

Custom and User Effects

Posted by jwrl - 24 Nov 2018 19:28

CUSTOM AND USER EFFECTS

This thread is a catalogue of the many custom and user effects available for use with Lightworks. The ones here are specifically set up for version 14.5 and higher versions of Lightworks. For that reason some of the effects here have also had slight name changes from their older equivalents.

Each effect is accompanied by a short description, a screen grab and, where appropriate, an example of it's use. You can download the individual files, or get them all [from this link to a master zip file](#) which contains a copy of the complete effects library. If you find a broken link or an effect that doesn't compile or run correctly please post as much information as you can about the problem in the

[Custom and User Effects feedback](#) thread. It will be attended to.

From time to time you may be called upon to track motion with an effect. Because Lightworks can't currently do that you will need to do it manually. There are two workflows that will teach you how to quickly and accurately do this described in [MANUAL MOTION TRACKING](#) . It's worth checking out.

ART EFFECTS: Glows, colour distortions and drawing effects.

BACKGROUNDS: Generate background colours, gradients and patterns.

BLEND EFFECTS: Self explanatory - the sorts of things you find in "Mix";

BLURS AND SHARPENS: A range of different blur and sharpen effects.

BORDER AND CROP: Add borders and drop shadows to text and crop images. See also "Polymasks";

COLOUR TOOLS: Colour grading and non-linear adjustment.

DISTORTION: Perspective, ripples, flag and water effects.

DVE EXTRAS: A range of enhanced DVE related effects.

FILM EFFECTS: Film stock and processing effects.

FILTERS: Lens flare, gradients and other optical filters.

KEY EXTRAS: A range of extended luma and chromakey effects.

MULTISCREEN EFFECTS: Designed to help with multiscreen choirs and the like.

POLYMASKS: A group of crops/masks ranging from three sided to sixteen sided.

PRINT EFFECTS: Halftone screens.

REMOTE CONTROL: Effects that control other effects.

REPAIR TOOLS: Fix problems with your media.

SIMPLE TOOLS: In most cases you simply apply these and that's it.

SIMPLE VISUAL TOOLS: These are set up visually by dragging.

SPECIAL EFFECTS: Effects that don't fit anywhere else.

SWITCHES: Strobe and switch between video sources.

TECHNICAL: Broadcast and engineering effects.

TEXTURES: Noise, grain and other textures.

USER LOWER THIRDS: Toolkits and animated lower thirds.

VIDEO ARTEFACTS: Simulate video problems.

DESIGNER TRANSITIONS

Designer transitions can be of four types: standard transitions, alpha transitions, delta key (difference key) transitions and fades. We have broken them into ten broad groups, indexed below.

Here are links to explanations of [alpha transitions](#) and [delta transitions](#) . No explanation is necessary for standard transitions, since they are used in exactly the same way as Lightworks dissolves are. Fades just a simple fade in or out.

ABSTRACT TRANSITIONS: The weirder types of transitions.

ART TRANSITIONS: Similar in style to the art user effects.

BLEND TRANSITIONS: Self explanatory - the sorts of things you find in "Mix"; but used as transition

BLUR TRANSITIONS: A range of different blur and sharpen effects.

COLOUR TRANSITIONS: Colour grading and non-linear adjustment.

DVE TRANSITIONS: A range of enhanced DVE related effects.

FADES AND NON MIXES: The title is descriptive.

GEOMETRIC TRANSITIONS: Blocks, geometric shapes and kaleidoscopes.

SPECIAL FX TRANSITIONS: Ripples, warps, page turns and the like.

WIPE TRANSITIONS: What it says.

Users interested in the history of these effects can check out either [User Effects files \(Post #1 has them all\)](#) or [User Effects grouped by category](#)

, which are khaver's original starter and a reformatted version respectively. In most cases the effects in those threads may still be downloaded and may even still work, but don't expect them to be maintained. Broken links in either thread will not be repaired.

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Custom and User Effects

Posted by jwrl - 09 Dec 2018 19:43

Effect	Author	Download	Category	Created
Lower third G	jwrl	LowerThirdG.fx Text		March 19 2018

This uses a clock wipe to wipe on a box around text. The box can be wiped on in a clockwise direction or anticlockwise and can be started from the top or the bottom of the box. Once the box is almost complete a fill colour dissolves in, along with the text. The screen grab above shows the finished result, and the MP4 below shows an example of it in action.

[LowerthirdG.mp4](#)

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:04

Effect	Author	Download	Category	Created
Colour halftone	windsturm	ColourHalftone.fx Stylize		June 16 2012

This effect emulates the dot pattern of a colour half-tone print image. The colours used for the background and dots are user adjustable, but default to white and CMYK respectively.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:05

Effect	Author	Download	Category	Created
Dot screen	windsturm	DotScreen.fx Stylize		June 16 2012

This effect is one version of the dot pattern used in a black and white half-tone print image.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:05

Effect	Author	Download	Category	Created
Halftone	windsturm	Halftone.fx Stylize		December 11 2012

Halftone is a throwback to the era of black and white print media. It simulates the dot pattern used in a black and white half-tone print image. The colours used for background and dots are user adjustable.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:05

Effect	Author	Download	Category	Created
Manga pattern	windsturm/jwrl	MangaPattern.fx Stylize		May 23 2012

Manga pattern is described by its original author as "a dither pattern". It's another dot pattern effect, this time using small crosses instead of dots. It simulates the star pattern and hard contours used to create tonal values in a Manga half-tone image.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:36

Effect	Author	Download	Category	Created
Anamorphic tools	jwrl	AnamorphicTools.fx DVE		June 4 2012

This effect is a comprehensive toolbox to support anamorphic video. With twelve preset ratios and a user setting, it automatically pillarboxes or letterboxes, depending on the aspect ratio selected. This is accurate regardless of the project aspect ratio used. It also has the ability to pan and scan, zoom, position and crop.

A separate manually adjustable letterbox similar to the Lightworks effect is provided. This allows either using a custom setting or selecting any of twelve industry standard film formats. Like the same settings in the anamorphic section, the settings are accurate regardless of the aspect ratio of the Lightworks project.

Both the anamorphic and letterbox sections can be bypassed if the user requires just one or the other.

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Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:37

Effect	Author	Download	Category	Created
Chromatic aberration fixer	fixerkhaver	ChromaticAbFixer.fx	Stylize	May 18 2014

This effect is pretty self explanatory. When you need it, you need it. It zooms in and out of the red, green and blue channels independently to help remove the colour fringing (chromatic aberration) in areas near the edges of the frame often produced by cheaper lenses. To help see the fringing better while adjusting click the saturation check box.

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Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:37

Effect	Author	Download	Category	Created
Clone stamp	nouanda	CloneStamp.fx	Stylize	October 20 2014

This is hard to display as an image, so we've chosen to show the range of parameters available instead. The clone mask shape can be either elliptical or rectangular.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:38

Effect	Author	Download	Category	Created
Cubic lens distortion	brdloush	CubicLensDistortion.fx	Stylize	February

This actually doesn't *add* distortion, it helps to *remove* the distortion often seen with wide angle lenses.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:38

Effect	Author	Download	Category	Created
Bevel edged crop	jwrl	BevelCrop.fx	DVE	Nov. 6 2019

This is a crop tool that provides a bevelled border. The lighting of the bevel can be adjusted in intensity, and the lighting angle can be changed. Fill lighting is also included to soften the shaded areas of the bevel. A hard-edged drop shadow is provided which simply shades the background by an adjustable amount.

X-Y positioning of the border and its contents has been included, but since this is not intended as a comprehensive DVE replacement that's as far as it goes. There isn't any scaling or rotation provided, nor is there intended to be. It's complex enough for the user as it is!!!

NOTE: Any alpha information in the foreground is discarded by this effect. It would be hard to maintain

in a way that would make sense for all possible needs in any case. This means that wherever the foreground and bevelled border appears the video will be completely opaque. Any background transparency is preserved, even in areas covered by the drop shadow.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:39

Effect	Author	Download	Category	Created
Format fixer	jwrl	FormatFixer.fx DVE		May 9 2017

This is designed to be a very straightforward portrait to landscape rotator/180 degree rotator. It does that very effectively over a mixture of backgrounds. With all background mix settings set to zero a transparent black surround is produced, and the resulting image may be blended with other effects.

The foreground image can be rotated through plus or minus 90 degrees, or given a full 180 degree rotation to invert the image. It can also be flipped right to left. As it is rotated it's also corrected for size so that no part of the image is lost. The image can be independently scaled from one quarter size to four times it's actual size. The width can be trimmed from half size to twice size to allow fine tuning of the aspect ratio.

A single symmetrical crop tool is provided to crop the left-right and top-bottom edges of the foreground. This is also provided with a coloured border and feathering. The vertical crop defaults to 110% of screen height to ensure that no colour bleed or feathering will be visible when the crops are bordered or feathered. The crop width tracks the rotation and scaling of the foreground automatically. It also affects the foreground image scaling used in the background generation.

In the background mix section the three mix faders have a bottom up priority. That is, the colour fader has highest priority and overrides all others. The foreground fader has higher priority than the background fader and overrides it. The background fader simply fades from black to 100% level. The blur adjustment applies only when background and/or foreground mixes are active. Both foreground and background mixes can be negative to make the corresponding image negative.

The version of the foreground used in the background can be flipped, flopped. flip/flopped and stretched horizontally and/or vertically. It can also be positioned both horizontally and vertically. If the adjustment runs off the edge of the frame it will be stretched to ensure that the edges never become visible.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:39

Effect	Author	Download	Category	Created
Pixel fixer	khaver	PixelFixer.fx Stylize		February 14 2013

Pixel Fixer is designed to repair dead pixels. Here is khaver's comprehensive explanation.

Add the first clip to a timeline and add the Pixel Fixer effect to the clip. It will show a magnified area of the frame with a green pixel in the middle. That's the target. It defaults to a single pixel but you can select a pixel pattern of up to 4 pixels in a group. Select the different patterns and the green pixels change.

Using the on-screen cross-hairs, move the magnified area to where the dead pixels are and then use the X Adjust and Y Adjust to fine tune the target over the dead pixel(s). Check the "Fix" box to hide the dead pixel(s), then un-check "Magnify";.

If you need to fix more pixels just add another Pixel Fixer effect on top of the last one.

Once you have fixed all the pixels, save the effect as a template using a unique name. You will now be able to simply add this saved effect to other clips shot with the same camera and they will be automatically fixed.

Custom and User Effects

Posted by jwrl - 09 Dec 2018 20:39

Effect	Author	Download	Category	Created
Warped stretch	khaver	WarpedStretch.fx DVE		December 4 2018

This applies distortion to a region of the frame, and is intended for use as a means of helping handle mixed aspect ratio media. It was designed to do the 4:3 to 16:9 warped stretch we all hate having to do. You can set the range of the inner area that is not warped and set the outer limits at the edges of the crop. It defaults to a 4:3 image in a 16:9 frame as described above, but since a "Strength" slider is provided it can be used for other purposes as well.

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Custom and User Effects

Posted by jwrl - 10 Dec 2018 16:17

Effect	Author	Download	Category	Created
Double vision	jwrl	DoubleVision.fx Stylize		September 9 2018

This effect gives a blurry double vision effect suitable for a point of view shot when removing glasses or creating drunken or head punch effects. The blur adjustment is scaled by the displacement amount, so that when the displacement reaches zero the blur does also. The displacement is produced by scaling the video slightly in the X direction, ensuring that no edge artefacts are visible.

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Custom and User Effects

Posted by jwrl - 10 Dec 2018 16:20

Effect	Author	Download	Category	Created
Kaleido B	baopao/jwrl	KaleidoB.fx Stylize		November 17 2018

Kaleido B is a kaleidoscope effect that varies the number of sides, size, position and scale. This version is for use with Lightworks 14.5 and more recent versions. It was originally developed by baopao on the Linux platform as Kaleido (below) and converted for cross-platform compliance by nouanda. This version has been largely re-written from the original by jwrl.

Effect	Author	Download	Category	Created
Kaleido A	baopao	KaleidoA.fx Stylize		June 10 2013

Kaleido A is intended for pre-14.5 versions of Lightworks. It was previously known simply as Kaleido.

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