properties. At the top of the window, your graphics card model will be listed under the **Adapter Type** section. Note the full name of the graphics card.

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.

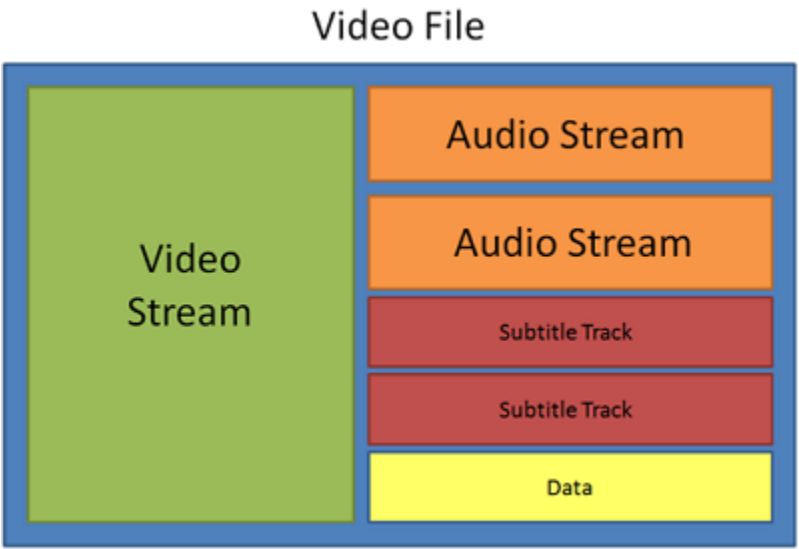
General

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.