



TECHNICAL BULLETIN

LUTS ON CODEX - CDL, 1D AND 3D

REVISION 23.09.2011

LUTs on Codex - CDL, 1D and 3D

This document provides a list of the supported LUT file formats on Codex. For support please contact support@codexdigital.com

CDL on Codex

All Codex systems can capture CDL values from Filmlight's Truelight On Set system at the time of recording, or apply CDL values to shots retrospectively. This CDL look can then be burnt into deliverables when they are processed through the Codex VFS.

1D LUTs on Codex

The Codex Onboard and ARRIRAW recorders support 1D LUTs, which can be applied to the video outputs. (3D LUTs are not supported on these recorders.)

The following 1D LUT types can be used:

1. Codex 1D

LUT: 3 1024

```
0
0
0
```

2. ASSIMILATE SCRATCH 1D

LUT: 3 1024

```
0
0
0
```

3. ARRI LUT generator 1D

LUT: 3 1024

```
64
64
64
```

3D LUTs on Codex

All 3D LUT cubes are RGB ordered with the blue co-ordinate changing fastest unless specified.

The following 3D LUTs can be applied through the Codex VFS when generating deliverables on the Digital Lab and Transfer Station for Mac OS X:

1. CODEX format (16-64 cube size)

LUT3D: 17

```
0 64 128 192 256 320 384 448 512 576 640 704 768 832 896 960 1023
0 0 0
0 0 1
```

or

LUT3D: 33

```
0 0 0
0 0 1
```

2. Speed grade

3DMESH

Mesh 4 12

```
0 64 128 192 256 320 384 448 512 576 640 704 768 832 896 960 1023
0 0 0
0 0 86
```

3. Quantel

#LUT generated from:test10

max value 1023

cube size 17

#Blue changes fastest, then green, then red

#R G B

4. Clipster

```
<LUT3D name='Image1' N='17' BitDepth='16'>
  <values>
  </values>
</LUT3D>
```

5. Davinci

```
3DLUTSIZE 17
0.000000 0.000000 0.000000
0.000000 0.000000 0.006000
```

6. Iridas (red coordinate changes fastest, then blue, then green)

```
LUT_3D_SIZE 17
0.000000 0.000000 0.000000
0.006000 0.000000 0.000000
```

7. Chrome

```
<chrome_imaging_color_transform_profile>
<name>test10</name>
<color_space_input>
<name>RGB</name>
</color_space_input>
<color_space_output>
<name>RGB</name>
</color_space_output>
<profile>
<mdlut input_dimensions="3" output_dimensions="3" grid_samples="17">
...
</mdlut>
</profile>
</chrome_imaging_color_transform_profile>
```

8. Autodesk 3dl

```
# Autodesk 3D Export from Truelight v4.0 title{Deluxe_Vision_Video_Mon}
0 64 128 192 256 320 384 448 512 576 640 704 768 832 896 960 1023
256 256 256
256 256 291
```

9. Technicolor 3dl (codex release > 2011.r1.2904)

```
# Technicolor 3dl Export
0 64 128 192 256 320 384 448 512 576 640 704 768 832 896 960 1023
96 92 120
```

10. Luther

```
#LUT generated from:Image1
#channels: c3
#entries = 4913
```

```
//END// Rev 23.09.2011
```

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