The scripts allows you to import, preview and use your CUBE files as a 2D or 3D texture of any size.

How to use with the Volume Profile Color Lookup (URP)

- Drag and drop your CUBE file to your Unity Assets Folder.
- Make sure the size you use for your CUBE file matches your post processing LU size.
- Choose `generate a 2D texture` on your imported CUBE file.
- Drag and drop your new asset to the Color Lookup Texture field on your URP Volume Profile.