

Formats and files

Supported formats:

image formats .png, .bmp, .jpeg, .tiff (8 and 16 bit; RGB, CMYK, monochrome);

Targa formats (.tga, .vda, .icb, .vst);

the program works with images in any color profile sRGB, AdobeRGB, and so on. etc;

images in LAB color space are not supported;

You can open the RAW camera images (.cr2, .nef, ...),

For normal display RAW you should choose Log-profile. Default is off.

Saving image formats:

.jpg file: selects the compression ratio in the program settings (default quality is 100%);

.tiff file is saved always RGB 16 bit;

.png

Saving LUT-file:

.3dl (Photoshop);

.cube (Iridas, After Effects);

.csp (Cinespace32) – spline interpolation is used;

.png GPUImage;

.png Unity 3D (LUT size 16 and 32);

.png Amplify Color (LUT size 32).

Program preset file:

.luc – internal format of 3D LUT Creator that stores all the picture settings:

grid;

shadows and highlights settings;

sliders;

luma mode;

curves.

.lub – internal format of 3D LUT Creator that stores batch processing settings.