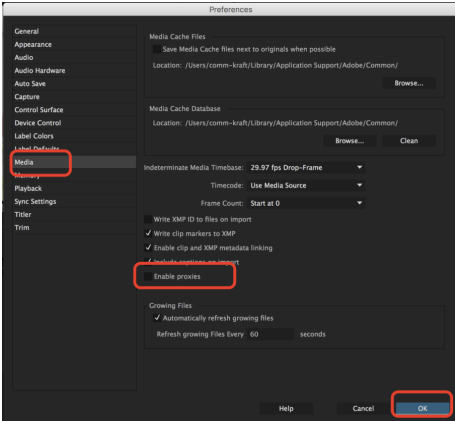
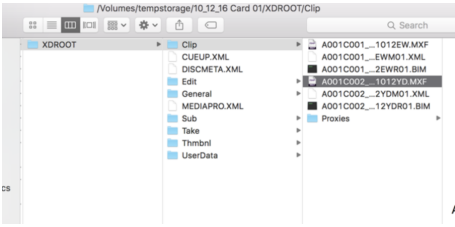
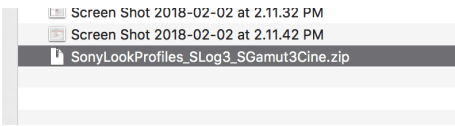
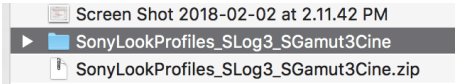
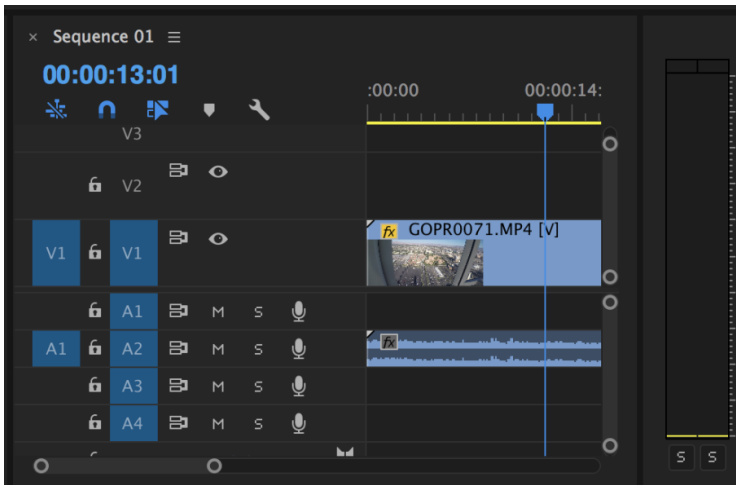


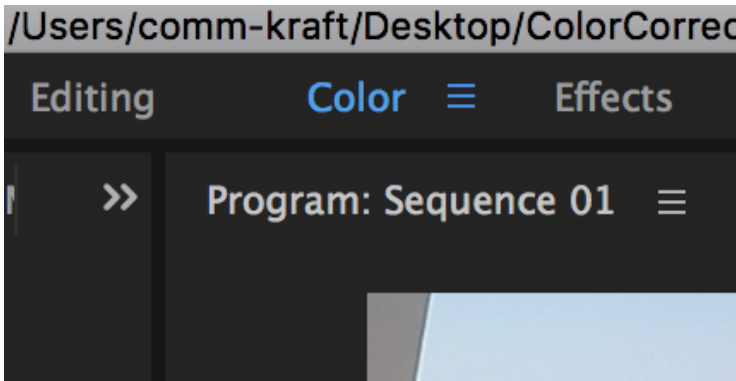
# Adobe Premiere - Color Correction Workflow for 2K and 4K Slog3 footage (Sony F5) or similar

<p>This wiki builds on the workflow that was followed to create proxies using this Sony F5 Production and Post-Production workflow explained here:</p> <p><a href="https://wikis.utexas.edu/display/comm/Sony+PMW+F5+4K+Recording+to+SxS+cards+and+Adobe+Premiere+Project+Setup">https://wikis.utexas.edu/display/comm/Sony+PMW+F5+4K+Recording+to+SxS+cards+and+Adobe+Premiere+Project+Setup</a></p>	
<p>When you're done editing and want to Reconnect to the 4K media, uncheck the "Enable proxies" under the "Premiere Pro CC &gt; Preferences &gt; Media..." menu check box</p> <p>Click OK</p>	
<p>To check that the files are being referenced properly to the 4K media you can "right click" on the file in the Project Window and choose "Reveal in Finder"</p> <p>Will now show you that the files are linked to the XDROOT folder using the 4K native data that you backed up off the Sony F5 SXS card</p> <p>Now you can color correct your 4K Slog 3 footage</p>	
<p>In order to properly "grade" or color correct the footage you must apply a special LUT .cube file to convert the color space from log to Rec.709 or Slog3 Cine.</p>	<p><a href="#">Download the Slog LUT Here</a></p> <p>You will need to import this into Premiere</p>
<p>Then after the .zip file downloads unzip it by double clicking</p>	
<p>This folder contains the file you'll need</p>	

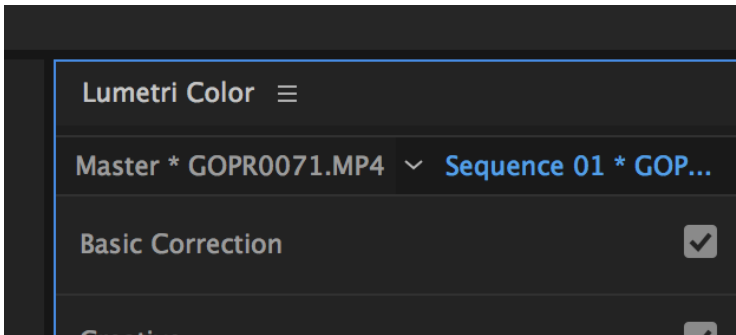
Select the clip you want to adjust in the timeline



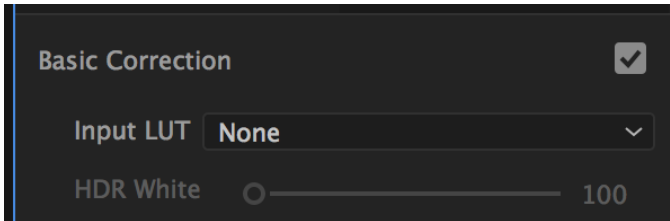
Click on the color tab



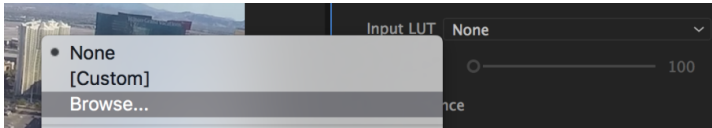
Click on Lumetri Color  
>Basic Correction



Click on Input LUT and then click on the drop down

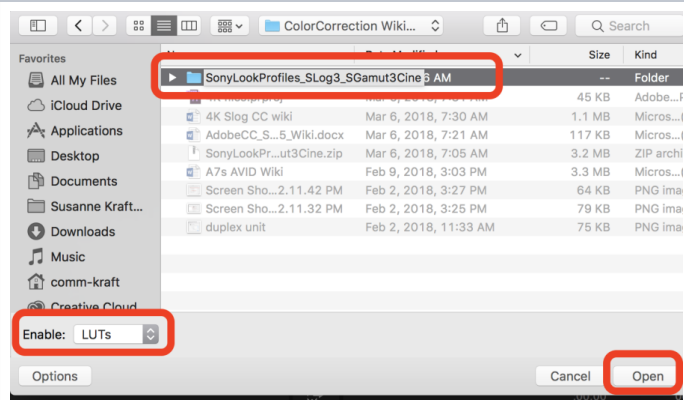


Choose Browse

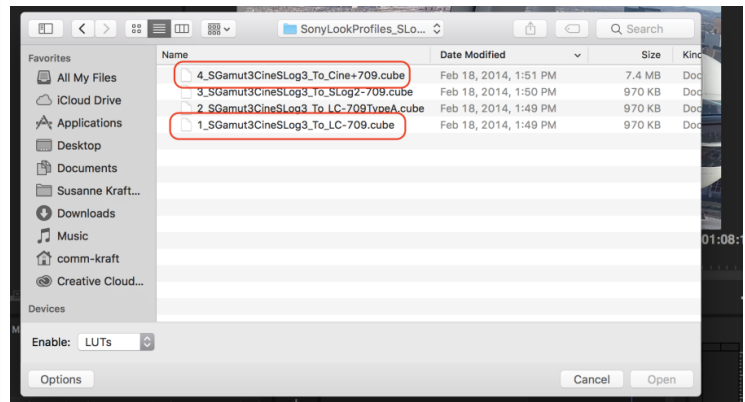


Navigate to the folder containing the LUT  
SonyLookProfiles\_SLog3\_SGamut3Cine

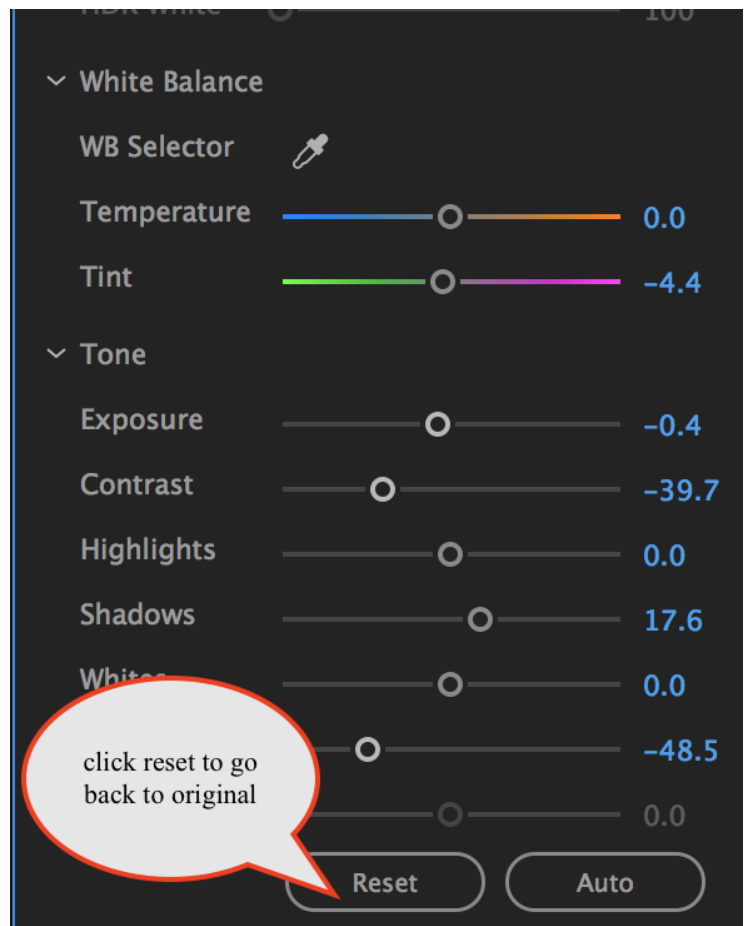
and click on Open



In that folder find the Sony SLog3 profile you'd like to apply. "LC-709" is closest comparable to Rec.709, SLog Cine is slightly different. Try both to determine which is best for the look of your project.



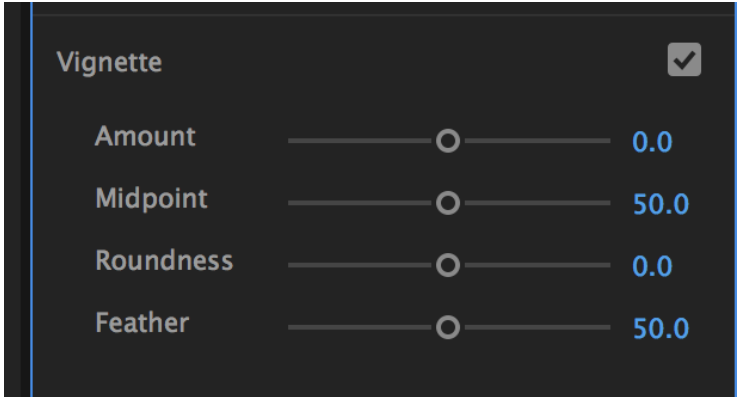
Once the LUT is chosen you can either adjust the footage's white balance, tint (warm/cold equivalent to Kelvin values), and various light adjustments inside the Effects panel itself



Next click "Color Wheels" section  
this color workspace includes options to fix shadows, highlights,  
and midtones



Click on Vignette this will give you the ability to apply and  
customize a vignette on your footage



To explain a Vignette it's a circle that highlights a portion of the  
image. This is a very common and professional color correction  
technique. Here is an exaggerated look at a vignette.

You can place the circle in the middle or move it to highlight a  
portion of the image and then manipulate it.



Same image but with a customized vignette to look more subtle.



The controls are intuitive. Adjust to what you like.  
Like all premiere controls you can turn them off and on by clicking the checkbox in the upper right.

