Render your movie

All that remains is mastering the video with a render.

Ordinarily it it is very difficult to set up such a project but using tools such as OpenEDL and Nested clips makes it quite easy. These tools, in many cases, are essential and become standards for the development of important projects using CINELERRA-GG.

Important Notes

- It is recommended that you save your project, not inside an OpenEDL, but rather after you exit openEDL and are on the main timeline.

- Once converted to nest to media the clips disappear from the clips folder to end up in the media folder. You can always, if you wish to recover it in the clips folder do so via the *EDL to clip* menu. In this case, the name of the clip can change but the reference of the clip can be found in the comment of the clip.

See Video 4 (using French locale).