



Video Editing with Open Source Tools

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Cross-Platform and Free Open-Source Software

- Libre vs. gratis (自由 / 免費)
- No Vendor Lock-In
- No OS/Platform Lock-In
- Open Formats
- Easier Collaboration

Cross-Platform and Free Open-Source

- OpenShot https://www.openshot.org/
- KDENLive https://kdenlive.org/
- AVIdemux http://avidemux.sourceforge.net/
- FFMPeg https://ffmpeg.org/
- Blender https://www.blender.org/
- Natron https://natrongithub.github.io/
- OBS Studio https://obsproject.com/

Cross-Platform but not Free Open-Source

DaVinci Resolve

https://www.blackmagicdesign.com/products/davinciresolve

Free version and "Studio" version (mainly about collaborative features); \$299

LightWorks

https://www.lwks.com/

- Free version (requires registration) and "Pro" version (Advanced features, notably UHD 4k export); monthly/yearly subscription (\$25/\$175), or permanent license (\$438)

WeVideo

https://www.wevideo.com/

Web-based video editor

Auxiliary Software

VLC

https://www.videolan.org/

"A free and open source cross-platform multimedia player and framework that plays most multimedia files as well as DVDs, Audio CDs, VCDs, and various streaming protocols."

Handbrake

https://handbrake.fr/

 "A [free and open source cross-platform] tool for converting video from nearly any format to a selection of modern, widely supported codecs."

General Notes

- Non-Linear Video Editing
- Hardware
 - CPU/GPU horsepower, but also screen real-estate, a mouse, etc.!
- Video Formats and Proxy Editing
 - Our drones are outputting a QuickTime MOV wrapper, containing one video stream:
 - H.264, 29.97 fps (NTSC) @ 2704x1520 (2.7k, 4.1megapixels) ~45 Mb/s,
- Editing takes time!
 - Watching footage, storyboarding etc.
 - Conversion and export takes time

Shotcut - https://www.shotcut.org/

- Version 19.07.15
- Pros
 - Powerful but relatively simple interface
 - Great built-in, customizable audio and video filters
 - High-resolution transcoding and exports (system-codec independent)
 - Wide support for export formats
 - Fast FPS video manipulation 180fps+
- Cons
 - Limited official documentation

ShotCut Resources

- https://www.shotcut.org/
 - Tutorials
 - FAQs
 - Forum
- Lots of other help/tutorials on the web, especially on YouTube.

Overview of the ShotCut Interface

- Viewer
- Timeline
- Scopes
 - Audio Loudness
 - Audio Peak Meter
 - Audio Spectrum
 - Audio Waveform
 - Video Histogram
 - Video Waveform

- Playlist
- Filters
- Properties
- Export
- Recent
- History
- Jobs





Video Editing with Open Source Tools II

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ShotCut Tutorial - Part II

- Some Interface Tips
- Recap of Yesterday
 - More on Text and an Introduction to Keyframing
- Audio Tracks and Audio Filters
 - Voice-Overs
- Stills and Slide-Shows
- Split-Screen / Video-in-Video
- Slow-Motion / Time-Lapse

- Dynamic Zoom
- Spot Removal
- Exporting
 - Codecs and Video Formats
- Proxy Editing

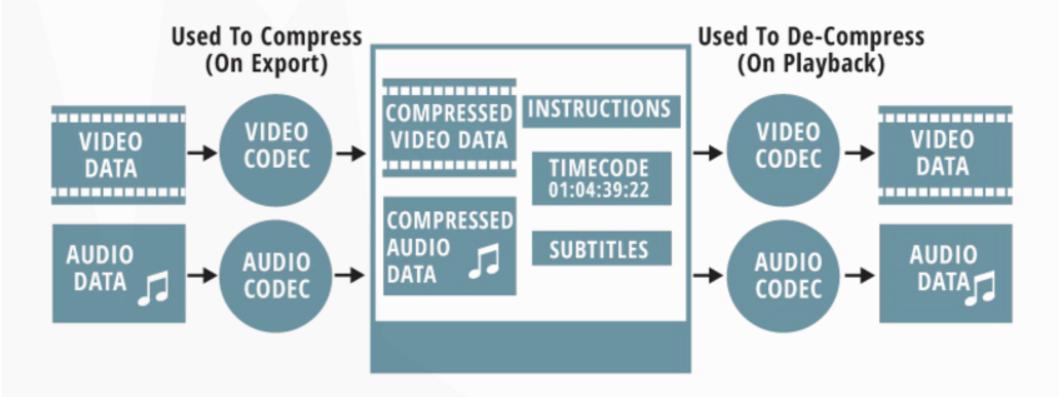
Components of a Video File

- Video Codecs
 - Theora
 - H.264, H.265
 - VP8, VP9, AV1
- Audio Codecs
 - Vorbis, Opus, AAC
- Subtitles / Captions
 - SubRip, WebVTT

Container Formats

- WebM Container
 - VP8 + Vorbis
 - **VP9 + Opus**
 - AV1 + Opus
- MP4 Container
 - MPEG-4/H.264 + AAC
 - HEVC/H.265 + AAC
- Ogg Container
 - Theora + Vorbis

Codecs



Container Formats

WebM Container

- Better compression, smaller filesize at higher quality
- Codec support:
 - VP8 + Vorbis
 - VP9 + Opus
 - AV1 + Opus
- Subtitle support:
 - WebVTT, SubRip → WebVTT
- Player support:
 - Excellent support in modern players and web browsers, but poor or no support in older software (including Internet Explorer, Edge and Safari).

MP4 Container

- Poorer compression, larger filesize with lower quality
- Codec support:
 - MPEG-4/H.264 + AAC
 - HEVC/H.265 + AAC
- Subtitle support:
 - MP4TT, SubRip → MP4TT
- Player support:
 - Widespread support in media players and web browsers