

USER MANUAL



Visonary Base LUTs

A technical lookup table (LUT) is used to convert what the camera sees, which is a logarithmic profile to a linear profile intended for display. Therefore, colour accuracy is prioritized over creativity in a technical LUT.

Visionary Base LUTs are used to convert camera log footage to REC.709 display colour space with added improvements.



Using a LUT instead of using Colour Space Transform (CST) OFX in DaVinci Resolve does come with some limitations. You won't be able to toggle specific input and output colour space if you happen to record in unconventional camera settings. But the Visionary Base LUT is made to produce the best colours and dynamic range from your camera in REC.709/ Gamma 2.4

Project Settings

These are some recommended project settings for colour management depending on your operating system (OS) Learn more: https://filmmakingelements.com/davinci-resolve-export-color-different-gamma-shift-fix/#1-rec-709a



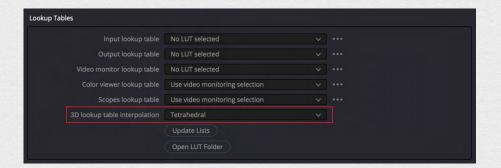


Mac OS

Windows OS

And lastly, it is recommended to set your '3D lookup table interpolation' to 'Tetrahedral'

Learn more: https://coloristfactory.com/2022/08/05/luts-in-davinci-resolve-get-way-better-results-tetrahedral-interpolation-vs-trilinear-interpolation/



Workflow

This is the recommended workflow for the Visionary LUTs. The technical LUT should be applied first before doing any corrections in a previous node and/or creative look in nodes down the pipeline.



By doing so, it allows for more information to be preserved and adjusted before the REC.709 conversion which minimizes the working colour



Exposure Compensation

The LUTs come in 5 exposure step variations for a faster workflow. Applying the right exposure is crucial to retain information in the highlights and shadows. A custom curve is adjusted for each exposure for the most optimal results.

Recommended technique for exposing S-Log3 https://youtu.be/jbsyuqsrGwc

- B1_S-Log3_Visionary LUTs_Base -0.5.cube
- B1_S-Log3_Visionary LUTs_Base -1.0.cube
- B1_S-Log3_Visionary LUTs_Base +0.0.cube
- B1_S-Log3_Visionary LUTs_Base +0.5.cube
- B1_S-Log3_Visionary LUTs_Base +1.0.cube



-1.0



-0.5



+0.0



+0.5



+1.0

Colour Characteristics

The Visionary Technical LUTs produces natural colours inspired by Hollywood cinema cameras like ARRI and RED. These are a few differences of the Visionary Technical LUT compared to a normal Colour Space Transform OFX in DaVinci Resolve.







Visionary Base +0.0 LUT

Smooth Shadows Soft Highlights **Better Skintone** Richer Reds **Natural Greens Deeper Blues**

Stress-tested

The Visionary Technical LUTs are tested on a variety of footage by different cinematographers to ensure that it won't break under harsh colours. This is the results of the Test Chart kudos to MONONODES.com Learn more: https://mononodes.com/creative-luts/



Original



Visonary Base +0.0



LUT Installation

Overview

The Visionary LUTs come in a .cube file which is compatible with most, if not, all Non-Linear Editing (NLE) software. Please refer to the tutorials below to install and apply the LUTs.

Davinci Resolve

https://youtu.be/Y8j4cMyOksA

Premiere Pro

https://youtu.be/iUAe4lvwWBs

After Effects

https://youtu.be/WyZ32cYLkpg

Final Cut

https://youtu.be/EDwPgvnx_V4

Filmora

https://youtu.be/-SelmjP_fDM?t=93