



IWLTBAP.COM

# Cinematic LUTs Pack

THE ULTIMATE CINEMATIC LUTS PACK AVAILABLE  
99+ COLOR GRADING PRESETS FOR PHOTO & VIDEO FROM ALL CAMERAS



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- All the LUTs in .3DL format for the few apps that don't support .CUBE LUT files.
- The .COSTYLE files necessary to use the LUTs in Capture One (must be used in combination with the .ICC files). Follow the instructions from this guide to install properly.
- All the LUTs in .CUBE format.
- **You have to use the files from the Standard subfolder!**
- The .ICC files to use the LUTs as color profile in old versions of Lightroom Classic and in Capture One. Follow the instructions from this guide to use them.
- The .LOOK files are necessary to install the LUTs in the version CC 2015 (only!) of Premiere Pro. Links to video tutorials below in this guide. Useless for more recent version of Premiere Pro.
- The .VLT files are made to be loaded in Panasonic GH5. These files are the creative LUTs already calibrated to V-Log L, ready to use in-camera.
- The .XMP files are necessary to use the LUTs in Lightroom Classic 7.3 and more recent. Follow the instructions from this guide to install properly, pretty easy!
- Online web app to create your own conversion LUTs (advanced users only).
- The LUTs Previewer application for Mac (macOS 10.10+). Perfect to find the good LUT for your project. Drop a KJPG/PNG still frame and test all the LUTs from the pack super quickly!
- Link to the online version of the LUTs Previewer.
- LUTs Previewer version for Windows (7/8/10/+).
- PDF documentation. Please, read it ;)
- Links to other IWLTBAP pack of LUTs and tools.

# 1) WHAT IS A LUT?

A LUT, for Look-Up Table, is a file (with **.CUBE** or **.3DL** extension) containing math instructions to replace a RGB value 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).

# 2) ABOUT THIS PACK

Here is a pack of 250+ unique 3D LUTs made by me, for a smooth color grading process. These presets are based on the most famous cinematic looks.

In this pack, you will find the LUTs optimized for standard image profile (Rec.709, sRGB). Also is included a generic LOG version (for flat image profiles) and a V-Log L version (for the GH4/GH5).

### These LUTs are fully compatible with footages from all cameras:

Blackmagic, RED, GH4 and GH5, Samsung NX1, Lumix LX100, Sony a7S II, GoPro, Sony RX10, Samsung NX500, Canon 5D Mark III, 600D, 80D, Sony a6300 and a6500, Sony FS5 and FS7, Nikon D750, KineMAX, DJI Osmo, Mavic, Inspire, etc.

These LUTs were designed to preserve maximum skin tones and color chart.

I use a ColorChecker Passport for my tests.

# 3) WHICH FILES SHOULD I USE?

The main folder that contains the LUTs is named **LUTs by IWLTBAP (CUBE)**. In the subfolder **01 - Standard** you will find the LUTs for standard image profile (Rec.709 and sRGB). In the subfolder **02 - Generic LOG** you will find the LUTs for flat image profiles.

If you are not sure about which files are right for you, so you have to use the **Standard** version of the LUTs from the following folder: **LUTs by IWLTBAP (CUBE) > 01 - Standard**

In the **07 - Utility** subfolder you will find the LUTs to convert LOG profiles to Rec.709 for all cameras: Alexa Log-C, BMDFilm, Canon C-Log, REDlogFilm, Sony S-Log2, Sony S-Log3, Technicolor CineStyle, DJI D-Log, and many more.

# 4) COMPATIBLE APPLICATIONS

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
- Adobe Lightroom (read note below)
- Avid Media Composer (7 and +)
- The Foundry Nuke
- DaVinci Resolve
- Assimilate Scratch
- Edius (8 and +)
- CyberLink ColorDirector (4 and +)
- Final Cut Pro X
- Sony Vegas (12 and +)
- Wondershare Filmora
- PowerDirector 16
- Capture One 10+
- Affinity Photo
- ON1 Photo RAW
- HitFilm 4
- Video LUT (iOS)
- LumaFusion (iOS)
- and more

## 5) PLUGINS

For **Adobe After Effects CS6** and **Premiere CS6**, you need the free plugin Magic Bullet LUT Buddy (included for free in the trial version of Magic Bullet Suite 12.0.1): <https://support.redgiant.com/hc/en-us/articles/230764087-Where-is-LUT-Buddy->

For **Final Cut Pro X (10.3)**, you need a LUT plugin like the free one by motionVFX: <https://www.motionvfx.com/mplugins-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 **Vegas Pro 15, 16 and more recent** you have to use the LUT Filter included in the app. For **older version of Sony Vegas**, you need this free LUT plugin by VisionColor: <http://www.vision-color.com/lutplugin>

## 6) VIDEO TUTORIALS

For **Adobe Premiere Pro CC 2015.3, 2017 and more recent**, here is how to install:

- **Mac:** <https://vimeo.com/197112054>

- **Windows:** <https://vimeo.com/197124387>

For **Adobe Premiere Pro CC 2015 (not 2015.3)**, here is how to install:

- **Mac:** <https://vimeo.com/197127837>

- **Windows:** <https://vimeo.com/197135144>

For **Final Cut Pro X 10.4** you don't need any plugin! Just follow these tutorials:

<https://youtu.be/fNXXEOxaDf4>

<https://youtu.be/N83JXZM5gBl>

How to use in Adobe Premiere Pro CC (2014): <https://youtu.be/PvjHqNlrCJw>

How to use in Adobe Photoshop: <http://ow.ly/ZpqZy>

How to use in Adobe After Effects: [https://youtu.be/\\_39GzdjZKmA](https://youtu.be/_39GzdjZKmA)

How to use in Adobe Premiere Pro with LUT Buddy: <https://youtu.be/hrSbtqLlamE>

How to use in DaVinci Resolve: [https://youtu.be/R\\_PPxcNeYZg](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/9SodZwwyCeM>

How to use in Final Cut Pro X with mLUT: <https://vimeo.com/151515697>

How to use in Assimilate Scratch: <https://youtu.be/p34z7SlmLI>

How to use in Edius: <https://youtu.be/lwMI0el2THk>

How to use in Vegas Pro: <https://youtu.be/AhiTzcZyP5l>

How to use in PowerDirector: <https://youtu.be/-Xl4uXWY5Ts>

How to use in CyberLink ColorDirector: <https://youtu.be/ivwJjGaFO2l>

How to use in ON1 Photo RAW: <https://youtu.be/urtNZ2HSooE>

## 7) FILE NAMING SYSTEM

**Each LUT is named with a prefix:**

**C** = Cold

**W** = Warm

**H** = Hot

**B** = Black and white

**F** = Film

**X** = Creative/art

**U** = Utility

**And a suffix:**

**LOG** = Generic LOG/flat profile

**STD** = Standard profile

**LTR** = LOG to Rec.709

**RTL** = Rec.709 to LOG

**Examples:**

**F-9490-STD.cube** is a LUT with film look for standard image profile.

**X-9360-LOG.cube** is a LUT with creative/artistic look for flat picture profile.

## 8) VLT FILES FOR THE GH5

You will find all the LUTs in **.VLT** format to import in-camera in the Panasonic GH5. The LUTs are already profiled for V-Log in the following folder: **3D LUTs (VLT) > 3 - V-Log**

**Important:** the GH5 allows only 8 chars maximum for filenames!

## 9) INSTALL LUTs IN ADOBE PHOTOSHOP

For **Adobe Photoshop CS6 and more recent** you'll have to use the LUTs via the dropdown menu of the **Color Lookup** adjustment layer.

Simply copy the **.CUBE** files in the following folder and then **restart Photoshop**:

- **Mac:** /Applications/Adobe Photoshop CC 2019/Presets/3DLUTs

- **Windows:** C:\Program Files\Adobe\Adobe Photoshop CC 2019\Presets\3DLUTs

## 10) UTILITY LUTs

The **07 - Utility** folder contains LUTs to convert LOG profiles to Rec.709 (standard video profile) for almost all cameras and profiles.

Also, you'll find several tools as cinema base to simulate the colors of the Arri Alexa (to use before any creative LUT), and many more.

## 11) TINT & GEL LUTs

The tint and gel LUTs (in folders **05 - Gels** and **06 - Tints**) will act like Roscolux gel filters. They are designed to only give a tint to your image, like a color layer placed in front of the camera lens.

## 12) EXPERIMENTAL LUTs

The experimental LUTs (in folder **04- Experimental**) are based on user requests and work in progress. They are not final and I can't guarantee the result. These LUTs can be a test of film print emulations or creative renders. Feel free to play with them.

## 13) LUTs PREVIEWER

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

**Trick:** To generate frames easily, use VLC.

Launch a video a press Cmd+Alt+S on Mac or Shift+S on Windows.

More infos here: [https://wiki.videolan.org/Take\\_a\\_snapshot](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>

## 14) LUT GENERATOR

This utility will help you to create your own look LUTs from any applications such as Camera Raw, DxO or simply Lightroom presets! Video tutorials on the official webpage.

This application is based on a pay-what-you-want model, so you can download it for free if you want or support creator.

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

## 15) LUTs DELOG

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 create a conversion LUT suited for your image. You'll be able to view in live a preview of the LUT. A waveform + RGB parade are present on the page.

Please note that this web app is heavy (27MB) so be patient for loading.

**IWLTBAP LUTs DeLOG:** <https://delog.iwltbap.com>

**Demonstration:** <https://vimeo.com/210620202>

## 16) INSTALL IN LIGHTROOM CLASSIC 7.3+

Instructions below are for **Lightroom Classic 7.3 and more recent** only.

You'll have to use the **.XMP** files from folder **3DLUTs (XMP)**.

Follow this simple video tutorial: <https://youtu.be/noK12lhzQ3U>

## 17) INSTALL IN OLD LIGHTROOM CLASSIC

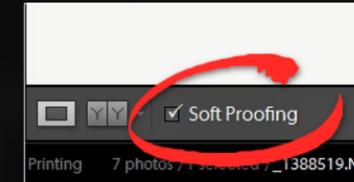
If your version of Lightroom Classic is **older than 7.3**, you can still use the LUTs thanks to the **.ICC** files and in this case follow the instructions below.

1) Copy the files with **.ICC** extension from the following folder of the pack **3DLUTs (ICC)**, into:

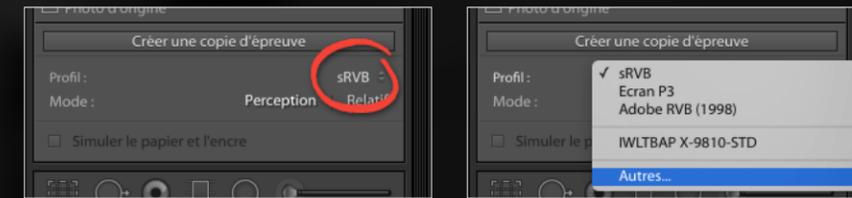
- **Mac:** /Users/[username]/Library/ColorSync/Profiles

- **Windows:** C:\Windows\system32\pool\drivers\color

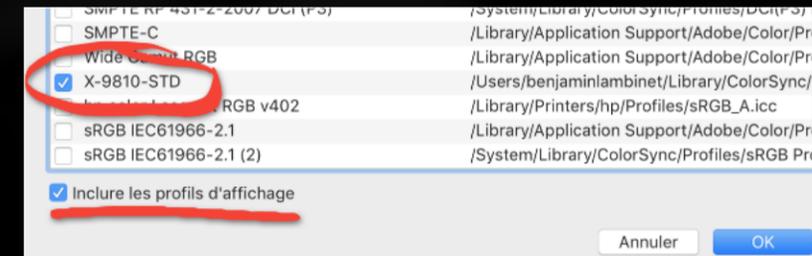
2) Now, to use the LUTs in Lightroom go to **Development** tab and enable **Soft Proofing** checkbox in bottom bar, as shown below:



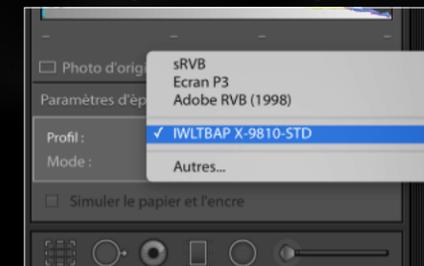
3) Then, in the top right area of your screen, click **Profile** dropdown menu and choose **Other...**, as shown below:



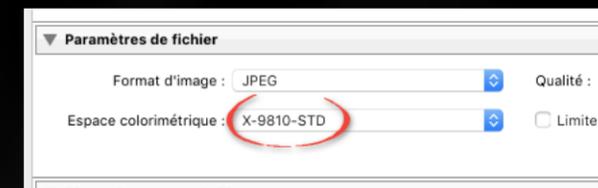
4) In the window that opens, enable all the LUTs that you want to use in Lightroom, as show below:



5) Now you can easily access the LUTs in one click via the **Profile** dropdown menu :)



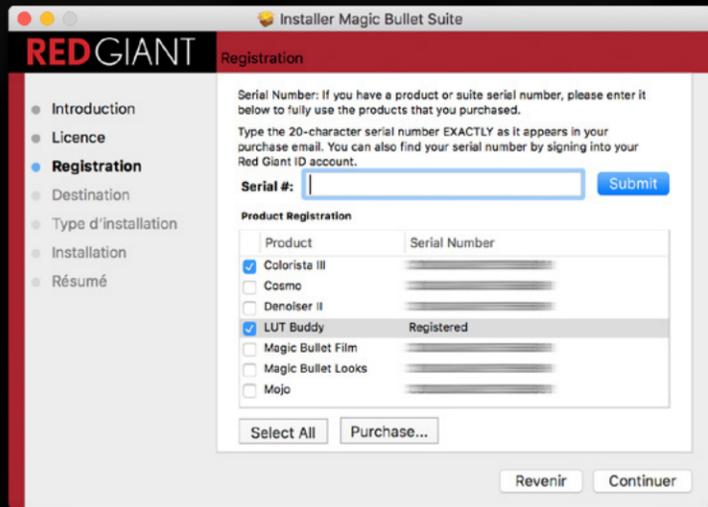
Note) If the LUT is not applied when you export the image, you have just to enable the LUT in **Export** settings (section **File Settings > Color Space**), as show below:



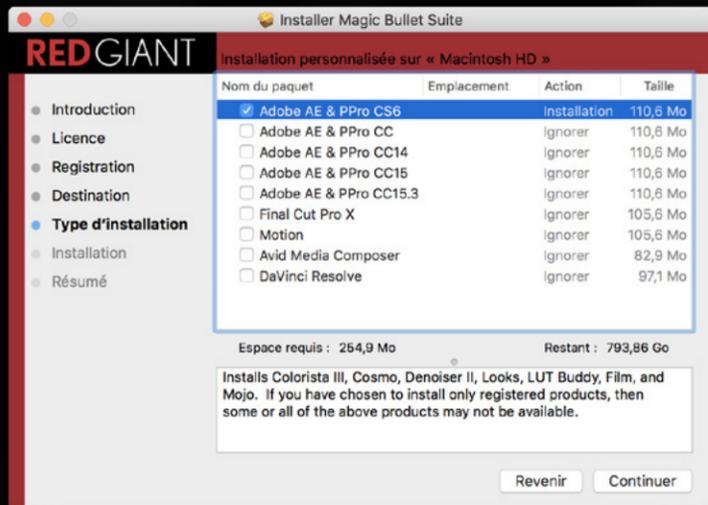
# 18) INSTALL & USE LUT BUDDY (FOR CS6 ONLY!)

1) Download the trial version of **Magic Bullet Suite 11.1.4**. The LUT Buddy is included: <https://support.redgiant.com/hc/en-us/articles/230764087-Where-is-LUT-Buddy->

2) Unzip and launch the installer. At the **Registration** step you have to check **LUT Buddy** and one other plugin, for example **Colorista III** (because of a bug LUT Buddy will not be installed if you check only **LUT Buddy**).

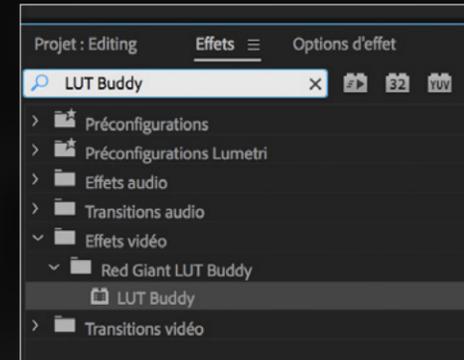


3) At the next step you have to select your version of Premiere Pro and After Effects.

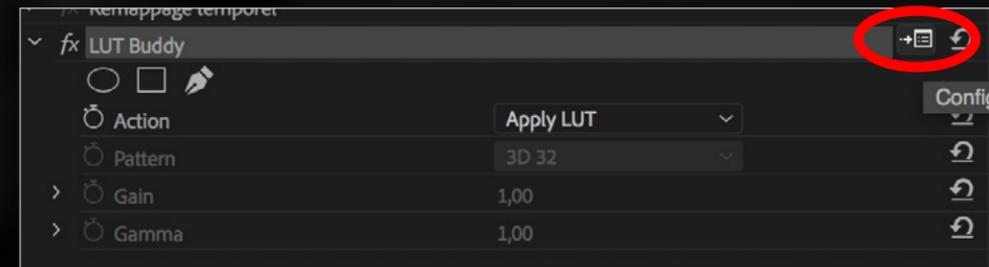


4) Once the installation is complete, launch Premiere Pro.

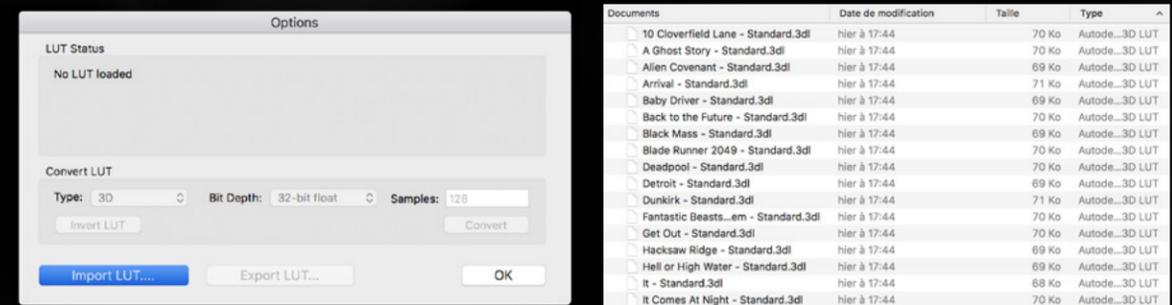
5) In the **Effects** panel, search **LUT Buddy** and apply it to your clip in your timeline.



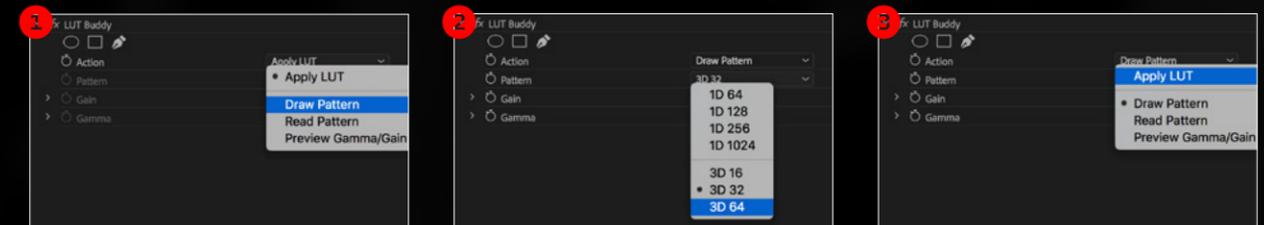
6) In the **Effect Controls** tab, click the settings button, as show below:



7) Click **Import LUT...** button. Then, select a LUT in **.3DL** format. Then click **Ok**.



8) Done! The LUT must be applied to your clip (play the clip or move to next frame to refresh the preview). If the LUT is not applied you have to do the following trick: switch LUT Buddy to **Draw Pattern**, version **3D 64**, then switch back to **Apply LUT**.

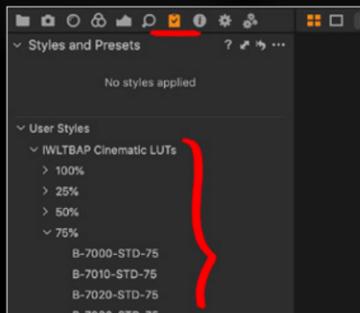


## 19) INSTALL IN CAPTURE ONE 12

1) Copy the proper OS folder from **LUTs by IWLTBAP (COSTYLE)** into:

- **Mac:** /Users/[username]/Library/Application Support/Capture One/Styles
- **Windows:** C:\Users\[username]\AppData\Local\CaptureOne\Styles50
- **Windows (alternative):** C:\Program Files\Phase One\Capture One\Color Profiles\Common

2) Restart Capture One! Now, to use the LUTs in Capture One go to Styles and Presets tab and select a LUT in the User Styles section, as show below:



## 20) NOTE ABOUT PREMIERE PRO

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 included in this guide 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.

**Video tutorials for each version of Premiere Pro page 4, section 6.**

Feel free to contact me if you need assistance :)

## 21) TECHNICAL 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:** [contact@iwltbap.com](mailto:contact@iwltbap.com)

## 22) F.A.Q.

Please find below the answers to the most asked questions.

### • What is the difference between **.CUBE** and **.3DL** files?

The LUTs from the pack are available in two formats: **.CUBE** and **.3DL**. They are exactly the same thing, just in two different formats. Most applications supports the **.CUBE** format but few ones supports only the **.3DL** format.

### • Are the LUTs compatible with my camera?

These LUTs works with footages shot from all cameras (Canon 5D Mark III, Nikon, Sony a7S, Panasonic GH5, Lumix LX100, Blackmagic Pocket, Blackmagic Cinema and Production 4K, BMPCC4K, RED Dragon, Arri Alexa, etc).

### • What is the difference between **STANDARD** and **LOG** folders?

The **STANDARD** folder contains the LUTs for standard image profile (named Rec.709), it's the most common profile on almost all cameras. You have to use these LUTs in most of the cases. The **LOG** folder contains the LUTs for flat image profiles (mainly pro cameras).

### • What should I do if I shot in **LOG (S-Log3 for example)**?

So, if you shoot in flat picture profile (e.g. S-Log3), you have two possibilities:

- 1) using directly the **LOG** version of the LUT.
- 2) using first a conversion LUT from **UTILITY** folder (S-Log3 to Rec.709) and then a look

LUT from STANDARD folder.

- **How can I create my own conversion LUTs?**

Using an utility (Mac/PC) named LUT Generator you can create your own conversion LUTs easily (to convert your LOG footage to standard):

<https://youtu.be/xgQOUwJkGmQ>

- **Are the LUTs compatible with Lightroom?**

Yes, with Lightroom Classic 7.3 minimum. If you have an older version of Lightroom Classic, a trick is to use them as ICC profiles. In the pack you'll find all the necessary files to install them in Lightroom and Capture One.

The limitation with the older version of Lightroom Classic (before 7.3) is that you can not change the intensity of the LUT. This is not a problem in version 7.3 and more recent.

But you can convert a Lightroom preset to a 3D LUT and then use this look in your video project or in combination with these LUTs.

Please find below a video tutorial that explain the complete process:

<https://youtu.be/Ss50VFJIdxA>

- **Problems about installing the LUTs in Premiere Pro?**

Double check that you have carefully followed the correct video tutorial page 4.

# ALL PACKS BY IWLTBAP

Discover below the others pack of LUTs made by IWLTBAP ☺



## PSYCHEDELIA LUTs PACK

A set of 70+ artistic and creative LUTs. Inspired by infrared photography with a total preservation of the skintones. Give a very original touch to your image!

[Download Psychedelia Pack](#)



## LUTs CINEMATIC PACK

The ultimate pack of cinematic LUTs. More than 250 unique looks. Regularly updated with new LUTs and new tools. Unlimited possibilities.

[Download Cinematic Pack](#)



## GOPRO LUTs PACK

A pack of 50 original looks optimized for the GoPro, action cams and all drones. Protune and DJI D-Log supported. Perfect for vlogging and travelling.

[Download GoPro Pack](#)

YOU WILL FIND SEVERAL FREE STUFF AND TOOLS ON MY WEBSITE: [LUTS.IWLTBAP.COM](https://LUTS.IWLTBAP.COM)



**IWLTBAP:** <https://luts.iwltbap.com>

**Support:** [contact@iwltbap.com](mailto:contact@iwltbap.com)

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Thank you!

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