

# Cine-tal Supported LUT Formats

## Version 1.1

The Cine-tal Cinemàge monitor contains several image processing resources, among them an input LUT and a 3d LUT. These are the focus of this document.

### *Input LUT*

The physical input LUT consists of 3 10-bit tables, one each for the red, green, and blue input channels. Note that in the case of YCbCr video (standard HD video) there is an inline colors space converter before the input LUT. Cine-tal may offer a YCbCr option for the input LUTs in the future, please contact Cine-tal if this interests you. Two basic file formats are supported: Raw Text and Nucoda.

### **Raw Text**

The raw text input LUT files consist of 1024 lines of red, green, and blue values on the same line. There may also be a header on the file; the header will be ignored. The monitor will assume that the first line that starts with a number (as opposed to a letter or punctuation mark; whitespace is ignored) is the first line of the actual LUT table. The values in the table should be integers in the range 0 to 1023, and should be separated by whitespace or commas.

Example 1, this is from a .txt file produced by Digital Praxis' LUT Builder that simulates a given filter. Note that the response is different in each color channel:

```
table type 2

gMax 1023
gSize 1024

r      g      b
0      0      0
0      0      0
0      0      0
...
901    818    901
903    820    903
904    821    904
905    823    905
...
1023   1023   1023
1023   1023   1023
```

Example 2, this is from a .csv file that was exported from an Excel spreadsheet that produces standard Cineon log curves that are the same in each channel:

0,0,0  
0,0,0

...

192,192,192  
193,193,193  
195,195,195

...

1023,1023,1023  
1023,1023,1023

## **Nucoda**

The Nucoda LUT format specification is available from Digital Vision / Nucoda. It contains either or both an input LUT and a 3d LUT.