

KineMaster

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User Guide



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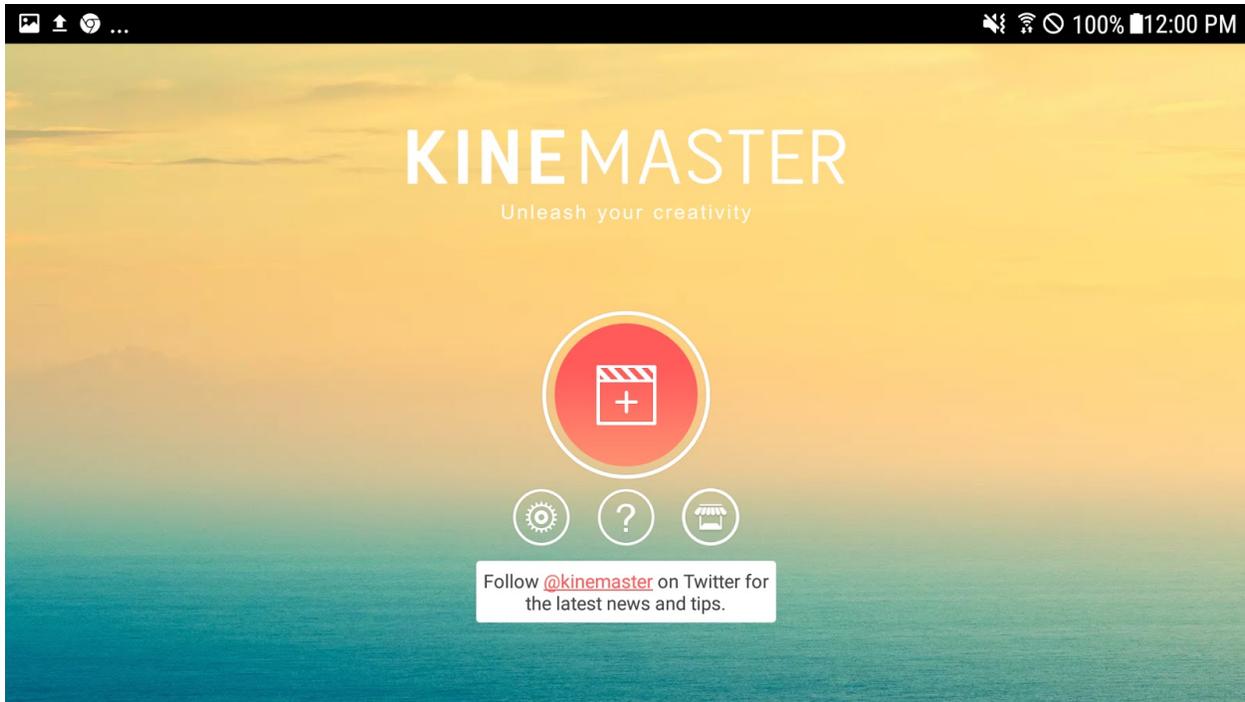
KineMaster User Guide

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Chapter 1: Introduction



KineMaster - Professional Video Editing on the Go

Description

KineMaster is a video editing application that brings a full suite of editing tools to iPhone, iPad, iPod Touch, and Android devices. Designed for productivity on the go, KineMaster delivers the ability to create professional video content without being tied to a computer.

The intention of this document is to deliver clear, helpful information for new users while still retaining technical merit for professional users and developers. If you spot an error or have any constructive feedback, please drop us a line at userguide@kinemaster.com.

System Requirements

KineMaster is currently available for iPhone, iPad and Android devices. The requirements, as of the latest revision of this document, for each operating system is listed below. For the latest information, please visit the KineMaster [website](#).

iPhone, iPad, and iPod Touch

KineMaster requires iOS 9.3 or later, with a 64 bit (A7 or later) processor. Currently we support the following iPhone models:

- **iPhone**
 - iPhone 5S
 - iPhone 6, 6 Plus, 6s, 6s Plus
 - iPhone SE
 - iPhone 7, 7 Plus
 - iPhone 8, 8 Plus
 - iPhone X
- **iPad**
 - iPad Air
 - iPad Air Wi-Fi + Cellular
 - iPad Air 2
 - iPad Air 2 Wi-Fi + Cellular
 - iPad (5th generation)
 - iPad Wi-Fi + Cellular (5th generation)
- **iPad Mini**
 - iPad mini 2
 - iPad mini 2 Wi-Fi + Cellular
 - iPad mini 3
 - iPad mini 3 Wi-Fi + Cellular
 - iPad mini 4
 - iPad mini 4 Wi-Fi + Cellular
- **iPad Pro**
 - 12.9-inch iPad Pro
 - 12.9-inch iPad Pro Wi-Fi + Cellular
 - 9.7-inch iPad Pro
 - 9.7-inch iPad Pro Wi-Fi + Cellular
 - 12.9-inch iPad Pro (2nd generation)
 - 12.9-inch iPad Pro Wi-Fi + Cellular (2nd generation)
 - 10.5-inch iPad Pro
 - 10.5-inch iPad Pro Wi-Fi + Cellular
- **iPod touch**
 - iPod touch (6th generation).

Android

KineMaster requires at least Android 4.1.2, but works best on 4.2 or later.

Due to the large number of Android devices, we cannot list every device that is supported.

However, in general, capabilities and performance are tied to the type of chipset (also called the System on a Chip, or SoC) used in the device.

A good rule of thumb is that the video recording and playback capability of the device should be at least *twice* that of the video you want to edit. In other words, if you want to edit 1080p 30fps video, the device should be able to handle at least 1080p 60fps video (and it's even better if it handles 1080p 120fps). This is because KineMaster provides a real-time editing preview, which pushes the limits of the device far beyond simply recording or playing a video.

For the best performance, and to make use of Video Layers (Picture-in-Picture, Split-Screen, and Chroma Key), in our experience a device with one of the following chipsets will offer the best results. Note that this list is not exhaustive; other chipsets may be supported as well. In addition, this information is for the most general case for each chipset; *performance and support may vary depending on the specific device you are using*:

- **For 4K Editing:**

- Qualcomm Snapdragon 821
- Huawei Kirin 655 HiSilicon 6250
- Samsung Exynos 9 Octa 8895
- Xiaomi Surge S1
- Nvidia Tegra X1

- **For UHD (1440p) Editing:**

- Qualcomm Snapdragon 808, 810, 820
- *Note: Some variations of the Snapdragon 808, 810, and 820 chipsets may support 4K editing, but most only support UHD.*
- Qualcomm Snapdragon 835
- *Note: The Snapdragon 835 chipset is capable of 4K editing although KineMaster does not support it yet. We expect to support 4K using this chipset starting from the release of KineMaster 5.0.*
- Samsung Exynos 8 Octa 8890

- **For FHD (1080p) Editing:**

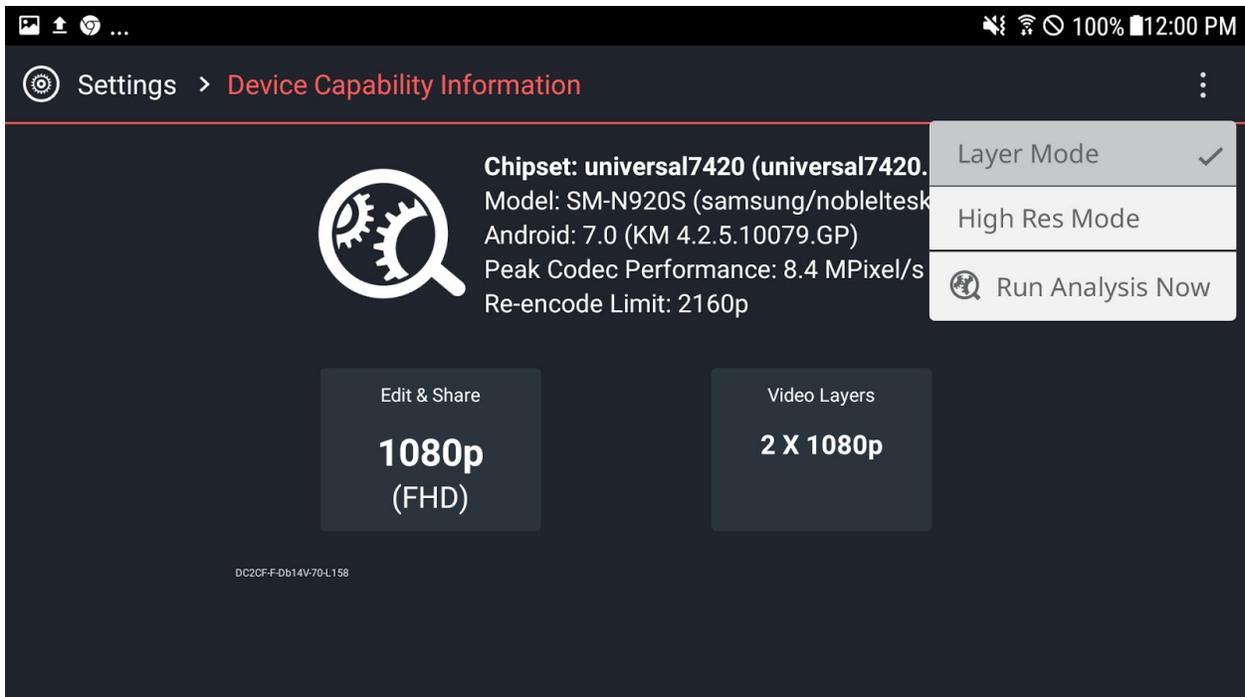
- Qualcomm Snapdragon 805
- *Note: Some variations of the Snapdragon 805 chipset may support UHD or 4K editing, but most only support FHD (1080p).*
- Qualcomm Snapdragon 800, 801
- Qualcomm Snapdragon 626
- Tegra K1(64bit, T132)
- Huawei Kirin 950 HiSilicon 3650
- Huawei Kirin 920 HiSilicon 3630
- *Note: Using video layers on Kirin 920 may result in reduced performance*
- Samsung Exynos 7 Octa 7420

- MediaTek MT6797, MT8173, MT6752
 - MediaTek MT6735, MT6753, MT8127, MT8163, MY6757
 - *Note: Using video layers on MT6735, MT6753, MT8127, MT8163, or MT6757 may result in reduced preview and exporting performance*
 - Intel Atom Z3560 (Moorefield)
- **For HD (720p) Editing:**
 - Samsung Exynos 7 Octa 7580 (720p only)
 - *Note: For best results on Exynos 7 Octa 7580, set the export bitrate to maximum when sharing.*
 - Qualcomm Snapdragon 615/616/617/625/650/652 (720p only)

It is important to know that many popular phone and tablet models are manufactured in multiple configurations, using different chipsets. So if you are planning to buy a device specifically to run KineMaster, please carefully check the chipset in advance.

Please note that Marvell and TI OMAP chipsets are not supported and, due to technical limitations, we have no current plans to add support.

Although you can use KineMaster with many other chipsets as well, please be aware that we can't make any guarantees whether it will work, so video layers may not be available and you may experience reduced performance in some cases. Please keep this in mind before making any buying decisions in terms of a mobile device if you need it to run KineMaster.



KineMaster Settings Screen - Check Your Mobile Device's Performance

Hardware Performance Analysis: If KineMaster doesn't have a built-in performance profile for your device, a popup offering to run a **Hardware Performance Analysis** will appear when you start the app. This process takes several minutes to complete. After running a hardware performance analysis, there are three possible outcomes in terms of the number of supported video layers and maximum import/export resolution. You can check the results by going to the **Device Capability Information** screen, accessible via the gear icon on the KineMaster project list screen.

- **Improved Performance:** This means the analysis revealed that your device is capable of better performance than the initial "guess" made by KineMaster. In this case, you may have options for more video layers or higher import/ export resolution. These improved numbers will appear in the Device Capability Information screen available via the gear icon on the project list screen.
- **Unchanged Performance:** This means the analysis revealed that the initial guess made by KineMaster was correct and your device performance matches the expected performance. In this case, there will be no change in the number of video layers available or the import/ export resolution, but you can still view the capability information in the Device Capability Information screen available via the gear icon on the project list screen.
- **Reduced Performance:** This happens in very rare cases, however for the few users who experience this, here is some advice.

There are two possible reasons why this can happen:

Another app may have interfered with the analysis. To be verify this is the case, restart your device, and without running any other apps, launch KineMaster and re-run the Hardware Performance Analysis. To do this:

1. Restart your phone or tablet
2. Start KineMaster (don't run any other apps before this)
3. Select the gear icon on the project list screen
4. Choose "**Device Capability Information**"
5. Tap the "..." menu in the upper-right corner of the screen
6. Choose **Run Analysis Now**.
7. After the analysis completes, if you still don't experience improved results, it means most likely the initial performance guess was wrong (see below).

KineMaster's initial guess about your device performance may have been wrong. For example, KineMaster may have guessed that your device is capable of handling 2 video

layers when in fact it can handle only one. This may be true *even if you successfully created a project with two video layers* before running the performance analysis.

The reason is that during the **Hardware Performance Analysis**, KineMaster checks the worst case: the maximum number of video layers at the maximum resolution at the same time as a cross-fade transition between two other video clips on the main timeline, also at the maximum resolution with speed control applied, and the whole project exported at the maximum supported resolution.

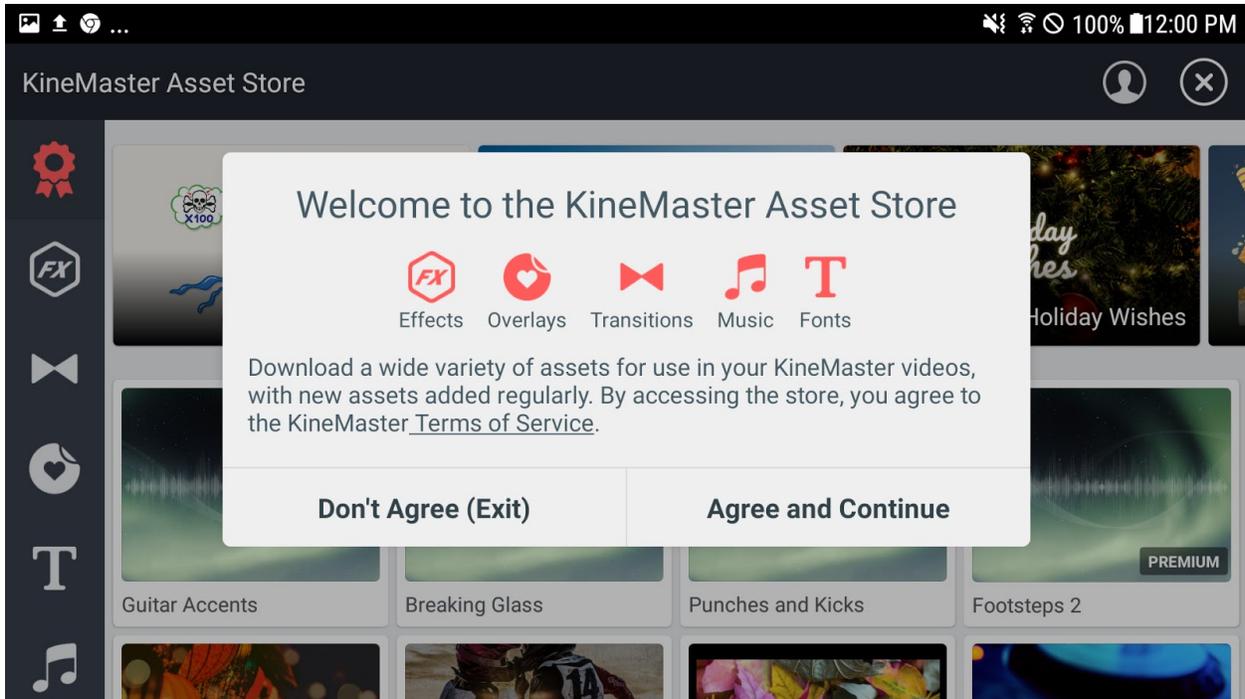
In reality, you may push the hardware less than this and it may be possible (for example, two video layers, but with images on the main timeline and no speed control), but the reason we don't support it officially is that we can't guarantee that the export will succeed in all cases.

If you find yourself in this situation (where it was working before running the hardware performance analysis, but stopped working after), you can "clear" the hardware performance analysis results by clearing the KineMaster app data in the App Manager in Android Settings, then choosing *not* to run the performance analysis when you restart KineMaster. Please keep in mind that this is essentially *at your own risk*; you may be able to create a project that is too heavy for your device and cannot be exported (resulting in the "codec init fail" error when exporting).

We are working hard to continuously expand and improve support on other chipsets.

Information on whether or not any particular device has video layer support can be found in [Troubleshooting](#) below.

Subscription Benefits



KineMaster Asset Store - Subscribe to Unlock the Full Power of KineMaster

KineMaster is a paid application, supported by a subscription model. Having subscribed active users allows KineMaster to not only continue to be developed and expanded with new features, but also makes it possible to continue to support the latest devices and operating system versions as they become available.

You can use KineMaster as much as you like before subscribing, but all of your videos will have a "Made with KineMaster" watermark. Subscribing to KineMaster removes the watermark from the video, as well as providing additional benefits.

Specifically, subscription benefits include the following:

KineMaster iOS Payment Options are Designed to Put the Power of KineMaster into Everyone's Hands

Expedited Support (Annual Subscribers Only) - Skip to the front of the line when you need help! Expedited support places you in front of all of the free customers, reducing wait times for support. To receive expedited support, tap **Help** on the KineMaster main screen, and then select **Email Support**, and follow the steps provided within the app. *Note that inquiries related to billing or other payment-related issues are always expedited regardless of your subscription status.*

Premium Assets - Access premium content in the Asset Store, like music, sound effects, stickers, and animated overlays, constantly updated by the KineMaster design staff! (In the **Asset Store**, these are the items are marked with the **Premium** label).

No Watermark - Subscribers don't see the "Made with KineMaster" watermark either in the app or when they sharing their videos. *Note that if you already shared videos prior to subscribing, the watermark will be "baked in" on those videos; simply share them again after subscribing to remove the watermark.*

For more information on subscriptions, please visit the relevant store for more information.

Apple: <https://support.apple.com/billing>

Google: <https://support.google.com/payments/answer/6220303?hl=en>

Chapter 2: Workflows

Starting a New Project

Upon opening KineMaster for the first time, you'll be presented with four options. Tapping the **New Project** button will allow you to start a new project, while the transparent white buttons, from left to right, will open the KineMaster Settings Menu, the Help Menu, and the Asset Store Menu respectively.

There are two methods to start a new project: Selecting an **Empty Project**, or using the **Project Assistant**.



KineMaster Title Screen - Project Assistant and Empty Project Highlighted

Starting with the Project Assistant

KineMaster can help you to get from raw video clips to a polished publishable video in just a few taps! The Project Assistant can guide you through making wonderful themed videos quickly and easily. Note that even with the Project Assistant, you still have full control over your projects.

1. Tap **New Project** from the main menu to create a project.
2. Tap **Project Assistant**.
3. Enter a name for your project and tap **OK**.
4. Tap on videos and images in the media browser to add them to your project. Tap **Next**.
5. Tap on a theme to choose it. Tap **Next**.
6. Enter the **Opening**, **Middle** and **Ending** text titles to appear in the project. Tap **Next**.
7. Tap a category on the left to choose music. The Music Assets and SFX Assets options allow you to use stock music provided by KineMaster; if you have not downloaded any stock music, these will prompt you to visit the Asset Store.
8. Tap **Play** to preview music before selecting it for your project. Tap **Add** to select the music you want. Tap **Next**.
9. At this point you may edit your video as normal. Refer to [Basic Project Editing](#) for more information on editing your project.
10. When finished, tap **Share** to export your finished video to your gallery, YouTube, Facebook, Google+, Dropbox, or other services.

Android - Shared videos can be found in the device's export folder (usually KineMaster/Export/)
iPhone and iPad - Unless Camera Roll is specified upon sharing, shared videos are held within KineMaster itself.

Starting from an Empty Project

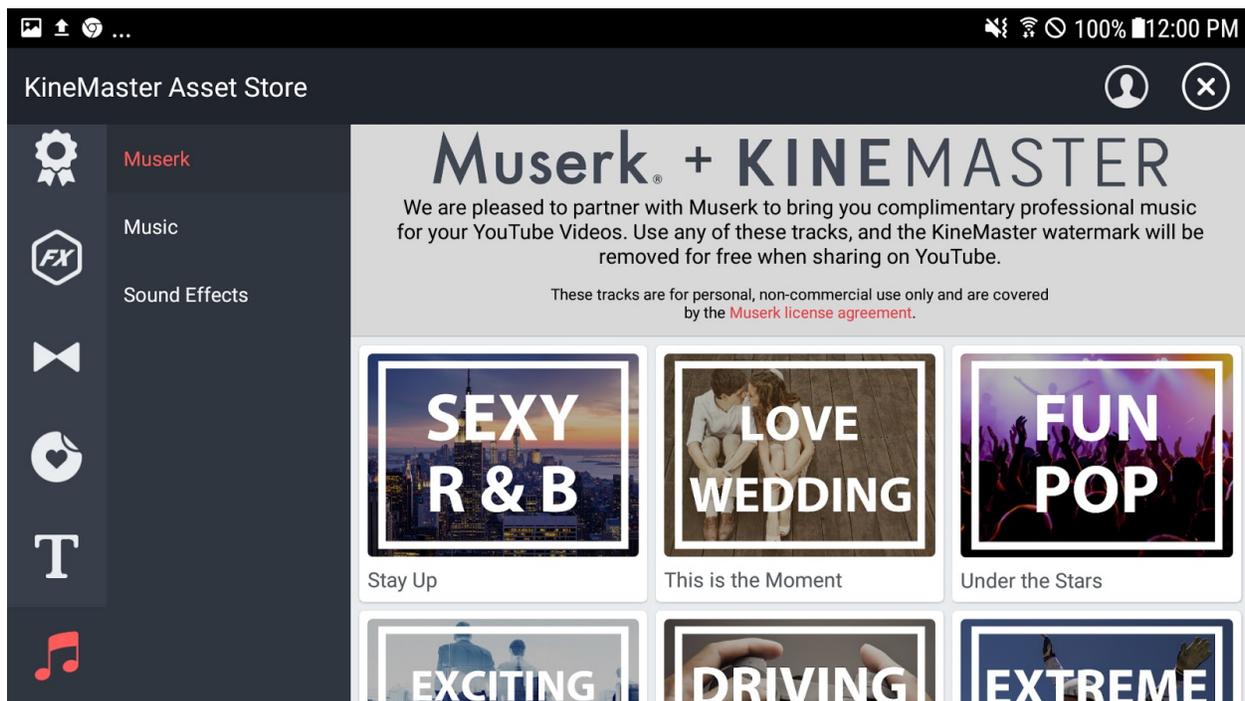
Starting with an Empty Project gives you full control over your video right from the start.

1. Tap **New Project** to create a project.
2. Tap **Empty Project**.
3. Tap **Media**. You can select video, images, or backgrounds for your project.
4. Tap **Record** to record directly from your device for use in your project.
5. Tap **Audio**. You can choose from recordings or music from your device or you can access the **Asset Store** to find music or sound effects.
6. Tap **Voice** to record a voice-over for your video.
7. Tap **Layer** to add a variety of items to your project. See [Chapter 4: The Secondary Timeline](#) for more information.
8. Tap **Asset Store** to access the KineMaster Asset Store, where you can download a variety of additional items to enhance your project, such as royalty-free music, fonts, overlays, sound effects, animations, and more.
9. Refer to [Basic Project Editing](#) to learn more about editing your project.

10. When finished, tap **Share** to export your finished video and save it to the Camera Roll or Gallery, or to share it via, YouTube, Facebook, Google+, Dropbox, or other services.

Android - Shared videos can be found in the device's export folder (usually KineMaster/Export/)
iPhone and iPad - Unless Camera Roll is specified upon sharing, shared videos are held within KineMaster itself.

Using Muserk to Remove the Watermark on YouTube



KineMaster Asset Store - Access the Muserk Selection on Android

The following section pertains only to KineMaster 4.2 for Android.

KineMaster has partnered with Muserk to give you a free way to remove the "Made with KineMaster" watermark from your video while at the same time getting quality music.

Just use any of the Muserk tracks available for free in the KineMaster Asset Store, and the "Made with KineMaster" watermark will be automatically removed from your video when sharing directly to YouTube.

Please keep in mind that these tracks are for personal, non-commercial use only. For the full license information, see the [Muserk License Agreement](#) on the KineMaster web site. A few things you should know (but read the [whole agreement](#) for details):

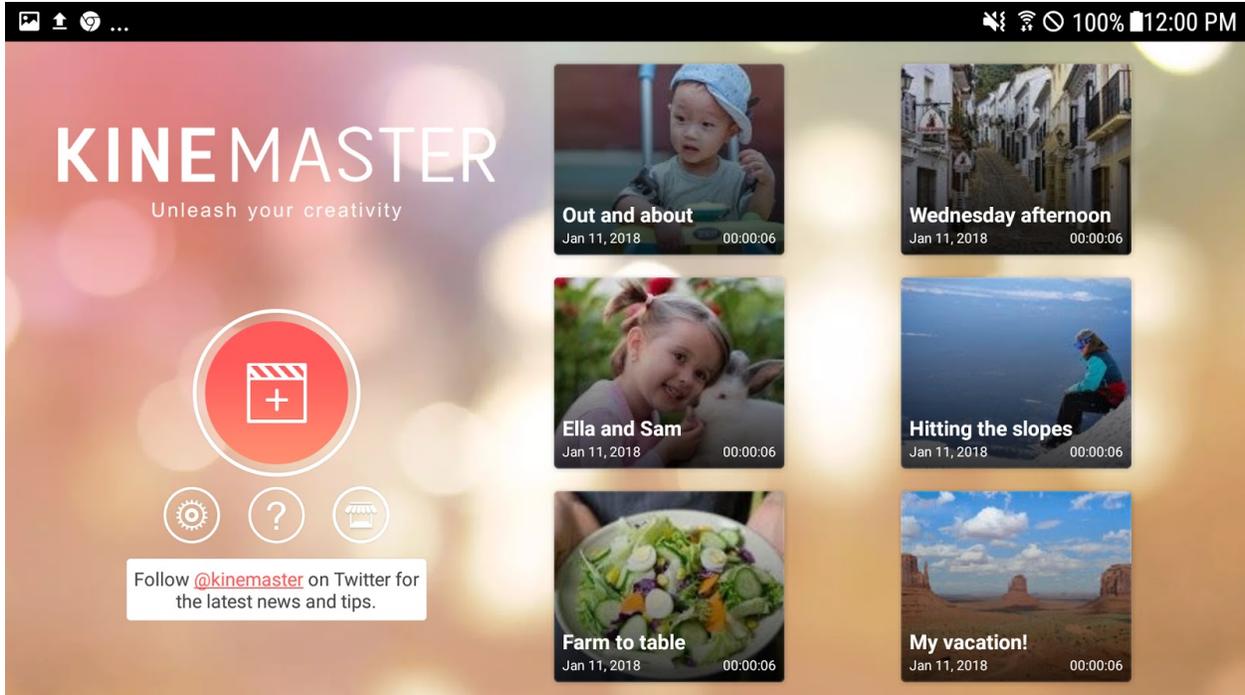
- You can't monetize videos that use these tracks
- We can monetize your videos automatically if you use these tracks (in other words, some of your viewers might see ads on your channel)
- In order for the watermark to be removed, the music must be clearly audible in the background for most of the video.

In order to take full advantage of using music from Muserk, follow the steps below.

1. Create a new project, or open an existing project as normal.
2. Tap **Asset Store, Music**, then select any of the tracks under the category Muserk and tap **Download**.
3. When installed, the selected Muserk tracks will be available in the **Audio Browser** under **Music Assets**. Add a Muserk track to your project as normal.
4. Tap **Confirm** to leave the **Audio Browser** and continue to edit your project as normal. Note that for the watermark removal to work, the music must be at an audible volume throughout a substantial portion of your video; trimming the music too much or reducing the volume too much may cause the watermark removal to fail.
5. When finished editing your project, tap **Share** and then **YouTube** to export your project to YouTube.
6. Tap **Agree and Continue** to continue.
7. Select the desired export quality. When the export has completed, the YouTube dialogue will appear. Entered the required information and then tap **Upload**.
8. Note that the watermark has been removed! Enjoy your watermark-free video and high quality audio!

Chapter 3: Understanding the Interface

The Main Menu



KineMaster Title Screen With Projects - Select a Project to Access the KineMaster Basic Interface

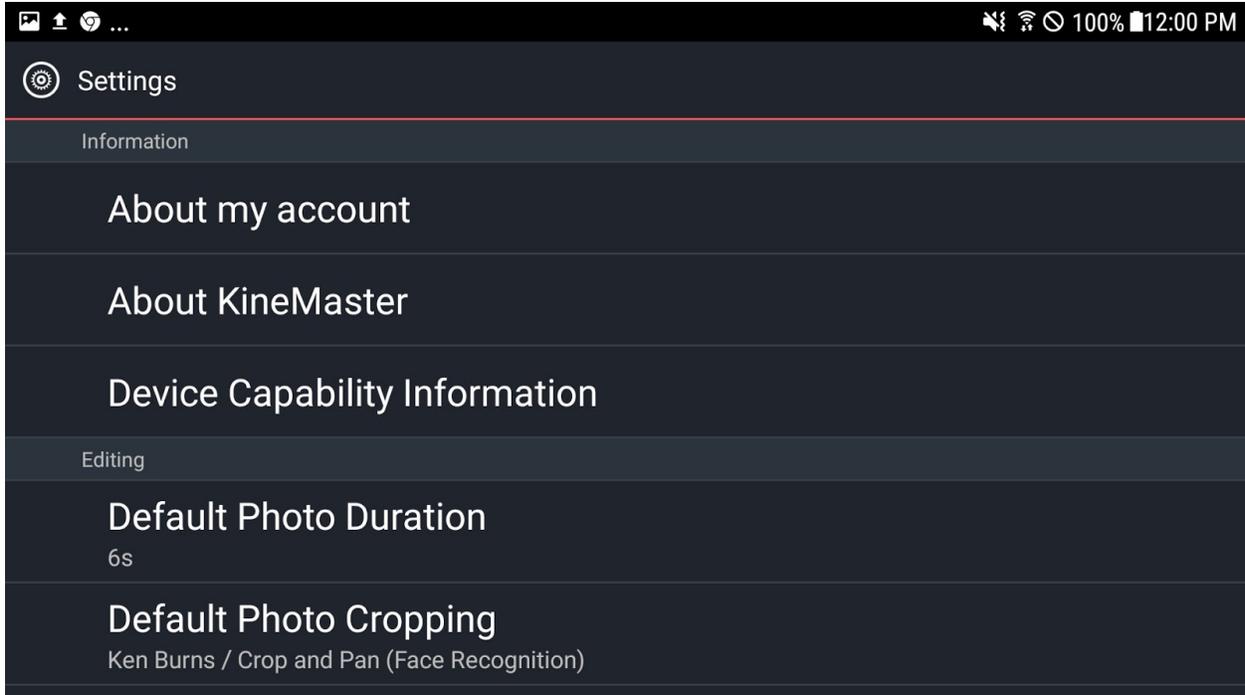
When you enter KineMaster, you'll be presented with the **Project List**. From here, you can start a new project, access previous projects (if any exist), as well as view KineMaster **Settings**, the **Asset Store**, and **Help**.

Starting/ Continuing a Project

Tap **New Project** to start a new project. See [Chapter 2: Workflows](#) for new project workflows.

Tap any previous project thumbnail to see the **Project Details** screen. From here, you can tap **Start** to continue editing your project, **Play** to preview your project as is, **Share** to export to popular video streaming sites as well as to your device, **Duplicate Project**, and **Delete**. Note that deleted projects cannot be restored.

KineMaster Settings



KineMaster Settings

Tap **Settings** to access settings for the entire application. The following items will be displayed.

About My Account - Displays information about your account type (Pro or Free). If you are using the free version of KineMaster, this screen is one of the places where you can purchase a monthly or annual auto-renewing subscription. For users who do not have access to a credit card and/or reside in a country where a Google Play gift card balance is not usable for subscriptions, we also provide a one-time 30-day pass, available for purchase only on this screen. If you have received a KineMaster license key (from a volume license or enterprise purchase) or a promotional code from a trade-show, contest, or other event, please *do not enter it on this screen*. Unless otherwise directed by KineMaster support staff, license keys and promotional codes should be entered at <https://kinemaster.com/promo>. For more information please see the KineMaster Tip at the end of this section.

About KineMaster - Displays the KineMaster version, as well as links to Legal Information, our Privacy Policy, and our Terms of Service (which you can also find on our website at <http://www.kinemaster.com>).

Device Capability Information (DCI) (Android Only) - This screen displays information about your device, as well as its editing, sharing, and video layer capabilities.

For **Android** devices, If you think the information displayed is in error you can run a **Hardware Performance Analysis** to detect the correct information for your device. For best results, reboot your device first and make sure no other apps (especially screen

recorders) are running, then return to this screen and tap : on the top right of the screen and select **Run Analysis Now**. This will take 3-5 minutes, but it should accurately predict your device's capabilities.

Default Photo Duration - The default length (in seconds) of images when placed on the **Timeline**. Duration is adjustable from 0.75 to 15 seconds.

Default Photo Cropping - The default cropping method for photos when placed on the timeline or when (Primary Timeline) **Cropping** is selected. Choices include the following.

- **Fit in Screen** - The image will fit inside the screen with no cropping. This may result in black bars if the aspect ratio does not match that of the project.
- **Fill Screen** - The image will fit inside the screen without black bars, but cropping may occur if the aspect ratio does not match that of the project.
- **Ken Burns / Crop and Pan (Random)** - The image will zoom, either in or out, slowly over the duration of the crop. Direction of the zoom is determined by the Start and End positions selected at random.
- **Ken Burns / Crop and Pan (Face Recognition)** - The center point of the zoom is any face or group of faces detected in the photo. If no faces are detected, this works the same as "Random".

Default Layer Duration - The default length (in seconds) of layers placed on the **Timeline**. Duration is adjustable from 0.25 to 15 seconds.

Media Browser Full-Screen Mode (Android Only) - If set to **On**, the **Media Browser** fills the screen when opened. If set to **Off**, the timeline is left visible.

Audio Browser Full-Screen Mode (Android Only) - If set to **On**, the **Audio Browser** fills the screen when opened. If set to **Off**, the timeline is left visible.

Audio Recording Source - Determines the source of recorded audio. On Android, choices are **Camcorder**, **Voice**, and **Auto**.

- **Camcorder** - This selects the mic that is usually facing the same direction as the camera. Is it designed to record audio to accompany video.
- **Voice** - This option is optimized for voice. Typically the mic will usually either be the front-facing mic on the phone or an attached mic. If no mic is attached this setting may try to do background noise cancellation.
- **Auto** - Voice will be used for voice recordings, and camcorder will be used when camcording.

On iPhone or iPad, choices may include **Auto**, **Bottom**, **Front**, and **Back**.

Sort Project List By - Can sort project date by **Date (Edited)**, **Date (Created)**, and **Name**.

Recorded Audio Location (Android Only) - The default folder for all audio files recorded in KineMaster. Options are, **Device Default Folder**, **KineMaster Folder**, and **Project-Specific Folder**. Default option is **KineMaster Folder**.

Recorded Video Location (Android Only) - The default folder for all video files recorded in KineMaster. Options are, **Device Default Folder**, **KineMaster Folder**, and **Project-Specific Folder**. Default option is **KineMaster Folder**.

Photos Location (Android Only) - The default folder for photos taken in KineMaster. Options are, **Device Default Folder**, **KineMaster Folder**, and **Project-Specific Folder**. Default option is **KineMaster Folder**.

Frame Capture Location (Android Only) - The default folder for frames captured in KineMaster. Options are, **Device Default Folder**, **KineMaster Folder**, and **Project-Specific Folder**. Default option is **KineMaster Folder**.

Please note that KineMaster is unable to read from or save to SD cards. All your media files will need to be kept in a folder on your internal drive. Once you select a **Location** for your media files, be aware that moving your files with another app will result in

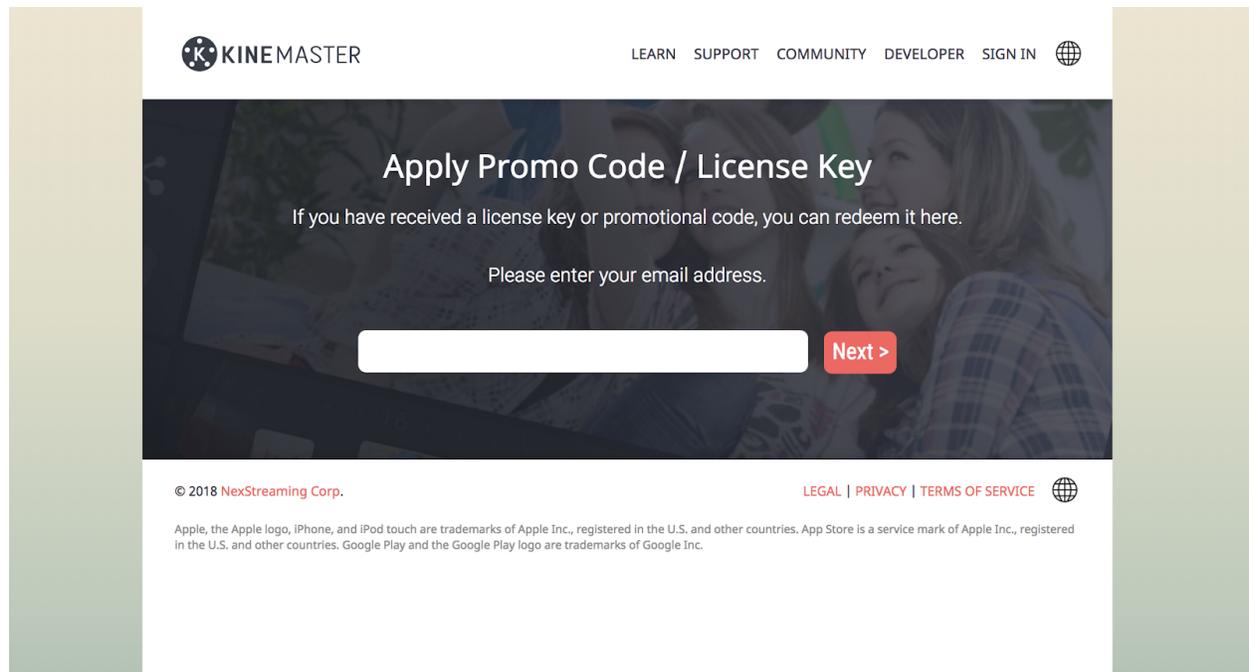
Export Frame Rate (FPS) (Android Only) - Choose the default frame rate for exported projects, measured in frames per second. Options on most devices are 15, 24 (Cinema), 25 (PAL), and 30. Export frame rates above 30 fps must be activated in the experimental settings, and will only be available if your device is 60+ fps edit compatible. For iPhone/iPad, frame rate is chosen at export.

Advanced and Experimental Settings (Android Only) - Extra settings that may or may not work correctly, and may or may not be in future versions of KineMaster. With the exception of "Collect Export Diagnostic Data" which should be used only at the direction of the KineMaster Team, users are free to use these settings at their own risk. The default setting for each item is **Off**.

- **Media Browser Hierarchical Mode** - If set to **On**, the **Media Browser** shows the full folder hierarchy. If set to **Off**, the folder hierarchy in the **Media Browser** is flat.
- **Show Audio Amplitude Meter When Recording** - If set to **On**, the audio amplitude meter will be visible when recording video through KineMaster in **Camcorder Mode**.
- **Allow export frame rates higher than 30fps** - If set to **On**, 60fps edit-compatible devices will be able to export up to 60 fps.
- **Collect Export Diagnostic Data** - If set to **On**, export diagnostic data will be collected. This feature should only be used under the guidance of the KineMaster Team, and can create a lot of files that can take up a lot of space on your device.

KineMaster Tip!: How to Enter Promotional Codes and Licence Keys

To use a promotional code or a licence key received from a contest, event, or directly from Support, you must have a KineMaster Account. This account is separate from your Google Play account, and is also currently separate from our community account as well. To apply your code (and create a KineMaster account) please visit <https://www.kinemaster.com/promo>



KINEMASTER

LEARN SUPPORT COMMUNITY DEVELOPER SIGN IN

Apply Promo Code / License Key

If you have received a license key or promotional code, you can redeem it here.

Please enter your email address.

Next >

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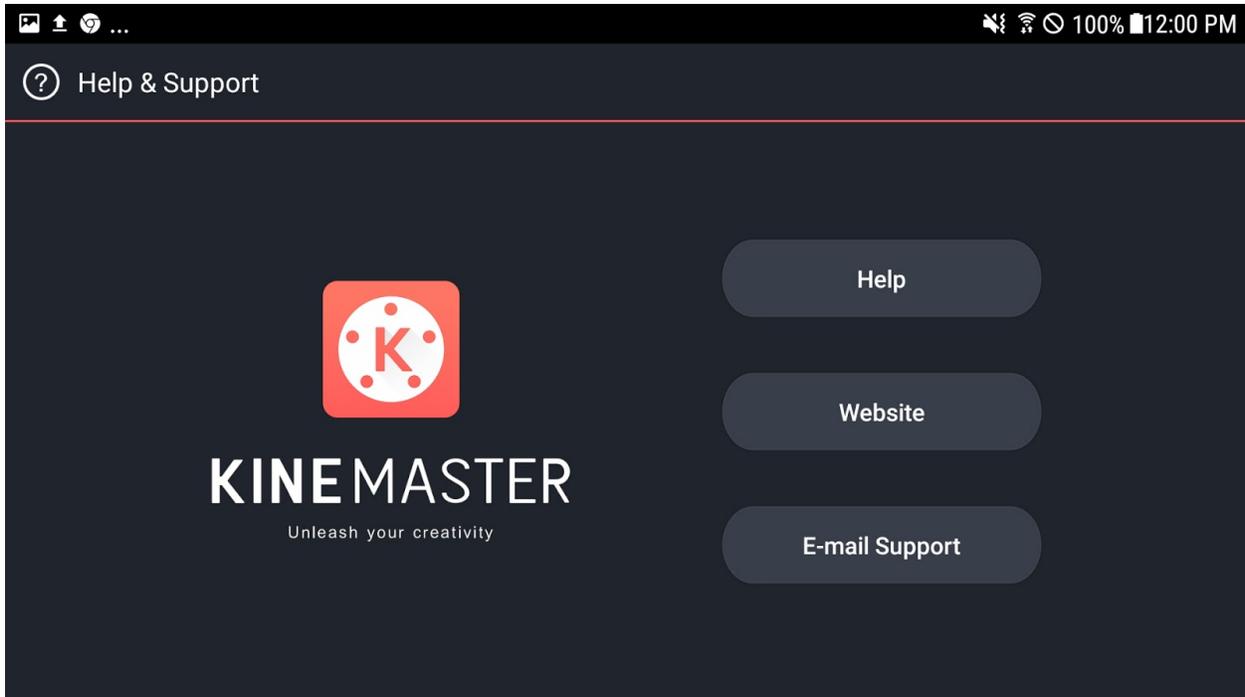
Apple, the Apple logo, iPhone, and iPod touch are trademarks of Apple Inc., registered in the U.S. and other countries. App Store is a service mark of Apple Inc., registered in the U.S. and other countries. Google Play and the Google Play logo are trademarks of Google Inc.

KineMaster Account Sign Up - If you are already signed in, this page will display useful information about your KineMaster account.

Upon entering a unique email address, you'll be asked for your name and a password. After creating an account, you'll be able to enter your promotional code which will be applied to your account in real time.

After this, simply log into your new KineMaster account on your device by heading to the "About My Account" screen in the KineMaster Settings mentioned above to activate.

KineMaster Help



KineMaster Help Screen - Get a Fast, Professional Response from KineMaster's Friendly Support Staff

Tap **Help** to view the different methods of getting help if your KineMaster project.

Help - Browse the KineMaster Help Center with information on device compatibility, payment and subscriptions, troubleshooting, as well as tutorials, a segmented version of this user guide, and the KineMaster FAQ. (Requires Internet connection.)

Website - Browse the KineMaster Website for more information on KineMaster!

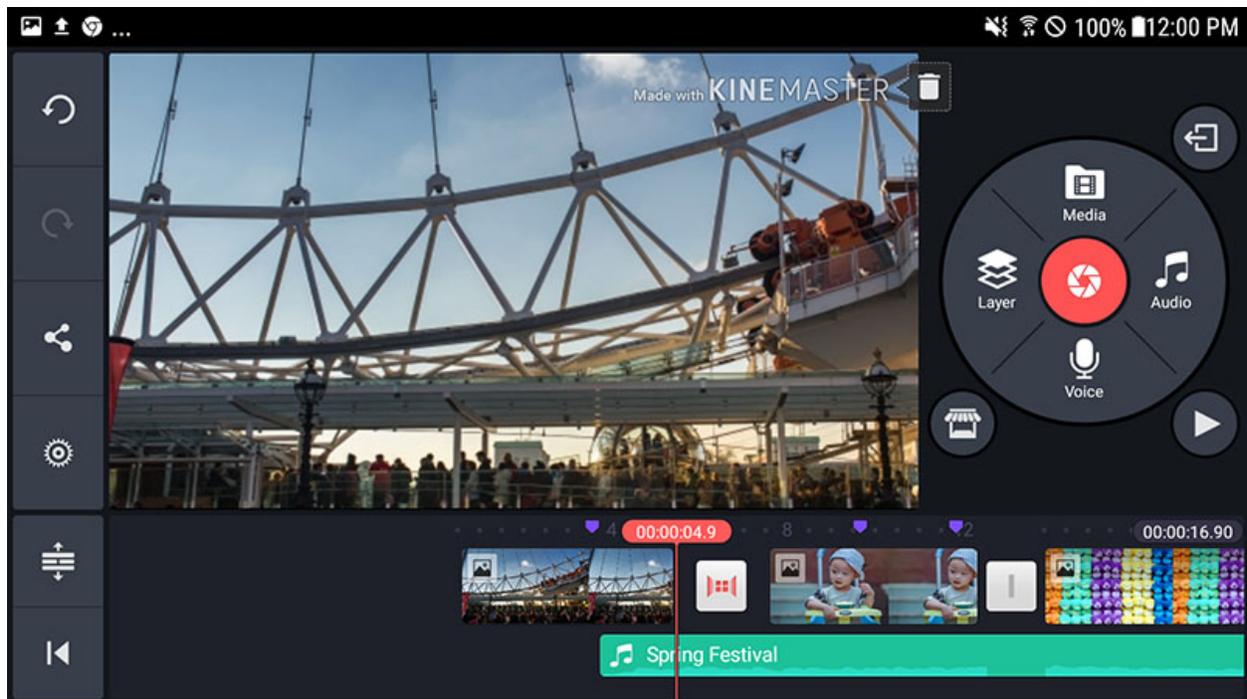
E-mail Support - Submit a support request to KineMaster. Please make sure to accurately select from the options provided to allow the KineMaster Team to effectively address any issues. Also, please be sure to be very detailed in your submission. KineMaster Annual Subscribers have access to expedited support.

KineMaster Asset Store

The KineMaster **Asset Store** allows you to access professional assets, such as music, sound effects, visual effects and transitions, stickers, animated overlays, and fonts. Tap **Asset Store** on the KineMaster main screen (as well as in KineMaster projects) to browse for assets. Premium users have access to premium assets unavailable to free users. More on the **Asset Store** can be found in [Chapter 6: The Asset Store](#).

Basic Project Editing

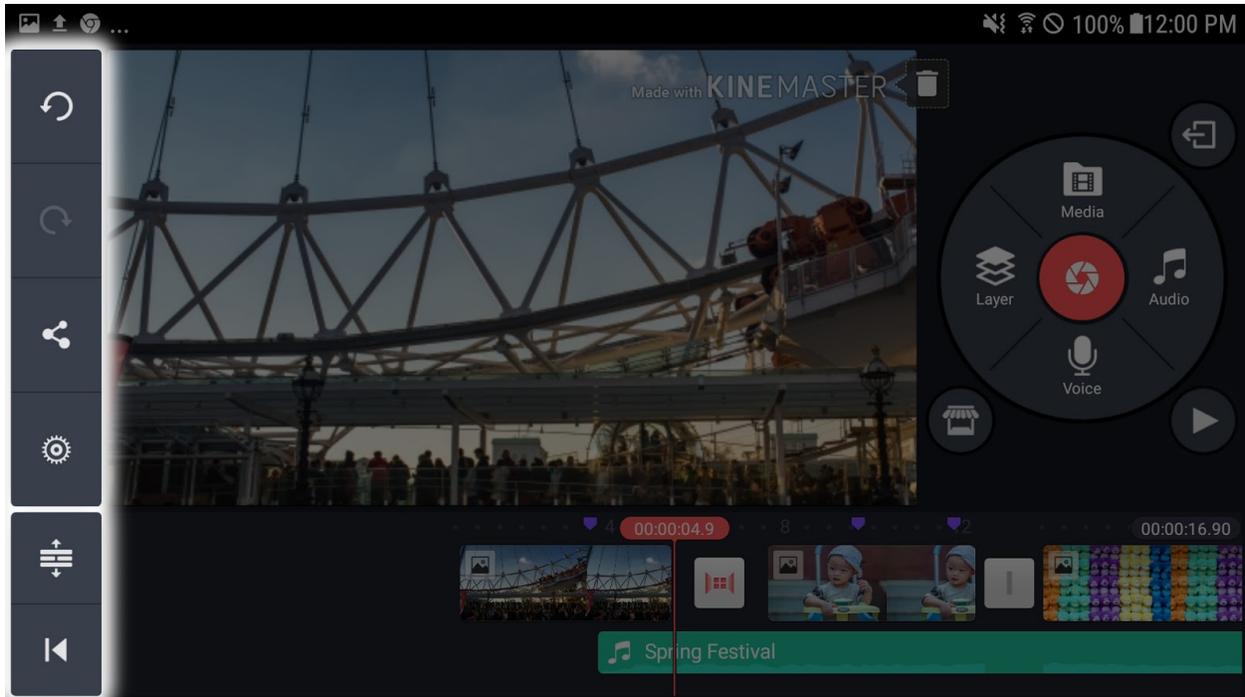
In this section, you'll learn how to use KineMaster's user interface to perform basic edits to your video projects.



KineMaster Basic Interface - Galaxy Note5

Upon opening (or reopening) a project, you'll be presented with the KineMaster **Basic Interface**, consisting of the **Action Bar** (left), the **Timeline** (bottom), the **Media Panel** (right), and the **Project Preview** (center).

Action Bar (Screen Left)



KineMaster Basic Interface - The Action Bar is Highlighted

The **Action Bar** contains **Action Buttons** that are used to perform routine actions associated with video editing and are located on the left of the screen. When no items on the **Timeline** have been selected, the following options will be displayed.

Back (iPhone and iPad) - Return to the previous screen or menu.

Undo - Undo the last performed action.

Redo - Redo the last undone action.

Help (iPhone and iPad) - Toggle the help dialogue for this screen.

Share (Android) - Share a finished video. (See [Sharing Your Project](#)) On iPhone, the share button is above the **Media Wheel**.

Settings - Open the Project Settings.

Expand - Expand the timeline vertically. (Hides **Project Preview & Media Panel**)

Jump - Jump to the first or last frame of the project.

When an item on the [Primary Timeline](#), the main section of the **Timeline**, is selected, the following additional action buttons will be visible.

Capture Frame - Capture the current frame. The following options are available.

Capture and save frame at playhead - Save the current frame as a .jpg file. Images are saved to KineMaster/Capture/ on Android, and to your Camera Roll on iPhone and iPad.

Capture frame and insert to left of clip - Insert the current frame as a photo on the **Primary Timeline**, to the left of the current media clip. Default photo duration can be changed in the **Project Settings**.

Capture frame and insert to right of clip - Insert the current frame as a photo on the **Primary Timeline**, to the right of the current media clip. Default photo duration can be changed in the **Project Settings**.

Capture frame and add as layer - Create a new layer with the current frame at the current playhead time. Default layer duration can be changed in the **Project Settings**.

Delete - Delete the selected item from the timeline.

Duplicate - Duplicate the selected item. Items on the **Primary Timeline** are placed to the right of the current media clip.

Duplicate as layer - Duplicate the selected item and place it as a new layer at the same time on the timeline as the original.

When an item on the **Secondary Timeline**, the portion of the **Timeline** that contains layers and audio clips, has been selected, the following additional action buttons may be visible.

Keyframing - Access the **Keyframe Animation** menu.

Delete - Delete the current highlighted item.

Send to Back - Send the current layer to the bottom of all existing items. The current item will appear covered by all other items, except those on the **Primary Timeline**.

Bring to Front - Bring the current item to the top of all items. The current item will cover all other items.

Duplicate - Duplicate the selected item. The duplicated item is placed in front of the original at the same point on the timeline.

Pin - Fix the item start time to a specific time on the timeline. (Items that are not pinned to the timeline will adjust and move as other items are added.)

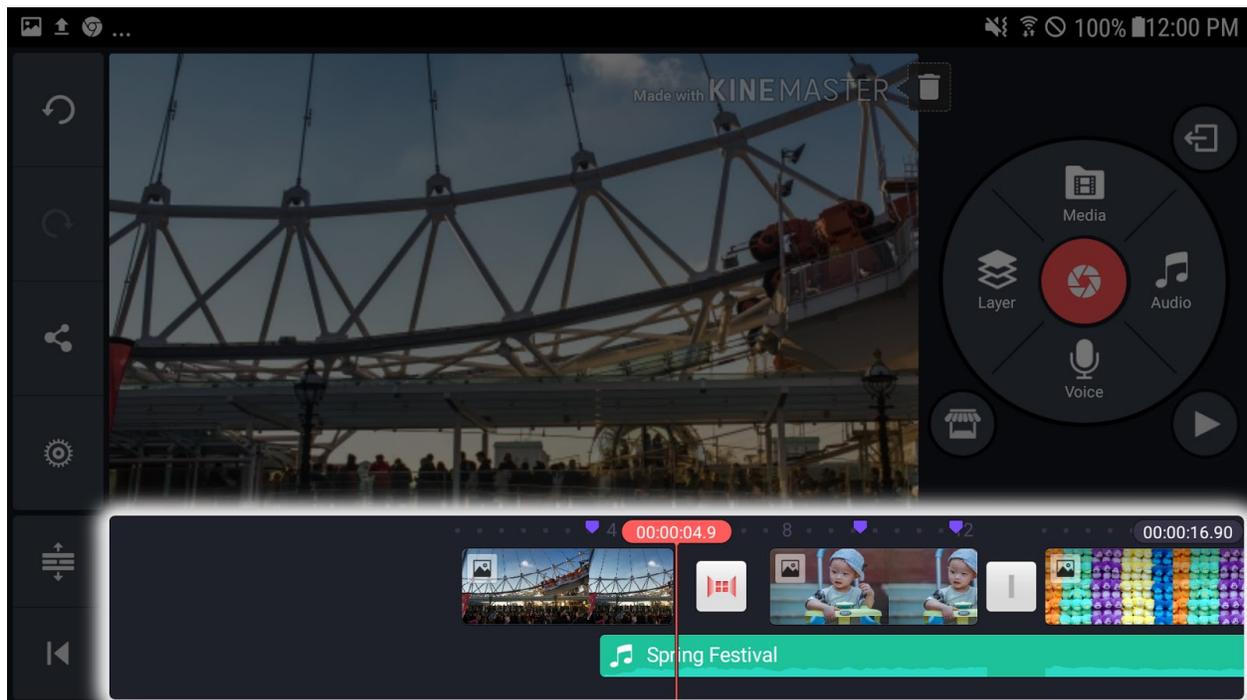
When an audio clip on the **Secondary Timeline** has been selected, the only additional visible **Action Buttons** are **Delete**, **Duplicate**, and **Pin**.

When the timeline has been expanded full screen, the following additional **Action Buttons** will be visible.

Play (Android) - Play the timeline from the playhead location. Note that on iPhone and iPad, the Play button is located on the **Mini Project Preview** by default.

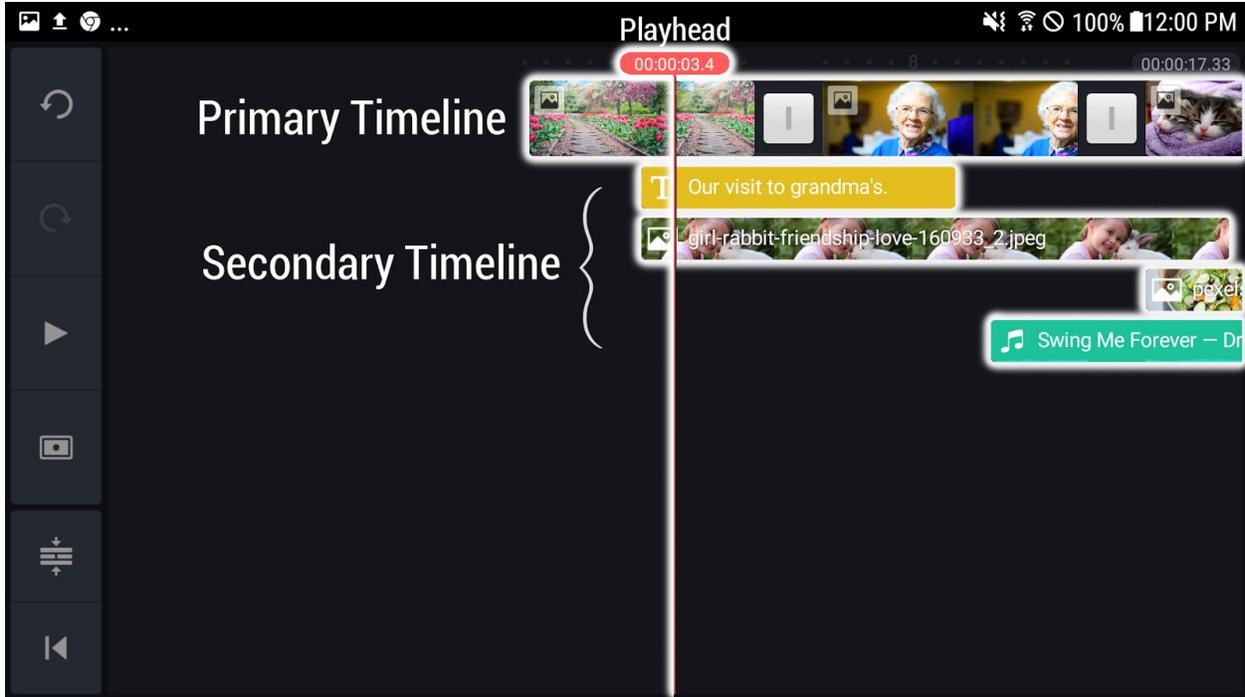
Display Mini Project Preview (Android) - Toggle display of the **Mini Project Preview** on the bottom right of the screen. Note that on (iPhone and iPad) the **Mini Project Preview** is displayed by default.

Timeline (Screen Bottom)



KineMaster Basic Interface - The Timeline is Highlighted

The **Timeline** is the main interface for displaying and organizing all of media present in your project. It is divided horizontally into two main divisions, the **Primary Timeline** and the **Secondary Timeline**.



KineMaster Expanded Timeline: The Timeline Can Be Expanded to View More Layers

The **Primary Timeline** contains the most fundamental media for a project and also acts as the base or backdrop for the **Secondary Timeline**. At any frame, the **Primary Timeline** may contain at most a single media item such as an image or video, or a transition between two adjacent items. The total length of a project is determined by the length of the **Primary Timeline**. Due to a technical limitation, items on the **Primary Timeline** cannot be shorter than one second. Content for the **Primary Timeline** can be obtained through the **Media Browser**.

Transitions occur between every item on the **Primary Timeline**. By default, transitions are set to a standard cut, but each transition can be changed to a number of different types of cuts, swipes, fades, and other transitions. By default, KineMaster has many types of built-in transitions. More transitions are available on the KineMaster Asset Store.

The **Secondary Timeline** contains items including layers and audio clips, which are displayed over **Primary Timeline** content. Layers can be created by accessing content through the **Media Wheel**. By default, layers lower on the **Timeline** will display over other layers, however there is no intrinsic relationship between the vertical placement of an item in the **Timeline** and its position in the layer hierarchy. Layers can be reordered using the **Bring to Front** and **Send to Back** action buttons.

More information on the **Secondary Timeline** can be found in [Chapter 4: The Secondary Timeline](#).

The following actions can be performed on the timeline.

Pinch & Spread - Pinch or spread on the timeline to change the time scale. Pinch your fingers on the timeline to make each unit of time smaller to see the bigger picture. Spread your fingers on the timeline to make each unity of time larger and zoom into all the details.

Tap an item - Highlight an item and display relevant **Action Buttons** and **Option Panel**.

Long Tap an item - Allow an item to be dragged along the **Timeline**. **Primary Timeline** items can only be moved to the immediate left or right of other existing **Primary Timeline** items.

Secondary Timeline items can be positioned with single-frame (visual elements) or millisecond (audio elements) accuracy. **Secondary Timeline** items are automatically arranged vertically to save space.

Tap then drag the edge of an item - Change the length of the selected item. Note this does not stretch or change the speed of the selected item. Also, you will not be able to lengthen an item beyond its original length with this method. Items on the **Primary Timeline** can only be dragged from the right edge. Doing so will cause everything to the right of the current items to move as well. Dragging items on the **Secondary Timeline** will have no effect on other **Secondary Timeline** items.

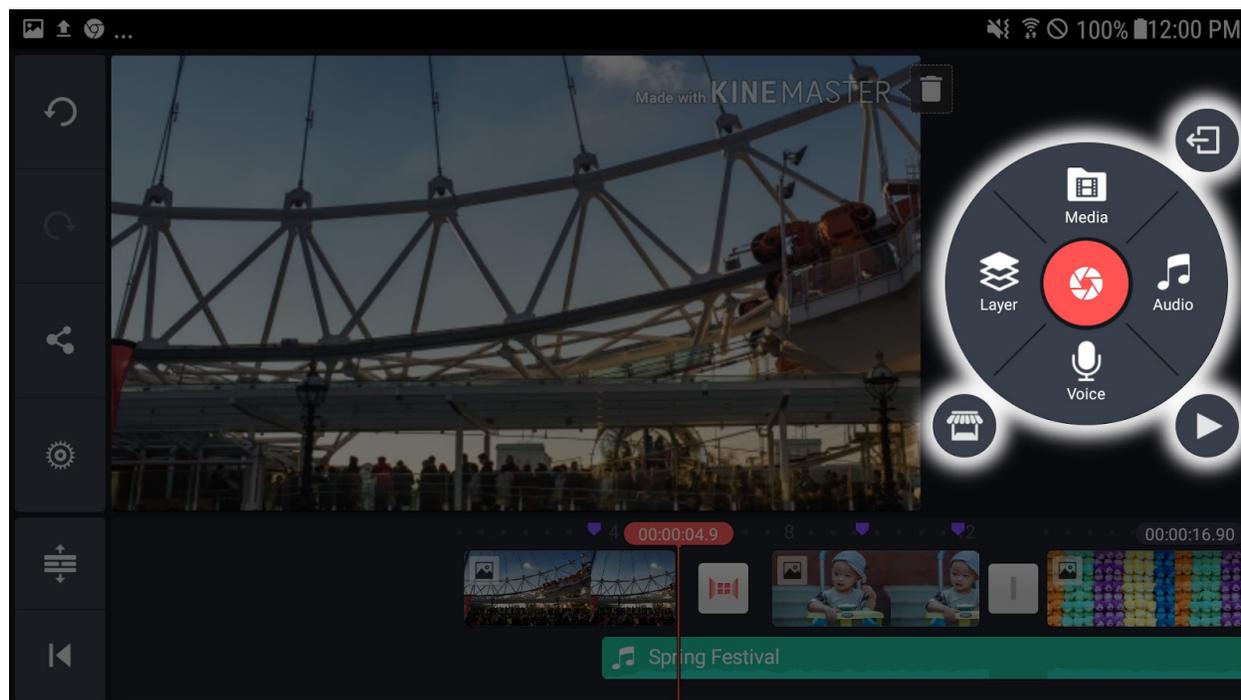
Tap the **Playhead** to **bookmark** a frame on the **Timeline**. The playhead will turn purple, and will leave a marker in that position when moved. Tapping a **Bookmark** will move the playhead directly to the frame it is on. Tapping the playhead while it is on a **Bookmark** will delete it.

When **Expand** is activated, the Preview Window and Option Panel are removed, and the screen is entirely occupied by the timeline. Tap Expand again to return to the **Basic Interface**. Expanded timeline options are listed in [Action Bar](#) above.

KineMaster Tip: Cutting Video Less Than One Second

As stated above, video clips on the **Primary Timeline** cannot be less than one second long. However, this limitation does not apply to video layers. Place a background image on the **Primary Timeline**, and edit your video as a layer if you need smaller cuts.

Media Panel (Screen Right)



KineMaster Basic Interface - The Media Wheel is Highlighted

The **Media Panel** gives you the tools needed to add and edit project content. When an item in the **Timeline** is selected, the **Option Panel**, with options relevant to that particular item is displayed. Each of these options are explained in detail in [Chapter 5: The Option Panel](#). When no item in the timeline is selected, the **Media Wheel**, along with the **Asset Store**, **Play**, and **Exit** (Android)/ **Share** (iPhone) buttons are displayed.

Media Wheel

The media wheel consists of the **Media Browser** (top), the **Layer Selector** (left), the **Audio Browser** (right), the **Voice-over Recorder** (bottom), and the **Media Recorder** (center).

Media Browser

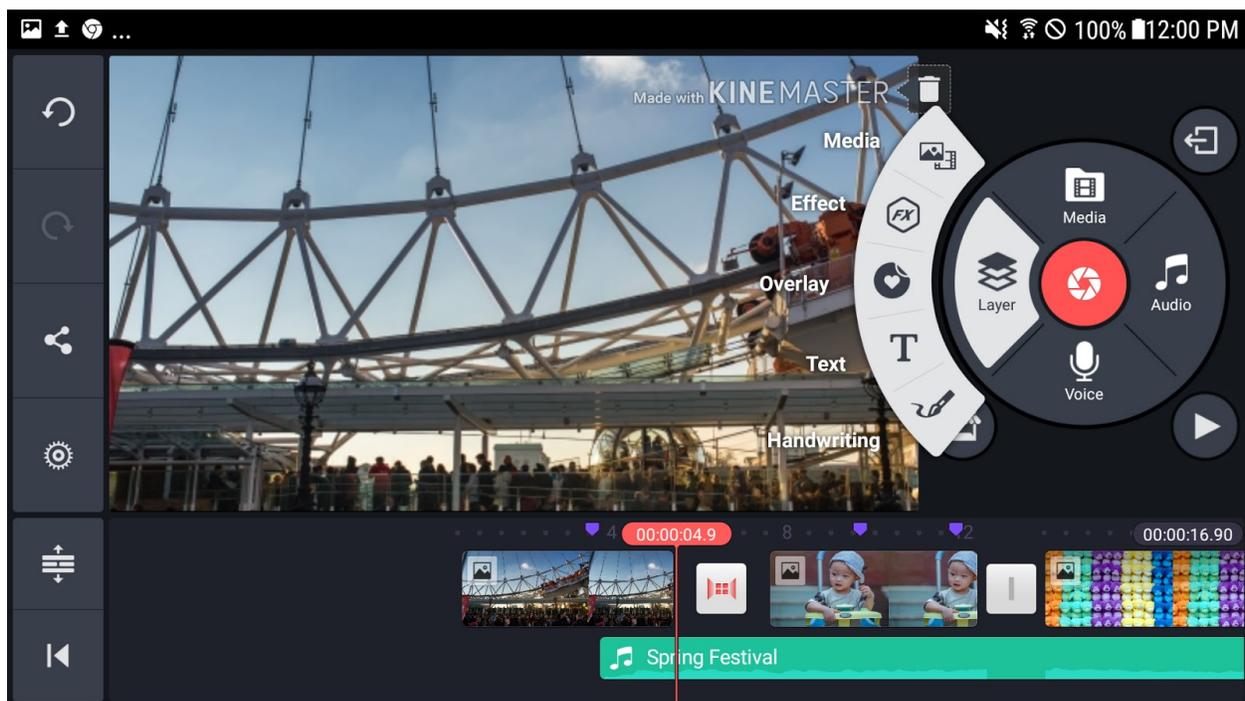
The **Media Browser** allows you to select media (images and video) from your device and import them to your project for use on the **Primary Timeline**. Upon tapping the **Media Browser** in the **Media Wheel**, you'll be presented with a folder structure displaying all visible video and image content located on your device, as well as folders for **Preset Backgrounds**, **Favourites**, and **Cloud Storage**. Tap the desired item from the list to add it to the **Primary Timeline**. The selected

item will be placed beside the currently viewed item, to the side closest to the playhead. If there are no items in the **Primary Timeline**, the selected item will be placed at the beginning of the timeline, with the playhead positioned at the end of the item. Tap **Confirm** to close the **Media Browser**.

KineMaster Tip: Why can I not access my music in KineMaster on my iPhone/iPad?

KineMaster requires access to files at all times to be used in a project. If files cannot be found or seem to go missing, it is likely due to one or two possible reasons. If you have Optimize Storage turned on on your iPhone/iPad, files may be moved to the iCloud leaving only their thumbnail on your device when your device memory starts to fill up. KineMaster cannot yet access iCloud files, causing items to appear to go missing. To make sure this doesn't happen, please turn Optimize Storage off, or make sure you have enough space for everything in your project. Another common reason for missing files is due to using streaming programs for content. These programs often do not store files on your device, making them inaccessible to KineMaster. If you would like to use a file from a streaming service, please make sure that the file is located on your device, even when the streaming service application is off.

Layer Selector



KineMaster Basic Interface - The Layer Selector Allows the Placement of Media in the Secondary Timeline

The **Layer Selector** allows you to add various types of layers to your project. Tap **Layer** on the **Media Wheel** to expand the **Layer Selector**. Generally speaking, there are five types of layers

accessible by this menu, namely **Media**, **Effect**, **Overlay**, **Text**, and **Handwriting**. Detailed descriptions of each of the layers is available in [Chapter 4: The Secondary Timeline](#).

KineMaster Tip: Why do I have **Image** instead of **Media**?

Unfortunately, due to the technical limitations, some devices may not have video layer support, meaning that only one video stream can be playing at once. Such devices are not be able to do chroma key or video transitions. To confirm the existence (or absence) of layer support on your device, please reboot your device, and tap **Settings** on the KineMaster main screen, then **Device Capability Information**. If you think this information is in error, tap **:** on the top right, and then **Run Analysis Now**. This process may take 3 to 5 minutes, but it will accurately determine if your device has layer support. Note: It's important not to be using any other app that plays/records/edits video as you run the scan or else you may receive an inaccurate result.

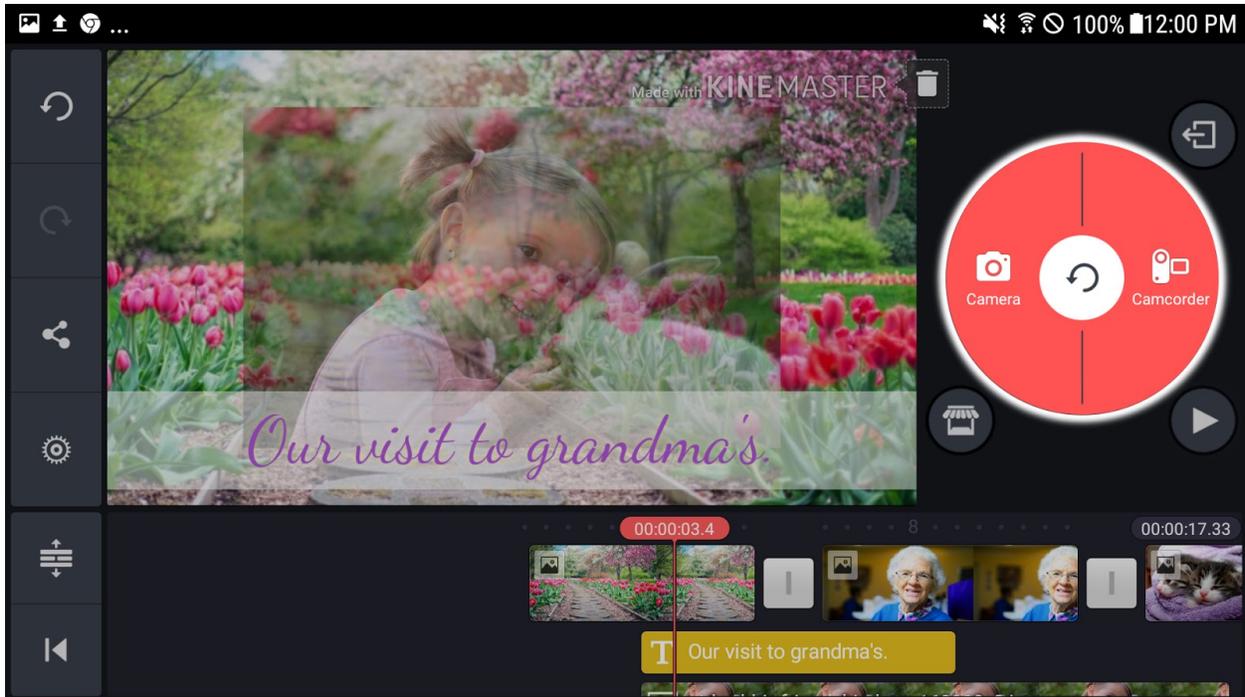
Audio Browser

The Audio Browser allows you to search for audio not only on your device but from the KineMaster Asset Store as well. Audio is divided into several categories, Music Assets, SFX Assets, Recorded, and Songs. In any one of these categories, tap an audio track to highlight, and then tap **Play** to preview it. Tap **Add** to include this track in your project. This will create a new audio clip with this file starting from the current playhead time. Tap **Asset Store** to search for new audio content. When finished, tap **Confirm** to return to the **Basic Interface**.

Voice-over Recorder

The **Voice-over Recorder** allows you to record audio on top of your video project as it plays. Tap **Start** to create a recording layer and start recording from the playhead's current position. Please hold your device a comfortable distance from your face so that you can see your video as it plays as well as to ensure recording quality. Tap **Stop** to stop recording and finalize the recording layer.

Media Recorder



KineMaster Media Recorder (Android): Take Pictures and Videos Directly Within the KineMaster Interface

Tapping on **Media Recorder** allows you to take photos and record video without leaving KineMaster. On iPhone and iPad, you will be taken directly to the camera application. On Android, **Media recorder** will expand when tapped, and will provide access to both the **Camera** and the **Camcorder** as pictured above.

iPhone



KineMaster Media Recorder - iPhone Camcorder Interface

On iPhone, tapping **Media Recorder** will bring up the above screen. On the right side of the screen, tap **Camera** to go into camera mode, and **Camcorder** to go into camcorder mode. In camera mode, tap **Take Photo** (white button, on the right) on the to take a photo. In camcorder mode, tap **Record** (red button, on the right) to record video.

On the top left of the screen, tap **Change Cameras** to toggle between the device's front and back facing camera. Tap **Flash** to enable and disable flash. In camcorder mode, **Codec** and **Resolution** options also appear at the bottom left. Tap **Codec** (H264 in the image) to select between H264 and H265 codecs. Tap **Resolution** (720 in the image) to change the video resolution.

Images and video are saved in the device's Camera Roll, regardless of whether they are added to the project or not.

Android

Tap **Camera** to be taken to your device's native camera application. If you like the photo you've taken, tap **OK**. If you'd like to try again, tap **Retry**, and you'll be able to take another photo. Photos taken in the **Media Recorder** will be placed on the **Primary Timeline**, beside the currently viewed item, to the side closest to the playhead.



Android Camcorder Interface

Tap **Camcorder** to record a video. Tap the gear icon on the top left to determine the resolution of your video. Tap the Switch Camera icon to switch between the front-facing and back-facing camera on your device. Tap **Flash** to turn on your Camera's flash. Tap the **Record** to start and stop your recording. The KineMaster camcorder generally records in your device's default format, but in rare cases where your device's default format isn't supported by KineMaster it will record in H.264. On most devices it's better to record in your device's native camera application.

When you've finished your video, you'll be presented with four options. Tap **Play** to preview your video. Tap **Retake** to return to the **Camcorder** screen. Tap **Use** to place the recorded video on the **Primary Timeline**, next to the currently viewed item, on the side closest to the playhead. Tap **Use as Layer** to place the recorded video on the **Secondary Timeline**, starting from the playhead's current position.

Images and video are saved in the device's Gallery, regardless of whether they are added to the project or not.

Project Preview (Screen Center)

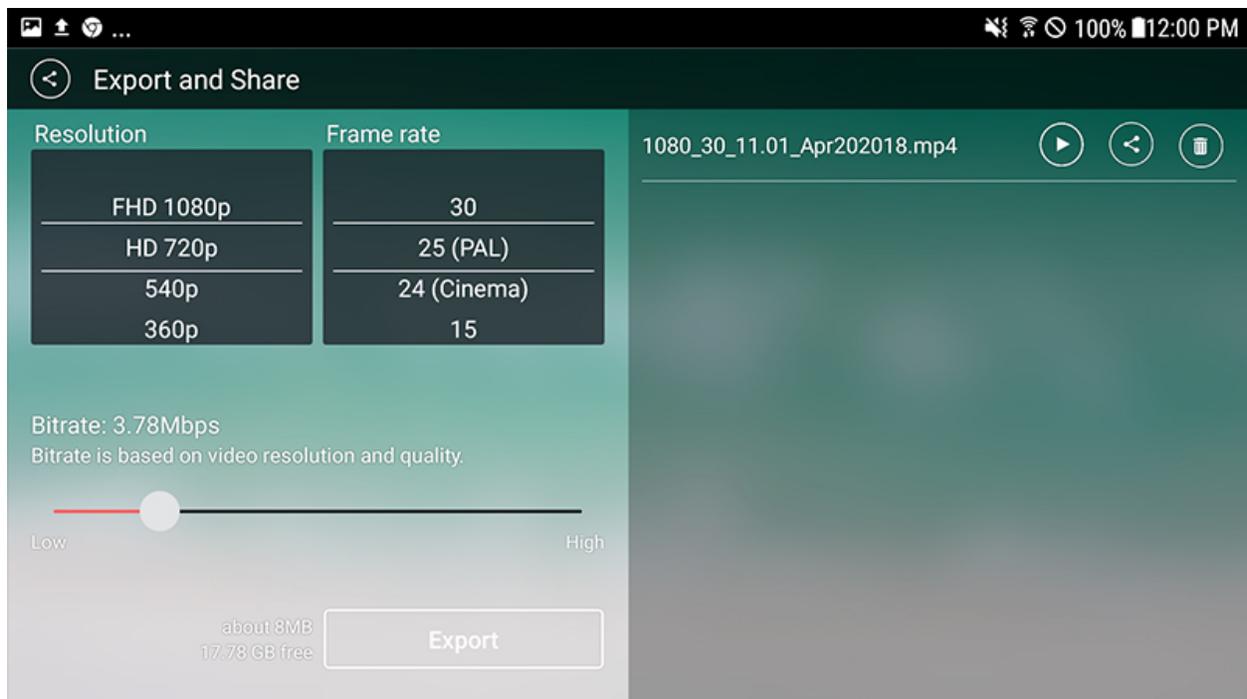
The **Project Preview** displays your video project, as it will look when exported. It always displays the current frame as indicated by the playhead. Any changes made to the timeline are automatically and immediately updated in the **Project Preview**. Tap **Play** to preview your project.

KineMaster free users will see the “Made with KineMaster” watermark displayed in the **Preview Window** and their final exported projects. Tap **Remove** to be taken to the **Subscription Information** screen. More on KineMaster subscriptions can be found [Subscription Benefits](#). KineMaster subscribers will not see these options.

Sharing Your Project

When you’re satisfied with the state of your project, you can tap **Share**.  **Share** is displayed in the **Action Bar** when no items on the **Timeline** are selected. (You may also access share from the **Project Details** screen.)

Android users who have included music from Muserk in their projects will see a pop up explaining the **Muserk License Agreement**. When you agree and upload to directly to YouTube via the YouTube button, KineMaster will remove the watermark from your video for free. Further information about Muserk can be found in the section, [Using Muserk to Remove the Watermark](#). Projects that include music from Muserk but are saved to the Gallery or shared on other social networks will still include the KineMaster watermark.



Export Your KineMaster Project - Android



After tapping the **Share**  , you'll be presented with the following options for exporting your project.

Resolution

Tap and drag to select the pixel dimensions for your video. You will have different options depending on which mobile device you are using. On Android, you can check the **Device Capability Settings** to see the maximum resolution that KineMaster is able to support on your device. Standard export resolutions are:

Resolution	Width*	Height*
2160p (4K)	3840	2160
1080p	1920	1080
720p	1280	720
540p	960	540
480	640	480
360	480	360

* measured in pixels

Frame rate

Tap and drag to select the frame rate for your video. KineMaster can support frame rates of up to 60 FPS (frames per second), but it may only be possible to export at certain frame rates depending on your device's capabilities. You can find that information on Android devices in the **Device Capability Settings**.

Bitrate

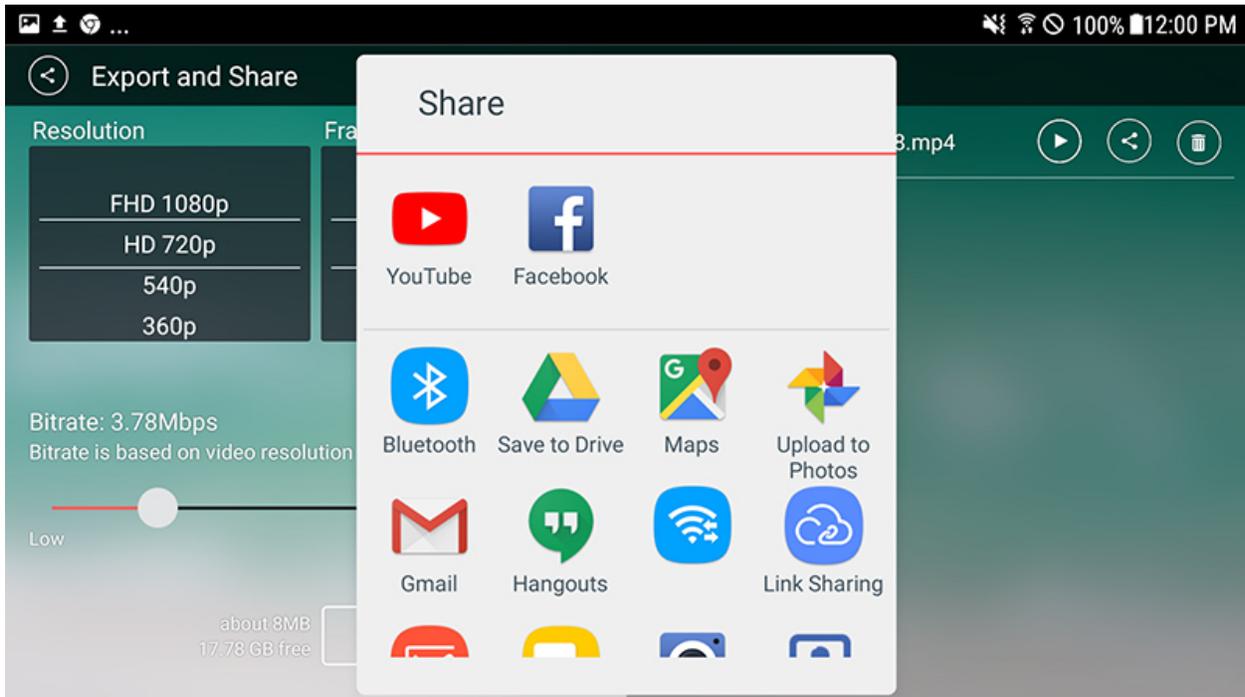
Tap and drag the slider to adjust the bitrate. The bitrate will affect the quality of the video, where lower settings will be smaller files but won't appear as clear or crisp as those encoded at higher bitrates. As you slide the bitrate setting, the final file size will be updated below, just to the left of the **Export** button.

Once you have set the options to your desired specifications, tap **Export**. A status bar will appear indicating KineMaster's progress. When the project has successfully been exported, the

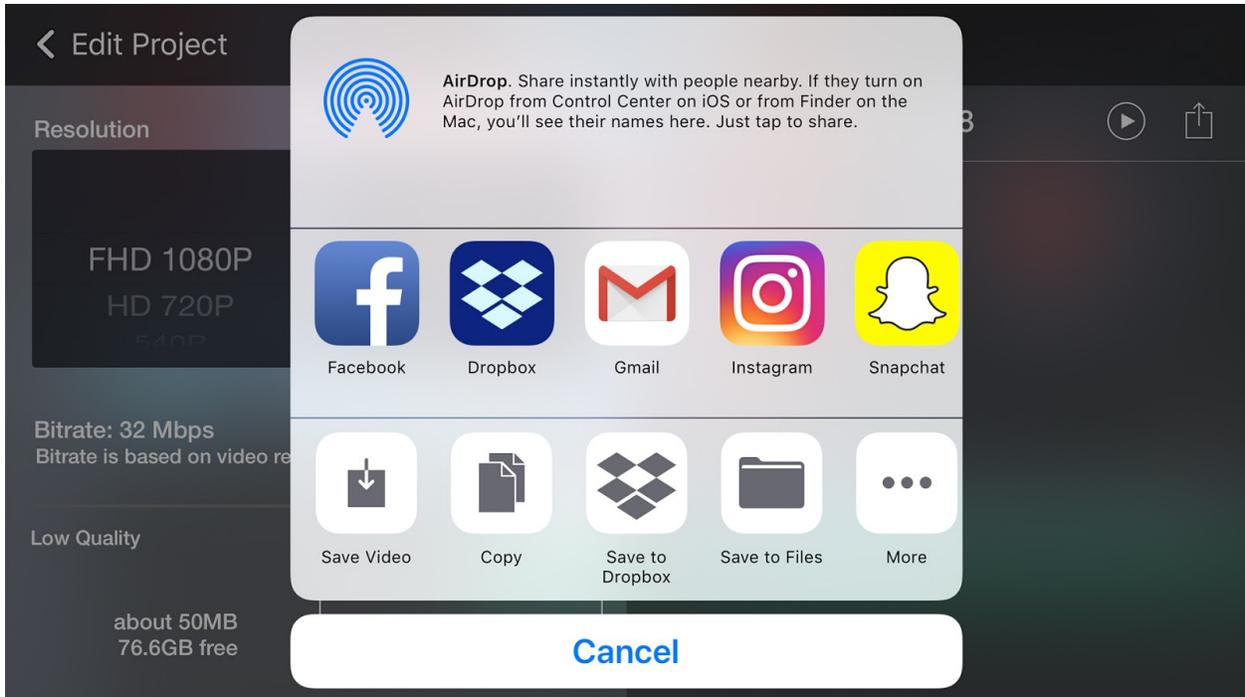
file name will appear on the right side of the screen with three options: **Preview** , **Share**

 , and **Delete** . **Preview**  allows you to watch the final result of your project.

Share   allows you to upload your video to social media and cloud services. **Delete**  will remove the video from your mobile device. Note that on iOS, a video may be saved to the device itself by tapping the Save Video button. Videos are automatically saved to the Gallery on Android devices.



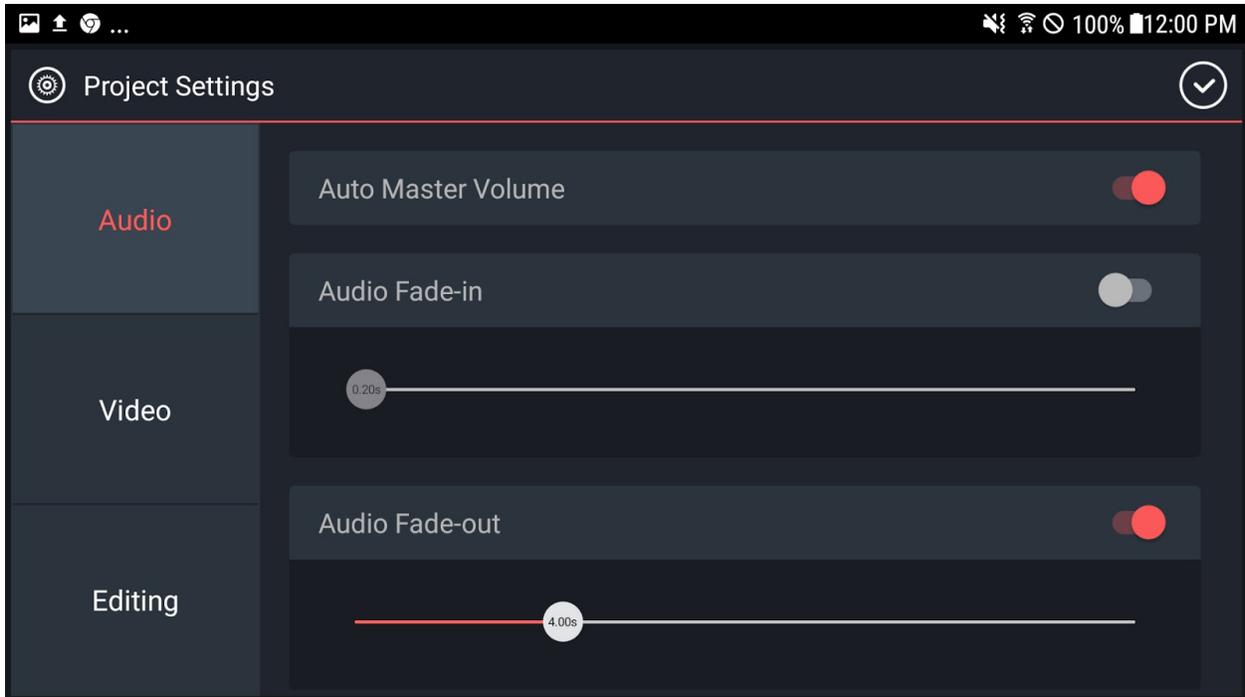
Tapping **Share**   allows you to upload your video to installed social media or cloud services. - Android



Share Your KineMaster Project - iOS

On iPhone, the export dialogue presents a set of export options depending on the capability of your device. After exporting from KineMaster, videos can be shared with any compatible app on your device.

Project Settings



KineMaster Project Settings Screen

The **Project Settings** icon is visible in the **Action Bar** when no item on the timeline has been selected. Note that these differ from the **KineMaster Settings**, accessible from the **KineMaster Main Screen**, in that these settings only apply to the current project.

Audio

Auto Master Volume - When on, KineMaster will reduce the the overall volume based on the number of clips with active audio at any given time. This guarantees that you never experience audio clipping (which makes the audio sound distorted) but can result in a fluctuation in the master volume throughout the project depending on how many clips have active audio. Turning off **Auto Master Volume** lets you take control of this behavior by allowing either each individual audio clip or **Project Master Volume** to be set manually. Default setting is **On**.

Audio Fade-in - When on, KineMaster fades in all project audio from the beginning of the project over a number of seconds determined by the slider. When off, default audio volume settings are followed. Default setting is **Off**.

Audio Fade-out - When on, KineMaster fades out all project audio at the end of the project over a number of seconds determined by the slider. When off, default audio volume settings are followed. Default setting is **On**.

Video

Video Fade-in - When on, KineMaster fades in all project video from the beginning of the project over a number of seconds determined by the slider. Default setting is **Off**.

Video Fade-out - When on, KineMaster fades in all project video at the end of the project over a number of seconds determined by the slider. Default setting is **Off**.

Editing

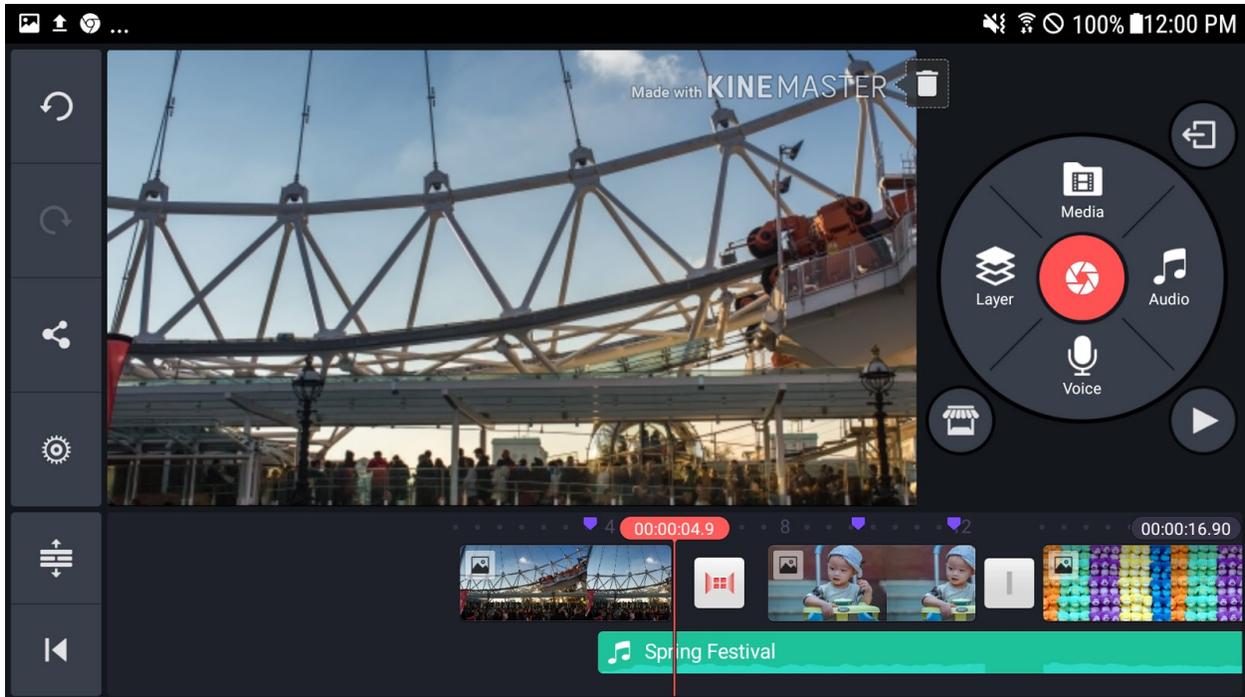
Project Default Photo Duration - The default length of photos, in seconds, of images placed on the **Timeline**. Can be set between 1 and 15 seconds.

Project Default Layer Duration - The default length of layers, in seconds, of images placed on the **Timeline**. Can be set between 1 and 15 seconds.

Project Default Photo Cropping - The default cropping method for photos when the cropping tool is used. Choices include the following.

- **Fit in Screen** - The image will fit inside the screen with no cropping. This may result in black bars if the aspect ratio does not match that of the project.
- **Fill Screen** - The image will fit inside the screen without black bars, but cropping may occur if the aspect ratio does not match that of the project.
- **Ken Burns/ Crop and Pan (Random)** - The image will either zoom in or out slowly over the duration of the crop. Direction of the zoom is determined by the Start and End positions selected at random.
- **Ken Burns / Crop and Pan (Face Recognition)** - The center point of the zoom is any face or group of faces detected in the photo. If no faces are detected, this works the same as **(Random)**.

Chapter 4: The Secondary Timeline



The KineMaster Secondary Timeline Contains Layers and Audio Tracks

As mentioned in [Chapter 3](#) above, the **Project Timeline** has two different components, the **Primary Timeline**, and the **Secondary Timeline**. In this chapter, we'll discuss each of the items that can be placed on the **Secondary Timeline**, namely **Layers** and **Audio Clips**, as well as details on keyframing.

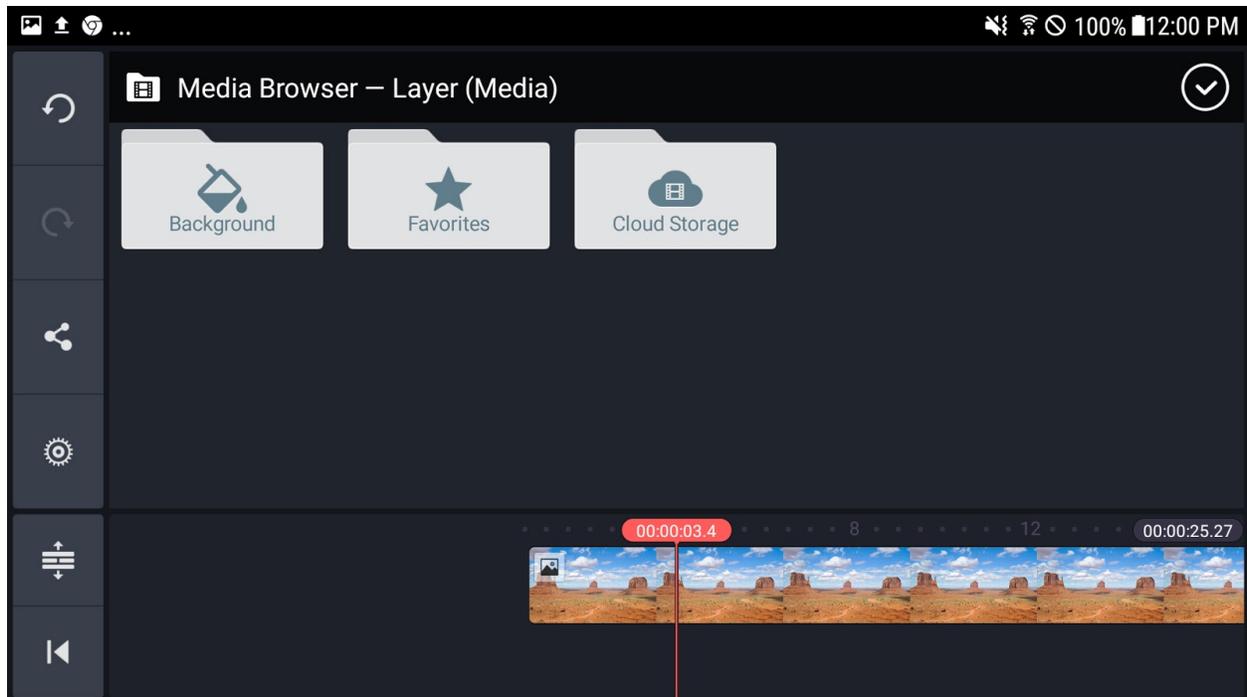
Information about the difference between the **Primary** and the **Secondary Timelines** can be found [here](#).

Secondary Timeline Items

Items on the **Secondary Timeline** have some characteristics that differ from their **Primary Timeline** counterparts. While **Primary Timeline** items determine the length of the project, **Secondary Timeline** items do not. Also **Secondary Timeline** items are added to the the project starting at the current position of the playhead, and may overlap each other, while **Primary Timeline** items are added to the closest side of the currently viewed **Primary Timeline** item, and may not overlap, except during transitions, which are handled directly by KineMaster. Also, **Secondary Timeline** items do not have the one-second minimum-length restriction that is seen on the **Primary Timeline**.

There are seven different types of items that be placed on the **Secondary Timeline**. These are **Media Layers**, **Effect Layers**, **Overlay Layers**, **Text Layers**, **Handwriting Layers**, **Music** and **Sound Effect Clips**, and **Voice-over Clips**. Details about each are listed below.

Media Layers



KineMaster Media Browser Screen

There are two types of **Media Layers**, specifically **Video Layers**, and **Image Layers**, and both may be the same formats as **Primary Timeline** items: Images and Videos.

Media Layers can be added to projects in several ways:

- Video and Image layers can be added by **tapping Layer** on the **Media Wheel** and then choosing **Media** (or **Image** on some phones where video layers are not supported)
- Video and Image layers can be added by selecting a clip on the **Primary Timeline**, tapping the “...” menu at the left side of the screen, and selecting **Duplicate as Layer**.
- Image layers can also be added by taking a photo with the **Camera**
- Video layers can also be added by recording video with the **Camcorder** and then selecting **Use As Layer**.

Video Layers are computationally expensive so the number of video layers may be restricted or simply unavailable on some devices. A virtually unlimited number of **Image Layers** may be added to a project.

KineMaster Tip: Media Formats

On Android, KineMaster can support the following formats.

Import Video Formats:

- MP4 (H.264 Baseline/Main/High Profile + AAC LC / PCM)
- 3GP (H.264 Baseline/Main/High Profile + AAC LC / PCM)
- MOV (H.264 Baseline/Main/High Profile + AAC LC / PCM)

Import Audio Formats:

- MP3, M4A, AAC, WAV

Import Image Formats:

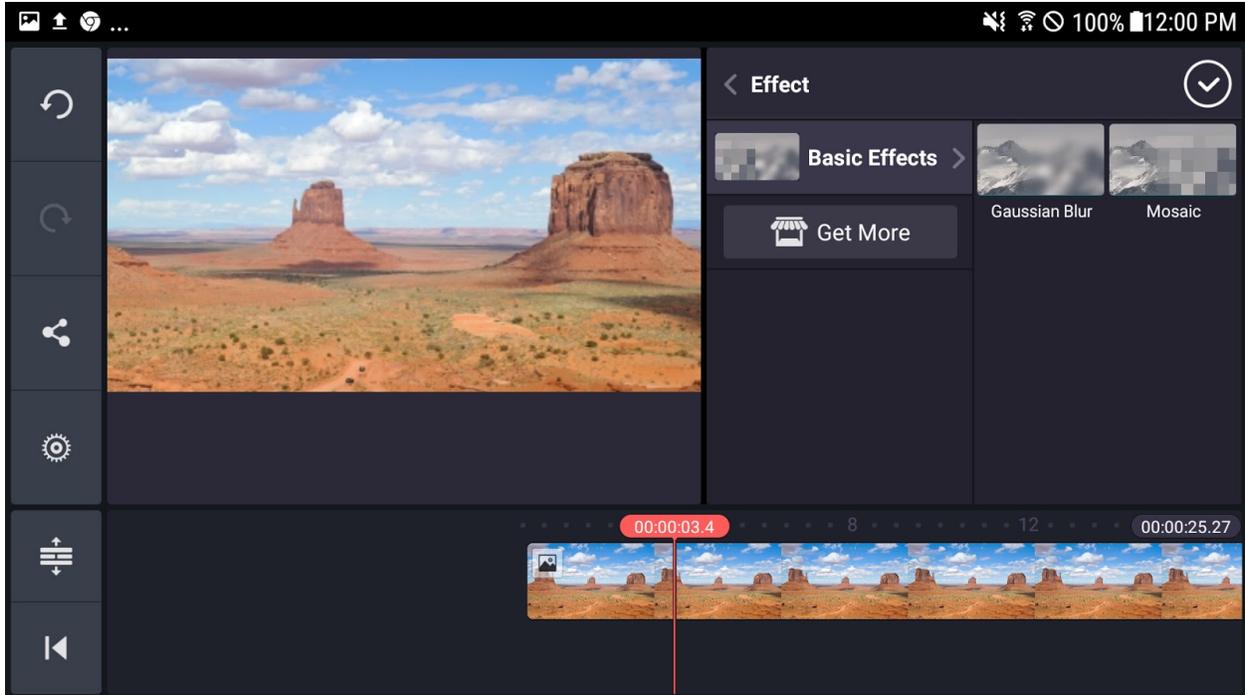
- JPEG, PNG, WebP, BMP
- GIF (still image only)

Export Video Format:

- MP4 (H.264 Baseline + AAC LC)

On iPhone and iPad, video files must be saved to the camera roll, and the above video formats are restricted to those supported by the iOS camera roll. Please refer to <http://www.apple.com/> for information on the technical specifications for each device.

Effect Layers



KineMaster Effect Layers Screen

Effect Layers can be added to projects by tapping **Layer** on the **Media Wheel**, tapping **Effect**, then by choosing an effect from the **Effect Browser**. **Effect Layers** contain effects, which apply a visual transformation to all items in the **Primary Timeline**, as well as any layers positioned behind them. By default, the following two types of basic effects are available in the KineMaster **Effect Browser**.

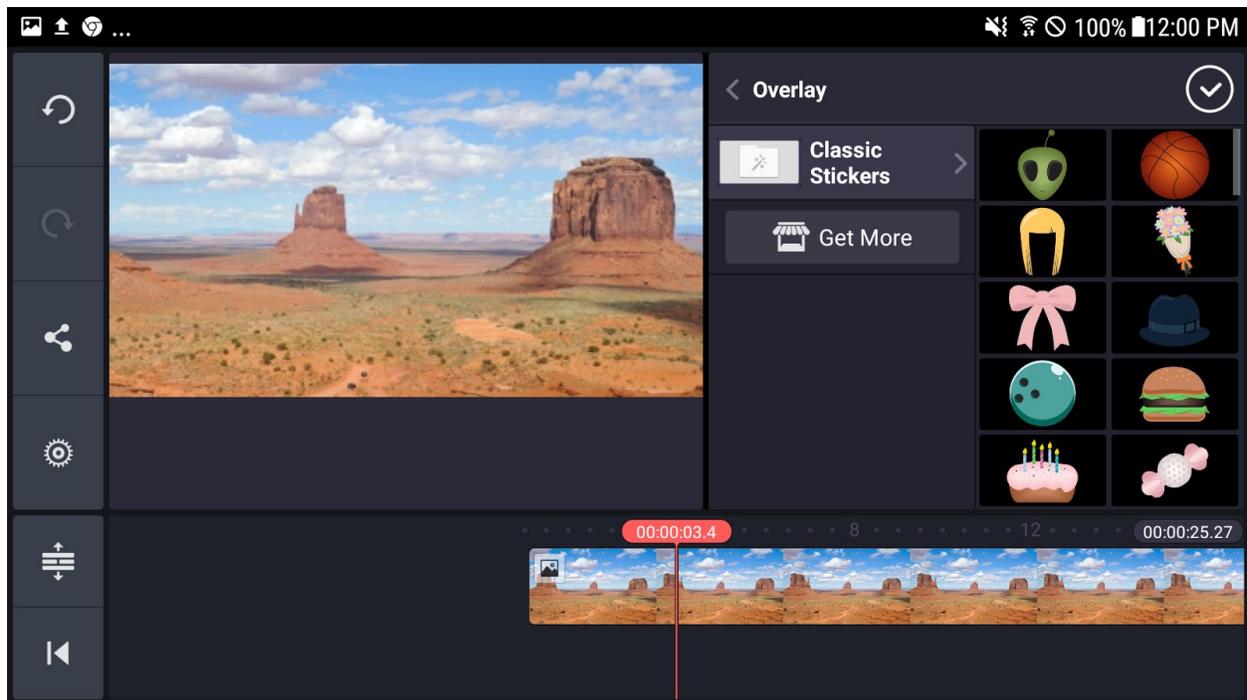
- **Gaussian Blur** - Bring any image out of focus to a varying degree.
- **Mosaic** - Make any image pixelated to a varying degree.

Many more effects are available from the KineMaster Asset Store.

In the **Effect Browser**, tap an effect to preview it in the **Effect Preview**. Tap **Confirm** to add a layer with that effect to the **Timeline**, starting at the time of the playhead's current position. Adding an **Effect Layer** to the **Timeline** will close the **Effect Browser**.

Selecting an **Effect Layer** on the **Timeline** by tapping it will bring up the **Option Panel** which includes options for the current layer. On Android, this also includes a link to the **Effect Browser** via tapping **Effect** on the top left of the panel. Returning to the **Effect Browser** and choosing another effect will replace the effect in the selected layer.

Overlay Layers



KineMaster Overlay Layers Screen

Overlay Layers can be added to projects by tapping **Layer** on the **Media Wheel**, tapping **Overlay**, and then choosing an overlay from the **Overlay Browser**. **Overlay Layers** contain overlays, which can be still or animated graphics designed to be placed on video. By default, the Classic Stickers set is included in KineMaster. More overlays are available from the KineMaster Asset Store.

In the **Overlay Browser**, tap an overlay to preview it in the **Overlay Preview Window**. Tap **Confirm** to add a layer with that overlay to the **Timeline**, starting at the time of the playhead's current position. Adding an **Overlay Layer** to the **Timeline** will close the **Overlay Browser**.

Selecting an **Overlay Layer** on the **Timeline** by tapping it will bring up the **Option Panel** which includes options for the current effect. On Android, this also includes a link to the **Overlay Browser** via tapping **Overlay** on the top left of the panel, Returning to the **Overlay Browser** and choosing another overlay will replace the overlay in the selected layer.

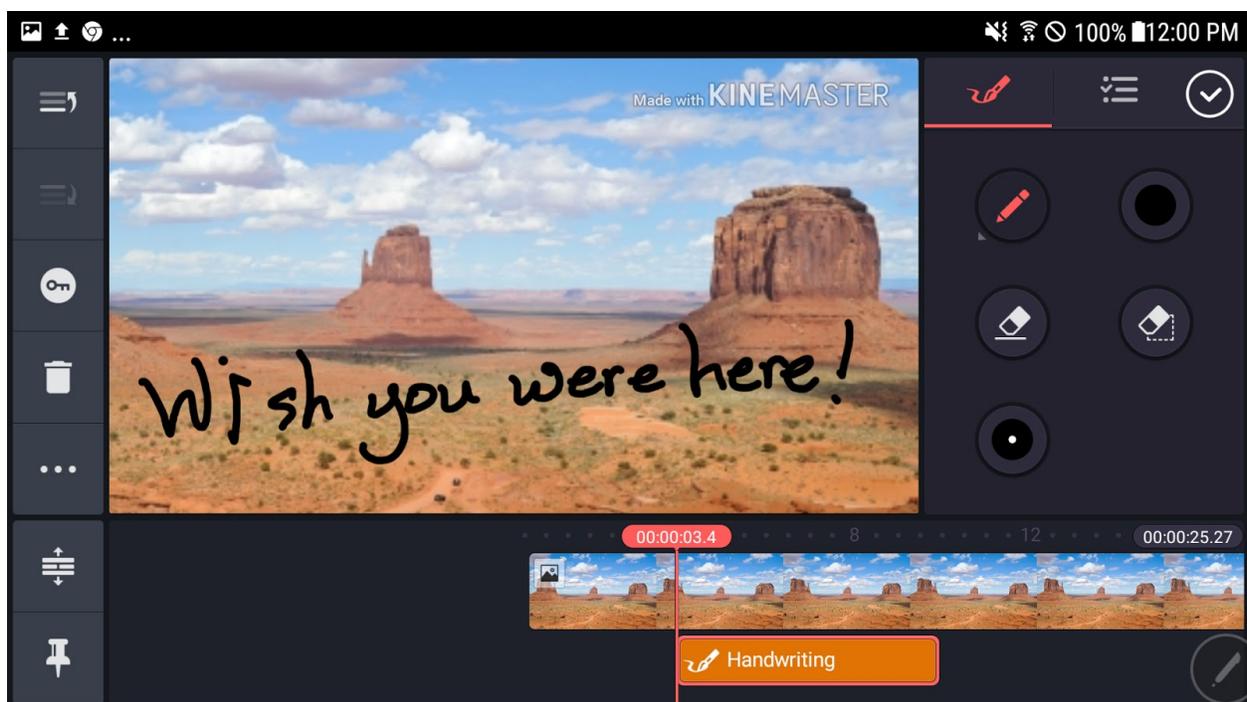
Text Layers

Text Layers can be added to projects by tapping **Layer** on the **Media Wheel**, tapping **Text**, and then entering text in the **Text Box** and tapping **OK** to add a layer with that overlay to the

Timeline, starting at the time of the playhead's current position and close the **Text Menu**. **Text Layers** contain text that can be modified with a number of different styles. By default, a number of Latin fonts are included with KineMaster, but other font styles and languages are also available for download from the KineMaster Asset Store.

Selecting a **Text Layer** on the **Timeline** by tapping it will bring up the **Option Panel**, which includes a link to the **Text Browser** via tapping **Text** on the top left of the panel. Returning to the **Text Browser** and choosing another font will replace the the font of the text in the selected layer.

Handwriting Layers



KineMaster Handwriting Layers Screen

Handwriting Layers can be added to projects by tapping **Layer** on the **Media Wheel**, tapping **Handwriting**, writing your content directly onto the **Preview Window**, and then tapping **Confirm** when finished. **Handwriting Layers** will be added to the **Timeline** starting at the time of the playhead's current position.

Selecting a **Handwriting Layer** on the **Timeline** by tapping it will bring up the **Option Panel**, which includes a link to the **Handwriting Settings** via tapping **Handwriting** on the top left of the panel. Editing **Handwriting Layers** will be discussed in more detail in [Chapter 5: The Option Panels](#).

Note that while editing a Handwriting Layer, **Undo** and **Redo** are applied to individual strokes.

Music and Sound Effect Clips

Music and **Sound Effect Clips** can be added to projects by tapping **Audio** on the **Media Wheel** to open the **Audio Browser**, and then selecting the desired music or sound effect track and tapping **Add** to place it on the **Timeline** starting at the time of the playhead's current position.

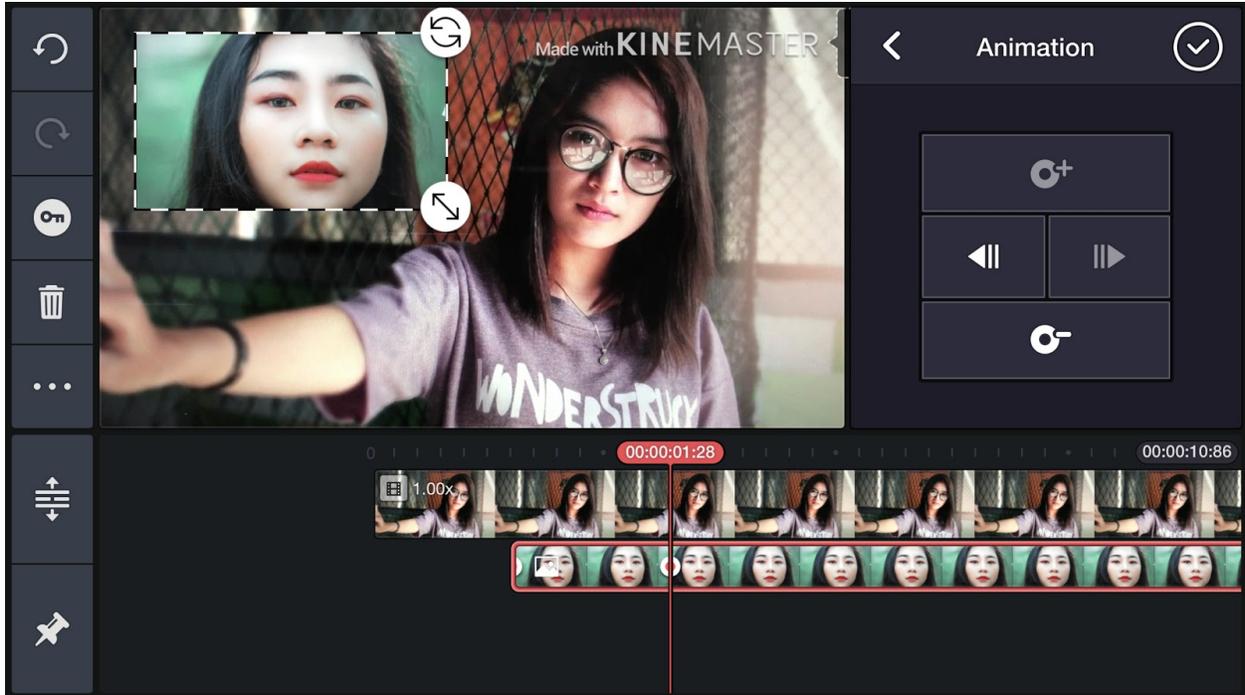
Selecting a **Music** or **Sound Effect Clip** will bring up the **Option Panel**, which contains tools used to edit audio, which will be discussed in more detail below.

Voice-over Clips

Voice-over Clips can be added to projects by tapping **Voice-over** on the **Media Wheel** to bring up the **Voice-over Interface**, and tapping **Start** to record audio in time with your project. Tap **Stop** to stop recording and finalize the recording.

Selecting a **Voice-over Clip** will bring up the **Editing Panel**, which contains tools to help you review and re-record your **Voice-over Clip** which will be discussed in more detail in [Chapter 5: The Option Panels](#).

Keyframing



KineMaster Keyframing Interface.

The Keyframing menu can be selected by tapping the circle with the key inside it on the Action Bar. A selected item on the **Secondary Timeline** can be repositioned over time with **Keyframing**. Keyframes define a position, as well as the rotation and the scale of the content of a layer at a particular time. Between keyframes, the position will be interpolated linearly over time.

Keyframing contains the following options.

Add Keyframe - Add an audio keyframe at the current playhead position. This option is grayed out if a keyframe is already present.

Delete Keyframe - Delete an audio keyframe from the current playhead position. This option is grayed out if the

Go to Next Keyframe - Move the current playhead position to that of the next keyframe on the **Timeline**.

Go to Previous Keyframe - Move the current playhead position to that of the previous keyframe on the **Timeline**.

A typical **Keyframing** workflow involves the following steps. First, move the playhead to the time you'd like to start your animation. Move the item you'd like to animate on the **Preview** to the desired starting position. Tap **Keyframing**, and then tap **Add Keyframe**, to mark the start of the animation. Move the playhead to where you'd like to finish your animation, and then move the

item you're animating to its final position. You can scale and rotate the item at this point as well. Tap **Add Keyframe** to finish your animation. The selected item will scale, rotate, move linearly over time from the starting position to the end. For more complex animations, multiple keyframes may be used.

Chapter 5: The Option Panel

Aside from the basic actions of the [Action Bar](#), items on the Timeline are generally edited through items in the **Option Panel**, a list of context-sensitive editing options displayed in place of the **Media Wheel** in the **Media Panel** when a **Timeline** item has been selected. Each option has its own individualized **Option Settings Panel**, which is displayed when an option is selected. Tapping **Confirm**, or anywhere outside of the **Option Settings Panel** will close it.

Options that are currently active in a project are highlighted with a red bar on the left of the option listing.

Tools are listed alphabetically below.

Alpha

(Opacity) (Media Layer) (Effects) (Overlays) (Text) (Handwriting)

The **Alpha** slider determines the overall opacity of the selected layer. Opacity can be set anywhere from 0% (completely invisible, transparent) to 100% (completely visible, opaque). The slider is set to 100% by default.

Audio Filter

(Audio) (Video)

Audio Filter contains several **Voice Changer** presets that to alter the pitch and quality of voices in a selected audio or video clips. Options include: Chipmunk, Robot, Deep, and Modulation.

Background

(Audio)

Background marks the particular audio of a clip as being a background clip. Clips that are marked as background can be manipulated by the **Background** volume slider in the **Volume** tool.

Background Color

(Text)

Background Color, when set to **On**, applies the desired color to the normally transparent text box. Default setting is **Off**. The color of the background is determined by the adjacent **Color** tool.

Centering

(Text)

The **Centering** tool allows the selection of one of three text justification settings, **Left**, **Center**, and **Right**.

Chroma Key

(Video Layer)

Chroma Key allows you to set a portion of the selected **Video Layer** to transparent, based on color. It is used for green-screen style effects, as well as other special effects. **Chroma Key** has the following settings.

Enable - Toggles the **Chroma Key** tool **On** and **Off**.

Foreground Cutoff - The threshold above which everything is considered part of the foreground. This determines what is preserved.

Background Cutoff - The threshold below which everything is considered part of the background. This determines what is removed based on the **Key Color**.

Key Color - The color that is removed from the screen. You can select between preset colors or select your own.

Detail Curve - Adjusts the blending levels between the foreground and background cutoff. Generally, curves that pull towards the lower-right corner will remove more of the background

color at the expense of a sharper edge on the mask. This only needs to be adjusted if it's not possible to get satisfactory blending on the edges.

Show Mask - Shows the level of transparency for the selected item. Areas in white are fully transparent, while areas in black will be visible on screen.

KineMaster Tip: Chroma Key Best Practices

The KineMaster **Chroma Key** tool is very powerful. Using the following tips will get you even better results.

The recommended process is:

- 1) Turn on mask mode
- 2) Drag the foreground slider down until the foreground is pure white with no holes
- 3) Drag the background slider up until the background is pure black with no noise.

The further apart the **Background** and **Foreground Cutoff** sliders are, the softer the edge of the mask, but the more of the **Key Color** you can see on the fringe.

The best results are achieved by selecting a key color that is a super-saturated version of the background color (rather than the actual background color). This ensures the key color is far away (in the UV color plane) from other colors, so you don't get accidental drop-outs of other similar colors. KineMaster will automatically select a super-saturated version of the most common color in the scene as the key color, and usually this is correct, and you don't need to change it. Note that black and white are not advised as key colors.

Clip Graphics

(Video)

Clip Graphics contains a collection of overlay banners and motion graphics in several common themes that can be overlaid onto any item on the **Primary Timeline**. Clip Graphics are interchangeable and can be swapped out by tapping the **Overlay Layer** with the graphic and selecting a new graphic using **Clip Graphics**.

Tapping **Get More** accesses the **KineMaster Asset Store**. Additional graphics can be downloaded as stickers, animated overlays, and more. Additional downloaded items can be accessed by tapping **Layer** on the **Media Wheel**.

Color

(Text) (Handwriting)

Color allows you to set the main color of the **Text** or **Handwriting Layer**. Colors can be selected from a predefined set, through hexadecimal notation, or via the **Color Triangle**.

Color Adjustment

(Video) (Media Layer)

Color Adjustment allows the adjustment of **Brightness**, **Contrast**, and **Saturation** of the selected item via individual sliders.

Brightness - Adjusts the overall brightness of the image. This offsets the RGB components by some amount; in other words, a fixed value (determined by the slider position) is added to all three color components for each pixel. Values greater than 0 approach white, and less than 0 approach black.

Contrast - Adjusts the overall contrast of the image by moving the bright and dark components further apart (for settings greater than zero) or closer together (for settings less than zero).

Saturation - Adjusts the intensity of the color without affecting the luminance. Values greater than 0 cause colors to become more intense, and values less than 0 approach grayscale.

Color Filter

(Video) (Media Layer)

Color Filter contains a large number of preset LUTs to change the look and feel to a selected item on the **Timeline**.

Tap **Confirm** or anywhere outside of the **Option Panel** to close **Color Filter**.

Cropping (Primary Timeline)

(Video) (Image)

Cropping allows for crops, pans, and zooms over the duration of the selected item on the **Primary Timeline**. Upon opening the tool, **Cropping Thumbnails** for **Starting Position** and **End Position** will be displayed. Tap either thumbnail to select it, and then **Spread** to zoom in or **Pinch** to zoom out on the **Cropping Preview**. Tap = to make the **Starting Position** and **End Position** identical.

If the **Starting Position** and **End Position** are set to be identical, a still crop is produced. If they're different, then the **Cropping** tool linearly and dynamically interpolates the rate of pan and zoom over the entire length in time of the selected item, creating Ken Burns style pans and zooms.

Cropping (Secondary Timeline)

(Media Layer) (Effects)

The **Cropping** tool allows for the cropping of a **Media** or **Effect Layer** to a particular size or shape. Upon opening the **Cropping** tool, a dotted outline of the selected layer will be visible. Tapping and **dragging** on the top right corner will rotate the layer, while tapping and **dragging** the bottom right corner will scale the layer. Pinching and spreading within the dotted outline will shrink or enlarge the layer content, rendering any overflow outside the dotted line invisible. Note that layer content cannot be smaller than its original size.

Tap **Mask** to enable cropping to one of 18 different fixed shapes. **Feather** adjusts the amount of softness or blurriness on the edge of the crop. A **Feather** value of 0 will show sharp edge lines, while a maximum value of 50 will show a heavily blurred edge.

Erase

(Handwriting)

Erase erases an area of the selected layer where tapped or dragged. Its thickness is determined by **Pen Thickness**.

Erase Layer

(Handwriting)

Erase Layer erases the entirety of the content of the selected layer.

Extend to End of Project

(Audio)

Note: **Extend to End of Project** is unavailable (grayed out) unless the **Loop** tool has been set to **On**.

Setting **Extend to End of Project** to **On** will extend a looped **Audio Clip** until the end of the project, as determined by the length of the **Primary Timeline**.

Setting **Extend to End of Project** to **Off** will revert the length the **Audio Clip** to that of the original audio file.

Font

(Text)

Font allows you to select and change the font of the selected **Text Layer**. By default, system fonts and a selection of Latin fonts are available. However, by visiting the Asset Store stylized fonts for several different languages can be downloaded.

Full-width Background

(Text)

This option is greyed out when **Background Color** is set to **Off**.

Full-width Background, when set to **On**, applies the desired **Background Color** to the entire width of the screen.

Glow

(Text)

Glow, when set to **On**, applies a glow to the edges of the text in the desired color to the selected **Text Layer**. Default setting is **Off**. The color of the glow can be selected as well.

Information

(Media Layer) (Effects) (Overlays) (Text) (Handwriting) (Audio)

Information provides information about items on the **Timeline** and provides a place to enter a label for them as well. Labels replace the default text that describes an item on the timeline, and can be helpful for keeping track of multiple similar items. Currently, the information tool is available for all items on iPhone and iPad, and for **Secondary Timeline** items on Android.

In Animation

(Media Layer) (Effects) (Overlays) (Text) (Handwriting)

In Animation contains a number of ways to introduce the selected item on the **Timeline**. The length of each animation is adjustable from 0.5 to 3.5 seconds, but must not exceed the original length of the clip.

Fade - Item starts completely transparent and fades in.

Pop - Item scales from a point to its original size with a bounce at the end.

Slide Right - Item fades in as it moves into position from the left side of the screen.

Slide Left - Item fades in as it moves into position from the right side of the screen.

Slide Up - Item fades in as it moves into position from the bottom of the screen.

Slide Down - Item fades in as it moves into position from the top of the screen.

Spin CW - Item fades in as it slows over the length of three clockwise rotations.

Spin CCW - Item fades in as it slows over the length of three counterclockwise rotations.

Drop - Item fades in as it drops from the top of the screen. Object bounces as it falls into position.

Scale Up - Item fades in as it scales from a point to its original size. Unlike **Pop**, there is no rebound at the end.

Scale Down - Item fades in as it scales from a much larger size to its original size.

Converge - Two items, one to the left, and one to the right of the original item, fade in and combine into the original item.

The following **In Animations** are exclusively available for Android devices:

Letter By Letter - Text Layer content is placed on screen one letter at a time.

Wipe Right - Item is gradually revealed as it sweeps right over the screen.

Wipe Left - Item is gradually revealed as it sweeps left over the screen.

Wipe Up - Item is gradually revealed as it sweeps up over the screen.

Wipe Down - Item is gradually revealed as it sweeps down over the screen.

Pop Outward - Item spreads to full height from zero along a horizontal line centered within the item with a bit of a bounce at the end.

Pop Down - Item spreads to full height from zero below a horizontal line placed above the item with a bit of a bounce at the end.

Pop Up - Item spreads to full height from zero above a horizontal line placed below the item with a bit of a bounce at the end.

Pop Open - Item spreads with minimal height from a point left and right before dropping down as in **Pop Down**.

Enter Slide Up - Item starts concealed and appears sliding upwards from the bottom of its bounding box.

Enter Slide Down - Item starts concealed and appears sliding downwards from the top of its bounding box.

Enter Slide Left - Item starts concealed and appears sliding downwards from the right of its bounding box.

Enter Slide Right - Item starts concealed and appears sliding downwards from the left of its bounding box.

Rubber Stamp - Similar to Scale Down, except that Rubber Stamp is more sudden, and is adjusted to spread off the screen.

Loop

(Audio)

Loop, when set to **On**, will cause an audio file to loop for the length of the selected **Audio Clip**. Note that **Loop** has no effect on the length of the original audio file. If the length of the **Audio Clip** is set to be shorter than the length of the original audio file, **Loop** will have no effect.

Setting Loop to **Off** will revert the length the **Audio Clip** to that of the original audio file.

Out Animation

(Media Layer) (Effects) (Overlays) (Text) (Handwriting)

Out Animation contains a number of animation presets used to present the end of an item on the timeline in an interesting way. The length of each animation is adjustable from 0.5 to 3.5 seconds, not exceeding the original length of the clip.

Fade - Item starts completely visible, and fades out.

Slide Right - Item fades out to transparent as it moves from its starting position to the right side of the screen.

Slide Left - Item fades out to transparent as it moves from its starting position to the left side of the screen.

Slide Up - Item fades out to transparent as it moves from its starting position to the top of the screen.

Slide Down - Item fades out to transparent as it moves from its starting position to the bottom of the screen.

Spin CW - Item fades out to transparent as it rotates clockwise three times.

Spin CCW - Item fades out to transparent as it rotates counterclockwise three times.

Scale Down - Item fades out to transparent as it scales down to a point from its original size.

Scale Up - Item fades out to transparent as it scales up from its original size.

Diverge - The content of the layer splits into two layers that head left and right as they fade to transparent.

The following **Out Animations** are exclusively available for Android devices:

Wipe Left - Item is gradually erased as the right edge sweeps left over the screen.

Wipe Right - Item is gradually erased as the left edge sweeps right over the screen.

Wipe Down - Item is gradually erased as the top edge sweeps down over the screen.

Wipe Up - Item is gradually erased as the bottom edge sweeps up over the screen.

Snap Closed - Item compresses from the top and bottom to zero height at a line at the centre of its original area.

Snap Inward - Item compresses from the top and bottom to zero height at a line at the centre of its original area.

Snap Up - Item compresses from the bottom to zero height at a line at the top of their original area.

Snap Down - Item compresses from the top to zero height at a line at the bottom of their original area.

Exit Slide Down - Item slides down to the bottom of its bounding box and disappears.

Exit Slide Up - Item slides up to the top of its bounding box and disappears.

Exit Slide Right - Item slides right to the right side of its bounding box and disappears.

Exit Slide Left - Item slides left to the left side of its bounding box and disappears.

Outline

(Text)

Outline, when set to **On**, applies a one pixel wide stroke centered on the outline of the text in the desired color to the selected **Text Layer**. Default setting is **Off**. The color of the outline can be selected as well.

Overall Animation

(Media Layer) (Effects) (Overlays) (Text) (Handwriting)

Overall Animation contains animation presets that are applied to the full length of the selected **Media Layer**.

Blink Slow - The content of the selected layer slowly blinks in and out.

Flicker - The content of the selected layer flickers in and out quickly.

Pulse - The content of the selected layer slowly fades in and out.

Jitter - Several versions of the content of the selected layer rapidly scale in size.

Fountain - Many tiny versions of the content of the selected layer shoot out from the centre of the screen like a fountain.

Ring - Several versions of the content of the selected layer flows across the screen as if a part of a horizontal ring

Floating - The content of the selected layer slowly vibrates in random directions, similar to hand shake. Floating has more high frequency motion than **Drifting**.

Drifting - The content of the selected layer slowly vibrates in random directions, similar to hand shake. Drifting is more leisurely than **Floating**.

Squishing - The content of the selected layer slowly zooms in and out, and spreads and contracts both vertically and horizontally.

The following animations are exclusively available for Android devices:

Rain - Small versions of the content of the selected layer appear in the middle to the top of the screen and fall down to the bottom of the screen.

Spin CCW - Item is spun continuously in a counterclockwise manner.

Spin CW - Item is spun continuously in a clockwise manner.

Pen Thickness

(Handwriting)

Pen Thickness allows you to select the thickness of the pen used in **Handwriting Layers**.

Pen Type

(Handwriting)

Pen Type contains several preset pen types to choose from, the thickness and color of which determined by the **Pen Thickness** and **Color** tool respectively.

Line - Creates a straight line between the desired start and stop points.

Arrow - Creates an arrow between the desired start and stop points. The point of the arrow is at the stop point.

Double Arrow - Creates an arrow between the desired start and stop points. Arrow points are on both ends.

Brush - Creates a stroke that gently fades to transparent on the sides.

Pencil - Creates a stroke with a sharp edge.

Cross - Creates a cross.

Filled Square - Creates a quadrilateral that is filled.

Filled Circle - Creates an ellipse that is filled.

Square - Creates a quadrilateral that is not filled.

Circle - Creates an ellipse that is not filled.

Rotate/ Mirroring

(Video) (Media Layer) (Effects) (Overlays) (Text) (Handwriting)

Rotate/ Mirroring allows you to flip or rotate almost any item on the **Timeline**. The following options are available.

Flip Horizontal - Reverse the layer item on the **Timeline** item from left to right.

Flip Vertical - Reverse the layer item on the **Timeline** item from top to bottom.

Rotate Clockwise - Rotate the layer item on the **Timeline** item clockwise by 90 degrees.

Rotate Counterclockwise - Rotate the layer item on the **Timeline** item counterclockwise by 90 degrees.

Settings

(Effects)

Settings contains context-sensitive settings for each effect.

Shadow

(Text)

Shadow, when set to **On**, applies a shadow to the bottom right of text in the selected **Text Layer**. Default setting is **On**. The color of the shadow can be selected via the adjacent **Color** tool, and the intensity can be controlled by adjusting the **Alpha** slider while editing the color.

Speed Control

(Video)

Speed Control allows you to adjust the speed of a video clip between 0.25 and 2 times (4 times on some models of iPhone) the regular speed of the clip without any change in pitch by simply adjusting the slider.

Split Screen

(Media Layer)

By default, new **Media Layers** are placed center screen, at maximum of 75% of the height of the **Preview**, and can be repositioned. **Split Screen** contains a number of positioning presets for the placement of a selected **Media Layer** in your project. Long tapping any preset will present the option to set the currently tapped preset as the default for all new **Media Layers**.

Full Screen - Selected **Media Layer** covers the entire project screen.

Screen Left - Selected **Media Layer** covers the left half of the screen by default. The right edge of the layer allows the width of the split screen to be adjusted.

Screen Right - Selected **Media Layer** covers the right half of the screen by default. The left edge of the layer allows the width of the split screen to be adjusted.

Screen Top - Selected **Media Layer** covers the top half of the screen by default. The bottom edge of the layer allows the width of the split screen to be adjusted.

Screen Bottom - Selected **Media Layer** covers the bottom half of the screen by default. The top edge of the layer allows the width of the split screen to be adjusted.

Pinch or **spread** to zoom and position video content within the split screen frame.

Selecting a new positioning preset will not change the overall position of video or image in a **Media Layer**.

Trim/ Split

(Audio) (Video) (Media Layer) (Effects) (Overlays) (Text) (Handwriting)

Generally speaking, the **Trim/ Split** tool creates a division in the selected timeline item at the point in time determined by the current position of the playhead, resulting in either one or two shortened items. Audio extraction, and freeze frame insertion are also possible with this tool. The **Trim/ Split** tool has 5 possible options depending on context.

Trim to left of playhead - Create a division in the selected item, discarding the portion to the left of the playhead, while retaining the portion to the right. The remaining clip is repositioned to start at the current position of the playhead.

Trim to right of playhead - Create a division in the selected item, discarding the portion to the right of the playhead, while retaining the portion to the left. There is no change in the start time of the item.

Split at playhead - Create a division in the selected item, retaining both pieces on either side of the playhead as separate items. There is no change in the start time of either item.

Extract Audio - Removes audio from a selected video clip and places it as an item on the secondary timeline, synchronized with the selected video clip.

Split and Insert Freeze Frame - Create a division in the selected item, retaining both pieces on either side of the playhead as separate items with the current frame inserted as an image between them. The playhead is moved to the last frame of the inserted image. The image duration is equal to the **Default Photo Duration** as specified in the **Project Settings**.

KineMaster Tip: What is actually happening when I split a video clip?

Video clips aren't reencoded when they are split. In fact the original media file isn't touched at all. When you split a clip, KineMaster makes a copy of the *clip* on the timeline (but it still refers to the original media) and trims it to match up where the split occurred. Everything else is handled in export.

KineMaster Tip: What is an IDR interval warning?

This is quite rare, but very occasionally, when editing clips, you may run across an error stating that the IDR interval is "too large." An IDR interval is the time between IDR frames. When encoding H.264 video, a given video frame can be stored in two different ways:

- As the difference (changes) from the another frame (usually the preceding frame, but not always)
- As a new fully encoded frame (IDR frame)

As you might guess, storing the difference from another frame takes a lot less space.

On the other hand, if you want to start playing from someplace that's not the beginning of the video, you need to start from a full frame (an IDR frame) and work forward to the point you want to play from, which could technically be the start of the video. In that case, calculating frame content would take far too much time to be useful.

From testing, it was determined that nearly all devices can decode video quickly enough to support real-time previews of video with IDR frame intervals as high as 4 seconds (even when using video layers). But over 4 seconds, this can become problematic, depending on the video

resolution and the device. For this reason, to be safe, if the IDR interval is over 4 seconds, we show a warning to let you know there may be some interruptions while editing it.

For more information, please visit

<https://support.kinemaster.com/hc/en-us/articles/210294623-What-is-an-IDR-interval-and-why-is-it-sometimes-too-large->

Vignette

(Video)

Vignette creates a vignette, or shadow effect around the edges of the screen of a **Primary Timeline** video clip to provide focus to the center of your project. The **Vignette** tool can be toggled **On** and **Off**.

Volume

(Audio) (Video)

Volume houses volume and other audio related settings of a selected item on the **Timeline**. From left to right, it consists of **Master Volume**, **Background**, **Compressor**, **Stereo Pan**, and **Pitch**.

The **Master Volume** setting is located on the far left. Volume of the selected item can be adjusted between 0% and 200% of the original volume. Tapping the Volume icon above the Master Volume slider toggles mute for the track.

The **Background** slider reduces the volume of clips marked as background by turning on **Background**.

The **Compressor** reduces the dynamic range of the audio, making quiet noises louder and loud noises quieter, effectively normalizing the track. It's useful for recordings where the subject was not a constant distance from the microphone as it compensates for differences in volume level. If used on several clips, they will more or less overall match in volume afterwards. It can be toggled between **On** and **Off**. Default setting is **Off**.

Stereo Pan adjusts the stereo mix of the track with two separate slider. The top slider controls where the left channel is output, and the bottom controls where the right channel is output. By default, the top slider is placed 100% left, (so the source media left channel is output to the left channel) and the bottom slider is placed all the way to the right.

However, various effects can be achieved by manipulating these sliders:

- Swap left and right channels by setting the top slider all the way right, and the bottom slider all the way left.
- Convert stereo audio to mono by setting both sliders to the center.
- Adjust the left and right balance by slightly adjusting both sliders.

Pitch allows the raising and lowering of the overall pitch of the selected item's audio.

Volume Envelope

(Audio) (Video)

Volume Envelope allows total control over the volume at any part of a selected video or audio clip on the **Timeline** with millisecond precision. It consists of the **Volume Slider**, which can adjust the original volume of an audio or video clip between 0% and 100% of the original clip's volume, and buttons to manage keyframes.

Upon opening the **Volume Envelope** tool for an audio or video clip for the first time, two keyframes, one at the beginning of the clip and one at the end of the clip, both set at 100% volume are visible. Using the **Volume Slider** will adjust the volume of the clip at the current playhead position without affecting keyframes at any other position. If no audio keyframe exists at the current playhead location, a new one will be created. If one already exists, it will be adjusted in correspondence to the value of the **Volume Slider**.

The following buttons are available to manage keyframes:

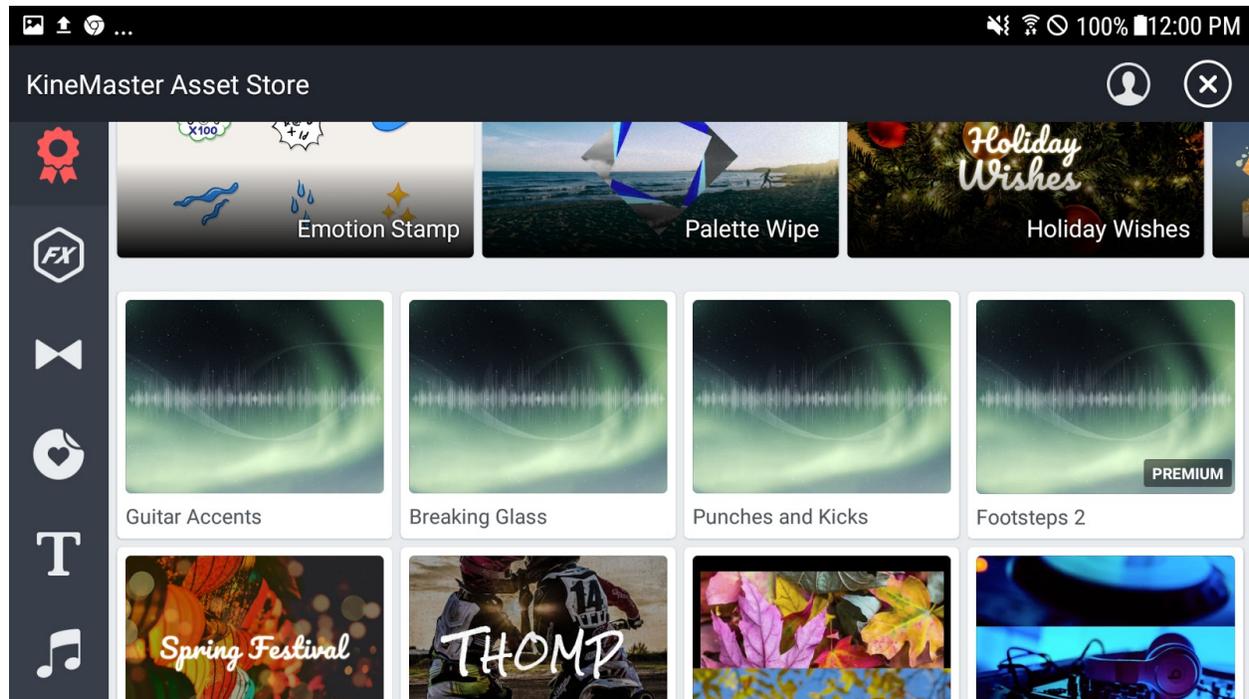
Add Keyframe - Add an audio keyframe at the current playhead position. This option is disabled if a keyframe is already present.

Delete Keyframe - Delete an audio keyframe from the current playhead position. This option is grayed out if there is no keyframe present.

Go to Next Keyframe - Move the current playhead position to that of the next keyframe on the **Timeline**.

Go to Previous Keyframe - Move the current playhead position to that of the previous keyframe on the **Timeline**.

Chapter 6: The Asset Store



KineMaster Asset Store Screen

The KineMaster Asset Store provides access to additional content for KineMaster. It is divided into 6 categories: **Featured Items**, **Effects**, **Transitions**, **Overlays**, **Fonts**, and **Audio**. Each category has both free and premium content. Premium content is only accessible to KineMaster Subscribers.

Featured Items displays the featured content from all other categories on the KineMaster Asset Store.

Effects can be applied to items on the timeline to affect the position or style of content in the layer.

Transitions can be applied between two items on the **Primary Timeline**. Note that only devices with video layer support may use transitions.

Overlays include still stickers and animated overlays. Stickers are images that can be placed in a layer. Animated overlays are, of course, animated.

Fonts for languages based on the Latin alphabet (such as English, French, German, Spanish, and so on) are divided into sans-serif, serif, display, and handwriting groups. Sans-serif and serif fonts are good general purpose fonts for lots of text, but can also be used for headings. Display fonts (which may actually contain fonts with serifs) are generally not as good for long paragraphs of text but may be good for headings, titles, or decorative use. Other languages are organized by language. The KineMaster Asset Store currently contains extra fonts for the following writing scripts/ languages: Arabic, Chinese (Simplified), Chinese (Traditional), Devanagari, Japanese, Khmer, Korean, and Thai.

Audio is divided into music and sound effects. On Android, there is an additional category called Muserk. If Muserk music is used in a video that is uploaded directly to YouTube, the watermark will be removed for free. More details can be found online at the following address: <https://support.kinemaster.com/hc/en-us/articles/115000102902-Muserk-KineMaster>.

Chapter 7: Final Thoughts

KineMaster started out as a simple audio-visual app, but has grown to become one of the most powerful mobile video editing tools in the world, and the only fully cross-platform mobile video editor. Through our subscription model, we are able to provide high quality asset content, as well as new and more powerful features as mobile device technology improves.

We hope that this user guide has been helpful in increasing your understanding on how to use KineMaster effectively. To match KineMaster's growth and development, this document is frequently updated, and as such, a large amount of feedback is required to be able to continually improve. If you have anything you would like to see added to this user guide, or to KineMaster itself, please reach out in one of the following ways.

Facebook: <https://www.facebook.com/KineMaster.US>

Twitter: <https://www.twitter.com/kinemaster>

Instagram <https://www.instagram.com/kinemaster>

Chapter 8: Troubleshooting

Common Issues

(Android) Do I have Video Layer (Chroma Key) Support?

To check the capabilities of your device, including the maximum supported resolution and whether your device supports video layers, go to KineMaster Settings (the gear icon on the first screen when KineMaster is launched) and select Device Capability Information.

On certain Android devices, if KineMaster does not recognize the device, a heuristic algorithm (in other words, “a best guess”) is used to determine the device capabilities. Occasionally, this may not be correct. It is possible to force KineMaster to run a Hardware Performance Analysis to attempt to determine the device capabilities more precisely.

Running a Hardware Performance Analysis (Android users only): Note that this process attempts to probe the limits of the device by using many video encoders and decoders at the same time until the device is unable to create any more; therefore, if other applications are using the video encoder or decoder hardware it can cause incorrect results. For this reason, it is important to reboot your device and make sure no other apps are running. Also note that although this process generally gives good results, it is not perfect. If you run into problems, please contact support (KineMaster Main Screen > Help > Email Support), or join the community at <http://community.kinemaster.com/>)

To determine if your device can support video layers, 1) Reboot your device 2) Open KineMaster; do NOT open any other apps. 3) Tap Settings on the KineMaster main screen (the project list screen) and then proceed to **Device Capability Information**. 4) Tap : on the top right of the screen, and select **Run Analysis Now**. NOTE: This process may take up to 3-5 minutes. If after this scan you still do not see layer support, then your device likely is not capable of running video layers.

FURTHER TROUBLESHOOTING: In the rare case the your detected device capabilities have decreased after running the performance analysis, first check the : menu to see if there is an option to switch between *layer mode* and *high resolution mode*. On some devices that narrowly support a particular resolution, this option may be available, and changing it may solve your problem (note that this option applies only to newly created projects, not projects that already existed before changing the option). If the layer mode/ high resolution mode options are not available, you can restore the previous settings (before running the **Hardware Performance Analysis**) by going to your device’s Settings app, choosing the App Manager, finding KineMaster, and using the Clear Data option (note that when clearing KineMaster data on Android, your preferences may be reset, but projects you have created will not be lost).

Chapter 9: Index/Glossary/Legend

Glossary

This is a list of the most important concepts in KineMaster. This list may be expanded over time.

Action Bar - A context-sensitive panel of buttons on the left side of the basic interface.

Action Button - A button on the Action Bar used to perform various actions such as Undo, Delete, and Share.

Asset - Downloadable packages to add to your video project. Asset types include music, fonts, effects, transitions, stickers and animated overlays, and more. Premium assets are reserved for current subscribers of KineMaster.

Asset Store - A place within KineMaster to download assets such as music, fonts, effects, transitions, and more onto your device.

Alpha - Also known of opacity. The level of opaqueness/transparency a layer has.

Audio Browser - A list of all audio content available for use on your device. KineMaster cannot use audio with DRM from other applications, nor can it use audio from streaming applications, and as such these items will not appear in this list.

Audio Clip - A piece of audio placed on the Secondary Timeline. Can be either a Music Clip or an Sound Effect Clip.

Basic Interface - The main screen of a KineMaster Project. Contains the Action Bar, the Timeline, the Project Preview, and the Media Panel.

Bookmark - A marker on the timeline to allow easy and precise access to a particular frame of the project. Tap the playhead number to make a bookmark. Tap any bookmark to move to the frame it's on.

Chroma Key - This allows you to set a portion of the selected video layer transparent, for use in green-screen style effects.

Device Capability Information (DCI) - This screen contains most of the information relevant to the support team, including the device model, OS version, KineMaster version, and more. Accessible from the KineMaster main screen by tapping **Settings**, then selecting **Device Capability Information** from the list.

Effect Layer - A layer that contains an effect that affects everything arranged below it on the Project Preview. Example effects include mosaic, blur, and warp.

Empty Project - One way to start a new project. This way leads directly to the main interface.

Handwriting Layer - A layer that contains hand-drawn strokes. Strokes can be animated in the order of writing or by any other layer animations.

Hardware Performance Analysis (HPA) - A test of hardware performance to determine peak codec performance, as well as the level of video layer support offered by a particular device.

Image Layer - A layer that contains a still image.

Keyframe - A point that defines the beginning or the end of an animation or a change in volume, depending on the context. Only usable on audio clips as well as certain layers.

KineMaster - A video editing application for Android and iPhone/iPad. Pronounced [ki-neh-master].

KineMaster Settings - Settings for the application. Note that these are different from Project Settings.

Layer - An item that can be placed on the Secondary Timeline that can contain effects, text, overlays, handwriting, images, video, and more.

Layer Selector - This button allows you to access various types of layers for placement on the Secondary Timeline.

Long Tap - Tap and hold on the screen.

Main Menu - The first screen in KineMaster. Contains the Start Button, the Project List, as well as KineMaster Settings, Help, and a link to the Asset Store.

Media Browser - Accessible from the top of the Media Wheel, the Media Browser allows you to access all media stored on your device that is compatible with KineMaster.

Media Panel - The area at the top right of the Basic Interface that houses the Media Wheel as well as Option Panels.

Media Recorder - Located in the centre of the Media Wheel, this contains basic video recorder and camera functionality from within KineMaster. (However it is still recommended to record with another application.)

Media Wheel - Displayed when no items in the timeline are selected. Used to accessing media and for importing into projects.

Mini Project Preview - When the Timeline has been vertically expanded, this window shows the contents of the Project Preview in the lower left (right) corner of the screen.

Muserk - A company that licences music to KineMaster for use in the Asset Store. Muserk music must only be used on YouTube, and allows for the removal of the watermark on videos in the free version of KineMaster.

Option Panel - A list of context-sensitive options that appears when an item on the Timeline has been highlighted.

Option Settings Panel - A panel containing settings for a particular option. Appears on top of an Option Panel.

Overlay Layer - A layer that contains an overlay, such as a sticker or an animation.

Peak Codec Performance (PCP) - The KineMaster term for the rendering power of a device's chipset. Measured in megapixels per second. Visible on the **Device Capability Information** screen.

Playhead - A vertical line located in the horizontal centre of the timeline. Indicates the current frame shown in the Preview.

Primary Timeline - The top part of the timeline that may contain video clips as well as images. Items on the Primary Timeline may have transitions, and determine the overall length of the project.

Project - The collection of files and settings used to create a exported video.

Project Assistant - One way to start a new project. It guides the user through the basic steps of making a project. May be removed from future versions.

Project List - The list of projects on the KineMaster Main Screen that are currently available on your device.

Project Preview - The window at the top of the basic interface that shows a real time representation of the project at a frame determined by the playhead.

Project Settings - Settings for each individual project. Note that these are different from KineMaster Settings.

Secondary Timeline - Everything except the top part of the timeline. Contains every type of layer as well as audio clips.

Share - Often used to mean export. To finish a project and send the resulting video to another app, or an online service.

Start - When tapped, initiates the dialogue to start a new project. On Android, upon pressing tap, users are presented with two choices, Empty Project, and Project Assistant.

Subscription - KineMaster is made viable through the subscription model. Having a subscription to KineMaster removes the watermark, allows us to ensure that we continue to support more and more devices, and also provides access to premium content available on the KineMaster Asset Store.

Tap - A single touch on the screen.

Text Layer - A layer that contains lines of text. Text can have a font, shadow, glow, and other properties.

Timeline - The bottom part of the interface where media is placed for use in projects.

Transition - A segway between two items on the Primary Timeline, that can be changed by tapping the icon between said items.

Video Layer - A video clip that is placed on the Secondary Timeline as a layer. These are only possible if a device has video layer support.

Voice-Over Recorder - Allows audio clip recording over videos as they play.

Watermark - A small semi-transparent "Made with KineMaster" logo on the top right of the screen for free users. Subscribers to KineMaster do not see this watermark.

Version history:

2018-04-20

The following sections have been revised:

Section 1, Subscription Benefits

The screenshot for iOS has been updated to reflect design changes made to the interface.

Section 3, Sharing Your Project

The information has been updated to reflect changes made to the Sharing interface in KineMaster 4.3.0 for Android.

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