User Guide

A complete reference to every control and feature in LUT Evaluator v1.0.

Overview

LUT Evaluator lets you play a .cube LUT or a Lumatic .csv palette against an image and see the result live, with a SOURCE compare and exposure checks. It is primarily a viewing tool; when you find a result worth keeping, it can save a standard four-part bundle. It runs entirely offline from a single HTML file.

Toolbar

Control	Description
Colour squares	Set the viewport background to black, middle grey (default), or white.
SOURCE	Hold to see the unprocessed image; release to return to the processed view. The quickest before/after compare.
ZEBRA	Exposure check: magenta marks the brightest pixels, lime green the darkest.
RESET ALL	Clears all assets, turns off checks, and restores the test pattern.

NOTE The header border shows state: blue when only the image is shown, magenta when an asset is applied, green after a save.

Preview Image

The built-in test pattern loads by default — a colour wheel plus a tonal strip, useful for judging an effect across hue and brightness at once. LOAD IMAGE loads your own JPEG, PNG, or WebP; TEST PATTERN restores the default.

Loading Assets

Drop .cube and .csv files onto the assets panel, click LOAD ASSETS [L], or press L. You can load many at once and keep adding more. Each is validated before it joins the list (§8):

Message	Meaning
LOADED: n ASSETS	Valid assets were added.
INVALID .CUBE: name — BAD SIZE OR DATA	The LUT is missing its size line, has an implausible size, or wrong-length data.
INVALID .CSV: name — NO VALID PALETTES	The CSV contained no usable colour rows.
UNSUPPORTED: name	The file is not a .cube or .csv.

The Loaded List

Every asset is listed with a tag — its lattice size for a LUT (e.g. 33^3 LUT), or PALETTE for a Lumatic CSV — and its name. Click one to make it active; only the active asset is applied to the preview. CLEAR empties the list.

(c) Photoedithelp.com - All Rights Reserved

How Each Asset Is Applied

A LUT is applied by trilinear interpolation across its lattice — the standard, accurate way to sample a 3D LUT. A Lumatic palette is applied as a tonal map: its colours are sorted dark to light by brightness, then each pixel's luminance selects a colour along that ramp — the same mapping the Gradient Converter uses, so a palette looks here as it will there.

Saving a Result

With an asset active, type a filename and click SAVE 4-PART RESULT. The standard Lumatic bundle is written: filename_ORIG.jpg (full resolution), filename_SOCIAL.jpg (1200px), filename_ARCH.jpg (200px), and filename_33.cube — a 33-point LUT of the active effect (a loaded LUT is re-baked to 33 points; a palette is baked to a LUT), so every saved .cube is a uniform 33^3.

NOTE The saved .cube begins with "(c) Lumatic Lab - All Rights Reserved" as a comment (§2.9), which other Lumatic tools ignore on loading. The three JPEGs are the processed image at three sizes.

Things to Be Aware Of

- Everything runs on your own device; nothing is uploaded.
- Assets and the preview image are held in memory only; RESET ALL or closing the tab clears them.
- Only the selected asset is applied — click between assets to compare looks.
- This is a v1.0 release; please report any file that loads incorrectly, with the file where possible.