LUT Shader

LUT Shader is a set of shaders for applying LUT (Lookup texture) to the textures at your materials. It works similarly to the post-processing effect algorithm, but for Renderer/Graphic materials.

USAGE

- remove the previous version if it has already been imported

- import the asset package into your project

- if you are using the Universal Render Pipeline (URP), you need to import:
  Assets/Nexweron/LutKit/LutShader/URP/Package/LutShaderURP.unitypackage

SHADERS

You can find shaders at:

Assets/Nexweron/Common/Shaders/Builtin/Lut
Assets/Nexweron/Common/Shaders/URP/Lut

Properties:

MainTex – main (base) texture
LutTex – LUT Texture2D strip format (size dim² x dim) / Texture3D
LutContribution – LUT influence value
LutGreenDir – green channel direction, format style: Unity (Direct) / Unreal (Inverse)

NOTE

LUT texture must have import settings to work properly:
sRGB = false
Compression = None
Generate Mip Maps = false
Aniso Level = 0
  (which can be modified if you first have "Generate Mip Maps" enabled and you disable it afterwards)

Converter also requires:
Read/Write Enabled = false

SUPPORT

If you have any comments, questions, or issues, please email me at **nexweron@gmail.com**