


Setting up your own custom LUT


Overview Discussion

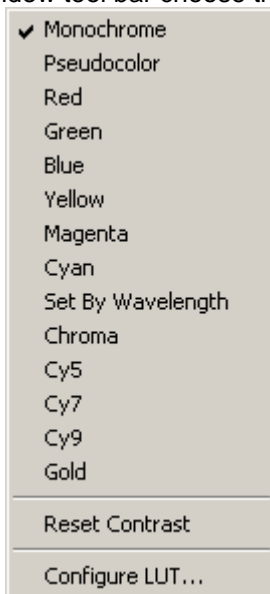
Monochrome images (8 bit or 16 bit) have intensity information but no color information in their data. You can change the brightness and contrast using Adjust Digital Contrast (Display menu or the Image Window sidebar) or for 16 bit images you can manipulate the scaling (Scale Image – Display menu,

the Image scale button  or the image window sidebar . The method of changing the color of the display is the look up table (LUT)

Manipulating the LUT

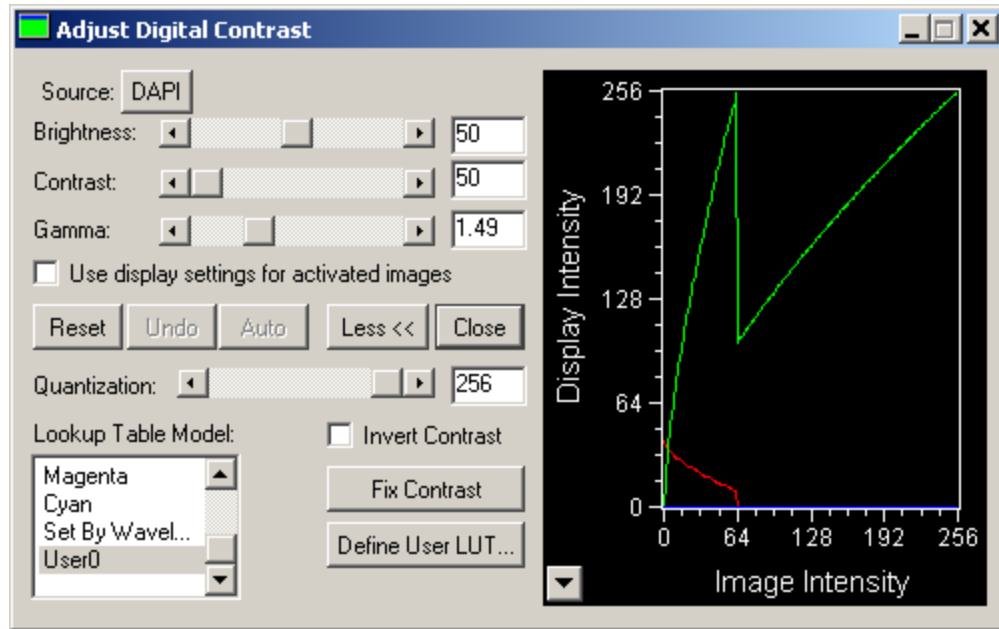
You can get to the dialog to manipulate the LUT in one of two ways.

1. From the image window tool bar choose the LUT button  then choose the last option

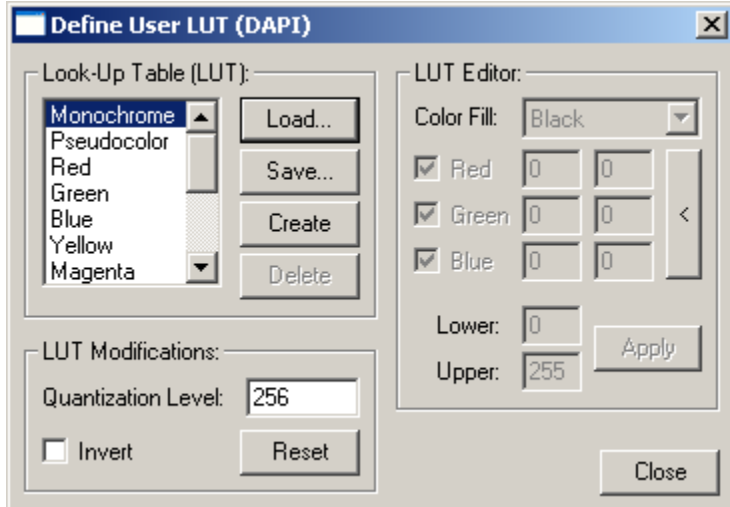


“Configure LUT...”

2. From the Adjust Digital Contrast dialog (Display menu) choose Define User LUT...



Defining the custom LUT



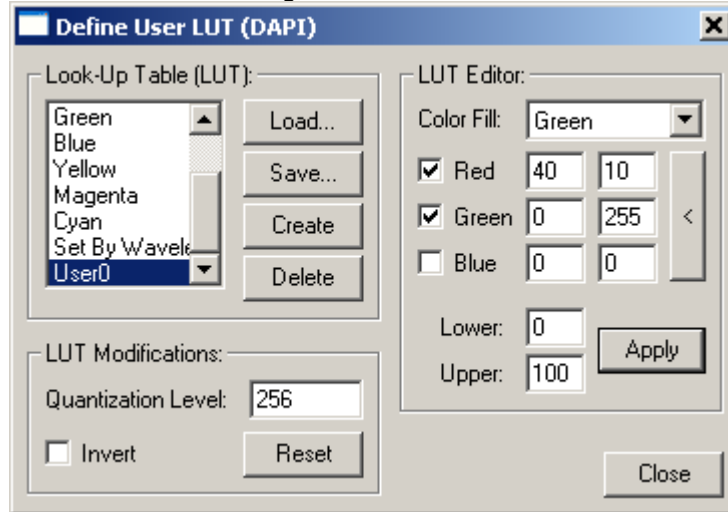
The Define User LUT dialog presents a list of defined LUTs that you can that you can add to by reading from a file (Load) or define yourself (Create).



To display the currently active LUT as a graph push the  button.

Choose the range over which you want to change the LUT. This range is covered by the terms “Lower” and “Upper”. {in this example we are changing the LUT from 0 to 100 }

Choose which colors you wish to modify by checking them {in this example the Red, Green and Blue variation to go through over the range. {In this example the Green will go from 0 to 255 and the Red from 40 down to 10 over the range 0 to 100. The Blue will not be changed.



Grey value	Red	Green	Blue
0	40	0	Whatever it was beforehand
50	25	127	Whatever it was beforehand
100	10	255	Whatever it was beforehand
>100	Whatever it was beforehand	Whatever it was beforehand	Whatever it was beforehand

After this is applied the following graph of the LUT will be seen:

