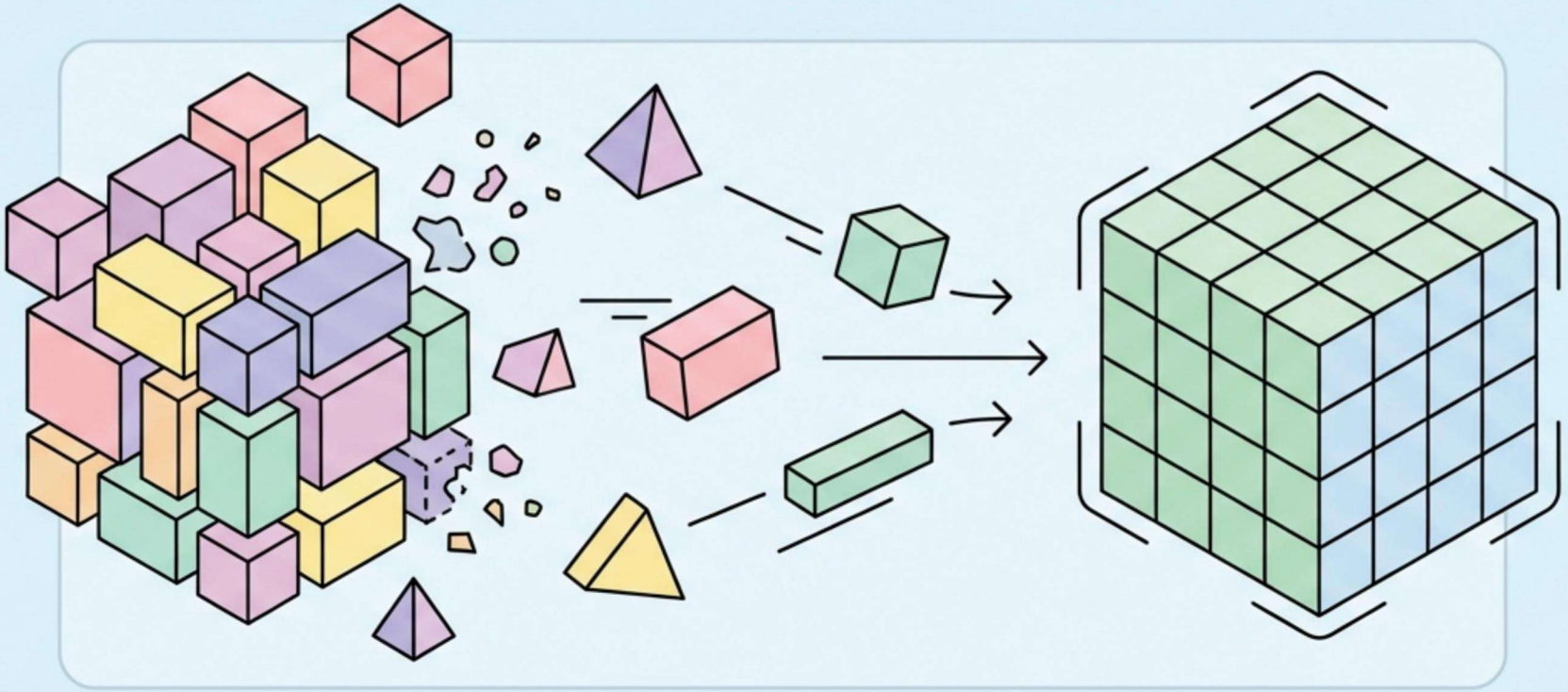
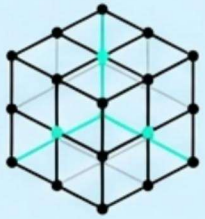
Lumatic Lab - LUT Resampler

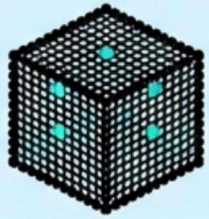
Standardize any 3D LUT into the universal 33^3 Master format.



Modern LUT workflows are messy and cause software strain

A LUT is simply a 3D **color grid** with Red, Green, and Blue axes. Each point is a color instruction. The variety in grid density is what breaks standard editing environments.





17^3 LUTs
Mobile / Fast

Risk: Tonal gaps and reduced color accuracy.

65^3 LUTs
Cinematic / Precision

Risk: Slow processing, memory strain, and software rejection.

The 33^3 Master Standard is the ideal balance point

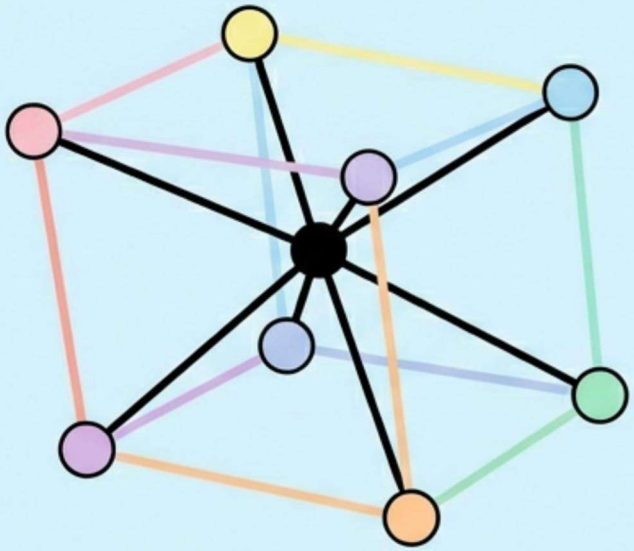
Stable Performance
Won't lag lower-power or Chromebook-class hardware.

33^3
(35,937 Data Points)

Consistent Behavior
Maintains high quality without the memory overhead of a 65^3 file.

Universal Compatibility
The stable midpoint that most editing tools are quietly optimized for.

Rebuilding the color grid intelligently, without the complex math



Trilinear Interpolation (Translated)

The engine does not simply shrink or stretch the file. For every point in the new 33^3 cube, it finds the nearest 8 colors and calculates a smooth, weighted average.

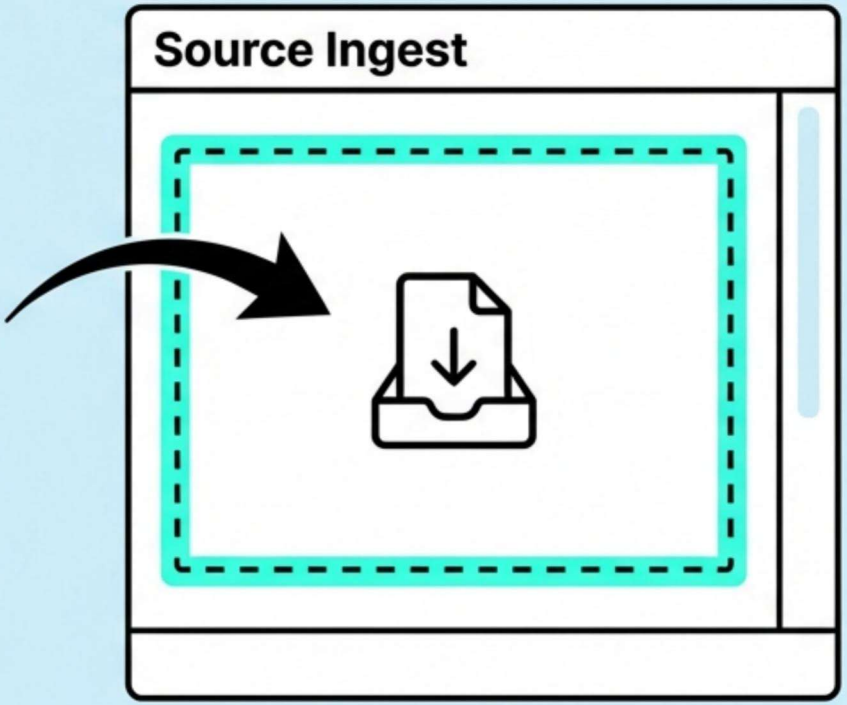
No banding. No stepping. No distortion.

Preserves smooth gradients and tonal integrity.

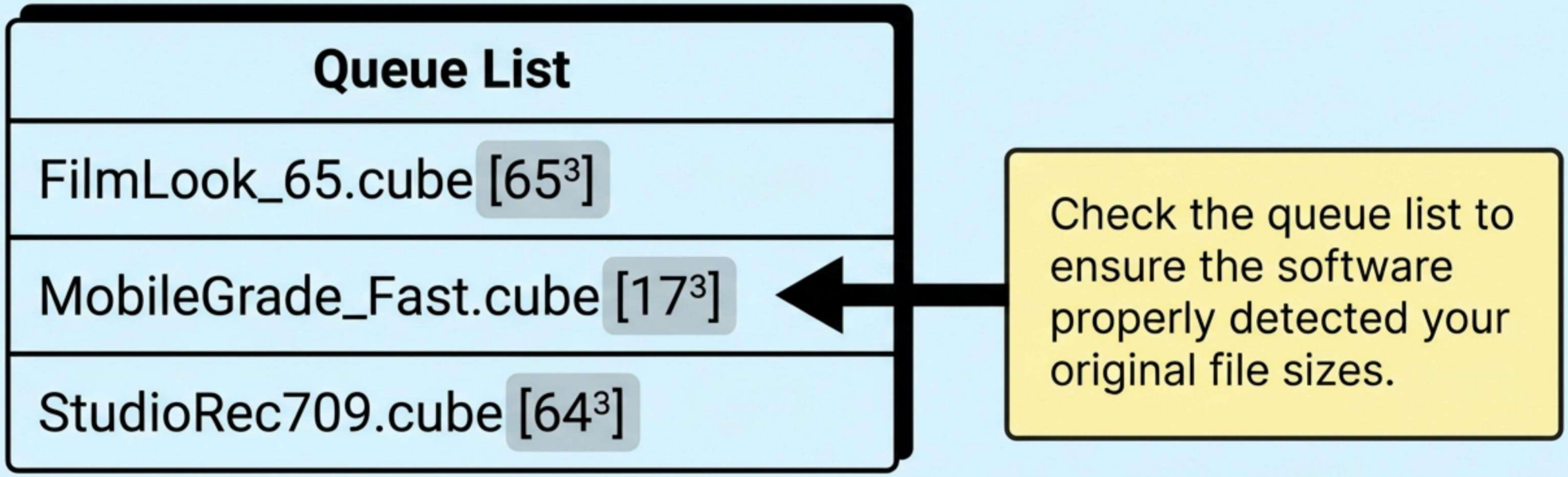
Three simple steps to predictable color workflows

Step 1 — Import your source files

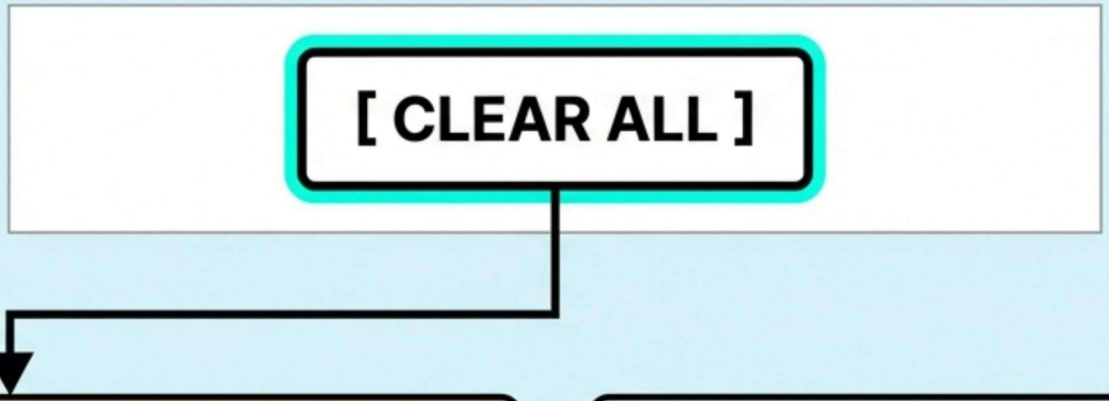
Drag & drop one or more .cube LUT files (17^3, 64^3, 65^3, etc.) directly into the ingest area.



Step 2 — Verify the detected lattice size



Need to start over? Clear the workspace cleanly.



Clicking “Clear All” destructively purges the memory buffer and the UI list.

Why this matters:
Explicitly emptying the queue guarantees a clean memory state, preventing accidental cross-file contamination when setting up a new batch.

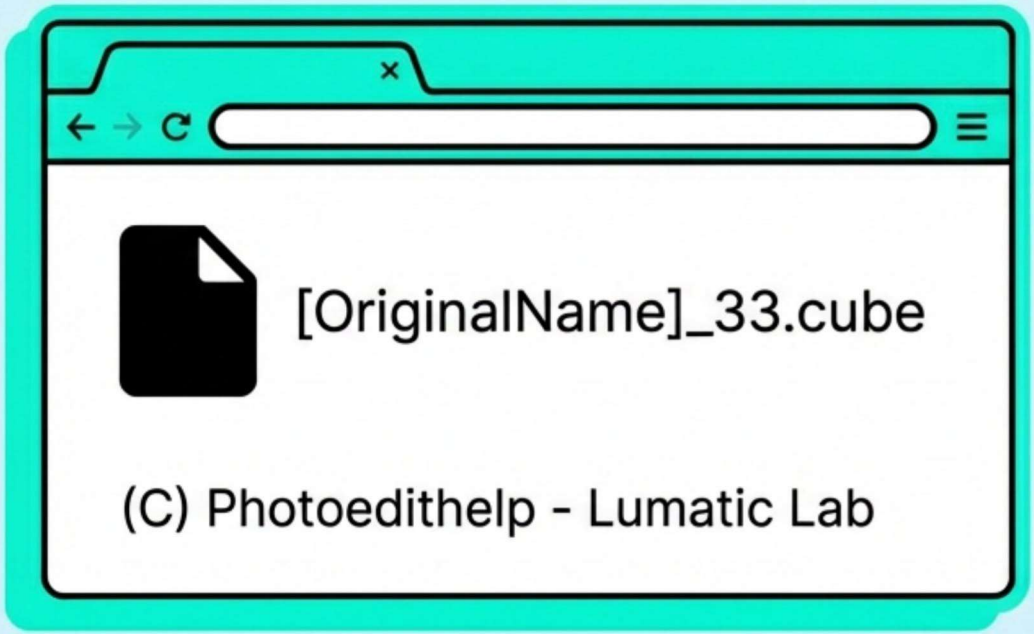
Step 3 — Bake all files to the 33^3 Master Standard

Click the Bake button to begin the batch conversion.

Under the hood:
Absolute Buffer Integrity

Every file is calculated independently from a fresh memory buffer. The math for 'LUT A' never touches 'LUT B,' ensuring zero mathematical ghosting or rounding drift during batch jobs.

Step 4 — Manage sequential file downloads



Each processed LUT downloads automatically with a '_33' suffix. Every file contains the mandatory Lumatic Lab header.

Security Note: To bypass Windows 11 'Harmful File' blocks, the Resampler uses sequential stream downloads instead of ZIP folders.

Tip: Simply allow 'multiple downloads' in your browser settings if prompted.

Any LUT becomes portable, and any workflow becomes predictable

Universal

33^3 standardizes your toolkit for seamless cross-software compatibility.

Flawless

Trilinear resampling ensures smooth tonal transitions with zero banding.

Clean

Independent memory buffers guarantee batch integrity with no rounding drift.

Compatibility stops being a guessing game.