

Exporting on Lightworks

Posted by mrarchiboldgrimm - 21 Sep 2019 10:10

Hello,

I am having trouble exporting a finished edited project.

I'm not sure if it is my machine or the files, but I am able to watch it fine in the program.

I was wondering if any of you would be willing to help me.

I could send you the backup file. If you would be able to export it in mp4 format, I would graciously tip you 5 bucks.

Please let me know.

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Re: Exporting on Lightworks

Posted by hugly - 21 Sep 2019 10:33

Hello,

5 bucks are far below my the rate for 10 minutes, but I'll do for free, if it's possible. Upload the archive including all media to wetransfer.com/ because it's fast and post a link with your reply. If the total size exceeds 2GB, which is the limit on wetransfer for free uploads, use a file sharing service of your choice.

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 22 Sep 2019 08:14

Hello, Hugly,

thank you so much for your help.

Here is a link from wetransfer.com as you suggested:

we.tl/t-0mszeSJfL8

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Re: Exporting on Lightworks

Posted by hugly - 22 Sep 2019 10:08

Unfortunately, the archive doesn't include any media.

When creating the archive you have to enable the switches 'Include linked media' and 'Include local media' to include imported media. Furthermore, you have to copy manually all images used in 'Image' and 'Image key' effects into a folder and place it into the archive, because the regular archive/backup function doesn't include those images.

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 07:37

Hugly,

Thank you for telling me about this.

I am fairly new to Lightworks as you can imagine, so I am really stumped as to how I can copy the images and image keys into a separate folder to place within the archive.

Could you advise me how this can be done? I've tried searching for instructions elsewhere but haven't found any mention of this.

Again, I thank you for your help!

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 08:14

Hello, Hugly,

I have redone the archive folder and included all the image media in a separate folder titled 'media'

images'.

Here is the link we.tl/t-oCo1npRXO4

Thank you again for your help! I really appreciate it. As you can tell, I'm fairly new to using Lightworks so all of this is a learning curve to me.

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Re: Exporting on Lightworks

Posted by hugly - 23 Sep 2019 08:53

That looks much better.

As far as I can see, you use just one image with the Image/Image key' effect, that's 'archi watermark.png' on FX1. It's missing. Could you zip and attach it with your response?

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 09:27

Yes, the only image I used with image key effect was archi watermark.png

Here is the missing file as a .zip

I used WeTransfer because I couldn't figure out how to attach a direct file on here...

we.tl/t-ucUEPGq8Zc

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Re: Exporting on Lightworks

Posted by hugly - 23 Sep 2019 10:25

Exported successfully to 720p24 and uploaded to wetransfer: we.tl/t-b1ayb9YrFu

Referring to the problem you've reported about in the other thread, I see that your media appear to be collected from various sources without conforming to some internal standard. On larger projects, this approach can cause a lot of problems.

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 10:40

Hey, thanks so much, Hugly!

I managed to download the video and view it. The watermark for some reason didn't show a transparent background, but that's okay.

As for the problem, what do you suggest to do in order to avoid this in the future?

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 10:45

Thank you for helping!

Unfortunately, for some reason some of the video clips didn't get transferred resulting in some of the blue and green screens just staying blue.

I had recorded several screen recordings using OBS Studio for Linux Mint and exporting the recordings to mp4. Perhaps this caused the problem?

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Re: Exporting on Lightworks

Posted by hugly - 23 Sep 2019 11:23

I see that you've deleted some of your posts, I answer nevertheless:

I don't know exactly what causes the trouble when exporting on your machine and we should discuss that after fixing the problem with the exported file.

I can't see any missing media. The reason for missing chroma keys might be that I touched the sequence for some tests, disabled some effects and probably forgot to reset. Furthermore, I converted

the watermark, because it caused trouble, without taking care of the transparency.

I see only one blue screen which doesn't work, starting at 00:03:52+14. Do you see more?

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 11:25

I downloaded the video successfully and it looks alright!

The watermark .png image was supposed to have a transparent background, but for some reason I see it didn't render that way on export.

I watched the video through again, and, yes, there is only one blue screen on there. I think I can just load the .mp4 video into lightworks again and make an extra video track underneath it where I can put the video that is supposed to show through the blue screen.

Usually when I create a project, I just drag and drop my media as I go.

What should I do to avoid this problem for next time?

Sorry for deleting the previous messages, I just wanted to make sure what I said was correct and thought I ought to double check.

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Re: Exporting on Lightworks

Posted by hugly - 23 Sep 2019 11:29

The blue screen at 00:03:52+14 is missing and I vanished transparency on the watermark, so I will redo the export and you have one correction run free, if you wish. To pass some corrections on the sequence, an archive without media is sufficient.

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Re: Exporting on Lightworks

Posted by mrarchiboldgrimm - 23 Sep 2019 11:38

Hugly, if you could help me fix those things and re-export it, I would greatly appreciate it!

Should I resend the archive?

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