

Edit media thumbnails in the Video Portal

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 This article is designated for all users.

About

Kaltura automatically generates a default thumbnail for each video, capturing a frame at the three-second mark.

Additionally, you have the flexibility to set and manage your own thumbnails.



- This feature requires the [Thumbnails module](#) to be enabled.
- Editing thumbnails is not applicable for [YouTube](#) entries or [Interactive Video Path](#) entries.

Access the thumbnail settings

1. Access the [edit media page](#).

Demo



Basic Info

Creator: Louise Smith
Owner: Louise Smith
Media Entry ID: 1_joe8jppp
Media Type: Video
Publish Status: Published
Creation date:
August 05, 2024 2:47 PM Asia/Jerusalem
Update date:
August 20, 2024 1:55 PM Asia/Jerusalem
Media asset update date:
August 05, 2024 2:48 PM Asia/Jerusalem

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[Details](#) [Languages](#) [Publish](#) [Options](#) [Collaboration](#) [Thumbnails](#) [Presenters](#) [Downloads](#) [Distribution](#) [Captions](#) [Attachments](#) [Timeline](#) [Replace Media](#) [Display](#)

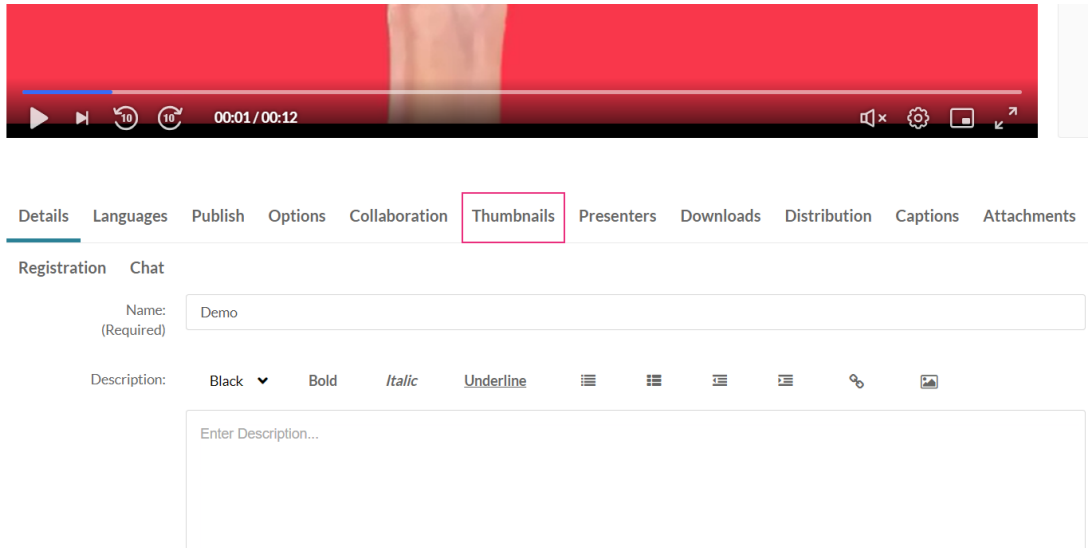
[Registration](#) [Chat](#)

Name: (Required)

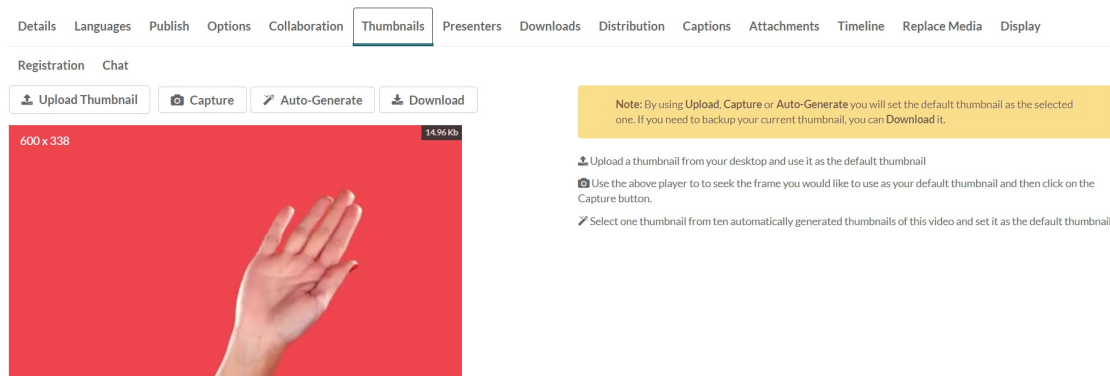
Description: Black Bold Italic Underline Text Color Background Color Link Image

2. Click on the **Thumbnails** tab.

i If this tab isn't visible, your administrator might need to enable the [Thumbnails module](#).



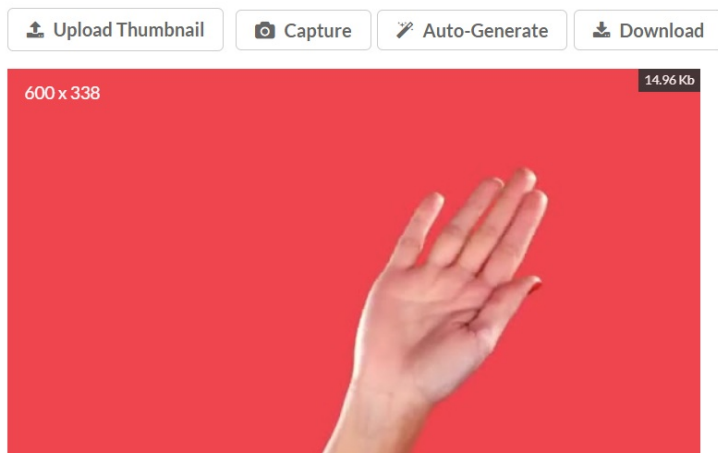
3. The thumbnail settings display.



Set and manage thumbnails

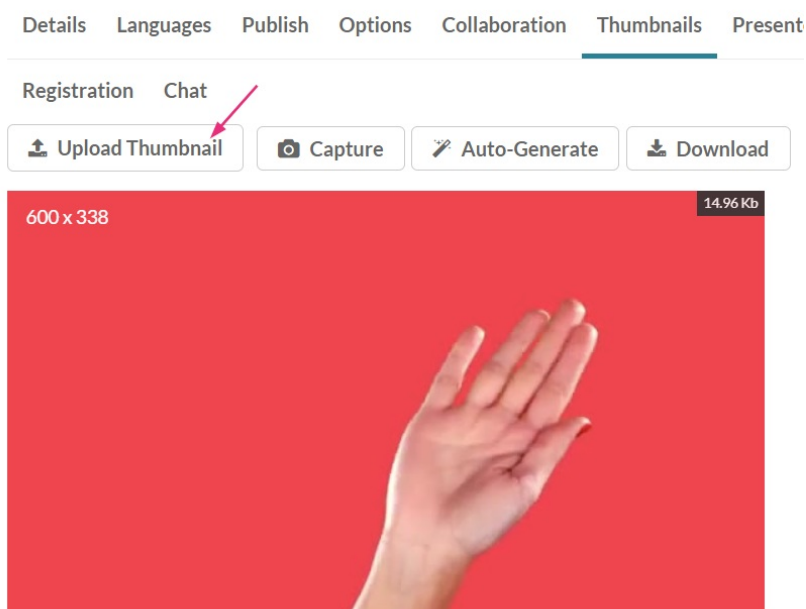
1. There are four options for setting and managing a thumbnail:

- **Upload Thumbnail** - Upload a thumbnail from your computer and use it as the default thumbnail.
- **Capture** - Use the player to select the frame you want to use as your default thumbnail and then click on the Capture button.
- **Auto-Generate** - Select one thumbnail from ten automatically generated thumbnails of the selected video and set it as the default thumbnail.
- **Download** - Download a thumbnail to back up your current thumbnail.

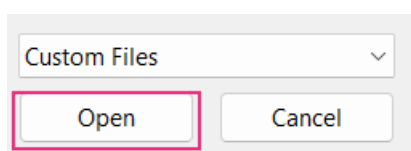


Upload a custom thumbnail

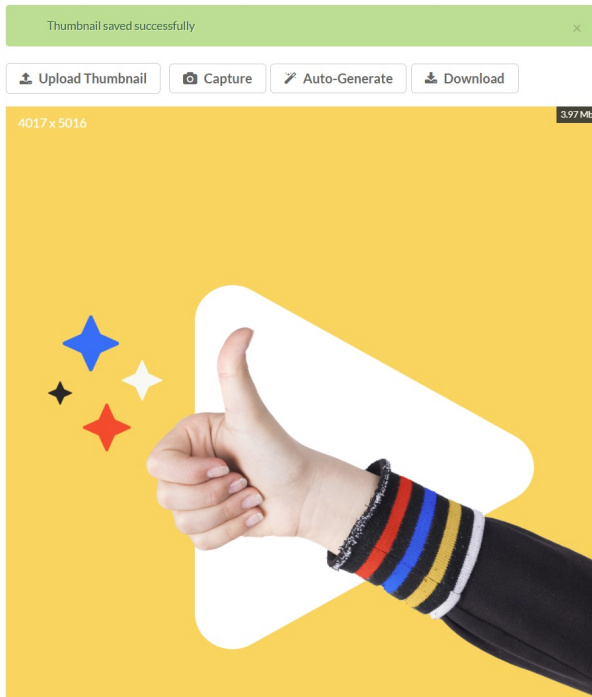
1. Click **Upload Thumbnail**.



2. Select a file from your computer and click **Open**.

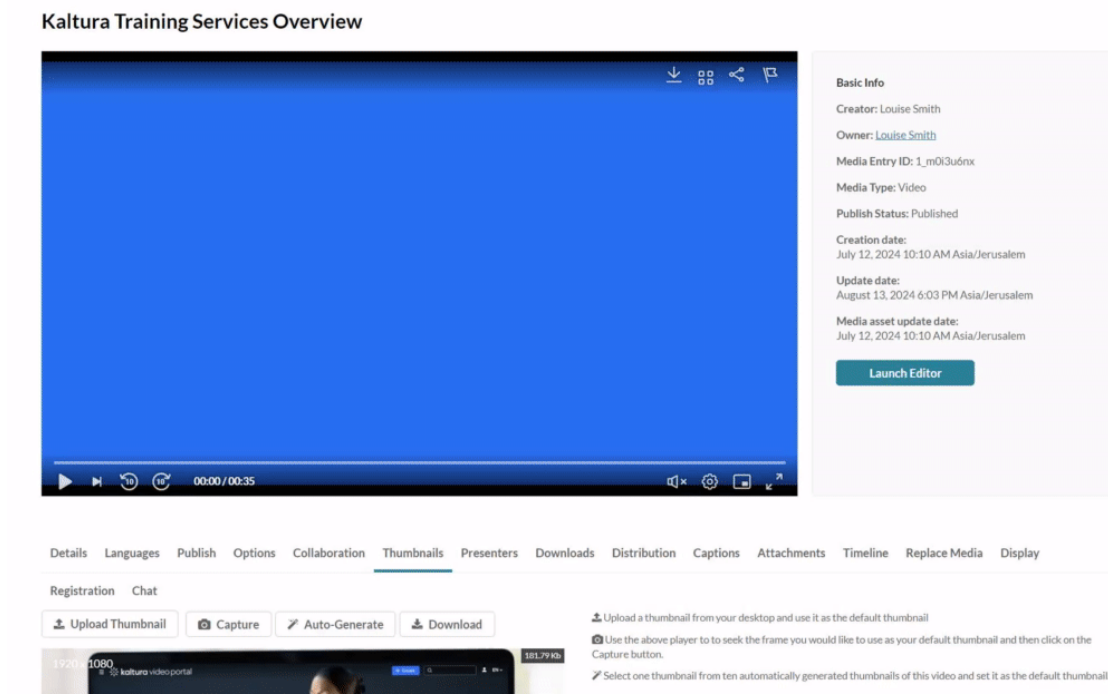


The new thumbnail displays with a success message: *Thumbnail saved successfully.*

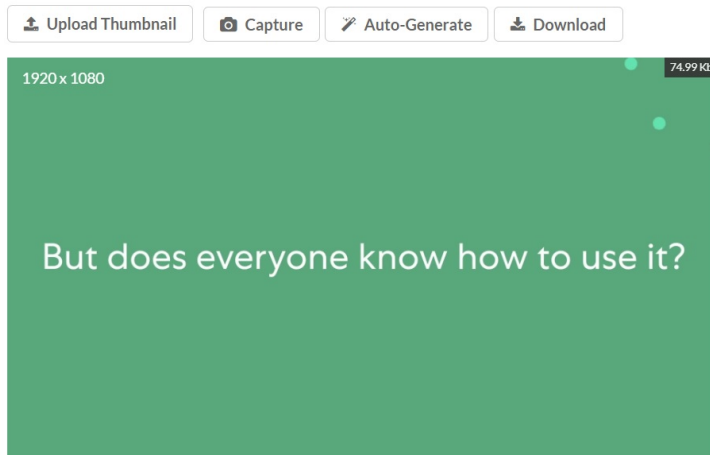


Capture a frame from the content

1. Click the play button on the player.
2. Click **Capture** at the frame that you want to use as a thumbnail.

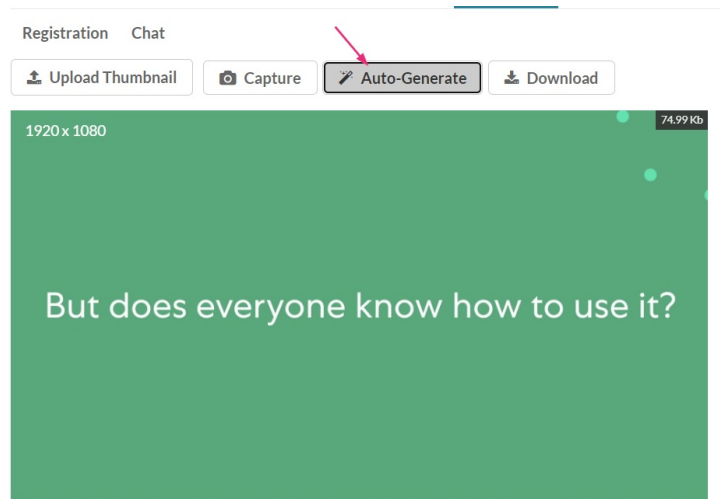


3. The captured frame is saved automatically and displays as the thumbnail.



Select an automatically generated thumbnail

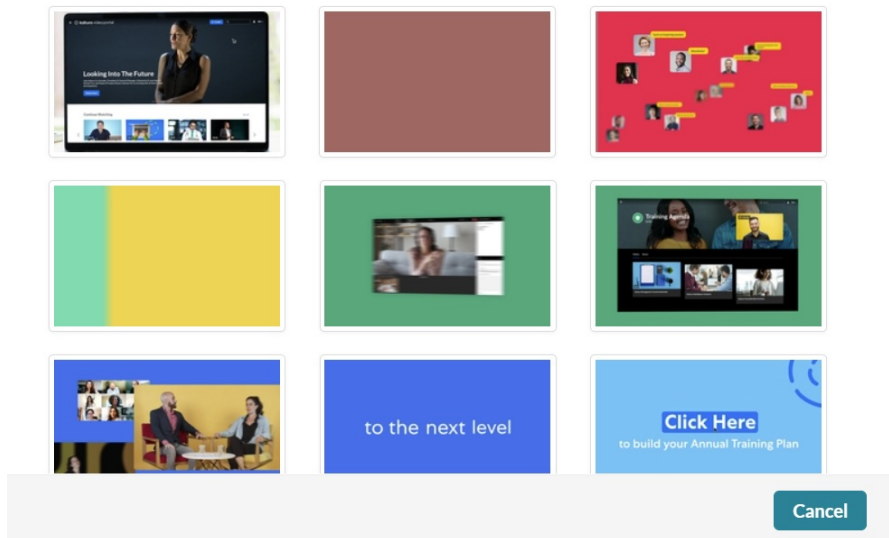
1. Click **Auto-Generate**.



A window with a selection of automatically generated thumbnails displays.

2. Select a thumbnail.

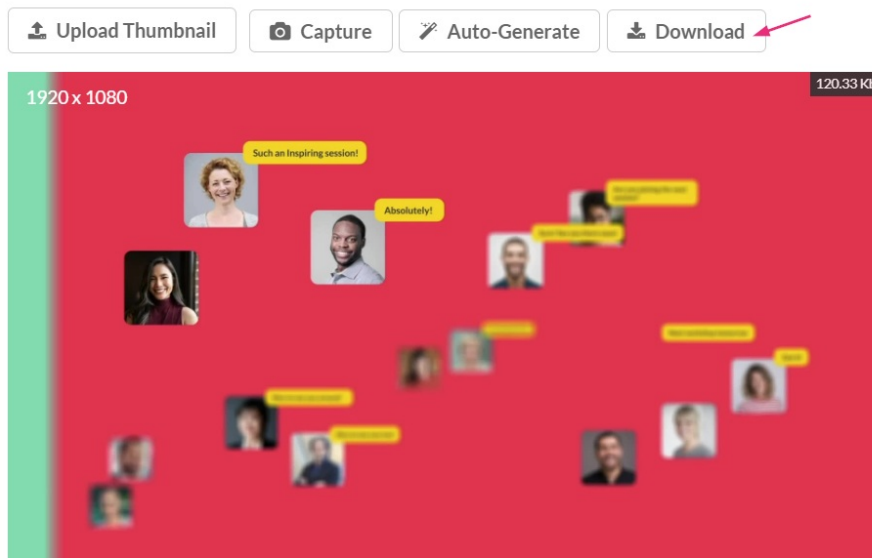
Select one of the Thumbnails



The new thumbnail displays.

Download a thumbnail

1. Click **Download**.



2. Save your image.