

Project: Editing Library

Effects

Editing Library.prproj

1 of 9 items selected

Name

Frame R2

1. CHANGE RESOLUTION

1. OPEN FOLDER CHANGE RESOLUTION

> _Preview

Adjustment Layer

2. OPEN SEQUENCE ADJUSTMENT LAYER

> 2. COLOR CORRECTION

> 3. LIGHT LEAKS

> 4. GLITCH FX

> 5. SCREEN FX

> 6. TRANSITIONS

> 7. SOUND FX

Effect Controls

(no clip selected)

Program: Adjustment Layer

00:00:00:00

Fit

Full

Full



x Adjustment Layer

00:00:00:00

00:00 00:15:00:00 00:30:00:00 00:45:00:00 01:00:00:00 01:15:00:00 01:30:00:00 01:45:00:00

V5

V4

V3

V2

V1

A1

Audio 1

00:00

00:15:00:00

00:30:00:00

00:45:00:00

01:00:00:00

01:15:00:00

01:30:00:00

01:45:00:00

Color Matte

Project: Editing Library Effects

Editing Library.prproj 1 of 9 items selected

Name Frame Rate

- 1. CHANGE RESOLUTION
- Preview
- Adjustment Layer 30,00 f
- 2. COLOR CORRECTION
- 3. LIGHT LEAKS
- 4. GLITCH FX
- 5. SCREEN FX
- 6. TRANSITIONS
- 7. SOUND FX

Effect Controls Master * Color Matte Adjustments

Video Effects

- Motion
 - Position 960,0
 - Scale 353,0
 - Scale Width 100,0
 - Rotation 0,0
 - Anchor Point 960,0
 - Anti-flicker Filter 0,00
- Opacity
 - Opacity 100,0 %
 - Blend Mode Normal
- Time Remapping

00:00:00:00 00:15:00:00

Adjustment Layer

00:00:00:00 00:15:00:00

Vs V4 V3 V2 V1 A1 Audio 1

Color Matte

Sequence Settings

Editing Mode: ARRI Cinema

Timebase: 30,00 frames/second

Video

Frame Size: 1920 horizontal 1080 vertical 16:9

Pixel Aspect Ratio: Square Pixels (1.0)

Fields: No Fields (Progressive Scan)

Display Format: 30 fps Timecode

Audio

Channel Format: Stereo Number of Channels: 2

Sample Rate: 48000 Hz

Display Format: Audio Samples

Video Previews

Preview File Format: I-Frame Only MPEG

Codec: MPEG I-Frame

Width: 1920 Height: 1080

☐ Maximum Bit Depth ☐ Maximum Render Quality

☒ Composite in Linear Color (requires GPU acceleration or max render quality)

VR Properties

Projection: None Layout: Monoscopic

Horizontal Captured View: 0 ° Vertical: 0 °

5. CLICK OK

OK Cancel

4. SET THE REQUIRED RESOLUTION

