

the ability to import different fps in the project

Posted by rafek_finearts - 02 Dec 2010 13:39

first of all special thanks for the great developers 😊

Now It is impossible to import any file not the same project fps (frame per second)

and it is very hard to import any kind of footage to the project until you convert it first

Unlike Final cut pro you could import any kind of file and the it will handle every thing

we hope you could make it different

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the ability to import different fps in the project

Posted by JMN - 27 May 2011 06:54

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That's the only BIG issue I'm having. I realize there are issues, but sometimes you have footage with different framerates and you just need to use them as nothing else is available. Having to use a separate conversion program beforehand is just laboursome.

Even Windows movie maker can handle different framerates...

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the ability to import different fps in the project

Posted by drkuli - 27 May 2011 07:58

JMN wrote:

Even Windows movie maker can handle different framerates...

Well, if you consider the quality of this handling sufficient - why use LW at all?

Constant framerate - not in edit/timeline, but in single file - is something fundamental for the broadcast standard. You can use speed-up or slow-down keyframed effects, but at the end you must export your work at some broadcast standard framerate. Today, a lot of Web-acquired files are not constant framerate, but it doesn't mean they're of any standard, not talking about quality...

Mixing files with different constant framerates of some broadcast standard in a single edit/timeline is another thing...

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Posted by JMN - 27 May 2011 08:21

Indeed, but if for one have very different projects as far as quality requirements go. Sometimes I just want to make a clip for youtube or my friends and sometimes I need to make something more professional.

I would like to able to use the same program for all my editing needs and AGAIN sometimes you are forced to work with whats available.

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Posted by drkuli - 27 May 2011 08:35

I understand your longing, but current LW beta is surely not suitable for all editing needs and is not aimed at it. I believe no reasonable man is firing up Photoshop just to scale down the bitmap...

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Posted by Hyperboreer - 18 Jun 2011 15:12

I totally agree drkuli. LW is not quite the right tool to put together a fancy clip from your last family journey to Lake Balaton. I recommend mpeg-streamclip to convert different footage.

Download:

www.squared5.com/

(for the newbies)

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Posted by shaunthesheep - 18 Jun 2011 15:57

The fact that Lightworks currently only supports a limited number of broadcast standard frame rates is the result of its history as a video editor for the film and broadcasting industry. It was a very expensive curated turnkey solution for film and broadcast studios. It was not even available for the consumer market. This also explains why it supports a limited number of codecs.

However, since Editshare decided to open source Lightworks, it has been gradually developing Lightworks so that it can handle a wider number of formats and codecs. Until it actually goes open source, it is unable to use opens source GPL libraries that would provide a wider number of import/export/codec options. While it is still closed source it cannot make use of these because of GPL licensing terms.

the ability to import different fps in the project

Posted by rafek_finearts - 20 Jun 2011 12:49

so why until now editshare don't want LW to go open source?

the ability to import different fps in the project

Posted by shaunthesheep - 20 Jun 2011 12:57

It is not a question of Editshare not "wanting" to open source Lightworks. Editshare is currently reviewing hundreds of thousands of pages of 20 year old of code for intellectual property issues before they can open source it. It has to be purged of proprietary code before it can be open sourced. It is a laborious process.

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Posted by drkuli - 20 Jun 2011 12:57

What do you mean "until now"??? EditShare acquired LW in 2009, announcement about going Open Source was made a year ago, together with the first registration of interested editors & volunteer developers...

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the ability to import different fps in the project

Posted by Forum Admin - 20 Jun 2011 13:28

rafek_finearts wrote:

so why until now editshare don't want LW to go open source?

It's actually more surprising that Editshare *is* making Lightworks Open Source than that they aren't!

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Re: the ability to import different fps in the project

Posted by jwrl - 21 Jun 2011 11:17

Definitely! More power to Editshare!

My personal nightmare about open sourcing LW is not how long it's taking, it's that we could end up with bloatware. We currently have a fast, compact, efficient program.

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Re: the ability to import different fps in the project

Posted by khaver - 21 Jun 2011 14:36

jwrl wrote:

My personal nightmare about open sourcing LW is not how long it's taking, it's that we could end up with bloatware. We currently have a fast, compact, efficient program.

Once it goes OS, some sort of plug-in architecture should be implemented so only those things a user wants needs to be installed.

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Re: the ability to import different fps in the project

Posted by strypes - 11 Jul 2011 21:54

Was asking questions about LW earlier. The ability to conform to frame rate (eg. 24fps to 23.98, 29.97to 25 and vice versa) should at least be considered.

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Re: the ability to import different fps in the project

Posted by Boog - 18 Aug 2011 13:45

To return to the original thread topic, which is a feature I also would like to see;

I see no reason apart from opinion why Lightwork in a (near) future shouldn't be able to import footage with frame rates differing from the project frame rate. Please do not confuse input frame rate with output frame rate - broadcast standard or not.

Remember that the speed tool already today plays clips at whatever speed you set, playing clips with a different input frame rate at "real" speed is essentially nothing different.

Another thing is what to do with the missing or superfluous frames, the easiest and most crude way is to simply duplicate or skip frames, while blending necessary frames is more pleasing to the eye - within limits!

One solution could be to automatically (import settings!) import the rate deviating clips into individual subclips (or syncs??) with appropriate video speed correction set and some 'frame-rate-correction-eye-pleaser-blending-effect' already applied. A concept that wouldn't change Lightworks. The 'frame-rate-correction-eye-pleaser-blending-effect' could also be useful in conjunction with the ordinary speed tool.

If it's not obvious – I like Lightworks very much, more and more as I use it, the exact reason why I make

this suggestion since I think it would make it even more versatile.

Kind regards, BjornE

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