

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

For Final Cut Pro X

Version 1.01

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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_fcp.cube

Tungsten LUT : JVC_LS300_JLog1_to_Rec709_Tungsten_32g_fcp.cube

In both cases, you need the “LUT Utility” or other plug-in.

2. How to use the 3D-LUT with FCPX

●Confirmed software version is below

Apple Final Cut Pro X

Version : 10.2.1

Final Cut Pro X 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 prior to load this LUT file.

●Preparing

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

3. APPLE Final Cut Pro X procedure example

FCPX can not import 3D-LUT file without a third party plug-in. Following example is a case for using “LUT Utility” by Color Grading Central.

PROCEDURE 1:

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

Purchase “LUT Utility for FCP X & Motion 5” from Color Grading Central site.

After installation, LUT Utility icon shows in System Preferences window.

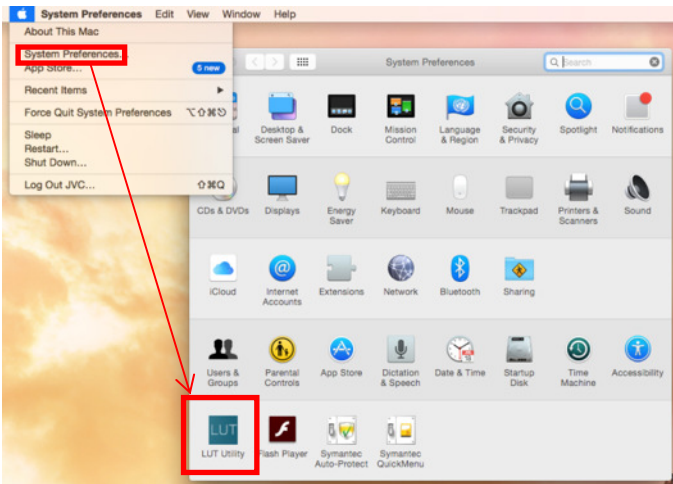


Fig.2 FCPX Plug-In LUT Utility

To add the LUT file in addition to the preset LUTs, click the “+” button below.

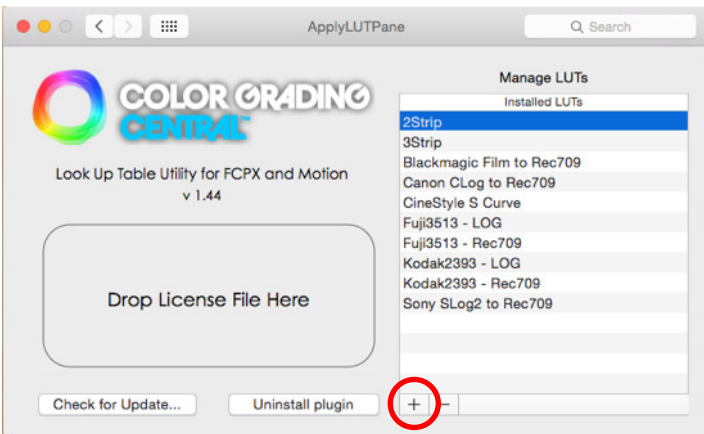


Fig.3 Import 3D-LUTs with LUT Utility.

Go to the folder and select the cube file then open it.

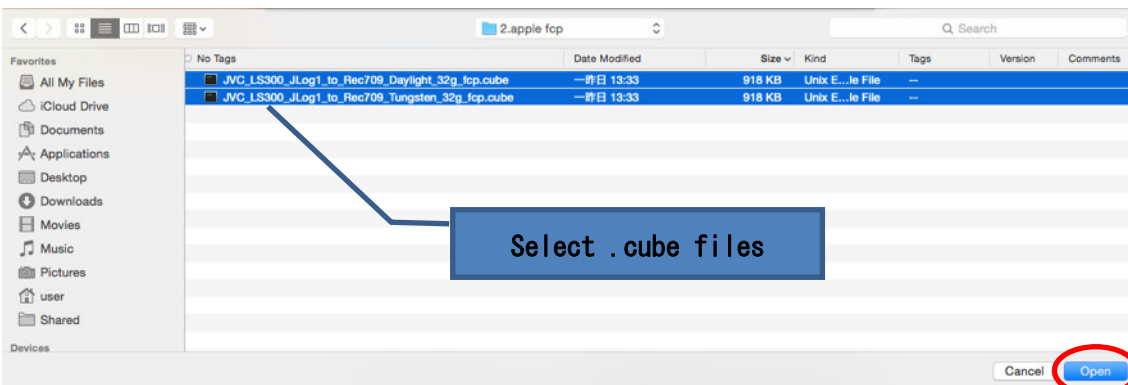


Fig.4 Import 3D-LUTs with LUT Utility.

The selected cube files are now listed in the installed LUTs.

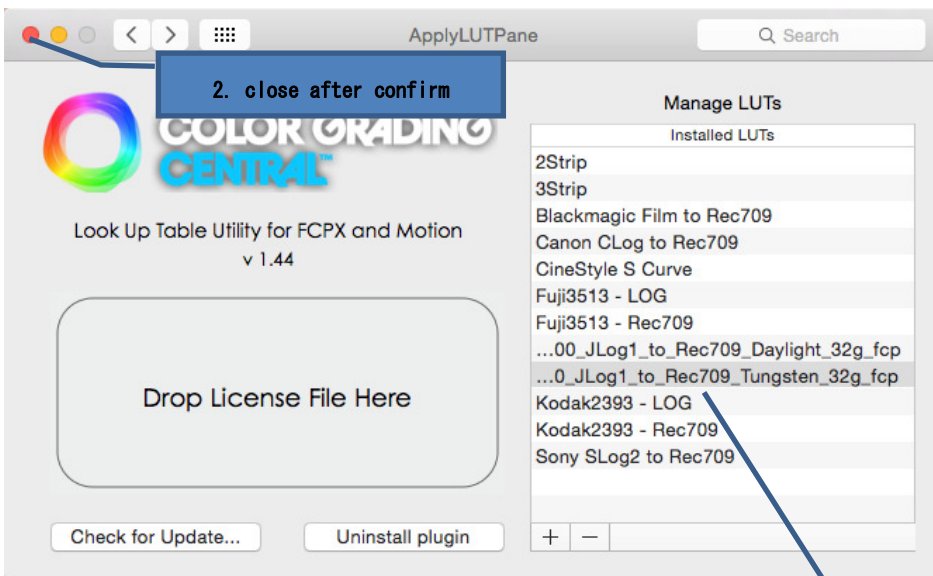


Fig.5 LUT Utility Installed LUTs

1. Check the .cube file is exist in this list

PROCEDURE 2:

Go to FCPX.

Before applying the 3D-LUT, each RGB or Luma level must be 700mV or less value. So drag and drop the Color Correction icon onto the video clip.

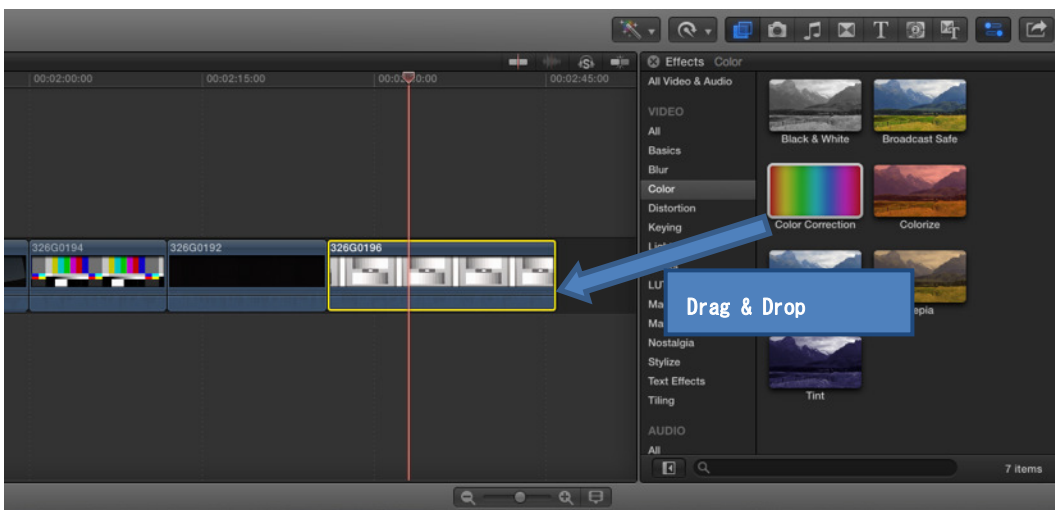


Fig.6 FCPX Color Correction

Now that applied clip's effects listbox shows "Color Board" under the Color Correction.

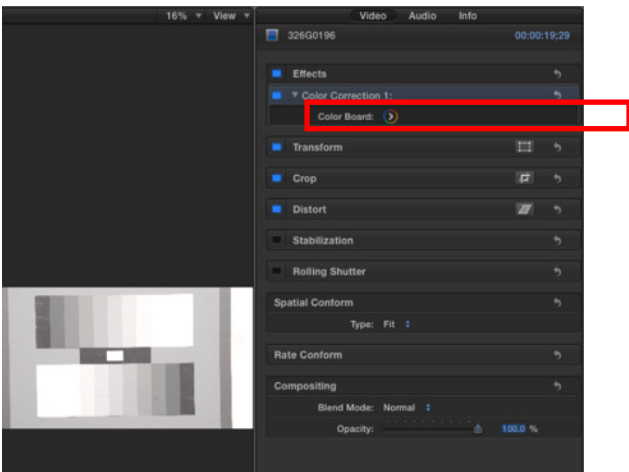
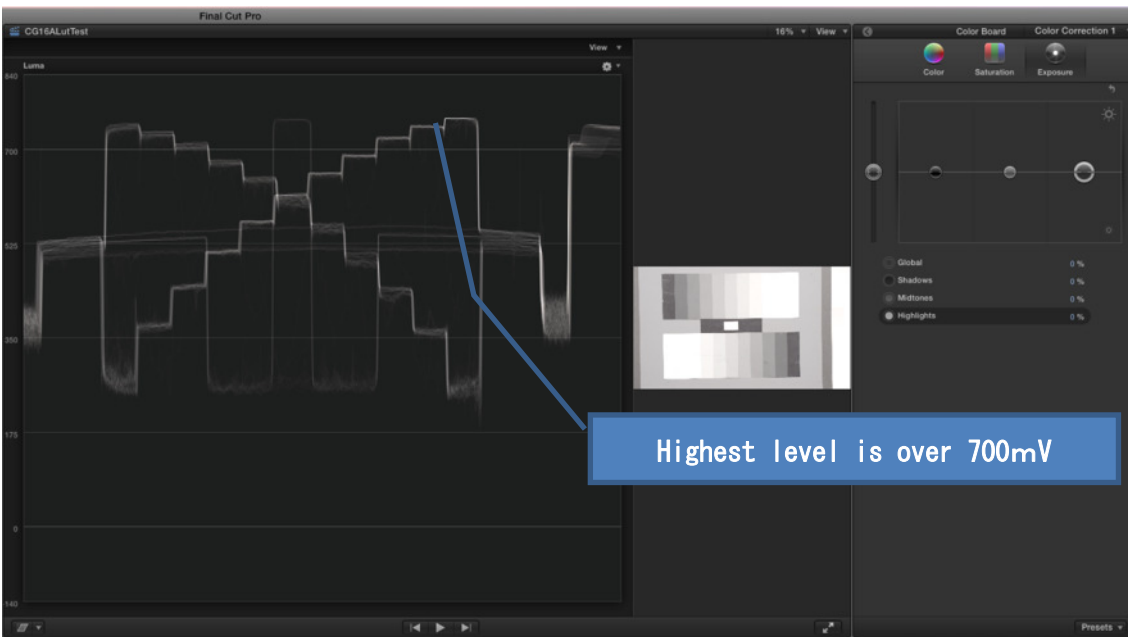


Fig.7 FCPX Color Board

Select "Exposure" in the Color Board.

If the video clip includes 800% dynamic range, adjust the level below 700mV. Usually setting -8% of the highlights would be enough.



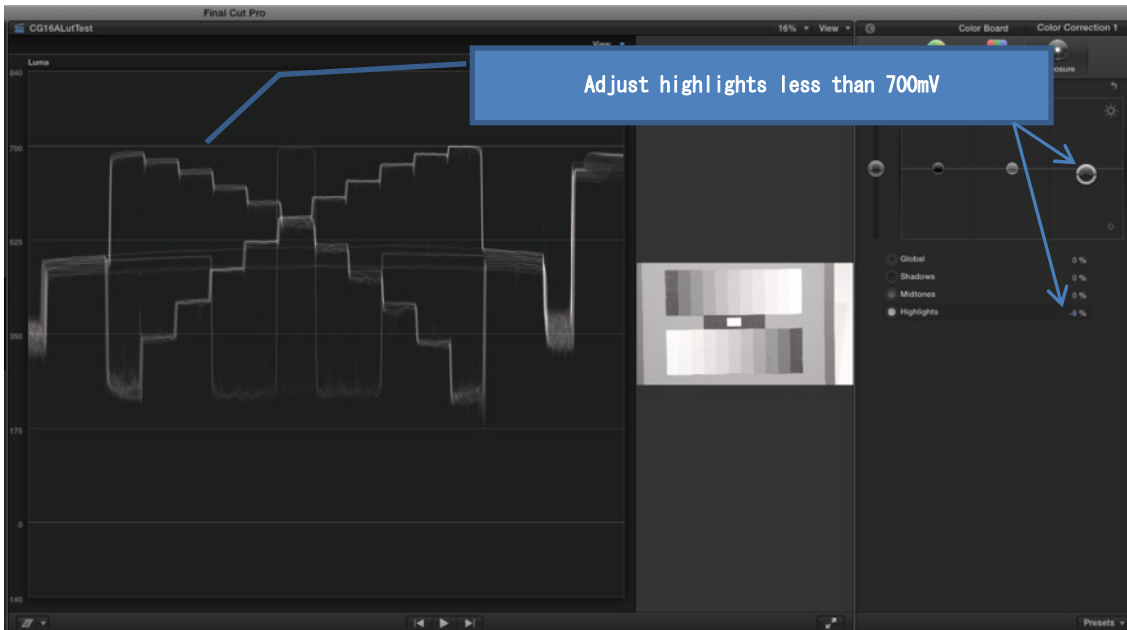


Fig.9 Adjust Dynamic Range

PROCEDURE 3:

Effects Browser shows “LUT Utility”, drag and drop this icon to the video clip.
 Choose the 3D-LUT file for this clip.

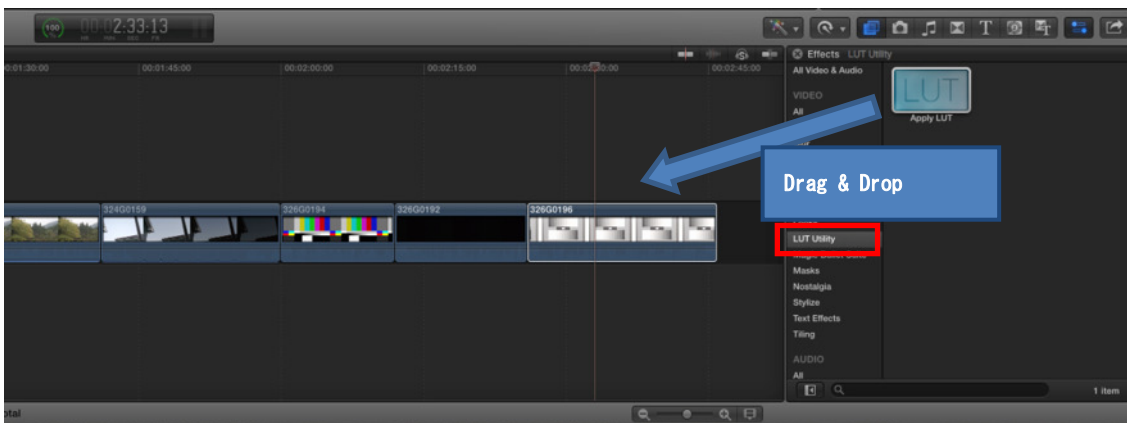


Fig.10 FCPX Apply 3D-LUTs with LUT Utility

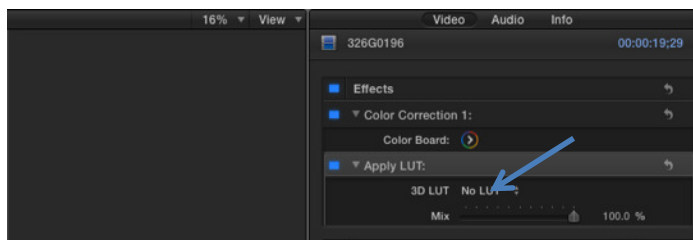


Fig.11 FCPX Apply LUT

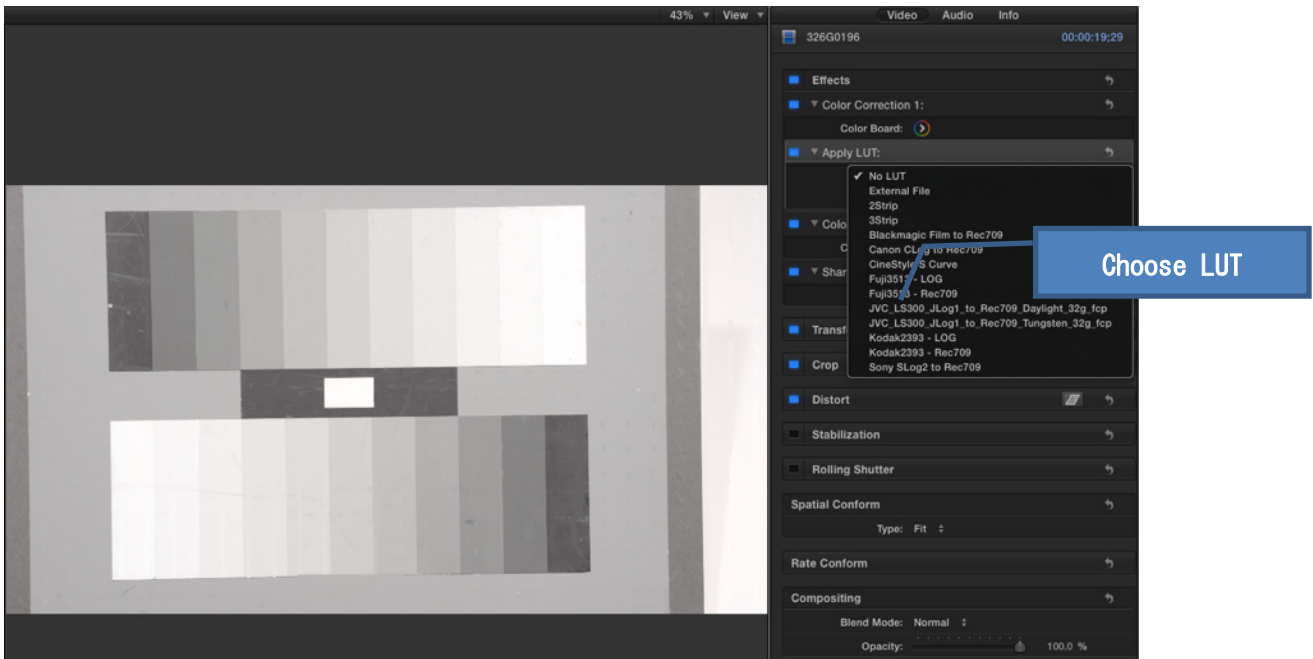
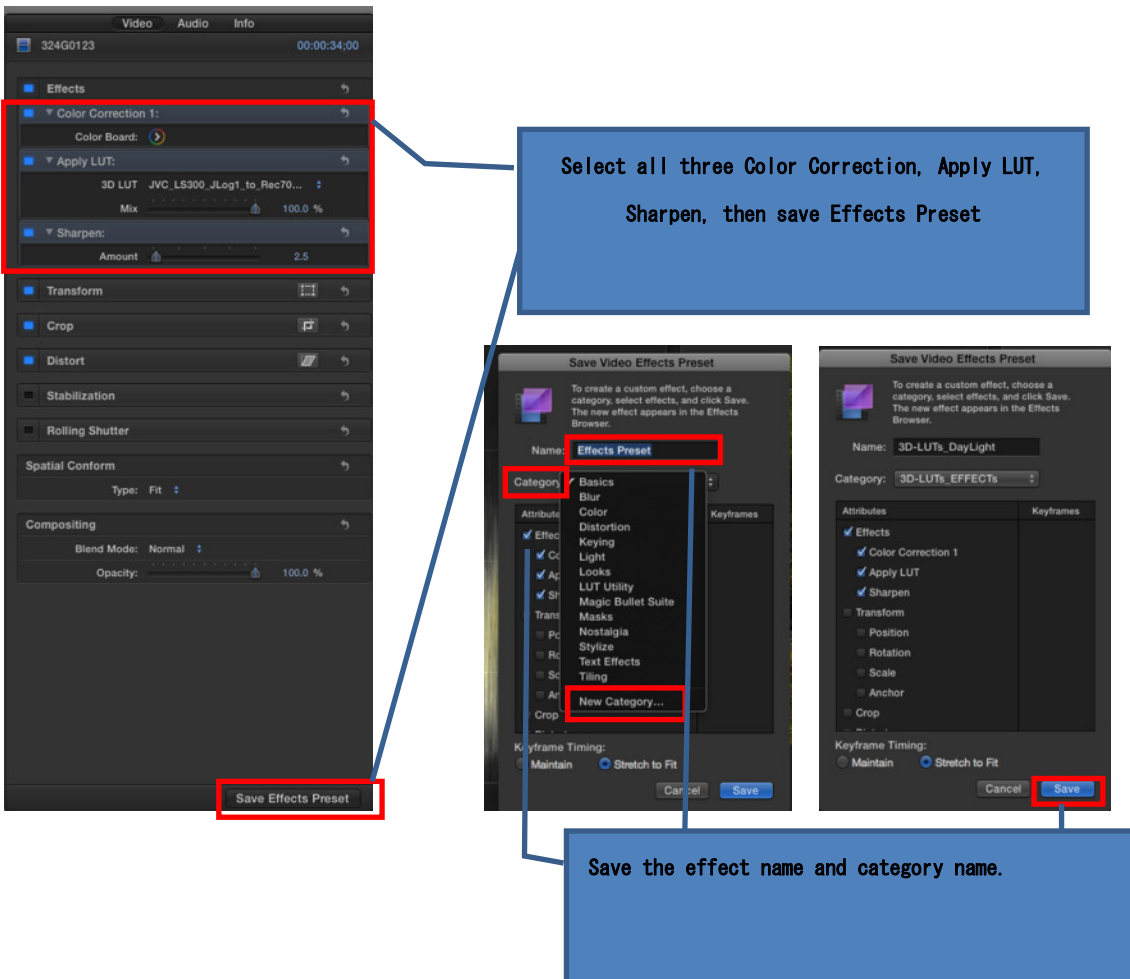


Fig.12 FCPX Apply LUT

For your reference, the following procedure is bind “Color Correction”, “Apply LUT” and “Sharpen” in one effects.



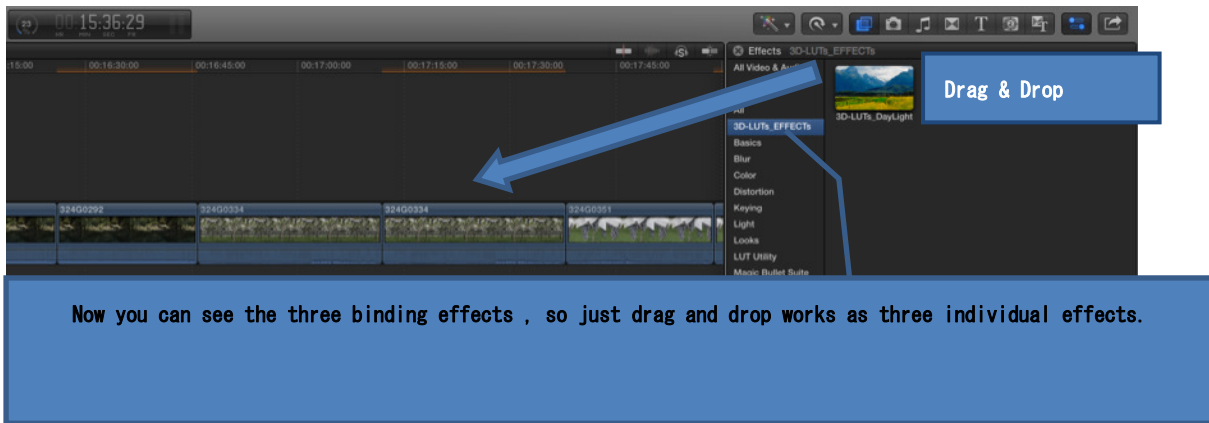


Fig.13 FCPX Video Effects Preset

PROCEDURE 4: USER COLOR TUNING

You can add any color effects after the standard LUT applied.

Following is to add the sharpness.

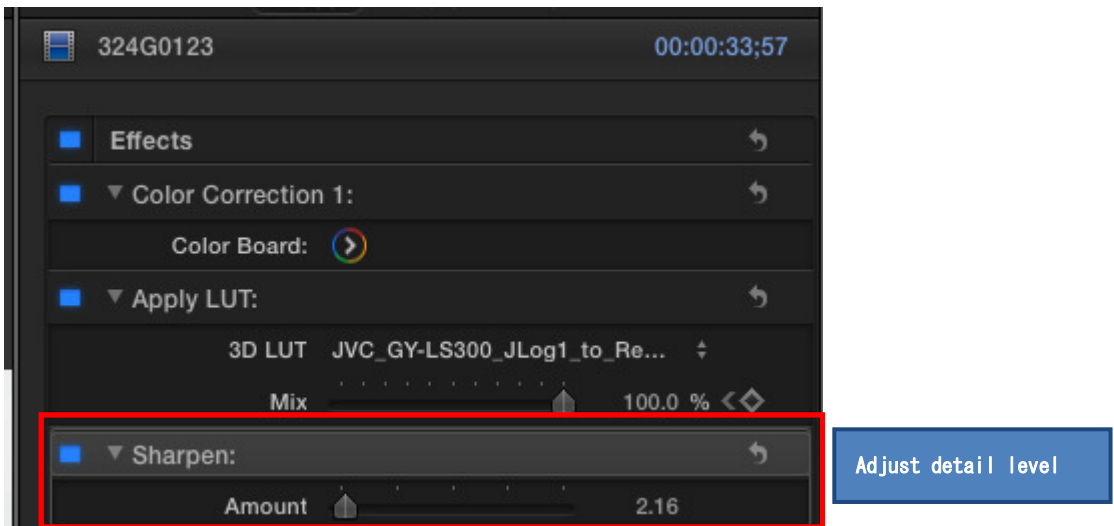
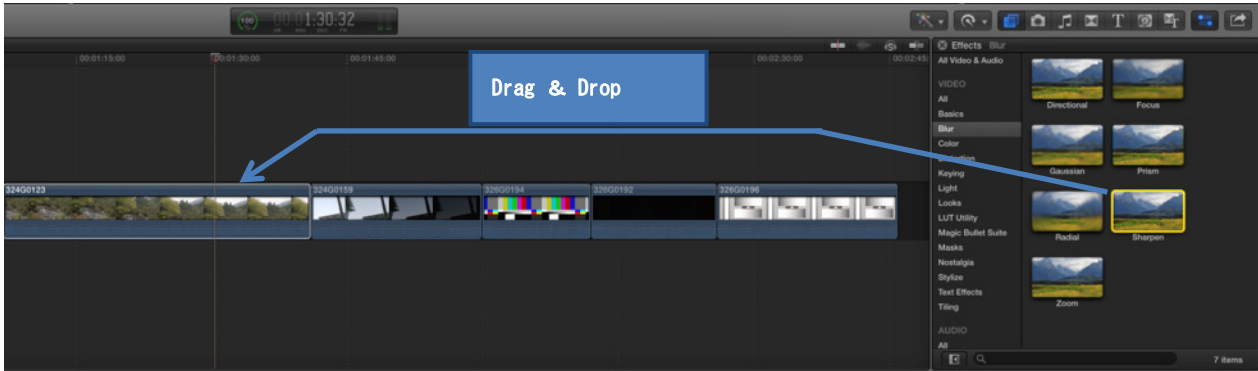


Fig.14 FCPX Sharpen

Also Color, Saturation, Exposure makes more specific grading.

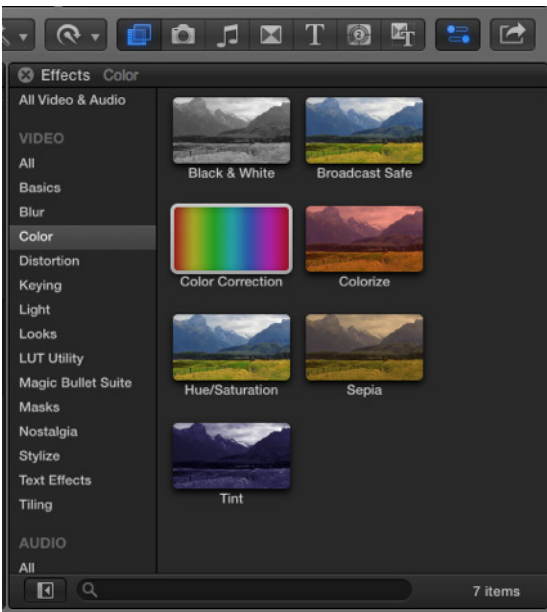


Fig.15 FCPX Grading Tools