Why OpenShot Cloud API?

Build custom videos
OpenShot Video Editor is an award-winning, open-source video editor, with an easy-to-use interface and rich feature-set available on Linux, Mac, and Windows.

Build custom videos
Start with a template or create a video from scratch. Use simple HTTP requests to control OpenShot Cloud API to build beautiful, custom videos in the cloud.

Animation
Easily animate the location, rotation, scale, and alpha of any clip and utilize Keyframes to control most properties and settings. Create beautiful overlays, animations, and text/textiles on unlimited layers.

100% in the cloud
Videos are uploaded, edited, and downloaded back to your app or website with no client libraries or dependencies required.

Low cost & flexible
You host your own OpenShot instances and utilize auto-scaling to easily scale up and down. This gives you the ultimate control for minimizing costs and maximizing performance for your specific needs.

Product Overview

OpenShot Video Editing Cloud API is a REST-based framework, which allows videos to be created, edited, transcoded, animated, and more. It can be quickly integrated into websites, mobile applications, desktop applications, and just about any programming language which supports HTTP requests.

OpenShot Cloud API is designed as a private cloud, which you manage yourself. Run a single EC2 instance (using the Amazon Elastic Compute Cloud) or scale up to hundreds of servers. Each new instance you bring online becomes a new video render "worker", allowing smooth scaling without any complex architecture changes.

-EC2 (run as many instances as you need, auto-scaling support)
-S3 (automatically upload videos to S3)
-SQS (scale video render jobs using Simple Queue Service)
-Webhook (notify your website when a video render is completed)

Product features

- Powerful curve-based Keyframe animations
- Unlimited tracks and layers
- Clip resizing, scaling, trimming, cutting, and more
- Video transitions, wipes, and animated transitions
- Support for most video, audio, and image formats
- Compositing, image overlays, and watermarks
- Title templates, title creation, and subtitles
- Digital video effects including chroma key
- Time mapping and speed changes (slow/fast)
- Audio mixing, levels, and editing
How it works

Use simple HTTP requests to control OpenShot Cloud API to build custom videos in the cloud. Easily animate the location, rotation, scale, and alpha of any clip, and utilize keyframes to control most properties and settings. Videos are uploaded, edited, and then downloaded back to your app or website with no client libraries or dependencies required.

You host your own OpenShot instances and utilize Auto-Scaling to easily scale up and down. This gives you ultimate control for minimizing costs and maximizing performance for your specific needs.

Get Started

It's easy to get started! All you need is an Amazon EC2 account, and a little bit of RESTful programming knowledge. Prices start at $0.15 / instance hour (around $108/month USD if continuously running) and scale up depending on the instance type.
What our customers are saying

“We’ve used the OpenShot desktop video editor for quite a while, so it was great to hear about OpenShot Cloud API. The built-in browser-accessible REST interface allowed us to create a new video project, upload assets, make edits, and have it rendered almost immediately.”

- Cody Parker, CEO, Oomph Media, LLC

Additional Resources

- OpenShot User Guide/Documentation
- OpenShot Blog
- Video

Screenshot

Solution available in AWS Marketplace