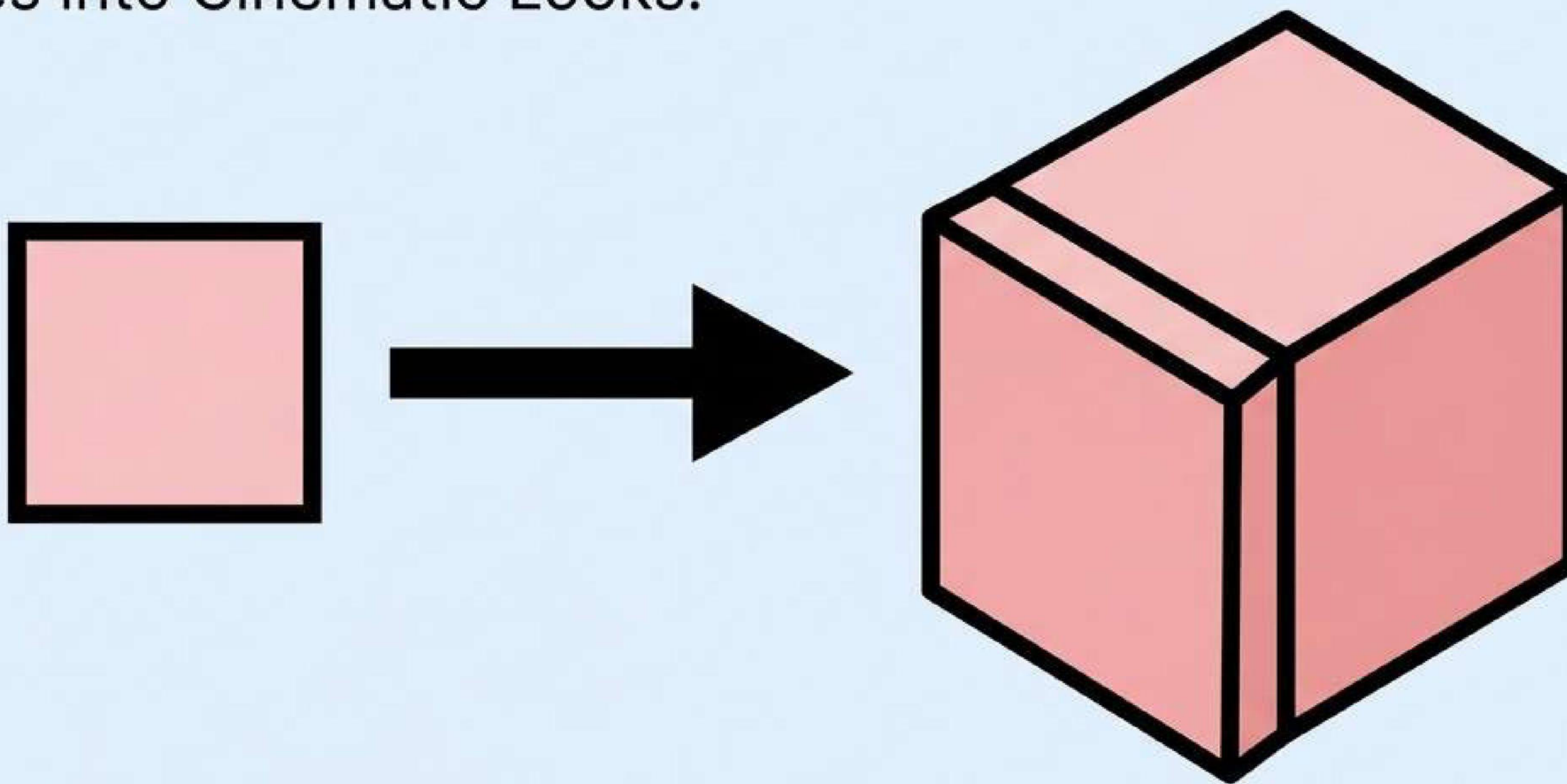


# Lumatic Lab ACO to LUT

A Beginner's Guide to Converting Adobe Swatches into Cinematic Looks.



PHOTOEDIT**HELP**

# A bridge between design palettes and video grading

The tool has one specific job: it takes a single **Adobe Color Swatch** file (.aco) and turns it into a **3D LUT (.cube)** that you can apply in any major video or photo editor.



```
graph LR; A[".ACO Swatch  
(Brand Colors & Pantones)"] --> B["3D LUT (.cube)  
(Cinematic Looks)"]
```

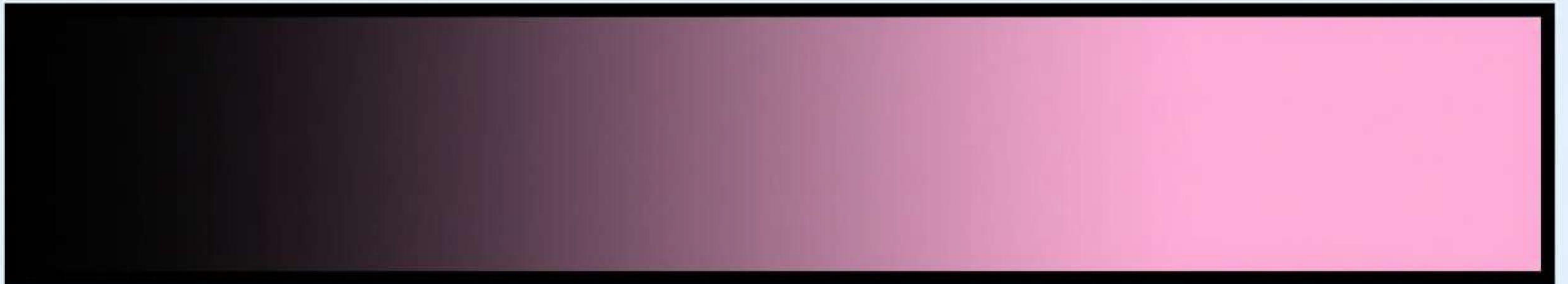
**.ACO Swatch**  
(Brand Colors & Pantones)

**3D LUT (.cube)**  
(Cinematic Looks)



# The secret sauce: dynamic luminosity mapping

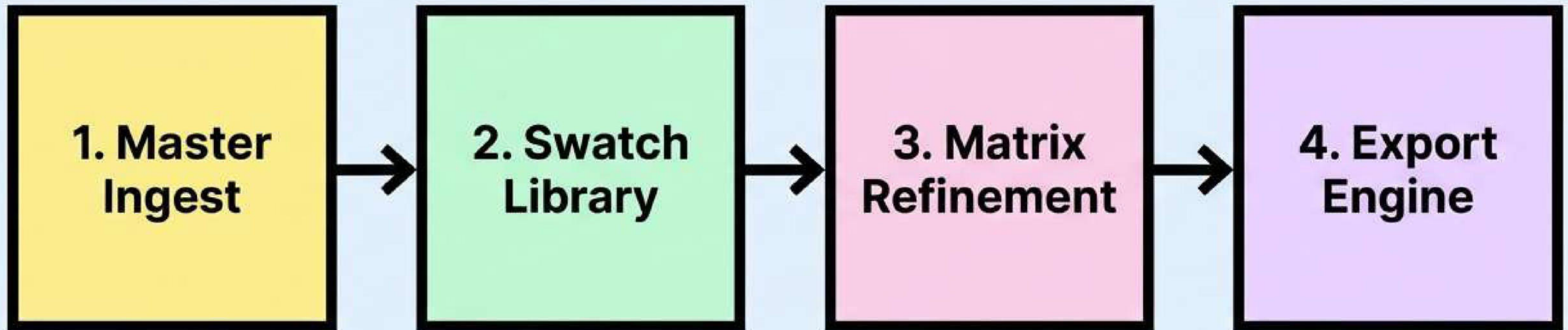
This engine doesn't just paint a flat color over your photo. It maps your chosen swatch to the exact highlights, midtones, and shadows of your image, preserving all the original detail while applying a professional tint.



**0% Swatch**

**100% Swatch Color**

# Your extraction and baking pipeline





# Step 1: Drop your files to build the workspace

Drag your reference image into the left panel, followed by your .aco swatch file. The drop zones will light up in a fluorescent turquoise when you drag files over them, giving you immediate tactile feedback.





## Step 2: Pick your exact color from the library

The tool's Signature Hunter automatically reads the binary file and extracts the exact names of your colors (like Vintage Teal or Spring Lilac).

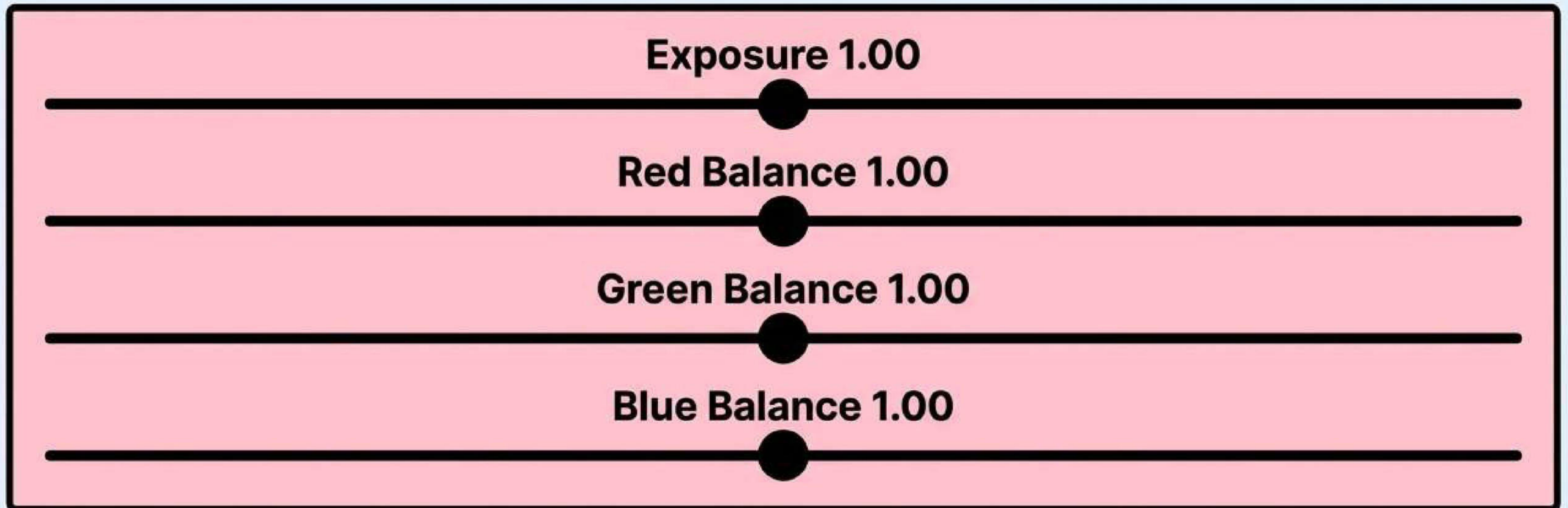
Simply click your desired color from the populated list.





# Step 3: Steer the color balance

Use the Exposure, Red, Green, and Blue sliders to fine-tune your swatch's response. This lets you precisely steer the color to perfectly match your reference image before generating the final LUT.

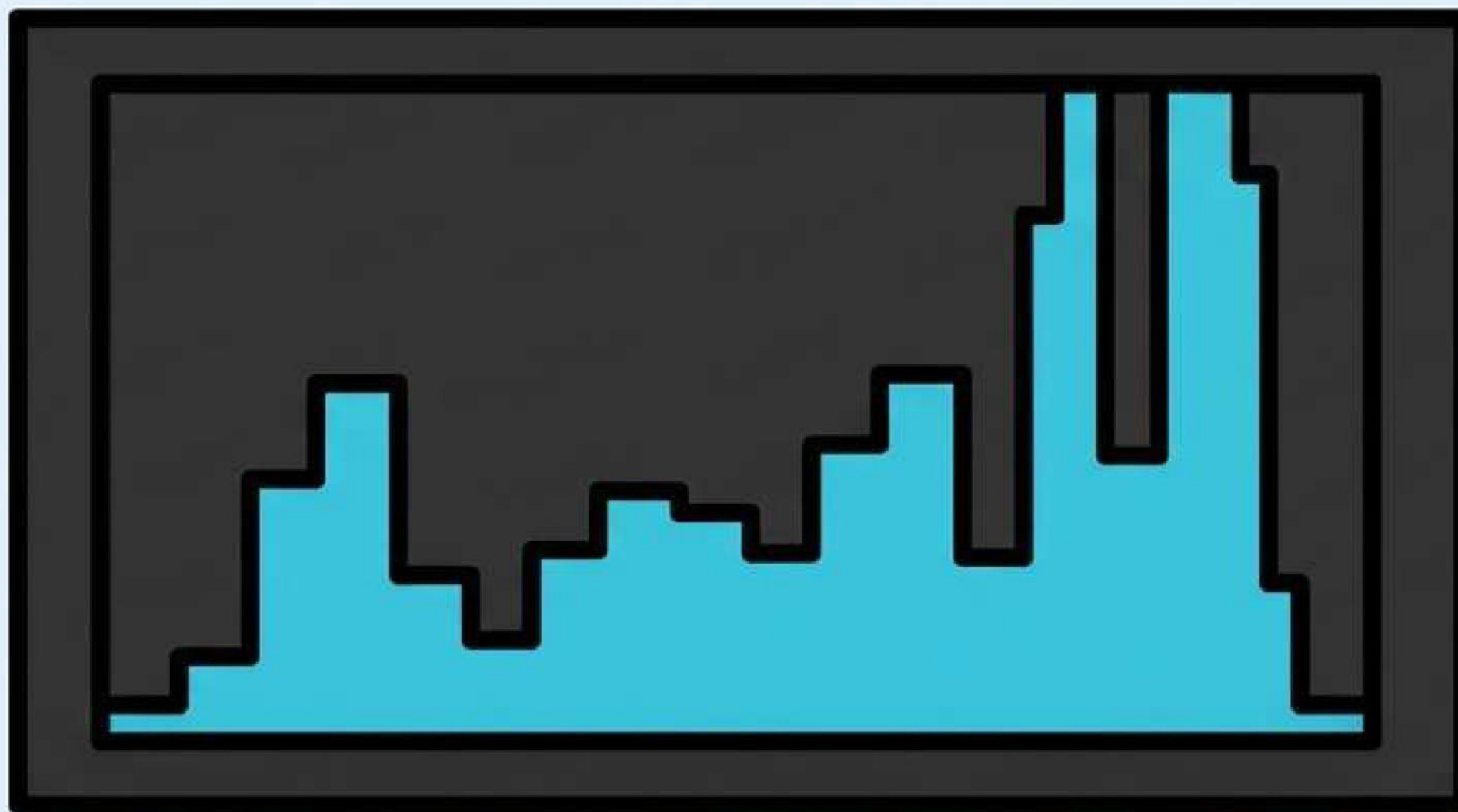


The image shows a control panel with four horizontal sliders, each with a black knob in the center. The sliders are labeled from top to bottom: 'Exposure 1.00', 'Red Balance 1.00', 'Green Balance 1.00', and 'Blue Balance 1.00'. The entire panel has a light pink background and a black border.

Control	Value
Exposure	1.00
Red Balance	1.00
Green Balance	1.00
Blue Balance	1.00

# Pro-Tip: Watch the live tonal histogram

Found inside the Matrix Balance panel, this graph tracks your color shifts in real-time. It helps you ensure your highlights aren't getting blown out while you push the color sliders.





# Experiment without fear of breaking your image

Click Reset to Center or Clear All at any time. The app utilizes a hidden Pristine Buffer that permanently remembers your original, untouched image.

You can test radical color shifts with zero latency or permanent data ghosting.





# Step 4: Bake your final look

You have two output options. Save a preview image to share with clients, or trigger the bake engine to generate a professional 33-point 3D LUT for your editing software.

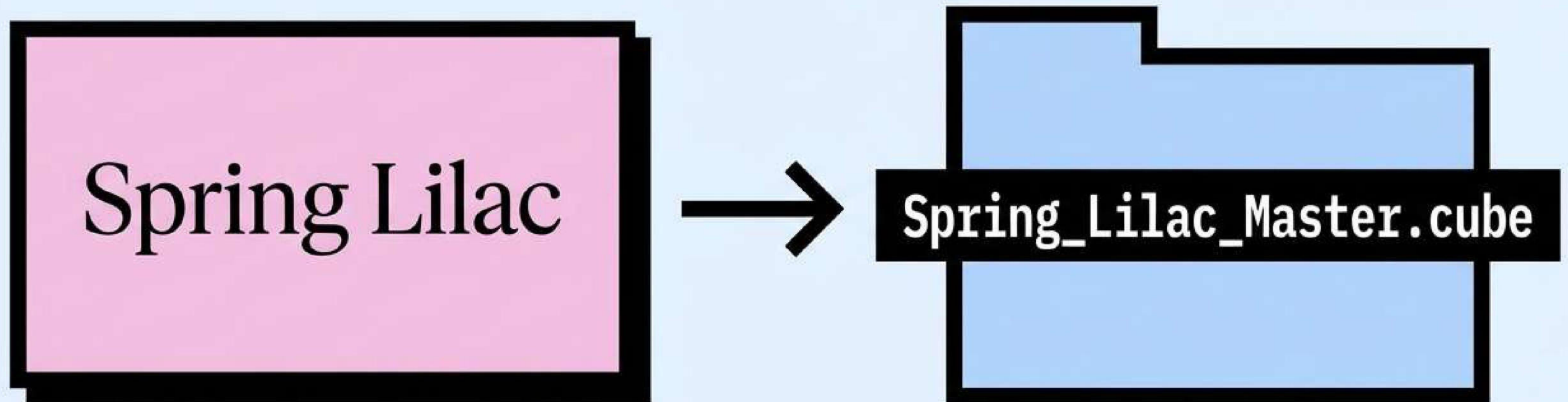
**Save Preview .JPG**

**Bake Swatch .Cube**



# Keep your hard drive perfectly organized

The export engine dynamically maps your filenames. It sanitizes the original Adobe swatch name to guarantee every single LUT generates a unique, safe, and easily searchable file.





# Bonus: The monochrome darkroom

Because the engine maps light mathematically, pushing the RGB matrix sliders allows you to simulate physical lens filters (like a Red filter to darken blue skies). You can quickly create powerful, professional Black & White split-tones.





# **Your five-click summary checklist**

**1. Drop Image**

**2. Drop .ACO File**

**3. Pick Swatch Name**

**4. Tweak Matrix Sliders**

**5. Bake .Cube LUT**

# Ready to bake your first LUT?

Turn static design palettes into  
dynamic cinematic looks instantly.



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