I'm not able to have multiple objects move at the same time (using 3D DVE)

Posted by thamthetham - 10 Jun 2019 01:03

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So for this video, I have an object moving around the entire time. At one point, I want to have another object moving at the same time. I try to add a new 3D DVE thing but it just removes my current effects and makes everything into a passing through thing? Sorry if my descriptions are vague. I'm new to this.

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Re: I'm not able to have multiple objects move at the same time (using 3D DVE)

Posted by jwrl - 10 Jun 2019 06:34

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From that screen grab it's impossible to see what you're trying to do. I assume that you want to have one video layer moving with another moving independently over the top of the first. If that's what you need, turn off just the upper layer so that it's greyed out and apply your first 3D DVE. Turn the upper layer back on again and apply another 3D DVE effect. You should end up with routing that looks like this.

There are other ways that you can adjust the routing so that it does what you want but that's probably the quickest.

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Re: I'm not able to have multiple objects move at the same time (using 3D DVE)

Posted by hugly - 10 Jun 2019 06:49

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Hello,

Do you wish moving different pictures the same time simultaneously over some background or one frame with changing content?

If the latter, the routing could look like this:

The timeline with one single DVE applied to all clips in sequence on FX, like this.

To move the frames, you need to enable and set keyframes. That's an official video tutorial on keyframes:

Edit: jwrl beat me on it, missed the post while making screenshots and searching for tutorials.

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The timeline with one single DVE applied to all clips in sequence on FX, like this.