

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 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.

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- 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.
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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 - 15 Dec 2018 02:41

Effect	Author	Download	Category	Created
Simple S curve	jwrl	SimpleS.fx Colour		April 29 2020

One of a group of three simple effects, this effect allows the user to apply an S-curve correction to red, green and blue video components and to the luminance. You can achieve some very dramatic visual results with it that are hard to get with standard gamma and exposure adjustments in other colour grade effects.

The other two effects in the group are the Vibrance effect and the White and black balance effect. They were originally designed to be used in combination, but of course can be used independently of each other.

Custom and User Effects

Posted by jwrl - 15 Dec 2018 02:41

Effect	Author	Download	Category	Created
Simple star	jwrl	SimpleStar.fx Stylize		April 11 2020

Simple star is a glint effect which creates star filter-like highlights, with 4, 5, 6, 7 or 8 arms selectable. The stars that it creates can be scaled, spun and positioned anywhere you wish. They are not dependant on having an existing highlight in the image to trigger them. They can also be coloured with a user-selectable flat colour or can be mixed with a prismatic spectrum for more dramatic effect.

The four, six and eight pointed stars match those possible with optical star filters and approximate the look produced by those filters reasonably closely. The five and seven pointed stars are absolutely impossible to produce with any real world filter, and have just been included for fun.

Custom and User Effects

Posted by jwrl - 02 Jan 2019 18:49

Effect	Author	Download	Category	Created
Smooth roll	jwrl	SmoothRoll.fx Key		January 5 2020

This effect provides a simple means of smoothing the movement of a credit roll or crawl. It does this by applying a small amount of directional blur to the title. Simply add this effect after your roll or crawl. No action from the user is required apart from adjusting the smoothing to give the best looking result. Oh, and setting whether you want to smooth a roll or a crawl.

Simple tools

Posted by jwrl - 03 Jan 2020 19:36

Effect	Author	Download	Category	Created
Title blend fix	jwrl	TitleFix.fx Key		January 4 2020

This effect enhances the blending of a title, roll or crawl when used with external blending or DVE effects. Because it has been developed empirically with no knowledge of how Lightworks blends titles internally, it only claims to be subjectively close to the Lightworks effect.

The three titles in the screen grab above show you:

- Standard title effect: what you can expect to see when using the title effect as it has been designed to function. Note that the drop shadow is strong and clearly visible.
- Blended title effect: this is what happens if you need to control the title with a DVE or blend. To be able to do this you absolutely must disconnect the input to the title effect in the routing panel. This changes the way that the title behaves. Note that the drop shadow has now almost vanished. There is

also a subjective effect of the edges softening.

- Title blend fix effect: this is exactly the same setup as with the blended title effect, but the title blend fix has been added between the output of the title and the input of the DVE or blend. Note that the drop shadow is again strong and clearly visible and looks almost identical to the standard title effect, and the edges are again clean.

It also includes the ability to smooth and antialias text produced by a Lightworks text effect. This can be particularly useful when moving or zooming on a title. I suggest a start point setting of 10%. That's completely subjective, and will almost certainly vary depending on text size and style. The screen grab below shows the improvement in smoothing that you can expect to see. If you don't need that ability at all, leave it set to zero and the antialiasing will be completely bypassed, reducing the GPU load.

Finally, here's an example of the routing that you would use to combine a title with a DVE effect when using title blend fix to clean up the blend. To do this first apply the title, then this effect, then the DVE. Open your routing and connect the video layer directly to the Bg input on the DVE, then disconnect the video from the input to the title.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 19:38

Effect	Author	Download	Category	Created
Vibrance	jwrl	Vibrance.fx	Colour	January 4 2020

This simple effect just adjusts the colour vibrance. It does this by selectively altering the saturation levels of the mid tones in the video. You can probably think of it as a sort of gamma adjustment that only works on saturation.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 19:43

Effect	Author	Download	Category	Created
White and black balance	jwrl	WhiteBalance.fx	Colour	April 23 2020

This is a simple black and white colour balance utility. If your whites aren't really white or your blacks aren't really black this could really help. To use it, first sample the point that you want to use as a white reference with the white eyedropper, then get the black reference point using the black eyedropper. Switch off "Select white and black reference points" and set up the white and black levels to give the effect that you need.

The screen grab above shows the before (left) and after (right) level changes when the effect is applied. As you can see, apart from adjusting blacks and whites it has also partially corrected a red bias in the original shot due to the late afternoon light. To truly nail that sort of problem though, you will probably need to adjust the colour gamma as well.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 19:50

Effect	Author	Download	Category	Created
Visual crop	gr00by	VisualCrop.fx	DVE	November 26 201

This is a quick simple cropping tool that you can set up by dragging corner pins around on the screen. In effects settings mode, move your mouse over your edit viewer and two diagonally opposing corner pins will appear. Just click and drag and the crop will follow. Done. It's one of those "why did no-one think of this sooner" tools.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:04

Effect	Author	Download	Category	Created
Visual motion blur	jwrl	VisualMotionBlur.fx	Stylize	July 9 2020

This is a directional blur that can be used to simulate fast motion, whip pans and the like. This differs from other blur effects in that it is set up by visually dragging a central pin point in the record viewer to adjust the angle and strength of the blur. I have added the centre point cross to the screen grab for clarity. It isn't displayed during effect setup.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:08

Effect	Author	Filename	Transition type	Created
X-pinch	jwrl	xPinch Dx.fx	Standard dissolve	Sep. 10 2017
xPinch Ax.fx	Alpha dissolve	June 11 2018	July 30 2020	
xPinch Adx.fx	Delta dissolve	Nov. 10 2018	July 30 2020	

This effect is a transition that pinches the outgoing video to a point to reveal the incoming shot. It can also reverse the process to bring in the incoming video.

The direction swap has been deliberately made asymmetric. Subjectively it looked better to have the pinch established before the zoom out started, but to run the zoom in through the entire "un-pinch" process. The effect progress is non-linear to make the acceleration appear smoother.

A quick look at [xPinch Dx](#) or [xPinch Ax](#), [xPinch Adx](#) will show you what it does. You will find an explanation of how to use alpha transitions [in this post](#) and delta transitions

[in this one](#)

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:09

Effect	Author	Filename	Transition type	Created
Whip pan	jwrl	WhipPan Dx.fx	Standard transition	July 19 2020
WhipPan_Ax.fx	Alpha transition	July 21 2020	July 23 2020	
WhipPan_Adx.fx	Delta transition	July 21 2020	July 23 2020	

This effect performs a whip pan style transition between two sources. Unlike the similar blur dissolve effect, this also pans the incoming and outgoing vision sources. It provides quick setup of vertical and horizontal whip pans and requires no fiddly setting up of the individual source blur angles. Because of the source mix that it does during the blur, it also gives a more convincing whip.

A quick look at [WhipPan.mp4](#) will show you what it does. The example is a one second pan, but the effect is probably shown at its best in the 12 - 15 frame range.

The alpha and delta versions are designed to whip a title on or off screen. [WhipPan_AxAdx.mp4](#) shows the alpha and delta versions using a title effect first, then an image key.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:09

Effect	Author	Download	Category	Created
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Crawl and roll fix

jwrl

[CrawlRollFix.fx](#) Key

July 19 2020

This effect provides a simple means of smoothing the movement of a credit roll or crawl. It does this by applying a small amount of directional blur to the title. It then blends the result with the background video.

To use it, add it after your roll or crawl and disconnect the input to any title effect used. If you're smoothing an existing video roll or crawl, replace any blend effect with this effect. Select whether you're smoothing a roll or crawl then adjust the smoothing to give the best looking result.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:10

Effect	Author	Download	Category	Created
Chromakey and background	jwrl	ChromakeyAndBg.fx	Key	July 23 2020

This effect is a customised version of the Lightworks Chromakey effect with cropping and some simple DVE adjustments added. Also added is a means of generating an infinite cyclorama style background. The colour of the background and its linearity can be adjusted to give a very realistic studio look.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:10

Effect	Author	Download	Category	Created
Blended glow	jwrl	BlendedGlow.fx	Stylize	July 24 2020

This effect uses a variant of the Lightworks glow effect to apply a blend to the foreground component of a blended image. Unlike the Lightworks glow effect, it supports transparency by allowing the glow to fall outside the transparent boundaries of the foreground. The background is handled independently of the glow, and remains sharp as a result.

The blend option used for the glow is a subset of the standard blend modes widely seen in art software. If using this to add glow to a Lightworks title or image effect you will need to disconnect the input to them. This effect will take over any blending required. The "Feather" and "Colour" parameters only operate when using luminance as the glow source. This is identical to the behaviour of the Lightworks glow effect.

An alternative to this effect, [DeltaGlow.fx](#), will work with already blended images without the need to break the blend.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:11

Effect	Author	Download	Category	Created
Truer sepia	jwrl	TruerSepia.fx Stylize		Aug. 2 2020

Why Truer sepia? Because there are an awful lot of so-called sepia tone effects that create a rough and ready black and white image then colour that so that the lightest areas of the image are at least as strongly coloured as the darkest, and often even more so. **That is not the way that sepia toning works!**

Sepia toning is a chemical change to the silver molecules that we see as black in a photographic image, so obviously the lighter parts of an image cannot be as strongly coloured as the darker parts. This effect is a very determined attempt to get as near as it's humanly possible to provide the look of a true film based sepia tone. At it's strongest you will notice that the lighter areas appear almost white - which they should do.

Secondly, sepia toning affects the less dense areas of the image first, so that the lighter tones will colour before the darker ones do. For that reason, in this effect as the sepia tone is increased the effect converts the image progressively, starting with the whiter (lightest silver density) areas first.

Thirdly, sepia is definitely not red-brown!!!! Silver sulphide (silver sulfide if you're American) is a yellow-brown colour. If you've ever changed a baby's nappy (diaper if you're American) you'll know exactly the colour that I mean. Silver sulphide is the chemical that gives you sepia toning. The colour of the sepia tone has been visually matched with old photographic prints to be as close as it's possible to get. No baby's nappies were checked.

Four different black and white conversion profiles have been supplied. There is the standard video luminance conversion, a modified RGB average, and two that mimic panchromatic and orthochromatic black and white filmstocks. Each profile can have its exposure adjusted by plus or minus one stop so that you can finesse the look to your satisfaction.

There is one final characteristic which I have chosen not to directly provide. The silver sulphide molecule is larger than the metallic silver one: this has the effect of increasing the contrast somewhat in a sepia toned image. This means that as sepia toning increases the contrast should also increase up to the point where the toned image begins to fade with age. I have chosen not to provide that. There should be enough range in the exposure setting to cover it should you need it.

Re: Simple tools

Posted by jwrl - 03 Jan 2020 20:11

Effect	Author	Download	Category	Created
Multiple toner	jwrl	MultiToner.fx	Colour	Aug. 3 2020

Multiple toner aims to produce the effect of a range of chemical processes that can be applied to black and white prints. The tones used are generic, and the black and white conversion approximates the spectral response of panchromatic film.

The sepia toner attempts to get as close as possible to the classic Ag2S chemistry. It closely matches the look of sepia toned photographs that have been compared with it. In common with all of the toner types supported, the strength setting acts on the lighter coloured areas of the image first. This is what actually happens with thinner emulsion areas of images in the real-world chemical process.

The selenium toner has two presets because the actual colour produced is seriously affected by the chemistry of the paper used. The brown toner is similar to what you would expect with bromide papers, and the purplish version comes closer to the look you get with chloro-bromide papers. However even with the best care and attention given, how well the results match can only be subjective.

I've had to rely on on-line reference images for the gold toner. As far as I'm aware I've never actually seen one "in the flesh", so to speak. I've opted to emulate a combination of gold/sepia, which is a reasonably common toning process. The blue-black of pure gold toning didn't look as interesting. This one comes close to the dark chocolate look of Agfa's Portriga paper, if anyone can still remember that beautiful paper stock.

Copper toning can vary from the reddish tones that you see here through to quite green or even blue depending on the print's age and how it has been stored. I've just picked a colour and contrast setting that had about the right look.

The blue in the iron toner is not in any way similar to the prints produced by the ferrotype or tintype process, and is not intended to be. I've based it on the look of blueprints, because the chemistry that produces that colour is identical to the chemistry in a treated photographic print. It's an image transfer process rather than a direct toning operation and is an effect I've only read about in old photo chemistry books. I have never actually seen it anywhere except on-line.

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