How to make 2D move / zoom effects on static photo
Posted by GioMBG - 17 Sep 2018 10:17

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Hi All,

just a new lightwave newbie enthusiast new user...

I would like to know if there is the possibility to make some 2D move and zoom effects on static photos like was available on the old Win Movie Meker...

always thanks

Gio

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Re: How to make 2D move / zoom effects on static photo
Posted by briandrys - 23 Sep 2018 17:26

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You've got a DVE effect, you don't need video black if you're using a DVE, only if you're using Image Key.

With the DVE you import the still into Lightworks using the same method as a standard video clip. Then place it into the sequence timeline, if you have video black in the timeline with a DVE you will only have black, since there is no still in the V track.

Using Image Key you bring the still in through the image key effect itself. This will key it into the video black that you've put into timeline.

They are two entirely different methods and shouldn't be confused.

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Re: How to make 2D move / zoom effects on static photo
Posted by GioMBG - 23 Sep 2018 17:44

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yes SURE I'm start to be VERY confused...

was just suggested to me to make a black video...

what is DVE ? "Image Key" ?

and also how I can add a second line FX2 as I've see on video posted by Hugly ?

maybe if someone let me know, step by step, exactly how I.ve to do to make a single dissolve effect on 2 img, at this stage will be more userfull.

always thanks

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Re: How to make 2D move / zoom effects on static photo
Posted by briandrys - 24 Sep 2018 01:32

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DVE is a Digital Visual Effect en.wikipedia.org/wiki/Digital_video_effect

Image key "Lets you insert an image into the frame on top of the other image, which allows images to run alongside each other and lets you place inserts where you want them." In this case you're inserting your still photograph onto a black "image".

Follow the link found in the blue "discussion" in the first paragraph for more on hugly's slide show.

Regarding dissolve, first you must get images onto your timeline. You can't proceed without those in place as you add image key stills.

For the two FX tracks mark and park where you want the first FX with the image key still, then mark and park where you want the second one, ensuring that there is an overlap of the two image keys. Use blend for the dissolve see RWAV's message above www.lwks.com/index.php?option=com_kunena&func =view&catid=7&id=184566&Itemid=81#184823

You may have to drag and drop a third FX track effect segment down into the one of the existing FX tracks if you want to avoid a build up of FX tracks.

For mark and park see here: www.lwks.com/index.php?option=com_kunena&func=view&cati

d=27&id=110089&Itemid=81

Please go back to the start of the thread and work your way through again, the basic information is there. If you get stuck, use undo: it'll go back for 10 operations,

For more on dissolves and image key see this: www.lwks.com/index.php?option=com_kunena&func=view&catid=6&id=185110&Itemid=81#185165

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