



CINEMATIC LUT

CINEMATIC LUT PACK 1.1

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INTRODUCTION

100+ industry-grade LUTs will give your game an instant visual boost

A Look Up Table (LUT) is a texture that contains visual parameters changes. All AAA movies and games uses LUTs.

Cinema LUT Pack contains more than 100 LUTs handmade by visual artists. Just pick your preferred one in the camera inspector and enjoy the professional look applied to your game.

Supports default Unity Color Correction, Unity Tonemapping Color Grading from Cinematic Image-Effects (<http://u3d.as/mHd>) and the new PostPro Stack (<https://github.com/Unity-Technologies/PostProcessing/releases>).

USAGE

Import the Unity Cinematic Image Effects: <http://u3d.as/mHd>

Add 'Component > Image Effects > Cinematic > Tonemapping and Color Grading' component to your Main Camera.

Open the LUT section, then choose a LUT texture and enable LUT.



For more fine-tuning, play with the Contribution slider until you get the best result.

Recommended range: 0.25~0.75

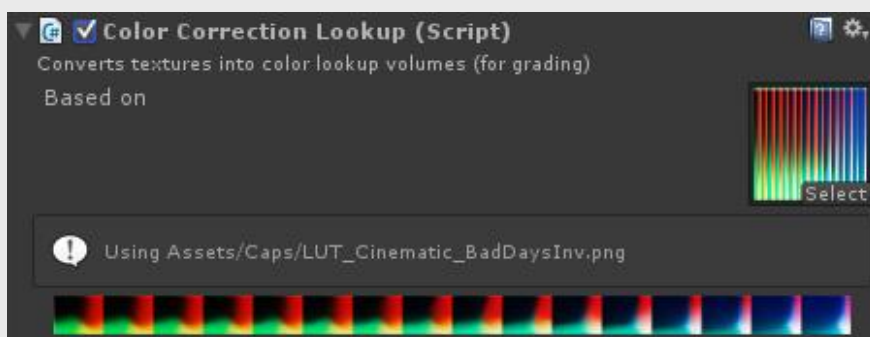
USAGE WITH DEFAULT COLOR CORRECTION COMPONENT

Import 'Assets > Import Package > Effects' to your project

Add 'Component > Image Effects > Color Adjustments > Color Correction (3D Lookup Texture)' to your Main Camera

Open your desired LUT texture in a image editor (Photoshop, GIMP, etc) and do a vertical image flip.

Choose the flipped texture in the Color Correction component.



CHANGELOG

1.1:

- Added 10 new Cinematic LUTs
- Import settings fix
- Supports new PostPro Stack