Creating a Smash

[00:00:03]
We designed the Smash Builder part of Clipsmash to help you make compilation videos from your clips, other short videos and still images.

[00:00:10]
To create a smash, click the make the smash button in the top right corner of the project header.

[00:00:17]
This will prompt you to name your smash and choose which aspect ratio you would like to use for this smash.

[00:00:23]
You can choose between a 16:9 ratio, a 4:3 ratio, or a 1:1 ratio

[00:00:29]
A 16:9 ratio is a wide screen. This is typically used for most high quality videos you would see on channels like YouTube

[00:00:37]
A 4:3 is a little closer to a square, but is still wide screen.

[00:00:42]
A1 by one ratio is a perfect square and is. Good for social media.

[00:00:46]
For this example, I will choose a 16:9 ratio.

[00:00:50]
Now you can click Create Smash

[00:00:53]
This will create your empty smash and take you into the Smash Builder.

[00:00:57]
As we discussed in the Getting Started with Clipsmash video, we have three main spaces in the Smash Builder: the playback area, the Smash timeline and your asset libraries.

[00:01:08]
You will also notice this top header area with the name of your smash and current smash aspect ratio

[00:01:14]

if you ever desire to change the aspect ratio of your smash. You can click this drop down and choose a different ratio.

[00:01:23]

After you create a smash, you will notice there is nothing in the playback area and nothing populated on the smash timeline.

[00:01:30]

In a smash you will be doing the creation and assembly process, so the smash will only populate with whatever assets you choose to add to it.

[00:01:39]

This playback area will appear black until we have added media assets to the Smash timeline area at the bottom.

[00:01:46]

The Smash Timeline area houses all of your media and overlay assets for this smash.

[00:01:51]

You will notice there are two rows here.

[00:01:53]

We call these swim lanes.

[00:01:55]

We have a swim lane for text overlays and a swim lane for media assets.

[00:02:00]

Your media assets include your images, video and clip assets, as well as any text slides you add, we will discuss slides later.

[00:02:10]

This area will always be linear, meaning there will never be any space between these elements. They will always add either before or after one another.

[00:02:20]

The text overlay swim lane allows you to add text over any asset in your media swim lane.

[00:02:27]

This may be helpful if you want to annotate a specific image or video at a specific point in time.

00:02:33]

These elements are not linear, meaning you can add them at whatever point in your smash you desire.

[00:02:39]

We will talk more in depth about text overlays and text slides later in this video.

[00:02:44]

The left panel of the video is your assets panel.

[00:02:48]

This houses all of your clips, image and video assets from your project.

[00:02:52]

There is also a section for text slides and overlays. We will talk more about how to use these later in this.