



Adding Light Elements to Footage + 16 Free 4K Overlays

VFX

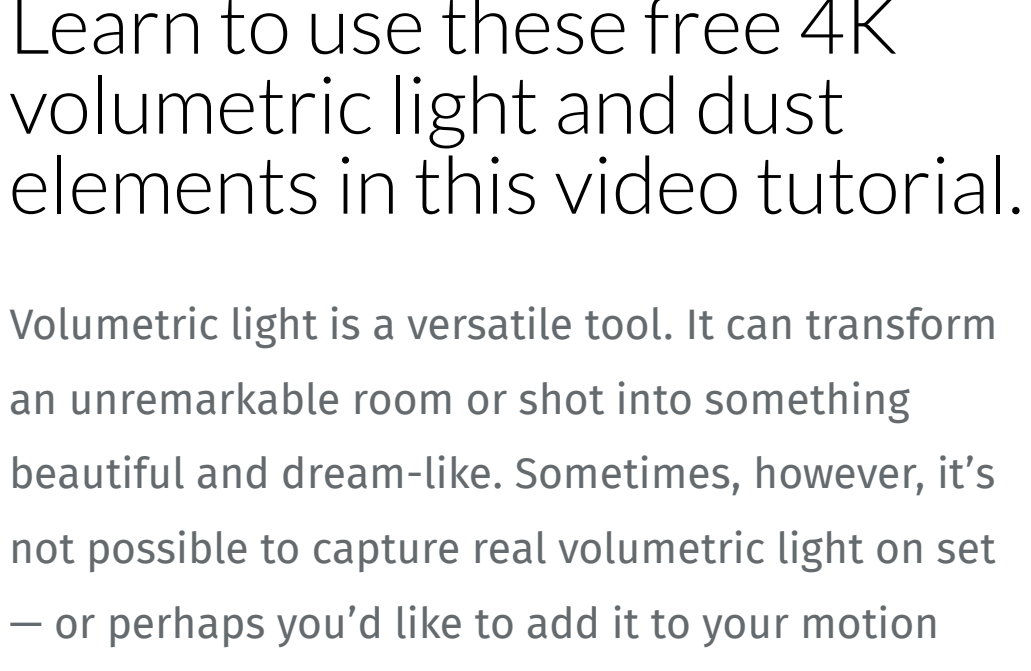
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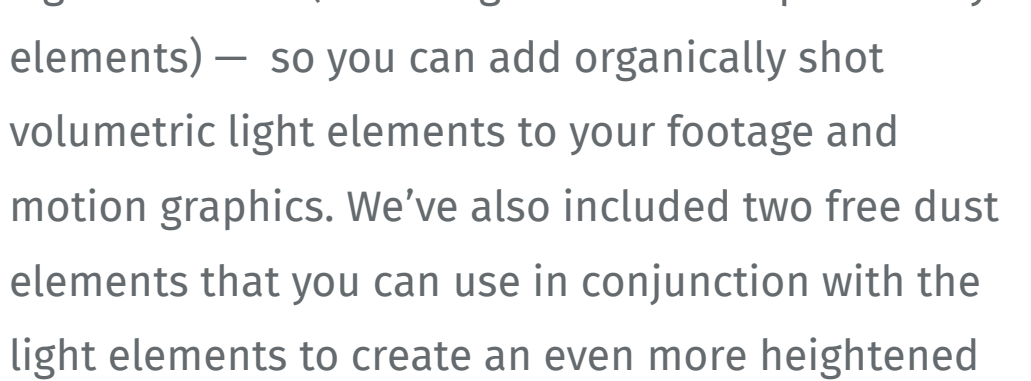






Learn to use these free 4K volumetric light and dust elements in this video tutorial.

Volumetric light is a versatile tool. It can transform an unremarkable room or shot into something beautiful and dream-like. Sometimes, however, it's not possible to capture real volumetric light on set — or perhaps you'd like to add it to your motion graphic design.



There are many processes you can use in post-production to try and fake a volumetric look with your footage using shape layers and masking, but the falloff and look of the light usually isn't as good as the real thing.

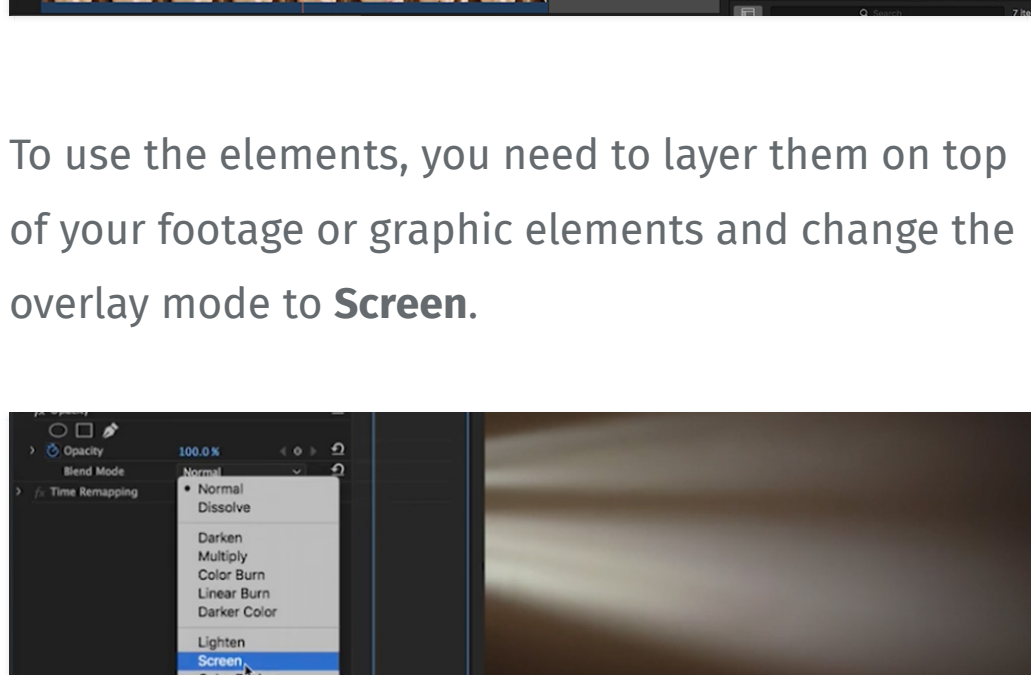
This is why we made this free pack of Volumetric Light Elements (including fourteen unique overlay elements) — so you can add organically shot volumetric light elements to your footage and motion graphics. We've also included two free dust elements that you can use in conjunction with the light elements to create an even more heightened effect.

DOWNLOAD 16 FREE 4K VOLUMETRIC LIGHT AND DUST OVERLAYS

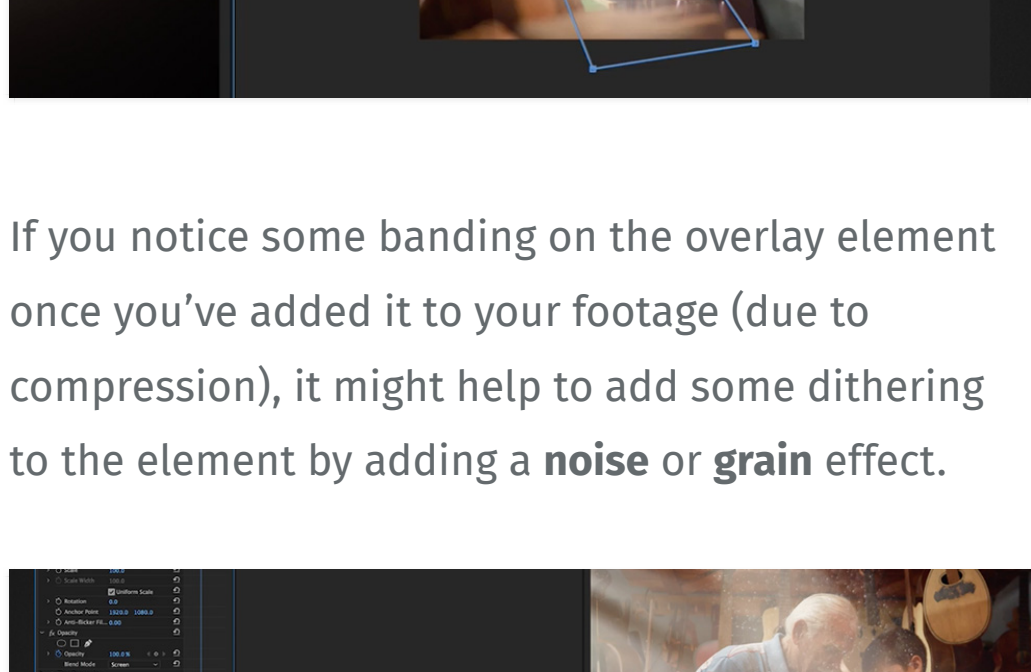
These elements are all compatible with **Premiere Pro, Final Cut Pro, and After Effects**. Let's dive into this tutorial to show you just a few ways you can use these free overlays and dust elements.

How to Use the Elements

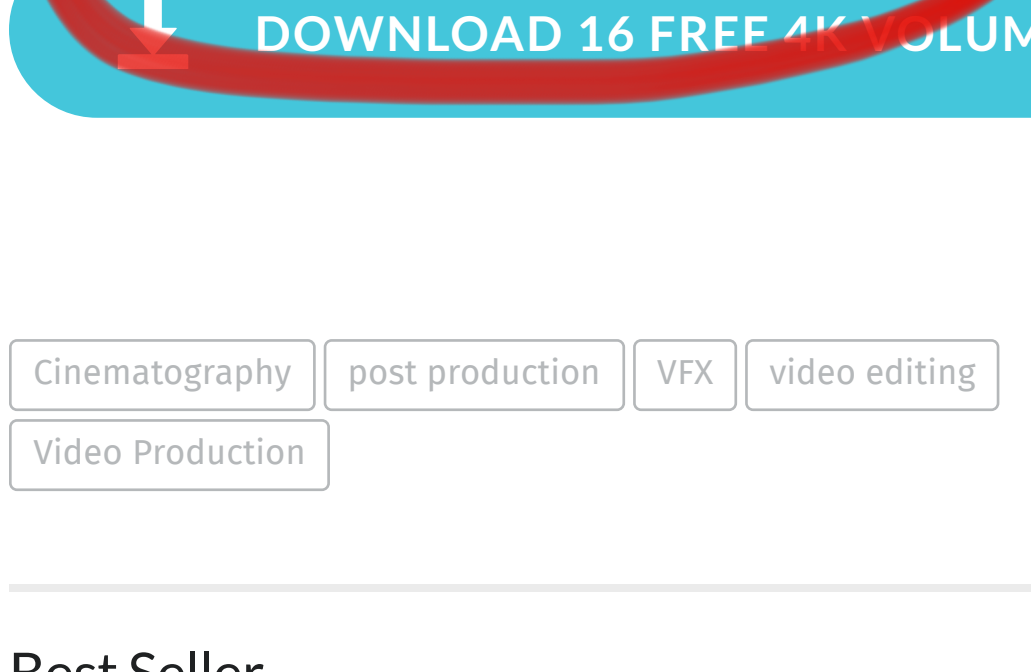
This tutorial shows how to use the free light and dust overlays in **Premiere, Final Cut, and After Effects**.



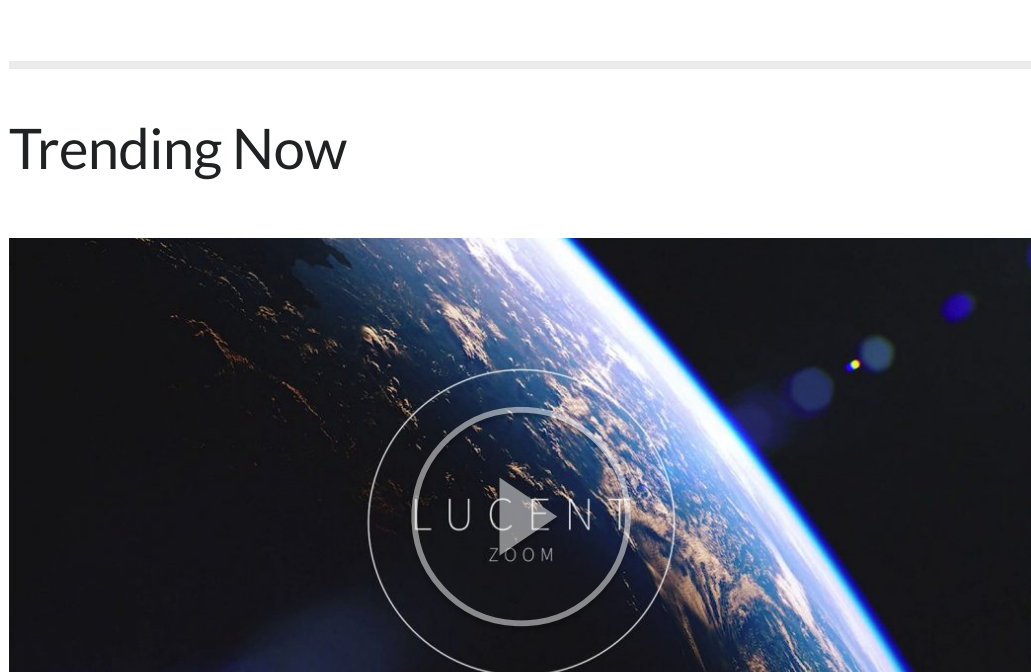
There are numerous ways that you can use these elements to enhance the look of your footage and graphics. You can use it to add a subtle volumetric glow coming from a window or from above — or you can use the dust and one of the more intense beams to make a very stylized look.



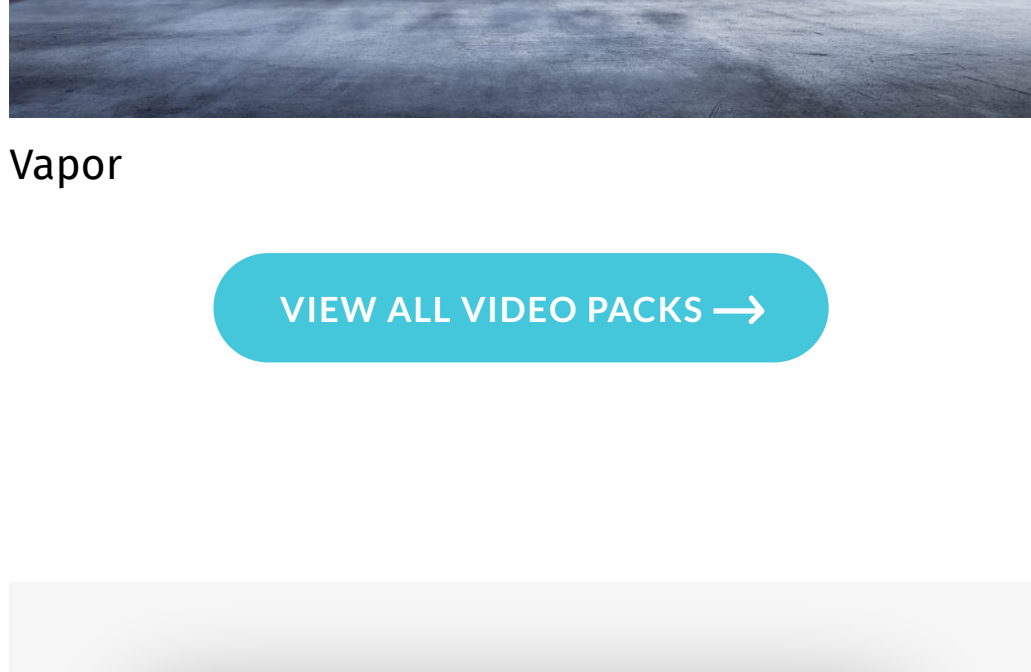
To use the elements, you need to layer them on top of your footage or graphic elements and change the overlay mode to **Screen**.



Then you can position the element wherever you like it; however, this may require you to do some additional **masking and feathering** to remove the edges of the overlay.



If you notice some banding on the overlay element once you've added it to your footage (due to compression), it might help to add some dithering to the element by adding a **noise** or **grain** effect.



Once you have the beams and light positioned the way you want, **you can now add dust** if you like — as well use the light itself as a **luma matte** to define where the dust is visible.

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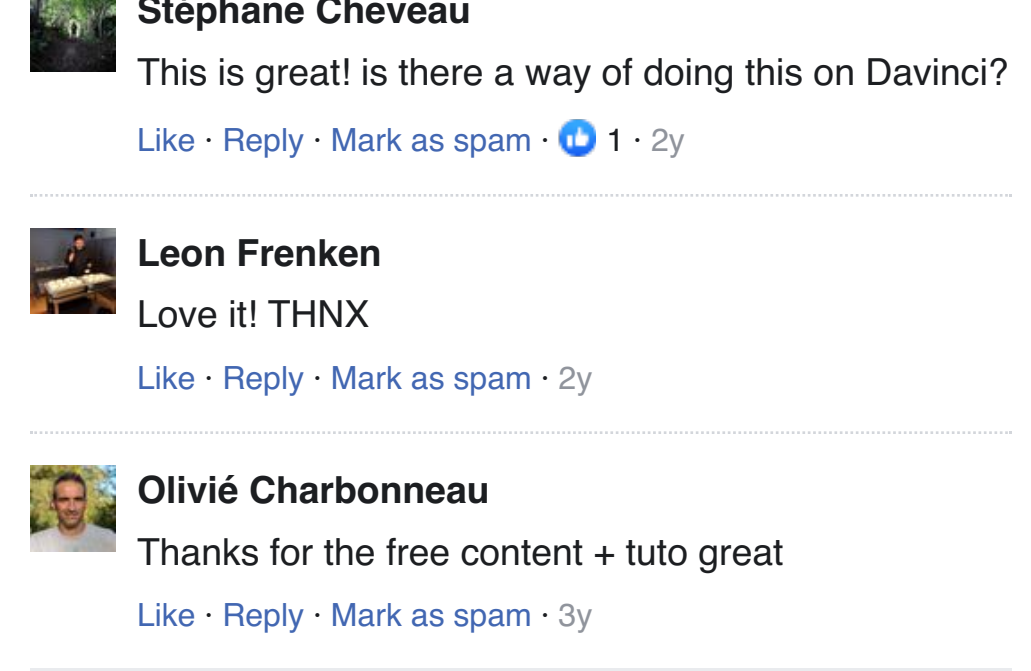
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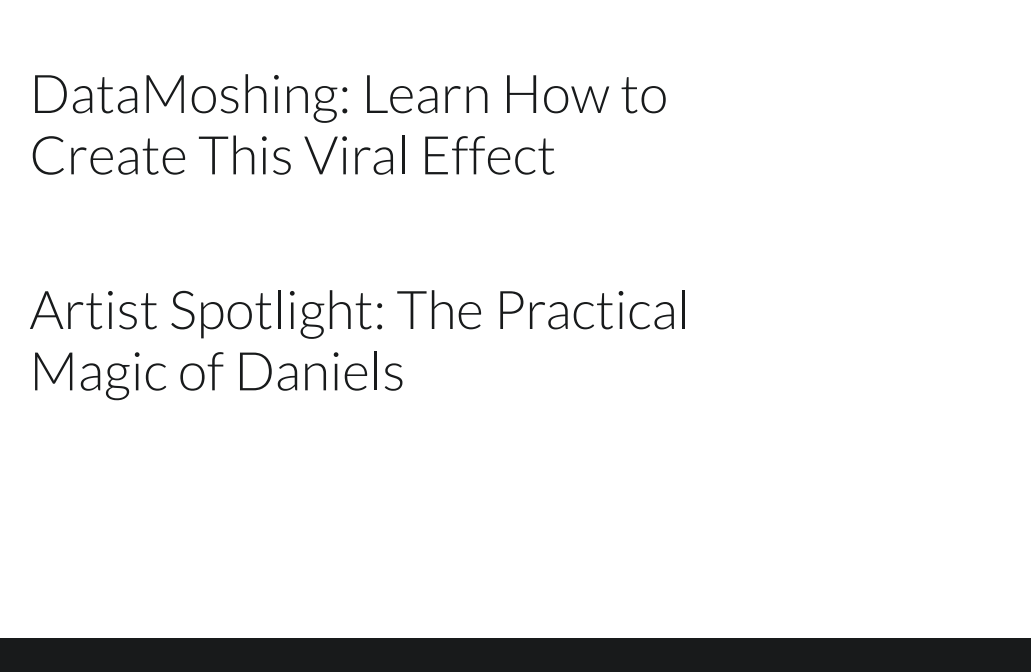
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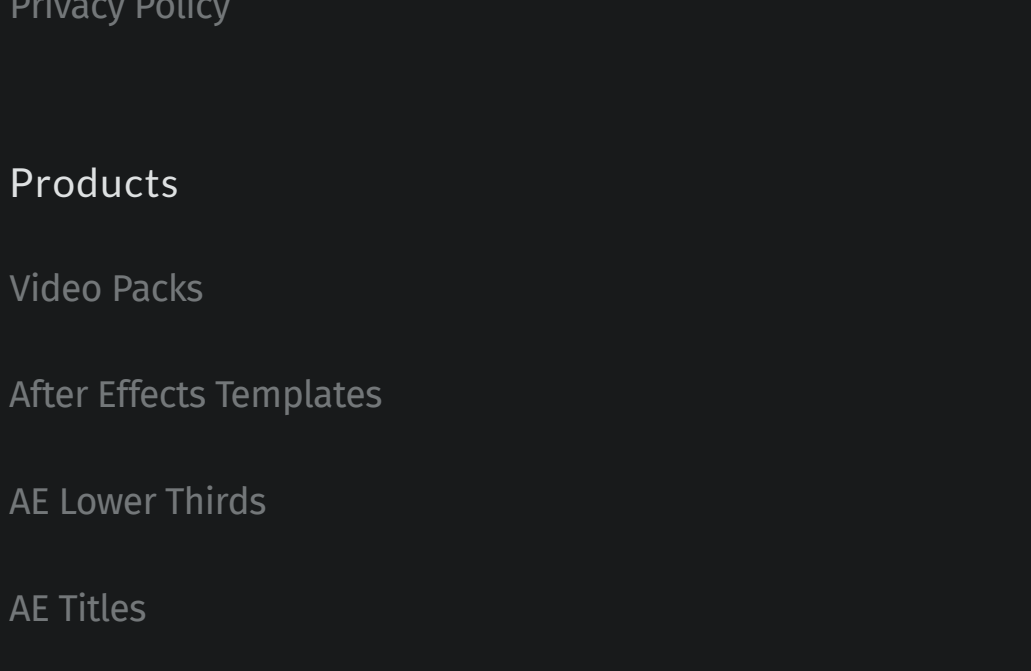


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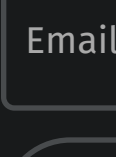
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