

how to rotate a video to the left using 3d dve

Posted by FIREXL5 - 04 Jun 2020 07:00

When I try to make a video clip rotate to the left it just makes it rotate to the right. For example I would try to rotate a video clip to the left 5 degrees and it actually makes it rotate 355 degrees to the right. Is there a way to make the video clip rotate to the left.

=====

Re: how to rotate a video to the left using 3d dve

Posted by hugly - 04 Jun 2020 07:38

Hello,

I don't see the problem here, at least not with the current release.

What version do you run?

=====

Re: how to rotate a video to the left using 3d dve

Posted by hugly - 04 Jun 2020 08:20

Maybe i misunderstood your question.

If you mean rotation animated by keyframes and assuming that you run the current version of Lightworks, for negative rotation, you can key-in negative values for keyframes, e.g. '-5' instead of '355' or alternatively, you can drag keyframes in graphs view to negative values within some limits.

For instance: This shows the setup for 5 revolutions to the right:

This, 5 revolutions to the left:

=====

Re: how to rotate a video to the left using 3d dve

Posted by FIREXL5 - 04 Jun 2020 13:38

ohh okay thank you. I didnt know you had to use the graphs to do it.

=====

Re: how to rotate a video to the left using 3d dve

Posted by hugly - 04 Jun 2020 13:48

You can enter negative values also on the 'Settings' panel. However, I wouldn't recommend using it when working with keyframes. To see what's going on when setting keyframes, the 'Graphs' view is the much better choice, not only because of the graph, but also because of the additional tools to manage keyframes.

=====

Re: how to rotate a video to the left using 3d dve

Posted by jwrl - 04 Jun 2020 18:23

FIREXL5 wrote:

I didnt know you had to use the graphs to do it.

You don't. Hugly is giving you his preferred method. Others have their own workflows.

=====