

## Lightworks Version 12.5 Now Available on Windows Linux and Mac OS X!

Posted by Matt Sandford - 29 Sep 2015 13:35

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Today is a very exciting day for Lightworks! We are releasing Version 12.5 on Windows, Linux and Mac OS X!

Having successfully released version 12.0 on all three platforms last year, we have been busy building on this solid foundation to bring you some much needed functionality to the application. With the new 4K export options, UHD output, 3DLUT support, CinemaDNG import and XML export to Resolve, there are now some incredible features and reasons to upgrade to Lightworks Pro.

My thanks once again to everyone that has helped in testing and reporting issues found in version 12.5, you have been instrumental in getting this version to release.

Some of the exciting new features in version 12.5 can be seen below:

- Added configurable H.264/MP4 export format up to UHD 4K (Lightworks Pro Only)
- Added WebM export format up to UHD 4K (Lightworks Pro Only)
- Added XAVC-Intra export format up to UHD 4K (Lightworks Pro Only)
- Added YouTube 2K and 4K export options (Lightworks Pro Only)
- Added XML export option (Lightworks Pro Only)
- Added support for 3D LUTs \*.3dl, .looks, .cube, .davlut, and .mga files)
- Added support for import of Cinema DNG files
- Added UHD video output format to the project card
- Enhanced AAF export to AVID Media Composer (Lightworks Pro Only)
- Boris FX and Boris Graffiti enabled (Windows 64bit and Mac OS X only)
- [And many more](#) !

The full list of fixes and other improvements in version 12.5 can be found in the 12.5 Release Notes document on the Downloads page.

### **Lightworks Pro Partnership with Boris FX (Windows 64bit and Mac OS X Only)**

As a premium editing package, Lightworks Pro has always included a raft of native visual effects tools, from colour correction to 3D DVE's, that can be used to enhance any project. But there are times when users need more advanced effects or new powerful ways of manipulating their video to create

professional results. To meet this need and take things to another level we have teamed up with Boris FX.

Boris FX is a leading developer of visual effects, titling and workflow tools for broadcast, post-production and film professionals, with over a million artists using their tools regularly worldwide. From optical stabilisers, to effective lens flares or removing wires and unwanted objects from the frame, Boris FX have premium tools to help.

Thanks to our partnership, Lightworks Pro 12.5 is now Boris FX enabled. New purchases of One Year and Outright licenses get Boris FX and/or Boris Graffiti bundled with Lightworks Pro, at no extra cost! [Read More](#)

### Lightworks Website Changes

The Lightworks website has been given a slight refresh, improving the look on the home page and adding in the ESLightworks Twitter feed which is now being updated regularly with News, Videos, Offers etc, please be sure to follow us.

There are several new pages including a "New in version 12" page: [www.lwks.com/newversion](http://www.lwks.com/newversion) that goes into detail about the new features in the application. A new Lightworks Console page that includes an overall video of the Lightworks Console in use, and breaks down each command with a helpful video showing both the function and the result within the application: [www.lwks.com/theconsole](http://www.lwks.com/theconsole)

The Shop has been given a makeover to show more clearly the differences in licenses available: [www.lwks.com/shop](http://www.lwks.com/shop)  
This should help show and compare the advantages between the three license options available and highlight the fact the Yearly and Outright licenses now come with Boris FX/Graffiti packages at no extra cost.

There are a bunch of new Lightworks Tutorial Videos including "New in 12.5": [www.lwks.com/tutorials](http://www.lwks.com/tutorials) which identifies all the new features and other videos on installing and working with Boris FX and Graffiti. These will be added to over time.

The User Guides have all been updated to this latest version of Lightworks and the Advanced User Guide is nearing completion. All the updated documentation is accessible from: [www.lwks.com/downloads/Documentation](http://www.lwks.com/downloads/Documentation)

Once again my thanks to all those that contributed to the Beta testing phase in helping make this another historic day in the history of Lightworks!

Matt

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