**Linear to D-Log LUT User Instruction**

Linear to D-Log LUT is used for creating a LOG look from linear signal, e.g. CinemaDNG decoded with linear gamma. To use it properly, please follow the instructions below. Note that linear to D-Log LUT only works with DaVinci Resolve.

How to create a LOG look for CinemaDNG footage shot in EI mode:

1. Download the "Linear to D-Log LUT" zip archive and extract it to get a "Linear to D-Log.cube" file on the Zenmuse X7/Zenmuse X5S product webpage.

2. Open the LUT directory in DaVinci Resolve. You can find the LUT directory in DaVinci Resolve's main interface. Refer to Note 1 below for instructions.

3. Create a "DJI" folder in DaVinci Resolve's LUT folder. You don't need to create a DJI folder if you are using DaVinci Resolve v12.5 or above, as they have included a DJI folder. Enter the DJI folder, and move Linear to D-Log.cube to the DJI folder. Then restart DaVinci Resolve.

4. Enter the [Color] page, and select CinemaDNG footage, choose [Camera Raw] function. Select [Clips] in [Decode Using] menu. Keep the default value [Rec.709] in [Color Space]. Select [Linear] in [Gamma] menu and enter "1.4" in [Exposure]. (See Note 2 for details.)

5. Display the [Nodes] pane. Apply Linear to D-Log LUT to the first node (see Note 3), and you will see the footage is converted to a LOG look. Then you can tune color on the nodes added after the first node. (See note 4)
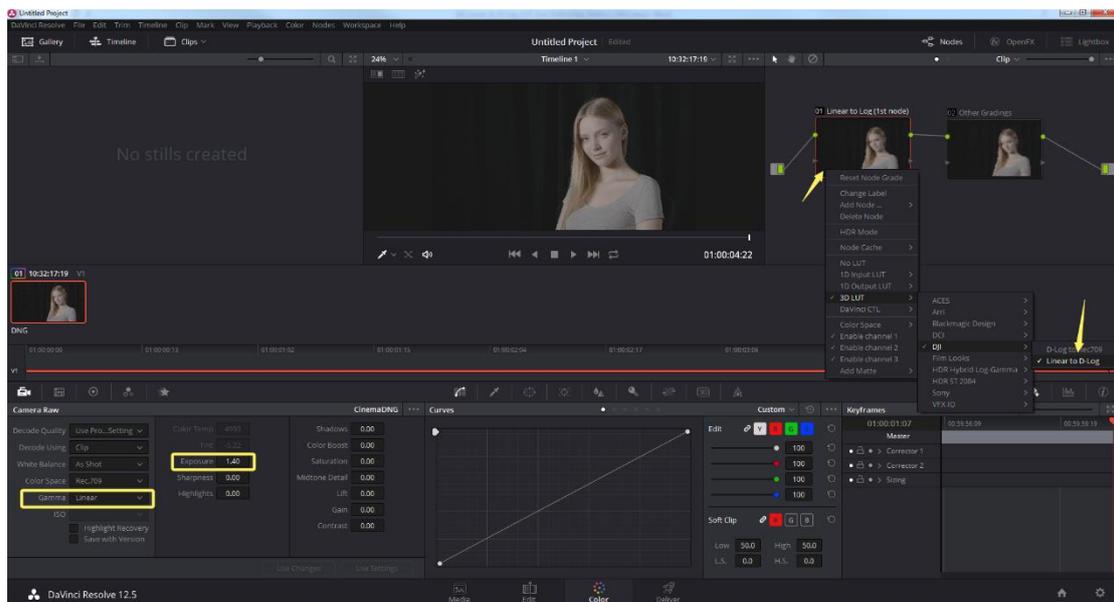


Note 1: main menu [File], sub menu [Project Settings], select [Color Management] in the pop-up, scroll down and find [Look up tables], and click [Open LUT Folder].

Note 2: "1.4" means 1.4 EV. You're required to enter a value of 1.4 in [Exposure] because the dynamic range of D-Log at EI 100 is 1.4 f-stops wider than the standard Rec. 709 at ISO 100.

Note 3: Right click the node -> [3DLUT] -> [DJI] -> [Linear to D-Log], and you can apply Linear to D-Log LUT to your footage.

Note 4: Applying Linear to D-Log LUT to CinemaDNG footage shot in Normal mode (not EI mode) is not recommended.