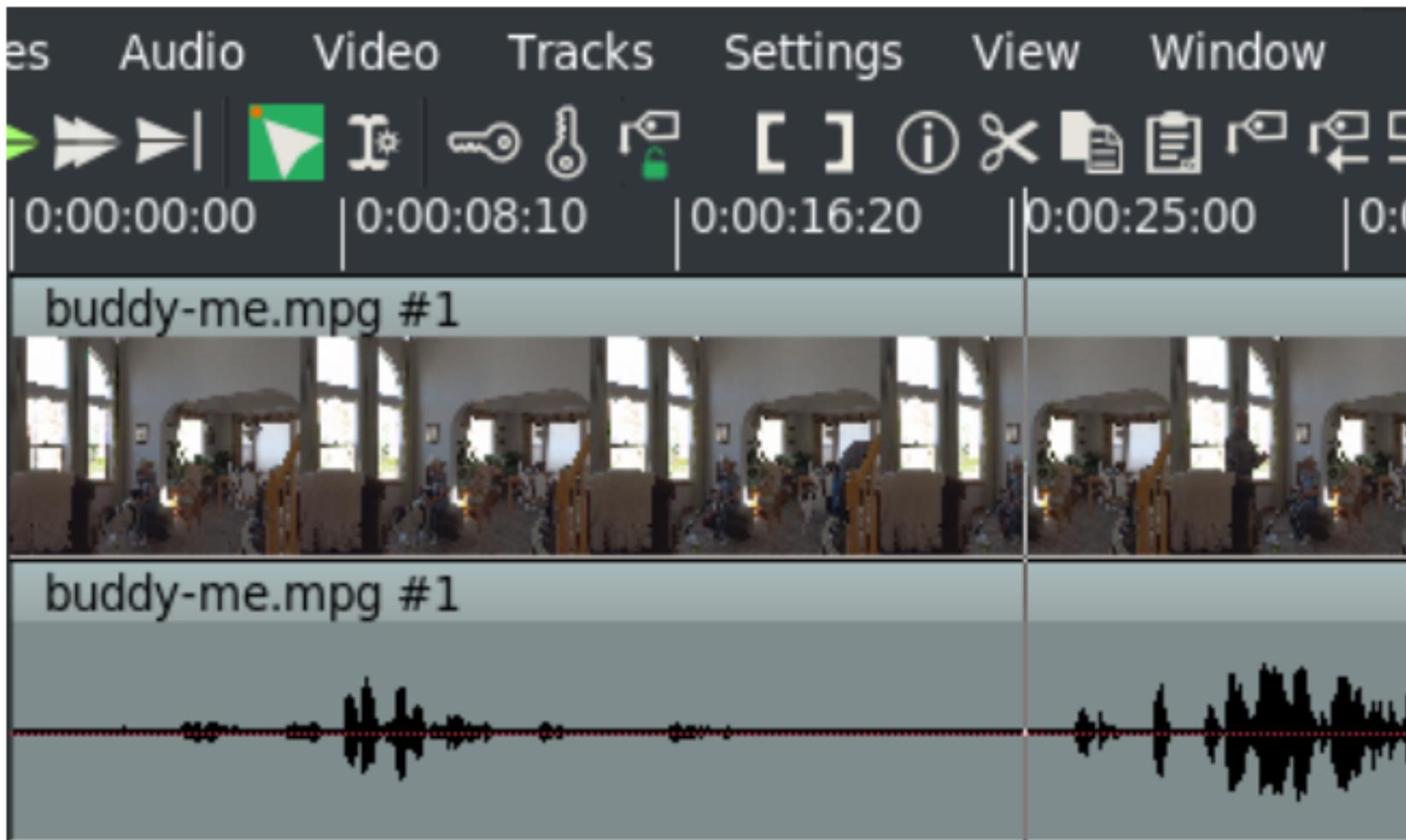


Pulldowns →
Transport & Buttons Bar →
Timebar →
Media Title →
Video Track →
Audio Track →



82



100

W



H

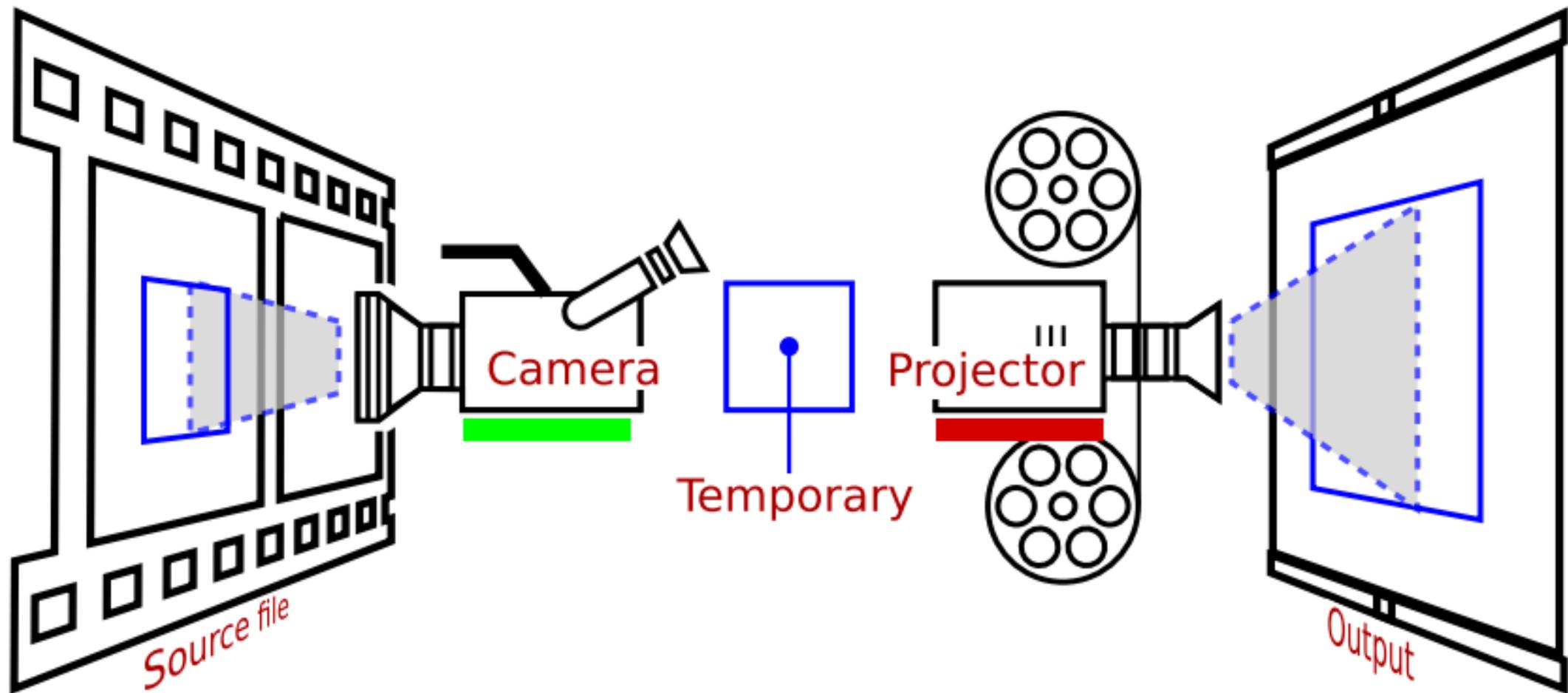
pixels

pixels

1920



HI





Original Media



Temporary Frame



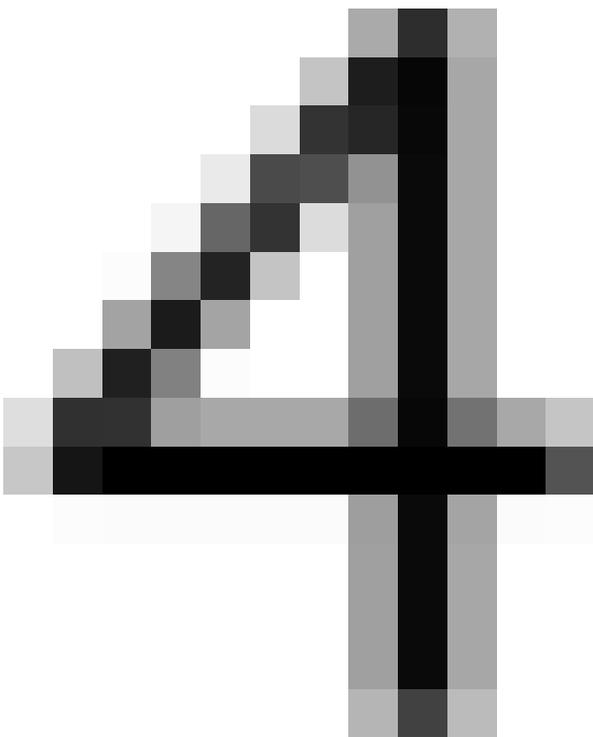
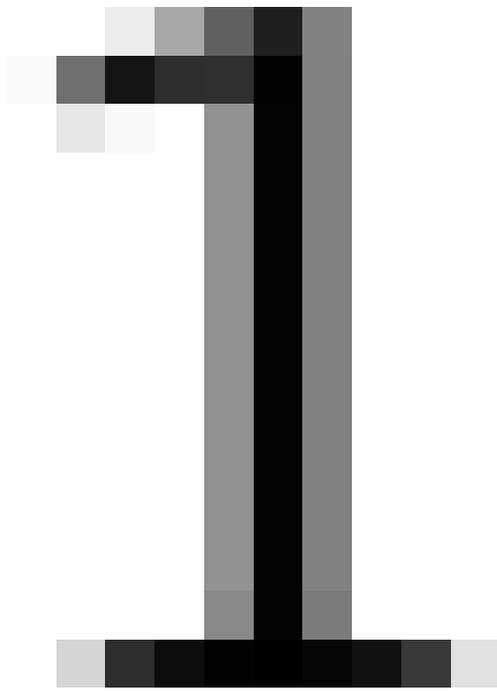
Color3way

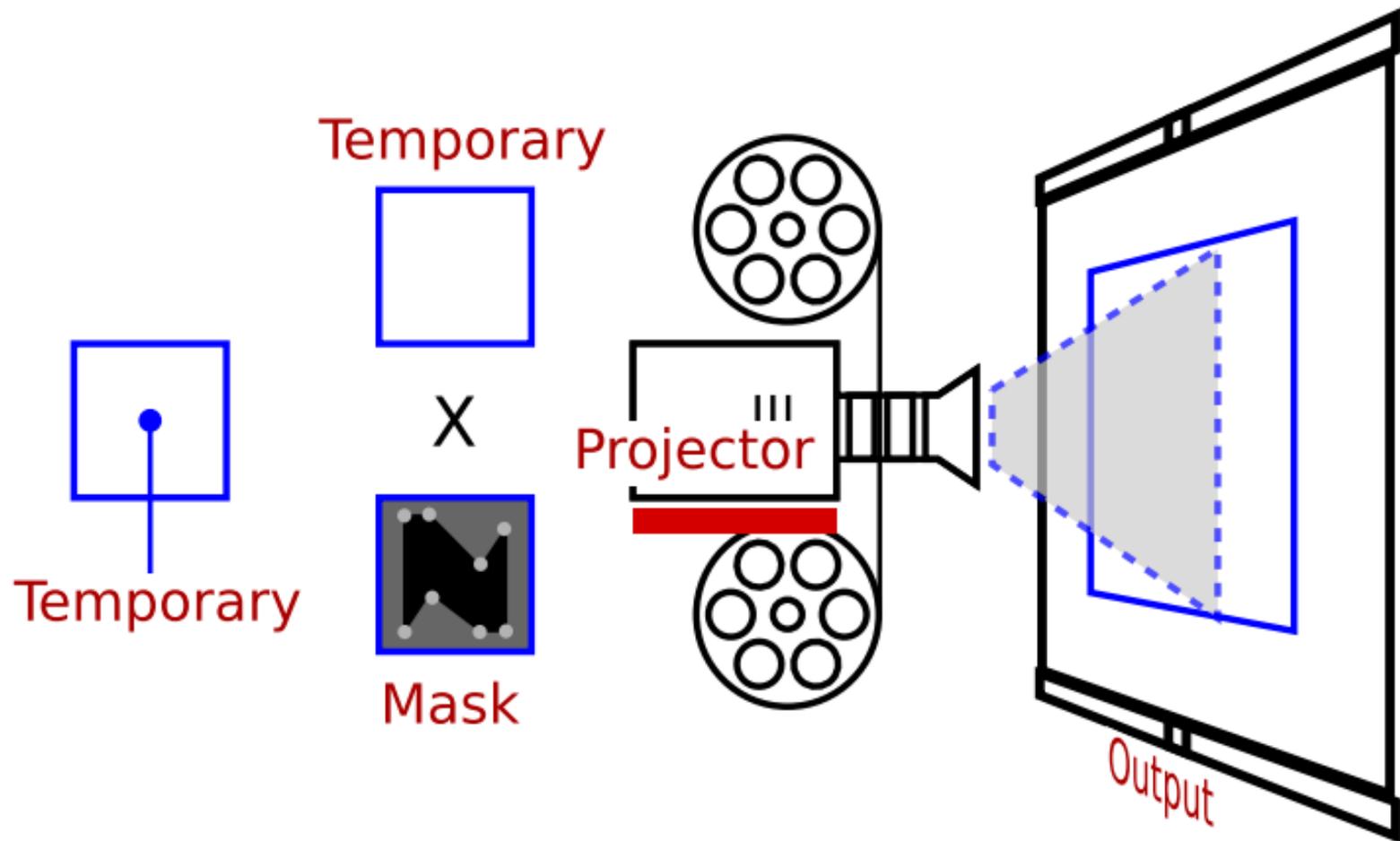


Color3way applied in Temporary Frame



Program output





Here is the filter that was generated with the original drop



Enter the name of the folder:

media bin

Enable	Target	Op	Value
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Matche	/home/paz/video_editing/prova/1080/rodents.p
Or	Patterns		

Add

Del

Apply

Cinelerra: Modify target

/home/paz/video_editing/prova/1080/rodents.png

Enter the name of the folder:

Media

media bin

Enter the name of the folder:

media bin

Enable Target

Or Patterns Ma

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And Not terns Ma

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Or Not

Enable Target Op Value

Or Patterns Matche /home/paz/video_editing/prova/1080/neve

Or Patterns Matche /

Or Patte Patterns

Or Patte Filesize

Or Patte Time

Or Patte Track type

atterns Matche /home/paz/video_editing/prova/1

atterns M z/video_editing/prova/1

atterns M z/video_editing/prova/1

atterns M z/video_editing/sound/n

atterns M z/video_editing/sound/n

atterns M z/video_editing/sound/n

Width

Height

Framerate

Samplerate

Channels

Duration

Target Op Value

atterns Matche /home/paz/video_editing/prova/1

atterns M z/video_editing/prova/1

atterns M z/video_editing/prova/1

atterns M z/video_editing/sound/n

atterns M z/video_editing/sound/n

atterns M z/video_editing/sound/n

Around

Eq ==

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Gt >

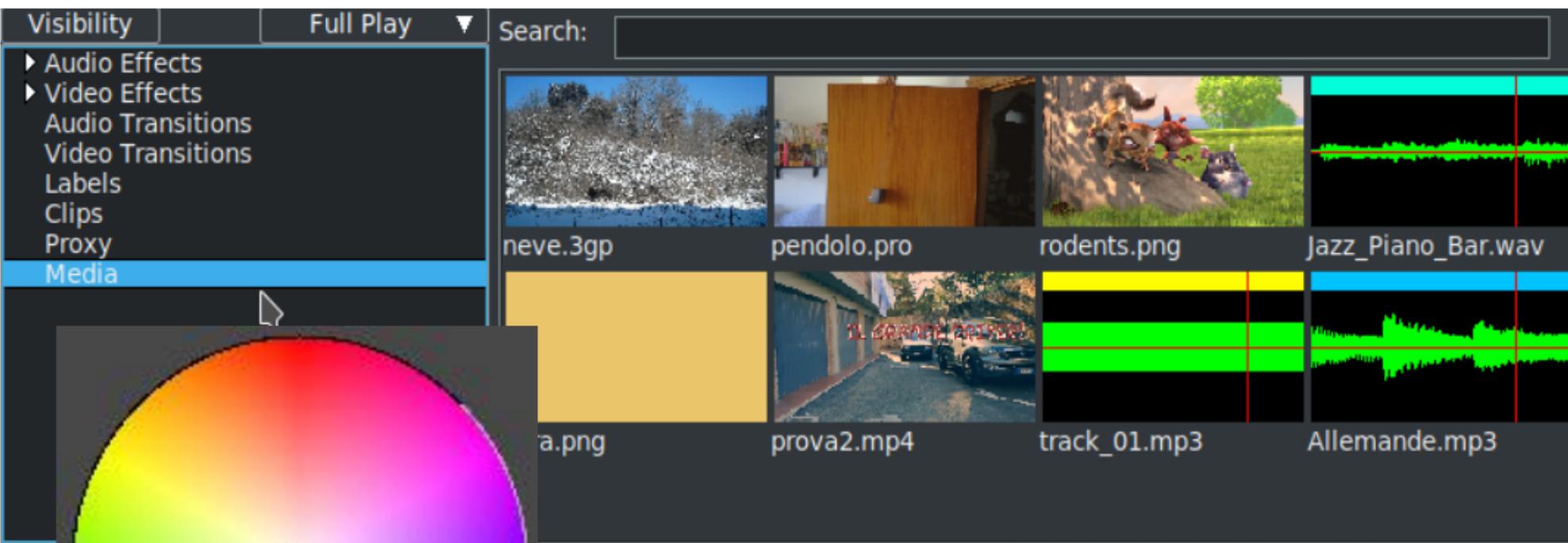
Ne !=

Le <=

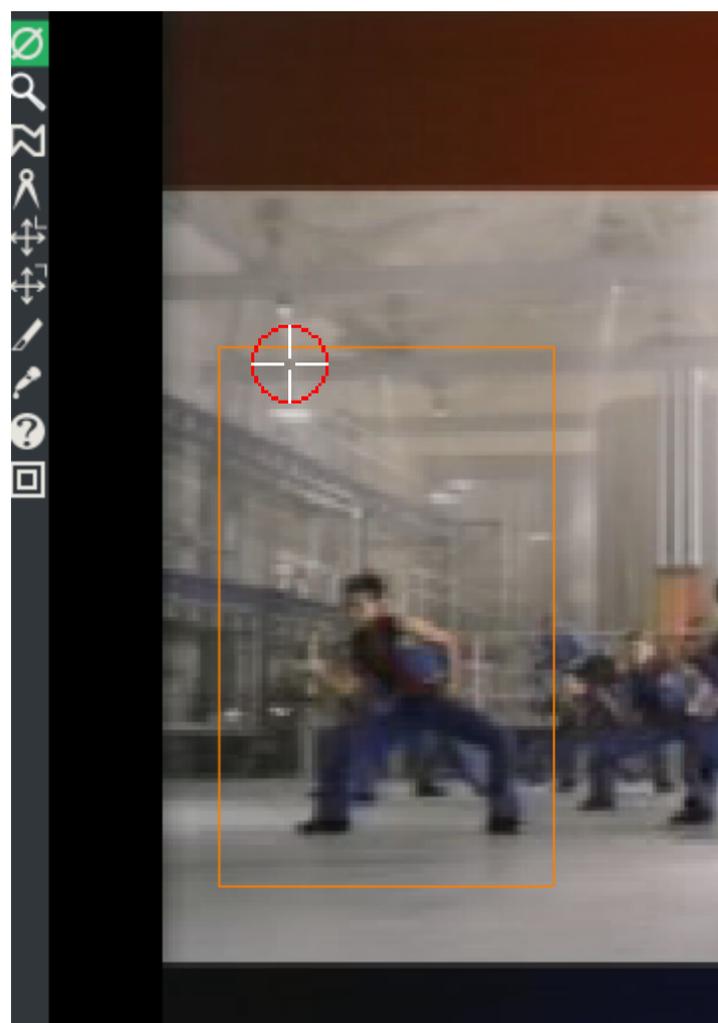
Lt <

Matches

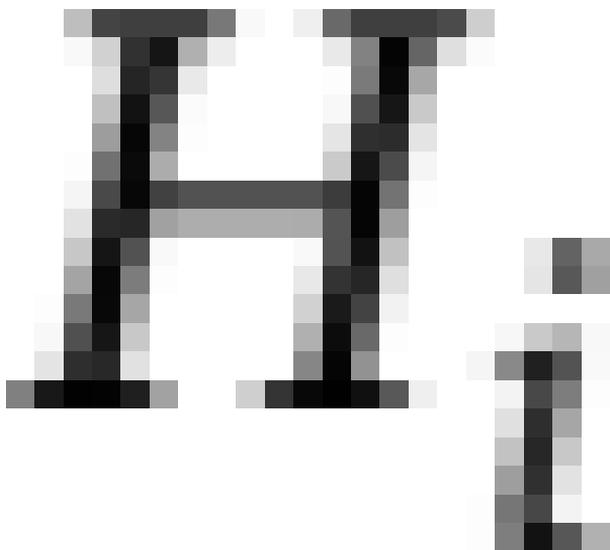
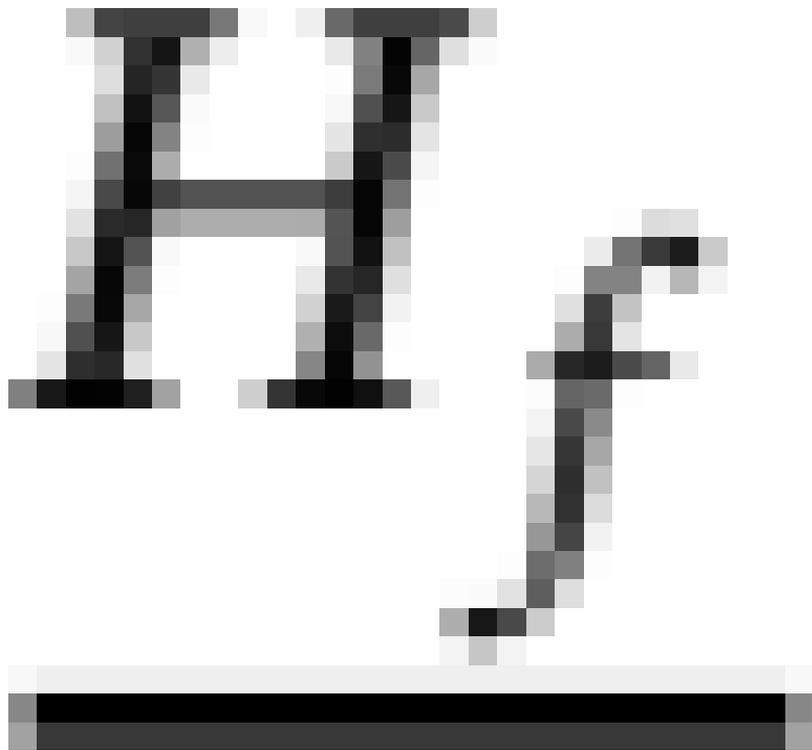


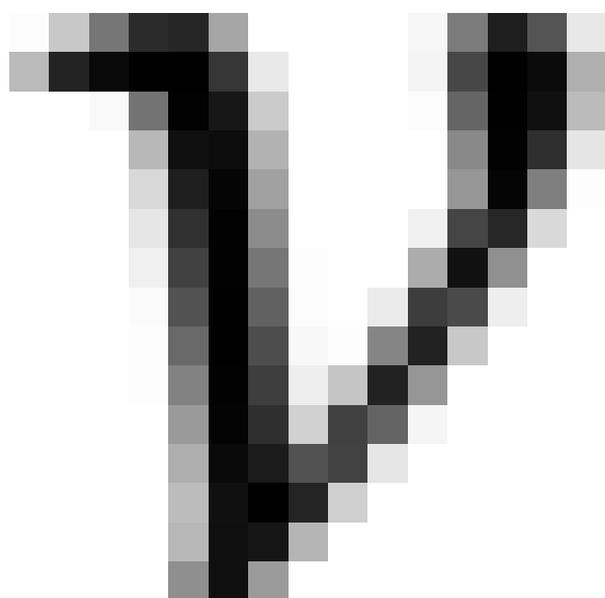
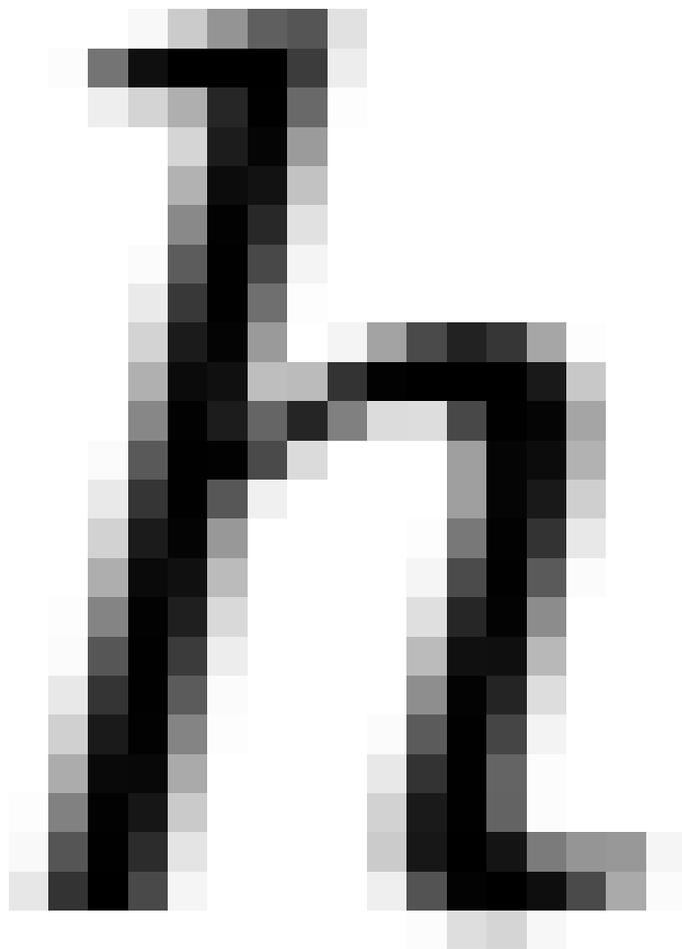


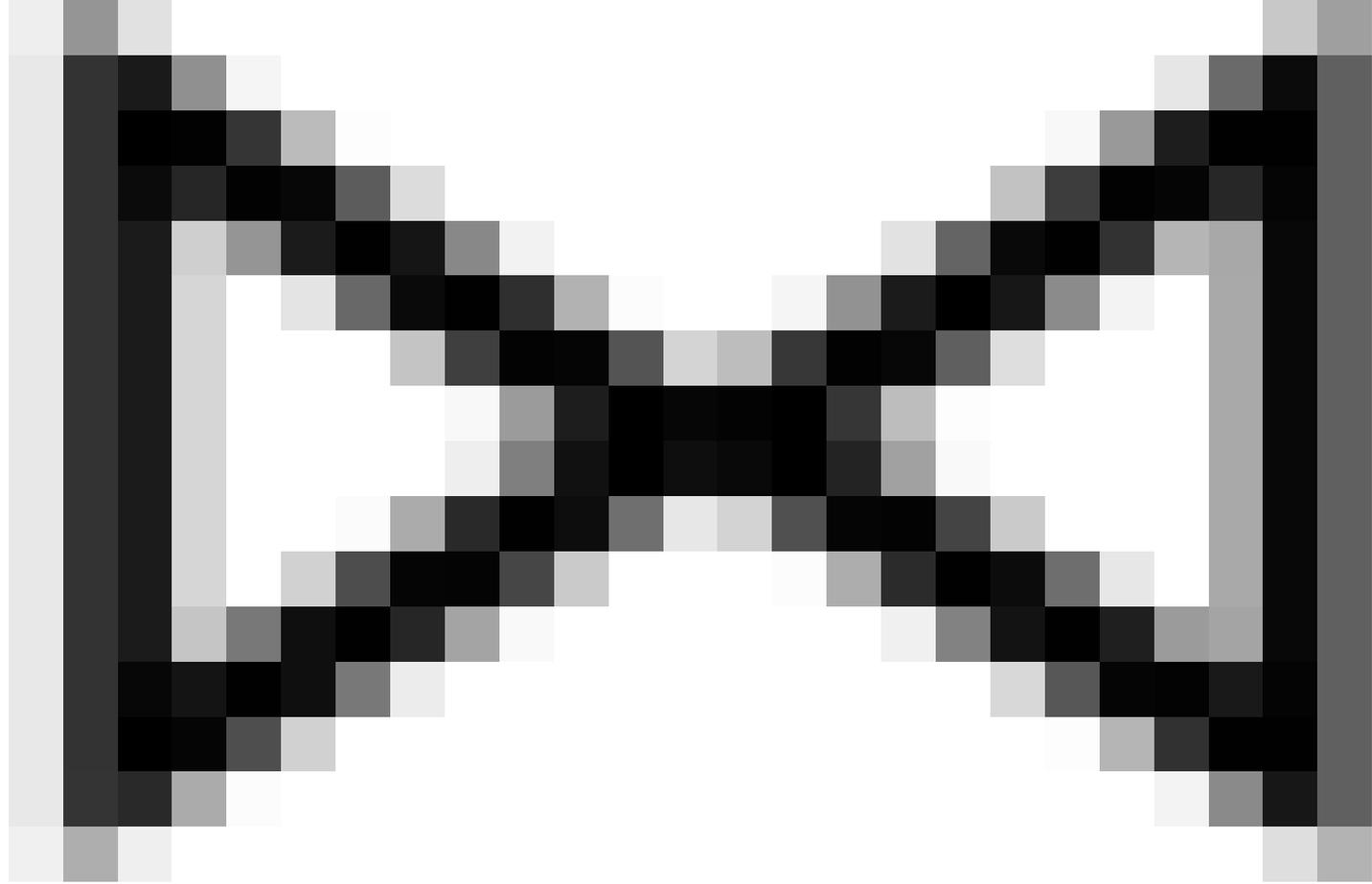
← Color hue wheel. For illustration only

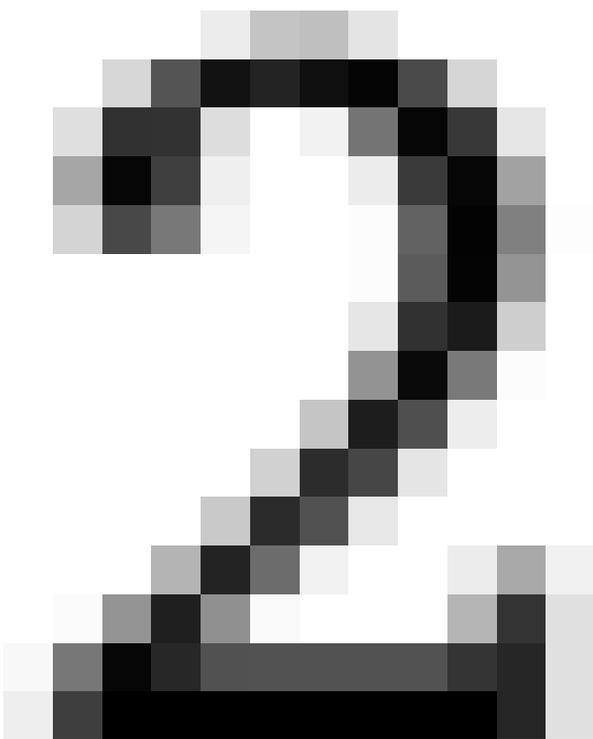
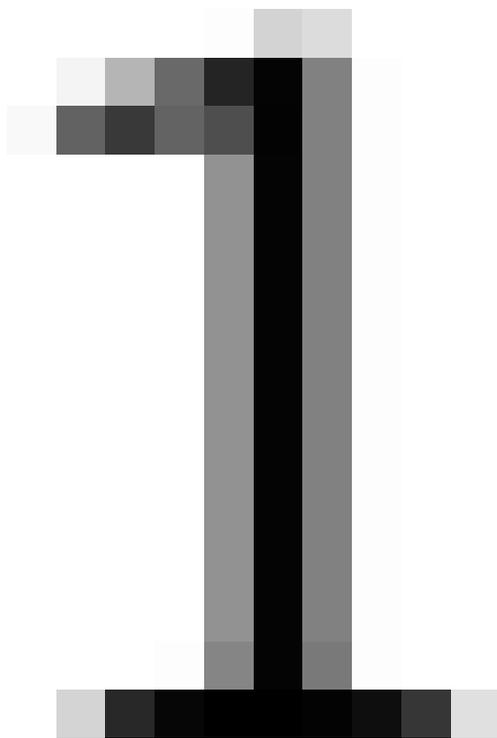






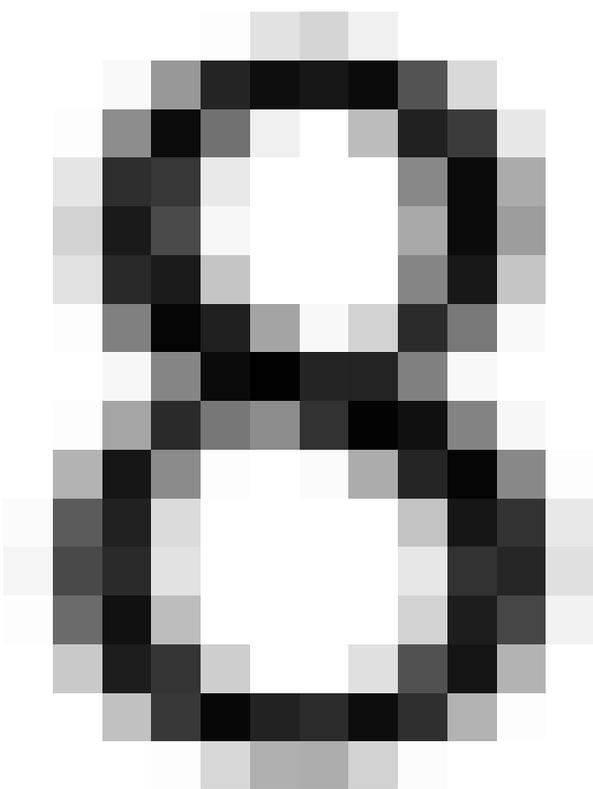
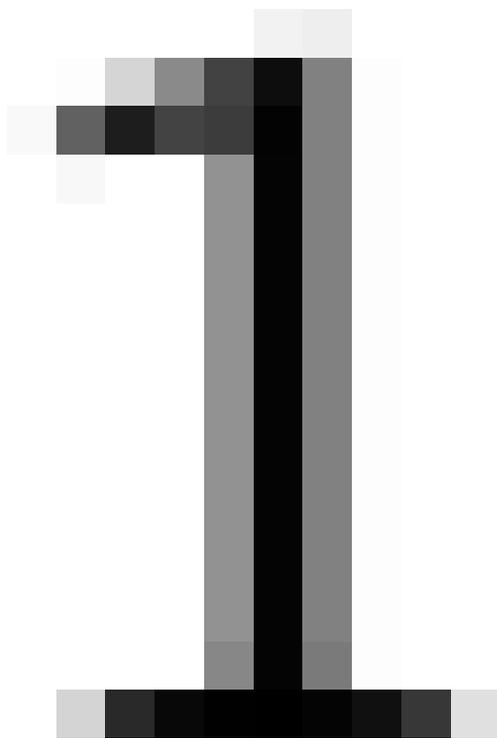






K1 Label	K2 Future use Splice (viewer)		K3 Future use Copy	K4 Clip Overwrite (viewer)		
K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x
K14 Toggle In		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		K15 Toggle Out
		K10 Previous Edit Future Use(Viewer)		K11 Next Edit Future Use(Viewer)		
		K12 Previous Edit Previous Label		K13 Next Edit Next label		

K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop S-1=Stop	S2=1/2 S-2=1/2	S3=Normal S-3=Normal	S4=2x S-4=2x	S5=4x S-5=4x	S6=8x S-6=8x	S7=16x S-7=16x
		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		



$Width \times Height [pixels] \times BitDepth [bits/px] \times Color$

$8 [bit/Byte]$

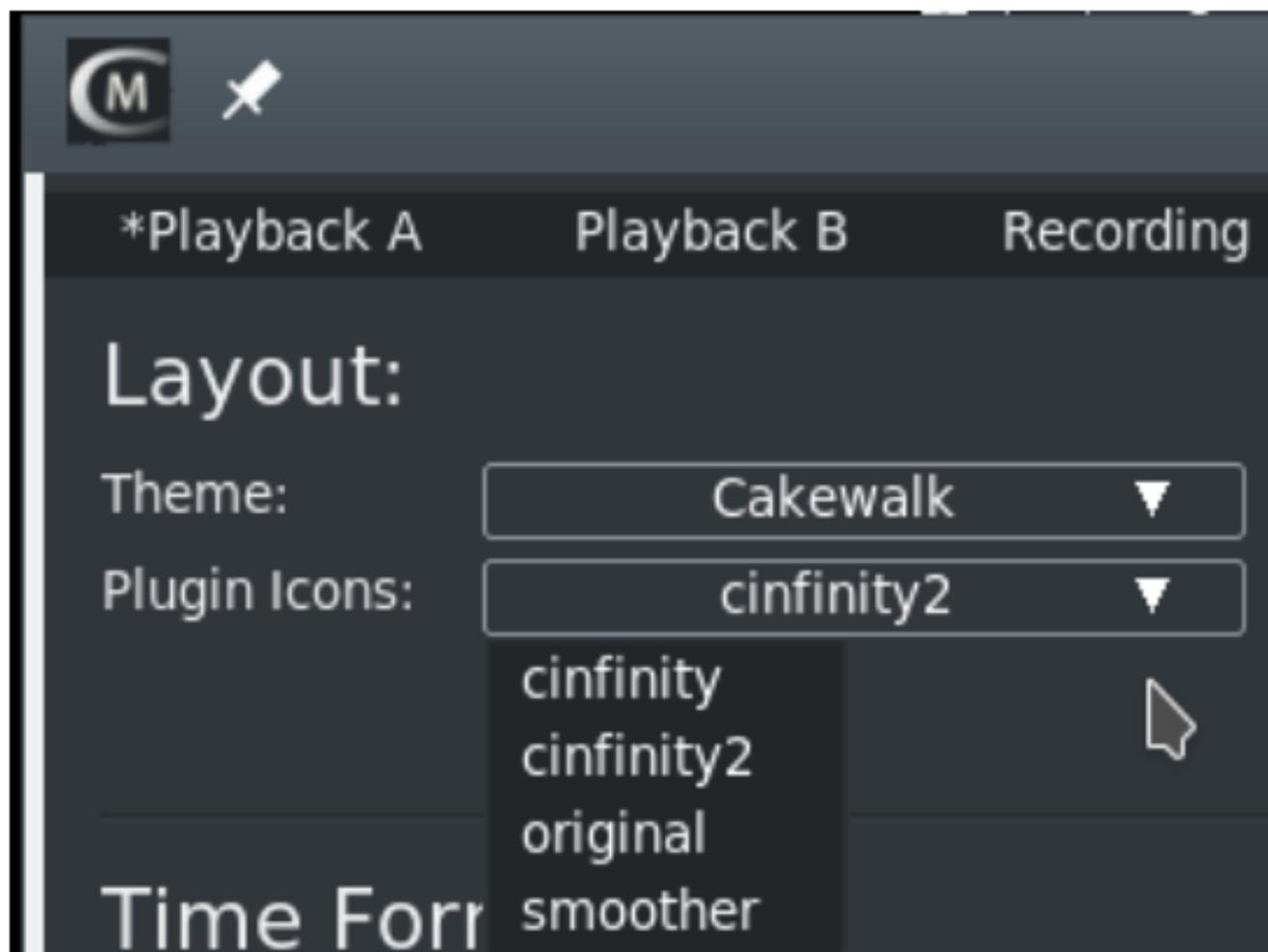
$\text{DataRate}[\text{MB}/\text{sec}] \times 36000[\text{sec}]$

1024MB/GB

Preferences Window →

Tab section →

Plugin icon choices →



A user preset Green →

Presets:

- *blue
- *cyan
- *pink
- *red
- green**

Keyframe parameters:

Parameter	Value
RED	0
GREEN	1
BLUE	0
MIN_BRIGHTNESS	50
MAX_BRIGHTNESS	100
SATURATION	0
MIN_SATURATION	50
TOLERANCE	15
IN_SLOPE	2
OUT_SLOPE	2
ALPHA_OFFSET	0
SPILL_THRESHOLD	0
SPILL_AMOUNT	90
SHOW_MASK	0
TEXT	
DATA	</CHROMAKE

Preset title:

Apply to all selected keyframes

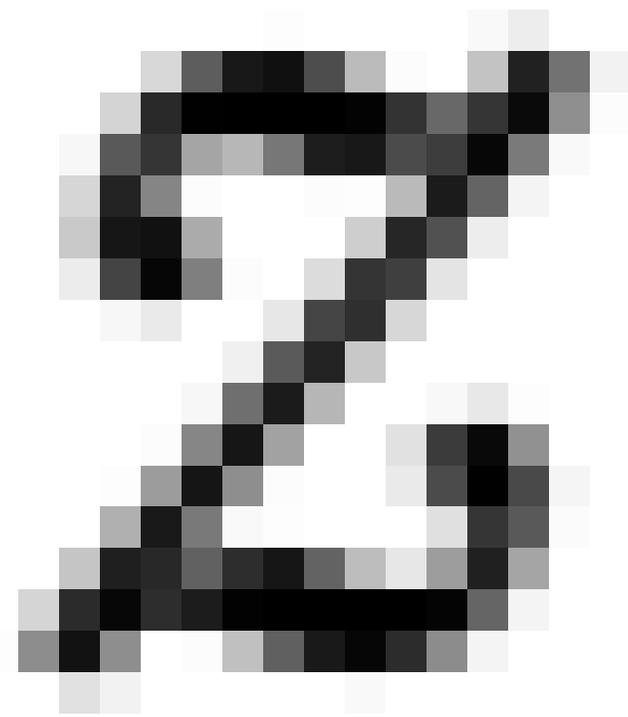
 

Textbox to type in the title for the chosen preset or name for a new preset. →

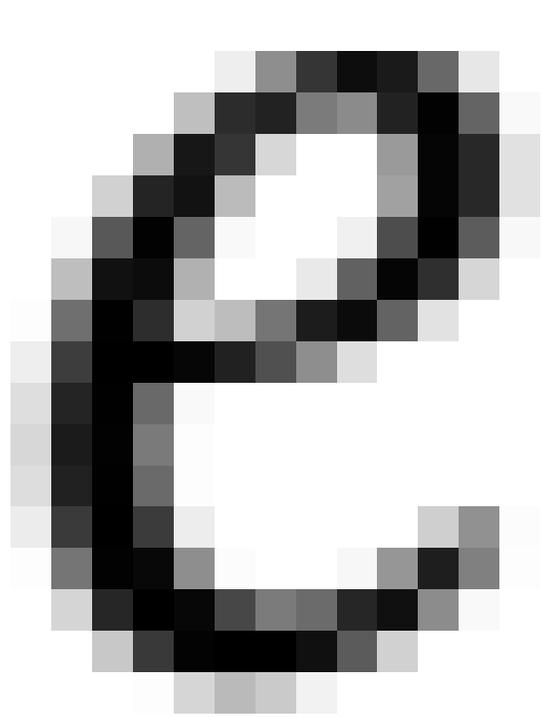
Use the Delete, Save or Apply button for operation. →

1

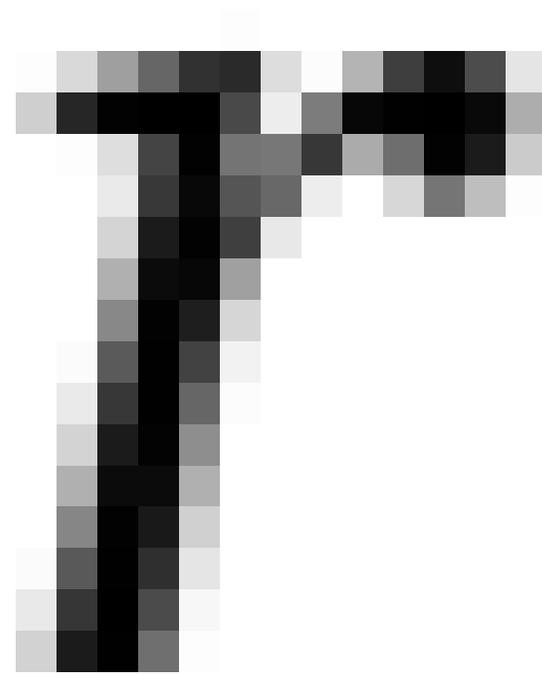
50



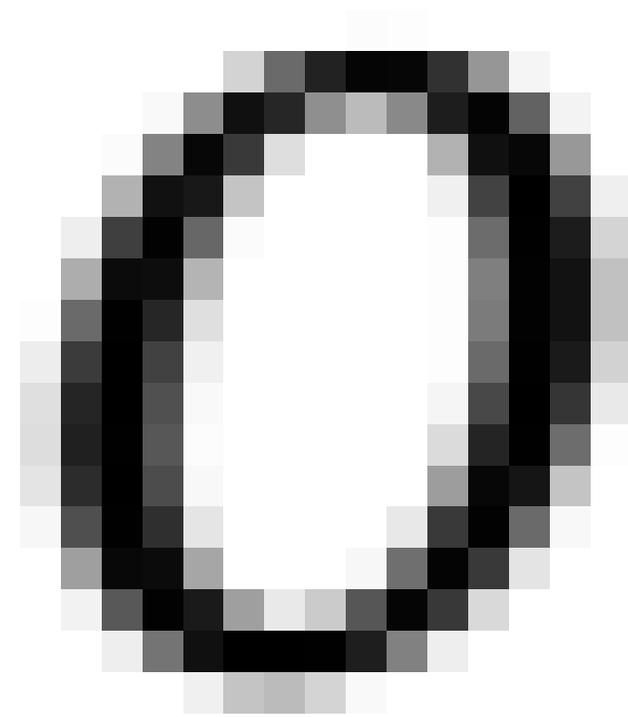
A 10x10 grayscale grid representing the digit '2'. The grid is composed of black, dark gray, and light gray pixels. The digit '2' is formed by a thick, slightly irregular stroke. The top horizontal bar is at row 2, the middle horizontal bar is at row 5, and the bottom horizontal bar is at row 8. The vertical stem is on the right side, starting from row 2 and ending at row 8. The left side of the digit is formed by a curved shape that connects the top and bottom bars.



A 10x10 grayscale grid representing the digit '3'. The grid is composed of black, dark gray, and light gray pixels. The digit '3' is formed by a thick, slightly irregular stroke. The top horizontal bar is at row 2, the middle horizontal bar is at row 5, and the bottom horizontal bar is at row 8. The vertical stem is on the left side, starting from row 2 and ending at row 8. The right side of the digit is formed by a curved shape that connects the top and bottom bars.



A 10x10 grayscale grid representing the digit '7'. The grid is composed of black, dark gray, and light gray pixels. The digit '7' is formed by a thick, slightly irregular stroke. The top horizontal bar is at row 2, and the vertical stem is on the left side, starting from row 2 and ending at row 8. The right side of the digit is formed by a curved shape that connects the top bar to the stem.



A 10x10 grayscale grid representing the digit '0'. The grid is composed of black, dark gray, and light gray pixels. The digit '0' is formed by a thick, slightly irregular stroke. The top horizontal bar is at row 2, the middle horizontal bar is at row 5, and the bottom horizontal bar is at row 8. The vertical stem is on the right side, starting from row 2 and ending at row 8. The left side of the digit is formed by a curved shape that connects the top and bottom bars.





e

q

l

o

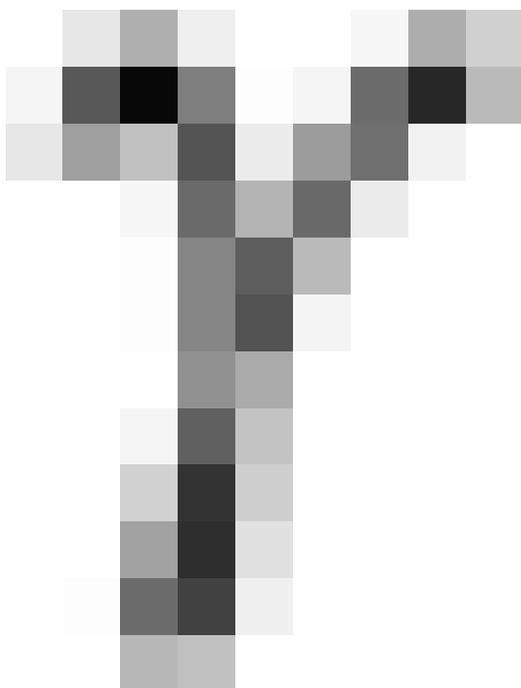
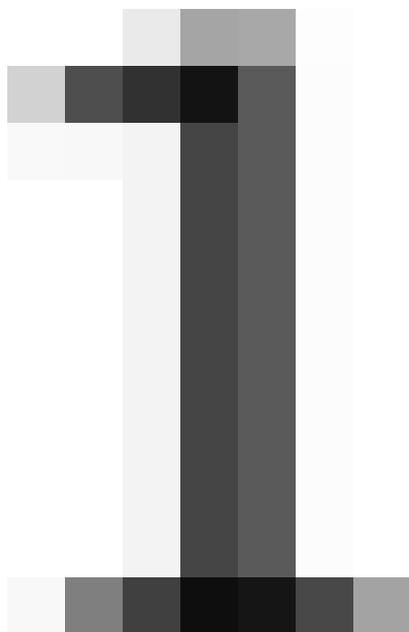
t

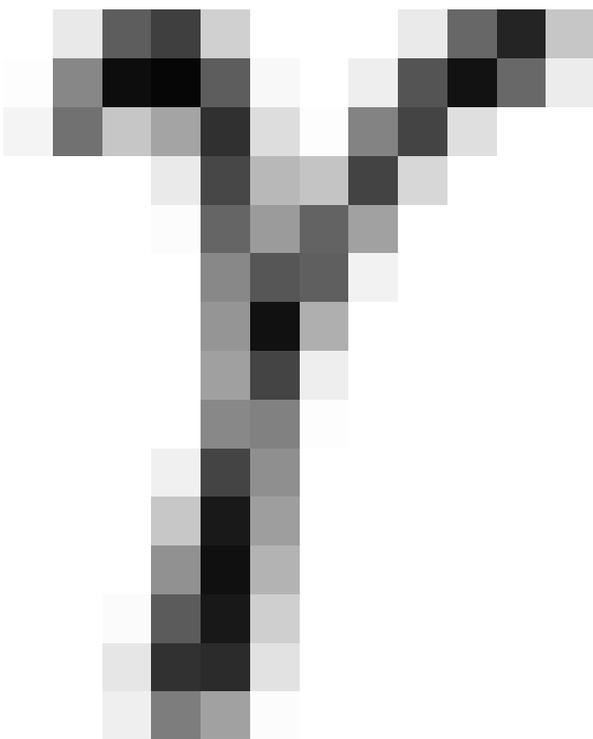
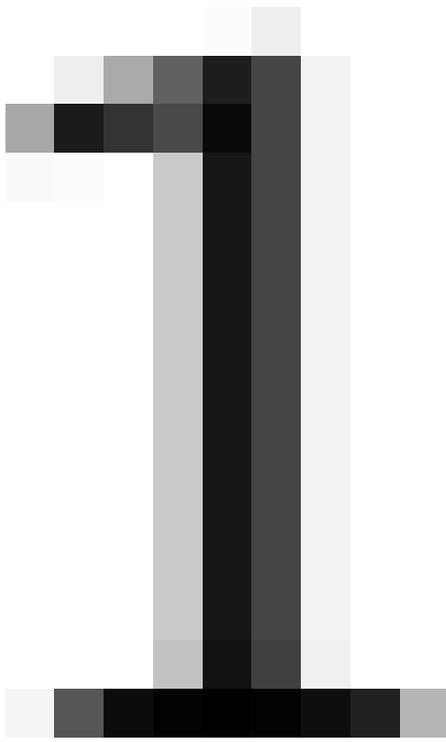
i

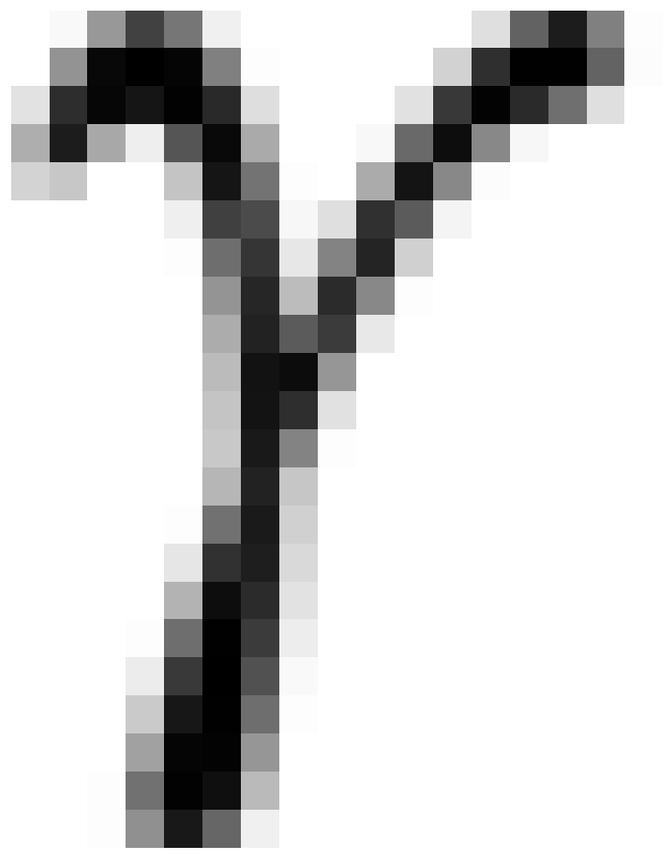
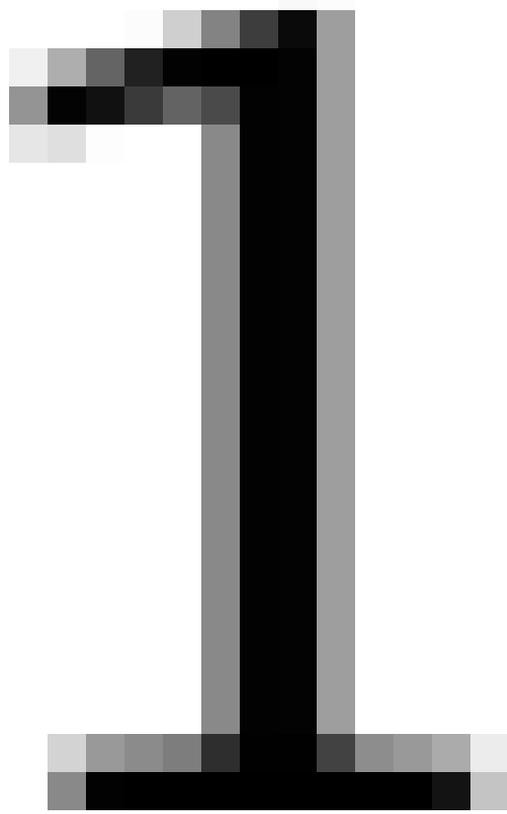
o

te









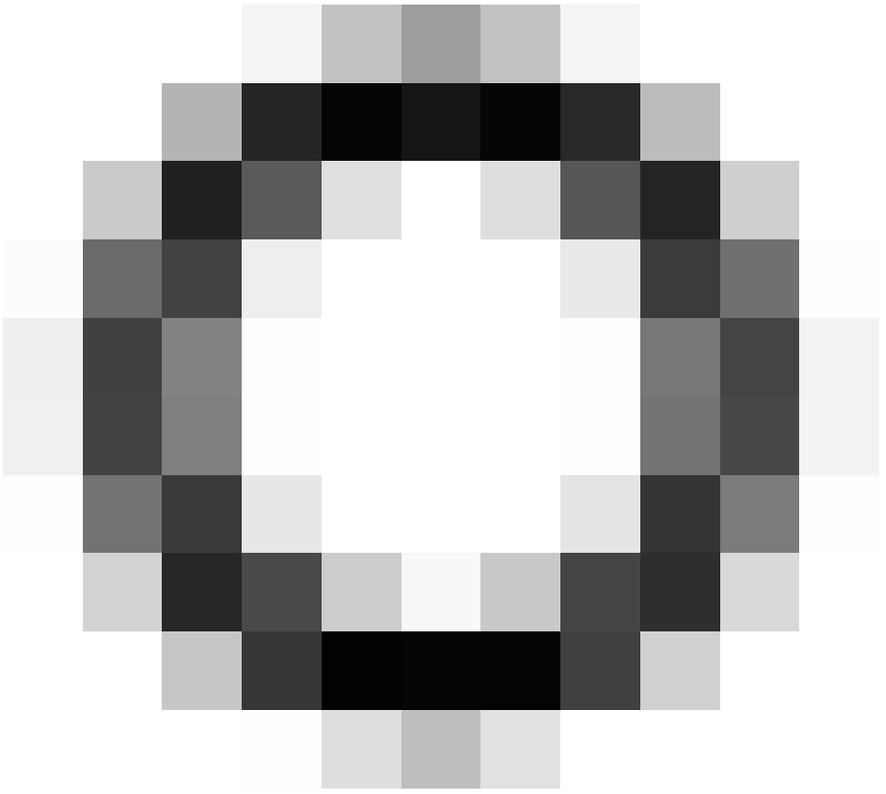
```
range(1.0 - 0)
```

```
#bins
```

$f(x_i)$  b

1 2 3 4 5 6 7 8

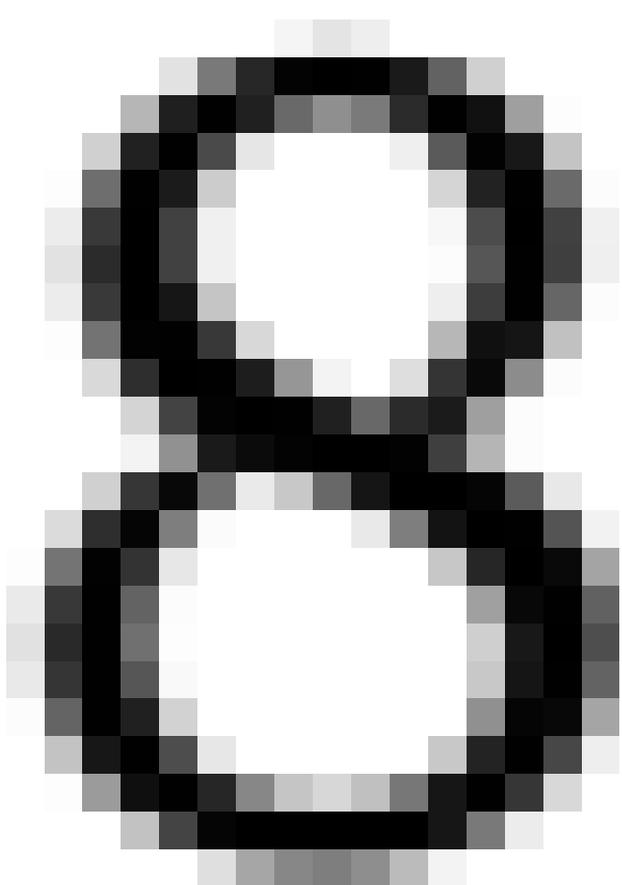
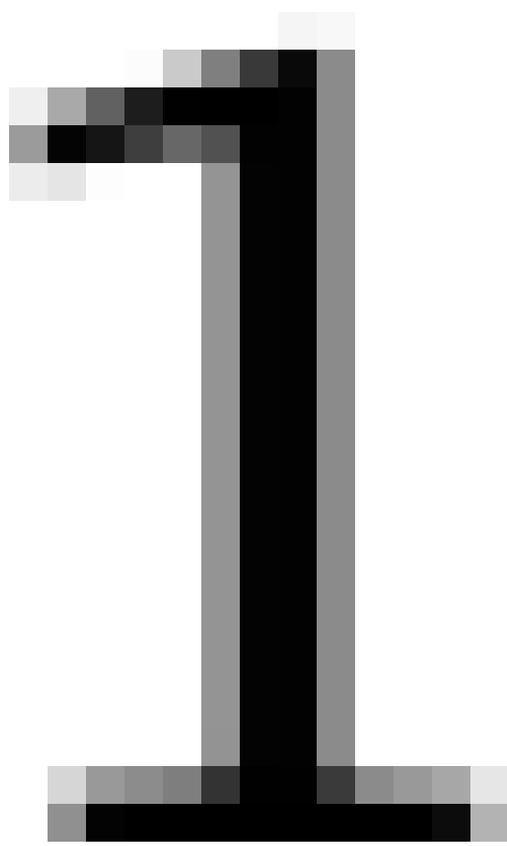


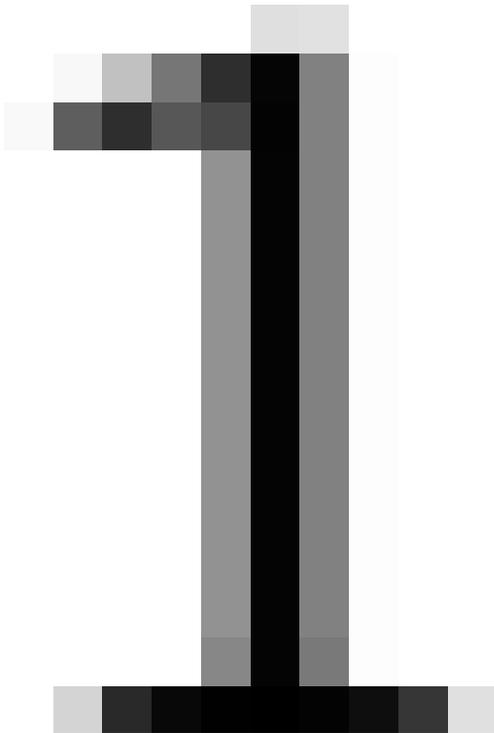
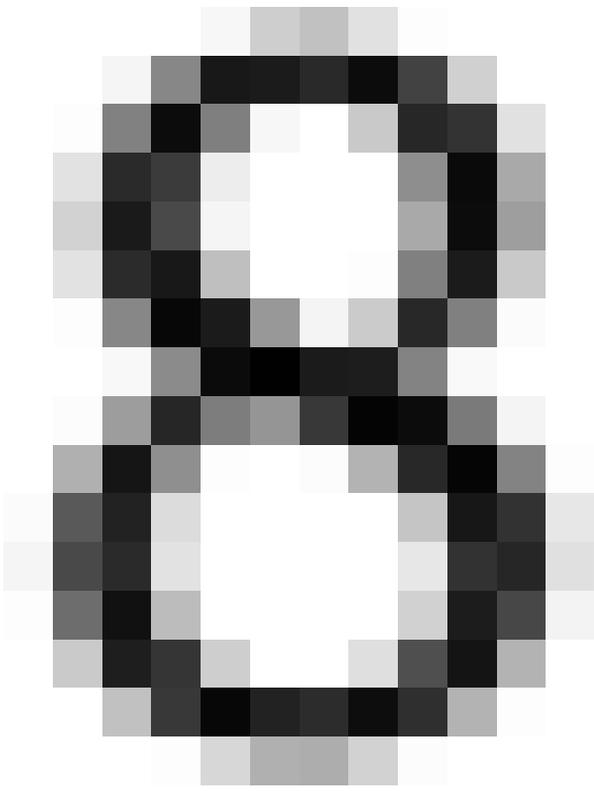


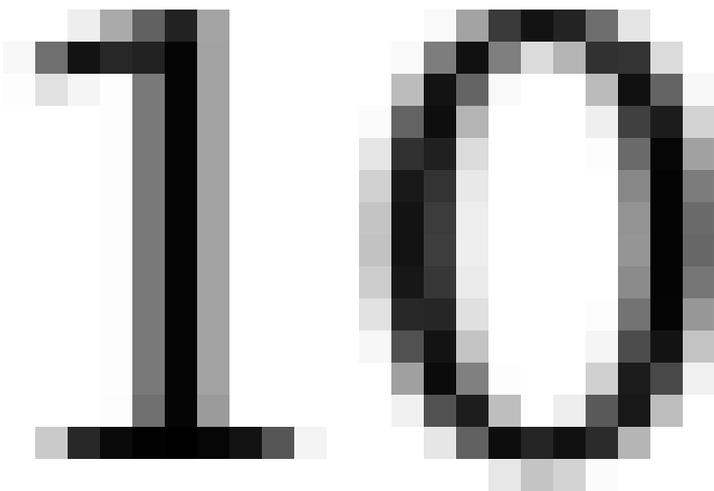
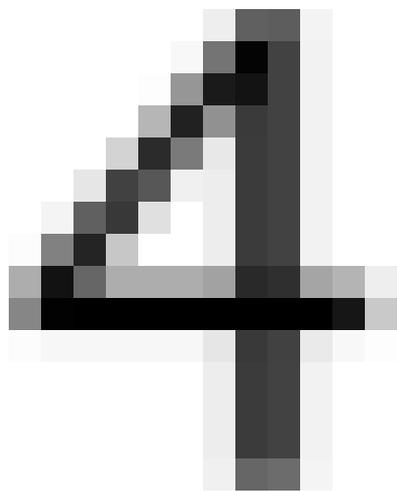
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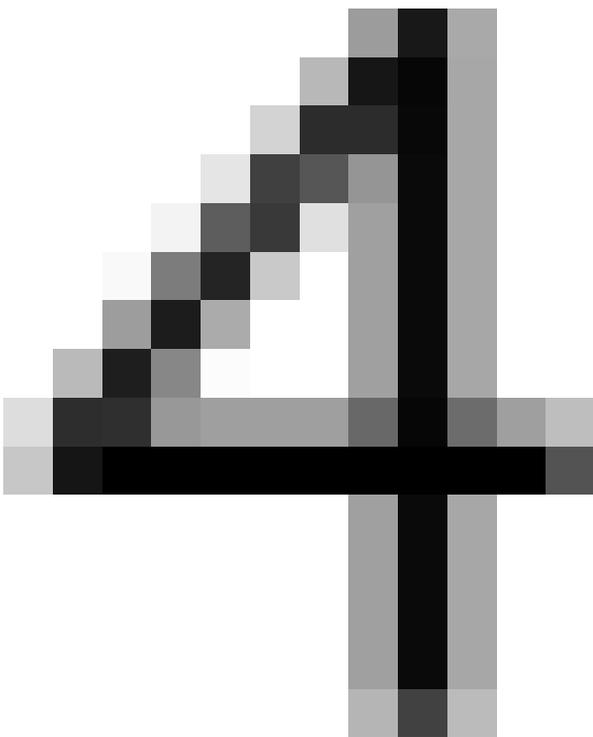
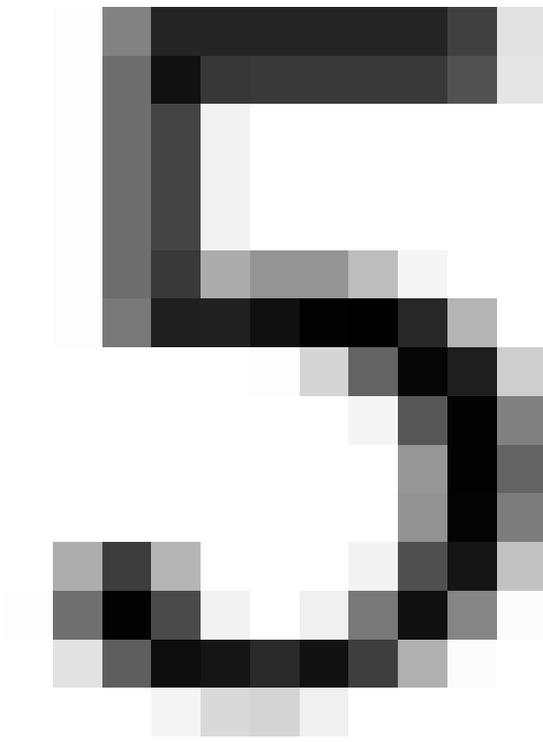


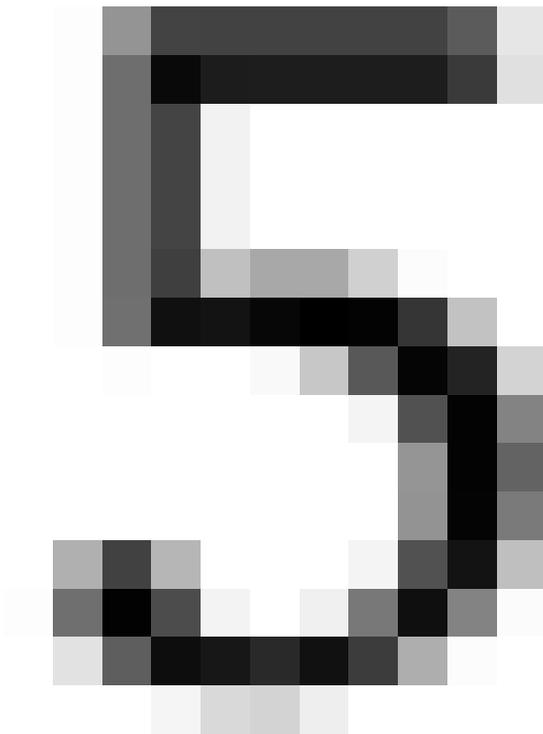
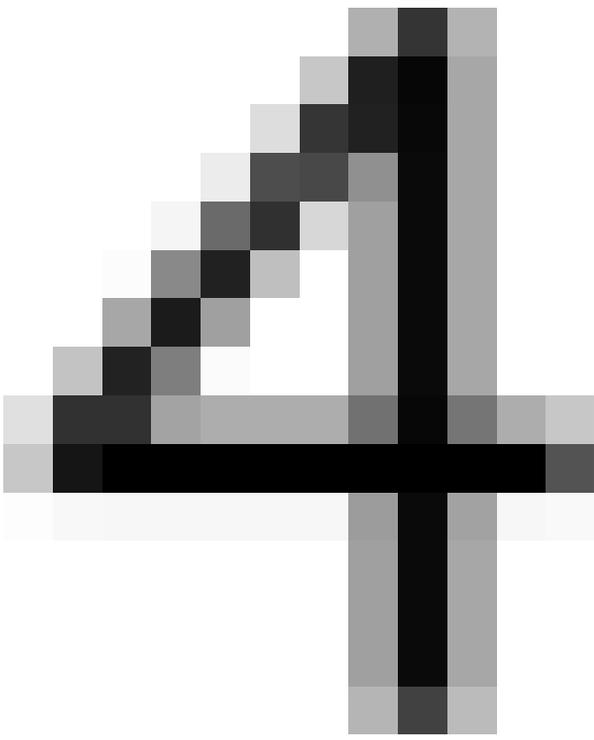
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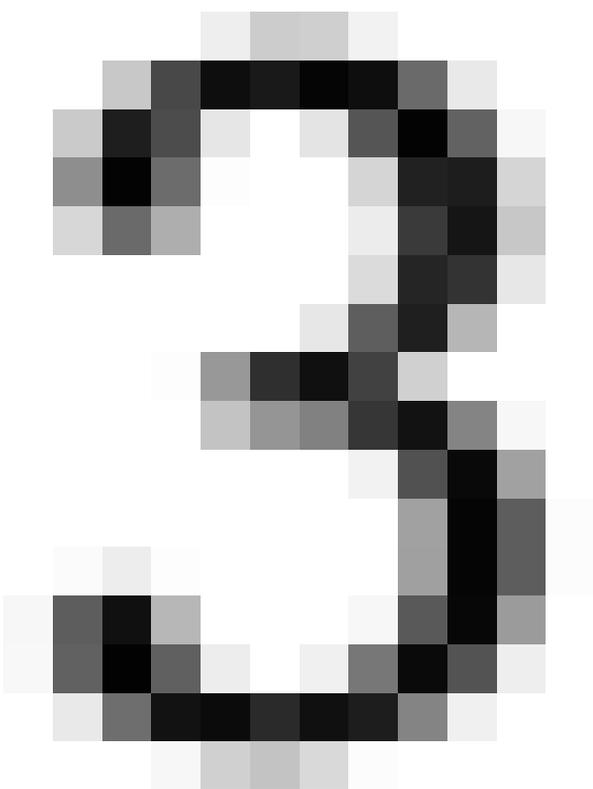
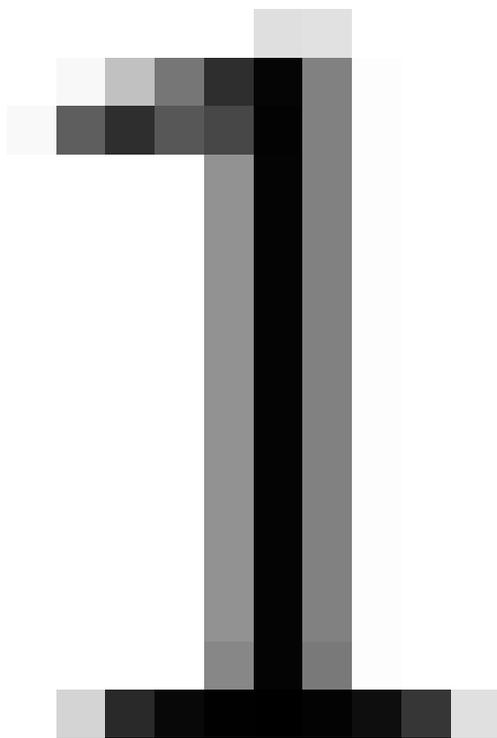


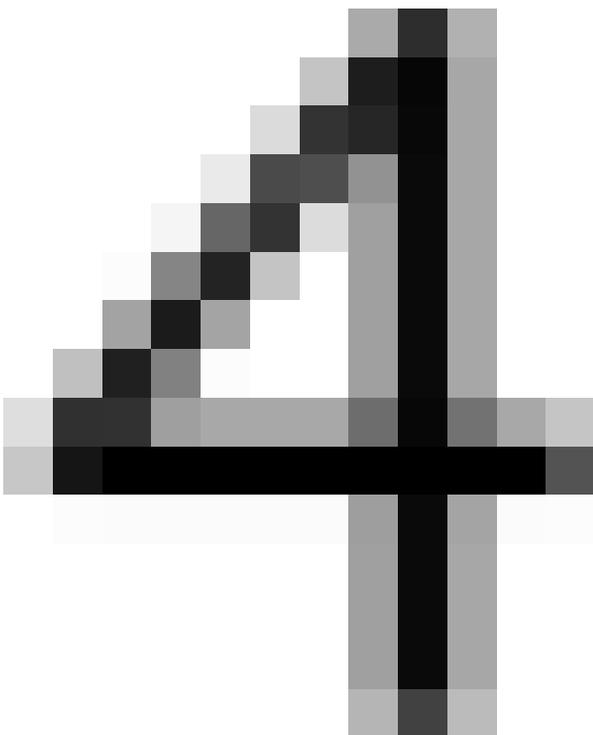
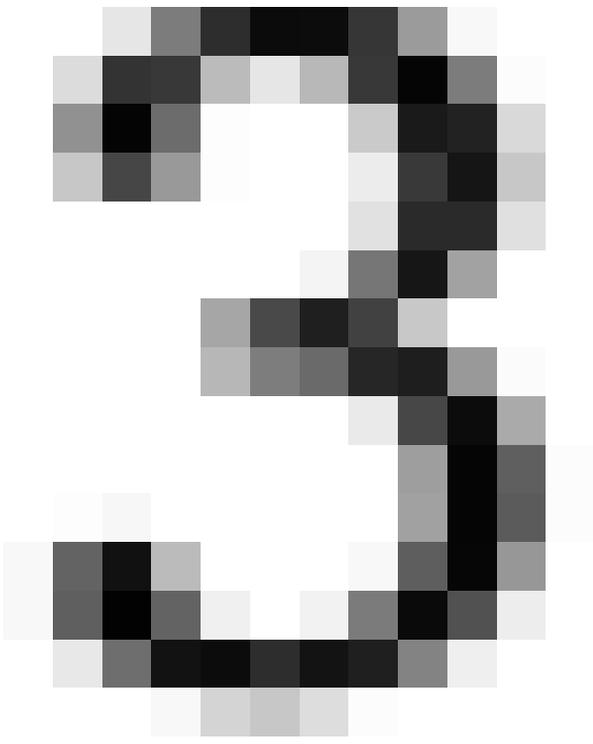






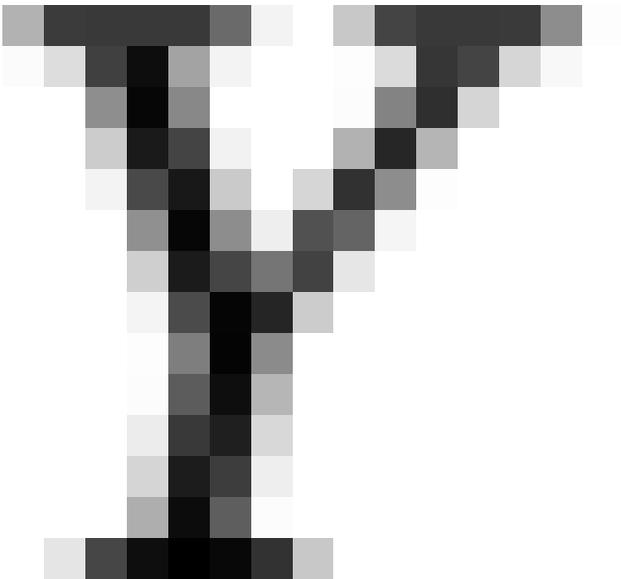
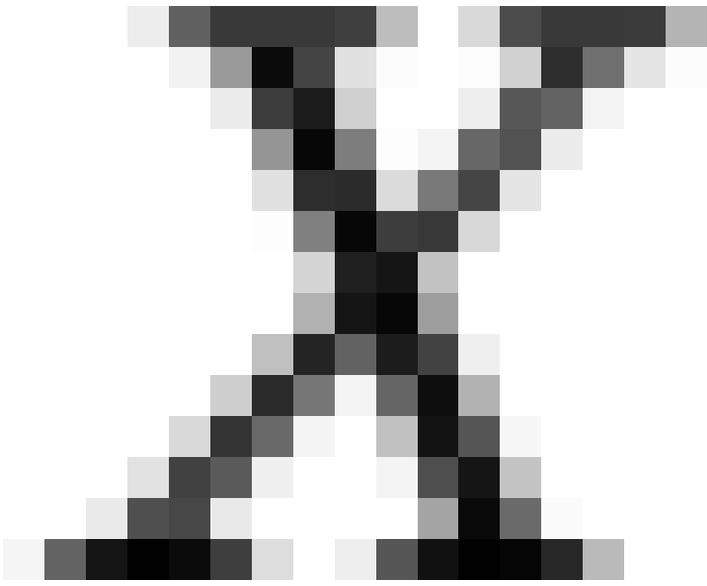


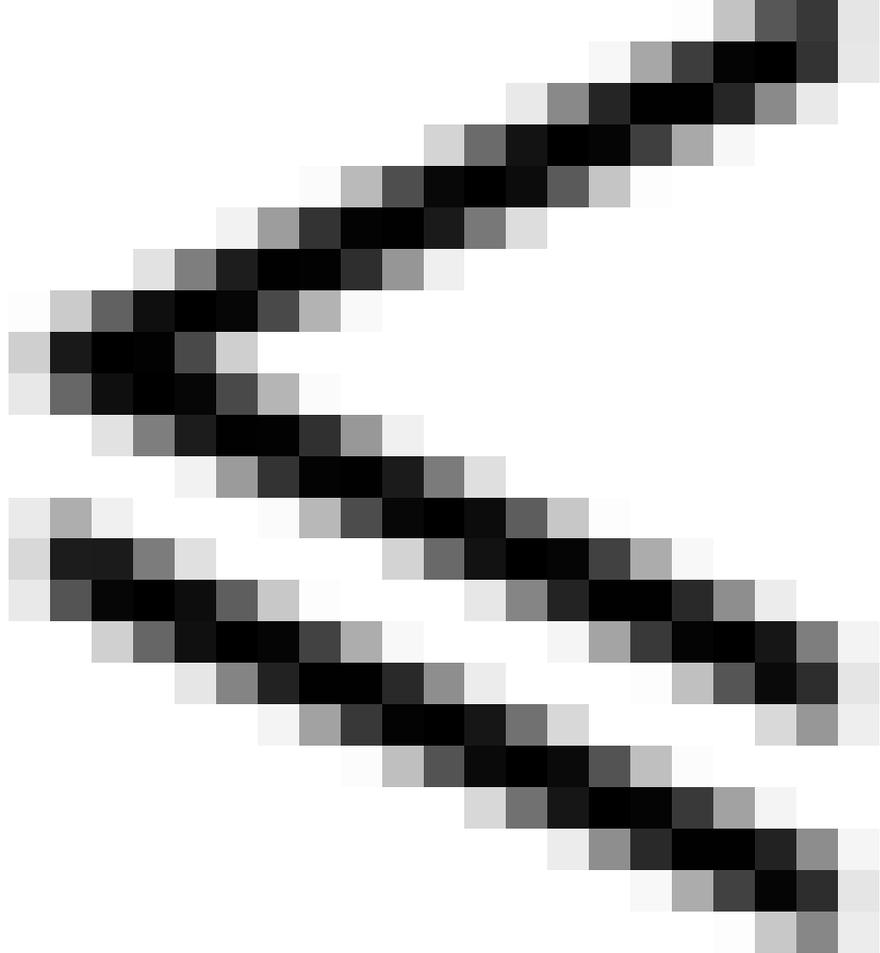


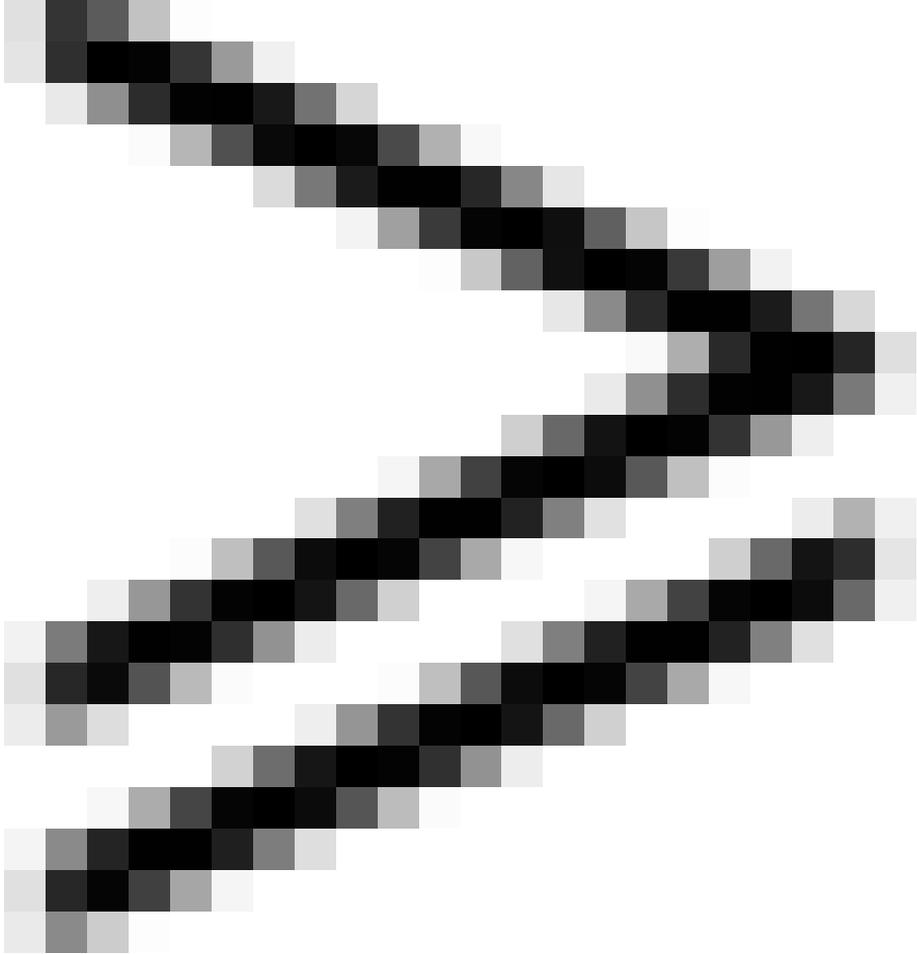


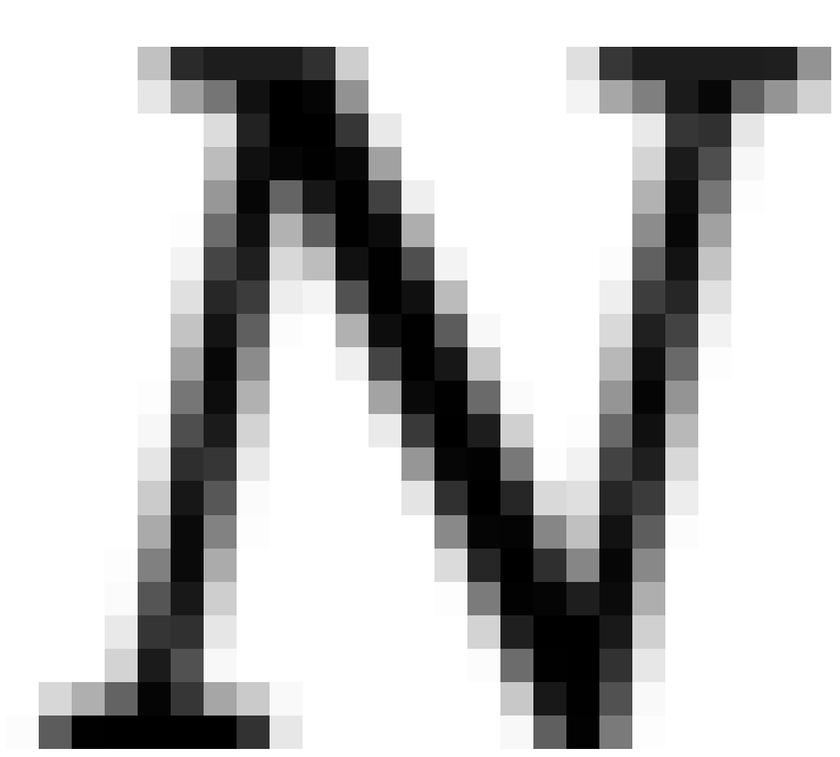
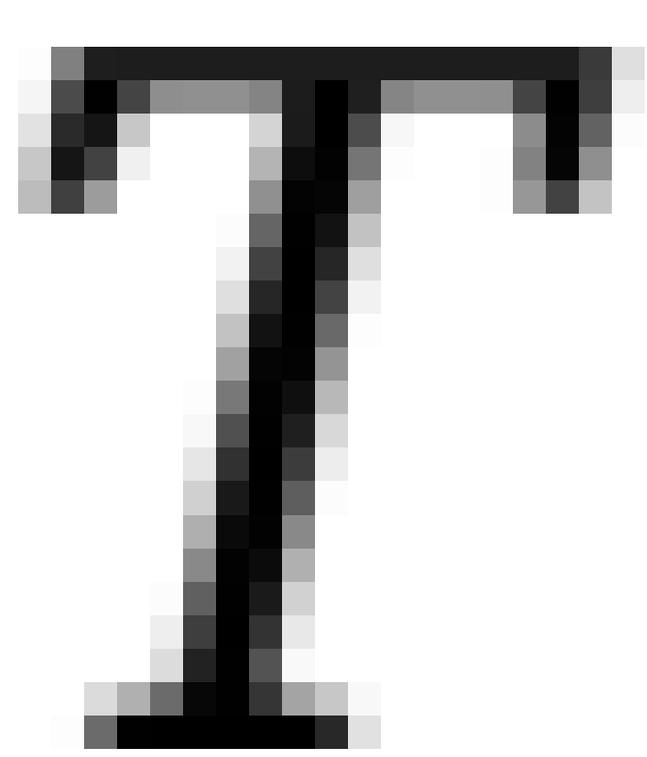
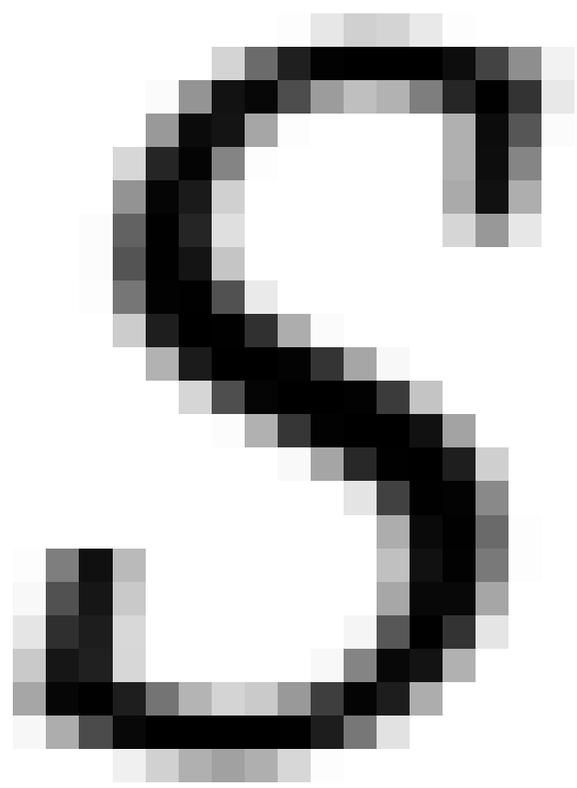
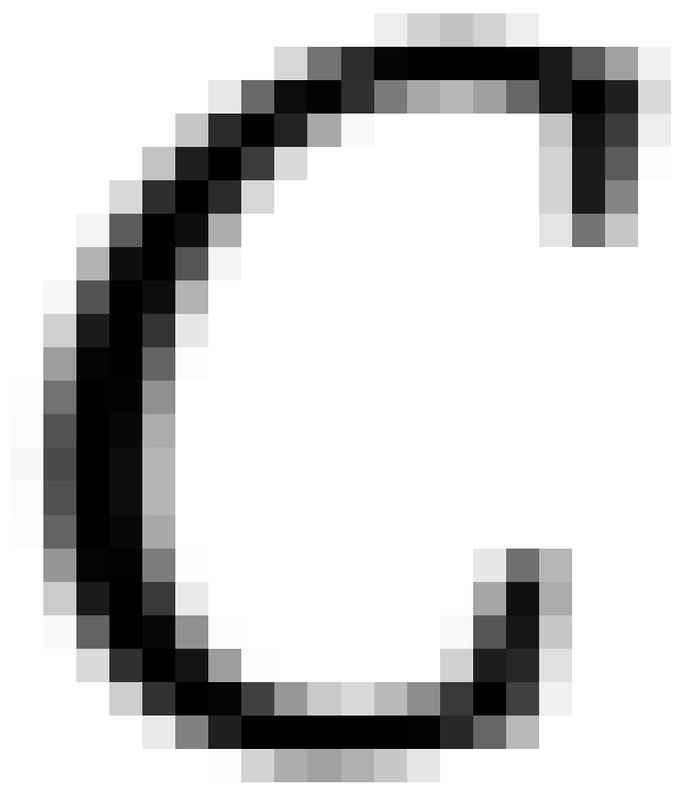
1

scale factor







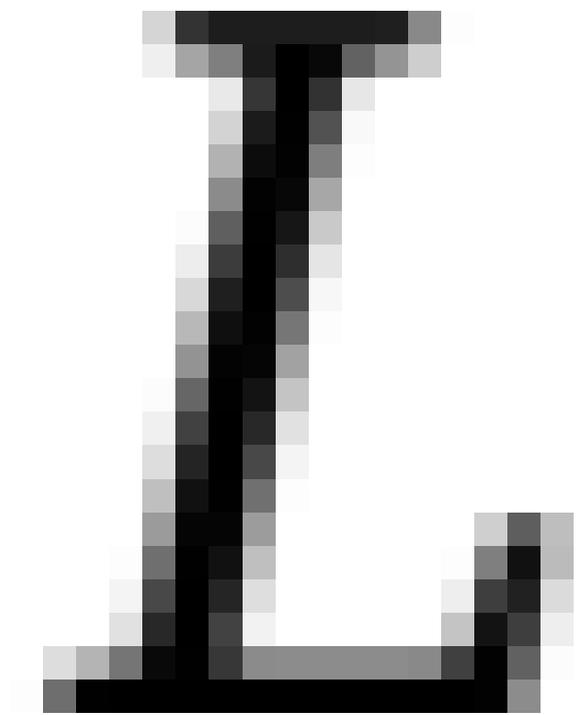
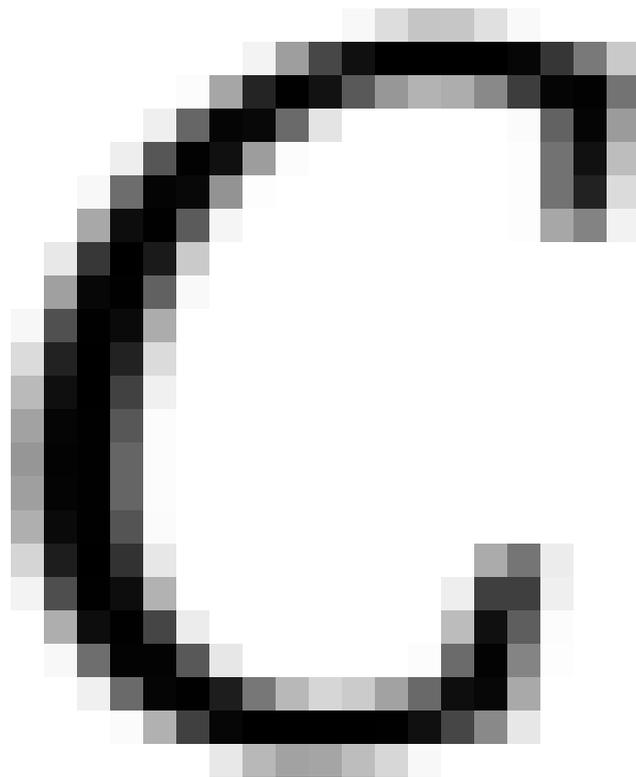
A pixelated, grayscale representation of the uppercase letter 'M'. The letter is composed of black and gray pixels, giving it a blocky, digital appearance. It features a vertical stem on the left, a vertical stem on the right, and a central vertical stem that meets a horizontal top bar. The right side of the letter has a slight curve.A pixelated, grayscale representation of the uppercase letter 'T'. The letter is composed of black and gray pixels, giving it a blocky, digital appearance. It features a vertical stem on the left, a vertical stem on the right, and a horizontal top bar. The bottom of the letter is slightly curved.A pixelated, grayscale representation of the uppercase letter 'S'. The letter is composed of black and gray pixels, giving it a blocky, digital appearance. It features a curved top, a horizontal middle bar, and a curved bottom.A pixelated, grayscale representation of the uppercase letter 'L'. The letter is composed of black and gray pixels, giving it a blocky, digital appearance. It features a curved top, a horizontal middle bar, and a curved bottom.

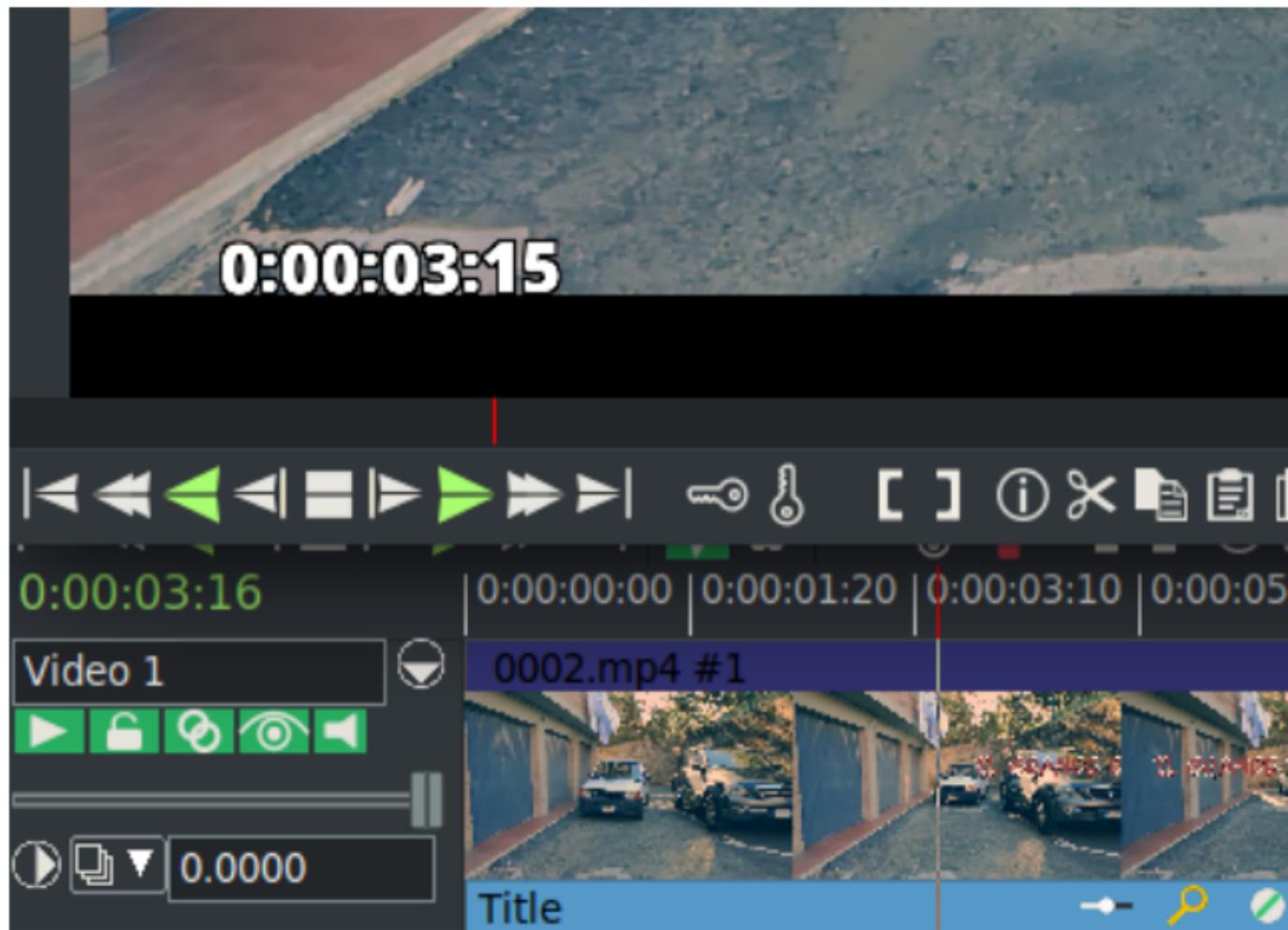
RAI



NOE

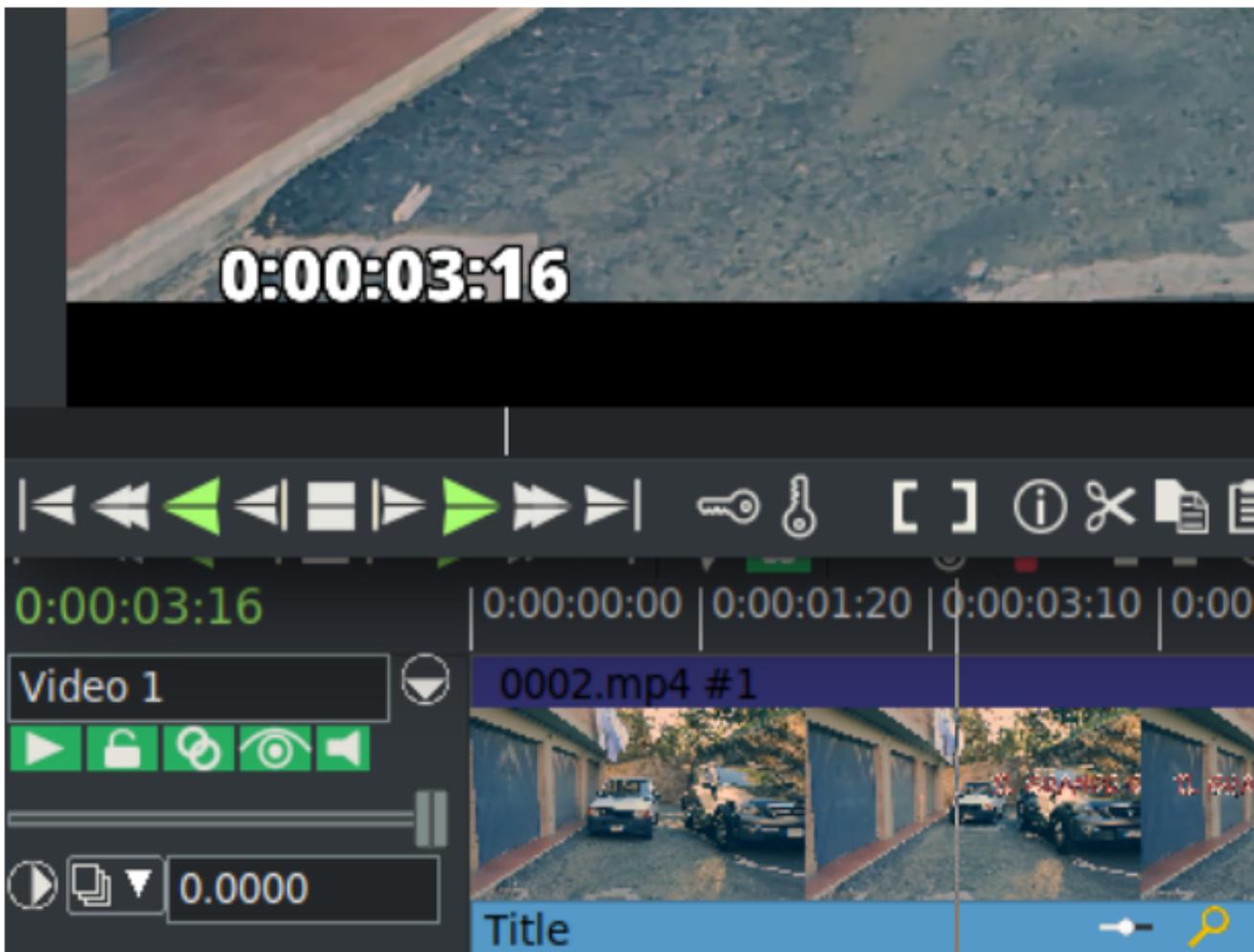






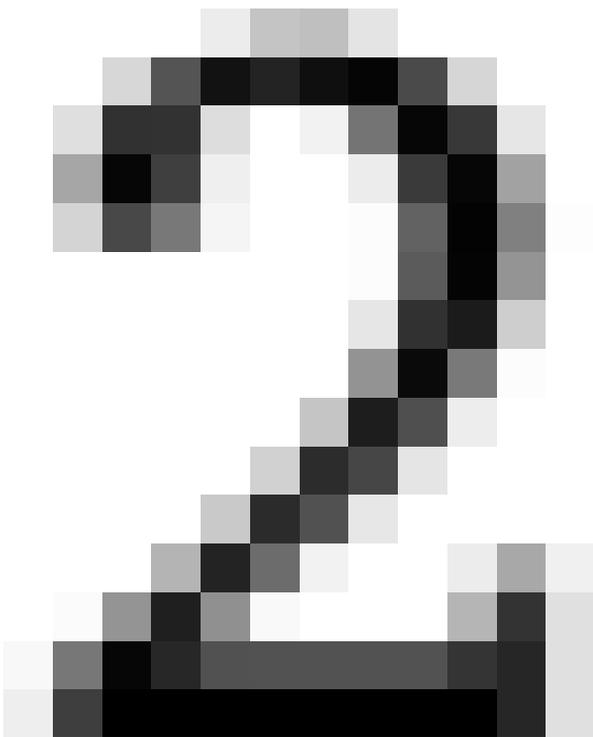
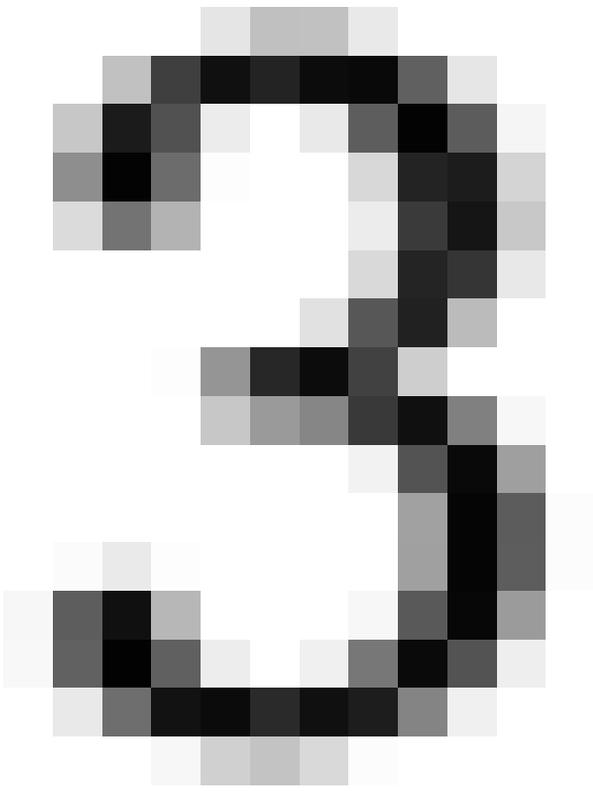
Red cursor in Compositor →

red cursor in Timeline →



White cursor in Compositor →

White cursor in Timeline →



768x2



3

