

## Custom and User Effects

Posted by jwrl - 24 Nov 2018 19:28

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### 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.

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**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 is a link to an explanation of how to apply transitions into or out of effects [dissolving between effects](#). That also includes a subsection dealing with delta effects. There is also a description of their near relative, alpha transitions, in [alpha transitions](#). No explanation is necessary for standard transitions, since they are used in exactly the same way as Lightworks dissolves are. Transitions listed as fades are 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 EFFECTS](#): What it says.
- [WIPE PATTERNS](#): Not transitions but patterns for use with the Lightworks wipe effect.

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 - 10 Dec 2018 23:13

**Effect**

Clamp to 16-235

**Author**

khaver

**Download**

[Clamp 16 235.fx](#) User

**Category**

**Created**

May 5 2011

There are three tools in this group designed to manage broadcast colour space. This one applies a hard clip at TV white and TV black. The other two expand legal TV white and legal TV black out to full gamut RGB or reduce full gamut RGB video to legal TV white and legal TV black.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:14

**Effect**

Color bars

**Author**

khaver

**Download**

[Colorbars.fx](#) User

**Category**

**Created**

December 5 2011

This version of colorbars provides a SMPTE alternative to the Lightworks-supplied EBU version. It installs into the custom category 'User', subcategory 'Technical'.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:15

**Effect**

Colour swizzler

**Author**

jwrl

**Download**

[ColourSwizzler.fx](#) User

**Category**

**Created**

October 19 20

This is a diagnostic tool that "swizzles" the RGB channels to correct for bad channel assignments or to just generally produce dramatic results. The example above shows what happens with the various settings when they are applied to colour bars.

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## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:15

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Effect	Author	Download	Category	Created
De-interlace	jwrl	<a href="#">DeInterlace.fx</a> User		March 14 2017

Note: This de-interlace effect is designed to work only on interlaced media of the same resolution as the project, and to then export only at that resolution. If this is not the case severe "combing" can result which may be impossible to remove.

The effect has seven modes of operation: odd field only, even field only, blended fields, odd field interpolated, even field interpolated and two blended interpolated modes. The blended interpolated mode can also be used as a very effective antialias tool.

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## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:16

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Effect	Author	Download	Category	Created
Expand 16-235 to 0-255	khaver	<a href="#">Expand 16 235.fx</a> User		May 5 2011

There are three tools in this group designed to manage broadcast colour space. This one expands legal TV white and legal TV black out to full gamut RGB. The other two clamp or reduce full gamut RGB video to legal TV white and legal TV black.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:17

Effect	Author	Download	Category	Created
Exposure leveller	khaver	<a href="#">ExposureLeveller.fx</a>	User	June 10 20

This exposure levelling effect is designed to correct fairly static shots where the exposure varies over time. The top frame shows the example frame, the middle one is an over-exposed section of the video, and the bottom frame is the result of the effect.

To use it select a frame that has the best exposure and create a frame grab using the Lightworks command "Save current frame" that you will find in "Key Assignments". Import that frame and add it to the edit on a track under the video for the entire duration of the clip to be processed. Add the effect and check the box to view the sample frame then adjust the E1, E2, and E3 points to areas where there is minimal movement in the video clip. The only constraint is that the chosen points must not be in pure black or white areas.

If there is camera movement uncheck "Use Example Points for Video" and keyframe the V1, V2 and V3 points so they track the E1, E2 and E3 points. Uncheck "Show Example Frame" and the exposure in the video clip should stay close to the sample frame's exposure. Further fine tuning can be done with the "Tune" slider.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:18

Effect	Author	Download	Category	Created
HSV wheel	khaver	<a href="#">HSVwheel.fx</a>	User	March 15 2013

HSV Wheel is another colour analysis tool. It shows one or optionally two pixel reference points mapped

onto the HSV wheel(s). Select the pixels with the on-screen cross-hairs and move and zoom the HSV wheels to wherever you need. The small dot in each wheel shows the hue and saturation of its associated reference point. The outer ring displays the brightness value.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:19

Effect	Author	Download	Category	Created
Safe area and crosshatch	jwrl	<a href="#">SafeAreaCrosshatch.fx</a>	User	January

This effect displays action safe, title safe, and centre cross to current EBU and SMPTE specification, and to older legacy requirements. It also optionally provides the centre 4x3 display that some may need. It can optionally display crosshatch either as a video overlay or as a standalone pattern. If you don't need the crosshatch you can use the safe area generator section on its own.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:19

Effect	Author	Download	Category	Created
Shrink 0-255 to 16-235	khaver	<a href="#">Shrink 16 235.fx</a>	User	May 5 2011

There are three tools in this group designed to manage broadcast colour space. This one reduces full gamut RGB video to legal TV white and legal TV black. The other two apply a hard clip at TV white and TV black or expand legal TV white and legal TV black out to full gamut RGB.

## Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:20

**Effect**

Show highs and lows

**Author**

juhartic

**Download**

[ShowHiLo.fx](#) User

**Category**

May 9 2016

**Created**

This tool is designed to help assess peak white and black overruns. It's very handy for ensuring broadcast compliance.

### Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:20

**Effect**

Tenderizer

**Author**

khaver

**Download**

[Tenderizer.fx](#) User

**Category**

June 3 2016

**Created**

This effect converts 8 bit video to 10 bit video by using spline interpolation on luma and chroma to create intermediate colours. Set your project to 10 bit or better and set the source width and height resolution for the best results. The vectorscope image (above) on the left shows the original image. Note the gaps in the trace. The one on the right has been tenderized. Note the fewer gaps, which means more colours.

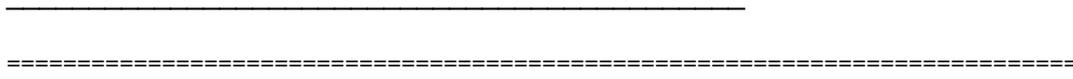
Note: There will be a slight softening (tenderizing) of the image. Also, the alpha channel is not changed.

### Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:21

Effect	Author	Download	Category	Created
Test greyscale	jwrl	<a href="#">TestGreyscale.fx</a> User		April 1 2017

Inspired by an earlier discussion on these forums, this effect generates greyscale test patterns. A total of ten unique patterns can be generated. There are three versions of simple ten step bars, three of the compound bar pattern, two simple grey scales, and two compound grey scales. The variants of each are produced by selecting between BT.709 levels, full gamut decimal, or full gamut hexadecimal. Although it's possible to select both decimal and hex versions of both gradient patterns they produce identical results.

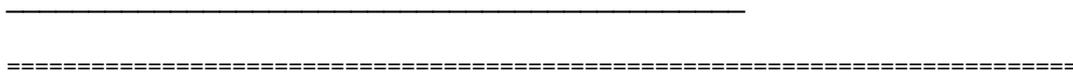


### Custom and User Effects

Posted by jwrl - 10 Dec 2018 23:21

Effect	Author	Download	Category	Created
Zebra stripes	jwrl	<a href="#">Zebra Stripes.fx</a> User		April 20 2016

Here is another means of displaying highlight overrun and black underrun. This effect displays zebra patterning in over white and under black areas of the frame. The settings are adjustable but default to 16-239 (8 bit). Settings display as 8 bit values to make things simpler.



### Custom and User Effects

Posted by jwrl - 11 Dec 2018 00:56

Effect	Author	Download	Category	Created
Acidulate	jwrl	<a href="#">AcidulateFx.fx</a> Stylize		May 14 2016

Acidulate takes us back to the '60s. Back then, to see something like this you'd have to have been doing something illegal.

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## Custom and User Effects

Posted by jwrl - 11 Dec 2018 00:56

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Effect	Author	Download	Category	Created
Film grain	khaver	<a href="#">Film Grain.fx</a> Stylize		June 7 2013

The image is a 50% enlarged version of a 1:1 crop of a 1920x1080 frame with the grain size and strength bumped up a bit so you can see it more clearly. It's "film" grain applied to luminance only. The effect adds grain to an image either as a rather clumpy film-style grain or as just random noise. You have the choice to apply the grain to just the luminance, just the chroma, luminance and chroma, or the RGB channels.

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