

Lightworks user Fx archive, June 23, 2018.

The effects in this ZIP file were created by Lightworks users – thank you to all who have contributed, especially khaver, who started things off. Previous users of the library will of course have noticed that this library is no longer sorted by simple alphabetical order. Details of the library contents can be found at the following on-line locations. The first is sorted by order of posting and the second thread is sorted by category as is this library, and is rather more detailed.

https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=9259&Itemid=81#top

https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#top

First, a warning: you shouldn't import effects files that you're unlikely to need. If you do Lightworks startup times may be affected. This is a **library** and should be treated as such – you don't take home all the books in your local library at once either.

In this library where alternative versions of the effects exist they are separately listed and the entry includes the path that they are in. Where necessary a Read Me file may also be included in the folder with those versions.

Use of these effects is simple.

1. Copy the FX file(s) that you need to your computer. Anywhere will do as long as you know where to find them.
2. Launch Lightworks, open a project, then open the Effects panel or select the VFX tab.
3. You should see a window with "+", "Settings", "Graphs" and "Routing" at the top.
4. Left click then right click on the "+" symbol and in the drop down menu that appears click on "Create template from .FX file..".
5. In the top left of the window that appears click on "Places" and navigate to the folder in which you stored the FX file.
6. Select the FX file and then click OK.
7. The effect will be copied, compiled and a further window will appear giving details.

NOTE: Every attempt has been made to ensure that these effects will compile and run on any version of Lightworks on any supported operating system. If you have trouble installing them, please make a note of any error message that Lightworks gives you. Post the complete details at https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=9259&Itemid=81. It will be followed up.

There is no checking in this zip file for effects with duplicate functionality. These are all included largely as supplied by the original creator. Some of the earlier effects may have been superseded by Editshare-supplied equivalents. It's up to you to check that any given effect does what you want, and does it better/faster/simpler than any alternative.

Lightworks does not overwrite existing effects but simply adds new ones to the list, *even if they have the same name and category as a currently installed effect*. If you want to replace an effect you need to destroy the existing version first. In the effects panel right-click on the effect you wish to change, and from the menu that appears, select "Destroy current effect". Then install your new version in the usual way. Note that you cannot delete effects supplied with Lightworks this way.

If you need to use two effects that have the same name, simply open one of them with any plain text editor (definitely **not** a word processor) and look for the line up near the top of the file that says something like `'string Description = "Effect name";'`. Type in your new name in place of the existing effect name inside the quotes and save the file. When you load that version it will now have the name that you gave it.

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One alternative approach is to change the category the effect is stored under. Look for a line that says something like `'string Category = "Stylize";'`. Type in a new category name and save the file. The effect will be added to the category that you gave it, even if that category hasn't previously existed. The other alternative for version 14 users and up is to change the subcategory assigned to the effect. Look for a line near the start of the effect that is similar to `'string SubCategory = "Vignette";'`. Type in the new subcategory you wish to use. If the effect has no subcategory line you can add one after the category, but it must be spelled exactly as shown, i.e., SubCategory.

Alpha transitions are a special kind of effect, and require slightly different setting up to other transitions. The setup instructions for them can be found at the following link.

https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135925

A newer group of composite wipe transitions have also been developed. They are also a special kind of effect. The very simple technique for using them can be found at the following link.

https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135945

Finally, there is a special category of remote control effects, the brain child of user schrauber. The way that they work is unique, and the special setup and control instructions for them can be found in the thread at the following link.

https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=127918&Itemid=81#127918

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CATEGORY FOLDER: Alpha and blends

EFFECT	FILE NAME
Adjustable blend	AdjBlend.fx
Alpha adjust	AlphaAdjust.fx
Alpha Feather	AlphaFeather.fx
Border	Border.fx
Drop shadow and border	DropShadow.fx
Drop shadow plus	DropShadowPlus.fx
Enhanced blend	BlendX.fx
Extrusion Matte	Extrusion_Matte.fx
Flexi-blend	FlexiBlend.fx
Floating images	FloatImage.fx
Glitter edge	GlitterEdge.fx
Light ray keys	LightRayKeys.fx
Lumakey and matte	LumaMatte.fx
Magic edges	MagicEdges.fx
Matte key	MatteKey.fx
Unpremultiply	Unpremultiply.fx

CATEGORY FOLDER: Alpha transitions ¹

EFFECT	FILE NAME
Alpha bar transition	Ax_Bars.fx
Alpha block dissolve	Ax_Blocks.fx
Alpha blur dissolve	Ax_Blur.fx
Alpha border transition	Ax_Borders.fx
Alpha corner split	Ax_Corners.fx
Alpha corner squeeze	Ax_CnrSqueeze.fx
Alpha colour sizzler	Ax_Sizzler.fx
Alpha dissolve thru colour	Ax_Colour.fx
Alpha dissolveX	Ax_DissolveX.fx
Alpha dry brush mix	Ax_DryBrush.fx
Alpha folded neg dissolve	Ax_FoldNeg.fx
Alpha folded pos dissolve	Ax_FoldPos.fx
Alpha fractal dissolve	Ax_Fractals.fx
Alpha granular dissolve	Ax_Granular.fx
Alpha kaleido mix	Ax_Kaleido.fx
Alpha non-additive mix	Ax_Non_Add.fx
Alpha ultra non-add dissolve	Ax_NonAddUltra.fx
Alpha optical transition	Ax_Optical.fx
Alpha pinch	Ax_Pinch.fx
Alpha push	Ax_Push.fx
Alpha radial pinch	Ax_PinchR.fx
Alpha RGB drifter	Ax_RGBdrift.fx
Alpha ripple dissolve	Ax_Ripples.fx
Alpha rotate	Ax_Rotate.fx
Alpha S dissolve	Ax_Scurve.fx
Alpha sine mix	Ax_Sine.fx
Alpha slice	Ax_Slice.fx
Alpha spin dissolve	Ax_Spin.fx
Alpha split	Ax_Split.fx
Alpha split squeeze	Ax_SplitSqueeze.fx
Alpha squeeze	Ax_Squeeze.fx
Alpha stretch dissolve	Ax_Stretch.fx

¹ See https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135925 for instructions on how to install and use alpha dissolves and transitions.

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CATEGORY FOLDER: Alpha transitions (contd.) ¹

EFFECT	FILE NAME
Alpha strips	Ax_Strips.fx
Alpha tile transition	Ax_Tiles.fx
Alpha transmogrify	Ax_Transmogrify.fx
Alpha twister	Ax_Twister.fx
Alpha warp dissolve	Ax_Warp.fx
Alpha wave collapse	Ax_Wave.fx
Alpha X-pinch	Ax_PinchX.fx
Alpha zoom dissolve	Ax_Zoom.fx

CATEGORY FOLDER: Art effects

EFFECT	FILE NAME
Colour mask	ColourMask.fx
Edge	Edge.fx
Edge glow	EdgeGlow.fx
Four Tone	fourtone.fx
Five Tone	fivetone.fx
Pencil Sketch	/PencilSketch/PencilSketch.fx
Windows legacy version	/PencilSketch/Legacy Windows/PencilSketchWin.fx
Sketch	Sketch.fx
Tiles	Tiles.fx
Toon	Toon.fx

CATEGORY FOLDER: Blurs and sharpens

EFFECT	FILE NAME
Big Blur	BigBlur.fx
bilateral blur	bilateral_blur.fx
Bokeh	Bokeh.fx
Focal Blur	FocalBlur.fx
FxSpinBlur	FxSpinBlur.fx
FxTiltShift	FxTiltShift.fx
Ghost blur	GhostBlur.fx
Iris Bokeh	/IrisBokeh/IrisBokeh.fx
Windows legacy version	/IrisBokeh/Legacy Windows/IrisBokehWin.fx
Masked Blur	MaskBlur.fx
Masked Motion Blur	MaskedMotionBlur.fx
Motion Blur	motionblur.fx
Soft foggy blur	SoftFoggyBlur.fx
Soft motion blur	SoftMotionBlur.fx
Soft spin blur	SoftSpinBlur.fx
Soft zoom blur	SoftZoomBlur.fx
Super blur	SuperBlur.fx
Unsharp Mask	UnsharpMask.fx
Zoom Blur	ZoomBlur.fx

¹ See https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&Itemid=81#135925 for instructions on how to install and use alpha dissolves and transitions.

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CATEGORY FOLDER: Broadcast tools

EFFECT	FILE NAME
Antialias	AntiAlias.fx
Channels	Channels.fx
Channel selector	ChannelSelect.fx
Clamp to 16-235	/Maintain_16_235/Clamp16_235.fx
Color Bars	ColorBars.fx
Colour swizzler	Swizzler.fx
De-interlace	De-interlace.fx
Expand 16-235 to 0-255	/Maintain_16_235/Expand16_235.fx
Exposure Leveler	ExpoLeveler.fx
JH Show Hi/Lo	jh_analysis_show_hilo.fx
OutputSelect	OutputSelect.fx
Quick video levels	QuickLevels.fx
Safe area and crosshatch	Crosshatch.fx
Shrink 0-255 to 16-235	/Maintain_16_235/Shrink16_235.fx
Tenderizer	Tenderizer.fx
Test greyscale	Test_greyscale.fx
Two-axis vector balance	TwoAxisVector.fx
Zebra pattern	ZebraStripes.fx

CATEGORY FOLDER: Cleanup and repair

EFFECT	FILE NAME
Chromatic Aberration Fixer	CAFixer.fx
Clone Stamp	CloneStamp_03.fx
Cubic lens distortion	CubicLensDistortion.fx
Pixel Fixer	PixFix.fx

CATEGORY FOLDER: Colour grading

EFFECT	FILE NAME
3 Axis Colour Temperature	3AxisColTemp.fx
ALE_SMOOTH_CHROMA	ALE_Smooth_Chroma.fx
CC Helper	CCHelper2.fx
CC_RGBCMY	CC_RGBCMY.fx
Film exposure	FilmExp.fx
HSV Wheel	HSVWheel.fx
Hue rotate	HueRotate.fx
Peak desaturate	PeakDesat.fx
PolyGrad	PolyGrad.fx
S-Curve	SCurve.fx
S-curve adjustment	RGBsCurve.fx
Two-axis colour balance	TwoAxis.fx

CATEGORY FOLDER: Distortions

EFFECT	FILE NAME
Bulge	bulge-2018.fx
Glass Tiles	GlassTiles.fx
Magnifying glass	magnifying_glass.fx
Regional zoom	Regional zoom.fx
Ripples (automatic expansion)	Ripples_automatic_expansion.fx
Ripples (manual expansion)	Ripples_manual_expansion.fx
WarpedStretch	Warped Stretch.fx
Whirl	whirl20171106.fx

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CATEGORY FOLDER: DVE reposition and crop

EFFECT	FILE NAME
Anamorphic tools	AnamorphicFx.fx
Bordered crop	BorderCrop.fx
Deco DVE	Deco_DVE.fx
Flip/flop	Flip_Flop.fx
Format fixer	FormatFixer.fx
FxPerspective	FxPerspective.fx
Perspective	Perspective.fx
Simple crop	SimpleCrop.fx
Simple matte	SimpleMatte.fx
Spin Zoom	Spin_Zoom_20171022.fx
Triple DVE	Triple_DVE.fx
VisualCrop	vicrop.fx
zoom-out-in	zoom-out-in.fx

CATEGORY FOLDER: Filmstock effects

EFFECT	FILE NAME
Bleach Bypass	bleachbypass.fx
Colour film ageing	ColourFilmAge.fx
Duotone	Duotone.fx
Film negative	FilmNeg.fx
FilmFx	FilmFx.fx
Filmic look	FilmicLook2018.fx
Old Film Look	/OldFilmLook/OldFilmLook.fx
Windows legacy version	/OldFilmLook/Legacy Windows/OldFilmLookWin.fx
Technicolor	Technicolor.fx
Vintage Look	vintagelook.fx

CATEGORY FOLDER: Filters

EFFECT	FILE NAME
Anamorphic Lens Flare	AnaFlare.fx
Flare	Flare.fx
Glint	Glint.fx
Graduated ND Filter	GradNDFilter.fx
JB's Chromatic Aberation	ChromAb.fx
Rays	Rays.fx
SkinSmooth	SkinSmooth.fx
The dark side	TheDarkSide.fx

CATEGORY FOLDER: Keying

EFFECT	FILE NAME
Ale_ChromaKey	ALE_ChromaKey.fx
ChromaKey with DVE	ChromaKeyDVE.fx
ChromaKey plus	ChromaKeyPlus.fx
DeltaMask	DeltaMask.fx
INK	INK.fx
KeyDespill	KeyDespill.fx
LumaKey with DVE	LumaKeyDVE.fx
Simple chromaKey	SimpleCkey.fx

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CATEGORY FOLDER: Lower thirds

EFFECT	FILE NAME
Lower 3rd toolkit A	Lower3dTkA.fx
Lower 3rd toolkit B	Lower3dTkB.fx
Lower third A	Lower3rd_A.fx
Lower third B	Lower3rd_B.fx
Lower third C	Lower3rd_C.fx
Lower third D	Lower3rd_D.fx
Lower third E	Lower3rd_E.fx
Lower third F	Lower3rd_F.fx
Lower third G	Lower3rd_G.fx

CATEGORY FOLDER: Masks and vignettes

EFFECT	FILE NAME
DVE with vignette	DVE_vignette.fx
JH Vignette	jh_stylize_vignette.fx
Letterbox	Letterbox.fx
Octagonal vignette	Octagonal_Vignette.fx
Poly03	/Poly Masks/PolyMask03.fx
Poly04	/Poly Masks/PolyMask04.fx
Poly05	/Poly Masks/PolyMask05.fx
Poly06	/Poly Masks/PolyMask06.fx
Poly07	/Poly Masks/PolyMask07.fx
Poly08	/Poly Masks/PolyMask08.fx
Poly10	/Poly Masks/PolyMask10.fx
Poly12	/Poly Masks/PolyMask12.fx
Poly14	/Poly Masks/PolyMask14.fx
Windows legacy version	/Poly Masks/Legacy Windows/PolyMask14Win.fx
Poly16	/Poly Masks/PolyMask16.fx
Windows legacy version	/Poly Masks/Legacy Windows/PolyMask16Win.fx
Spotlight effect	SpotlightEffect.fx

CATEGORY FOLDER: Motion

EFFECT	FILE NAME
Camera Shake	CameraShake.fx
New strobe	NewStrobe_20180523.fx
Strobe	Strobe.fx

CATEGORY FOLDER: Noise and grain

EFFECT	FILE NAME
Film Grain	FilmGrain.fx
FxNoise	FxNoise.fx
Grain	Grain.fx
Grain(Variable)	VariGrain.fx
Variable Film Grain	VariFilmGrain.fx

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CATEGORY FOLDER: **Pattern and bgd genes**

EFFECT

Fractal magic 1
Fractal magic 2
Fractal magic 3
FxTile
Kaleido
Kaleidoscope
Lissajou stars
 Windows legacy version
Multigradient
SineLight
 Windows legacy version

FILE NAME

FractalMagic1.fx
FractalMagic2.fx
FractalMagic3.fx
FxTile.fx
Kaleido.fx
Kaleidoscope.fx
/Lissajou/Lissajou.fx
/Lissajou/Windows Legacy/LissajouWin.fx
Multigrad.fx
/Sine lights/SineLights.fx
/Sine lights/Windows Legacy/SineLightsWin.fx

CATEGORY FOLDER: **Simulation**

EFFECT

Camera distortions
CRT TV screen
JH Old Monitor
Low-res camera
Night vision 2018
VHS v2
Water

FILE NAME

CameraDistortions.fx
CRTscreen.fx
jh_styleize_oldmonitor.fx
Low_res_cam.fx
NightVision_20180523.fx
VHSv2.fx
Water.fx

CATEGORY FOLDER: **Special Fx**

EFFECT

Lens Flare #1
Lens Flare #2
Sea Scape
Transporter

FILE NAME

LensFlare_1.fx
LensFlare_2.fx
SeaScape.fx
Transporter.fx

CATEGORY FOLDER: **Texturisers**

EFFECT

70s Psychedelia
Acidulate
FxColorHalftone2
FxDotScreen
FxHalftone2
FzMangaShader
FxRefraction
Texturizer

FILE NAME

70s_psych.fx
Acidulate.fx
FxColorHalftone2.fx
FxDotScreen.fx
FxHalftone2.fx
FzManga.fx
FxRefraction.fx
Texturizer.fx

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CATEGORY FOLDER: Transitions A

EFFECT	FILE NAME
Abstraction #1	Dx_Abstraction1.fx
Abstraction #2	Dx_Abstraction2.fx
Abstraction #3	Dx_Abstraction3.fx
Block dissolve	Dx_Blocks.fx
Blur dissolve	Dx_Blurs.fx
Chinagraph pencil	Dx_Chinagraph.fx
Colour sizzler	Dx_Sizzler.fx
Coloured tiles	Dx_ColourTile.fx
Dissolve through Colour	Dx_Colour.fx
DissolveX	dissolveX.fx
Dream sequence	Dx_Dreams.fx
Dry brush mix	Dx_DryBrush.fx
Erosion	Dx_Erosion.fx
Fade to or from black	Dx_FadeOutIn.fx
FlareTran	FlareTran.fx
Fly away	Fly away.fx
Folded neg dissolve	Dx_FoldNeg.fx
Folded pos dissolve	Dx_FoldPos.fx
Fractal dissolve	Dx_Fractals.fx
Granular dissolve	Dx_Granular.fx
Kaleido turbine mixer	Kaleido turbine mixer.fx
Mosaic transfer	Dx_Mosaic.fx
Non-add dissolve ultra	Dx_NonAddUltra.fx
Non-additive mixer	Dx_NonAdd.fx
Optical dissolve	Dx_Optical.fx
Page Roll	PageRoll.fx
RGB drifter	Dx_RGBdrift.fx
S dissolve	Dx_Scurve.fx
Sinusoidal mix	Dx_Sine.fx
Slice transition	Dx_Slice.fx
Spin dissolve	Dx_Spin.fx
Stretch dissolve	Dx_Stretch.fx
Subtractive dissolve	Dx_Subtract.fx
Swirl mix	Swirl_mix_20171113.fx
Transmogrify	Dx_Transmogrify.fx
Warp dissolve	Dx_Warp.fx
Zoom dissolve	Dx_Zoom.fx

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CATEGORY FOLDER: Transitions B ²

EFFECT	FILE NAME
Barn door split	Wx_Split.fx
Barn door squeeze	Wx_SplitSqueeze.fx
Composite corner split	Cx_Corners.fx
Composite corner squeeze	Cx_CnrSqueeze.fx
Composite pinch	Cx_Pinch.fx
Composite push	Cx_Push.fx
Composite radial pinch	Cx_rPinch.fx
Composite split	Cx_Split.fx
Composite split squeeze	Cx_SplitSqueeze.fx
Composite squeeze	Cx_Squeeze.fx
Composite twister	Cx_Twister.fx
Composite X-pinch	Cx_xPinch.fx
Corner split	Wx_Corners.fx
Corner squeeze	Wx_CnrSqueeze.fx
Pinch transition	Wx_Pinch.fx
Radial pinch	Wx_rPinch.fx
The twister	Wx_Twister.fx
X-pinch	Wx_xPinch.fx

SPECIAL REMOTE CONTROL CATEGORY FOLDER: Z_RC ³

EFFECT	FILE NAME
RC 1, Five channel remote	RC1_Remote_control.fx
RC 3001, cyclic User control	RC3001_Cyclic_Remote.fx
Settings Display Unit	Setting_Display_Unit.fx
RC Gain	RC_Gain.fx
RC RGB-Gain	RC_Gain_RGB.fx
RC Gamma	RC_Gamma.fx
RC RGB-Gamma	RC_Gamma_RGB.fx
RC_Lift	RC_Lift_20180418.fx
RC RGB_Lift	RC_Lift_RGB_20180421.fx
RC regional zoom	RC_Zoom_Regional.fx
RC regional zoom plus	RC_Zoom_Regional_20180506.fx
Spin Zoom, RC	Spin_Zoom_RC_180516.fx

² See https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=135923&limit=15&limitstart=15&Itemid=81#135945 for the simple instructions on how to use any composite (Cx) transition.

³ See https://www.lwks.com/index.php?option=com_kunena&func=view&catid=7&id=127918&Itemid=81#127918 for instructions on how to install and use these rather complex effects.