User Guide

A complete reference to every control and feature in LUT Resampler v1.1.

Overview

LUT Resampler reads 3D .cube LUTs of any lattice size and rebakes them to a standard 33-point master using trilinear interpolation. It runs entirely offline from a single HTML file. The window has a load/queue panel on the left, a preview viewport in the centre, and a luma histogram, console, and the bake control on the right.

Toolbar

Control	Description
Colour squares	Set the viewport background to black, middle grey (default), or white, for judging the preview against different surrounds.
START AGAIN	Clears the queue and the loaded image and reloads the tool. A confirmation is required first.

Loading

LOAD IMAGE accepts a JPEG, PNG, or WebP as an optional preview surface. LOAD LUT .CUBE accepts one or more .cube files; each is validated and added to the Load Queue. Both zones accept drag-and-drop.

Validation (§8)

Every .cube is validated before it joins the queue. A file is accepted only if it declares a valid LUT_3D_SIZE (2 to 256) and contains exactly that many cubed entries. Anything else is rejected and reported in the console, loading nothing:

Console message	Meaning
QUEUED: name (n^3)	A valid LUT of original size n was added.
INVALID .CUBE: name — BAD SIZE OR DATA	Missing size line, implausible size, or wrong number of entries.
UNSUPPORTED: name	The file is not a .cube.

Load Queue

Lists every queued LUT with its name and original size. Click one to preview it on the loaded image. CLEAR STACK empties the queue.

Preview and Luma Audit

With an image loaded, clicking a queued LUT applies it to the preview by trilinear interpolation and updates the luma histogram. The preview is a visual check only and does not affect the baked output.

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Baking

BAKE ALL TO 33^3 MASTER resamples every queued LUT to a 33-point lattice and downloads each as name_33.cube. Output values are clamped to the valid 0–1 range so a resampled LUT never contains out-of-range data, even if the source LUT did.

> **NOTE** As of v1.1, every baked .cube begins with the comment “(c) Lumatic Lab - All Rights Reserved” plus an origin line (§2.9). Other Lumatic tools ignore these comments on loading, so resampled LUTs re-import without trouble.