

## blend effect and alpha channel png picture movie

Posted by something cool - 08 Feb 2019 11:59

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I have two from png pictures forming movie clips that i try to layer on each other.

both have a alpha channel and at least what i have tested the pictures in blender3d they should really have a transparent and non-transparent areas within them.

I tried to connect them usign blend as someone here suggested me to .

But no matter how i try i try the goldish cloud that is in the other picture , it will not go on top of the other layer no matter how i try to switch what picture is on front and what not. What could be the solution, should i use a blend mask in some way to make it use the alpha channel or is there a specific way i should install the blend to the png movie tracks ? .

Im missign somethign , but what is it ? 😊

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## Re: blend effect and alpha channel png picture movie

Posted by something cool - 10 Feb 2019 09:20

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Mayby this topic should be put to rest 😊  
as it seems to be kind of difficult to

solve, the picture should work but it does not and i understand it can be a little too hard to pin-point where the problem lies-. I wonder could a blend mask somehow help but but as i have no experience of it i can't know is it the right way to go , 😊

Mayby i should try some other way to solve the issue if no-one has eny other ways to solve the case ? 😊

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## Re: blend effect and alpha channel png picture movie

Posted by hugly - 10 Feb 2019 10:17

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I don't use blender but from the video below I understand rendering setup is quite complex and some of those parameters might have impact to transparency.

As a matter of interest, is your source imported into Lightworks created as PNG RGBA image sequence with Blender or some kind of video format?

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## Re: blend effect and alpha channel png picture movie

Posted by something cool - 10 Feb 2019 10:41

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From blender it leaves as a png rgba sequence, computer stores it as png images, and lightworks has the ability to form automatic a png movie clip out of the png sequence.

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## Re: blend effect and alpha channel png picture movie

Posted by hugly - 10 Feb 2019 10:54

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Perfect.

Would you mind sharing the original PNGs of the two frames you show in your very first screen grab as zipped archive attached with your response or, because there's a 20 MB size limit for attachments on the forum, on a file hosting service of your choice?

I can imagine that, with hands on material, the effect gurus may find out what's wrong and can give some advice how to proceed.

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## Re: blend effect and alpha channel png picture movie

Posted by jwrl - 10 Feb 2019 16:45

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You can check the alpha channel (transparency) in Lightworks yourself. Download and install [Channel diagnostics](#), then set up a timeline just containing the clouds. Add the channel diagnostics to it and select "alpha" as the channel to display. If you see a black and white image that looks like the clouds it should work, if it's all white or all black it won't.

If it looks like a negative image of the clouds then the alpha channel is inverted. To correct that in your project you will need to use a different blend effect. Either [Blend tools](#) or [Flexible blend](#) will do what you need. Both have a lot of settings, but you only need "Invert alpha" and possibly "Opacity". Click on "Invert alpha" in either effect and you should be able to blend any image with inverted alpha channels.

If you wish to try this and need to know how to install custom effects you will find full instructions in [CUS TOM EFFECTS INSTALLATION](#)

Re: blend effect and alpha channel png picture movie

Posted by RWAV - 10 Feb 2019 20:07

At a glance it seems the material may be pre-multiplied alpha over a black BG - hence the edging.

A multiplied LW blend may a useful?

Re: blend effect and alpha channel png picture movie

Posted by RWAV - 10 Feb 2019 20:28

This is a soft edged image with alpha on a Photoshop .tiff with transparent BG

Re: blend effect and alpha channel png picture movie

Posted by jwrl - 10 Feb 2019 21:28

**RWAV wrote:**

A multiplied LW blend may a useful?

If the OP uses &quot;Blend tools&quot; (above) he can handle that too.

Re: blend effect and alpha channel png picture movie

Posted by something cool - 11 Feb 2019 05:42

**Re: blend effect and alpha channel png picture movie**

Posted by something cool - 11 Feb 2019 06:59

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JWRL ...i tryed to install it but as i have never done it bewore it failed and gave me this error-code

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**Re: blend effect and alpha channel png picture movie**

Posted by hugly - 11 Feb 2019 07:18

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Could it be that you run a version different from current V14.5?

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**Re: blend effect and alpha channel png picture movie**

Posted by hugly - 11 Feb 2019 08:03

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Just to show what I see here:

Picture 0011.png in Photoshop:

Picture 0127.png in Photoshop (it shows fully transparent, but in fact it isn't):

Both connected with Blend Tools at default settings with the 0127.png on background:

Edit: That looks pretty much like the results with Chromakey with 0127.png on foreground, from the screenshot in the very first post of this discussion. I think the only way to fix this (if it shows an undesired result) is to go back to Blender.

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**Re: blend effect and alpha channel png picture movie**

Posted by schrauber - 11 Feb 2019 11:44

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What kind of result is desired?

Maybe something like this:

**hugly wrote:**

Could it be that you run a version different from current V14.5?

That would have been my question, too.

The effect "Channel diagnostics" is not compatible with older Lightworks versions (if Windows operating systems are used).

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## Re: blend effect and alpha channel png picture movie

Posted by hugly - 11 Feb 2019 12:07

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Hi schrauber,

I don't understand what alpha construction that is, which shows content in Lightworks somehow, but not in Photoshop, premultiplied?

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## Re: blend effect and alpha channel png picture movie

Posted by something cool - 11 Feb 2019 12:17

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It should look like that schrauber, i chached the version to a newer one and it started to work ( did not realize it was THAT old )

Thank you for everyone that answered .

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