



HitFilm Express | Windows/macOS

Free software to assemble and post produce video

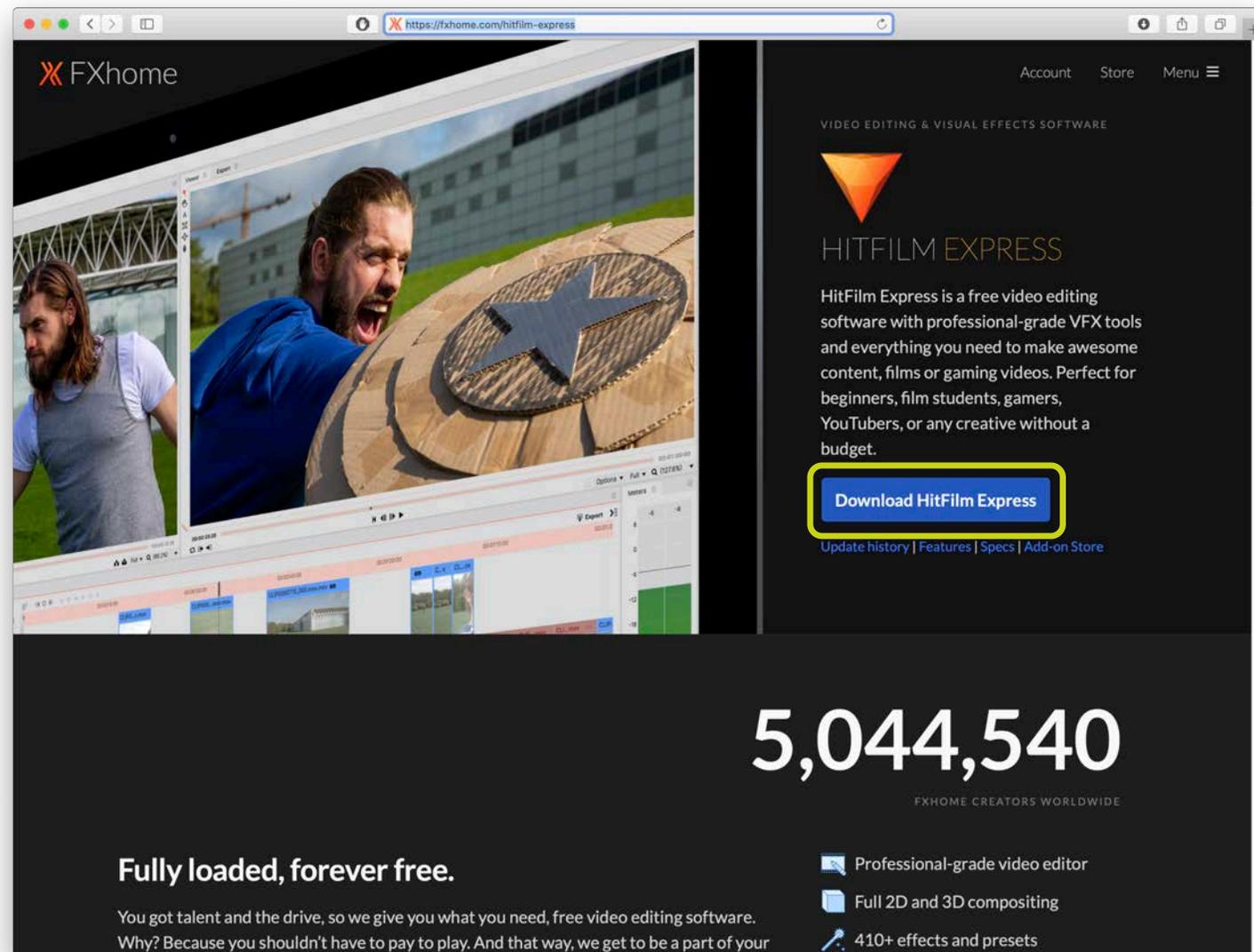
#1 Download software

HitFilm Express is a free non-linear video editor. In order to use the complete feature set you need to register beforehand for free.

First download the application at the following address: <https://fxhome.com/hitfilm-express>

Now click on „Download HitFilm Express“.

Follow the on-screen instructions and launch the application.



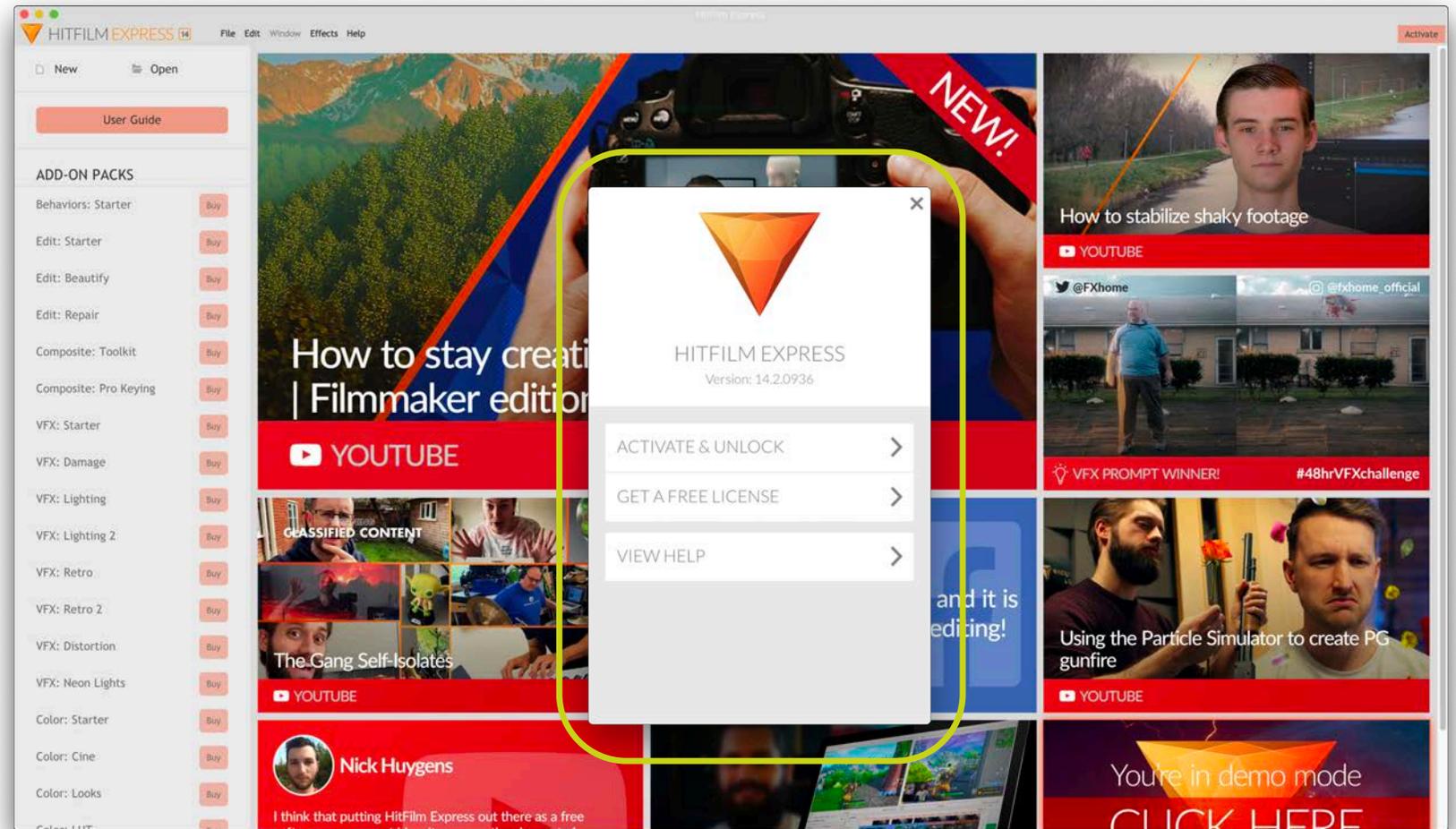
The screenshot shows the HitFilm Express website in a browser window. The URL is <https://fxhome.com/hitfilm-express>. The page features a large image of a man in a blue shirt shouting, with a wooden star prop in the foreground. The website text includes: "VIDEO EDITING & VISUAL EFFECTS SOFTWARE", "HITFILM EXPRESS", "HitFilm Express is a free video editing software with professional-grade VFX tools and everything you need to make awesome content, films or gaming videos. Perfect for beginners, film students, gamers, YouTubers, or any creative without a budget.", and a prominent blue button labeled "Download HitFilm Express". Below the button are links for "Update history | Features | Specs | Add-on Store". At the bottom, it states "5,044,540 FXHOME CREATORS WORLDWIDE" and lists features: "Fully loaded, forever free.", "Professional-grade video editor", "Full 2D and 3D compositing", and "410+ effects and presets".

#2 Create an account

When launching HitFilm Express for the first time, you will be prompted to create an account.

Click on "Activate & Unlock" to register.

Note: You may also close this window and start using HitFilm Express without registering first, however when exporting video a watermark will be visible and audio will not be exported correctly.



You will be directed to fxhome.com. Follow the steps to register. Once registration is completed you will be directed to an overview page. On it, you can download HitFilm Express under "Software".

Return to the start screen of HitFilm Express and enter your registered email address and the password of your own choosing.

Join today

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Yes, sign me up No

Ich bin kein Roboter.

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Create account

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FXhome
Account Store Menu

Welcome

Account

Email: [blurred]

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Program	Serial code
HitFilm Express	Install View activations

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Name
You have no downloads.

Orders

Order	Date	Status
You have not made any orders.		

Support

Subject	Last replier	Last update
You have not logged any support tickets.		

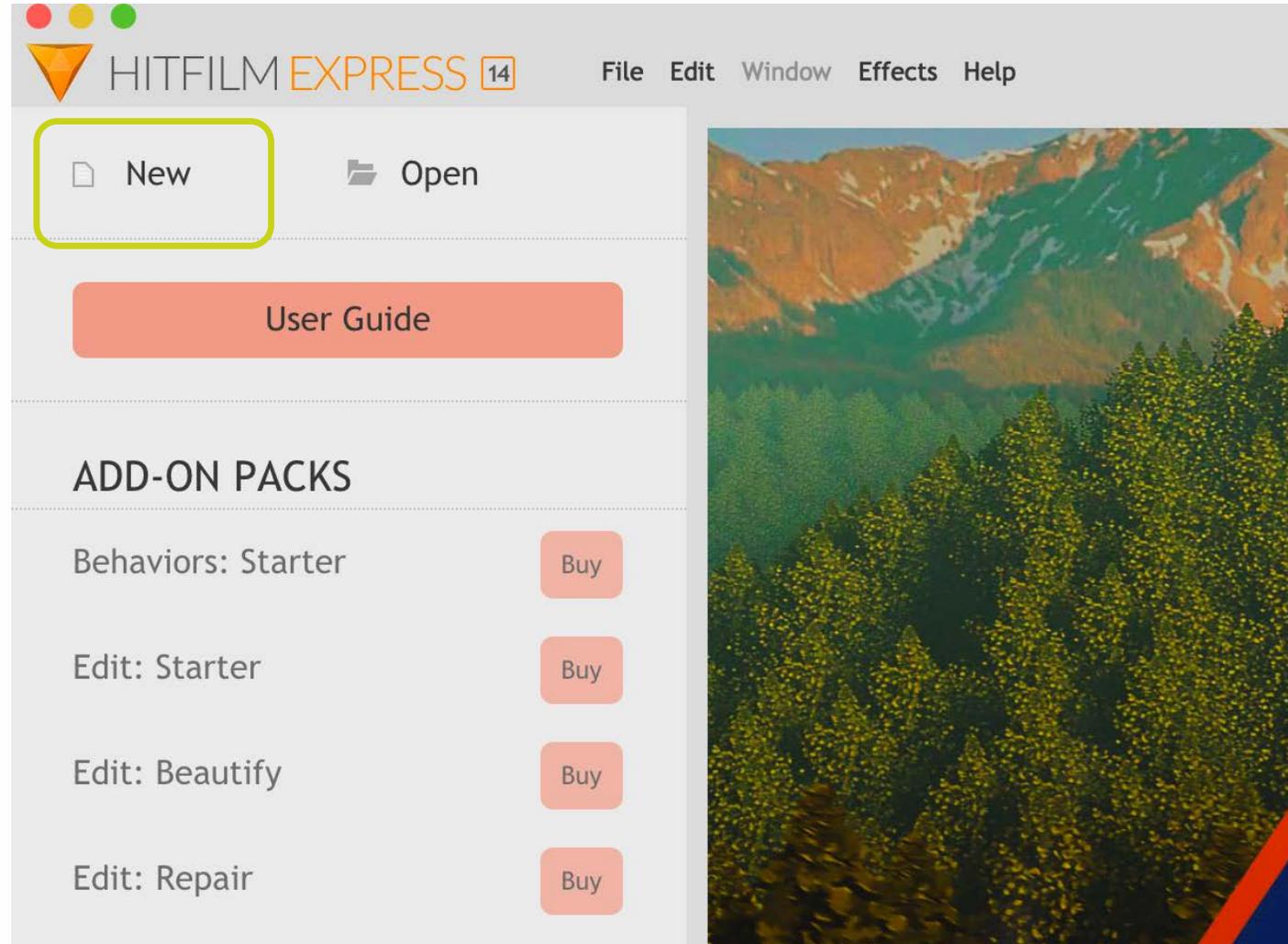
#3 Create a project

Click on “New” in the top left corner to create a new project.

Before starting to work with the videos you have to toggle a few settings.

Among others, these settings determine what fixed video resolution and what kind of audio quality your final video will have.

These settings might differ from the recording settings of your video. You can change these later to match your material.

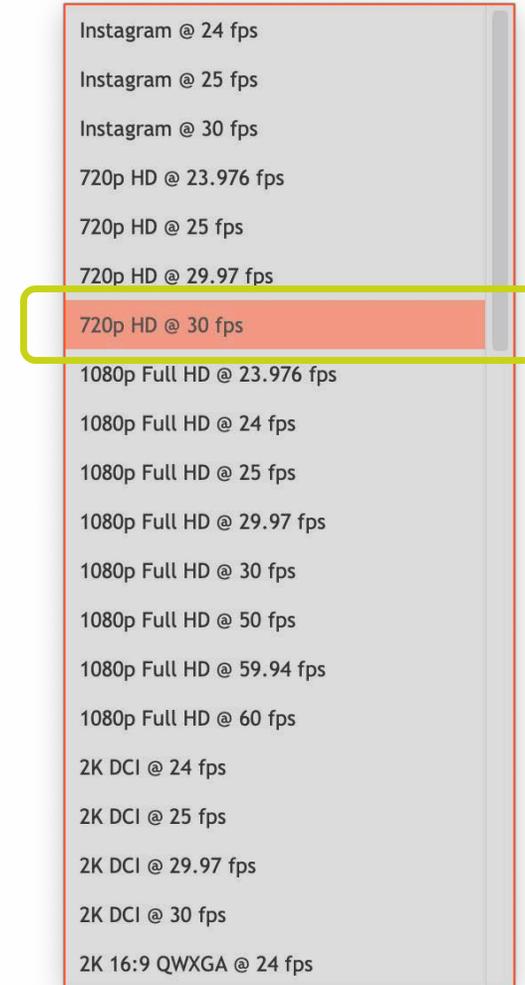
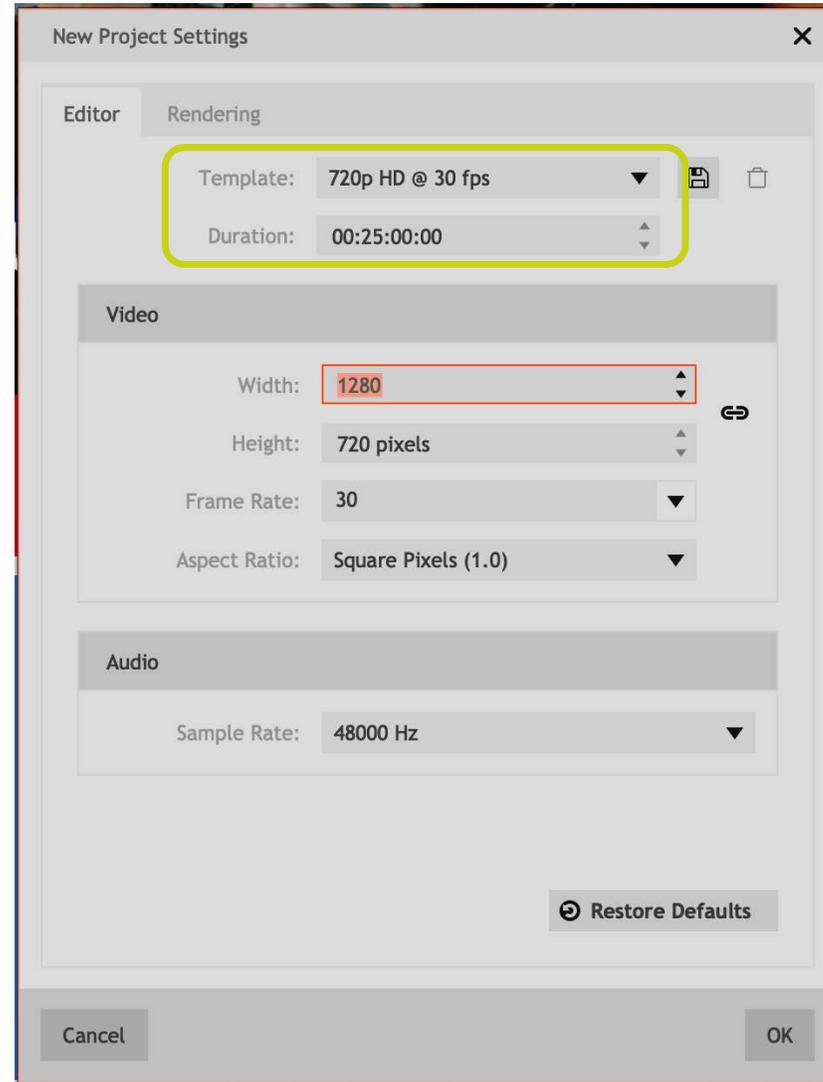


In order not to bolster the file size and to reduce upload times, we recommend a resolution of 1280x720 at 30fps (frames per second).

You can choose under "Template" various presets that determine all further settings for you.

Here choose:
720p HD @ 30 fps

Under "Duration" you can enter the runtime of your video. Enter a longer time than that of your actual video, you can always change that setting at a later time.



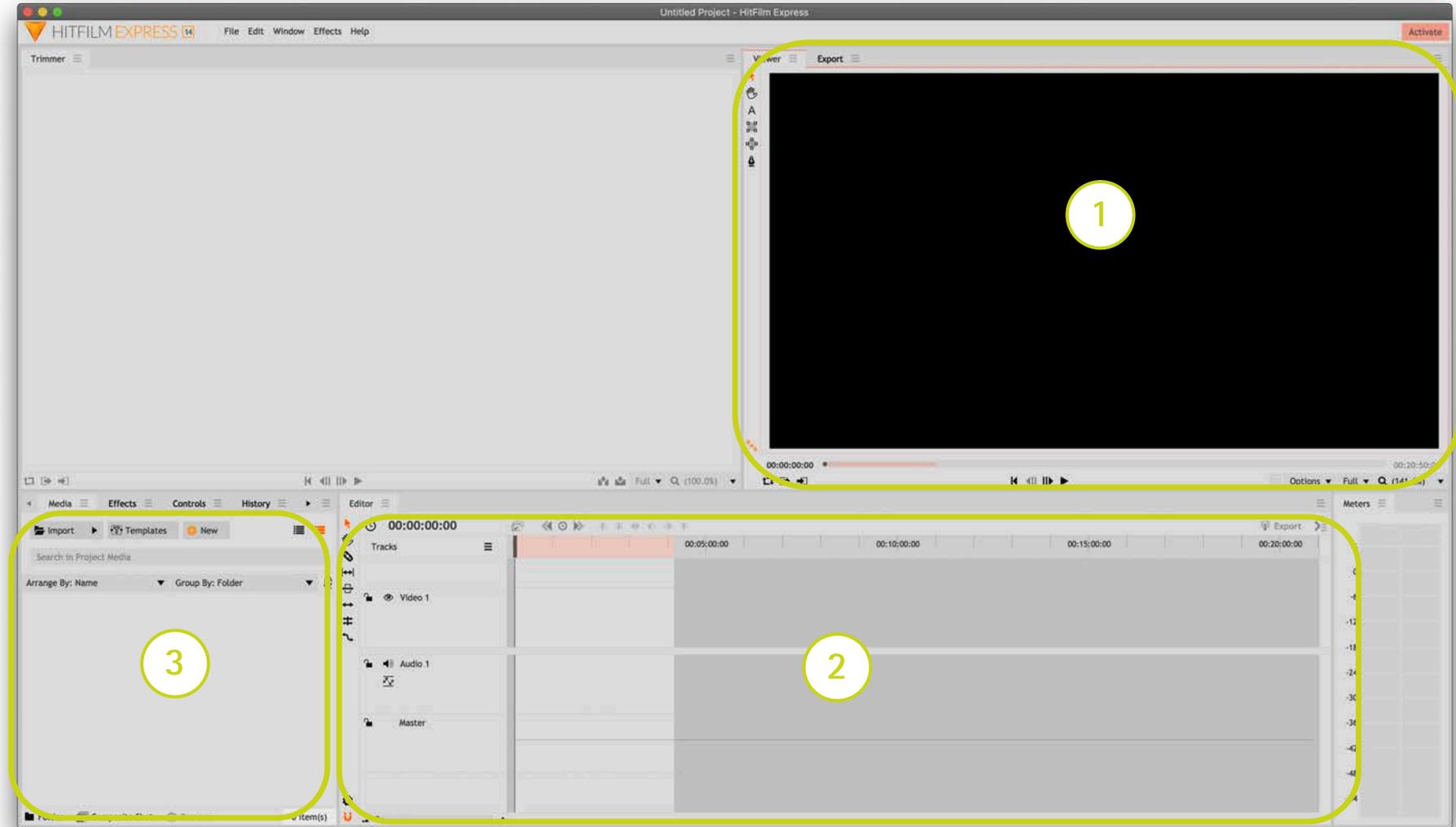
#4 Overview

The application is divided into different areas that we will look at a later time in this tutorial.

The **Viewer** (1) shows the content of your editor and therefore the current status of your video production.

The **Editor** (2) shows the timeline of your video. All contents of your project will be assembled here.

The area to the lower left (3) has various functions that you can access under the various tabs (Media, Effects, Controls, etc.).



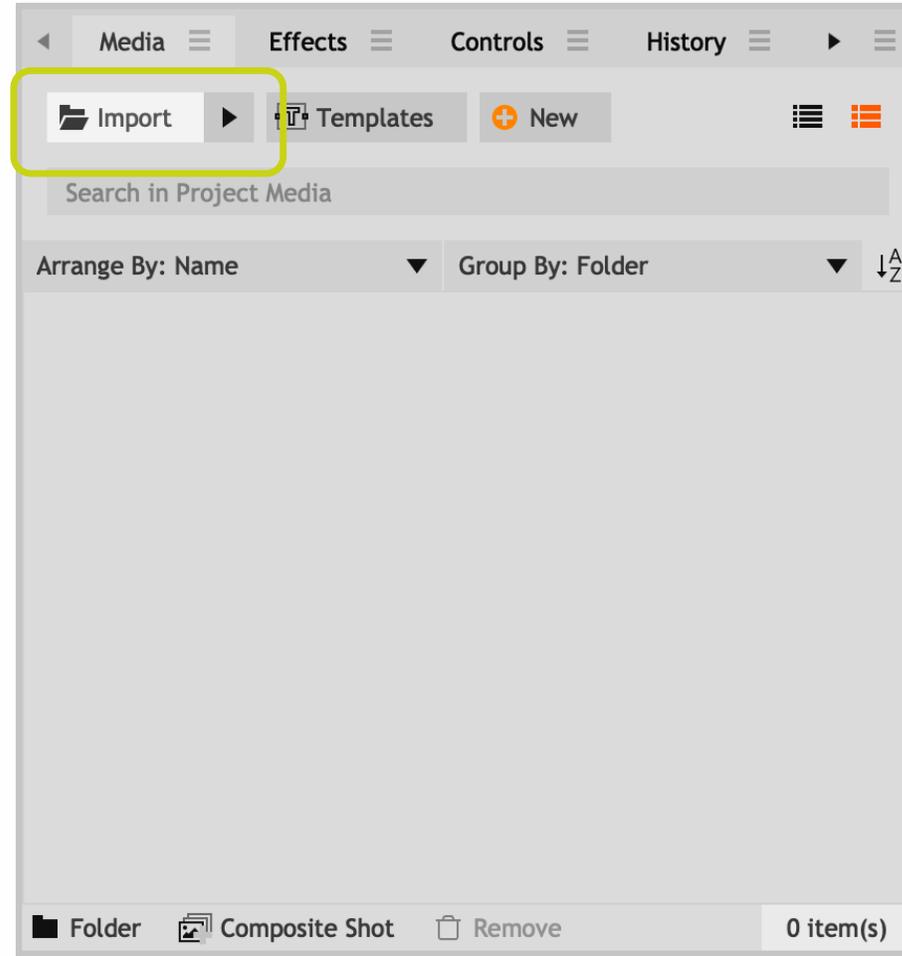
#5 Data import

In order to work with your videos you have to import them.

Choose in the are to the lower left the tab *"Media"*.

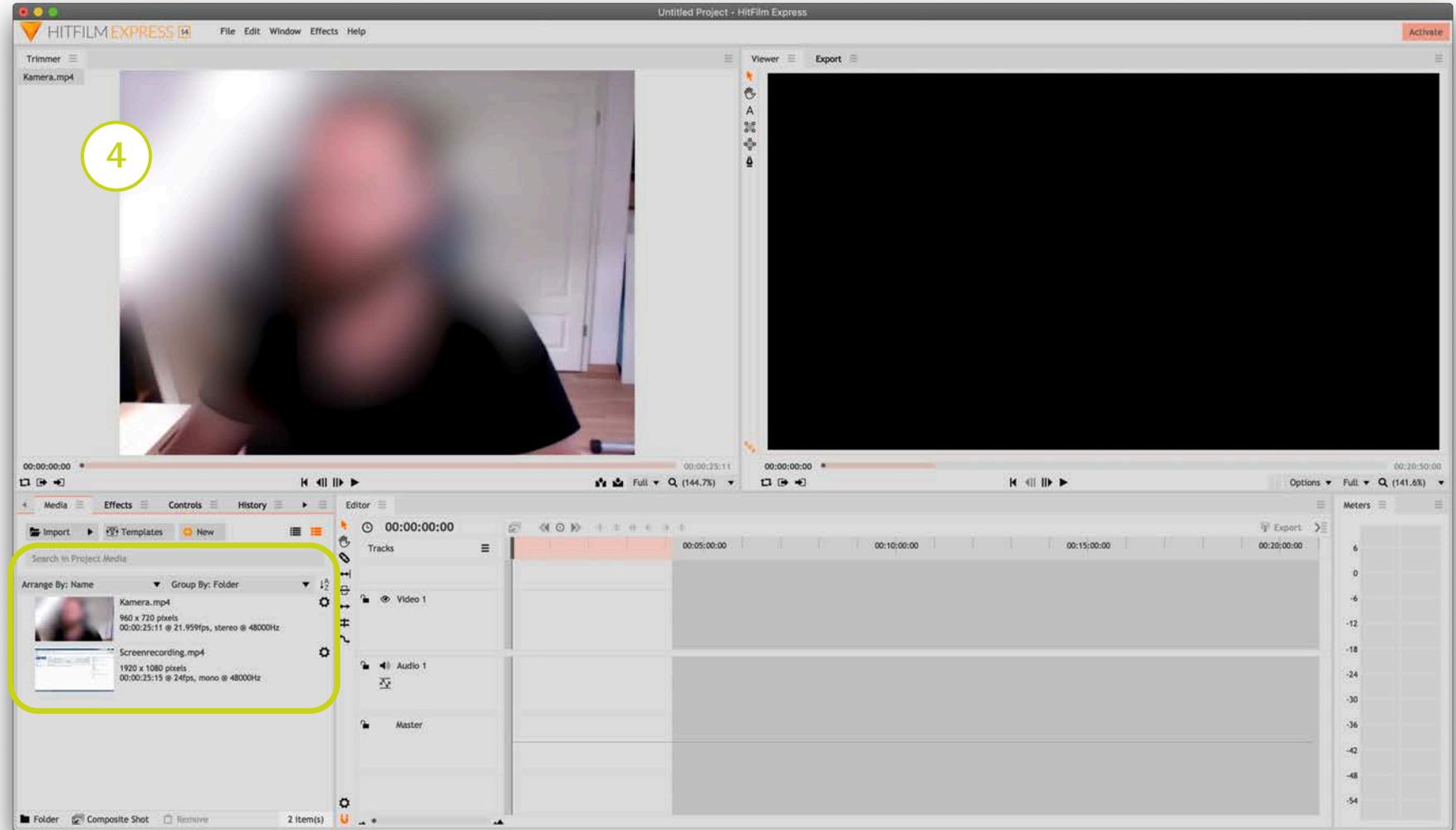
Next click on *"Import"*.

Look for the video files that you want to import and want to edit now.



Next your data will be shown with a preview image and metadata.

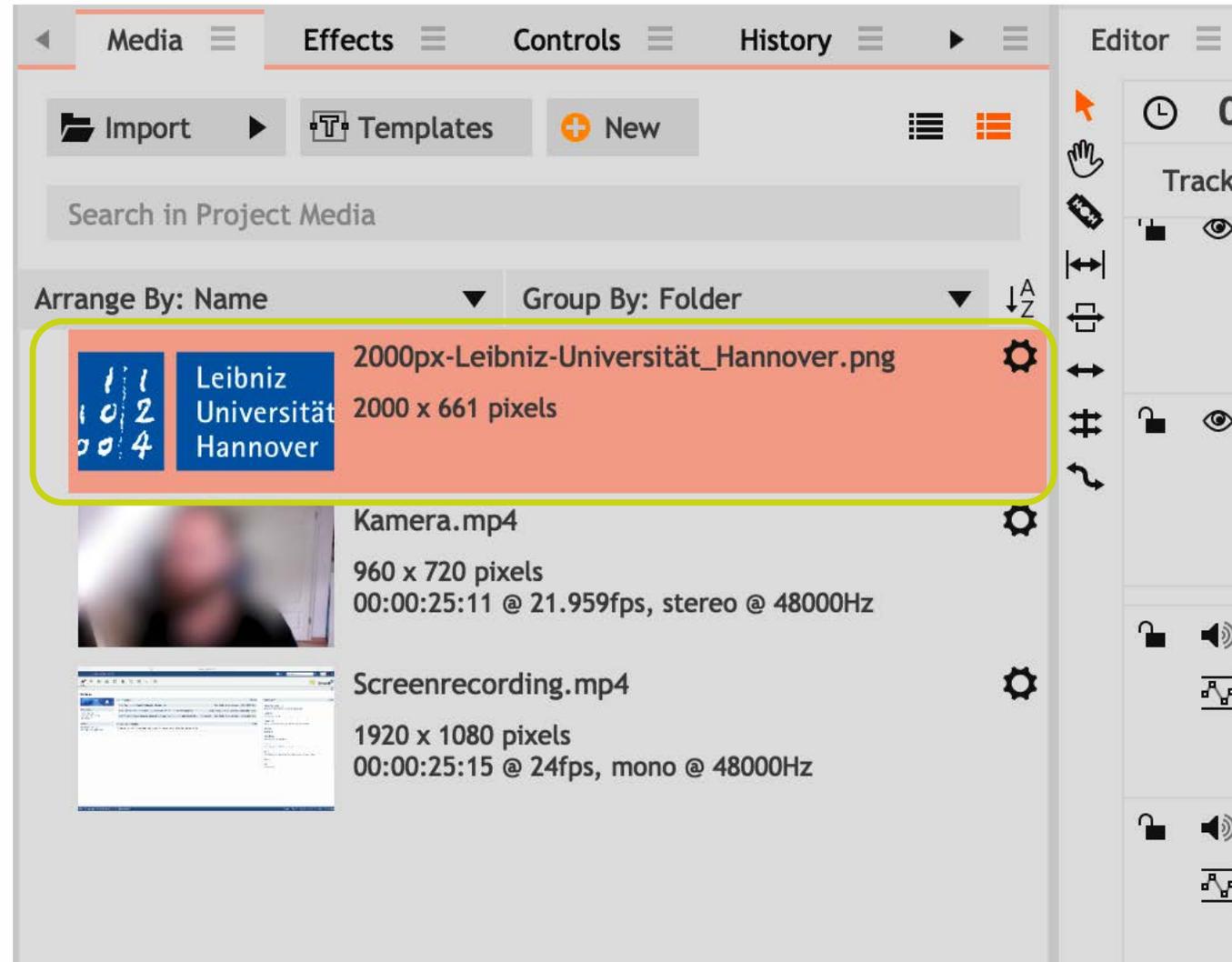
In the "Trimmer" (4) you may view your clips individually. For that, open a clip via double-click in the "Media" tab.



You have the option to import other data formats such as a logo.

For that, use the same steps as importing video before.

The image files will be shown in the "Media" tab with its corresponding information.



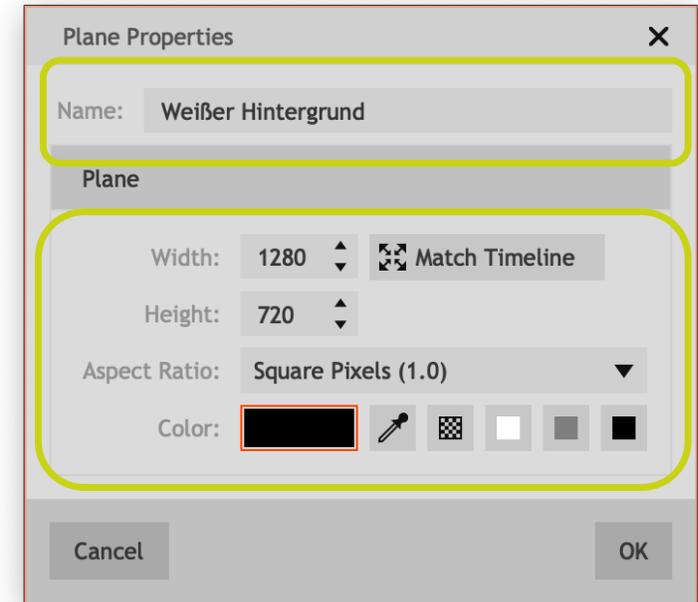
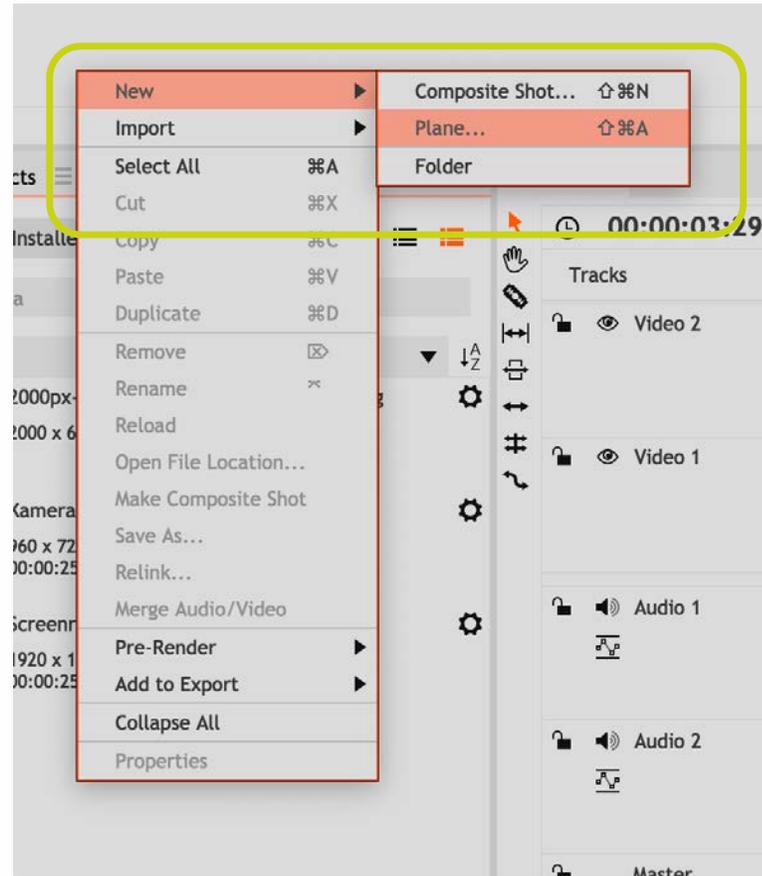
#6 Insert titles

Before starting with the actual video it might make more sense to insert a video title first.

Create a background first on which the title will be placed.

For a simple colored background perform a right-click in the "Media" tab and choose "New" > "Plane".

Inside the new window "Plane properties" you can name this color plane, choose a size and pick a color.

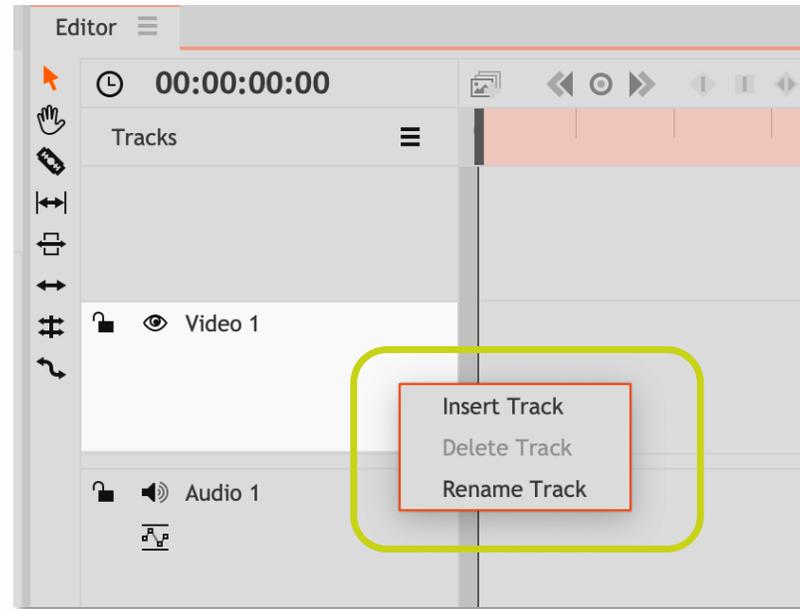


The background will now be visible in the "Media" tab.

It is recommended to create a second video track as you are going to work with more than one.

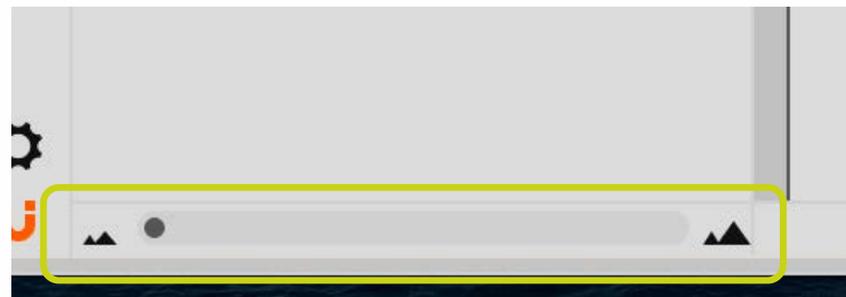
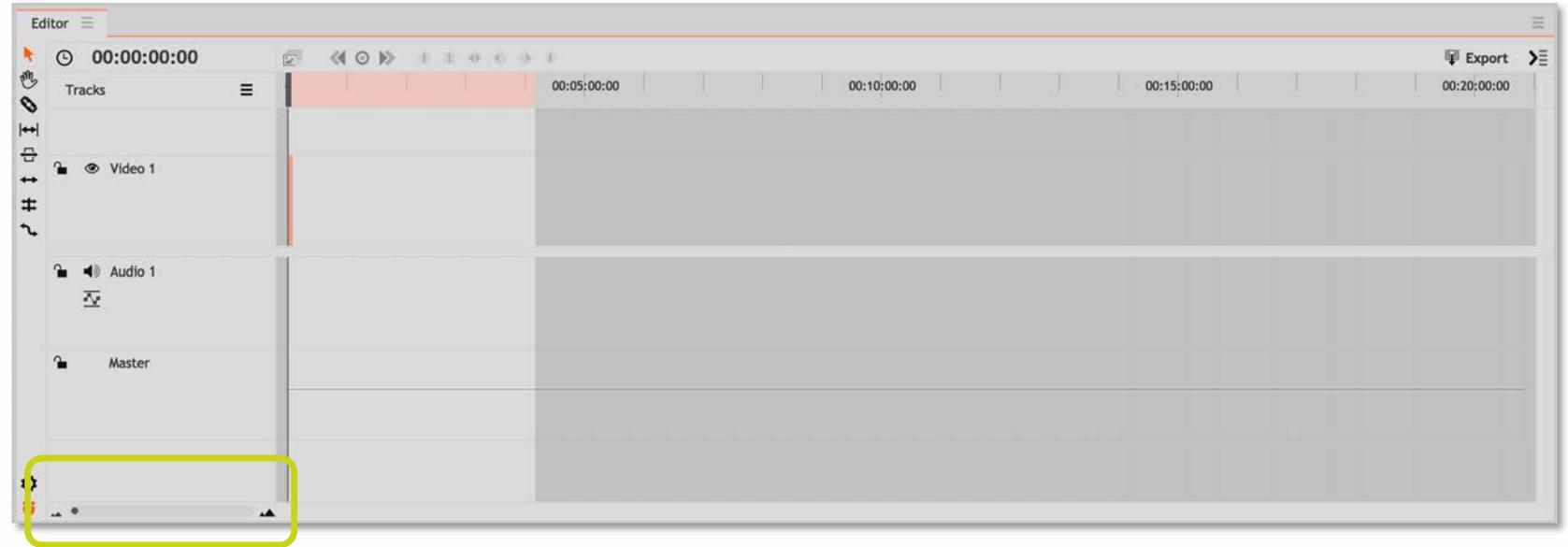
For that perform a right-click on the overview of all tracks in the editor and pick "Insert Track".

Next drag the background via a pressed-down mouse button from the "Media" tab over to the editor and position it at the beginning of the timeline.



For a better overview inside the editor window, you can zoom in and out via the slider at the bottom left corner.

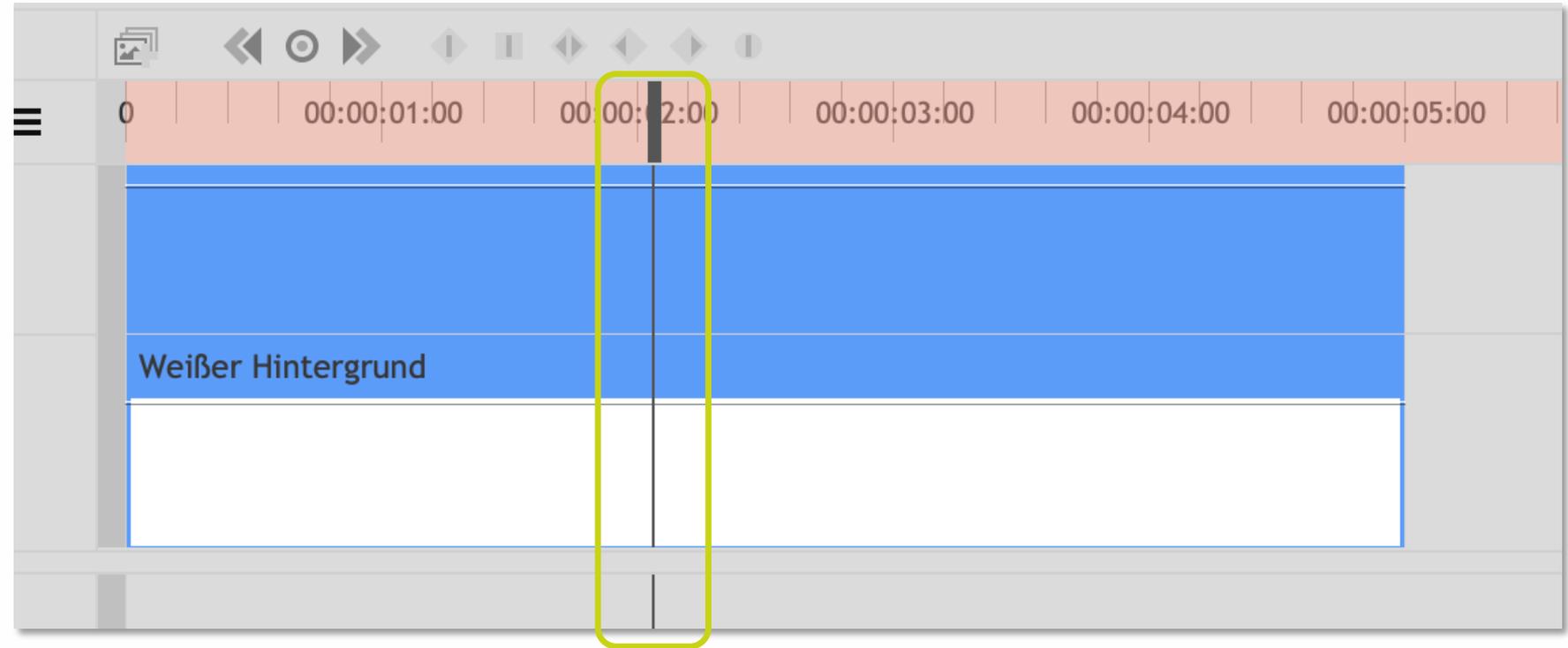
Drag the slider (dark circle) to the left or right.



Your position in the video and the corresponding view inside the viewer window is symbolized by a thin line in the timeline.

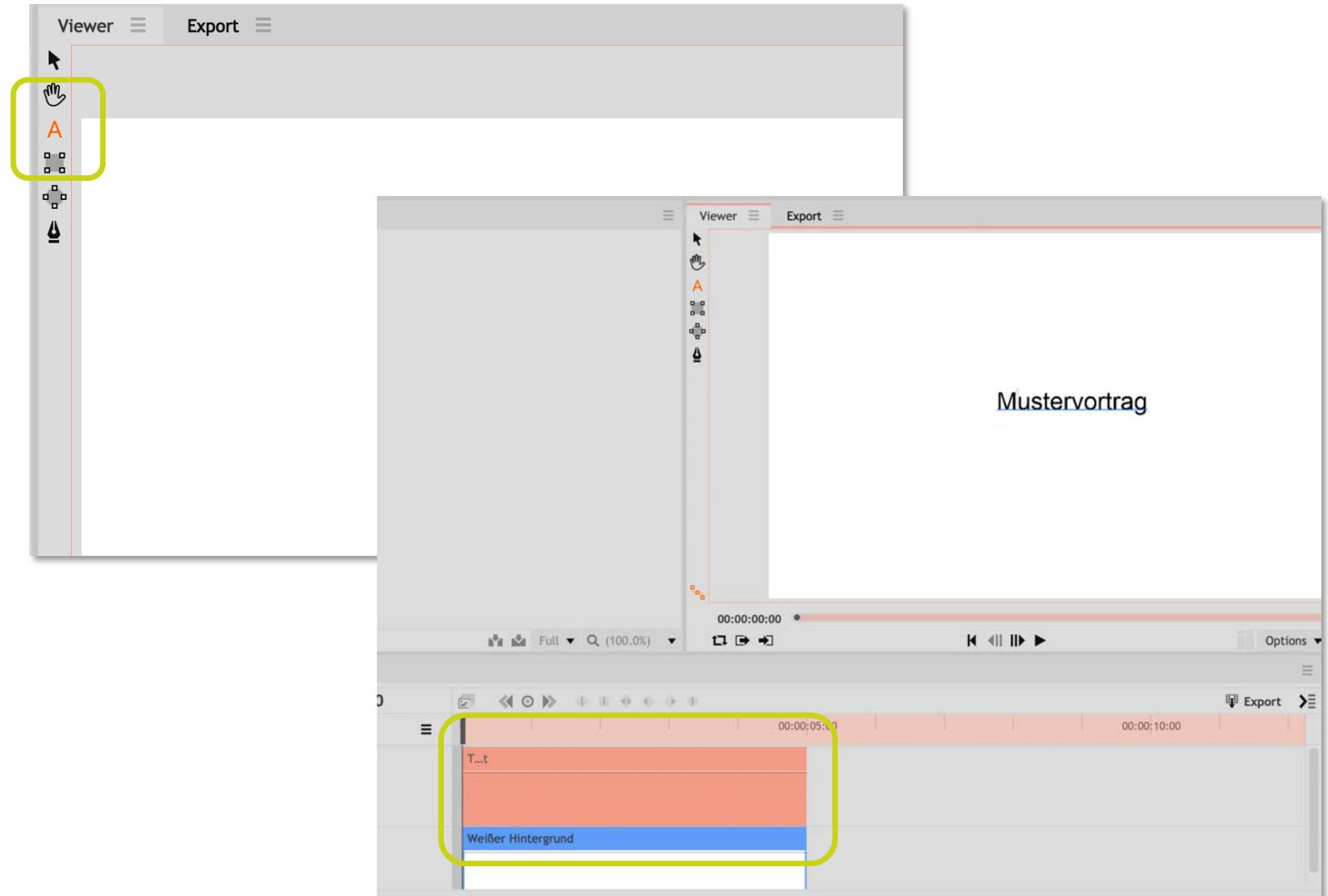
You can move it with your mouse or jump to a specific point in time via click.

A press on the space bar of your keyboard will play the video back beginning at the point in time that you choose.



After creation of the background you can insert text via the "text tool". You can click any spot in the viewer to start creating text.

A new text element will be created in the editor upon using the text tool. The red color in your timeline informs you that this element is active and you may edit it.

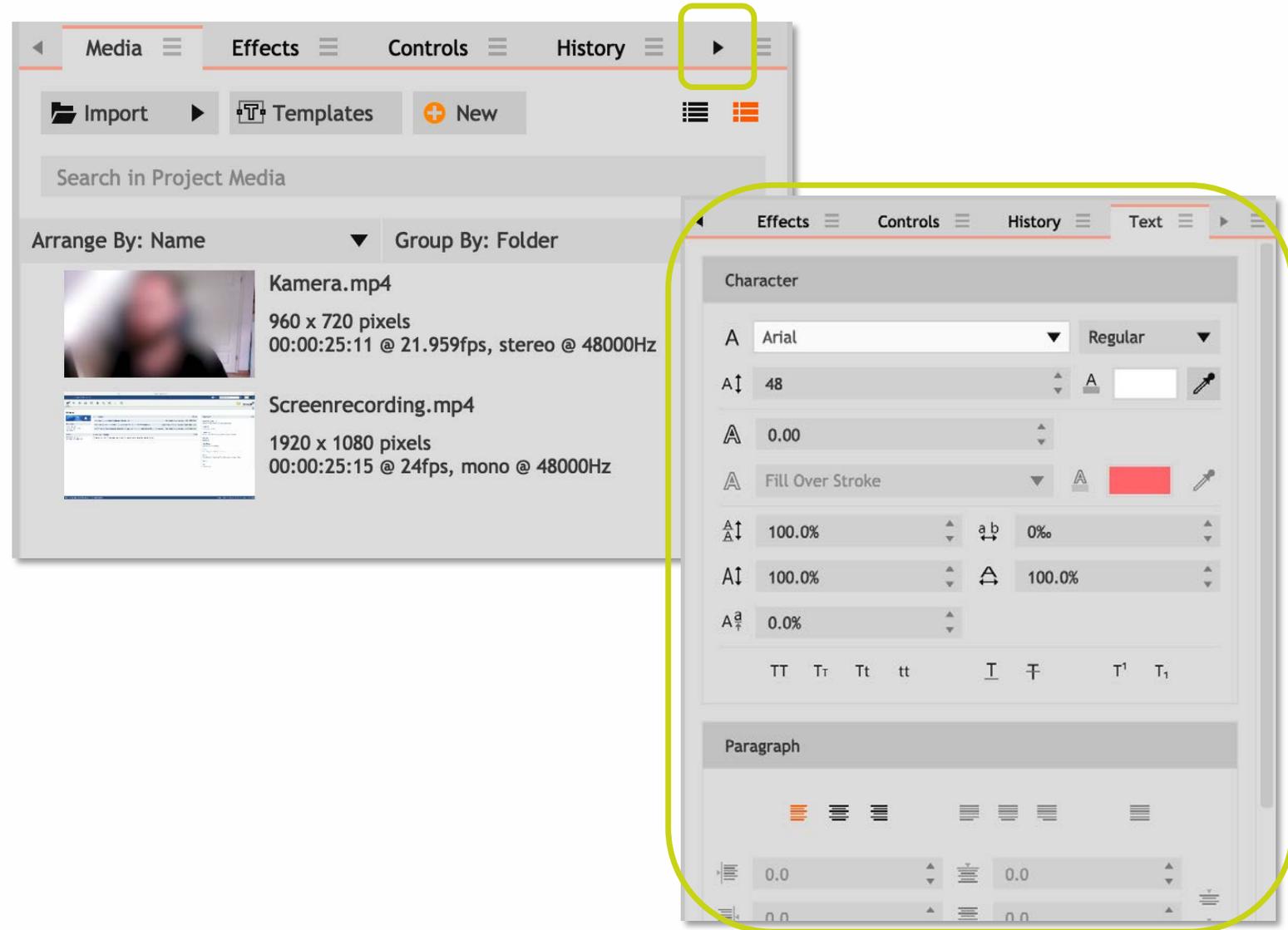


To further format your text entry, choose "Text" from the bottom left area of the application.

For that, click on the small arrow to the right to show the other tabs.

In the "Text" tab you may now choose formatting options such as the font, font size, color, etc.

Pick the elements that you want to change in the viewer window.



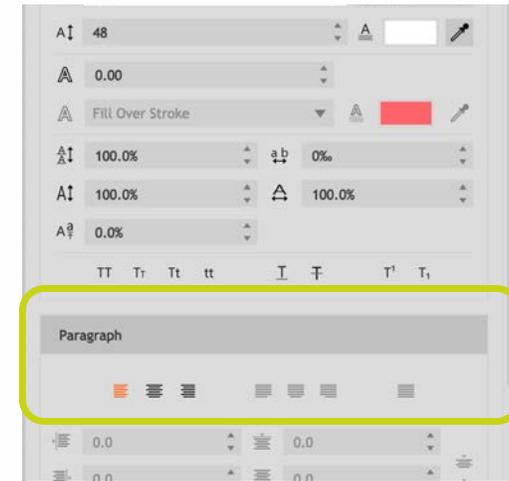
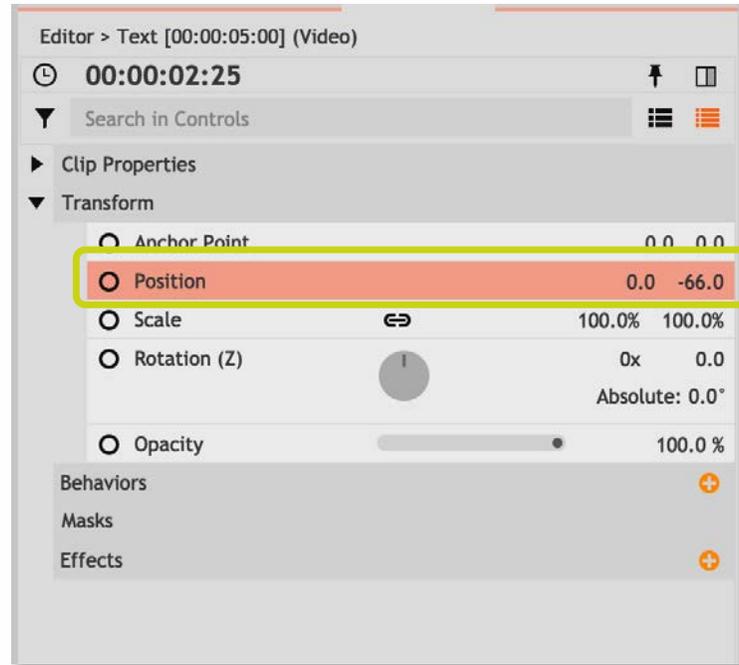
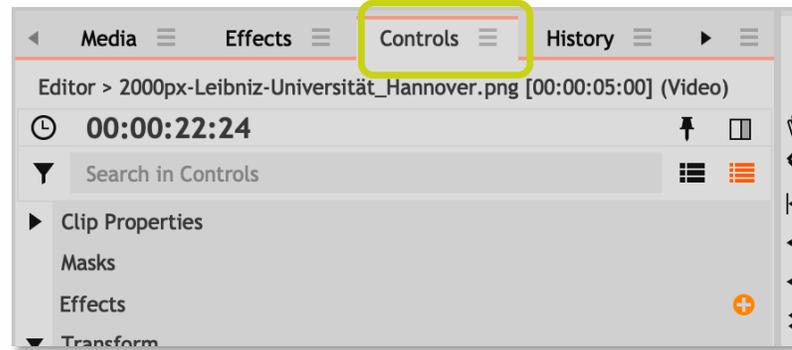
In order to correctly center the text choose "Controls".

Make sure that the text element is still red in the editor and therefore active.

Open the "Transform" sub menu. Here you can find various attributes that you can manipulate the video with.

Set the first value, "Position", to "0" – doing that ensures that the element is horizontally centered (if that does not work, check in the "Text" tab if the formatting in "Paragraph" has been set to "Centered").

The second value shows the vertical position of the text field.

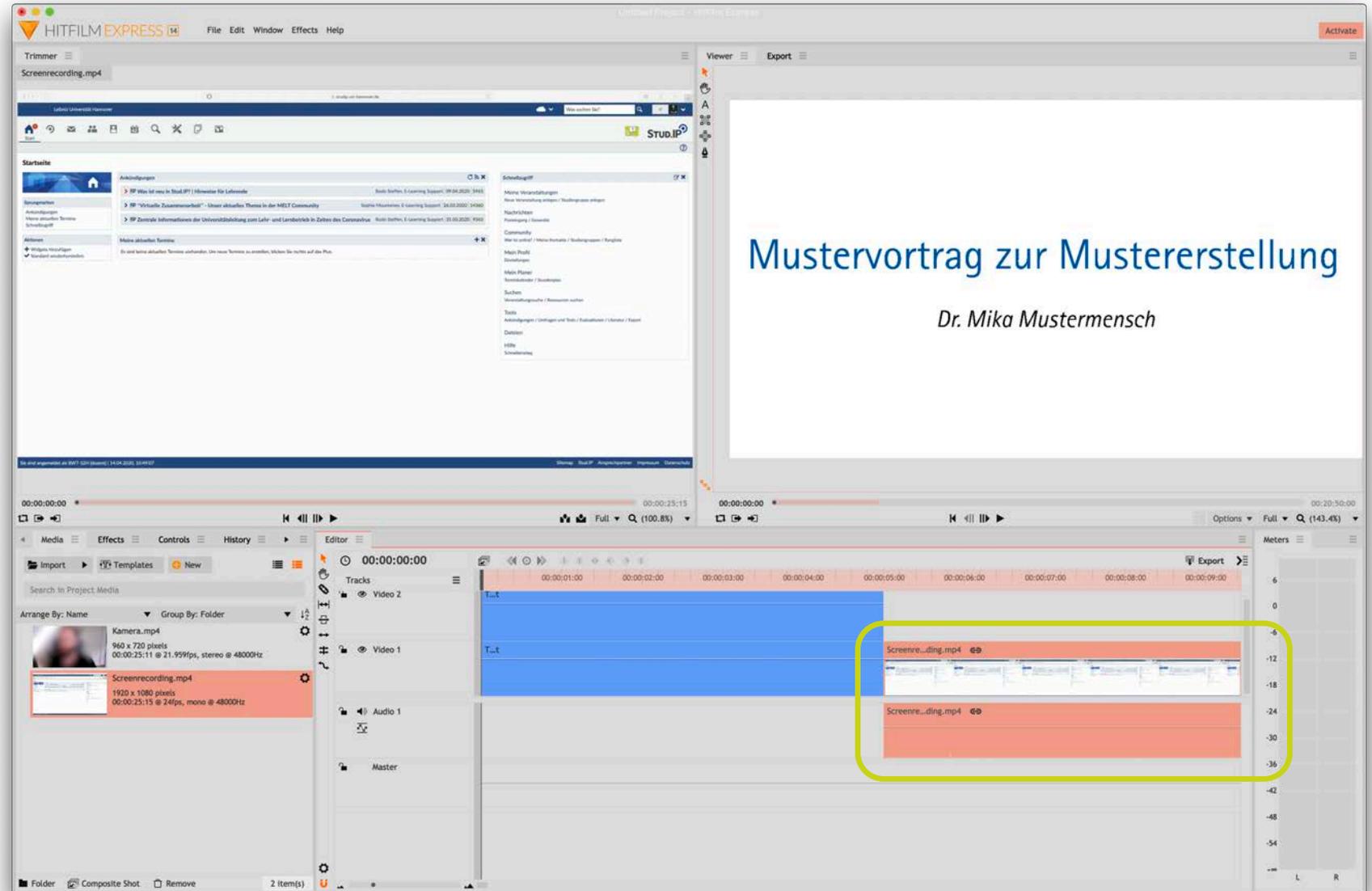


#7 Insert video

Now add the previously imported video to your timeline in the editor.

Drag the desired video clip with a pressed mouse button from the "Media" tab to the timeline to the position where you want it to start.

In contrast to the text element and the background, you will now see a video layer (above) and an audio layer (below).

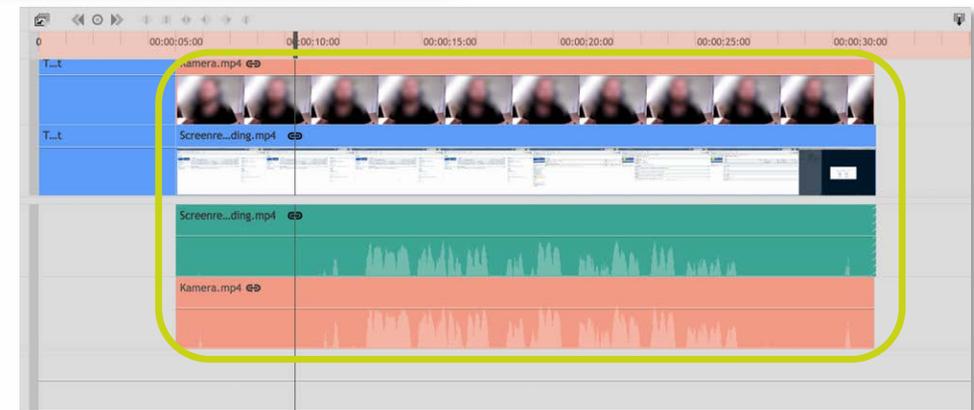
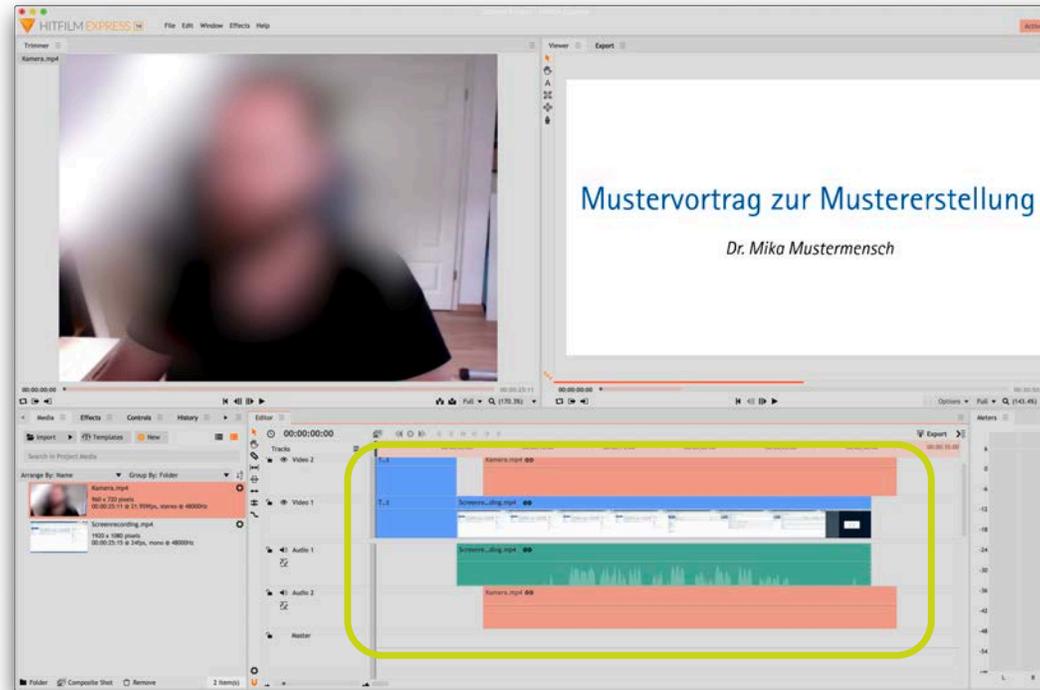


If you want to add additional video clips you may recreate the steps from the last slide and put a clip on the second video layer.

If your videos have been recorded simultaneously (i.e. with OpenCastStudio) make sure that the video layers are resting exactly on top of one another.

If you are working with an acoustic or an optical signal to make sure that your recordings were in sync, you have to move your video layers accordingly to match that signal.

The visual sorting of the video in the timeline decides which video will be visible in the foreground.

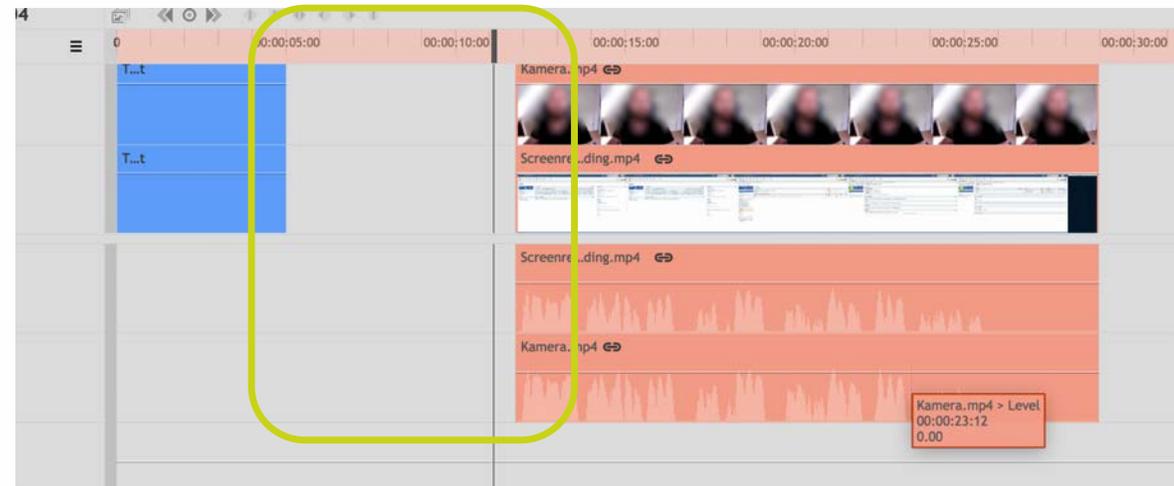
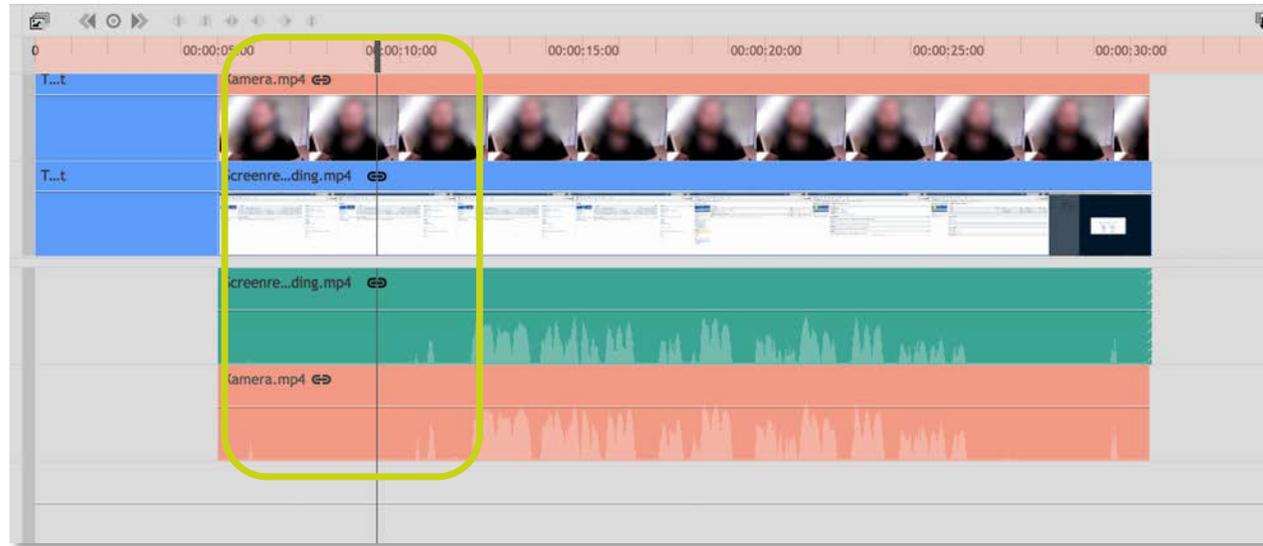


#8 Video editing

After you imported all your footage and once you synced them up, you can now assemble them in a meaningful way.

You have the option to edit out mistakes you made while recording, cut out unnecessary lengths such as microphone tests and cut the beginning and the end to length.

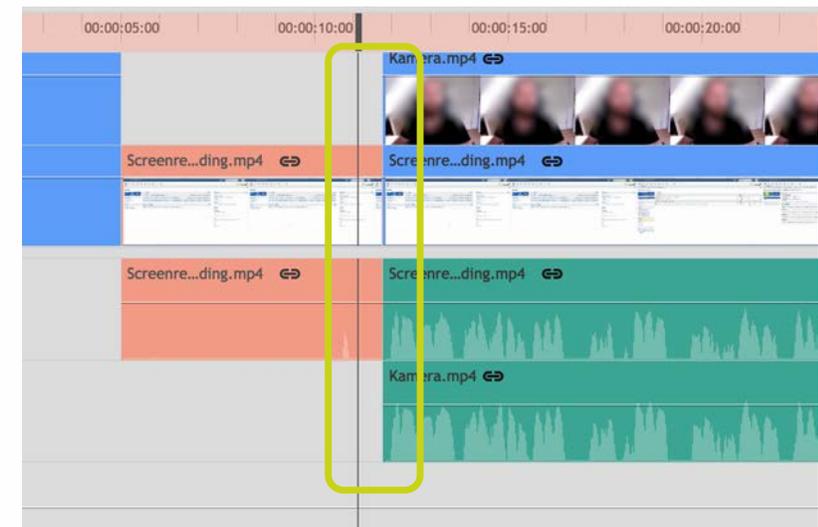
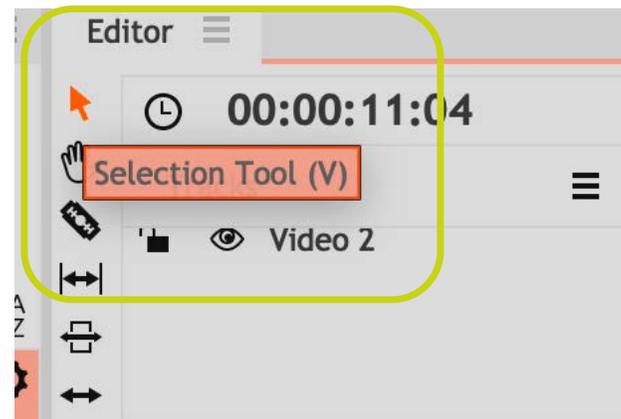
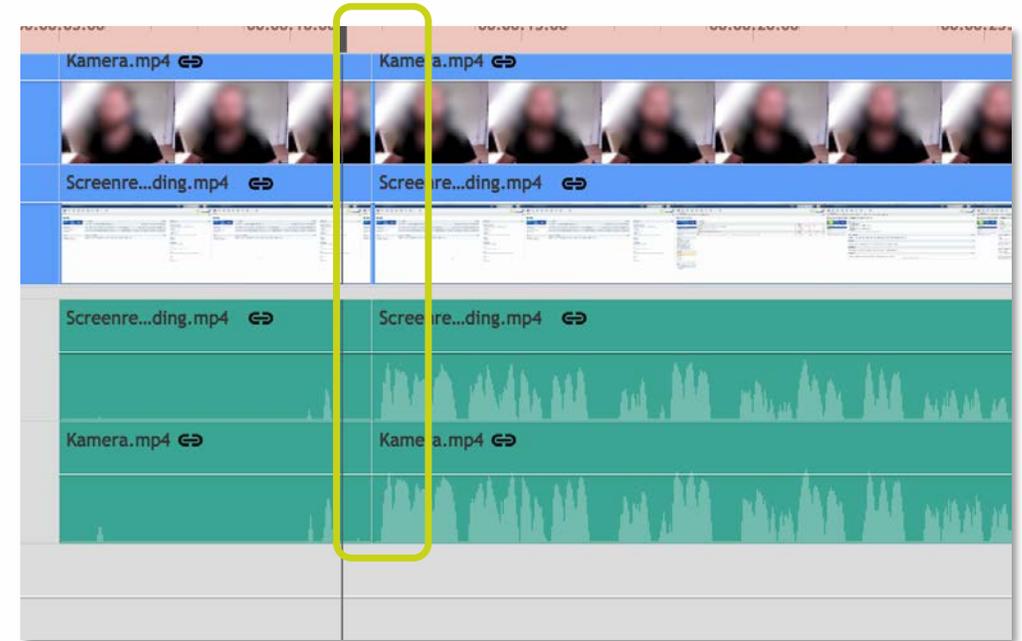
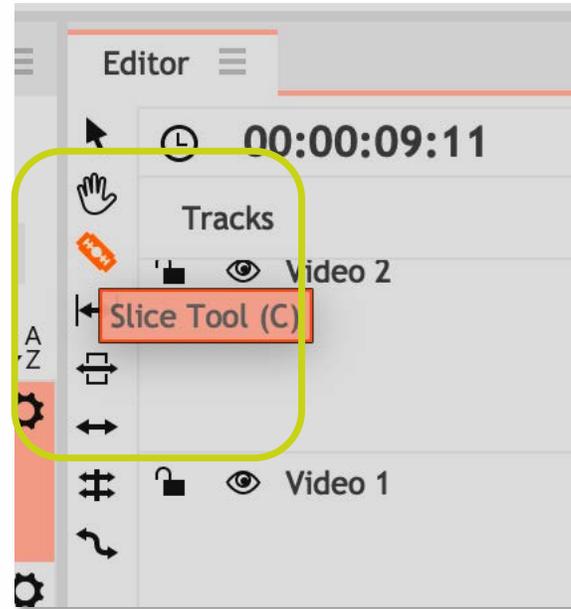
You can manipulate any video clip in its length by moving to the beginning or end of a clip and dragging its sides. The cursor changes and you can "pull" the clip in the opposite direction.



To "cut" at a certain point in time pick the "Slice Tool" in the editor window.

You can now cut at any point in the video, which is represented by a new line between the clips.

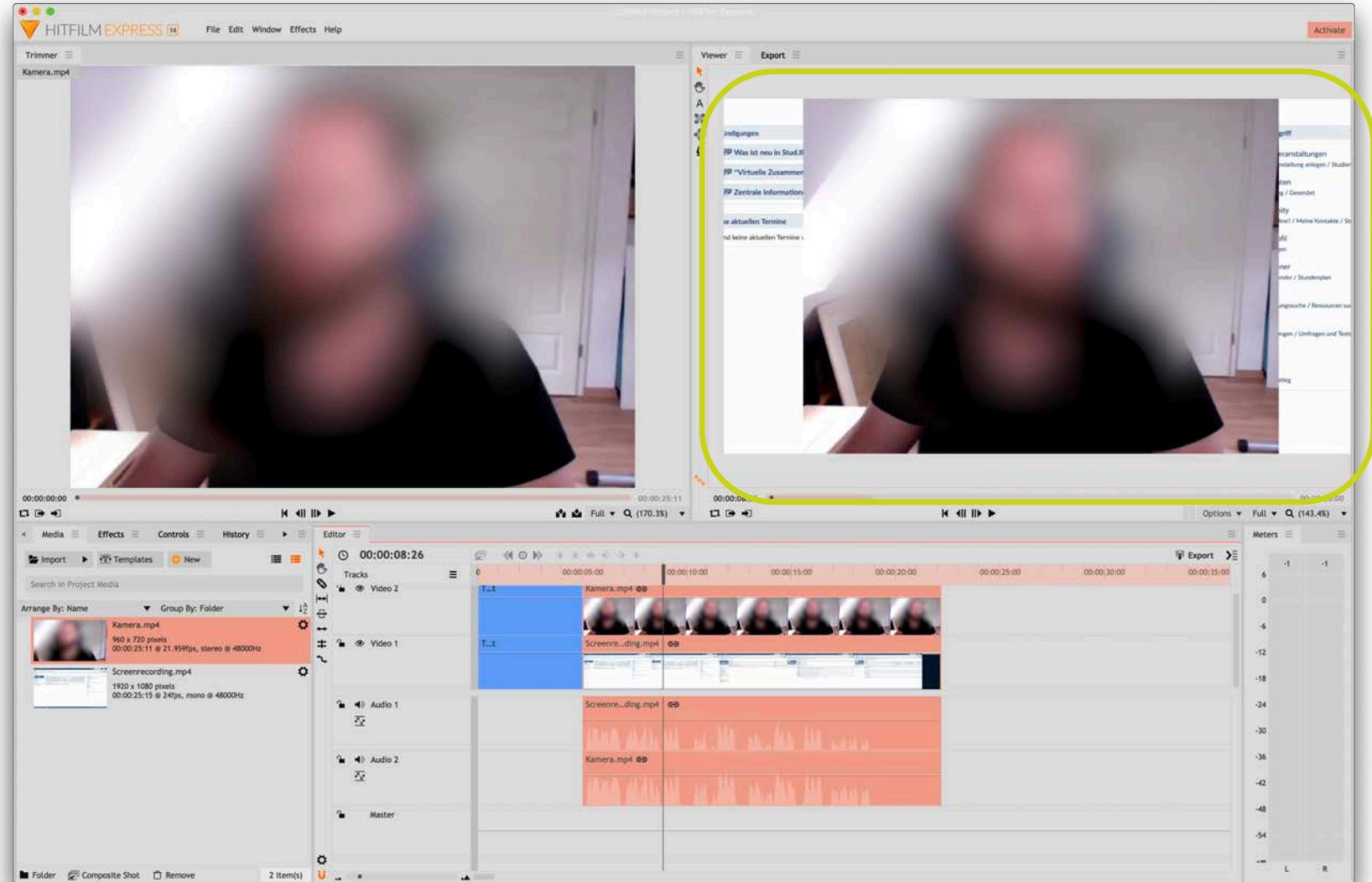
Pick the "Selection Tool" in the editor to select and remove unwanted passages or to move the clip in the correct position to close the gap that the cut opened.



#9 Position a clip

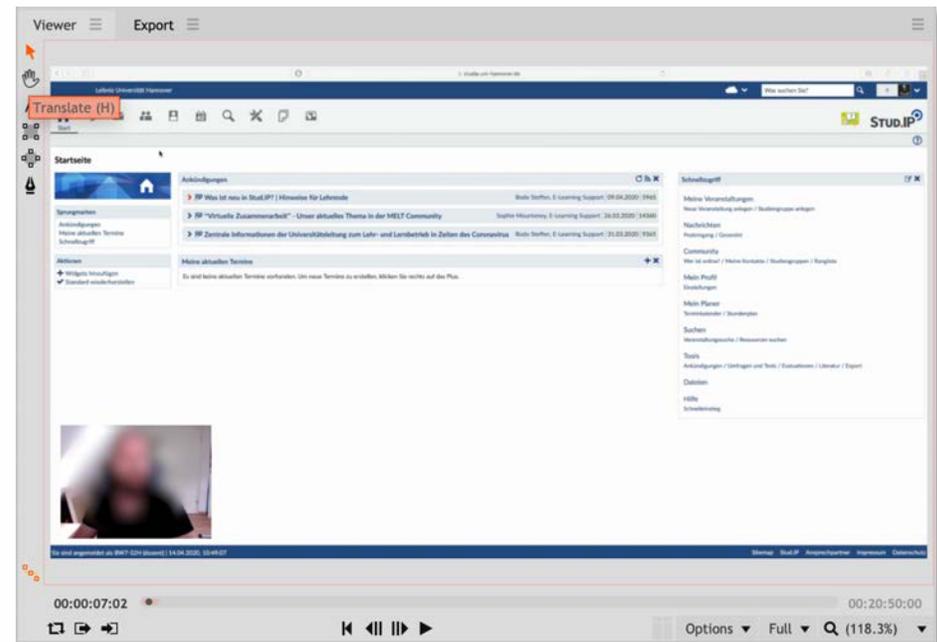
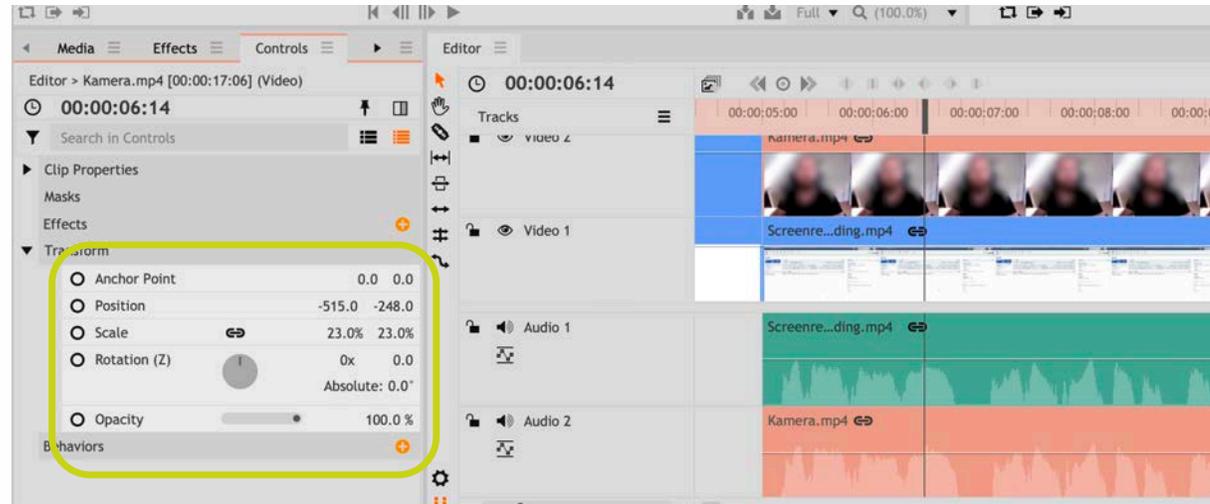
Your footage might have a different resolution than the project you are working on. Maybe you want to create a picture-in-picture effect.

You can change positioning and the scale of your clips by choosing the desired clip in the timeline and opening the "Controls" tab.



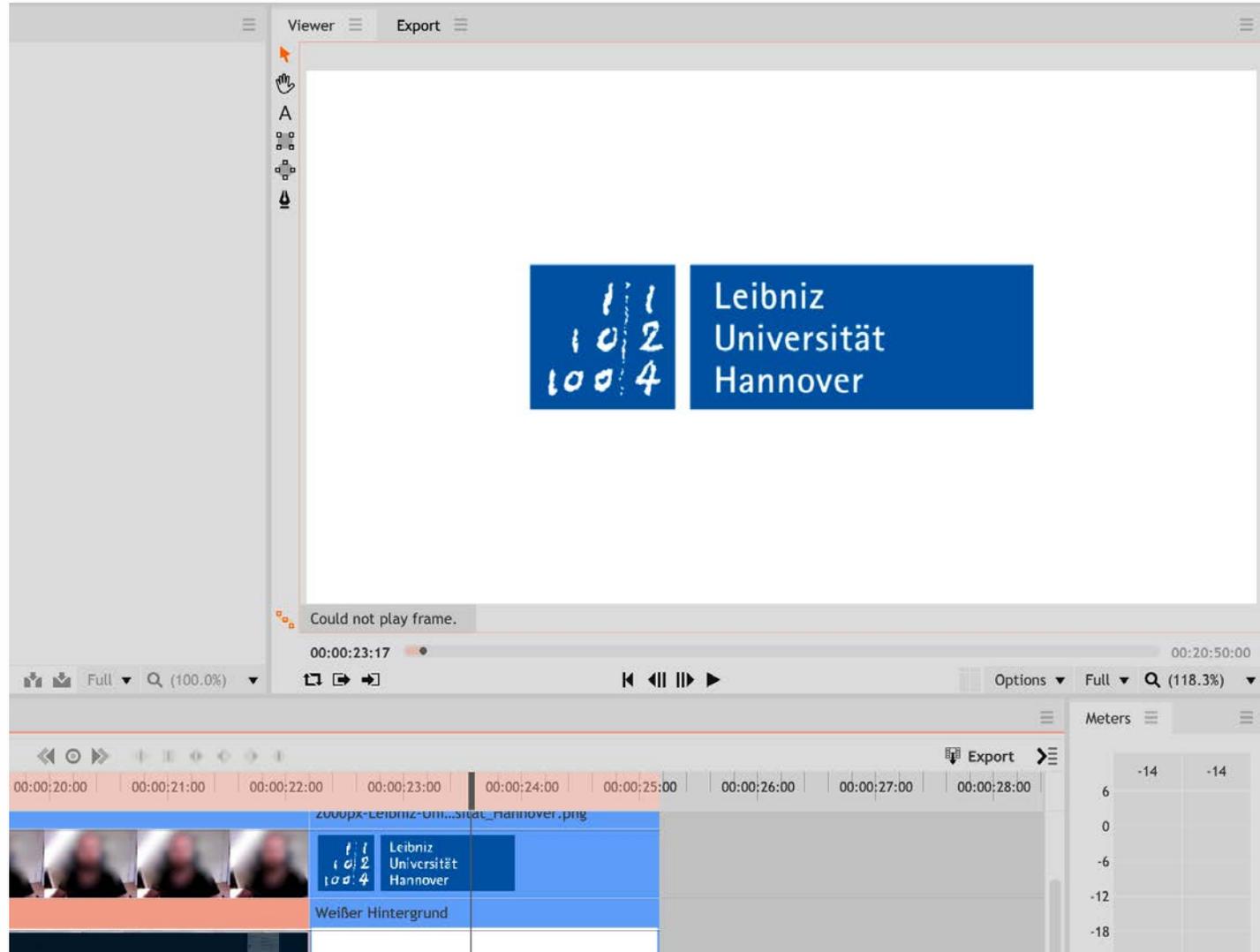
With "Transform" you can change the positioning and scaling of the video so that the clip will ideally fit the resolution of your project and therefore play back filling the entire screen.

If it is not possible to match the exact resolution (e.g. because of a different aspect ratio), make sure that the important information is visible at all times.



#10 Insert graphics

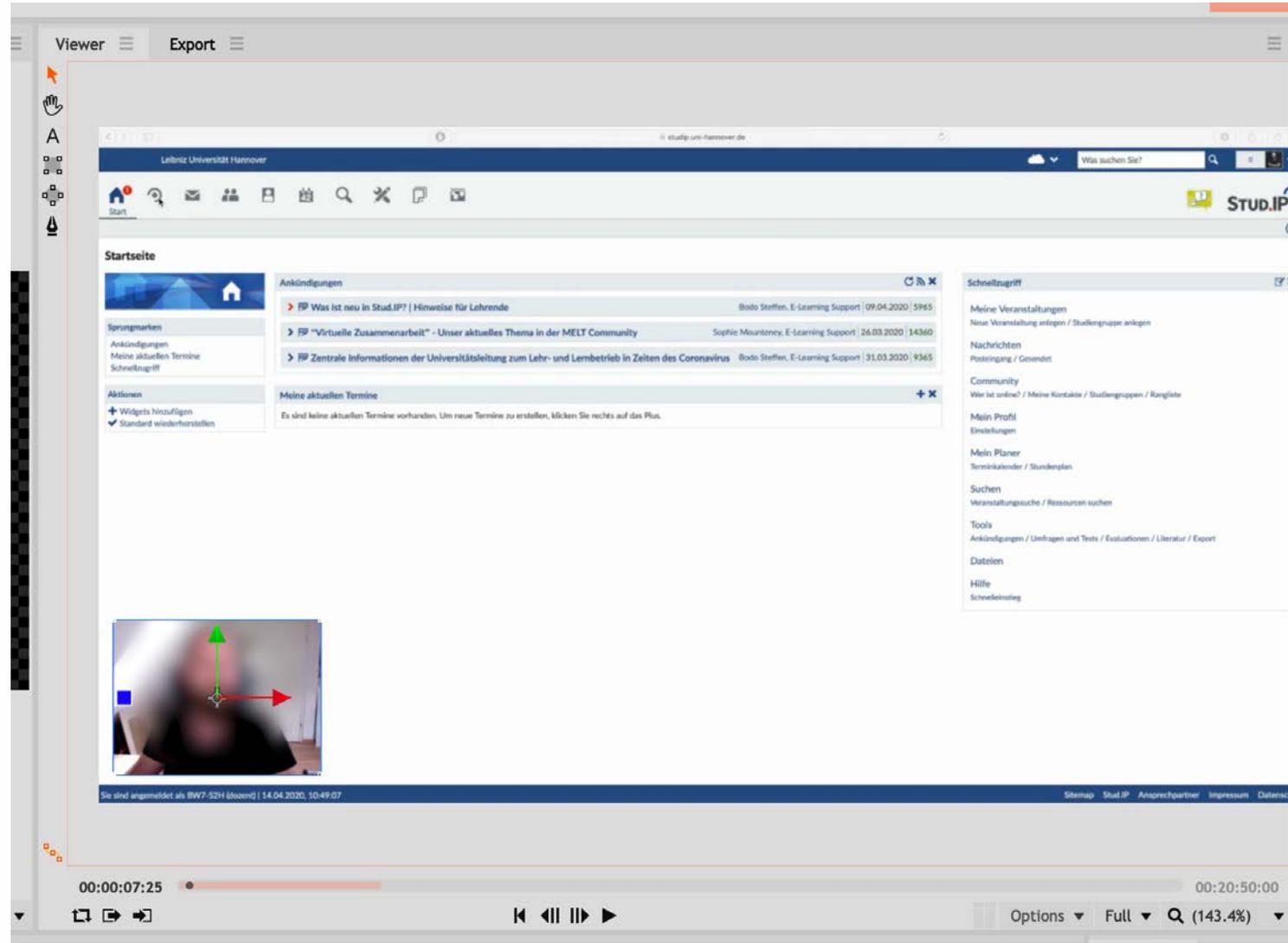
You can import graphics such as logos of institutes and other image formats just as you would import video. You may place them in the timeline as you desire.



#11 Export video

Once you are happy with your video, you need to export it in order to publish it.

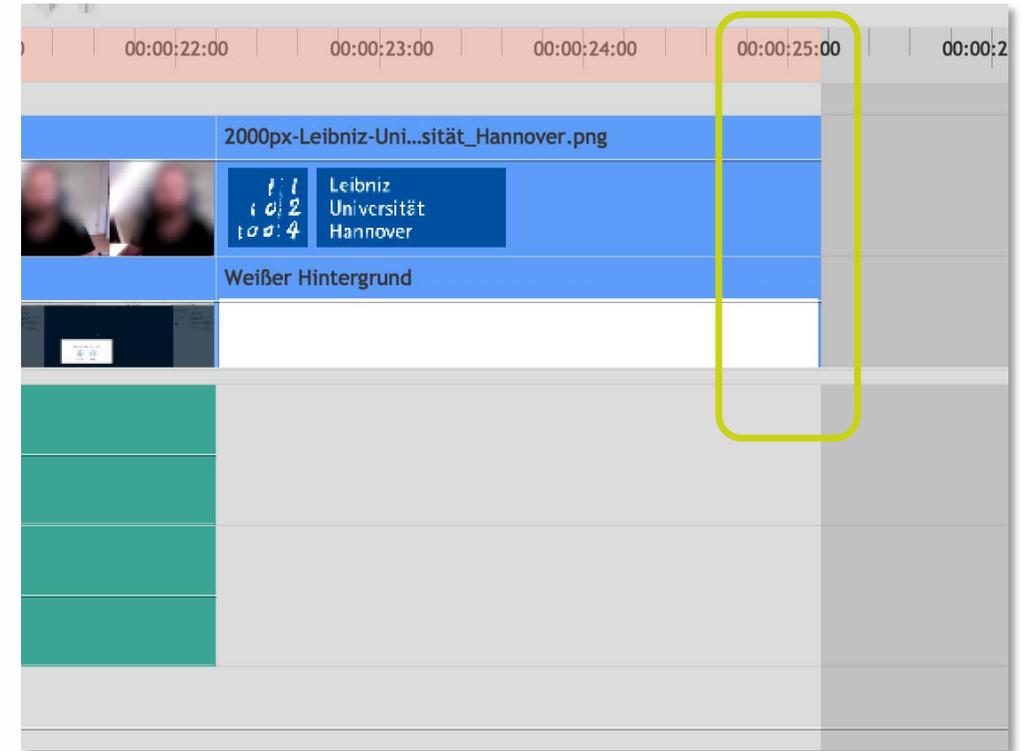
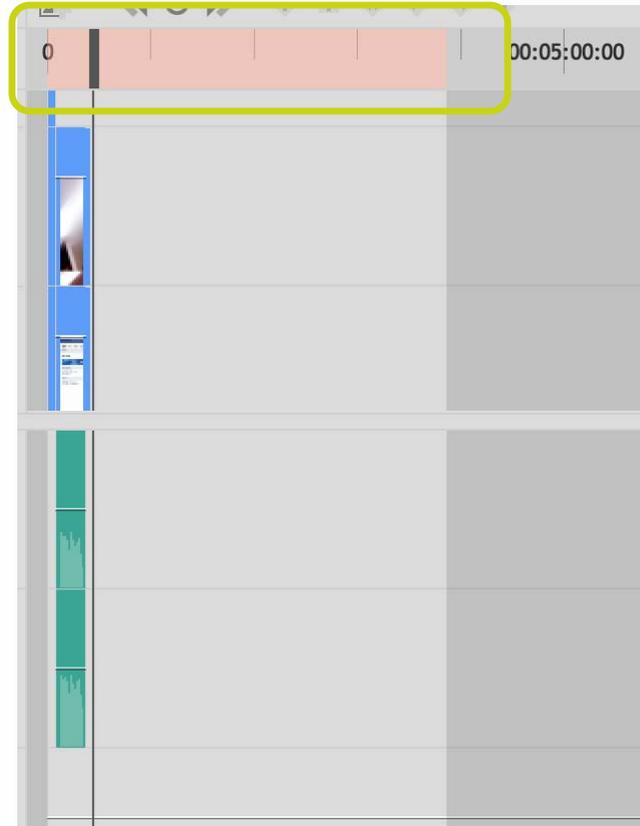
During export your content will blend into one single video.



To prepare your video for export, you need to specify its final length.

Zoom out as much as possible. The red marking above the timeline symbolizes the export area. Move with your pointing device to the right side of the bar and "pull" it to the end of your video.

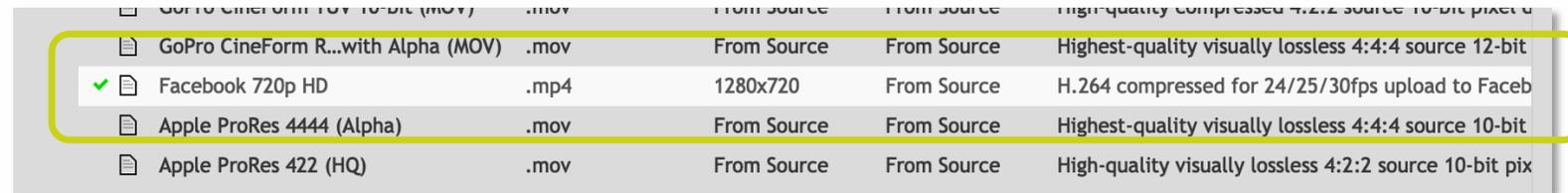
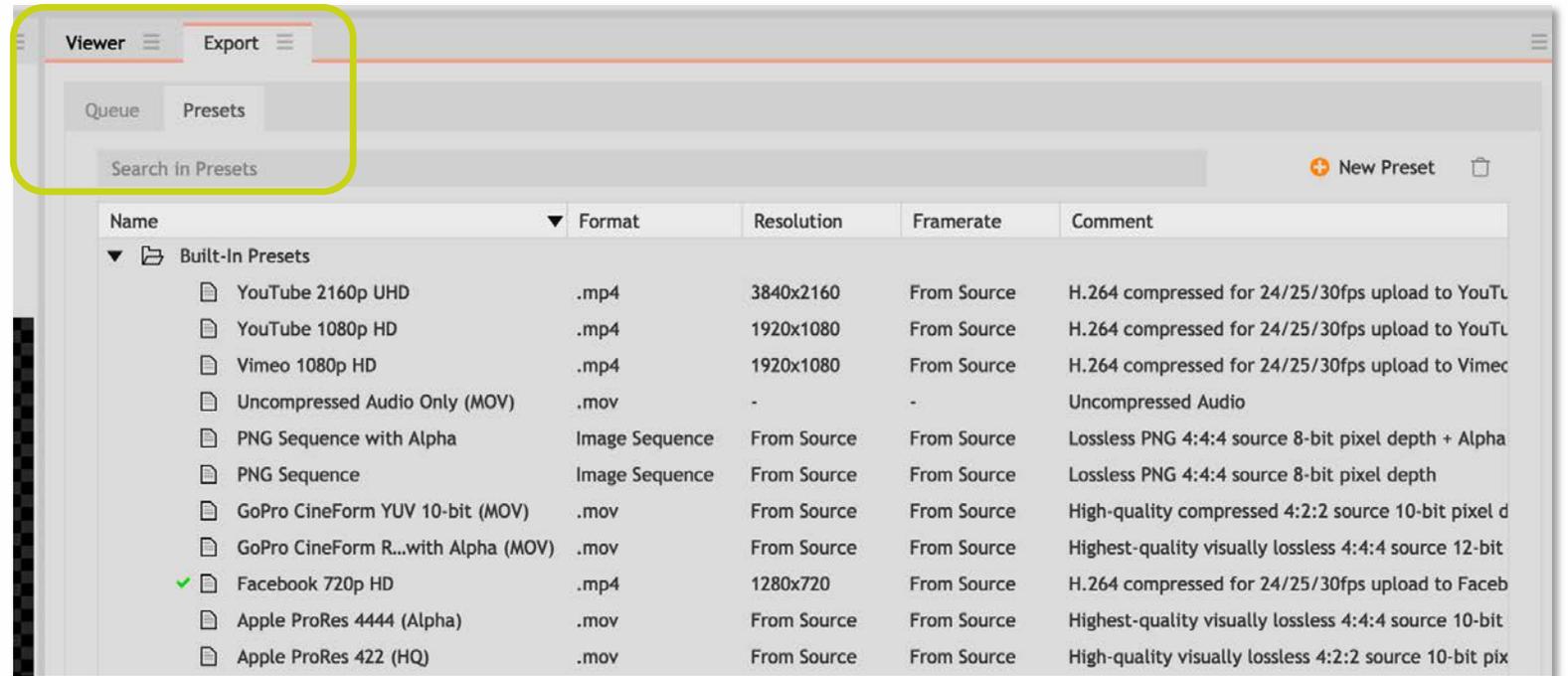
You have now chosen the area to export.



Change your view to the "Export" tab.

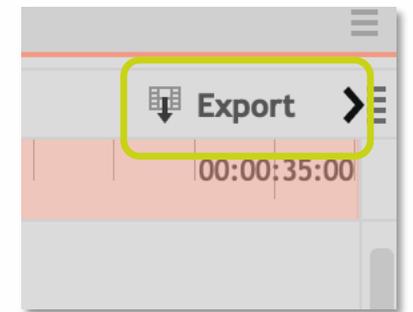
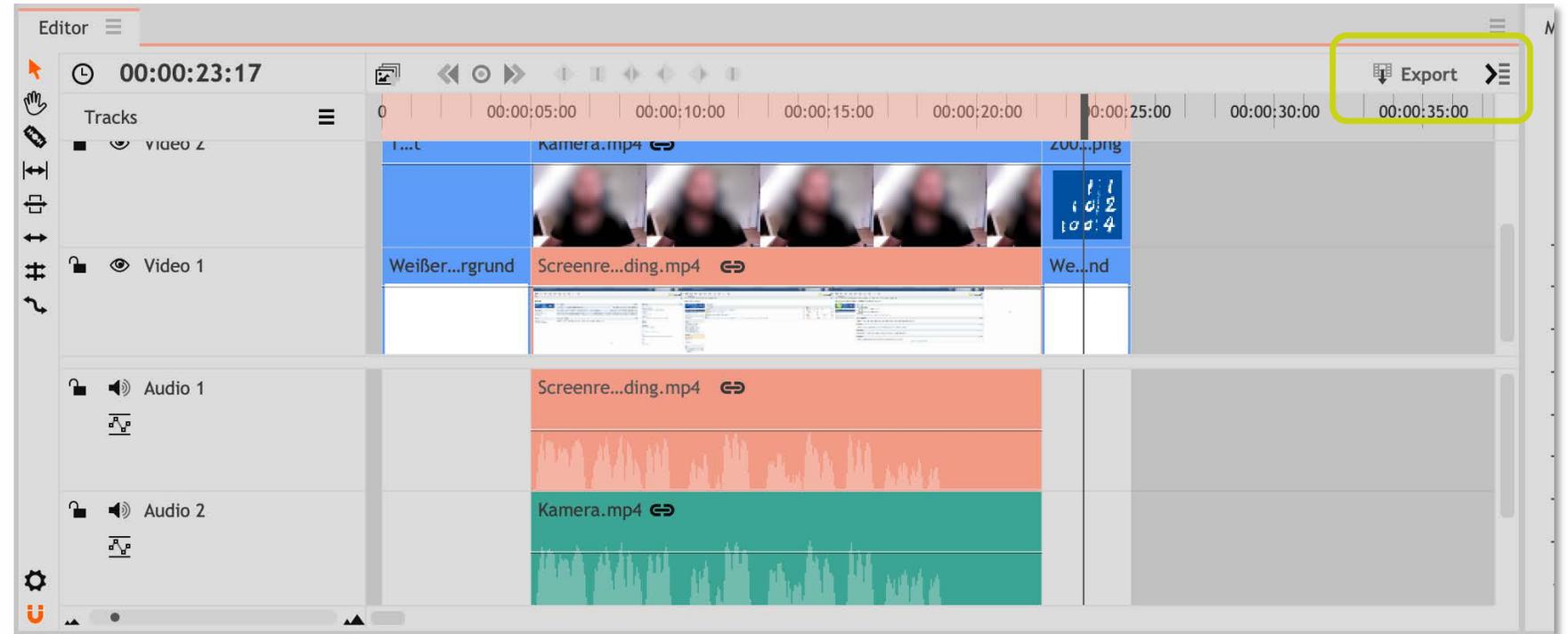
Choose "Presets". You are presented with various presets.

In order to keep the file size small pick the preset "Facebook 720p". A .mp4 file with an h.264 codec file will be created. This resembles the current web standard.



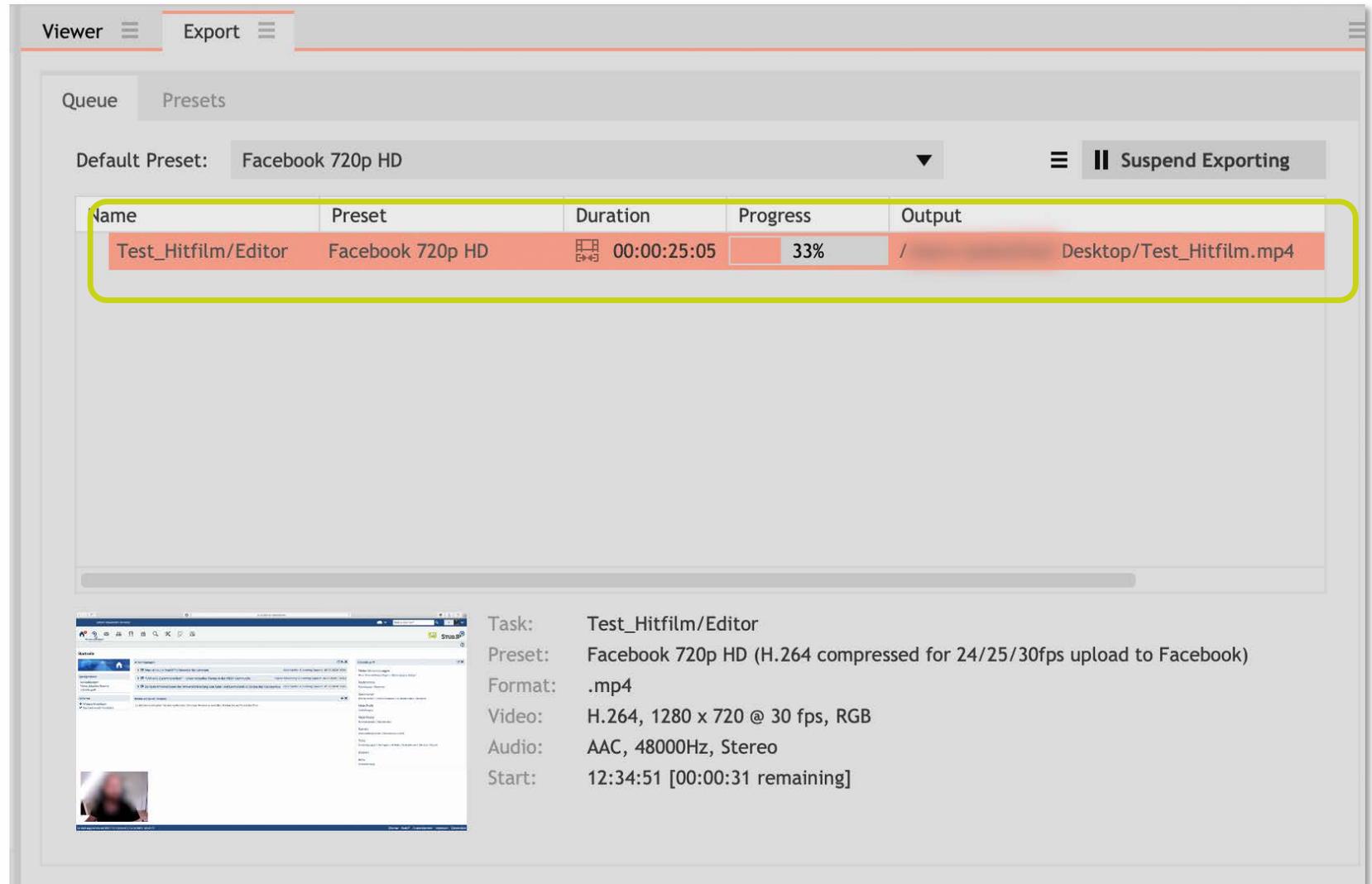
Click on "Export" at the upper right corner of the editor.

Define a save location in the upcoming window.



After clicking on "Save", the "Queue" tab will open in the "Export" window. You will see the progress of your export here as well as the chosen file location.

After export has completed, you can now publish the video, i.e. upload it to flowcasts and release it on Stud.IP.



Viewer Export

Queue Presets

Default Preset: Facebook 720p HD ⌵ ⌵ Suspend Exporting

name	Preset	Duration	Progress	Output
Test_Hitfilm/Editor	Facebook 720p HD	00:00:25:05	33%	Desktop/Test_Hitfilm.mp4

Task: Test_Hitfilm/Editor
 Preset: Facebook 720p HD (H.264 compressed for 24/25/30fps upload to Facebook)
 Format: .mp4
 Video: H.264, 1280 x 720 @ 30 fps, RGB
 Audio: AAC, 48000Hz, Stereo
 Start: 12:34:51 [00:00:31 remaining]

E-Learning Support

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