Does anyone know of a more consistent screen shake effect?
Posted by Jorvalt - 06 Sep 2019 23:46

_____

I've been using the one that relies on luminance variations, but I find it to be largely inconsistent, especially with scenes that don't have a lot of variance (i.e. large patches of flat colors). Did someone make a screen shake effect that's just randomized or set in some way that will give me a consistent shaking effect?

==

Re: Does anyone know of a more consistent screen shake effect?
Posted by schrauber - 07 Sep 2019 06:44

_____

Jorvalt wrote:

I've been using the one that relies on luminance variations, but I find it to be largely inconsistent, especially with scenes that don't have a lot of variance (i.e. large patches of flat colors)... As far as I know, you can connect a separate image to the
 effect you use
, which can serve as a basis for the semi-random generation.

Jorvalt wrote:

Did someone make a screen shake effect that's just randomized or set in some way that will give me a consistent shaking effect? Yes, but the effect uses a random generator that is only available on Windows systems:

 fxschrauber.github.io/lwks-fx/Windows_only/Camera_shake_crop/

Effect has some features like optional edge mirroring to avoid black edges even at low zoom. Also, the effect can process material that contains black bars and should keep them without shaking these edges (assuming the correct settings).

==

Re: Does anyone know of a more consistent screen shake effect?
Posted by hugly - 07 Sep 2019 09:27

_____

I've just found, ported and adapted an effect from shadertoy.com, Screenshake . Some constants are tweaked heavily to work properly after porting.

_____

It's definitely experimental and it doesn't run on Linux (don't know why), but it shakes whatever it gets, slightly zoomed in, independent from the content and with two sliders to adjust. Just in case you want to try, I've attached it.

Just to say, it will do no harm to your computer. 🙂

Edit: Replaced the effect with a version 0.2, which runs also on Linux, slightly different default look, speed with different range, and new category/subcategory.

===

Re: Does anyone know of a more consistent screen shake effect?

Posted by Jorvalt - 07 Sep 2019 11:35

_____

schrauber wrote:

Jorvalt wrote:

I've been using the one that relies on luminance variations, but I find it to be largely inconsistent, especially with scenes that don't have a lot of variance (i.e. large patches of flat colors)... As far as I know, you can connect a separate image to the
[effect you use]
, which can serve as a basis for the semi-random generation.

Jorvalt wrote:

Did someone make a screen shake effect that's just randomized or set in some way that will give me a consistent shaking effect? Yes, but the effect uses a random generator that is only available on Windows systems:

fxschrauber.github.io/lwks-fx/Windows_only/Camera_shake_crop/

Effect has some features like optional edge mirroring to avoid black edges even at low zoom. Also, the effect can process material that contains black bars and should keep them without shaking these edges (assuming the correct settings).

hugly wrote:

I've just found, ported and adapted an effect from shadertoy.com, Screenshake . Some constants are tweaked heavily to work properly after porting.

It's definitely experimental and it doesn't run on Linux (don't know why), but it shakes whatever it gets, slightly zoomed in, independent from the content and with two sliders to adjust. Just in case you want to try, I've attached it.

Just to say, it will do no harm to your computer.

Edit: Replaced the effect with a version 0.2, which runs also on Linux, slightly different default look, speed with different range, and new category/subcategory.

Thanks for the help, guys. I'll try these out and if nothing else I could just use an image of white noise or something with the fx I already had, though that wouldn't be preferrable.

==

Re: Does anyone know of a more consistent screen shake effect?
Posted by Jorvalt - 16 Sep 2019 01:48

_____

I know this is coming in kind of late but I tried both of these and neither of them actually do anything when I apply them. I fiddle with the settings but nothing seems to actually happen aside from the cropping and zooming on the one that has that function.

==

Re: Does anyone know of a more consistent screen shake effect?
Posted by hugly - 16 Sep 2019 02:22

_____

Assuming that you have applied it correctly, and speaking only for Screenshake 0.2.fx, that means, most likely, you run Lightworks V14.0?

==