

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.

ARCHIVED EFFECTS: Redundant pre 2021.1 effects that still work - mainly aspect ratio related.

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 transitions.

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.

With the release of Lightworks version 2021.1 some effects have become redundant. You will find them in the [Pre 2021.1 User Effects Archive](#). 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 - 11 Dec 2018 23:58

Effect	Author	Filename	Transition type	Created
Tile split	jwrl	TileSplit_Ax.fx	Alpha dissolve	June 13 2018
TileSplit_Adx.fx	Delta dissolve	Nov. 10 2018	July 31 2020	

An alpha transition that splits title(s) into tiles then blows them apart or does the reverse to bring title(s) on. Size of the tiles can be adjusted horizontally and vertically.

Click on [Tiles Ax](#), [Tiles Adx](#) to see the result. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) .

Custom and User Effects

Posted by jwrl - 11 Dec 2018 23:59

Effect	Author	Filename	Transition type	Created
Rotate	jwrl	Rotate_Ax.fx	Alpha dissolve	June 12 2018
Rotate_Adx.fx	Delta dissolve	Nov. 10 2018	July 31 2020	

This rotates a title out or in. Rotation can be from right or left edge, or from top or bottom of frame. Play [Rotate Ax](#) to see it in action.

You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) .

Custom and User Effects

Posted by jwrl - 11 Dec 2018 23:59

Effect	Author	Filename	Transition type	Created
RGB drifter	jwrl	RGBdrifter Dx.fx	Standard dissolve	Apr. 14 2018
RGBdrifter Ax.fx	Alpha dissolve	June 16 2018	July 29 2020	
RGBdrifter Adx.fx	Delta dissolve	Nov. 10 2018	July 29 2020	

This transitions between the two images using different curves for each of red, green and blue. One colour and alpha is always linear, and the other two can be set using the colour profile selection.

To see it in action check out [RGBdrifter Dx](#) or [RGBdrifter Ax, RGBdrifter Adx](#) . You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#)

Custom and User Effects

Posted by jwrl - 12 Dec 2018 00:00

Effect	Author	Filename	Transition type	Created
Abstraction #1	jwrl	Abstraction1 Dx.fx	Standard dissolve	June 7 2018

Abstraction #1 is something I discovered accidentally while trying to do something else. I liked it, so

here it is.

Play [Abstraction1 Dx](#)

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Custom and User Effects

Posted by jwrl - 12 Dec 2018 00:01

Effect	Author	Filename	Transition type	Created
Abstraction #2	jwrl	Abstraction2 Dx.fx	Standard dissolve	June 7 2018

Abstraction #2 takes the first half of Abstraction #1 and mirrors it in the second half.

Play [Abstraction2 Dx](#)

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Custom and User Effects

Posted by jwrl - 12 Dec 2018 00:02

Effect	Author	Filename	Transition type	Created
Abstraction #3	jwrl	Abstraction3 Dx.fx	Standard dissolve	June 7 2018

Abstraction #3 takes the second half of Abstraction #1 and mirrors it in the first half.

Play [Abstraction3_Dx](#)

Custom and User Effects

Posted by jwrl - 12 Dec 2018 00:02

Effect	Author	Filename	Transition type	Created
Fractal dissolve	jwrl	Fractals_Dx.fx	Standard dissolve	May 21 2016
Fractals_Ax.fx	Alpha dissolve	June 11 2018	July 22 2020	
Fractals_Adx.fx	Delta dissolve	June 10 2018	July 22 2020	

This transition uses a fractal-like pattern to drive the change from the outgoing source to the incoming.

The alpha and delta key versions use a fractal-like pattern to transition into or out of a title or keyed image. It also composites the result over the background layer. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) .

Play [Fractals_Dx](#) or [Fractals_Ax, Fractals_Adx](#)

Custom and User Effects

Posted by jwrl - 12 Dec 2018 00:03

Effect	Author	Filename	Transition type	Created
Transmogriify	jwrl	Transmogriify_Dx.fx	Standard dissolve	May 10 2016
Transmogriify_Ax.fx	Alpha dissolve	June 13 2018	July 22 2020	

[Transmogrify_Adx.fx](#) Delta dissolve

Nov. 10 2018

July 22 2020

Transmogrify is a sort of swirling dot-pattern break up transition between two sources.

In the alpha and delta key versions the outgoing title or key is blown apart into individual pixels which swirl away. The incoming title or key materialises from a pixel cloud. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) .

Play [Transmogrify Dx](#) or [Transmogrify Ax, Transmogrify Adx](#)

Custom and User Effects

Posted by jwrl - 13 Dec 2018 20:25

Effect	Author	Filename	Transition type	Created
Block dissolve	jwrl	Blocks Dx.fx	Standard dissolve	Jan. 22 2016
Blocks Ax.fx	Alpha dissolve	June 11 2018	July 31 2020	
Blocks Adx.fx	Delta dissolve	Nov. 10 2018	July 31 2020	

Block dissolve is an effect that starts off by building blocks or tiles from the outgoing image for the first third of the effect, then dissolves to the block version of the new image for the next third, then loses the blocks over the remainder of the effect. The alpha and delta versions look like this.

You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) . Play [Blocks Dx](#)

or

[Blocks Ax, Blocks Adx](#)

to see the effect in action.

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Custom and User Effects

Posted by jwrl - 13 Dec 2018 20:31

Effect	Author	Filename	Transition type	Created
Border transition	jwrl	Borders Ax.fx	Alpha dissolve	June 11 2018
Blocks Adx.fx	Delta dissolve	Nov. 10 2018	July 23 2020	

An alpha or delta transition that generates borders from the title(s) then blows them apart in four directions. Each quadrant can be individually coloured. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) . Play the clip below to see what it does.

[Borders Ax, Borders Adx](#)

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Custom and User Effects

Posted by jwrl - 13 Dec 2018 20:51

Effect	Author	Filename	Transition type	Created
Chinagraph pencil	jwrl	Chinagraph Dx.fx	Standard dissolve	March 1 2017

This really isn't a dissolve at all. It just mimics the effect of a chinagraph pencil marking a dissolve or other film optical on film rushes. It can do a left to right mark, a right to left, or a crossover. The image

cuts from the outgoing shot to the incoming one at the 50% point. Markup colour can be set anywhere from full black to full white, and the texture of the mark can be adjusted.

Play [Chinagraph Dx](#)

Custom and User Effects

Posted by jwrl - 13 Dec 2018 20:55

Effect	Author	Filename	Transition type	Created
Coloured tiles	jwrl	ColourTile_Dx.fx	Standard dissolve	Feb. 10 2016

This effect obliterates the outgoing image with a mosaic pattern of highly coloured tiles that progressively fill the screen to halfway through the effect. It then removes the tiles progressively to show the incoming image. The tile build and "un-build" are from the brightest to the darkest sections of a dissolve between the two images and back again. This makes the linearity of this effect highly dependant on the black/white balance between the two images used. If this is important to you, you can adjust it by adding intermediate keyframes within the transition.

While there may not appear to be much difference between this and "Mosaic transfer", there is in fact a substantial visual difference between the two. Play the clips of both (below) and see.

[ColourTile Dx](#) [Mosaic Dx](#)

Custom and User Effects

Posted by jwrl - 13 Dec 2018 21:05

Effect	Author	Filename	Transition type	Created
Dry brush mix	jwrl	DryBrush Dx.fx	Standard dissolve	May 6 2018
DryBrush Ax.fx	Alpha dissolve	June 16 2018	July 23 2020	
DryBrush Adx.fx	Delta dissolve	Nov. 10 2018	July 23 2020	

This mimics the Photoshop angled brush stroke effect to transition between two shots. The stroke length and angle can be independently adjusted, and can be keyframed while the transition happens to make the effect more dynamic. The alpha and delta versions look like this.

Play either of the clips below to see it in action. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions [in this one](#) .

[DryBrush Dx](#) [DryBrush Ax](#), [DryBrush Adx](#)

Custom and User Effects

Posted by jwrl - 13 Dec 2018 21:10

Effect	Author	Filename	Transition type	Created
Erosion	jwrl	Erosion Dx.fx	Standard dissolve	Dec. 10 2016

This transitions between two video sources using a mixed key. The result is that one image appears to "erode" into the other as if being eaten away by acid.

Play [Erosion Dx](#) to see it in action.

Custom and User Effects

Posted by jwrl - 13 Dec 2018 21:14

Effect	Author	Filename	Transition type	Created
FlareTran	khaver	FlareTran Dx.fx	Standard dissolve	Aug. 30 2014

FlareTran is a transition that dissolves through an over-exposure style flare. As seen in the screen grab, amongst other things it can be used to simulate the burn out effect that happens when a film camera stops. It will be added to the Mixes category and the Transitions right-click and F8 panel as FlareTran.

To use, add the flare transition like you would a dissolve and bring up the settings panel. Move the on-screen target to a bright spot in the first clip (you can change this to use a spot in the second clip by checking the "Swap target track" box). Use the Strength and Stretch sliders to adjust so that near the middle of the transition you get a very bright flare. That will be the frame at which the transition will change from the first clip to the second clip. If it isn't exactly at 50% on the Progress slider, change the Timing slider to match the point on the Progress slider at which it occurs.

You can also keyframe the location of the flare target, and the strength and stretch values. Click on the link below to see it in action.

[FlareTran Dx](#)

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