

# Shotcut

Lokales kostenloses Open Source Tool zum Bearbeiten von Videos. Unterstützt unzählige Video- und Audioformate dank FFmpeg sowie Bilder, Effekte, mit Aufnahmefunktion, usw.

- [Features](#)

# Features

Quelle: <https://shotcut.org/features/>

## Wide Format Support

- Support for the latest audio and video formats thanks to [FFmpeg](#)
- Supports popular image formats such as BMP, GIF, JPEG, PNG, SVG, TIFF, WebP as well as image sequences
- Lottie, rawr, Rive, and After Effects animations
- No import required - native timeline editing
- Frame-accurate seeking for many formats
- Multi-format timeline: mix and match resolutions and frame rates within a project
- Webcam capture
- Audio capture
- Support for 4K & 8K resolutions
- Network stream playback (HTTP, HLS, RTMP, RTSP, MMS, UDP)
- [Frei0r](#) video generator plugins (e.g. color bars and plasma)
- Color, text, noise, and counter generators
- [EDL](#) (CMX3600 Edit Decision List) export
- Export single frame as image or video as image sequence
- Videos files with alpha channel - both reading and writing
- Tone mapping HDR to SDR
- Optional full range video input, processing, and export
- 10-bit video end-to-end when using only GPU effects
- Batch conversion

## Audio Features

- Audio scopes: loudness, peak meter, waveform, spectrum analyzer
- Volume control
- Audio filters:  
Balance, Band Pass, Compressor, Copy Channel, Declick, Delay, Downmix, Equalizer: 3-Band, Equalizer: 15-Band, Equalizer: Parametric, Expander, Gain, High Pass, Invert, Limiter, Low Pass, Noise Gate, Normalize: One Pass, Normalize: Two Pass, Notch, Pan, Pitch, Reverb, Stereo Enhancer, Swap Channels, Track Auto Fade, Track Seam
- Audio mixing across all tracks
- Fade in and out audio and fade video from and to black with easy-to-use fader controls on timeline
- Cross-fade audio and video dissolve transitions easily by overlapping shots on the same track of the timeline

- JACK transport sync
- Tone generator
- Stereo, mono, and 5.1 surround
- Pitch compensation for video speed changes
- Record directly to timeline for voiceover, for example

## Video Effects

- Video compositing across video tracks
- 3-way (shadows, mids, highlights) color wheels for color correction and grading
- Eye dropper tool to pick neutral color for white balancing
- Deinterlacing
- Auto-rotate with manual override
- Fade in/out audio and fade video with easy-to-use fader controls on timeline
- Video [wipe transitions](#):  
bar, barn door, box, clock (radial), diagonal, iris, matrix, and custom gradient image
- Track compositing/blending modes:  
None, Over, Add, Saturate, Multiply, Screen, Overlay, Darken, Dodge, Burn, Hard Light, Soft Light, Difference, Exclusion, HSL Hue, HSL Saturation, HSL Color, HSL Luminosity.
- Video Filters:  
Alpha Channel: Adjust, Alpha Channel: View, Audio Dance Visualization, Audio Level Visualization, Audio Light Visualization, Audio Spectrum Visualization, Audio Waveform Visualization, Blend Mode, Blur: Box, Blur: Exponential, Blur: Gaussian, Blur: Low Pass, Blur: Pad, Brightness, Choppy, Chroma Hold, Chroma Key: Advanced, Chroma Key: Simple, Contrast, Color Grading, Corner Pin, Crop: Source, Crop: Circle, Crop: Rectangle, Deband, Distort, Dither, Elastic Scale, Flip, Fisheye, Glitch, Glow, GPS Graphic, GPS Text, Gradient, Grid, Halftone, Hue/Lightness/Saturation, Invert Colors, Key Spill: Advanced, Key Spill: Simple, Lens Correction, Levels, 3D LUT, Mask: Apply, Mask: Chroma Key, Mask: From File, Mask: Simple Shape, Mirror, Mosaic, Motion Tracker, Nervous, No Sync, Noise: Fast, Noise: Keyframes, Old Film: Dust, Old Film: Grain, Old Film: Projector, Old Film: Scratches, Old Film: Technicolor, Opacity, Posterize, Reduce Noise: HQ3DN, Reduce Noise: Quantization, Reduce Noise: Smart Blur, Reduce Noise: Wavelet, Reflect, RGB Shift, Rotate and Scale, Saturation, Scan Lines, Sepia Tone, Sharpen, Size and Position, Sketch, Speed: Forward Only, Speed: Forward & Reverse, Spot Remover, Stabilize, Text: Rich, Text: Simple, Threshold, Time Remap, Timer, Track Auto Fade Video, Trails, Vertigo, Vignette, Unpremultiply Alpha, Wave, White Balance
- 360° Video Filters:  
Equirectangular Mask, 360: Equirectangular to Rectilinear, 360: Equirectangular to Stereographic, 360: Hemispherical to Equirectangular, 360: Rectilinear to Equirectangular, 360: Stabilize, 360: Transform
- Speed ramping for audio/video clips
- Reverse a clip
- Video scopes: Histogram, RGB Parade, RGB Waveform, Waveform, Vectorscope and Zoom
- Object motion tracking

## Editing Features

- Trimming on source clip player or timeline with ripple option
- Easy-to-use cut, copy, and paste operations
- Append, insert, overwrite, lift, and ripple delete editing on the timeline
- 3-point editing
- Hide, mute, and lock track controls
- Multitrack timeline with thumbnails and waveforms
- Unlimited undo and redo for playlist edits including a history view
- Create, play, edit, save, load, and export (render) MLT XML projects (with auto-save)
- Save and load trimmed clip as MLT XML file
- Load and play complex MLT XML file as a clip
- Drag-n-drop files from file manager
- Scrubbing and transport control
- Keyframes for filter parameters
- Easing functions for keyframes
- Detach audio from video clip
- Presets for most filters and Export - both supplied and user-created
- Sort playlist by name or creation/recording date
- Multi-select items in the playlist and timeline
- Grouping clips on the timeline
- Moving and nudging clips and groups on the timeline
- Split and rejoin clips on the timeline
- Align or synchronize clips based on their audio
- Create custom name for clips and enter comments about it
- Low resolution proxy editing to improve speed of seeking and eliminate or minimize scaling
- Timeline markers and ranges, including export from a range and exporting as text chapters
- A Notes panel to keep notes about your project or contain text to reaad for voiceover
- Flexibly insert and reorder tracks
- Edit Lottie and rawr JSON animations with [Glaxnimate](https://glaxnimate.mattbas.org/) vector animation tool (included in our Shotcut downloads)

## Cross Platform & Codec Independent

- Cross platform support: available on Windows, Linux, and macOS)
- Codec independent so does not rely on system codecs
- Can run as a portable app from external drive
- UI translations: Arabic, Catalan, Chinese, Czech, Danish, Dutch, English, Estonian, Finnish, French, Gaelic, Galician, German, Greek, Hebrew, Hungarian, Italian, Japanese, Korean, Nepali, Norwegian Bokmål, Norwegian Nynorsk, Occitan, Polish, Portugese, Romanian, Russian, Slovak, Slovenian, Spanish, Swedish, Taiwanese, Thai, Turkish, Ukranian (not all 100%, but you can [help](#))
- Batch encoding with job control
- Encode/transcode to a variety of formats and codecs thanks to FFmpeg
- Stream (encode to IP) files and any capture source
- Video quality measurement (PSNR and SSIM)

- Perform integrity check of an audio/video file
- View detailed information about an audio/video file

## Display and Monitoring

- External monitoring via Blackmagic Decklink card on NTSC monitor
- UI themes/skins: native-OS look and custom dark and light
- Control video zoom in the player: fit viewable area (default), 10%, 25%, 50%, original (100%), and 200%
- Flexible UI through dock-able panels
- Detailed media properties panel
- Recent files panel with search
- Thumbnail and waveform caching between sessions
- Save and switch between multiple UI layouts
- On-screen grid and safe areas with snapping
- Low resolution preview (Preview Scaling) to improve speed of realtime effects
- Preview the Shotcut timeline as a background within Glaxnimate
- Quickly search for actions & execute them
- Editable keyboard shortcuts
- Bitrate graph viewer

## Hardware Support

- Blackmagic Design SDI and HDMI for input and preview monitoring
- [Contour Design Shuttle PRO](#) for jog/shuttle control
- Webcam capture
- Audio capture from system device (microphone, line in)
- Capture (record) SDI, HDMI, webcam (V4L2), JACK audio, PulseAudio, IP stream, and Windows DirectShow devices
- Multi-core parallel image processing (when not using GPU and frame-dropping is disabled)
- OpenGL GPU-based image processing with 16-bit floating point linear per color component
- AMD, Intel, and NVIDIA hardware encoding