

# VRayLUT

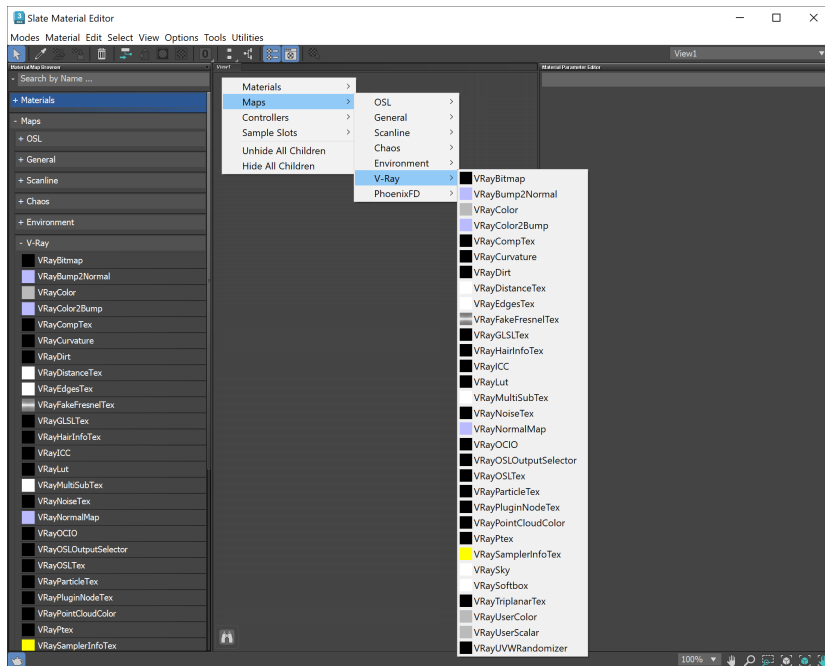
This page provides information on the LUT Map.

## Overview

VRayLUT is a V-Ray utility node that allows you to apply a look up table (a .cube file) to any texture for managing resulting colors.

In the example shown a Kodak5205Fuji3510.cube LUT file has been loaded to define the texture's look.

UI Path: ||Material Editor|| > Material/Map Browser > Maps > V-Ray > VRayLut



## Parameters

**Base map** – A slot to load the map that you want the LUT to be applied to.

**Browse** – Click to load the look up table.

**LUT file** – Specifies the location of the look up table.

**Convert to log space before applying LUT** – Converts the **Base map** to a logarithmic color space before applying the look up table.

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**VRayLut paremeters**

Base map:

No Map

Browse

LUT file:

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Convert to log space before applying LUT