

Remaining past frames effect

Posted by aczekajski - 07 Aug 2016 19:12

I don't know how to call an effect I'm looking for... the outcome I want to achieve is that every frame remains visible on the video for several upcoming frames. So frame number X is visible for example for 10 frames but with less and less alpha (for example on resulting frame X+8 it is visible only with 10% opacity). In other words, every frame consists of 10 previous frames, blended together in a way that the older the frame, the less visible it is.

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Re: Remaining past frames effect

Posted by KvaGram - 16 Jun 2020 04:55

I am looking for the same kind of thing now.

It has been a few years. Have this changed? Is a 'ghost blur' possible in the latest version?

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Re: Remaining past frames effect

Posted by briandrys - 16 Jun 2020 05:08

The way effects work on Lightworks hasn't changed hugely since then. However, there are more custom user effects, which may do something that may work for you.

www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=188603&limit=15&limitstart=75&Itemid=81#189498

www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=188603&limit=15&limitstart=75&Itemid=81#189504

www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=188603&Itemid=81#188603

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Re: Remaining past frames effect

Posted by RWAV - 16 Jun 2020 07:59

As jwrl notes - Fusion will do it. Fusion can be setup as a LW Assistant application.

Sorry for the crap example - hopefully enough to get the idea - but it's about as simple as this to make and a wealth of settings.

Closing down for the night here - perhaps someone else can continue.

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Re: Remaining past frames effect

Posted by hugly - 16 Jun 2020 17:05

This short video demo shows a ghost effect, after the dissolve from black at 00:17, created with Lightworks and 3 video tracks in a few minutes, based on an existing edit:

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Re: Remaining past frames effect

Posted by RWAV - 16 Jun 2020 22:29

Depends on how elegantly detailed the result needs to be -

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Re: Remaining past frames effect

Posted by KvaGram - 16 Jun 2020 23:46

Thanks for the inputs.

I hope this effect had be done nativly in lightworks on day, though.

I will be watching this thread, I will watch it maybe for years to come.

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Re: Remaining past frames effect

Posted by hugly - 17 Jun 2020 00:45

KvaGram wrote:

I hope this effect had be done nativly in lightworks on day, though.I will be watching this thread, I will watch it maybe for years to come.Just do it now, it isn't worth waiting.

I would think RWAV shows something created with Blackmagic Fusion. This one has been done with Lightworks, just finished and uploaded (watch in fullscreen).

How does that look in your eyes?

The timeline looks likes so:

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Re: Remaining past frames effect

Posted by KvaGram - 17 Jun 2020 00:53

Yeah, off course. I meant other than using several layers with blend effect.

Though if lightworks could add in feature that emulated several layers like that, it could be a way to implement this ghost feature.

Do the devs of lightworks read this forum frequently?

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Re: Remaining past frames effect

Posted by hugly - 17 Jun 2020 01:33

I believe, Editshare staff watches the forum activities on a regular basis. They don't post that often. You can post in Feature Requests, where developers can spot your request more easily.

However, Lightworks 2020.1 has just been released and the next release will take a while. Creating an effect which has simultaneous access to multiple frames of a single video track isn't possible with the current effects engine, as mentioned by others earlier in this discussion. Some redesign of the effects engine to support new third party plugins has been announced for some future release, but I know neither whether the schedule includes this feature nor a release date.

If you need a "Ghost effect" now, create it as shown. 3-6 horizontally shifted tracks connected with blend effects, opacity set to 50%, are sufficient for nice looking results, even without any blur (as shown in my case studies). If performance is an issue, the internal proxy workflow will help.

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Re: Remaining past frames effect

Posted by jwrl - 17 Jun 2020 01:38

KvaGram wrote:

Though if lightworks could add in feature that emulated several layers like that, it could be a way to implement this ghost feature.

You mean load frames other than the current frame? It can't be done with the current shader architecture.

There is development work going on with the whole effects subsystem which may address this issue, but as things stand it is not possible. I don't think that a feature request will change that situation.

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Re: Remaining past frames effect

Posted by KvaGram - 17 Jun 2020 01:44

Most of what I do, is edit minecraft videos, and I want this effect for timelapses, and maybe some funny moment. We'll see.

So my problem is with the clutter of adding between 3 to 6 video layers to a sequence that otherwise only use no more than 2, for a thing that that no more than 5 minutes in a video at over 20 minutes.

The compromise I have come to realize, is that I can render the effect in a separate sequence. That adds to the workflow, but at least that is doable.

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