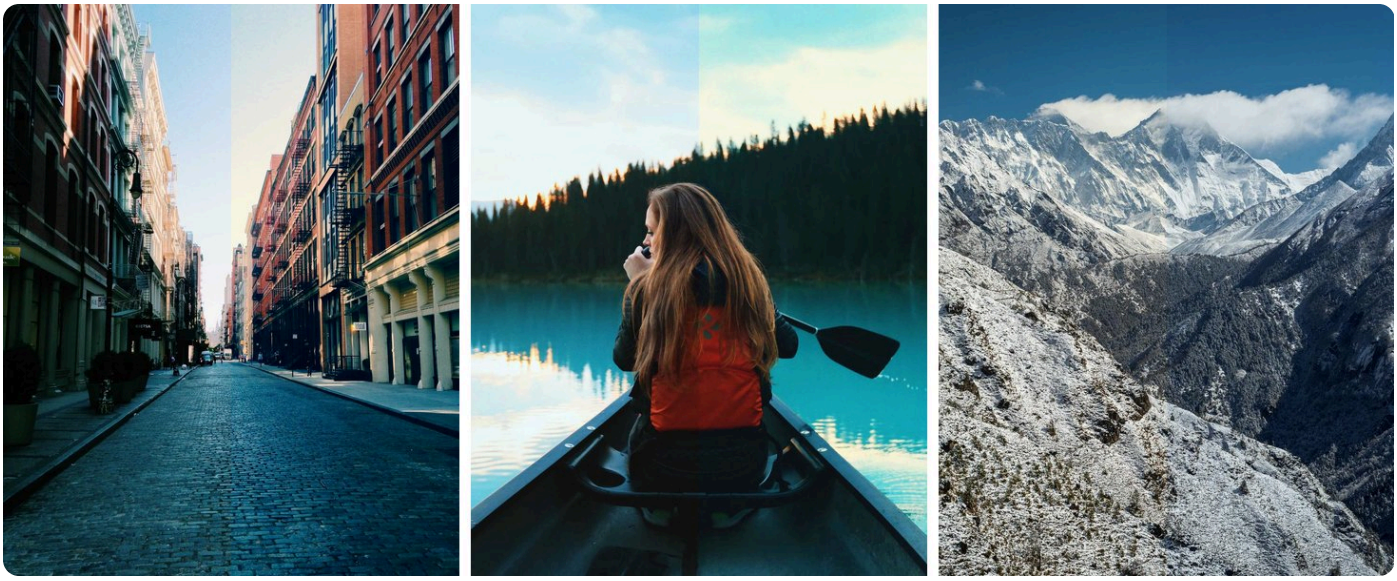
REEL KIT V1 · HOW TO IMPORT LUTS

Put the looks into your editor, in about two minutes.

The kit's looks are **.cube files** (3D LUTs, 33 points). A LUT is a colour map: every colour in your clip is looked up and swapped for the look's version of it. Any editor that reads .cube can use them. Below: the exact clicks for the free apps most people cut reels in, then the paid ones.

READ THIS FIRST: WHICH APPS CAN LOAD THEM

Yes: CapCut on a Mac or PC (desktop app), VN Video Editor (free, iPhone and Android), Adobe Premiere Pro, DaVinci Resolve (free and Studio), Final Cut Pro, LumaFusion.
No: the CapCut phone app and CapCut in the browser don't let you load your own LUT files. If you only edit on a phone, use VN (free) for the grade, or do the grade in CapCut desktop and the rest on your phone.



Left half of each frame is the original sample photo; right half is the LUT, applied with the file in the kit. From left: 02 Teal and Orange, 01 Golden Hour, 10 Cinema Cool.

Before you import: unzip and keep the folder

1. Unzip **Reel Kit v1.zip**. Inside is a folder **LUTs** with eleven .cube files, this guide, the Reel Blueprints and a Previews folder.
2. Move the **LUTs** folder somewhere permanent (Documents, or your editing drive). Some editors link to the file instead of copying it; if you delete the folder later, the look disappears from your projects.
3. On a phone, save the LUTs folder to Files (iPhone) or your Downloads (Android) first. AirDrop, a cloud drive or a cable all work.

CapCut desktop (Mac / Windows), free

1. Open your project and click a clip on the timeline.
2. In the panel on the right, open the **Adjust** tab, then the **LUT** sub-tab.
3. Click **Import** (the folder-with-plus icon) and pick a .cube from the LUTs folder. You can select several at once.
4. The LUT appears in your list; click it to apply it to the selected clip. The **Intensity** slider is under the list: start at 100, pull back to 60–80 on faces.
5. To apply one look to the whole reel: right-click a graded clip → **Copy**, select the other clips, right-click → **Paste attributes** (or add the LUT as an adjustment layer: Adjust → **Add adjustment layer**, then import the LUT on that layer and stretch it over the timeline).

Free plan is enough: LUT import isn't a Pro feature. If the Adjust tab shows no LUT sub-tab, update CapCut; it's in every version since 2023.

VN Video Editor (iPhone / Android), free

1. Save the LUTs folder to your phone (Files app on iPhone, Downloads on Android).
2. Open a project in VN, tap a clip, tap **Filter**.
3. Tap the small **^** (or the folder icon) at the top of the filter strip, then **New Folder** → **Create Filter Library**, give it a name like "Reel Kit".
4. Inside it tap **Import Filter** (the + tile) and choose a .cube file. VN imports one file per tap; do the ones you use most first.
5. Tap the look to apply it; the slider sets intensity. Tap **Apply to all** (the double-check icon) to put it on every clip.

VN exports 1080p without a watermark on the free plan (you can turn off the ending card in settings).

Adobe Premiere Pro

1. Select the clip, open the **Color** workspace → **Lumetri Color** panel.
2. Under **Basic Correction** → **Input LUT** choose **Browse…** and pick a .cube. (Or under **Creative** → **Look** → Browse, which gives you an **Intensity** slider.)
3. To grade the whole timeline: put an **Adjustment Layer** above the clips and apply the LUT to it.

Use **Creative** → **Look** when you want the intensity slider; **Input LUT** is always 100%.

DaVinci Resolve (free and Studio)

1. Copy the .cube files into Resolve's LUT folder: on a Mac, **/Library/Application Support/Blackmagic Design/DaVinci Resolve/LUT/** (make a "Reel Kit" subfolder); on Windows, **C:\ProgramData\Blackmagic Design\DaVinci Resolve\Support\LUT**. Or in Resolve: **Project Settings** → **Color Management** → **Open LUT Folder**.
2. **Project Settings** → **Color Management** → **Update Lists**.
3. On the **Color** page, open the **LUTs** panel (top left), find Reel Kit, and drag a look onto a node. Right-click a clip's thumbnail → **3D LUT** also works.
4. Intensity: add the LUT on its own node and lower that node's **Key Output Gain** (Key tab), or use the **LUT** mixer in the Edit page's Inspector.

Final Cut Pro

1. Select the clip. In the **Effects** browser search **Custom LUT** (under Color) and drag it onto the clip.
2. In the Inspector, under Custom LUT, click the **LUT** pop-up → **Choose Custom LUT…** and pick the .cube.
3. The **Mix** slider is the intensity. Copy the effect to other clips with **Edit** → **Paste Effects**.

LumaFusion (iPhone / iPad)

1. Save the LUTs to Files.
2. Double-tap a clip → **Color & Effects** → **LUT** → **Import** and choose the .cube.
3. The strength slider sits under the LUT list.

Getting the most out of a LUT

DO THIS	WHY

Fix exposure first, LUT second. If the clip is too dark, brighten it before applying the look.	A LUT maps colours; it can't put back detail that was never there. Dark clip + strong LUT = muddy.
Start at 100%, land at 60–80% on faces.	Full strength shows you the look; a bit less keeps skin natural.
Same LUT on every clip in a reel.	Clips shot at different times match; the reel feels like one piece.
Shoot in your phone's normal colour profile, not Log or HDR.	These LUTs expect a normal (Rec.709) phone clip. Log footage looks washed out with them; HDR clips look too bright. On iPhone: Settings → Camera → Record Video → turn HDR Video off.
White balance before the LUT.	A blue-cast clip gets a blue-tinted look. Set the temperature first (Adjust → Temperature in CapCut).
Screen recordings get no LUT.	App colours must stay true.

The eleven looks

FILE	WHAT IT DOES	BEST ON
00 Clean Pop	A clean lift in contrast and colour, skin protected. The free sample.	Anything; try it first
01 Golden Hour	Warm sun on skin, soft teal in the shadows.	Outdoor, travel, flat midday light
02 Teal and Orange	Skin pushed warm, everything else pushed teal.	Street, cars, gym, city
03 Clean Skin	Barely-there: a little contrast, a touch of warmth, skin left alone.	Talking head, product, food
04 Film Fade	Lifted blacks, softer contrast, muted greens, warm cast.	Vlogs, friends, slow living
05 Night Neon	Deep blue shadows, magenta highlights, punchy contrast.	City nights, neon, car meets
06 Moody Green	Dark, desaturated, green-cyan shadows.	Forest, rain, gym, hoodie clips
07 Soft Pastel	Low contrast, lifted shadows, pink highlights.	Cafes, outfits, skincare, mornings
08 Vintage Warm	Yellow-amber cast, faded blacks, blues pulled back.	Summer, retro, old cars, film feel
09 Mono Silver	Black and white, cool silver tone, strong contrast.	Portraits, architecture, gym, rain
10 Cinema Cool	Slightly desaturated, cool mids, crushed blacks.	Interviews, storytelling, moody product

If something's off

- **"The file isn't supported."** Make sure the file ends in **.cube** and wasn't renamed; re-unzip if needed. Every file is a plain 33-point 3D LUT, the format all these apps document.
- **The look is way too strong.** Lower the intensity, or fix exposure and white balance first (table above).
- **Skin went orange or grey.** Switch to 03 Clean Skin or 00 Clean Pop for the shots with faces, or drop intensity to 60%.
- **The look vanished from my project.** The editor was linking to the file and the folder moved. Put the LUTs folder back, or re-import.
- Anything else: **support@waar.com.hk** from the address you paid with. Say which app and what you saw.

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