https://luts.iwltbap.com

# LUTs Color Grading Pack
by IWLTBAP

Free LUTs not for sale

# GET MORE LUTS

Feel free to give a check to the **full Cinematic pack** for interesting cine looks.

This pack contains LUTs as .CUBE (size 33x33x33), and a quick PDF guide.
In total there are more than 730 LUTs in the pack (standard, LOG, V-Log, tints, utility...).
Regularly I update this pack with new looks
(free updates, you'll receive an email with download link).

- ✓ 210+ unique and powerful LUTs
- ✓ 15 tints LUTs combinable with looks
- ✓ 6 gels LUTs inspired by Roscolux gel filters
- ✓ LUTs previewer app for Mac/PC and online
- ✓ LUTs DeLOG online web app
- ✓ Profiled on high-resolution color matrix
- ✓ For standard image profiles, LOG and V-Log
- ✓ .ICC & .COSTYLE files for Lightroom & Capture One
- ✓ .LOOK files for Premiere Pro CC 2015 Lumetri
- ✓ .VLT files to load the LUTs in Panasonic cameras (GH5, ...)
- ✓ 70+ specific LUTs to convert LOG profiles to Rec.709
- ✓ Skin tones preserved
- ✓ Lifetime free updates!
- ✓ Instant delivery by email

**Discover the pack**

https://LUT.LU

# What is a LUT?

A LUT, for Look-Up Table, is a file (**.CUBE or .3DL extension**) containing math instructions to replace a color by another one. It's like a color grading preset. This process is done pixel by pixel with a very high accuracy. These LUTs are compatible with many photo/video applications on Mac and PC (list below).


# About this pack

These presets are based on most famous cinema styles and are made by myself (Benjamin).

In the pack you'll find more than 150 unique looks, used by professionals and recommended by Film Riot (watch). These LUTs are powerful tools for all filmmakers.

The LUTs can be used with the most photo and video editing softwares (PC/Mac) :

- Adobe Photoshop (CS6 and +)
- Adobe After Effects (CS6 and +)
- Adobe Premiere Pro (CS6 and +)
- Adobe SpeedGrade
- Avid Media Composer (7 and +)
- The Foundry NUKE
- DaVinci Resolve
- CineForm GoPro Studio Premium
- CyberLink ColorDirector 4
- Final Cut Pro X
- Sony Vegas
- Affinity Photo
- HitFilm 4 Pro
- and more

For **Adobe Premiere Pro CC 2015.3, 2017 and more recent,** here is how to install and use:
Mac: https://vimeo.com/197112054
Windows: https://vimeo.com/197124387

For **Adobe Premiere Pro CC 2015 (not 2015.3),** here is how to install and use:
Mac: https://vimeo.com/197127837
Windows: https://vimeo.com/197135144

For **Adobe After Effects CS6** and **Premiere CS6,** you need the free plugin Magic Bullet LUT Buddy (download the **oldest** version available):
https://www.redgiant.com/products/magic-bullet-lut-buddy/downloads

For **Final Cut Pro X,** you need a LUT plugin like the free one by motionVFX :
https://www.motionvfx.com/mplugs-107.html
Or the LUT Utility plugin ($29) by Color Grading Central :
http://www.colorgradingcentral.com/lututility
Or the Color Finale plugin ($99) by Color Grading Central:
http://try.colorgradingcentral.com/colorfinale

For **Sony Vegas (Pro/Movie Studio),** you need this free LUT plugin by VisionColor:
http://www.vision-color.com/lutplugin

# How to use

My LUTs are designed for standard image profile (Rec.709) and flat image profiles (generic LOG). In the UTILITY folder you'll find a large set of conversion LUTs for LOG to Rec.709.

LUTs are organized in folders, STANDARD for standard image (sRGB and Rec.709) and LOG for flat profiles (generic LOG).
The CUBE format is the most common format for a LUT but few applications accepts only the 3DL format so this is the reason why the two formats are included in the pack :)

**About the filenames of LUTs, here are the meaning of the prefix :**
| | | | |
|---|---|---|---|
| C = Cold | W = Warm | H = Hot | B = Black and White |
| F = Film | X = Creative | U = Utility | |

**And for the suffix :**
| | |
|---|---|
| LOG = LOG/flat profile | STD = Standard/classic profile |
| LTR = LOG to Rec.709 | RTL = Rec.709 to LOG |

So, the LUT named « F-9490-STD » is a LUT with a Film look for Standard image profile.
The LUT named « X-9400-LOG » is a LUT with a Creative look for flat image profile.


# Video tutorials

For **Adobe Premiere Pro CC 2015.3, 2017 and more recent,** here is how to install and use:
Mac: https://vimeo.com/197112054
Windows: https://vimeo.com/197124387

For **Adobe Premiere Pro CC 2015 (not 2015.3),** here is how to install and use:
Mac: https://vimeo.com/197127837
Windows: https://vimeo.com/197135144

How to use in **Adobe Premiere Pro CC (2014)**:
https://youtu.be/PvjHqNIrCJw

How to use in **Adobe Photoshop**: http://ow.ly/ZpqZy
How to use in **Adobe After Effects**: https://youtu.be/_39GzdjZKmA
How to use in **Adobe Premiere Pro CS6 with LUT Buddy**: https://youtu.be/hrSbtqLIamE
How to use in **DaVinci Resolve**: https://youtu.be/R_PPxcNeYZg
How to use in **Final Cut Pro X with LUT Utility**: https://youtu.be/xlm-Wqdmu4A
How to use in **Final Cut Pro X with Color Finale**: https://youtu.be/PsJ1_sqlWHo
How to use in **Final Cut Pro X with mLUT**: https://vimeo.com/151515697
How to use in **Assimilate Scratch**: https://youtu.be/p34z7SlmILI


# Utility LUTs (conversion LUTs)

The « UTILITY » folder contains LUTs to convert LOG (flat picture profiles) to Rec.709 (standard video profile) for almost all cameras and profiles. Feel free to suggest me other conversion LUTs or improvements of the existing LUTs.

## Tints LUTs

The tint LUTs (in « TINTS » folder) will act like Roscolux gel filters. They are designed to only give a tint to your image, like a color layer. They will not affect (or very little) the contrast, brightness, gamma, and other settings.

## Experimentals LUTs

The experimental LUTs (in « EXPERIMENTAL » folder) are based on user requests and work in progress. They are not final and I can't guarantee the result. These LUTs can be test of film print emulations or creative renders. Feel free to play with them.

## Install LUTs into Adobe Premiere Pro CC 2015 and +

**IMPORTANT NOTE:** Adobe recommends to load the LUTs **only** via the "**Browse...**" function of "**Basic Correction**" and "**Creative**" LUT dropdown menus of the Lumetri panel. The instructions below are **not officially recommended by Adobe** and may cause troubles with large number of LUTs and/or when you share a project on different computers. Copying the .CUBE files in the installation folder of Premiere Pro is against the legal condition of use. If you have already copied the .CUBE files in this folder and you want to remove them, simply delete the .CUBE and .LOOK files. **Feel free to contact me if you need assistance for uninstallation :)**

For **Adobe Premiere Pro CC 2015.3 / 2017 and more recent**, follow these videos:
- Mac: https://vimeo.com/197112054
- Windows: https://vimeo.com/197124387

For **Adobe Premiere Pro CC 2015 (not 2015.3)**, please follow these videos:
- Mac: https://vimeo.com/197127837
- Windows: https://vimeo.com/197135144

For **Adobe Premiere Pro CC (2014)**, please follow this video:
- Mac/Windows: https://youtu.be/PvjHqNlrCJw

If you want to install the LUTs in **Basic Correction** rather than **Creative** section of the Lumetri panel, just place the **.CUBE files** into:
— Mac: /Applications/Adobe Premiere Pro CC 2015/Adobe Premiere Pro CC 2015.app/Contents/Lumetri/LUTs/Technical
— PC: C:\Program Files\Adobe\Adobe Premiere Pro CC 2015\Lumetri\LUTs\Technical

## Install LUTs into Adobe Photoshop CS6 and +

To use the LUTs via the dropdown menu of the "Color Lookup" adjustment layer, just copy the **.CUBE files** into:
— Mac: /Applications/Adobe Photoshop CC 2017/Presets/3DLUTs
— PC: C:\Program Files\Adobe\Adobe Photoshop CC 2017\Presets\3DLUTs

# LUTs Previewer (Mac/PC application)

Light and simple Mac/PC application to test all LUTs included in my pack.
You have just to load or drop a **JPG/PNG** frame in the app and click a reference on the sidebar.

**Trick:** To generate frames easily, use VLC. Launch a video a press Cmd+Alt+S on Mac or Shift+S on PC. More infos here: https://wiki.videolan.org/Take_a_snapshot

**LUTs are applied at low resolution to increase speed in the previewer.**
**So the quick rendering can suffer from several shortcomings such as pixelation or banding.**

**Online web app version:** https://preview.iwltbap.com


# LUT Generator (Mac/PC application)

This utility will help you to create your own look LUTs from any applications such as Camera Raw, DxO or simply Lightroom presets!
I made few video tutorials to explain how to use (on the webpage, URL below).

This application is a based on pay-what-you-want model, so you can download it for free if you want :)

**IWLTBAP LUT Generator:** https://generator.iwltbap.com


# LUTs DeLOG (online web app)

Built with the help of LUTCalc by Ben Turley, this web application was made to generate conversion LUTs easily.

You upload a **JPG/PNG** file (still frame extracted from your LOG footage) and select the input gamma/gamut and the desired output gamma/gamut and click generate button.
With the Auto Adjust option you can generate a conversion LUT suited for your image.
You'll be able to view in live a preview of the LUT.
Good thing, a waveform + RGB parade are present on the page.

**Please note that this web app is heavy (27MB) so be patient for the first complete load, it will be faster at your next visit ;)**
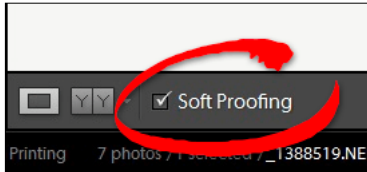
**IWLTBAP LUTs DeLOG:** https://delog.iwltbap.com

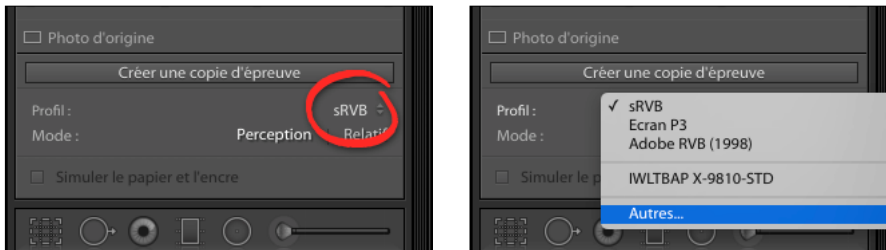# Install LUTs into Adobe Lightroom

1) Copy the files with **.ICC** extension from the following folder of the pack <u>Manual install for Lightroom and Capture One > ICC</u>, into:
— **Mac:** /Users/[username]/Library/ColorSync/Profiles
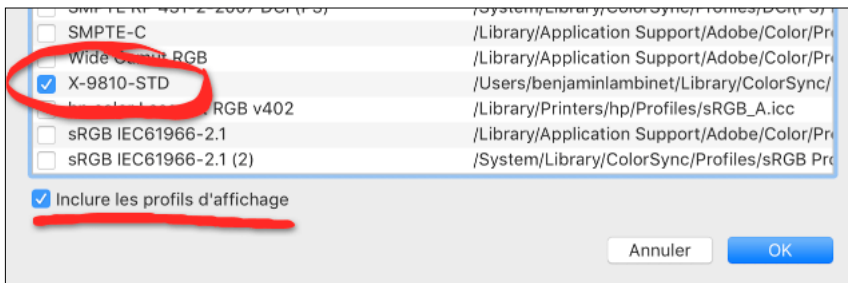— **Windows:** C:\Windows\system32\spool\drivers\color

2) Now, to use the LUTs in Lightroom go to « <u>Development</u> » tab and enable « <u>Soft Proofing</u> » checkbox in bottom bar, as shown below:
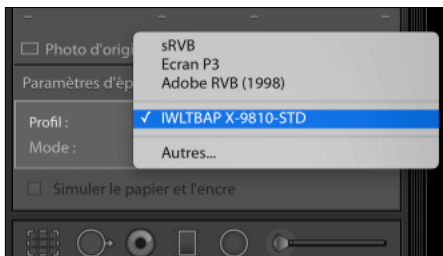


3) Then, in the top right area of your screen, click « <u>Profile</u> » dropdown menu and choose « <u>Other...</u> », as shown below:
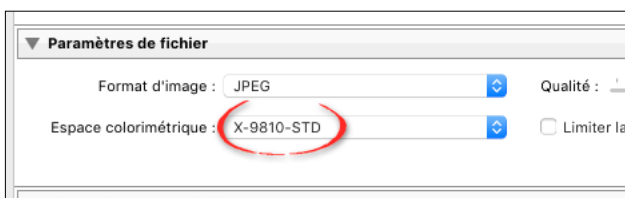


4) In the window that opens, enable all the LUTs that you want to use in Lightroom, as show below:



5) Now you can easily access the LUTs in one click via the « <u>Profile</u> » dropdown menu :)



Note) If the LUT is not applied when you export the image, you have just to enable the LUT in Export settings (section <u>File Settings > Color Space</u>), as show below:

# Install LUTs into Capture One

1) Copy the files with **.COSTYLE** extension from the following folder of the pack <u>Manual install for Lightroom and Capture One > COSTYLE</u>, into:
— **Mac:** /Users/[username]/Library/Application Support/Capture One/Styles
— **Windows:** C:\Users\[username]\AppData\Local\CaptureOne\Styles50

2) Copy the files with **.ICC** extension from the following folder of the pack <u>Manual install for Lightroom and Capture One > ICC</u>, into:
— **Mac:** /Users/[username]/Library/ColorSync/Profiles
— **Windows:** C:\Users\[username]\AppData\CaptureOne\Color Profiles

3) Now, to use the LUTs in Capture One go to « <u>Styles and Presets</u> » tab and select a LUT in the « <u>User Styles</u> » section, as show below:
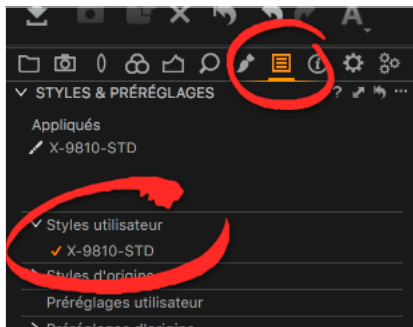


# LUTs in .VLT format / Load LUTs in-camera for the GH5

The **.VLT** format is made to load the LUTs in-camera for the Panasonic GH5 (and all other compatible Panasonic cameras). In the folder named « <u>LUTs by IWLTBAP (VLT)</u> » you'll find the LUTs in **.VLT** format already profiled for V-Log L. Perfect to shoot in V-Log with a preview LUT :)

Then, in post-production, you'll be able to use the exact same LUT in **.CUBE** format to color grade as you saw on the screen. Otherwise you can manually convert your V-Log image to standard (Rec.709) and then use the same LUT in « <u>Standard</u> » version.

**Important: the GH5 is limited to maximum 4 LUTs in-camera. Also the filenames must contain maximum 8 characters, otherwise the LUTs will be hidden in-camera.**

# Support

Please note that all updates are free.
If you have some questions or any troubles, please contact me.
I will reply you very quickly :)

**Email:** <u>contact@iwltbap.com</u>