

(Ideally, gamut
chromaticity
compressed)

Identity 3D LUT
(Camera Intrinsic)

3D LUT Grading Application

Loop through all the pixels on the LUT

Get the Y (display intrinsic) from LUT pixel value using our gamut curve

Aesthetic Transform
(Display Intrinsic)

Take display intrinsic value and convert it to display linear

Encode our display linear value by applying our inverse EOTF of choice

Display Encoded
Inverse EOTF
(Display Encoded)

Display Linear
(Display Linear)