

## Chapter 23- Video Sequence Editor

We've come to the last chapter and what better way to end this introduction to Blender than to compile all of your work into a final movie. Like other programs on the market (i.e. Adobe Premiere, Windows Movie Maker), Blender has its own movie editor. Combine the *Sequence Editor* with *Nodes* and you have everything you need to make a professionally edited movie with sound, right inside Blender.

### Compiling Your Clips and Images

Think of all the work you've done in Blender. You probably have a lot of short movie clips and saved images. Let's put them into a movie. Most movies start with a black screen. To handle this, I typically insert a picture that has been saved as just a black filled image.

First thing, set up your scene for your final movie output. Blender can only compile sounds into an MPEG movie (*due to open source issues*). This is actually great because Mpeg2 movies output high quality and are DVD-ready. The settings are just a review of what we have done in previous chapters. *If you need a review, look at page 7-3.*

The only thing new is that you need to make sure the "Sequencer" box is checked in Post Processing. Without this being checked when you hit "Animate" Blender will only animate the 3D scene and not the sequence. *For best results, always animate at the same size and frame rate- mismatched sizes and rate could cause output problems.*

Now, switch the screen layout to "Video Editing".

Here is a look at the screen layout:

