

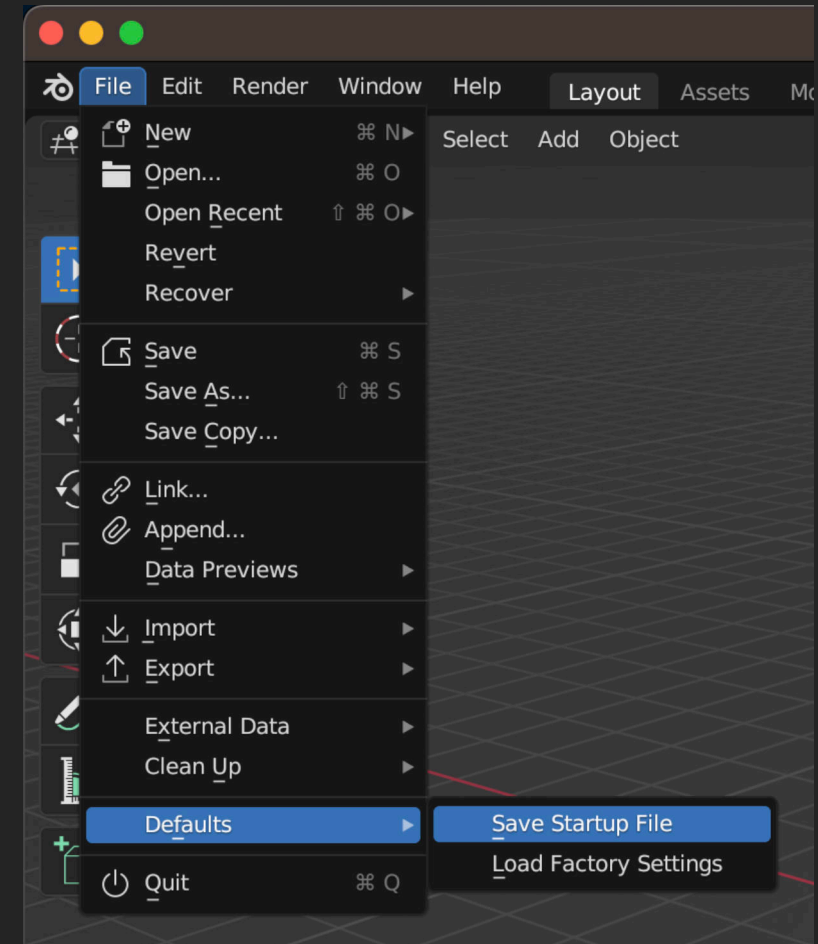
# JR Startup Scenes for Blender

# Introduction

These startup scenes are a collection of the modified settings I typically use when creating and rendering scenes in blender. I very rarely work in Eevee, so all modifications are for Cycles.

The adjustments I've made are:

- Hugely increased clip end values for both the viewport and camera (to accommodate large terrains and volumetrics).
- Higher resolution render settings and output to 16-bit uncompressed TIFF (saving is much quicker without compression).
- High Contrast Filmic look rather than None (which is Medium).
- Assets workspace available next to Layout: the assets browser can be found on the right in this workspace.
- Viewport denoising on by default.
- Optimised volume rendering settings for faster rendering (0.05 step rate, 24 max steps).
- Increased Diffuse and Glossy max bounces to 6 and Transparent bounces to 32 (to mitigate black artefacting, especially with transparent foliage materials).
- Render Passes included by default: Mist, Normal, Direct and Indirect volume, Emission, Environment and Ambient Occlusion. I use all of these regularly when doing render post-production in Affinity Photo.
- Mist start and end points visible via the Camera by default.
- Depth of Field Marker added by default and linked to the camera for easy depth of field control (just move the marker around).
- GPU compute used by default (if enabled in blender's Preferences).
- When using the *Nishita Sun Lighting* startup file, the *World* shader is set up to use the Nishita lighting model with some adjusted values: higher sun elevation, increased Ozone layer strength, and reduced Background strength so the lighting is more suitable for the default scene exposure.
- Camera positioned straight ahead rather than angled downwards towards the default cube. Speaking of...
- No default cube (bool).



# Installation

1. Extract the *JR Startup Scenes* folder to a disk location of your choice.
2. Open the desired startup scene in **blender** (default lighting or Nishita sun lighting).
3. Go to File>Defaults>Save Startup File. Now whenever you start a new scene in blender, it will use the chosen startup scene.

If you have any questions or issues, please do contact me on [james@jamesritson.co.uk](mailto:james@jamesritson.co.uk)

# Credits

All 3D renders and editing by James Ritson (<https://jamesritson.co.uk>)

