Filmic Blender Setup

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Setting up a new Filmic Blender project in Maya

When starting a fresh new project and you wish to work within the Filmic Blender color space, here are some guidelines to consider.

- To begin your new scene, you need to select the Filmic Blender config from the OpenColorIO parameter in the Features tab within the Render Settings.

- If IT is already open from a previous ACES or Linear (Off config) project, you now have to close and re-open the Image Tool to ensure you are working in the correct config.

- When working with textures, RenderMan will now handle all the conversion needed to get your textures into the Filmic Blender configuration

  For instance, if you insert a Diffuse or Albedo color linear sRGB map into the Diffuse parameter of a PxrSurface, the Texture Manager will not only convert it to RenderMan's preferred file format (.tex) but will also automatically handle the color conversion to Filmic Blender at the same time.

- Whether you render within IT, Maya's viewport, or Maya's RenderView, you will now be rendered within the Filmic Blender config.

- Within IT, you can also now apply a 'Look' to the image such as Low Contrast, Medium through to High Contrast. Base Contrast is recommended as a starting point.

Converting a previous Linear or ACES Maya project to Filmic Blender

If you wish to pick up an older Maya project and re-render it using the popular Filmic Blender config, here are some guidelines.

- With your project loaded in Maya, select the Filmic Blender config from the OpenColorIO parameter in the Features tab within the Render Settings.

- Open RenderMan's Texture Manager from either the RenderMan shelf or menu and next to the Parse Scene button, you will now see a new Refresh all Textures and Re-Parse the scene icon. Once pressed, the Texture Manager will now go ahead and convert all your color maps (diffuse, albedo, etc) into the Filmic Blender configuration

- You might now need to re-adjust your light intensities and temperatures, along with any Dome Light settings to re-compensate for the adjustment of moving to the Filmic Blender config.