

CINECOLOR

Thank you for purchasing CINECOLOR color grading LUTs!

In your download package you will find two folders containing different formats of the LUTs - **.cube and .xmp**.

The .cube files included with this package are compatible with virtually all major video editing and color correction software, and can also be used in some photo applications like Adobe Photoshop. If you are primarily using these LUTs for video-based projects, you will likely only need access to the .cube files.

The .xmp files are specifically designed with Adobe Lightroom users in mind. These files are creatively identical to the .cube files, except they can be loaded directly into Lightroom, whereas the .cube files can not. If you are primarily using these LUTs for photography, you will likely only use the .xmp files.

Below is a brief explanation of how to install and use these LUT files with some of the major software platforms that you may already be using:

DAVINCI RESOLVE

Step 1

Copy and paste the .cube files into the “LUT” folder located here:

Mac: */Library/Application Support/Blackmagic Design/DaVinci Resolve/LUT/*

PC: *ProgramData/Blackmagic Design/DaVinci Resolve/Support/LUT*

You may choose to either copy the individual .cube files, or copy the folder that they are contained in. By copying the folder, the LUT files will be organized in a sub-folder when you later access them inside of Resolve.

Step 2

Launch DaVinci Resolve, and your LUT files will now automatically be loaded into the software.

Step 3

Apply your LUT in Resolve by doing the following:

In the Color Panel, create a new serial node and then right click on that node. Scroll down to “3D LUT” and then select your desired LUT from the sub menu. Once selected, it will instantly apply the look to your footage. You can also preview and apply the LUTs using the “LUTs” tab on the top left of the main color panel.

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ADOBE PREMIERE PRO

METHOD 1

Step 1

Apply the “*Lumetri Color*” effect to the footage in your timeline. This effect can be found in the “*Effects and Presets*” browser, within the “*Color Correction*” folder.

Step 2

Navigate to the “*Creative*” tab inside the Lumetri Color Effect Panel and select the drop down menu next to “*Look*”. Then select “*Browse*”.

Step 3

Select your desired LUT (in .cube format) and it will be applied to your clip.

This method works perfectly in Premiere Pro, however each time you want to switch to a new LUT you will need to repeat steps 2 and 3.

METHOD 2

Alternatively, you can also install the LUTs manually in a subfolder within the Premiere Pro application so that you don't need to re-load them each time you want to use a new LUT.

To accomplish this, you will need to copy and paste the .cube files into the following subfolder:

Mac: *Macintosh HD/Applications/Adobe Premiere Pro/Adobe Premiere Pro.app (right click and select “Show Package Contents”)/Contents/Lumetri/LUTs/Technical*

PC: *C:/Program Files/Adobe/Adobe Premiere Pro/Lumetri/LUTS/Technical*

Once you have placed the .cube files into the correct folders, follow these steps:

Step 1

Apply the “*Lumetri Color*” effect to the footage in your timeline. This effect can be found in the “*Effects and Presets*” browser, within the “*Color Correction*” folder.

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Step 2

Navigate to the *“Basic Correction”* tab inside the Lumetri Color Effect and select the drop down menu next to *“Input LUT”*.

Step 3

Select your desired LUT from the dropdown menu and it will be applied to your clip.

Please note that although this method is more convenient than Method 1, Premiere Pro is technically using your LUT files as an “input LUT” as opposed to an “output LUT”. This may be an important consideration depending on your overall color workflow.

FCP X

If you are using FCP X 10.4 or above, simply navigate to the *“Color”* tab in your effects preset window and select it. In the right panel of the effects window, you will now see an option called *“Custom LUT”*. Click on it and drag it over a clip of your choice.

Once it’s been dropped on to a clip, the inspector window will now contain the *“Custom LUT”* effect when that clip is selected in the timeline. From there, simply click on the drop down menu next to the “LUT” field, and select *“Choose Custom LUT”*. When prompted, select the LUT of your choosing (in .cube format) and it will be applied instantly.

In order to use your LUTs with older versions of FCP X (prior to 10.4), you will first need to install a 3rd party plugin that will allow you to load .cube files within the software.

There are several plugins that will allow you to do this, including *“FCP X LUT Loader”* by Pixel Film Studios. You can download this free plugin by visiting www.pixelfilmstudios.com

Avid Media Composer

Step 1

Right click on a clip in your Bin and select *“Source Settings”*.

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Step 2

In the *“Source Settings”* window, click *“Color Management Settings”*.

Step 3

In the *“Color Management Settings”* window, click on *“Select LUT File”*.

Step 4

Navigate to the desired .cube files and click *“Open”*. Once the LUTs are loaded into Avid Media Composer, you can close the *“Color Management Settings”* window.

Step 5

In the *“Source Settings”* window, select your desired LUT from the drop down menu and click *“Add”*. The LUT will then be applied to your clip.

Adobe Photoshop

You can also use LUT files to color grade still images inside of Adobe Photoshop by following these steps:

Step 1

Open an image inside of Photoshop and then select *“Layer”* in the top menu bar. Navigate to *“New Adjustment Layer”* and click on *“Color Lookup”*.

Step 2

An Adjustment Layer will now appear on top of your image in the *“Layers”* panel. The *“Properties”* panel should also now be open. If it isn't open, select *“Window”* in the top menu bar, and then click on *“Properties”*.

Step 3

On the *“Properties”* tab, select the small grid-like icon on the top left (if it isn't already selected), and select *“3DLUT File”* if it isn't selected by default.

Step 4

Click on *“Load 3D LUT”* from the dropdown menu, and navigate to the LUT file of your choosing (in .cube format). Once selected, the LUT will be automatically applied to your image.

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Adobe Lightroom Classic CC

To use these LUTs in Adobe Lightroom CC, you will need to use the .xmp files included in the your package.

Step 1

Open Lightroom and click “*Lightroom*” on the top menu bar. Then select “*Preferences*”. When the dialog box opens, click on the “*Presets*” tab and select “*Show Lightroom Develop Presets*”. This will open the Lightroom “*Settings*” folder on your computer.

Step 2

Click into the “*Settings*” folder from Step 1, and then click into the “*User Presets*” folder. Copy and paste the .xmp files included in this package to the “*User Presets*” folder.

Step 3

Restart Lightroom. This is an important step, as if you do not restart the software, you won’t be able to access the LUTs in the application.

Step 4

With Lightroom now open again, bring up the “*Develop*” page. On the right panel, access the “*Basic*” tools, and click on the “*Profile Browser*” icon (it appears as 4 small boxes at the top right of the “*Basic*” panel). Once open, scroll down and you will see all of the LUTs. Double click on a LUT to apply the look to your image.

Happy color grading!