



CREATOR STUDIO

Project Studio

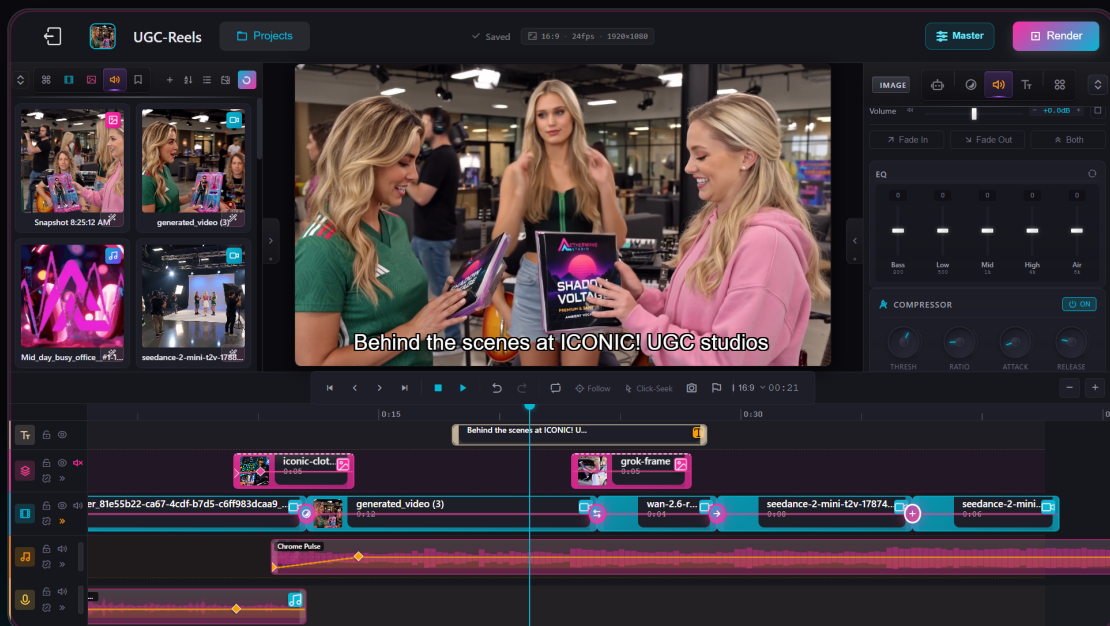
USER MANUAL

App: <https://aetherwavestudio.com/creator-studio/project-studio.html> (sign in required)

Reached from: grid menu, under Video

Version: 1.1 · September 2026

Every control named in this manual exists in the app today.



AetherWave Studio · generated 2026-09-27

■ The idea in one paragraph

Project Studio is the full timeline video editor - the place you go when you want frame-level control rather than a one-shot social cut (use **Track Reels** for that). It is multi-track, with five lanes: a **Video** track, a **Video Overlay** track composited on top, **two separate audio tracks** (a music lane and a voiceover lane, so a bed and a VO never fight for the same row), and a **Text** track. Almost every clip property can be keyframed CapCut-style by parking the playhead and moving a slider. It sits on top of your own gallery, so anything you have generated elsewhere on AetherWave is already available, and it can generate new material without leaving the page.

■ Part 1 - Projects

- Projects autosave roughly every 5 seconds while you work.
- Your work is stored server-side against your account, not in the browser.
- **Frame rate is a property of the project**, not a global preference. An unchosen rate adopts the measured frame rate of your footage rather than assuming 30. Changing it in either the header badge or the render dialog updates both - they are the same setting.

Testing note: use a throwaway project for anything destructive. Edits autosave, so there is no "close without saving" escape hatch.

■ Part 2 - The media library (media bin)

Three ways to get media in:

1. **Upload** from your machine. Pick **several files at once** in the file dialog, or drag them onto the media bin; they upload one after another.
2. **Import from Gallery** - the modal pulls anything already in your AetherWave gallery (image / video / audio filters).
3. **Generate it in place** - see Part 8.

Generated media is **named for what distinguishes it** - an animation is named after the image it animates, a connector after the two clips it bridges, with a clock suffix to separate repeats. That naming persists across a page reload.

■ Part 3 - The timeline

- **Drag** a clip to move it. Edges magnetize to other clips and to time 0.
- **Drag the edge handles** to resize. Edges also snap to the playhead, so "trim exactly to where I am scrubbed" is one drag.
- **Click empty timeline** to deselect and seek to that point.
- **Drag empty timeline** to rubber-band select. Hold **Shift** to add to an existing selection.
- **Click a clip** to select it and load its properties in the right panel. Grabbing a resize handle focuses that clip automatically.
- **Loop button** (bottom transport) toggles loop playback.

Markers

- **M** or the flag button drops a marker at the playhead. Markers never affect the render.
- **Click** jumps to it. **Ctrl + Left / Right** jumps to previous / next.
- **Double-click** renames. **Right-click** for rename, note, colour (8), delete.
- Markers are snap targets for the playhead and range handles.

Time range

- **Drag across the ruler** to select a range. It is a general selection, not loop-only.
- Drag the middle to move, edges to resize. Edges snap to clip boundaries and markers - hold **Alt** to place freely.
- **Shift + L** sets the range to the section bracketing the playhead.
- **L** toggles looping (range if set, whole timeline if not).
- **Right-click the range:** Render this range · Loop · Play · Expand to whole timeline · Clear.

■ Part 4 - Clip properties

Scale and position

Scale 100% fits the media inside the canvas, letterboxed if aspect ratios differ. **Position 50/50** is centred; sliders run past the edges so media can travel fully off-canvas.

- **Size to Fit** - scale 100%, contain, letterboxed.
- **Zoom to Fill** - computes the exact scale that fills the canvas with no bars, cropping the longer side.
- You can also drag the bounding-box corner handles in the preview.

Keyframes

Park the playhead inside the clip and move a slider - a keyframe is written automatically. Move the playhead, adjust again, and the property animates between them.

Property	Applies to	Timeline colour
Volume	audio clips AND a video clip's own soundtrack	gold diamonds
Opacity	video / image	pink diamonds
Scale	video / image	cyan squares
Position	video / image / text	white diamonds
Adjustments	brightness, contrast, saturation, blur as one unit	-

- **Hover** for a live value + time readout, which stays live while dragging.
- **Drag sideways** moves in time, value locked. **Drag up/down** changes value, time planted.
- **Right-click** a keyframe to delete.
- Edge keyframes are grabbable - they win over the resize handles.
- **Mute a single clip** with the small speaker icon just left of the Volume slider in the clip's settings (pink = muted; click again to restore the level). Dragging Volume to the bottom also silences it, but writes a keyframe rather than a plain level. You can also **right-click a clip** and choose **Mute clip** (works on a selection). Muted clips show a speaker with a red line on the timeline.
- **Remove all formatting** (right-click menu) clears every keyframe type and resets opacity, scale, volume, position and adjustments. Works on a multi-selection, undoable.

When keyframes exist, **the curve IS the value**. The slider is just how you write points onto it.

Adjustments

Brightness, contrast, saturation, blur. Static by default; the keyframe button in the panel header animates all four as one unit. Renders reproduce the preview grade exactly. **Animated adjustments render noticeably slower than static ones.**

■ Part 5 - Text

Double-click the Text track to add a text clip.

- **Size** - slider 6-200, plus a direct input accepting 1-999 px.
- **Font / colour / stroke / background.**
- **Position** - drag directly in the preview. Alignment guides appear on centre, edges and axes, with a generous snap radius.

- **Animations, all of which render exactly as previewed:**
 - In: Fade · Slide Up / Down / From Left / From Right · Scale Up · Pop · Typewriter
 - Out: Fade · Slide Up / Down / Off Left / Off Right · Scale Down · Crumble
- **Position keyframes** work as elsewhere.

Text size is measured against the displayed preview canvas and scaled proportionally to your export resolution, so 48 px occupies the same share of frame at any export size.

■ Part 6 - Fades and transitions

Two ways to fade out:

1. **Transition fade** - pick Fade or Fade to Black in the clip's transition controls, set a duration.
2. **Opacity curve** - keyframe full opacity, then 0% later. The renderer honours either.

On the **main video track** an opacity fade renders as **fade to black** (H.264 cannot store transparency). On **overlay tracks** it fades to transparent, revealing what is underneath.

To remove a transition, right-click it on the timeline and choose **Remove transition**, or double-click it. Adding and removing transitions can be undone like any other edit.

Trimming keeps your keyframes in place. Drag a clip's front edge and every keyframe stays on the same moment of footage. Keyframes you trim past are hidden rather than deleted, so dragging the edge back out brings them back.

If neither is set and the clip ends before the timeline does, a 0.3 s cushion is applied so the cut to black is not jarring. After the base track ends the canvas goes black, matching Premiere/FCP; overlays and text continue over it.

■ Part 7 - Audio and the effects rack

There are TWO audio tracks, not one. The upper lane carries a music note icon and is for your bed; the lower carries a microphone icon and is for voiceover. They are independent rows, so a music bed and a VO can overlap in time without either being moved, and each keeps its own volume curve and effects rack.

- Volume is keyframable per clip, including a video clip's own soundtrack. With a bed on one lane and a VO on the other, ducking the music under the voice is a volume curve on the music clip rather than a manual cut.
- **Normalize audio.** Clips from different sources arrive at very different loudness. Select them, right-click and choose **Normalize audio**: each clip is measured on the part you actually use and brought to one even level - voices (the voiceover lane and the sound from video and overlay clips) to -18 LUFS, soundtracks (the music lane) to -20 LUFS, so a voice sits just above the

music. Each normalized clip's volume slider returns to 0 dB, so its full range is free for ducking and fades on top. Normalized clips show an **N** badge; **Reset normalization** in the same menu undoes it. The preview plays the result accurately, including clips raised above their original level.

- The **Audio panel's EQ, compressor and reverb** on a clip are rendered as well as previewed.
- **Audio normalization** in the export modal (default **on**, -14 LUFS, the streaming standard) brings the finished mix up to platform level, so the file plays a little louder than the preview. Either way, a limiter on the final mix keeps peaks at or below -1 dB, so the export never clips.
- The **effects rack** is a modular slot system. **All 23 units are available on every plan**, grouped by category:

Dynamics Compressor · Limiter · Noise Gate · Gain **EQ** High-Pass · Low-Pass · Low Shelf · High Shelf **Modulation** Chorus · Phaser **Time** Delay · Reverb · Convolution Reverb **Distortion** Distortion · Hard Clipper · Bitcrusher **Lo-fi** Resample · MP3 Degradation · GSM Phone **Pitch** Pitch Shift · **Utility** Polarity Invert

Every unit in the rack is applied by the renderer as well as the preview, so what you hear while editing is what the exported file contains.

■ Part 8 - The AI Editor

An assistant panel that manipulates the **actual timeline**, not a separate preview. It exposes 21 tools:

Generate `generate_image` · `generate_broll` (text-to-video, or animate an existing project image) · `generate_ff_lf` (first-frame/last-frame video) · `connect_clips` (a generated bridge between two clips) · `extend_clip` (continue an existing shot) · `generate_voiceover` · `generate_soundtrack` · `generate_music_bed` · `generate_sfx`

Edit `split_clip` · `trim_clip` · `move_clip` · `delete_clip` · `duplicate_clip` · `add_transition` · `remove_transition` · `set_clip_adjust` · `set_aspect_ratio`

Navigate `seek_playhead` · `add_marker` · `preview_clip`

Generated media auto-saves to your Gallery and lands in the media bin with a distinguishing name.

Animate an image, extend a shot (right-click)

Two AI tools work straight from a clip's right-click menu, no chat needed. Each opens a small dialog with an engine picker, a length, an editable prompt, and the credit cost before you commit. Generation takes about 2 to 4 minutes and runs in the background, so you can keep editing; progress shows in the AI Editor panel and a message appears when it lands.

- **Animate image...** (image clips on the Video or Overlay track) turns the still into a video in the same spot. Engines: **Seedance 2.0 Mini** (default, about 12 credits a second), **Seedance 2.0 Fast** (about 35 a second) or **Grok Imagine** (about 6 a second). The length starts at the image clip's own length.

- **Extend shot...** (video clips) continues the shot from its last frame and adds the new part right after it, pushing later clips along. It works on **any video clip**, including your own uploads. Engines: **Seedance 2.0 Mini** (default) or **Seedance 2.0 Fast**, 4 to 15 seconds. Clips that Grok made in the AI Editor can also use **Grok Extend**, which continues the clip in place as one file.
 - **Keep "same framing" in the extend prompt.** Seedance redraws the last frame slightly darker, which the **Smooth the join** crossfade (on by default) hides. A prompt that asks for new camera moves can make it reframe, and then the join shows.
 - Both are undoable with Ctrl+Z. Pick each tool's default engine under **Engines** in the AI Editor.
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■ Part 9 - Render and export

Click **Render**. The export modal offers:

- **Format presets:** YouTube HD · YouTube 4K · TikTok · Reels · IG Feed · Twitter/X · **720p** · Apple Motion 3:4 · Apple Motion 1:1 · Apple Motion 1:1 (draft) · Spotify Canvas · Custom
- **720p** renders in your project's own shape (1280×720 landscape, 720×1280 vertical, 720×720 square) for smaller, quicker files.
- The modal **opens on a preset that matches your project's shape**, so a vertical project never starts on a landscape preset.
- **Resolution / aspect ratio**, matching your project canvas
- **Custom** resolution + bitrate + fps
- **Audio normalization** toggle

Partial render - two different things, deliberately:

- **Render this range** (from the ruler selection) = a slice of TIME. It sweeps up the music bed, overlays and anything in the window; clips straddling the boundary are cut.
- **Render selected clips** = literally those clips, with nothing underneath or over them.

Renders take turns when the service is busy. If other renders are running, yours shows **Waiting in queue** and starts as soon as a slot is free. You can have one render running at a time; clicking Render again while one is in progress shows you that render's progress.

When the render finishes it is already in your Gallery. Saving happens server-side, so **you can close the tab** - start a long render, shut the laptop, and it will be waiting. Finished renders are stored permanently.

■ Your first project

A short walkthrough that touches most of the editor.

1. Create a project. Check the frame rate badge in the header - it adopts the rate of your footage, so you rarely need to change it.
2. Bring in three or four clips, either by uploading or with **Import from Gallery**.
3. Drag them into order on the Video track. Edges magnetize to each other, so they butt up cleanly.
4. Select a clip and try **Zoom to Fill** to crop it to the frame with no letterboxing.
5. Park the playhead inside a clip and drag the **Opacity** slider. That writes a keyframe. Move the playhead, drag again, and the clip now animates between the two.
6. Drop a music bed on the **music** track and a voiceover on the **voiceover** track. Give the music a volume curve that dips while the voice is speaking.
7. Double-click the Text track to add a title. Try **Typewriter** in and **Fade** out.
8. Add a transition between two clips and set its duration.
9. Press **Render**, pick a preset, and let it run. You can close the tab; the finished video will be waiting in your Gallery.

■ Good to know

Project Studio needs a desktop browser. It is built around a mouse and a keyboard, and the timeline relies on click-and-drag that touchscreens do not provide. On a phone or small tablet you will see a notice pointing you to **Track Reels**, which is designed for touch and turns a track into a finished social cut in one pass. Touch support for Project Studio is on the roadmap.

Transitions preview approximately; the export is exact. In the editor a transition plays just before the cut; in the finished file it plays just after it, for the same length. A few shapes (Slide, Radial and the diagonal wipes) also look simpler in the preview than in the render. The export is right; the preview is catching up. **Cover** previews and renders most closely.

Animated Adjustments take longer to render than a static grade, because every frame is recalculated. If a render is slower than you expect, an animated brightness, contrast, saturation or blur curve is usually why.

Text keeps its size. A text size is a fixed share of the frame for each project, so resizing the browser window or opening a panel never changes how big your text is in the preview or the export, at any export resolution.

■ Getting help

- **VoxBot**, the in-app assistant, answers questions about the studio.
- The **Knowledge Base** at [/kb](#) covers Project Studio and the rest of AetherWave.
- To report something or ask for a hand, use the in-app support form.