

Lut

This page provides information about the Lut texture in V-Ray for Blender.

Overview

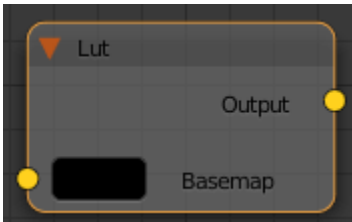
Lut is a V-Ray utility node that allows you to apply a look up table (a .cube file) to any texture for managing resulting colors.

UI Path

||Node Editor|| > **Add > Textures > Lut**

Node

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



Parameters

File – Specifies the location of the lookup table.

Use Logspace – Converts the Base map to a logarithmic color space before applying the lookup table. You can disable it with the value of 0.

