

LUT INSTALL GUIDE

Photoshop Quick Installation

This method is fast, but any LUTs you install with this method will not stay in Photoshop. Great for one-time use applications.

1. Download **.CUBE** files (included with tutorial).
2. Create a New **Color Lookup Adjustment Layer**.
3. Choose **Load 3DLUT**.
4. Navigate to **.CUBE** file.
5. The selected LUT will be applied. Done!

Photoshop Permanent Installation

This method allows you to install LUTs so that they will always be accessible within Photoshop.

1. Download **.CUBE files** (included with tutorial).
2. Copy **.CUBE** files to:
 - Mac - **Applications > Photoshop CC 2019 > Presets > 3DLUTs**
 - PC - **C: > Program Files > Adobe > Adobe Photoshop CC 201X (64 Bit) > Presets > 3DLuts**

Lightroom Installation

Any LUTs that have been saved as **.XMP** files can be loaded into Lightroom.

1. **Mac & PC**
 - a. Open the **Develop Tab**.
 - b. Go to **File > Import Develop Profiles & Presets**.
 - c. Navigate to the **.XMP** files on your computer and select them.
 - d. Load Color Profiles using the **Develop Tab**.
 - e. Open the **Develop Tab**.
 - f. Go to **File > Import Develop Profiles & Presets**.
 - g. Navigate to the **.XMP** files on your computer and select them.
 - h. Load Color Profiles using the **Develop Tab**.
 - i. Done!

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Converting a .CUBE to .XMP

LUTs need to be converted to .XMP files to be loaded into Lightroom.

1. In Photoshop

- a. Open a new image.
- b. Go to **Filter** and select **Camera RAW Filter**.
- c. Click on the **Presets** icon on top of the right sidebar.
- d. Press **ALT (PC)** or **OPTN (Mac)** click on the **New Preset** icon on the bottom right.
(This creates a **Profile**, not a **Preset**.)
- e. Assign the new **Profile** a **Name** and **Group**.
- f. Check the **Color Lookup Table** box near the bottom.
- g. Load **.CUBE** file.
- h. Done!

Note: This process creates a **Profile** that can be used in both **Adobe Camera RAW** and **Lightroom**. They will automatically show up in **Lightroom**.