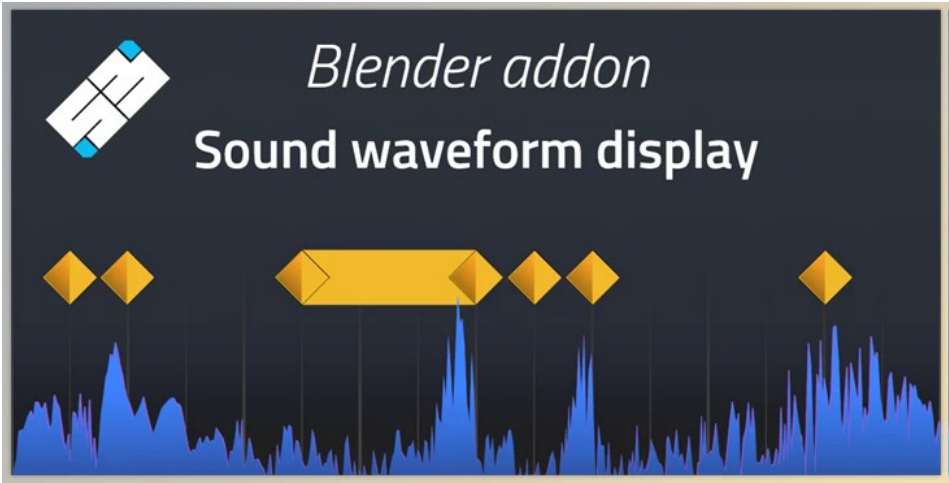




BlenderMarket – Sound Waveform Display V0.9.2

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BlenderMarket – Sound Waveform Display V0.9.2: Syncing actions with sound is crucial in animation. Blender's native sequencer allows you to view audio waveforms on strips, but it can be cumbersome. Here's a solution to integrate sound waveforms directly into the animation editor!

Main Controls:

- On: Activate or refresh the feature.
- Off: Deactivate.
- Height Offset: Manually adjust peak heights for optimal visualization.

Options Detail: Choose how to display sound waveforms:

- **Source:**
 - All
 - Sequencer only (default)
 - Speaker only
- If using a sequencer source, additional options are available:
 - **Selected Strips:** Display only selected strips in sequencer, even muted ones.
 - **Sound In List:** Display sound from listed sequencer strips within the panel, including muted ones.
 - **Audible Strips:** Display all audible strips in the sequencer.
 - **Scene Range:** Display sequencer audio only within the scene range (not preview range).

Preferences: Customize settings in preferences:

- Waveform Color: Choose your preferred color (note: very dark values might default to white).
- Waveform Details: Adjust waveform resolution for more detail. Blocky, Very Low, Low, Medium (default), and High are options. Higher settings provide more detail but increase processing time and memory usage.
- Verbose: Print status and commands in the console for debugging purposes.

Note: This add-on requires FFmpeg. Instructions within preferences guide you on obtaining and installing it, including an automated download and installation method.



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