

Learn How to Record with OBS Studio

The Ferguson Library
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Welcome to Learn How to Record with OBS Studio

By the end of the class you will be able to complete the following skills in OBS Studio:

- Know what OBS Studio is and what it can do
- Know what equipment you will need to get started with livestreaming and recording with OBS Studio
- Understand the interface and terminology used by OBS Studio
- Create and navigate a variety of scenes in OBS Studio
- Know what options you have after recording in OBS Studio

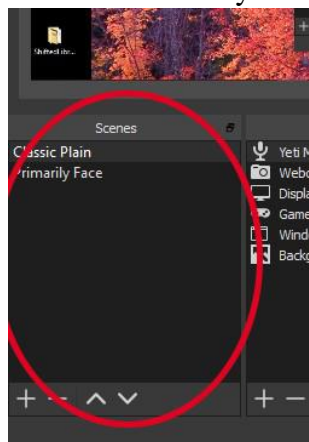
Definitions

Open Broadcasting Software (OBS) Studio: Free and open source software for video recording and livestreaming.

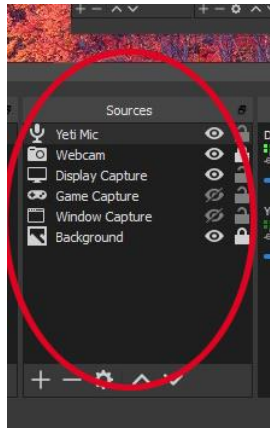
Profiles: An organizational tool for users that plan on streaming to multiple platforms and/or streaming and recording content. Will save the current settings you have applied in OBS.

Scene Collection: Organized collection of scenes under one name.

Scene: The view of the content being broadcasted. Made up of one or more sources. You can transition between scenes by using the scenes box or by setting up hot keys.



Source: The different elements that your viewers will see and hear. Can be video, image, text, audio, etc.



To follow along with the exercises, please download OBS Studio from <https://obsproject.com/>
Please download handout and exercise files from <https://www.fergusonlibrary.org/online-tech-classes>

Exercises

1. Go to the **Scene Collection Menu** and choose **Rename**. Enter *Ferguson Library Class* and click Ok.
2. Next, we are going to start creating your Live scene. Right click the **Scene** in the **Scenes panel** and select **Rename**. Enter *Live* and click Ok.
3. Now we need to add sources to your Live scene. We are going to keep this simple by having a background color, a border overlay, your computer's display, and some text.
 - a. Click the Plus (+) button at the bottom of the **Sources panel** and choose **Color Source**.
 - b. Enter *Live Background* as the name of the **Color Source**.
 - c. In the dialog box that opens, click **Select Color** and choose a color from the palette. You can also enter a specific color by entering the color's hex code or RGB values. For now, we will use a preset color.
 - d. Add another source by clicking the + button on the **Sources panel** and choose **Image**. Enter *Border Overlay* as the name and click Ok. In the next dialog box, click the **Browse** button. Navigate to where you downloaded the files from the class website and choose *OBSDemoOverlay.png*. Click Ok. You will see that the overlay image is not large enough. Resize it by click on one of the red handles and dragging the edges until it fills up the preview window.
 - e. Add another source by clicking the + button on the Sources panel and choose **Display Capture**. You can leave the name as *Display Capture* since we are keeping it simple. If you decide to show more displays, it is helpful to rename them to prevent confusion. Click OK a couple of times to accept the default. You

will see that the Display fills up the entire preview window and we cannot see the background color or border overlay.

- f. Resize the display box, so that it fits into the hole in the center of the border overlay. You should now see your display surrounded by the blue border in the preview window.
 - g. Let's look at the two different ways to add text now. Add a text source by adding clicking the + button and choosing **Text**. Name it *Top Title*. Click into the **Text** box and enter *Ferguson Library Demonstration*. We're going to place this across the top of the scene. Scroll down the Properties dialog box to see the different ways to configure the text (such as color). For this instance, we're going to leave it set to the default. Click **Ok**.
 - h. You will see that the text is larger than our preview window. We need to resize it so that it fits nicely across the top of our scene. Right-click on the text box, find the **Transform** menu and then choose **Stretch to screen**. All of the text is now inside the preview screen. It still is not correct though. Use the handles to resize the text box so that it fits in the top of the border overlay and is the same width as our display box.
 - i. Add a second **Text source** to your scene. Name it *Update Text*. Click **Ok**. In the Properties dialog box, click the **Read from file** box (under the Font box). This allows you to choose a text file on your computer that contains the text you want in your scene. This is useful for showing text that you know may change often. You can just change it in a text editor while you are broadcasting, and it will automatically change on the broadcast when you save the file. Browse to the **OBSSampleTextFile.txt** file that was in the class files you downloaded. And click **Ok**. You should now have a text box that says *This is sample text!* Resize the box and drag it to the bottom part of the border overlay.
 - j. To test out it works, open the **OBSSampleTextFile.txt** in the text editor on your computer. Change the text and save the file. You should see it change in your preview window.
 - k. We now have all the visual elements for our scene. Now we need to add some audio so people can hear stuff on your recording. First is the microphone. Click the + button on the Sources panel and choose **Audio Input Capture**. Name this *Microphone*. Click Ok twice to accept the name and the default device. You should now see *Microphone* listed in the sources and in the Audio Mixer panel.
 - l. Do the same as above, except choose **Audio Output Capture**. Name it *Computer Audio*. Just like before it should show up in both the Sources list and in the Audio Mixer.
4. Now use what you have just done to create a scene where you show two windows side-by-side on the screen. Choose **Window Capture** instead of **Display Capture** to just show a specific window. This gives you the power to show exactly what you want without other programs or notifications interfering. Use a second **Window Capture** source to grab another window and align them side by side on your screen.

5. You can now switch between your scenes by clicking on the different scenes in the **Scenes** panel. You can make it easier to switch scenes by assigning hotkeys to switch to a specific scene.
 - a. Go to the settings by clicking the **Settings** button in the **Controls** panel.
 - b. Choose **Hotkeys** from the menu bar on the left. Scroll down until you see the section for the Intro scene. The top option should be **Switch to scene**. Click in the box and enter a hot key combination by entering the combo on your computer. For this case we will use CTRL+Shift+1.
 - c. Set the **Switch to scene** hotkeys for your Live and Be Right Back scenes to CTRL+Shift+2 and CTRL+Shift+3 respectively. Click **Ok**. Now you can switch between your scenes by holding down the CTRL and Shift keys and pressing the appropriate number.
 - d. I recommend configuring hotkeys for things like showing different sources and muting/unmuting your microphone.
6. Click the Settings button and go to the **Output** settings to set your **recording settings**. Here you can choose where your recordings can be saved and the quality of the recordings. I recommend that you choose the highest quality possible.

For further reference please visit:

- **OBS Project Wiki:** <https://obsproject.com/wiki/>
- **How to film your lectures using OBS Studio:** <https://bioceed.uib.no/dropfolder/bioCEED/How%20to%20film%20your%20lectures%20using%20OBS%20studio.pdf>
- **Voiceover Training: Record and Edit Voice-Overs like a Pro:** https://infotrac.gale.com/itweb/stampl_main?db=UDEMYY