

OBS Studio, or Open Broadcaster Software Studio, is a popular and free software used for live streaming and recording videos. It allows you to capture footage from various sources and arrange them in unique ways to present on your stream or recording. Go to obsproject.com/download and download the right version of OBS Studio for your computer

Here are some common source types that can be used in OBS Studio:

1. **Audio Input Capture:** This source captures audio from a microphone or other input device. It's typically used for voiceovers or commentary during a stream.
2. **Audio Output Capture:** This captures any audio that your system plays back, such as game audio or sound from a video.
3. **Browser:** This allows you to capture the content of a webpage. It can be useful for showing webpages, web apps, or even certain types of interactive content during a stream.
4. **Color Source:** This source is simply a solid color or gradient. It might not sound very exciting, but it can be useful for creating simple backgrounds or color filters.
5. **Display Capture:** This captures the entire display or screen of your computer. If you want to stream or record everything that's happening on your screen, this is the source to use.
6. **Game Capture:** This source captures footage directly from a game. It's ideal for game streaming as it generally results in higher performance and quality compared to a Display Capture or Window Capture.
7. **Image:** This source allows you to add an image to your stream or recording. It's commonly used for adding logos, overlays, or other static graphics.
8. **Image Slide Show:** As the name suggests, this source allows you to create a slideshow of various images. You can set the speed of the slideshow, whether or not the images fade into each other, and what order they appear in. This can be a great way to show off a series of images, such as a portfolio, concept art, screenshots, or viewer-submitted content.
9. **Media Source:** A Media Source can be a video or audio file. This is useful for playing pre-recorded videos or audio during a live stream, such as an intro or outro.
10. **Scene:** This source is essentially a "nested" scene. You can use it to include one scene as a source within another scene. This can be especially useful for complex layouts where you want to reuse components, or when you want to include a smaller version of another scene (such as a "picture-in-picture" effect).
11. **Text (GDI+):** This source is used for displaying text. It provides a number of options for customization, such as the font, color, and size of the text, as well as text transformations like scrolling or fading.
12. **Video Capture Device:** This source is for capturing video from external devices, such as a webcam or external camera.
13. **Window Capture:** Similar to Display Capture, but it only captures a specific window rather than the entire screen. This is useful for when you want to focus on a specific app or window.
14. **Group:** This is not exactly a source, but it allows you to group several sources together so that they can be manipulated as a single entity. For example, you could group together your webcam and an image that acts as a border for it.

Each source has its own properties and settings that can be adjusted, allowing for a great deal of customization in your OBS Studio setup. The combination of these different sources makes OBS Studio a flexible and powerful tool for content creation.