User Guide

A complete reference to every control and feature in Gradient Converter v3.4.

Overview

Gradient Converter reads colour from Adobe and Photoshop gradient, swatch, and LUT files, and from Lumatic CSV palettes, then writes them out as Lumatic Sculptor CSV palettes or 33-point LUTs. It runs entirely offline from a single HTML file; nothing you load leaves your machine. The window has a toolbar on top, a control sidebar on the left, and a preview viewport in the centre.

The Toolbar

Control	Description
Colour squares	Black / middle grey / white. Set the viewport background only, for judging colours against different surrounds.
ZEBRA	Toggles a check overlay on the preview image: magenta marks the brightest pixels, lime green the darkest.
SOURCE	Hold to see the preview image in its original colours; release to return to the gradient-mapped view.
RESET ALL	Clears every loaded gradient, resets strength to 100%, and restores the default test pattern.

NOTE The header border shows tool state: blue ready, magenta when gradients are loaded, green after a successful save.

Loading Sources

Drag a file onto the window, drop it on the Load Source panel, click LOAD SOURCE [L], or press the L key. Multiple files can be loaded together. Accepted source types:

Type	How it is read
.grd	Photoshop gradient. Each gradient inside becomes its own palette, keeping its name where present. A 40-gradient file yields 40 palettes.
.aco	Photoshop swatches (RGB, HSB, or CMYK). The colour list becomes one palette.
.ase	Adobe Swatch Exchange. Named RGB, Grey, or CMYK colours become one palette.
.cube	3D LUT. The neutral tone ramp (the diagonal where the LUT treats greys) becomes one palette.
.csv	Lumatic palette file. One palette per row, colours read from columns 3 to 7. Accepts this tool's own exports and hand-authored files.

Dark-to-Light Sorting

Before a palette is shown, sampled, or exported, its colours are sorted from darkest to lightest using the standard luminance measure (0.299R + 0.587G + 0.114B). This guarantees that exported palettes always run dark to light across their slots, whatever order the colours appeared in the source file.

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The Extracted Gradients List

Every palette found is listed with a five-colour strip and its name. Click an entry to make it active; the count beside the heading shows how many are loaded. The active palette drives the preview and is the subject of SAVE ACTIVE exports.

Preview Image

The viewport shows a preview image remapped to the active gradient by brightness. A built-in Test Pattern (a colour wheel with a black-to-white tonal strip) loads by default so there is always something to judge against. LOAD IMAGE loads your own JPEG, PNG, or WebP; TEST PATTERN restores the default.

NOTE Preview images are never converted into gradients. They exist only so you can see a gradient's effect. Gradients come exclusively from the source files above.

Preview Strength

The Preview Strength slider blends the viewport between the original image (0%) and the full gradient mapping (100%). It is a viewing aid only — it does not change the exported CSV or LUT, which always represent the gradient at full strength.

Sculptor Export

Control	Description
Mode	Quintones (5 points: 0/25/50/75/100%), Tri-tones (3: 0/50/100%), or Duotones (2: start and end). Applies to every palette on export.
Group name	A label written into the CSV. Defaults to LUMATIC_GEN.
SAVE ACTIVE — CSV	Exports the selected palette as a one-row CSV.
SAVE ALL — CSV	Exports every loaded palette, one row each, to a single CSV.
SAVE ACTIVE — LUT (.cube)	Exports the selected gradient as a 33-point LUT named name_33.cube.

Positional Sampling

Sources contain different numbers of colours — a duotone has two, a swatch file may have dozens. To fit the fixed export slots, the converter samples evenly across whatever colours a palette holds: Quintones takes 0/25/50/75/100%, Tri-tones 0/50/100%, Duotones first and last. Any source therefore maps cleanly to any mode.

NOTE Even sampling means converting a two-colour source to Quintones repeats colours across the five slots. Choose Duotones for two-colour sources if you want exactly two values.

Export Formats

CSV exports use the Lumatic Sculptor layout: a copyright header line, a group header row, then one row per palette — Group, Name, and up to five hex colours in the slots the chosen mode requires. LUT exports are 33-point .cube files in Lumatic standard, carrying a copyright comment and named name_33.cube. Both are the formats Image Sculptor and Monotone Master Sculptor accept.

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Every exported file carries the line “(c) Lumatic Lab - All Rights Reserved” as a comment that the Lumatic tools ignore on loading, so stamped files re-import without trouble.

When a File Will Not Load

The status bar reports clearly and never loads a damaged file silently. “UNSUPPORTED: name” means the extension is not accepted. “INVALID GRD/ACO/ASE/CUBE/CSV: name” means the file is the wrong format, truncated, or corrupt — nothing is added and any loaded palettes are untouched. Re-export from the source application and try again.

Things to Be Aware Of

- Everything runs on your own device; no files are uploaded anywhere.
- Loaded palettes and the preview image are held in memory only; RESET ALL or closing the tab clears them.
- The export mode applies to all palettes at once — set it before saving.
- This is a v3.4 pilot release; please report any file that loads incorrectly, with the file attached where possible.