Quick Start Guide

See exactly what a LUT or a Lumatic palette does to an image before you commit to it.

Step 1 — Open the app

LUT Evaluator is a single offline HTML file. Open it in Chrome or any Chromium browser; no installation or internet needed. It opens showing a built-in test pattern.

Step 2 — Choose what to preview on

The built-in test pattern (a colour wheel with a black-to-white tonal strip) loads by default and is ideal for judging an effect across both colour and brightness. Click LOAD IMAGE to use your own photo instead, or TEST PATTERN to return to the default.

Step 3 — Load assets

Drop one or more .cube LUTs or Lumatic .csv palettes onto the assets panel, or click LOAD ASSETS [L]. Each appears in the Loaded list, tagged as a LUT (with its size) or a PALETTE.

NOTE If a file is malformed, the status bar says INVALID .CUBE / .CSV: name and it is skipped. Your other assets are unaffected.

Step 4 — Evaluate

Click an asset to apply it to the preview. Only the selected asset is shown, so you can click between them to compare. Hold SOURCE at any time to see the unprocessed image, and use ZEBRA to check the brightest and darkest areas.

Step 5 — Save a result you like (optional)

When you find a look worth keeping, type a filename and click SAVE 4-PART RESULT. You get the standard Lumatic bundle: three JPEGs (full resolution, 1200px, 200px) of the processed image, plus a 33-point .cube of the effect named filename_33.cube.

TIP The saved .cube works in other Lumatic tools and elsewhere, and carries a Lumatic Lab copyright comment that the suite ignores on loading.

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