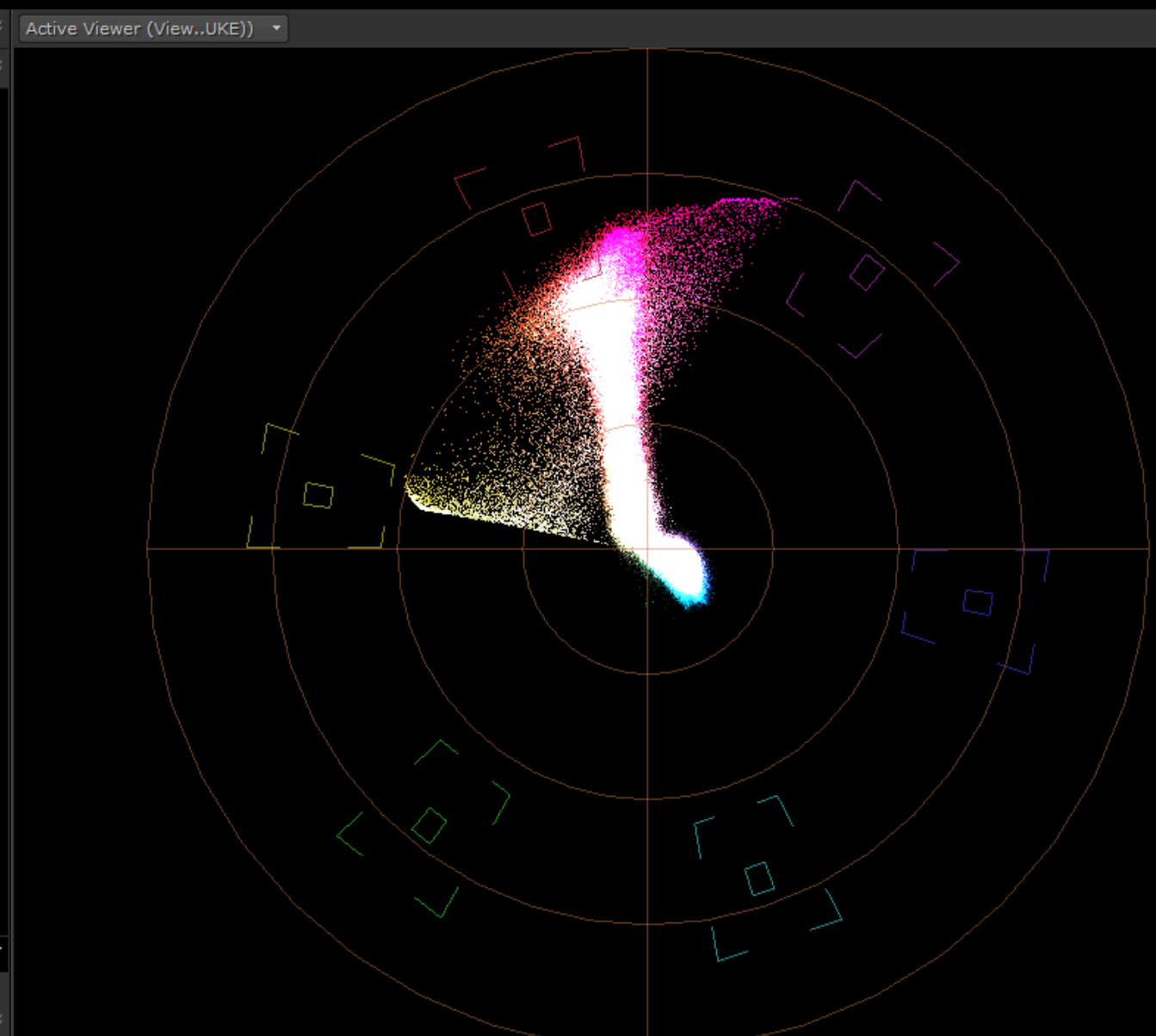
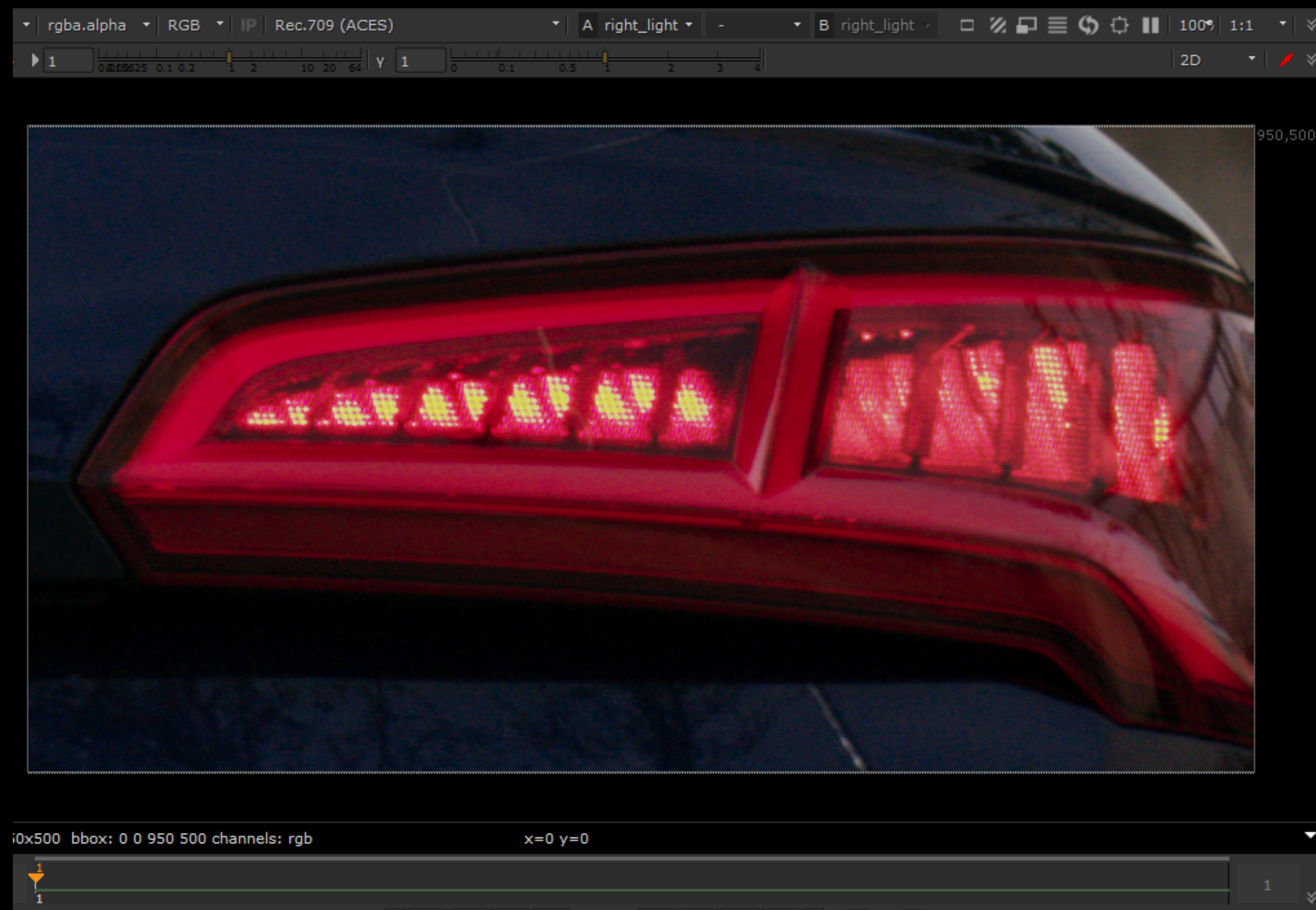
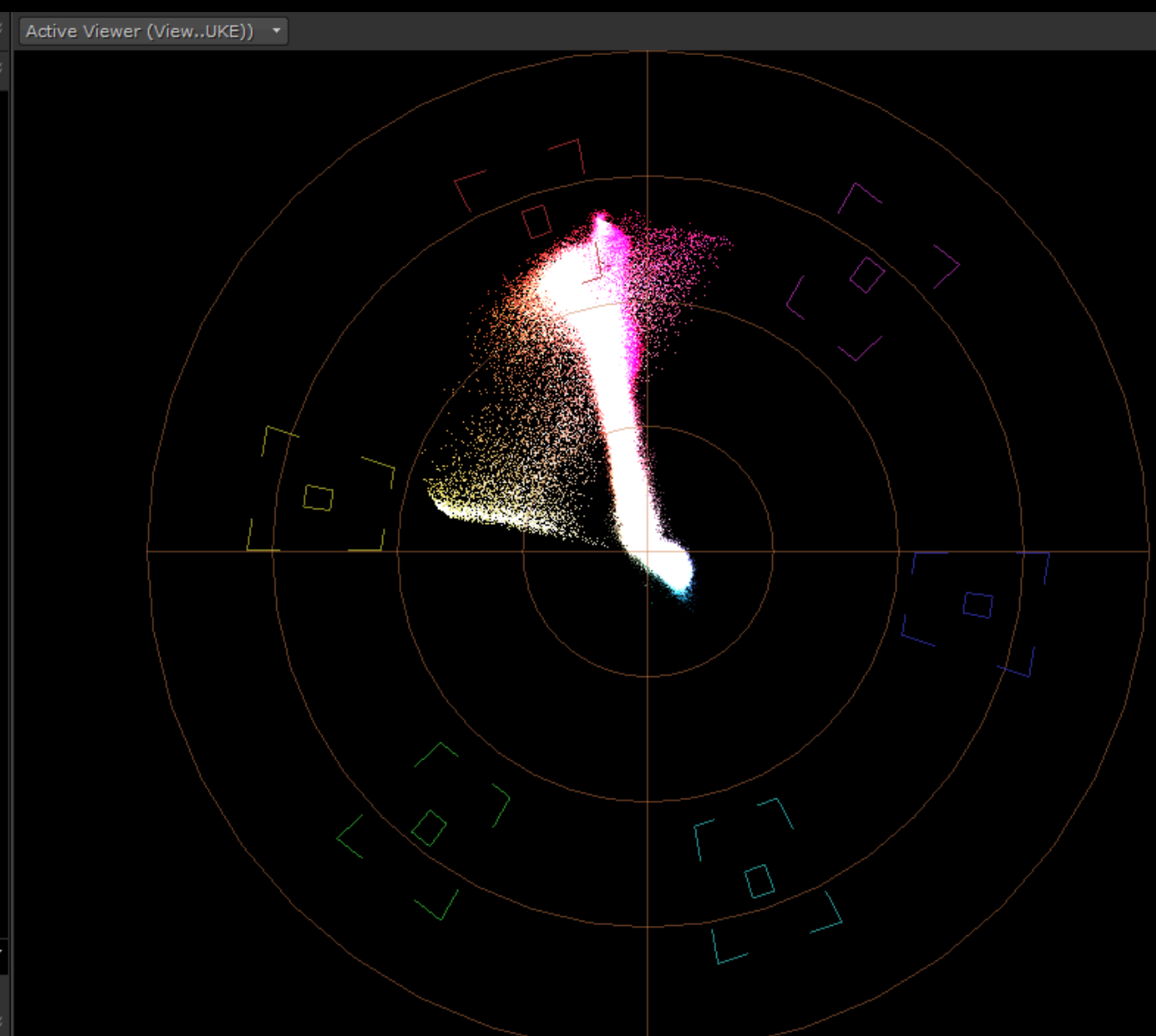
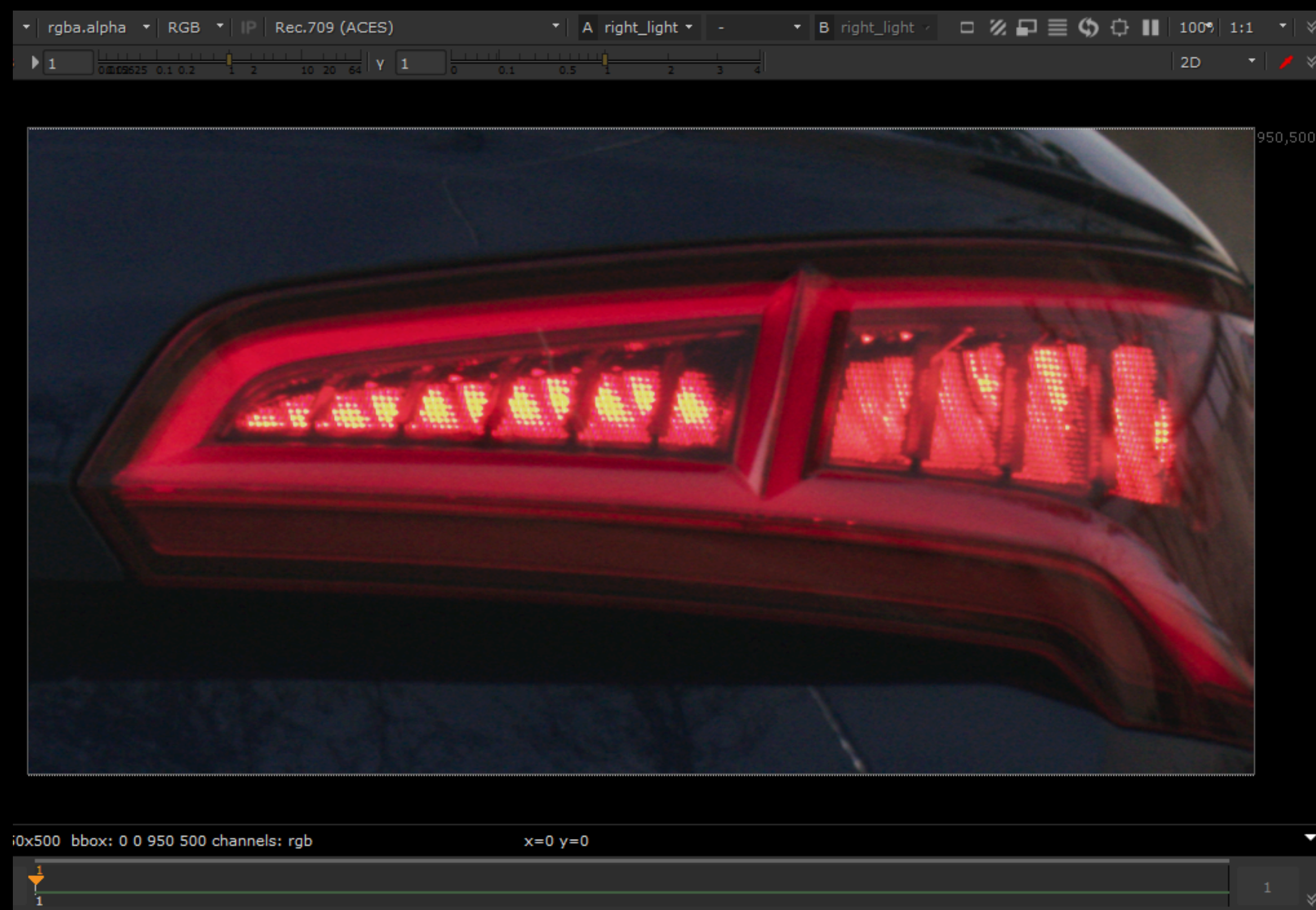


Stepping into ACES — Better Gamut mapping in ACES vs. pre defined LUTs.



RedCineX RedWeapon DragonColor2/
REDgamma4 — latest preset from RED.

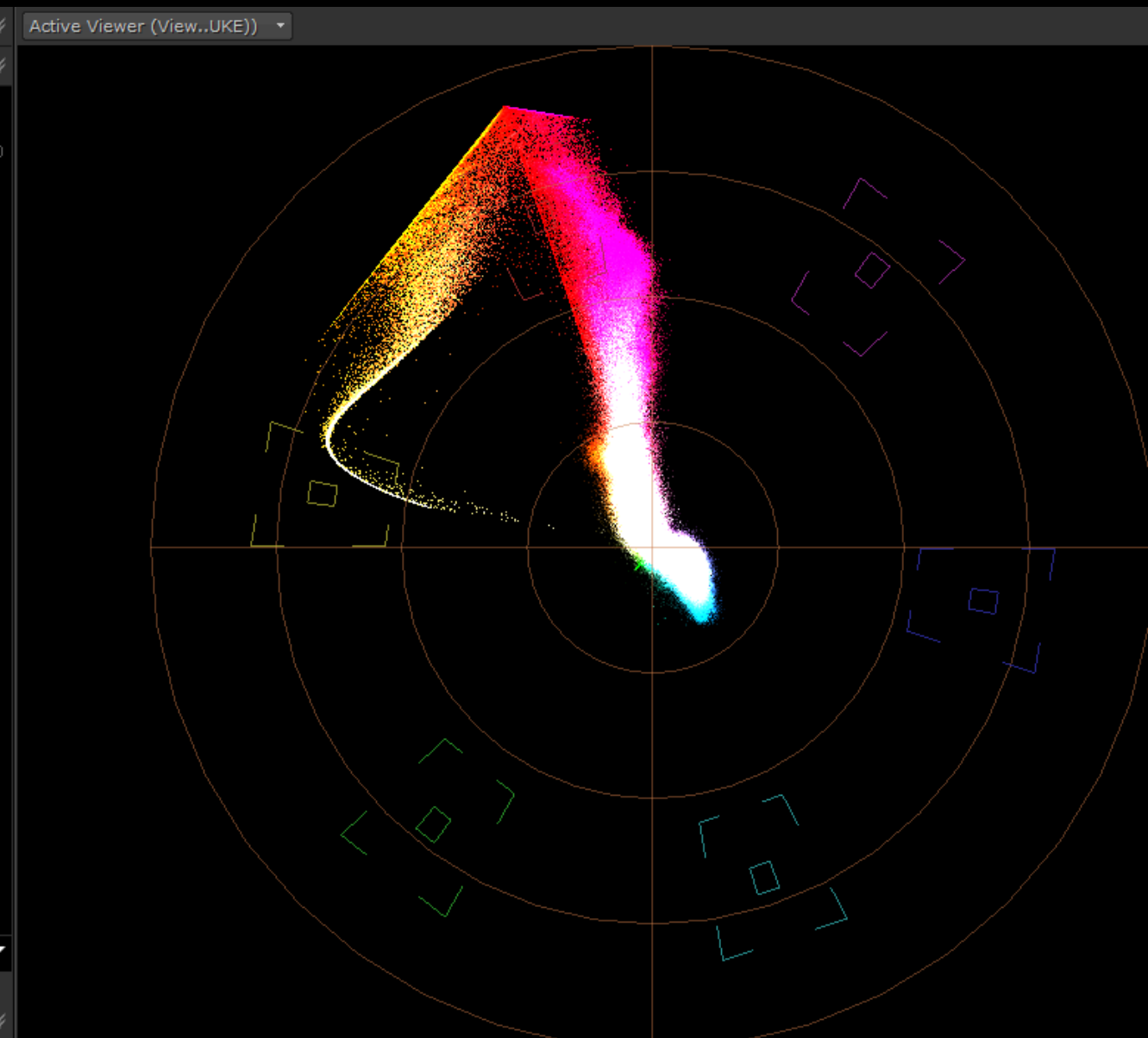
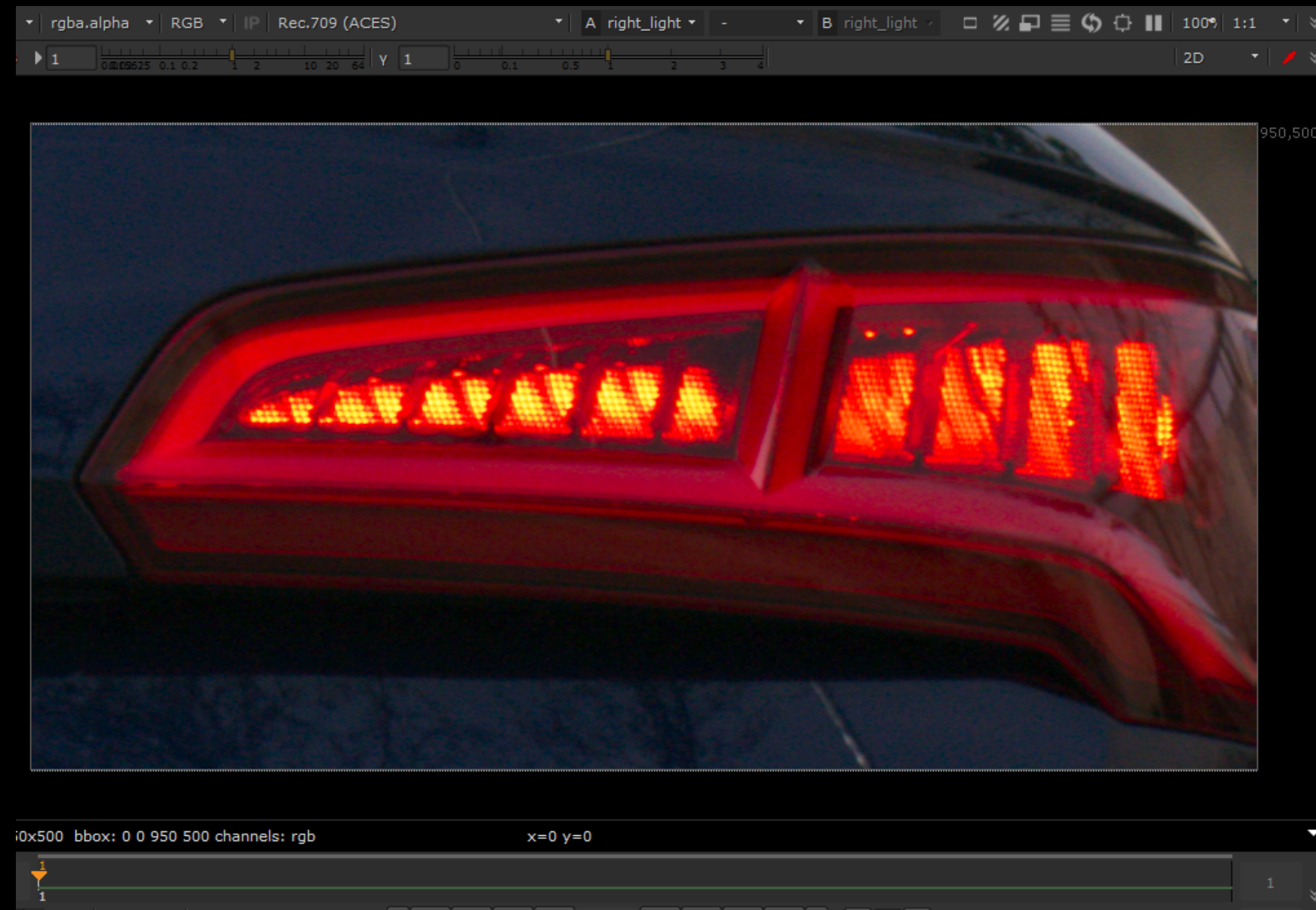
Enhanced contrast vs. standard Rec.709.
Clipped high red colors turn yellow and
magenta artefacts appear.



RedCineX RedWeapon DragonColor2/Rec.
709 — standard preset.

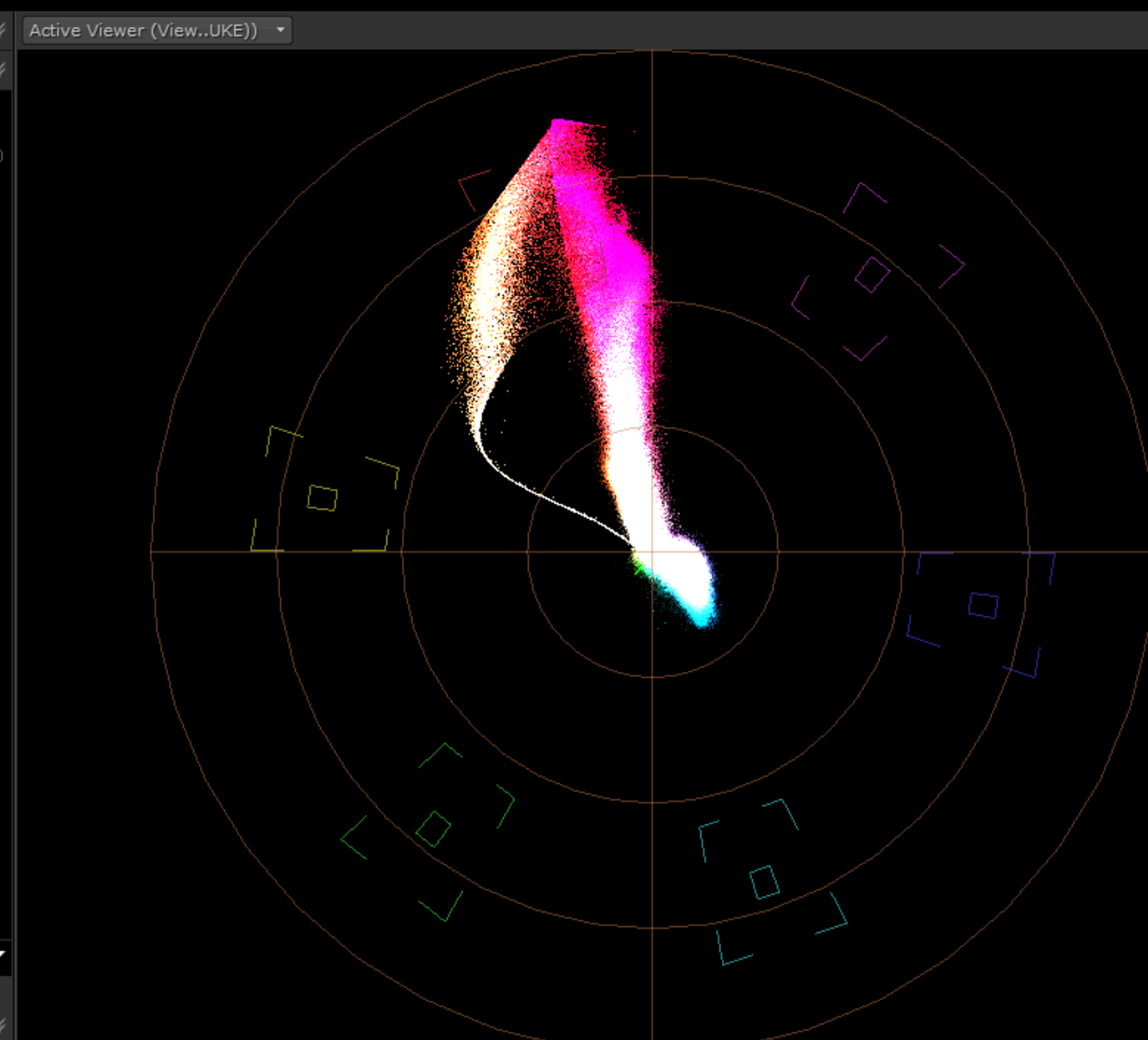
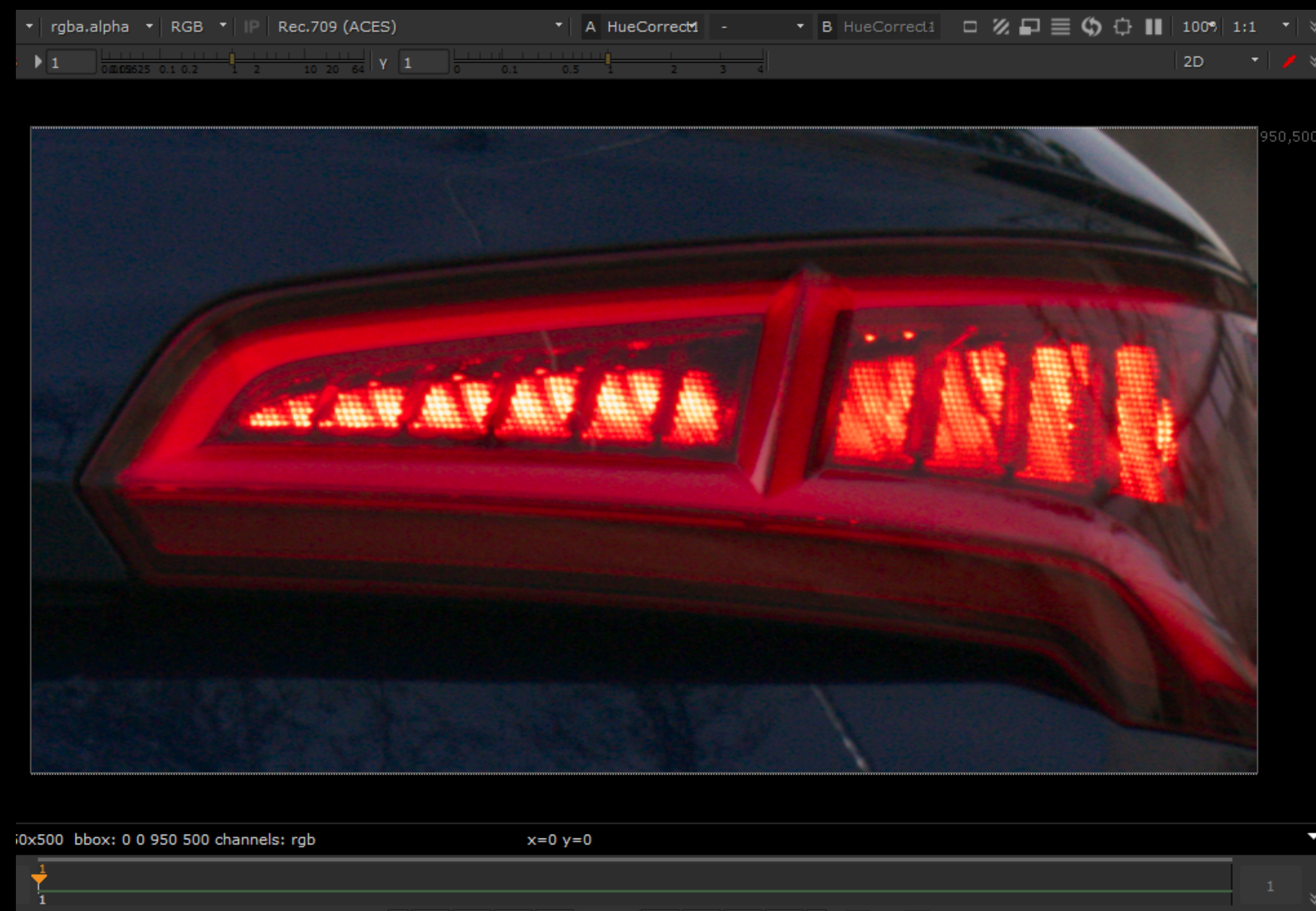
Less contrast than standard REDgamma4,
but also less magenta artefacts. High red
color values still turn yellow.

Stepping into ACES — Better Gamut mapping in ACES vs. pre defined LUTs.



ACES Nuke — Open EXR from RedCine in ACES and display with RRT Rec.709 viewer.

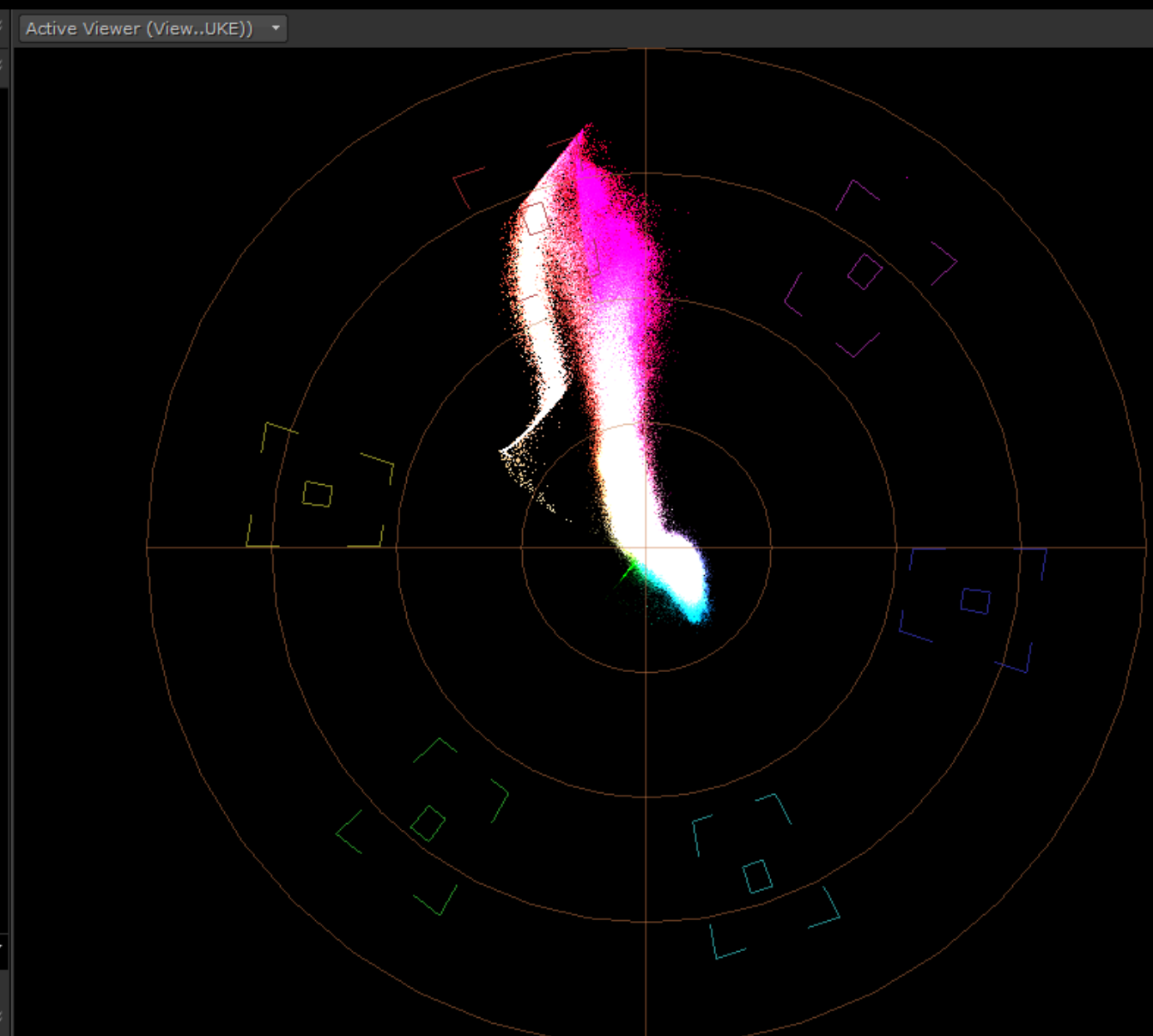
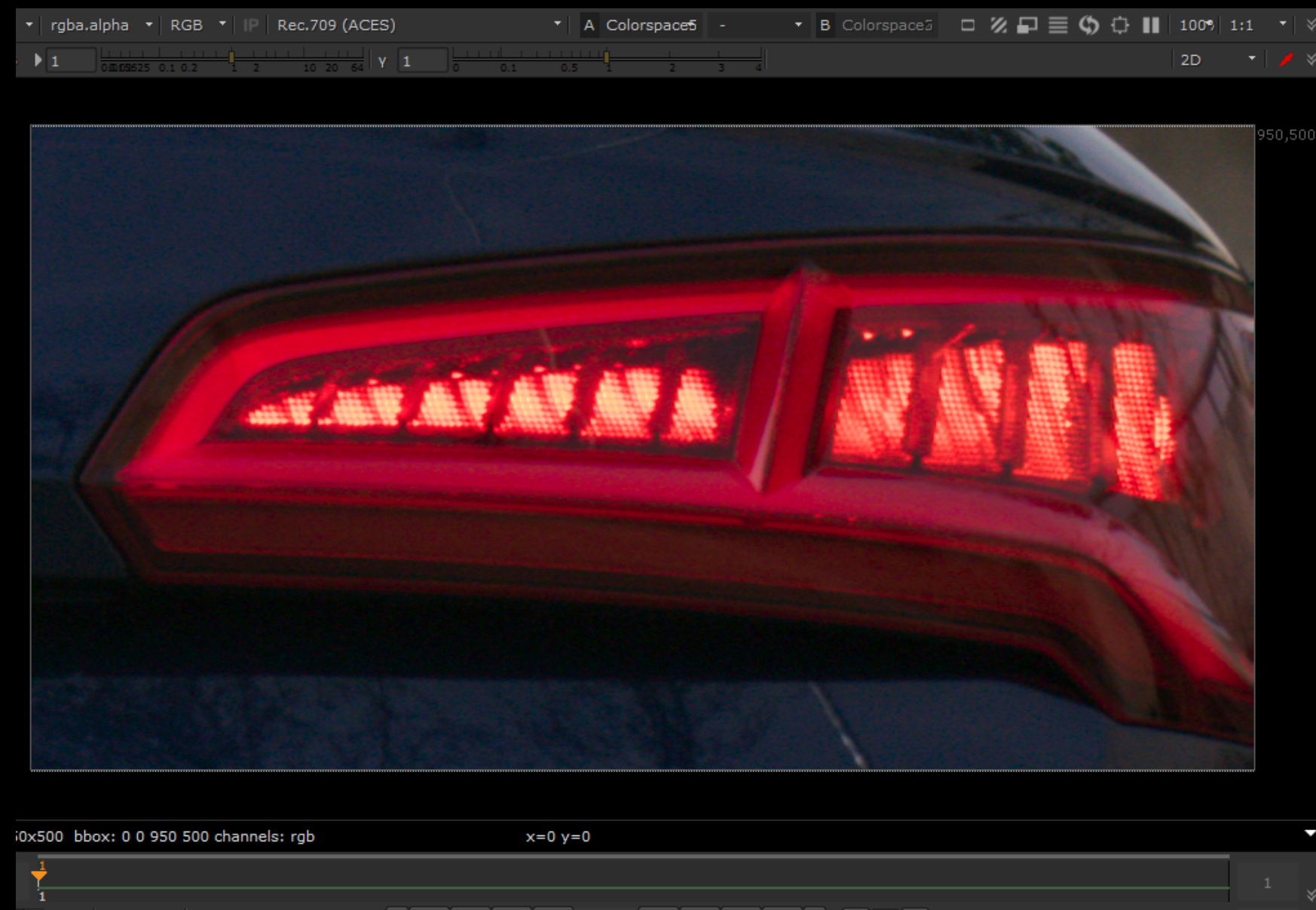
Good contrast but high color reds still turn to yellow.



ACES Nuke — Open EXR from RedCine in ACES and display with RRT Rec.709 viewer.

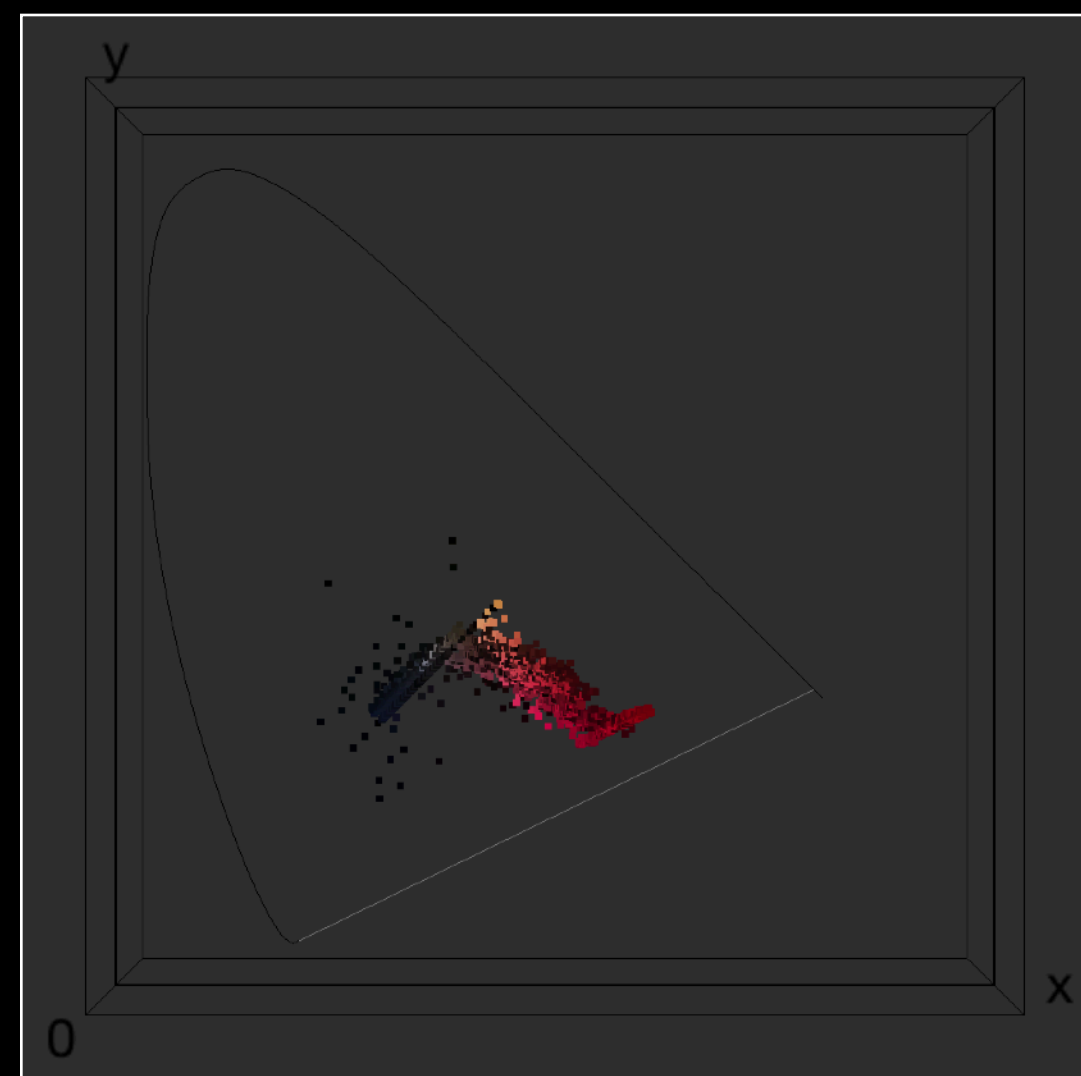
Use a HueCorrect node to reduce only the saturation in red colors. The clipping yellows are much reduced.

Stepping into ACES — Better Gamut mapping in ACES vs. pre defined LUTs.

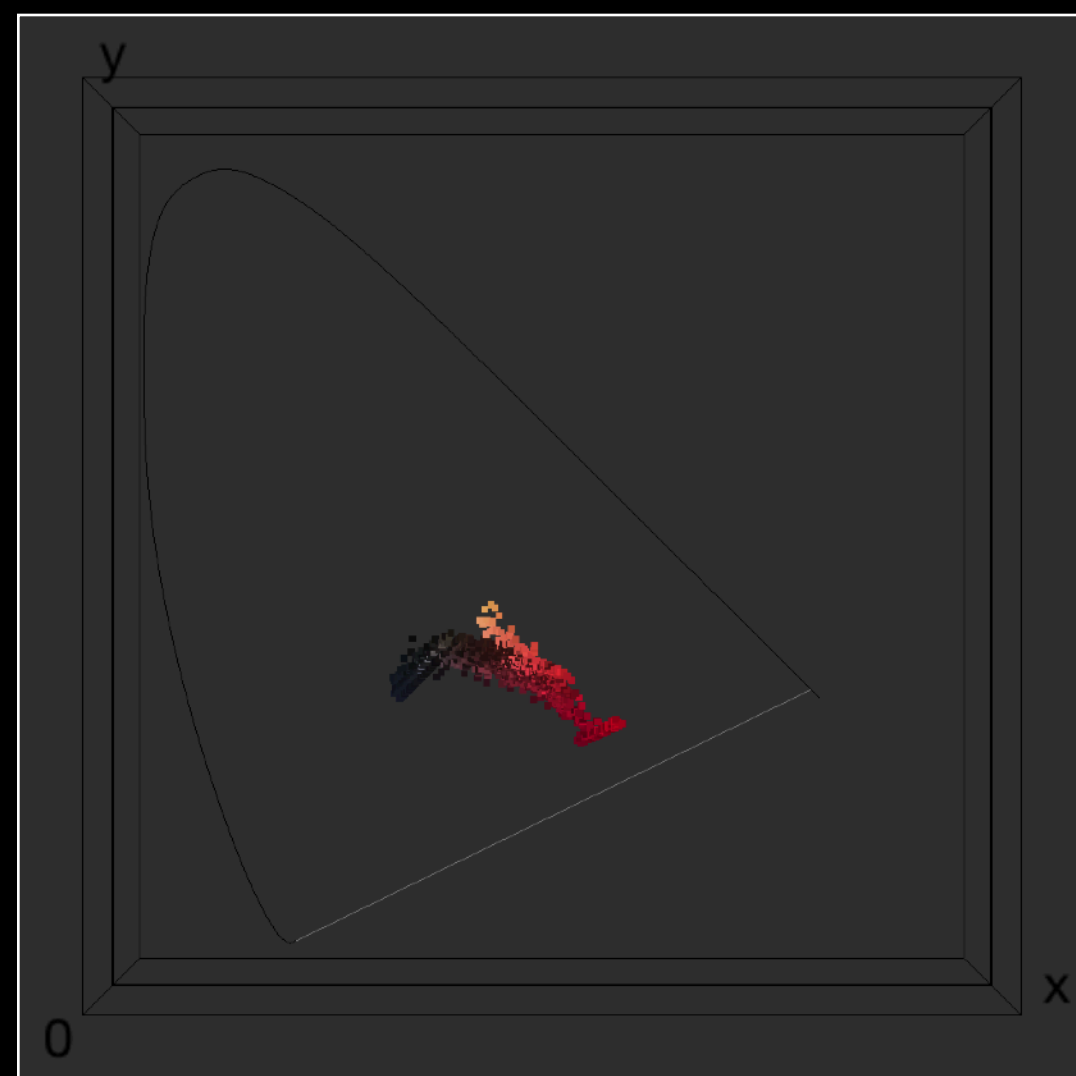


ACES Nuke — Open EXR from RedCine in ACES and display with RRT Rec.709 viewer.

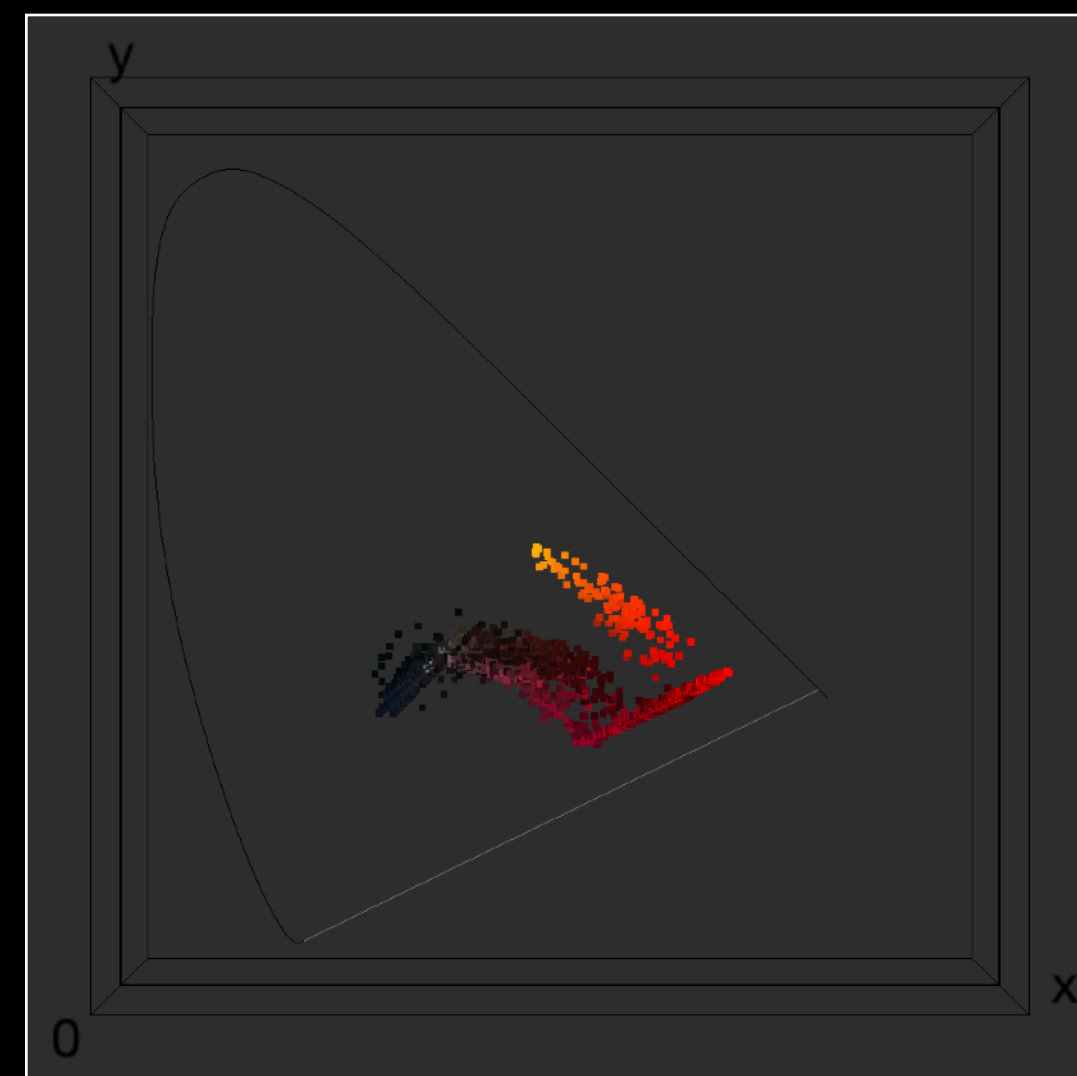
Use a combination of a softclip only on saturation to reduce the high red values and use a highlight gamma reduction only on the hue curve. This reduces the yellow artifacts better than only the HueCorrect node.



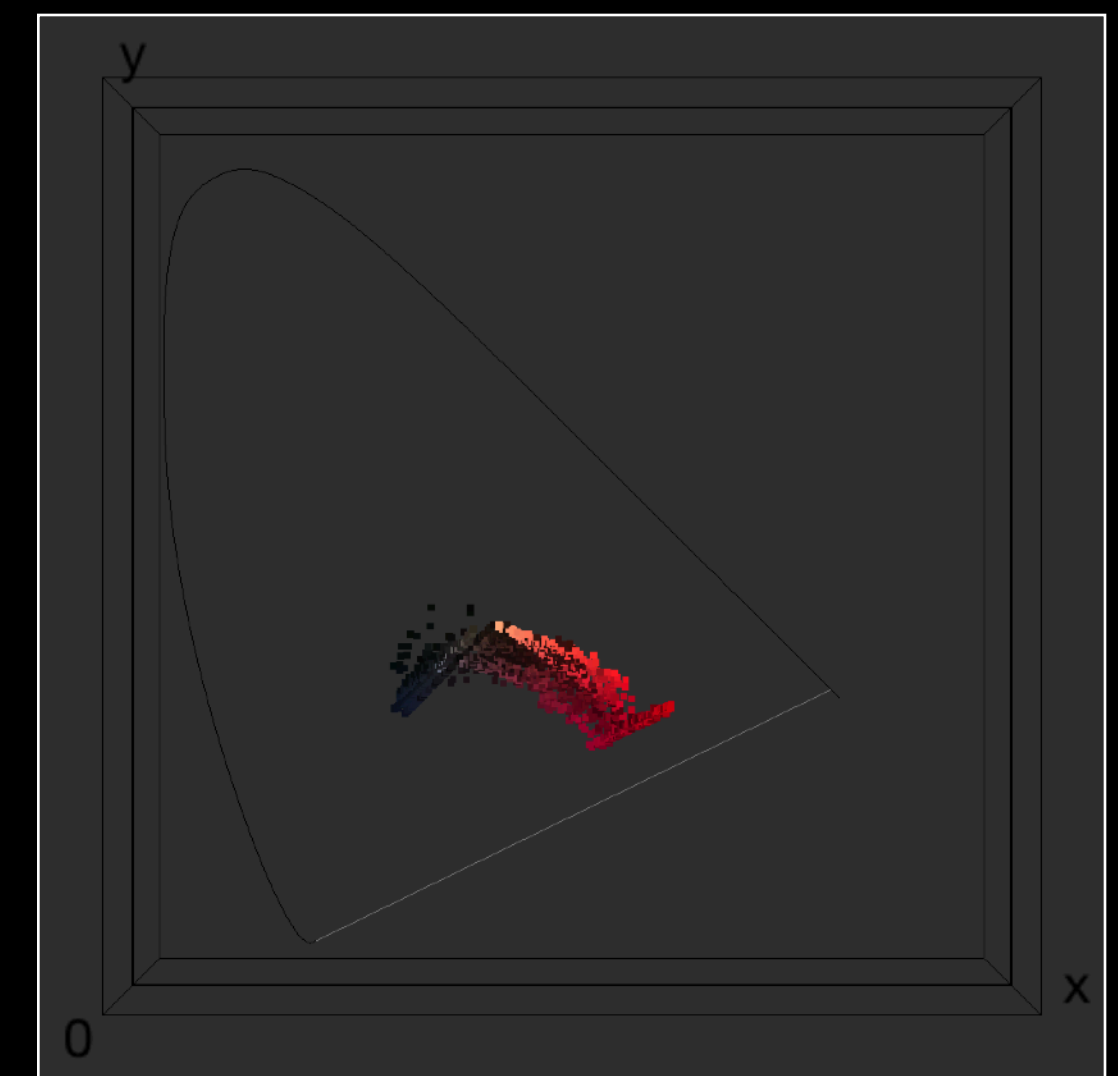
REDgamma4



Rec.709



ACES (Rec.709)



ACES (Rec.709) + Saturation SoftClip

Stepping into ACES — Brake light — REDgamma4 / Rec.709 // ACES (Rec.709)-HueCorrect / ACES (Rec.709)-H-S(Softclip)-V

