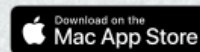




simple@cube

This App is currently in development.



Free App for macOS

[Privacy Policy](#)



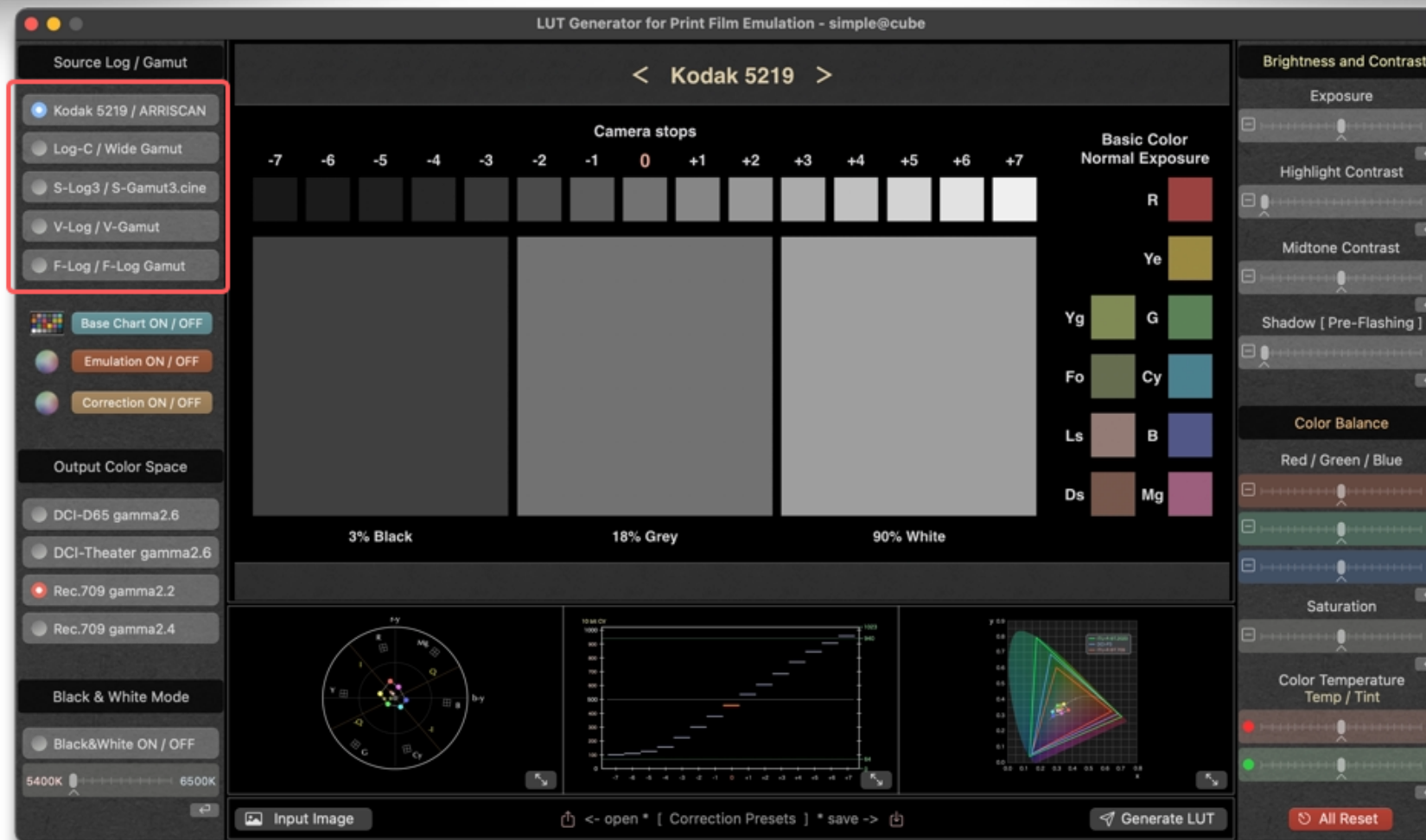
LUT Generator for Print Film Emulation

It is simple to use.

- ▶ 1. Select <Camera Log Space>
- ▶ 2. Select <Output Color Space>
- ▶ 3. If you need B&W LUT, push Black&White Button ON
- ▶ 4. Adjust <Brightness&Contrast / Color Balance>
- ▶ 5. Generate <Your Custom LUT (33x .cube)>
- ▶ 6. Other Information in this App
- ▶ 7. To get higher image quality using 3D-LUTs

1. Select <Camera Log Space>

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Camera Log Space

Negative Film and 4x Camera Log Space

1. Kodak 5219 / ARRISCAN (Negative Film)
2. Log-C / Wide Gamut (Arri Alexa Series Camera Log)
3. S-Log3 / S-Gamut3.cine (Sony Cinema Camera)
4. V-Log / V-Gamut (Panasonic Cinema Camera)
5. F-Log / F-Log Gamut (Fujifilm Digital Still Camera)

[Base Chart ON/OFF] [Emulation ON/OFF] [Correction ON/OFF]
3x Preview Buttons



Base Chart ON/OFF

- Display [Log Original Chart] or [Input Image]

Emulation ON/OFF

- Preview [Default Print Film Emulation Image]

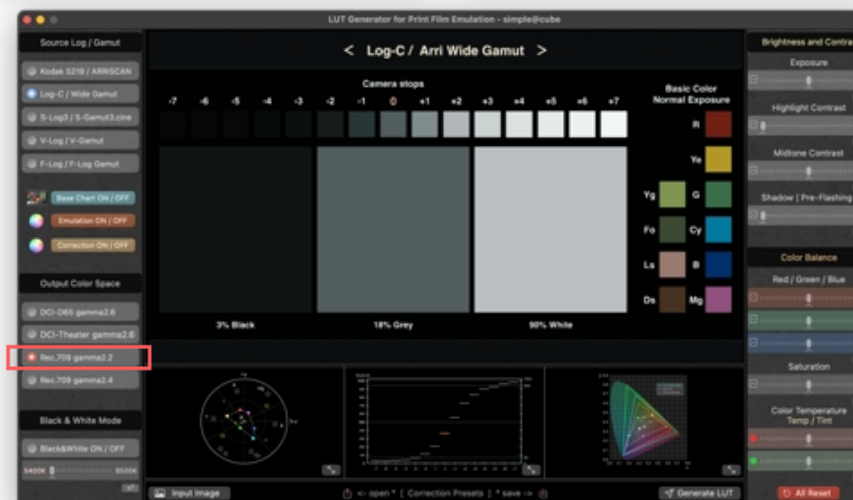
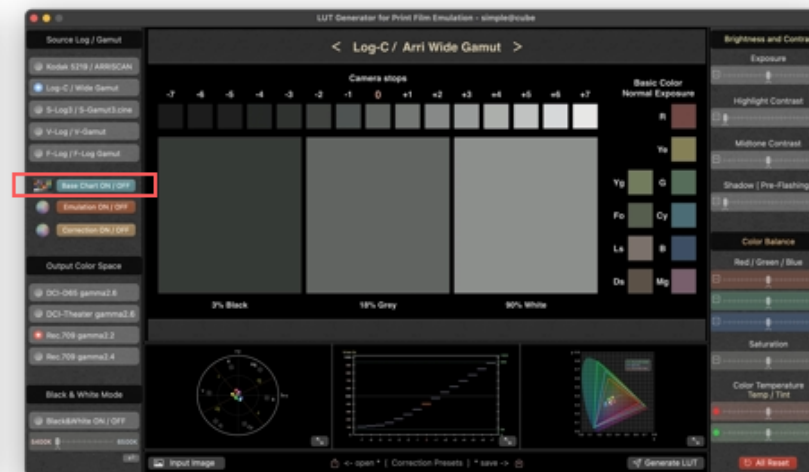
Correction ON/OFF

- Preview [Color Correction Image]

Base Chart OFF (Display Input Image)

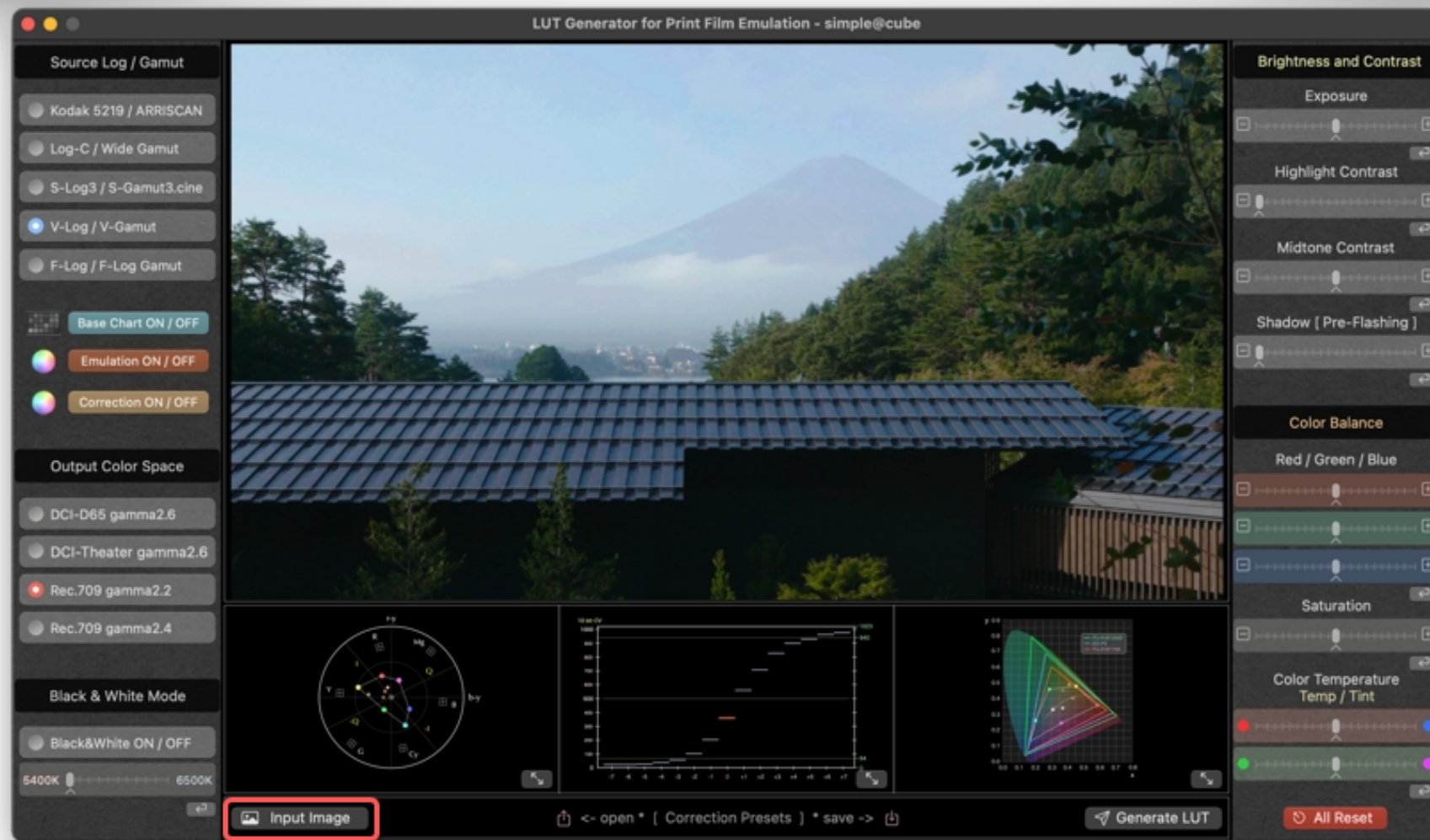


Base Chart ON (Display Log Original Chart)



Emulation ON (Preview PFE Image)

[Input Image] (tif, png, jpeg)

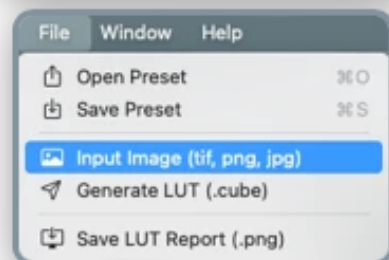


Input Image Button



Input Image

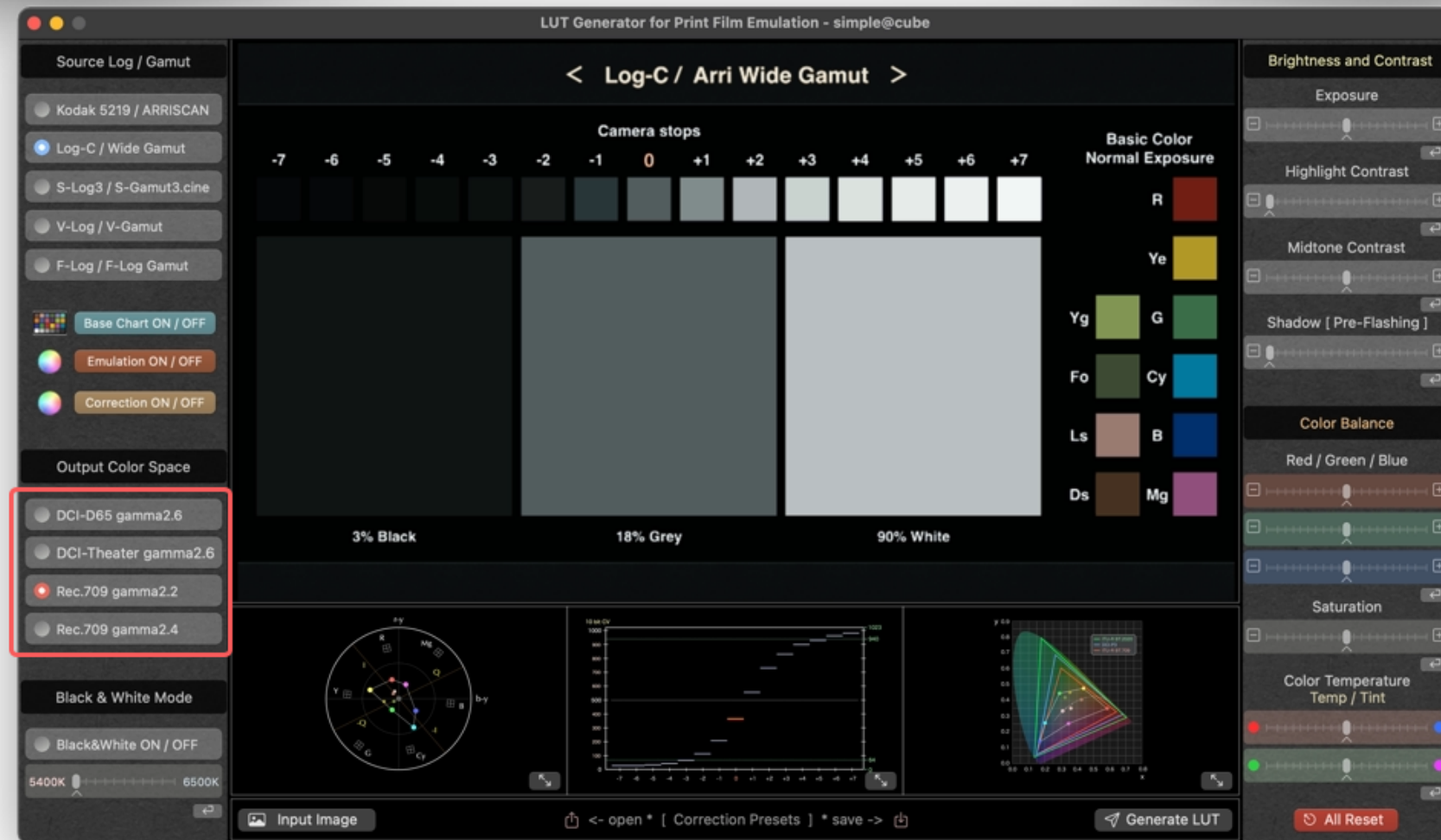
Still image file only, unable to read movie file



This command is in also located in File menu.

2. Select <Output Color Space>

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Output Color Space

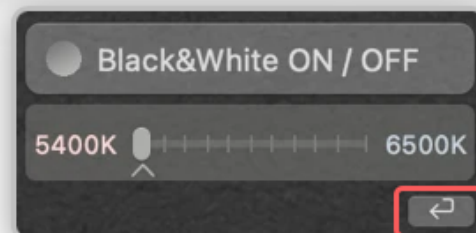
2x DCI, 2x Rec.709

1. DCI-D65 gamma2.6 (DCI Gamut & D65 White Point)
2. DCI-Theater gamma2.6 (DCI Native White Point)
3. Rec.709 gamma2.2 (almost the same as sRGB)
4. Rec.709 gamma2,4 (for ITU-R BT.1886)

All data level is full range (full data levels)

3. If you need B&W LUT, push Black&White Button ON

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Black&White Button with Color Temperature Slider

Adjust color temperature between D54 and D65

Reset Button : Color temperature value to Default(5400K).

Adjust color temperature between 5400K to 6500K



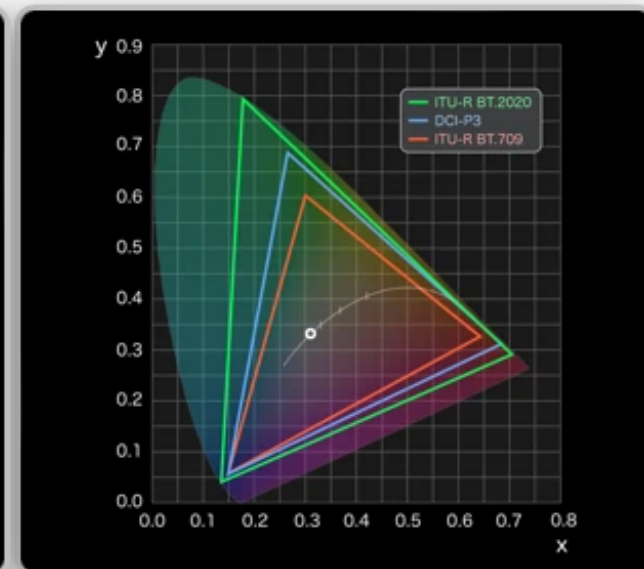
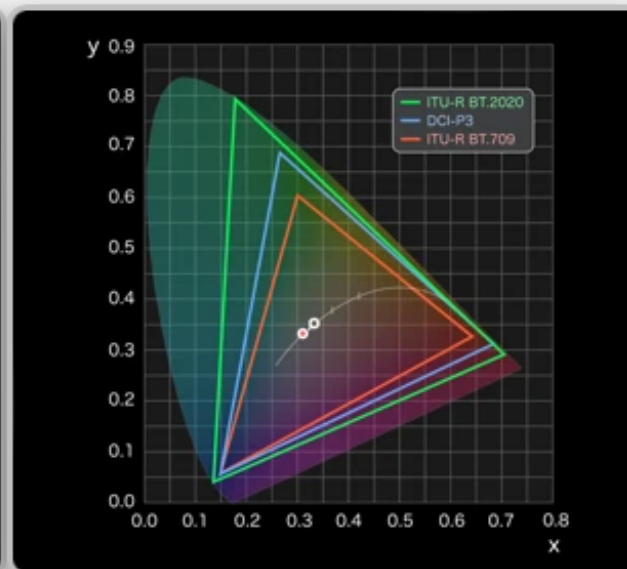
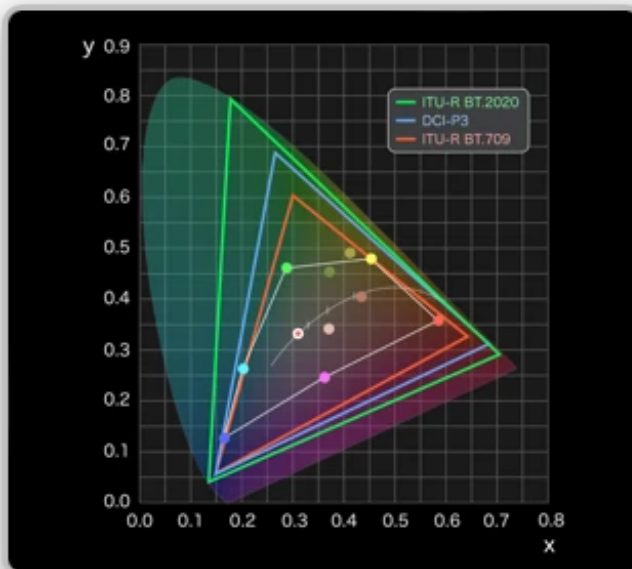
Color



B&W 5400K



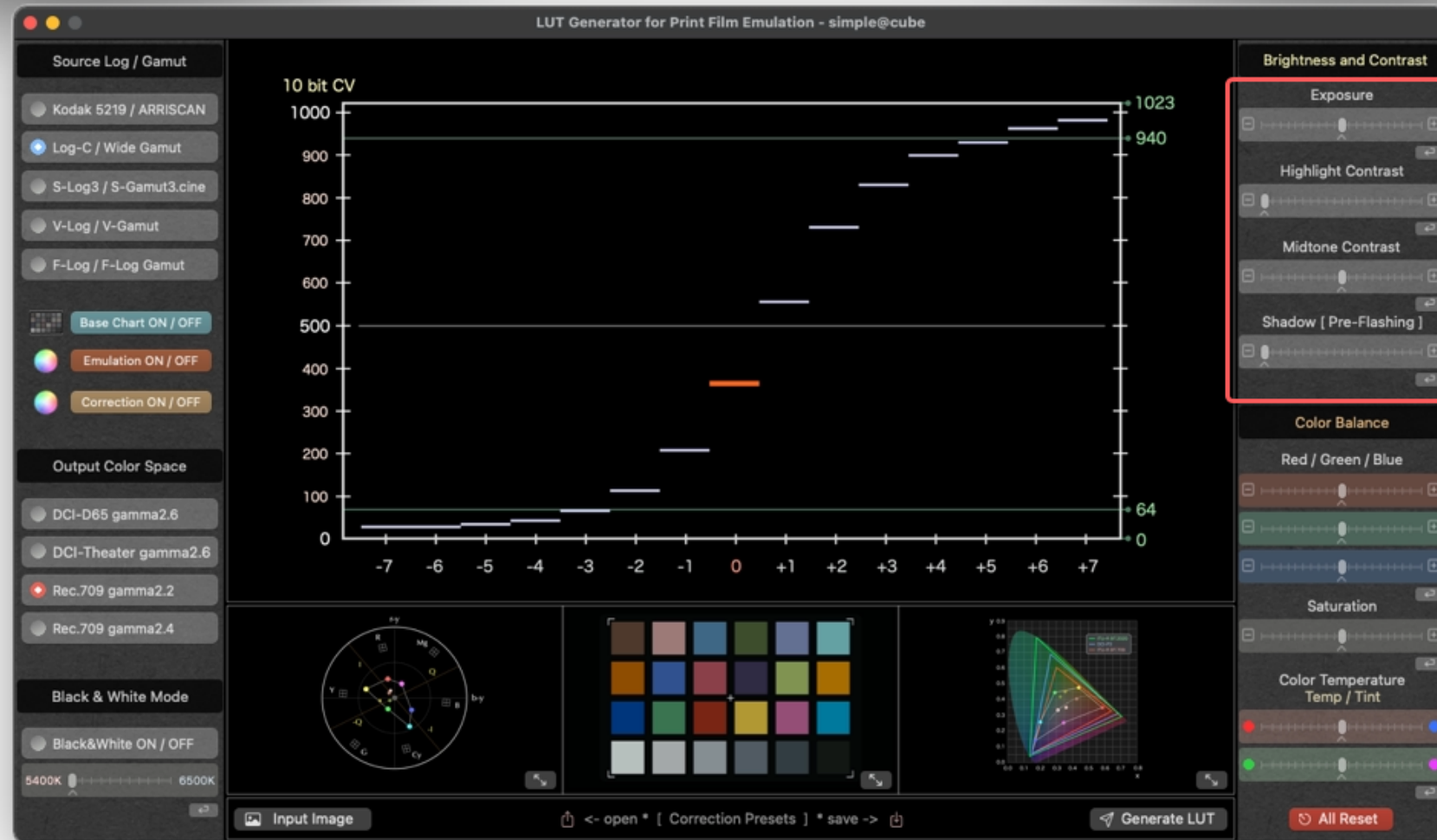
B&W 6500K



4. Adjust <Brightness&Contrast / Color Balance>

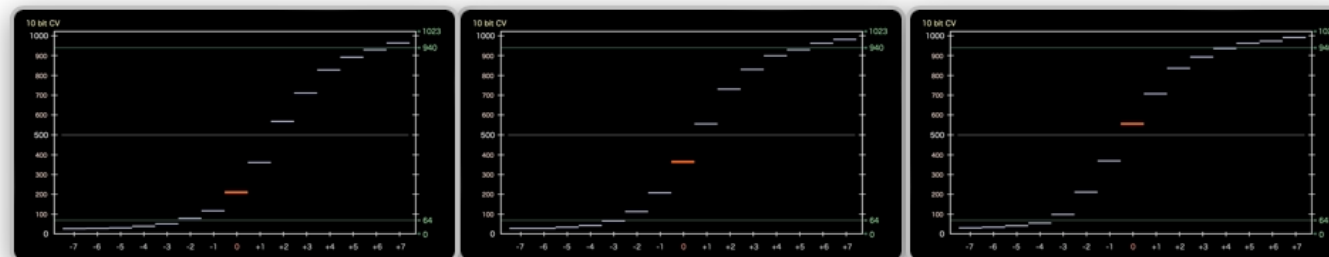
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[Brightness and Contrast]



Exposure

+/- 1 stop



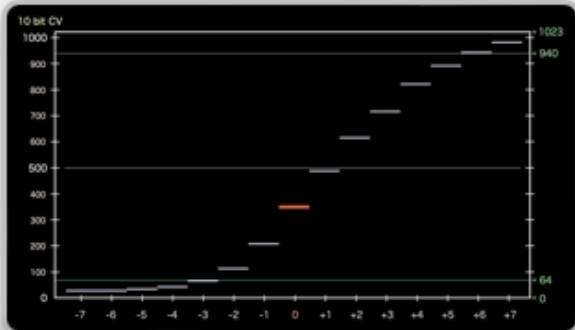
-1 stop

0 stop

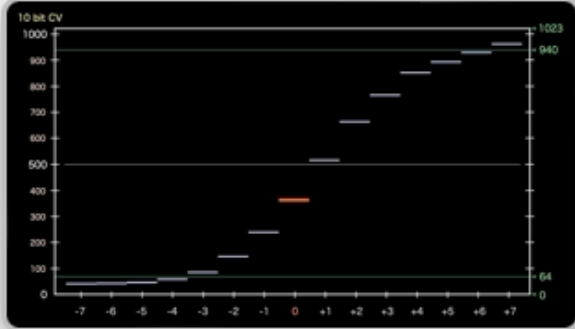
+1 stop

[Highlight Contrast] [Midtone Contrast] [Shadow(Pre-Flashing)]

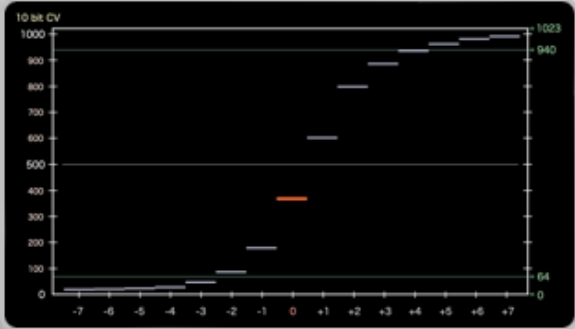
Highlight Contrast



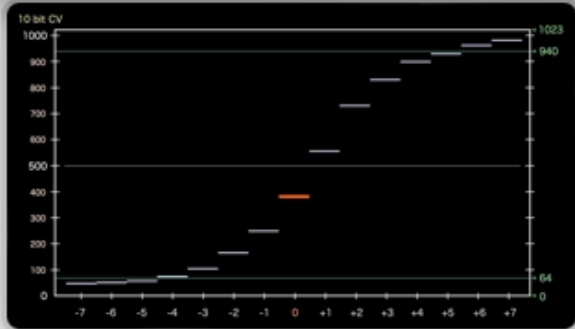
Midtone Contrast - Low



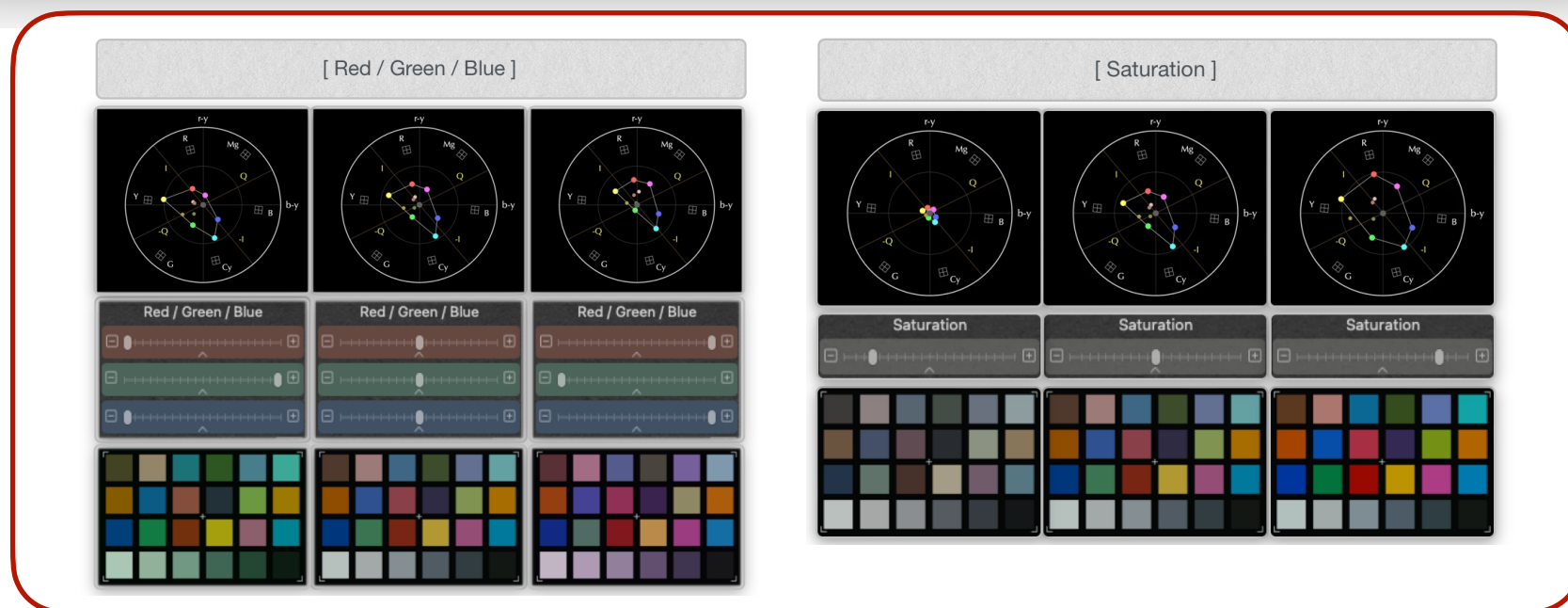
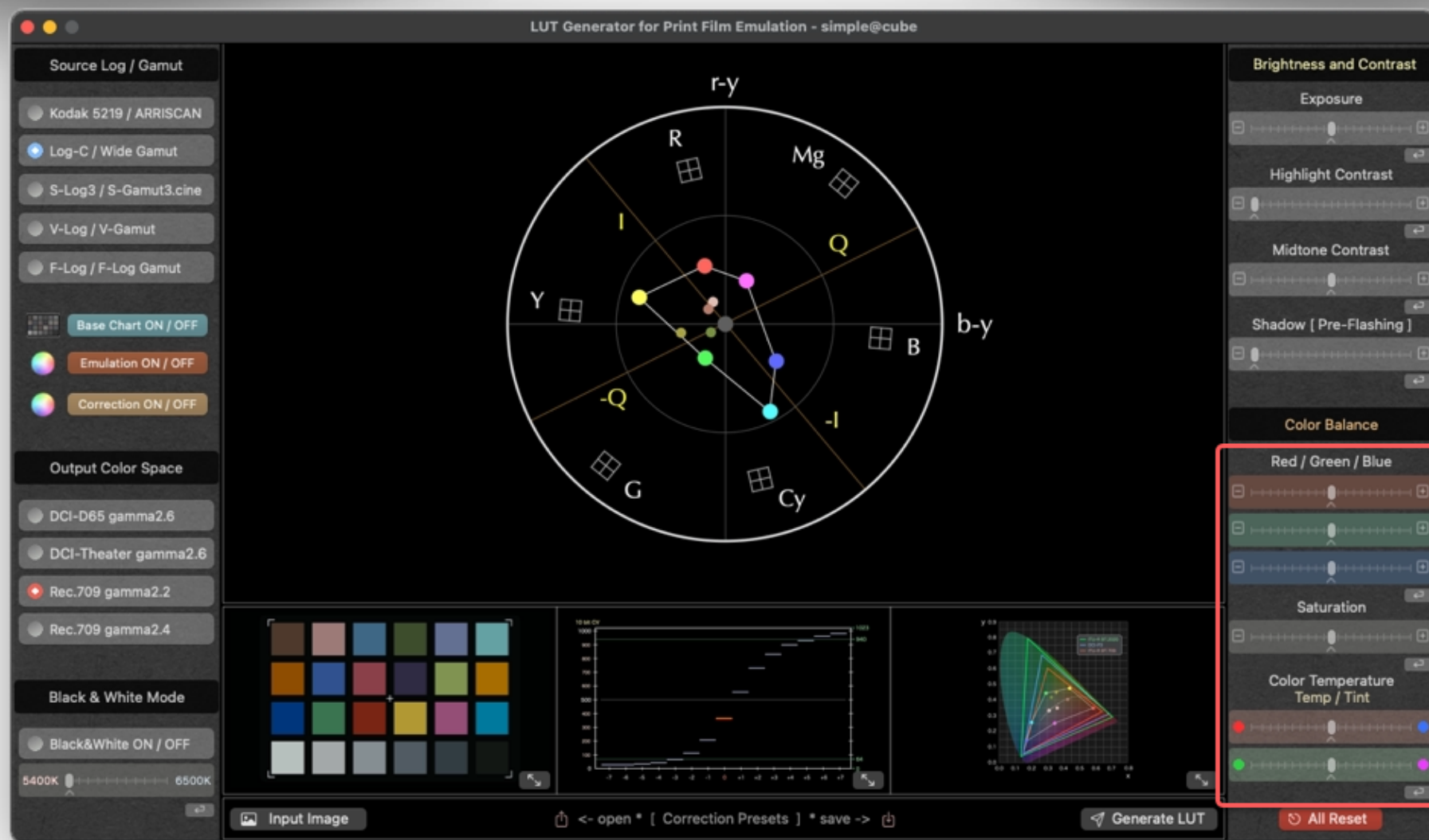
Midtone Contrast - High



Shadow(Pre-Flashing)

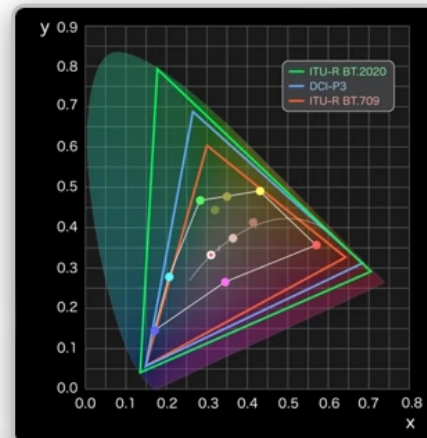


[Color Balance]

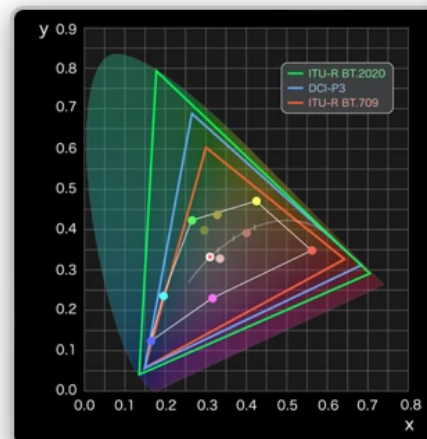
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[Color Temperature and Tint]

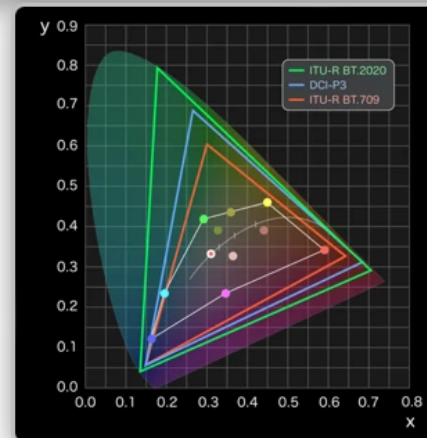
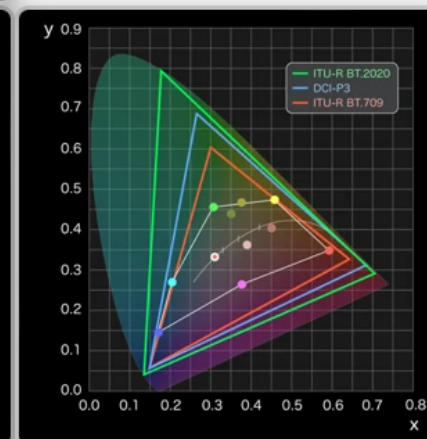
Tint - Green



Temperature - Cool



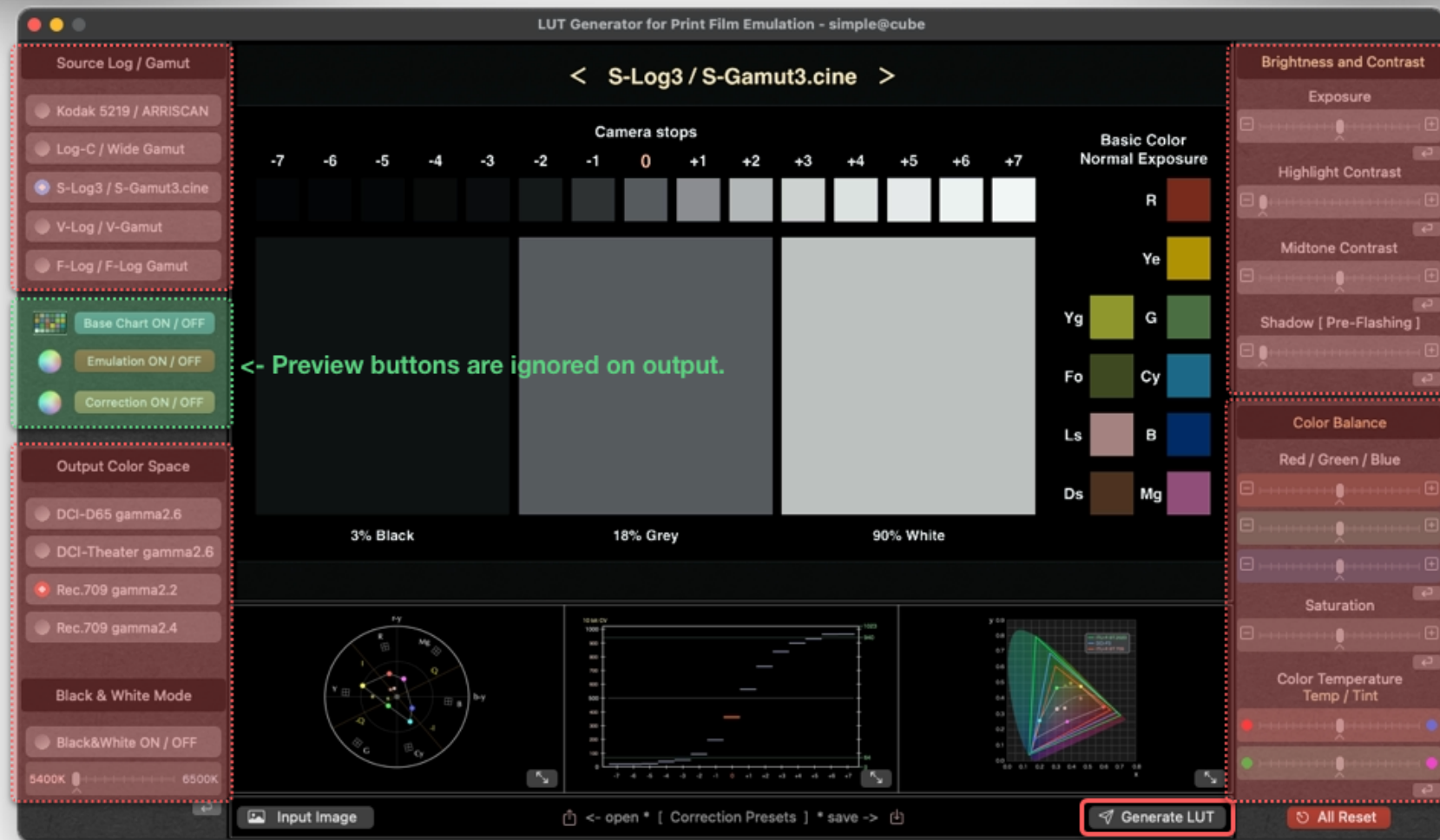
Temperature - Warm



Tint - Magenta

5. Generate <Your Custom LUT (33x .cube)>

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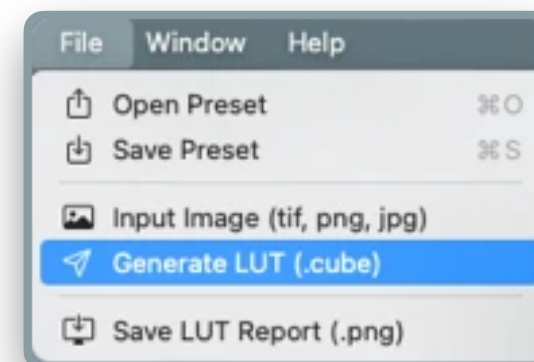


[Generate LUT Button](#)

33x LUT(.cube) is generated.

[Generate LUT](#)

This command is also located in File menu.



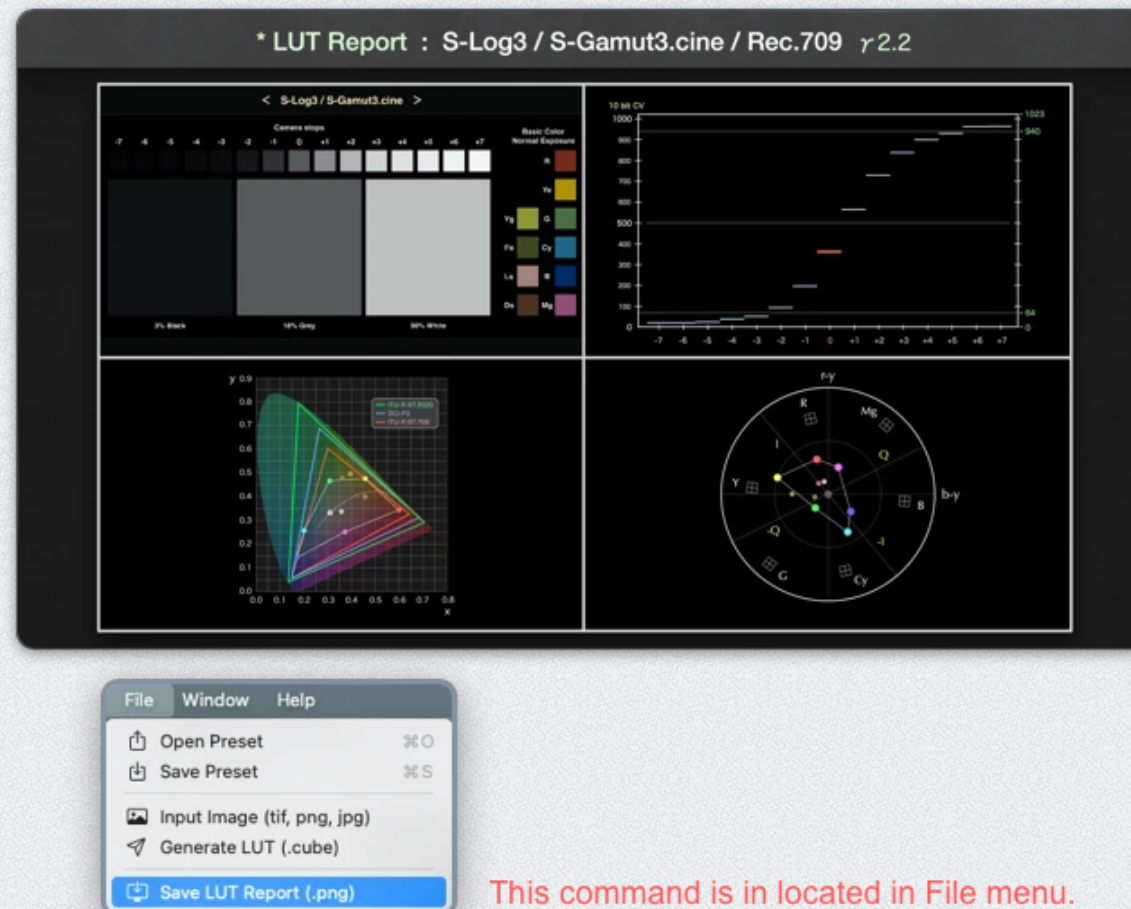
[33x LUT File (.cube)]

```
sLog3.cube
LUT_3D_SIZE 33
0.00096400 0.00110985 0.00218677
0.00133022 0.00112059 0.00219555
0.00189291 0.00113710 0.00220904
0.00258625 0.00115744 0.00222566
0.00345072 0.00118279 0.00224638
0.00465525 0.00121812 0.00227525
0.00659392 0.00127498 0.00232173
0.01681605 0.00133433 0.00235091
```

Generated LUTs are usable in “DaVinci Resolve”, “Baselgiht”, Photoshop” and so on.

```
0.25178584 0.00090671 0.00176795
0.31774732 0.00037588 0.00132714
0.36867088 0.00014786 0.00095917
0.41327104 0.00007719 0.00062827
0.44961491 0.00005289 0.00044024
0.47699922 0.00003917 0.00036865
0.49790975 0.00003116 0.00032923
0.51349109 0.00003088 0.00033334
0.52523363 0.00003844 0.00033642
0.53399187 0.00003823 0.00033874
0.53848875 0.00003817 0.00034047
```

[LutReport File (.png)]

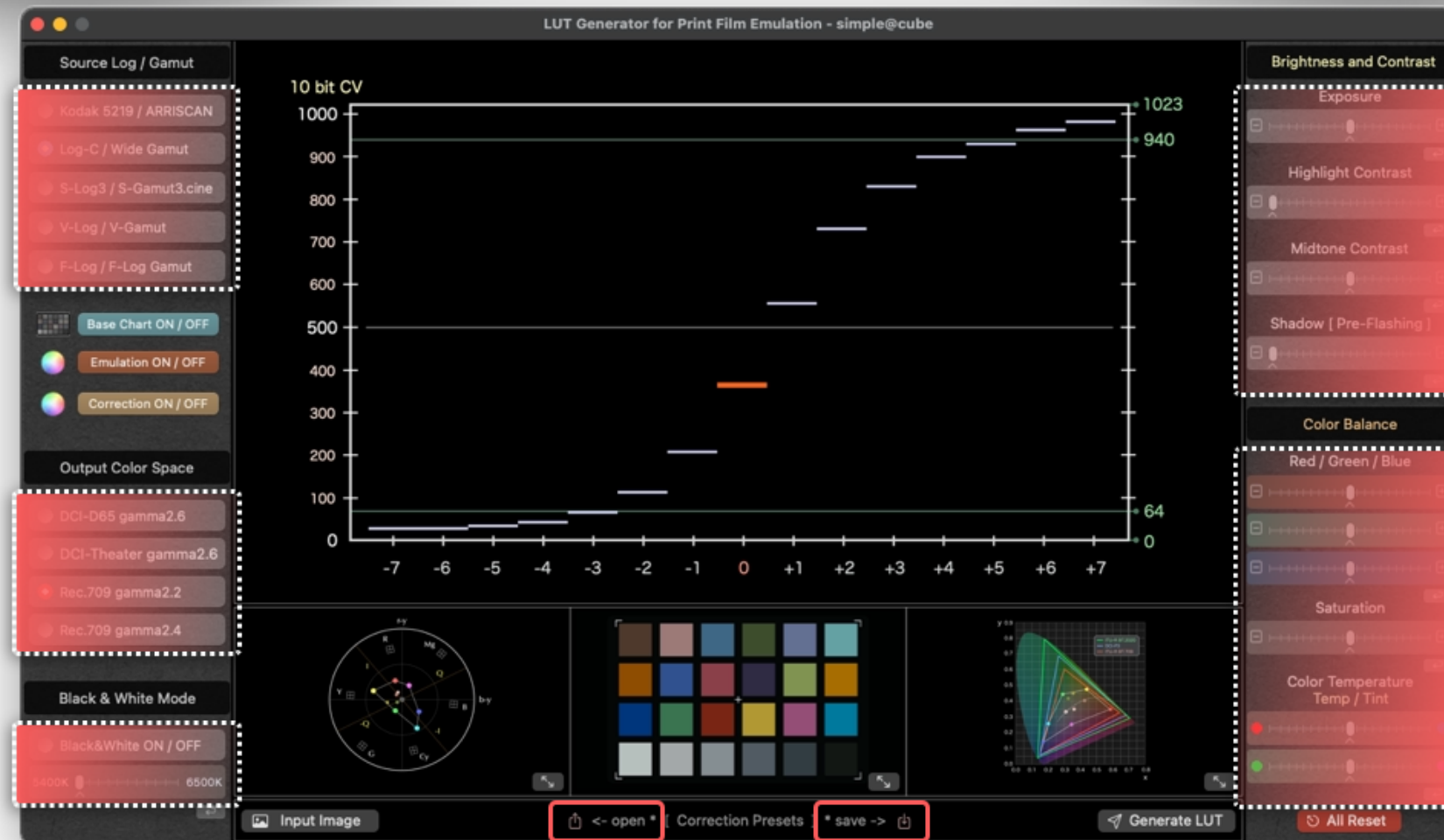


This command is located in File menu.

6. <Other Information>

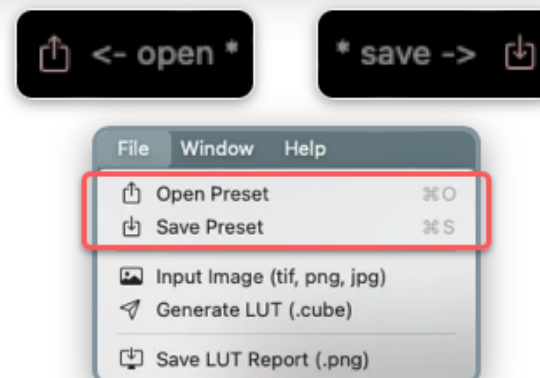
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[Save and Open Preset Files]



Open Button

Save Button



These commands are in also located in File menu.

[Preset File (text file)]

```
Log-C_scPreset.text
// simple@cube custom presets... //

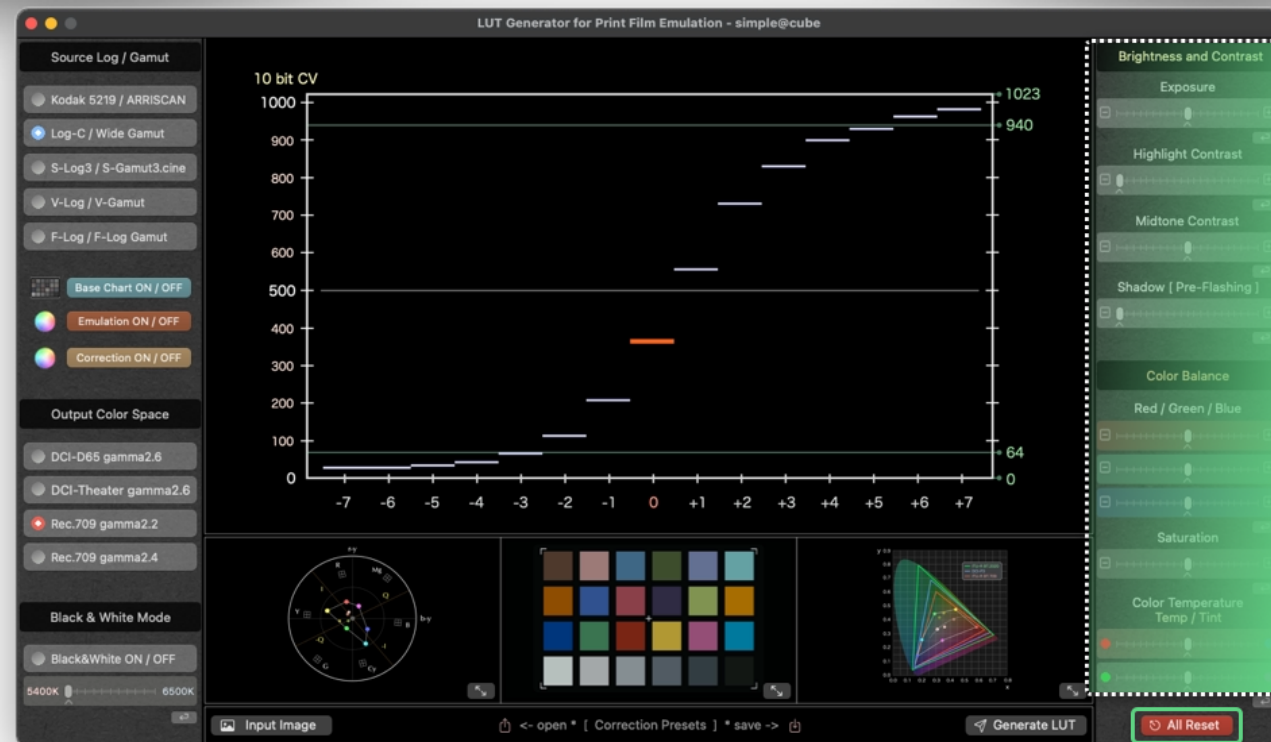
Kodak_5219: 0
Arri_LogC: 1
Sony_SLog3: 0
Pana_VLog: 0
Fuji_FLog: 0

DCI_D65: 0
DCI_Ref: 1
R709_22: 0
R709_24: 0

Exposure(-10<=>10): 5.0
Highlight_Contrast(0<=>100): 35.0
Midtone_Contrast(-30<=>30): 18.0
Shadow_Contrast(0<=>100): 35.0
Red_Balance(-100<=>100): 0.0
Green_Balance(-100<=>100): -30.0
Blue_Balance(-100<=>100): -60.0
Saturation(-100<=>100): 0.0
Color_Temperature(-50<=>50): -25.0
Color_Tint(-100<=>100): 0.0

Black&White(ON/OFF): 0
Black&White(0<=>100): 0.0
```

[All Reset Button]



All Reset Button

Restore all color correction tools with default value.

7. To get higher image quality using 3D-LUTs

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DaVinci Resolve - Project Settings

Color Management *Lookup Tables (Recommended setting)*

Lookup Tables

Input lookup table	No LUT selected	...
Output lookup table	No LUT selected	...
Video monitor lookup table	No LUT selected	...
Color viewer lookup table	Use video monitoring selection	...
Scopes lookup table	Use video monitoring selection	...
3D lookup table interpolation	Trilinear	...

Update Lists

Open LUT Folder

Default < Trilinear Interpolation >

Lookup Tables

Input lookup table	No LUT selected	...
Output lookup table	No LUT selected	...
Video monitor lookup table	No LUT selected	...
Color viewer lookup table	Use video monitoring selection	...
Scopes lookup table	Use video monitoring selection	...
3D lookup table interpolation	Tetrahedral	...

Update Lists

Open LUT Folder

Recommendation < Tetrahedral Interpolation >

FilmLight Baselight

Truelight Command (Recommended setting)

Truelight Command:

(custom)

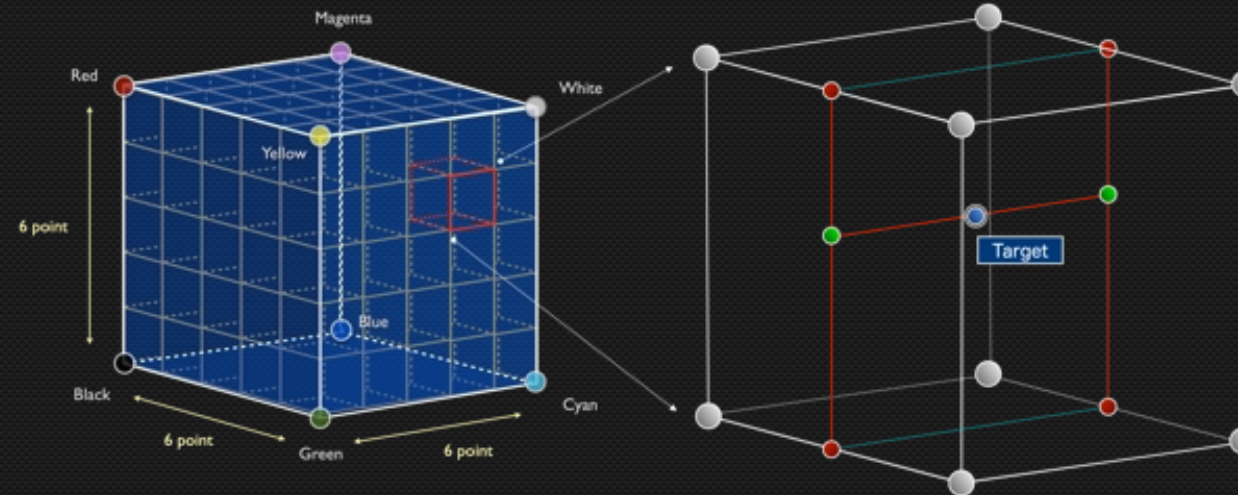
Reload

☒ Tetrahedral Interpolation

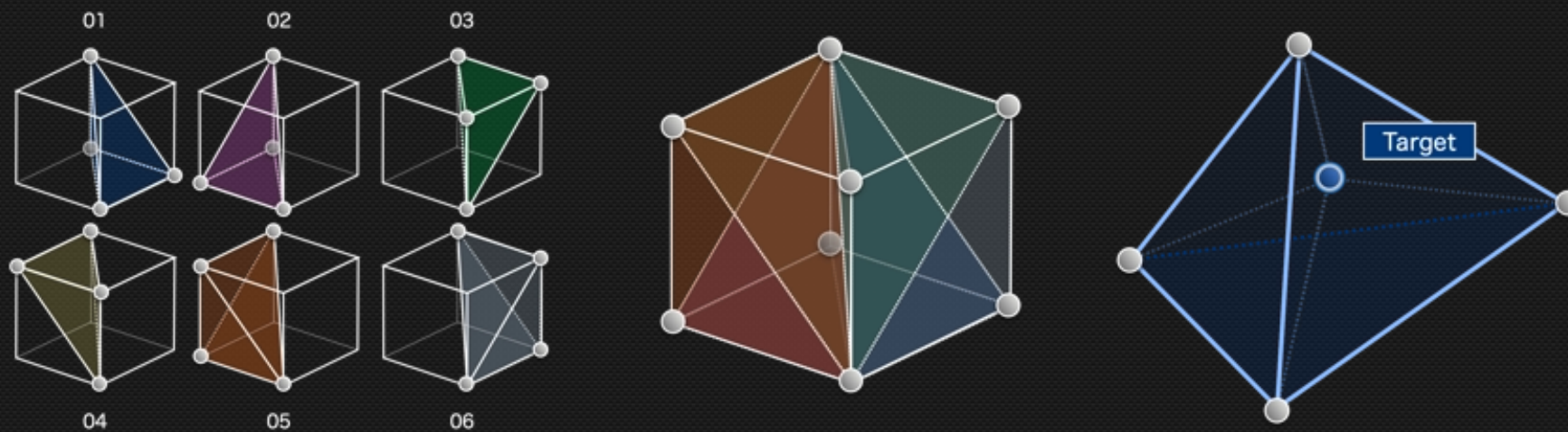
Recommendation < Tetrahedral Interpolation >

[Trilinear and Tetrahedral Interpolation Diagram]

Trilinear Interpolation



Tetrahedral Interpolation





Privacy Policy

This app, simple@cube, doesn't have any features of collecting customer identification data.

When you generate a LUT or save preset file, they are stored in your Mac only.

And internet connection feature isn't in this app. Your saved files and data belongs to you,

We can not access all your data at all.

When we receive a support email from you, your email address and the contents of it will not be shared with anyone. We only use your information to respond you.

We care deeply about other information that Apple provides us as Apple Developers.

Please refer to Apple Privacy Policy:

<https://apple.com/privacy>



Support



If you have any questions, you should contact us via

support@pfelut.com

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