

# Experimental Animation and Video Techniques in Linux

By *srlinuxx*

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Animation and video editing in Linux can be treacherous territory. Anyone who has tried working in these media probably has experienced the frustration of rendering a huge file for an hour only to see the program crash before the export is finished. A bevy of tools and applications for manipulating video exist for Linux, and some are more mature than others.

The most mainstream of GUI applications have been covered quite a bit in other Linux-related articles on the Web and in print, including in previous issues of Linux Journal. Some of these names may ring familiar to you: Kino, PiTiVi, OpenShot, Cinelerra, Kdenlive and Open Movie Editor.

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[1] <http://www.tuxmachines.org/taxonomy/term/38>

[2] <http://www.linuxjournal.com/content/experimental-animation-and-video-techniques-linux>