# **Process Clips Later**

# [00:00:05]

Now let's go back into the clip creator.

#### [00:00:25]

This time, let's choose process later.

# [00:00:28]

This option saves your clip information as a clipping and adds them to a batch of all the clippings you are creating this session.

# [00:00:36]

This may be helpful if you have a long video and you are making a lot of longer clips since those clips may take a couple of minutes to process each.

# [00:00:45]

On the clips side panel, you can also see the difference between a processed clip and an unprocessed clipping.

# [00:00:52]

A clipping has a Gray circle and you can still modify that clipping since you have not yet processed it into an actual clip, we will discuss modifying the clipping later.

# [00:01:03]

Let's create a second clipping.

# [00:01:08]

When we go to save the clip, you'll notice that the processing options are not there because your selection holds for this session in the clip creator, when you click save, you will see this clipping was added to the list of clippings.

# [00:01:21]

You can choose to process these clips at any time by clicking this process clipping button.

# [00:01:26]

But if you go to close the clip creator with these two clippings still unprocessed, you'll see this warning up here.

# [00:01:32]

This is telling you that if you try to close the clip creator without processing your clippings, you will lose those clippings.

#### [00:01:40]

You can choose to process your clippings right from this warning, but for this demo, let's just cancel this warning and then go and click the process clips button.

#### [00:01:50]

Now the clippings will go through that same process of being taken from the video.

#### [00:01:54]

Made into actual video assets.

#### [00:02:00]

After those clippings have been processed into clips, you can close the clip creator and navigate to your my clips library.

#### [00:02:07]

All of those clips are here in Clip Smash.