

## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 21 Jun 2011 19:02

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Hi,

great idea the "video faqs"...

Tutorials I did can be found via: / Die Tutorials können wie folgt eingesehen werden:

(german/deutsch, but easy to translate)

"install/basics":

[www.dma.ufg.ac.at/app/link/Allgemein%3AModule/module/23828](http://www.dma.ufg.ac.at/app/link/Allgemein%3AModule/module/23828)

mtv-forum: (german)

[lightworks.mtv-web.ufg.ac.at/](http://lightworks.mtv-web.ufg.ac.at/)

and here via the search cmd

lighworksbeta-forum:

[www.lightworksbeta.com/index.php?option=com\\_kunena&func=advsearch&q=www.dma.ufg.ac.at&exactname=1&childforums=1&Itemid=269](http://www.lightworksbeta.com/index.php?option=com_kunena&func=advsearch&q=www.dma.ufg.ac.at&exactname=1&childforums=1&Itemid=269)

greetings

s.

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 17 Jan 2015 18:23

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v 12.0.3-beta, shortcuts ...

-> img.

greet

simon

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 03 Feb 2015 19:39

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Drehverhältnis + statistics (update)

[www.lwks.com/index.php?option=com\\_kunena&func=view&catid=12&id=87162&itemid=81](http://www.lwks.com/index.php?option=com_kunena&func=view&catid=12&id=87162&itemid=81)

greet

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 10 Feb 2015 23:42

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kader != frames

[www.dma.ufg.ac.at/assets/24829/intern/Peter\\_Tscherkassky\\_Doku.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/Peter_Tscherkassky_Doku.mp4)

24:30 - film ist nicht bewegung

s.

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

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Posted by lghtwrks - 20 Feb 2015 04:20

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BITC in Fusion

[www.dma.ufg.ac.at/assets/24829/intern/BITC.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/BITC.mp4)

Schriftart egal ...

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by schrauber - 22 Feb 2015 20:34

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**lghtwrks wrote:**

BITC in Fusion

[www.dma.ufg.ac.at/assets/24829/intern/BITC.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/BITC.mp4)

Schriftart egal ...

Schön.

Aber irgendwie fehlt mir der Kontext.

Das ist doch nicht die normale LWKS-Benutzeroberfläche.

Ich meine das Programm-Layout in einem anderen Beitrag schon einmal gesehen zu haben?

Vermutlich eine "Assistant Application", aber welche?

Google Translation:

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Beautiful.

But somehow I lack the context.

That's not the normal LWKS interface.

I think I have seen the program layout in another post before?

Probably an "Assistant Application", but which?

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Gruß vom Schrauber

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by lghtwrks - 23 Feb 2015 14:42

hi schrauber, ist wie gesagt "Fusion";

fusion as assistant application (simple blur demo):

[www.dma.ufg.ac.at/assets/24829/intern/lightworks\\_v12\\_fusion\\_v7.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/lightworks_v12_fusion_v7.mp4)

greetz

simon

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by schrauber - 24 Feb 2015 11:58

Thank you simon

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by lghtwrks - 15 Apr 2015 18:44

mehr FAQ als tutorial ...

"Shutter Island" (cut with Lightworks) and LUTs (next Lightworks-feature)

(&quot;The Aviator&quot; was also cut with Flightworks)

&quot;Robert Richardson, ASC delves into darkness for Martin Scorsese's Shutter Island, which follows a federal investigation at a sinister psychiatric facility.&quot;

[...]

&quot;LUTs devised by Legato, who determined how to digitally approximate Technicolor's three-strip and two-color processes for Scorsese and Richardson on The Aviator (AC Jan. '05), were integral to achieving Shutter Island's contrasting palettes.&quot;

[www.theasc.com/ac\\_magazine/March2010/ShutterIsland/page1.php](http://www.theasc.com/ac_magazine/March2010/ShutterIsland/page1.php)

greetz

simon

ps.

Legato = !! Mr. **Rob Legato**

Rob Legato talking about Lightworks , -)

[www.dma.ufg.ac.at/assets/24829/intern/RobLegatoaboutLightworks.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/RobLegatoaboutLightworks.mp4)

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by lghtwrks - 15 Apr 2015 20:30

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FAQ

legato - continued ... (2012)

do not miss [the last 3/3 about &quot;hugo&quot;\*\*\* (also cut with lwks)]

DE [www.ted.com/talks/rob\\_legato\\_the\\_art\\_of\\_creating\\_awe?language=de](http://www.ted.com/talks/rob_legato_the_art_of_creating_awe?language=de)

EN [www.ted.com/speakers/robert\\_legato](http://www.ted.com/speakers/robert_legato)

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DE [de.wikipedia.org/wiki/Sergei\\_Michailowitsch\\_Eisenstein](http://de.wikipedia.org/wiki/Sergei_Michailowitsch_Eisenstein)

EN [en.wikipedia.org/wiki/Sergei\\_Eisenstein](http://en.wikipedia.org/wiki/Sergei_Eisenstein)

S.

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 22 Apr 2015 18:53

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TED

J.J. Abrams: The mystery box

[www.ted.com/talks/j\\_j\\_abrams\\_mystery\\_box](http://www.ted.com/talks/j_j_abrams_mystery_box)

Don Levy

(It's been 110 years since Georges Méliès sent a spaceship...) [1902]

[www.ted.com/talks/don\\_levy\\_a\\_cinematic\\_journey\\_through\\_visual\\_effects](http://www.ted.com/talks/don_levy_a_cinematic_journey_through_visual_effects)

--- [de.wikipedia.org/wiki/Georges\\_M%C3%A9li%C3%A8s](http://de.wikipedia.org/wiki/Georges_M%C3%A9li%C3%A8s)

--- [en.wikipedia.org/wiki/Georges\\_M%C3%A9li%C3%A8s](http://en.wikipedia.org/wiki/Georges_M%C3%A9li%C3%A8s)

James Cameron: Before Avatar ... a curious boy

[www.ted.com/talks/james\\_cameron\\_before\\_avatar\\_a\\_curious\\_boy](http://www.ted.com/talks/james_cameron_before_avatar_a_curious_boy)

Andrew Stanton

[www.ted.com/talks/andrew\\_stanton\\_the\\_clues\\_to\\_a\\_great\\_story](http://www.ted.com/talks/andrew_stanton_the_clues_to_a_great_story)

Chris Milk (incl. arcade fire) / citing the doors / still not sure about that ...

[www.ted.com/talks/chris\\_milk\\_how\\_virtual\\_reality\\_can\\_create\\_the\\_ultimate\\_empathy\\_machine#](http://www.ted.com/talks/chris_milk_how_virtual_reality_can_create_the_ultimate_empathy_machine#)

Julie Taymor

[www.ted.com/talks/julie\\_taymor\\_spider\\_man\\_the\\_lion\\_king\\_and\\_life\\_on\\_the\\_creative\\_edge](http://www.ted.com/talks/julie_taymor_spider_man_the_lion_king_and_life_on_the_creative_edge)

probably thats another way

[www.ted.com/talks/shekhar\\_kapur\\_we\\_are\\_the\\_stories\\_we\\_tell\\_ourselves](http://www.ted.com/talks/shekhar_kapur_we_are_the_stories_we_tell_ourselves)

off topic

[www.ted.com/playlists/198/spooky\\_creepy\\_talks\\_for\\_hallo](http://www.ted.com/playlists/198/spooky_creepy_talks_for_hallo)

s.

ps. don't miss

[de.wikipedia.org/wiki/Rosenkranz\\_%26\\_G%C3%BCldenstern](http://de.wikipedia.org/wiki/Rosenkranz_%26_G%C3%BCldenstern)

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**Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)**

Posted by lghtwrks - 24 May 2015 20:35

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Lightworks unterstützt ab v12.5-beta LUTs...

Hier wird ein "Quellbild" per "ImageMagick" erzeugt/level 16

greet

simon

( ^1 )

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 22 Jun 2015 19:48

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sync ltc, proof of concept , -)

hier wird ein audiokanal für ltc verwendet.

[en.wikipedia.org/?title=Linear\\_timecode](http://en.wikipedia.org/?title=Linear_timecode)

das optimum wäre, es gäbe ähnlich zu einer BITC überlagerung auch eine ähnliche funktion für ltc analog und mtc/mmc in digitaler midi-form samt einem rückkanal, sprich audioanwendung etc. können auch lightworks per per mtc/mmc etc. steuern uU.

greet

s

[www.dma.ufg.ac.at/assets/24829/intern/Lightworks\\_LTC\\_timecode\\_sync\\_simon.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/Lightworks_LTC_timecode_sync_simon.mp4)

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 14 Jul 2015 21:23

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"Save current frame" shortcut (12.5 RC2) - saves the current frame of an edit as .png image file.



Ist die Funktion belegt, speichert lwks ein "still frame", sprich ein Kader der aktuellen Abspielkopfposition eines Edits. Die Bilddaten werden in den Ordner "Eigene Bilder" ("Pictures") des angemeldeten Benutzers als PNG abgelegt (Windows: zB C:UsersPictures)

Demo:

[www.dma.ufg.ac.at/assets/24829/intern/Save\\_Current\\_Frame\\_S.mp4](http://www.dma.ufg.ac.at/assets/24829/intern/Save_Current_Frame_S.mp4)

greet

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 30 Sep 2015 20:28

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nfo update 12.5.0 final

[www.dma.ufg.ac.at/app/link/Allgemein%3AModule/module/24933](http://www.dma.ufg.ac.at/app/link/Allgemein%3AModule/module/24933)

greet

s

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## Tutorials summed (DE, AT / multiling.) - MOS(Motion Only Shot+GFX)

Posted by lghtwrks - 06 Nov 2015 22:21

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image key demo [alpha@img] (this time with photoshop, not gimp)

[www.dma.ufg.ac.at/assets/24933/intern/V\\_FX3100\\_Image\\_Keyfirefly\\_by\\_S.mp4](http://www.dma.ufg.ac.at/assets/24933/intern/V_FX3100_Image_Keyfirefly_by_S.mp4)

greet

simon

(ps. as always: no aesthetic involved here)

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