

# Picture Instruments

*IMAGE 2 LUT*



# Manual



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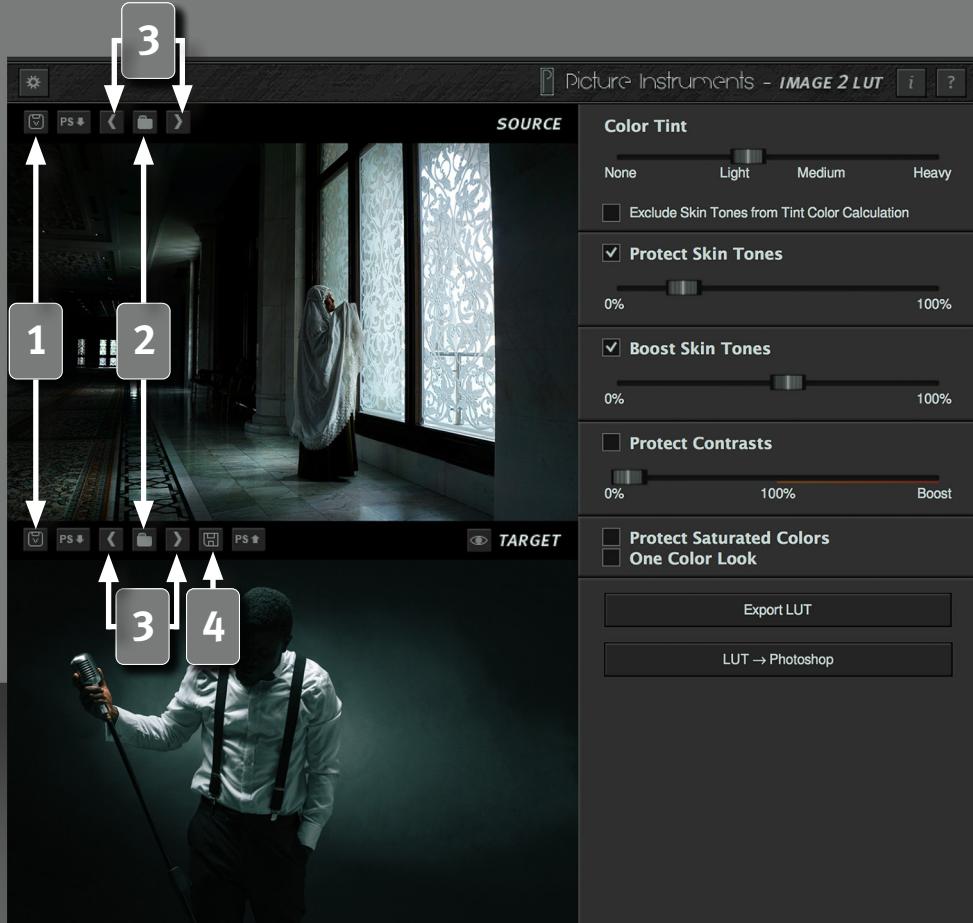


Image 2 LUT allows you to create a look from any source image and either apply it to a target image or save it as a 3D LUT. Even though the basic analysis as well as the generation of the look are mostly automated, the generated looks still can easily be adjusted to personal taste and to the used image material.

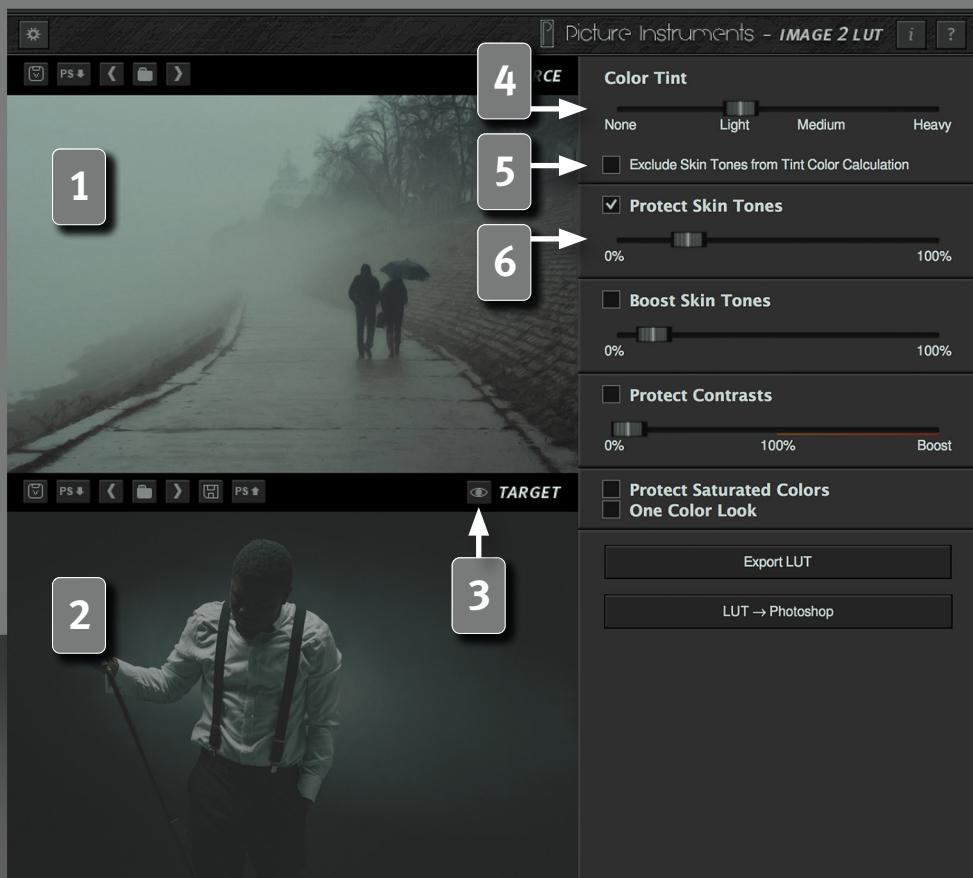
## Load Source and Target Images

Black bars or white logos can distort the original images contrast ratio during the analysis and should therefore not be copied along. It is preferable to copy only a part of the image rather than elements which are not part of the images look.

- 1 Inserts an image from the clipboard (screenshot or file).
- 2 Loads an image from the hard drive.
- 3 Step to the previous or the next image on the hard drive.
- 4 Saves the target image as an image file. It is possible to select between JPG, PNG and TIFF in the save file dialog.

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### Display Source and Target Image

**1** A color look is calculated from the image displayed here (while the target image has no influence on the color look). By loading multiple source images, any number of color looks can be created.

**2** The loaded target image only serves as a reference for the user to determine how the look will affect a certain image.

**3** By clicking the before/after button, you can toggle between the unaltered source image and the image edited with Image 2 LUT.

### Adjust the look

**4** Use the "tint" control to adjust the intensity of the coloring.

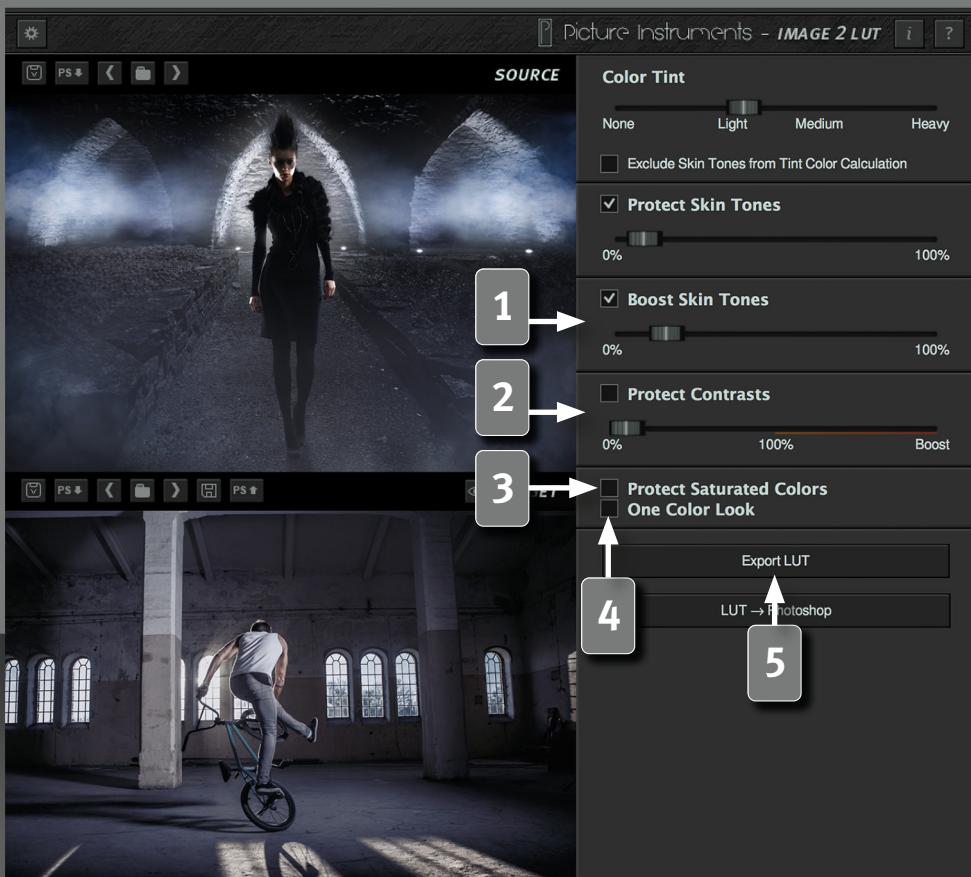
**!** If the coloring is too strong, it can override individual color channels. A setting beyond the middle is generally not recommended.

**5** Since especially teal and orange looks (due to the strong complementary contrast) can end up reciprocally toning down opposing ranges, this option can be used to exclude skin tones from the analysis.

**6** Oftentimes it is not desired to have human skin tones tinted by a color look too much. With this control you can reduce a tints influence on skin tones.

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**1** You may also sometimes want to additionally amplify skin tones which you can do seamlessly using this feature. Which combination of the two skin tone controls will achieve the best results strongly depends on the image material used and, of course, on personal taste and the desired look.

**2** Faded-film looks benefit especially from a reduced contrast. If this reduction in contrast should not or only partially be applied to the final look you can adjust the contrasts via the “protect contrasts” control. 0% will apply the source images contrast entirely, 100% will leave the target images contrasts unaltered and a value above 100% will enhance the contrasts in the target image independent of the source image.

**3** If this option is activated, strongly saturated colors will not be affected by the color look.

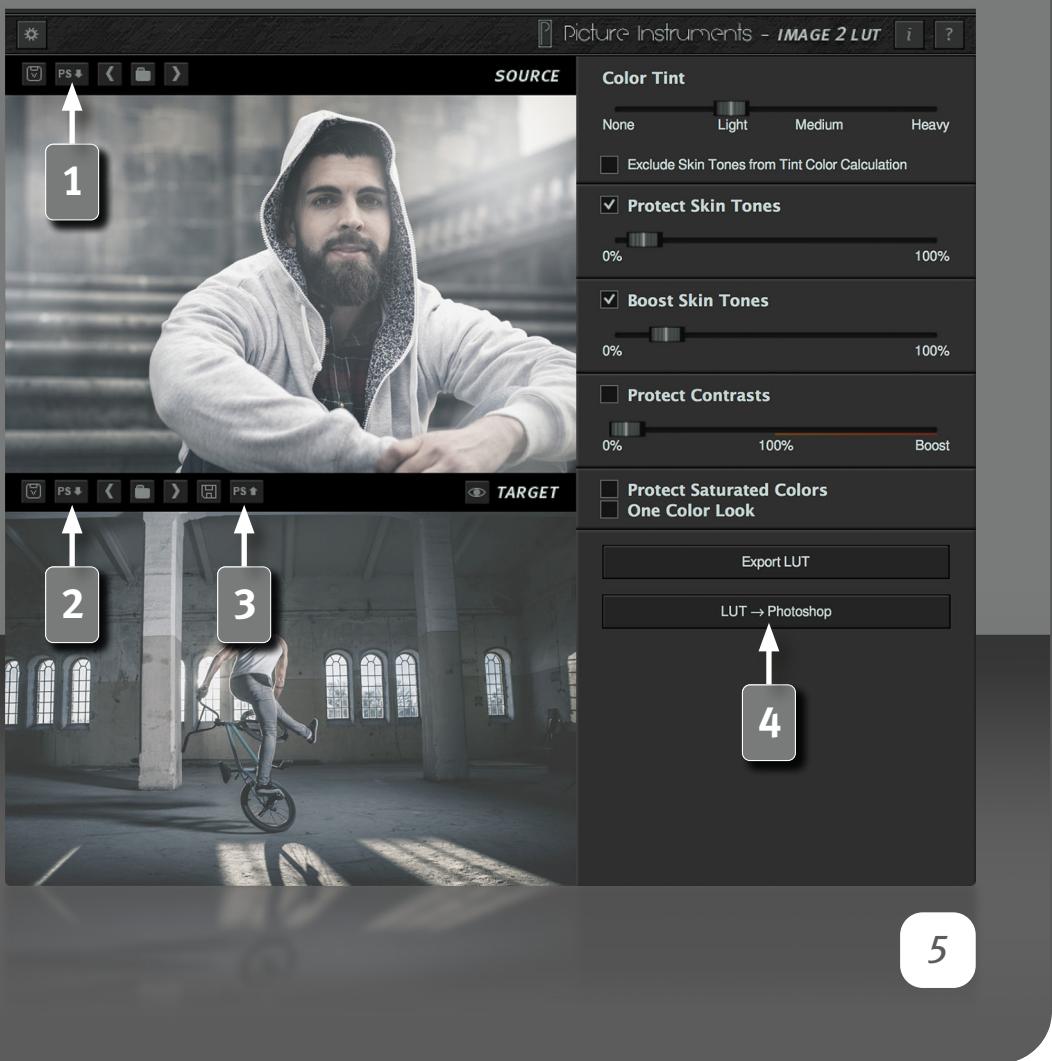
**4** Depending on the source image, Image 2 LUT will warp various color ranges in differing directions. Activating this option will warp the entire color range towards the same direction.

## Export LUT

**5** With this button, the created look will be exported as a lookup table. In which formats the 3D LUTs will be saved can be set in the program settings. Lookup tables created in Image 2 LUT work in all common photo and video editing programs with LUT support.

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## Adobe Photoshop Interoperability

1 Transfers the current image from Photoshop into Image 2 LUT as **source** image. If there are one or more layers in Photoshop active, the selected layers will be transferred as a composition. If there is no layer selected in Photoshop, the complete image will be imported. If the image is more than 2000 pixels on the longer edge it will be scaled down to this size for the import.

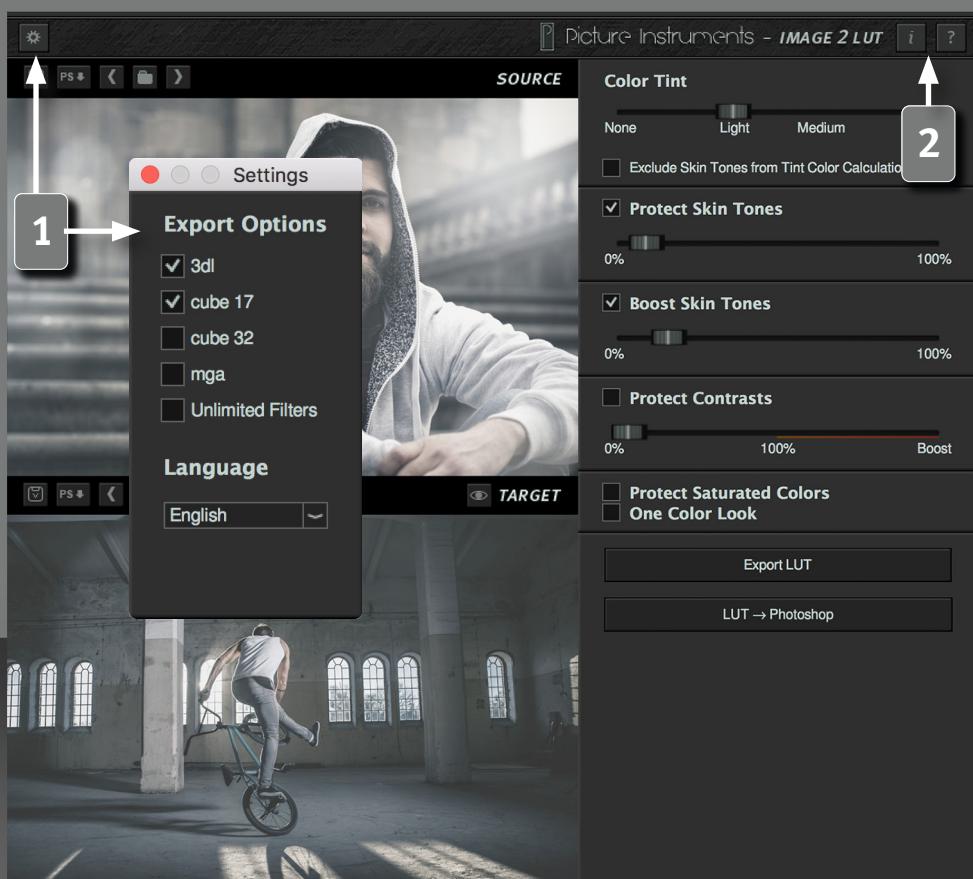
2 Transfers the current image from Photoshop into Image 2 LUT as **target** image. If there are one or more layers in Photoshop active, the selected layers will be transferred as a composition. If there is no layer selected in Photoshop, the complete image will be imported. If the image is more than 2000 pixels on the longer edge it will be scaled down to this size for the import.

3 Transfers the current target image from Image 2 LUT to Photoshop (without any scaling).

4 Transfers the current Look as a LUT to Photoshop into a Color Lookup adjustment layer.

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## Settings

1 Use the settings dialog to select the formats in which the lookup table will be saved when using the "Export LUT" button. If the "Unlimited Filters" option is activated, the look will automatically be added to our software Unlimited Filters.

Furthermore you can change the language of the user interface.

## Information and Help

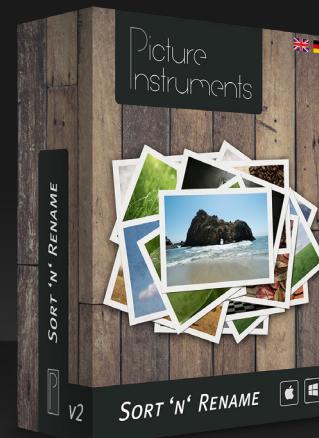
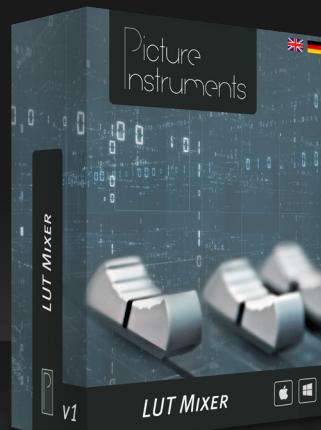
2 In the info window you can find more information on the version of Image 2 LUT and the license you use.

The help window contains a link to our Image 2 LUT video-tutorials as well as a link to this manual.

### More information and video-tutorials at:

[www.picture-instruments.com](http://www.picture-instruments.com)

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