



Overview of 3D LUTs for F-Log2

Ver.2.0

1. Introduction

This document describes the features of the 3D LUTs (3-Dimension Look-Up Tables) for F-Log2 which are loaded on FUJIFILM digital cameras. Each of the 3D LUTs is a preset for tone and color reproduction in the primary color correction for a movie production, which can be loaded into movie editing software.

2. Types of the 3D LUTs

1) FLog2_to_ETERNA

It is designed to create Film Simulation “ETERNA” image where the gamut complies with ITU-R BT.709.

2) FLog2_to_PROVIA

It is designed to create Film Simulation “PROVIA” image where the gamut complies with ITU-R BT.709.

3) FLog2_to_Velvia

It is designed to create Film Simulation “Velvia” image where the gamut complies with ITU-R BT.709.

4) FLog2_to_ASTIA

It is designed to create Film Simulation “ASTIA” image where the gamut complies with ITU-R BT.709.

5) FLog2_to_CLASSIC-CHROME

It is designed to create Film Simulation “CLASSIC CHROME” image where the gamut complies with ITU-R BT.709.

6) FLog2_to_REALA-ACE

It is designed to create Film Simulation “REALA ACE” image where the gamut complies with ITU-R BT.709.

7) FLog2_to_PRO-Neg.std

It is designed to create Film Simulation “PRO Neg.std” image where the gamut complies with ITU-R BT.709.



8) FLog2_to_CLASSIC-Neg.

It is designed to create Film Simulation “CLASSIC Neg.” image where the gamut complies with ITU-R BT.709.

9) FLog2_to_ETERNA-BB

It is designed to create Film Simulation “ETERNA BLEACH BYPASS” image where the gamut complies with ITU-R BT.709.

10) FLog2_to_ACROS

It is designed to create Film Simulation “ACROS” image which is monochrome.

11) FLog2_to_WDR

It is designed to create a neutral image with a black level of 0 (using 10-bit depth) and a gamut that complies with ITU-R BT.709.

12) FLog2_to_FLog2-709

It is designed to create a neutral image with a black level offset so that its tone matches the F-Log2 data. This image’s gamut also complies with ITU-R BT.709.