

## **“Install LUTs in Premiere Pro”**

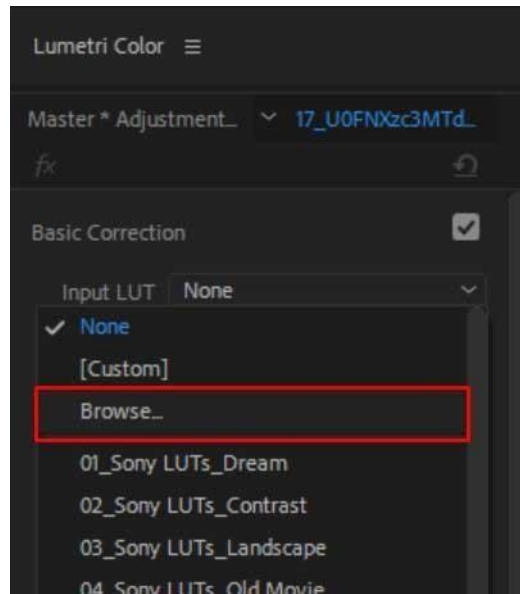
### **Installing LUT on Mac**

- **STEP 1:** Open a new search window. Go to Library / Application Support / Adobe / Common / LUT
- **STEP 2:** Find there the “Creative” folder and open it. If it does not exist, create it.
- **STEP 3:** Copy the LUT files here. You need to copy separate files, not a folder.
- **STEP 4:** Restart Premiere Pro. Now, LUTs should be available in the pop- up list on the Creative tab of the Lumetri interface.

### **Installing LUT on Windows**

- **STEP 1:** To install LUT, you need to move files from LUTs to the Premiere Pro folder. By default, it is C: \ Program Files \ Adobe \ Adobe Premiere Pro CC [Version] \ Lumetri \ LUTs \ Creative
- **STEP 2:** Restart Premiere Pro (if it was opened), open the Color panel, Lumetri Color, Creative tab and find your Adobe Premiere LUTs in the drop-down list.

## “Open LUTs without Installing Premiere Pro”



If you need to apply LUTs once, then you can skip the installation process and use them directly.

- **STEP 1:** Open Premiere Pro, click on the Color tab / Lumetri Color / Basic Correction.
- **STEP 2:** You will see the “Input LUT” button with the clickable word “None” next to it.
- **STEP 3:** Find the necessary LUT on the computer and open it. Here you can adjust the white balance, tone, highlights/shadows and more, if necessary.
- In such a way you can load only one LUT at a time, and when you load another LUT, the previous one disappears.

## “Install LUTs in DaVinci Resolve”

1. Open **DaVinci Resolve** on your computer. Open a project.
2. Click on the settings icon located in the bottom right corner. A new window will pop up.
3. Go to Color Management. Scroll down and find '**Lookup Tables**'. Then click on '**Open LUT Folder**'.
4. The LUT Folder window pops up. Drag and drop the entire downloaded and unzipped folder into the LUT Folder.
5. Close the LUT Folder. In the 'Color Management' tab (step 4), click '**Update Lists**'.
6. Click '**Save**'.

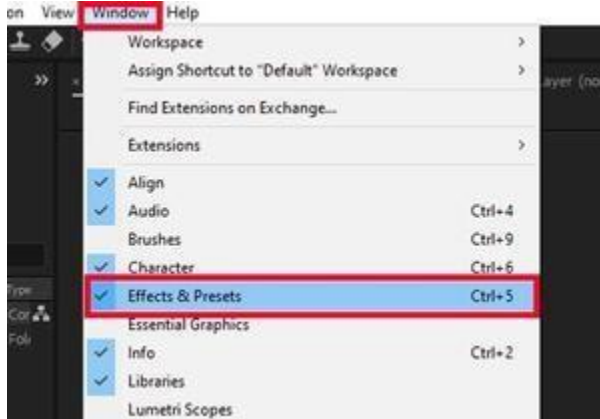
## “Apply a LUT in DaVinci Resolve without installation”

1. Open **DaVinci Resolve**. Then open a project.
2. Go to the '**Color**' tab (find it on the bottom).
3. Right-click on a node. Go down to '**3D LUT**' and find your LUTs.
4. Choose a look from the list and voilà: your footage is graded!

## “Import and Apply LUTs in After Effects”

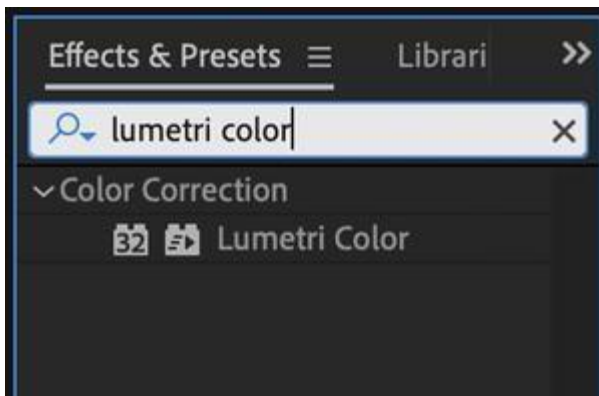
1. Download and unzip the LUT
2. Locate the “Effects and Presets” tab

*The “Effects and Presets” tab should be in your workspace by default.*



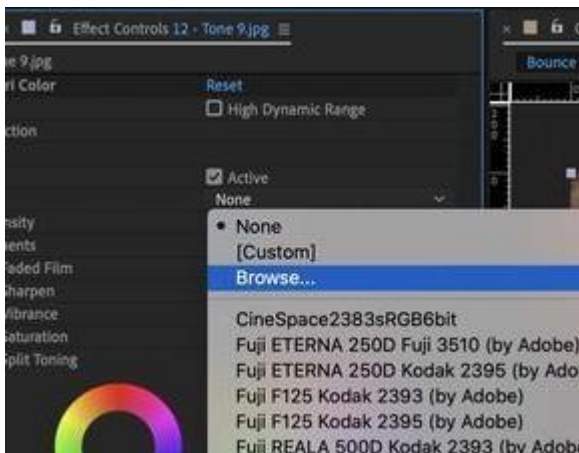
*If you can't find it, simply go to “Window” and check the “Effects and Presets” option. You can also tap “Ctrl+5” on your keyboard.*

3. Search for 'Lumetri Color' in the 'Effects & Presets' panel



*Drag Lumetri Color onto your clip you want to apply the LUT. You can apply Lumetri Color onto an adjustment layer also, which you can place above your footage in your timeline. This will apply any effects that are on the adjustment layer, to all the clips below it.*

4. Applying the LUTs



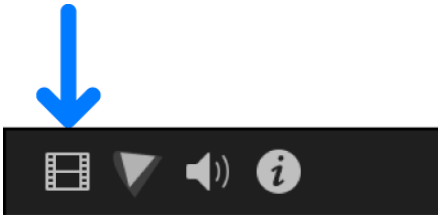
You can apply the effects by dragging and dropping it onto your clip or adjustment layer in the timeline. Then you can apply the LUT by going to the 'Creative' tab and find the Load LUT drop down menu. This is where you can browse your LUTs to import them.

## “Install LUTs in Final Cut Pro X”

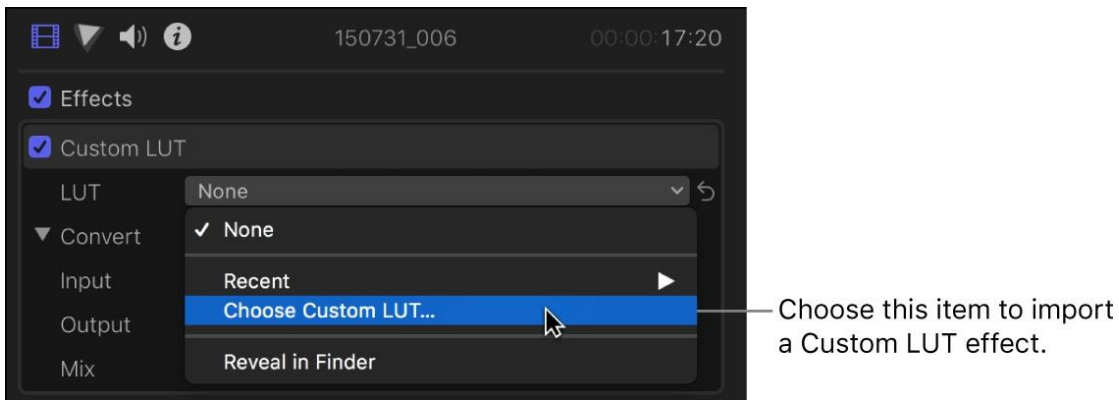
1. Select a clip in the Final Cut Pro timeline.
2. Open the Effects browser, select the Color category on the left, then double-click Custom LUT to apply the effect to the selected clip.
3. If the Video inspector isn't already shown, do one of the following:
  - Choose Window > Show in Workspace > Inspector (or press Command-4).
  - Click the Inspector button on the right side of the toolbar.



4. Click the Video button at the top of the inspector.



5. In the Custom LUT section of the Video inspector, click the LUT pop-up menu and choose “Choose Custom LUT.”



*Note: If you previously imported a custom LUT, you can choose Recent and then choose from a list of recently used Custom LUT effects.*

6. In the window that appears, navigate to the LUT file you want to import, and select it.

You can import 3D LUT files with the filename extensions .cube and .mga. You can select single files, multiple files, or a folder of files.

7. Click Open.

The LUT you imported appears as the selected LUT at the top of the Custom LUT section.

If you imported a folder of LUT files, it appears as a submenu in the LUT pop-up menu. (In this case, choose a LUT from the submenu so that it appears as the selected LUT at the top of the Custom LUT section.)

8. Click the Input pop-up menu and choose the color space the LUT converts from.

This color space was determined when the custom LUT was created.

*Note: Camera LUTs and custom LUTs typically include the names of the input (source) color space and intended output (target) color space in the LUT filename. If you're not sure which color space to choose, see the LUT creator for more information.*

9. Click the Output pop-up menu and choose the color space the LUT converts to.

This color space was determined when the custom LUT was created.

10. To optionally set the amount of the original image to be blended with the adjusted image, drag the Mix slider.

Final Cut Pro applies the custom LUT and the settings you chose, and alters the look of the video clip accordingly.