

— USER MANUAL

Gamma Curves Collection

Surgical, stop-based control over gamma curves in DaVinci Resolve — six DCTLs spanning fast, freeform sliders to fully quantized, reproducible grades.

Table of Contents

01	Introduction	4
02	Installation	5
	What's in the collection	5
	macOS	5
	Windows	5
	Linux	6
	Verifying the Install	6
03	The DCTLs	7
	Common Controls	7
04	GC01 — Three Point	8
	About	9
	Controls	9
05	GC02 — Three Point Precise	10
	About	11
	Controls	11
06	GC03 — Three Point Variable	12
	About	13
	Controls	13
07	GC04 — Three Point Variable Precise	14
	About	15
	Controls	15
08	GC05 — Seven Point Variable	16

.....	17
Controls	18
09 GC06 — Seven Point Variable Precise	20
About	21
Controls	22
10 Notes on the Curve Overlay	24
11 Customer Support	25
12 License Terms	26

Introduction

The Gamma Curves collection is a set of six DCTLs for DaVinci Resolve that give you precise, stop-based control over the contrast and tonal character of your grade. Each tool operates entirely within your log grading space — DaVinci Wide Gamut / Intermediate or ACEScct — and leaves your input and output transforms untouched.

Every tool in the collection is built around the same idea: the curve is anchored to middle gray. The 50% position on every curve is always middle gray, so control points labelled Shadow, Midtone, and Highlight sit exactly where you would expect them to relative to the image. Adjustments are expressed in linear-light stops, and the curve through your points is guaranteed to be smooth and monotone — it will never invert, regardless of how large your adjustments are.

The six tools form a spectrum from fast and freeform to precise and reproducible. Choose based on how much control you need and how important exact repeatability is.

Installation

The six DCTLs in this collection are plain-text `.dctl` files. Installing them means copying the files into DaVinci Resolve's DCTL folder — there is no installer or plugin registration step.

2.1 What's in the collection

The following files are included in the Gamma Curves collection. There are delivered to you digitally at the time of purchase. Keep your receipt email. If you ever need to re-download the collection just go to this email and click the "View Order" link.

Included in the collection are the following files:

- GC01_ThreePoint.dctl
- GC02_ThreePointPrecise.dctl
- GC03_ThreePointVariable.dctl
- GC04_ThreePointVariablePrecise.dctl
- GC05_SevenPointVariable.dctl
- GC06_SevenPointVariablePrecise.dctl
- gammacurves-manual.pdf
- incidentlabs-eula.pdf

2.2 macOS

1. Quit DaVinci Resolve if it is running.
2. In Finder, choose **Go → Go to Folder...** and enter: `/Library/Application Support/Blackmagic Design/DaVinci Resolve/LUT`
3. If it does not already exist, create a folder named `DCTL` inside this folder.
4. Copy all six `.dctl` files from the Gamma Curves Collection into `.../LUT/DCTL`.
5. Relaunch DaVinci Resolve.

2.3 Windows

1. Quit DaVinci Resolve if it is running.

2. Open File Explorer and navigate to: `C:\ProgramData\Blackmagic Design\DaVinci Resolve\Support\LUT` (`ProgramData` is a hidden folder — enable **View** → **Hidden items** in File Explorer if it is not visible.)
3. If it does not already exist, create a folder named `DCTL` inside this folder.
4. Copy all six `.dctl` files from the Gamma Curves Collection into `...\LUT\DCTL`.
5. Relaunch DaVinci Resolve.

2.4 Linux

1. Quit DaVinci Resolve if it is running.
2. Navigate to the LUT folder for your installation:
 - Default installs use `/home/resolve/LUT`
 - Some distributions and custom installs instead use `/opt/resolve/LUT`
3. If it does not already exist, create a folder named `DCTL` inside this folder.
4. Copy all six `.dctl` files from the Gamma Curves Collection into `.../LUT/DCTL`.
5. Relaunch DaVinci Resolve.

2.5 Verifying the Install

After relaunching, open the **Color** page, go to the **OpenFX** panel, and expand the **DCTL** category. All six Gamma Curves tools — GC01 through GC06 — should appear in the list. Drag any of them onto a node to confirm it loads without error.

NOTE

If a tool does not appear, double-check that the `.dctl` files were copied into the `DCTL` subfolder (not directly into the `LUT` folder) and that DaVinci Resolve was fully quit — not just the project — before relaunching.

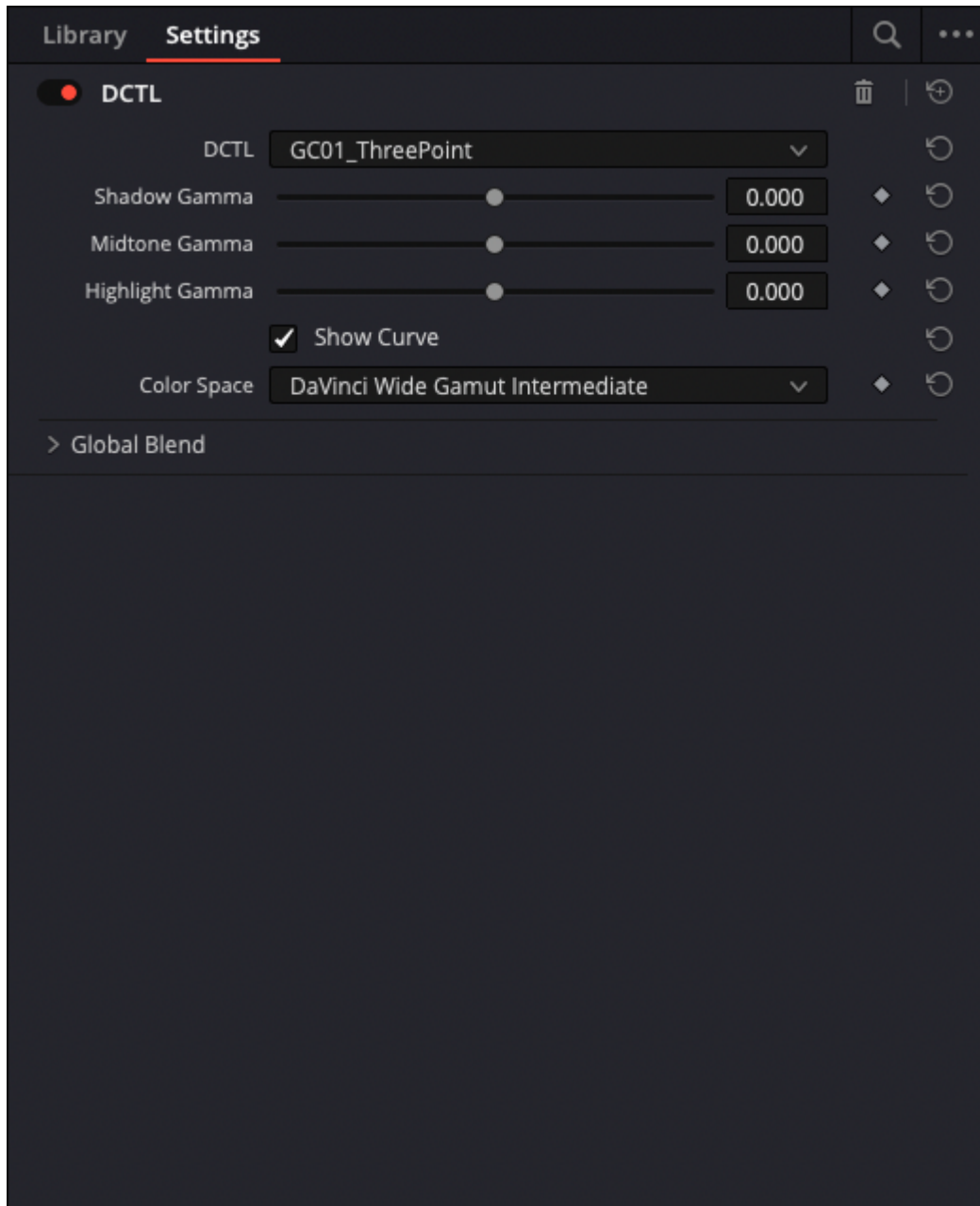
The DCTLs

3.1 Common Controls

Every DCTL in the collection shares the following two controls.

Control	Type	Default	Description
Color Space	Dropdown	DaVinci Wide Gamut Intermediate	Sets the log color space of the incoming signal. Choose DaVinci Wide Gamut Intermediate if your timeline is in DWG/Intermediate, or ACEScct if you are working in an ACES pipeline. This affects how the curve is normalised around middle gray — the correct setting ensures a +1 stop adjustment looks like a +1 stop adjustment.
Show Curve	Checkbox	Off	Overlays the curve on the image. When enabled: a grey diagonal shows the identity (no-op) position; a white line shows the actual curve; each adjustable control point is marked with a circle and a label showing its current position and gamma value. Disable this before delivery.

GC01 — Three Point



GC01_ThreePoint.dctl

4.1 About

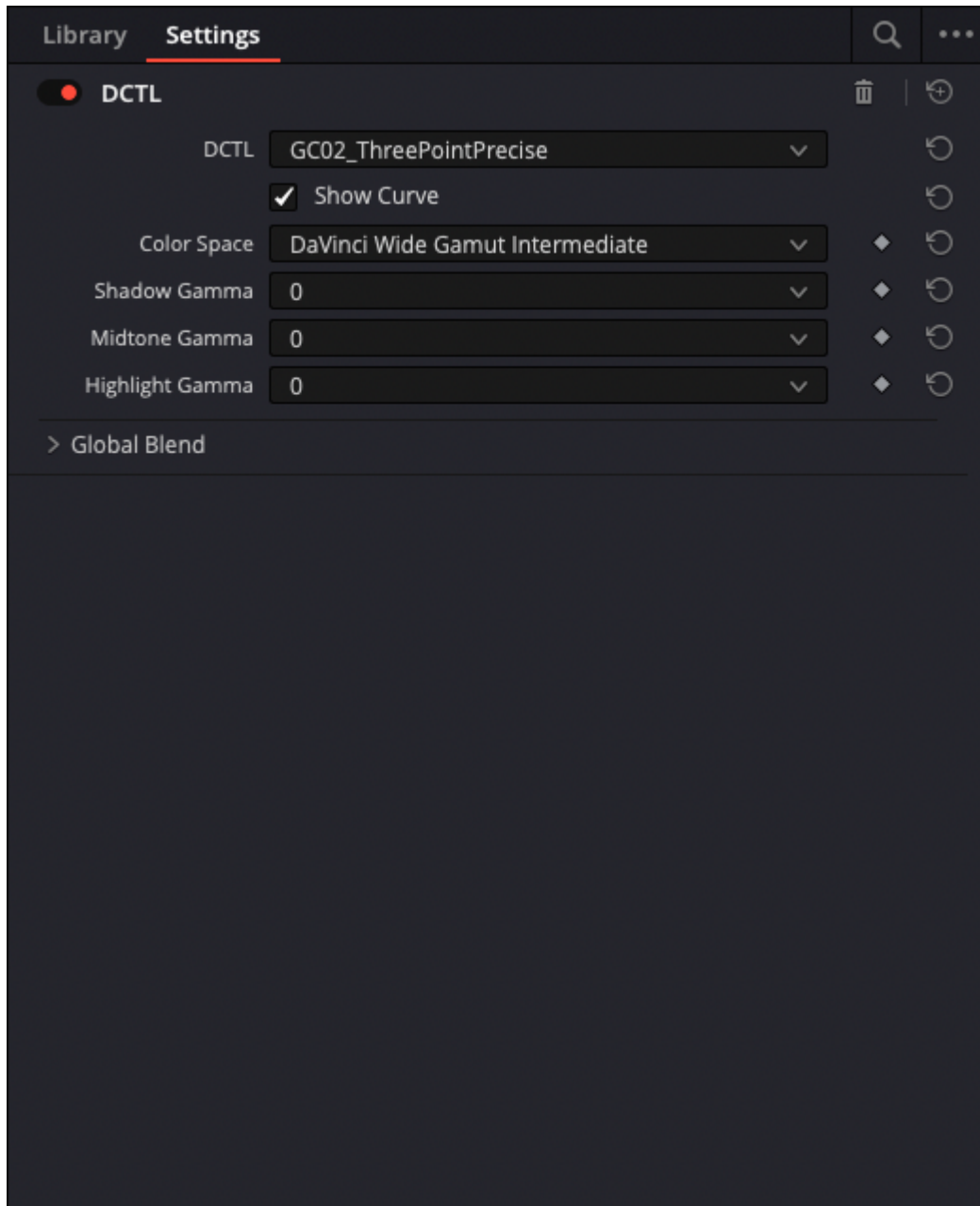
GC01 is the fastest tool in the collection. It gives you three control points — Shadow, Midtone, and Highlight — each adjusted with a free-drag gamma slider. Black (0%) and White (100%) are always fixed at identity, so the curve always passes through absolute black and white unchanged.

Reach for GC01 when you want to shape the contrast of a clip quickly and intuitively. Because the control points are fixed at 25%, 50%, and 75% of the tonal range, there is nothing to configure beyond the three gamma values — just drag until it looks right. The slider format is well suited to live adjustment during a client session.

4.2 Controls

Control	Type	Range	Default	Description
Shadow Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output of the Shadow control point (25% of the tonal range) up or down. Positive values brighten shadows; negative values crush them.
Midtone Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output of the Midtone control point (50% — middle gray). This is the central pivot of any contrast adjustment. Positive values open up the midtones; negative values compress them.
Highlight Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output of the Highlight control point (75% of the tonal range). Positive values lift highlights; negative values bring them down.

GC02 — Three Point Precise



GC02_ThreePointPrecise.dctlc

5.1 About

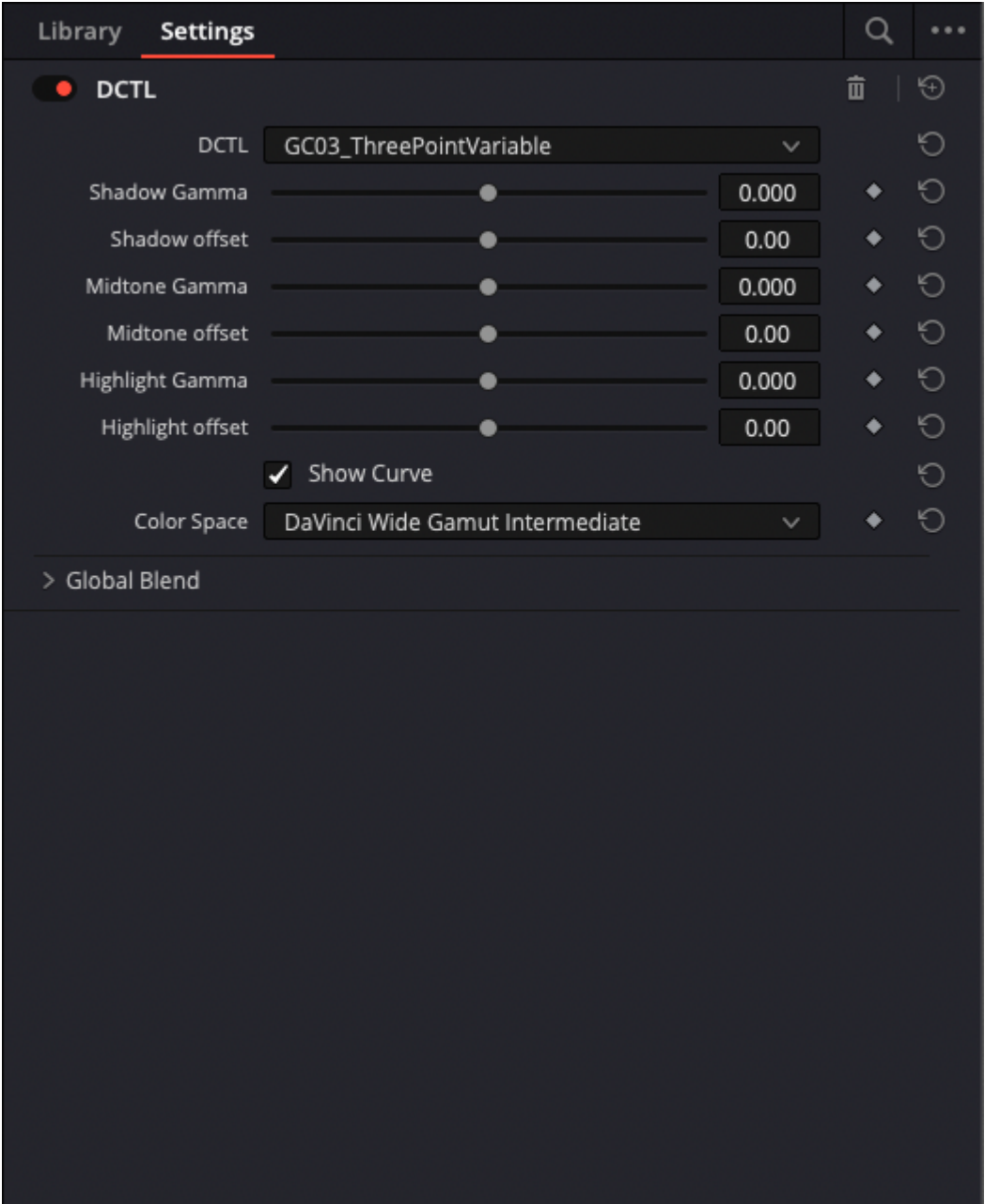
GC02 has the same three-point structure as GC01, but every gamma parameter is set using a dropdown menu rather than a free-drag slider. Each step in the dropdown is exactly 0.25 stops — there are no in-between values. Control points are still fixed at 25%, 50%, and 75%.

Use GC02 when exact repeatability matters. Because every parameter snaps to a named increment, you can write down a grade as three numbers and recreate it identically on any clip, in any session, on any system. This makes it the right choice for matching grades between shots, building show LUTs, or any workflow where the curve settings need to be communicated or archived.

5.2 Controls

Control	Type	Range	Default	Description
Shadow Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Shadow control point (25%). Select from 33 values in 0.25-stop increments.
Midtone Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Midtone control point (50% — middle gray).
Highlight Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Highlight control point (75%).

GC03 — Three Point Variable



GC03_ThreePointVariable.dctlc

6.1 About

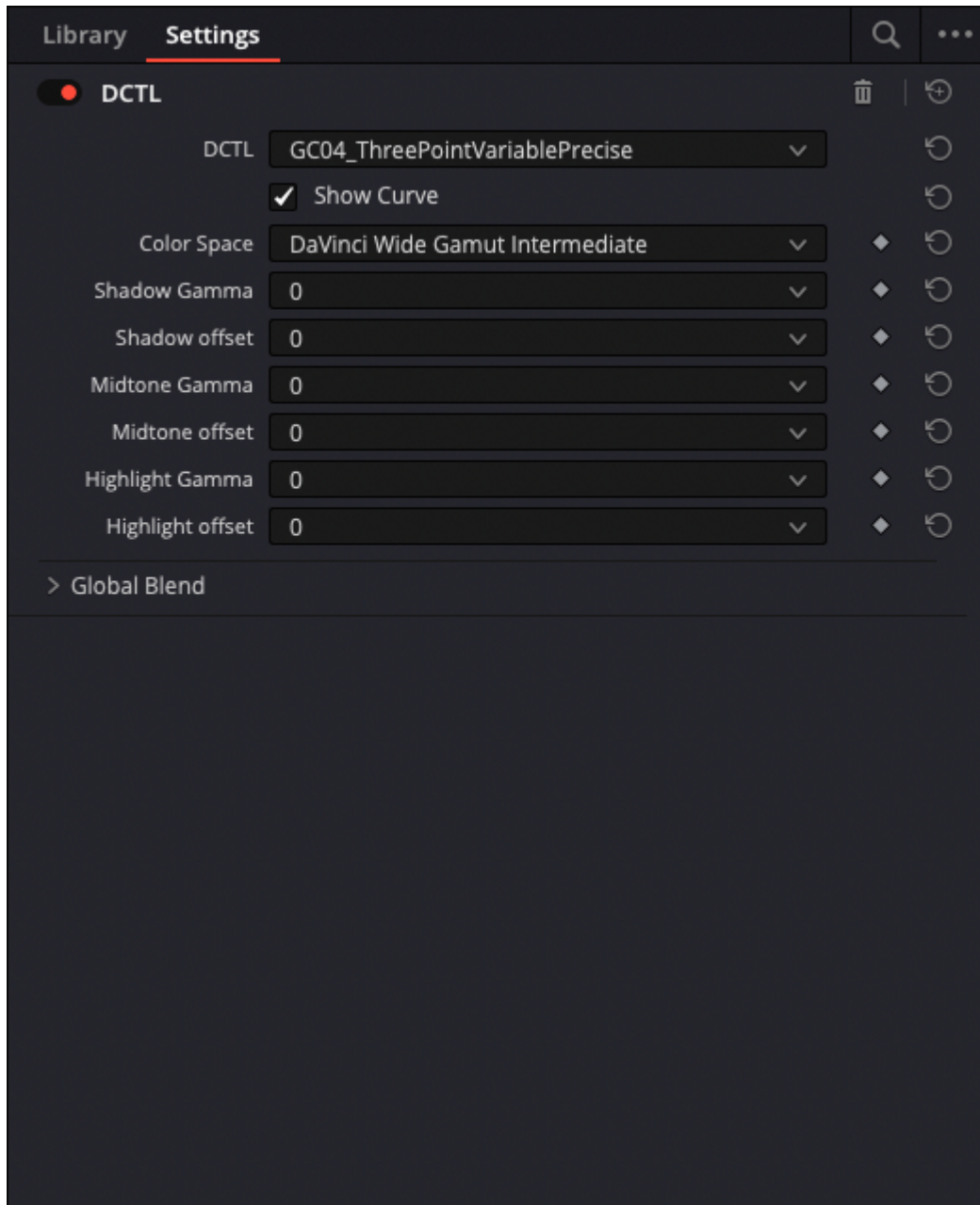
GC03 adds X-position control to the three-point curve. Each of the three interior control points can be slid up to $\pm 20\%$ along the input axis, moving it to a different tonal position before the gamma adjustment is applied. Gamma is still a free-drag slider.

Use GC03 when the fixed 25/50/75% positions do not align with the tonal regions that matter in a particular clip. For example, if the shadow detail you want to protect sits closer to 35%, you can move the Shadow pivot there. The curve overlay is especially useful here — enable Show Curve to see precisely where your pivots sit before committing to a gamma value. Position snaps are in 1% steps, so this is still a freeform tool.

6.2 Controls

Control	Type	Range	Default	Description
Shadow Gamma	Slider	-4.0 to +4.0 stops	0	Shifts the output of the Shadow control point up or down.
Shadow offset	Slider	-20% to +20%	0	Moves the Shadow control point left or right along the input axis. Default position is 25%. A value of +10 moves it to 35%; -10 moves it to 15%.
Midtone Gamma	Slider	-4.0 to +4.0 stops	0	Shifts the output of the Midtone control point.
Midtone offset	Slider	-20% to +20%	0	Moves the Midtone control point from its default position of 50% (middle gray). Use with care — moving this point away from 50% means the nominal midtone adjustment no longer sits at middle gray.
Highlight Gamma	Slider	-4.0 to +4.0 stops	0	Shifts the output of the Highlight control point.
Highlight offset	Slider	-20% to +20%	0	Moves the Highlight control point from its default position of 75%.

GC04 — Three Point Variable Precise



GC04_ThreePointVariablePrecise.dctlc

7.1 About

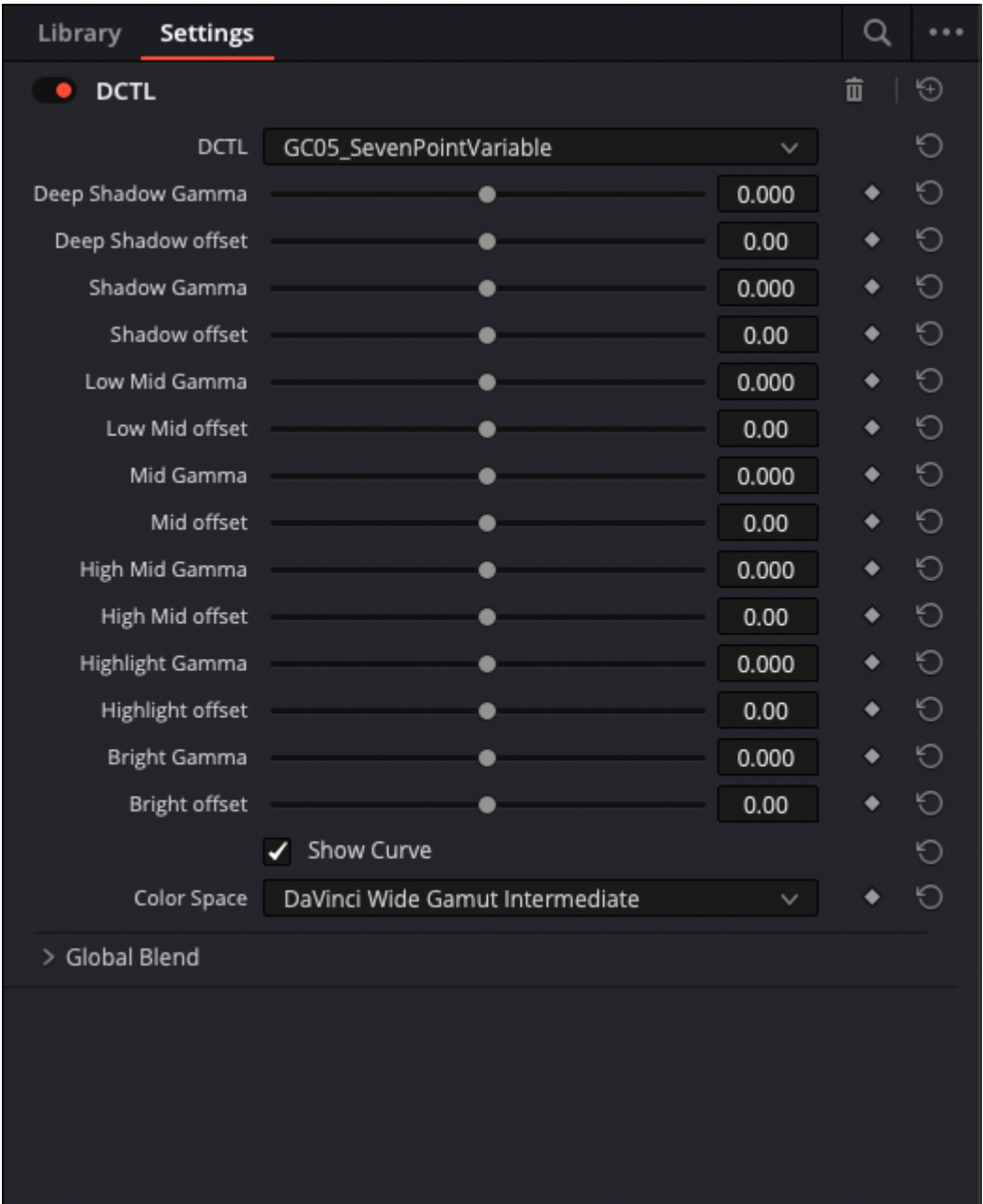
GC04 combines the moveable control points of GC03 with the dropdown precision of GC02. Both gamma and position for each point are set from dropdown menus: gamma in 0.25-stop increments, position in 5% increments.

This is the most methodical version of the three-point curve. Every parameter is locked to a discrete grid, which means a grade is fully described by six small integers — easy to record, easy to recall, and impossible to set incorrectly by a fraction. Use GC04 when you are building a look that needs to travel: across episodes, across facilities, or simply across a long timeline where you need to be certain every application is identical.

7.2 Controls

Control	Type	Range	Default	Description
Shadow Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Shadow control point.
Shadow offset	Dropdown	−20% to +20% (5% steps)	0	Moves the Shadow control point from its default position of 25%. Nine positions available: −20, −15, −10, −5, 0, +5, +10, +15, +20.
Midtone Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Midtone control point.
Midtone offset	Dropdown	−20% to +20% (5% steps)	0	Moves the Midtone control point from its default position of 50%.
Highlight Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Highlight control point.
Highlight offset	Dropdown	−20% to +20% (5% steps)	0	Moves the Highlight control point from its default position of 75%.

GC05 — Seven Point Variable



GC05_SevenPointVariable.dctl

8.1 About

GC05 gives you seven adjustable control points spaced every 12.5% across the tonal range, plus fixed Black and White endpoints — nine points in total. Each of the seven interior points has both a gamma slider and a position slider with $\pm 10\%$ range. The points are labelled Deep Shadow (12.5%), Shadow (25%), Low Mid (37.5%), Mid (50%), High Mid (62.5%), Highlight (75%), and Bright (87.5%).

Use GC05 when you need to sculpt a detailed, shaped contrast curve rather than a simple three-point lift/gamma/gain adjustment. It is the right tool for building a film look with a specific S-curve character, separating the treatment of deep shadows from near-black shadows, or protecting a particular tonal region — such as skin tones — while reshaping everything around it. The freeform sliders make it well suited to exploratory grading; use the curve overlay to monitor the shape as you work.

8.2 Controls

Control	Type	Range	Default	Description
Deep Shadow Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output at the Deep Shadow point (default 12.5%). Controls the very low end of the shadow range.
Deep Shadow offset	Slider	−10% to +10%	0	Moves the Deep Shadow point from its default position of 12.5%.
Shadow Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output at the Shadow point (default 25%).
Shadow offset	Slider	−10% to +10%	0	Moves the Shadow point from its default position of 25%.
Low Mid Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output at the Low Mid point (default 37.5%). Controls the lower half of the midtone range.
Low Mid offset	Slider	−10% to +10%	0	Moves the Low Mid point from its default position of 37.5%.
Mid Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output at the Mid point (default 50% — middle gray). The central pivot of the curve.
Mid offset	Slider	−10% to +10%	0	Moves the Mid point from its default position at middle gray (50%).
High Mid Gamma	Slider	−4.0 to +4.0 stops	0	Shifts the output at the High Mid point (default 62.5%). Controls the upper half of the midtone range.
High Mid offset	Slider	−10% to +10%	0	Moves the High Mid point from its default position of 62.5%.

Control	Type	Range	Default	Description
Highlight Gamma	Slider	-4.0 to +4.0 stops	0	Shifts the output at the Highlight point (default 75%).
Highlight offset	Slider	-10% to +10%	0	Moves the Highlight point from its default position of 75%.
Bright Gamma	Slider	-4.0 to +4.0 stops	0	Shifts the output at the Bright point (default 87.5%). Controls the upper highlights just below encoded white.
Bright offset	Slider	-10% to +10%	0	Moves the Bright point from its default position of 87.5%.

GC06 — Seven Point Variable Precise



GC06_SevenPointVariablePrecise.dctlc

9.1 About

GC06 is the full-precision version of GC05. All fourteen parameter controls — seven gamma values and seven position offsets — are set via dropdown menus. Gamma snaps to 0.25-stop increments; position snaps to 2.5% increments.

Use GC06 as your primary look tool when you are building a grade that needs to hold across an entire project. Because every parameter is discrete and named, the full curve is described by fourteen integers that can be written down, emailed, or pasted into a spreadsheet. It is also the safest tool in the collection for remote collaboration — there is no ambiguity in "Mid Gamma: +0.75, High Mid Gamma: -0.50" in the way there would be with slider positions.

9.2 Controls

Control	Type	Range	Default	Description
Deep Shadow Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Deep Shadow point (default 12.5%).
Deep Shadow offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Deep Shadow point from its default position of 12.5%. Nine positions: −10, −7.5, −5, −2.5, 0, +2.5, +5, +7.5, +10.
Shadow Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Shadow point (default 25%).
Shadow offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Shadow point from its default position of 25%.
Low Mid Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Low Mid point (default 37.5%).
Low Mid offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Low Mid point from its default position of 37.5%.
Mid Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Mid point (default 50% — middle gray).
Mid offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Mid point from its default position at middle gray (50%).
High Mid Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the High Mid point (default 62.5%).
High Mid offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the High Mid point from its default position of 62.5%.

Control	Type	Range	Default	Description
Highlight Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Highlight point (default 75%).
Highlight offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Highlight point from its default position of 75%.
Bright Gamma	Dropdown	−4.0 to +4.0 stops (0.25-stop steps)	0	Sets the gamma shift at the Bright point (default 87.5%).
Bright offset	Dropdown	−10% to +10% (2.5% steps)	0	Moves the Bright point from its default position of 87.5%.

Notes on the Curve Overlay

When **Show Curve** is enabled, the image is replaced by a visual representation of the curve:

- **Grey diagonal line** — the identity position. If the curve sits exactly on this line, the DCTL is making no change to the image.
- **White curve line** — the actual curve being applied. Bends upward represent brightening; bends downward represent darkening.
- **Control point circles** — each adjustable interior point is marked with a white-filled circle. Moving a gamma slider moves the circle vertically; moving a position offset slider moves it horizontally.
- **Labels** — each circle shows the point's current input position as a percentage, and its gamma value in stops (e.g. `50% / +1.00`).

The overlay is computed per-pixel and reflects the exact curve being applied to that frame.

NOTE

Disable Show Curve before output — the overlay replaces the image and is not part of the graded result.

Customer Support

For installation issues, questions about a specific DCTL, or anything else covered in this manual, contact `support@incidentlabs.tools`.

RESPONSE TIME

Standard response time is 2 business days or less, Monday through Friday.

License Terms

Use of this product is governed by our End-User License Agreement which was supplied at the time of purchase. I can also be found at incidentlabs.tools/eula.