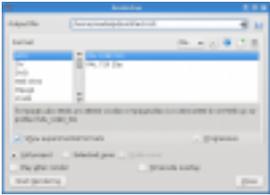


Please help us redesign the new render dialog/workflow

Submitted by madsdyd on Mon, 12/15/2008 - 12:34
Posted in

- [Kdenlive brainstorming](#) [1]



[2]

The current render dialog (please click thumbnail for full size view) has some issues. Actually a few, among them:

- many users are confused about the project/render profiles (which are not the same)
- it exposes too many options for some, too few for others
- there is no easy way to indicate dual-pass (and, actually no support for it currently).
- audio and video encoding is mixed - perhaps it is better to split them
- currently no "make dvd project" options.
- lots of other issues

The developers of Kdenlive are dedicated to provide a powerfull, flexible, yet easy to use NLE. We realize that the render process is an important step in every projects lifetime, and that the current render dialog does not provide the features, nor the usability experience we aim form. In designing a new render dialog, we seek the help of the community.

The currently most complete "developer" discussion of the render dialog/workflow is in this mantis issue: <http://www.kdenlive.org/mantis/view.php?id=323> [3] - which also holds links to related requests/issues. We are intentionally moving that discussion to this forum.

What we are looking for, is good ideas for a future render/export dialog (or dialogs!). Should it be a wizard? Should it be more task/end result oriented? Should it partition the render options in e.g. "Fixed media", "Web Media", ??? Should it be "normal"/"expert" partitioned? In other words: how should it work? Can we be inspired from other KDE projects? (We try to *not* "copy" from other video editors, this is intentional).

We are looking for ideas that take into account that different users want to acomplish different things. Integration with other projects: should kdenlive produce e.g. k3b projects/qdvdauthor projects/kmediafactory options? And, so on.

We are also looking for mockups. Not fancy graphics (even though that is nice too!), but rather mockups that illustrate the workflows and possibilities supported by the ideas represented in the mockup.

Mockups can be drawings (e.g. in krita/gimp/whatever), or perhaps constructed with the use of e.g. designer or kommander.

So, if you have an idea about how the render dialog should work, please let us hear it.

Regards

Mads

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Source URL: <http://kdenlive.org/forum/please-help-us-redesign-new-render-dialogworkflow>

Links:

[1] <http://kdenlive.org/forum/contribution-forums/kdenlive-brainstorming>

[2] <http://kdenlive.org/screenshot-current-render-dialog>

[3] <http://www.kdenlive.org/mantis/view.php?id=323>