



VideoStudio - Rendering Issues

- VideoStudio

The information below will help you troubleshoot some of the causes for rendering issues with VideoStudio.

Top reasons for rendering issues

- ? File header information of file is damaged
- ? Invalid file format
- ? Project within a project
- ? Copyright protected material in project
- ? Device drivers out of date

File Header Information

All devices, use a specific signature when capturing videos. Once the file is complete, the file is created, like all others with a header. The header, contains information about the video; it's size, dimension, length, etc. Sometimes these headers get damaged during transport between the device and computer, or although they playback in Media player, VideoStudio has a hard time reading the header information.

What we generally recommend, is an extra step of re-encoding the video files using a preferred third party video converter. What this will do, it re-write the header information of your video clip, and sometimes, depending on the application used, shrink your file size down, without losing the quality of the video.

With the file header repaired, and a new video source to be used, you should be able to import / replace your video clip and render your project.

Invalid File Format

In some cases, there are files produced with an extension that is not recognised by VideoStudio. Although it may have a known video container, such as MPEG or h.264, VideoStudio will only import and render known file types as listed below

AVCHD, DV, HDV, AVI, MPEG-1/-2/-4, DVR-MS, DivX*, SWF*, UIS, UISX, M2T, M2TS, TOD, MOD, M4V, WebM, 3GP, WMV, Non-encrypted DVD titles, MOV (H.264), MKV, XAVC, MXF, HEVC (H.265)

Project within a project

In some cases, to save time, you may think placing a project file (*.vsp) into a working project time line will be beneficial. This tactic is called 'nesting'. Unfortunately, if there is clip, image or audio file missing from the nested project, VideoStudio will not be able to render. If the plan to include a project, of say, an introduction, into each of your videos, it is highly recommended that each project is rendered individually then combined into a final product.

Copyright protected material in project

Digital rights management (DRM) is a systematic approach to copyright protection for digital media. The purpose of DRM is to prevent unauthorised redistribution of digital media and restrict the ways consumers can copy content they've purchased. This is commonly seen with music purchased from iTunes or another media service, where the music file is placed onto the timeline.

Device drivers out of date

There is a common misconception that Windows Updates, keeps our computers up-to-date all around. This is not the case however. The two important drivers for Video editing and rendering are the Video card and Audio card drivers. An easy way to see if you're up to date, and to see what kind of hardware you have is to use the dxdiag tool. DxDiag ("DirectX Diagnostic Tool ") is a diagnostics tool used to test DirectX functionality and troubleshoot video- or sound-related hardware problems. DirectX Diagnostic can save text files with the scan results.

To view how to use this utility, please visit -

<https://www.howtogeek.com/258485/how-to-use-the-directx-diagnostic-in-windows/>

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