

## Edit avatar video projects

Last Modified on 05/26/2026 3:13 pm IDT

 This article is designated for all users.

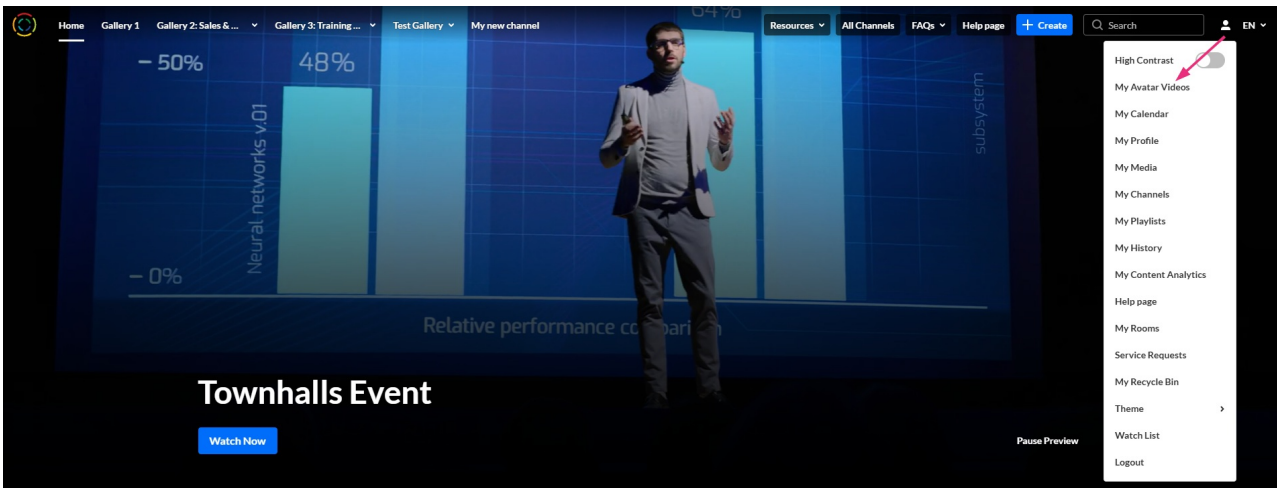
### About

You can edit avatar video draft projects before generating the final video.

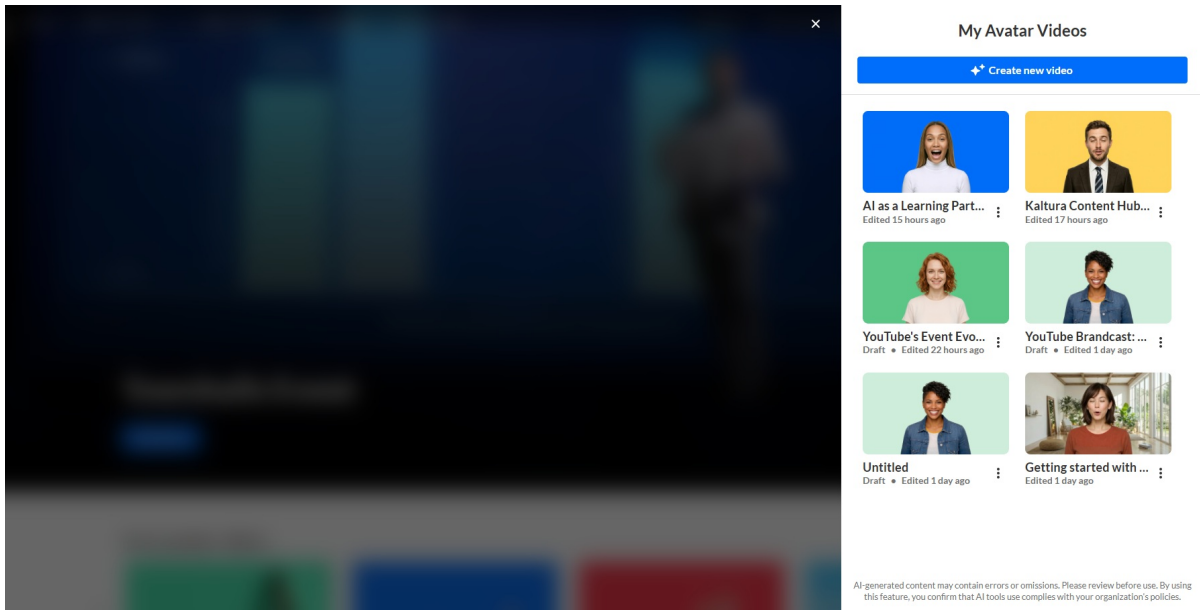
The editor lets you update narration, scenes, source clips, and avatar settings. Changes are saved automatically while editing.

### Open a project

Select **My Avatar Videos** from the user menu.

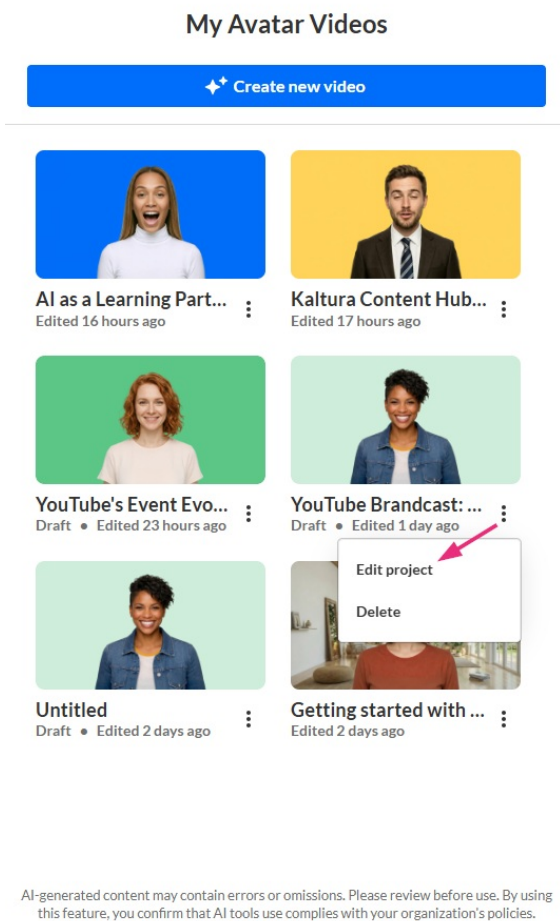


The 'My Avatar Videos' page opens.



Projects are displayed in a grid sorted by the most recently updated.

Locate the desired project, click the **three dots** and select **Edit project**.

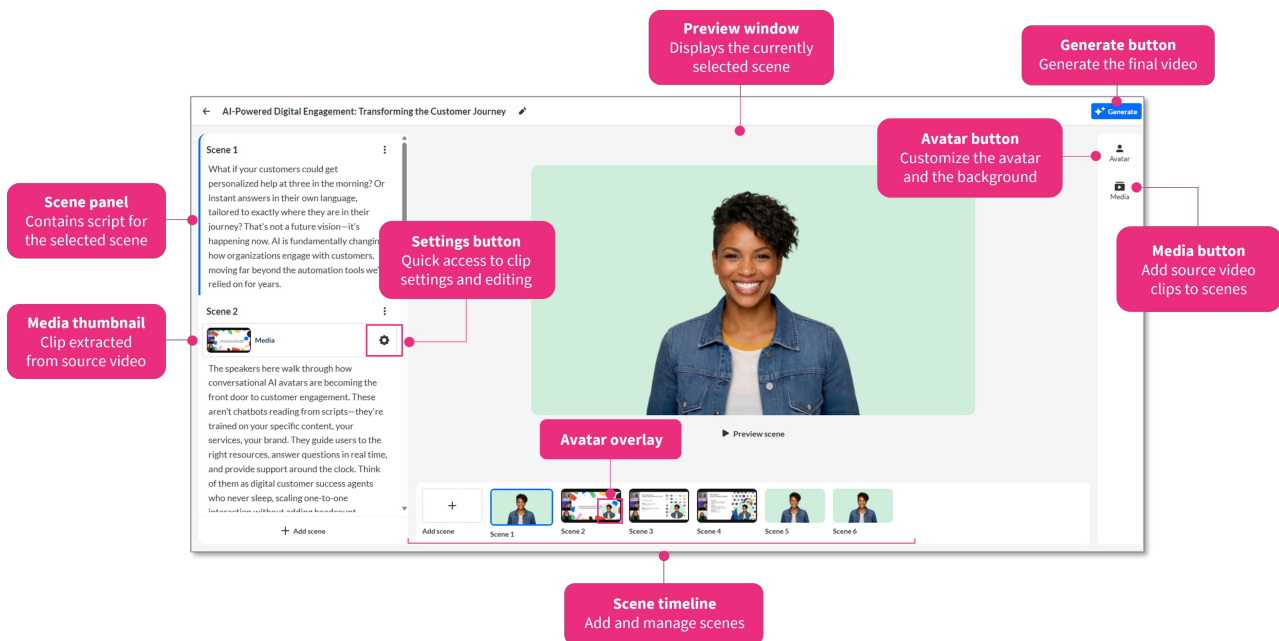


The project opens in the editor.

## Key features of the editor

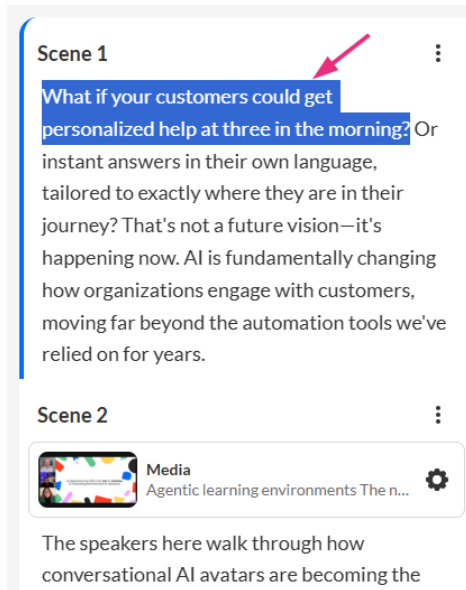
The editor includes:

- a scene panel for editing the script
- a scene timeline
- media controls for adding and managing source clips
- avatar and background customization options
- a preview window with playback controls.



## Edit scenes

1. Select the scene you want to edit in the scene panel.
2. Edit the narration text directly in the scene panel.



Press 'enter' to create line breaks.

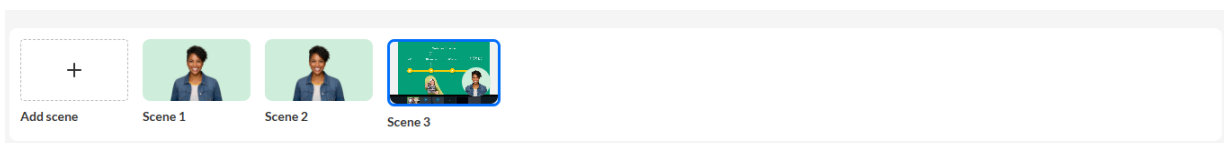
Changes are saved automatically after a short period of inactivity.

## Use the scene timeline

Use the scene timeline to navigate between scenes and review the structure of your video project.

From the timeline, you can:

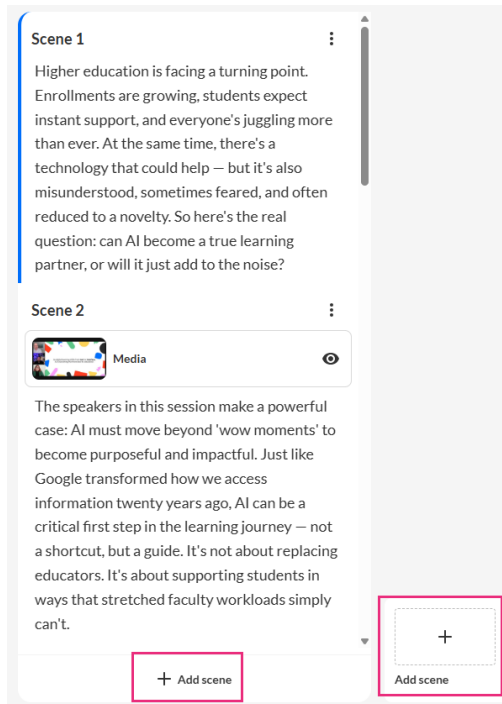
- select scenes
- preview scene order
- add new scenes



The selected scene is highlighted in the timeline and updates automatically while editing.

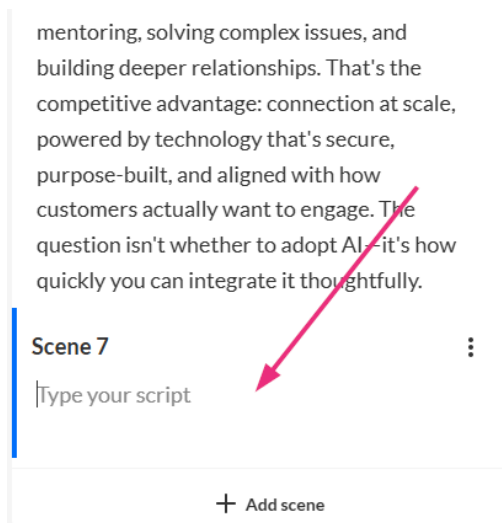
## Add scenes

1. Click **+Add scene**.



New scenes are added to the end of the existing scene list and timeline.

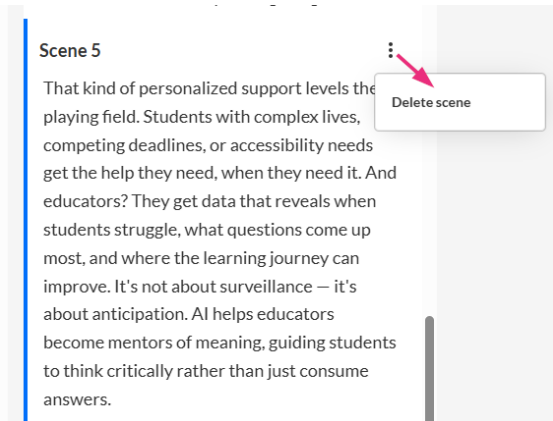
## 2. Enter narration for the new scene.



Projects support up to 20 scenes. When the limit is reached, the **+Add scene** controls are disabled.

## Delete scenes

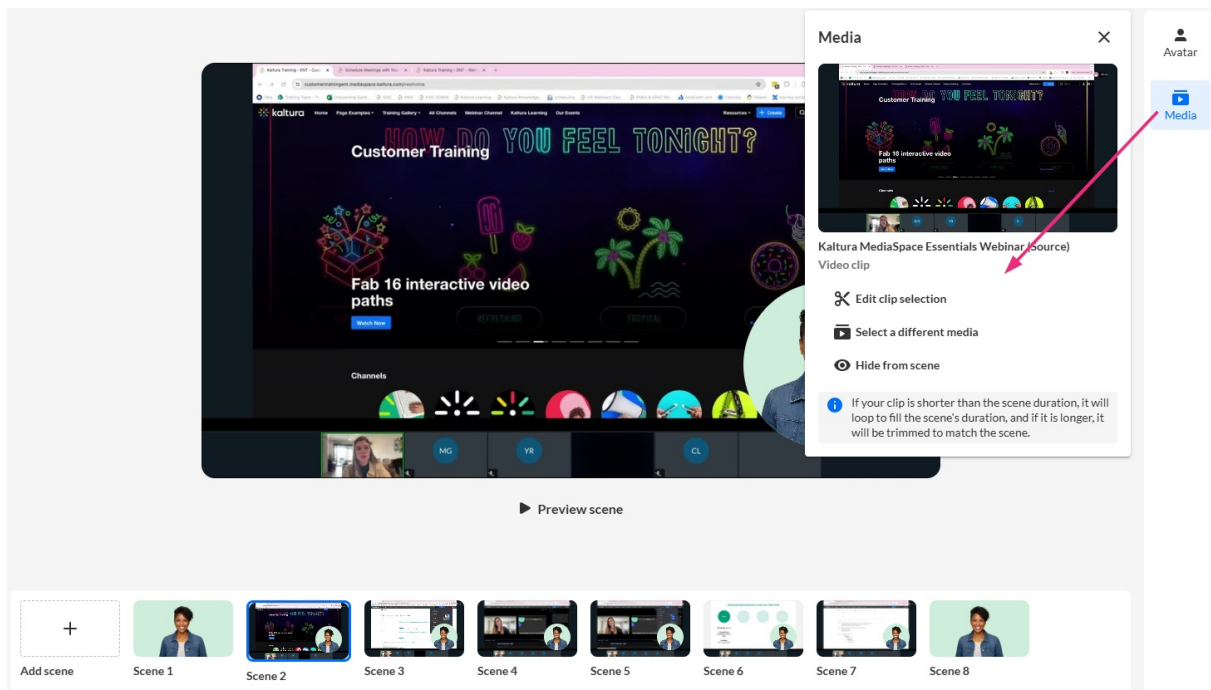
Locate the scene in the scene panel, click the **three dots** to the right and select **Delete**.



## Manage source clips

You can manage source clips from the **Media** panel, including:

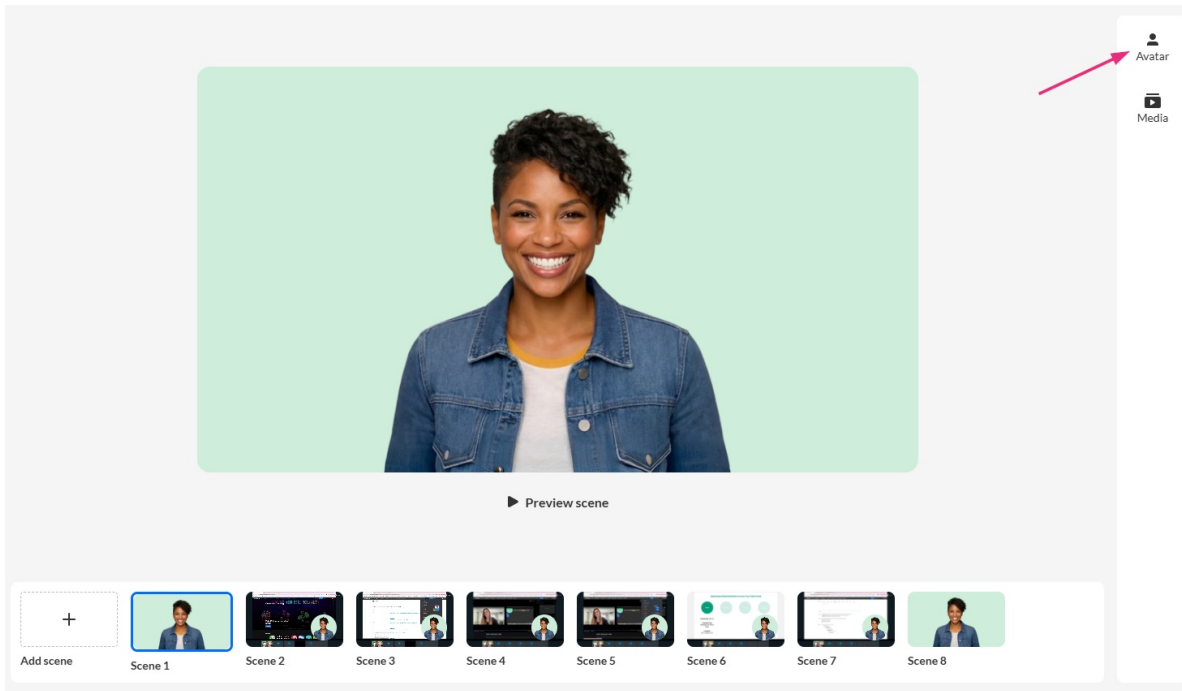
- repositioning clips
- replacing source media
- hiding clips from scenes



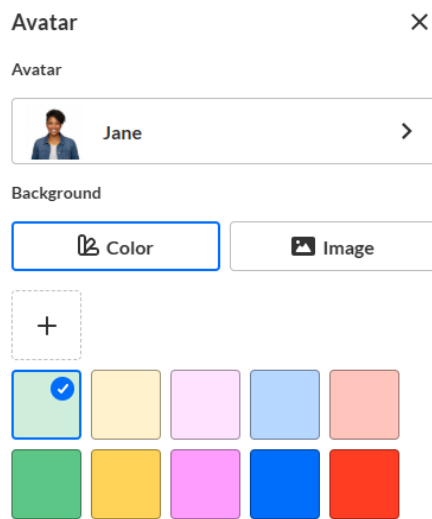
For more information, see [Edit source clips in avatar videos](#).

## Customize the avatar and background

Click **Avatar** on the upper right.

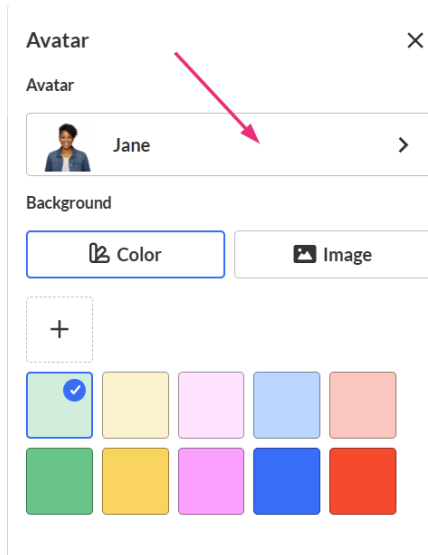


The 'Avatar' panel opens.



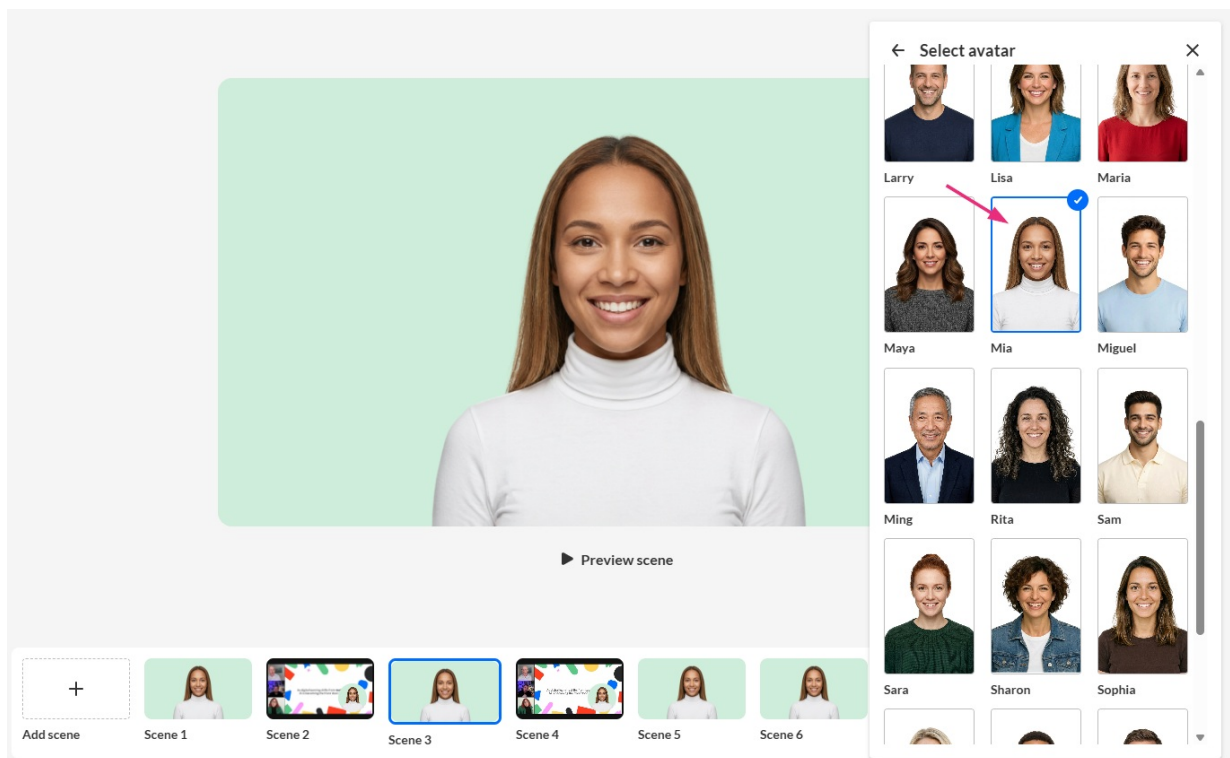
## Choose an avatar

1. In the **Avatar** section, click the current avatar to open the avatar gallery.



2. Click on a new avatar to select it.

The selected avatar is applied immediately to all scenes.



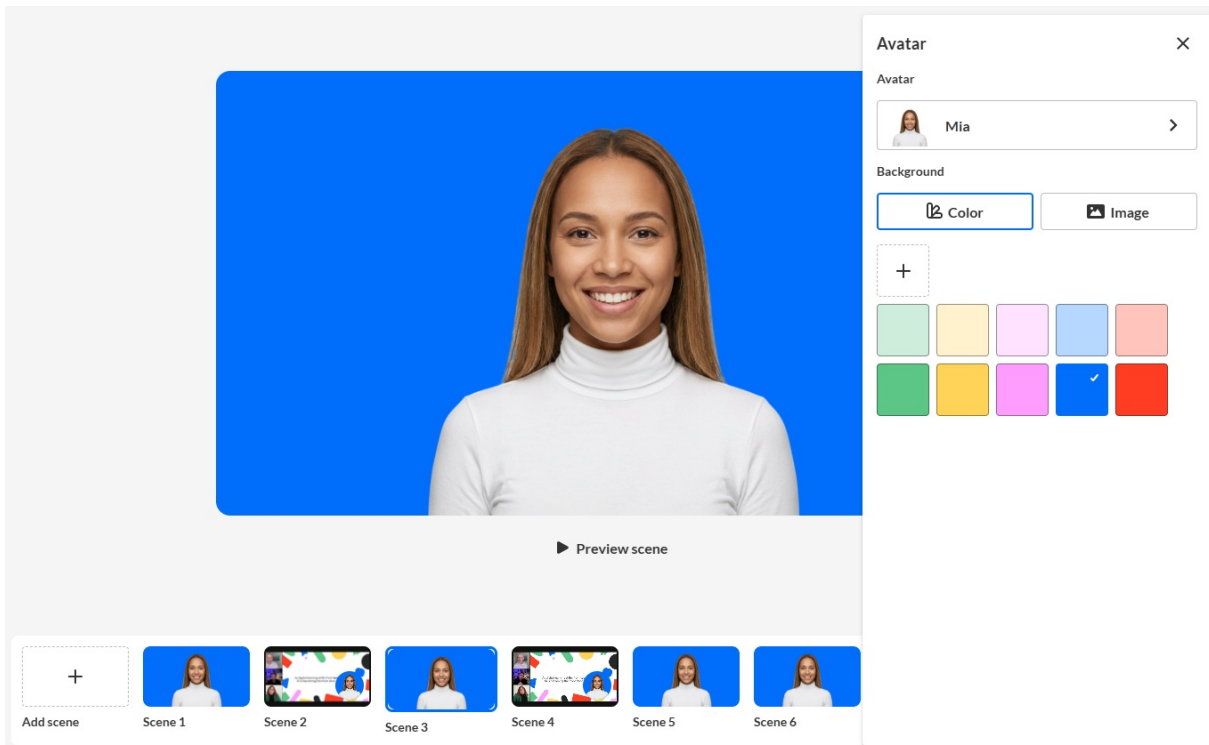
Choose the background color

The **Color** tab displays by default when the 'Avatar' panel opens.

Select a preset color

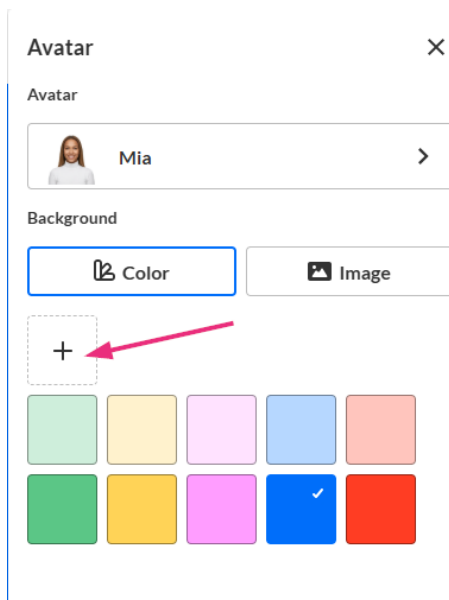
Click one of the colors from the available presets.

The selected color is applied immediately to all scenes.

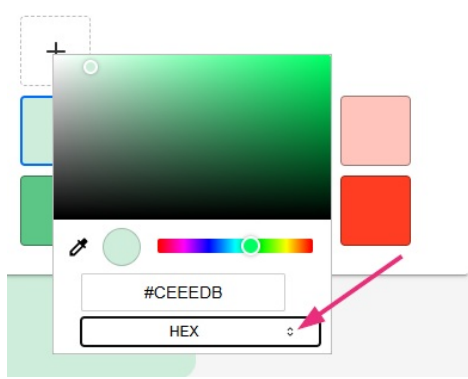


### Select a custom color

1. Click the + button to open the color picker.



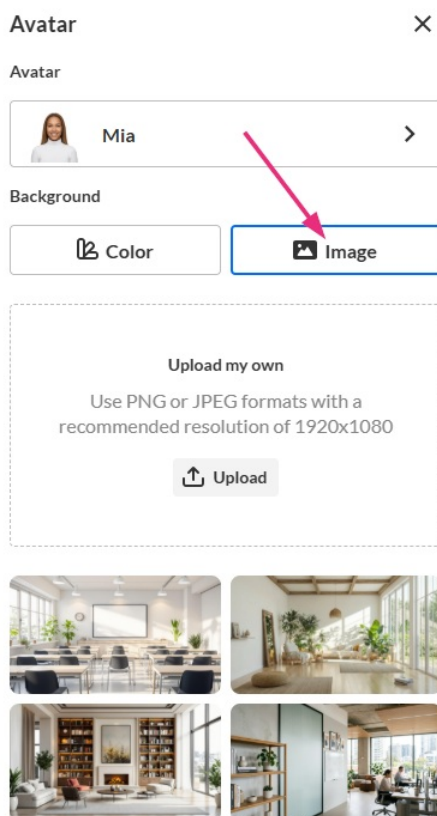
You can click the selector arrows to toggle between different color code formats



2. Enter your color values and press 'enter'.

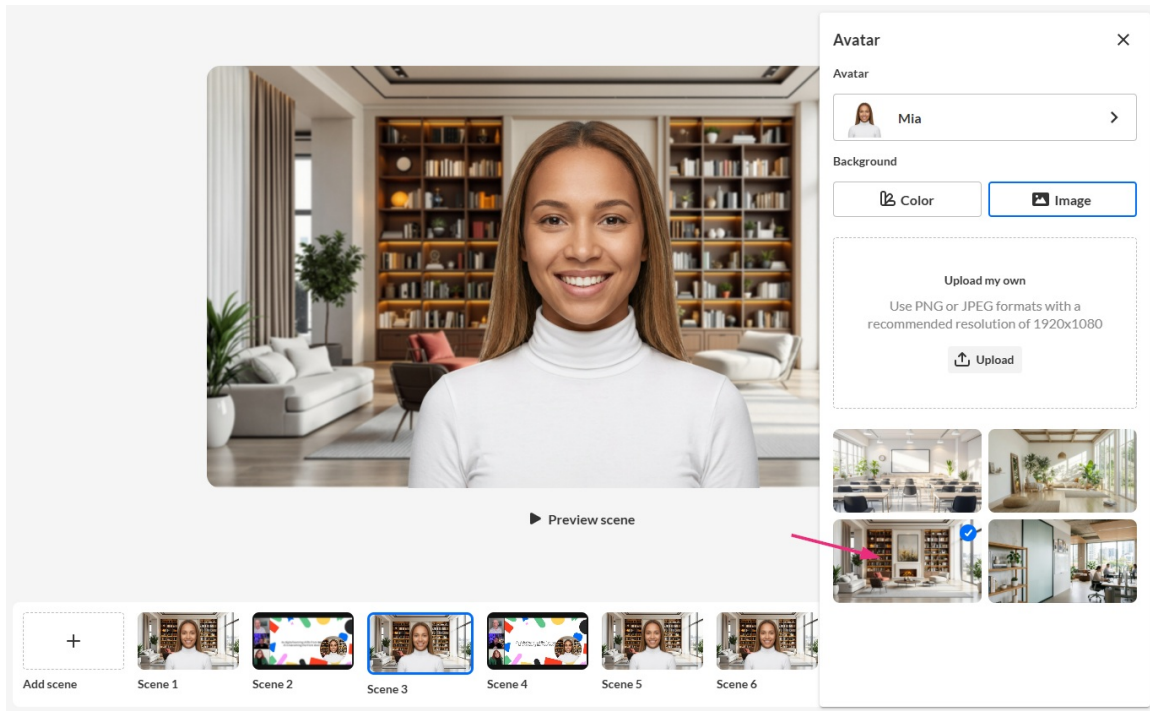
## Choose a background image

1. In the **Background** section, click the **Image** tab to open the image options.



2. Select a background image from the preset options.

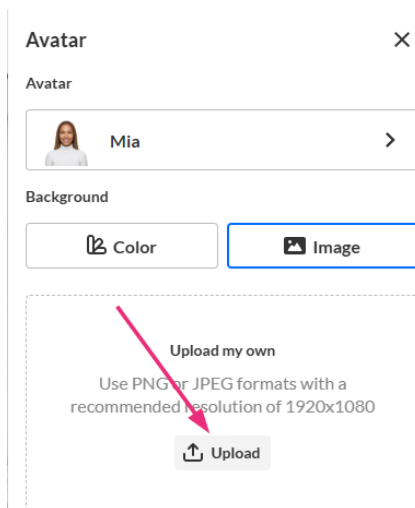
The selected image is applied immediately to all scenes.



To remove the background image and return to a solid background color, select the **Color** tab.

## Upload a custom image

1. In the 'Image' tab, click **Upload**.

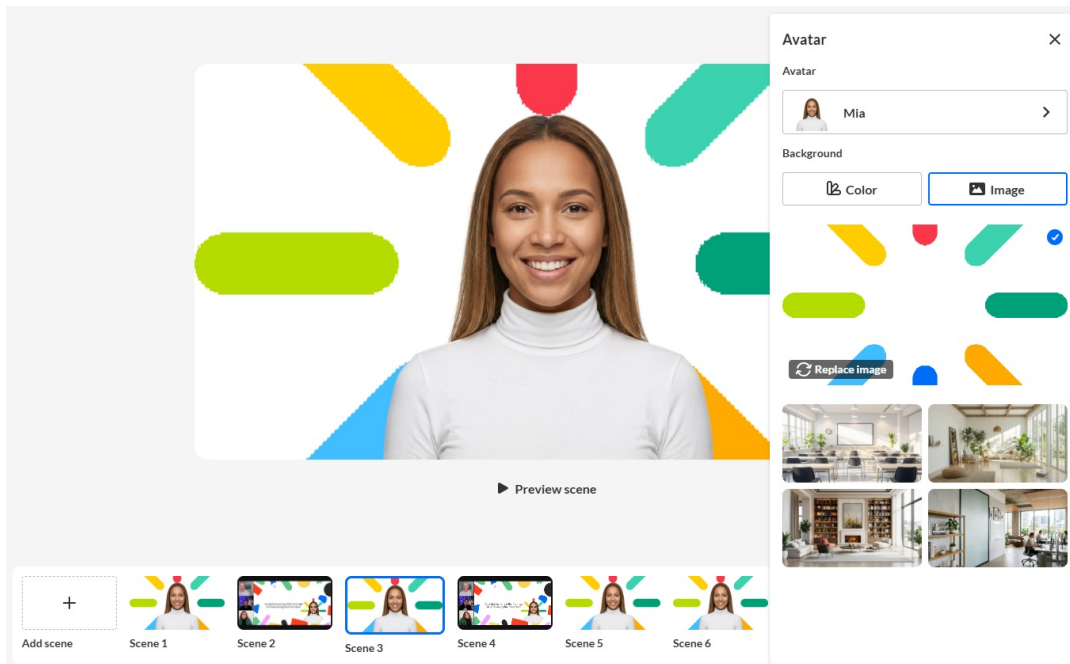


2. Choose a PNG or JPEG image from your device.



Recommended image resolution: 1920 x 1080.

The uploaded image is applied immediately to all scenes.



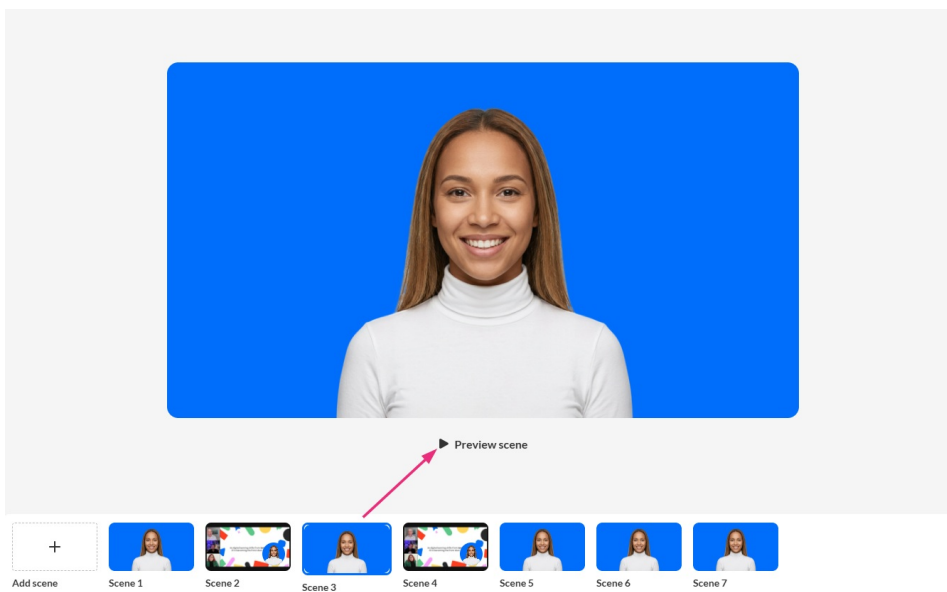
To change the custom image, click **Replace image**.



To remove the background image and return to a solid background color, select the **Color** tab.

## Preview a scene

Click on the scene you want to preview, then click the **Preview scene** in the preview window.

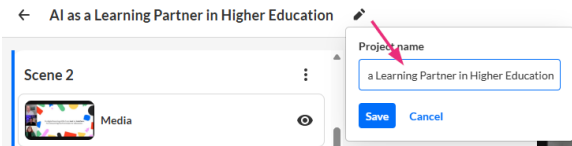




If the script changes after a preview is generated, a warning message appears to indicate the preview is outdated. Select **Preview scene** again to generate an updated preview.

## Rename the project

1. At the top left of the editor, click the **pencil icon** to open the project name dialog.



2. Enter a new name.
3. Click **Save**.