Export Your Smash

[00:00:05]
Once you are satisfied with your smash, exporting it to your machine is quite simple.

[00:00:10]
In the top right corner of the Smash Builder, you will see a button that says export to video.

[00:00:17]
Let's click that button.

[00:00:19]
You can choose what resolution you want to export your smash at.

[00:00:23]
Full HD is the best resolution, but will also produce the largest video file size.

[00:00:29]
It is important to know where you want to use your video when choosing at what resolution to export.

[00:00:36]
In some scenarios, a smaller resolution may work fine, whereas others you may need a higher resolution video.

[00:00:44]
Once you have selected your output resolution, click export.

[00:00:50]
You will be prompted to choose a location on your computer to save your smash.

[00:00:55]
I am using a Mac so your screen may look different than mine if you are using a PC.

[00:01:01]
You can also change the output name of the exported smash in this window.

[00:01:06]
This will only change the name of the exported file and not the smash asset within Clipsmash.

[00:01:12]
Once you have chosen a location, click save.

[00:01:16]
The first part of the exporting process is compiling all of your assets together.

[00:01:20]
This is what this screen is showing you.

[00:01:23]
Once the actual exporting process begins, it will show you a progress percentage.

[00:01:29]
The export process link depends on a number of factors, so it is hard to know how long any given smash could take.

[00:01:37]
If you have trimmed a lot of clips and videos and added a lot of images and text slides and overlays, and your smash is long in length, it could take some time to export, especially if you are exporting to a higher resolution.

[00:01:51]
Once your smash has exported, you can easily navigate to it by clicking the show file button.

[00:01:58]
This will take you to the exact location you have saved this match.

[00:02:02]
Congratulations, you have successfully built your first smash.