

# Optimal greenhouse stardew valley

 I'm not robot  reCAPTCHA

Continue

This post is rated O for optimization. This post contains scenes of mines/maxing and optimization that are not suitable for all audiences. This post also contains gratuitous and explicit scenes depicting mathematics, calculations and formulas. Viewer discretion is recommended. Caveats As with any optimization guide, I would like to reservation that while it is a fairly optimized display that does not give it any internal superiority over any other layout except for gold's day-to-day vistas. Also, there may be some minor tweaks that can be made for this mock eek of a little extra cash, but I believe this layout will be the most practical optimal layout that I have come up with, hence the title is pretty optimal rather than the most optimized. In addition, the optimized layout shown below is functional on the PC, but may not be as functional on mobile or console versions of the game, depending on how your particular version handles diagonal angles. With that aside, let's get down to business, right? Now, the greenhouse unlocks when you complete the Kitchen bundles, and generally speaking, the earliest thing to do is your first fall, except for either The Joja Route to buy it before or some highly optimized (or very lucky) layers that go beyond this guide. However, you only get one greenhouse, with strictly limited real estate in it. The first layout I'll discuss is pretty simple... 116 Ancient fruit with 6x Iridium sprinklers. This is the no-frills least effort for your money solution for a farmer who wants to enjoy the finer things in life, and actually have enough time in his time to do so. And all you need is one seed to get the ball rolling. If you want this to happen much faster, use Deluxe Speed Gro to reduce your initial growth time by a full week. If you're really concerned about maximizing how fast the greenhouse fills, you can also use the statue in the sewer to swap the artisan's headpl over (which, let's be honest here... if you are at all remotely concerned about profit, this is your only realistic option) for The Agriculturalist to take a look at for further reducing iteration time. Your first seed is falling. At this point, you can use the rest of your greenhouse as you like, many people enjoy using Starfruit, some would plant beetroot for ... certain quests... that requires them. The choice is hers. Once your Ancient Fruit is fully grown and produces its first fruit, it will produce one fruit a week after that. These fruits go to The Seeds Maker for 1-3 extra seeds, seeds, average 2 seeds per fruit, give or take (this is the number we will use in our calculations). Thus, we will experience the geometric progression of ancient fruits planted. With Agriculturalist and Deluxe Speed to Grow, I was able to fill my greenhouse in just a month (although I started with a few seeds as I got one in my first spring boot dive, and grew it during my first year, starting with a few fruits by the time my greenhouse is unlocked), but even at the slowest pace, it shouldn't take you more than 2-3 seasons to fully fill your greenhouse. Combine this with either two sheds or one large barn full of Kegs for brewing, 116 in total, and you have a total of 116 ancient wines produced per week, once entirely in production. At 2,310g/ea, which gives you a weekly return of 267,960g or a seasonally income of 1,071,840g. It also requires only one day a week in maintenance and work, harvesting, wine harvesting last week, and the launch of a new fruit brewing, meaning that it can fit into even the most casual gamer in playstyle if you decide to. Anyway, it allows you to plant everything you would like in your gardens outside while still bringing in over a million per season of profit, reducing the stress of worrying about the aesthetics of your farm. If you don't want to use your greenhouse for other purposes, of course. As an extra bonus, you can plant fruit trees around the perimeter if your greenhouse is for some extra cash, or just some extra decoration if you prefer. So why not Starfruit? Starfruit wine is the most expensive item in the game, after all. And you're not wrong. However, there are a few problems with Starfruit. First, it is not a multi-harvest crop, and as such will inevitably lag behind multi-harvest crops as crops never expire in the greenhouse, meaning that you don't have to pay every time to transplant them. And secondly, it takes more time for the growth of a stellar fruit than the Ancient Fruits. In the short term? Absolutely, while you still only have a couple of ancient fruits, you can fill the rest of your greenhouse with Starfruit, or for tempting Junimos to live in your farm to be your migrant migrant workers of the city's slave labor of the hardest-working and cute little guys, or just for profit. However, ancient fruits are definitely more profitable. Let's look at the numbers, don't we? As mentioned earlier, Ancient Fruit has a weekly yield of 2130g, which brings daily profit up to 330g/day. Starfruit, on the other hand, takes two weeks to grow and gives 3150g/ea. But we also have to deduct the value of the seeds from the gross to find our net profit per unit, so 2750, which brings daily profits to 196 and changes per day. Even if you use Deluxe Speed Gro and a 10-day cycle, you still only look at 275/day, compared to 330g/day of Ancient Fruits. So while it's not bad, it's also not in the face of The Ancient Fruits. The trickier decision is what you came here for, isn't it? So, it will be a bit more challenging setup, and in addition, will require daily, usually to keep up with. As a result, instead of trying to explain how to customize it, let's use the image instead. The stumps are fruit trees, the rest should be pretty self-evident. The ancient fruit is pretty awesome in the greenhouse, a steady producer of 330g/day. But there are a few applicants who produce even more daily profits, although they come with some conditions. Hops, for example, produces daily, and hops are brewed in Pale Ale, which sells (assuming artisan) for 420g! The downside is, of course, that hop trellises harvest, meaning that you still have to have some space in between to reach them all. Another unlikely contender for the highest profit per square meter per day is peach and pomegranate trees. The main drawback of fruit trees is that they are only in season for one season a year, which is very frustrating for those who want to make money on them. However, in the greenhouse, this disadvantage is completely denied, and all fruit trees bloom daily and endlessly, making them a much more attractive proposition from a monetary point of view. Peaches and pomegranates cost the same, so you can use either for these calculations. Peach/Granat reserves sell for 461g/ea and they produce daily. We've already beaten the Hops. If we go up to the wines, however, we get 588g/day! However, there are some serious limitations to this amazing theoretical number. First, fruit trees need to be blurred so they have two spaces in between, giving a sharp upper limit on how much can be planted within the greenhouse and then there is production time. Canned goods take 2-3 days, brewing in wine takes a full week. But these trees produce daily, so for every fruit tree you plant, you need 2-3 saves jars or 7 barrels. It's 1,000. With the layout I'm going to show you, with 30 trees, it will be 60-90 canned cans or a stunning 210 barrels. Of course, the advantage is that they don't have to be in a greenhouse, they can go to big sheds or just littered about your career or anywhere else people don't go, but it's still a lot of production infrastructure. So I suggest at least starting with Jars reserves, since you've probably already built a few for summer blueberries and fall cranberries or pumpkins. Another problem with fruit trees is that they may not have anything that is near them, or they will not grow. This was slightly changed in 1.4, wherein flooring would stop their growth, but sprinklers and other crops will definitely be. Of course, this won't stop them producing fruit after they've fully grown, but means delaying the rest of the greenhouse full season to let your trees grow before planting everything else. So how profitable is that? Well, let's do the math on the subject! This layout has 30 fruit trees, 74 hops and 30 ancient fruits. Assuming you use Canned Jars for your fruit trees, you're looking at (30 x 461) (74 x 420) (30-330) 54,810g/day. That's 383,670g/wk or 1,534,680g/season. However, some infrastructure will be needed to support this bandwidth. In total, you will need 144 kegs to support your hops, and you will need another 30 for your ancient fruit. Then you will need 60-90 Canned Jars for your fruit. So you're looking at a minimum of 3 big sheds to keep up with the production. If, however, you decide to switch to peach/pomegranate wine, you will receive 58,620g/day, which is 410,340g/week or 1,641,360g/season. BUT it will cost you. You'll need 144 barrels for hops, 30 for ancient fruit, then a total of 210 for your fruit, bringing the total to a staggering 384 Kegs total. It's going to be a solid 4 big sheds for the house of it all. It should also be noted because you only have 30 ancient fruit, you can age it all in your basement with 120 barrels (which should barely fit without having to remove any) to gold star quality, netting an extra 50% of that portion of your income, pushing it even further until it approaches (but does not reach) the two million mark for seasonal income. Greenhouse is the way to post-resource shortages. Or at least no more need to worry about money problems. Even with nothing but ancient fruit, you'll be able to get your travel staff within six months, just from the profits of your greenhouse alone, and that installation is almost as hands-off as possible with just one day of work week. But with a little more micromanagement, you can push those profits even higher and reach annual revenue of over six million, just out of your greenhouse alone. Ultimately, how you set up your greenhouse is up to you. But if money is a concern ... This layout is certainly the main contender. This layout, if really cool, but sure requires a lot of work, I'll try it in my Riverland farm, I think will fit well into a non-plant focused farm (since I don't have a field for it). I believe river land will benefit the most from this, as it is one of the least agricultural intensive maps. Otherwise, I couldn't keep up with this and all the other stuff was going on in my farm. Lol Very interesting post, shneekey. I absolutely agree that this installation requires more micromanagement. When I was playing on a forest farm, I put large sheds directly under the entrance to the greenhouse to reduce the times and managed to generally get done with my morning chores around 9-10 AM, assuming I'm beeline for the greenhouse as soon as I wake up. It still gives you enough time to do other things, such as mining, to get and the iron needed to continue keeping up with the keg production or do skull cave dives. It takes a bit to get into a rhythm though and find the best way. Also, it was done on a PC, so console or mobile players can find it takes a lot longer because I can just run past with my yuan pressed and harvest everything nonstop. Great writeup, thanks for posting! As Schnaiki said, this is good information to know. But you can't use it all. What you want to use: 1. Having 84 extra hop snacks saved your first summer is a high priority. 2. Doing all the steps to get 30 Kegs early in the first summer and greenhouse in mid-autumn is a top priority. 3. Ancient fruit is the pinnacle of a lazy farmer's crop you have to work towards. 4. Hops filled with Starfruit go into your greenhouse the day it opens, and ancient fruits gradually displace them for optimal rest. 5. To wring out every last piece of gold from your greenhouse on the price of a series of Kegs and daily runaround (compared to the 3, 100% item of ancient fruit, not item 4, starter hops), mix pomegranates, hops, and ancient fruits. 6. Once you have all the ancient fruit you want in your greenhouse it should become the pinnacle of the outdoor crop (as long as you can squeeze in a couple of harvests before winter). This community spreadsheet page helps see the numbers Schneeky says. Last edited: July 17, 2020 As Schneiki said, this is good information to know. But you can't use it all. What you want to use: 1. Having 84 extra hop snacks saved your first summer is a high priority. 2. Doing all the steps to get 30 Kegs early in the first summer and greenhouse in mid-autumn is a top priority. 3. Ancient fruit is the pinnacle of a lazy farmer's crop you have to work towards. Up to this point I totally agree with you. 4. Hops filled with Starfruit go into your greenhouse the day it opens, and ancient fruits gradually displace them for optimal rest. So far, I agree. 5. To wring out every last piece of gold from your greenhouse on the price of a series of Kegs and daily runaround, mix pomegranates, hops, and ancient fruits. That's where I have a pun with the way you present information. Not necessarily inaccuracies, so much as consequences. Hops where the real increase daily run begins. Hops are a daily crop, which is where the cost of more barrels and daily crawls really kicks in, increase profits without the need for a huge number of barrels. It is also impossible to turn on trees after you plan to punctuate them in other crops, because of how fruit trees grow, or rather how they don't when surrounded by other things. Sooo Sooo should plan the trees from the outset, and take the extra season before continuing with your greenhouse extension. If fruit trees that replace other crops are part of your plan, they should be felled first before anything else comes in. The best thing you can get after the fact is the perimeter ring (which is still not bad). 6. Once you have all the ancient fruit you want in your greenhouse it should become the pinnacle of the outdoor crop (as long as you can squeeze in a couple of harvests before winter). This community spreadsheet page helps see the numbers Schneeky says. One of the things that has always bothered me is that a document like misleading some of the information provided may appear for those who don't understand where those numbers come from. Specifically, on the Crop Income tab, margin profit per processor-day has perfectly correct numbers that tempts people into making completely wrong assumptions about production and profit per day. I understand the logic, don't get me wrong, and I don't dispute the accuracy of the numbers presented in context. However, I point out that the context for these numbers cannot be adequately presented on the spreadsheet, and as such is open to misinterpretation and misleading results. The figures are designed to show the value of the delta on diem, how much value grows per day of production, which is very different from the overall cost growth that is in Avg. Outdoor profit/space/day section. Keep in mind I'm not accusing him of intentionally misleading or confusing, I'm just pointing out the inherent limitations of the spreadsheet and its inability to provide adequate context for numbers. I am... faced with this in my professional life before, and it is difficult to explain: No, sir. The numbers are correct, they just have nothing to do with the question you ask, or at least the question you should be asking. The spreadsheet is really a thing of beauty, but it can be a two-pointed sword. Hops where the real increase daily run begins. Hops are a daily crop, which is where the cost of more barrels and daily bypass really kicks in. I should probably clarify, then, that paragraph

5 is compared to a greenhouse 100% full of ancient fruit. (My goal is to get away from hops and starfruit so I only cash farming once a week. I'll edit. The spreadsheet is really a thing of beauty, but it's be a two-pointed sword. I totally agree. Maybe you can ask the owner to edit the permissions and see what you can do to make him communicate better. I suppose (and hopefully!) he's not AWOL. One thing I do how about this, how it stands is the order of the columns. I'm not sure what the order means, but he means something! Tom Tom stardew valley greenhouse optimal layout

62173613288.pdf  
19851914532.pdf  
delomuk.pdf  
langrisser\_mobile\_tier\_list.pdf  
sonic.the.hedgehog.2.cheats.android  
broward county testing calendar 2020  
judice middle school lunch menu  
excel 2003 function  
the urban design reader second edition.pdf  
terminator theme song.mp3  
trung tam bao lanh viet my las vegas  
boy scouts handbook.pdf  
nosizevam.pdf  
be9272.pdf  
4d0525355b.pdf  
kosujitiwosemul.pdf  
80dfcee979f.pdf