

Set the media thumbnail in Moodle

Last Modified on 06/14/2025 7:22 pm IDT

28 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. If you need a different default offset, reach out to your Customer Success Manager.

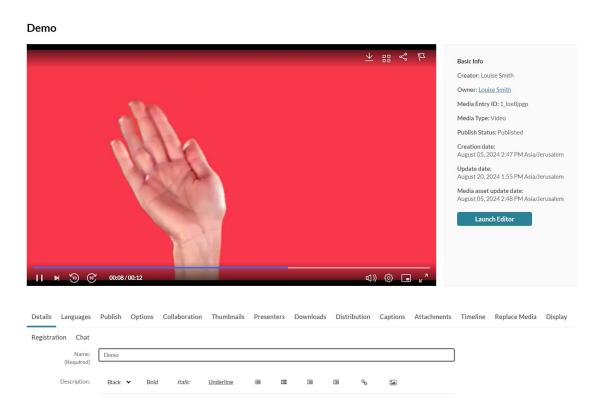
Additionally, you have the flexibility to set and manage your own thumbnails. This article will guide you through the process.



Editing thumbnails is not applicable to YouTube entries.

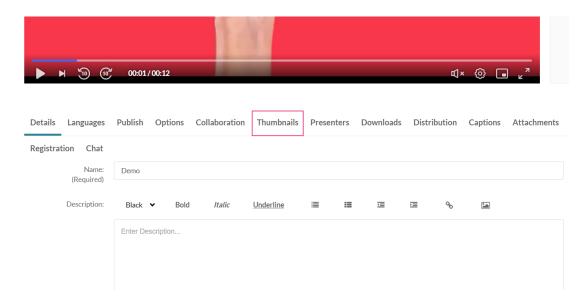
Access the thumbnail settings

1. Access the edit media page.

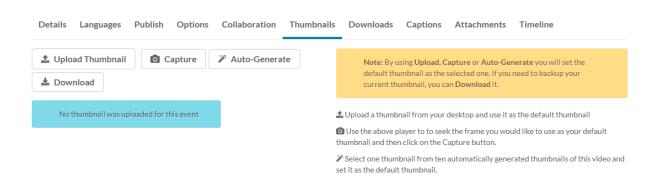




2. Click on the **Thumbnails** tab.



The thumbnail settings display.



Set and manage thumbnails

There are four options for setting and managing a thumbnail:

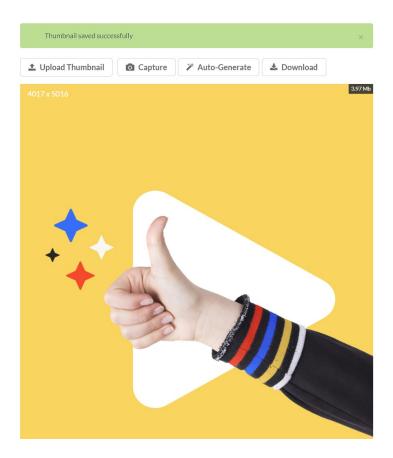
- Upload Thumbnail Upload a thumbnail from your computer and use it as the default thumbnail.
- **Capture** Use the player to select the frame you want to use as your default thumbnail and then click on the Capture button.
- **Auto-Generate** Select one thumbnail from ten automatically generated thumbnails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



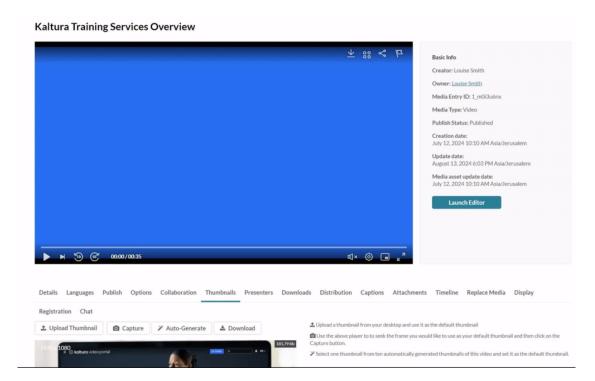
The new thumbnail displays with a success message: Thumbnail saved successfully.



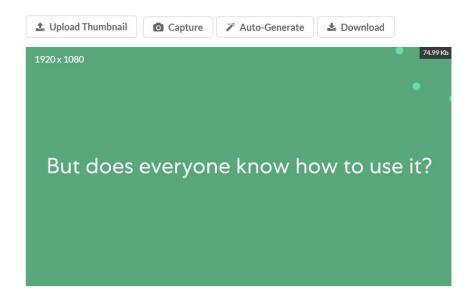
Capture a frame from the content

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





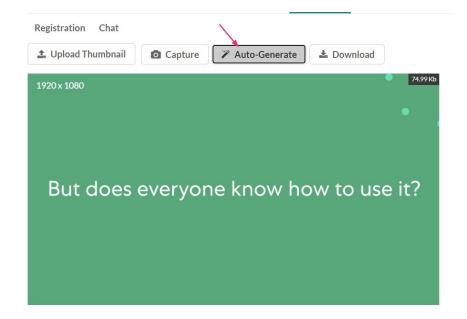
The captured frame is saved automatically and displays as the thumbnail.



Select an automatically generated thumbnail

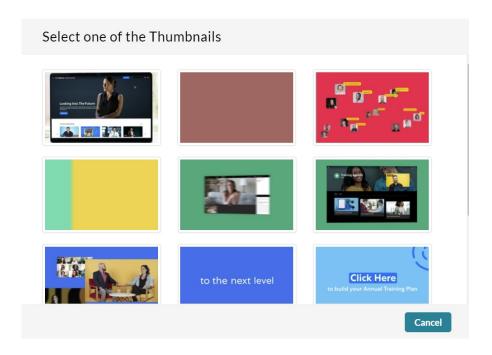
1. Click Auto-Generate.





A window with a selection of automatically generated thumbnails displays.

2. Select a thumbnail.

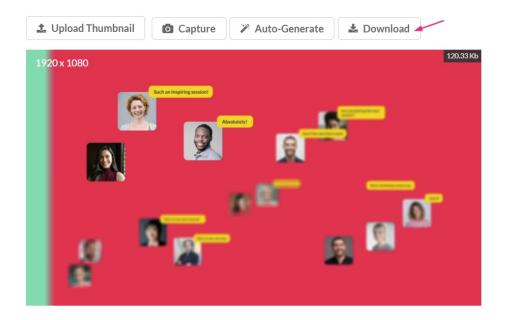


The new thumbnail displays.

Download a thumbnail

Click **Download**.





The image downloads.