New multi split screen effects
Posted by schrauber - 29 May 2020 08:15

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"Quad split screen, simply".

[EDIT] Regular download page: www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=188603&limit=15&limitstart=270&Itemid=81#190016

EDIT: This revised version should now be compatible with all versions of Lightworks.

It is a single effect with 4 inputs

Features:

- Fast (low GPU load)

- Easy handling if you only need a standardized layout without cropping etc.

Maybe 5 of these effects can be used to create a 16x multiscan? (4 effects with 4 inputs = 16 and additionally an effect that combines the outputs of the 4 effects). But I have not tested that.

Few setting options:

"Scale" changes the distance between the screens by scaling them, always keeping them fixed in their corners. In this simple effect, this setting is designed for static purposes only. Slow keyframing would make 1-pixel jumps of the edges visible.

For dynamic scaling I recommend the effect "Quad split screen, dynamic zoom", which uses a sophisticated edge interpolation.

The background color is adjustable. If Alpha is set to 0, the Background can be replaced in a subsequent effect (e.g. "Blend").

I'll probably post the "Quad split screen, dynamic zoom" effect here next week.

[EDIT] Archive, **old** original download in the attachment (not recommended because this file is no longer maintained in this post):

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Re: New multi split screen effects
Posted by jwrl - 22 Jun 2020 03:15

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I'm not remotely interested in doing that. How on earth could I anticipate every possible combination and number of images and their geometry?.

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Re: New multi split screen effects
Posted by hugly - 22 Jun 2020 03:42

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Nobody can anticipate every possible combination, but nice setups can be shared this way easily. It's an idea beyond certain effects.

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Re: New multi split screen effects
Posted by schrauber - 04 Jul 2020 11:42

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I have created an effect template for a simple 16x multiscreen. The effect template uses the user effect " [Quad split screen, simply](#) " 5 times.

The effect and effect template is designed for very simple requirements (simple checkerboard layout without cropping).

This effect template automatically creates this routing for 16 video tracks:

Sequence of screens starting with screen 1 at the top left and ending line by line (like normal text) with screen 16 at the bottom right:

This video shows how easy the template can be applied.

In Lightworks and in the video the routing looks optically different from the screenshot above, because Lightworks optically stacks the track tiles on top of each other. If desired, all tiles can be made visible by moving them.

Installation User effect:

A prerequisite for the effect template is that you have installed the user effect " Quad split screen, simply   ".

In the event that the effect is changed due to maintenance work on the official download site in the future, a newer version could become incompatible with this effect template.

In this case, you can find the effect version that was used at the time the effect template was created:

Download the packed effect template:

For **installation of the effect template**:

- unzip the effect template

- close Lightworks

- copy the unzipped effect template into the folder in which the user effects are saved. On Windows operating systems this is: C:UsersPublicDocumentsLightworksEffect Templates

- If you get a warning that this filename already exists, cancel the process and report here.

- Otherwise start Lightworks.

The effect template is now installed.

You can find it in the

Category: "**DVE**",

Subcategory: "**Multiscreen Templates**"

Template name: "**16 Screens, simple**"

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Re: New multi split screen effects
Posted by schrauber - 04 Jul 2020 12:05

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schrauber wrote:

.. This effect template automatically creates this routing for 16 video tracks ..

If you want to create the routing manually, for example to get a different order of the screens, see this video:

Just to give you an idea of a possible alternate workflow. In this short video I did not connect all screens.

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Alternatively, you can use another effect template that will automatically connect only Screen 1 even when normally added to the timeline to easily create manual connections. (here an effect template with

black background):

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Re: New multi split screen effects

Posted by schrauber - 05 Jul 2020 06:53

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In the templates I had forgotten to set the background color to transparent (alpha 0) in 4 of the 5 effects.

The video shows that with transparency the background color can be set more comfortable. It is also possible to replace the background with an image, video or animated effect.

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Re: New multi split screen effects

Posted by jwrl - 08 Jul 2020 00:11

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I posted this a couple of days ago, but forgot about this thread. It isn't a template, but you don't need one with this effect. Click on this video to see one of four images being sized and positioned in under five seconds.

Visual quad split (VisualQuadSplit.fx) is an effect which produces individually sized, cropped and positioned images of up to four sources at a time from the inputs A, B, C and D. Input X (for eXternal) is a background source that can be used to daisy chain other instances of this effect to produce much more than four images on screen. The order of the various parameters in the user interface is the order in which the images are layered, so images will be overlaid with that priority.

The images can be individually cropped to create differing aspect ratios of the source media. To make sizing, cropping and position adjustment simpler for the user, those settings can all be made by dragging pin points on the edit viewer when in VFX mode. The screen grab above shows the pins that reference the A input. This effect has been optimised to use those pins, and can be set up solely using them.

The size and crop pin points will always be in the upper left quadrant for the A channel, the upper right is for the B, the lower left for the C and the lower right for the D channel regardless of the actual position and size of the images. This is a characteristic of the way that the Lightworks effects engine works and cannot be changed. Size adjustment is performed by dragging the selected input's size pin point towards or away from the centre of the screen. Dragging away from the centre enlarges it, and towards the centre reduces it.

If you want more images, simply daisy chain the effect. Let's assume you have nine video layers and you want to use one as a background. Turn off the upper four video layers and apply the effect to V5. Drag the adjustment pins to scale, crop and position your first four video inserts, then turn on the top four layers and apply the effect to V1. Adjust the upper four video inserts by dragging them. That's it. No fiddling with routing, every image is independently adjustable, and doesn't interact with any other. What more could you want?

You can download it here , and installation instructions are available if you need them.

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