Overview of the Smash Builder

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The Smash Builder was designed to create a video computation from your various media assets.

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In Clipsmash, you will notice in the project header and orange button that says make a smash.

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Let's click that button.

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You will be asked to name your smash and choose the size of your smash, a 16:9 is a standard video size.

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This size is used a lot for YouTube videos.

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It is the most standard video size that most of your videos will be shot in

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A 4:3 ratio is a great size for social media use this is a little wider than a square.

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A 1:1 ratio is a perfect square.

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Once you have named your smash and selected a size, you will be taken into the Smash Builder.

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The Smash Builder consists of three pieces, the Asset libraries panel, the Smash Playback area, and the smash timeline.

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The Assets Library panel is where you can access your project, assets, clips, videos and image assets.

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This panel also lets you create text slides and text overlays to add to your smash.

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The Smash Playback area shows when you have built in your smash.

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Since we do not have anything in this smash, there is nothing showing.

[00:01:21]

As soon as we start adding media to our smash, we will see our smash in this space.

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This smash timeline is the space where we build our smash.

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We can drag and drop assets from the asset libraries panel onto the timeline to add them to our smash.

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We go into detail in the how to use the Smash Builder video on what the difference is between overlay and media assets.

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So make sure to check out that video.

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All the work we do in Smash Builder automatically saves if we navigate back to the project dashboard, you will see the smash under the recent smashes.