LUMATIC LAB / SOFTWARE DOCUMENTATION

QUICK START GUIDE

Get from source photograph to finished monochrome image or reusable LUT.

DOCUMENT: 01 / QUICK START
APPLICATION: Lumatic Lab B&W Lite
VERSION: 2.6.1
FORMAT: A4 portrait
LANGUAGE: British English

DOCUMENT CONTROL

This guide describes the supplied B&W Lite v2.6.1 HTML application. Interface labels and behaviour are based on inspection of that build. It is not a promise that every browser or computer will behave identically.

A practical reference for photographers working with monochrome conversion, creative toning and 3D LUT export.

1. Before you begin

B&W Lite is a self-contained browser application for converting one photograph at a time to monochrome, refining its tonal response, applying colour toning and previewing a selected 3D LUT. It is supplied as a single HTML file.

- Open BW_LITE_v2-6-1.html in a current desktop browser.
- The built-in TEST CARD 3 appears by default. It lets you explore the controls without first choosing a photograph.
- Load one JPEG, PNG or WebP image. The application does not process multiple photographs as a batch.
- Work on a copy of important source photographs. The application does not overwrite the original file.

2. A simple first conversion

- Choose a mood in STARTING POINTS, or choose a colour-channel starting point.
- Adjust the five CHANNEL MIX controls to shape the monochrome conversion.
- Choose a toning preset if a coloured monochrome finish is wanted; adjust TONE STRENGTH.
- Open ADVANCED EDITING only when you need the tonal curve, split toning or tonal-zone analysis.
- Use SOURCE to compare the original with the current edit. Use the background swatches to change the canvas surround, not the photograph.

3. Save the photograph

Choose SAVE IMAGE - PNG or the top-bar SAVE command. The application exports a PNG at the source image's native pixel dimensions. The saved image contains the visible processed result; it is not a layered project file.

4. Export a LUT

Choice	What it exports
EXPORT B&W CONVERSION LUT	The B&W Lite global conversion and current global adjustments. The selected LUT Stack item is not included.
EXPORT COMPLETE LOOK LUT	The B&W Lite global conversion and current global adjustments, followed by the currently selected LUT, if one is selected.

IMPORTANT — 3D LUT LIMITATIONS

A 3D LUT records global colour transformations. It cannot record image-specific or spatial effects such as vignettes, film grain, masks, local adjustments or processing that depends on image position or content. Complete Look LUT export includes applicable global colour and tonal transformations only. It cannot guarantee an identical reproduction of every effect visible in the edited photograph.

5. Keep or clear a local session

Session recovery is off by default. To retain the current image, LUTs and editing state on this device, tick Remember full session on this device. Use CLEAR LOCAL SESSION to remove the stored session. This does not close or remove the image currently open in the application.

6. The safest first workflow

- Load a photograph and establish a neutral conversion.
- Make channel-mix and tonal adjustments before adding a LUT.
- Preview one LUT at a time from the stack.

- Save a PNG to preserve the finished image.
- Export a B&W Conversion LUT or Complete Look LUT only when you need a reusable global colour transform.
- Test exported LUTs in the destination application before relying on them in a production workflow.

Quick reference

Item	Limit / behaviour
Image formats	JPEG, PNG, WebP
Image size	20 MB maximum file size; 24 megapixels maximum
LUT format	3D .cube only
LUT edge length	2 to 33 entries per dimension; 33^3 maximum
LUT stack	Up to 100 LUTs; only the selected LUT is applied
PNG output	Native source pixel dimensions
Undo / redo	Up to 20 editing states