

Quick guide to self-recording with OBS

Note: These instructions offer a **quick introduction** to the program and are aimed at people who want to make their recordings more extensive and creative. OBS offers you the option of switching between individual scenes (*see page 4*). In this guide, you will learn how to create three classic scenes (*welcome, presentation and break*).

For people who are looking for a more entry-level recording option, we recommend [ZOOM](#).

For reasons of data protection, please do not record students at any time.

Checkliste fort he event

1. Install OBS
2. Basic settings
3. Set scenes
4. record

Step 1: install

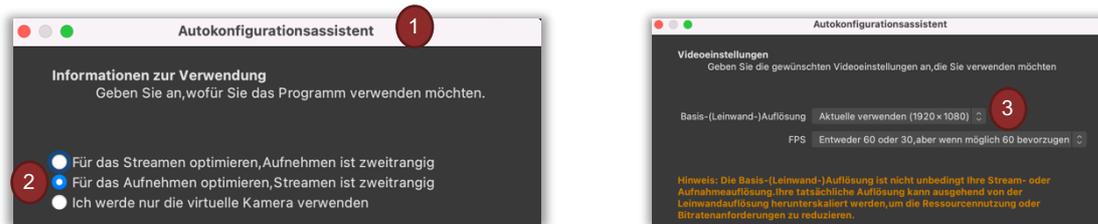
The first step is to download the OBS program from the official [Homepage](#) and install it. Since OBS is an open source and free program that is available for the most common operating systems, you do not have to worry about the cost of the program. Select the downloader that suits your operating system (Windows, Mac, Linux). You can find a detailed video on the ZML YouTube channel „[Installing OBS](#)“.



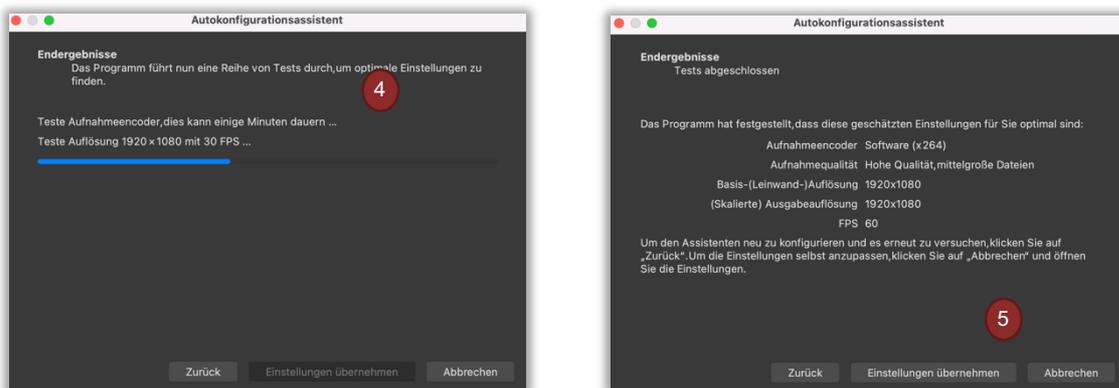
During installation or when starting the program for the first time, you may receive a warning message informing you that the program is trying to access your camera. Grant the program access to the camera so that you can later display your own webcam as a source.

Step 2: basic settings

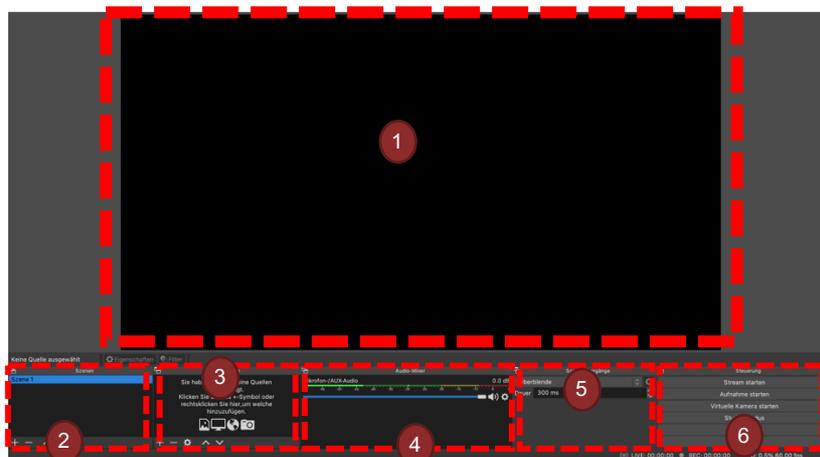
When you start the program for the very first time, an **auto-configuration wizard** (1) is displayed. Please select the second menu item "**Optimize for recording, streaming is secondary**" (2). In the following window you can keep the **default settings** (3) (basic screen 1920x1080 and FPS either 60 or 30 but rather 60).



OBS then performs a **test** (4) with these settings and you can accept them after a positive final result by clicking the "**Accept settings**" button (5). If the program reports an error during the test, reduce the **resolution** and/or the **FPS** (3).

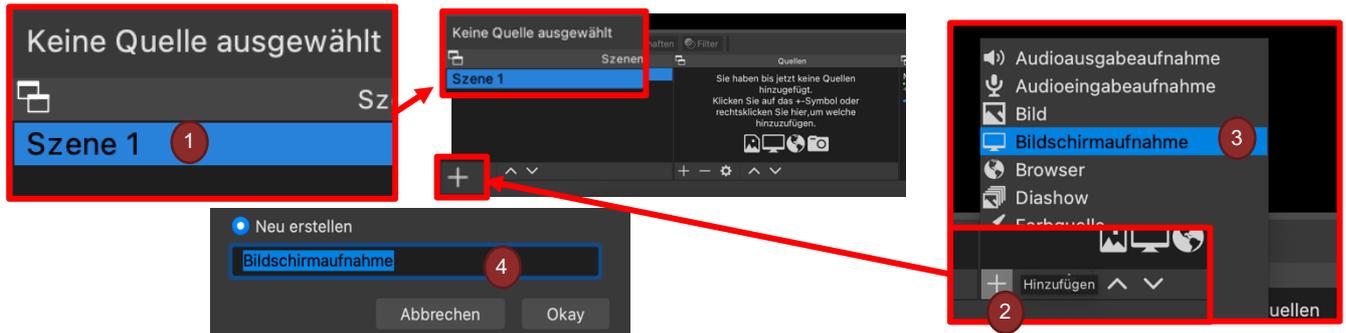


The screen now displayed shows you various areas. The largest area is taken up by the **screen** (1). In the lower left area you will find the **individual scenes** (2). Each scene has different **sources** (3). The **audio sources** (4) are visualized in the middle of the screen. You can set the **scene change** (5) in the adjacent area and on the far right you can **start the recording** (6) or make further settings.



Step 3: set scenes

Scenes represent individual recording settings. You can define these before the actual recording and you can easily switch between them during the recording. The easiest way to understand what a source is in a scene is to add a source to the existing **scene 1** (1). Under the Sources section, click on the **+** (2) and first select **Screen recording** (3) from the selection. The program will then ask you to name the **new source** (4). Use a meaningful name here for your orientation.



A preview will be displayed, which you can confirm with **"Okay"** (1). Your screen should now be displayed on the screen. It is possible that your resolution is too high (e.g. on a newer laptop) and the screen is enlarged so much that you must first adjust it to the screen size you have just set. To do this, go to the **top corner of your screen** (2) and move the **small red square** (3) at the edge of your screen display to scale the size of the screen.

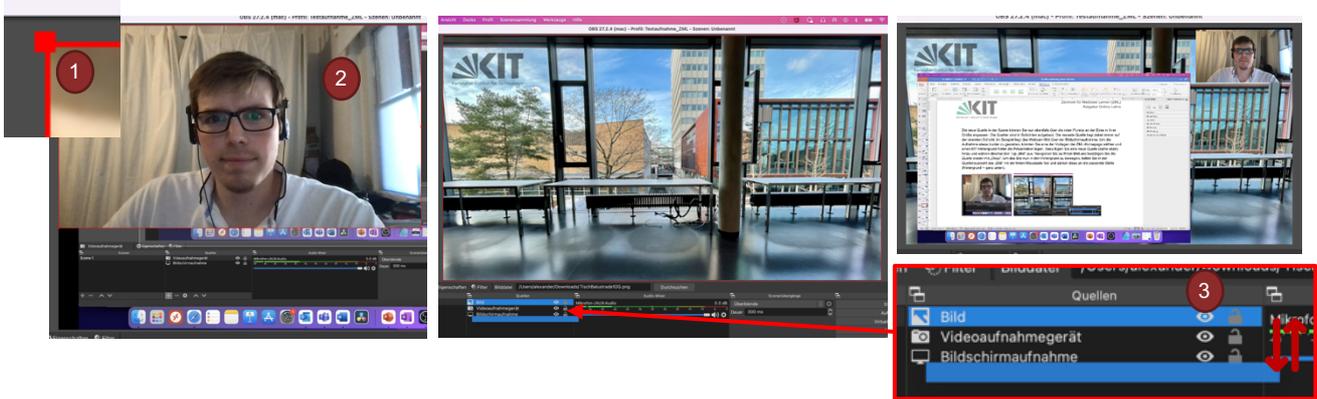


Then hold down the mouse button and drag the screen recording to the center of the canvas. Now you can further customize the scene by adding your webcam image as an additional source, for example. To do this, click on the **+** symbol (1) again under Sources and select **"Video recording device"** (2) as the source. Here too, assign a **suitable name** (3) (here, for example: Web cam). Now select your webcam under the menu item **"Device"** (4). Once you have selected the correct device, you can confirm the thumbnail with **"Okay"** (5) and insert the source into the scene.

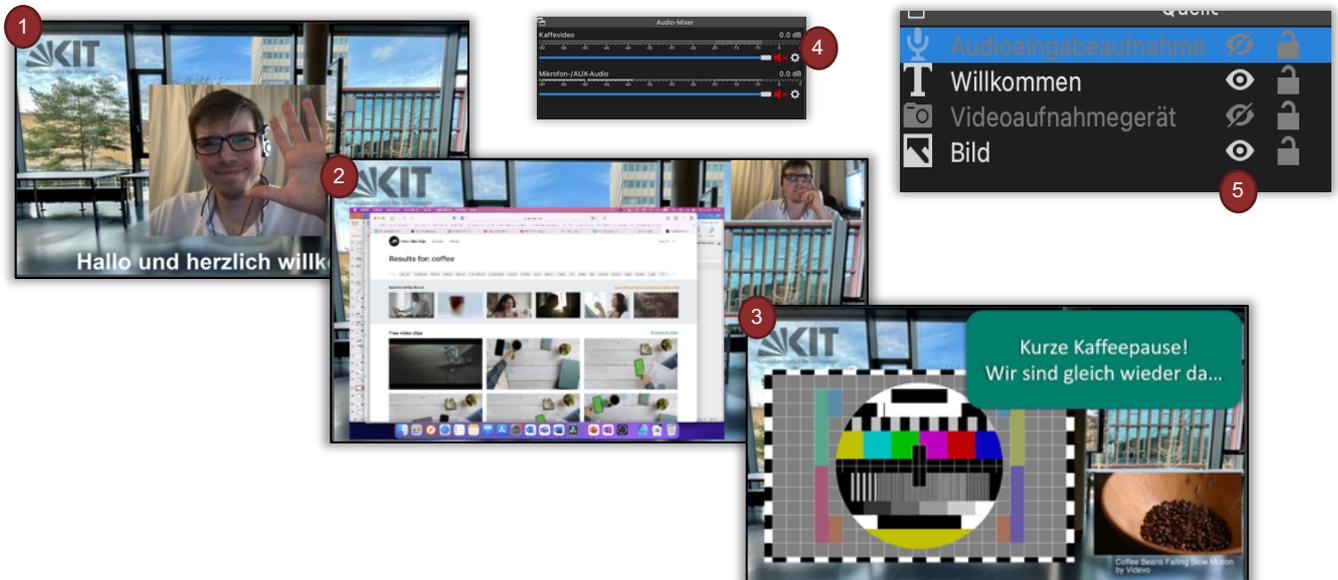


You can now also adjust the size of the new source in the scene using the **red dots** (1) on the corner. The sources are structured in layers/levels. The newest source is always on the top layer. In the example, the **webcam image** (2) is above the screen recording. To make the recording a little more colorful, you could use one of the templates in the [ZML-Homepage](#) and put a KIT background (here

from the learning center) behind the presentation. To do this, add a new source (see above) and this time select the type "Image". Navigate to your image and confirm the source again with "Okay". To move the image to the background, hold the "Image" in the source selection with the left mouse button and drag it to the **appropriate position (3)** (background = at the bottom).

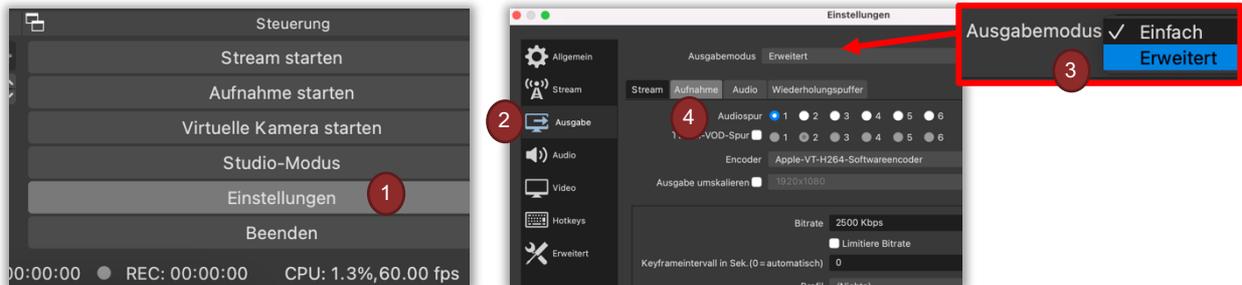


This allows you to create several scenes for your recording in which exactly the content you select is displayed and recorded. For example, you can show window content without recording the rest of the screen (e.g. PowerPoint presentations). A classic scene setup would be, for example, a **welcome scene (1)**, a **presentation scene (2)** and a **pause/breakdown scene (3)**. In the break/breakdown scene, for example, you can **deactivate your microphones (4)** and switch to this scene if the letter carrier suddenly rings, a dog barks or something else unforeseen happens (caution is better than hindsight at this point). In presentation mode, you can also deactivate your camera and microphone at ANY TIME using the **eye symbol (5)**. It pays to name the sources well here so that you can quickly find the appropriate one if necessary (*here the webcam is still named "Video recording device"*).

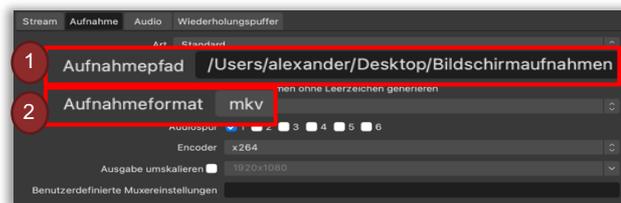


Step 4: record

If you are happy with the settings and have created all the scenes as you need them, you should set the following options before recording. To do this, go to the **Settings menu item (1)** at the bottom right of the bar. In the settings, select **"Output" (2)** in the left selection menu and, if not already set, select the **advanced mode (3)** and then the **"Recording" tab (4)**.

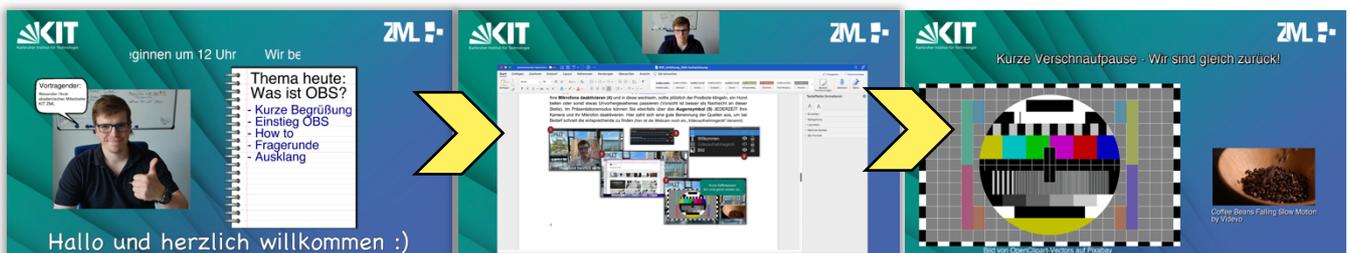


In the new context menu, you can now select a suitable **storage location (1)** for the file to be created and change the recording format. We recommend the **mkv recording format (2)**, as the previous recording is retained even if the program or computer crashes. However, the **MP4 format** is of course also suitable for easier further processing.



You are now ready to go!

With this program, you can now set up an individual and professional environment for your self-recording that is precisely tailored to your needs. The easiest way is to simply try out OBS and benefit from the countless tutorials available on platforms such as YouTube ☺



Infos & contact

Last update 06.07.2022

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Impressum

Publisher Karlsruher Institut für Technologie (KIT) Kaiserstraße 12 76131 Karlsruhe

contact Karl-Friedrich-Str. 17 76133 Karlsruhe Deutschland Tel.: +49 721 608-48200 Fax: +49 721 608-48210 E-Mail: info@zml.kit.edu