



# Steve Weinrebe Productions

## How to Use the Color Looks

*NOTE: If you want the presets to appear in the application's color looks menu, see the Installation Instructions to install the Color Looks, first,. Otherwise you can simply browse to them individually via the steps below. For the "2 Color Look" packages, this should be fine. For the larger sets you may want to use the Install instructions for easier access.*

These are 3D LUTS that can be applied to video or photography with **Adobe Premiere Pro, After Effects, and Photoshop**. Each look is based on the color palette of an original artwork. Note, these are *Presets*. That means you need to load them via the application feature specified below.

### Premiere Pro

- In Premiere Pro, open a video project and make sure you are viewing a Sequence in the Program Monitor preview panel.
- From the Window menu, open the Lumetri Color panel.
- Click on the Look menu (default says "None")
- In the Look menu click "Browse"
- Browse to the downloaded, unzipped, folder of Color looks and click on one of the .CUBE files. In Windows you may need to choose .CUBE as the filetype in the explorer window.

### After Effects

- Make sure you have a project open, and are viewing it in the **Composition** panel.
- In After Effects highlight the clip in the **Timeline**, and in the "Effects & Presets" panel choose Color Correction > Lumetri Color.
- Drag Lumetri Color to your clip in the Timeline (or double click Lumetri Color).
- In After Effects' Effects **Controls** panel, choose Lumetri Color > Creative > and in the Look menu choose **Browse**. Navigate to the extracted folder and choose one of the .3DL or .CUBE Files.

### Photoshop

- In Photoshop, open a photo.
- In the **Adjustments** panel, click on the **Color Lookup adjustment** (far right, middle row), to add a Color Lookup adjustment layer.
- In the **Properties** panel, click on the **Load 3D LUT** menu, and then click Load 3D LUT... in the menu.
- Navigate to the extracted folder and choose one of the .3DL or .CUBE Files.