

Using Cinelerra (by plugin cinema.com)

Looking at Cinelerra:

In its default state, Cinelerra has four windows you will use. There are:

- *Main Program Window* – The main window with the menu bar and timeline in.
- *Resources Manager* – Where your imported files, clips and special effects are stored.
- *Media Viewer* – The window where you can view clips.
- *Compositor Window* – This window that shows you the edited film you are making.

If you close a window and wish to re-open it, or if you cannot see a window referred to below, then use the **Windows>Default positions** option on the menu bar to display the windows needed.

Setup:

On the top menu bar, select:

Settings>Preferences

These options can be a nightmare to deal with, so we have created a suggested profile – but you will probably need to do your own explorations of these options. If an option is not mentioned, then leave as default.

Playback	Audio Out Tick off 'View Follows Playback' Tick on 'Use Software for positioning Information' Tick on 'Audio Playback in real time priority (root only)' Audio Linear Bits – set to 16 Bit. Channels – set to 2. Video Out Tick on 'Play every frame' Tick off 'MPEG-4 Deblocking'
Recording	Video In Frames to record to a disk at a time – 25. Tick on 'Use software for Positioning Information' Tick on 'Sync Drives Automatically' Size of captured frame – 320x240. Frame rate for recording - 25

Performance	Tick on 'Use background rendering' Video button – select quality to 50.
Interface	As default.

File>New (Project)

This will create a new project for you, again you can set some of the settings for this project – NB this option will overwrite previous projects!!

To Load Video Files:

Then you need to import the video you will be editing with:

File>Load Files

A new dialogue box will open from where you can add video files, which are compatible (e.g. MPEG-4, .avi encoded with Open DivX Codec etc.). First change the 'Insertion Strategy' (at bottom of this box) to 'Create new resources only' then navigate to where the files are stored. You can hold down the **Ctrl** key and select multiple files if you wish. Then click OK. These files will then appear in the resources window, in the 'Media' directory. Repeat this process until the resources window has all the files you wish to use.

To Edit:

Each video clip, or file, you have loaded can now be used to build a final film – this is the editing process at its most basic. Begin by dragging a file from the media directory of the resources window into the viewer window. You should now be able to use the play button here to view your file. Once you have identified what section of the clip you wish to use in the edited film, mark the in and out points of this chosen section and then use the clip button to transfer this into the 'Clip' directory of the resources window.

A new dialogue box open that allows you to name the clip and add any notes. It is strongly suggested that you name each clip you create. These clips can then be dragged from the clip directory in the resource window into either the timeline or composting window to be added to the edited film. Each clip added in this way is placed, sequentially, after the existing one.