

# **3D-LUTs file for J-Log1 of GY-LS300CH Reference Manual**

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For Premiere Pro CC

Version 1.01

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# **I n d e x**

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## 1. JVC 3D LUT file for GY-LS300

JVC provides two 3D-LUT files, one is “Tungsten LUT” which is fit if the color temperature is 3200K, the other is “Daylight LUT” which is fit for the 5600K.

Daylight LUT : JVC\_LS300\_JLog1\_to\_Rec709\_Daylight\_32g\_adobe.cube

Tungsten LUT : JVC\_LS300\_JLog1\_to\_Rec709\_Tungsten\_32g\_adobe.cube

## 2. How to use the 3D-LUT with Adobe Premiere Pro CC

- Confirmed software version is below

Adobe Premiere Pro CC 2015 (Windows 8 Pro)

Version : 9.0.0

- Preparing

- GY-LS300 movie clip with J-Log1 gamma mode
- JVC 3D-LUT (.cube) file for Premier

Daylight LUT : JVC\_LS300\_JLog1\_to\_Rec709\_Daylight\_32g\_adobe.cube

Tungsten LUT : JVC\_LS300\_JLog1\_to\_Rec709\_Tungsten\_32g\_adobe.cube

## 3 Adobe Premiere Pro CC procedure example

In this chapter we describe how to use 3D-LUT provided by JVC .

Premiere Pro CC by Adobe Co. ( described ‘Premiere’)

According to normal operation of Premiere , video clip(s) recorded with J-log of GY-LS300 should be put on timeline and effects mode should be selected before these procedure.

### **PROCEDURE 1**

Store 3D-LUT file (.cube) for Premier into a specific folder.

Premiere applies the 3D-LUT below 100IRE only. However GY-LS300 supports over 100IRE (super white area), the most effective way to use J-Log1 mode, reduce the gain level so much for Y-level on Lumetri Scopes not to be over 100% prior to load this LUT file.

Select video clip on timeline which you will use 3D\_LUT

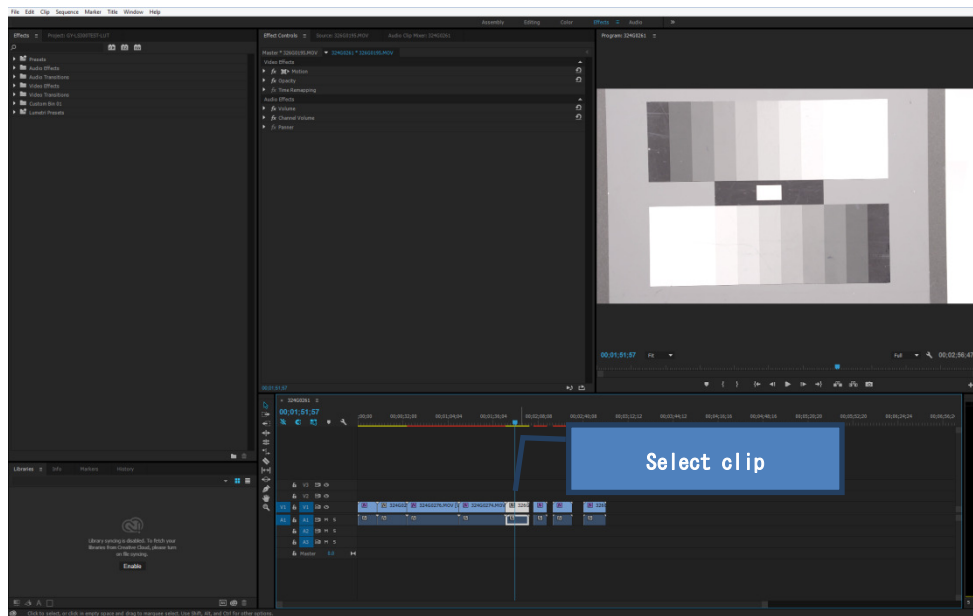


Fig.3 Premiere Timeline

Select [Lumetri Scopes] from [Window] Menu of Premiere , and Waveform is indicated

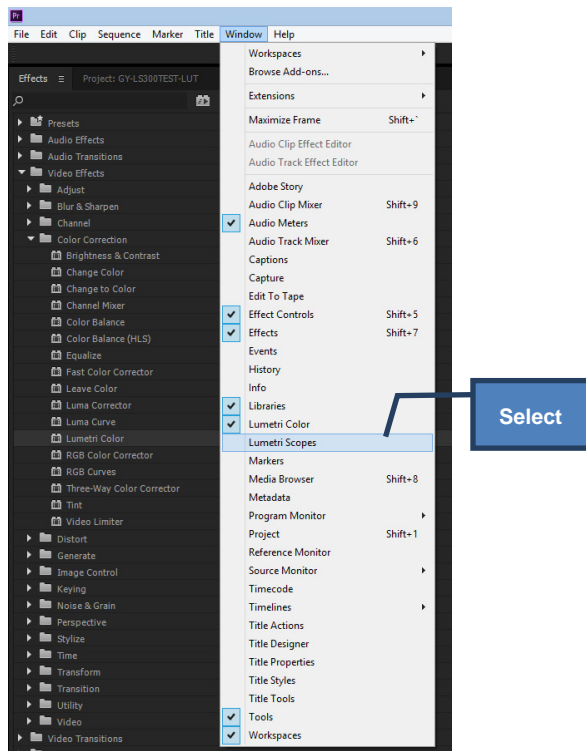


Fig.4 Premiere Window Menu

Lumetri Scopes indicated on the screen. Select Parade(YUV) , or Waveform\_(YC) in the sort of monitor.

Remove the check of ' Clamp Signal ' (shown above 100%)

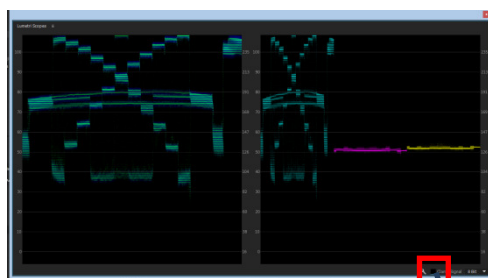


Fig.5 Premiere Lumetri Scope

Remove check of Clamp Signal

## PROCEDURE 2

On Effects , click [Video Effects] → [Color Correction] → double click [RGB Color Corrector]  
Added adjusting RGB Color Corrector on Effects Controls panel.

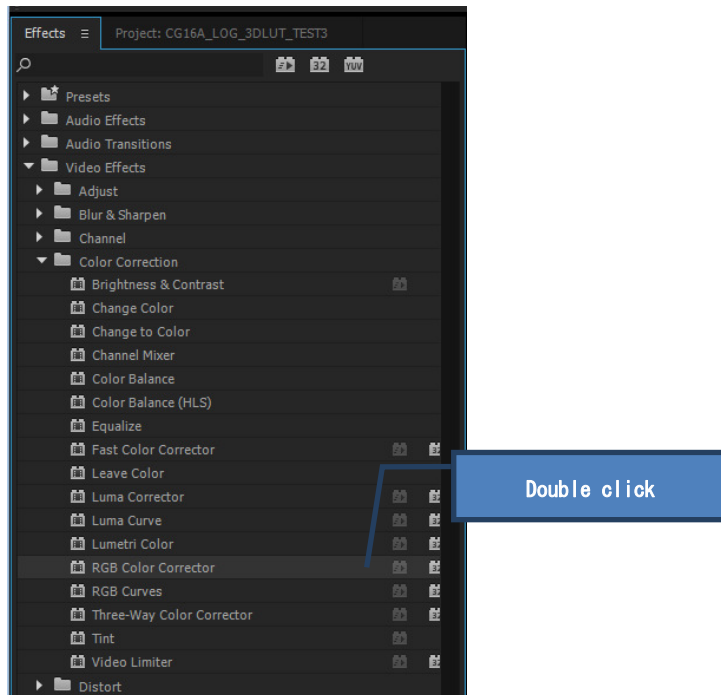


Fig.6 Premiere Color Correction Menu

Reduce [Gain] in RGB Color Corrector Y or R,G,B level of wave form monitor become within 100%. setting 0.92 would be enough

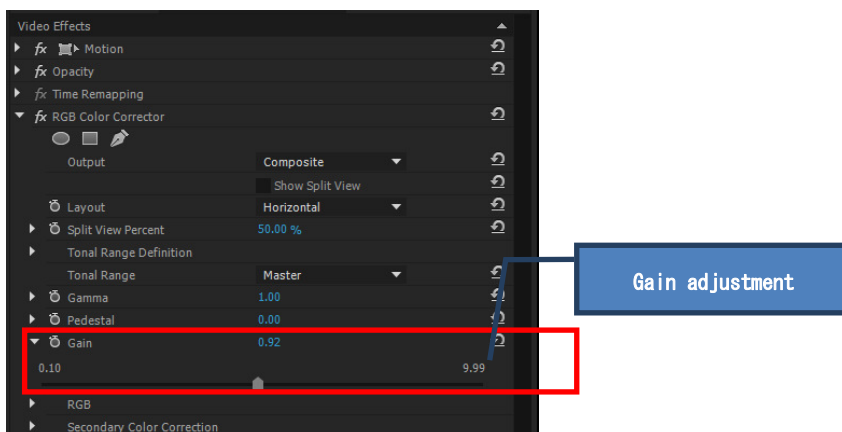
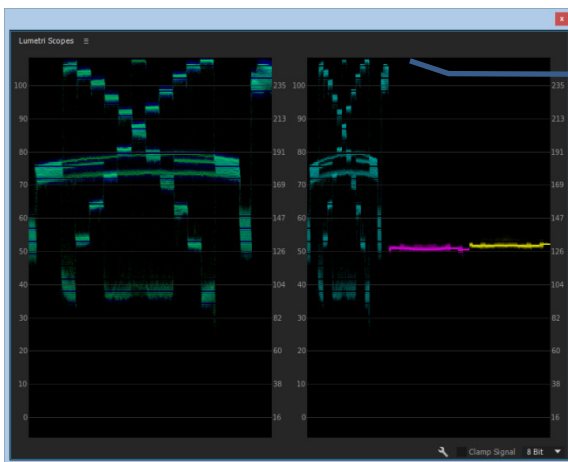
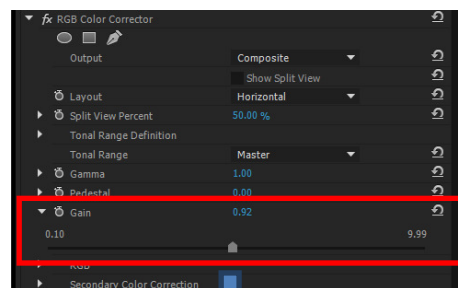


Fig.7 Premiere Color Corrector Output Levels

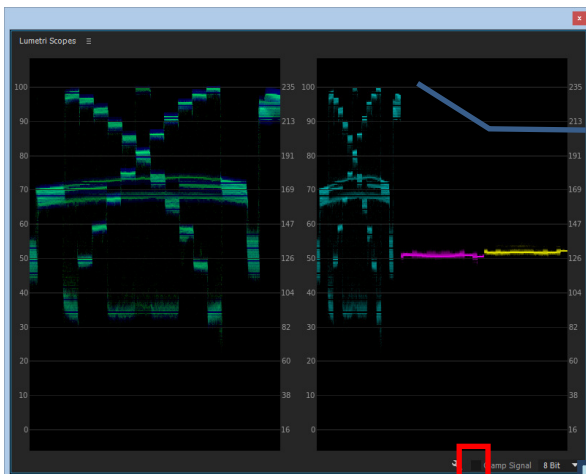
Adjust Gain highest level within 100%



Highest level is over 100%



Adjust Gain highest level within 100%



Remove check of Clamp Signal

Fig.8 Premiere Adjustment not to be clipped Dynamic Range 800%

### PROCEDURE 3

Select [Video Effects] → [Color Correction] → Double click [Lumetri Color] on Effects Panel

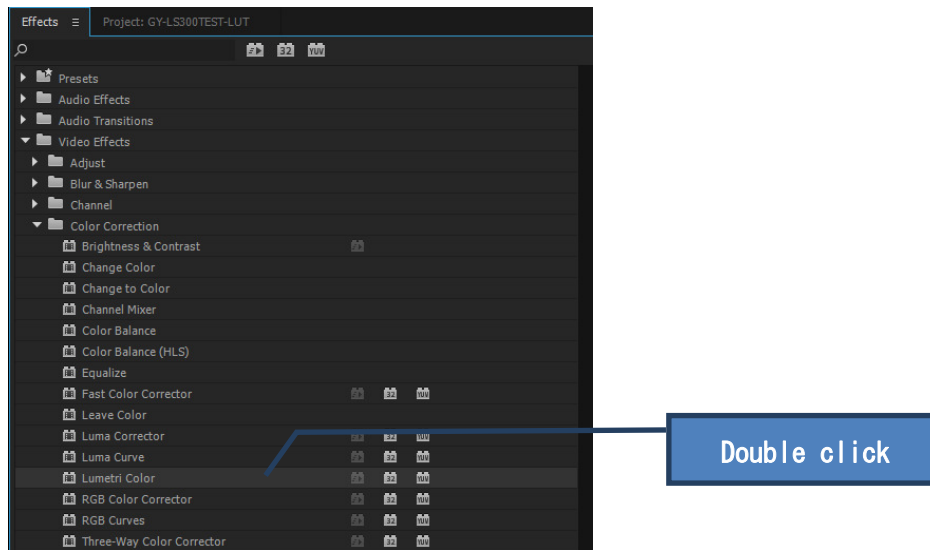


Fig.9 Premiere Color Correction Menu

Added adjustment of Lumetri Color on Effects Controls panel

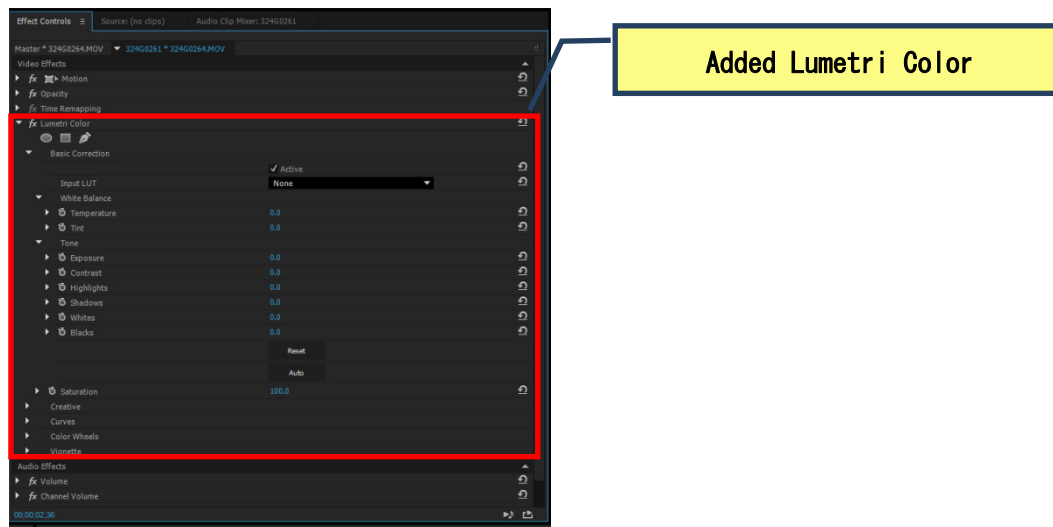


Fig.10 Premiere Lumetri Color Menu



Input Lut on [Basic Correction] (Default setting is none) Select 3D-LUT file from the list . For 3D-LUT by JVC select [Browse...]

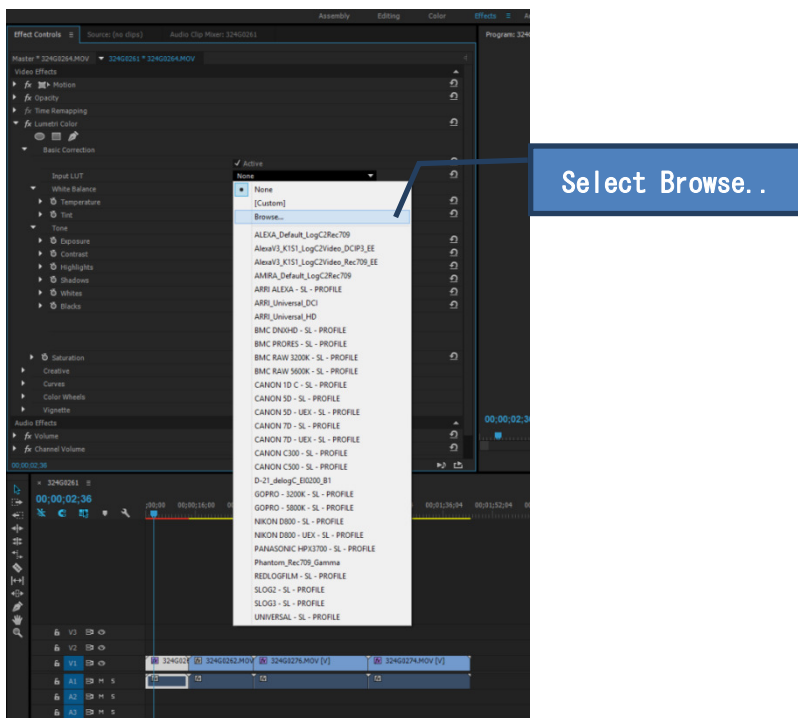


Fig.11 Premiere Input LUT

Go to the folder and select the cube file then click open button .

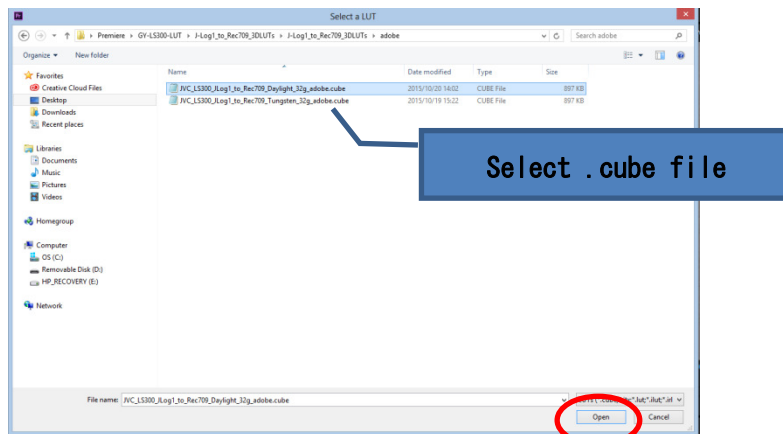


Fig.12 Premiere 3D-LUTs Folder

## Sample 3D-LUT applied image

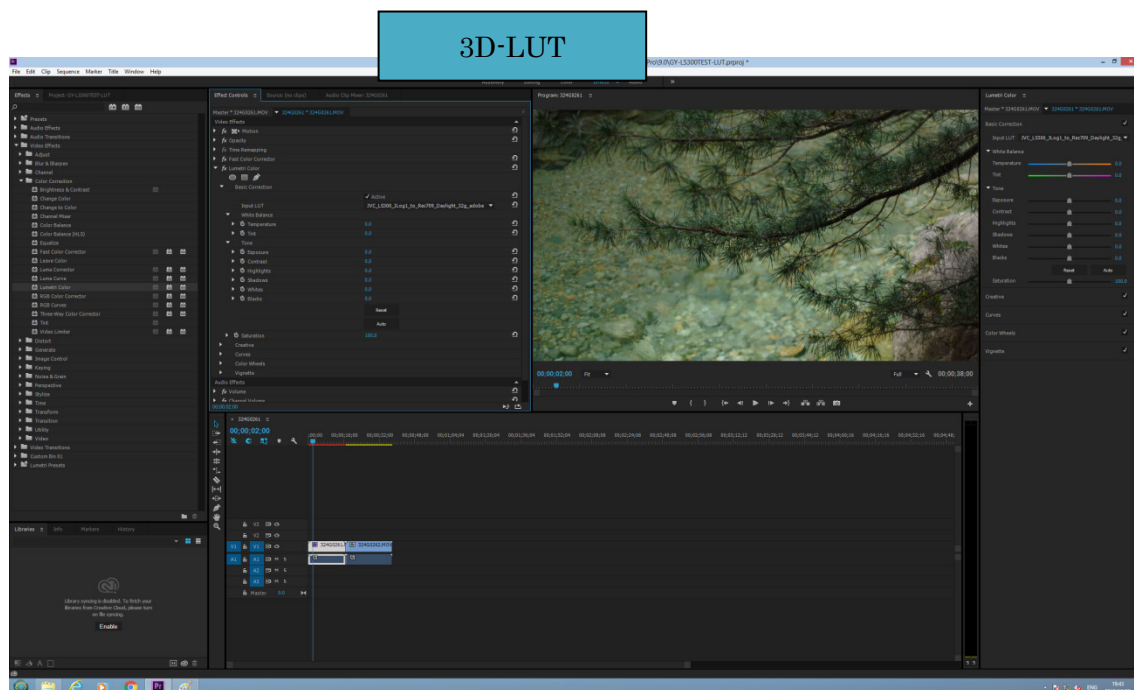
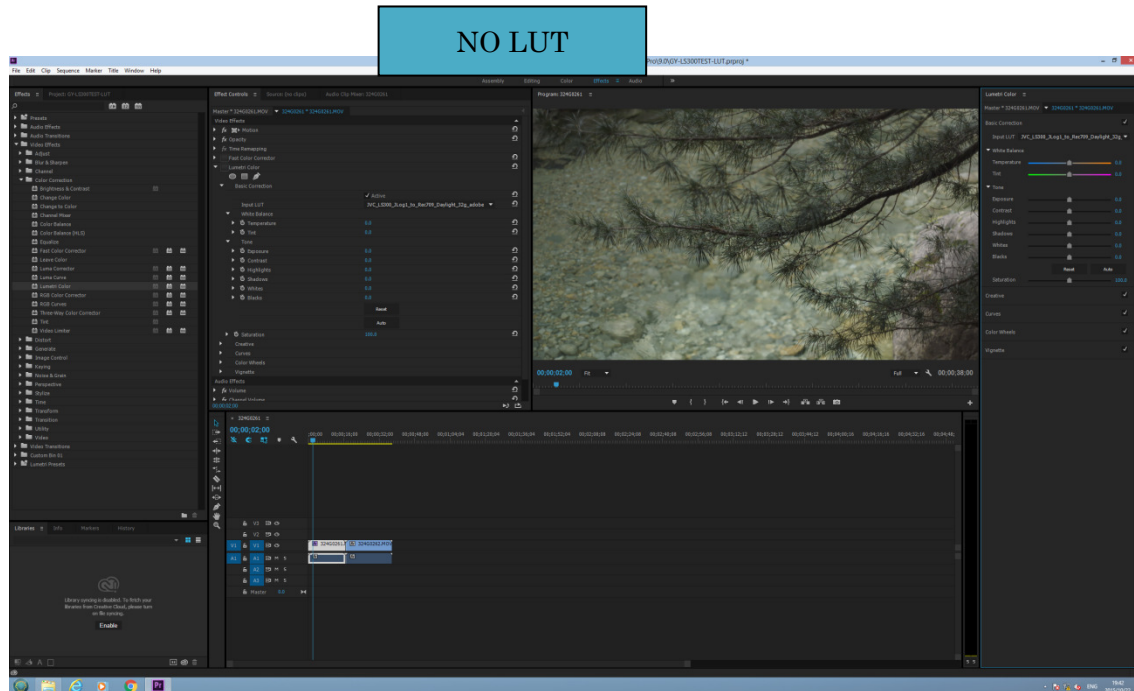
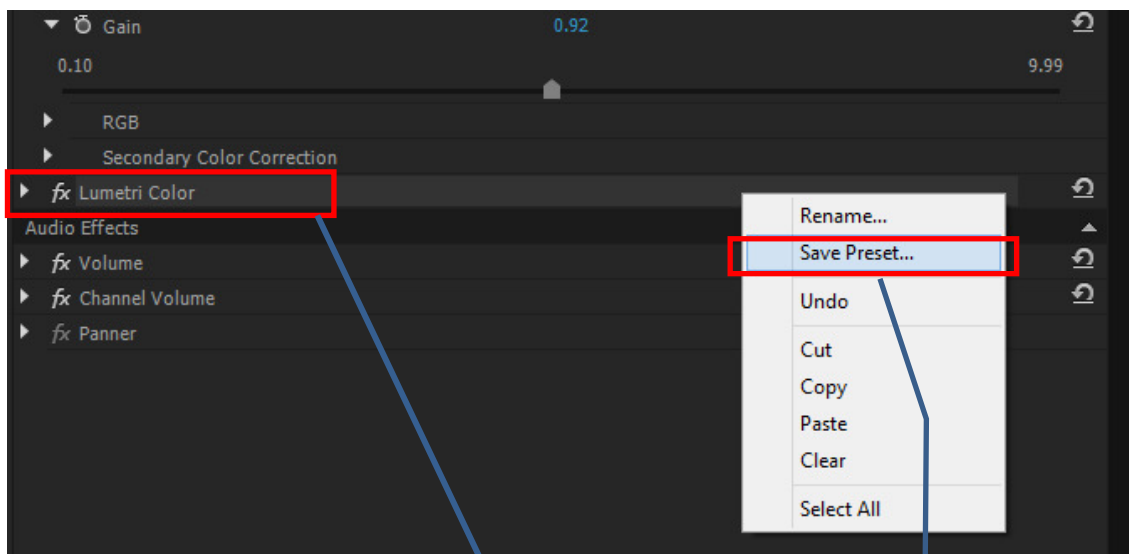


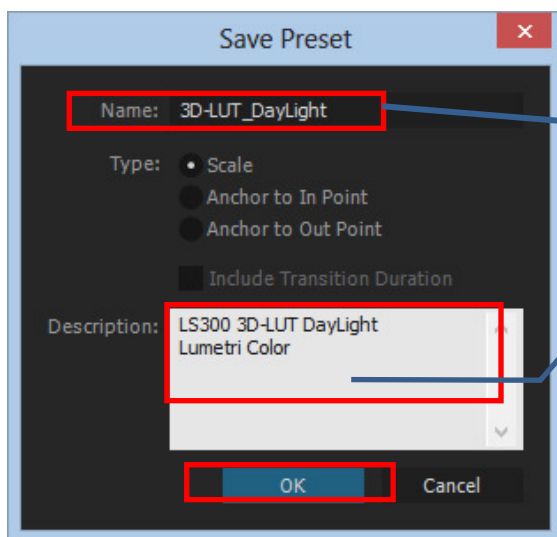
Fig.13 Premiere Applied 3D-LUT

Applying 3D-LUT completed , 3D-LUT also work for other video clips.  
It is useful to save Step 3 as one Effect .For your reference showing example

How to Save Effect on Lumetri Color applied 3D-LUT as Preset

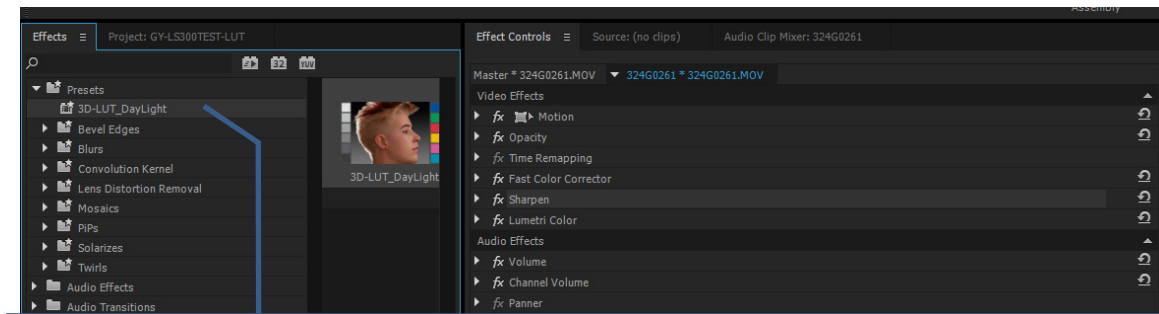


1. Select Lumetri Color
2. Right-click indicated menu screen
3. Click Save Preset...



1. indicated Save Preset screen
2. Key in Name:
3. Select Scale on Type: Key in Description: if need
4. Click OK

Fig.14 Premiere Preset Effects



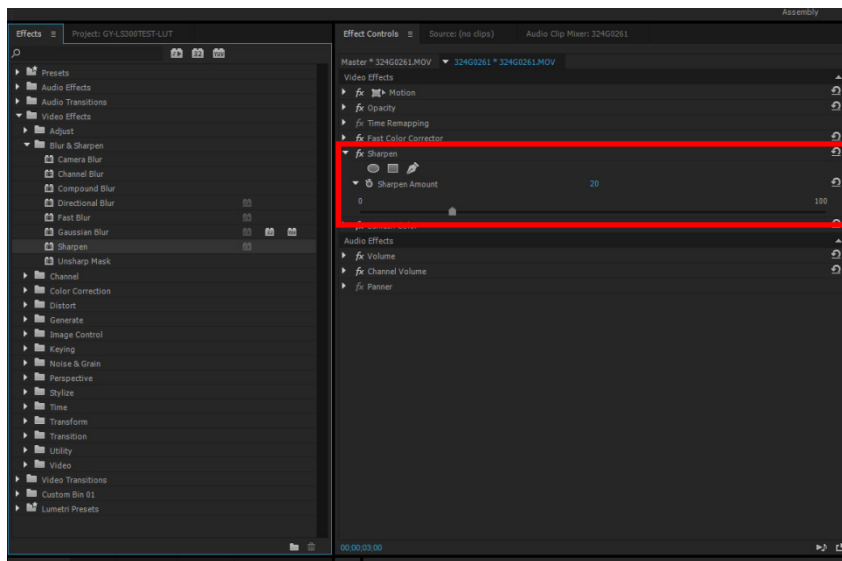
Registered name of effect indicated .While Selecting video clip, double-click this effect, and set value of Lumetri Color including 3D-LUT will be applied.

Fig.15 Premiere Preset Effects

## PROCEDURE 4 USER TUNING

You can add any color effects the standard 3D-LUTApplied.

In J-Log1 DETAIL(sharpness effect) doesn't work. It can be adjusted detail value with Video Effects ([Blur & Sharpen]→[Sharpen])



Adjust detail

Fig.16 Premiere Sharpen

Effects in [Lumetri Color] enables Grading favorite color Saturation,Tone curve ,Color balance etc

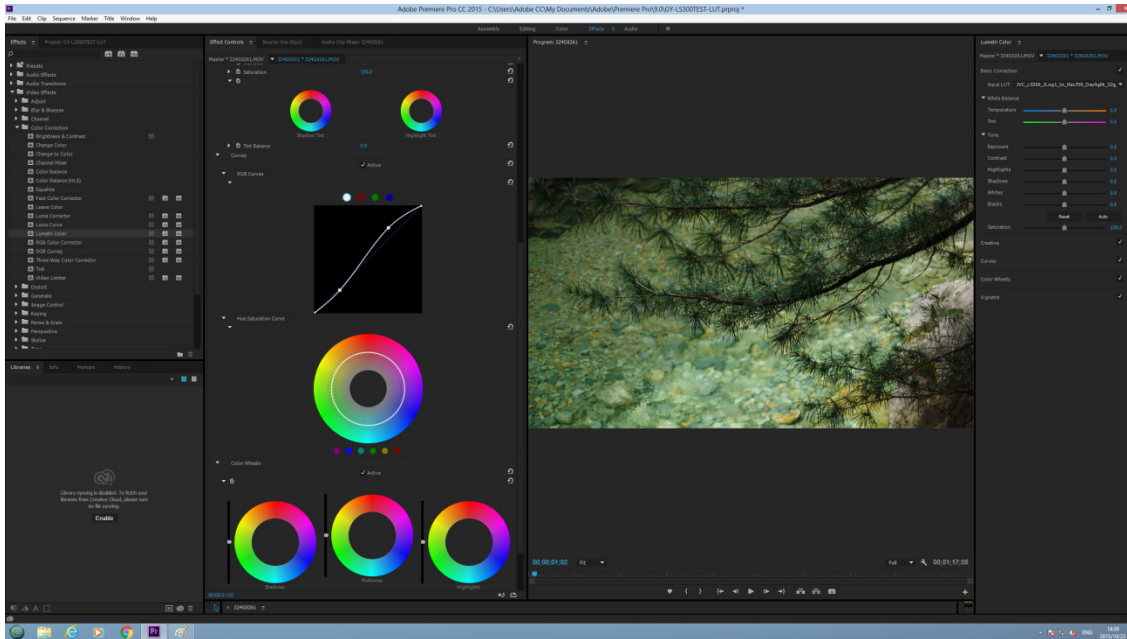


Fig.17 Premiere Grading Tools