

## 1. What is a LUT?

- Introduction
- Defining Some Basic Terms
- What is a LUT
- Visualizing LUTs with Lattice

## 2. Categorizing LUTs

- Types of Technical LUTs
- Creative LUTs
- Film Emulation LUTs

## 3. Limitations of LUTs

- Applying a LUT to an Overexposed Clip
- Correcting Clipping Caused by LUTs
- Applying a LUT to Incorrectly White Balanced Clips
- Applying a LUT to a Raw Clip

## 4. Evaluating LUTs

- Using Test Charts to Evaluate LUTs
- Setting up Your Scopes
- Evaluating a Technical LUT
- Evaluating a Creative LUT
- Visually Evaluating LUTs with LUT Gallery
- Using Powergrades instead of LUT Gallery
- Taking a Second Look at Lattice

## 5. Working with Technical LUTs

- Normalizing Footage with Technical LUTs
- Using LUTs to Help Match Shots
- Retrieving Highlight Data
- Correcting Images Before the LUT
- Understanding Floating Point
- Comparing Shots
- Normalizing GoPro Shots with Third Part LUTs
- Grading After the LUT
- Monitor Calibration LUTs

## 6. Working with Creative LUTs

- Creating an Additional Node for a Look LUT
- Adjusting your Grade Before the Look LUT
- Using the Key Output Parameter
- Applying a LUT to an Entire Timeline
- Applying a LUT to Groups
- Combining LUTs With a Parallel Mixer Node
- Layering LUTs with the Layer Mixer Node

## 7. Using Resolve Color Management

- Why You Should use Resolve Color Management
- Choosing Color Science
- Input Color Space
- Timeline Color Space
- Output Color Space
- Tone and Gamut Mapping
- Choosing Individual Clip Input Color Spaces
- How Resolve Color Management Handles Raw Clips
- The Benefit of Using Resolve Color Management

## 8. Using the Color Transform Effect

- Why use the Color Transform Effect?
- Applying the Color Transform Effect
- Using Tone Mapping
- Using Gamut Mapping

## 9. Creating & Installing LUTs

- Creating LUTs
- What Corrections are Included in a LUT
- Exporting a LUT
- Installing LUTs