

LumaticLAB Relight (POC)

First Walk-Through

Documentation v1-1 | Application v1-6 | 6 October 2026

A first session with LumaticLAB Relight Proof of Concept (POC), application v1-6. Explore a sample, save its lighting preset, and export a separate image.

1. Open the lab

Open LumaticLAB-Relight-POC-v1-6.html in a desktop browser. Editing works offline. Use a 1920 x 1080 display as the target. Ronaigh at Kilmartin appears automatically; 50% Gray is the initial surround.

2. Adjust a light

Select Light 1 or its numbered pin. Drag the pin over the area you want to brighten. Start with modest Intensity. Change Diffusion to spread the glow; Close / Far changes its radius.

Try Color Temperature for a warm or cool tint. Use Light Tint / Hue for a specific colour. This manual tint does not update the temperature label. Select Light 2 to edit it independently.

Add Light creates another source, up to three. Remove deletes the active source, keeping at least one. A focused pin can move with arrow keys; hold Shift for larger steps.

3. Compare and change images

Compare Black, White and 50% Gray backgrounds. These affect only the surround. Select Engine 40 at Ely or Ecuador Falls at Ecuador to explore another sample; this resets lighting and composition.

Choose Upload Custom Image... to open a local JPEG or PNG up to the displayed 20 MB limit. Custom imports keep your current lighting. Images fit without cropping; photograph data stays on device.

4. Save lighting

Open Lighting Presets.... Enter a name such as Ronaigh Warm. Choose Save to Preset List. Select that name in the list and use Export Selected JSON to download a portable backup.

To reuse a file later, choose Import JSON..., select the file, then Load Selected. Import alone does not apply the settings. Presets do not contain your photograph.

5. Save an image

Open Save Image.... Enter a filename. Choose PNG for lossless output or JPEG with a quality setting. Choose original dimensions, a 1200-pixel long side, or a custom reduced size.

Check the preview, output dimensions and estimated file size. Choose Save Image. Use the location picker if offered, or find the file in your browser download folder. Pins, controls and surround are excluded.

6. Finish

Keep both the JSON preset and image export if you need both. Reload discards unsaved current lighting. The browser preset list may remain, but JSON is the safer portable backup.

Built-in help includes an optional Morganti YouTube link; internet is needed only for that external page. EXIT may be blocked by browser tab-closing rules.

Remember

Lighting is a two-dimensional coloured-glow simulation. It does not infer geometry, surface orientation, materials, occlusion or realistic cast shadows.

The application was not changed during this documentation update. Full visual testing of the newest dialogs remains pending.