



JR Architecture & Landscape LUTs

Introduction

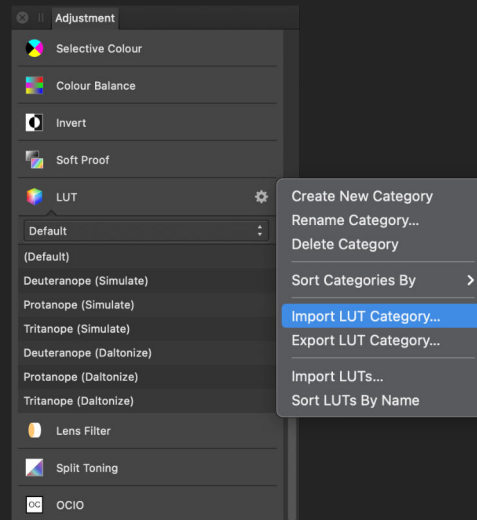
This LUT (look up table) pack contains 30 unique LUTs designed for landscape and architecture imagery, and is intended for use with both photographically-sourced images and 3D renders (architectural visualisations).

LUTs are a time-saving tool, allowing you to iterate on and experiment with multiple 'looks' very quickly. You can use them standalone or stack them with other adjustment layers and experiment with blending options (opacity, blend mode, blend ranges) to customise the effect they have.

Please note: the .afluts package in which these are supplied is only supported with version 1.9.2 or higher of the Affinity apps, therefore you will need at least this version to use the first (and quickest) installation method.

Installation

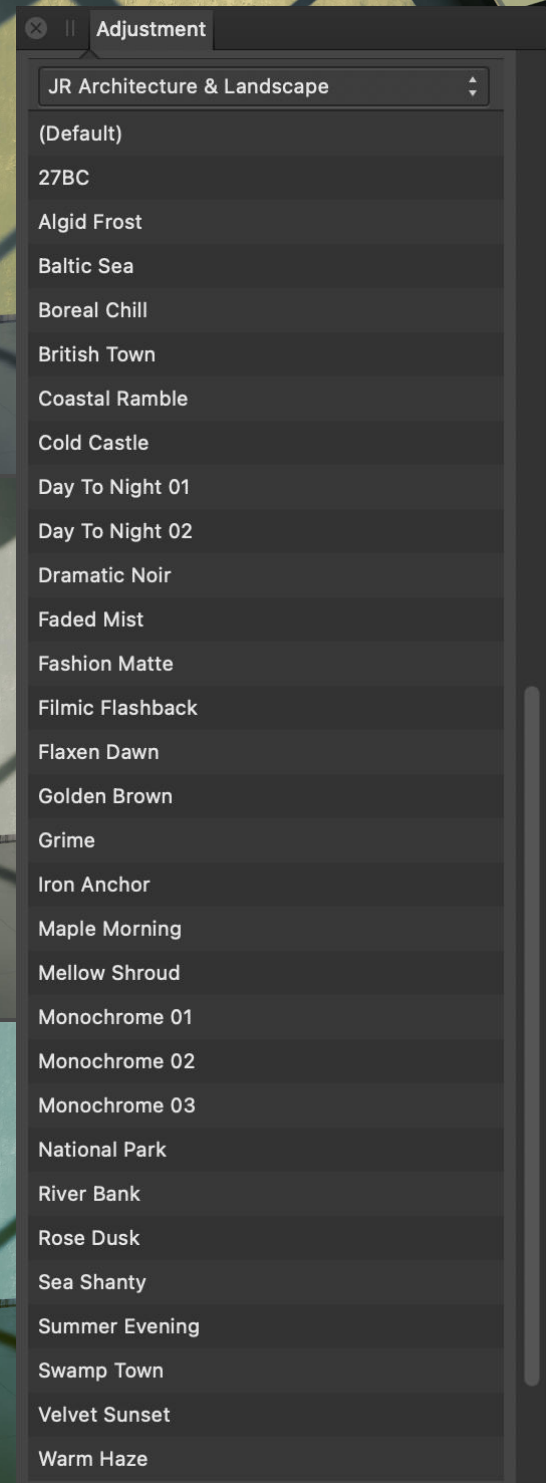
1. Extract the .afluts file to a directory of your choice. Optionally, also extract the *Individual CUBE files* directory which contains each LUT as a separate .cube file.
2. In Affinity Photo, go to the **Adjustment** panel. Find the LUT entry, then click the cog icon and choose **Import LUT Category**.
3. Choose the *JR Architecture & Landscape.afluts* file.
4. The LUTs will now be displayed in a new category. Simply click one to apply it to your document—it will add a new LUT adjustment layer.
5. You can now cycle through the LUTs and find one that works. The old LUT adjustment layer will be replaced with the new one, so you don't have to worry about them accidentally stacking on top of one another.



Installation (pre-1.9.2)

If you are not using 1.9.2 or later, the .afluts file format will not be supported. In this case, you can do the following:

1. Version 1.9.0 or 1.9.1: use **Import LUTs** on the LUT cog icon menu instead, then import the .cube files from the *Individual CUBE files* directory. You may wish to create a new category beforehand using the **Create New Category** and **Rename Category** options.
2. Older versions: Use the LUT adjustment layer (**Layer>New Adjustment Layer>LUT**), and on the dialog choose **Load LUT**, then browse to an individual .cube file to apply it.



Credits

All LUTs designed by James Ritson. Sample imagery rendered in Blender and 3DS Max + vRay. Modern Bedroom Scene by [sonnenbrillenbrauchenlicht](#). Archexterior scene by [evermotion](#).

