

Slow motion

Posted by Floja - 08 May 2019 05:14

Hi guys, I've just started learning how to edit videos and I was watching the Lightworks V14 Quick start guide. Although when he is showing how to start editing. The frames are in slow motion, he does not mention where to go to do the same. I haven't got a clue where to go. Cheers

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Re: Slow motion

Posted by hugly - 08 May 2019 05:43

Hello,

I don't understand exactly what you mean saying 'slow motion'.

The V14 Quick Start Guide video shows moving through the material by dragging the red timeline marker from its diamond shaped top back and forth. If some shots should show slow motion, which I can't detect, they are captured in slow motion.

If you mean how to apply a speed change: With mouse over the segment (the region between two cuts) to apply the speed change to, right-click and from 'Segment commands' select 'Speed', from the panel choose the 'Speed', e.g. 25% for slow motion, and 'Method' 'Resize', to resize the segment according to the speed change. Please note: With 'Auto track sync' from 'Timeline Commands' enabled the speed change applies to all tracks of the segment (video and audio).

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Re: Slow motion

Posted by briandrys - 08 May 2019 07:13

For changing the speed P100 in the V14.5 User Guide found in downloads > documentation may assist you.

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Re: Slow motion

Posted by Floja - 08 May 2019 08:58

Thanks for your reply, I suppose I didn't make myself clear. I wish to change the speed of the video I'm trying to do it, as is too fast.

I've chosen the first cut, however when I tried to chose the second cut it goes too fast.

Sorry I'm bit thick, I can't find 'Segment commands' select 'Speed'

Where do I go to find it? Thanks

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Re: Slow motion

Posted by hugly - 08 May 2019 09:10

If my description wasn't clear enough, the documentation mentioned by briandrys explains how it works.

However, changing speed might not be an appropriate fix for your problem. Could you post a Mediainfo report, please?

www.lwks.com/index.php?option=com_kunena&func=view&catid=23&id=66072&Itemid=81#66072

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Re: Slow motion

Posted by RWAV - 08 May 2019 16:50

Speed change cannot be applied to an 'original clip'. It is applied in the sequence timeline only.

If speed change is applied to a sequence event - it will remain even if a cut is made in that event, the event is trimmed, the event is copied or moved to elsewhere in the timeline.

If one returns to the original clip and places that into the sequence - the speed change must be applied to that new instance of the clip

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Posted by Floja - 09 May 2019 14:00

Hi Guys

I've given up trying to learn how to edit videos, with Lightworks. I need to find paid tutorials, so someone can show me how to edit videos step by step.

I need to know the basics, and watching Quick start guide in 7.52 minutes, will be impossible for me to feel comfortable to learn.

Thanks

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Re: Slow motion

Posted by geomcd1949 - 09 May 2019 15:40

@Floja – If you have the time to devote to it, learning to use a professional NLE such as Lightworks will be quite satisfying.

There are free tutorials linked to on this page: www.lwks.com/index.php?option=com_content&view=article&id=162&Itemid=246&start=QuickStart

Learning to edit video was a retirement project for me. I watched these LWKS tutorials in order, then watched them again. The second time I practiced the things that were demonstrated in the tutorials. Then I repeated the process. Ever so slowly the light came on, and one day I realized that I had become a novice editor.

There will of course be many things for which you'll need advice. This Forum has many long-time, highly skilled editors who volunteer their time and expertise to answer new users' questions. You'll learn how to frame your questions properly, and the answers you get will be invaluable.

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Re: Slow motion

Posted by briandrys - 09 May 2019 16:31

Have a look at this thread which has a number of unofficial video tutorials.

www.lwks.com/index.php?option=com_kunena&func=view&catid=26&id=179615&Itemid=81#top

Like all of the professional NLEs, you need to spend some time finding your way around. Fortunately, you can experiment without damaging your media and undo is always handy for going back on any mistakes.

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