

## Text effects

Posted by vencha - 06 Sep 2017 03:00

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In my edit i want to put text in but make it so when the wave roles in from a birds eye view it clears the text as it goes through it if you mean. so the wave comes in halfway accross the text then the wave goes back out and only half the text is there? how do i do that on lightworks

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## Re: Text effects

Posted by briandrys - 06 Sep 2017 04:28

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Have a look here at khaver's wave in user effects. You'll have to route it so that this effect is applied to the text.

[www.lwks.com/index.php?option=com\\_kunena&func=view&catid=7&id=9259&Itemid=81](http://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=9259&Itemid=81)

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## Re: Text effects

Posted by arniepix - 06 Sep 2017 11:13

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### vencha wrote:

when the wave roles in from a birds eye view it clears the text as it goes through it

What wave? Please remember that we can't see your computer from here. Can you post one or more stills to show us what you're trying to explain?

I can't tell if you're trying to ask about how to use a wipe or a pond ripple as a text transition.

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## Re: Text effects

Posted by donkpow - 06 Sep 2017 12:10

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FWIW, Graffiti has that effect.

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## Re: Text effects

Posted by hugly - 06 Sep 2017 12:50

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### arniepix wrote:

I can't tell if you're trying to ask about how to use a wipe or a pond ripple as a text transition.

Not knowing what that effect should look like makes it difficult to decide how to create it.

Instead of guessing, a picture says more than a thousand words. ●

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## Re: Text effects

Posted by rhinox202 - 06 Sep 2017 13:03

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### vencha wrote:

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To me this describes a shot from above. Looking down at the sand with waves washing up. The text will be there for a period of time and then a wave will wash up and hide part of the text.

Attached is a sample image of the effect in reverse. As the vehicle drives away, the text is revealed behind it. I used Khaver's &quot;Variable Polygon Mask&quot; effect (use Briandrys' link) to keyframe a mask around the back edge of the car. Depending on the shot, a wipe may work. Possibly even the Chromakey effect calibrated to the color of the sand.

As other users have said, an image will help with giving a better recommendation.

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## Re: Text effects

Posted by khaver - 06 Sep 2017 14:48

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Here's my take. I used one of my Polygon Masks, setting the vertexes to match the angle of the wave and just key framed the Move parameter to follow the wave to it's maximum position then held it there. The 3D DVE is just to get the text to lay on the sand.

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