ACO ASE Converter v2.2

First Walk-Through

Convert Photoshop ACO or ASE palettes into colour-stop CSV files or blended 33-point LUTs. Open the complete HTML in your browser; no installation or internet connection is needed.

1 Load palettes

Click LOAD INTO STACK and choose .aco or .ase files, or drop them onto the preview or preset list. Leave ACO RGB ENCODING on STANDARD 16-BIT for the supplied Skin Tone palette. Invalid files are named in the status bar and load nothing.

TIP — The supplied 15 Skin Tone Color Palettes.aco produces 15 presets; Forest Floor.ASE produces 5. Non-standard 8-bit compatibility is a deliberate choice for other exporters, never an automatic guess.

2 Select a preset

Click its row or checkbox. Click it again to return to the plain image. Rows are arranged dark to light. The row chips retain imported colour order; ACTIVE PALETTE shows the generated gradient.

3 Choose the judging image

Judge on the embedded TEST CARD, or click LOAD IMAGE for JPEG, PNG or WebP. SOURCE switches between ungraded and adjusted views. ZEBRA marks extreme highlights and shadows.

WARNING — SOURCE comparison and ZEBRA are PREVIEW-ONLY and are not encoded in saved LUTs. The converter saves no raster image; the native-resolution buffer requirement has an approved converter-specific exemption. Core v23.13 sections 2.6 and 2.7.

4 Adjust the colour transform

Choose QUINTONES, TRI-TONES or DUOTONES. Choose a BLEND MODE and STRENGTH. NORMAL starts at 100%; other modes start at 50%. The preview is redrawn from the untouched source on every adjustment.

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5 Name and save the result

Use RENAME to change the selected preset label. Set STACK NAME for palette and batch filenames. Choose SAVE FORMAT, then SAVE ACTIVE or SAVE ALL. SAVE [E] uses the selected format. Check your browser Downloads; for multiple LUTs, use ZIP or allow multiple downloads.

Save choice	Filename pattern	Contents
Active gradient CSV	<preset>_<stack>_<mode>.csv	One 2, 3 or 5-stop gradient; blend excluded.
All gradient CSV	<stack>_AllPresets_<mode>.csv	One gradient per data row; blend excluded.
Active source CSV	<preset>_<stack>_source.csv	Imported palette order as converted RGB hex.
All source CSV	<stack>_AllPresets_source.csv	Imported order within each loaded palette.
Active LUT	<preset>_33.cube	33 x 33 x 33 colour transform with blend.
All individual LUTs	<stack>-<preset>-<number>_33.cube	Separate files from one captured stack and settings.
Active or all ZIP	<preset>_33.zip or <stack>_AllLUTs_33.zip	LUT files plus PROVENANCE.txt; maximum 100 LUTs.
Ledger	aco_ase_converter_ledger.csv	Timestamp and full JSON state; maximum 1,000 records.

WARNING — LUT output is an APPROXIMATION between the 33-point lattice nodes. CSV saves colour stops only, never the current blend. Source-order CSV preserves converted RGB colours, not the original Lab or CMYK binary representation.

6 Keep the session record

Click LEDGER to save the session CSV. UNDO and REDO restore edit settings; removed presets and renamed labels are not recreated. RESET ALL keeps the image and stack; START OVER confirms removal, cancels pending work and restores the embedded card.

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